

Hands on Pluto: dynamical systems with reactive Julia notebooks

Ludovic Mailleret

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Hands on Pluto

Dynamical systems with reactive Julia notebooks







What is Pluto?



Pluto is a notebook solution for Julia

- You get cells to put code or text/LaTeX notes
- Code is executed and rendered within the environment (data/plots exports are possible)
- Nice for exploring models, sandbox, code sharing, supplementary materials...
 - or making interactive presentations like the present one (we are actually in a Pluto notebook)
- Pluto was developed for the free MIT course Introduction to Computational Thinking (which is very nice!)
- Pluto is written in Julia, for Julia coding
- Pluto is reactive



Pluto is a reactive Julia notebook environment

- Each cell is always executed in the workspace or scope
- Therefore dependent cells react to changes

```
• k = 1;
• ySin = sin.(2\pi * \underline{k} * \underline{x});
                                                   Plot example
 1.0
                                                                                                       sin(2\pi a x)
 0.5
 0.0
-0.5
-1.0
                                 0.25
                                                                                                                1.00
                                                            0.50
                                                                                      0.75
       0.00
plot(x, ySin,
       linewidth = 2,
       label = "sin(2\pi \ a \ x)",
      title = "Plot example",
       size = (800, 250))
```



Reactivity is handy

```
• num_cats = 2;
```

• I have 2 cats

```
md"- **I have $num_cats cats**"
```

• But of course you can't do anything (\neq e.g. Jupyter, or classical scripting)

```
• foo = 2;
```

```
• # foo = 4;
```

• Multi lines of code should be put in: begin ... end blocks (variable update possible in blocks)

```
▶ (-1.0, 0.0)

• begin
• pi = π
• cos(pi), sin(pi)
• end
```

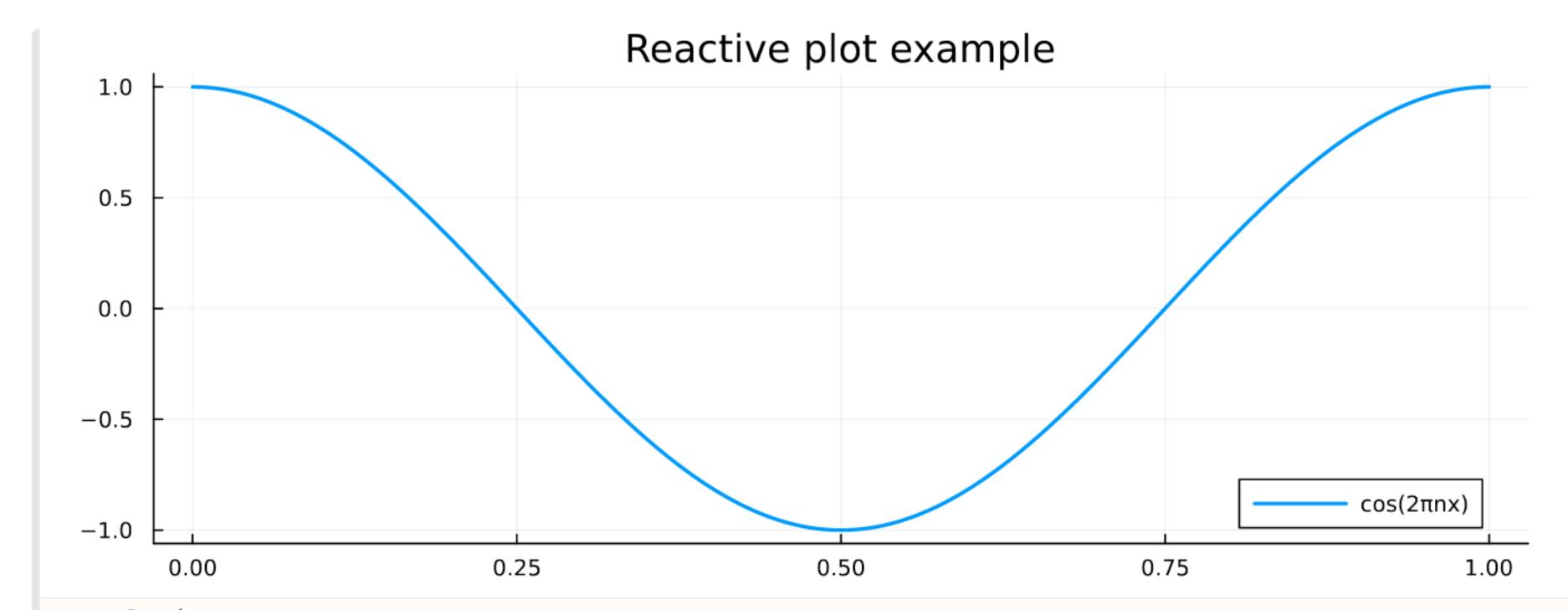
• but not for function definition, or if, for, while blocks (variable update possible in blocks)



