Symbolic dynamics, entropy and mixing in the free-fall equal-mass three-body problem

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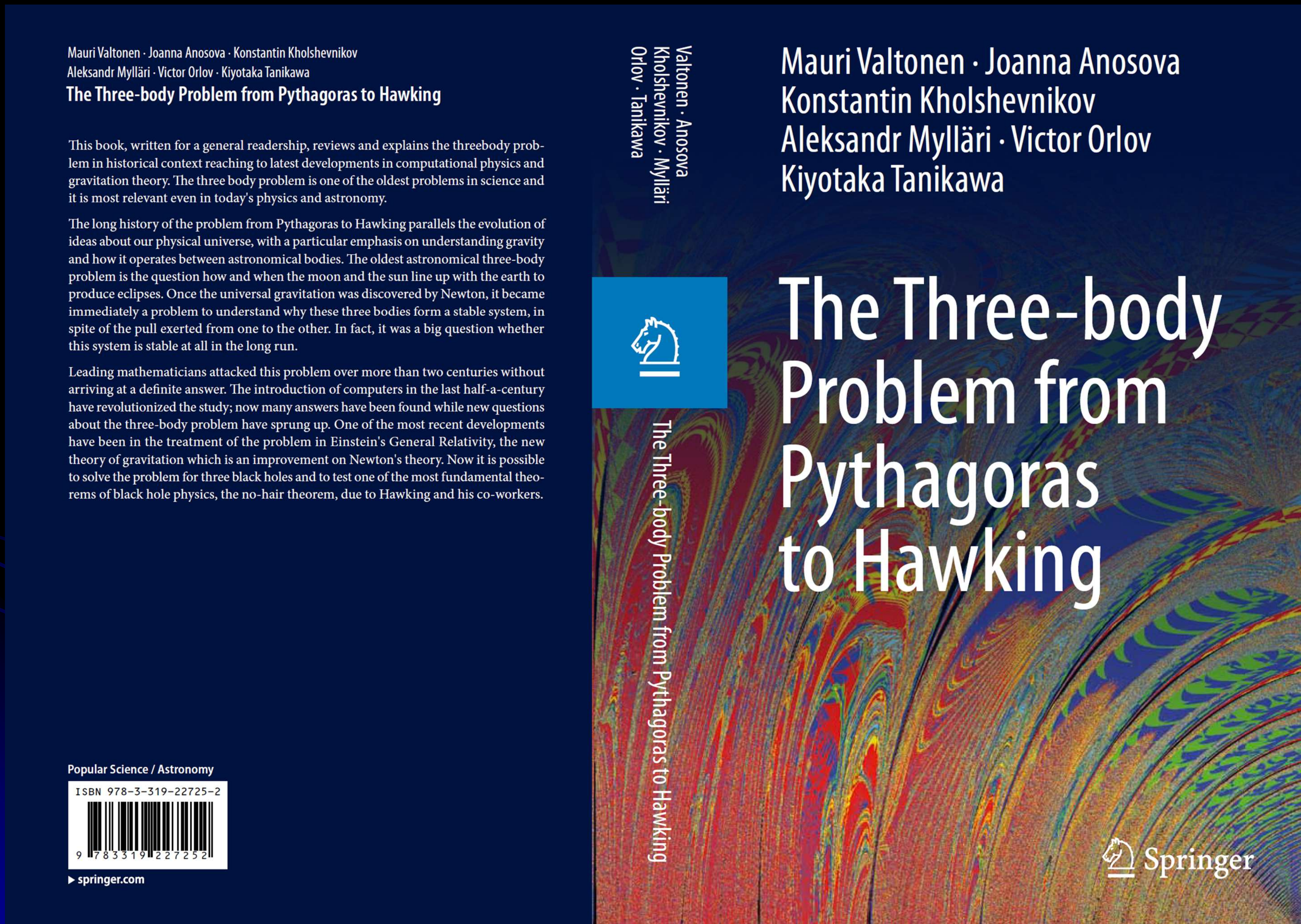
Motivation


Mauri Valtonen · Joanna Anosova · Konstantin Kholshevnikov
Aleksandr Mylläri · Victor Orlov · Kiyotaka Tanikawa
The Three-body Problem from Pythagoras to Hawking
This book, written for a general readership, reviews and explains the threebody problem in historical context reaching to latest developments in computational physics and gravitation theory. The three body problem is one of the oldest problems in science and it is most relevant even in today's physics and astronomy.
The long history of the problem from Pythagoras to Hawking parallels the evolution of ideas about our physical universe, with a particular emphasis on understanding gravity and how it operates between astronomical bodies. The oldest astronomical three-body problem is the question how and when the moon and the sun line up with the earth to produce eclipses. Once the universal gravitation was discovered by Newton, it became immediately a problem to understand why these three bodies form a stable system, in spite of the pull exerted from one to the other. In fact, it was a big question whether this system is stable at all in the long run.
Leading mathematicians attacked this problem over more than two centuries without arriving at a definite answer. The introduction of computers in the last half-a-century have revolutionized the study; now many answers have been found while new questions about the three-body problem have sprung up. One of the most recent developments have been in the treatment of the problem in Einstein's General Relativity, the new theory of gravitation which is an improvement on Newton's theory. Now it is possible to solve the problem for three black holes and to test one of the most fundamental theorems of black hole physics, the no-hair theorem, due to Hawking and his co-workers.
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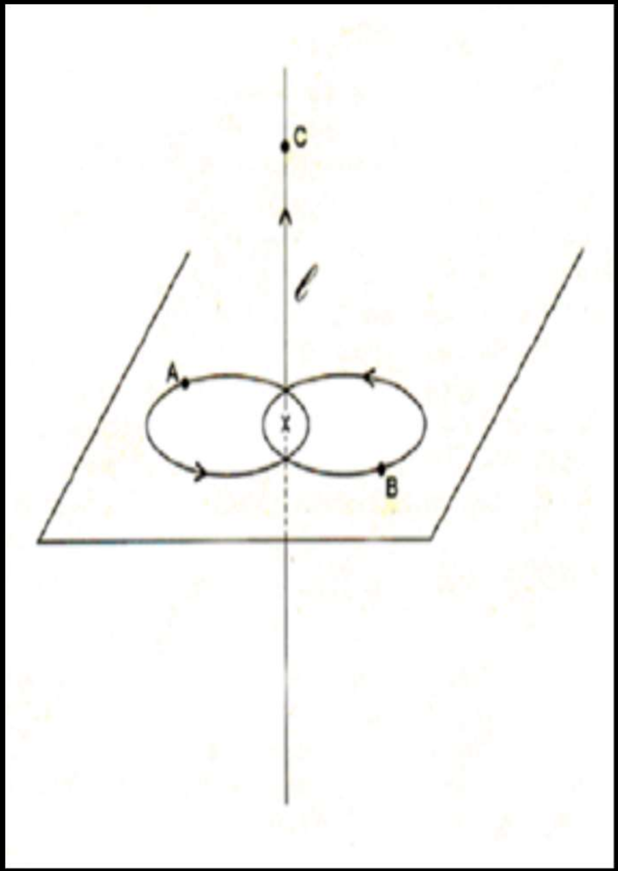
Springer

History

Sitnikov problem
(Alexeev, 1969)
Rectilinear problem
(Tanikawa & Mikkola, 2000)
Isosceles problem
(Zare & Chesley, 1998; Chesley, 1999)
Free-fall equal-mass
three-body problem
(Chernin et al., Mylläri et al., 2004, 2006)

Sitnikov problem

(Alexeev, 1969)



Basic Ideas of Symbolic Dynamics

Symbolic dynamical system **consists of three parts:**

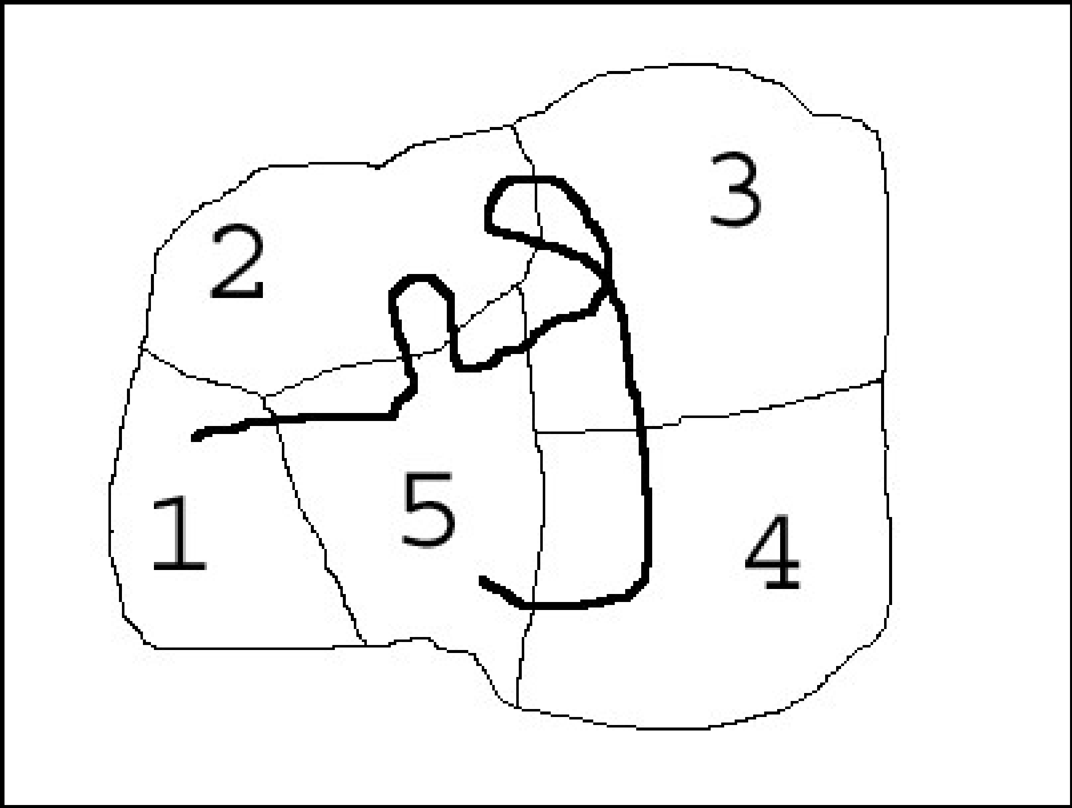
Ω **– finite alphabet;**

X – space of infinite sequences

$\{\omega_i\}, \; i \in Z, \; \omega_i \in \Omega;$

σ – shift transformation,

σ : $\{\omega_i\}', \; \omega'_i = \omega_{i+1}$



…1, 5, 2, 5, 3, 2, 3, 4, 5,…

Examples of Symbolic Sequences for $\Omega=\{0, 1\}$

- **Fixed Point**

… 0, 0, 0, 0, 0, 0, …

- **Trajectory coming to Fixed Point**

… 0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, …

- **Periodic Trajectory**

… 0, 1, 0, 1, 0, 1, 0, 1, 0, 1, …

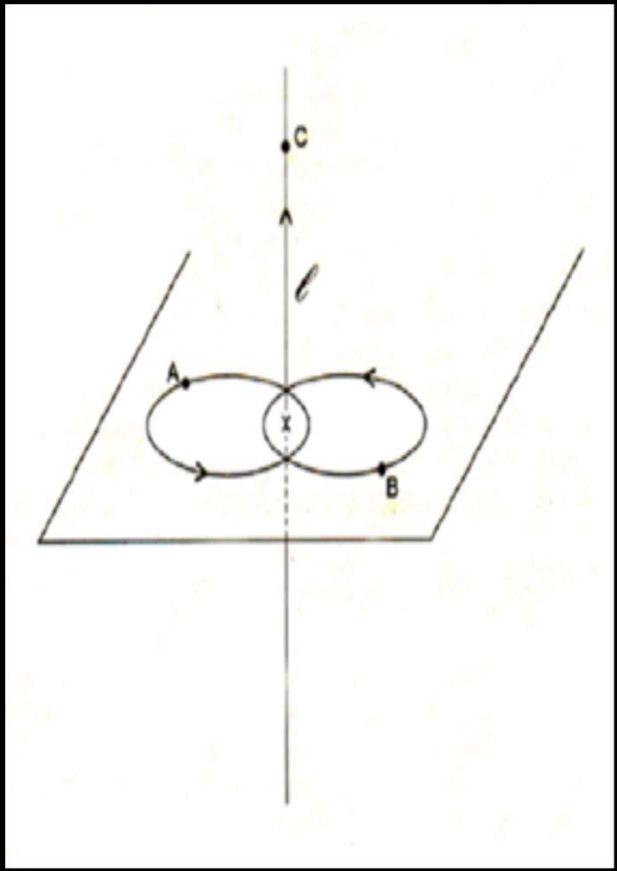
- **“Dense” Trajectory**

… 0,1,0,0,0,1,1,0,1,1,0,0,0,0,0,1,0,1,0,0,1,1,1,0,1,1,1,0,1,1,1,…

(all combinations of length 1, 2, 3, …)

Sitnikov problem

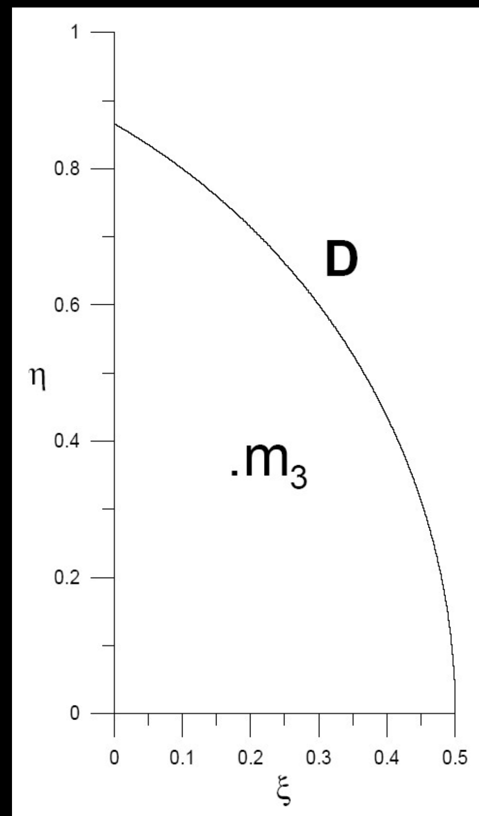
(Alexeev, 1969)



