MATH 614

Dynamical Systems and Chaos

Lecture 1:
Examples of dynamical systems.

A **discrete dynamical system** is simply a transformation $f : X \to X$. The set X is regarded the phase space of the system and the map f is considered the law of evolution over a period of time. Given an initial point $x_0 \in X$, the theory of dynamical systems is concerned with asymptotic behavior of a sequence $x_0, f(x_0), f(f(x_0)), f(f(f(x_0))), \dots,$ which is called the **orbit** of the point x_0. There are several questions to address here:

- behavior of an individual orbit (say, is it periodic?);
- global behavior of the system (say, are there interesting invariant sets?);
- what happens when we perturb x_0 (is the system regular or chaotic?);
- what happens when we perturb f (is the system structurally stable?).

A **continuous dynamical system** (or a **flow**) is a one-parameter family of maps $T^t : X \to X$, $t > 0$, such that $T^t \circ T^s = T^{t+s}$ for all $t, s > 0$.

The first return map

Suppose $f : X \to X$ is a discrete dynamical system and X_0 is a subset of the phase space X.

Definition. The **first return map** (or **Poincare map**) of f on X_0 is a map $f_0 : X_0 \to X_0$ defined by

$$f_0(x) = f^{n(x)}(x), \;\; x \in X_0,$$

where $n(x)$ is the least positive integer n such that $f^n(x) \in X_0$.

Note that f_0 might not be well defined on the entire set X_0.

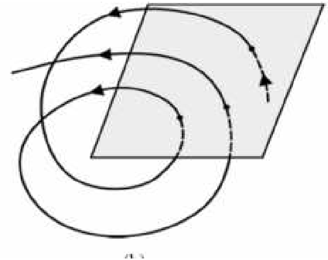
The first return map can be used to study the dynamical system using renormalization techniques.

The first return map

Similarly, given a continuous dynamical system $T^t : X \to X$ and a subset $X_0 \subset X$, we can define the **first return map** $f_0 : X_0 \to X_0$ of the flow T^t by

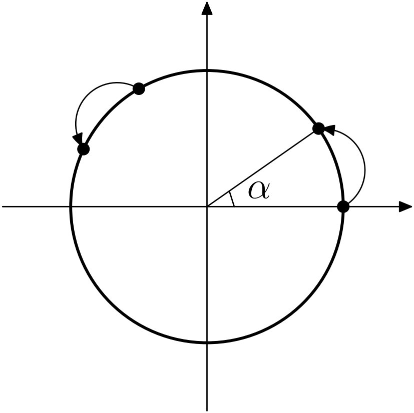
$$f_0(x) = T^{t(x)}(x), \;\; x \in X_0,$$

where $t(x)$ is the least number $t > 0$ such that $T^t(x) \in X_0$.



Again, f_0 might not be well defined on the entire set X_0. For a continuous dynamical system, the first return map often allows to reduce the dimension of the phase space by 1.

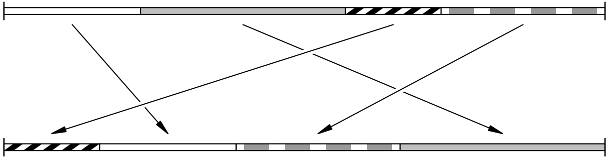
Rotation of the circle



$R_\alpha : S^1 \to S^1$, rotation by angle $\alpha \in \mathbb{R}$.

All rotations R_α, $\alpha \in \mathbb{R}$ form a flow on S^1.

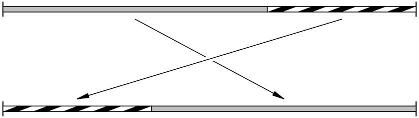
Interval exchange transformation



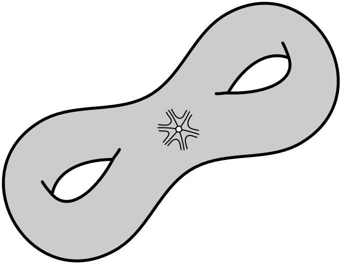
An **interval exchange transformation** of an interval I is defined by cutting the interval into several subintervals and then rearranging them by translation.

