

# Chaos You Can Play In

The Waterwheel Group

July 5, 2003

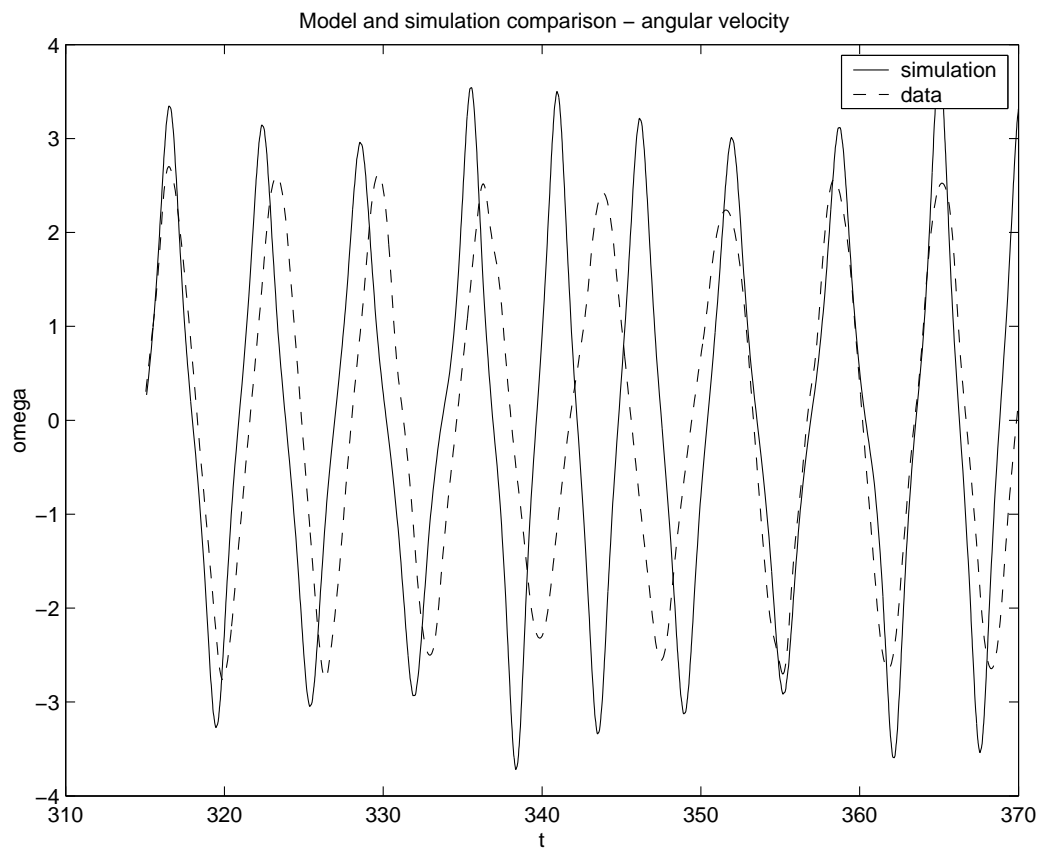


Figure 1: *compare\_omega.eps*.