Reactivity is handy

```
n = -
```

```
• yCos = cos.(2\pi * \underline{n} * \underline{x});
```



```
    plot(x, yCos,
    linewidth = 2,
    label = "cos(2πnx)",
    title = "Reactive plot example",
    size=(800, 300))
```



Simulating differential equations



Simulating ODEs with Differential Equations.jl

Consider the predator-prey model attributed to Rosenzweig & MacArthur (1963) (see Turchin (2003), Smith (2008)).

$$egin{cases} \dot{x} = rx\left(1-rac{x}{K}
ight) - crac{x}{h+x}y \ \dot{y} = brac{x}{h+x}y - my \end{cases}$$

- using DifferentialEquations, StaticArrays
 - DifferentialEquations.jl provides numerical solvers (and more)
- StaticArrays.jl allows use of statically sized arrays in memory that speed up integration
- Model definition

```
function model_rma(u, params, t)
    r, K, c, h, b, m = params  # unpacking
    x = u[1]  # unpacking
    y = u[2]

dx = r*x*(1-x/K) - c*x/(h+x)*y  # model equations
    dy = b*x/(h+x)*y - m*y

@SVector [dx, dy]  # return derivatives as static arrays
end;
```



Initial conditions, parameters & time

Initial conditions

```
begin
    x0 = 1.0
    y0 = 2.5
    etat0 = @SVector [x0, y0]  # packing in a Static Array
end;
```

Parameters

```
begin

r = 1.0

K = 10.0

c = 1.0

# h = 2.0 is actually defined later through a Slider

b = 2.0

# m = 1.0 is actually defined later through a Slider

params_rma = [r, K, c, h, b, m] # packing

end;
```

Integration time



Numerical integration

Define the Cauchy problem

```
prob_rma = ODEProblem with uType SVector{2, Float64} and tType Float64. In-place: false
    timespan: (0.0, 80.0)
    u0: 2-element SVector{2, Float64} with indices SOneTo(2):
        1.0
        2.5

    prob_rma = ODEProblem(model_rma, etat0, tspan, params_rma, saveat = step)
```

Integrate

```
sim_rma = solve(prob_rma, abstol=1e-6, reltol=1e-6);
```

• Rearrange the simulation in a dataframe, rename data (optional)

```
begin
sol_rma = DataFrame(sim_rma)
rename!(sol_rma, :timestamp => :time, :value1 => :x, :value2 => :y)
end;
```