Combinatorial description: (λ, π), where
$\lambda = (\lambda_1, \lambda_2, \ldots, \lambda_n) \in \mathbb{R}^n$, $\lambda_i > 0$, $\lambda_1 + \cdots + \lambda_n = |I|$;
π is a permutation on $\{1, 2, \ldots n\}$.
In the example, $\pi = (1\,2\,4\,3)$.

The exchange of two intervals is equivalent to a rotation of the circle.

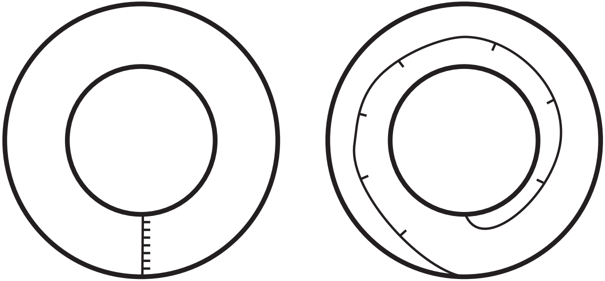


Interval exchange transformations arise as the first return maps for certain flows on surfaces.



Twist map

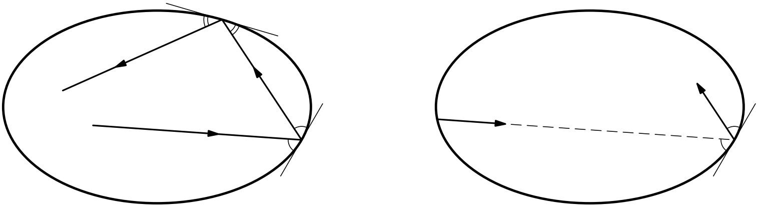
A **twist map** is a homeomorphism of an annulus that fixes both boundary circles (pointwise!) but rotates them relative to each other.



Example. U is an annulus given by $1 \leq r \leq 2$ in polar coordinates (r, ϕ). A twist map $T : U \to U$ is defined by $T(r, \phi) = (r, \phi + 2\pi(r-1))$.

The annulus is foliated by invariant circles (rotated by T).

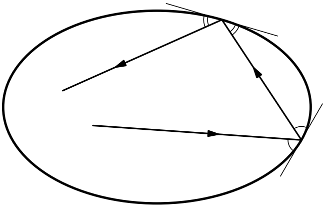
Billiard



D: a bounded domain with piecewise smooth boundary in $\mathbb{R}^2$ (a billiard table).

The **billiard flow** in D is a dynamical system describing uniform motion with unit speed inside D of a point representing the billiard ball and with reflections off the boundary according to the law *the angle of incidence is equal to the angle of reflection*. The phase space of the flow is $D \times S^1$ (unit tangent bundle) up to some identifications on the boundary.

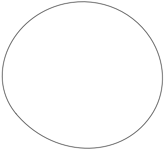
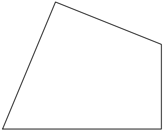
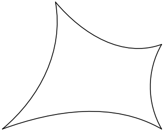
Billiard

