



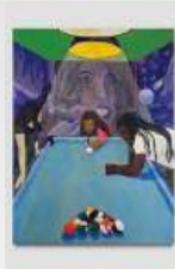
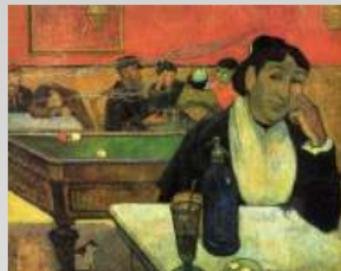


## BILHARES MINEIROS:



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Departamento de Matemática, UFMG

# bilhar: todo mundo sabe o que é





## o jogo

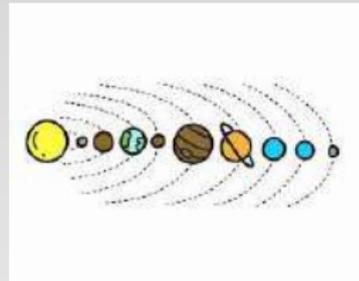
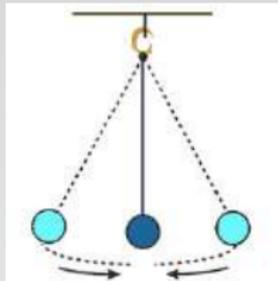
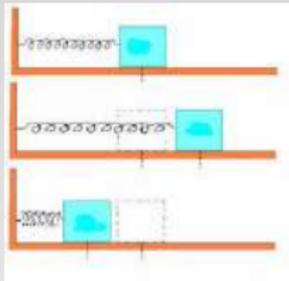


"após uma tacada uma bola se move sobre a mesa até um próximo choque, quando muda de direção"

objetivo: descrever o movimento

# Sistemas dinâmicos: o mundo em movimento

"sistema cujo estado evolui com o tempo" (wikipedia)



- estado: conjunto de grandezas cujos valores caracterizam o sistema
- lei de evolução (equação de movimento): como os estados mudam
- tempo: contínuo (equação diferencial) ou discreto (iteração)
- parâmetro(s) de controle

as condições iniciais **determinam** completamente a evolução !!



# o bilhar dos matemáticos

"Sejam"



- uma bolinha puntual
- mesa sem atrito
- parede imoóvel
- choques elásticos



**conservação:**

- energia
- momento



após a tacada, a bola se move livremente (em linha reta e com velocidade constante) na mesa sofrendo reflexões elásticas nos choques nas paredes.

(condições iniciais = posição e velocidade)

**Dinâmica Determinística Conservativa**

## um problema simples?

- fáceis de explicar e desenhar
- formulação e modelagem simples
- permitem cálculos explícitos
- ótimos para simular

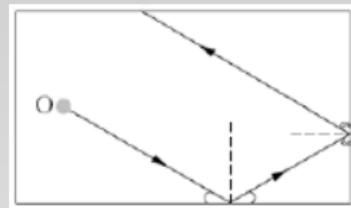


**mesmo problemas simples podem ter um comportamento complicado e "imprevisível"**

movimento = trajetória

## ESPAÇO de CONFIGURAÇÕES

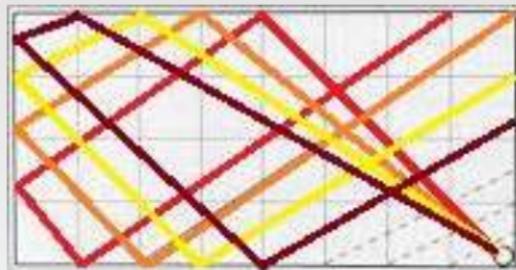
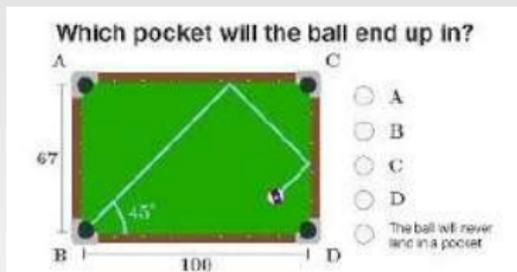
posições e velocidades



poligonal na mesa

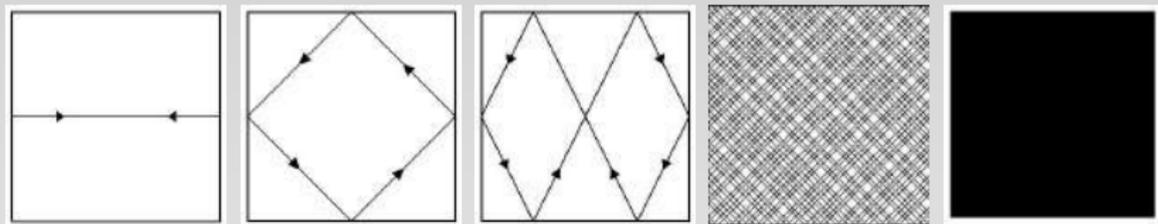


**prever o futuro:** dados a posição e velocidade inicial  
descrever o movimento (como é a trajetória?)



# retângulos

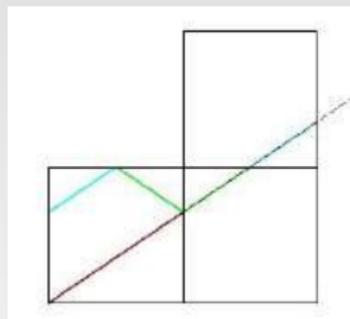
o bilhar em um retângulo é "matematicamente trivial":