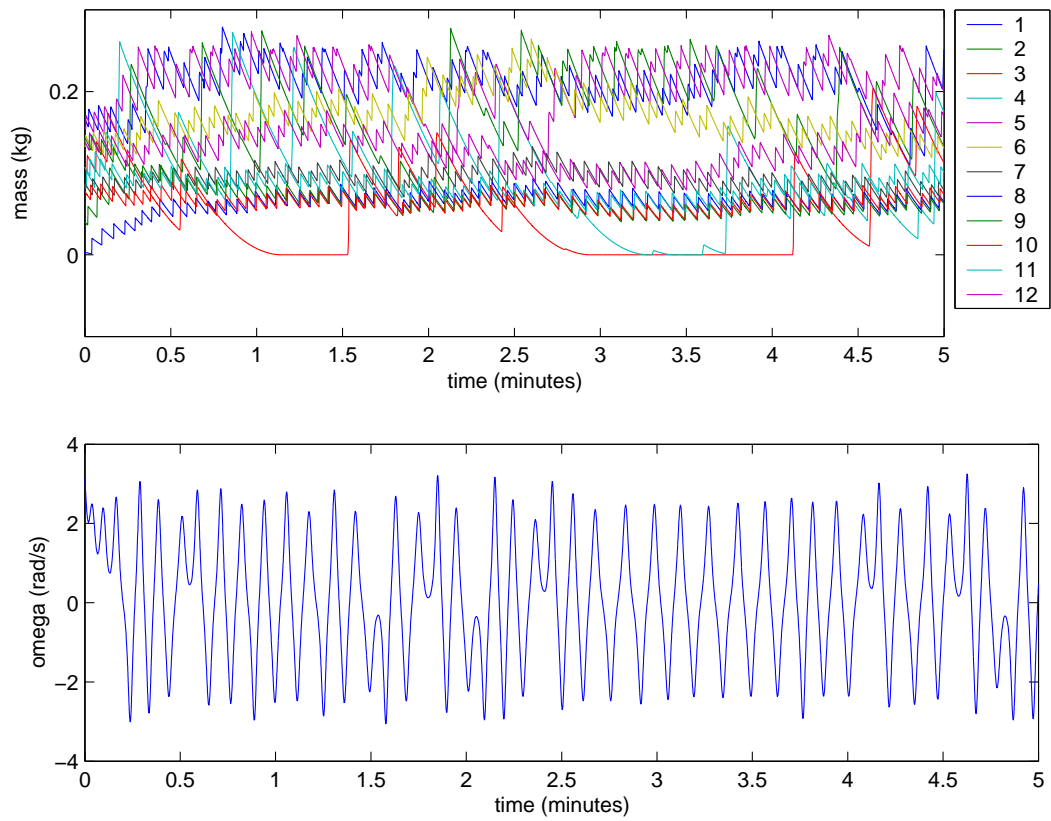


Figure 2: *malkuswheel\_fig1.eps*

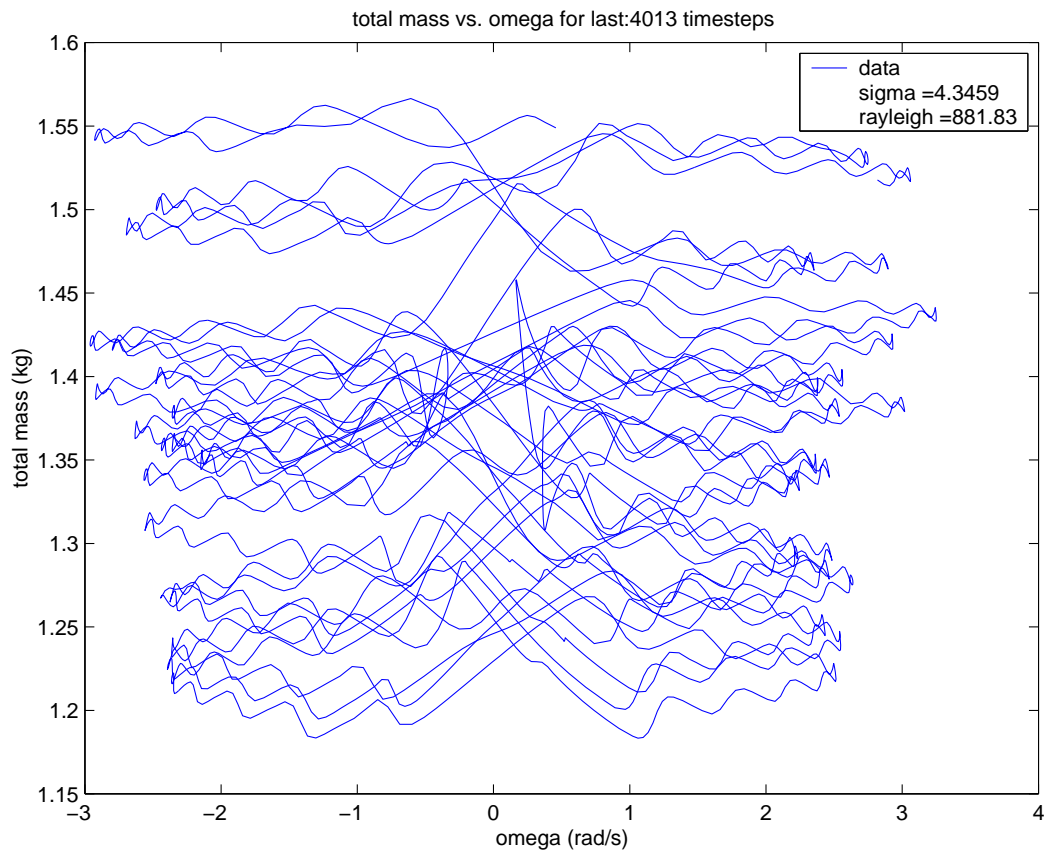


Figure 3: *malkuswheel\_fig2.eps*

