Kolmogorov–Sinai Entropy, Lyapunov Exponents, and Mean Free Time in Billiard Systems

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We perform new experiments on the Kolmogorov-Sinai entropy, Lyapunov exponents, and the mean free time in billiards. We study their dependence on the geometry of the scatterers made up of two interpenetrating square lattices, each one with circular scatterers with different radius. We find, in particular, that the above quantities are continuous functions of the ratio of the scatterer radius. However, it seems that their derivative is discontinuous around the radius ratio which separates the diffusive and nondiffusive types of geometries.

KEY WORDS: Billiards; Kolmogorov-Sinai entropy; Lyapunov exponents; ergodic theory; chaos; numerical experiments.

INTRODUCTION, SOME DEFINITIONS AND PREVIOUS RESULTS

Dispersing billiards are extremely useful models to study dynamical properis which are present in many other non-dissipative systems. Beyond their hysical relevance, their simple definition make them natural candidates to evelop and/or to apply rigorous mathematical tools. On the other hand, heir simplicity make it also possible to study their behavior by careful computer experiments whose results may shed new light on some unsolved conjectures and/or proofs. The interaction between mathematical physics and computer experiments has been extremely fruitful in this particular

In this paper we extend and complete a previous computer expericut about billiards. (1) Our goal is to study the influence of the geometry

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of scatterers on the billiard behavior. We mean here by geometry of the scatterers whether there are collisionless trajectories (billiards with horizal denoted by ∞H), or not (billiards without horizon, denoted 0H), when the periodicity of the obstacles does not allow one to draw a path to infinity avoiding the obstacles, or diamond billiards, denoted D, in the other case where the obstacles keep the particle inside a bounded region. In particular we study the Kolmogorov-Sinai entropy which is related to the number of symbols necessary for an optimal coding of the particle trajectory, the Lyapunov exponents which define the time-scale of the systems chaoticity and the mean free time between collisions. The latter is used to check the goodness of the computer simulation by comparing the mean free time numerical results with its well known analytic formula.

In order to get an analytic expression for the KS entropy of the Sinz billiard, we need more detailed information about the dynamics (see base definitions in ref. 2). The two dimensional phase space consists of point $x = (r, \Phi)$ where r represents the position of the particle when it hits a obstacle and $\Phi \in (\pi/2, 3\pi/2)$ is the incident angle formed by the velocity a collision and the outer normal to the obstacle, measured counterclockwise. The dynamics is the map T mapping one collision $x = (r, \Phi)$ to the previous one $x' = (r', \Phi')$. In fact, it is simple to show that an initial curve in the phase space, $(r', \Phi'(r'))$, after one collision it becomes $(r, \Phi(r))$ where both curves are related by the differential equation:

$$\frac{1}{-\cos\Phi}\frac{d\Phi}{dr} = \frac{\kappa(r)}{-\cos\Phi} + \frac{1}{\tau + \frac{1}{-\cos\Phi'}}$$
(1.1)

valid at every point of the curve where the map T has no singularity, here $\kappa(r)$ is the obstacle curvature at point r and τ is the distance between the collision points x and x'. By iterating the equation (1.1) an initial segment

$$\Phi^{(0)}(r_0) = \int_{r_0}^{r_0 + \delta} \kappa(r) \, dr \tag{12}$$

where δ is assumed to be suitable small, becomes the solution of the differential equation:

$$\frac{1}{-\cos\Phi^{(n)}} \frac{d\Phi^{(n)}}{dr^{(n)}} = \frac{\kappa(r^{(n)})}{-\cos\Phi^{(n)}} + B(n)$$
 (13)

where we set $x \equiv x^{(n)} = (r^{(n)}, \Phi^{(n)}) \equiv T^{-n}(T^n x)$ and $x^{(j)} = T^{-j}(T^n x)$ and where $r^{(j)}$ and $\Phi^{(j)}$ are the phase space coordinates after then jth collision trajectory $x^{(n)}, ..., x^{(0)}$, and:

$$B(n) = \frac{1}{\tau(n-1,n) + \frac{1}{\frac{-2\kappa(r^{(n-1)})}{\cos\Phi^{(n-1)}} + B(n-1)}}$$
(1.4)

with B(0) = 1 and $\tau(n-1, n)$ is the distance between collisions n-1 and n, and B(n) depends on x see ref. 2, p. 244. We have also assumed that the map T is not singular along the trajectory $x^{(0)}, ..., x^{(n)}$.

