

# 1-D maps on a finite grid

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Most of the following results are covered in:

"Simulating chaotic behavior with finite-state machines", Philippe M. Binder and Roderick V. Jensen, Phys. Rev. A 34, 4460 - 4463 (1986)

# Why study discretized 1-D maps?

- Complex from simple:
  - Simple 1-D maps have complex behavior on the real interval
  - What if we simplify further to a finite grid?
    - Complex? Chaotic?
- Computer simulation:
  - Computers have finite precision
  - Simulations 'look' correct, but are we missing something?

# Discretized maps

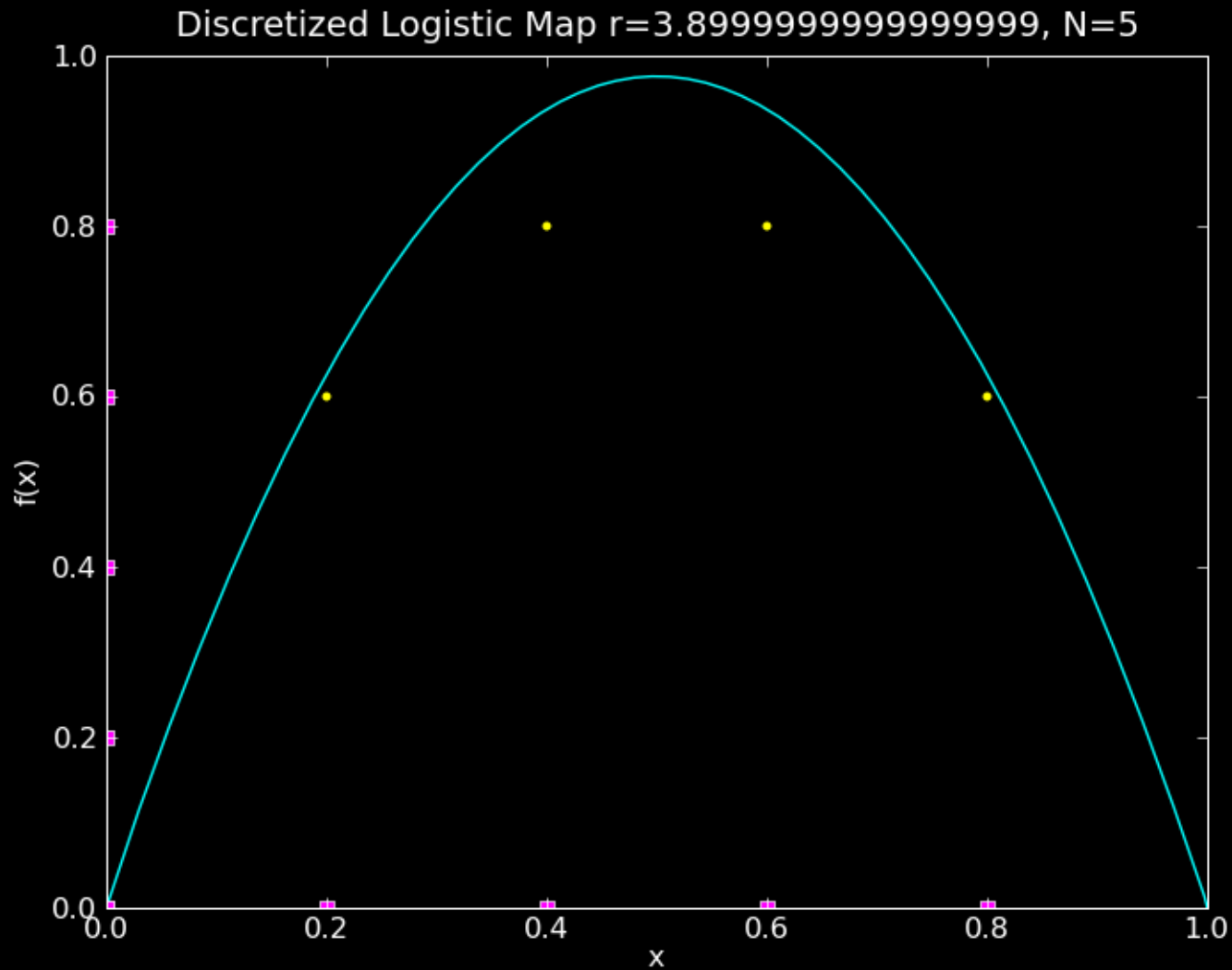
- Finite-state machine:
  - N states
  - Cycle length at most N
    - Turns out to scale more like  $N^{1/2}$

# Setup

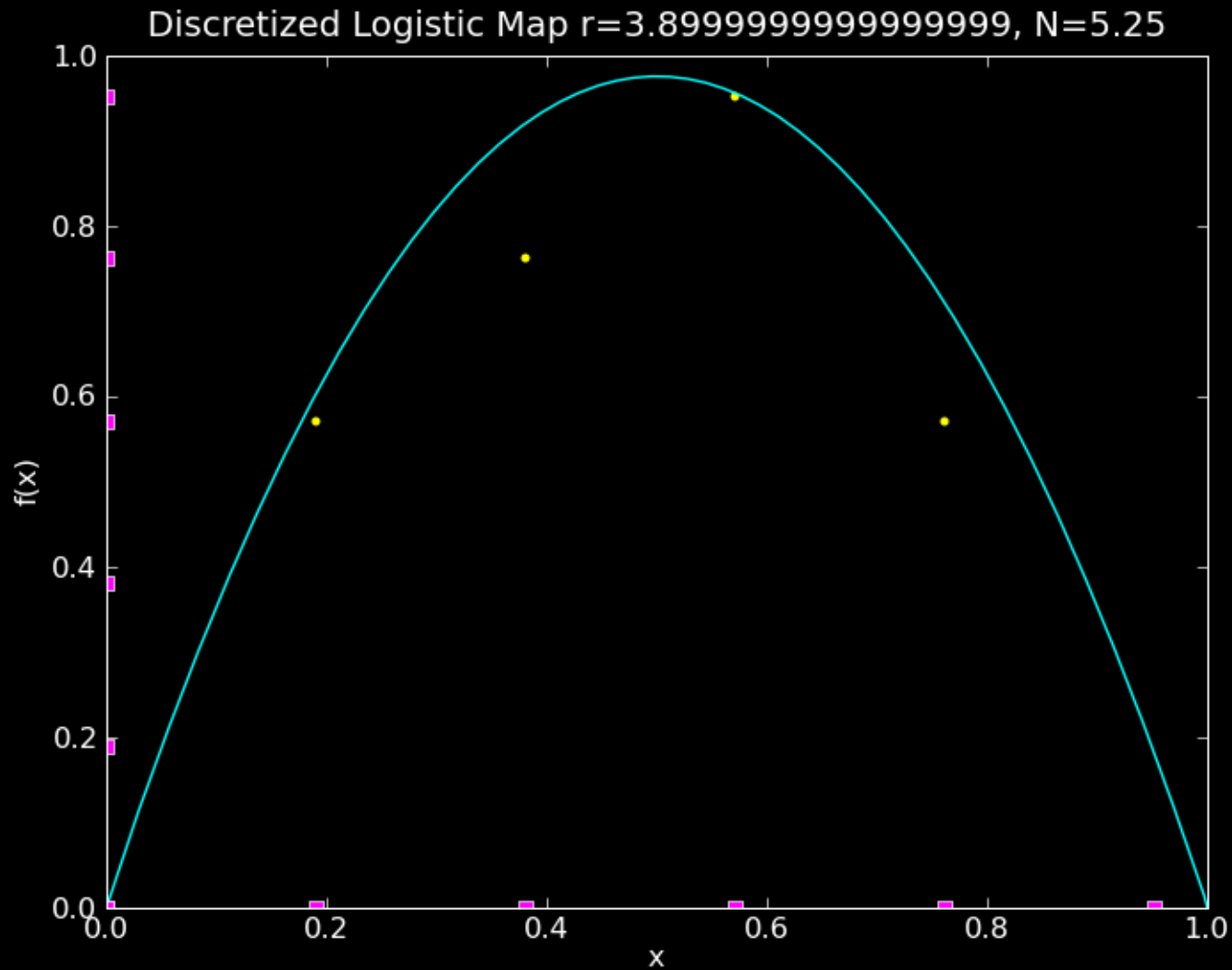
- Rounding down to a grid of 'N points':
  - N is actually a continuous grid scaling factor
  - Pseudo code for the discretized logistic map:

