

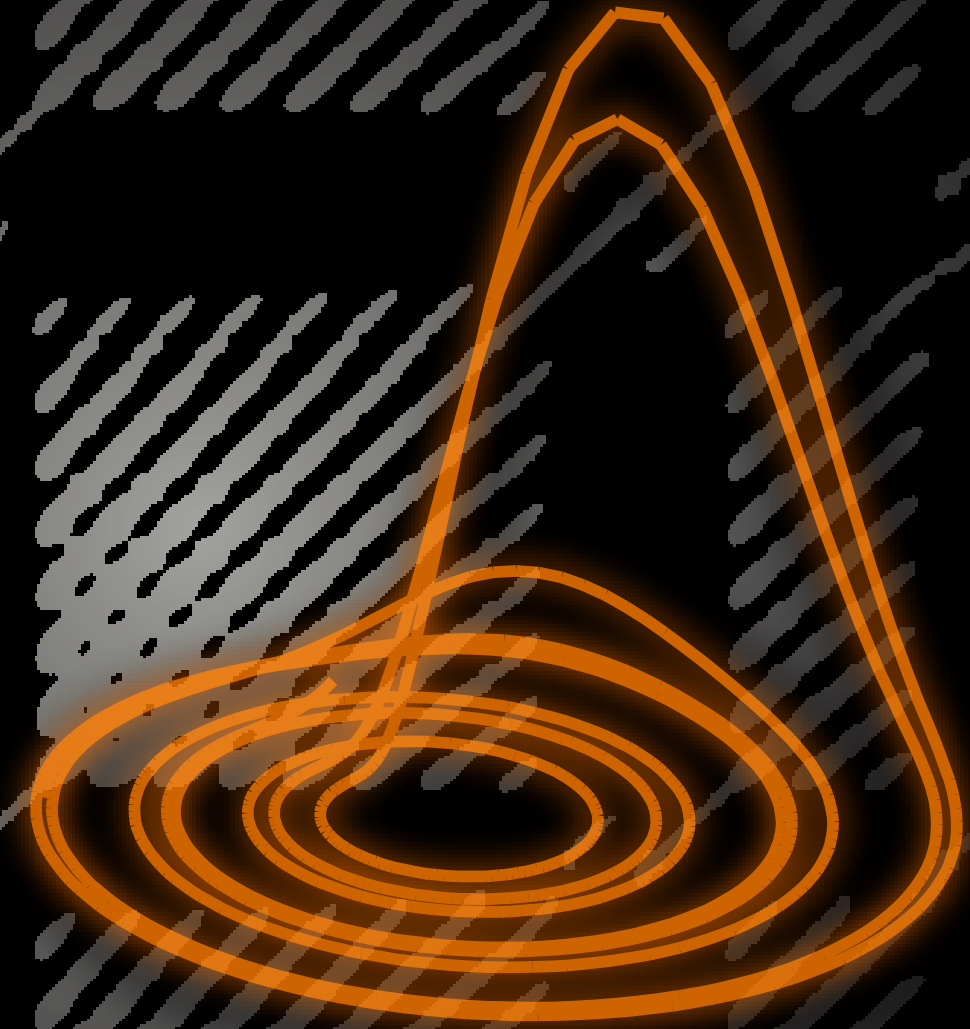
recurrence
analysis
time-series
nonlinear
plots
chaos
dynamics
quantification
plot
using
data
human
rate
variability
complex
detection
entropy
complexity
signal
chaotic
entropy
complexity
chaos
nonlinearity
detecting
control
proceedings
surface
system
network
fractal
test
determinism
noise
phase
space
temporal
dynamical
identification
expensive
brain
synchronization
heart
dimension
methods
complex
systems
patterns
flow
electrical
signals
cardiovascular
cardiac
pressure
postural
dynamic
process
reconstruction
fluctuations
networks
correlation
protein
based
activity
structure
oscillations
requirements
magnetic
classification
theory
correlation
transition
proceedings
reconstructions
recurrences
musical
statistical
conference
properties
models
nonlinear
organization
detecting
proceedings
control
proceedings
surface
system
network
fractal
test
determinism
noise
phase
space
temporal
dynamical
identification
expensive
brain



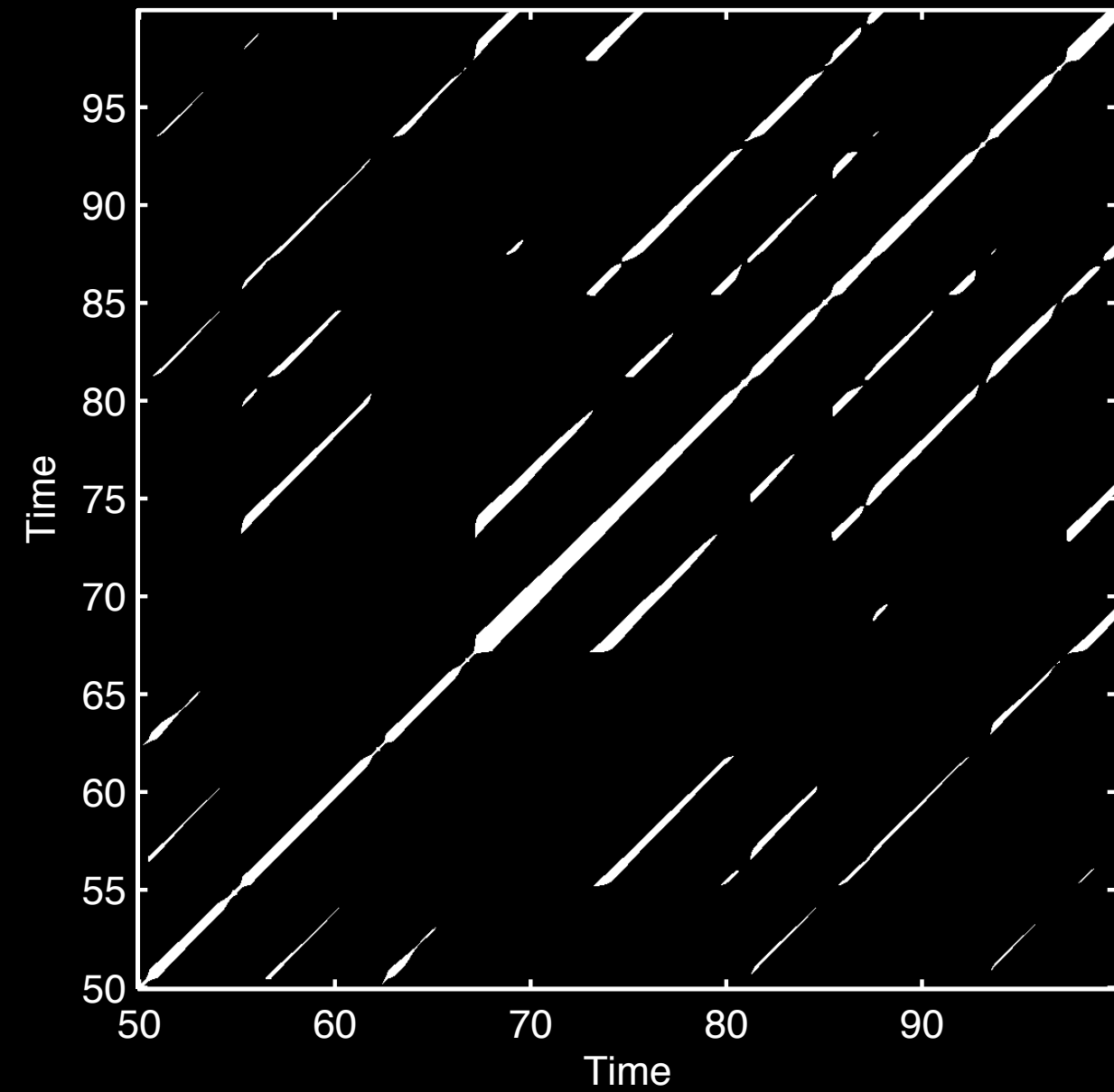
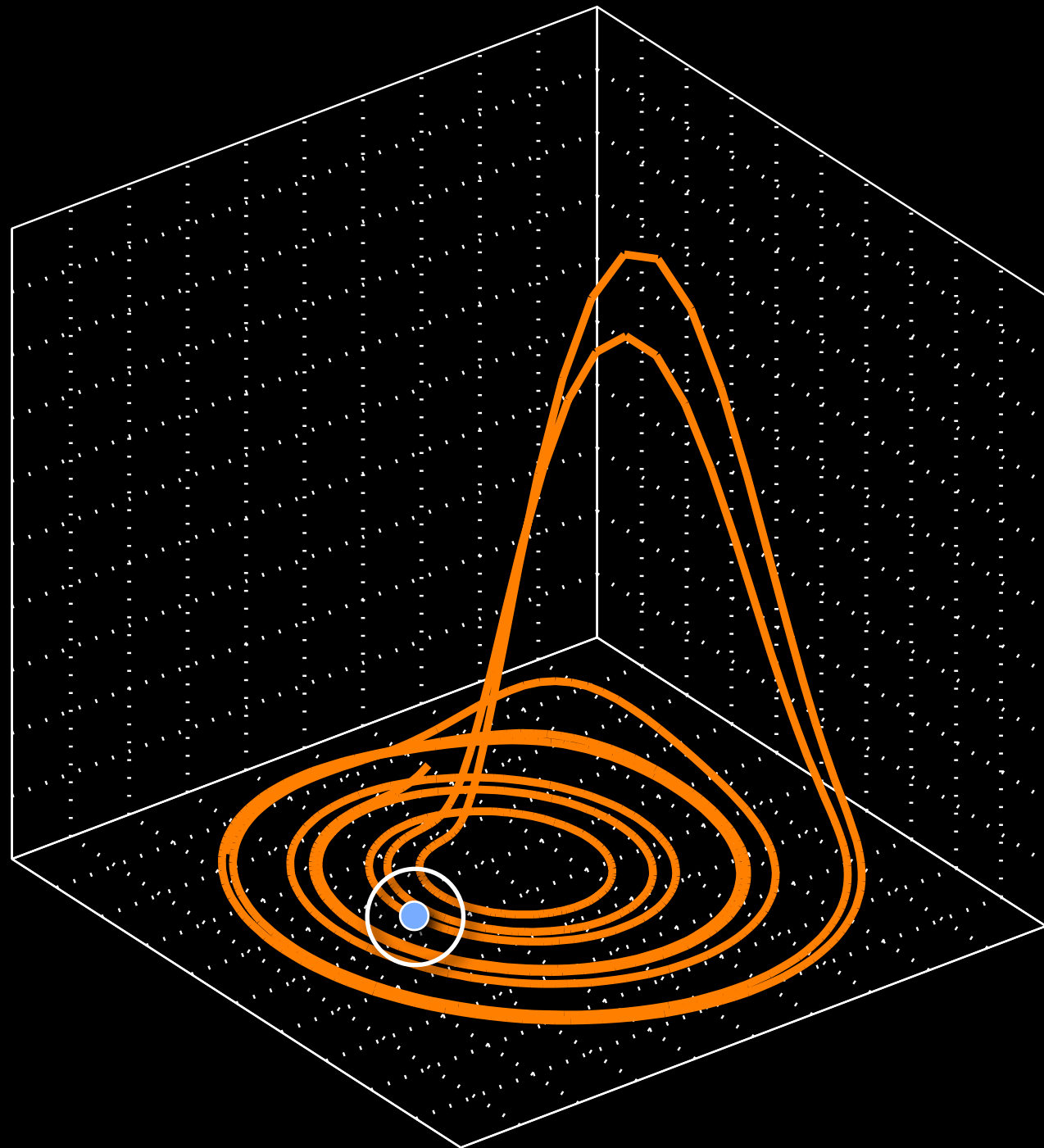
POTSDAM INSTITUTE FOR
CLIMATE IMPACT RESEARCH

NORBERT MARWAN, CARL WITT

HOW DO YOU SEE RECURRENCE PLOTS?



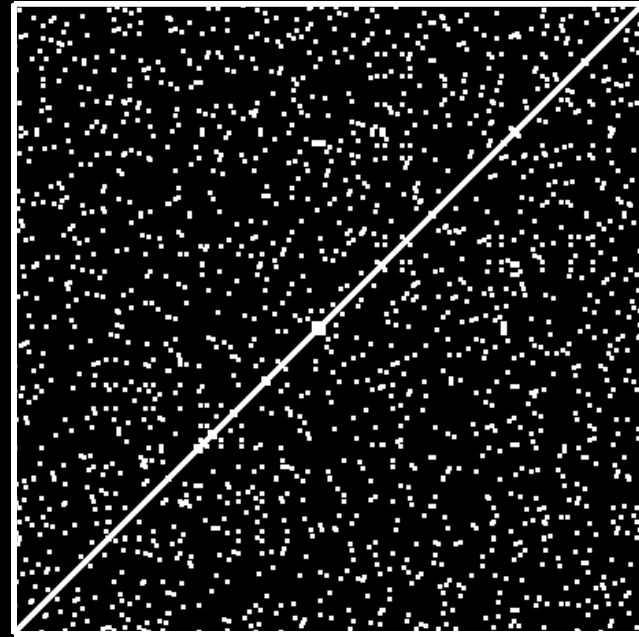
RECURRENCE PLOT



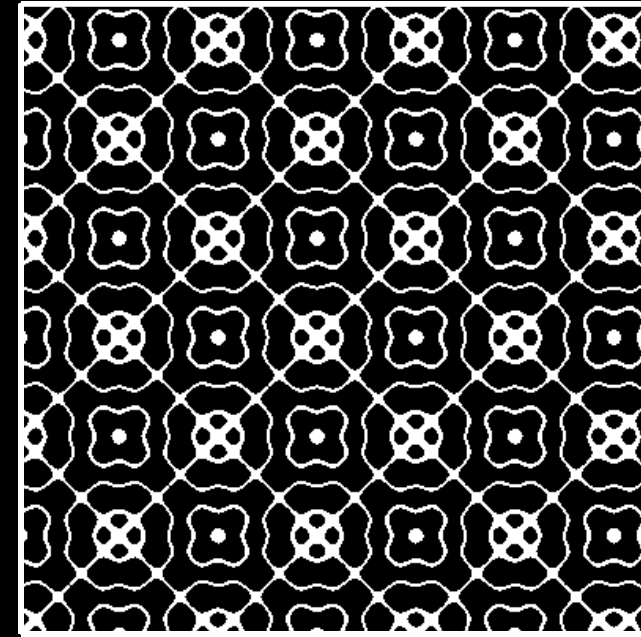
Eckmann et al., EPL, 5, 1987
Marwan et al., Phys. Rep., 438, 2007

RECURRENCE PLOT TYPOLOGY

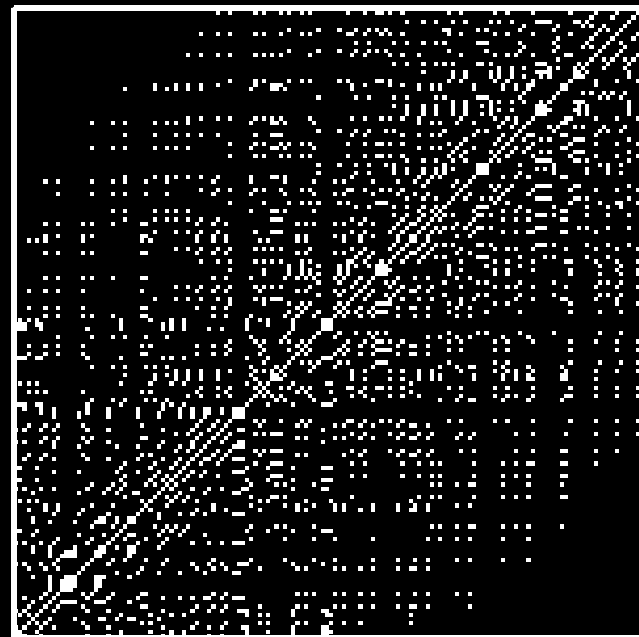
homogeneous



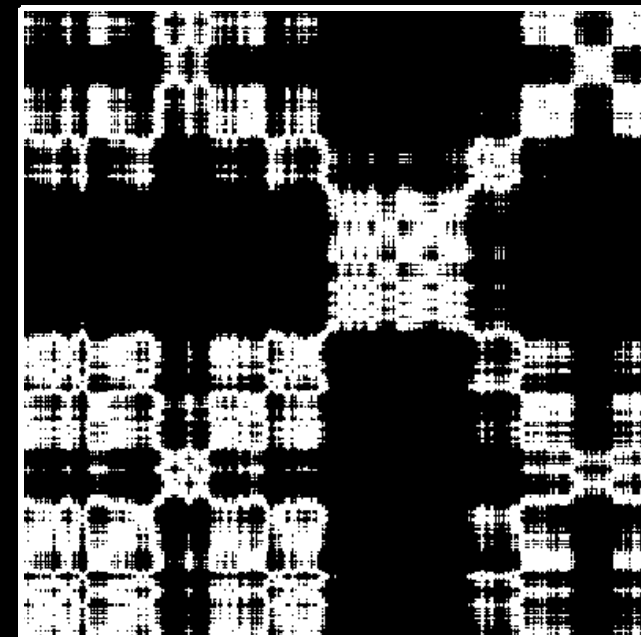
periodic



drifty



disrupted



How Will You Perceive Different Recurrence Plots?

