# Package: ARGOS (via r-universe)

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Type Package

Title Automatic Regression for Governing Equations (ARGOS)

Version 0.1.1

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- Description Comprehensive set of tools for performing system identification of both linear and nonlinear dynamical systems directly from data. The Automatic Regression for Governing Equations (ARGOS) simplifies the complex task of constructing mathematical models of dynamical systems from observed input and output data, supporting various types of systems, including those described by ordinary differential equations. It employs optimal numerical derivatives for enhanced accuracy and employs formal variable selection techniques to help identify the most relevant variables, thereby enabling the development of predictive models for system behavior analysis.
- **Depends**  $R (= 3.6.0)$

Imports Matrix, glmnet, Metrics, boot, tidyverse, magrittr, tidyr, signal, parallel, deSolve

Suggests testthat, knitr, rmarkdown, devtools

License GPL-3

URL <<https://github.com/kevinegan31/ARGOS-Package>>

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Repository https://kevinegan31.r-universe.dev

RemoteUrl https://github.com/kevinegan31/argos-package

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alasso *Adaptive Lasso*

# Description

This function performs adaptive lasso regression using the cv.glmnet function, then refits the model using ordinary least squares.

# Usage

alasso(data, index, weights\_method = c("ols", "ridge"), ols\_ps = TRUE)

# Arguments



# Value

A numeric vector of coefficients. If 'ols\_ps' is TRUE, these are the coefficients from the OLS fit. If 'ols\_ps' is FALSE, these are the coefficients from the lasso fit. If an error occurs during the lasso or OLS fit, the function returns a vector of NAs.

# <span id="page-2-0"></span>Description

This function performs sparse regression on a data set to identify the governing equations of the system. It takes a list of data from 'build\_design\_matrix' then applies the Lasso or Adaptive Lasso for variable selection.

# Usage

```
argos(
  design_matrix,
  library_type = c("poly", "four", "poly_four"),
  state_var_deriv = 1,
  alpha\_level = 0.05,
  num_samples = 2000,
  sr_method = c("lasso", "alasso"),
 weights_method = NULL,
 ols_ps = TRUE,parallel = c("no", "multicore", "snow"),
  ncpus = NULL
\mathcal{L}
```
# Arguments



<span id="page-3-0"></span>A list with three elements: - point\_estimates: a vector of point estimates for the coefficients. - ci: a matrix where each column represents the lower and upper bounds of the confidence interval for a coefficient. - identified\_model: a matrix of coefficients of the identified model.

#### Examples

```
# Identify the x1 equation of the Duffing Oscillator with ARGOS.
# Output provides point estimates, confidence intervals, and identified model.
x_t <- duffing_oscillator(n=1000, dt = 0.01,
                          init\_conditions = c(1, 0),gamma_value = 0.1, kappa_value = 1,
                          epsilon_value = 5, snr = 49)
duffing_design_matrix <-
       build_design_matrix(x_t, dt = 0.01, sg_poly_order = 4,
                           library_degree = 5, library_type = "poly")
design_matrix <- duffing_design_matrix
state_var_deriv = 1 # Denotes first equation/derivative to be identified
alpha\_level = 0.05num_samples = 10
sr_method = "lasso"
weights_method = NULL
ols_ps = TRUE
parallel = "no"
ncpus = NULL
library_type <- "poly"
perform_argos <- argos(design_matrix = design_matrix,
                       library_type = library_type,
                       state_var_deriv = state_var_deriv,
                       alpha_level = alpha_level,
                       num_samples = num_samples,
                       sr_method = "lasso",
                       weights_method = NULL,
                       ols_ps = TRUE,
                       parallel = "no",
                       ncpus = NULL)perform_argos$point_estimates
perform_argos$ci
perform_argos$identified_model
```
build\_design\_matrix *Build Design Matrix*

#### Description

This function first smooths the data and approximates the derivative before building the design matrix to include monomial and fourier terms.

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### Usage

```
build_design_matrix(
  x_t,
  dt = 1,
  sg_poly_order = 4,
  library_degree = 5,
  library_type = c("poly", "four", "poly_four")
)
```
#### Arguments



# Value

A list with two elements:

- sorted\_theta A matrix with sorted polynomial/trigonometric terms.
- monomial\_orders A vector indicating the order of each polynomial term.
- xdot\_filtered A matrix with derivative terms (dependent variable).