$$X = \text{floor}( Nrx(1-x) )/N$$

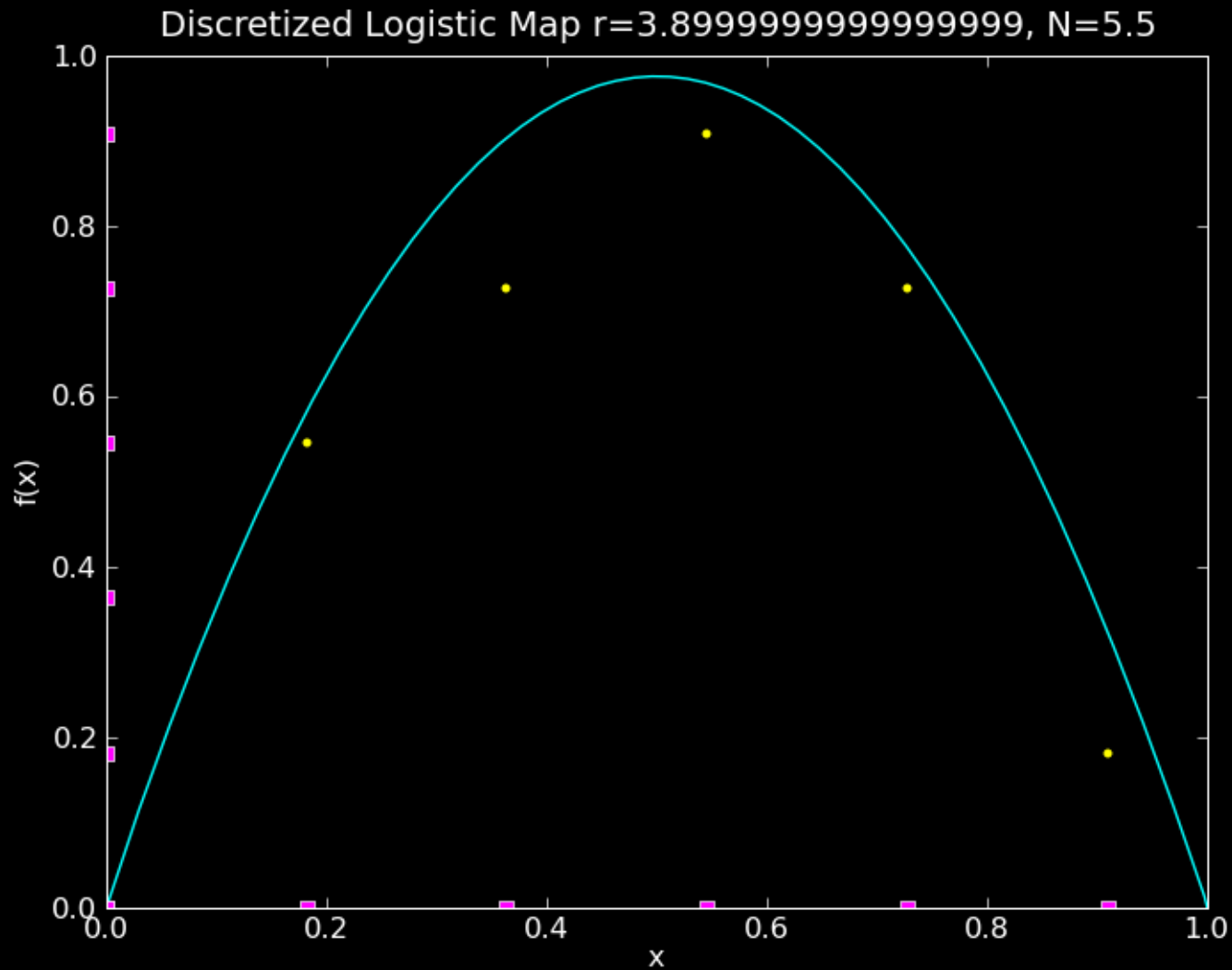
# Scaling factor N



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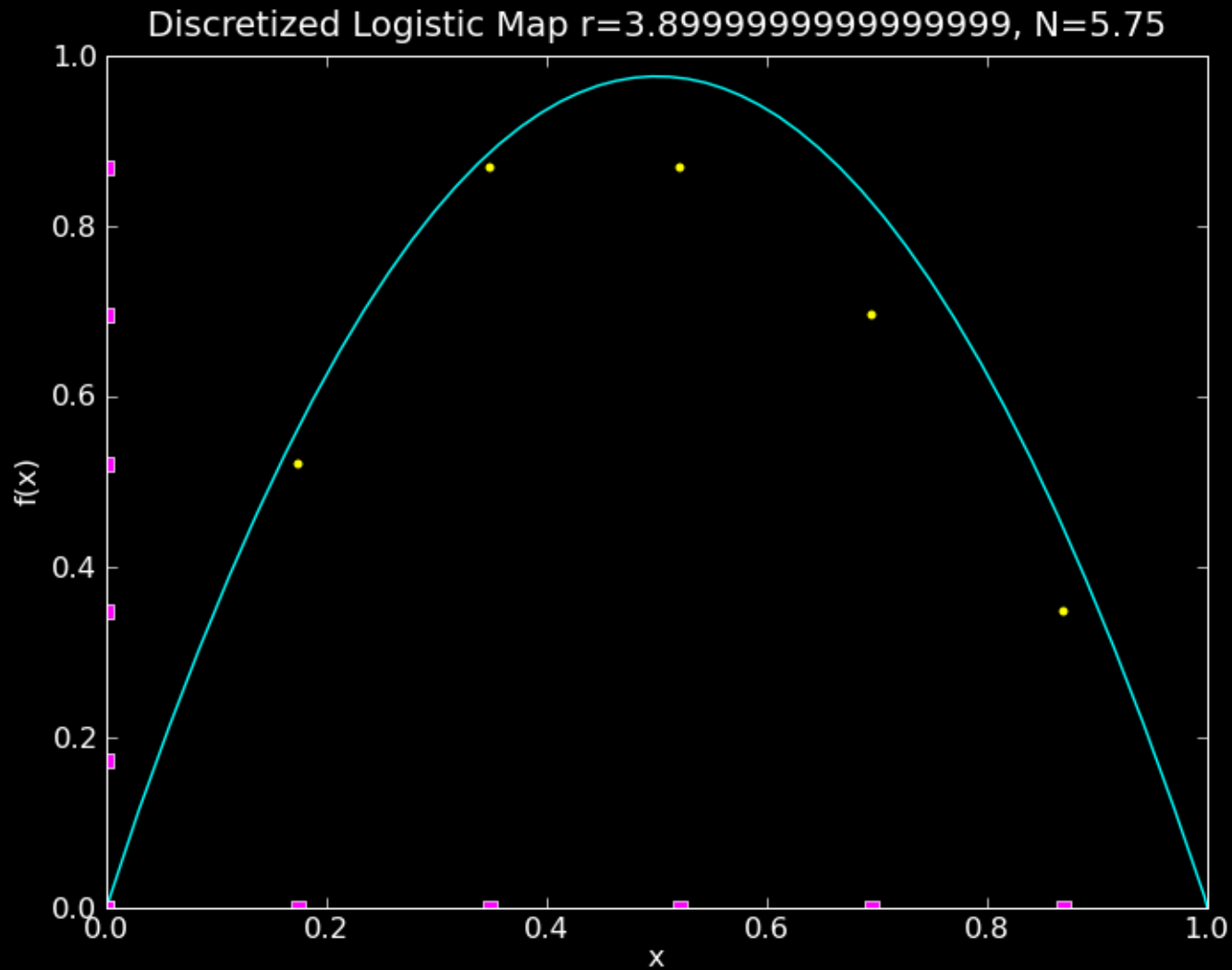


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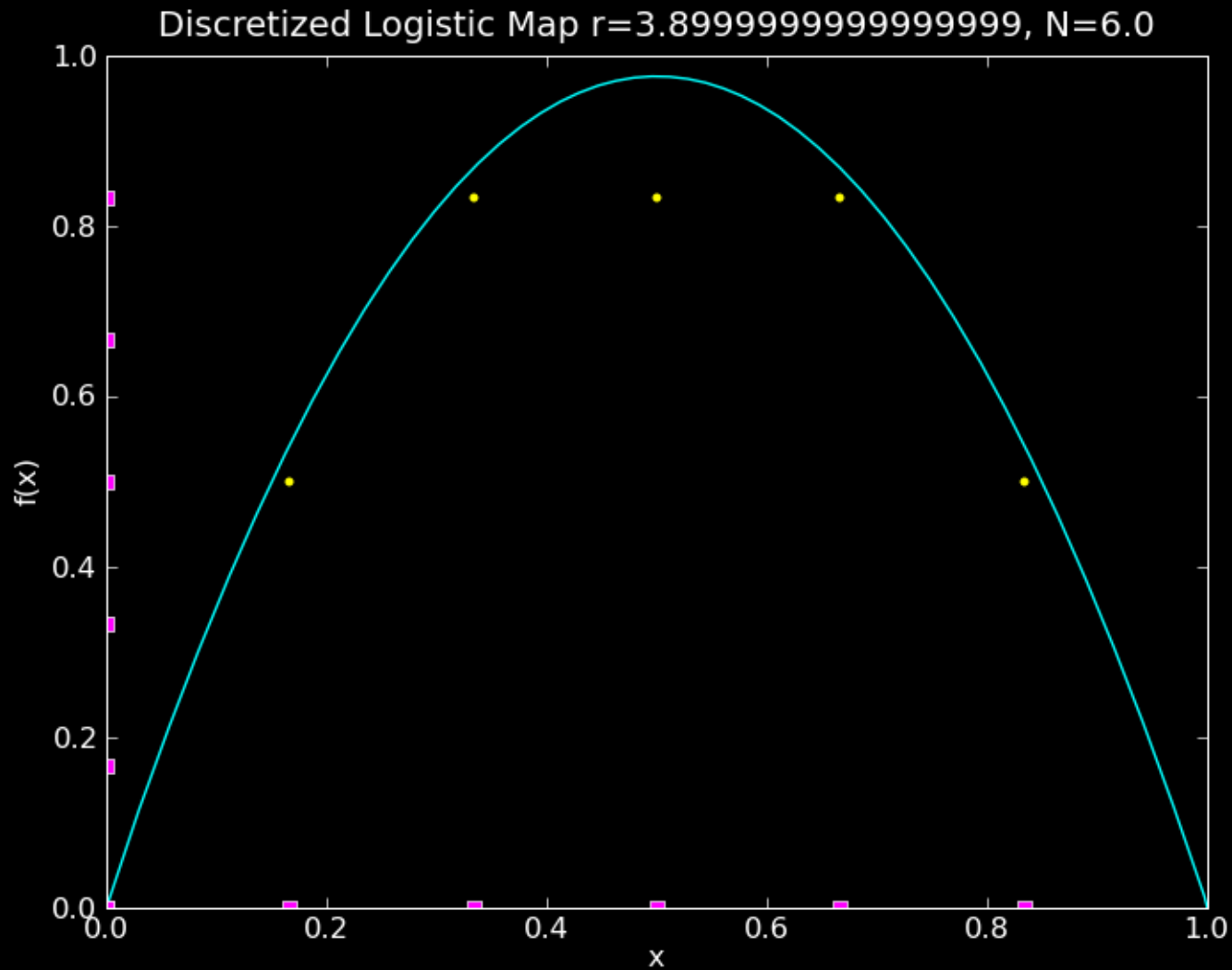