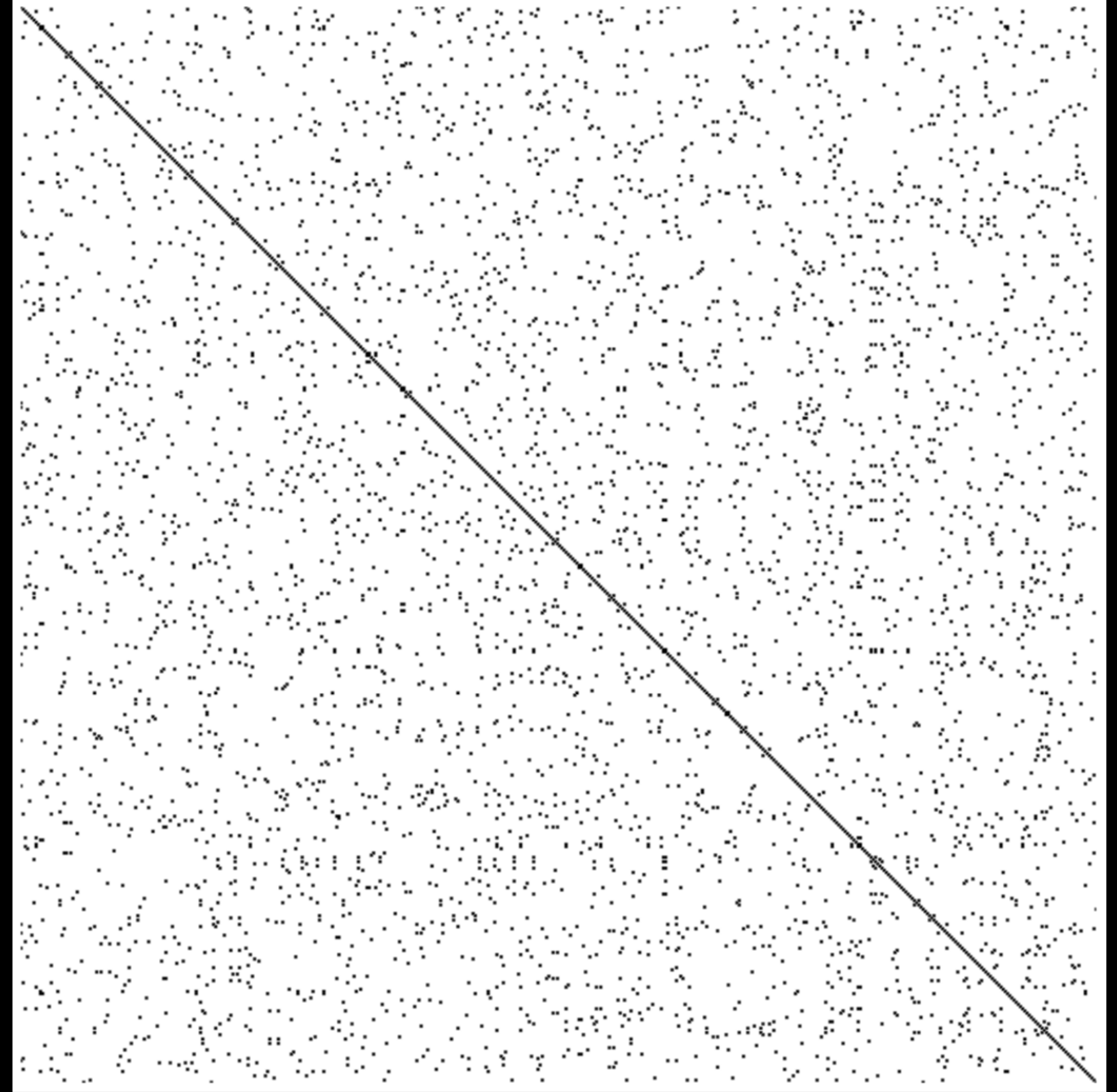
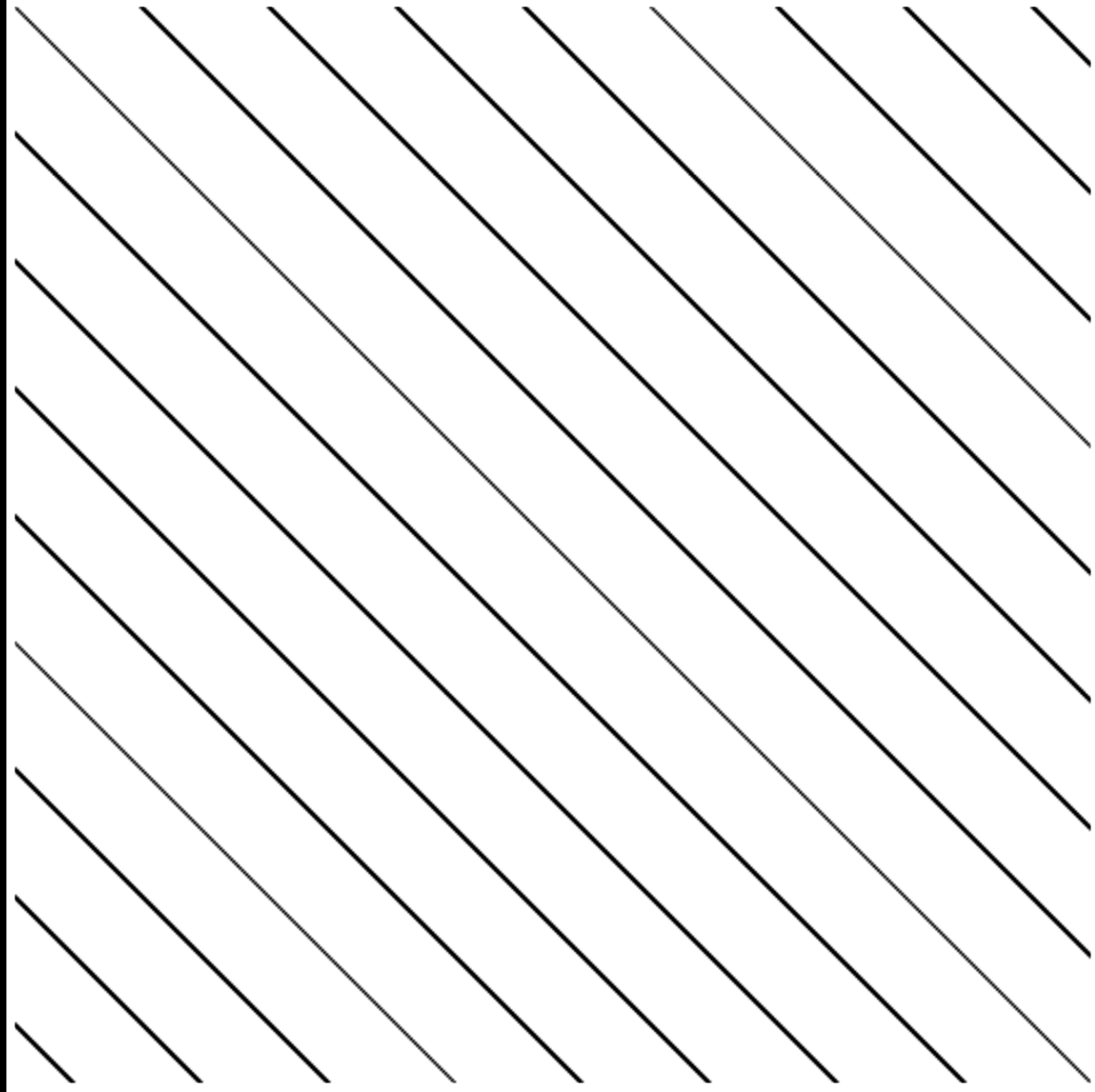
YOUR TASK: EVALUATE DIFFERENCES

very similar

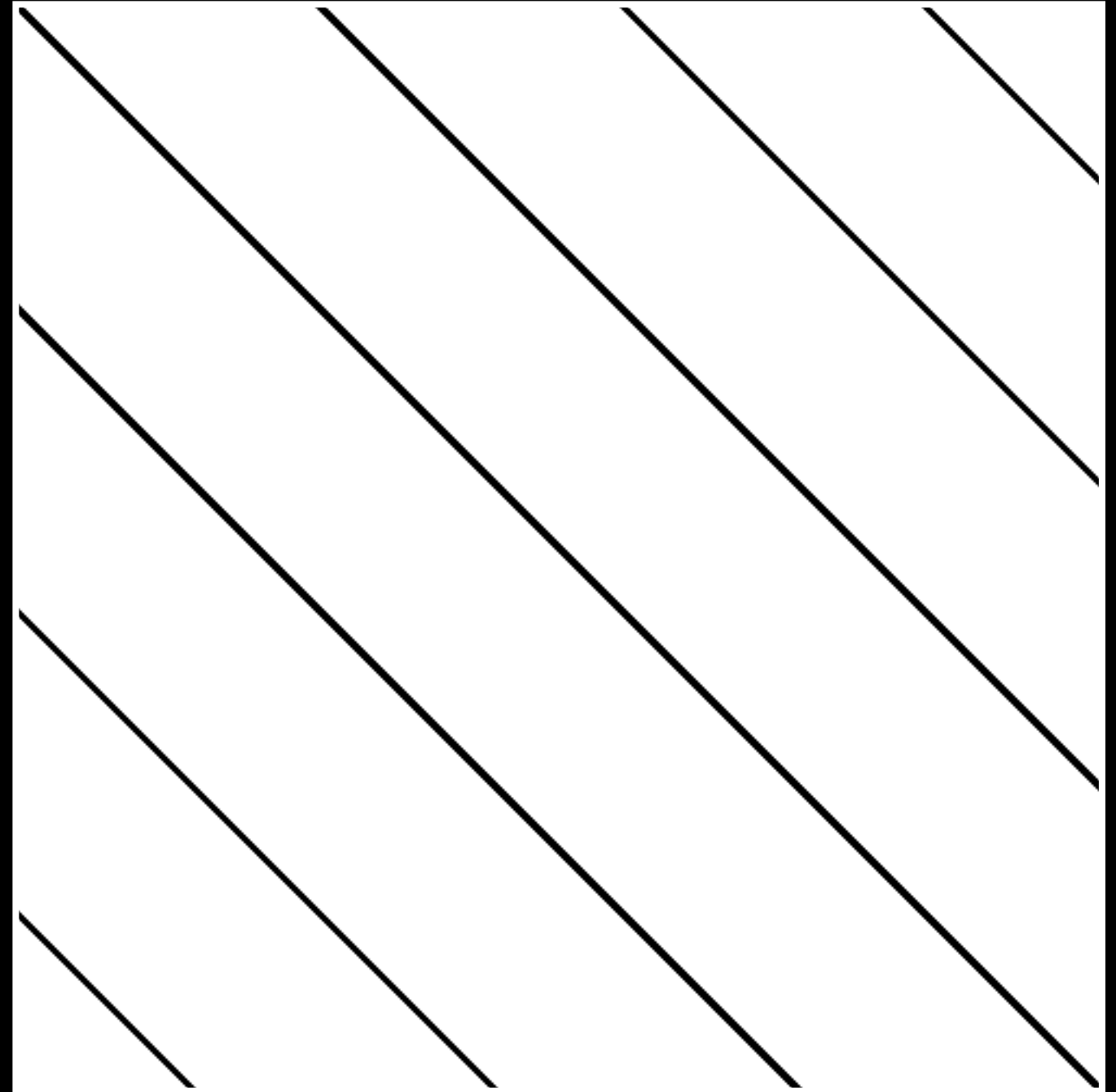
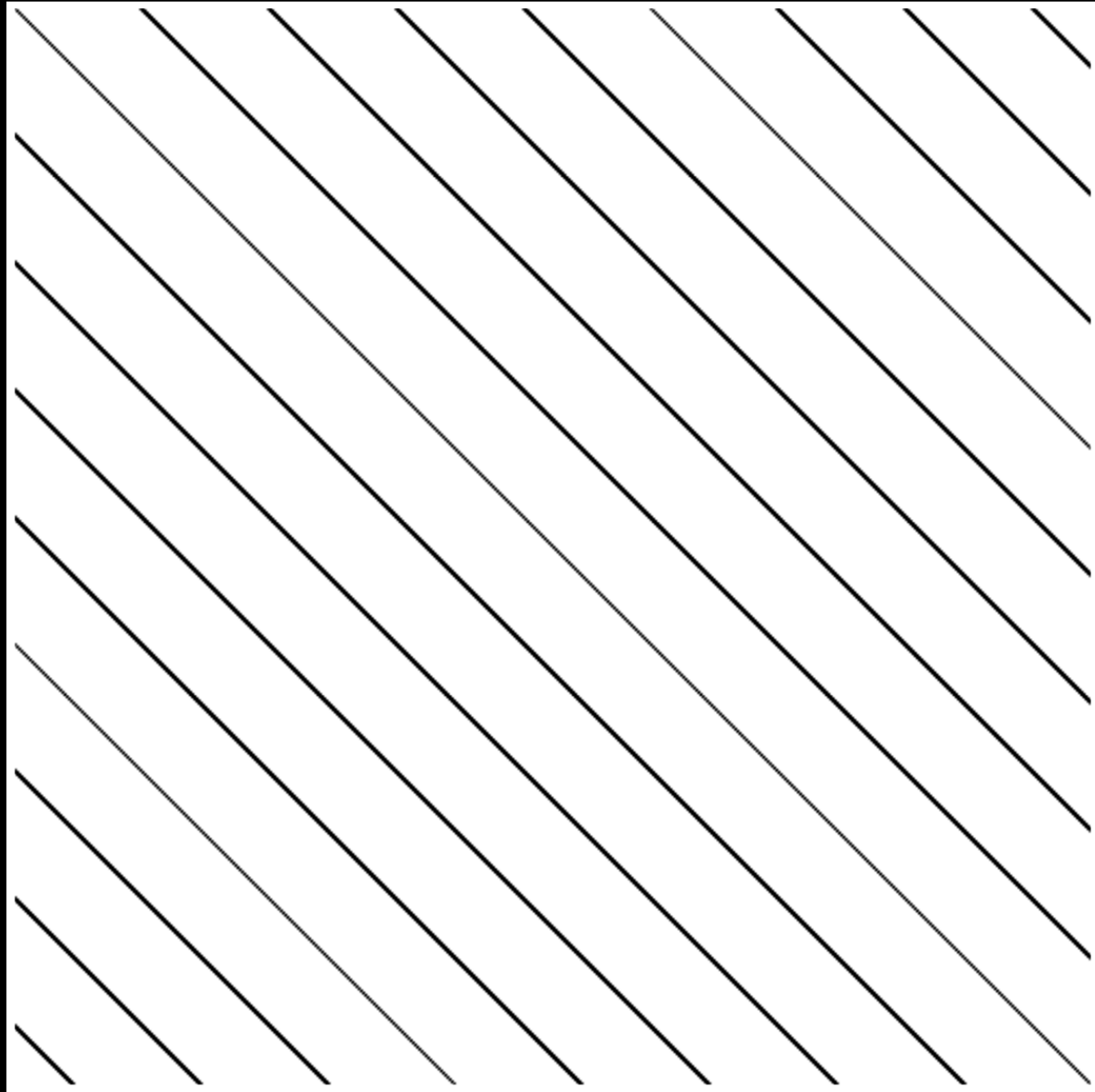
a bit similar

