

N –Scroll Chaotic Attractors from A General Jerk Circuit

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Abstract—This paper proposes a novel nonlinear modulating function approach for generating n –scroll chaotic attractors based on a general jerk circuit. The systematic nonlinear modulating function methodology developed here can arbitrarily design the swings, widths, slopes, breakpoints, equilibrium points, and shapes of the n –scroll chaotic attractors via the adjustable sawtooth wave, triangular wave, and transconductor wave functions. A block circuit diagram is designed for hardware implementation of various 3 ~ 12–scroll attractors via switchings of the switch linkages. This is the first time to experimentally verify a 12–scroll chaotic attractor generated by an analog circuit under the laboratory environment.

I. INTRODUCTION

The so-called *jerk circuits* are described by $\ddot{x} = J(x, \dot{x}, \ddot{x})$. Jerk circuits have some practical applications in, for example, broadband signal generations and secure communications. This is because they are simple circuits that are easy to build, to be re-scaled (to any desired frequencies), and to analyze, predict, and control with very high accuracy [1-2]. On the other hand, multi-scroll chaotic attractors also have many practical applications [3-10]. Notice, however, that a general jerk system can only generate single- or double-scroll attractors [1-2]. Therefore, it is very interesting to ask whether or not the general jerk circuits can be slightly modified so as to generate n –scroll chaotic attractors. This paper gives a positive answer to this question. More precisely, this paper introduces a nonlinear modulating function approach for creating n –scroll chaotic attractors based on a general jerk circuit. Moreover, a block circuit diagram is designed for hardware implementations of various 3 ~ 12–scroll attractors by using the switchings of the switch linkages.

This paper is organized as follows. In Section II, a general jerk circuit is introduced. The proposed design approach is further discussed in Section III. In Section IV, a simple circuit diagram is constructed for experimentally verifying the n –scroll chaotic attractors. Conclusions are finally given in Section V.

II. A GENERAL JERK CIRCUIT

The general jerk circuit is described by

$$\ddot{x} + \beta \dot{x} + \gamma x = f(x), \quad (1)$$

where β, γ are real parameters, $f(x)$ is a nonlinear function, $\dot{x} = \frac{dx}{d\tau}$ is the velocity, $\ddot{x} = \frac{d^2x}{d\tau^2}$ is the acceleration, $\ddot{\ddot{x}} = \frac{d^3x}{d\tau^3}$ is the jerk (or, the rate of change of the acceleration by mechanical means), $\tau = \frac{t}{R_0 C_0}$, in which $\frac{1}{R_0 C_0}$ is the transformation factor of the time scale, and also is the integral constant of the integrator. For simplicity, assume that $\beta = 0.6, \gamma = 1$. The following is a result for the stability of the equilibrium point $(x_0, 0, 0)$ of the jerk system (1).

Lemma 1: Assume that $f(x)$ is differentiable at the equilibrium point $(x_0, 0, 0)$. A necessary and sufficient condition for the stability of the equilibrium point $(x_0, 0, 0)$ is that $\beta > 0$ and $-\beta\gamma < f' < 0$, where $f' = \frac{df}{dx}|_{x=x_0}$.

III. DESIGN OF n –SCROLL CHAOTIC ATTRACTORS

A. Modulating Function Approach

In the following, a swing modulating function of double sawtooth wave is constructed to generate multi-scroll chaotic attractors in the jerk system (1). This function is described by

$$f(x) = |F(x)| \operatorname{sgn}(x) - x, \quad (2)$$

where $F(x)$ is the swing modulating function, which controls the swings of scrolls and equilibrium points of system (1).

It is noticed that the modulating function $F(\cdot)$ may be an autonomous function, or a non-autonomous function produced by outer signals. Of course, $F(\cdot)$ can be a constant in the special case. To create chaos in system (1) with (2), the modulating function $F(\cdot)$ has to satisfy some conditions. Here, assume that

$$|F(\cdot)| = |A \sin(ax)|, \quad (3)$$

where $A, a > 0$ are parameters. Let $A = 5, a = 1.27$. Then, system (1) with (2) and (3) has a scroll-nesting 4–scroll chaotic attractor, as shown in Fig. 1.