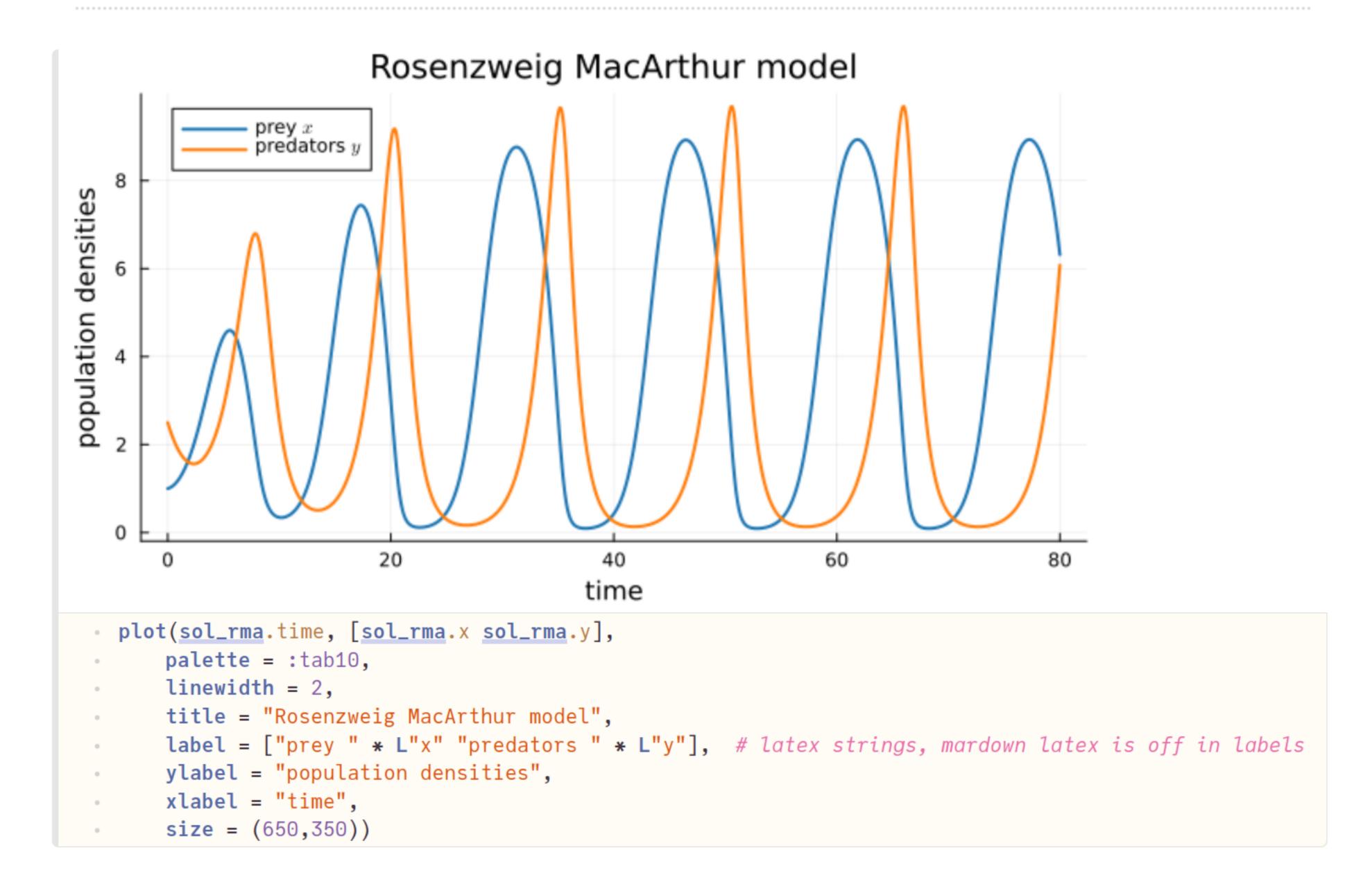
Numerical integration

• you get the simulated solution along time, every 0.01 timesteps

	time	X	у
		Α	,
1	0.0	1.0	2.5
2	0.01	1.00068	2.49168
3	0.02	1.00139	2.4834
4	0.03	1.00213	2.47516
5	0.04	1.0029	2.46695
6	0.05	1.0037	2.45878
7	0.06	1.00453	2.45064
8	0.07	1.00539	2.44254
9	0.08	1.00627	2.43447
10	0.09	1.00719	2.42644
: more			
8001	80.0	6.31688	6.07748