quite different

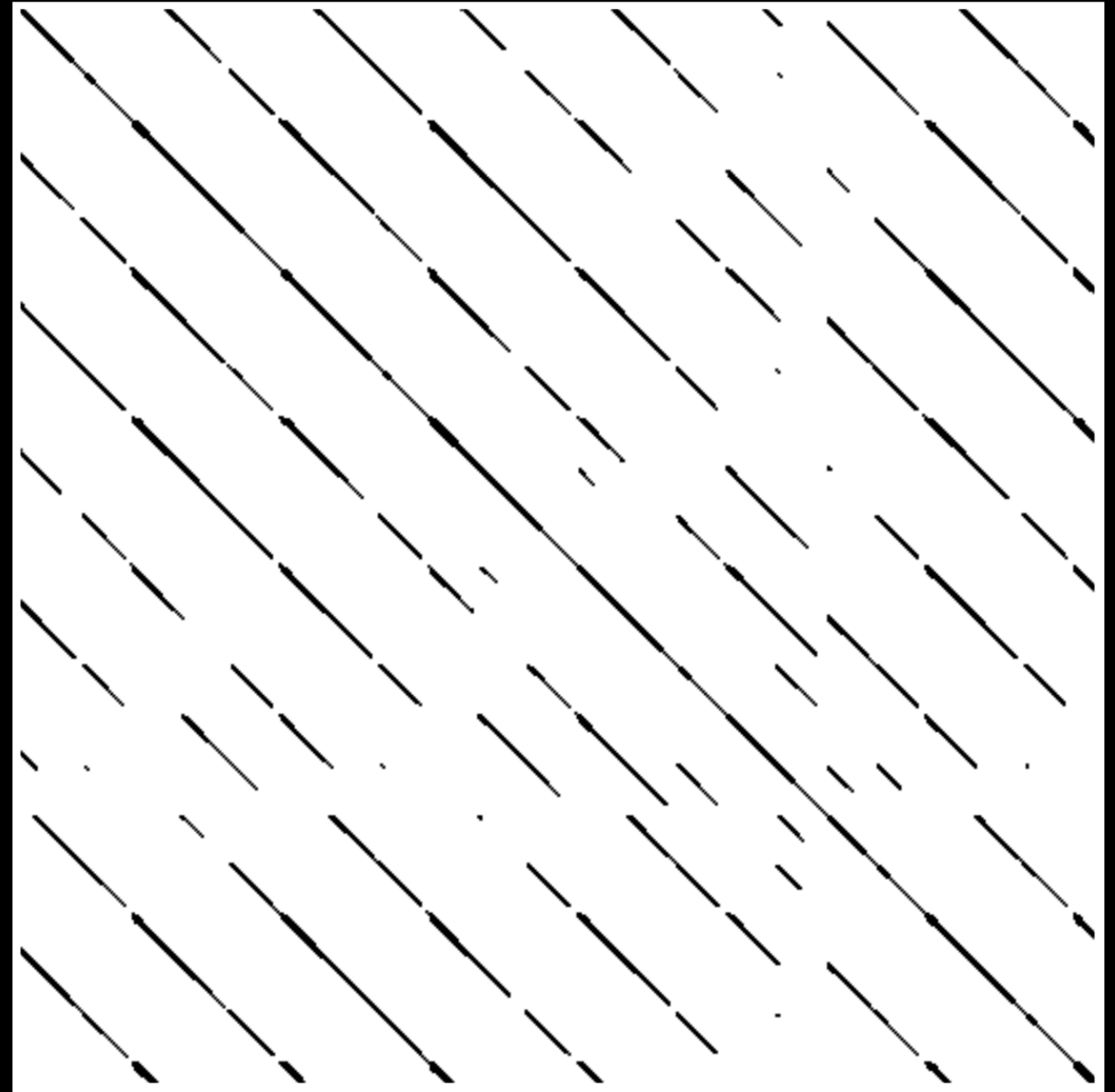
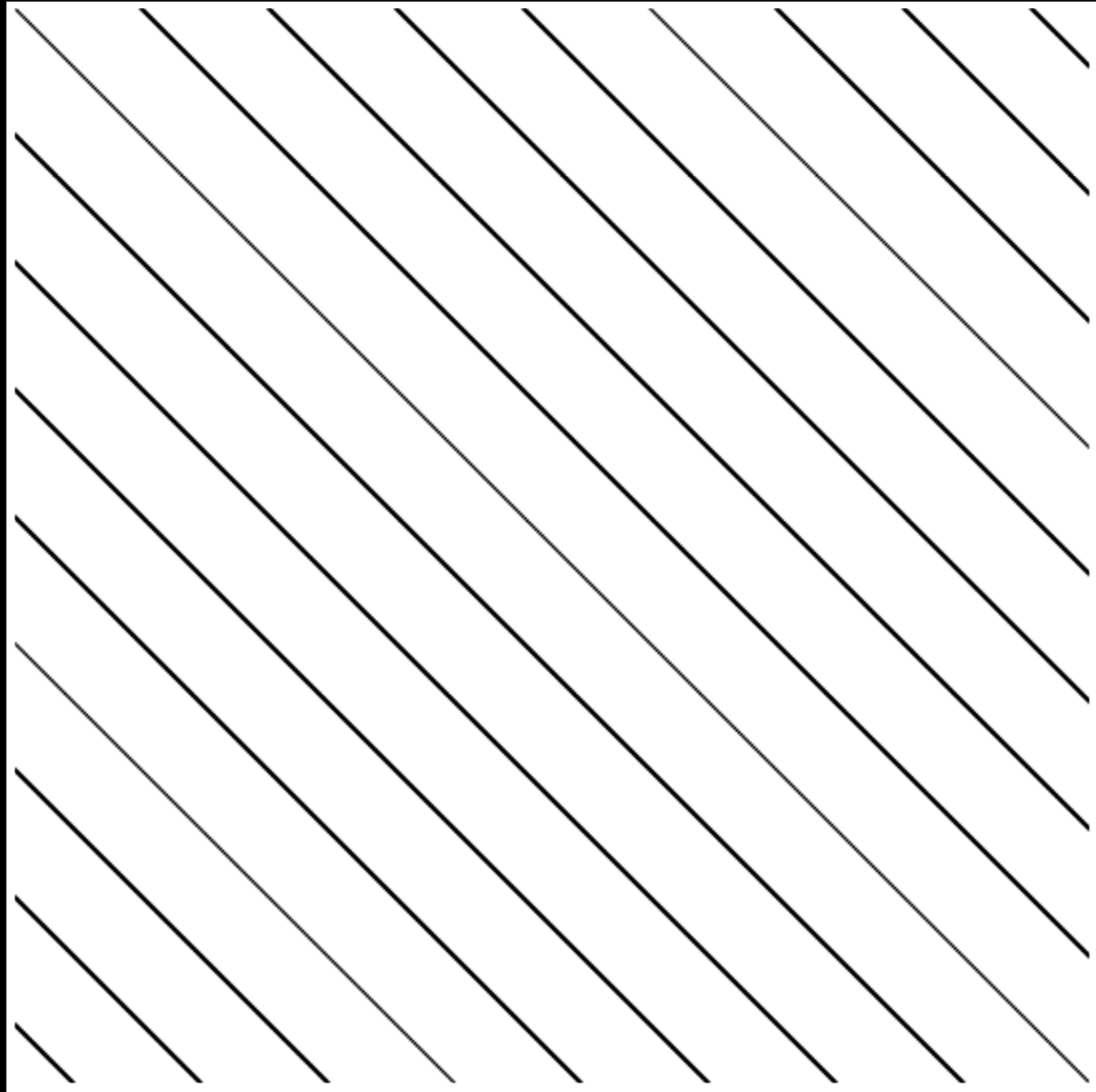
EXAMPLE 23



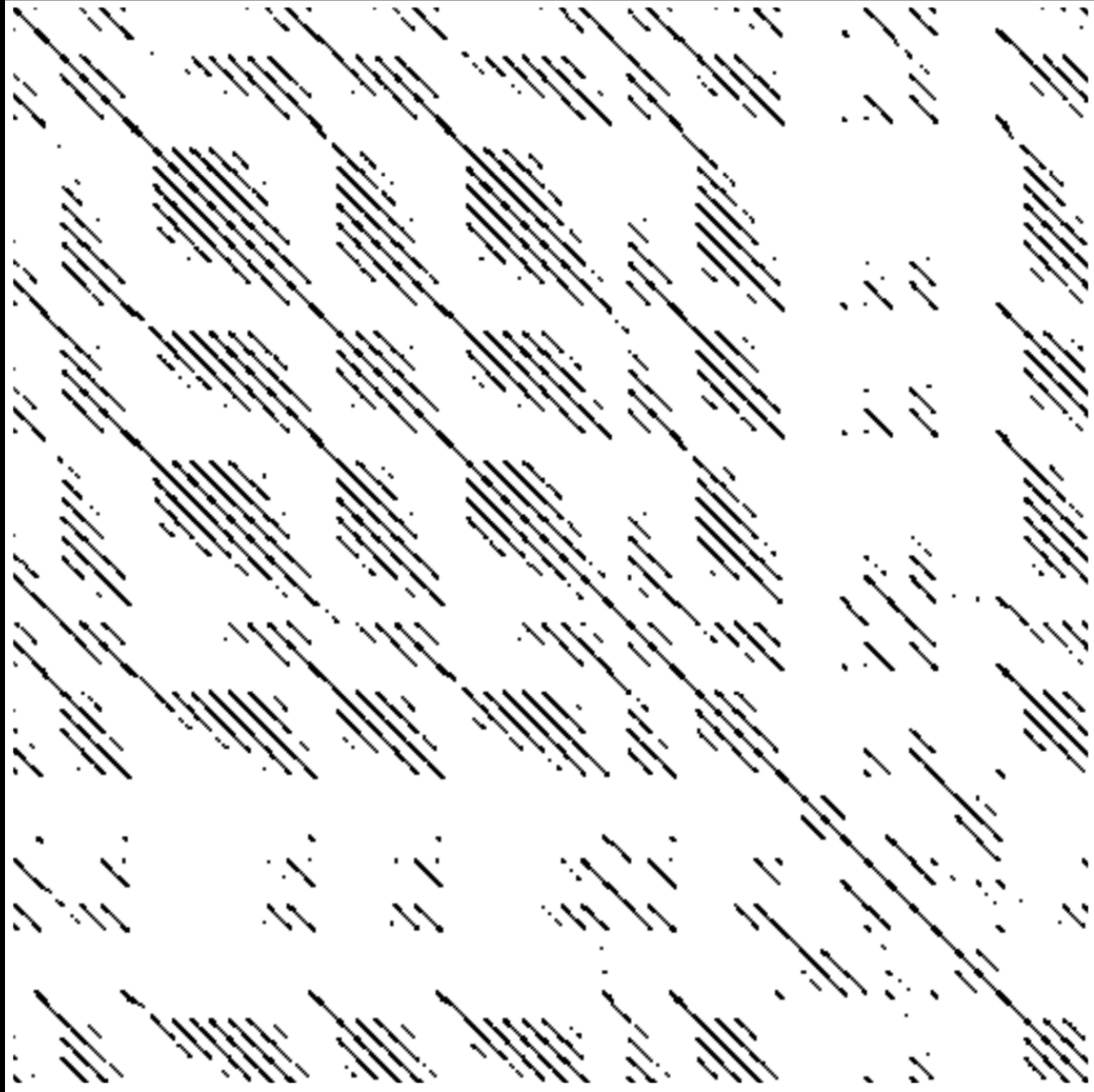
EXAMPLE 34



EXAMPLE 39



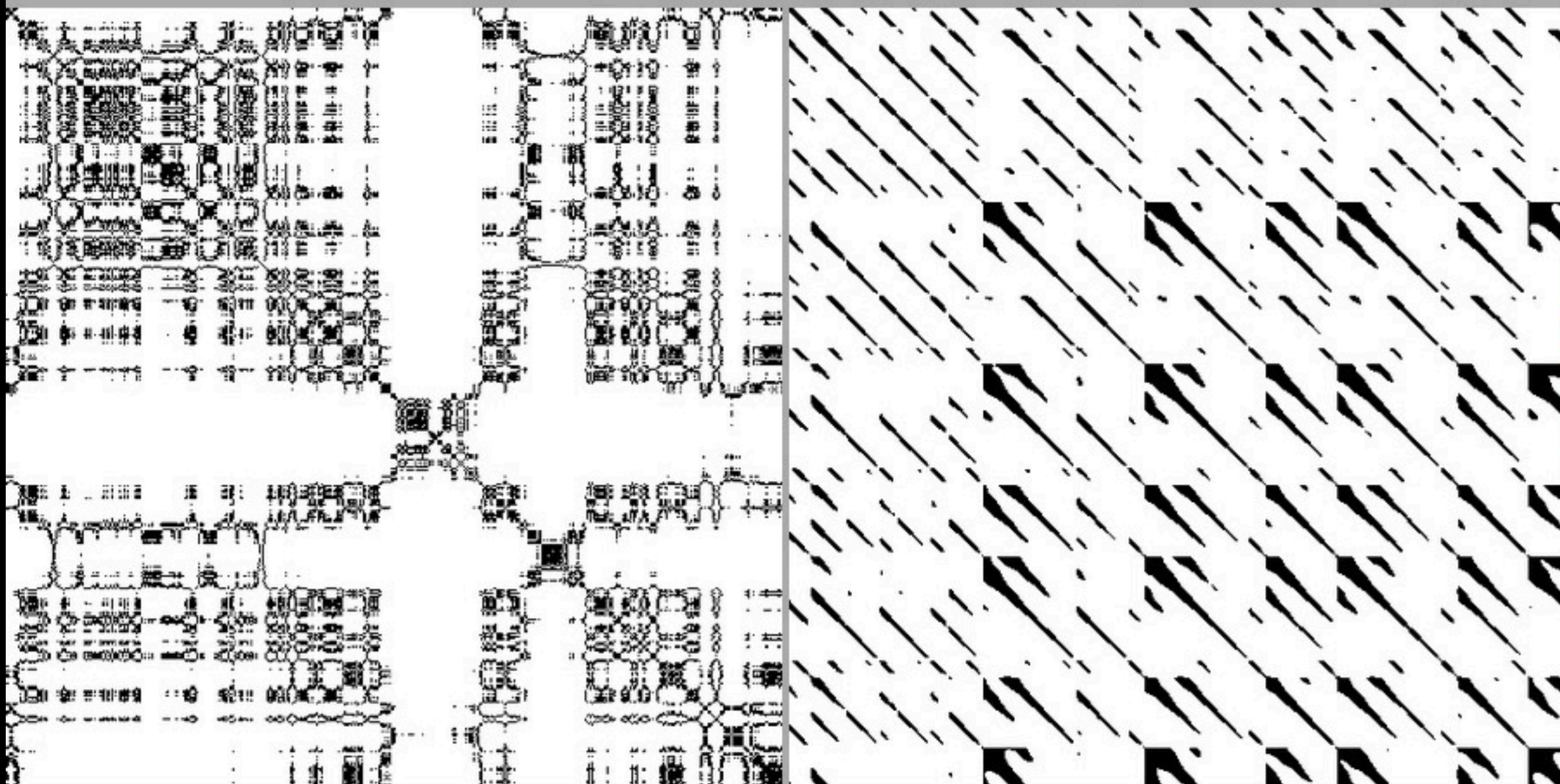
EXAMPLE 31





Recurrence Plot Similarity Assessment

Dataset ID: 1503256252



* Pair 1 / 45
Similarity

90%

70%

50%

20%

0%

0

Next

easy

not easy

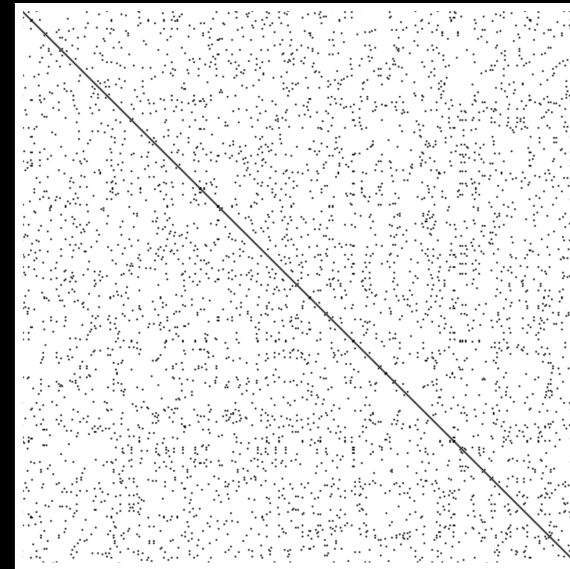
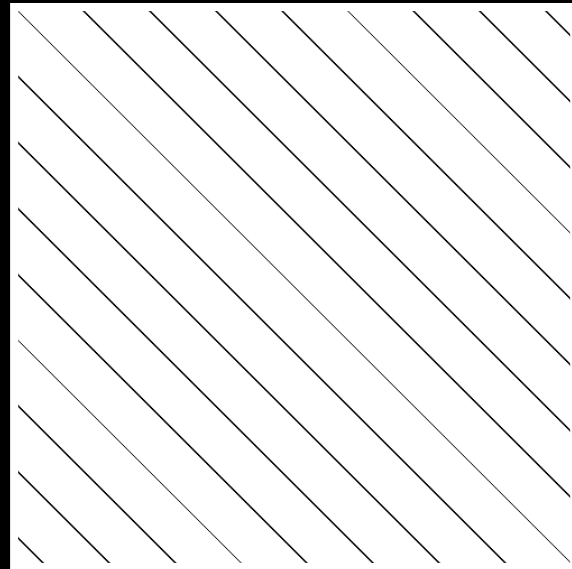
different

