

# Preface

In middle 1970's, many scientists started to investigate one dimensional dynamical systems. They were mathematicians interested in a pure theory and physicists, biologists, etc. who sought models applicable for their problems. The reasons of popularity of these systems were complex. The theory of dynamical systems came to a point where most problems considered to be important at that time were either solved or turned out to be very difficult. The study of the simplest systems with complex behavior promised new problems, easier to solve and shedding light on similar problems for more general (many dimensional or even infinite dimensional) systems. Such simplest systems with "sufficiently complex" behavior are flows (differential equations) in three dimensions, invertible maps (homeomorphisms, diffeomorphisms) in two dimensions and non-invertible maps in one dimension. Various notions of chaotic behavior started to form and interval maps proved to be sufficiently complex to display most kinds of chaos. The paper of Li and Yorke [276] "Period three implies chaos" helped very much to make those ideas popular. The simplicity of tools necessary to study these systems attracted mathematicians (and physicists) from many areas.

On the other hand, in the natural sciences ideas of reducing dimension of mathematical models were developed. Although the full model may be a dynamical system in many dimensions, even infinite, its "most interesting" part can have much less dimension. Moreover, if we pass from a flow to a non-invertible map, we can reduce this

dimension even more, in many cases to one. This procedure was used successfully in order to reduce a model of atmospheric behavior to the Lorenz family of flows in three dimensions and then to a class of maps in one dimension. Another application of this procedure resulted in an explanation of the period doubling phenomena for higher dimensional systems via the Feigenbaum universality theory for one dimensional systems.

Investigating one dimensional models with computers has two advantages compared to many dimensional models. The first advantage is that it is quicker. The second advantage is its visual image: if you want to draw a two dimensional picture, you can use one axis for the space and save another one for a parameter.

The theory of one dimensional dynamical systems has grown out in many directions. One of them has its roots in the Sharkovskii Theorem. This beautiful theorem describes the possible sets of periods of all cycles (periodic orbits) of a continuous map of an interval (or the real line) into itself. They are given by a certain linear order in the natural numbers; to get such a set one "cuts" this order in an appropriate place and takes the right-hand part. All proofs of this theorem inevitably lead to an idea of a "type" of a cycle. When ordering the points of a cycle  $p_1 < p_2 < \dots < p_n$ , one gets a cyclic permutation  $\sigma$  corresponding to it, such that  $p_i$  is mapped to  $p_{\sigma(i)}$ . Immediately a problem arises: what happens if we try to consider cyclic permutations instead of periods? Then the usual thing happens, the more problems you solve, the more new ones arise. The whole theory which was developed basing on these ideas, deals mainly with combinatorial objects; permutations, graphs etc. We decided to call it *combinatorial dynamics*.

It is important to be able to measure the complexity of a system, or the degree of "chaos" present in it. To some extent this can be done by counting cycles of various periods or various types. A better way to do it is to compute the topological entropy of a system. Topological entropy is considered in almost all papers on combinatorial dynamics. There are also other specific problems in the entropy theory.

We decided that the development of combinatorial dynamics and entropy theory for one dimensional dynamical systems had gone far enough to try to write a book on them. The subject was never treated in a unified way. We found many gaps in the theory. We found results belonging to so called “folk knowledge”: everybody interested in the subject knows that they are true, but nobody can point out where to find them in the literature. In many cases the techniques existing now allow one to prove theorems in a simpler way than they were proved originally.

Of course, we could not try to include in the book everything that has been done in the subject. The theory is being developed all the time and we could have never stopped writing. Also we had to exclude some relevant and interesting subjects, again in order to be able to finish the book in a finite time. However, we would like the reader to be aware of many connections of the material presented in the book with other problems. We describe briefly these connections using

♣ small print (we also refer to it as to small print) which we mark like this. ♣

We treat each small print as a unit. If there are several small prints in a row, we nevertheless mark them separately. We also mark the ends of the proofs by ■ and the ends of examples and remarks by □.

As yet, there is no standard terminology in combinatorial dynamics. Even such fundamental object as a *cycle* (= *periodic orbit*) has two different names (if we do not count the name *circuit* used by Ecclesiastes). Sometimes we had to choose between existing names, and sometimes we had to introduce new ones consistent with the rest of our terminology. This has to be taken into account when reading this book and relevant papers.