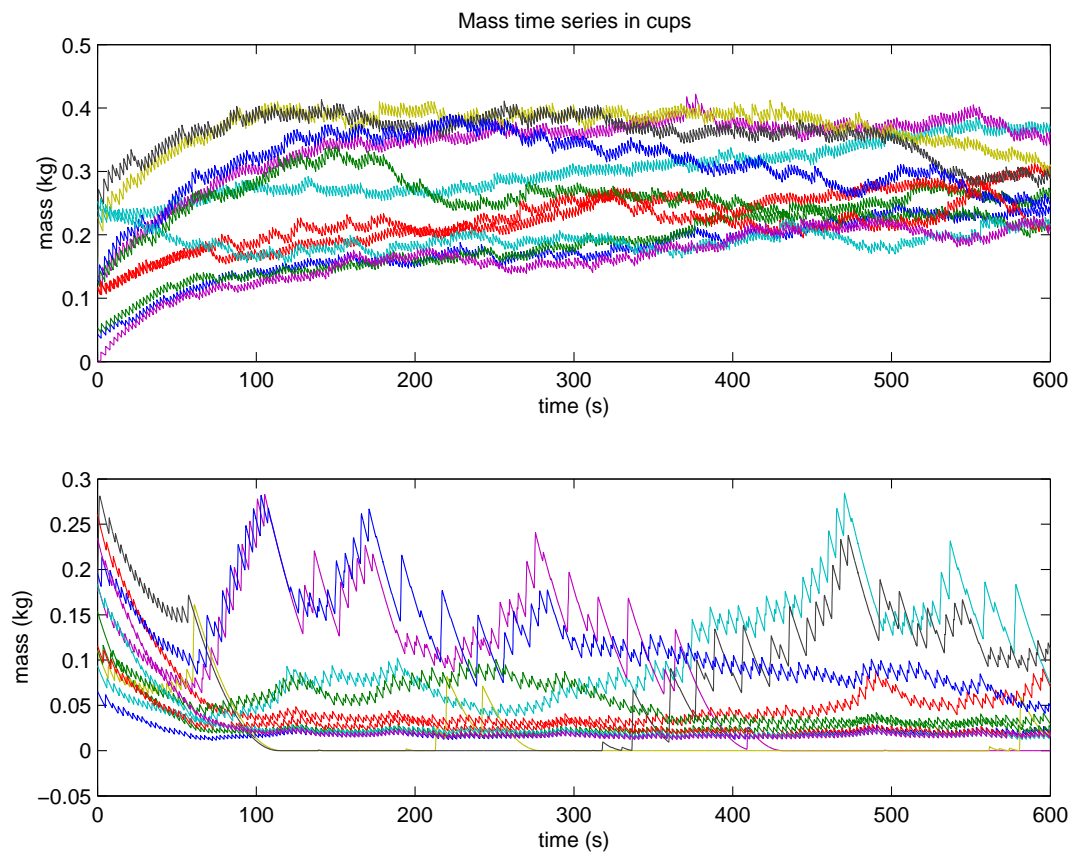


Figure 4: *massplot.eps*

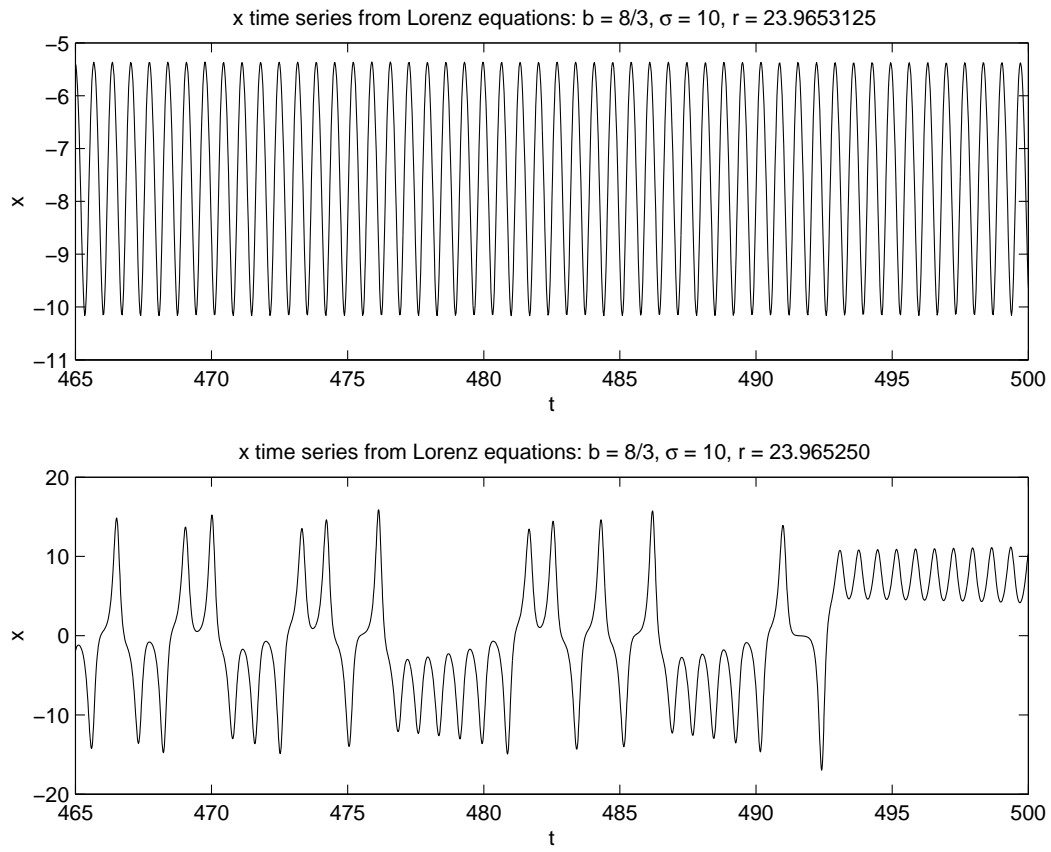


Figure 5: *omega\_lorenz.eps*