#### Examples

```
# Build a design matrix using the Duffing Oscillator as the state-space.
# Output provides matrix, and derivative matrix monomial orders
# (needed for running `argos`).
x_t <- duffing_oscillator(n=5000, dt = 0.01,
                          init\_conditions = c(1, 0),
                          gamma_value = 0.1, kappa_value = 1,
                          epsilon_value = 5, snr = 49)
duffing_design_matrix <-
         build_design_matrix(x_t, dt = 0.01, sg_poly_order = 4,
                             library_degree = 5, library_type = "poly")
head(duffing_design_matrix$sorted_theta)
```
cubic2d\_system *Cubic 2D System*

# Description

Simulates a two-dimensional damped oscillator with cubic dynamics and optional noise.

#### <span id="page-5-0"></span>Usage

```
cubic2d_system(n, init_conditions, dt, snr = Inf)
```
#### Arguments



#### Details

This function simulates a two-dimensional damped oscillator with cubic dynamics. It uses the specified time step and initial conditions to compute the system's state over time. If a non-Infinite SNR is provided, Gaussian noise is added to the system.

# Value

A numeric matrix representing the system's state over time. Each row corresponds to a time point, and each column represents a variable.

# Examples

```
# Simulate a 2D cubic system with 100 time points and no noise
data <- cubic2d_system(n = 100, init_conditions = c(1, 2), dt = 0.01, snr = Inf)
```
duffing\_oscillator *Duffing Oscillator*

#### Description

Simulates the Duffing oscillator with optional noise.

#### Usage

```
duffing_oscillator(
 n,
  dt,
  init_conditions,
  gamma_value,
 kappa_value,
 epsilon_value,
  snr = Inf
)
```
#### <span id="page-6-0"></span>lasso and the contract of the

#### Arguments



# Details

This function simulates a Duffing oscillator with the specified parameters. It uses the specified time step and initial conditions to compute the system's state over time. If a non-Infinite SNR is provided, Gaussian noise is added to the system.

# Value

A numeric matrix representing the system's state over time. Each row corresponds to a time point, and each column represents a variable.

# Examples

```
# Simulate a Duffing oscillator with 100 time points and no noise
data <- duffing_oscillator(
 n = 100,
  dt = 0.01,
  init\_conditions = c(2, 6),
  gamma_value = 0.1,
  kappa_value = 1,
  epsilon_value = 5,
  snr = Inf
\mathcal{L}
```
lasso *Lasso*

# Description

This function performs lasso regression using the cv.glmnet function, then refits the model using ordinary least squares.

#### Usage

lasso(data, index, ols\_ps = TRUE)

### <span id="page-7-0"></span>Arguments



# Value

A numeric vector of coefficients. If 'ols\_ps' is TRUE, these are the coefficients from the OLS fit. If 'ols\_ps' is FALSE, these are the coefficients from the lasso fit. If an error occurs during the lasso or OLS fit, the function returns a vector of NAs.

linear2d\_system *Linear 2D System*

#### Description

Simulates a two-dimensional damped oscillator with linear dynamics and optional noise.

#### Usage

```
linear2d_system(n, init_conditions, dt, snr = Inf)
```
# Arguments



#### Details

This function simulates a two-dimensional damped oscillator with linear dynamics. It uses the specified time step and initial conditions to compute the system's state over time. If a non-Infinite SNR is provided, Gaussian noise is added to the system.

# Value

A numeric matrix representing the system's state over time. Each row corresponds to a time point, and each column represents a variable.

# <span id="page-8-0"></span>linear3d\_system 9

#### Examples

```
# Simulate a 2D linear system with 100 time points and no noise
data \le linear2d_system(n = 100, init_conditions = c(-1, 1), dt = 0.01, snr = Inf)
```
linear3d\_system *Linear 3D System*

#### Description

Simulates a three-dimensional linear dynamical system with optional noise.

#### Usage

```
linear3d_system(n, init_conditions, dt, snr = Inf)
```
#### Arguments



# Details

This function simulates a three-dimensional linear dynamical system. It uses the specified time step and initial conditions to compute the system's state over time. If a non-Infinite SNR is provided, Gaussian noise is added to the system.