B. Adjustable Sawtooth Wave Method

To generate a chaotic attractor with an even number of scrolls, the adjustable sawtooth wave is used, which is de-

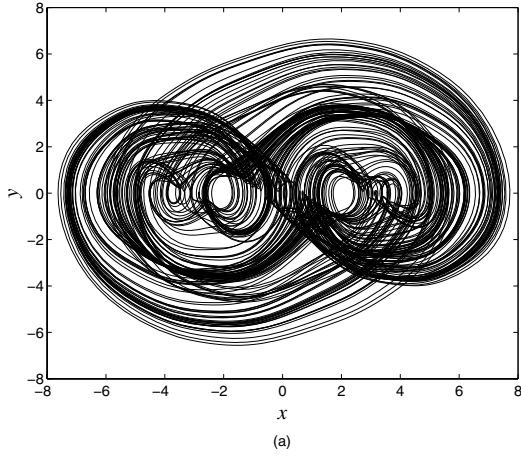


Fig. 1. Scroll-nesting 4-scroll chaotic attractor.

scribed by

$$f_1(x) = A_0 \operatorname{sgn}(x) + \sum_{i=1}^M \left[\frac{A_{i-1} + A_i}{2} \operatorname{sgn} \left(x - \frac{2}{B} \sum_{j=0}^{i-1} A_j \right) \right] + \sum_{i=1}^M \left[\frac{A_{i-1} + A_i}{2} \operatorname{sgn} \left(x + \frac{2}{B} \sum_{j=0}^{i-1} A_j \right) \right] - Bx, \quad (4)$$

where all parameters $A_i > 0$ ($i = 0, 1, 2, \dots$) and $B \in [0.7, 1.2]$, which can create $2M + 2$ ($M = 1, 2, 3, \dots$) scrolls in the attractor.

Similarly, to generate a chaotic attractor with an odd number of scrolls, the adjustable sawtooth wave is used, which is described by

$$f_2(x) = \sum_{i=1}^M \left\{ \frac{A_{i-1} + A_i}{2} \operatorname{sgn} \left[x - \frac{1}{B} \left(2 \sum_{j=0}^{i-1} A_j - A_0 \right) \right] \right\} + \sum_{i=1}^M \left\{ \frac{A_{i-1} + A_i}{2} \operatorname{sgn} \left[x + \frac{1}{B} \left(2 \sum_{j=0}^{i-1} A_j - A_0 \right) \right] \right\} - Bx, \quad (5)$$

where all parameters $A_i > 0$ ($i = 0, 1, 2, \dots$) and $B \in [0.7, 1.2]$, which can create $2M + 1$ ($M = 1, 2, 3, \dots$) scrolls in the attractor.

Assume that (i) $f_1(x)$ and $f_2(x)$ are odd functions, and (ii) the zeros of $f_1(x)$ and $f_2(x)$ lie in the centers of two neighboring breakpoints. Then, one can rigorously deduce a set of recursive formulas on the parameters of sawtooth wave, as follows:

- (i) The slopes of the sawtooth waves $f_1(x)$ and $f_2(x)$ are $-B$, satisfying $B \in [0.7, 1.2]$.
- (ii) Denote the swings of the scrolls of the sawtooth waves $f_1(x)$ and $f_2(x)$ by E_i ($i = 0, 1, \dots, M$). Then, the recursive formulas of E_i are

$$E_0 = 2A_0, \quad E_i = A_{i-1} + A_i, \quad (6)$$

where $i = 1, \dots, M$.

- (iii) Denote the widths between two neighboring scrolls of the sawtooth waves $f_1(x)$ and $f_2(x)$ by W_i ($i =$

$0, 1, \dots, M - 1$). Then, the recursive formulas of W_i (except the outside edge scroll) are

$$W_i = \frac{2A_i}{B}, \quad (7)$$

where $i = 0, 1, \dots, M - 1$.

- (iv) Denote the breakpoints of the sawtooth waves $f_1(x)$ and $f_2(x)$ by S_i ($i = 0, 1, \dots, M$). Then, the recursive formulas of S_i are

$$\begin{cases} S_{i, f_1} = \frac{1}{B} \sum_{j=0}^{i-1} 2A_j, \\ S_{i, f_2} = \frac{1}{B} \left(\sum_{j=0}^{i-1} 2A_j - A_0 \right), \end{cases} \quad (8)$$

where $i = 1, 2, \dots, M$.