Delay Coordinate Embedding;  $d_E = 3$ ;  $\tau = 0.4$  s

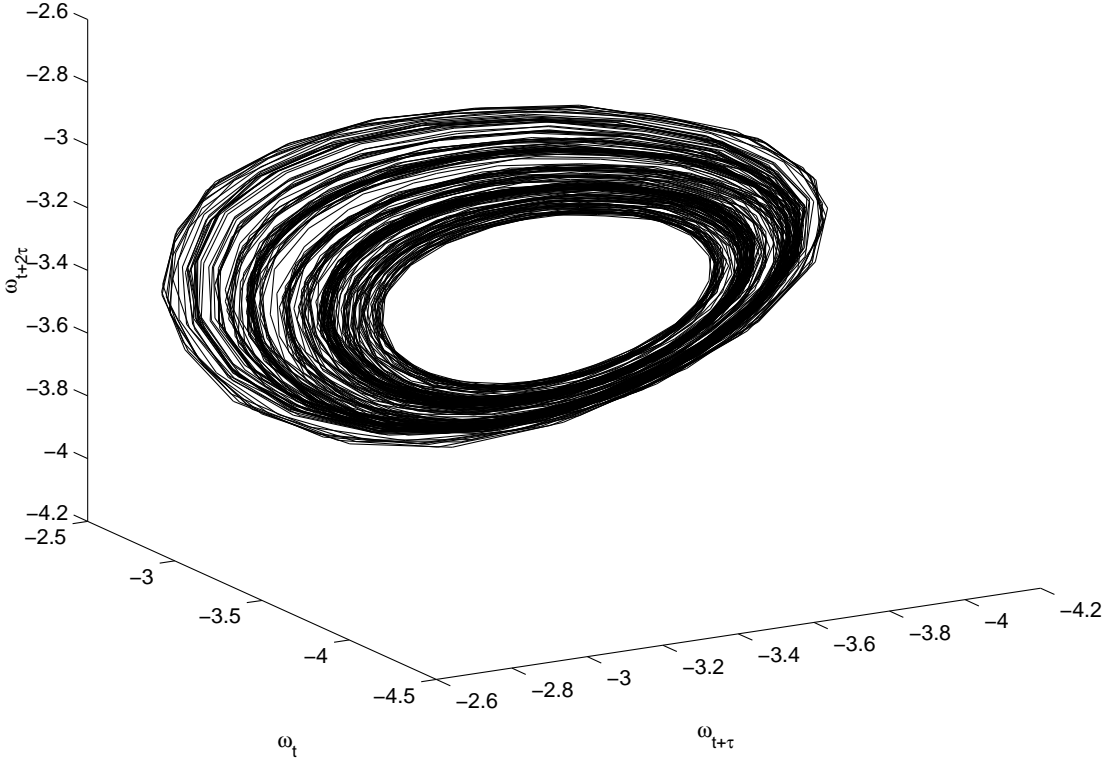


Figure 6: *potato1.eps*

Delay Coordinate Embedding;  $d_E=3$ ;  $\tau=0.9$  s

