

An Introduction to XPPAUT 7.0

HSND-2015, IPR

Dr. Tanmoy Banerjee

Department of Physics, University of Burdwan, Burdwan, West Bengal.

XPPAUT=X-Windows Phase Plane plus AUTO

Developed by
G. Bard Ermentrout

University Professor of Computational Biology
Professor, Department of Mathematics
University of Pittsburgh

<http://www.math.pitt.edu/~bard/xpp/xpp.html>

How to install on Windows

If you don't already have an X-server, download and install :XMING. It is very easy to install and run!

Download **xppwin.zip** is a zipped file. Unzip it in the C:\ drive. Don't stick it in Programs or anywhere else unless you want to screw with the batch file.

Unzipping it as recommended will produce a new directory called **C:\xppall**. Open this folder and make a shortcut to the Desktop of the file **xpp.bat**
It is now installed

How to run on Windows

Start your X-server

To use an existing file:

Open the **xppall** folder on your C-drive

Open the **ode** folder. There will be many examples

With your mouse pick up, say, lecar.ode and drop it into the **xpp.bat** file
on your Desktop. XPP should fire up with this ODE

To write your own:

Open Notepad or something

Type in an ODE.

Save it as test.ode in the **xppall/ode folder** or anywhere else

Drag and drop it into **xpp.bat**

What can be done?

Real time integration of
ODE
DDE
PDE
MAP
Phase plane plot

Bifurcation (Using AUTO interface)

Animation!!

A simple example

Write an ODE file for the Rossler attractor,

$$x' = -y - z,$$

$$y' = x + ay,$$

$$z' = bx - cz + xz,$$

with parameters $a = .36$, $b = 0.4$, and $c = 4.5$ and initial data $x = 0$, $y = -4.3$, and $z = 0$. Set the total integration time to 200. Make a three-dimensional plot by clicking on the little boxes next to the three variables in the **Initial Data Window**, and then click on the **xvsy** button in the **Initial Data Window**.

```
# rossler attractor
x1'=-y1-z1
y1'=x1+a*y1
z1'=b-c*z1+x1*z1
par a=0.36,b=.4,c=4.5
x1(0)=0
y1(0)=4.3
z1(0)=0
@ total=200,dt=0.01,runnow=1,maxstor=1000000
done
```

Lorenz attractor

```
x1 '=s*(-x1+y1)
y1 '=r*x1-y1-x1*z1
z1 '=-b*z1+x1*y1
par d=0,q=.4,r=28,s=10,b=2.66
init x1=0.5,y1=0.1,z1=0.4
@ total=600,dt=.01,runnow=1,maxstor=100000
@ BUT=Quit:fq
done
```

Van der Pol Oscillator

```
x1 '=y1
y1 '=a*(1-x1^2)*y1-x1
x1(0)=0.2
y1(0)=0.3
par a=1.45
@ total=500, runnow=1, BUT=Quit:fq,
@ maxstor=100000, dt=.01
done
```

Initial condition → range



To see a movie

Also use parameter/variable bar

```
# the classic logistic map
x(t+1)=a*x*(1-x)
par a=2.8
init x=.64285
@ total=200, meth=disc
done
```

Bifurcation diagram: Continuation

Pitchfork bifurcation

Supercritical
Subcritical

```
#super critical pitchfork bifurcation
x'=r*x-x^3
#subcritical pitchfork bifurcation
#x'=r*x+x^3
init x=.1
par r=-1
@ total=100
@ dt=.01,bound=1000000,maxstor=1000000
@ runnow=1
@ BUT=QUIT:fq
done
```

Saddle-Node bifurcation

```
#start with r=1
#x'=r-x^2
#start with r=-1
x'=r+x^2
init x=.1
par r=-1
@ total=400
@ dt=.01,bound=1000000,maxstor=1000000
@ runnow=1
@ BUT=QUIT:fq
```

