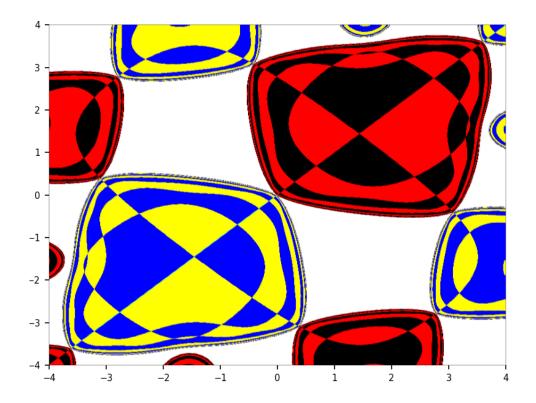
Gentle Introduction To Chaotic Dynamical Systems



Preface

In about 100 pages, the book covers all important topics about discrete chaotic dynamical systems and related time series and stochastic processes, ranging from introductory to advanced, in one and two dimensions. State-of-the art methods and new results are presented in simple English. Yet, some mathematical proofs appear for the first time in this book: for instance, about the full autocorrelation function of the logistic map, the absence of cross-correlation between digit sequences in a family of irrational numbers, and a very fast algorithm to compute the digits of quadratic irrationals. These are not just new important if not seminal theoretical developments: it leads to better algorithms in random number generation (PRNG), benefiting applications such as data synthetization, security, or heavy simulations. In particular, you will find an implementation of a very fast, simple PRNG based on millions of digits of millions of quadratic irrationals, producing strongly random sequences superior in many respects to those available on the market.

Without using measure theory, the invariant distributions of many systems are discussed in details, with numerous closed-form expressions for classic and new maps, including the logistic, square root logistic, nested radicals, generalized continued fractions (the Gauss map), the ten-fold and dyadic maps, and more. The concept of bad seed, rarely discussed in the literature, is explored in details. It leads to singular fractal distributions with no probability density function, and sets similar to the Cantor set. Rather than avoiding these monsters, you will be able to leverage them as competitive tools for modeling purposes, since many evolutionary processes in economy, fintech, physics, population growth and so on, do not always behave nicely.

A summary table of numeration systems serves as a useful, quick reference on the subject. Equivalence between different maps is also discussed. In a nutshell, this book is dedicated to the study of two numbers: zero and one, with a wealth of applications and results attached to them, as well as some of the toughest mathematical conjectures. It will appeal in particular to busy practitioners in fintech, security, defense, operations research, engineering, computer science, machine learning, AI, as well as consultants and professional mathematicians. For students complaining about how hard this topic is, and deterred by the amount of advanced mathematics, this book will help them get jump-started. While the mathematical level remains high in some sections, it is explained as simply as possible, focusing on what is needed for the applications.

Numerous illustrations including beautiful representations of these systems (generative art), a lot of well documented Python code, and nearly 20 off-the-beaten-path exercises complementing the theory, will help you navigate through this fascinating field. You will see how even the most basic systems offer such an incredible variety of configurations depending on a few parameters, allowing you to model a very large array of phenomena. A surprising application – a synthetic stock exchange and lottery – is described in detail in chapter 5, including full business model and legal aspects.

Finally, chapter 1 also covers time-continuous processes including unusual clustered, reflective, constrained, and integrated Brownian-like processes, random walks and time series, with little math and jargon-free. In the end, my goal is to get you to you use these systems fluently, and see them as gentle, controllable chaos. In short, what real life should be! Quantifying the amount of chaos is also one of the topics discussed in the book.

About the author

Vincent Granville is a pioneering data scientist and machine learning expert, co-founder of Data Science Central (acquired by TechTarget), founder of MLTechniques.com, former VC-funded executive, author and patent owner.



Vincent's past corporate experience includes Visa, Wells Fargo, eBay, NBC, Microsoft, and CNET. Vincent is also a former post-doc at Cambridge University, and the National Institute of Statistical Sciences (NISS). He published in *Journal of Number Theory*, *Journal of the Royal Statistical Society* (Series B), and *IEEE Transactions on Pattern Analysis and Machine Intelligence*. He is also the author of multiple books, available here. He lives in Washington state, and enjoys doing research on stochastic processes, dynamical systems, experimental math and probabilistic number theory.

