

Math 178 Notes on Symbolic Dynamics

References: Text Sections 10.4 - 10.6

\mathcal{B} = the set of all binary sequences;

$$\mathcal{B} = \{ \vec{a} = [.a_1 a_2 a_3 \dots] \text{ where } a_i \text{ is 0 or 1} \}$$

If $x \in [0, 1]$, then $[x]_2 = .a_1 a_2 a_3 \dots$ is the binary (base 2) representation of x . Since

$$x = \frac{a_1}{2} + \frac{a_2}{2^2} + \frac{a_3}{2^3} + \dots$$

we see that if x and y have binary representations that agree for the first k places (i.e., $[x]_2 = .a_1 a_2 \dots a_k b_{k+1} b_{k+2} \dots$, $[y]_2 = .a_1 a_2 \dots a_k c_{k+1} c_{k+2} \dots$), then $|x - y| \leq (1/2)^k$. Note also that if $[x]_2 = .a_1 a_2 a_3 \dots$, then $[2x]_2 = a_1 .a_2 a_3 \dots$, $[2^2 x]_2 = a_1 a_2 .a_3 a_4 \dots$, etc., and $[\frac{1}{2}x]_2 = .0 a_1 a_2 a_3 \dots$ etc. (multiplying by 2 shifts the binary representation to the left, dividing by 2 shifts it to the right).

The saw tooth transformation;

$$S(x) = \begin{cases} 2x & \text{if } 0 \leq x \leq \frac{1}{2} \\ 2x - 1 & \text{if } \frac{1}{2} < x \leq 1 \end{cases}$$

The representation \tilde{S} of S on \mathcal{B} ;

$$\tilde{S}(.a_1 a_2 a_3 \dots) = .a_2 a_3 a_4 \dots \quad \text{shift left and drop } a_1$$

So, the saw tooth transformation acts on numbers by shifting their binary sequences to the left (and dropping a_1).

The tent transformation;

$$T(x) = \begin{cases} 2x & 0 \leq x \leq \frac{1}{2} \\ 2 - 2x & \frac{1}{2} < x \leq 1 \end{cases}$$

The representation \tilde{T} of T on \mathcal{B} ;

$$\tilde{T}(.a_1 a_2 a_3 \dots) = \begin{cases} .a_2 a_3 a_4 \dots & a_1 = 0 \quad \text{shift} \\ .a_2^* a_3^* a_4^* \dots & a_1 = 1 \quad \text{shift and conjugate} \end{cases}$$

Here,

$$a_i^* = \begin{cases} 1 & \text{if } a_i = 0 \\ 0 & \text{if } a_i = 1 \end{cases}$$

The coordinate transformation $h(x)$;

$$h(x) = \sin^2 \left(\frac{\pi x}{2} \right)$$

Over \longrightarrow

Fixed points for Logistic

Steps 1 and 2: Fixed points for \tilde{T} and T

Suppose $\tilde{T}(\vec{a}) = \vec{a}$. Then,

$$\tilde{T}(a_1 a_2 a_3 \dots) = a_1 a_2 a_3 \dots$$

Case 1: $a_1 = 0$. Then $\tilde{T}(a_1 a_2 a_3 \dots) = a_2 a_3 a_4 \dots$. Comparing the left and right sides, $a_1 = a_2 \rightarrow a_2 = 0$ (since $a_1 = 0$). So then since $a_2 = a_3$, we must have that $a_3 = 0$. Continuing in this way we see that all $a_i = 0$. Thus, if $\tilde{T}(\vec{a}) = \vec{a}$ and $a_1 = 0$, then $\vec{a} = 000\dots$. So the number x with $[x]_2 = 000\dots$ is a fixed point of $T(x)$. This x is clearly 0. Check; $T(0) = 2(0) = 0$. Also, $h(0) = 0$ so 0 is a fixed point of $f(x) = 4x(1-x)$.

Case 2: $a_1 = 1$. Then $\tilde{T}(a_1 a_2 a_3 \dots) = a_2^* a_3^* a_4^* \dots$. Comparing the left and right sides, $a_1 = a_2^* \rightarrow a_2 = 1$ (since $a_1 = 0$). So then since $a_2 = a_3$, we must have that $a_3^* = 1 \rightarrow a_3 = 0$. Continuing in this way we see that $\vec{a} = \overline{1010}$. Thus, if $\tilde{T}(\vec{a}) = \vec{a}$ and $a_1 = 1$, then $\vec{a} = \overline{1010}$. So the number x with $[x]_2 = \overline{1010}$ is a fixed point of $T(x)$.

Now, if x is such that $[x]_2 = \overline{1010}$, then $x - \frac{1}{2} + \frac{1}{2^3} + \frac{1}{2^5} + \dots = 2(\frac{1}{4} + \frac{1}{4^2} + \frac{1}{4^3} + \dots) = 2(\frac{1/4}{1-1/4}) = 2/3$. (Note how we found this by summing a geometric series; whenever the binary representation (or in any base) of a number repeats, we can determine that number by summing a geometric series.) Thus, $2/3$ is a fixed point of $T(x)$;

$$T(2/3) = 2 - 2(2/3) = 2 - 4/3 = 2/3$$

Step 3: Convert to fixed point for Logistic

And so $\tilde{x} = h(2/3) = \sin^2(\frac{1}{2} \frac{2}{3} \pi) = \sin^2(\frac{\pi}{3}) = \frac{3}{4}$ is a fixed point of $f(x) = 4x(1-x)$;

$$f(3/4) = 4(3/4)(1 - 3/4) = 3/4$$