equal

easy

not easy

different



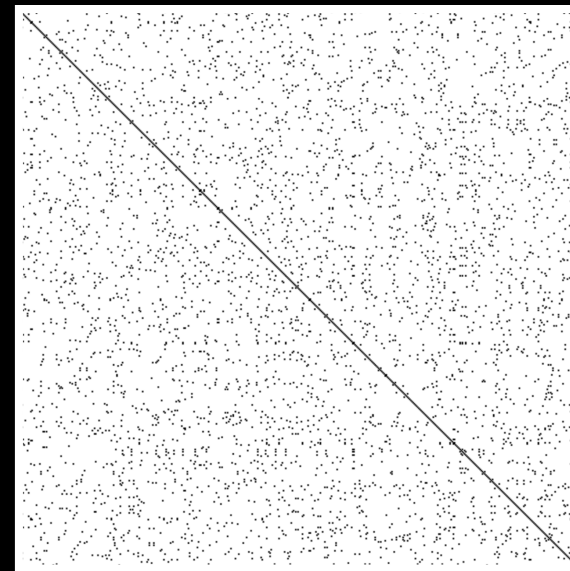
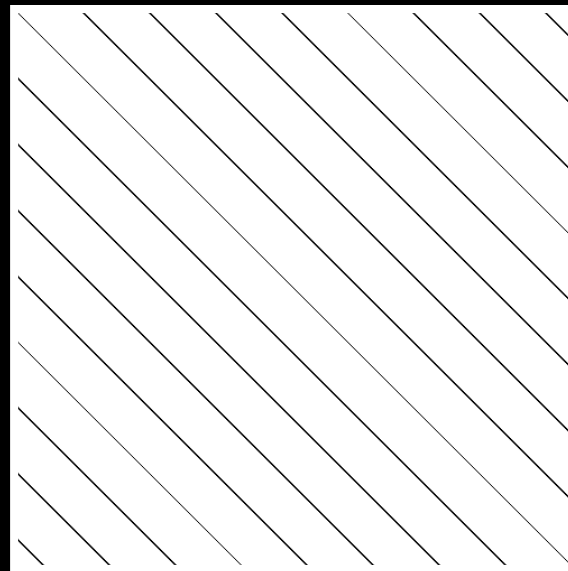
Ex. 23

equal

easy

not easy

different



Ex. 23

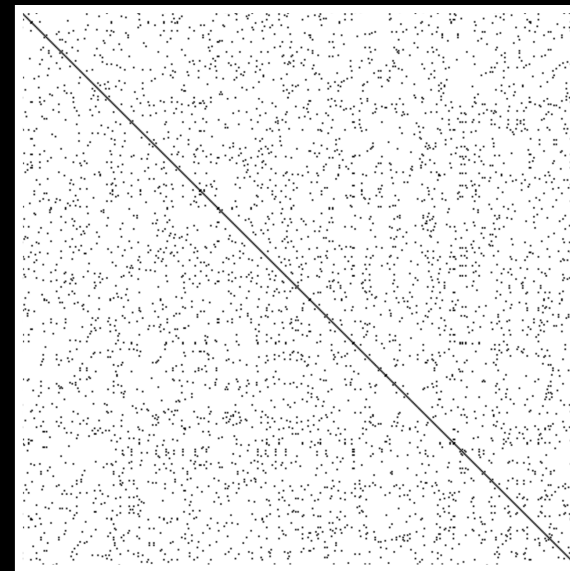
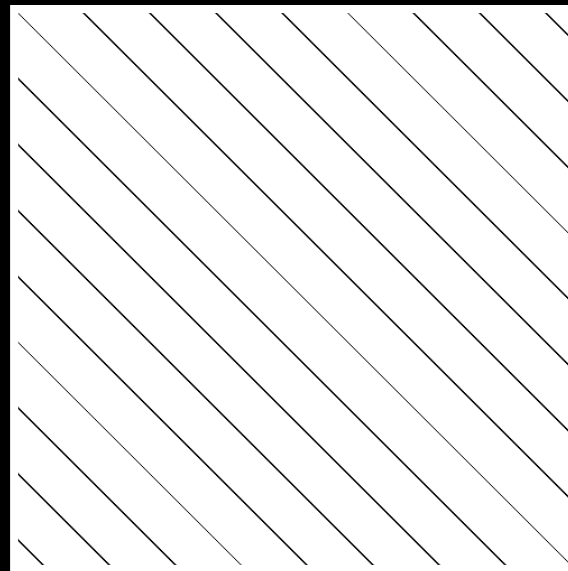
equal

- continuous lines vs. single dots
- avg. sim: 6%
(max 70%, min 0%)

easy

not easy

sine vs. noise



Ex. 23

different

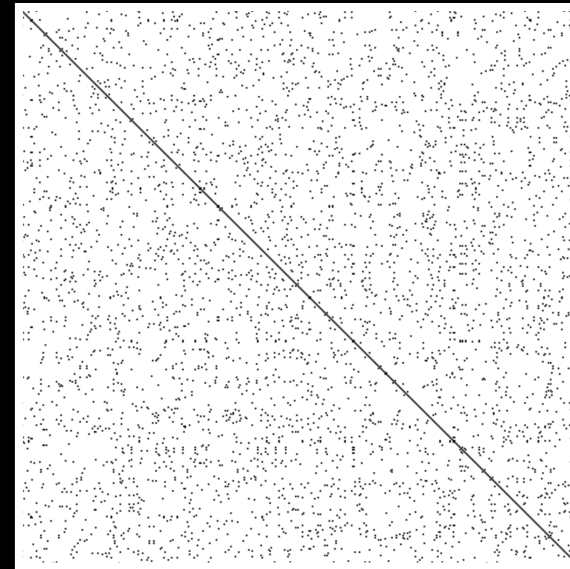
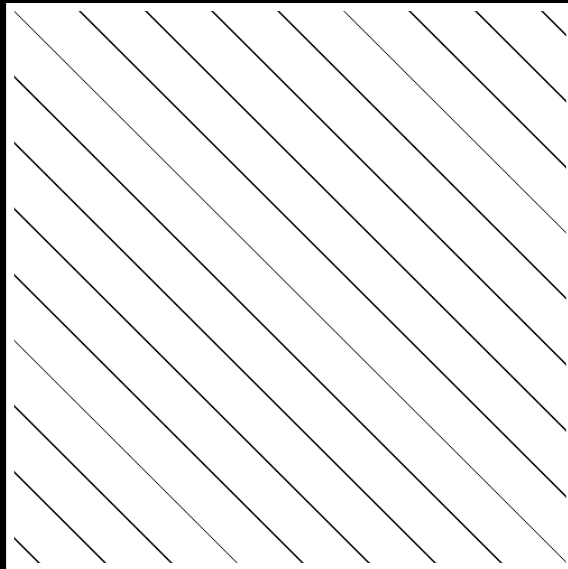
equal

- continuous lines vs. single dots
- avg. sim: 6%
(max 70%, min 0%)

easy

not easy

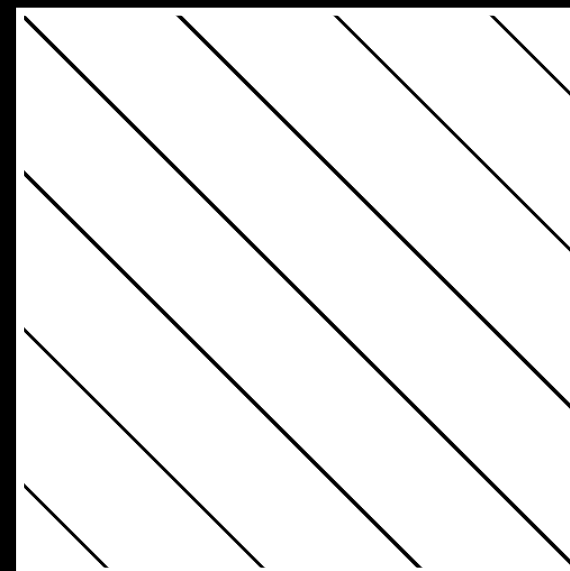
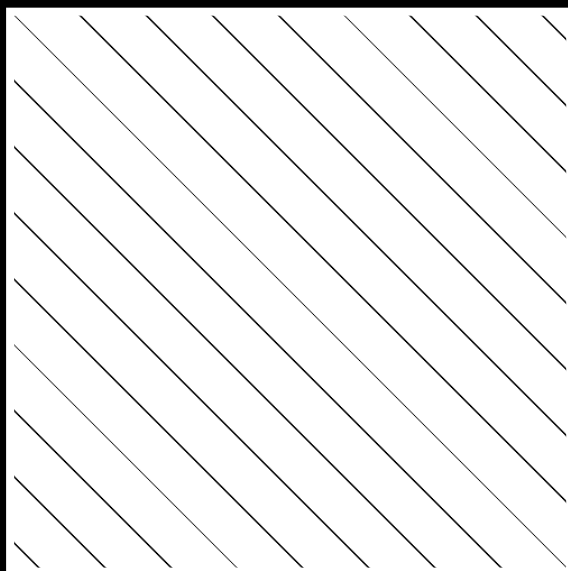
sine vs. noise



different

Ex. 23

equal

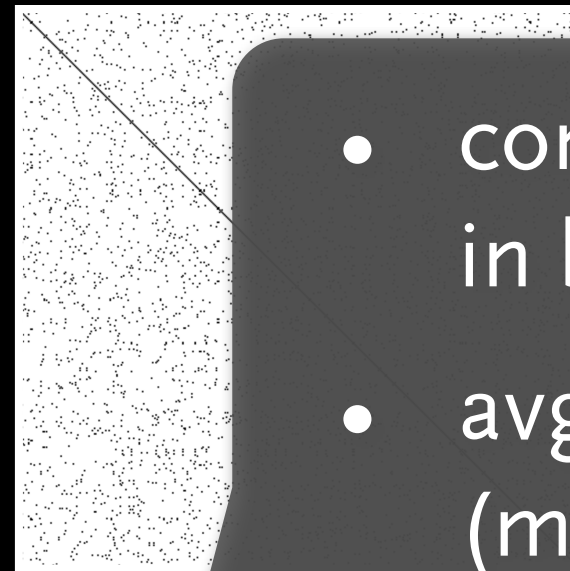
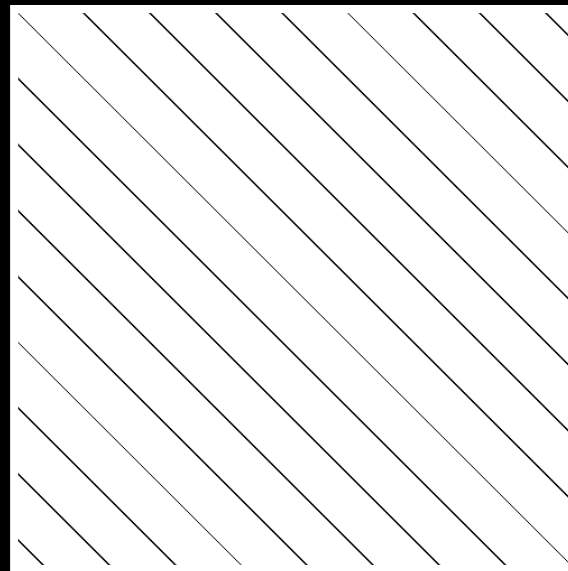


Ex. 34

easy

not easy

sine vs. noise

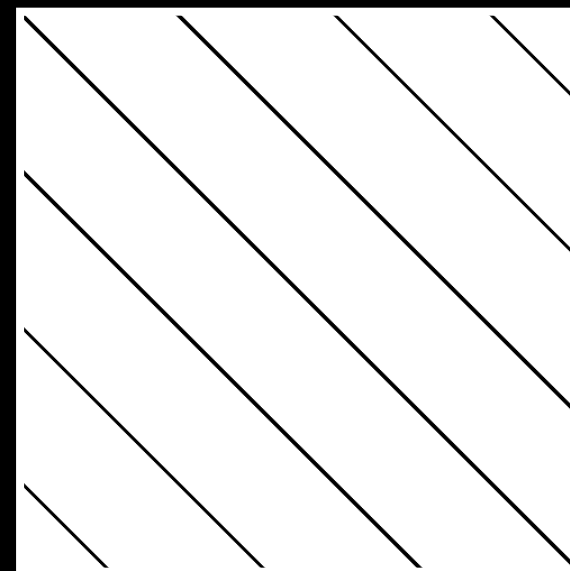
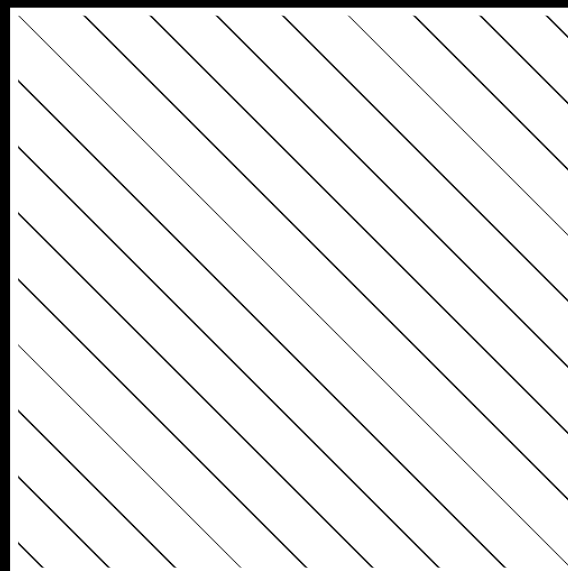


different

Ex. 23

- continuous & periodic lines in both systems
- avg. sim: 72%
(max 100%, min 0%)

