Entropy, complexity, and causality in direct and approximated fluid simulations

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Information entropy measures the disorder or inherent difficulty of predicting spatial and temporal structures in a time-series or spatially in a high-dimensional dynamical system. Statistical complexity characterises departures from equilibrium distributions (even given a fixed entropy), and can distinguish deterministic from stochastic physics (chaos vs noise). Related measures of causality quantify the relative influence of time-irreversible and -reversible processes (or directionality spatially). Calculating these scores from direct numerical simulations can characterise the importance of coherent structures or turbulent transitions. It is also interesting to compare the scores for physically equivalent models calculated via approximate methods (e.g. generalised quasilinear models or data-driven codes). The entropic cost of any approximation scheme is objectively derivable. We consider diverse applications to (e.g.) fluid thermal convection, magneto-rotational turbulence, and gyrokinetic plasma turbulence.

Information entropy = H	Statistical complexity = C
 Evolving systems show a distribution of power in modes or probabilities of states, described by PDF. Any conceivable system: from rolling dice to turbulent eddies. 	• Measure divergence of PDF (<i>P</i>) from equilibrium (<i>U</i>). $J(P,U) = S\left(\frac{P+U}{D}\right) - \frac{S(P)}{D} - \frac{S(U)}{D}$ order disorder
 Given a PDF of states, how many binary questions do we need to identify the present state, in the "game of twenty questions"? -log₂(p_i) 	• Normalise disequilibrium: $Q = J / J_{max}$ • Complexity = disequilibrium × unpredictability $Q = 0.6$
• Information entropy is the mean: $S = -\sum p_i \log_2(p_i)$	$C \equiv QH \qquad (Martin + 2006) \stackrel{\circ}{\equiv} \Box$
• A uniform PDF gives max entropy. $S_{\max} = \log_2 N$ $H \equiv S/S_{\max}$	- High $C \Rightarrow$ deterministic / fractals / chaos; - Low $C \Rightarrow$ stochastic / simple / noise.
 FLAW: H doesn't change if we shuffle the histogram bins. This "entropy" definition is blind to "order." (e.g. Shannon 1949: Powell & Percival 1979: Xi & Gunton 1995: Miranda+ 2015) 	e.g. scatter-plot from gyrokinetic simulations of ion temperature gradient (ITG) driven turbulence $C_{min} = C_{min}(H)$ NOISE 0.0 0.2 0.4 0.6 0.8 1.0 normalised entropy H

Vazquez-Fernandez+ (2010)

0.

0.0

0.4

0.0

0.0

0.2

0.2

MTI(H,A)

0.2

 $MTI^*(H,A)$

0.4

0.4

temporal super

temporal super

0.6

0.6

0.4 0.6 0.8

normalised entropy H

0.8

0.8



Gyrokinetic turbulence

Magnetically contained plasma in a tokamak fusion reactor has low collisionality but particles gyrate tightly around magnetic field lines, reducing a 6D (x, v) phase-space problem to 5D. Fluctuating phase-space densities and electromagnetic fields mediate various forms of turbulence. We illustrate entropic properties of the || magnetic potential, in GENE gyrokinetic simulations. The box domain surrounds a local flux tube, with periodic boundaries including "twist-and-shift" coordinates. Each red dot in the scatter-plots is calculated from the evolution at one spatial point. Entropic characterisation might (perhaps) help interpret phenomena in real machines where **diagnostic** measurements are sparse and indirect.

- **TAE** = "toroidal Alfven eigenmodes" are periodic patterns analogous to fluid acoustic modes. At any point (x,y,z) the temporal variability is highly deterministic $(C \approx H)$ and time-reversible $(A \approx 0)$.
- ITG = "ion temperature gradient" driven turbulence. Temporal entropy and complexity are high in the chaotic range, but variability is time-irreversible up to A≈0.6.
- **MTI*** = "microtearing instability", where some magnetic flux surfaces connect to their own tails, affecting current distributions, driving turbulence. This simulation (denoted *) develops **bursts** of heat transport between lulls. Overall entropy is moderate, complexity is high, and causality A is high.
- MTI = MTI again but without bursting; steadier turbulence. The (H,C) are higher, but causality A is lower.