Different ways to construct the symbolic sequence

- **Partitioning of the phase space**
- **Fixing special dynamical states during the evolution of the triple system (binary encounters, triple encounters, special configurations, etc.)**

One-to-One Correspondence between Dynamical System and Symbolic Sequence



1
0.8
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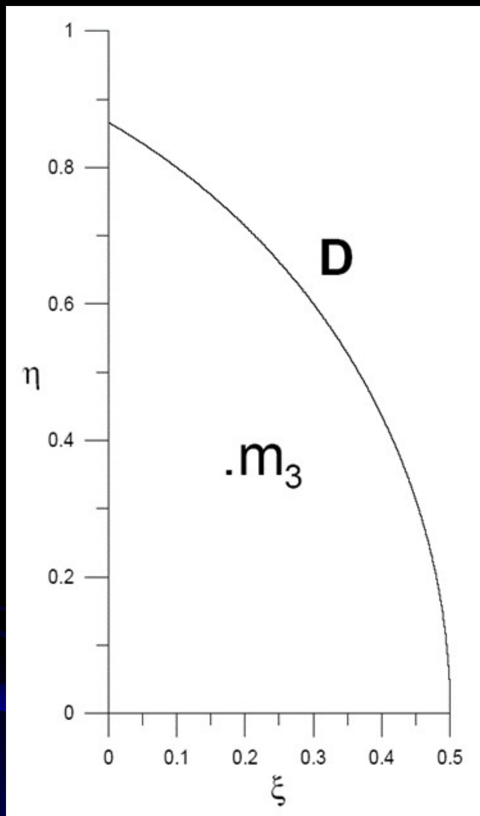
ξ
D
.m3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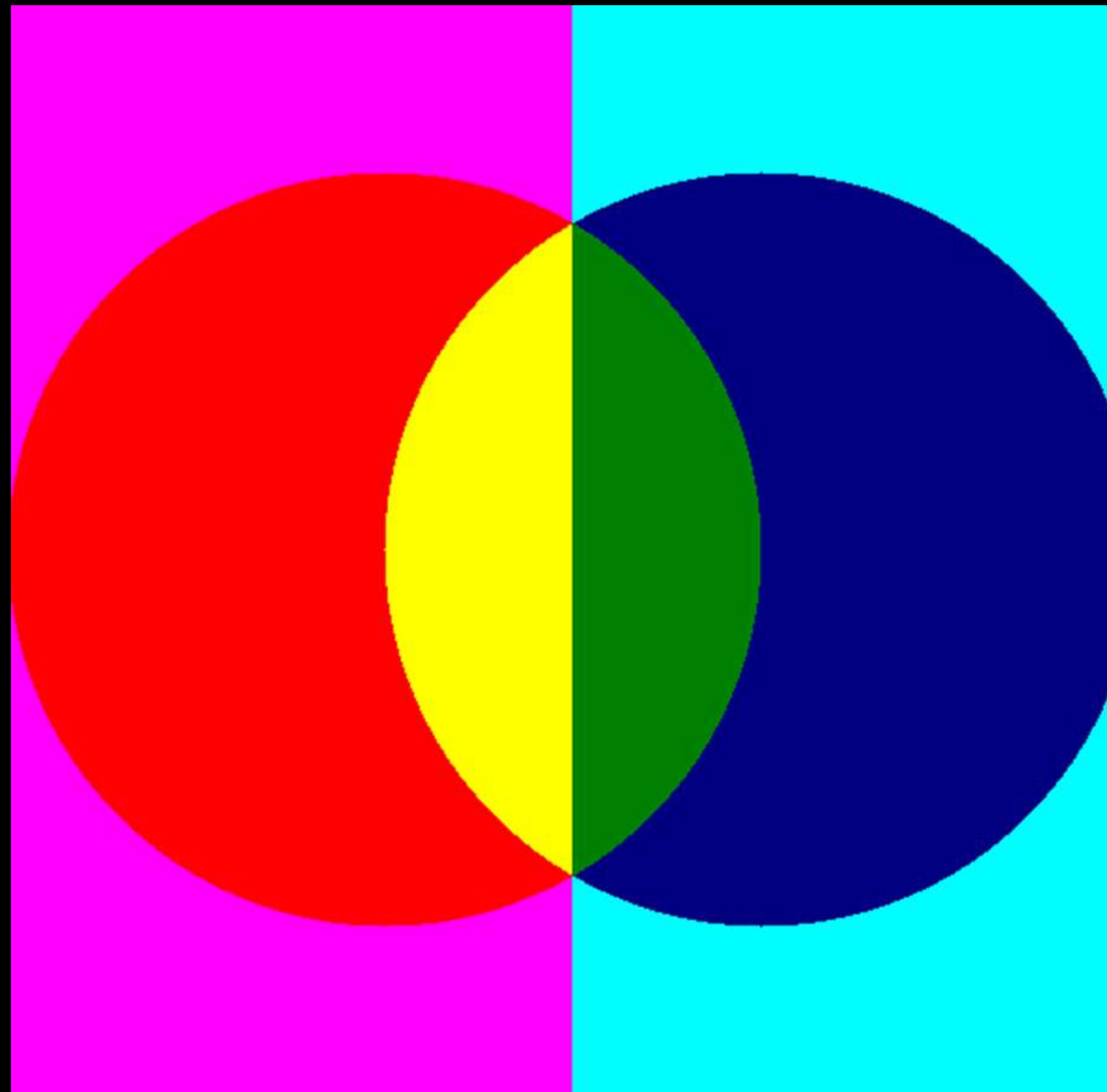
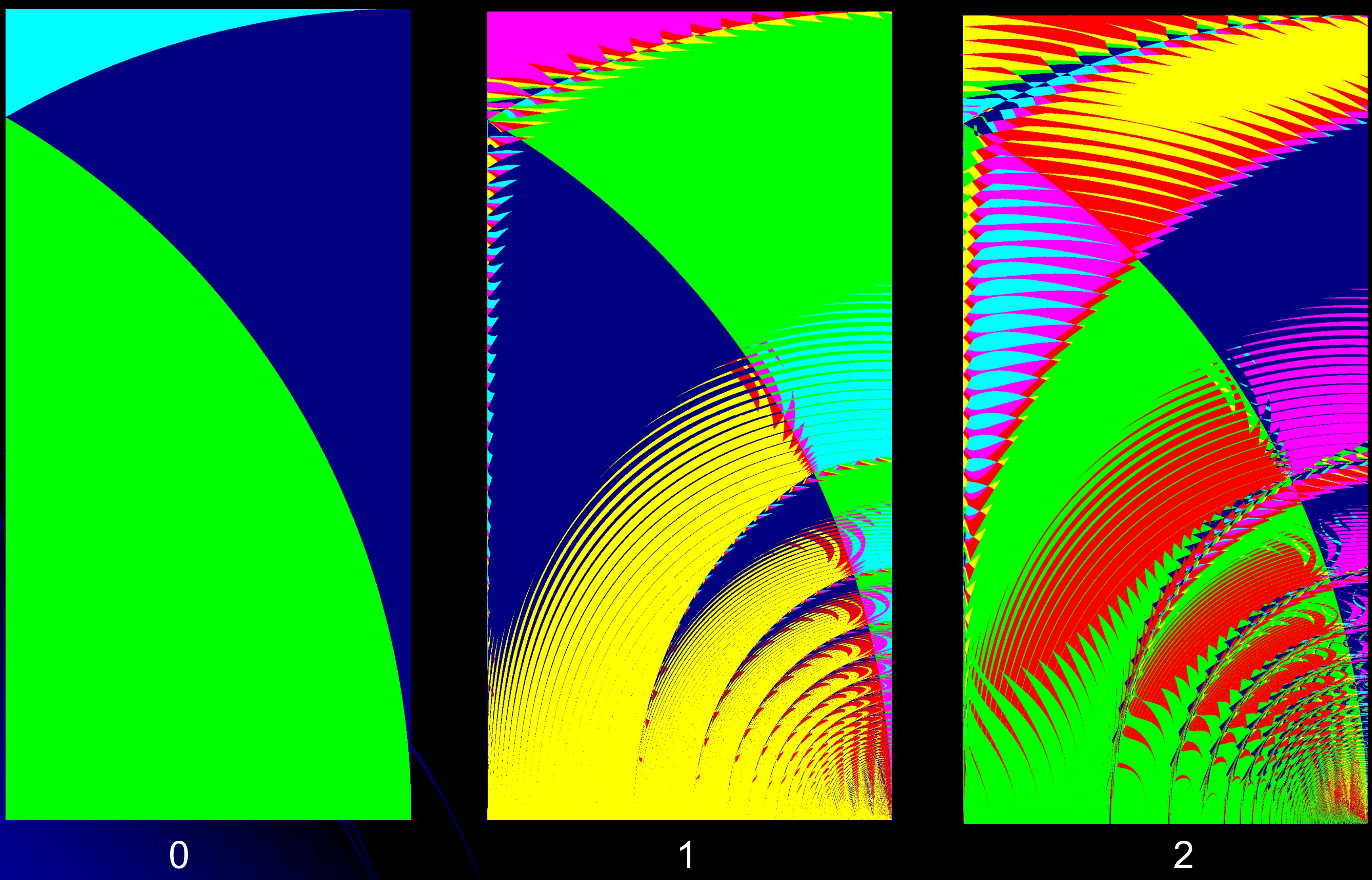
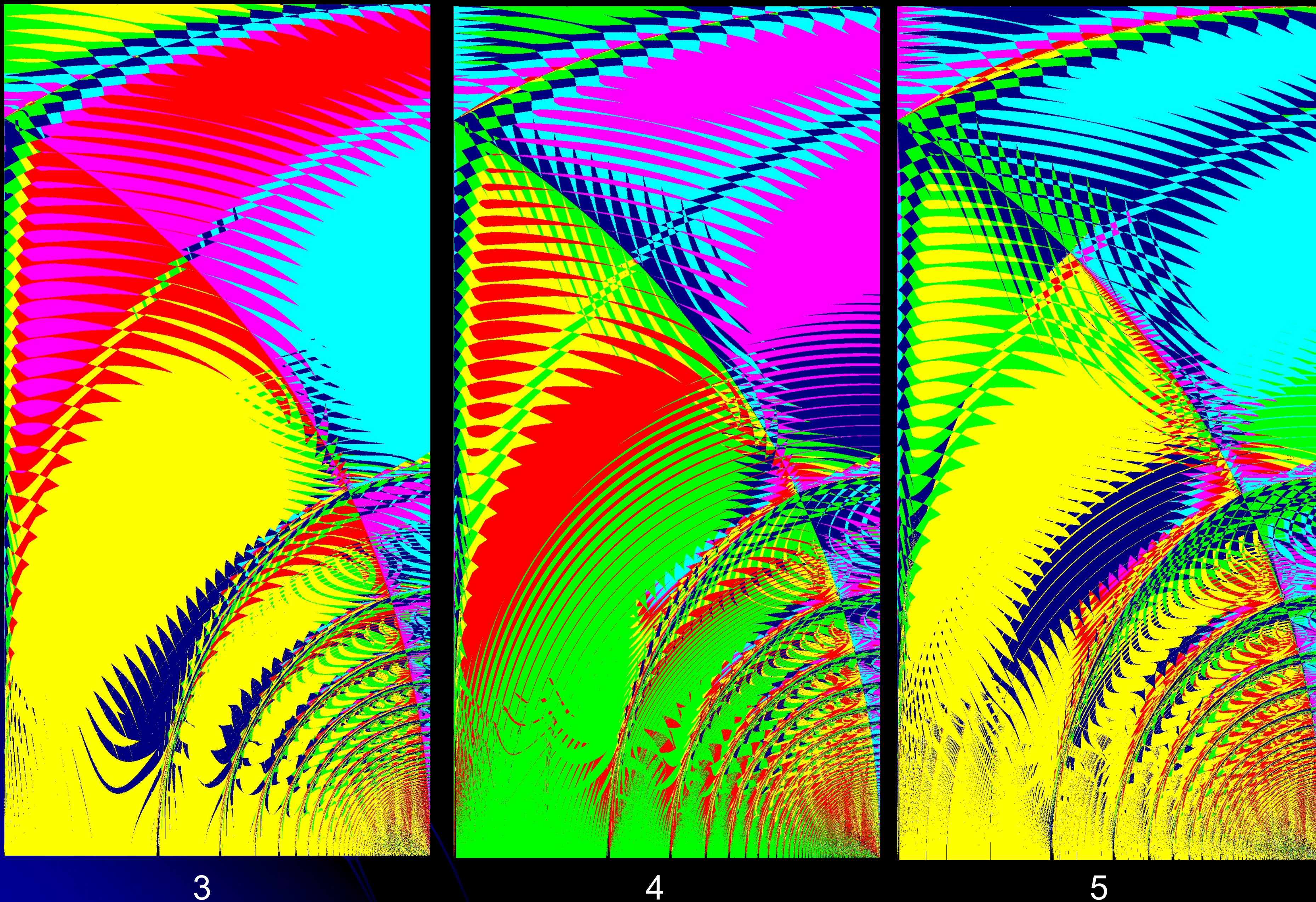
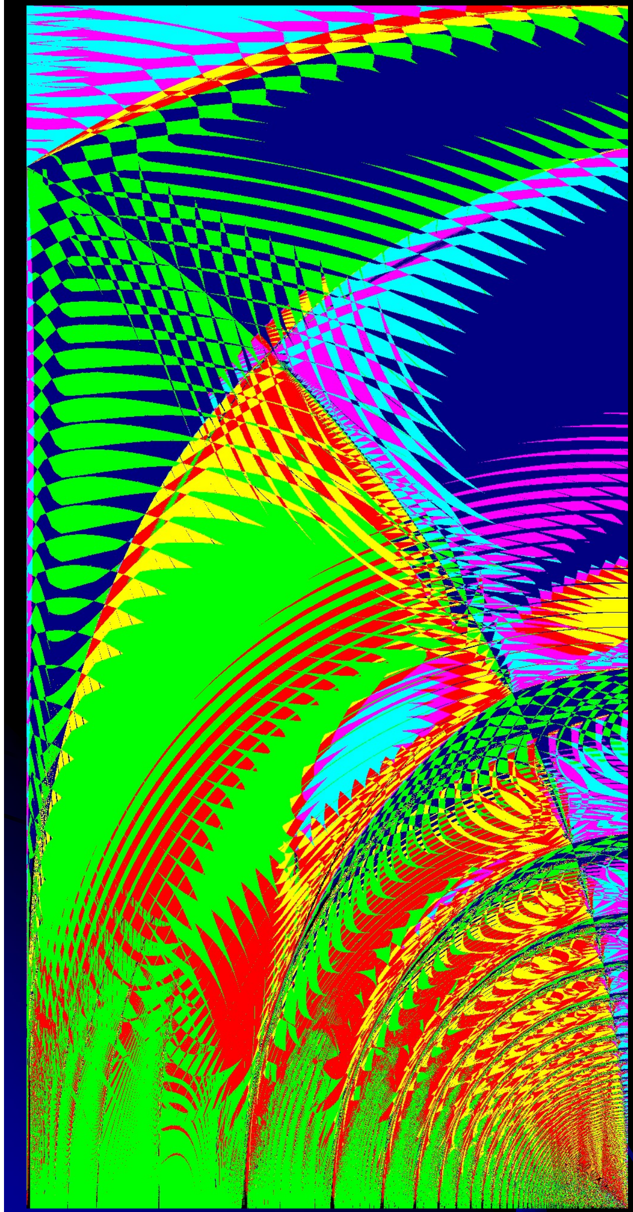
1