The Kolmogorov-Sinai Entropy is then proved in ref. 3 to be given by the integral over phase space:

$$h(T) = \int v(dx) \log \det \partial T_{\epsilon}(x)$$
 (1.5)

where T_e is the restriction of the map T to the unstable manifold in x and is the invariant measure under T given by: $dv(x) = -(2P)^{-1}\cos(\Phi) dr d\Phi$ where P is the total perimeter of the obstacles.

In fact suppose that $\gamma'(x') = T\gamma(x)$, $\gamma \equiv T^{-1}\gamma'$, if γ' , γ are two increasing curves around x' = Tx and x, i.e., $d\Phi/dr > 0$ and $d\Phi'/dr' > 0$. Then the expansion rate at x' (using as metric $dr^2 + \kappa^{-2}d\Phi^2$ and setting $c \equiv \cos \Phi$, $C = \cos \Phi'$, $\kappa = \kappa(r)$, $\kappa' = \kappa(r')$) is:

$$\frac{d|T^{-1}\gamma'|}{d\gamma'} = \frac{-c'}{-c} \frac{(\kappa^{-2}(d\Phi/dr)^2 + 1)^{1/2}}{(\kappa'^{-2}(d\Phi'/dr')^2 + 1)^{1/2}} \left(1 + \tau(T^{-1}x') \frac{1}{-c'} \left(\kappa' + \frac{d\Phi'}{dr'}\right)\right)$$
(1.6)

having used the elementary trigonometrical relations in ref. 2, p. 244; so that using that $\int v(dx)(F(x) - F(Tx)) \equiv 0$ by the invariance of v(dx) we get:

$$h(T^{-1}) = \int v(dx') \log \left(1 + \frac{\tau(T^{-1}x')}{-c} \left(\kappa' + \frac{d\varphi'}{dr'} \right) \right)$$
$$= \int v(dx) \log(1 + \tau(T^{-1}x) \, \tilde{B}_e(x)) \tag{1.7}$$

having renamed x' with x in the second step, which also defines $\tilde{B}_e(x)$. A rigorous proof of the above derivation of h(T) can be found in ref. 4.

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On the other hand the equation $\varphi = \varphi(r)$ of the expanding manifold $\gamma_e(x)$, which is easily seen to be a monotonically increasing function of (see ref. 2), can be obtained from the relation:

$$\gamma_{e}(x) = \lim_{n \to \infty} T^{-n} \gamma_{e}^{0}(T^{n} x)$$
 (1.8)

if γ_e^0 is the curve with equation $d\varphi/dr = 0$ (or equal to any monotonically increasing function, arbitrarily prefixed), see ref. 2.

It is convenient to define, setting $c_n \equiv \cos \Phi^{(n)}$, $\kappa_n = \kappa(r^{(n)})$:

$$B(j) = \tilde{B}(j) - \frac{2\kappa_n}{-c_n} \tag{1.9}$$

and it is easily checked, ref. 2, p. 744, that B(n) coincides with (1.4). Hence:

$$h(T^{-1}) = \lim_{n \to \infty} \int d\nu (x^{(n)}) \ln \left(1 + \tau(n, n+1) \left(B(n) + \frac{2\kappa_n}{-c_n} \right) \right)$$
 (1.10)

A different way to compute the KS entropy is to use the Pesin identity

$$h(S^{-1}) = \sum_{\lambda_i > 0} \lambda_i \tag{1.11}$$

with the Abramov formula:

$$h(S^{-1}) = \frac{h(T^{-1})}{\tau} \tag{1.12}$$

where S is the billiard flow, τ is the mean free time between collisions and λ_i are the system Lyapunov exponents. In the Sinai Billiard case, there only one positive Lyapunov exponent λ and then it is proportional to the KS entropy. The Lyapunov exponent λ can be computed directly by using its definition (see ref. 5 for more details):