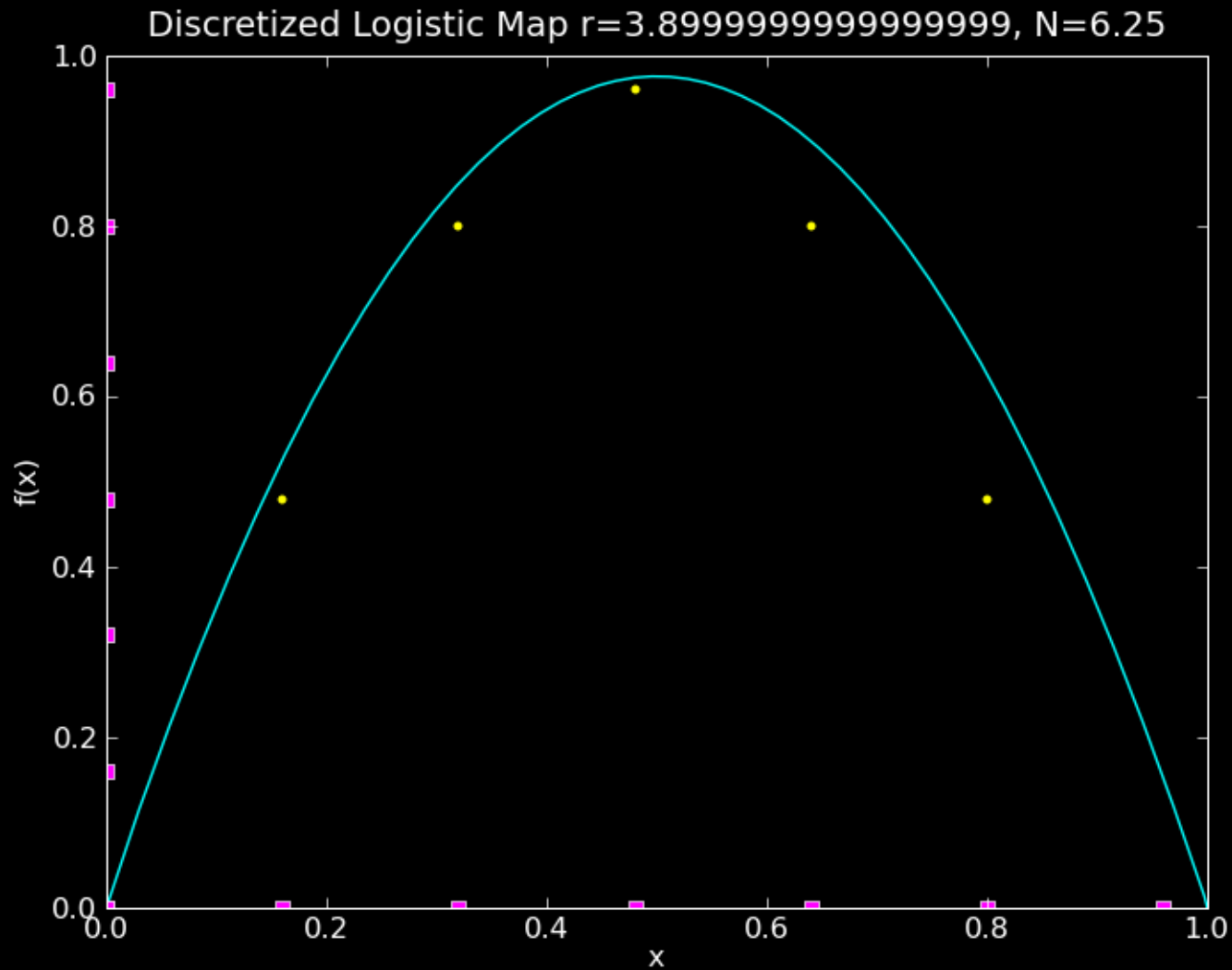
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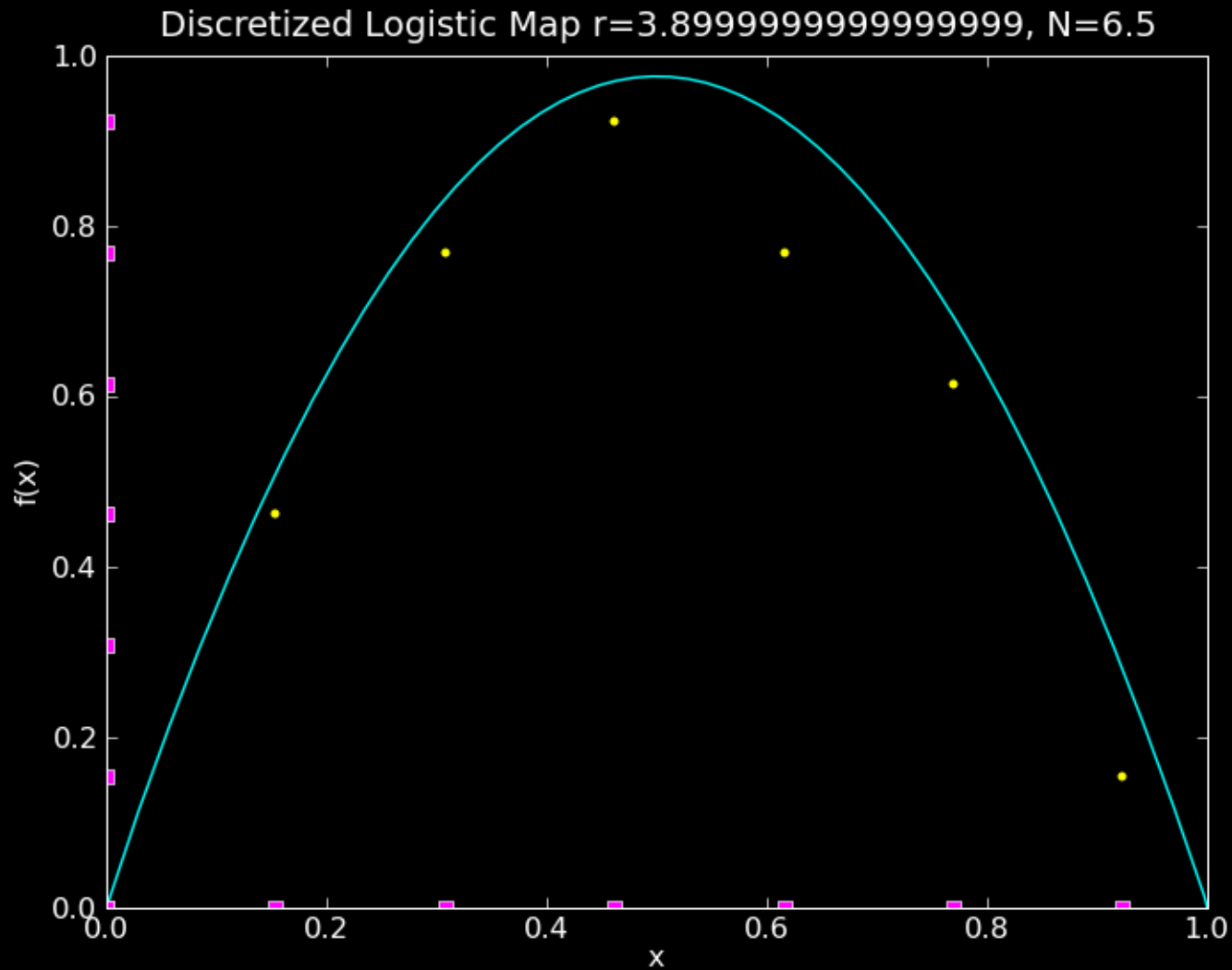
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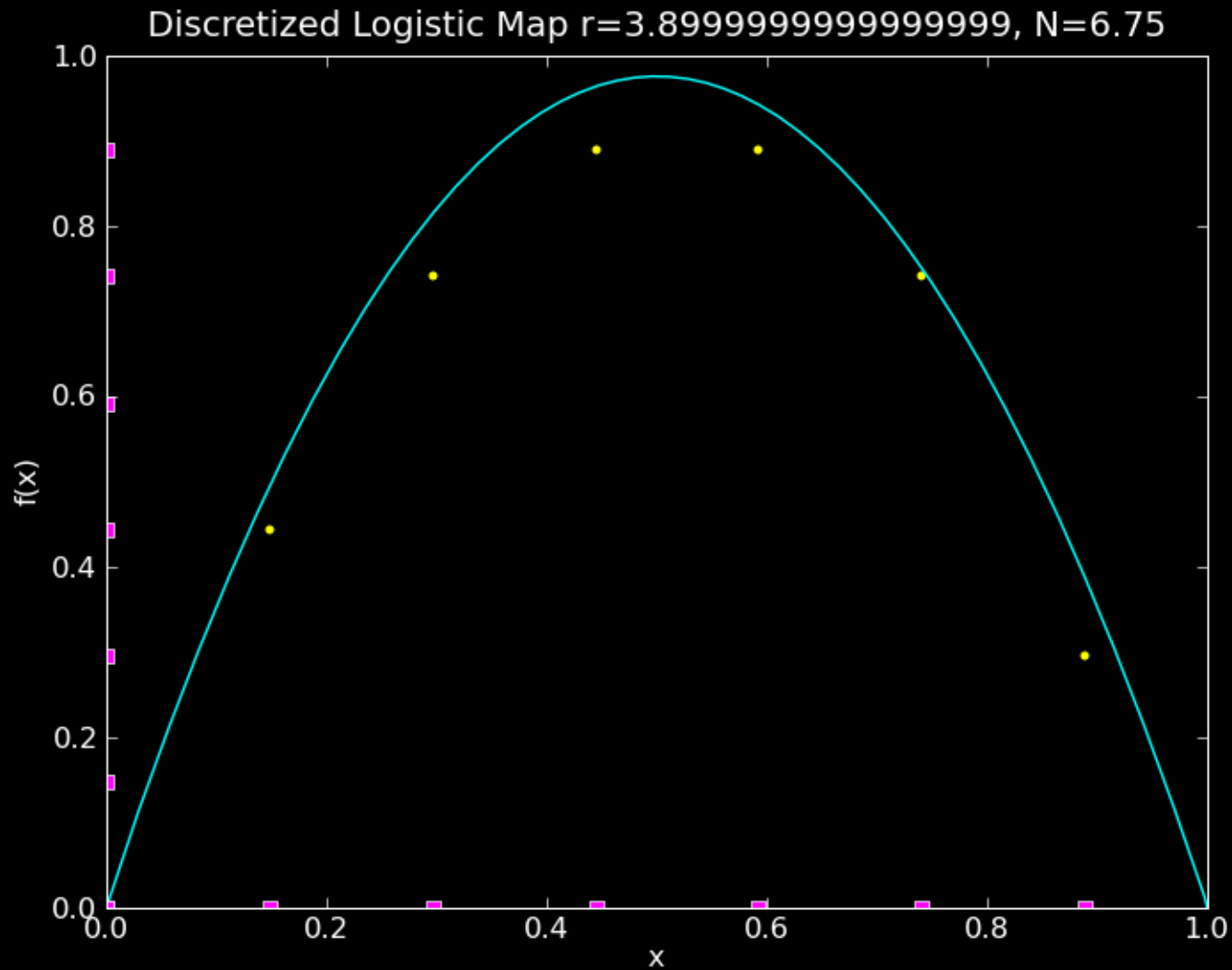
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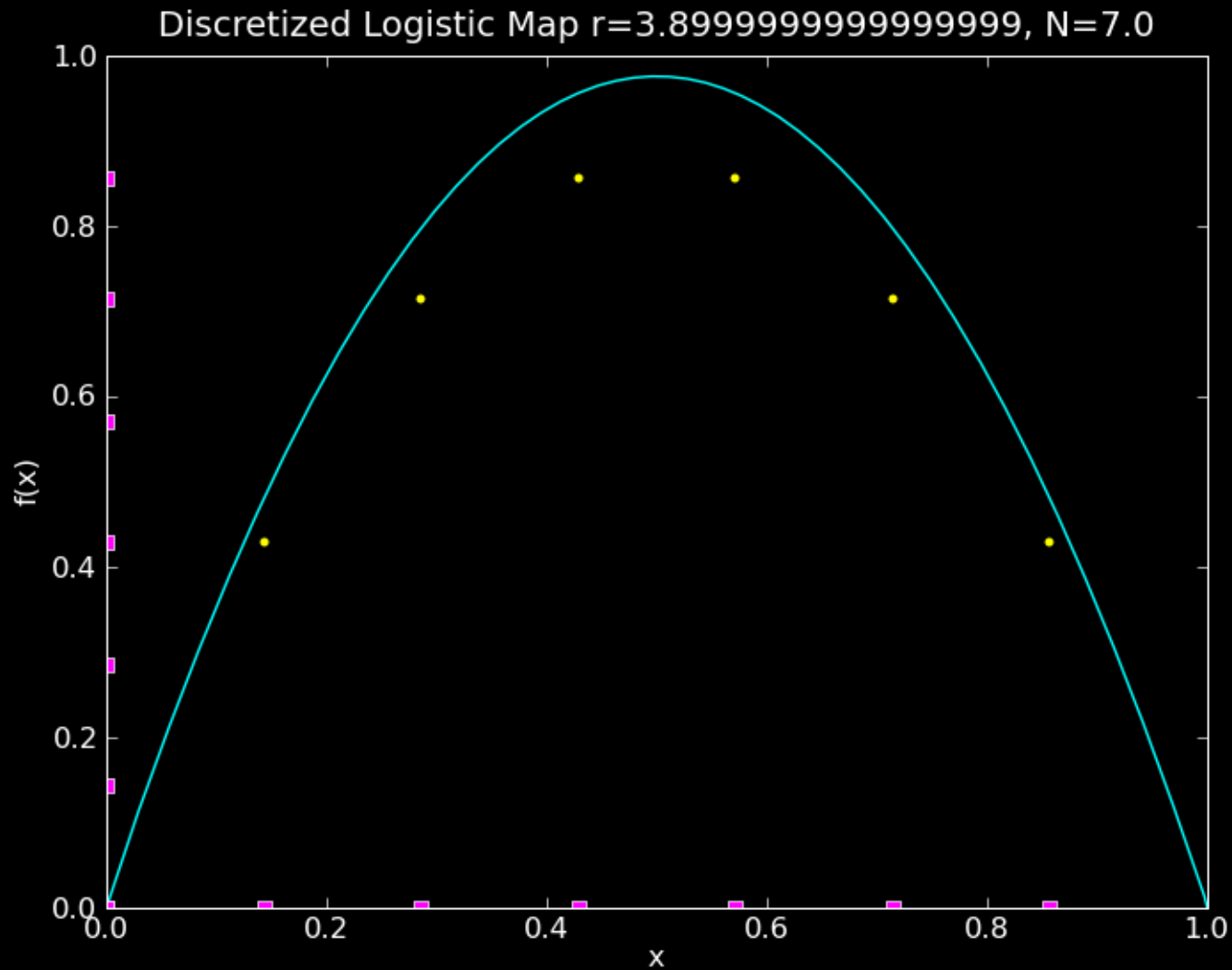
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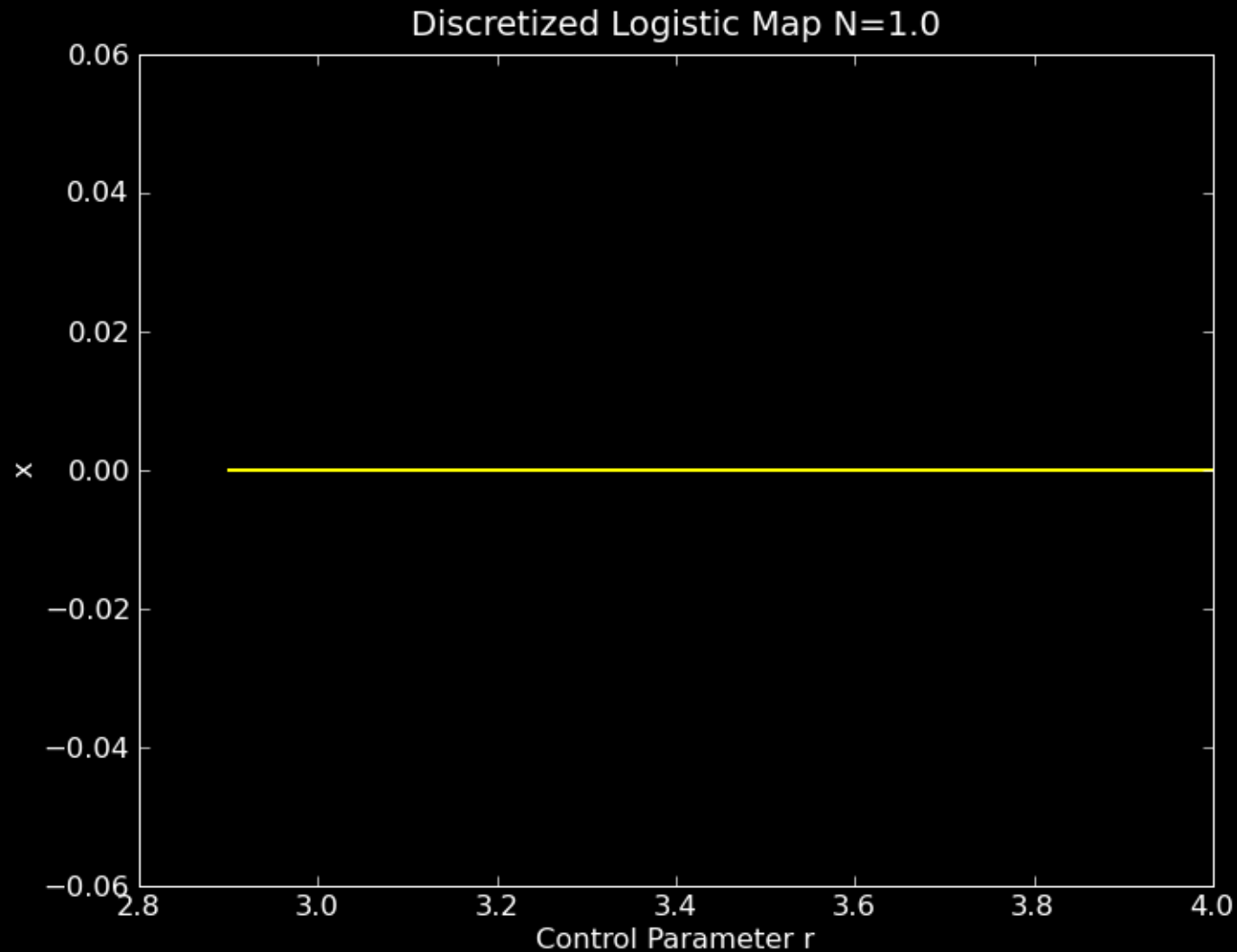
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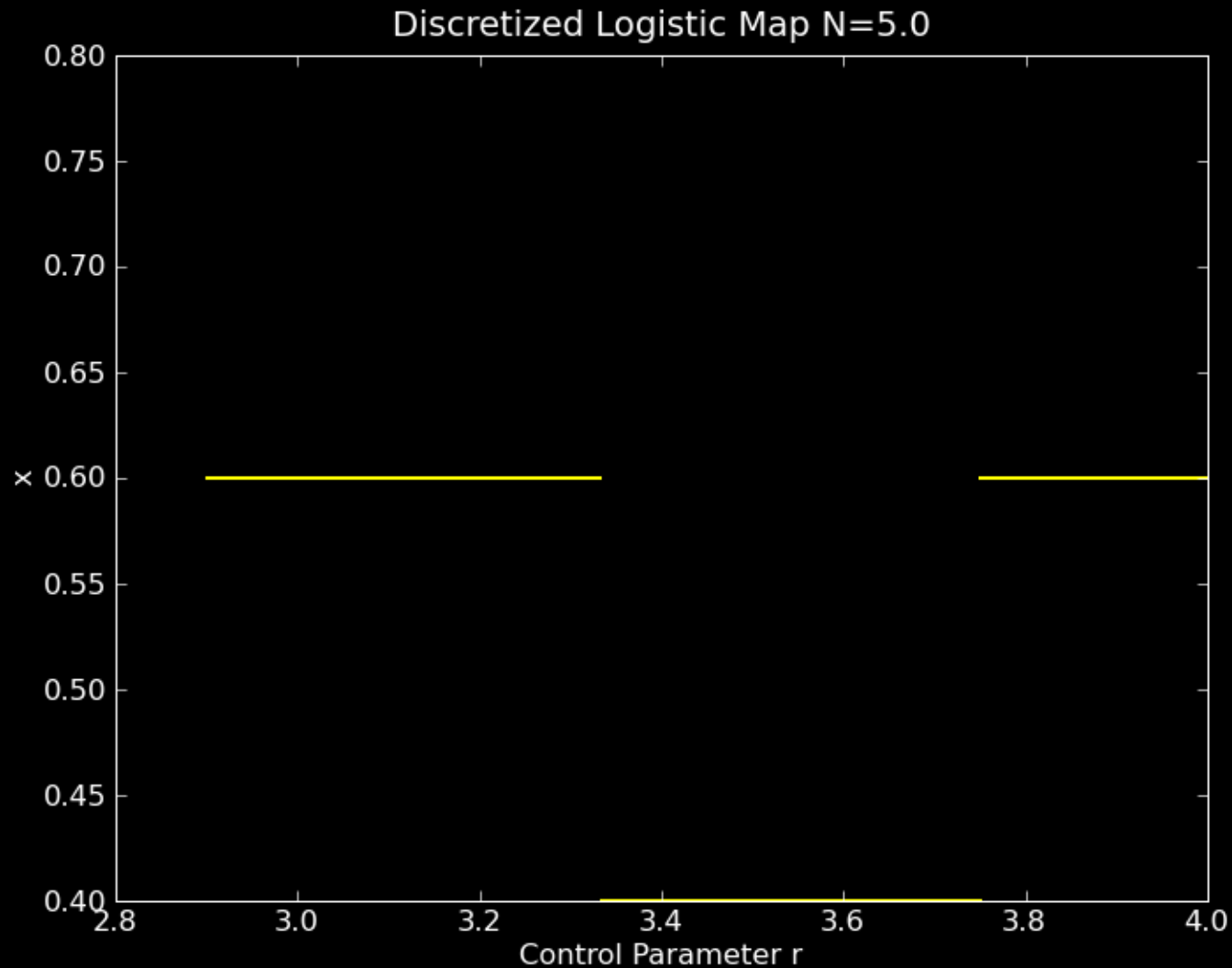
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# Bifurcation diagrams