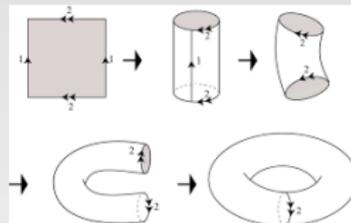
reflexões horizontais/verticais  $\Rightarrow$  número finito de direções possíveis

uma única direção!

movimento periódico:  
racional  $\neq$  irracional



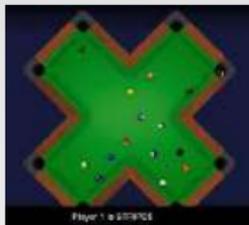
desdobramento



fluxo linear no toro

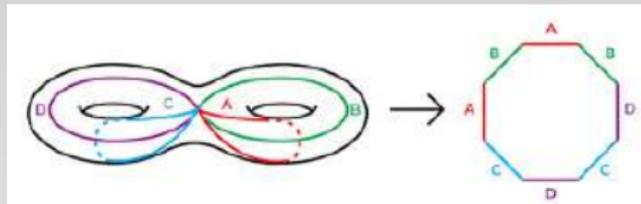
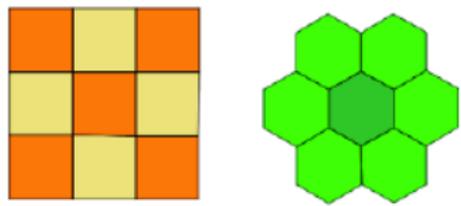


## outros polígonos

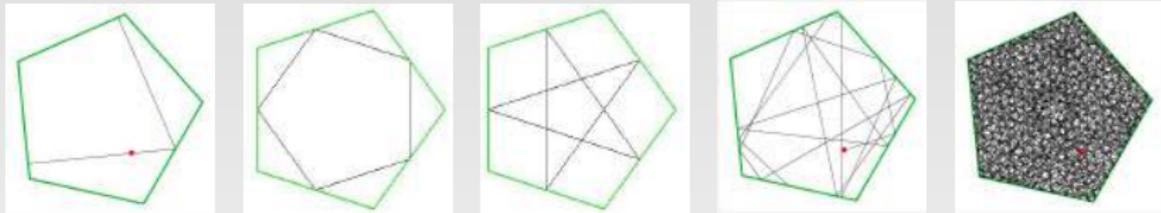


# polígonos: racionais $\times$ irracionais

polígonos racionais e o recobrimento (ou não) do plano:



superfícies de translação (Teichmüller)



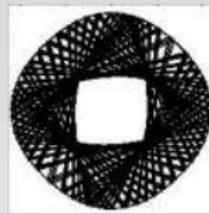
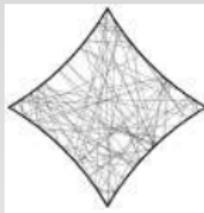
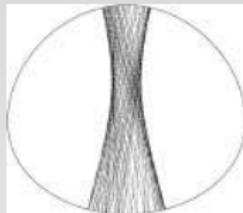
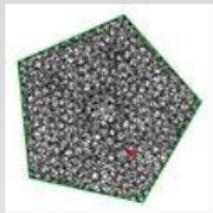
polígonos racionais têm " muitas" órbitas periódicas,  
os irracionais não sabemos nem se têm alguma !!!

direções:  
finitas  $\times$   $\infty$ 's

## outras formas

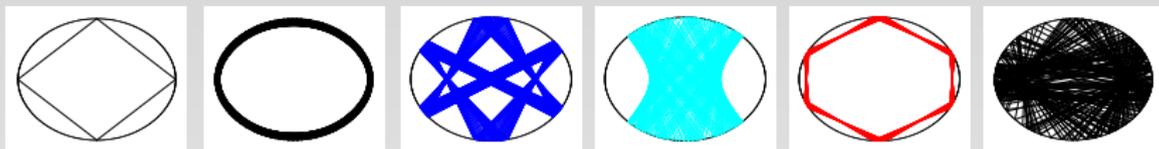


comportamentos diferentes?

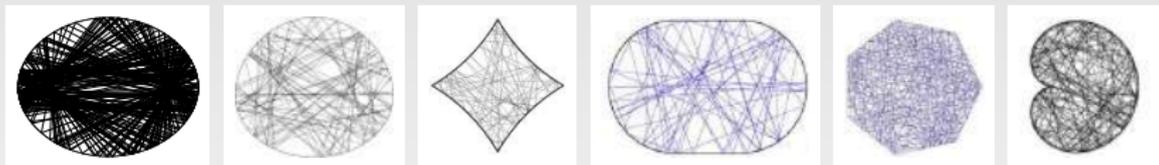


como distinguir?