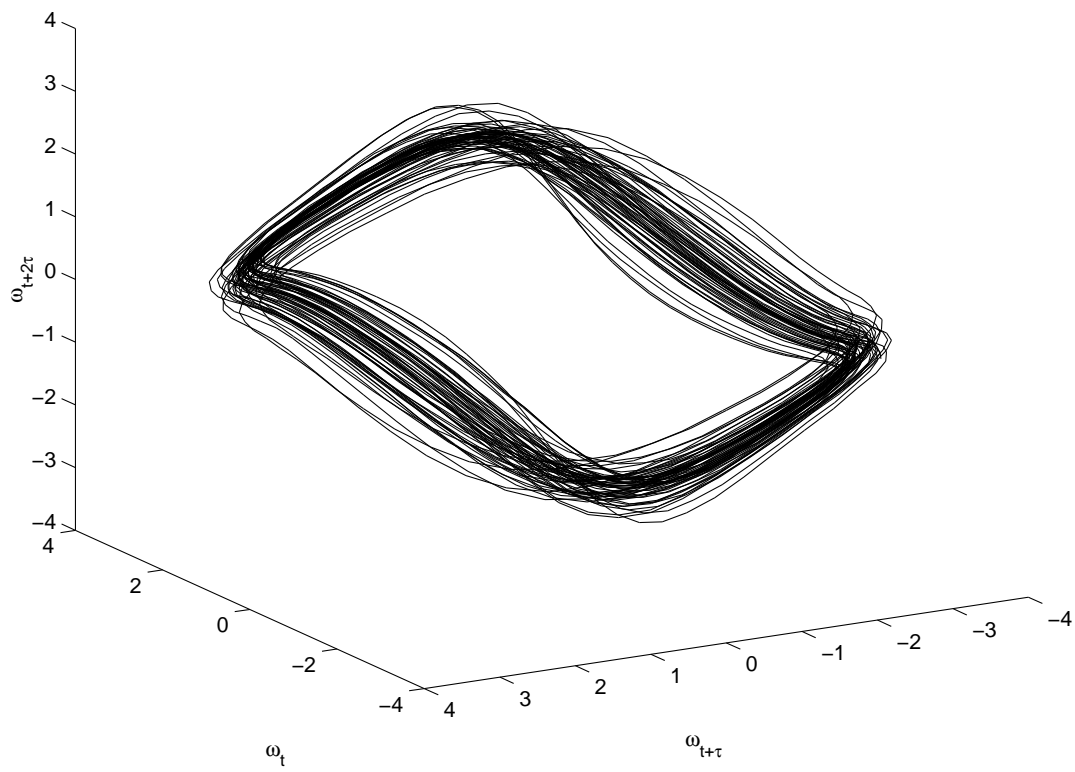


Figure 7: *potato2.eps*



Delay Coordinate Embedding;  $d_E = 3; \tau = 1.5$  s