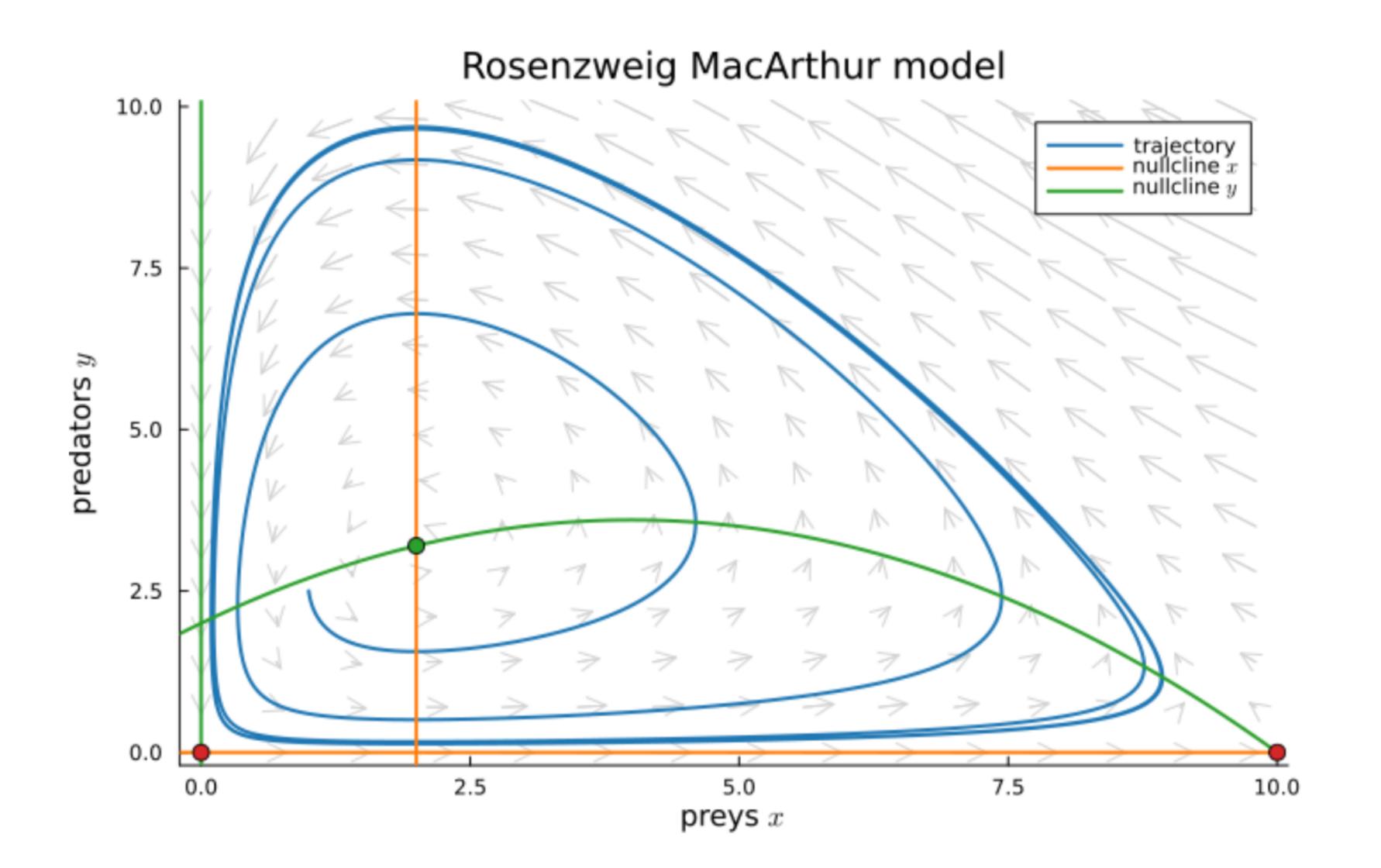
Plotting against time





Plotting in state space