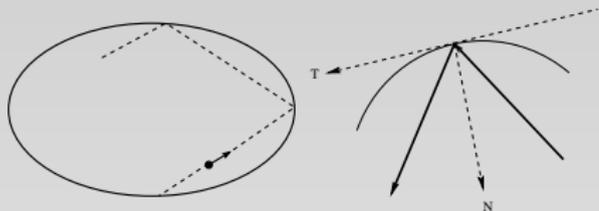
trajetórias diferentes na mesma mesa



trajetórias parecidas em mesas diferentes



## bilhar como sistema dinâmico discreto



- curva parametrizada
- m.r.u. na região
- reflexão no bordo

o movimento é completamente determinado

dados

ponto de saída no bordo  
direção do movimento



obtemos

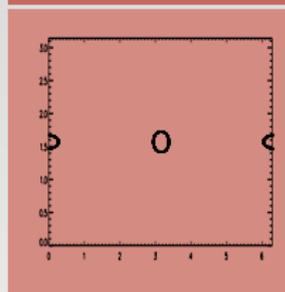
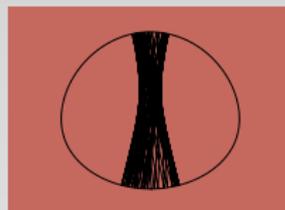
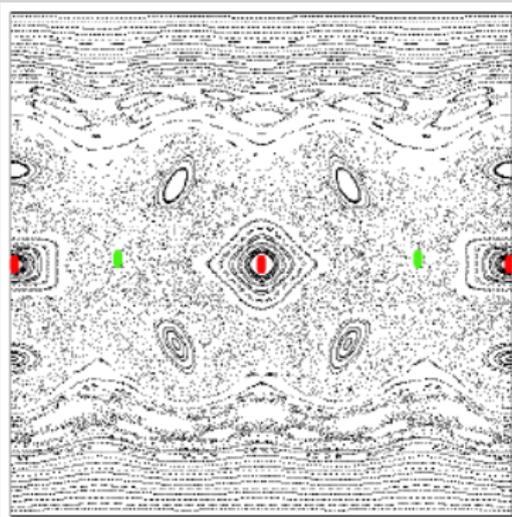
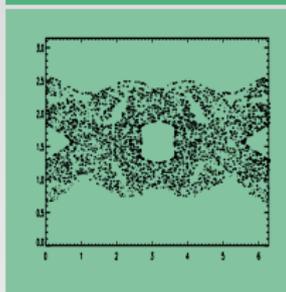
ponto de chegada  
nova direção

## PROCESSO ITERATIVO

reduzimos o problema contínuo de 4 variáveis ( $\vec{x}$  e  $\vec{v}$ ) para um discreto de 2 variáveis (parâmetro no bordo e direção da velocidade) usando a conservação da energia ( $\|\vec{v}\| = 1$ ) e seção de Poincaré no bordo.

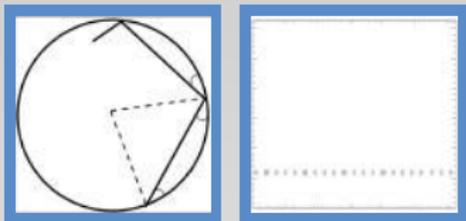


# espaço de fase "os desenhos que revelam"

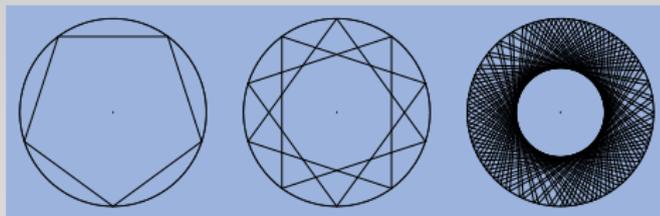


várias órbitas (condições iniciais ao mesmo tempo)

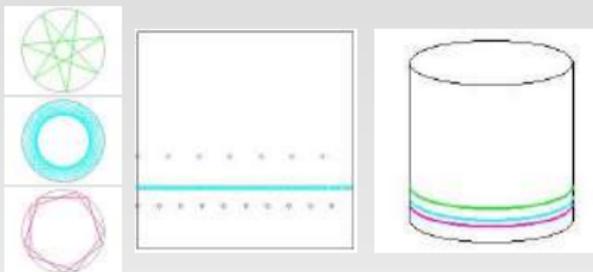
# círculo



- triângulos isósceles
- mesmo ângulo

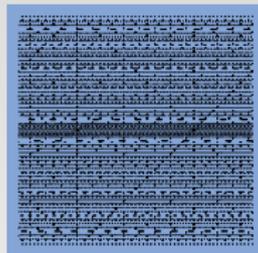
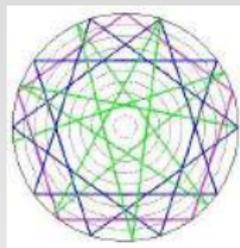


- racionais: periódicas (polígonos)
- irracionais: densas no bordo



cáusticas

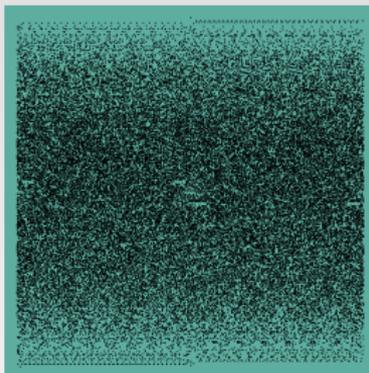
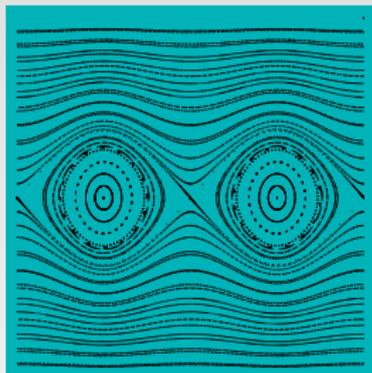
curvas invariantes



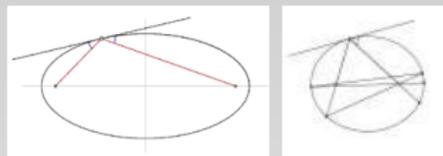
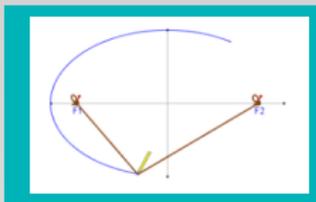
folheação da mesa por cáusticas  
e do espaço de fase por curvas invariantes rotacionais