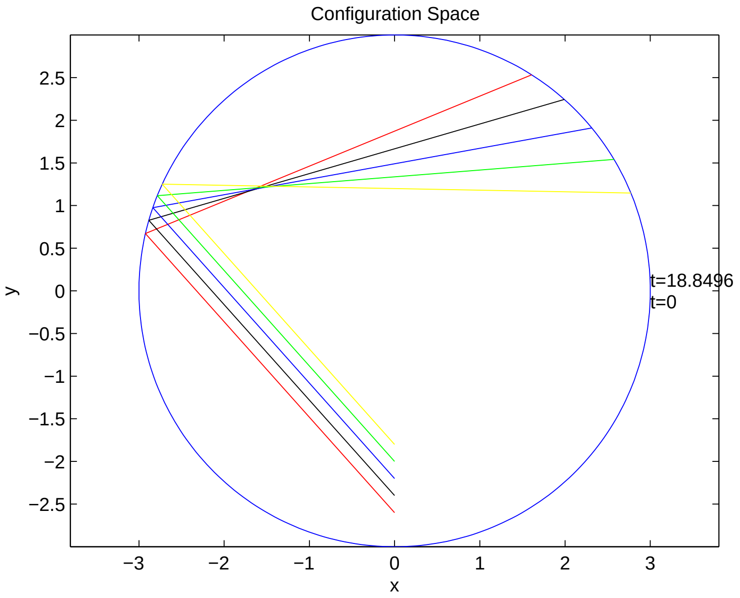


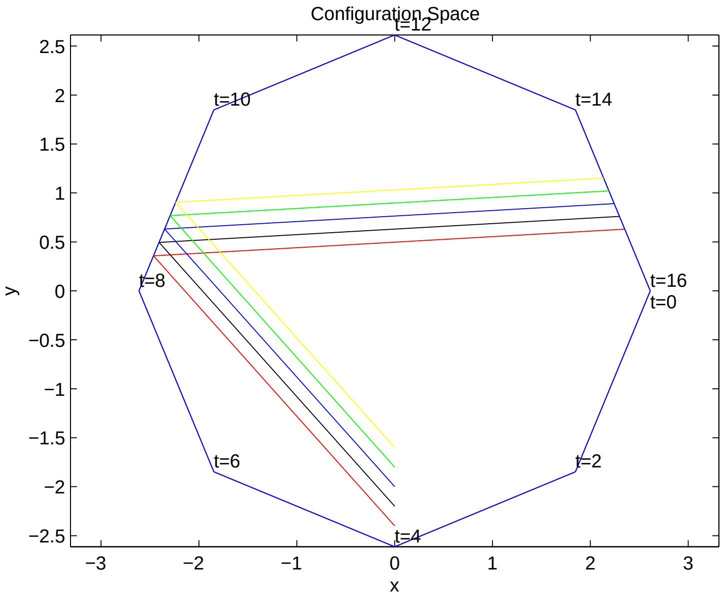
The **billiard ball map** of $\partial D \times S^1$ (modulo identifications) is a first-return map of the billiard flow.

In the case the billiard table D is convex and smooth, the billiard ball map can be represented as a twist map.

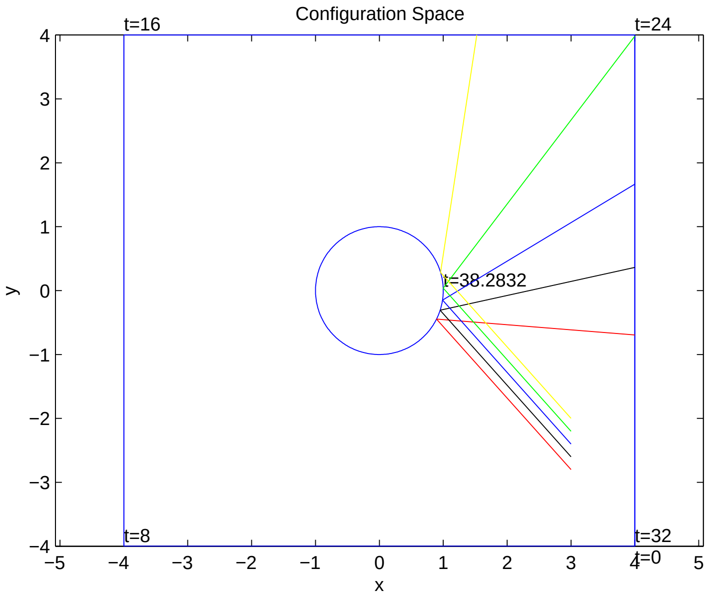
Three types of boundary

		
Birkhoff billiards	polygonal billiards	Sinai billiards
regular	intermediate	chaotic
focusing	neutral	dispersing