equal



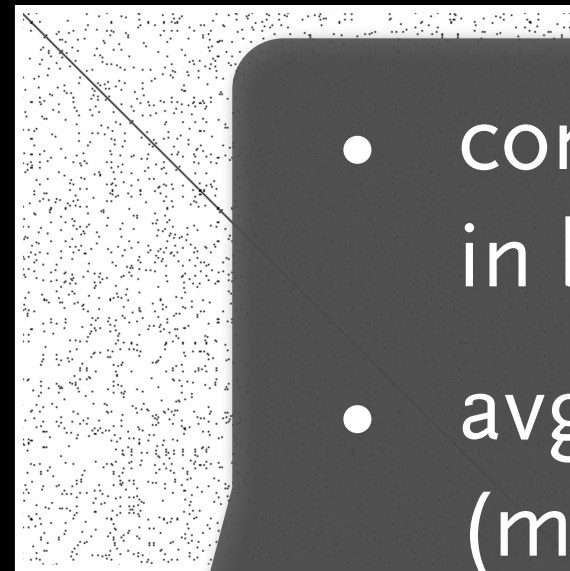
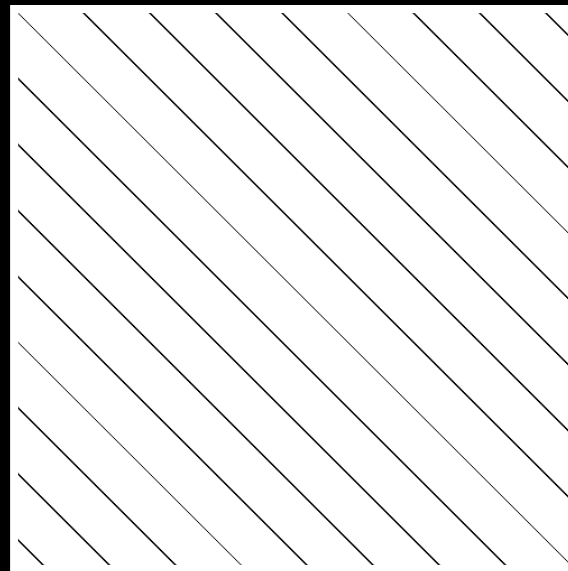
Ex. 34

easy

not easy

different

sine vs. noise

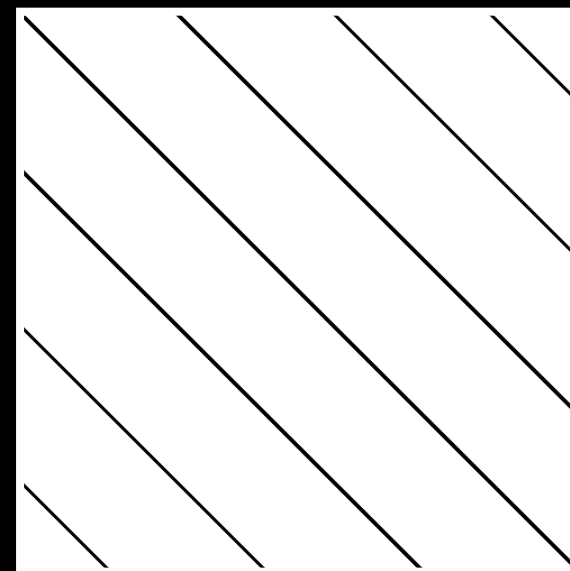
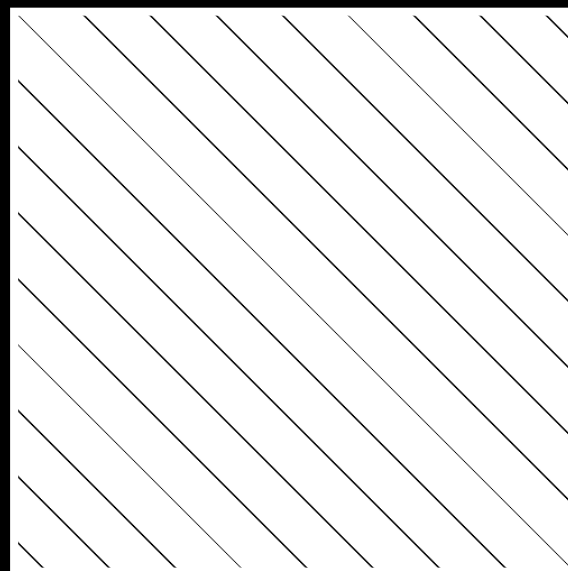


- continuous & periodic lines in both systems
- avg. sim: 72%
(max 100%, min 0%)

Ex. 23

sine vs. sine

equal

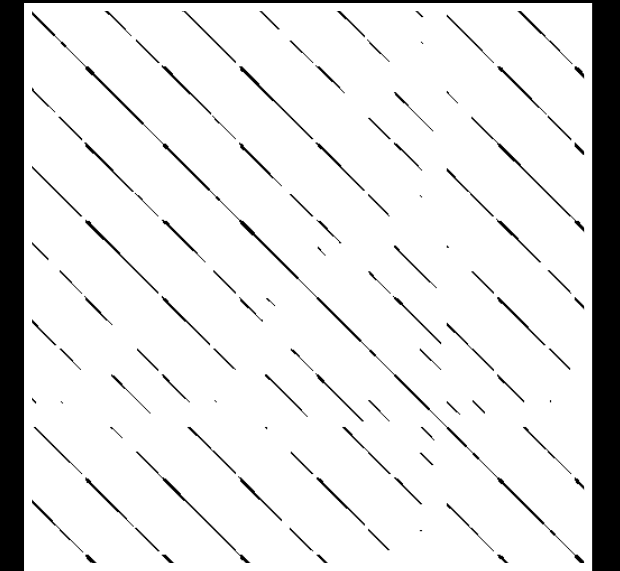
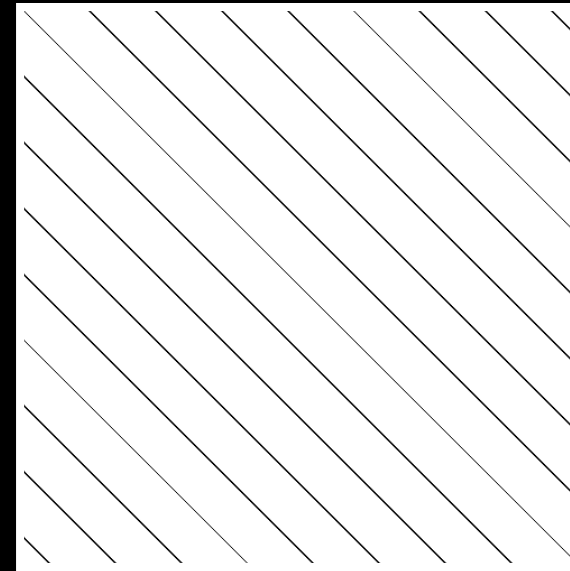
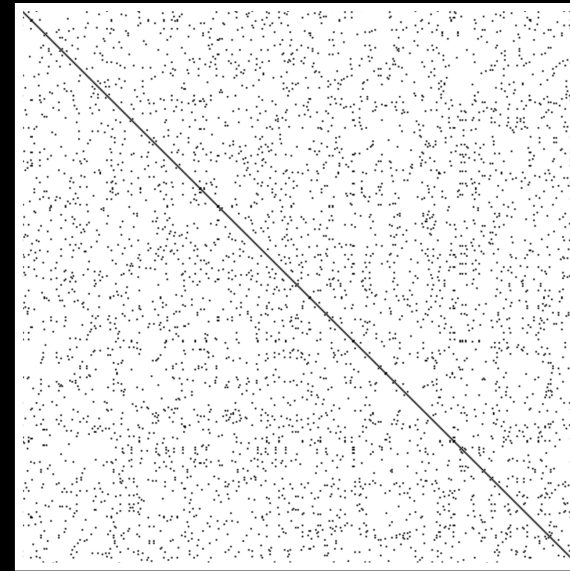
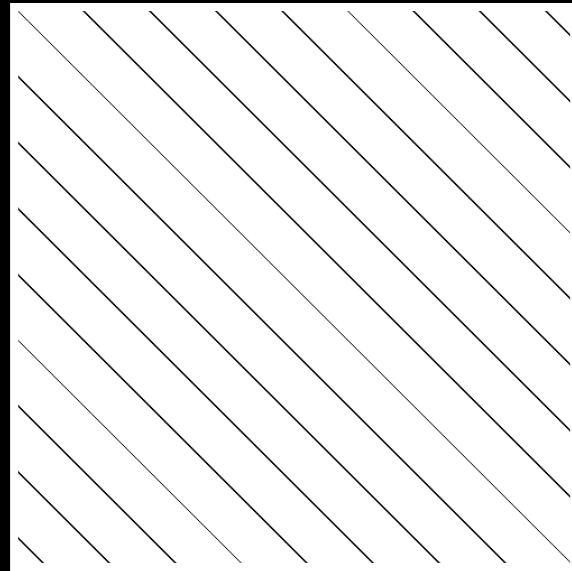


Ex. 34

easy

not easy

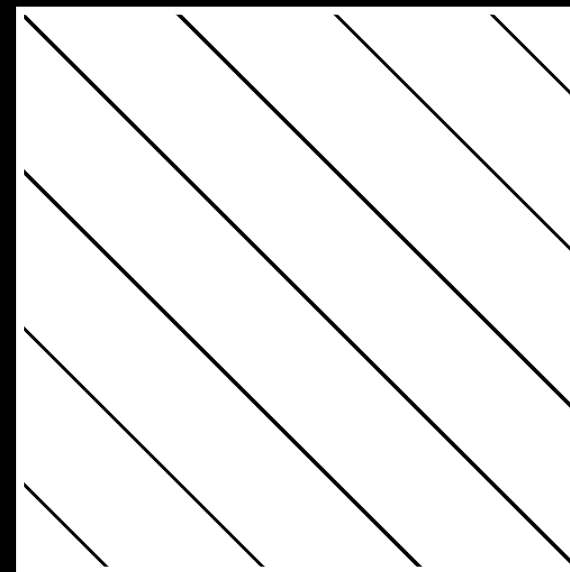
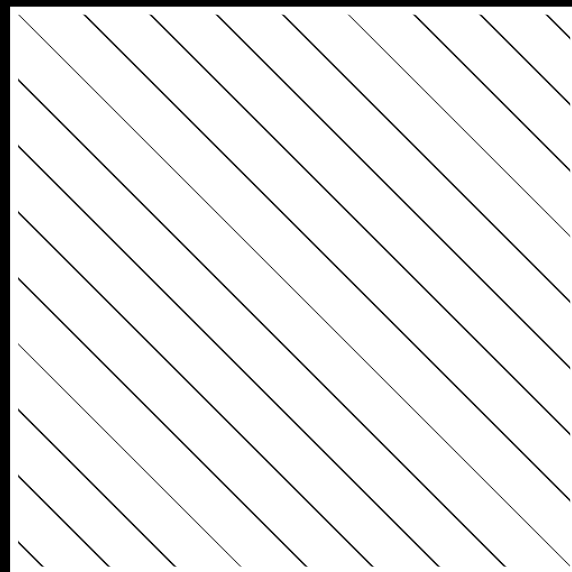
sine vs. noise



Ex. 23

Ex. 39

sine vs. sine



Ex. 34

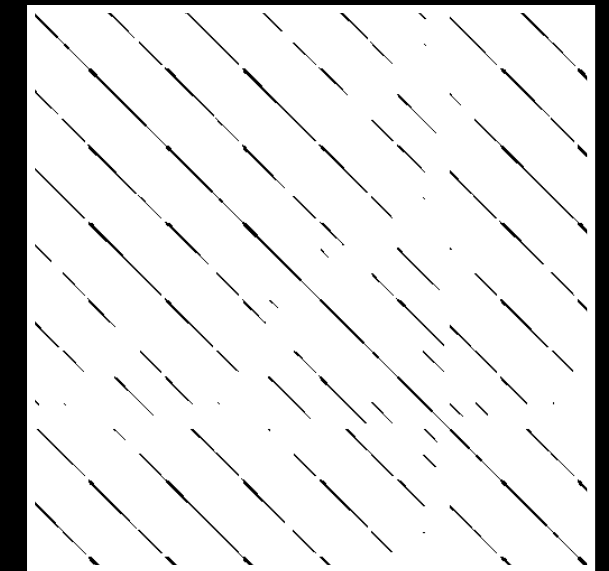
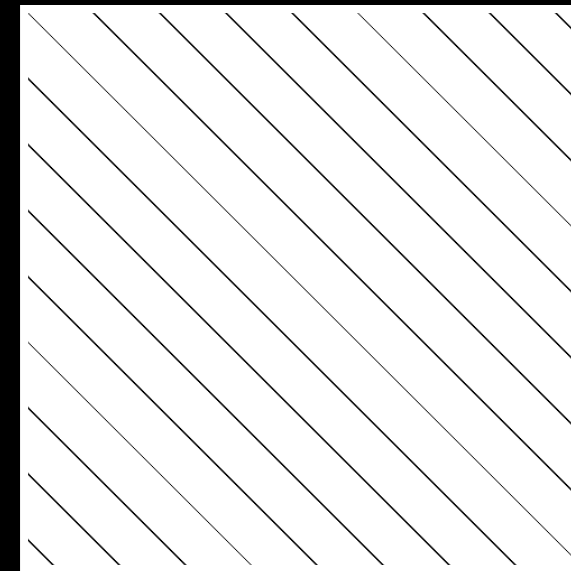
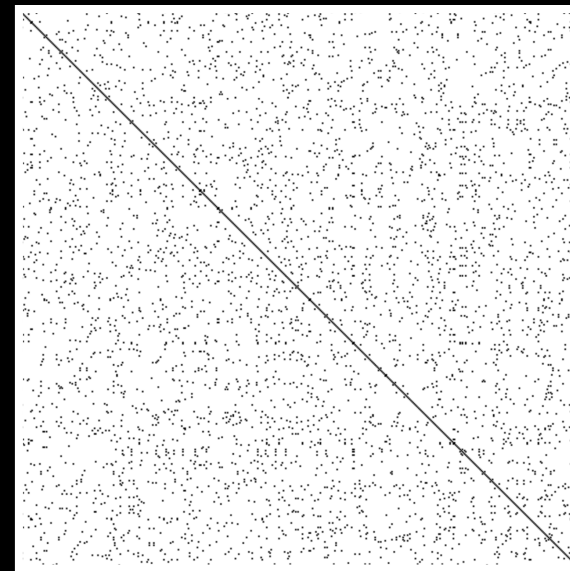
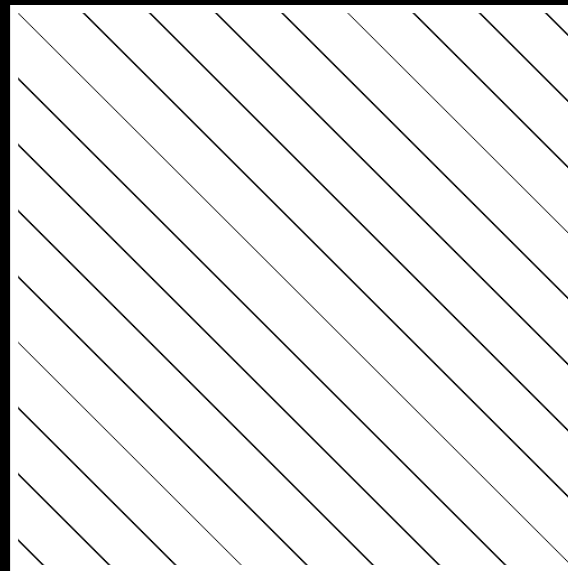
different

equal

easy

not easy

sine vs. noise



different

Ex. 23

Ex. 39

sine vs. sine



- continuous vs. interrupted lines, but ~periodic
- avg. sim: 63%
(max 93%, min 0%)

