## Session overview



- Next 2 weeks: Chaos
- Today: Dynamical systems and orbits
- Announcements:
- All grades should be up-to-date on Angel
- Let me know if not


## Feedback on Feedlback

- See summary


## Example: Iteration with calculator keys

- Consider the square root key on a calculator
- Start with a number, press the square root key, record the number, press the square root key again, record the new number, press the square root key again, ...
- Continue in this fashion


## One set of data

| $\underline{x}$ | $\underline{V \mathrm{x}}$ | $\underline{\mathrm{x}}$ | $\underline{\sqrt{x}}$ |
| :--- | :--- | :--- | :--- |
| .2 | .447214 | .999214 | .999607 |
| .447214 | .668740 | .999607 | .999804 |
| .668740 | .817765 | .999804 | .999902 |
| .817765 | .904304 | .999902 | .999951 |
| .904304 | .950949 | .999951 | .999975 |
| .950949 | .975166 | .999975 | .999988 |
| .975166 | .987505 | .999988 | .999994 |
| .987505 | .993733 | .999994 | .999997 |
| .993733 | .996862 | .999997 | .999998 |
| .996862 | .998430 | .999998 | .999999 |
| .998430 | .999214 | .999999 | 1 |

## Dynamical systems

- A dynamical system consists of a rule and a set
- Example:
- rule: square root
- set: [0, $\infty$ )
- We are interested in the long term behavior of the system
- Let $F(x)=\sqrt{ }$. We call $F(x)$ a map (from $[0, \infty) \rightarrow[0, \infty)$ )


## Orbits

- Given any $x_{0}$ in the domain of $F$, the sequence of points $\left\{x_{0}, F\left(x_{0}\right), F\left(F\left(x_{0}\right)\right)\right.$, $\left.F\left(F\left(F\left(x_{0}\right)\right)\right), \ldots\right\}$ is called the orbit of $x_{0}$ under $F$
- The initial point, $x_{0}$, is sometimes called the seed
- For the example worked out earlier, the orbit would be

$$
\{.2, \sqrt{.2}, \sqrt{\sqrt{.2}}, \sqrt{\sqrt{\sqrt{.2}}}, \ldots\}
$$

## Notation

- $x_{0}=F^{0}\left(x_{0}\right)=x_{0}$
- $x_{1}=F^{1}\left(x_{0}\right)=F\left(x_{0}\right)$
- $x_{2}=F^{2}\left(x_{0}\right)=F\left(x_{1}\right)=F\left(F\left(x_{0}\right)\right)$
- $x_{3}=F^{3}\left(x_{0}\right)=F\left(x_{2}\right)=F\left(F\left(F\left(x_{0}\right)\right)\right)$


## Quiz

- Describe qualitatively all orbits of $F(x)=\sqrt{ } x$


## Fixed points

- If $F\left(x_{0}\right)=x_{0}$ then $x_{0}$ is a fixed point
- The orbit is $\left\{x_{0}, x_{0}, x_{0}, \ldots\right\}$
- For $F(x)=\sqrt{ } x$, there are two fixed points:
$\mathrm{x}_{0}=0$
$x_{0}=1$


## Periodic points

- If $\mathrm{F}^{\mathrm{n}}\left(\mathrm{x}_{0}\right)=\mathrm{x}_{0}$ for $\mathrm{n}>1$, but not for n
$=1$, then $x_{0}$ is a periodic point
- The smallest n for which $\mathrm{F}^{\mathrm{n}}\left(\mathrm{x}_{0}\right)=\mathrm{x}_{0}$ is the period
- Example:
- $F(x)=(7 / 2) x(1-x)$
- $x_{0}=3 / 7$ is a period 2 periodic point
- Orbit: $\{3 / 7,6 / 7,3 / 7,6 / 7,3 / 7, \ldots\}$


## Quiz

- Find all fixed and period 2 points of $F(x)=(7 / 2) x(1-x)$
- Fixed:
set $F(x)=x$ and solve
- Period 2:
set $F(F(x))=x$ and solve


## Nevvton's method

- Used to solve equations in the form $f(x)=0$
- Newton's method is really a dynamical system
- Example: solve $\cos x=x$
- Let $f(x)=\cos x-x$
- Guess $x_{0}$ (close to what you believe the answer to be)
- $x_{1}=x_{0}-f\left(x_{0}\right) / f^{\prime}\left(x_{0}\right)$
- $x_{2}=x_{1}-f\left(x_{1}\right) / f^{\prime}\left(x_{1}\right)$
- $x_{n+1}=x_{n}-f\left(x_{n}\right) / f^{\prime}\left(x_{n}\right)$


## Orbit of $x_{0}=1$

- $x_{0}=1$
- $x_{1}=0.7503638678$
- $x_{2}=0.7391128909$
- $x_{3}=0.7390851334$
- $x_{4}=0.7390851332$
- $x_{5}=0.7390851332$
- Note that $x_{5}=x_{4}$ to 10 decimal places
- Thus, 0.7390851332 is a fixed point


## Graph of $\cos \mathrm{x}-\mathrm{x}$



## How Newton's method works

- Guess $x_{0}$ close to $\underline{x}$ (the solution)
- Go vertically from $x_{0}$ on $x$-axis to $f\left(x_{0}\right)$
- Follow the tangent line to $f(x)$ at $\left(x_{0}, f\left(x_{0}\right)\right)$ back to the $x$-axis; call where it hits $x_{1}$
- Repeat the previous two steps until either:
- completed too many loops (diverges)
- $\left|x_{n}-x_{n-1}\right|<$ tolerance (converges)


## Derivation of Newton's method (on board)



## Derivation of Nevton's method

- The line through ( $\mathrm{x}_{0}, \mathrm{f}\left(\mathrm{x}_{0}\right)$ ) of slope $f^{\prime}\left(x_{0}\right)$ is:

$$
y-f\left(x_{0}\right)=f^{\prime}\left(x_{0}\right)\left(x-x_{0}\right)
$$

- This hits the $x$-axis at $\left(x_{1}, 0\right)$
- $0-\mathrm{f}\left(\mathrm{x}_{0}\right)=\mathrm{f}^{\prime}\left(\mathrm{x}_{0}\right)\left(\mathrm{x}_{1}-\mathrm{x}_{0}\right)$
-     - $f\left(x_{0}\right) / f^{\prime}\left(x_{0}\right)=x_{1}-x_{0}$
- $x_{1}=x_{0}-f\left(x_{0}\right) / f^{\prime}\left(x_{0}\right)$


## Quiz



- Study all possible orbits of Newton's method for $f(x)=$ $4 x^{4}-4 x^{2}$
- Are there any "bad" initial values for $\mathrm{x}_{0}$ ?