(TOTALMENTE) INTEGRÁVEL

perturbando o círculo: elipse, estádio, oval



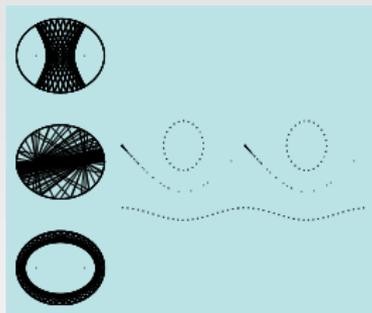
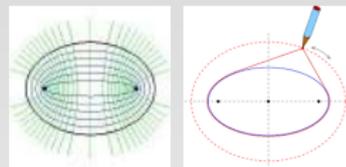
# elipse



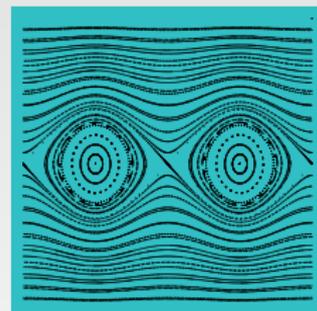
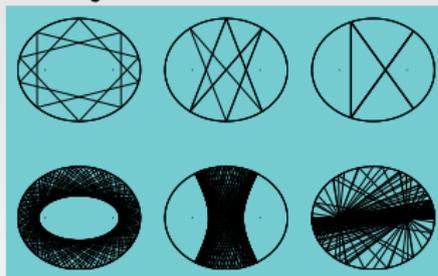
propriedade de reflexão:  
raios focais fazem ângulos iguais

## INTEGRÁVEL

- mesa folheada por elipses e hipérbolas confocais
- espaço de fase folheado por curvas invariantes

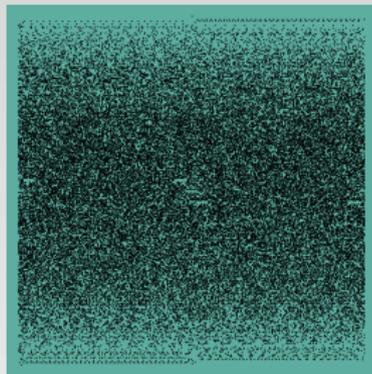
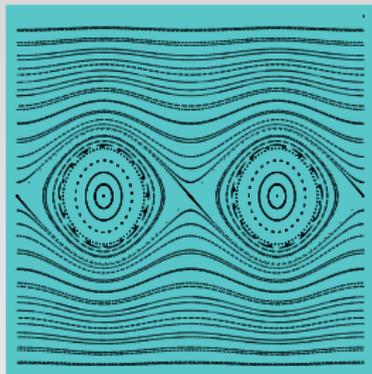


## Trajatórias e cáusticas





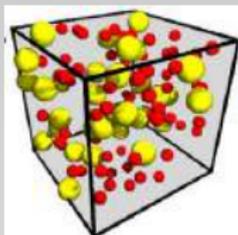
ovais: entre a ordem e o caos?



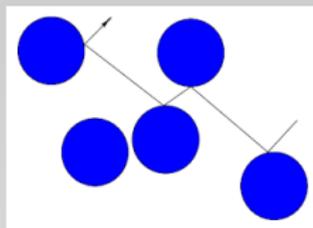
# conjectura de Birkhoff:

a elipse é o único bilhar convexo integrável

(o círculo é o único totalmente integrável) ✓



gás: caixa com partículas

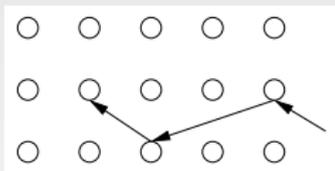


gás de esferas rígidas ✓

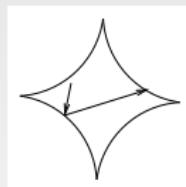
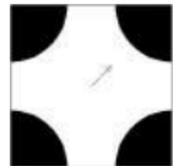
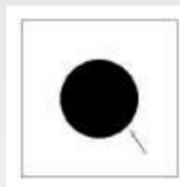
# Hipótese ergódica de Boltzmann

média no tempo = média nos estados

gás de Lorentz ✓

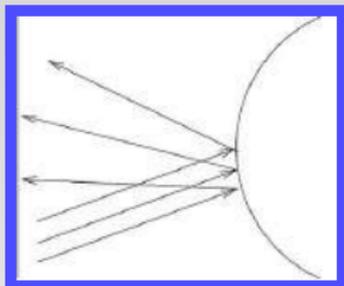


bilhar de Sinai ✓



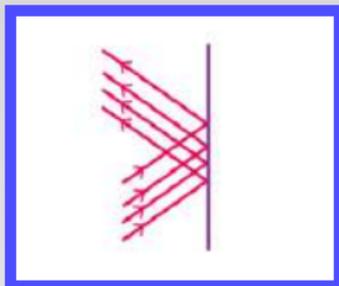
## bilhares como espelhos

CÔNCAVO



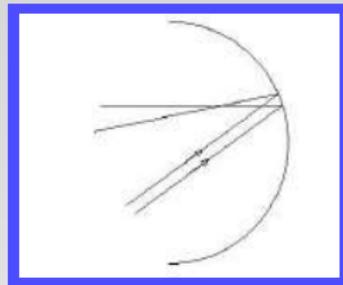
DIVERGENTE  
(espalha)