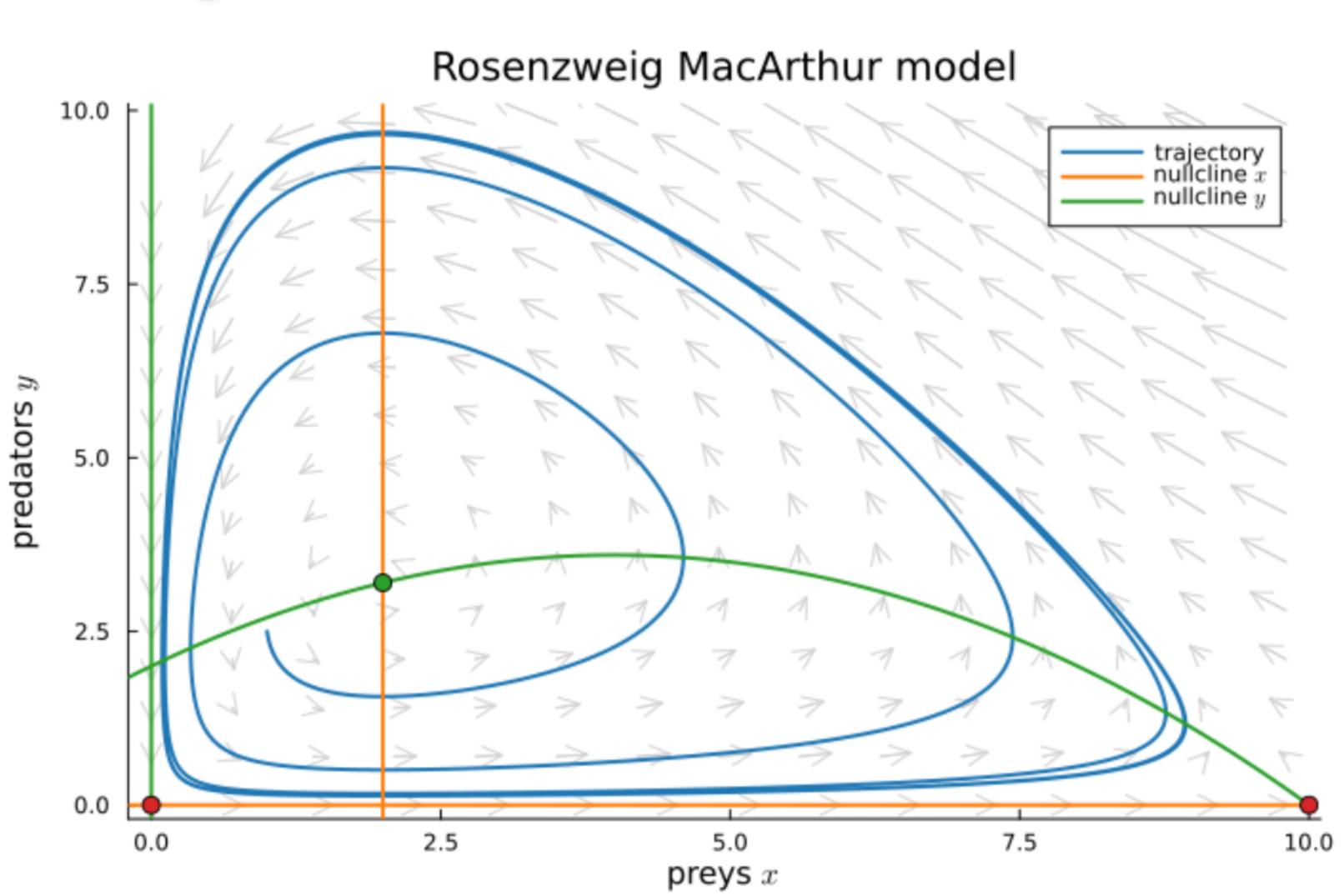
• One can have nice state space plots, but code is longer