One-to-One Correspondence between Dynamical System and Symbolic Sequence




3
4
5



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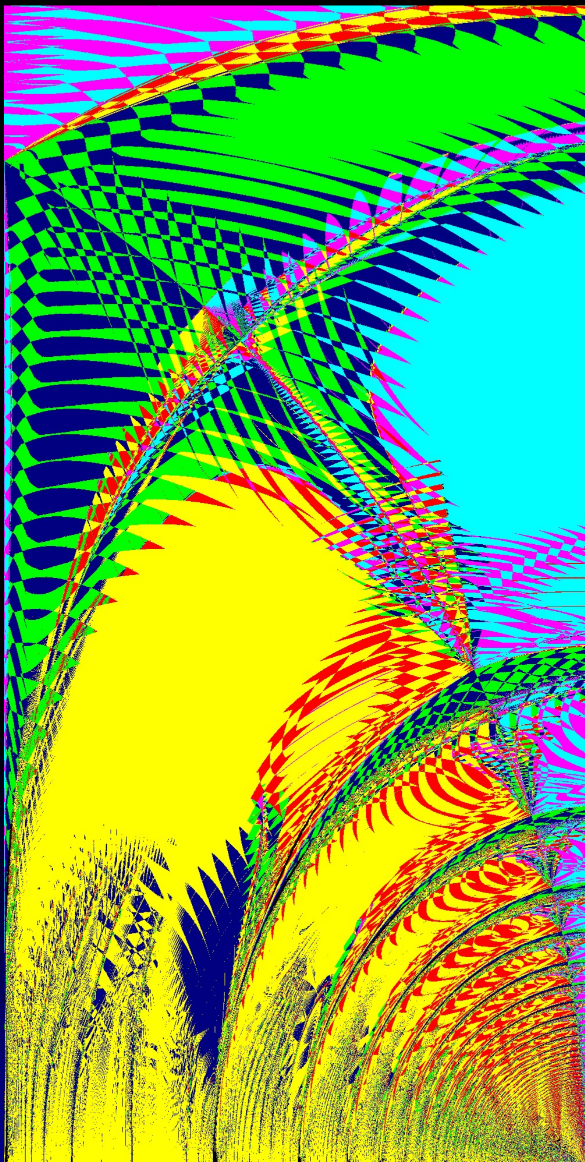

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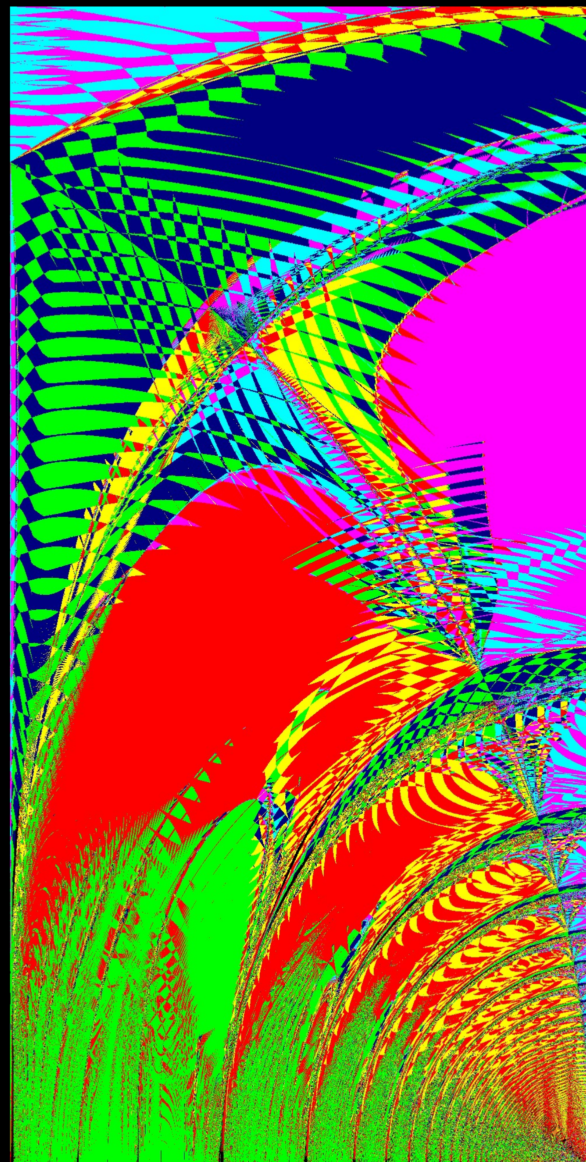

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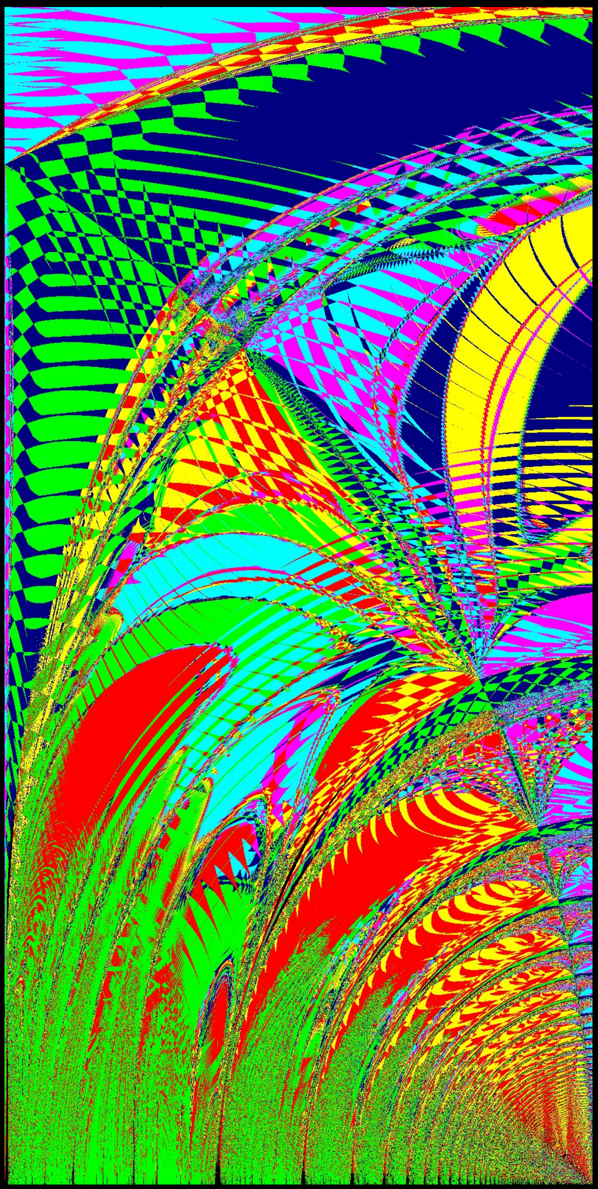

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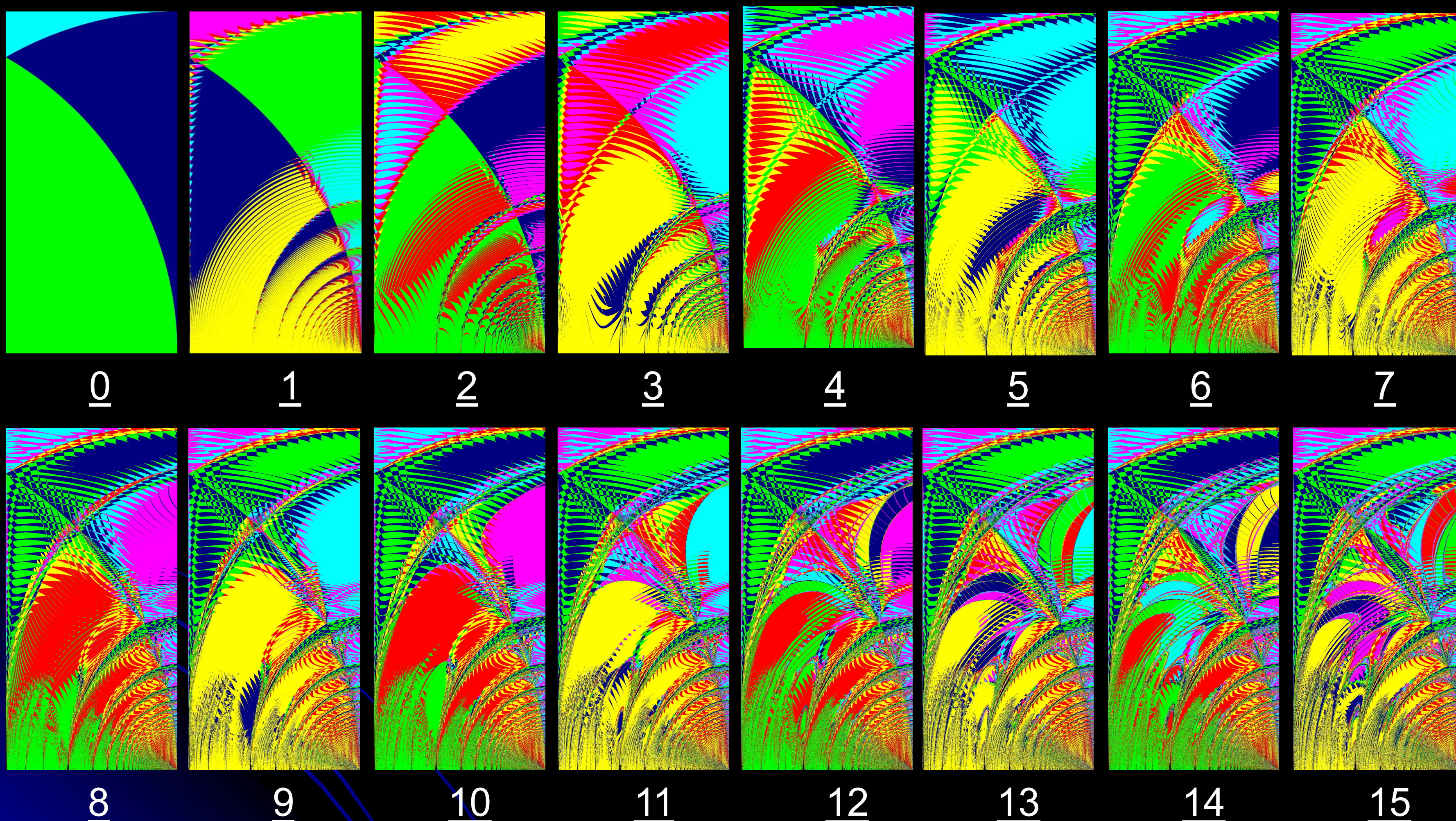
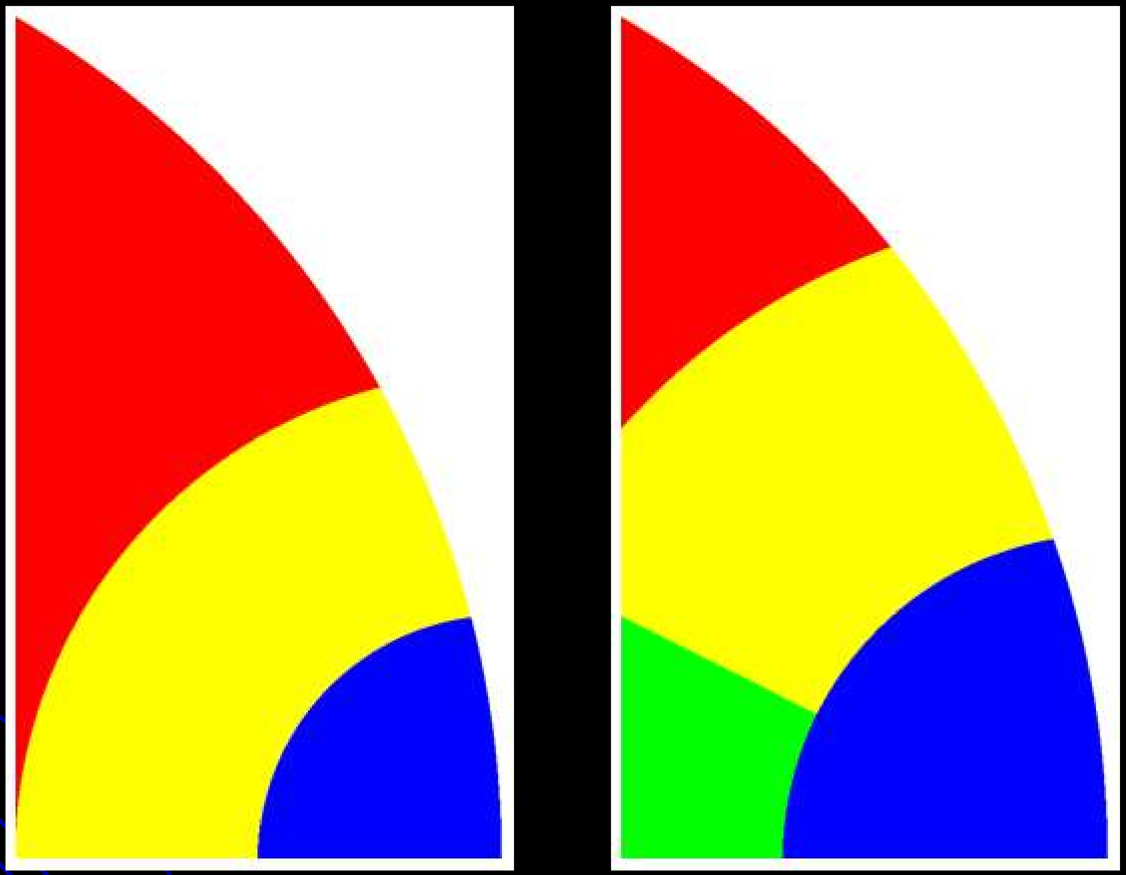
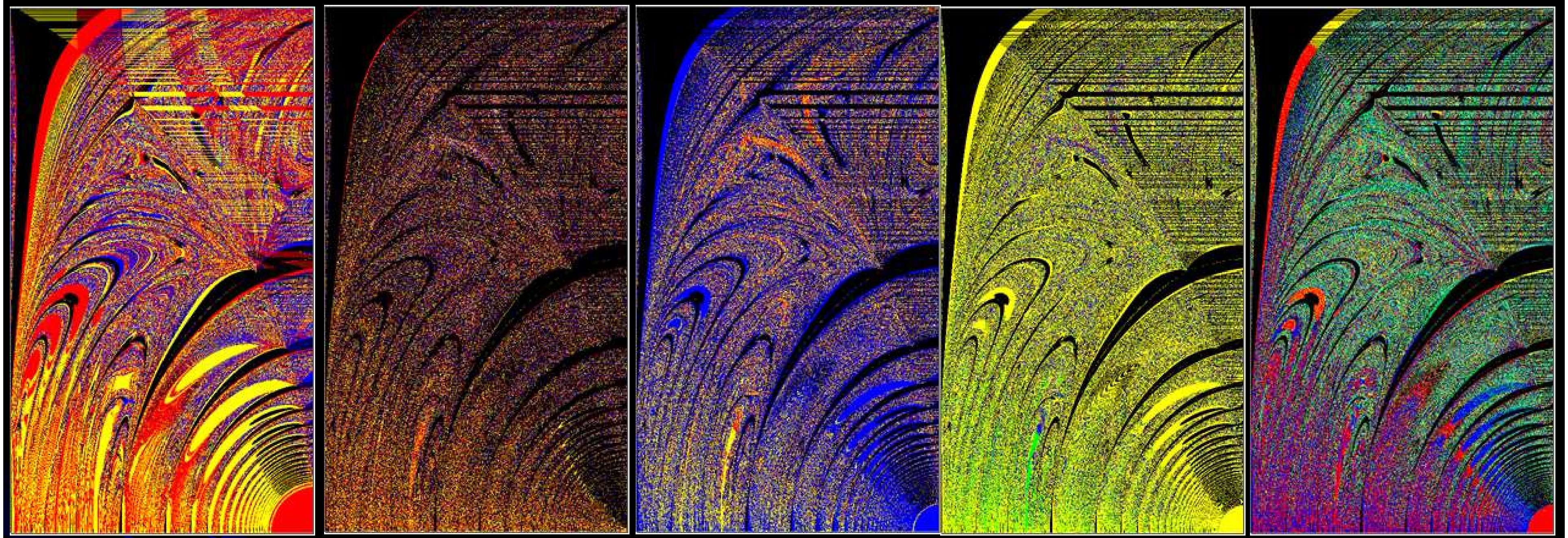