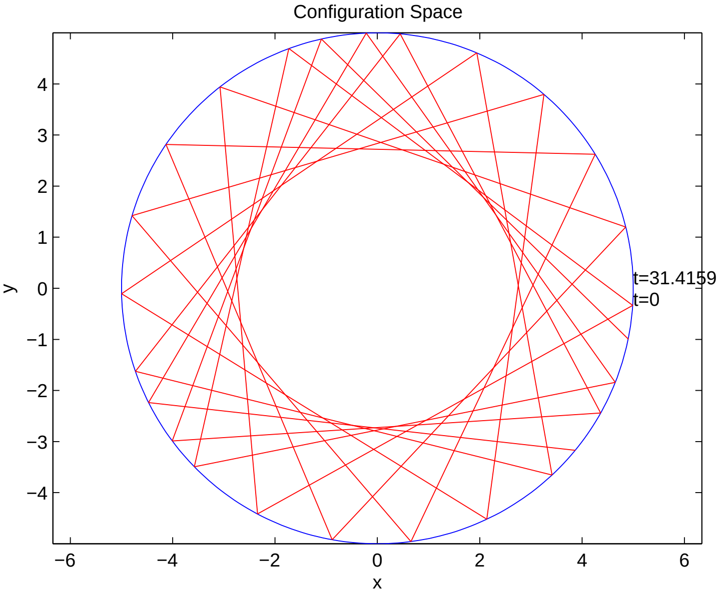

Configuration Space
t=18.8496
t=0
x
y
−3
−2
−1
0
1
2
3
2.5
2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5



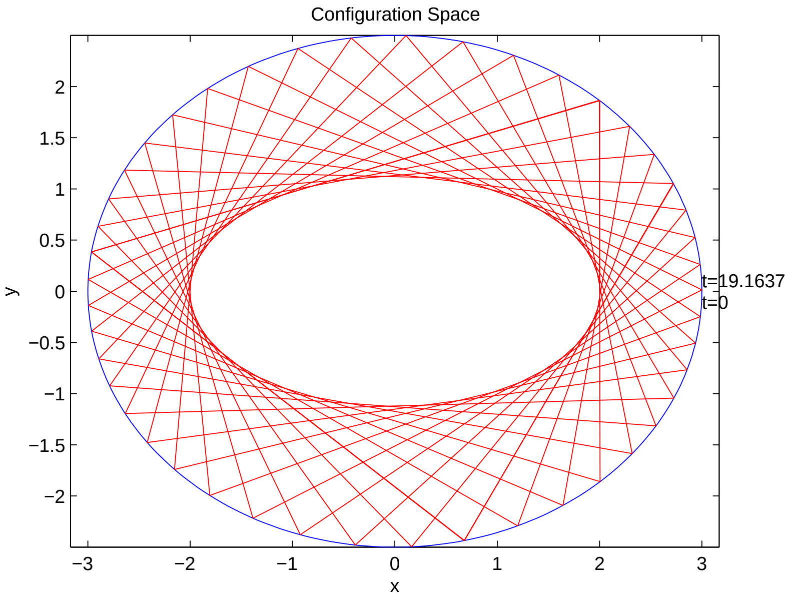
Configuration Space
t=12
t=10
t=14
t=8
t=16
t=0
t=6
t=2
t=4
y
x
2.5
2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−3
−2
−1
0
1
2
3