- (v) Denote the zeros of the sawtooth waves $f_1(x)$ and $f_2(x)$ by P_i ($i = 0, 1, \dots, M$). Then, the recursive formulas of P_i are

$$\begin{cases} P_{i, f_1} = \frac{1}{B} \left(\sum_{j=0}^{i-1} 2A_j - A_{i-1} \right), \\ P_{i, f_2} = \frac{1}{B} \left(\sum_{j=0}^{i-1} 2A_j - A_{i-1} - A_0 \right), \end{cases} \quad (9)$$

where $i = 1, \dots, M$.

In the following, all the parameters of the chaotic attractor are calculated by using the recursive formulas (6)-(9). Four kinds of 12-scroll chaotic attractors with different sizes are further investigated; that is, Type I: *multi-scroll attractors, with the sizes of the scrolls gradually increasing from the center to both sides*; Type II: *multi-scroll attractors, with the sizes of the scrolls gradually decreasing from the center to both sides*; Type III: *multi-scroll attractors, with the scrolls alternating between small and large scrolls*; Type IV: *multi-scroll attractors, with all scrolls being same in size*.

C. Adjustable Triangular Wave Approach

In most chaotic circuits, such as Chua's circuit, the four-dimensional Matsumoto-Chua-Kobayashi (MCK) chaotic circuit, and some Sprott's chaotic jerk circuits, their piecewise linear (PWL) functions have constant breakpoints and slopes. In the following, a PWL function with varying breakpoints and slopes is constructed, to create single-scroll and double-scroll attractors in the jerk system (1). The function is described by

$$f(x) = \frac{A}{2\alpha} (|x + \alpha| - |x - \alpha|) - Bx = \begin{cases} -Bx - A & x < -\alpha \\ \frac{A - \alpha B}{\alpha} x & -\alpha \leq x \leq \alpha \\ -Bx + A & x > \alpha, \end{cases} \quad (10)$$

where parameters $A > 0$, $B \in [0.8, 1.2]$, and $\alpha \in (0, \frac{A}{B}]$ represents the varying breakpoints.

Based on (10), to generate a chaotic attractor with an even number of scrolls, the adjustable triangular wave is constructed as

$$f_1(x) = \sum_{n=-M}^M \frac{A}{2\alpha_n} \left[\left| \left(x - \frac{2An}{B} \right) + \alpha_n \right| - \left| \left(x - \frac{2An}{B} \right) - \alpha_n \right| \right] - Bx, \quad (11)$$