Sensitivity to the initial conditions. Initial (0), and 15 next symbols in the sequences for Method D are presented. Different colors correspond to different symbols. Black color corresponds to the escape.

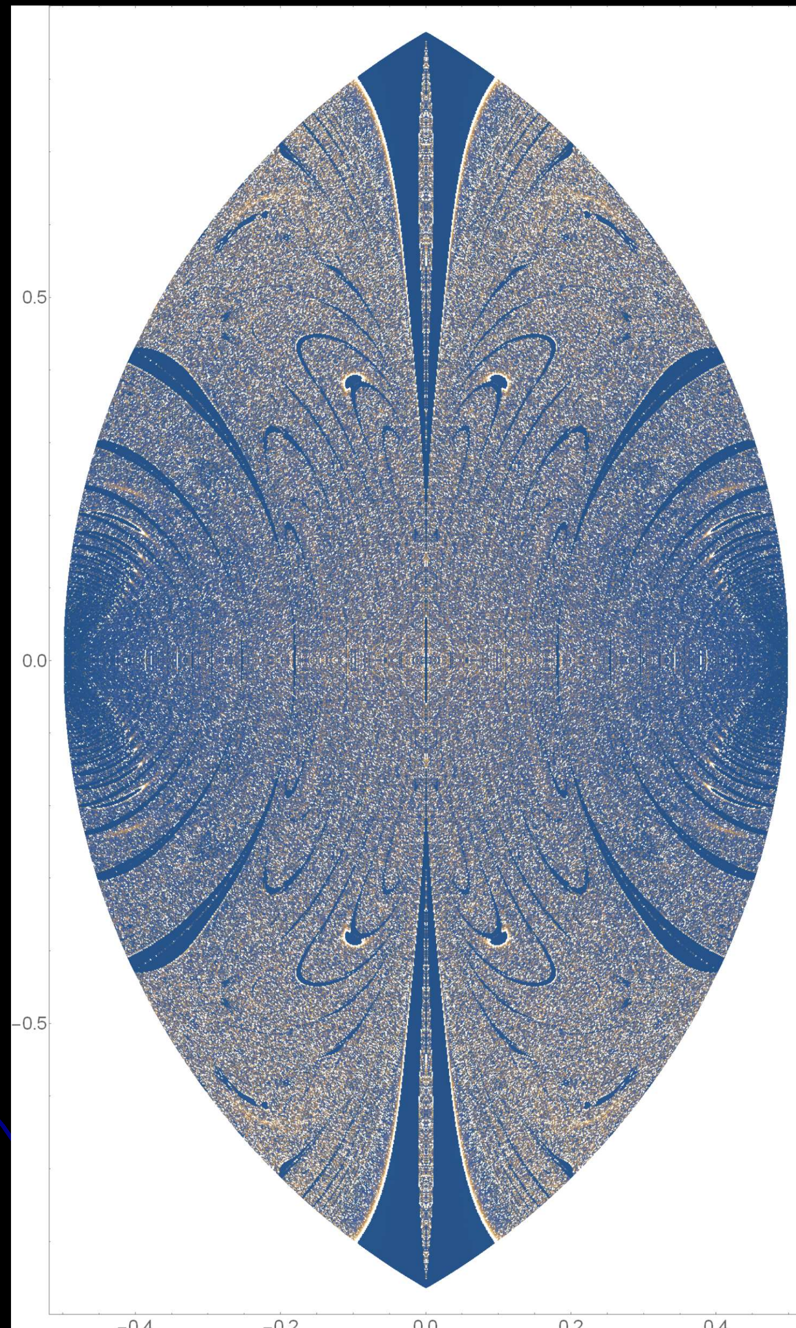
Different ways to construct the symbolic sequence

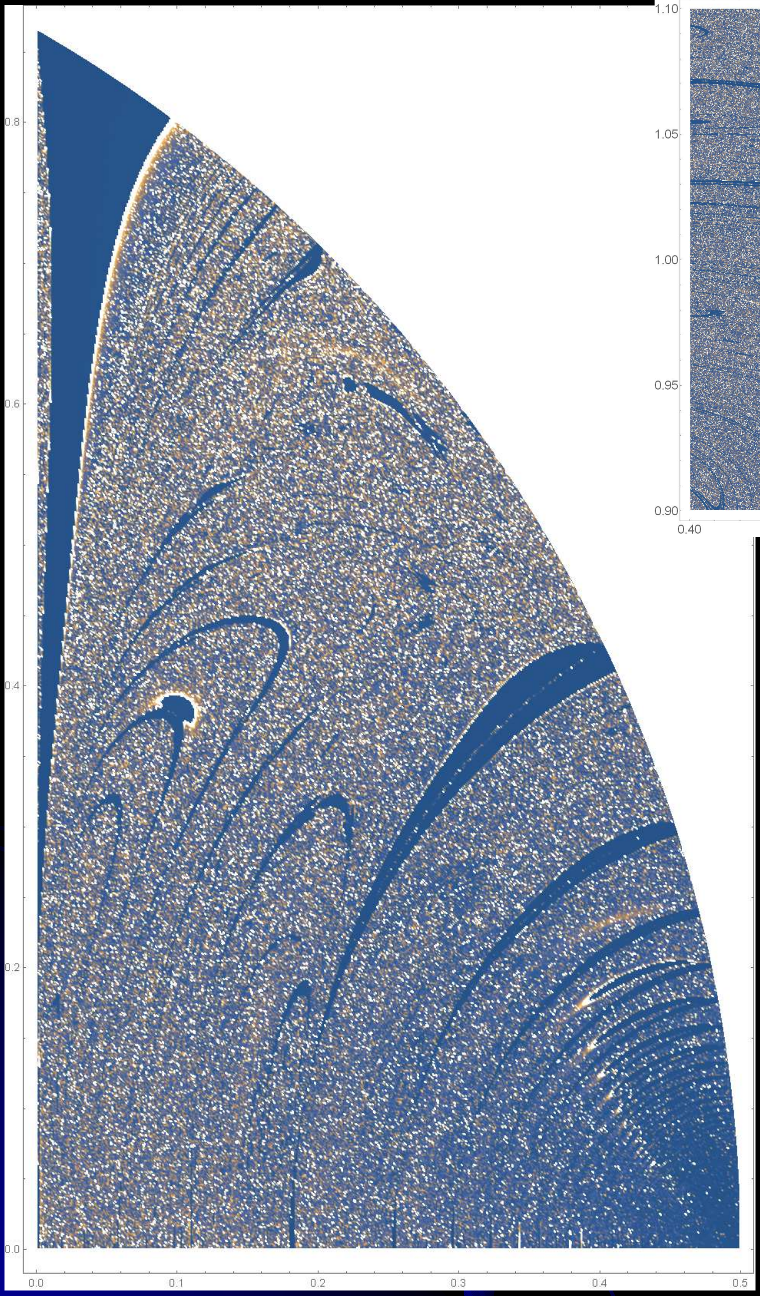
- **Partitioning of the phase space**
- **Fixing special dynamical states during the evolution of the triple system (binary encounters, triple encounters, special configurations, etc.)**

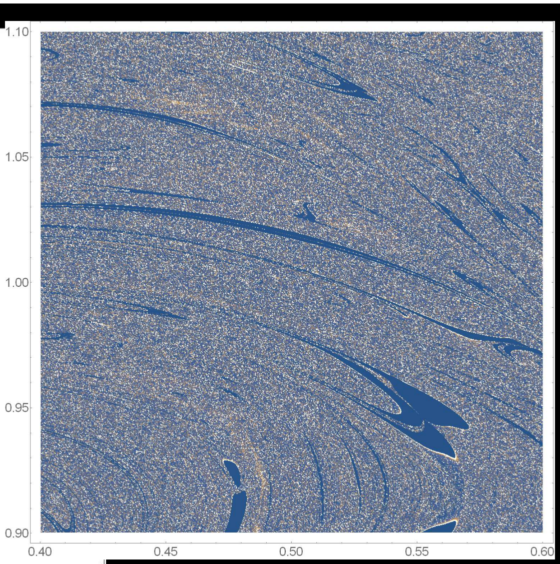


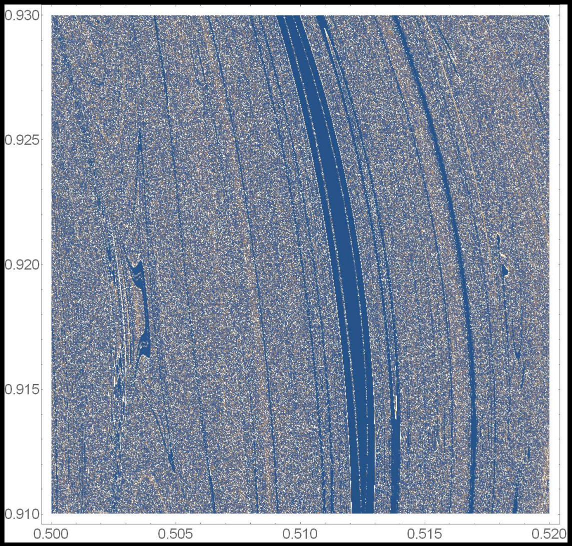


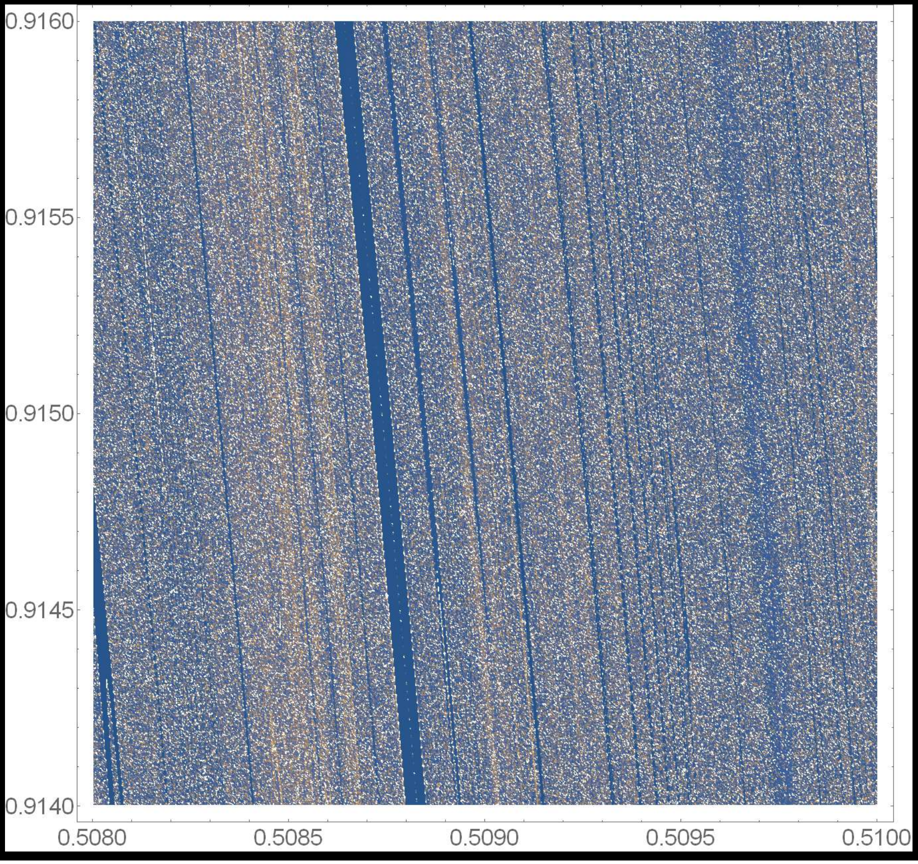
Left to right: 20th symbol in the sequences for Method bin and Method triple, 40th symbol for Methods 3, 4 and D.