equal

Ex. 34

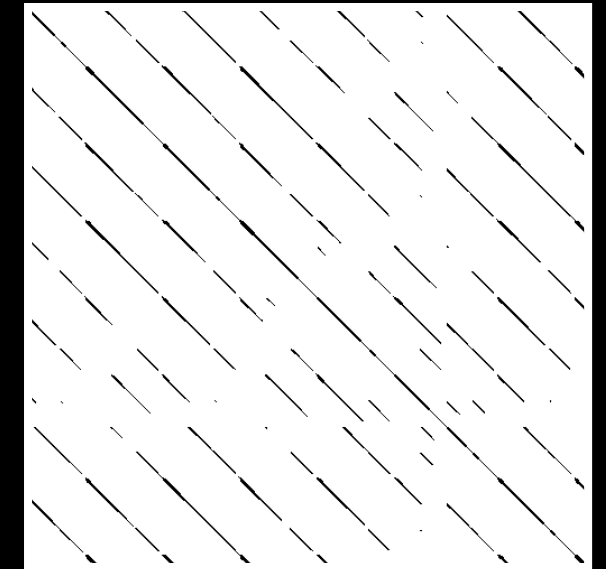
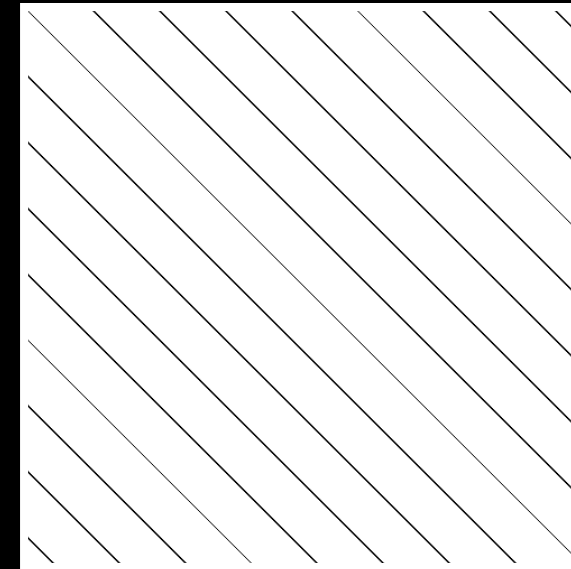
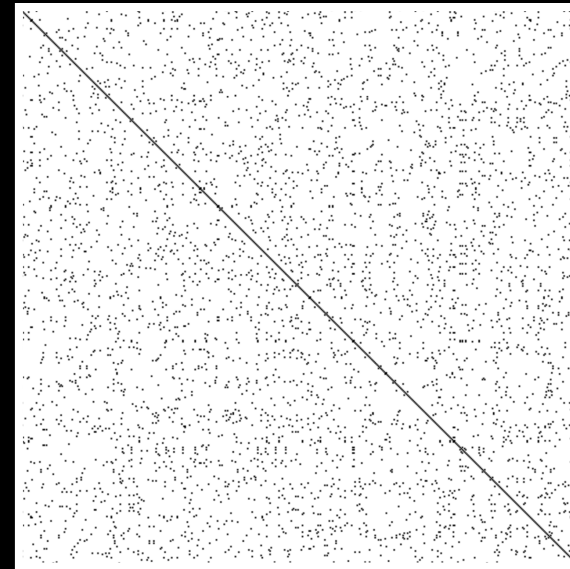
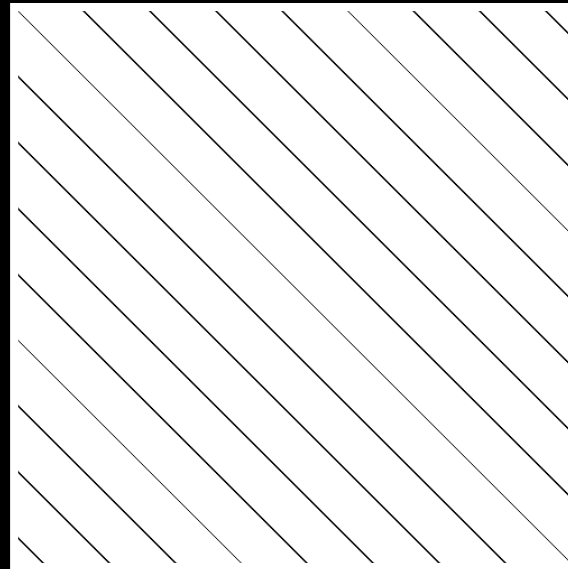
easy

not easy

sine vs. noise

sine vs. Roessler

different



Ex. 23

Ex. 39

sine vs. sine

equal



- continuous vs. interrupted lines, but ~periodic
- avg. sim: 63%
(max 93%, min 0%)

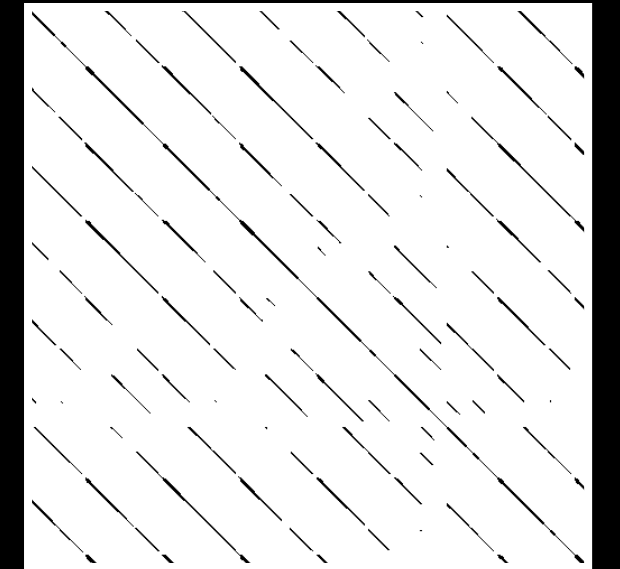
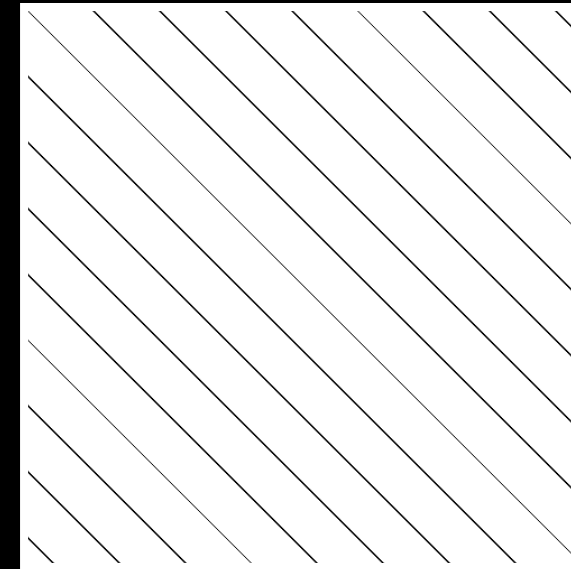
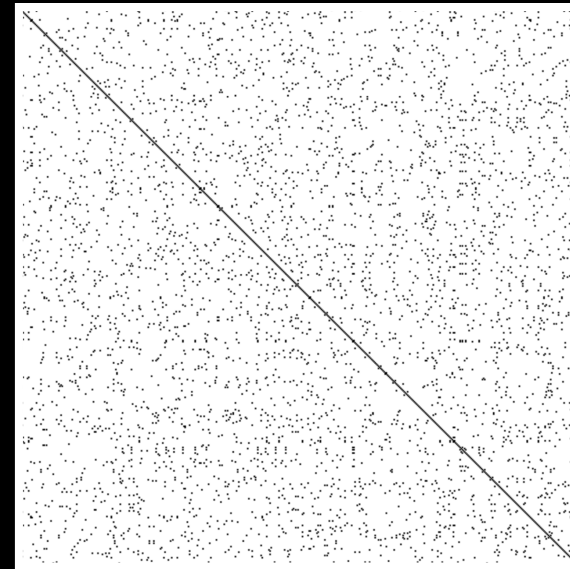
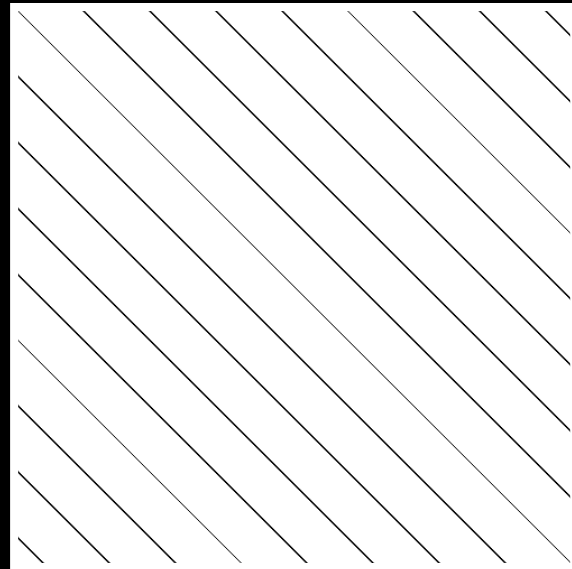
Ex. 34

easy

not easy

sine vs. noise

sine vs. Roessler

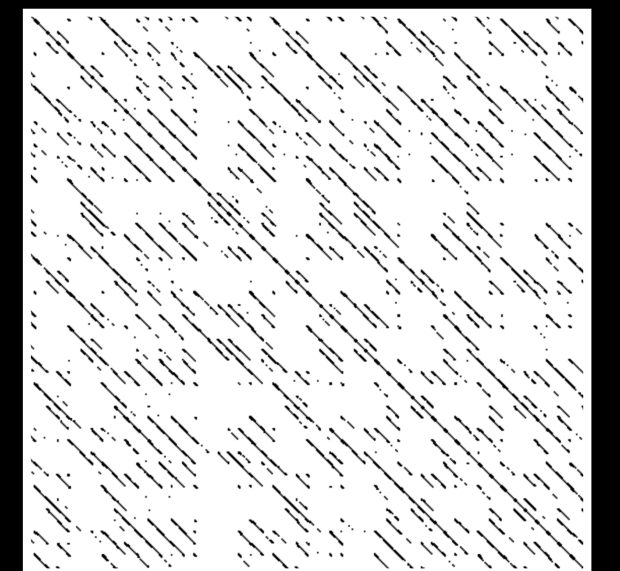
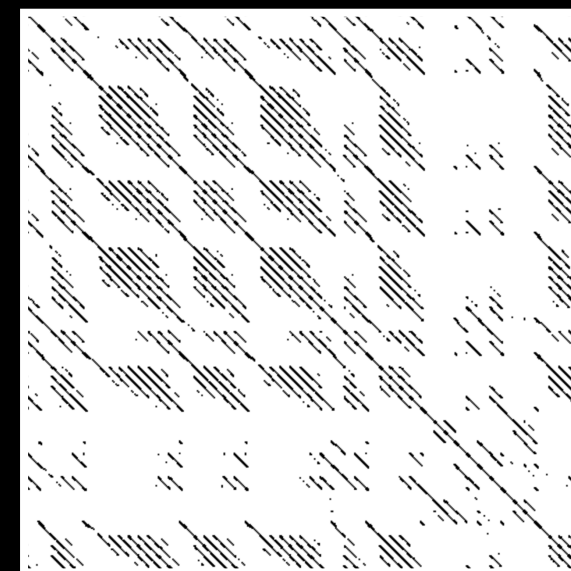
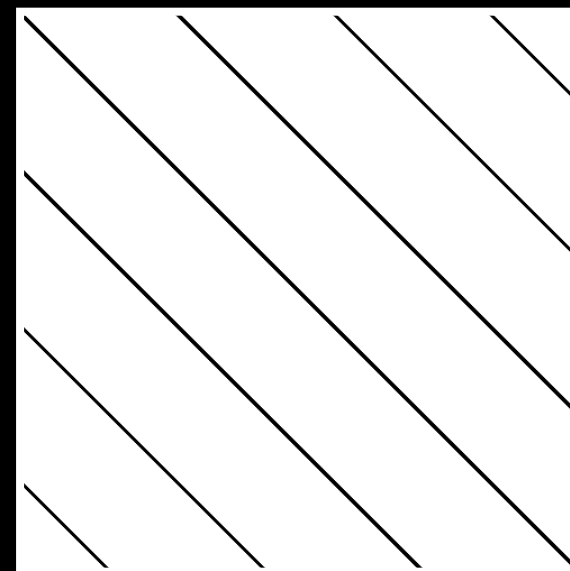
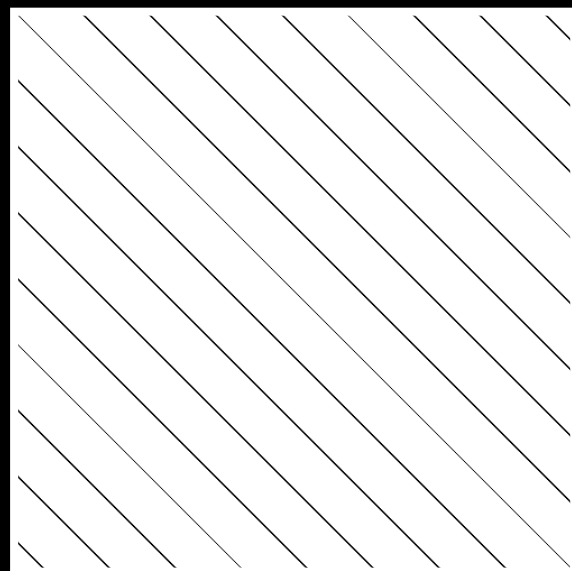


Ex. 23

Ex. 39

sine vs. sine

equal



Ex. 34

Ex. 31

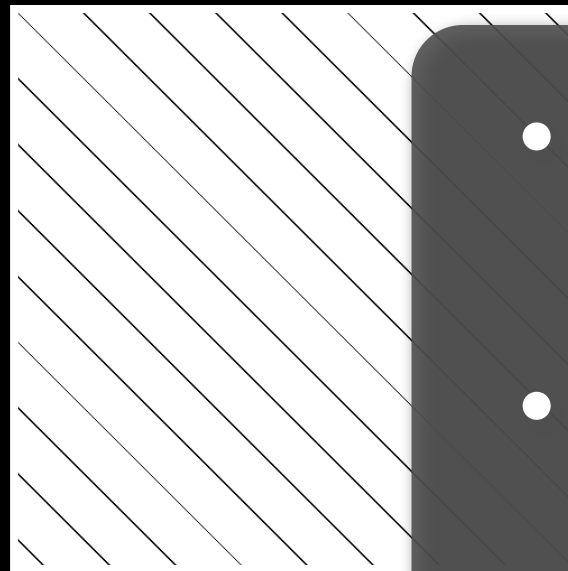
easy

not easy

sine vs. noise

sine vs. Roessler

different

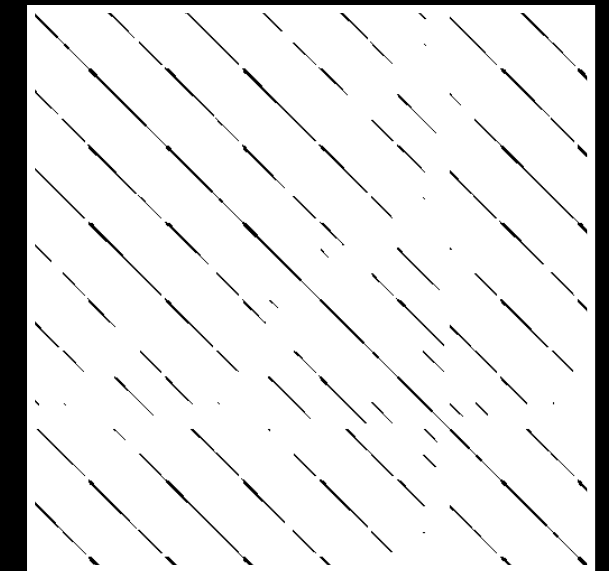


Ex. 23

- disrupted lines in both systems, different patterns
- avg. sim: 54%
(max 100%, min 0%)