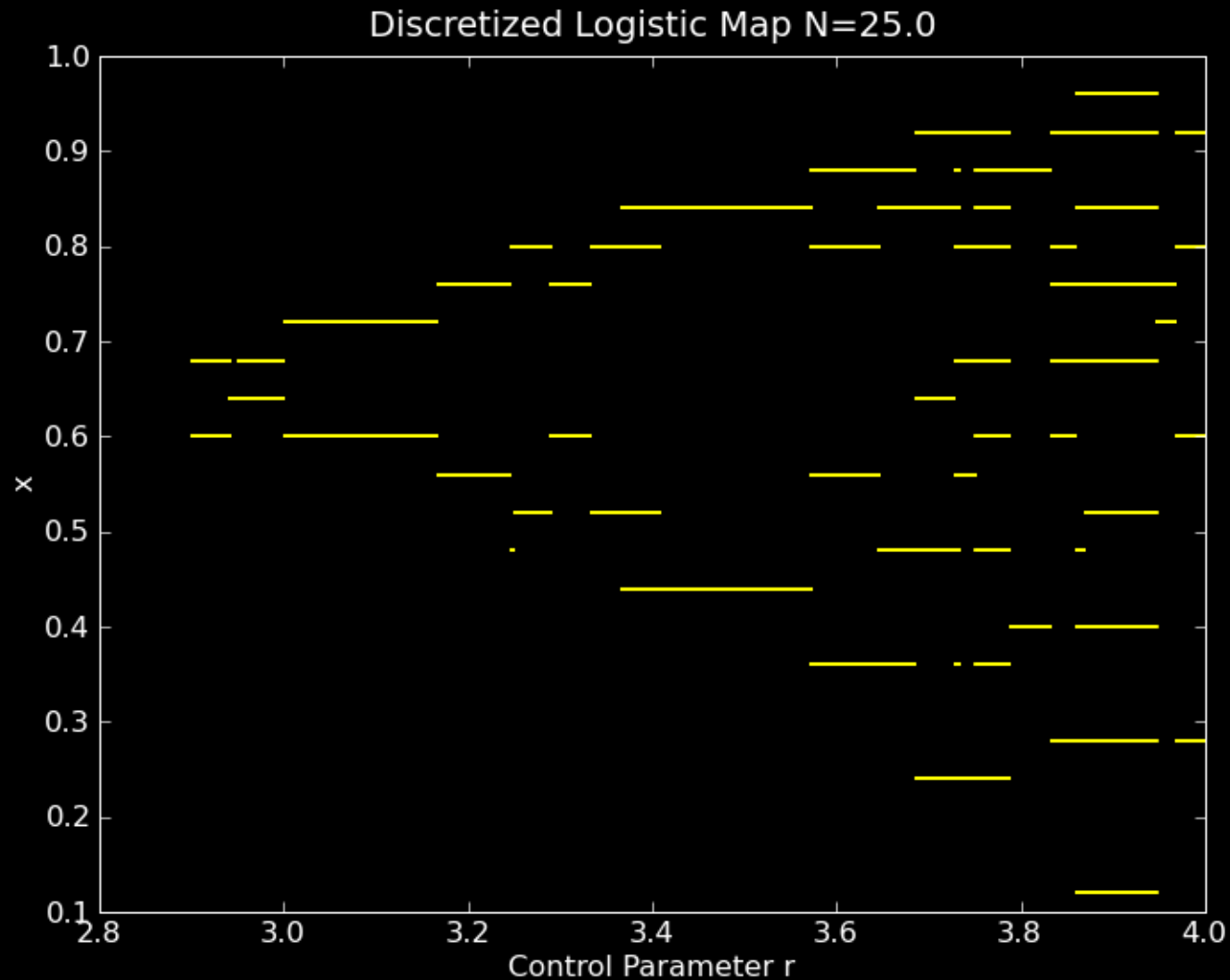


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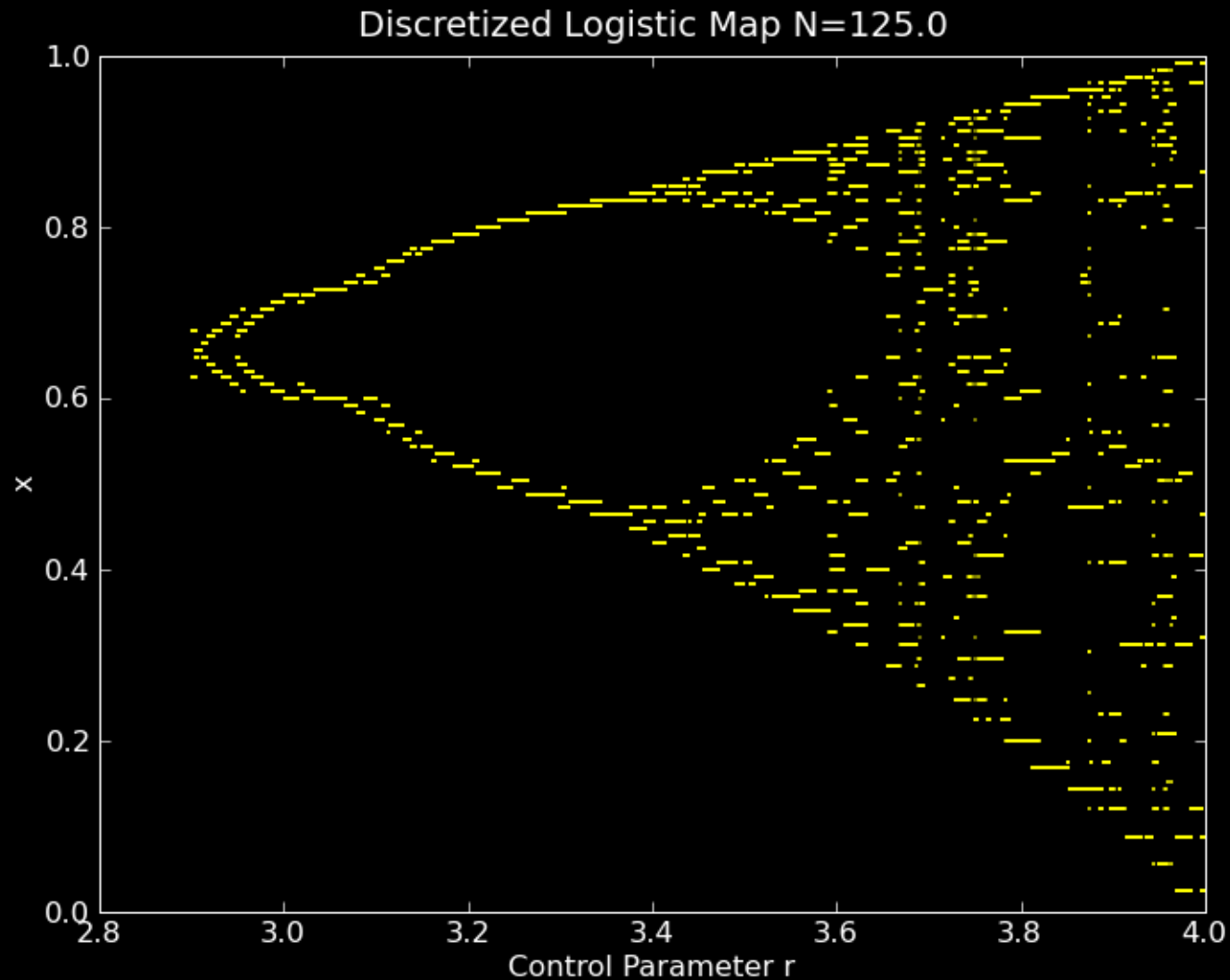