0.5
0.0
−0.5
−0.4
−0.2
0.0
0.2
0.4

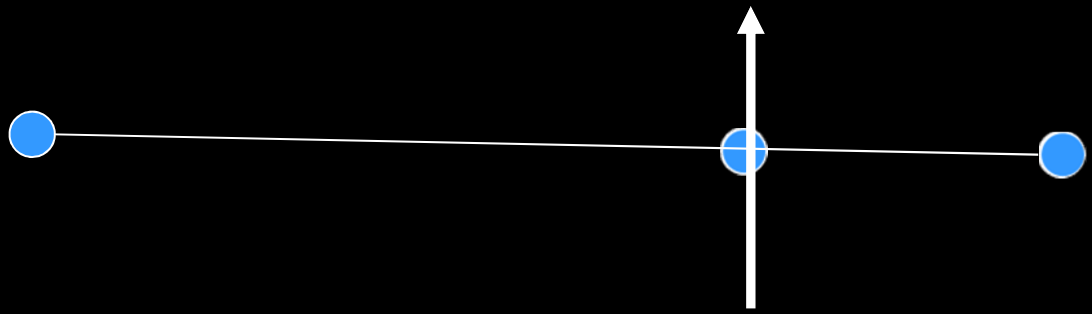




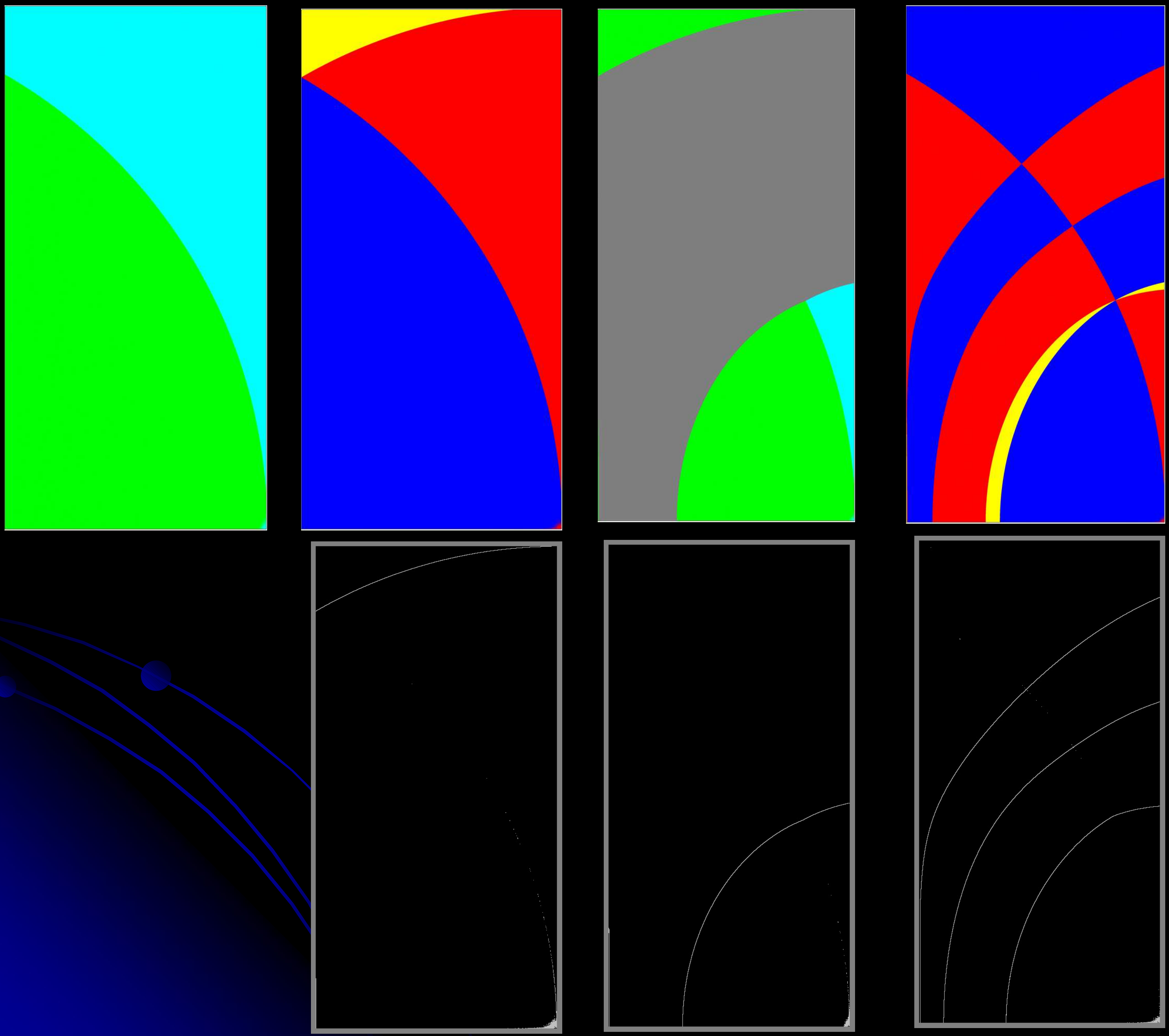


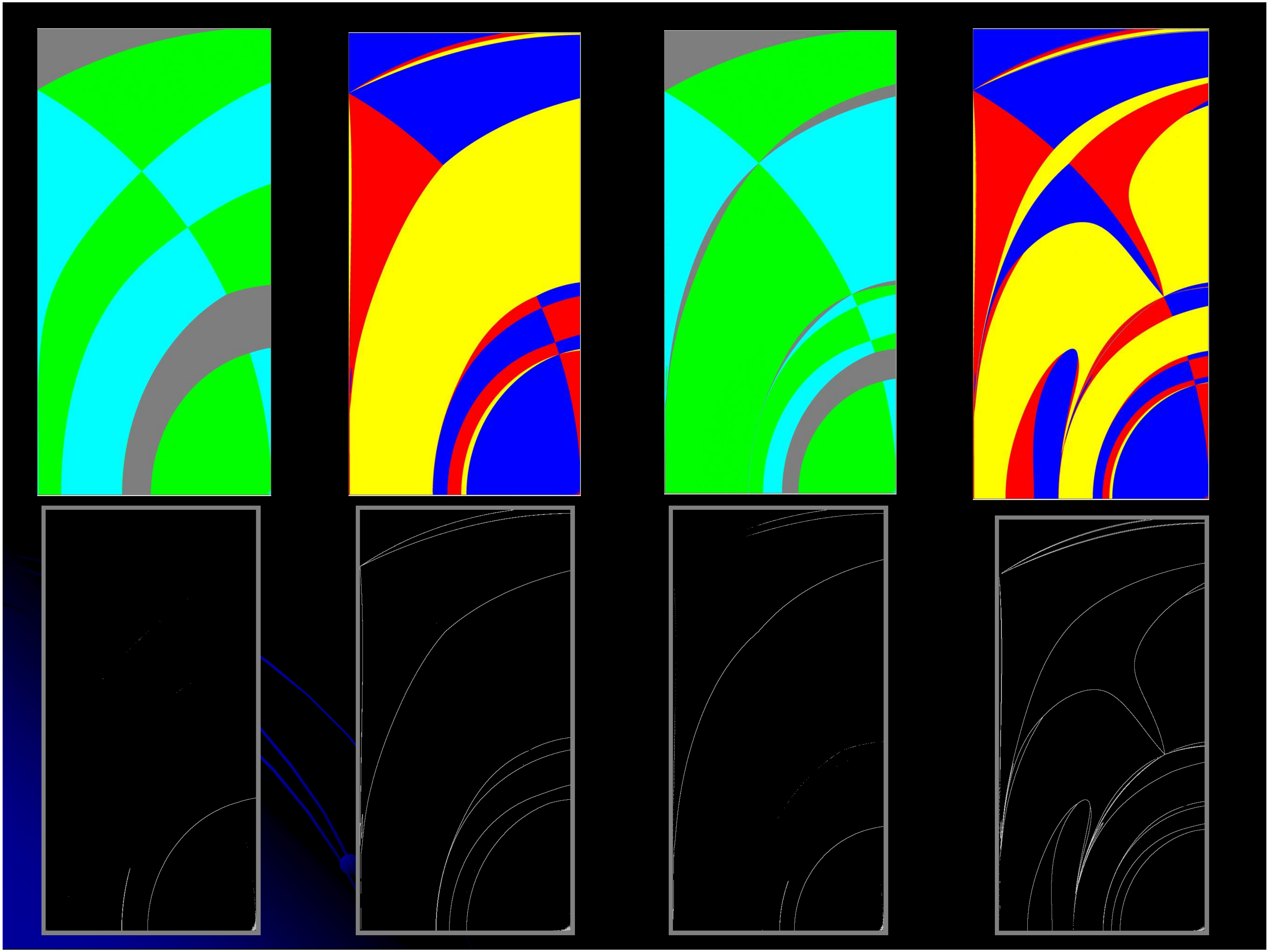


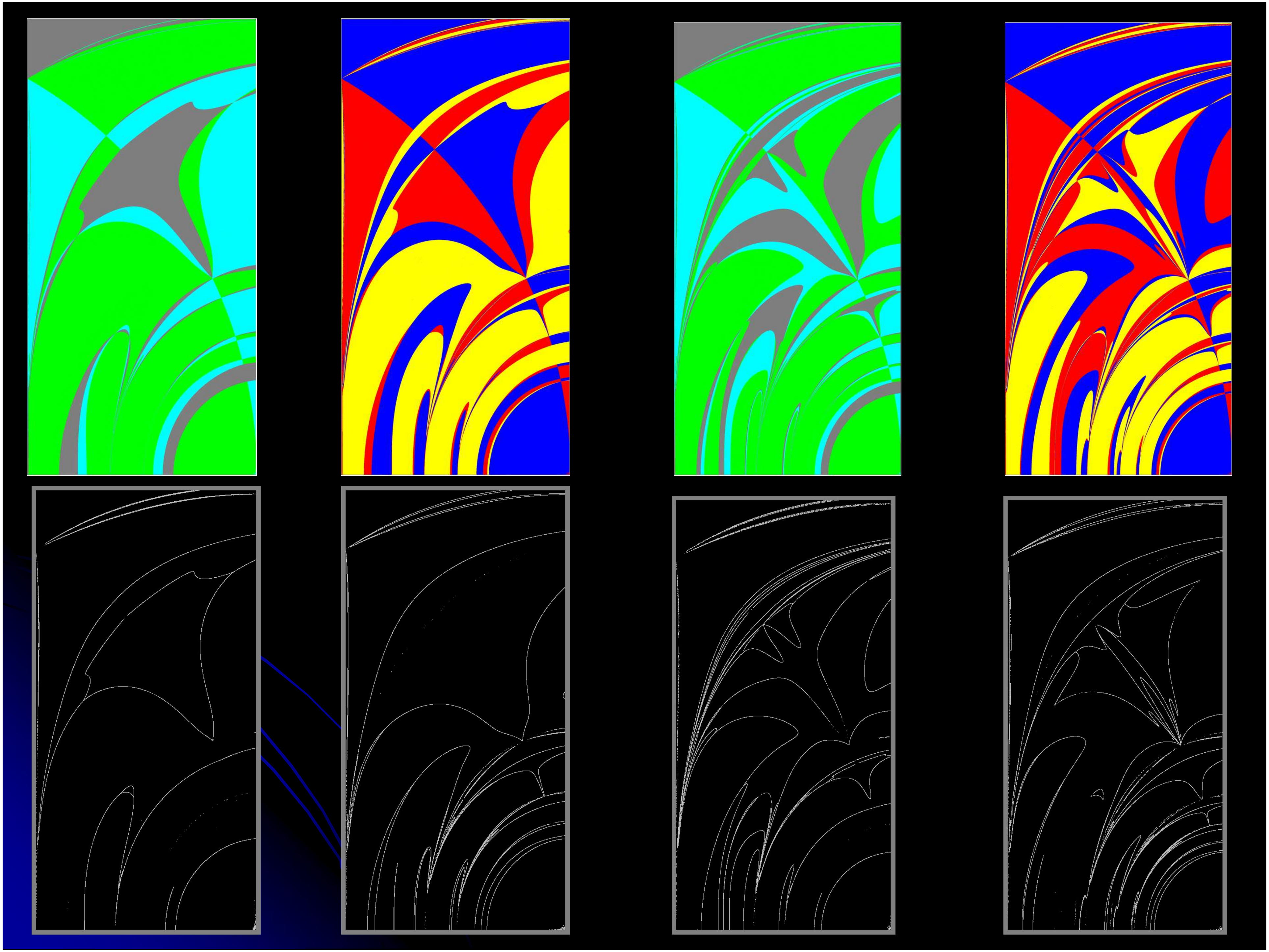
Blue -- short-lived, yellow -- long-lived