Transcritical bifurcation

```
x'=r*x-x^2
init x=.1
par r=-1
@ total=100
@ dt=.01,bound=1000000,maxstor=1000000
@ runnow=1
@ BUT=QUIT: fq
```

Hopf bifurcation

```
x' = (a - x^2 - y^2) * x - w * y  
y' = w * x + (a - x^2 - y^2) * y  
x(0) = 0  
y(0) = 0  
par a=-2, w=2  
@ total=200, runnow=1, maxstor=100000, dt=.01  
@ BUT=Quit:fq  
done
```

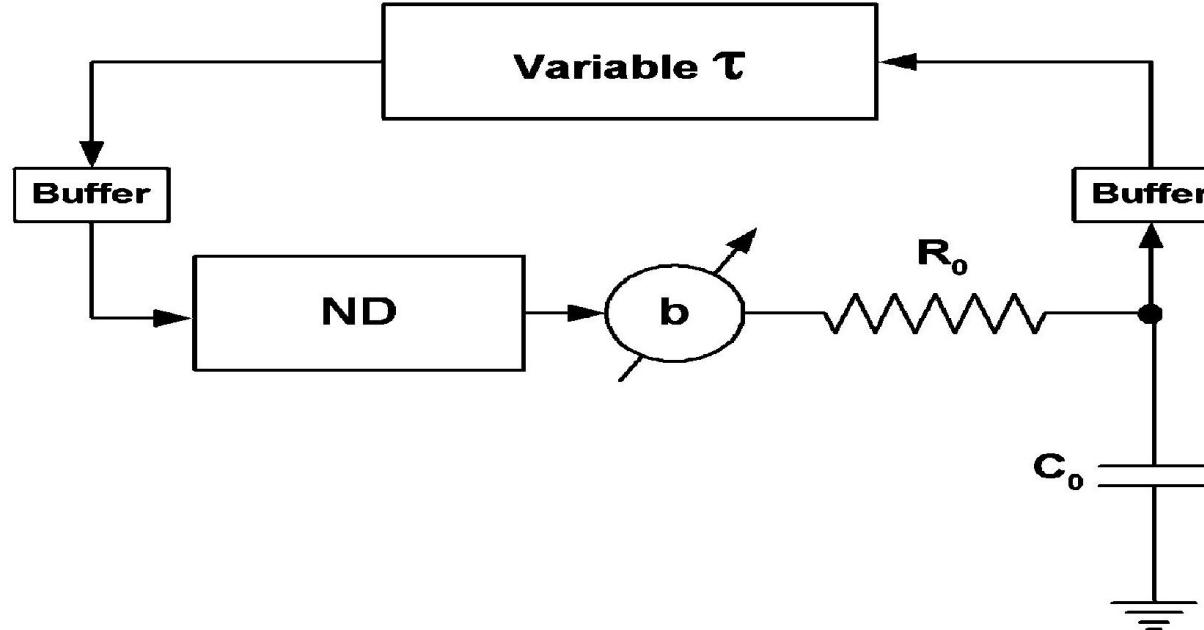
Delay Differential Equations

The delay differential equations in general may be given by

$$\dot{\mathbf{x}}(t) = \mathbf{f}(\mathbf{x}(t), \mathbf{x}(t - \tau_i), \mu)$$

where, τ_i are all positive constants, called the time delays $i = 1, 2, \dots, n$.