PLANO



NEUTRO

CONVEXO

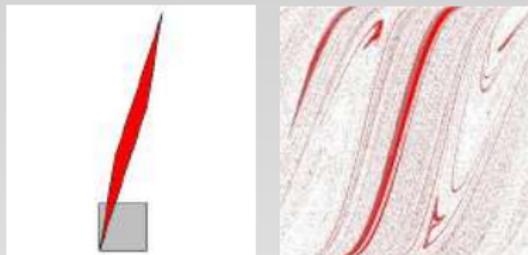


CONVERGENTE  
(coleta)

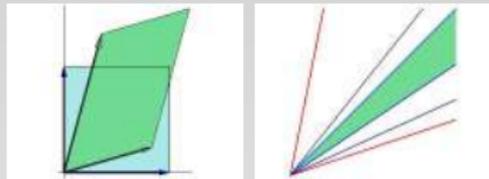
“um probabilista, um geômetra e um analista entram em um bar ...” (A. Sorrentino)

# bilhares dispersivos (côncavos)

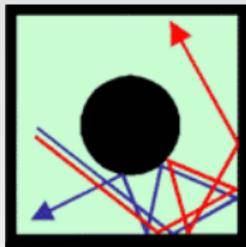
CAOS:



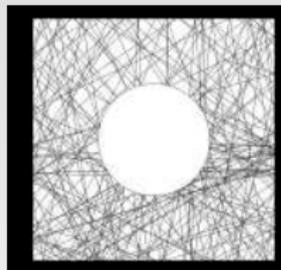
hiperbolicidade



preserva área + expansão/contração



sensibilidade  
nas cond. iniciais

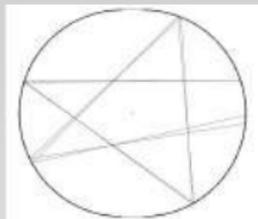


ergodicidade:

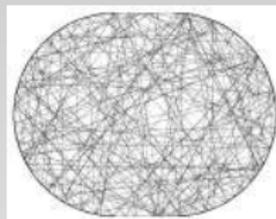
- uma órbita passa por "todos" os estados
- sem conjuntos ou funções invariantes



## de volta ao estádio



sensibilidade



ergodicidade

espelhos convexos focalizam e os planos são neutros:  
de onde vem o caos?

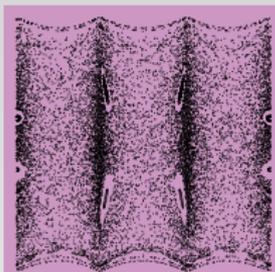
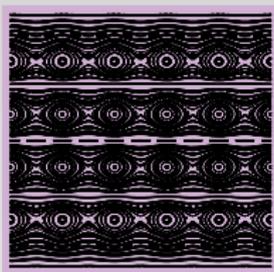
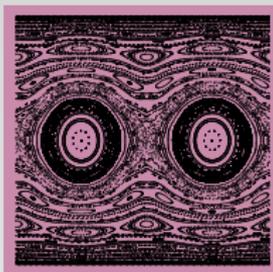


mecanismo de desfocalização:  
tudo que fecha abre, basta esperar

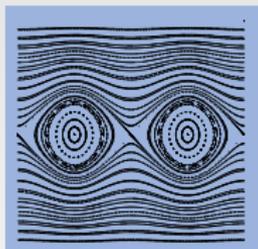
componentes focalizadoras suficiente-  
mente longe geram bilhares "caóticos"

# bilhares de Birkhoff: convexos<sup>\*estritamente</sup>

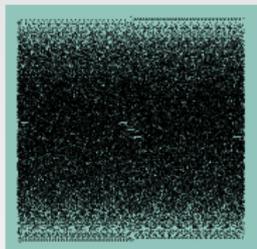
as ovas:



quão diferentes/parecidas são?



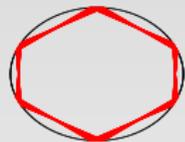
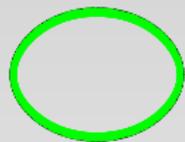
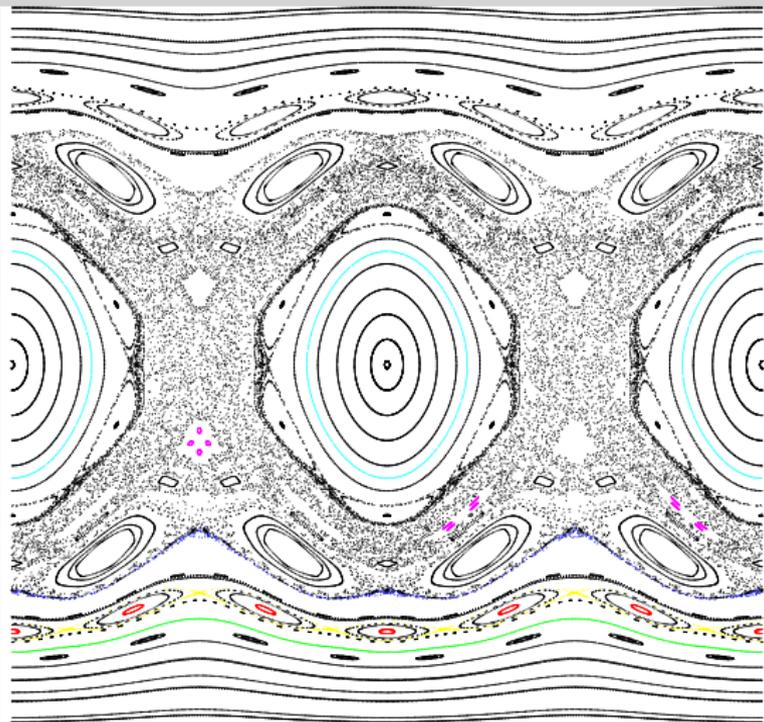
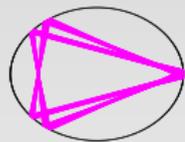
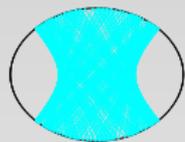
elipse