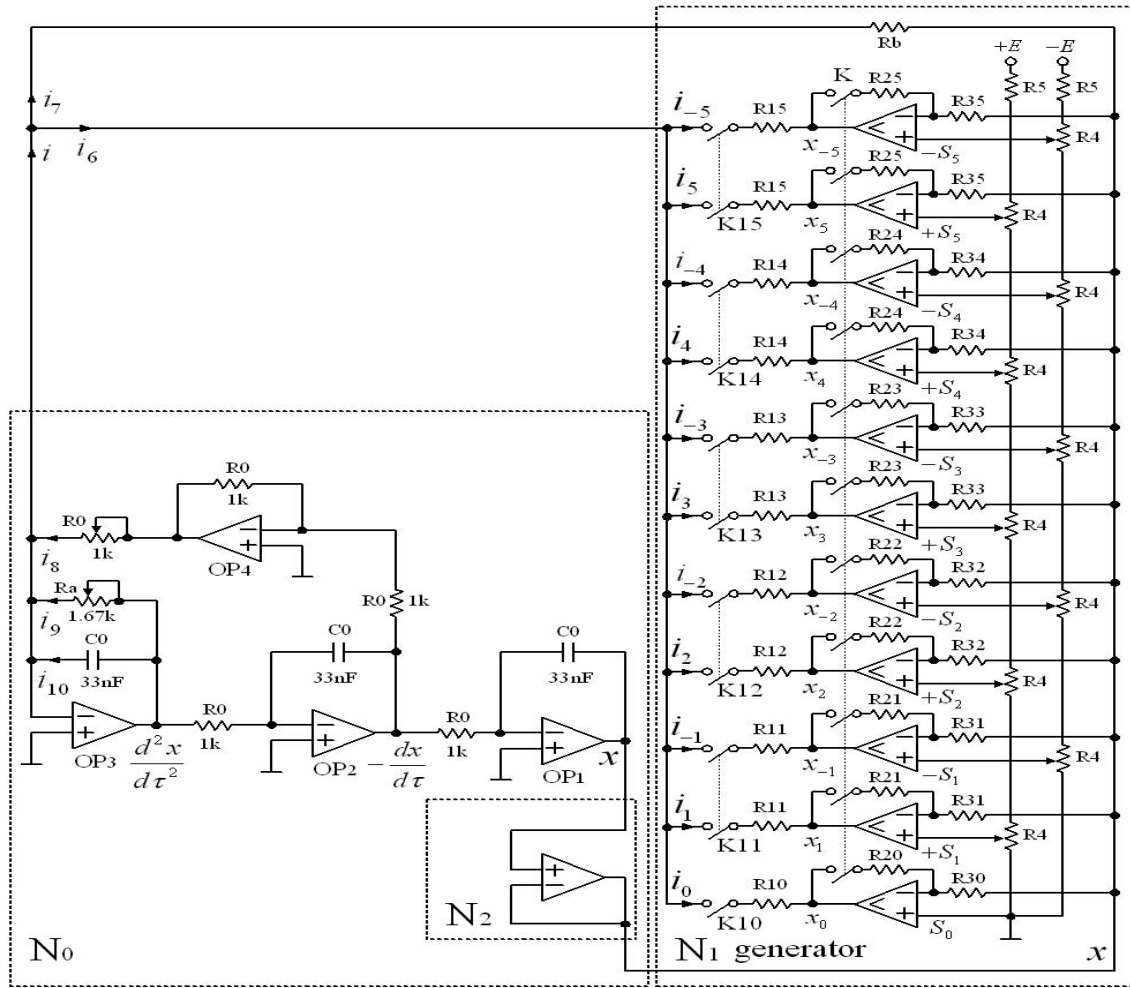


Fig. 2. Circuit diagram of n -scroll attractors.

where parameters $A > 0$, $0.8 \leq B \leq 1.2$, $\alpha_n \in (0, \frac{3A}{10B}]$ ($n = 0, \pm 1, \dots, \pm M$), $M = 1, 2, \dots$, which can create $2M + 2$ scrolls in the chaotic attractor.

Similarly, to generate a chaotic attractor with an odd number of scrolls, the adjustable triangular wave is constructed as

$$f_2(x) = \sum_{\substack{n=-M \\ n \neq 0}}^M \frac{A}{2\alpha_n} \left[\left| \left(x - \frac{A}{B} \left(2n - \frac{|n|}{n} \right) \right) + \alpha_n \right| - \left| \left(x - \frac{A}{B} \left(2n - \frac{|n|}{n} \right) \right) - \alpha_n \right| \right] - Bx, \quad (12)$$

where parameters $A > 0$, $0.8 \leq B \leq 1.2$, $\alpha_n \in (0, \frac{3A}{10B}]$ ($n = \pm 1, \pm 2, \dots, \pm M$), $M = 1, 2, \dots$, which can create $2M + 1$ scrolls in the chaotic attractor.

D. Adjustable Transconductor Wave Method

To generate a chaotic attractor with an even number of scrolls, the adjustable transconductor wave is constructed as

$$f_1(x) = \sum_{n=-M}^M A \tanh \left[C_n \left(x - \frac{2nA}{B} \right) \right] - Bx, \quad (13)$$

where A, B, C_n are adjustable parameters, and $M \in \mathbb{N}$.

Similarly, to create a chaotic attractor with an odd number of scrolls, the adjustable transconductor wave is constructed as

$$f_2(x) = \sum_{\substack{n=-M \\ n \neq 0}}^M A \tanh \left[C_n \left(x - \left(2n - \frac{|n|}{n} \right) \frac{A}{B} \right) \right] - Bx, \quad (14)$$

where A, B, C_n are adjustable parameters, and $M \in \mathbb{N}$.

IV. CIRCUIT IMPLEMENTATION OF n -SCROLL CHAOTIC ATTRACTORS

Based on the operational principles of sawtooth waves and triangular waves, according to (1), (4), (5), (11), and (12), one can design a circuit diagram to realize various multi-scroll chaotic attractors.