$$\lambda = \lim_{n \to \infty} \frac{1}{n} \ln |C(n)\psi| \tag{1.13}$$

where
$$C(n) = A(n, n-1) A(n-1, n-2) \cdots A(1, 0)$$
,
$$A(m+1, m) = \begin{pmatrix} \frac{R(m+1)[rcs(m) + \tau(m, m+1)]}{R(m) rcs(m+1)} & \frac{R(m) R(m+1) \tau(m, m+1)}{rcs(m) rcs(m+1)} \\ \frac{\tau(m, m+1) + rcs(m) + rcs(m+1)}{R(m) R(m+1)} & \frac{R(m)[rcs(m+1) + \tau(m, m+1)]}{R(m+1) rcs(m)} \end{pmatrix}$$
(1.14)

 $R(m) = -R(m) \cos \Phi(m)$, R(m) is the radius of the obstacle at the *m*th hit and ψ is any initial vector $\psi = (r, \sin \Phi)$.

Some numerical results about the KS entropy, the Lyapunov exponents and the mean free time is available in the literature. Let us make a brief report.

Benettin and Strelcyn⁽⁶⁾ found in 1978 numerical evidence that the KS catropy of a generalized stadium billiard is not a monotone decreasing function of a topological parameter δ which controls the stadium curvature.

In 1984 Benettin⁽⁵⁾ studied numerically the Lyapunov exponent for the **Diamond** billiard as a function of the sides curvature, ε . He found that the **behavior** $h \simeq \varepsilon^{1/2}$ fitted his results very well for all data between $0 < \varepsilon < 1$.

Also, in 1984, Friedman, Oono add Kubo, (7) studied numerically and malytically the KS entropy for a two dimensional square and triangular lattice billiards when the radius, R, tend to zero. That found that $1 \approx -2 \ln R$ when $R \to 0$. They also studied the triangular billiard around the critical radius which Separates the finite horizon behavior from the ofinite horizon one. They claimed, without showing it, that the KS entropy is continuous and they suggested that it is even continuously differentiable.

In 1985 Bouchaud and Le Doussal⁽⁸⁾ studied numerically the KS antropy for a two dimensional square lattice billiard. They confirmed the small R behavior found by Friedman et al., in particular they got R = al and R = al, which is the critical value which separates the infinite conizon behavior from the diamond one. They argue that $h = (1 - R)^{1/2}$ then $R \to 1^-$ but they do not confirm this point with their numerical aperiment. In fact, they observe a quasiconstant value of h(S) between R = 0.99 and R = 0.999, before the steep decrease when R is very close in 1.

Finally let us mention the works of P. R. Baldwin in 1988 and 991. In the first one he studied numerically an infinite horizon soft billiard system (i.e., the scatterers are regions with a constant potential, U).

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In particular, he argued that $h \simeq \ln U/R^2$ when $R^2 \ll U \ll 1$. More interesting is his 1991 work where he manage to give an explicit encoding for the trajectories of a particle in the ∞H billiard which is near the optimal one. He computes and confirms the KS entropy results of Friedman et al. (7) when $R \to 0$ by studying smaller radius than them.

2. THE COMPUTER EXPERIMENT

Our system is a square with periodic boundary conditions with side of unit length, a=1. We take the center of the torus as the origin a coordinates: (0,0). There are a circle of radius R and center at (0,0) and four more circles with radius R' and centers at (1/2, 1/2), (1/2, -1/2), (-1/2, -1/2), (-1/2, 1/2). Obviously only the part of the circles inside to torus is relevant (see Fig. 1).

A point particle is moving freely with unit velocity, |v| = 1, in the space external to the circles and hitting them elastically (conserving the modulu of the total momentum and the energy).

For any fixed $R' < 1/\sqrt{2}$ there are four different regions in the parameter space (see Fig. 2):

- (T) Triangle: $1/2 \le R \le \sqrt{1/2 R' + R'^2}$.
- (D) Diamond: $1/\sqrt{2} R' \le R \le 1/2$.
- (0H) Billiards without horizon: $1/2 R' \le R \le 1/\sqrt{2} R'$.
- (∞H) Billiards with infinite horizon: $0 \le R \le 1/2 R'$.