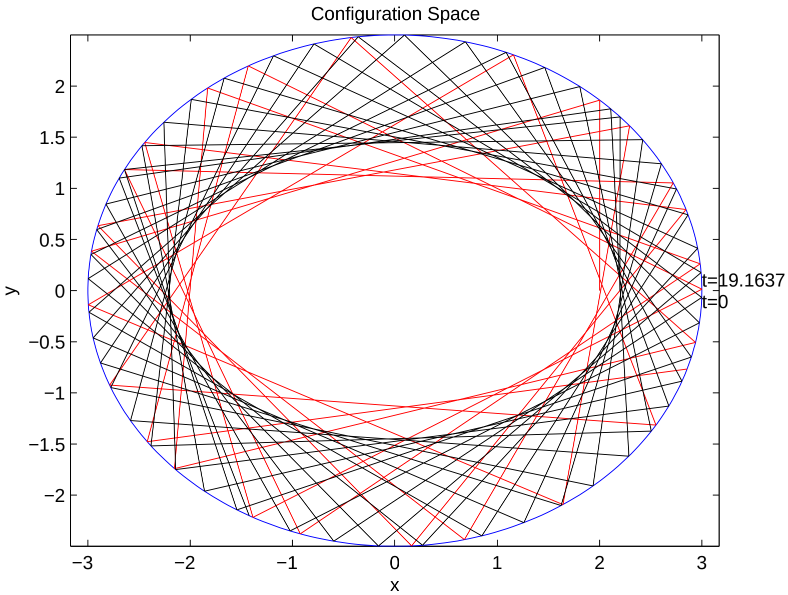

Configuration Space
t=16
t=24
t=38.2832
t=8
t=32
t=0
y
x
4
3
2
1
0
−1
−2
−3
−4
−5
5

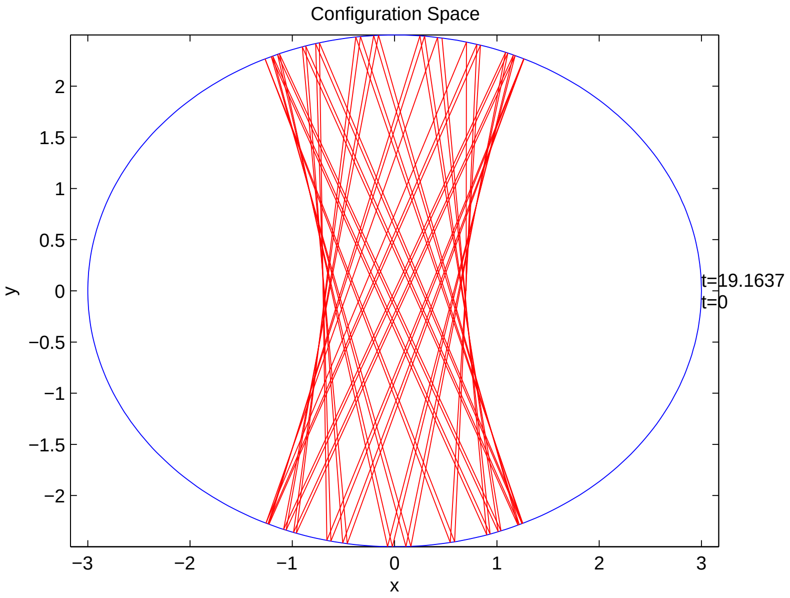
Billiard in a circle



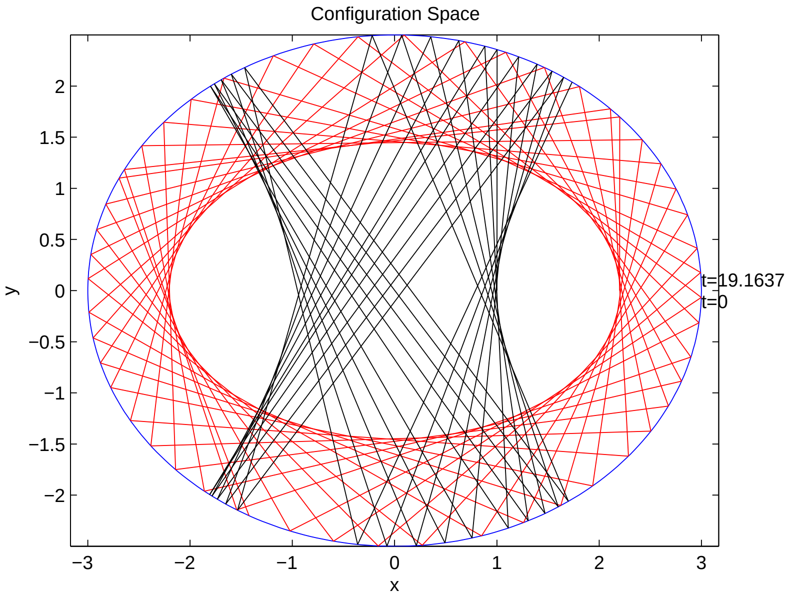
Billiard in an ellipse




Configuration Space
t=19.1637
t=0
y
x
2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−3
−2
−1
0
1
2
3