Figure 2 shows such a circuit diagram. This circuit diagram includes five different parts; that is, Part I: *integrator* N_0 ; Part II: *sawtooth wave and triangular wave generator* N_1 ; Part III: *buffer* N_2 ; Part IV: *switch linkages*, including $K, K_{10}, K_{11}, K_{12}, K_{13}, K_{14}, K_{15}$; Part V: *voltage-current conversion resistors* $R_{10} \sim R_{15}$. Let $R_{3j} = 1 \text{ k}\Omega$ and

$R_{2j} = 200 k\Omega$ for $0 \leq j \leq 5$. When K is switched on, N_1 generates a triangular wave; when K is switched off, N_1 creates a sawtooth wave. According to (6)-(9), all experimental parameters can be closely calculated for generating Types I, II, III, and IV of chaotic attractors.

To generate an attractor with an even number of scrolls, K_{10} and K_{11} are switched on. When $K_{12}, K_{13}, K_{14}, K_{15}$ are switched off, the circuit diagram can create a 4-scroll attractor; when K_{12} is switched on and K_{13}, K_{14}, K_{15} are switched off, the circuit diagram can generate a 6-scroll attractor; when K_{12}, K_{13} are switched on and K_{14}, K_{15} are switched off, the circuit diagram can create a 8-scroll attractor; when K_{12}, K_{13}, K_{14} are switched on and K_{15} is switched off, the circuit diagram can generate a 10-scroll attractor; when $K_{12}, K_{13}, K_{14}, K_{15}$ are switched on, the circuit diagram can create a 12-scroll attractor, as shown in Fig. 3.

To generate an attractor with an odd number of scrolls, K_{10} is switched off and K_{11} is switched on. When $K_{12}, K_{13}, K_{14}, K_{15}$ are switched off, the circuit diagram can create a 3-scroll attractor; when K_{12} is switched on and K_{13}, K_{14}, K_{15} are switched off, the circuit diagram can generate a 5-scroll attractor; when K_{12}, K_{13} are switched on and K_{14}, K_{15} are switched off, the circuit diagram can create a 7-scroll attractor; when K_{12}, K_{13}, K_{14} are switched on and K_{15} is switched off, the circuit diagram can generate a 9-scroll attractor; when $K_{12}, K_{13}, K_{14}, K_{15}$ are switched on, the circuit diagram can create a 11-scroll attractor. Due to space limitation, figures are omitted here.

V. CONCLUSION

This paper has reported a nonlinear modulating function approach for generating n -scroll chaotic attractors from a general jerk circuit. A simple block circuit diagram has been designed for experimental verification of various 3 ~ 12-scroll chaotic attractors. In particular, the adjustability of the sawtooth wave and triangular wave as well as the rigorous recursive formulas provide a theoretical principle for physically realizing chaotic attractors with a large number of scrolls.

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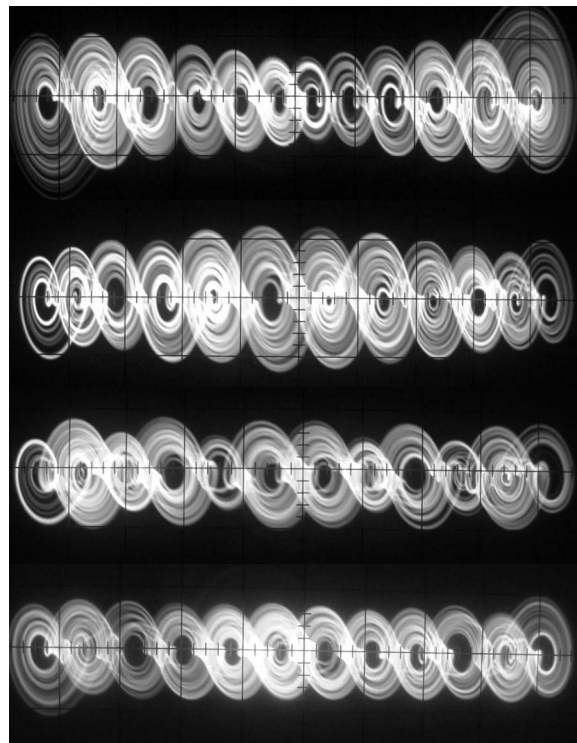


Fig. 3. Experimental observations of the 12-scroll chaotic attractors. From up to down: (a) Type I, $x = 1.1\text{V/div}$, $y = 0.4\text{V/div}$; (b) Type II, $x = 1.05\text{V/div}$, $y = 0.5\text{V/div}$; (c) Type III, $x = 0.8\text{V/div}$, $y = 0.4\text{V/div}$; (d) Type IV, $x = 0.66\text{V/div}$, $y = 0.33\text{V/div}$.

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