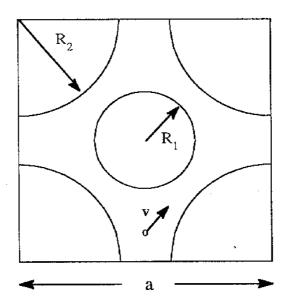
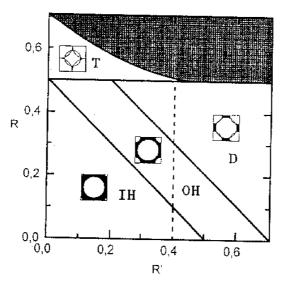


Fig. 1. General billiard structure with scatterers of radius R and R' in a box with side length a.



Four possible billiard configurations for different R and R' values. Scatterers cover full space in the gray zone. All the (R, R') values studied in this paper are located along dashed line.

In this paper we fix R' = 0.4. Therefore the regions become: $T: 0.5 \le R \le 0.509901...$; $D: 0.307107... \le R \le 0.5$; $0H: 0.1 \le R \le 0.307107...$; $\infty H: 0 \le R \le 0.1$. We compute the different observables we explain below on the regions D, 0H and ∞H as a function of R. Region T is so small, in this case, that our algorithm becomes very unefficient in CPU computer time, we do not study it. The algorithm we use is explained with detail in Ref. 1.

For each radius R, we have computed the evolution of the following biservables:

(a) The curvature operator (Eq. 1.4)):

$$B(n) = \frac{1}{N} \sum_{i=1}^{N} B_i(n)$$
 (2.1)

(b) The KS entropy (Eq. (1.10)):

$$h(n) = \frac{1}{N} \sum_{i=1}^{N} \ln \left[1 + \tau_i(n, n+1) \left(B_i(n) + \frac{2\kappa_n^{(i)}}{-c_n^{(i)}} \right) \right]$$
 (2.2)

(c) The Lyapunov exponent:

$$\lambda(n) = \frac{1}{Nn} \sum_{i=1}^{N} \ln |C_i(n) \psi|$$
 (2.3)

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Table 1. Number of points N(f) and final collision $n_{max}(f)$ that we have used to fit the evolution of the observables: f = h, B and L to be the function $f(n) = a_1 + a_2 n^{-a_3}$, where $n \in [n_{max}(f) - N(f), n_{max}(f)]$ is the collision number and R is the radius studied.

R	N(h)	$n_{max}(h)$	N(B)	$n_{max}(B)$	N(L)	$n_{max}(L)$
0.0000	10	17	7	17	9	17
0.0200	8	16	9	16	9	16
0.0400	9	16	8	16	9	16
0.0600	8	16	9	16	9	16
0.0800	9	16	9	17	9	16
0.1000	10	17	10	17	9	17
0.1200	10	17	10	17	9	17
0.1400	10	. 18	10	18	10	18
0.1600	10	18	11	19	10	18
0.1800	10	19	11	20	10	19
. 0.2000	11	20	12	21	11	20
0.2200	12	21	11	22	11	21
0.2400	13	23	13	23	12	23
0.2600	13	24	14	25	13	24
0.2800	- 14	25	14	25	13	25
0,3000	16	30	17	33	16	30
0.3010	16	31	17	33	16	31
0.3020	16	31	18	34	16	31
0.3030	16	31	18	34	16	31
0.3040	17	32	18	35	17	32
0.3050	17	32	18	35	17	32
0.3055	17	32	18	35	17	33
0.3060	17	32	19	36	17	33
0.3062	17	32	19	36	18	34
0.3065	18	34	18	34	18	34
0.3070	17	32	19	36	18	35
0.3072	17	32	19	36	19	37
0.3075	17	32	19	. 36	17	32
0.3080	7	31	18	35	10	40
0.3090	4	31	18	34	10	40
0.3100	6	30	18	34	10	40
0.3110	9	30	3	33	16	30
0.3120	7	30	7	33	16	30
0.3130	7	30	18	33	15	. 29
0.3140	12	30	18	33 .	15	29
0.3200	14	25	14	25	13	25
0.3400	8	25	9	25	13	25
0.3600	14	25	10	25	13	25
0.3800	16	30	14	30	15	29
0.4000	17	31	18	33 .	16	30
0.4200	16	30	13	30	16	30
0.4400	18	35	12	35	18	35
0.4600	6	39	21	40	21	40
0.4800	25	48	26	50	26	50