(see: Beer+ 1995; Goerler 2009; Ajay C.J. 2023; further simulations in progress)

Magnetorotational instability

- Astrophysical accretion discs need effective viscosity to shed angular momentum and feed radial mass inflow.
- MRI = magnetorotational instability: orbital velocity shear winds up **B**, while magnetic torques drive turbulence, enabling viscous inflow. (Velikhov 1959; Balbus & Hawley 1991)



Rotating thermal convection

0.4 0.6 temporal super

 $MTI^*(H,C)$

0.2

MTI (H,C)

0.2

0.4

temporal super

0.4 0.6

normalised entropy H

0.6

0.6

0.0

0.6

0.4

0.2

0.0

0.8

0.8

0.8

1.0

- Rayleigh-Bénard convection between hot and cold surfaces, in a periodic box subject to 45° global rotation, like a local section of atmosphere. (Hathaway & Somerville 1986; Currie 2014) • GQL = generalised quasilinear approximation divides (k_x, k_y) space into "low" and "high" modes (background vs fluctuations), at a wavenumber cutoff Λ . (Saxton+ 2023; or poster#1) • Fourier spatial (H,C) measure visually subtle changes to flow morphology at different Λ . input parameters: $\Re a = Rayleigh$ number, $T_y = imposed$ meridional thermal gradient
- MRI can occur in magnetic Taylor-Couette experiments with conductive fluid sheared between differentially rotating cylinders, $r_i < r < r_o$ (e.g. Hollerbach & Rüdiger 2005; Hung+ 2019)
- Simulations find various oscillatory states and spatial modal structures near the onset of chaos. We reanalyse five cases for entropy/complexity (Guseva+2017; Guseva & Tobias 2023).
- Fix $\mathcal{R}_{\ell}=250$; vary field strength $\mathcal{H}_{a} \equiv B_{0} (r_{o}-r_{i}) / (\sigma/\rho v)^{1/2} \rightarrow \text{regimes of torque fluctuations:}$

0.8

0.6

0.4

0.2

0.0

0.6

0.4

- \rightarrow Ha=120 chaotic Ha=100 very chaotic \rightarrow Ha=145 one period \rightarrow Ha=140 two periods \rightarrow *Ha*=149 standing wave
- **Spatially** $0.2 \le H \le 0.4$ for chaotic cases; $0.1 \le H \le 0.2$ for periodic cases. All deterministic, $C \ge 0.98H$.
- **Temporal** (*H*,*C*,*A*) of **B** and **v** :
 - States occur at distinct (H,C).
 - Chaos is impure with noise.
 - B_{θ} , v_{θ} are trivial, C \approx H \approx 0.4.
 - v_r , v_z are **bimoda**l due to high-H, low-C, low-A boundary patches.
 - **Causality** is *weaker* in chaos: stronger for periodic cases. For B_z field, A≤0.04, 0.04, 0.25, 0.53, 0.52.



- $(\Re a, T_y) = (4 \times 10^4, -0.5)$ forms a giant vortex. Distributions of u, v, w, Tstraighten and rise in C, for Λ =10. Λ =0 locks everything onto C_{max} curve at low H (quasiperiodic).
- $(\Re a, T_y) = (2 \times 10^5, -2)$ bursting cyclic winds. Λ =10 raises H and cuts C to an edge in u, v, w, Tdistributions. Λ =0 locks everything to spatial QPO.
- $(\Re_a, T_v) = (2 \times 10^5, 0)$ turbulence uniform in x,y Λ =10 flattens C variation and brings u, v, w together. $\Lambda = 0$ locks everything to spatial QPO.



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