# Value

A numeric matrix representing the system's state over time. Each row corresponds to a time point, and each column represents a variable.

```
# Simulate a 3D linear system with 100 time points and no noise
data \le linear3d_system(n = 100, init_conditions = c(1, 2, 3), dt = 0.01, snr = Inf)
```
<span id="page-9-0"></span>

# Description

Simulates the Lorenz chaotic system with optional noise.

# Usage

```
lorenz_system(n, init_conditions, dt, snr = Inf)
```
# Arguments



### Details

This function simulates the Lorenz chaotic system with the specified parameters. It uses the specified time step and initial conditions to compute the system's state over time. If a non-Infinite SNR is provided, Gaussian noise is added to the system.

# Value

A numeric matrix representing the system's state over time. Each row corresponds to a time point, and each column represents a variable (X, Y, Z).

```
# Simulate the Lorenz system with 1000 time points and no noise
data <- lorenz_system(
  n = 1000,
  dt = 0.01,
  init\_conditions = c(-8, 7, 27),
  snr = Inf
\overline{\phantom{a}}
```
<span id="page-10-0"></span>lotka\_volterra *Lotka-Volterra System*

# Description

Simulates the Lotka-Volterra predator-prey system with optional noise.

# Usage

```
lotka_volterra(n, init_conditions, dt, snr = Inf)
```
# Arguments



### Details

This function simulates the Lotka-Volterra predator-prey system with the specified parameters. It uses the specified time step and initial conditions to compute the system's state over time. If a non-Infinite SNR is provided, Gaussian noise is added to the system.

# Value

A numeric matrix representing the system's state over time. Each row corresponds to a time point, and each column represents a variable.

```
# Simulate a Lotka-Volterra system with 100 time points and no noise
data <- lotka_volterra(
  n = 100,
  dt = 0.01,
  init\_conditions = c(2, 1),snr = Inf
\overline{\phantom{a}}
```
<span id="page-11-0"></span>rossler\_system *Rossler Chaotic System*

#### Description

Simulates the Rossler chaotic system with optional noise.

# Usage

```
rossler_system(n, dt, init_conditions, a, b, c, snr = Inf)
```
#### Arguments



# Details

This function simulates the Rossler chaotic system with the specified parameters. It uses the specified time step and initial conditions to compute the system's state over time. If a non-Infinite SNR is provided, Gaussian noise is added to the system.

# Value

A numeric matrix representing the system's state over time. Each row corresponds to a time point, and each column represents a variable (X, Y, Z).

```
# Simulate the Rossler system with 1000 time points and no noise
data <- rossler_system(
  n = 1000,dt = 0.01,
  init\_conditions = c(0, 2, 0),a = 0.2, b = 0.2, c = 5.7,
  snr = Inf
\overline{\phantom{a}}
```
<span id="page-12-0"></span>sg\_optimal\_combination

# Description

This function finds the optimal parameters for the Savitzky-Golay filter by evaluating combinations of polynomial orders and window lengths.

# Usage

```
sg\_optimal\_combination(x_t, dt = 1, polyorder)
```
# Arguments



#### Value

A list with three elements: - sg\_combinations: a matrix where each row represents a combination of polynomial order and window length tried. - sg\_order\_wl: a vector of length 2 with the optimal polynomial order and window length. - f\_dist: a data frame with the mean squared error of the differences between the original data and the smoothed data for each combination.

vdp\_oscillator *Van der Pol Oscillator*

#### Description

Simulates the Van der Pol oscillator with optional noise.

# Usage

```
vdp_oscillator(n, dt, init_conditions, mu, snr = Inf)
```
# Arguments



# Details

This function simulates a Van der Pol oscillator with the specified parameters. It uses the specified time step and initial conditions to compute the system's state over time. If a non-Infinite SNR is provided, Gaussian noise is added to the system.

# Value

A numeric matrix representing the system's state over time. Each row corresponds to a time point, and each column represents a variable.

```
# Simulate a Van der Pol oscillator with 100 time points and no noise
data <- vdp_oscillator(
 n = 100,
 dt = 0.01,
 init\_conditions = c(-1, 1),mu = 1.2,
  snr = Inf)
```
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