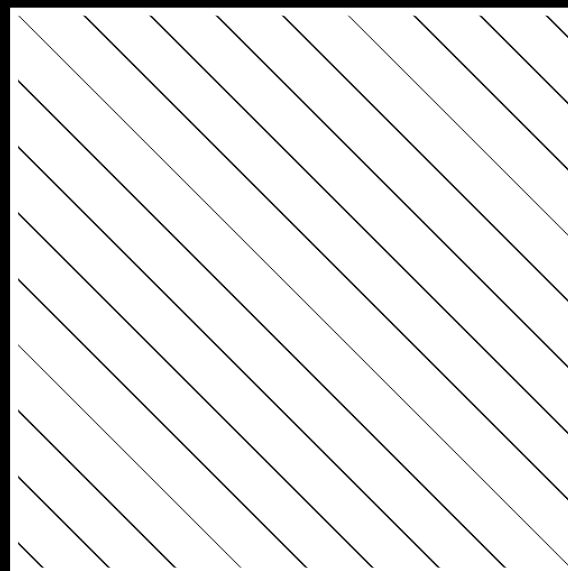


Ex. 39

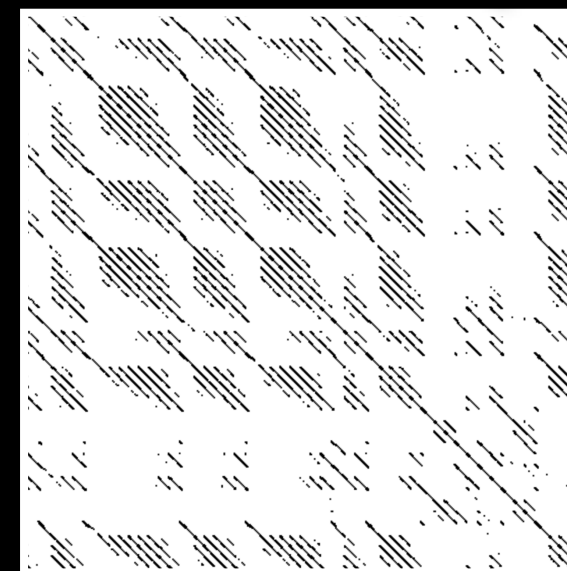
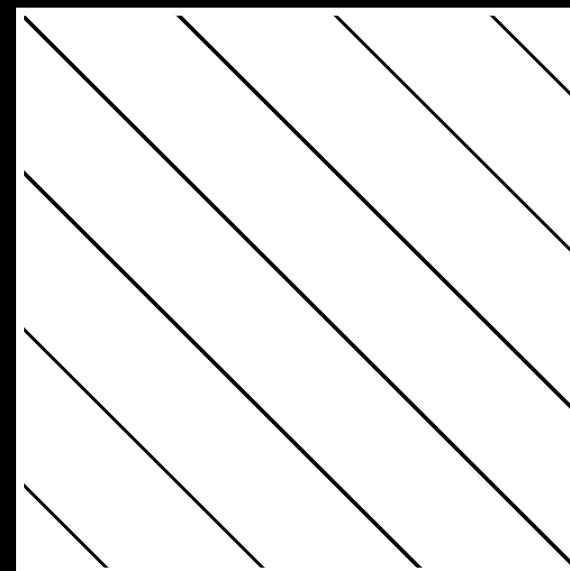


equal

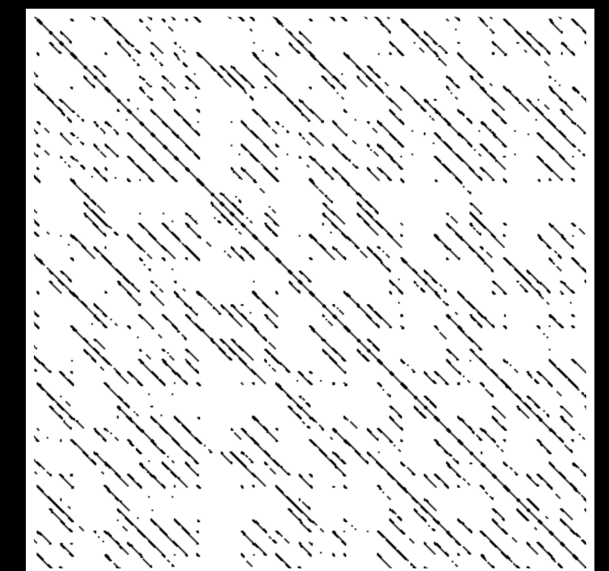
sine vs. sine



Ex. 34



Ex. 31



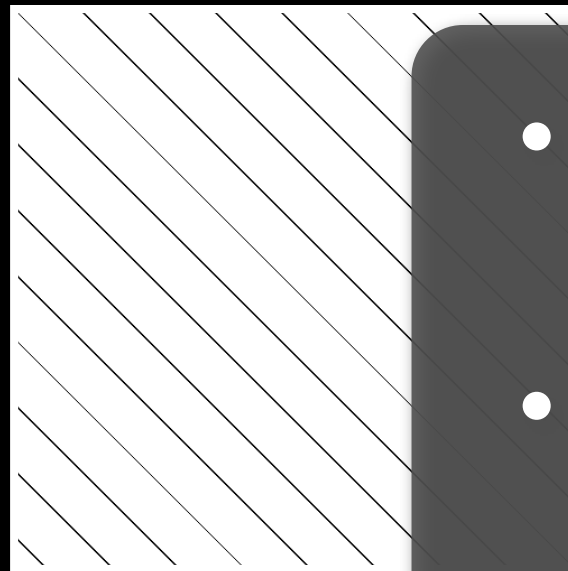
easy

not easy

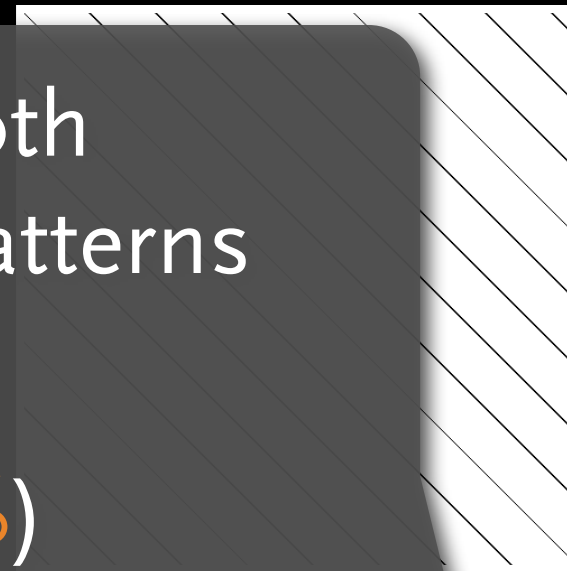
sine vs. noise

sine vs. Roessler

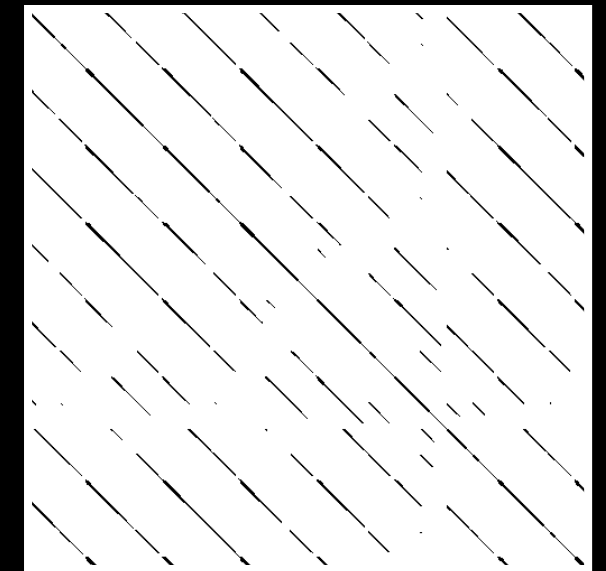
different



Ex. 23



Ex. 39

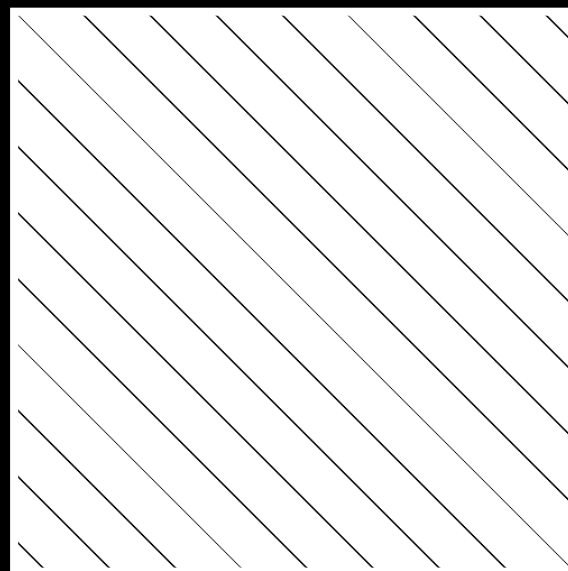


- disrupted lines in both systems, different patterns
- avg. sim: 54%
(max 100%, min 0%)

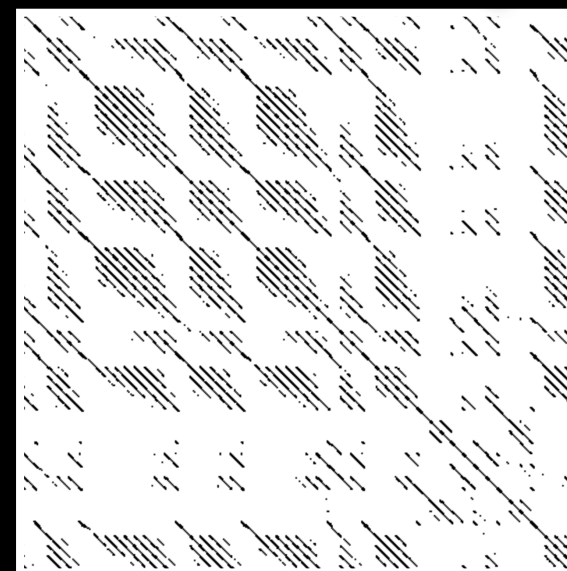
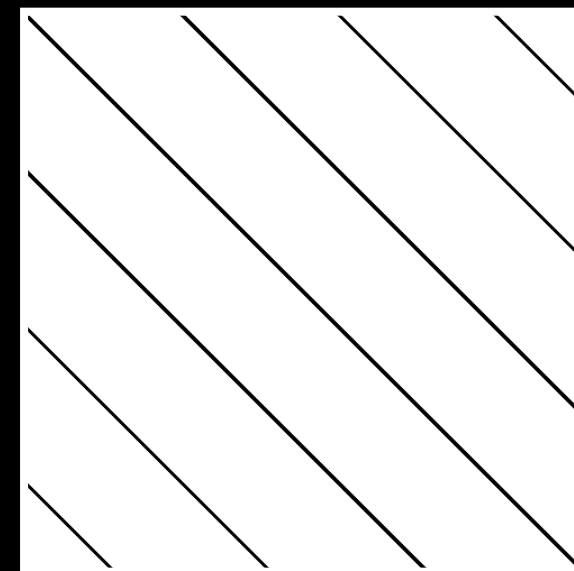
sine vs. sine

Lorenz vs. Lorenz

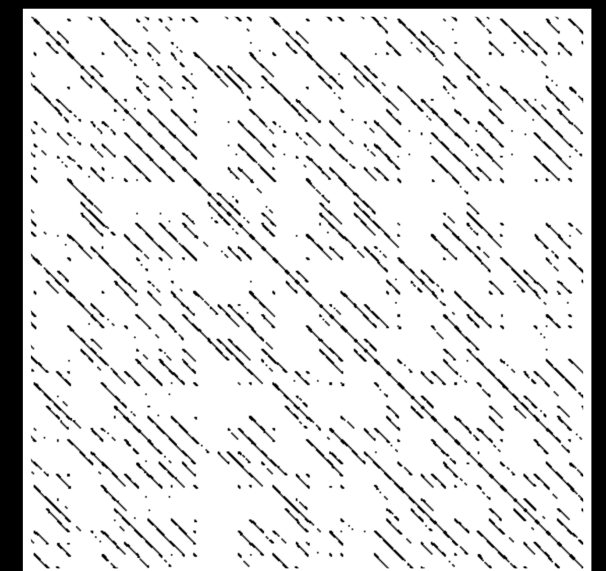
equal



Ex. 34

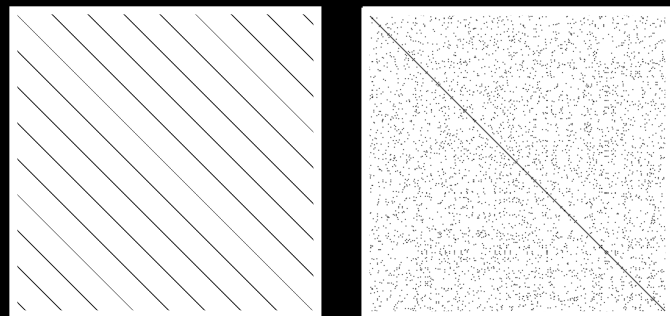


Ex. 31

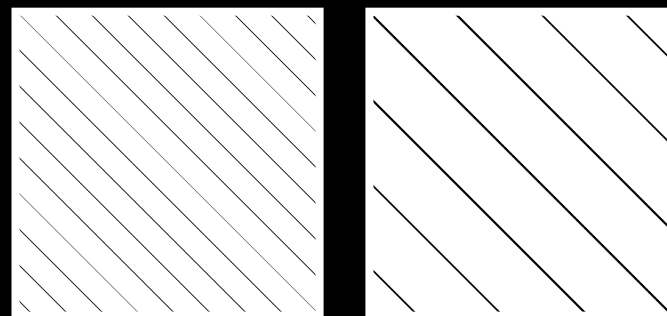


DIFFERENCE BY EXPERIENCE?