Playing with plots in the state space







Bifurcation diagram



Bifurcation diagram in function of K

- ullet Model undergoes transcritical and Hopf bifurcations as K increases
 - analytics below Hopf bifurcation
 - numerics for asymptotics above Hopf bifurcation
- ullet For a given K, simulate for a *long time* to remove transients
- From this, start a new simulation and get the min and max of the limit cycle
- K loop, and equilibria

```
begin
    K_{step} = 0.1
  # before transcritical
   K_plot1 = 0:K_step:m*h/(b-m)
   y_eq01 = ones(length(K_plot1)).*0
   # between transcritical and Hopf
   K_{plot2} = \underline{m} + \underline{h} / (\underline{b} - \underline{m}) : K_{step} : \underline{h} + 2 + \underline{m} + \underline{h} / (\underline{b} - \underline{m})
   y_eq02 = ones(length(K_plot2)).*0
    y_{co2} = [r/c*(h+m*h/(b-m))*(1-m*h/(b-m)/K_p)  for K_p in K_plot2] # may have broadcasted
   # above Hopf
    K_{plot3} = h+2*m*h/(b-m)-K_{step}/5:(K_{step}/10):8
   y_{eq03} = ones(length(K_plot3)).*0
    y_co3 = [r/c*(h+m*h/(b-m))*(1-m*h/(b-m)/K_p)  for K_p in K_plot3]; # may have broadcasted
end;
```