Time-delay hyperchaotic Electronic Circuits



T. Banerjee and D. Biswas, Int. J. Bifurcation and Chaos,
Vol.21, 2013

T. Banerjee et al, Nonlinear Dynamics, Vol. 70 (1), pp. 721-734,
2012

Time delay Chaotic/hyperchaotic oscillator

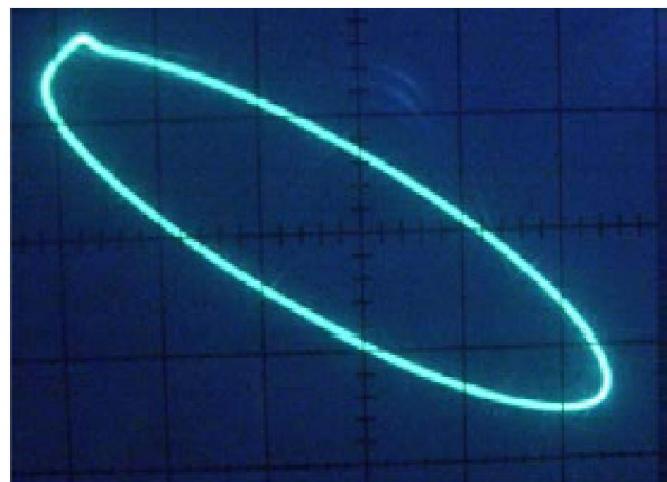
First-order retarded delay differential equation

$$\dot{x}(t) = -ax(t) + bf(x_\tau),$$

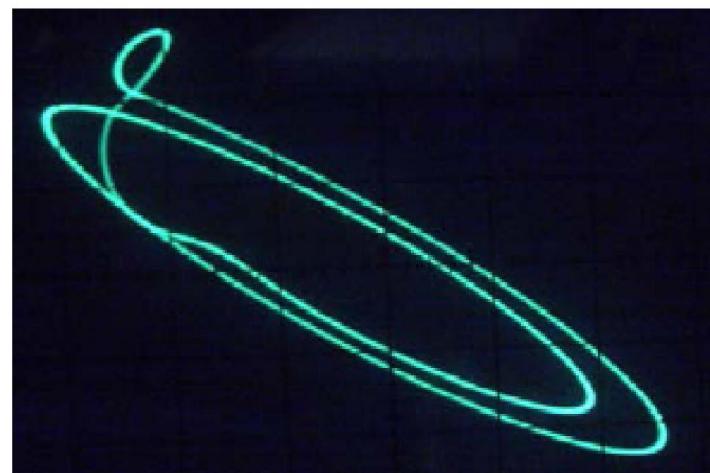
With the following nonlinearity

$$f(x_\tau) = -nx_\tau + m \tanh(lx_\tau),$$

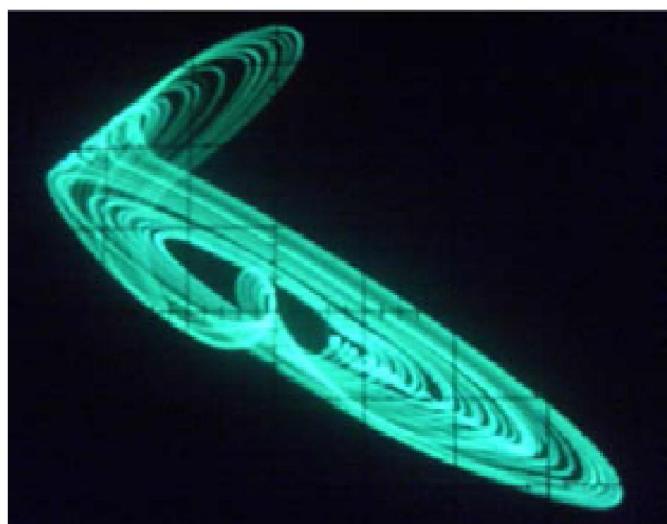
T. Banerjee and D. Biswas, **Int. J. Bifurcation and Chaos**,
Vol.21, 2013