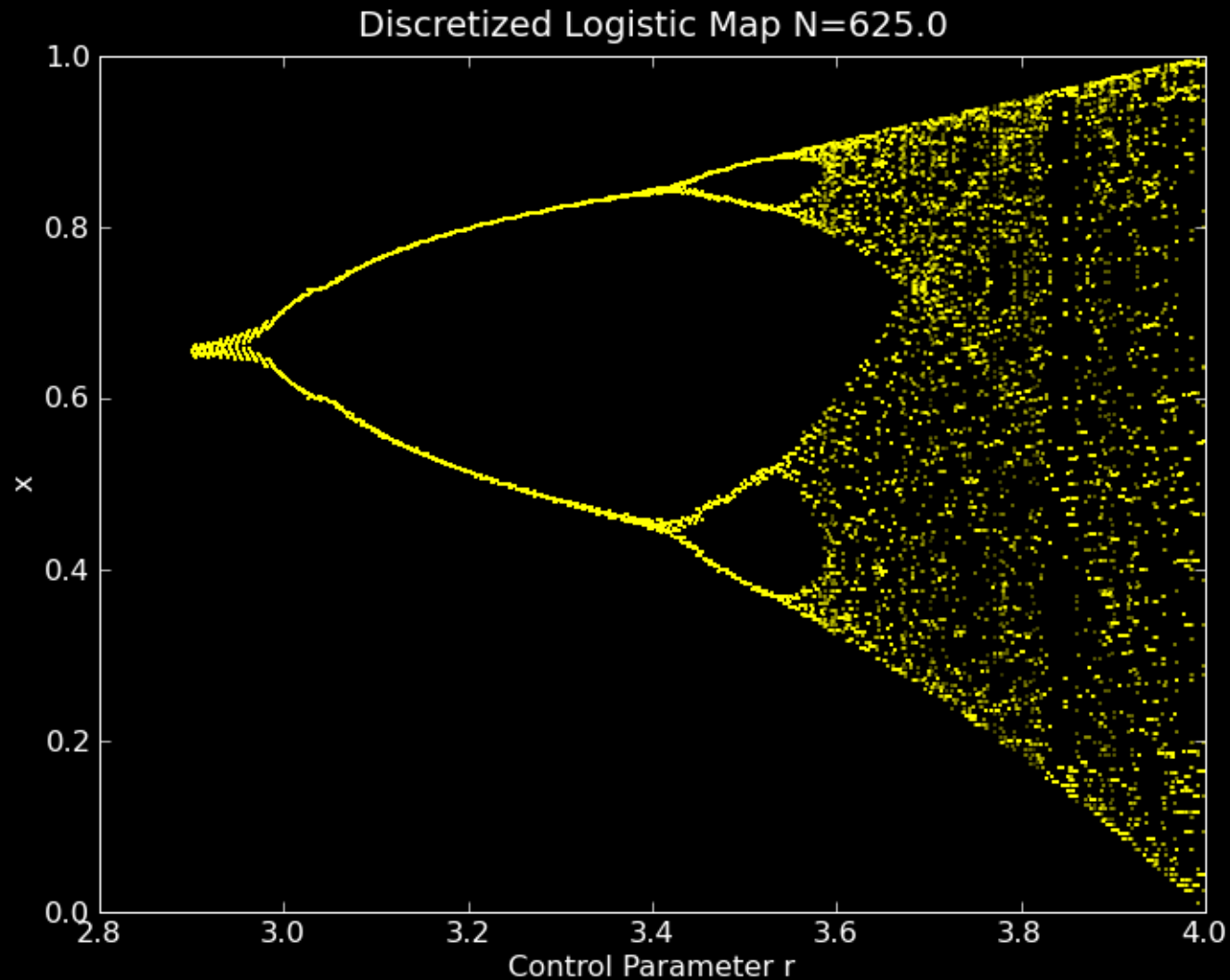
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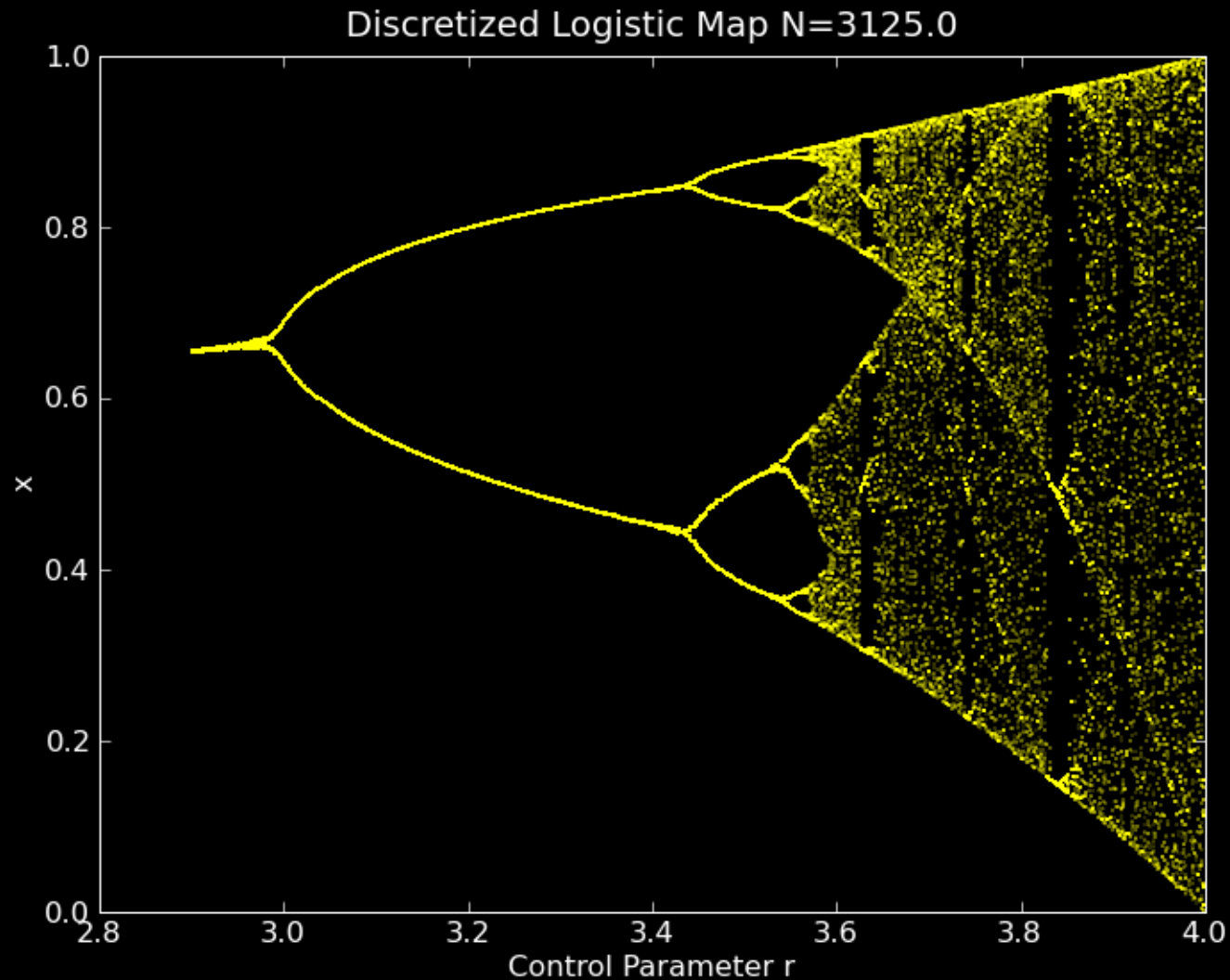
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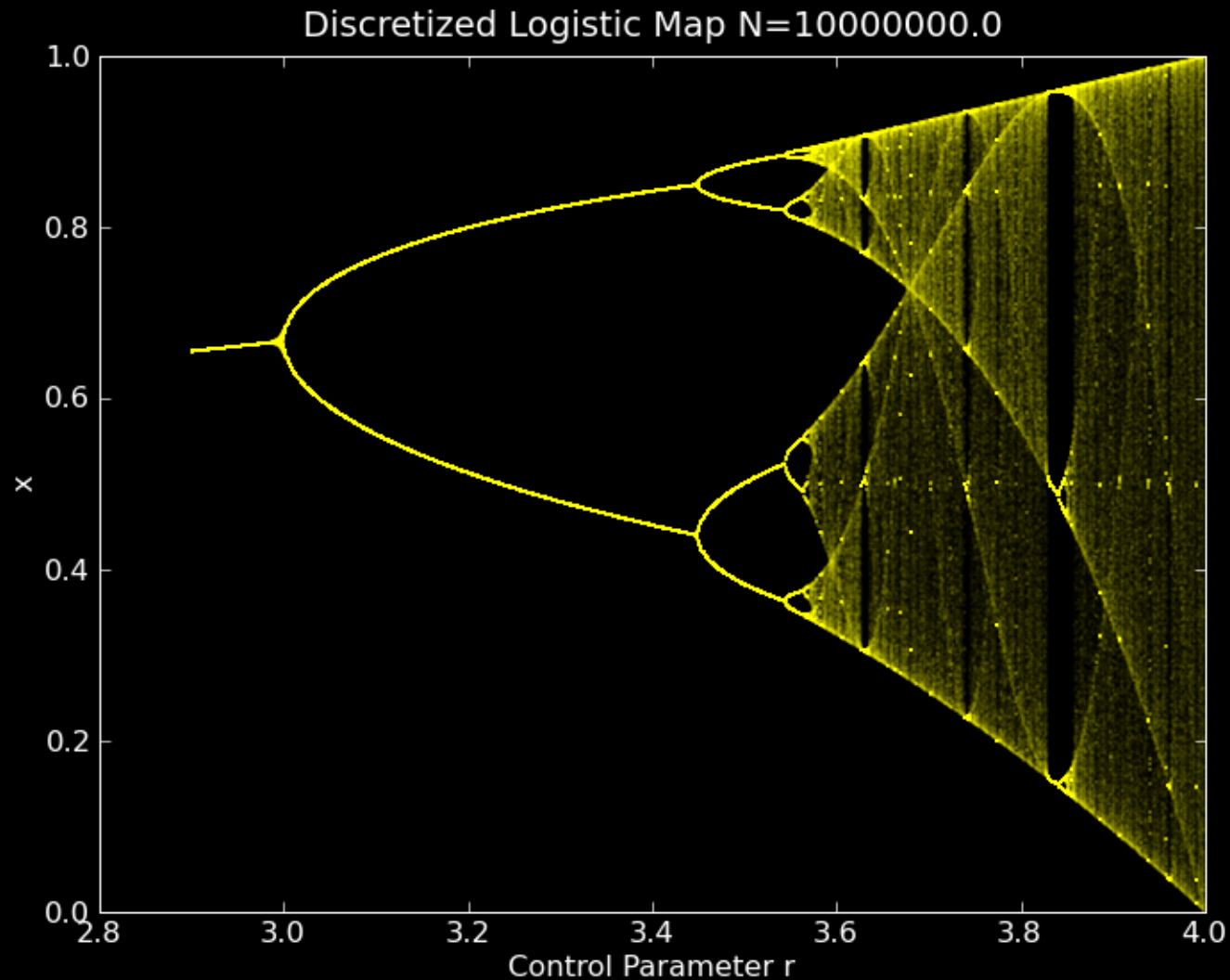
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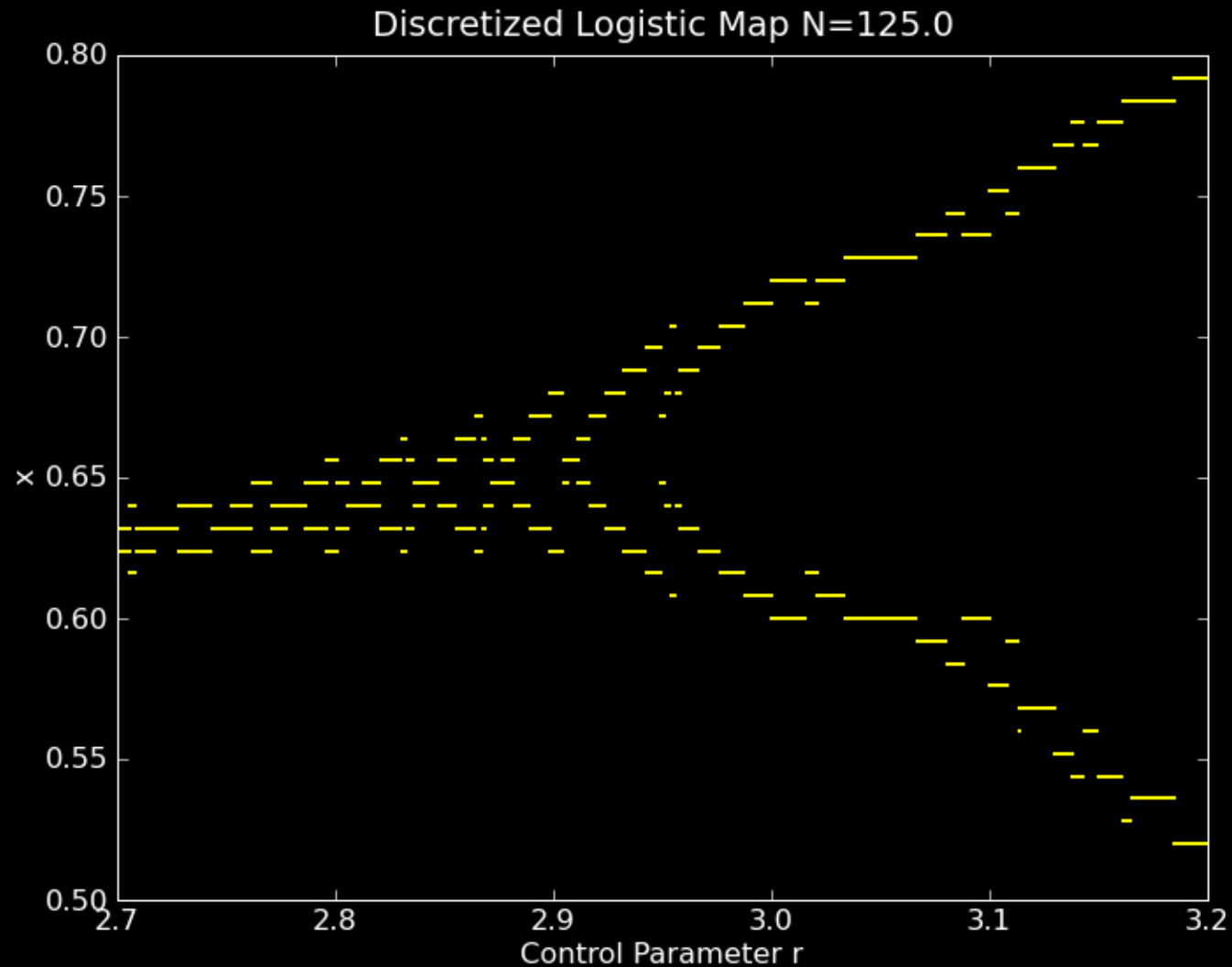
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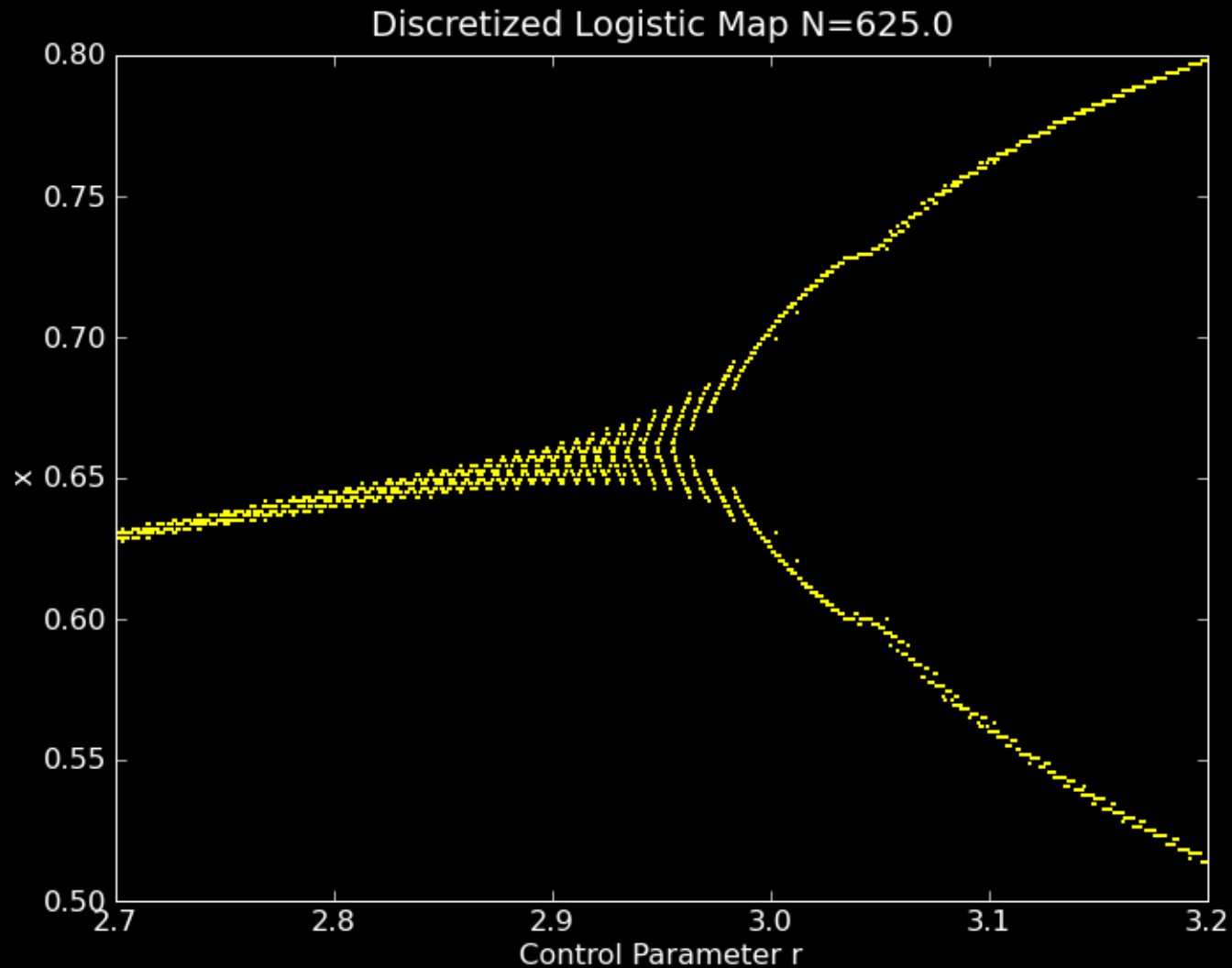
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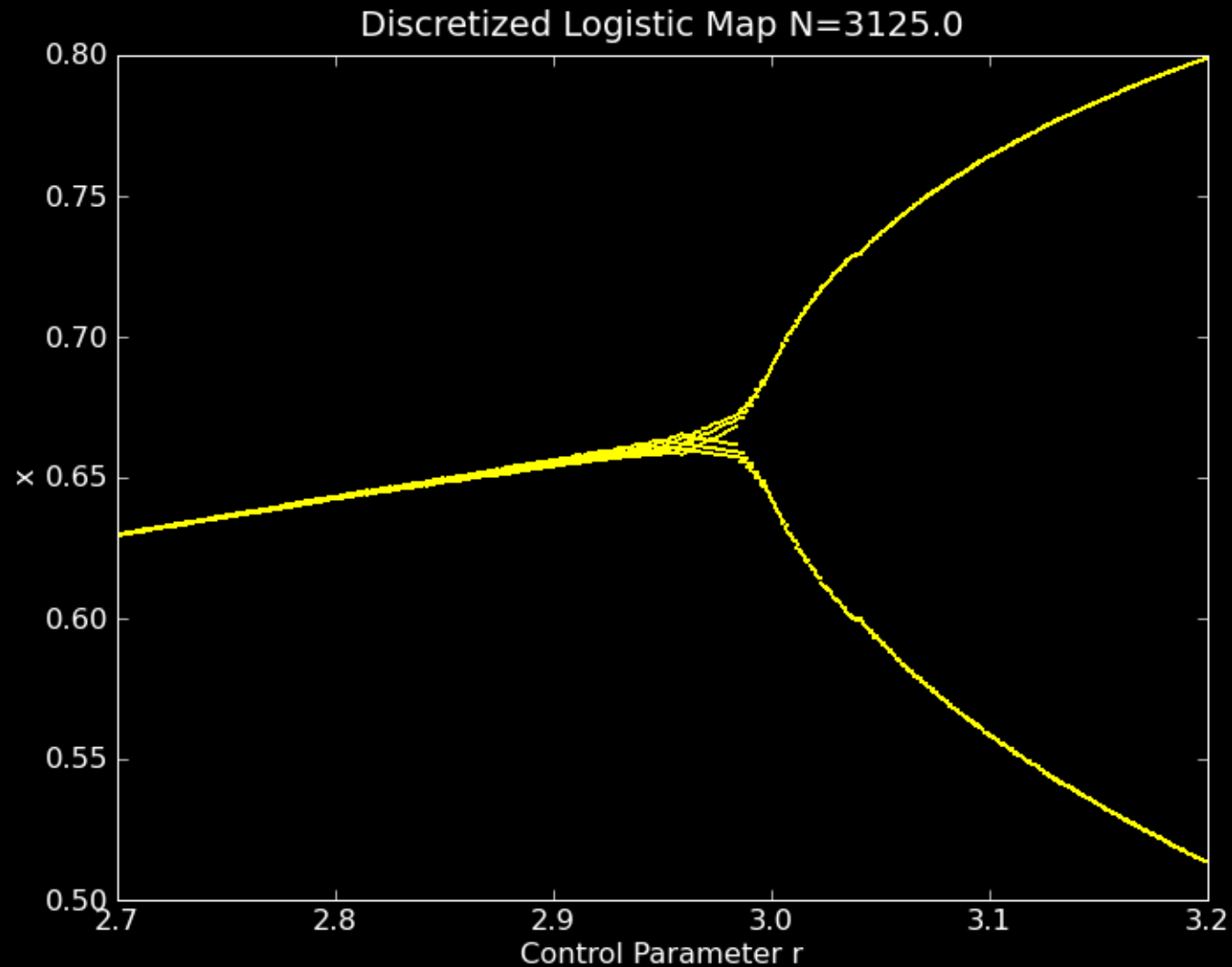
# First period doubling



