Lecture 30

Sarkovskii ordering: 3,5,7,9....

6.10.14.18, ...

odd numbers 2·(odd #s) 2²(odd #s)

3 starting at 3

---128,64,32,16,8,4,2,1

powers of 2 (decreasing)

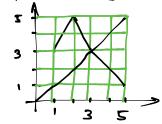
Applications:

· IF F has any finitely many periodic points, then they are consecutive powers of 2.

·If F is increasing, then it can only have fixed pts

because an increasing function cannot have a 2-cycle C then it cannot have any cycle before 2.

Example: F:[1,5] ->[1,5]



The orbit of Xo=1: [1,3,4,2,5],1,3,... 5 cycle!

By-the Sarkovskii Thm, F has all cycles except a 3-cycles (in front of 5)

[1,2] = [3,5] = [1,4] = [2,5]

So F3([L2])=[2,5]

So 2 is the only possible point of period 3 in [12]

but 2 has paried 5.

Similarly (check!), there are no periodic paints of period 3 in [2.3] and [9.5]

In [3,4], F is electrossing, F^2 is increasing and F^3 is decreasing, so F^3 can only have 1 fixed point but that fixed point of F^3 is not a periodic point of period3, it is a fixed pt of F. Thus, F has no 3-cycles

(Skip ch12 &13)

CHAPTER 14 FRACTALS

\$141 Chaos Game

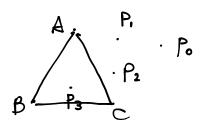
Begin with 3 vertices of an equalateral △

@Choose a point Po

@Randomly 1 of ABorC,

@move the point Po half way towards that vertex

Skepeat



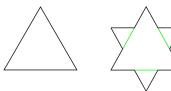
\$5.3 Sierpinski Triangle



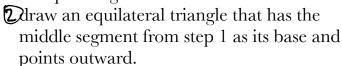
- (f) Start with any triangle in a plane (any closed, bounded region in the plane will actually work). The canonical Sierpinski triangle uses an equilateral triangle with a base parallel to the horizontal axis (first image).
- Shrink the triangle to ½ height and ½ width, make three copies, and position the three shrunken triangles so that each triangle touches the two other triangles at a corner (image 2). Note the emergence of the central hole because the three shrunken triangles can between them cover only 3/4 of the area of the original. (Holes are an important feature of Sierpinski's triangle.)
- Repeat step 2 with each of the smaller triangles (image 3 and so on).

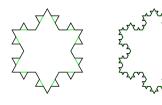
\$144 The Koch Snowflake

The Koch snowflake can be constructed by starting with an equilateral triangle, then recursively altering each line segment as follows:



Odivide the line segment into three segments of equal length.





Tremove the line segment that is the base of the triangle from step 2.

After one iteration of this process, the resulting shape is the outline of a hexagram.