

## Attractors

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### Abstract

An attractor is a set of states to which a system evolves after time  $t$  regardless of initial conditions. An example of this is how a marble rolling around a bowl comes to rest at its point attractor, the center of the bowl. There are many different types of attractors including: point, curve, manifold, periodic and strange. We will examine and demonstrate different types of attractors and their uses. We will focus on strange attractors including: Lorenz, Tamari, Henon, and Rossler.