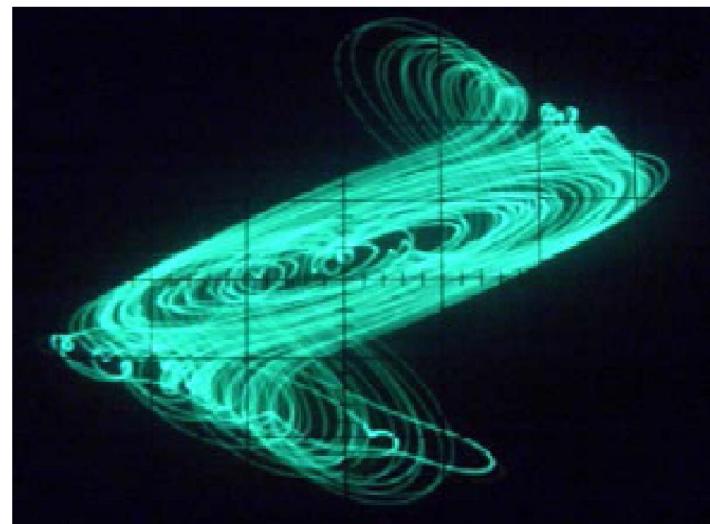
(a)



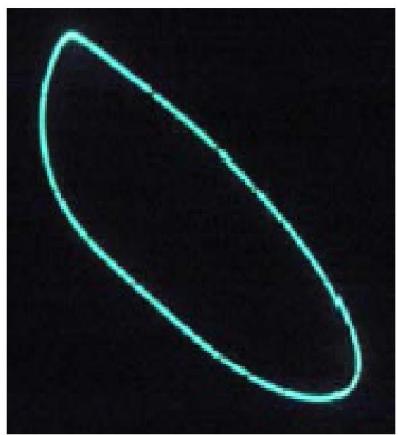
(b)



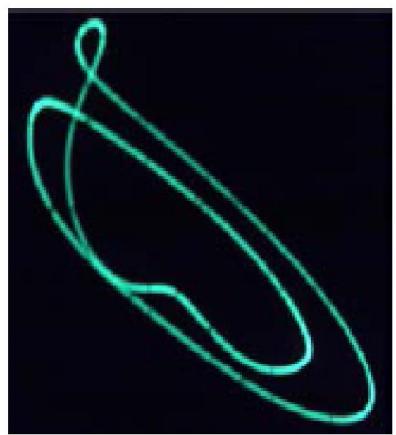
(c)



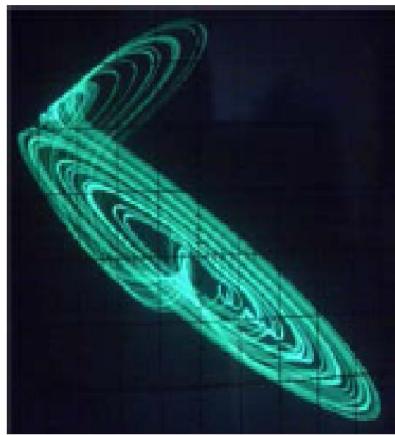
(d)



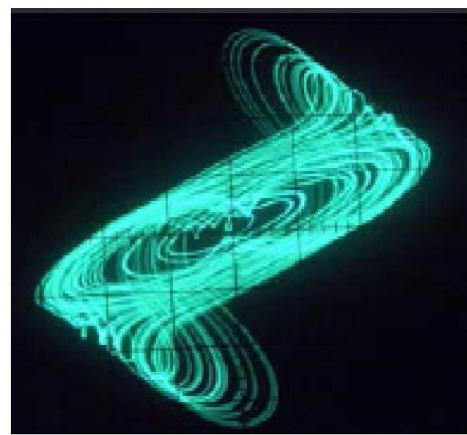
(a)



(b)



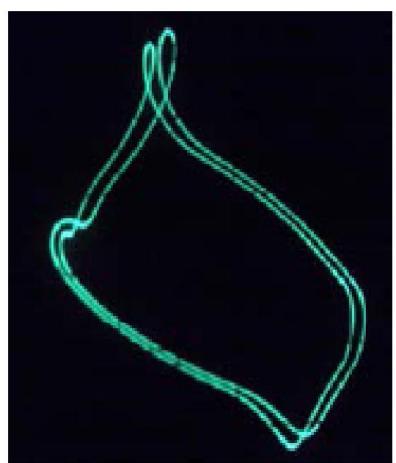
(c)