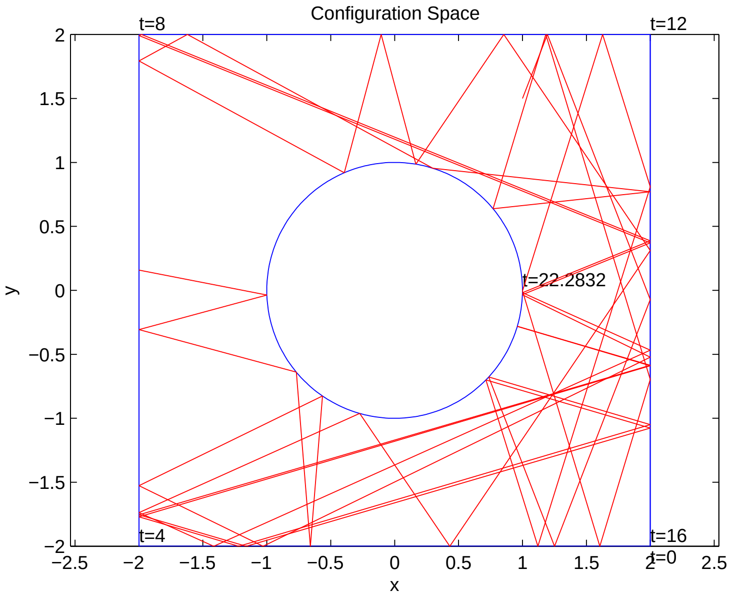


Configuration Space
2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
y
−3
−2
−1
0
1
2
3
x
t=19.1637
t=0

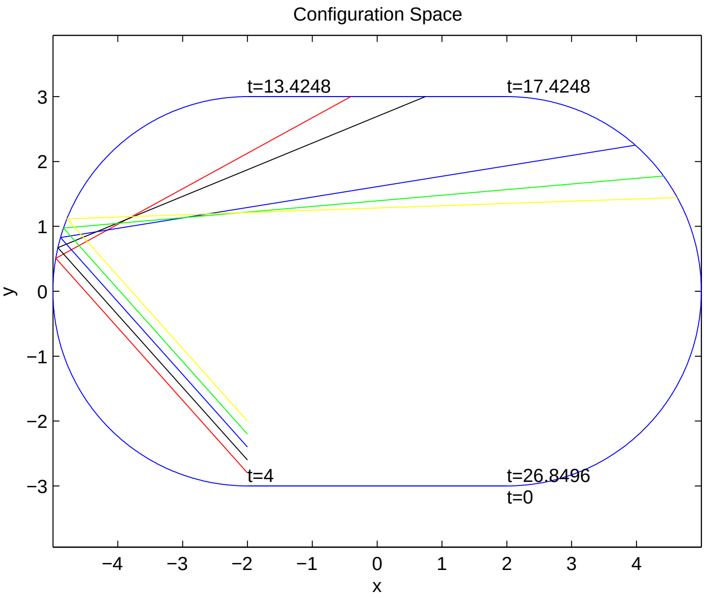


Configuration Space
2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
y
−3
−2
−1
0
1
2
3
x
t=19.1637
t=0