Bifurcation diagram in function of K

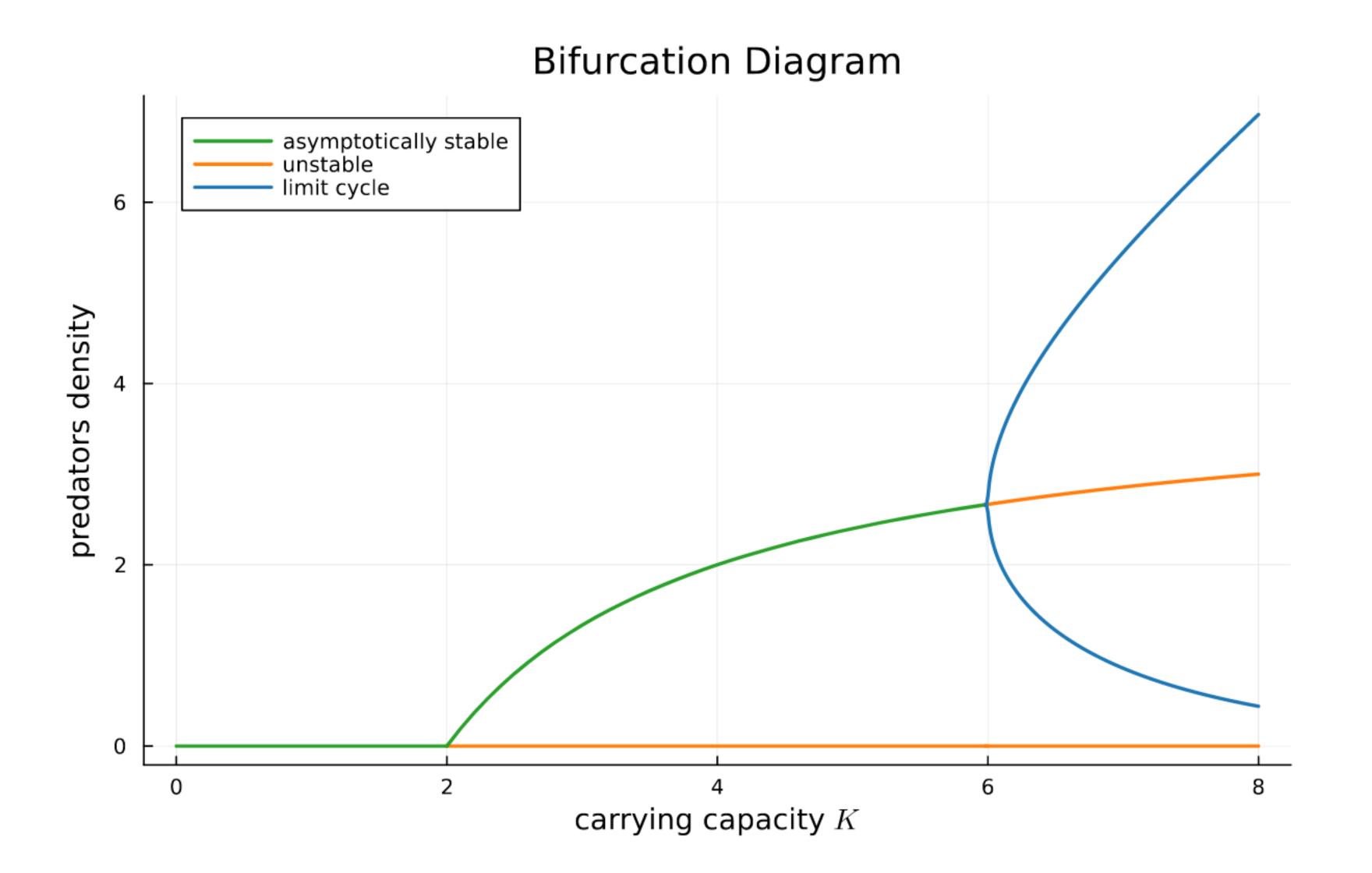
Simulate transients, restart from there, and get extrema

```
begin
     # for storage
  i = 1
  y_{cmin} = zero(K_{plot3})
   y_{cmax} = zero(K_plot3)
     # estimate limit cycle through loop on K
     for K_c in K_plot3
                                                    # loop on K values
         params_rma_cycle = [r, K_c, c, h, b, m] # set parameters
         # transient initial value problem; simulation
         rma_trans_pbe = ODEProblem(model_rma, etat0, t_trans, params_rma_cycle)
         post_trans2 = solve(rma_trans_pbe, save_everystep = false, save_start = false,
      abstol=1e-6, reltol=1e-6)
         # limit cycle initial value problem; simulation
         rma_cycle_pbe = ODEProblem(model_rma, post_trans2[:,1], tspan, params_rma_cycle, saveat =
      step)
         sol_cycle = solve(rma_cycle_pbe, abstol=1e-6, reltol=1e-6)
         # get the extrema
         y_{cmin[i]} = minimum(sol_cycle[2,:]) # pushing is probably bad programming here
         y_cmax[i] = maximum(sol_cycle[2,:])
         i+=1
      end
end
```