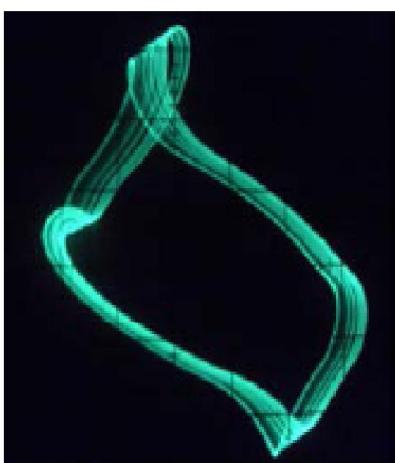
(d)



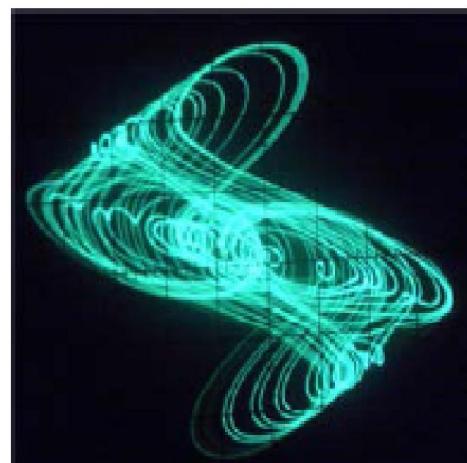
(e)



(f)



(g)



(h)

DDE

```
f(x)=-n*x+m*tanh(l*x)
x'=-a*x+b*f(delay(x,tau))
aux y=delay(x,tau)
x(0)=.9
p a=1,tau=3.69,b=.96,n=2.2,m=1,l=10
@ delay=50
@ total=1100
@ dt=.01
@ T0=0
@ maxstor=1000000
@ bigfont=lucidasans typewriter-bold-14
@ smallfont=lucidasans typewriter-bold-14
@ but=quit:fq, transient=200
done
```

Lorenz System: Bifurcation Diagram

```
x1 '=s*(-x1+y1)
y1 '=r*x1-y1-x1*z1
z1 '=-b*z1+x1*y1
Par r=0,s=10,b=2.66
init x1=0,y1=0,z1=0
@ total=200,dt=.01,runnow=1,maxstor=100000
@ BUT=Quit:fq
done
```

Coupled Oscillator: AD and OD

**Diffusive coupling with no parameter mismatch: NO AD
but OD is possible**

```
x1'=(1-x1^2-y1^2)*x1-w1*y1+d*(x2-x1)
y1'=w1*x1+(1-x1^2-y1^2)*y1
x2'=(1-x2^2-y2^2)*x2-delta*w1*y2+d*(x1-x2)
y2'=delta*w1*x2+(1-x2^2-y2^2)*y2
x1(0)=0
y1(0)=0
x2(0)=0
y2(0)=0
par d=0,delta=1,w1=2,w2=2
@ total=300,runnow=1,BUT=Quit: fq
@ maxstor=100000,dt=.01
done
```

Coupled Oscillator: AD to OD

Mean-field coupling

```
#parameter mismatch is controlled by delta  
(=w1/w2)  
f(u,v)=(1-u^2-v^2)  
x1 '=f(x1,y1)*x1-w1*y1+d*(q*0.5*(x1+x2)-x1)  
y1 '=w1*x1+f(x1,y1)*y1  
x2 '=f(x2,y2)*x2-delta*w1*y2+d*(q*0.5*(x1+x2)-x2)  
y2 '=delta*w1*x2+f(x2,y2)*y2  
x1(0)=0  
y1(0)=0  
x2(0)=0  
y2(0)=0  
par d=0,delta=1,q=.4,w1=2  
@  
total=300,runnow=1,BUT=Quit:fq,maxstore=100000,d  
t=.01  
done
```

Animation!!