Contents

Li	st of	Figures	3
1	Rar	ndom Walks, Brownian Motions, and Related Stochastic Processes	7
	1.1	From random walks to Brownian motions	7
	1.2	General Properties	8
	1.3	Integration, differentiation, moving averages	9
	1.4	Reflected random walks	11
		1.4.1 Exercises	
		1.4.2 Python code	
	1.5	Constrained random walks	
		1.5.1 Three fundamental properties of pure random walks	
		1.5.2 Random walks with more entropy than pure random signal	
		1.5.2.1 Applications	
		1.5.2.2 Algorithm to generate quasi-random sequences	
		1.5.2.3 Variance of the modified random walk	
		1.5.3 Random walks with less entropy than pure random signal	
		1.5.4 Python code: computing probabilities and variances attached to S_n	
		1.5.5 Python code: path simulations	
	1.6	Two-dimensional Brownian motions	
	_		
2		v v	22
	2.1	Definitions, properties, and examples	
		2.1.1 Properties of discrete chaotic dynamical systems	
		2.1.2 Shortlist of dynamical systems with known solution	
		2.1.2.1 Digits and numeration system attached to a dynamical system	
		2.1.2.2 Examples with exact solution in closed form	
		2.1.2.3 Gauss map: expectation, variance and autocorrelation	
		2.1.3 Exercises: Gauss map and continued fractions	
		2.1.4 Random numbers based on a bivariate numeration system	
		2.1.4.1 Properties of the bivariate numeration system	
		2.1.4.2 Increasing point spread and randomness	
	2.2	2.1.4.3 Python implementation of distance to randomness	
	2.2	Iterative method to find the invariant distribution	
		2.2.1 Results and discussion about convergence	
		2.2.2 Python code to numerically solve the functional equation	
	0.0	2.2.3 Curious, very accurate approximation of π	
	2.3	Measuring the amount of chaos	
		2.3.1 Hurst exponent and related metrics	
			34
	0.4	v i i	$\frac{35}{26}$
	2.4		36
		Ÿ	36
			36
		2.4.3 Python code to generate the basins of attraction	37
3	Spe	ecial Probability Distributions Associated to Chaos	4 0
_	3.1	·	40
		3.1.1 Homomorphism between two dynamical systems	
		3.1.2 Autocorrelation function: exact computation	
			44

		3.1.4 Inverting a dynamical system: cryptography application	
		3.1.4.1 Systems harder to reverse-engineer	
	3.2	Probabilistic properties of numeration systems	
		3.2.1 Square root logistic map	45
		3.2.2 Nested radicals	46
		3.2.3 Summary table for common systems	47
	3.3	Special probability distributions	48
		3.3.1 A different version of the binary numeration system	48
		3.3.1.1 Geometric invariant distribution	49
		3.3.1.2 Gaussian-like invariant distribution	49
		3.3.1.3 Connection to the binary numeration system	49
		3.3.2 Singular distributions with no density function	50
		3.3.2.1 Bad seeds in the stochastic dyadic map	50
		3.3.2.2 Nested radicals and fractal invariant distributions	
		3.3.2.3 Generalizations and characteristic function	
		3.3.3 Exercises	
	3.4	Cool synthetic images and generated art	
		3.4.1 Revisiting the 2D sine map	55
		3.4.2 The Riemann zeta function	 57
4	Ran	dom Numbers Based on Quadratic Irrationals	61
_	4.1	Introduction	61
	4.2	Pseudo-random numbers	62
		4.2.1 Strong pseudo-random numbers	62
		4.2.1.1 New test of randomness for PRNGs	63
		4.2.1.2 Theoretical background: the law of the iterated logarithm	63
		4.2.1.3 Connection to the Generalized Riemann Hypothesis	63
		4.2.2 Testing well-known sequences	65
		4.2.2.1 Reverse-engineering a pseudo-random sequence	66
		4.2.2.2 Illustrations	66
	4.3	Python code	67
	1.0	4.3.1 Fixes to the faulty random function in Python	68
		4.3.2 Prime test implementation to detect subtle flaws in PRNG's	68
		4.3.3 Special formula to compute 10 million digits of $\sqrt{2}$	71
	4.4	Military-grade PRNG Based on Quadratic Irrationals	74
		4.4.1 Fast algorithm rooted in advanced analytic number theory	74
		4.4.2 Fast PRNG: explanations	
		4.4.3 Python code	
		4.4.4 Computing a digit without generating the previous ones	77
		4.4.5 Security and comparison with other PRNGs	77
		4.4.5.1 Important comments	78
5		dication: Synthetic Stock Exchange	79
	5.1	Introduction	79
	5.2	Winning, sequences and customized ROI tables	80
	5.3	Implementation details with example	81
		5.3.1 Seeds, public and private algorithms	81
		5.3.2 Winning numbers and public data	81
		5.3.2.1 Using the public algorithm to win	82
		5.3.2.2 Python code	82
		5.3.3 Optimizing computations	83
		5.3.4 Seeds with billions of digits and enhanced system	85
		5.3.4.1 Towards maximum security	85
		5.3.4.2 Real example	85
		5.3.5 Collision risks	87
	٠.	5.3.6 Exercises	87
	5.4	Customized ROI tables and business model	90
		5.4.1 Bracketed and parametric ROI tables: examples	90
		5.4.1.1 Types of ROI tables, with examples	91
		5.4.1.2 The 32-bit system	92
		5.4.1.3 Free simulator, time to positive return	 93

	5.4.2	Daily payouts for the operator: Brownian motion	93
		5.4.2.1 Example with truncated geometric distribution	94
		5.4.2.2 Python code and algorithm to find optimum transaction fee	95
	5.4.3	Legal engineering	97
6 Pie	ercing t	he Deepest Mathematical Mystery	98
6.1	A new	type of string operators	98
	6.1.1	String class	98
	6.1.2	Truncation, number representation, and convergence	98
	6.1.3	String convolution and square root	99
	6.1.4	Well-balanced strings	99
6.2	Infinit	e sequences of iterated auto-convoluted strings	99
	6.2.1	Visualizing iterated auto-convoluted string sequences	100
	6.2.2	Fundamental result about the number of zeros and ones	101
		6.2.2.1 Mechanics of the bifurcation process	
		6.2.2.2 The inverse system	103
6.3	Solvin	g one of the greatest mathematical mysteries	103
	6.3.1	Another interesting sequence	
	6.3.2	Application to cryptography	
	6.3.3	Python code	
Biblio	graphy		108
Index			110