(d) The mean free time:

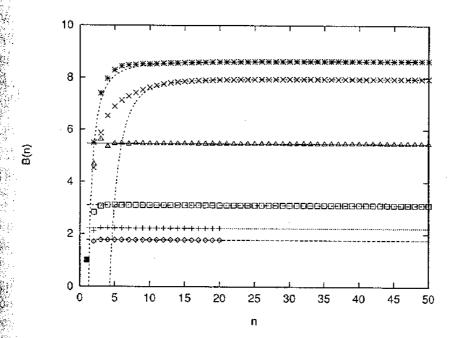
$$\tau = \frac{1}{Nn_{col}} \sum_{i=1}^{N} \sum_{n=1}^{n_{col}} \tau_i(n-1, n)$$
 (2.4)

Where N is the number trajectories with different random initial conditions and n_{col} is the number of collisions corresponding one trajectory. In our computer simulation $N=10^7$ for all R and, in most of the cases R=50. The different radius that we have studied in this paper appear on Table I. Let us remark that the error bars are included in all the figures howed below. Sometimes they do not appear explicitly because the symbol tree is much bigger that the error bar size.

THE RESULTS

The Curvature Operator

Some typical averaged evolutions for the curvature operator B(n) are resented in Fig. 3. We see that, depending on the radius, the convergence of an asymptotic value is reached after 5 to 15 collisions. In fact, we see that there is a kind of critical slowing down as we approach the critical dius $R_c = 0.307107...$ which separates the diamond topology and the 0H



3. B(n) given by Eq. (1.4) as a function of n for different radius (from top to bottom): R = 0.48, 0.30, 0.40, 0.20, 0.10 and 0. The lines are the corresponding fits (see text).

one. This is so because for the critical radius case, R_c , the vertex of the diamond are tangent and then they are trajectories which may become trapped infinite time in their neighborhood. We are interested in the asymptotic value of B(n) when $n \to \infty$. Because the system chaoticity and the initial rounding error propagation through the simulation, we should discard the data after some collisions.

In particular, we can estimate the maximum number of collisions the we may keep safely. We equate the data statistical error: $\sigma(B)/\sqrt{N}$, with the expected rounding error propagation after $n_{max}(R,B)$ collisions $10^{-16} \exp[\lambda'(R) n_{max}(R,B)]$, where $\sigma(B)$ is the standard deviation for the data, $\lambda(R)$ is a rough estimate of the Liapunov exponent and we have assumed that the initial error is 10^{-16} because we are working in doubt precision. This implies that $n_{max}(R,B) = \min\{[16 \ln(10) - \ln(N)/2 \ln(\sigma(B))]/\lambda'(R), n_{col}(R)\}$. As we see in Fig. 3, for some values of R, we observe a kind of slow decay and therefore, it is risky to identify $B(n_{max}(R,B))$ with the wanted asymptotic value $B = \lim_{n \to \infty} B(n)$. It more convenient to study the data asymptotic behaviour. In order to do this, we have fitted B(n) to the function

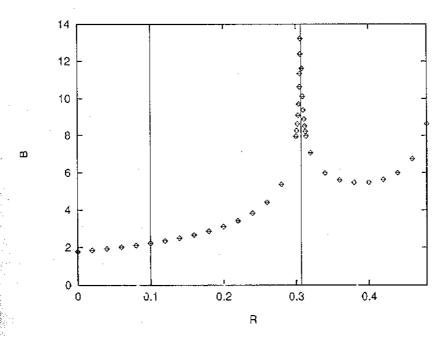
$$B(n) = a_1 + \frac{a_2}{n^{a_3}}, n \in [n_0(B, R), n_{max}(R, B)]$$
(3.1)

where $n_0(B, R) = n_{max}(R, B)/2$.

Then the asymptotic value B is identified with the coefficient a_1 . When the error bar for the coefficient a_1 , σ_{a_1} , is such that $a_2/n_{max}(R, B)^{a_1} < \sigma_{a_1} \le a_2/n_0(R, B)^{a_3}$, that is, when the fitted function variation over the interval is smaller than the typical error, we change the strategy. In this case we define $n_0(R, B) = (|a_2|/\sigma_{a_1})^{1/a_3}$ and we take as asymptotic value the average of B(n) over the interval $n \in [n_0(B, R), n_{max}(R, B)]$.