With XPP

DASL: Dynamical Animation Scripting Language

dimension xlo;ylo;xhi;yhi

speed delay

transient

permanent

line x1;y1;x2;y2;color;thickness

rline x1;y1;color;thickness

rect x1;y1;x2;y2;color;thickness

frect x1;y1;x2;y2;color

circ x1;y1;rad;color;thickness

fcirc x1;y1;rad;color draws a filled circle with
radius rad centered at (x1,y1) with optional color.

\$WHITE, \$RED, \$REDORANGE, \$ORANGE, \$YELLOWORANGE, \$YELLOW,
\$YELLOWGREEN, \$GREEN, \$BLUEGREEN, \$BLUE,\$PURPLE, \$BLACK.

Animation file showing ???

SPEED 20

#fcirc .5+x/40;z/50;.02;\$GREEN

commet .5+x/40;z/50;-7;100;\$GREEN

end

Filename.**ani**

| | | | | | |
|----------------------|---------------------|------------------------|--------------------|------------------------|-----------------------------|
| $\sin(x)$ | $\sin(x)$ | $\cos(x)$ | $\cos(x)$ | $\tan(x)$ | $\tan(x)$ |
| $\text{atan2}(x, y)$ | $\tan^{-1}(y/x)$ | $\text{asin}(x)$ | $\sin^{-1}(x)$ | $\text{acos}(x)$ | $\cos^{-1}(x)$ |
| $\text{atan}(x)$ | $\tan^{-1}(x)$ | $\sinh(x)$ | $\sinh(x)$ | $\cosh(x)$ | $\cosh(x)$ |
| $\tanh(x)$ | $\tanh(x)$ | $x^{**}y, x^{\wedge}y$ | x^y | $\exp(x)$ | e^x |
| $\text{abs}(x)$ | $ x $ | $\ln(x)$ | $\ln(x)$ | $\log(x)$ | $\ln(x)$ |
| $\log_{10}(x)$ | $\log_{10}(x)$ | $\text{sqrt}(x)$ | \sqrt{x} | $\max(x, y)$ | $\max(x, y)$ |
| $\min(x, y)$ | $\min(x, y)$ | $\text{sign}(x)$ | $x/ x $ | $\text{heav}(x)$ | if $x \geq 0$ then 1 else 0 |
| $\text{flr}(x)$ | $\text{int}(x)$ | $\text{erf}(x)$ | $\text{erf}(x)$ | $\text{mod}(x, y)$ | x modulo y |
| $\text{erfc}(x)$ | $1 - \text{erf}(x)$ | $x \& y$ | $x \text{ AND } y$ | $\text{bessely}(n, x)$ | $Y_n(x)$ |
| $x \mid y$ | $x \text{ OR } y$ | $\text{not}(x)$ | $\neg x$ | $\text{besselj}(n, x)$ | $J_n(x)$ |

Double well potential

$$m\ddot{x} = x - x^3$$

$$\dot{x} = y, \quad \dot{y} = (x - x^3)/m.$$

$$E = my^2/2 + x^4/4 - x^2/2$$

```
# double well potential
x' = y
y' = (x-x^3)/m
par m=1
aux e=m*y^2/2+x^4/4-x^2/2
@ xp=x, yp=y, xlo=-1.5, ylo=-1.5, xhi=1.5, yhi=1.5
done
```

1. Click on Graphic stuff Freeze On freeze;
2. Click on Initial cond mIce and choose 10 or so initial conditions to get some nice trajectories;
3. Click on nUmerics Colorize Another quantity and choose E as the quantity and select Choose; set the minimum to $-.25$ and the maximum to $.75$; Escape to exit to the main menu;
4. Click on Dir. field/flow Colorize and choose a grid of 100;
5. Redraw by clicking Restore.