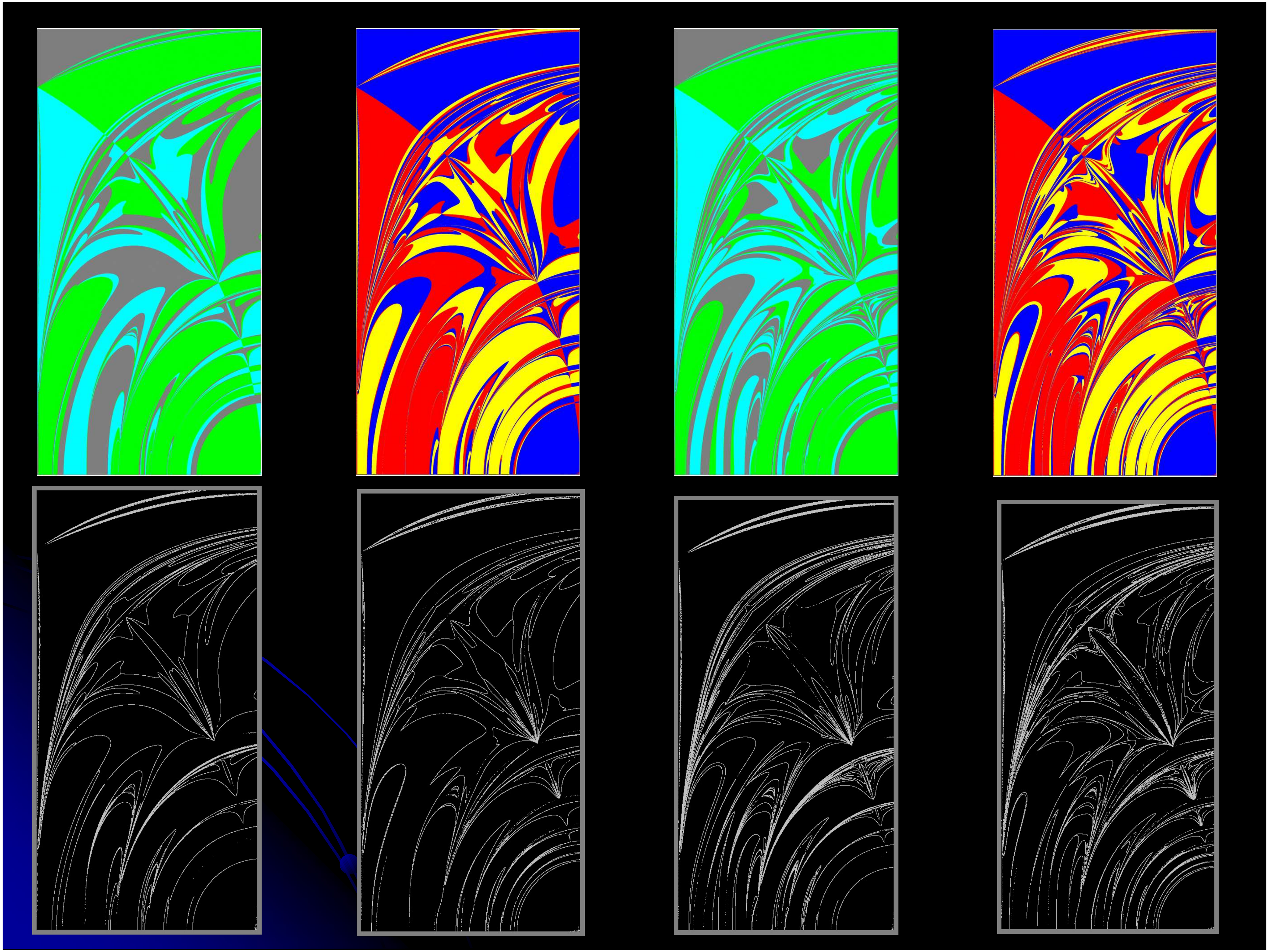


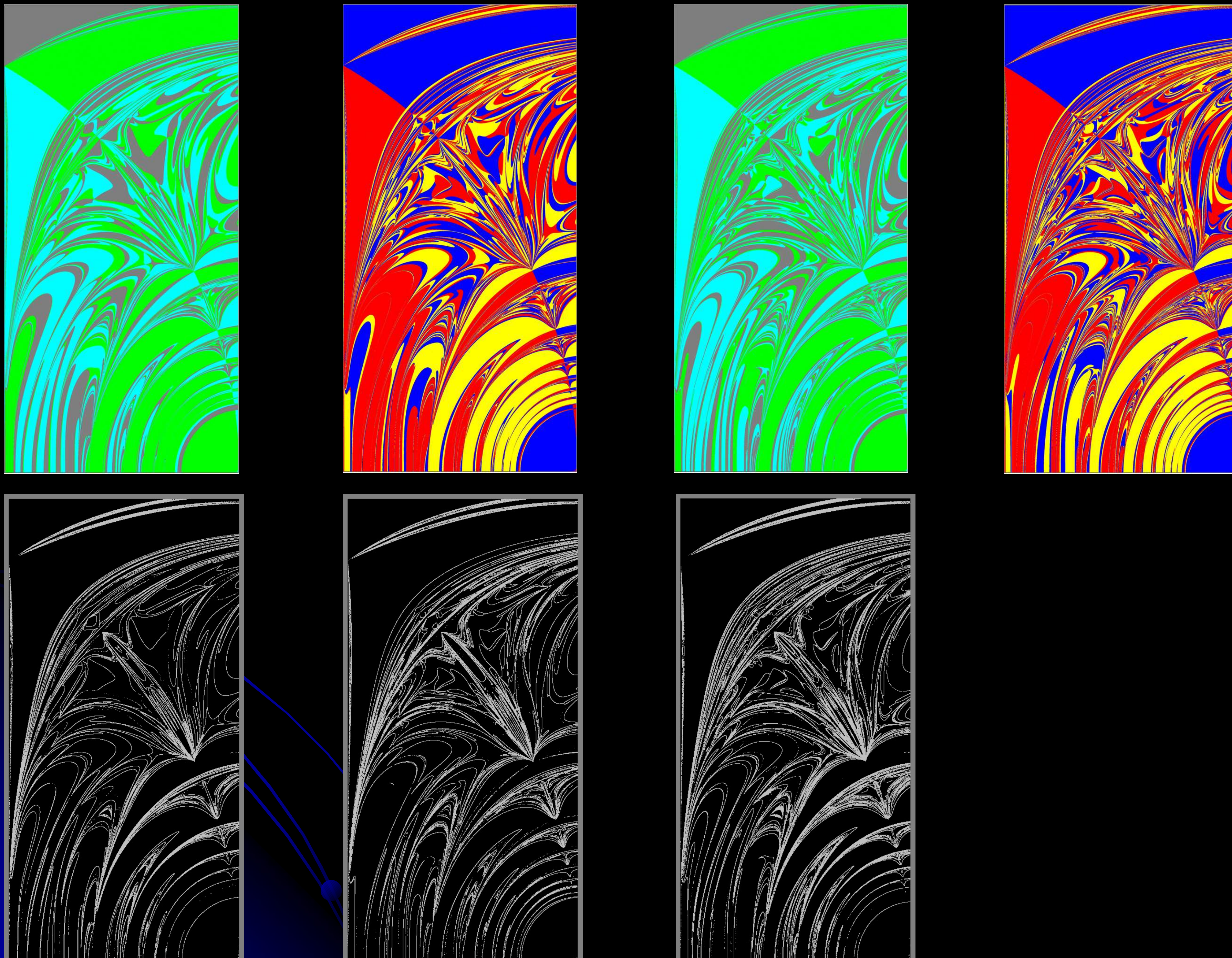
Fixing special dynamical states during the evolution of the triple system (Tanikawa et al.)



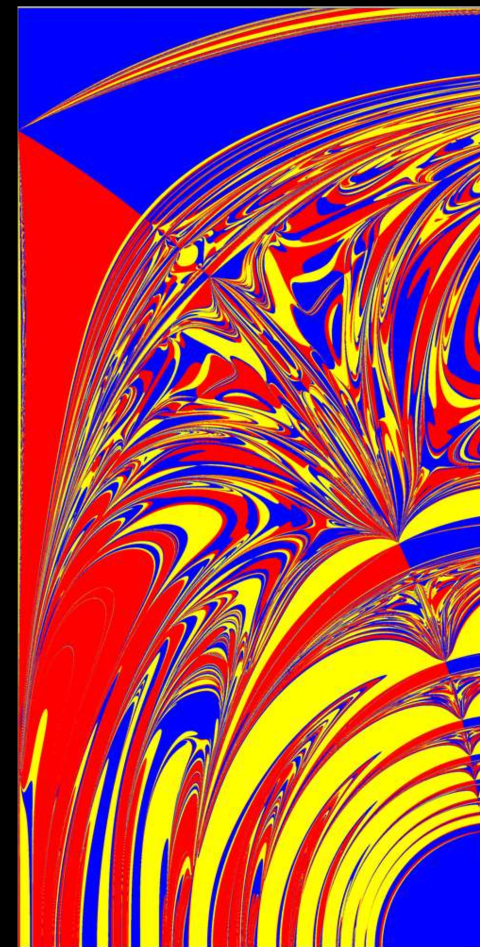


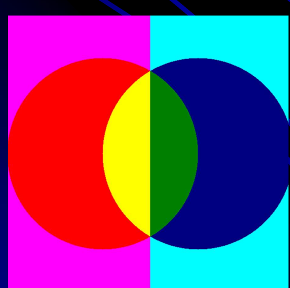


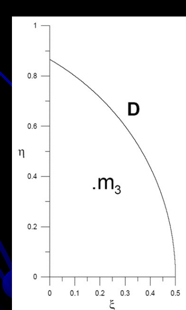




One-to-One Correspondence between Dynamical System and Symbolic Sequence







Entropies to Describe the Complexity of Symbolic Sequences

(Shannon) Entropy

$$H_1 = -\sum_i p_i \ln p_i$$

Markov Entropy

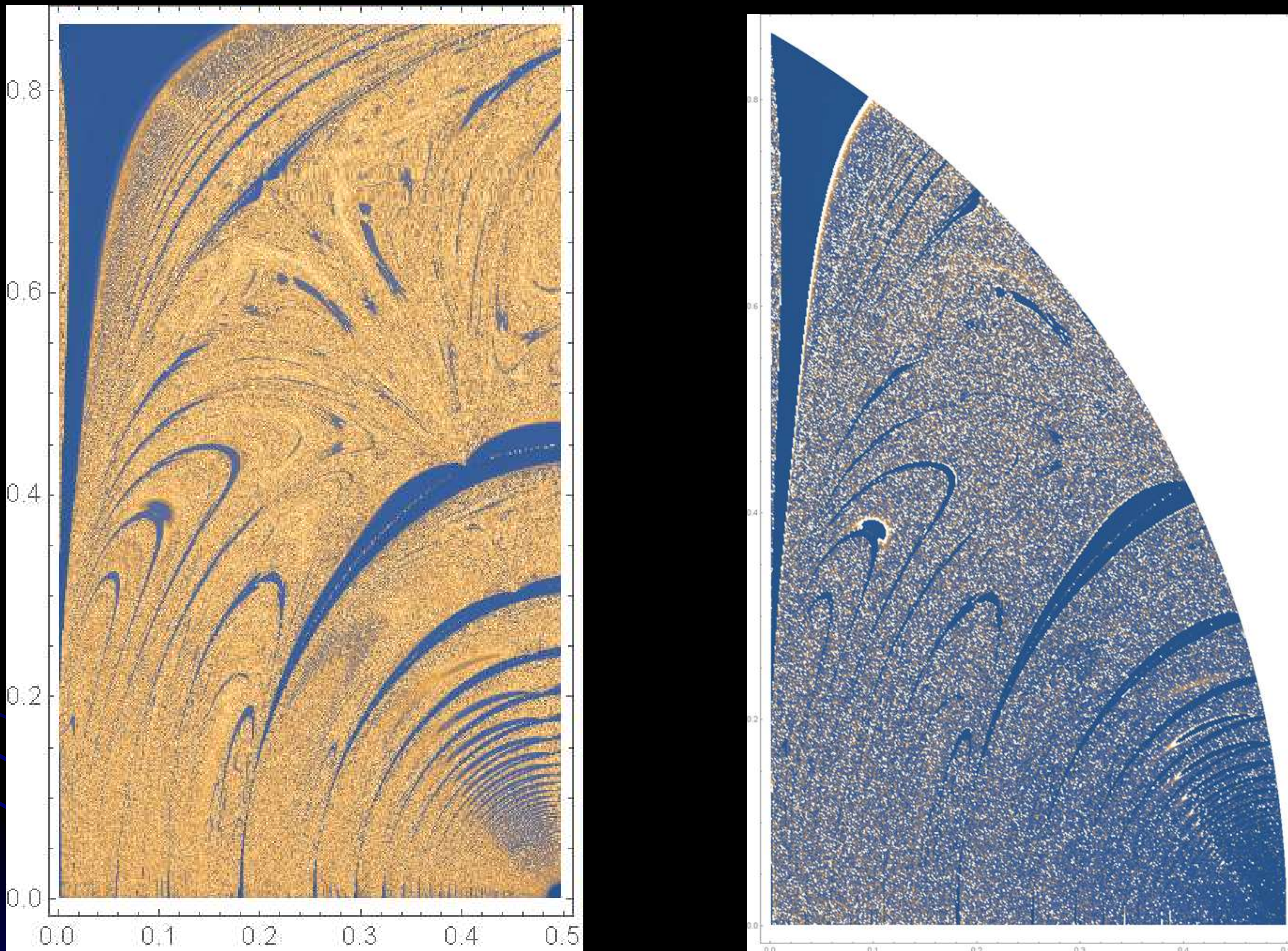
$$H_2 = -\sum_i p_i \sum_j q_{ij} \ln q_{ij}$$

p_i – **frequency of symbol *"i"* in the sequence;**

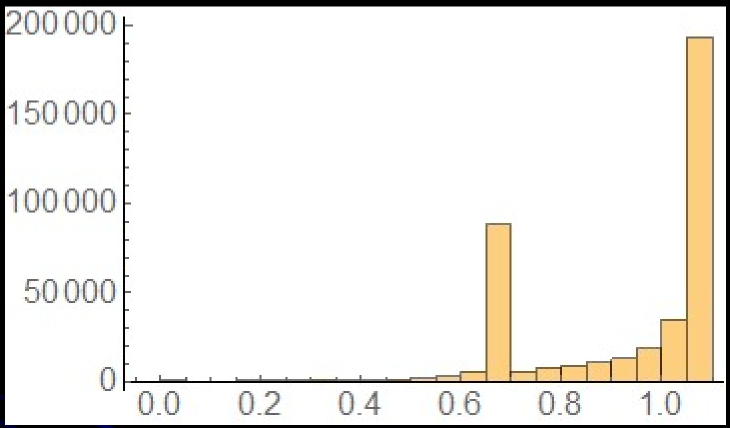
q_{ij} – **frequency of transitions from *"i" to "j"*.**