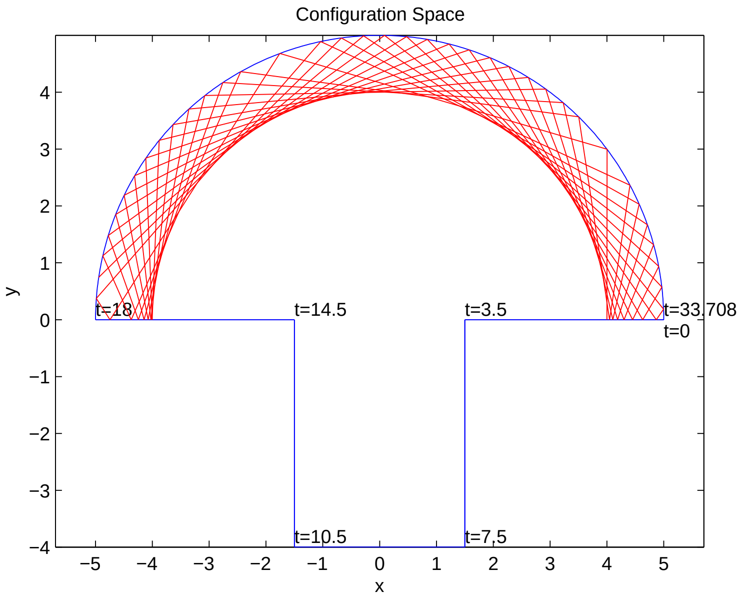
Sinai billiard

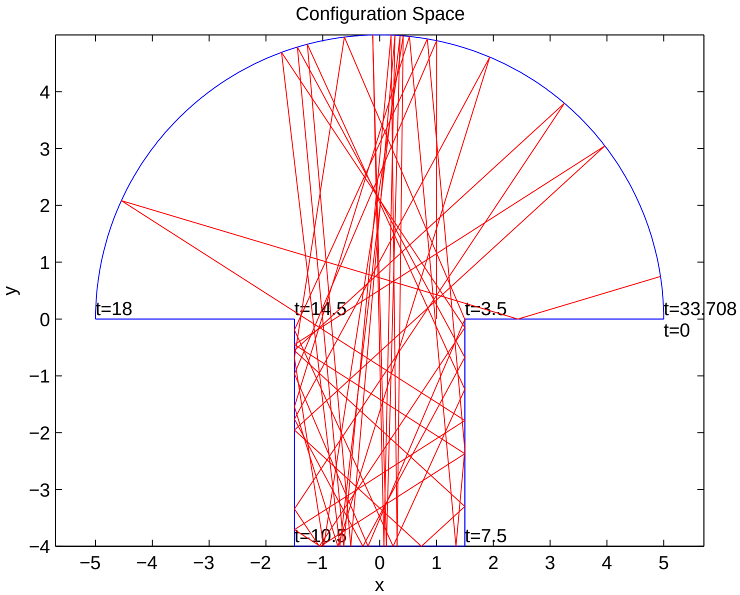


Stadium billiard

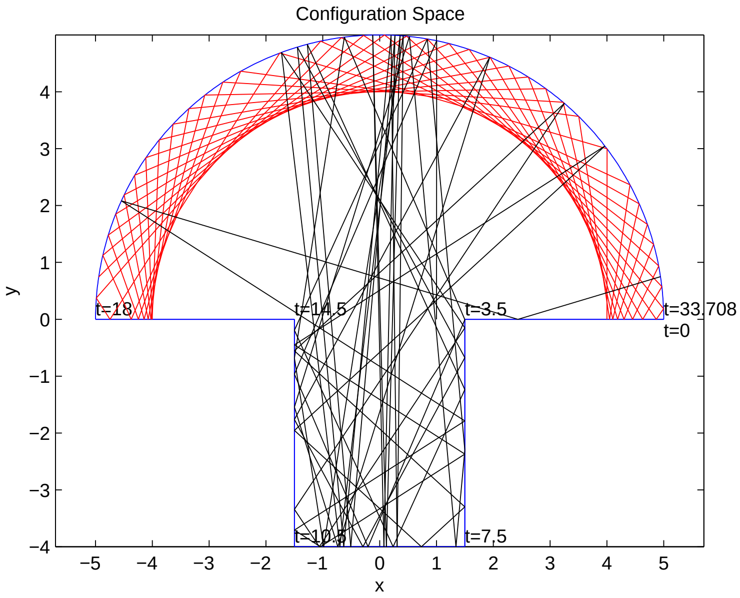


Mushroom billiard





Configuration Space
t=18
t=14.5
t=3.5
t=33.708
t=0
t=10.5
t=7.5
y
x
4
3
2
1
0
−1
−2
−3
−4
−5
−4
−3
−2
−1
0
1
2
3
4
5


Configuration Space
x
y
t=18
t=14.5
t=3.5
t=33.708
t=0
t=10.5
t=7.5
−5
−4
−3
−2
−1
0
1
2
3
4
5