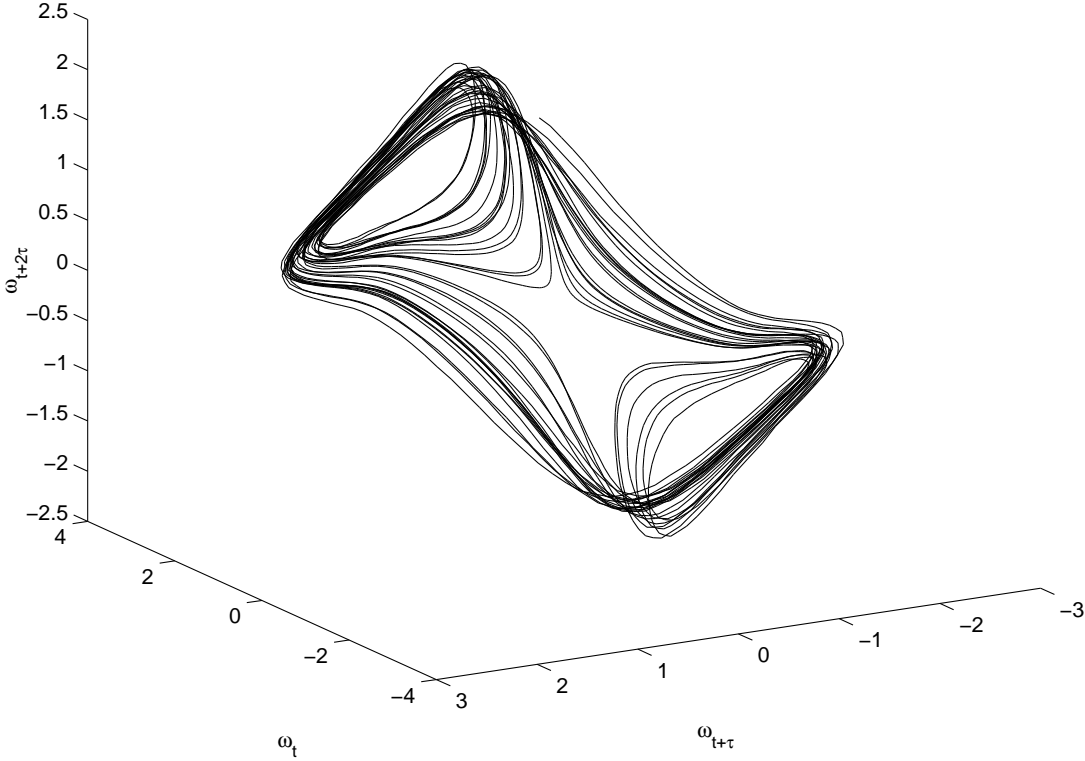


Figure 8: *potato3.eps*

Delay Coordinate Embedding;  $d_E = 3$ ;  $\tau = 1.25$  s

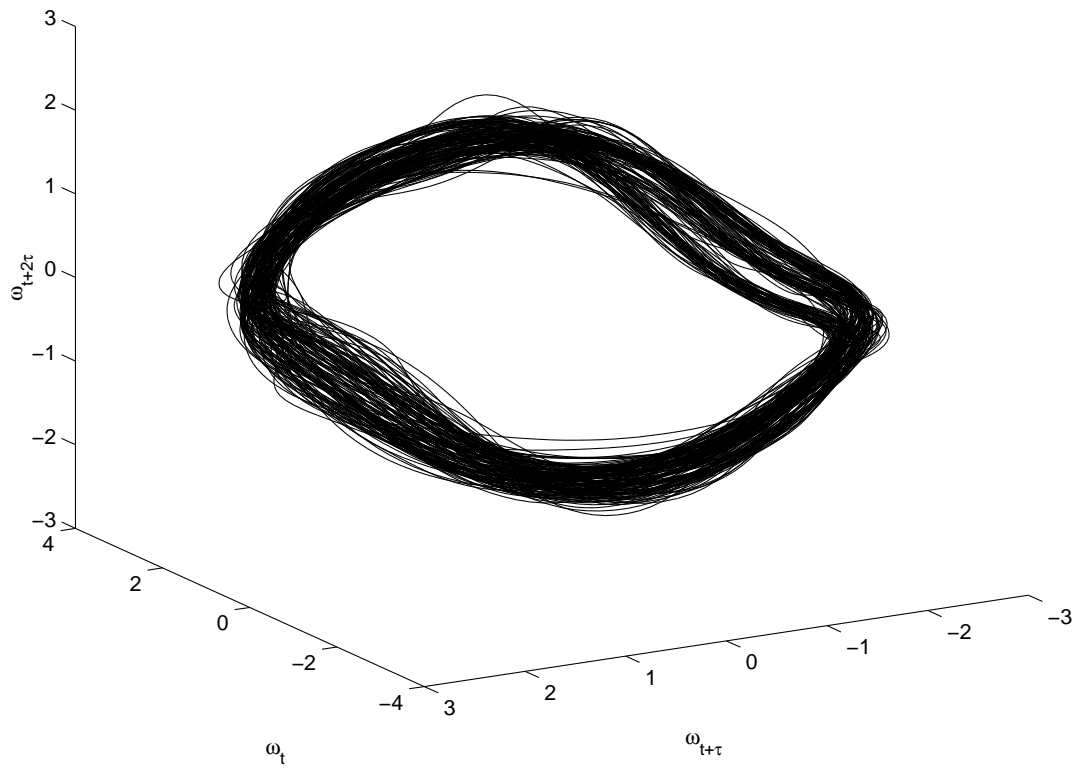