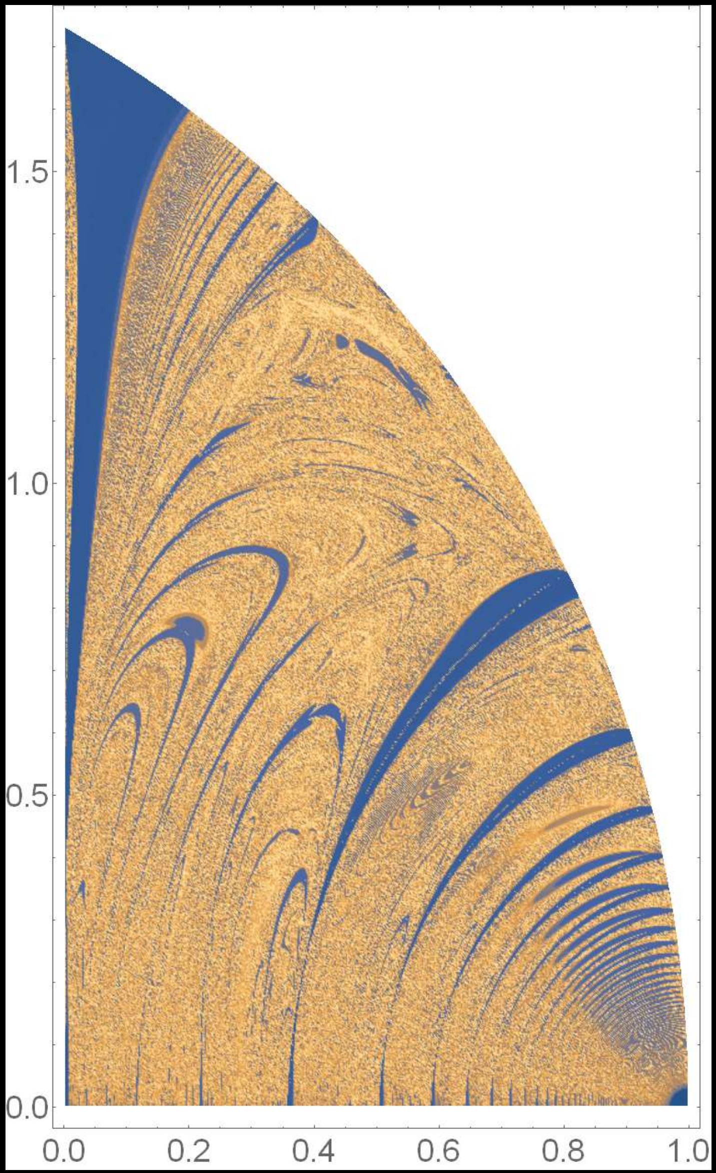
Entropies as Characteristics of Symbolic Sequences

To study the obtained symbolic sequences we estimate the entropies H_1 and H_2 along the trajectory and find their maximum values.

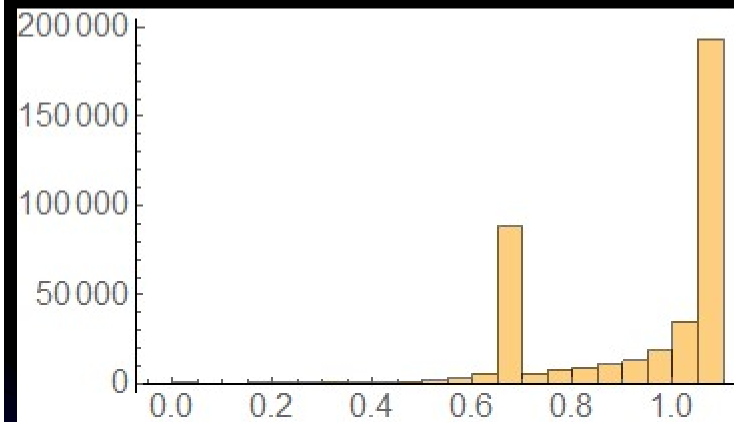


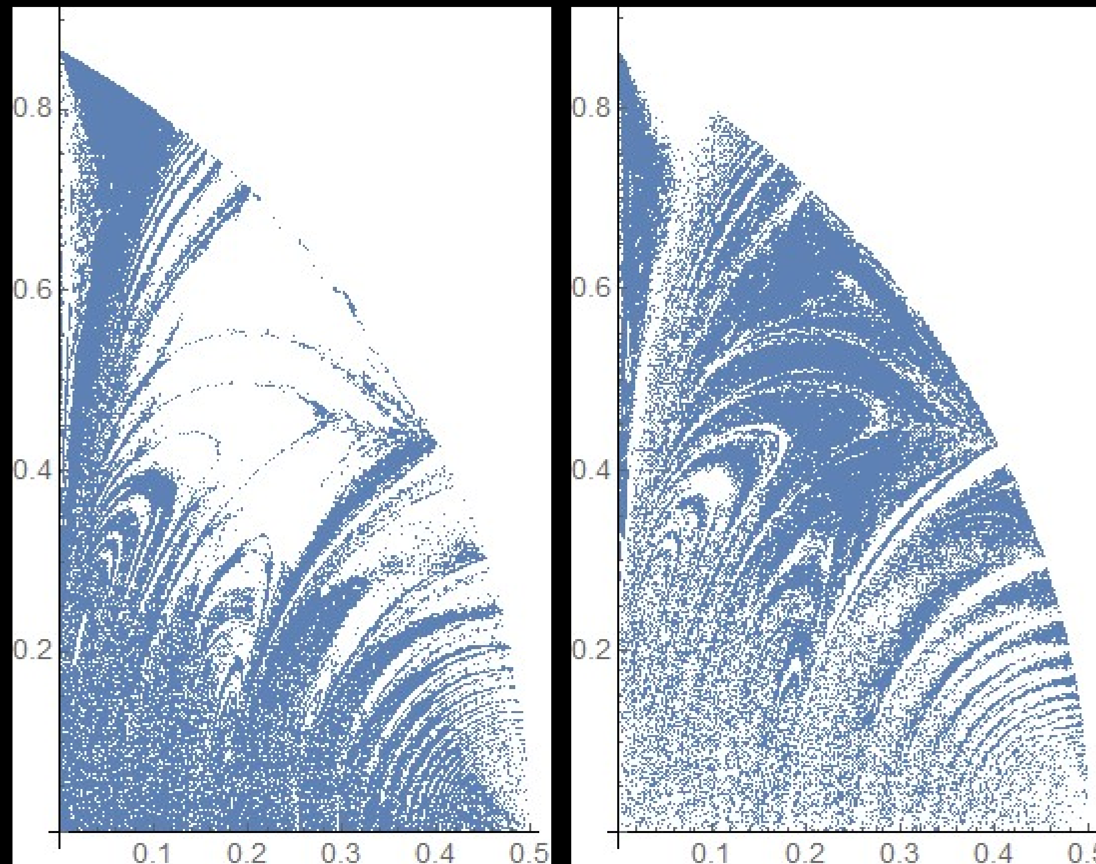
Values of the (Shannon) entropy in different parts of the Agekian-Anosova map are represented by different colors. Low values are shown in blue; high values are shown in light brown



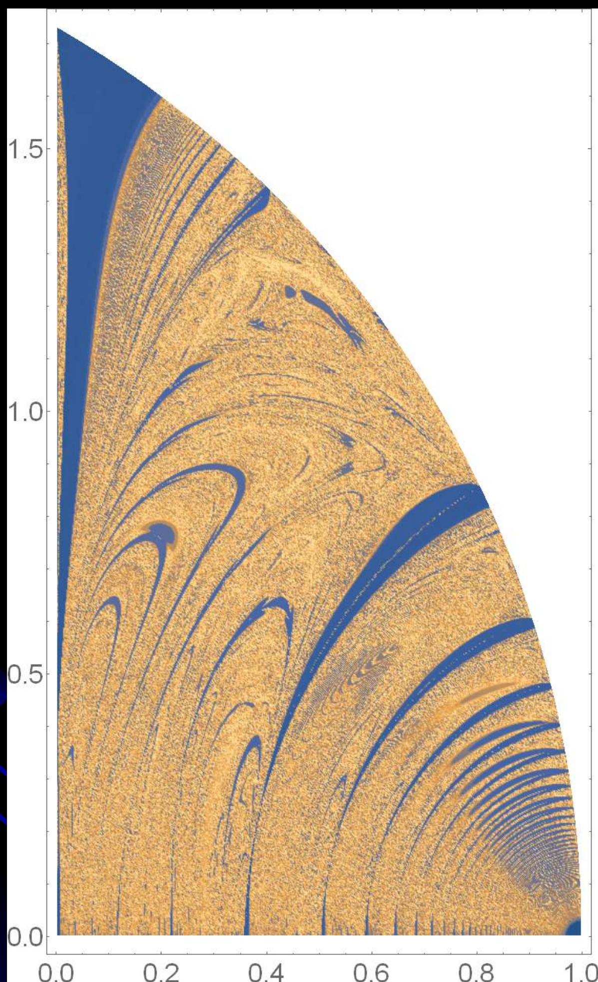


Maximum values of Shannon entropy for Method bin

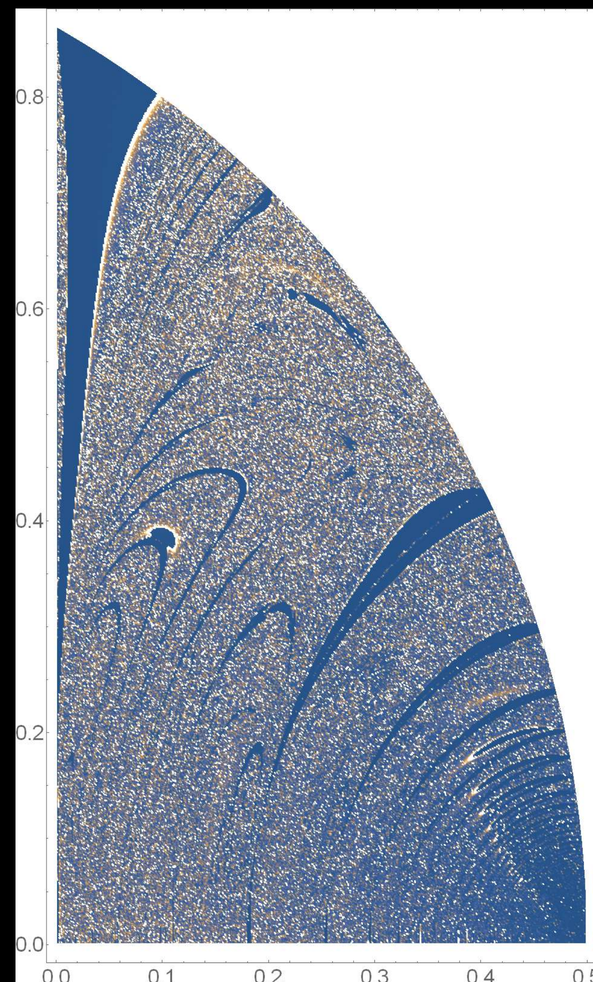




Initial conditions corresponding to the two modes on the histogram



1.5
1.0
0.5
0.0
0.0
0.2
0.4
0.6
0.8
1.0



0.8
0.6
0.4
0.2
0.0
0.0
0.1
0.2
0.3
0.4
0.5

Methods to Construct Symbolic Sequences

1) Binary encounters

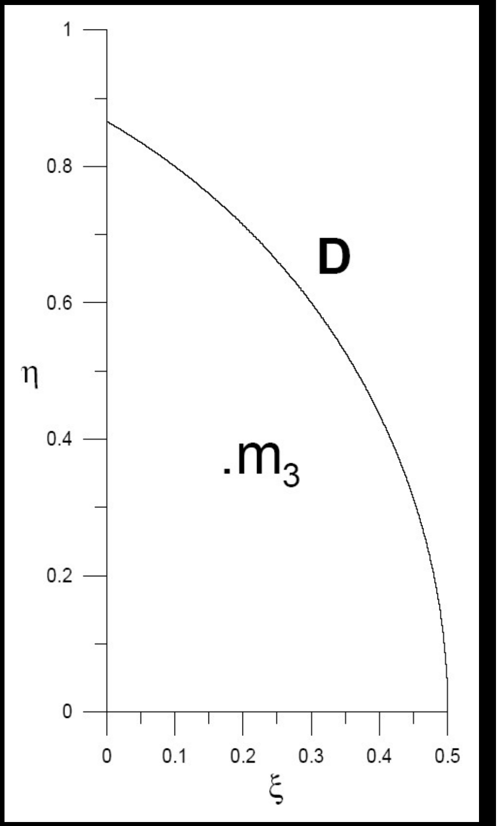
ω_l – number of the distant component;

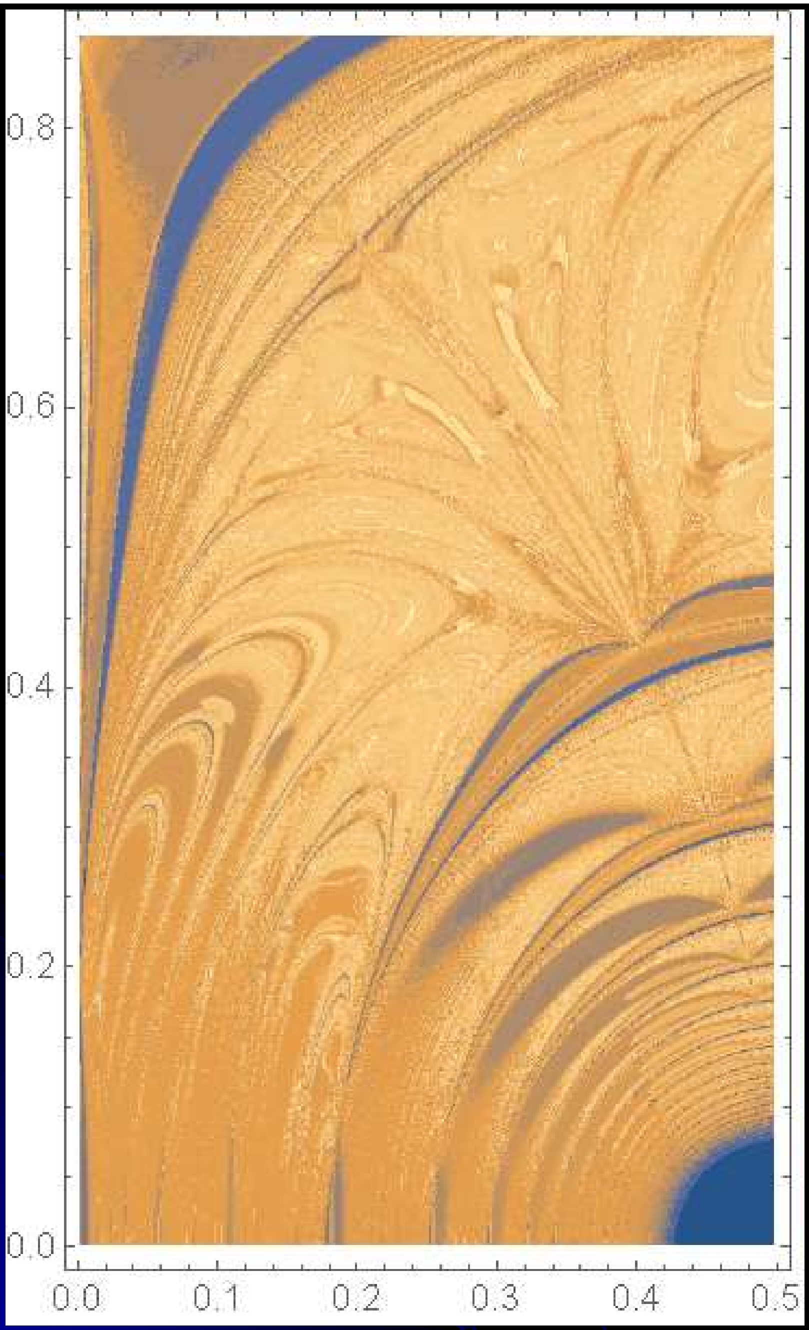
2) Triple encounters

ω_l – number of the distant component;