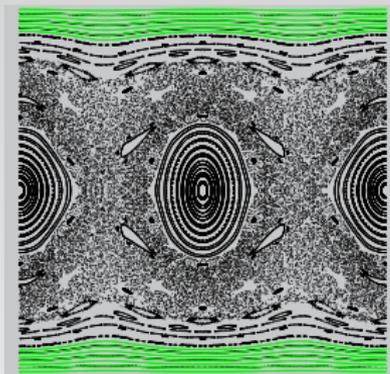
estádio

NÃO INTEGRABILIDADE:  
um pouco de cada?

elementos



## curvas invariantes rotacionais



região de Lazutkin



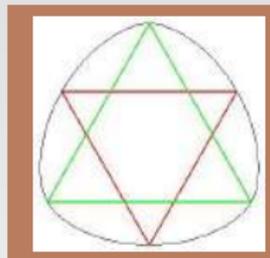
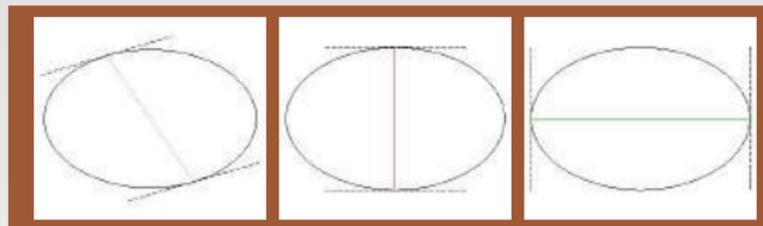
cáusticas perto do bordo

Teoria KAM: as curvas "irracionais" persistem

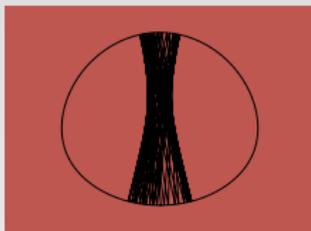
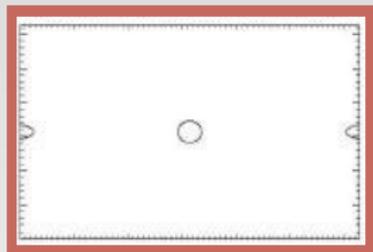
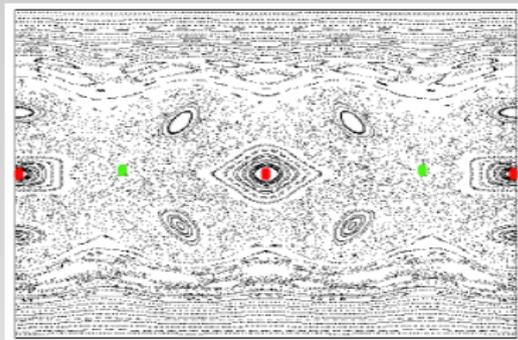
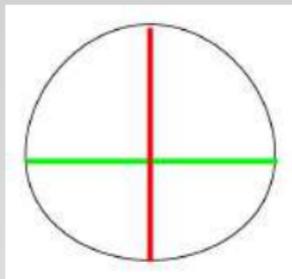
## órbitas periódicas

Teorema de Birkhoff (Min-Max): para cada "tipo"  $\frac{p}{q}$

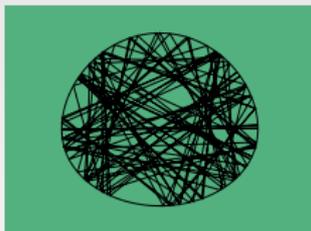
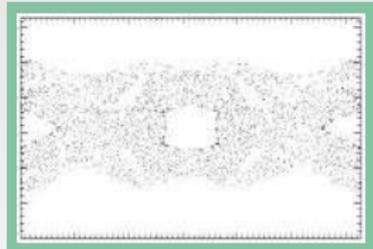
- pontos críticos do comprimento (função geradora)
- pelo menos duas trajetórias distintas



# estabilidade e instabilidade



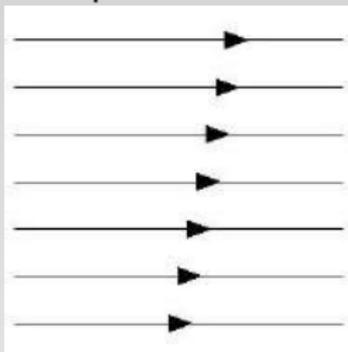
ESTÁVEL



INSTÁVEL

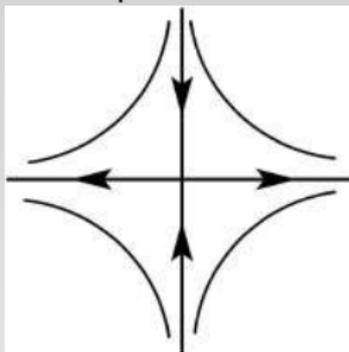
# comportamento linear nos "pontos fixos"