Bifurcation diagram in function of ${\cal K}$

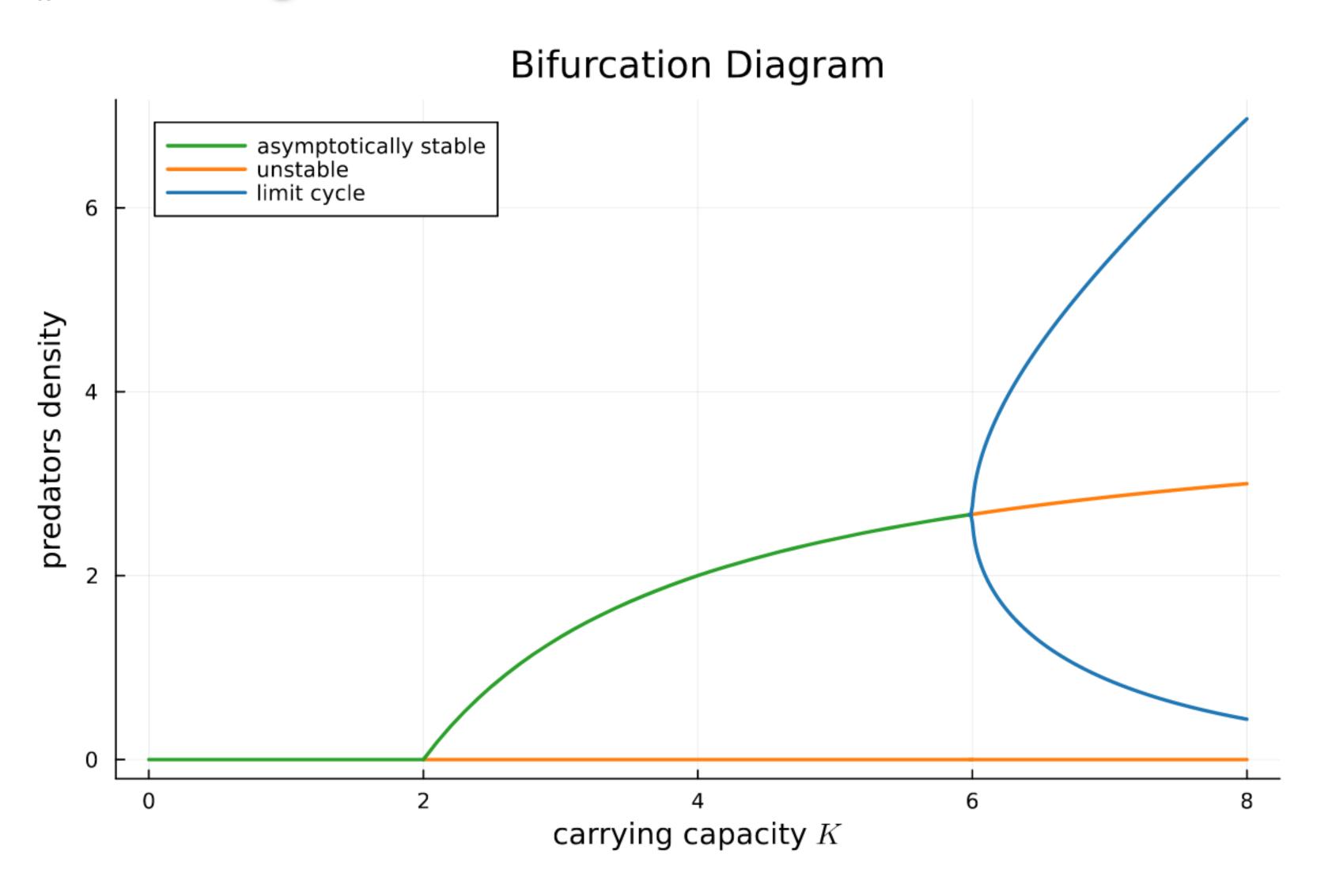
After plotting everything





Playing with bifurcation diagrams







Final words

Pros:

- Julia code is **easy** to learn and fun to write!
- Julia is a general purpose language, very good at scientific computing
- Julia is free software, community is growing
- (after pre-compilation) Julia is **incredibly fast** at simulating DE (and pretty much everything)
 - o same bifurcation code in Python runs 2 order of magnitude slower (with my own programming skills)
- Pluto notebooks are reactive
 - reactivity is fun and useful
 - \circ **WYSIWIG** programming: order of cell execution does not matter (\neq Jupyter, scripting/ctrl+return)
 - Pluto notebooks are plain Julia (text) files

Cons:

- Julia is still confidential (no colleague of mine works with it at this moment)
- Time to first ... can be frustrating, especially for newcomers (and sometimes first never comes for some reason)
- Code may need regular maintenance (present code is only 1-year old, and needed revisiting for properly running today on new Julia and library versions)