Figure 9: *potato\_data.eps*

Delay Coordinate Embedding;  $d_E = 3$ ;  $\tau = 0.1178$  s

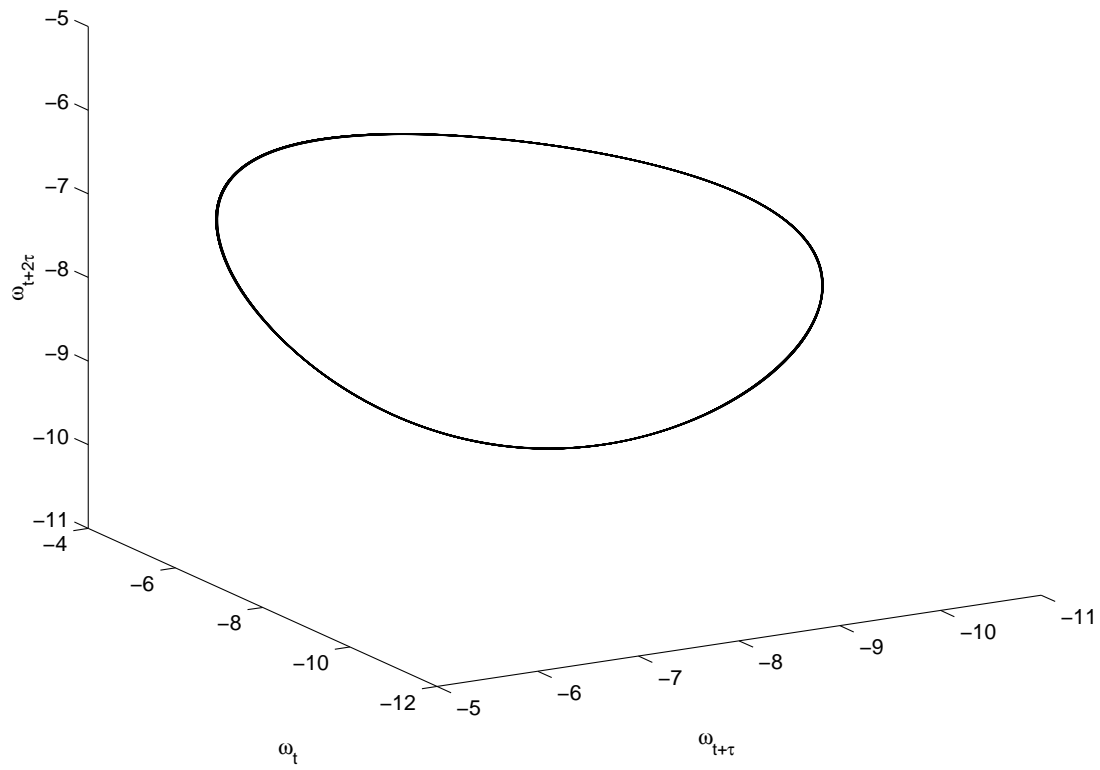