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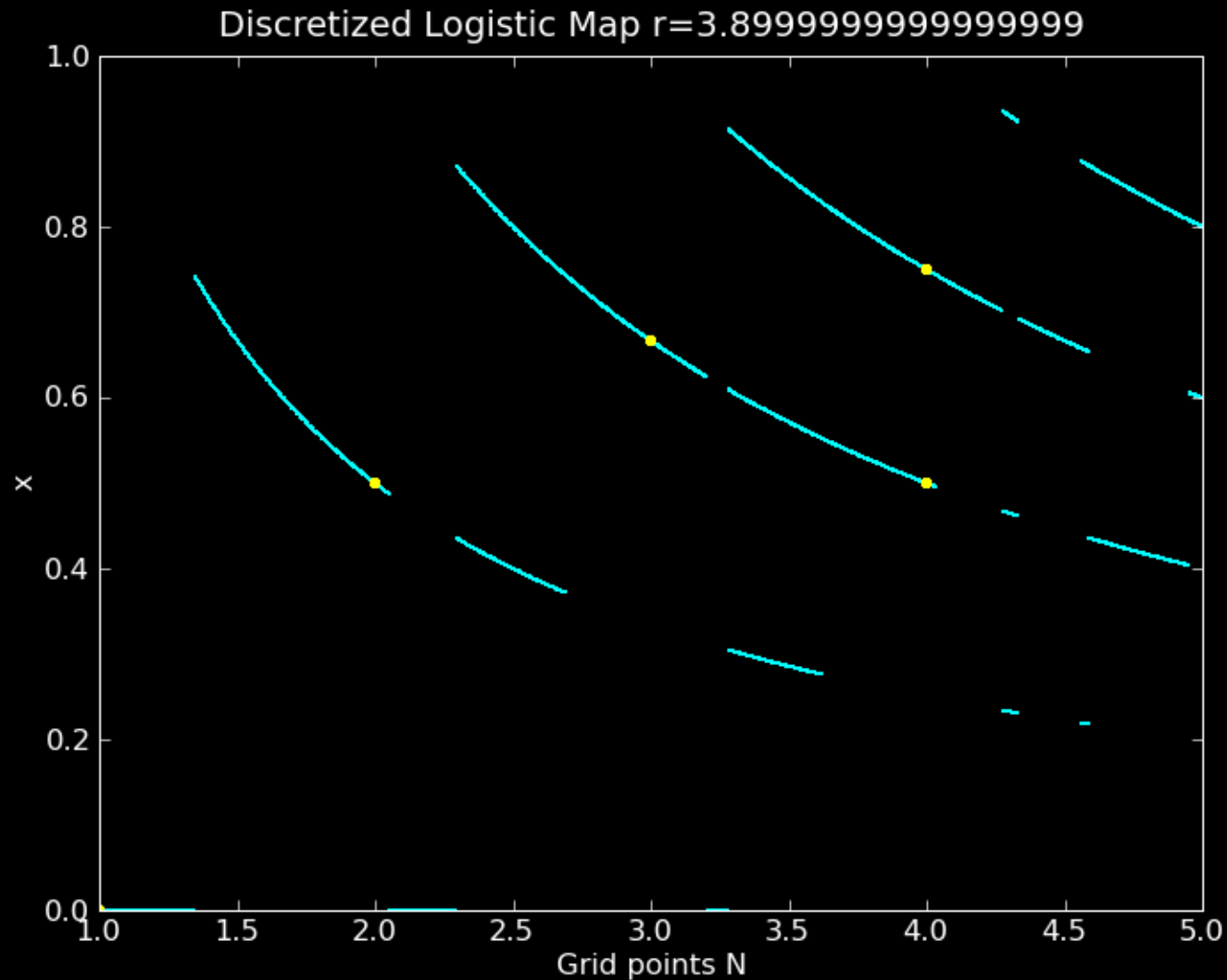