parabolico



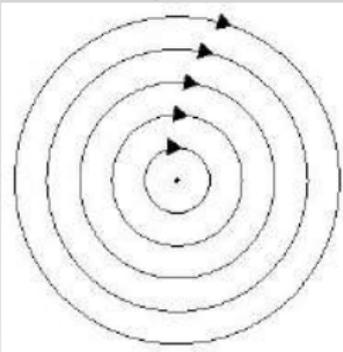
cisalhamento

hiperbolico

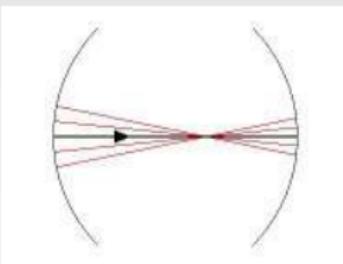
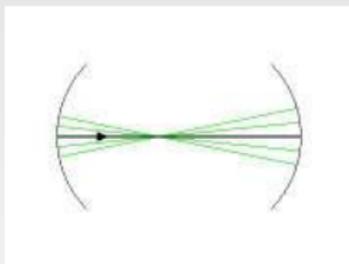
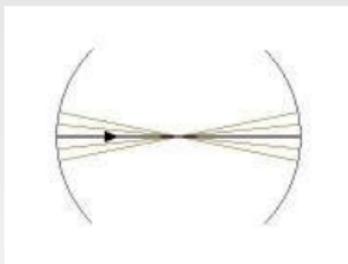


sela

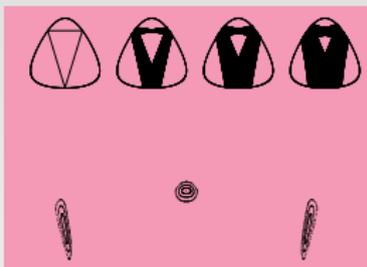
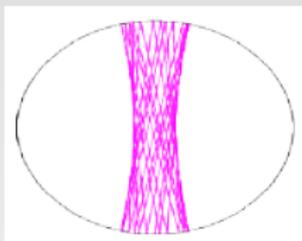
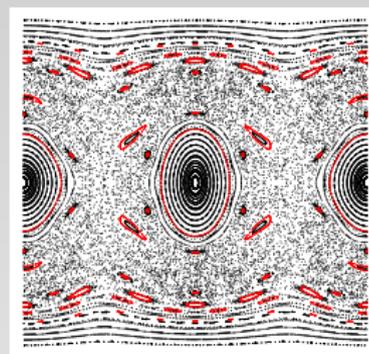
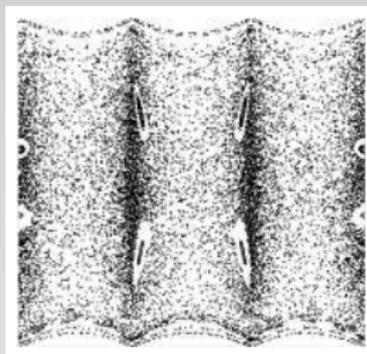
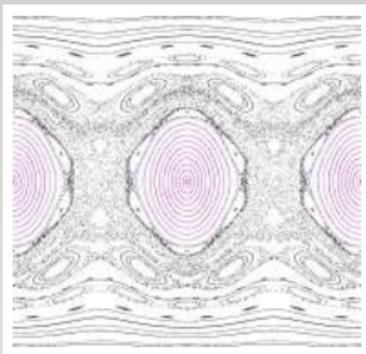
eliptico



rotação

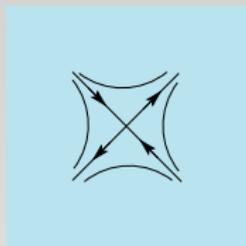


## estabilidade: ilhas elípticas



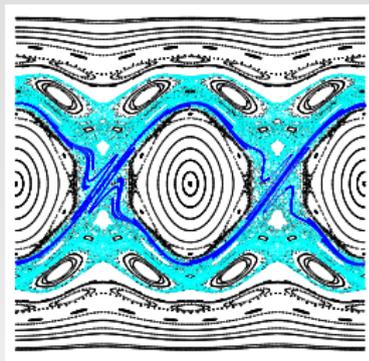
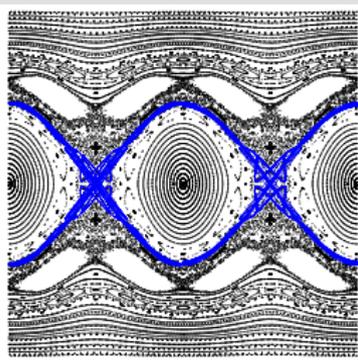
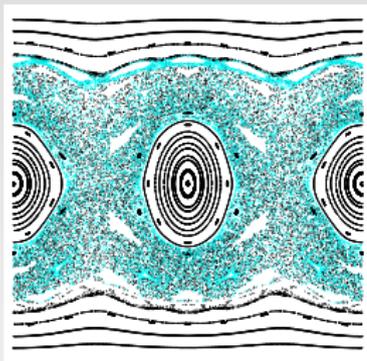
ponto fixo elíptico + twist = KAM