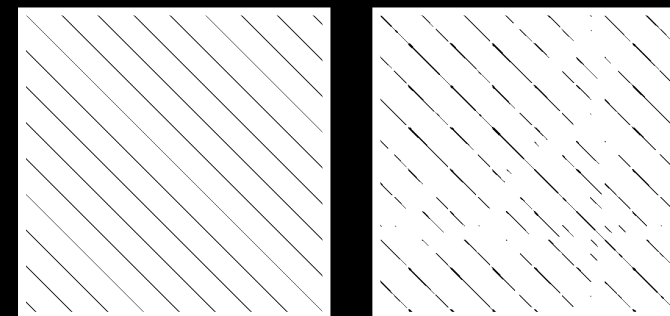
sine vs. noise



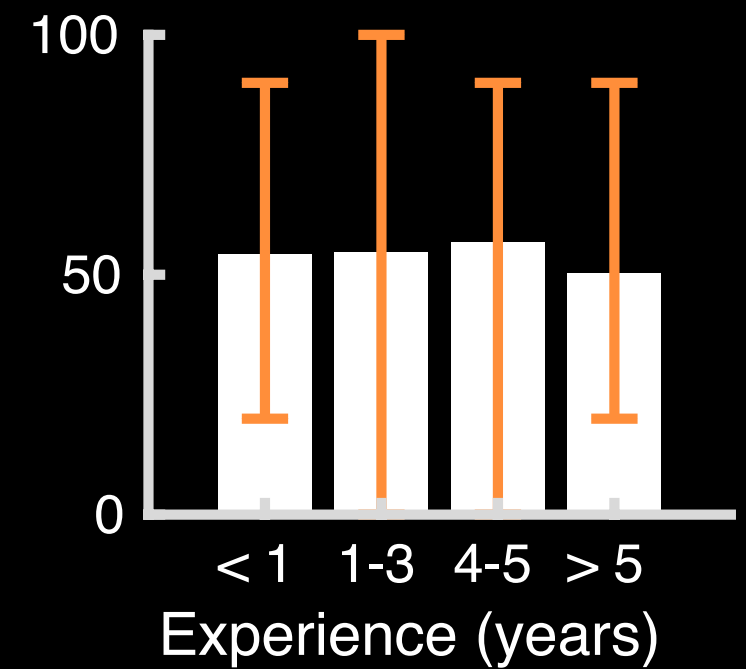
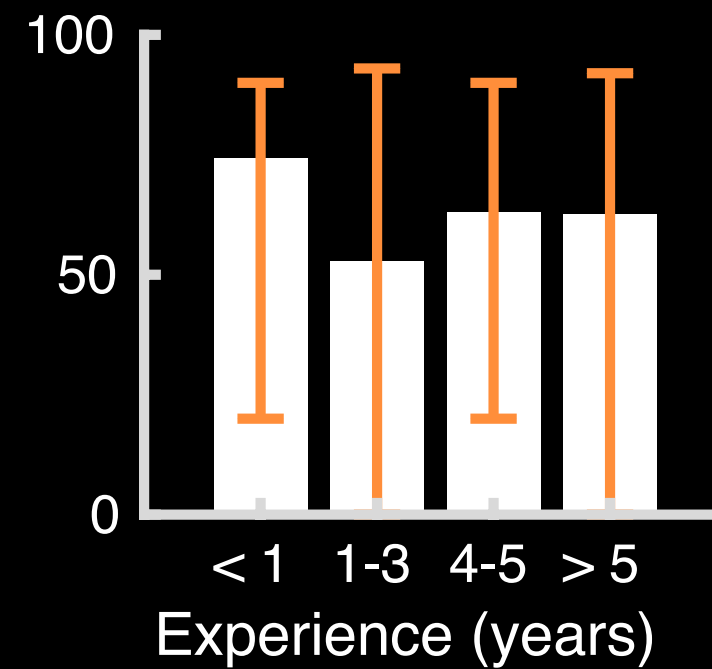
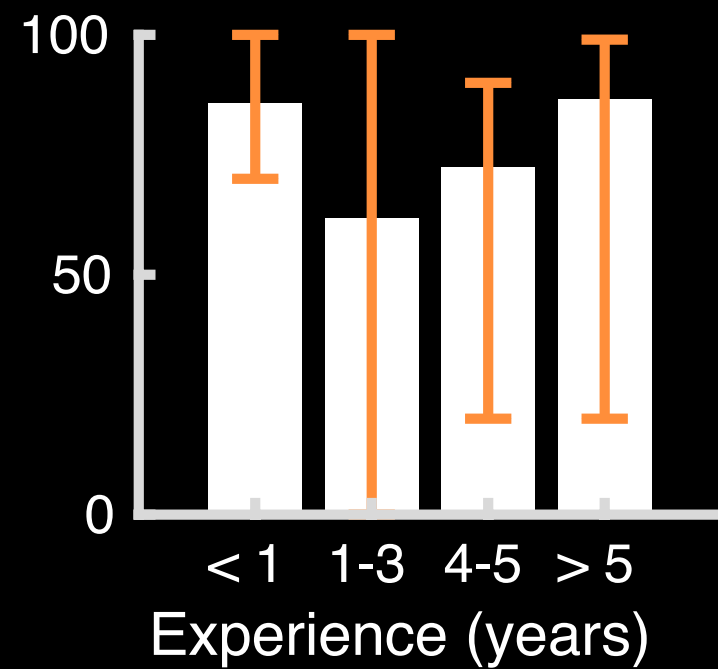
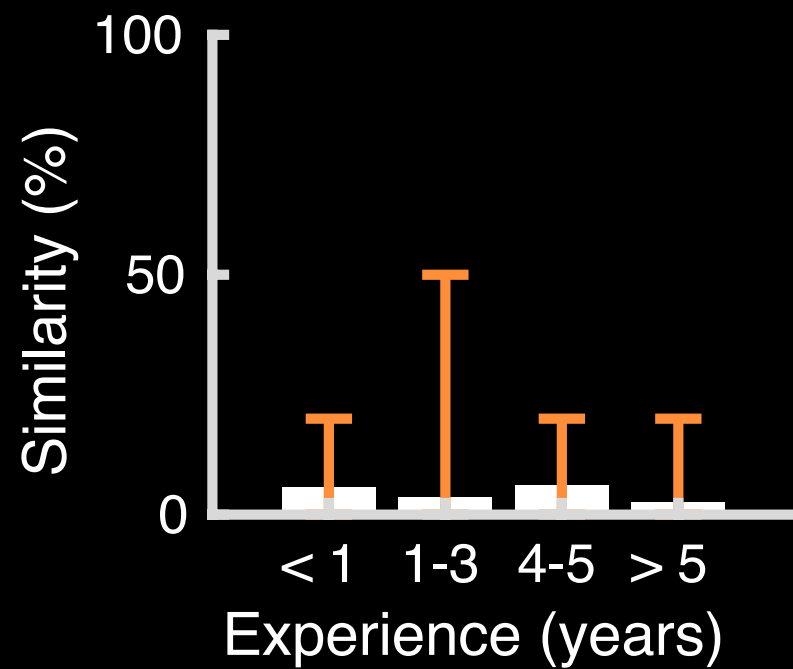
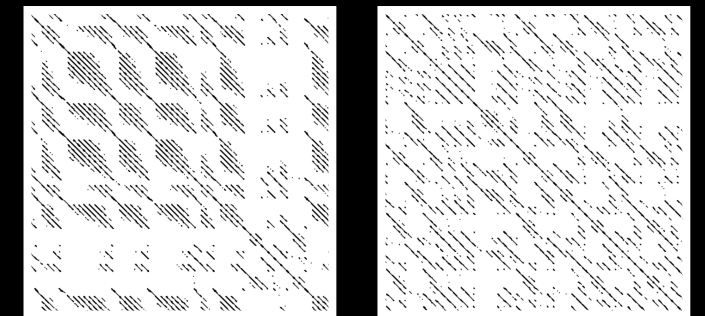
sine vs. sine



sine vs. Roessler

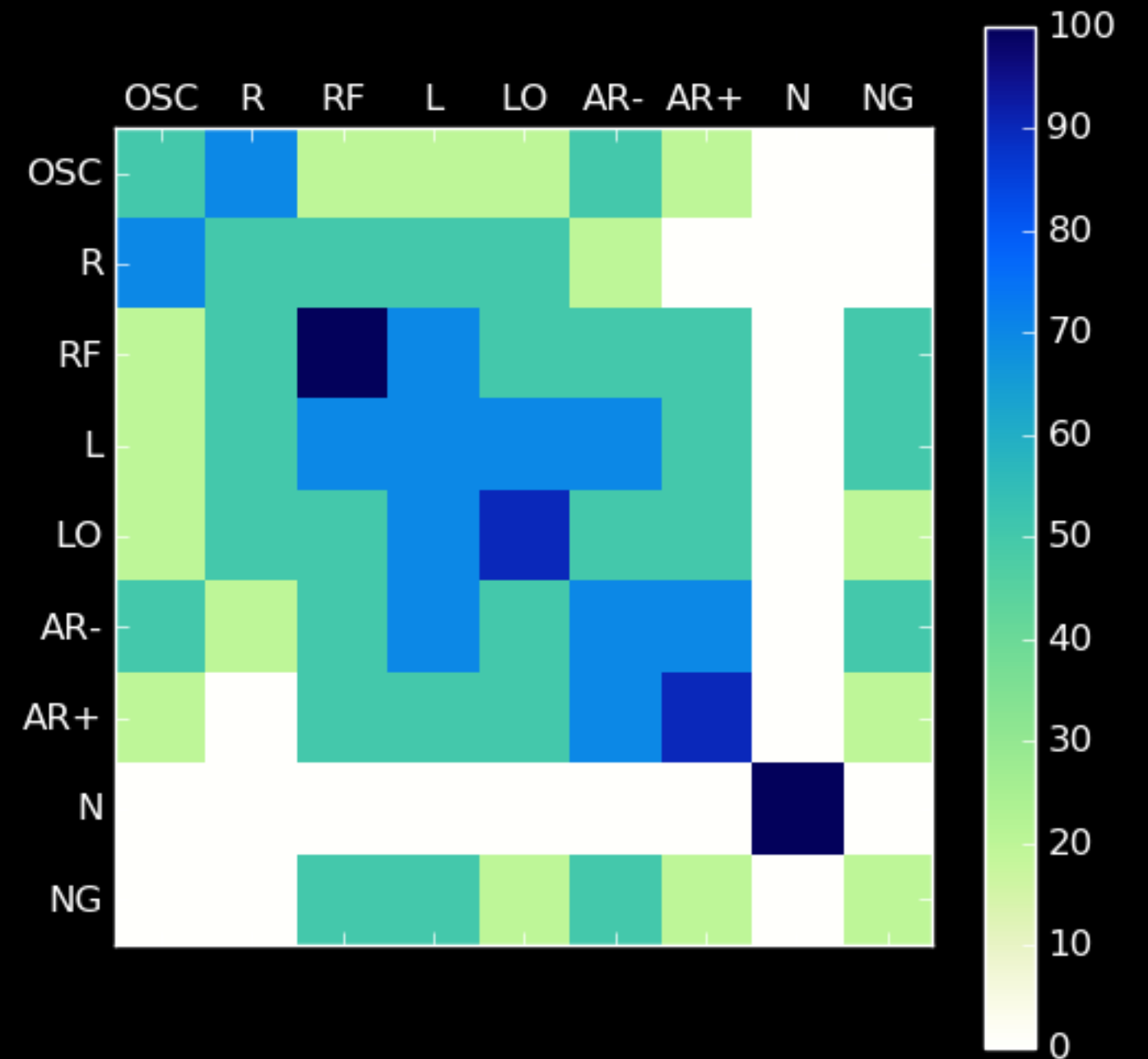
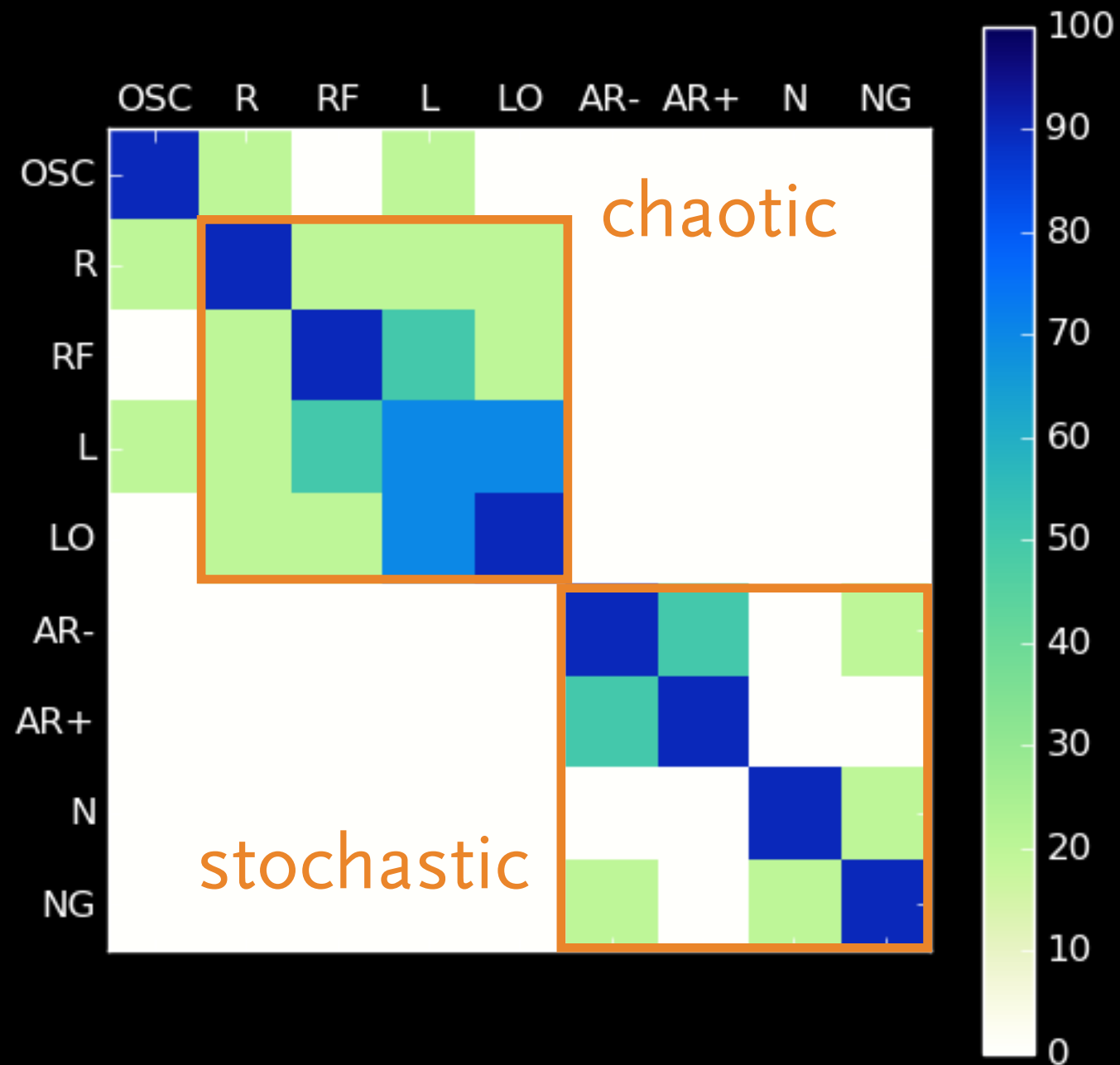


Lorenz vs. Lorenz



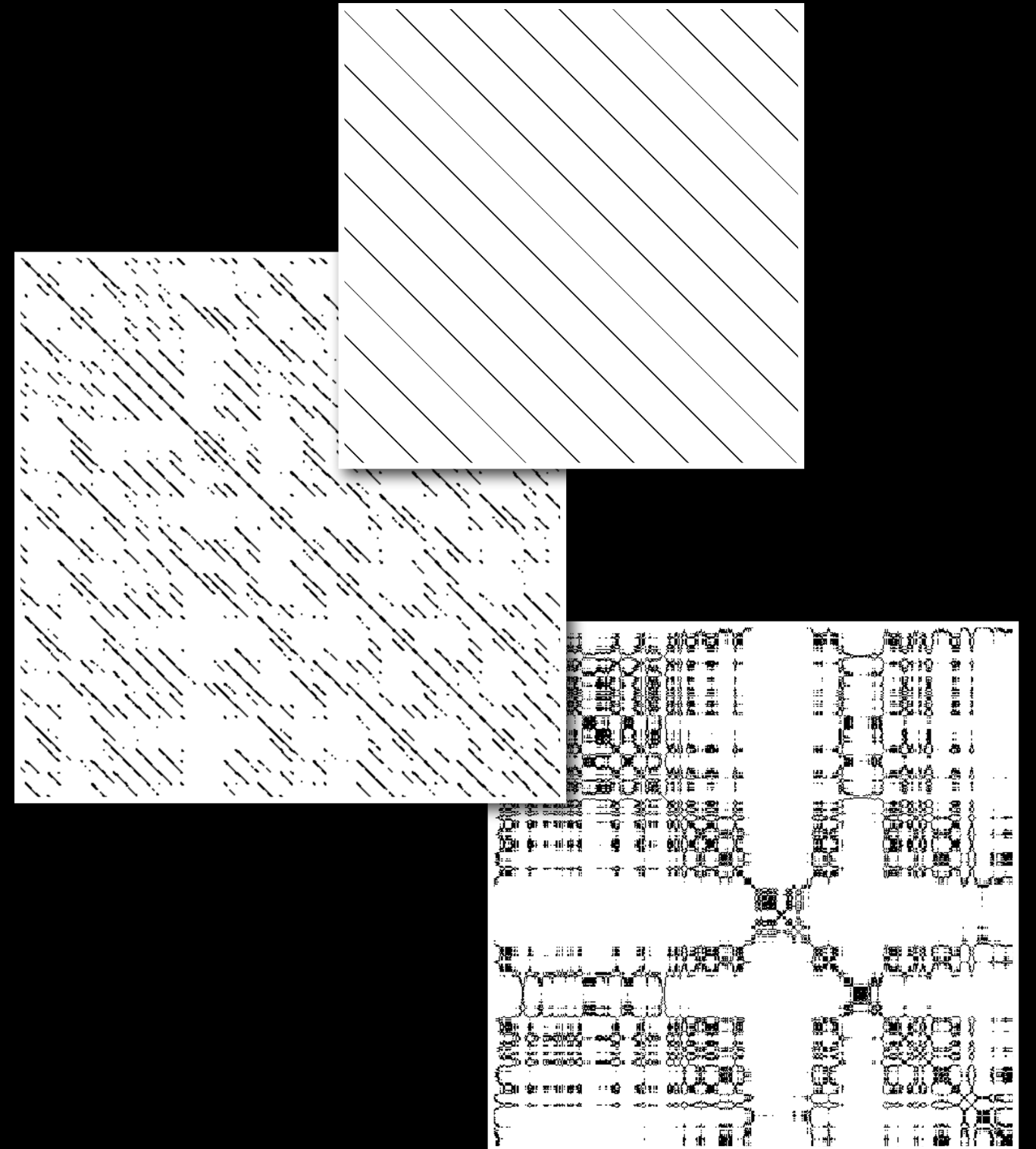
participants: N = 58

CONTRARY EXAMPLES (EXPERIENCE > 5 YEARS)



PERCEPTION CRITERIA

- patterns typical for certain dynamics
 - continuous vs. disrupted lines, single dots
- visual patterns or structures
 - periodic vs. „random“ patterns
 - overall appearance: homogenous vs. disrupted
 - period lengths/ recurrence times



NEED FOR

- quantification
- better guidelines how to interpret RP

ONLINE SIMILARITY ASSESSMENT

<http://bit.ly/rpassess>



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