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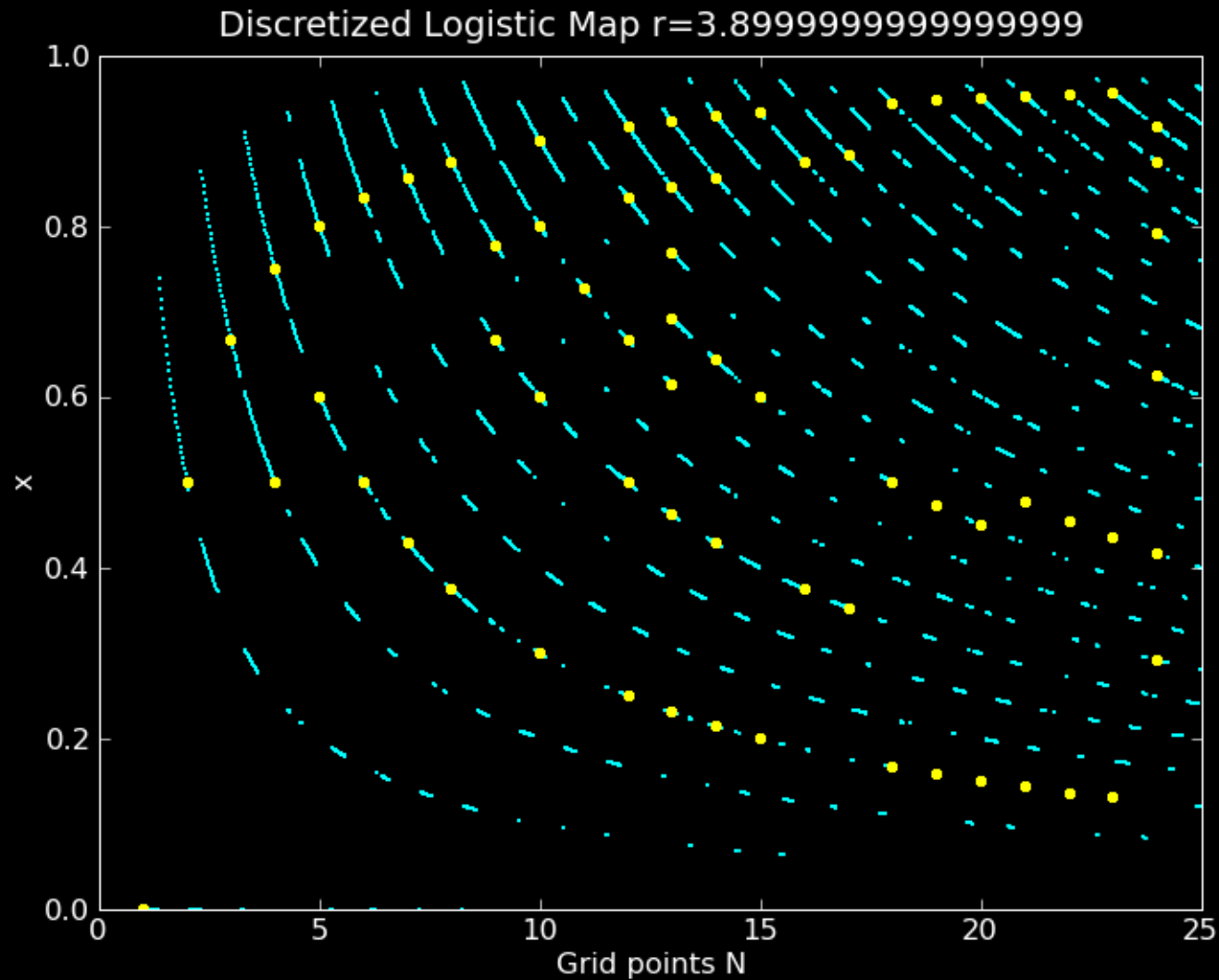




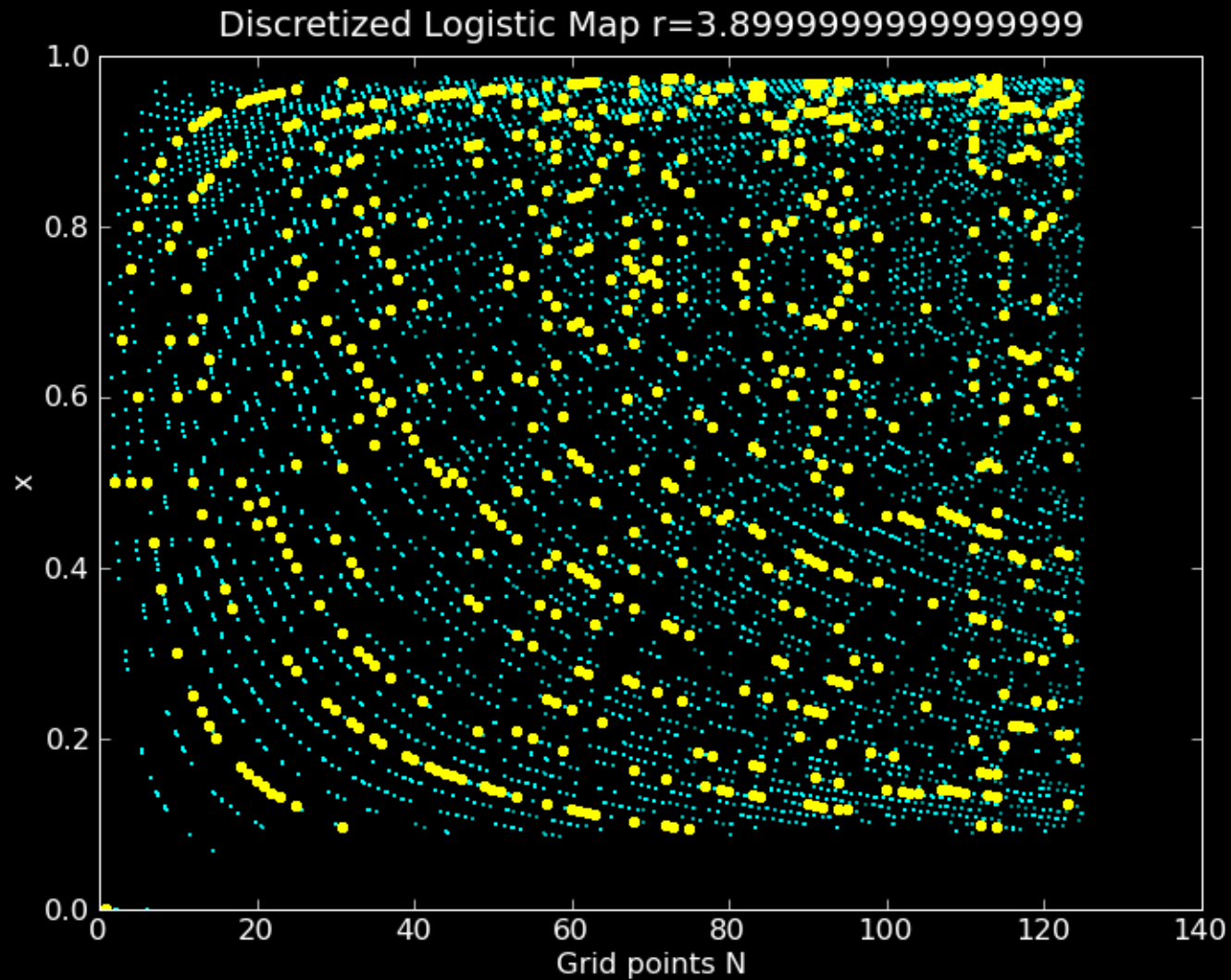
# Bifurcation diagrams (N)