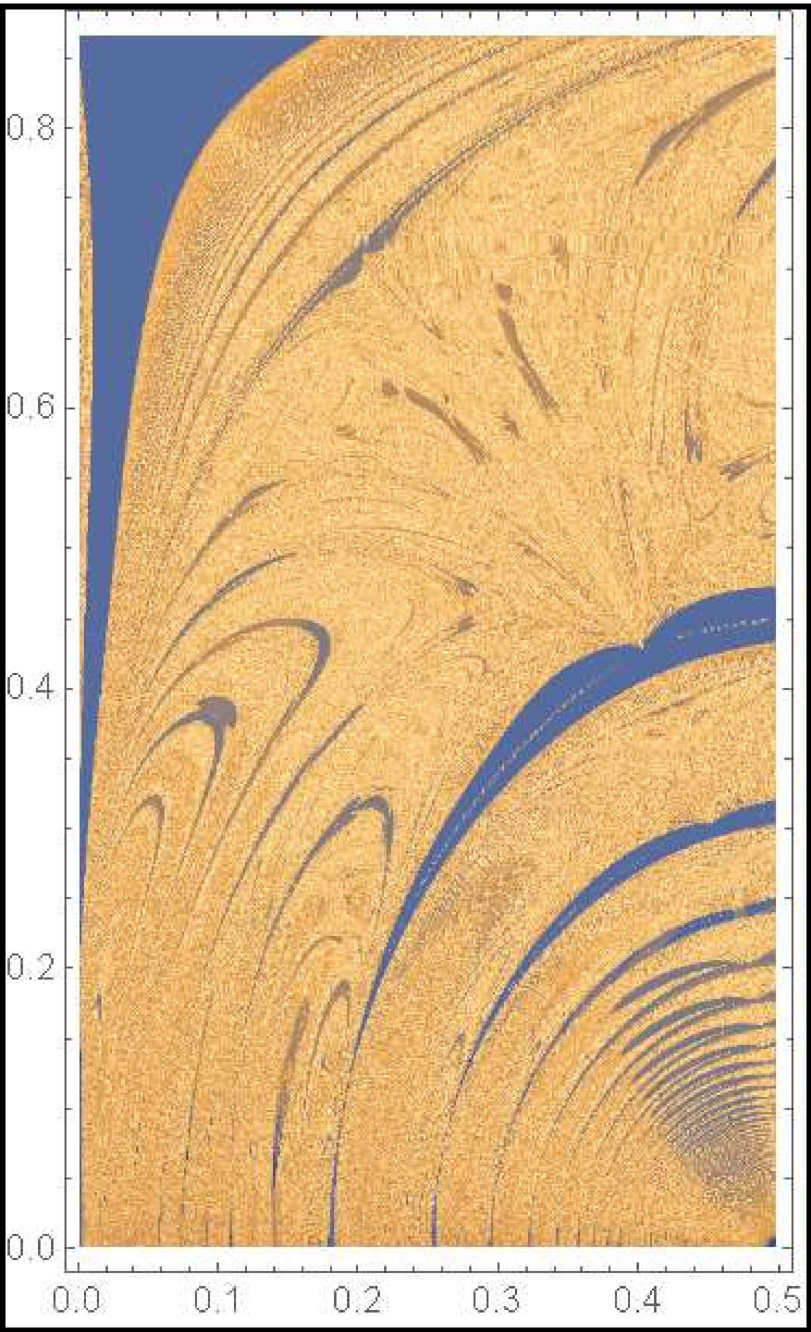
3) Transitions between subregions of the region D (Agekian & Anosova 1967)

ω_l – number of the subregion.





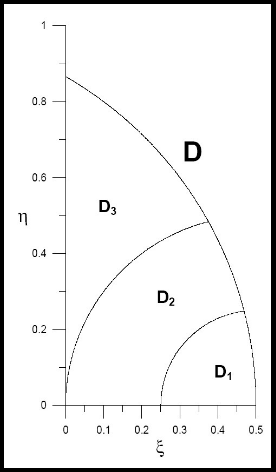
Binary encounters



Triple encounters

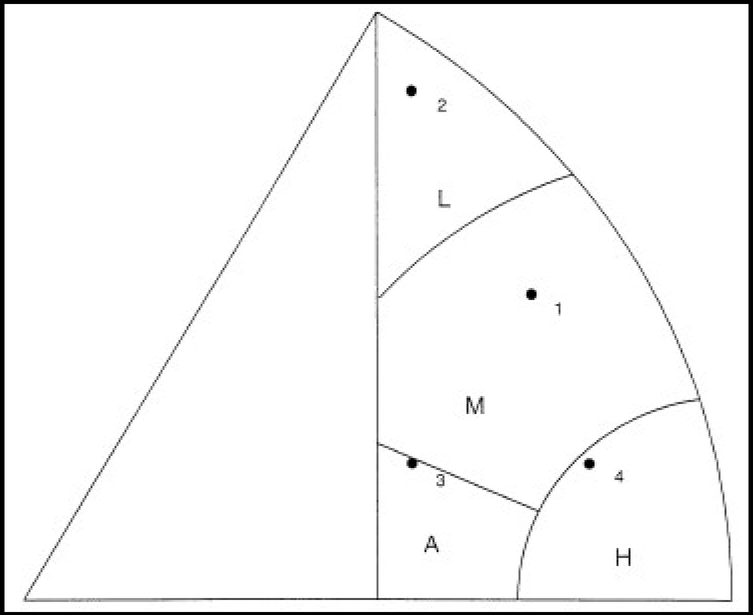
Two Ways to Partition the Region D

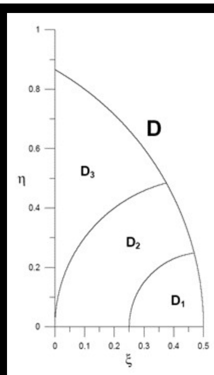
1) Three Subregions

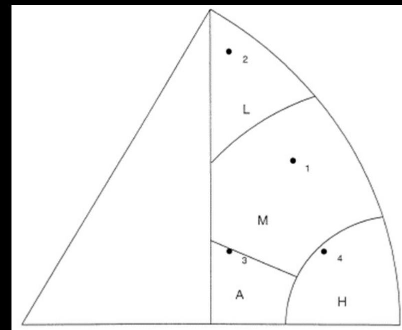


2) Four Subregions

(Chernin et al. 1994)




D
D_3
D_2
D_1
η
ξ


2
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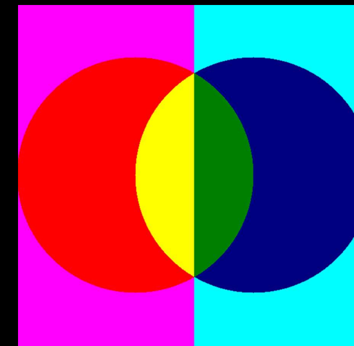

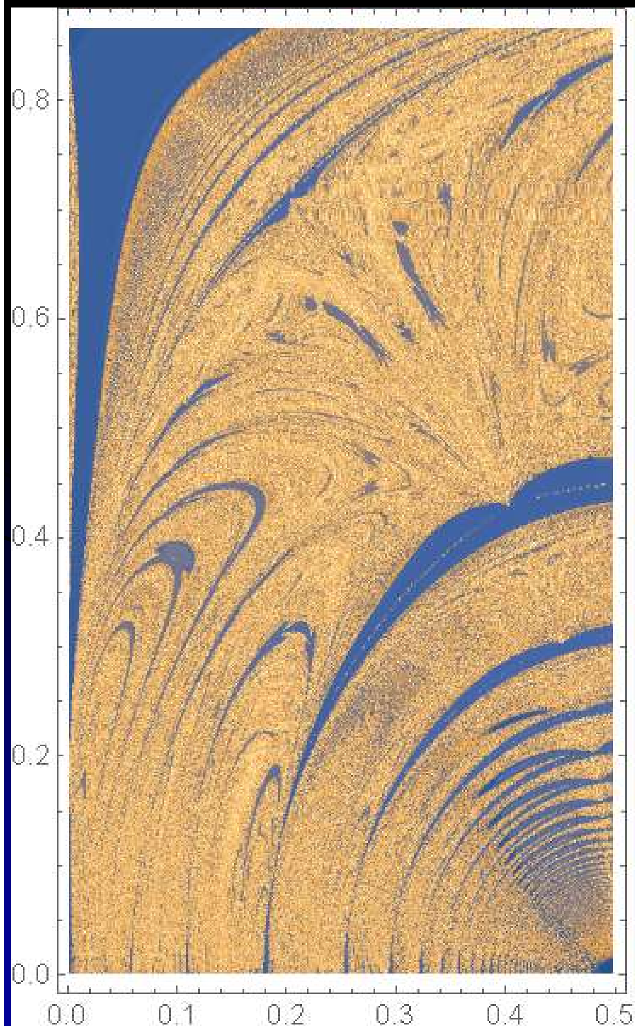
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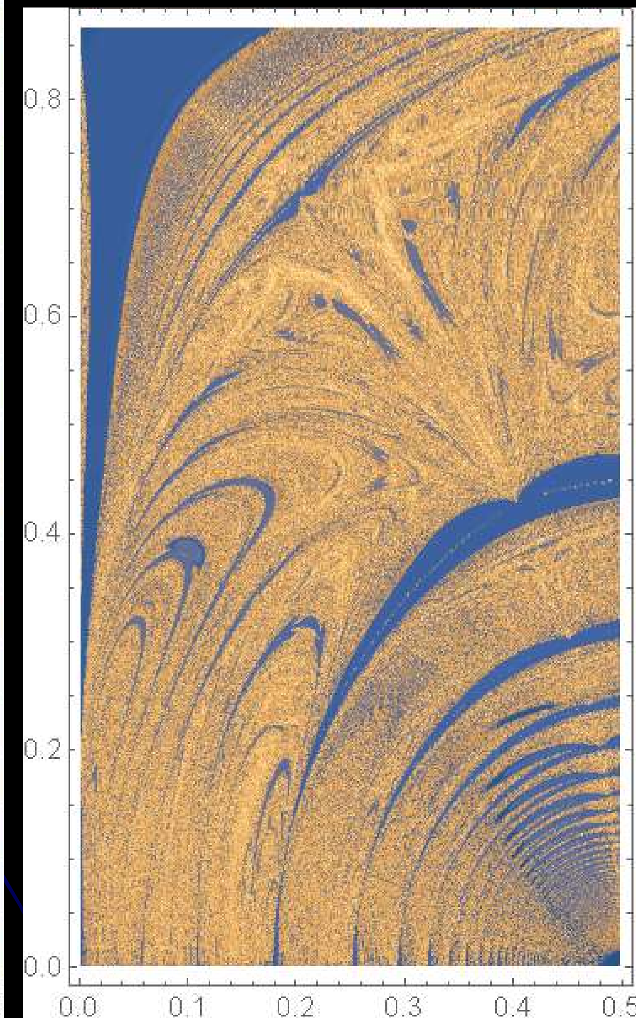
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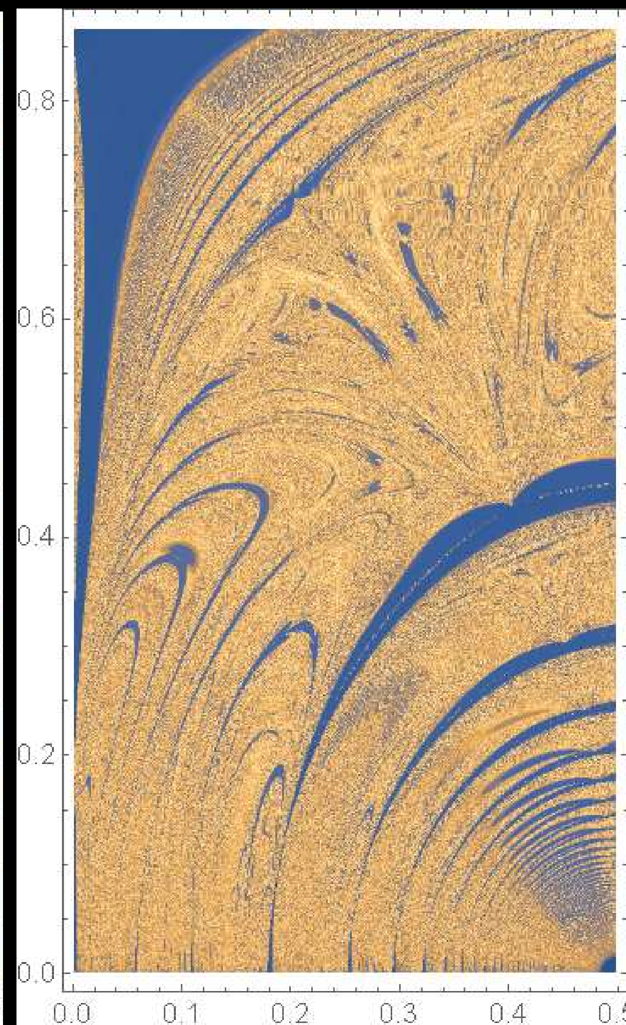
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Thank you for attention!

Vielen Dank für die Aufmerksamkeit!