Figure 10: *potato\_omega1.eps*

Delay Coordinate Embedding;  $d_E = 3$ ;  $\tau = 0.17295$  s

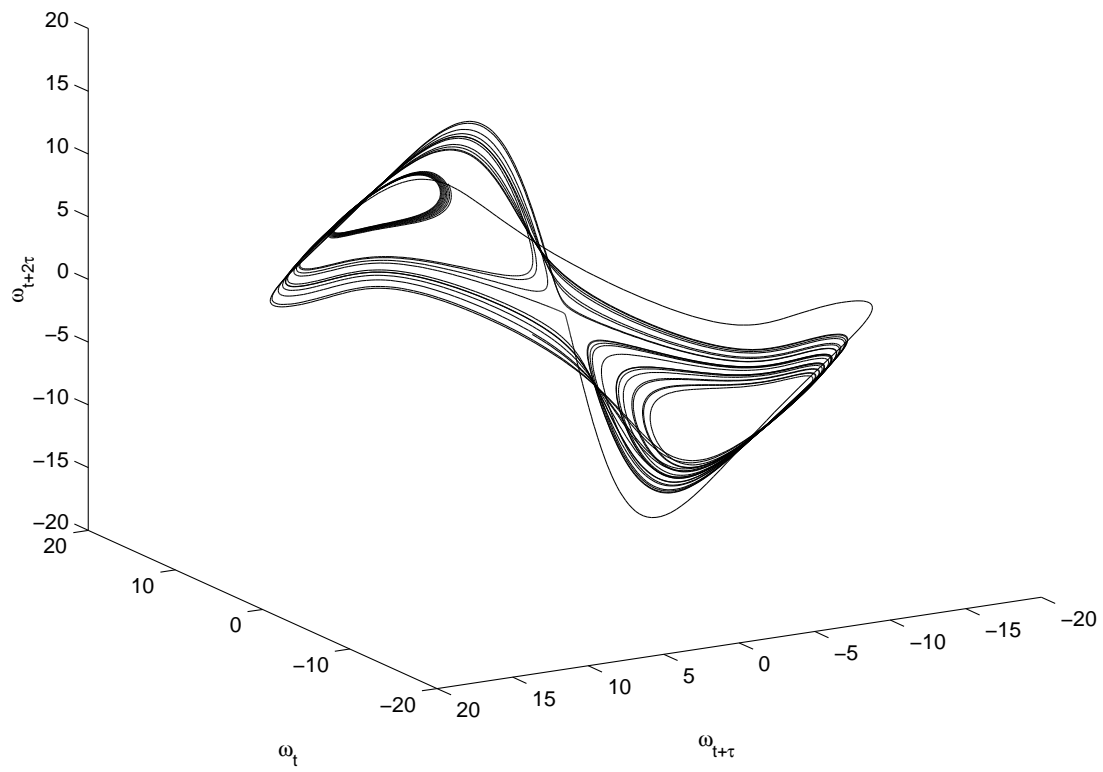


Figure 11: *potato\_omega3.eps*