The asymptotic value $B = \lim_{n \to \infty} B(n)$, is plotted in Fig. 4. We so how the curvature operator behaves in the three regions. In the ∞H and 0H regions, B is an increasing function on R. In the D region B is decreasing function on R when $R \le 0.4$ and increasing one when $R \ge 0.4$ We fitted Several functions to these data. The best ones are:

- (a) ∞H interval (6 points): $B(R) = b_1 + b_2 R$ where $b_1 = 1.76 \pm 0.0$ and $b_2 = 4.5 \pm 0.2$.
- (b) 0H interval (20 points): $B(R) = b_1 + b_2 R + b_3 (R_c R)^{-b_4}$ when $b_1 = -2.9 \pm 0.7$, $b_2 = 3.1 \pm 1.4$, $b_3 = 3.4 \pm 0.7$ and $b_4 = 0.21 \pm 0.02$.
- (c) $R \in [0.3, R_c \equiv 0.30710...]$ (8 last points from the 0H interval $B(R) = b_1(R_c R)^{-b_2}$ where $b_1 = 2.26 \pm 0.08$ and $b_2 = 0.252 \pm 0.005$.



4. Assymptotic values of B(n) coming from the fit explained in Section 31, as a function of the radius R.

- (d) ∞H and 0H intervals (26 points): $B(R) = b_1 + b_2 R + b_3 (R_c R)^{-b_4}$ here $b_1 = -3.5 \pm 0.7$, $b_2 = 1.3 \pm 0.7$, $b_3 = 4.1 \pm 0.6$ and $b_4 = 0.20 \pm 0.02$.
- (e) D interval (18 points): $B(R) = (b_1 + b_2 R + b_3 R^2 + b_4 R^3)$ $(a_1 + b_2 R + b_3 R^2 + b_4 R^3)$ $(a_2 + b_3 R^2 + b_4 R^3)$ where $b_1 = -92.3 \pm 14.2$, $b_2 = 760.4 \pm 113.5$, $b_3 = -2036.0 \pm 18.2$ and $b_4 = 1825 \pm 258.1$.
- (f) $R \in [R_c, 0.313]$ (first 8 points from the D interval): $B(R) = (R_c R)^{-b_2}$ where $b_1 = 2.6 \pm 0.2$ and $b_2 = 0.22 \pm 0.01$.

From these fits we see that the B critical behavior near the radius R_c is given by a power law divergence with a critical exponent between 20 and 0.25.

The KS Entropy

Figure 5 shows similar plot as Fig. 3 for the Kolmogorov-Sinai stropy defined by Eq. (2.2). In this case it is more dramatic how after few collisions the asymptotic value is reached. But, anyway, we have rised out a similar analysis as in the precedent case. The resulting symptotic values are plotted in Fig. 6 and Fig. 7. We see that the KS tropy is not a monotonic function on R except in the 0H region in which decreases with R. In the infinite horizon region, the inclusion of a sublatter of scatterers while keeping the infinite horizon topology, increases the stropy with respect the pure square lattice of scatterers i.e., R = 0. This

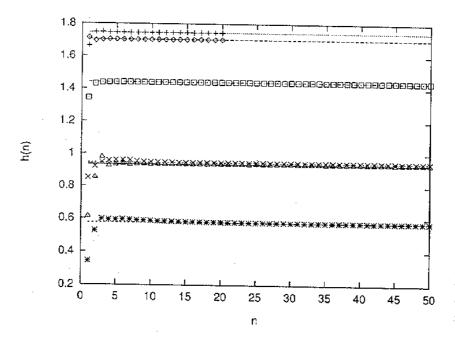


Fig. 5. h(n) given by Eq. (2.2) as a function of n for different radius (from top to botto R = 0.10, 0.0, 0.20, 0.30, 0.40 and 0.48. The lines are the corresponding fits (see text).