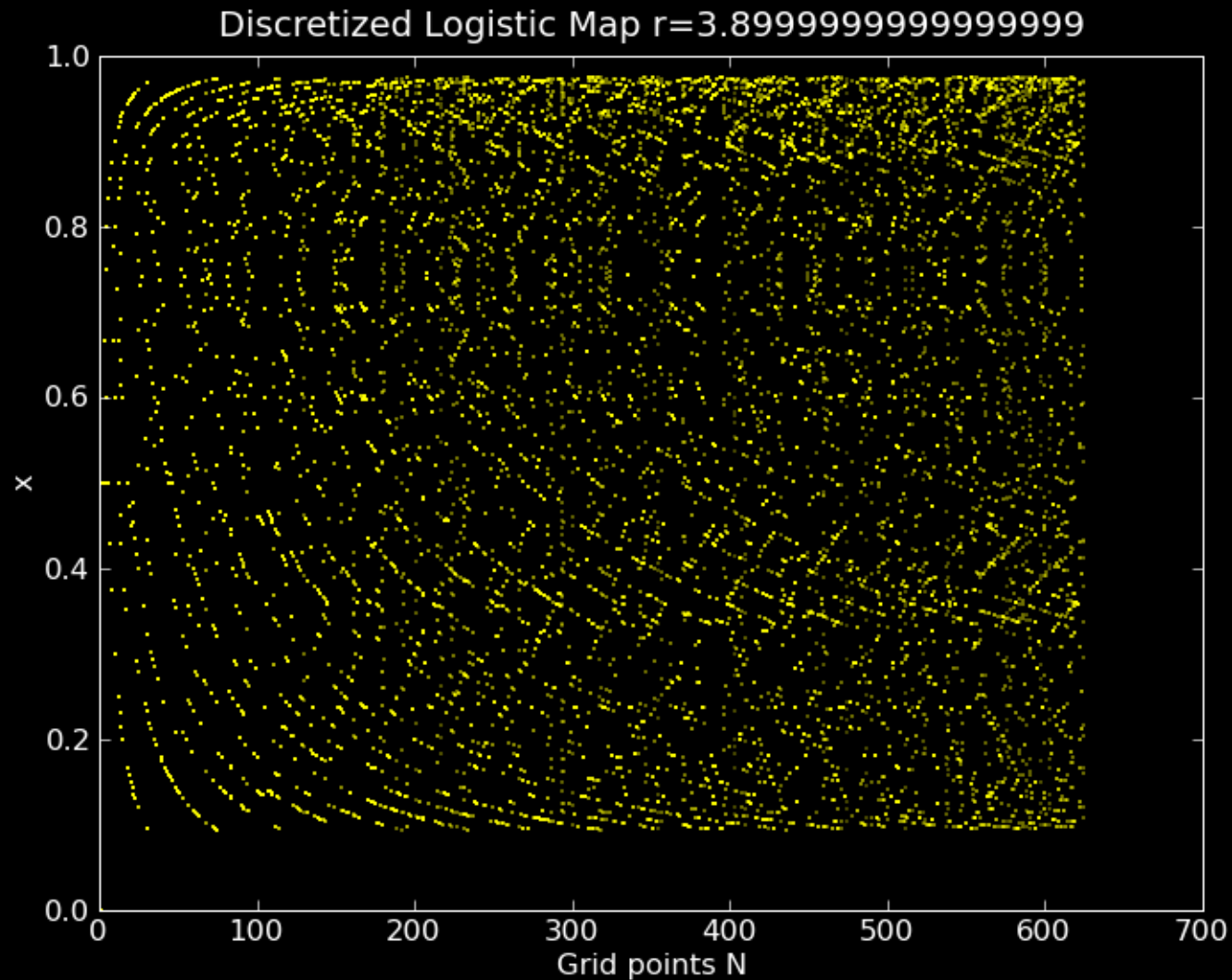
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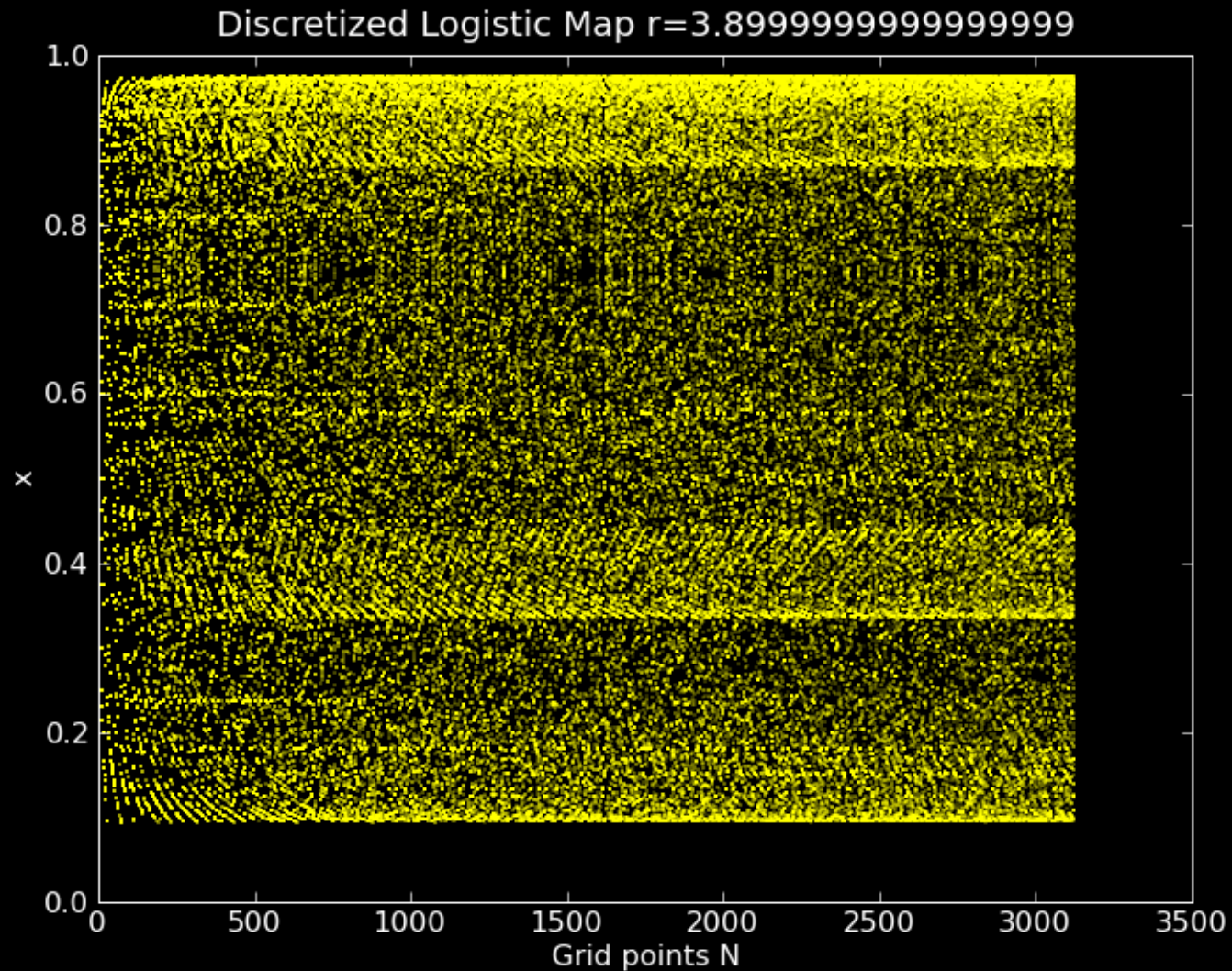
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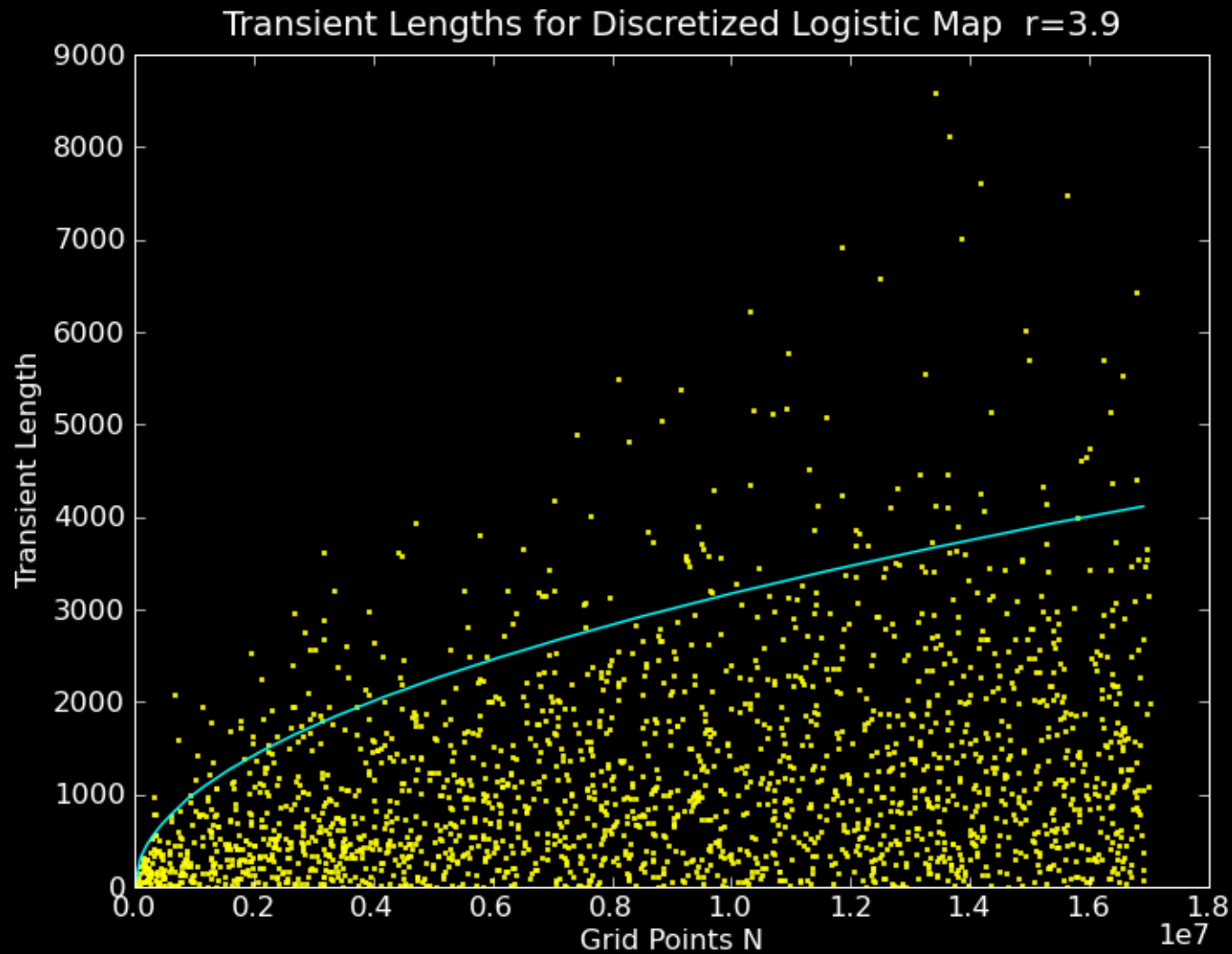
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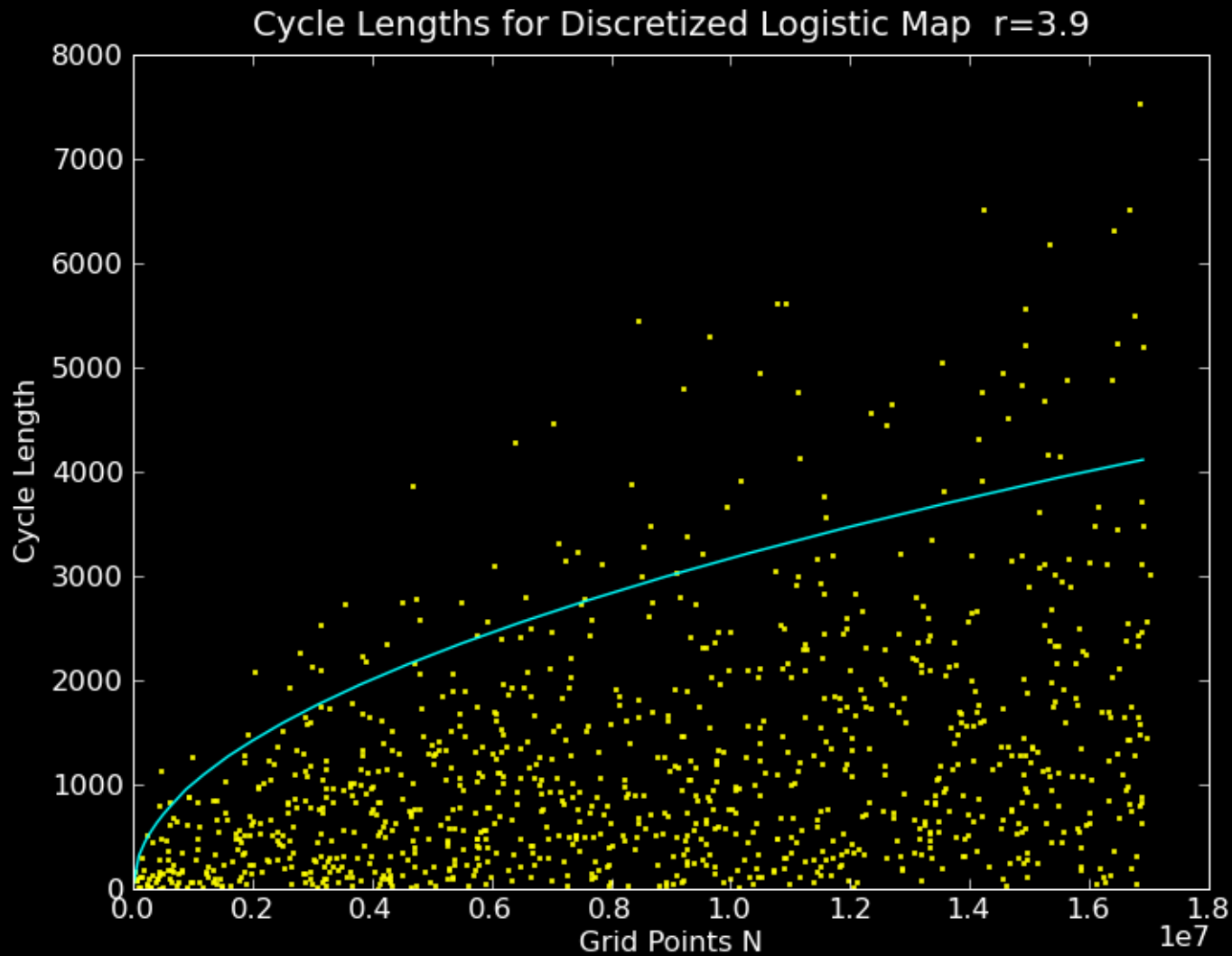
# Transient/cycle lengths

- Both appear to scale like the power law  $N^k$ 
  - $k$  depends on  $r$
  - $k \approx 1/2$  in chaotic regions
- We can interpret  $k$  in terms of entropy (see report for details):
  - Result:
    - Entropy of map  $:= H_{\text{map}}$
    - Entropy of IID random variable  $:= H_{\text{IID}}$
    - Then  $k \approx H_{\text{map}} / H_{\text{IID}}$

# Transient/cycle lengths



# Transient/cycle lengths





# In my report:

- Calculating  $k$  (power law) for various  $r$
- More on entropy
- Comparison of Lyapunov exponents of continuous and discrete Logistic map
- The tent and cusp maps
- ...

Thanks!