## órbitas hiperbólicas

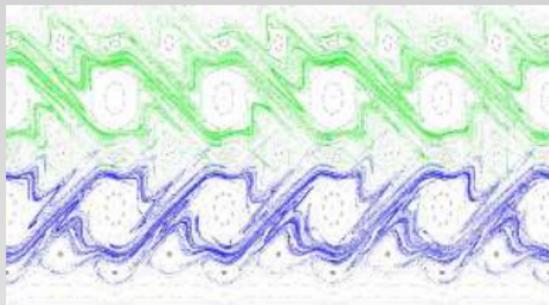
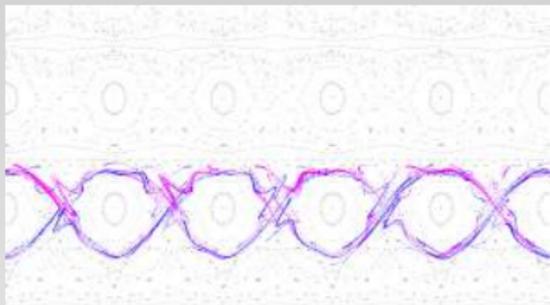


Hartman-Grobman

- a dinâmica é instável
- quase todo ponto deixa a vizinhança
- variedades estável e instável



## interseções homoclínicas/heterocliínicas



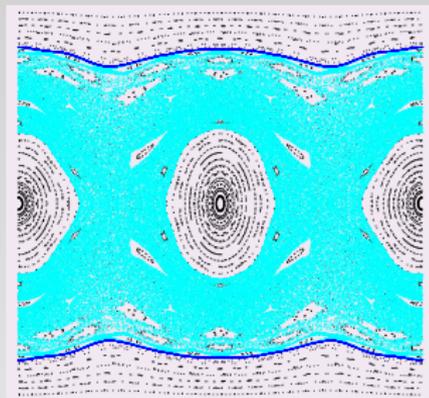
"lembra da elipse"?



## juntamente as figurinhas

Região de instabilidade:

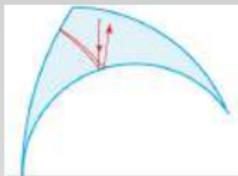
- delimitada por curvas invariantes rotacionais
- fecho das variedades instáveis
- ilhas elípticas



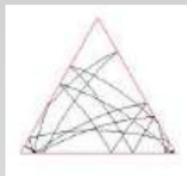
perguntas de 1 milhão:

- medida do fecho da variedade/das ilhas
- componente ergódica
- quantas ilhas (nenhuma)

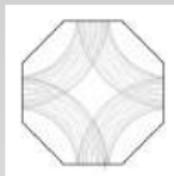
...



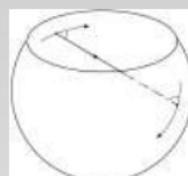
superfície



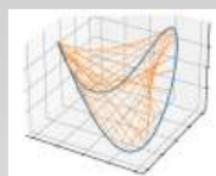
gravidade



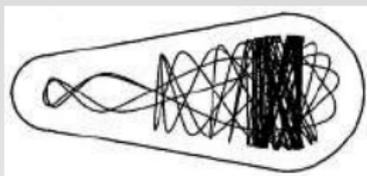
magnético



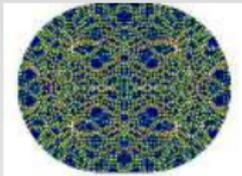
3-d



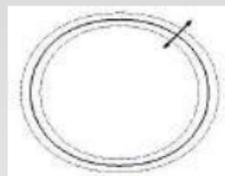
arame



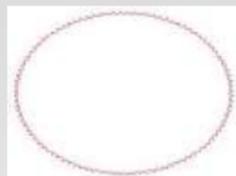
soft



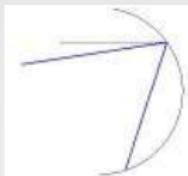
quântico



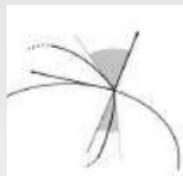
móvel



aleatório



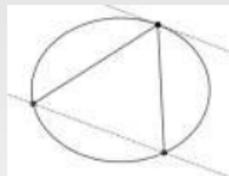
dissipativo



refração

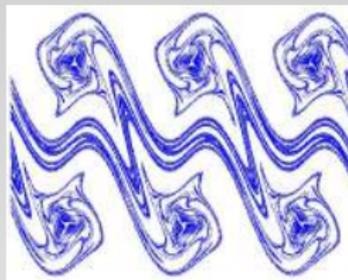
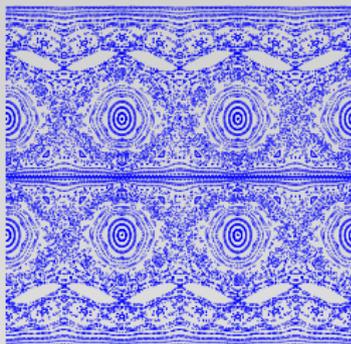
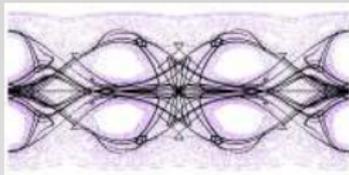


exterior



simplético

# estampas



# Leituras



M V Berry. *Regularity and chaos in classical mechanics, illustrated by three deformations of a circular billiard*. European Journal of Physics (1981)



L Bunimovich. *Dynamical billiards*  
[http://www.scholarpedia.org/article/Dynamical\\_billiards](http://www.scholarpedia.org/article/Dynamical_billiards)



B Hassemblat, A Katok. *A first course in dynamics: with a panorama of recent developments*. Cambridge Univ Press (2003)



R Markarian, N Chernov. *Chaotic billiards*. American Math Soc (2006)



S Tabachnikov. *Geometry and billiards*. American Math Soc (2005)

por fim, mas não menos importante



OBRIGADA!!!!