We tried to find all literature on the subject covered by the book (this does not include small prints; we only chose a few positions for each small print). We are aware that probably we had overlooked some papers; even though we tried, finding them all seemed to be impossible. In certain cases we also omitted some papers consciously. This applies to the short versions of papers whose full versions can be

found as easily as the short ones. We also had to stop adding new references at some point; therefore the very recent ones are missing. An even bigger problem was to give credit to various authors. At the end of every section we include a part called “Historical remarks”, where we try to indicate who proved first the results of this section and whose ideas we follow in it. We want to apologize to every author to whom we did not give enough credit. We know that we are not good historians. We also want to apologize that our names appear more often than they should, but after all, when writing the book we had to follow mainly our own ideas and we were writing the things we knew the best.

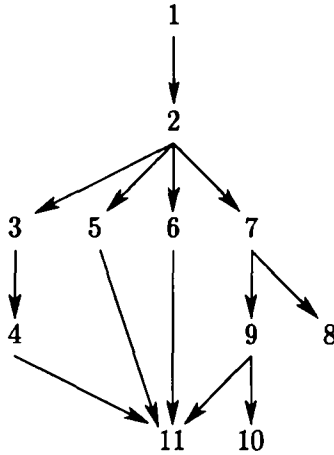
We address the book to the general mathematical audience. We tried to keep the book on the elementary level. We hope that it is available even to students after some basic courses in mathematics.

In many proofs it is very important to keep track of relative position of the points under consideration and to see where they are mapped. Sometimes we provided appropriate (we hope) figures. If there are no such figures, we advise the reader to make his/her own ones when reading the proofs.

We would like to explain the main interdependencies between various sections of this book. The book is divided into four chapters: Preliminaries, Interval maps, Circle maps and Entropy. The material from the Preliminaries Chapter is extensively used in the Interval and Circle Chapters.

The chapter on interval maps is organized essentially in a linear way: each section uses the previous ones.

The situation for the chapter on circle maps is more complicated. The easiest way to explain the relations between Sections 1 – 11 of this chapter is by means of the diagram shown in the figure on the next page. Moreover, the results of Section 2.1 are used in Sections 6, 7 and 9 and the results of Section 2.2 in Sections 6, 7 and 10 of the Circle chapter. This chapter contains also an appendix, which should be treated as a large small print. To understand it, one needs the whole theory developed in the Interval and Circle chapters.



The relations between Sections 1 – 11 of the Circle chapter.

The chapter on entropy is organized again essentially in a linear way, except that Sections 4 and 5 are independent of each other. The whole Interval chapter intervenes in Section 4 and the whole Circle chapter in Sections 7 and 8.

A reader interested in books presenting different approaches to one-dimensional dynamics may wish to read for instance [78], [143], [155], [337], [342], [343], [358], [359] or [384].

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## Changes in the second edition

Since the first edition of this book appeared, a lot of new research has been done in Combinatorial Dynamics. However, we feel that the basic part of the first edition of this book was organized in a logical way and still can serve as an introduction to the subject. Therefore we did not make any essential changes in it. We corrected the errors we became aware of, updated the small prints, and revised and improved (we hope) the figures.

The major change in the second edition is the addition of two appendices in form of chapters. We wrote them in a form similar to the existing appendix on lifted patterns. That is, we tried to present definitions, theorems, and convey to the reader the general feeling about the subject, but omitted technical proofs. Some changes in the small prints in the main part of the book are due to the fact that their contents was moved to the appendices, where more details are given.

First of those appendices is about the graph maps. Many parts of the combinatorial theory for interval maps can be, and has been, generalized to the tree maps or even further, to the graph maps. The second appendix is about the rotation theory. It generalizes the theory that we describe in Chapter 3 for circle maps of degree 1 to a more general setting. We concentrate on those parts that are connected with the combinatorial dynamics.

We added over 70 new references, mainly connected to the contents of the appendices and small prints. We also included a book of de Melo and van Strien [308], which, although not directly connected with the material presented in our book, is an excellent source of information about the smooth one-dimensional dynamics.

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