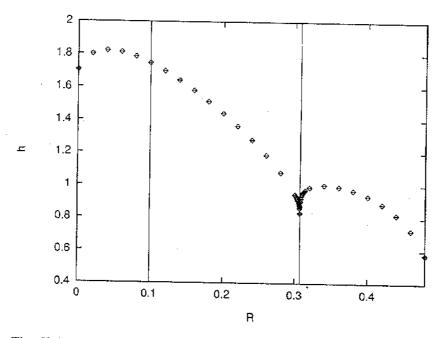
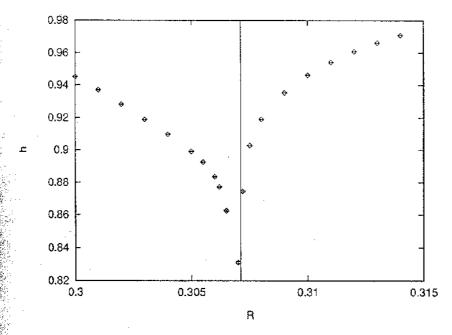


Fig. 6. The Kolmogorov-Sinai entropy computed from the assymptotic values of a coming from the fit explained in Section 3I, as a function of the radius R.



7. Detailed behavior of the Kolmogorov-Sinai entropy around the critical radius $R_c = 0.3071...$ which separates the Diamond topology from the zero horizon one.

ossibly means that the corresponding Marcov Partition will be more comicated with respect the R=0 one. When the infinite horizon window is osed, the KS entropy becomes a, monotonic decreasing function on R in OH region. And therefore, by increasing R in this region, the Marcov ration will be simpler. In the Diamond region the behavior is more volved. At the critical radius, R_c , the KS entropy reaches a local minimal reflecting the fact that the trajectories spend most of the time at the lamond vertex, i.e., they are localized at the phase space. By increasing R ound R_c the KS entropy increases and reaches a maximum near R=0.34. From there, the KS entropy decreases due to the smaller curvature of the latterers. In Fig. 7 we see how the KS entropy behaves near the critical line R_c . It seems that is a continuous and no differentiable function in R_c .

The Mean Free Time

The computation of the mean free time give us the opportunity to ck the goodness of our computer simulation. One may compute analytily its value and compare with the one obtained with the computer rulation. In fact, the analytical derivation is simple, the mean free time given by

$$\tau = \int_{M} d\nu(x) \, \tau(x) \tag{3.2}$$

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where M is the phase space defined by the coordinates $x = (r, \Phi)$ and Φ is the time that the particle takes to go from the initial position at Φ the next collision point. Substituting $dv(x) = -(2P)^{-1}\cos(\Phi) dr d\Phi$ in Eq. (3.2) we get:

$$\tau = (2P)^{-1} \int_{G} dt \, dr \, d\Phi(-\cos\Phi) = (2P)^{-1} \int_{G} dx \, dy \, d\varphi = \pi A/P$$

where G is the phase space available by the flow (see ref. 9), x, y and φ the spatial coordinates and the angle that the particle velocity forms the x-axis respectively. Finally, A is the available area for the particle P is the perimeter of the obstacles.

Equation (3.3) would lead to

$$\tau = \frac{1 - \pi (R^2 + R'^2)}{2(R + R')} \qquad R + R' \le \frac{1}{\sqrt{2}}$$

and

$$\tau = \pi \frac{1/8 - lR \sin(\pi/4 - \beta)/2 - \alpha R'^2/2 - \beta R^2/2}{\alpha R' + \beta R} \qquad R + R' \geqslant \frac{1}{\sqrt{2}}$$

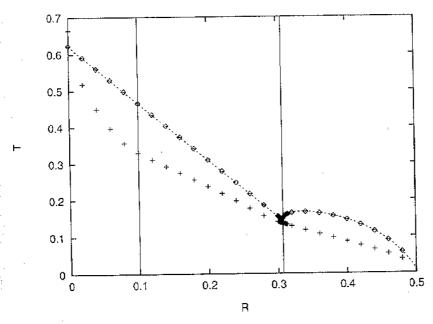
where

$$\alpha = \frac{\pi}{4} - \cos^{-1} \left(\frac{l^2 + R'^2 - R^2}{2lR'} \right)$$
$$\beta = \frac{\pi}{4} - \cos^{-1} \left(\frac{l^2 + R^2 - R'^2}{2lR} \right)$$

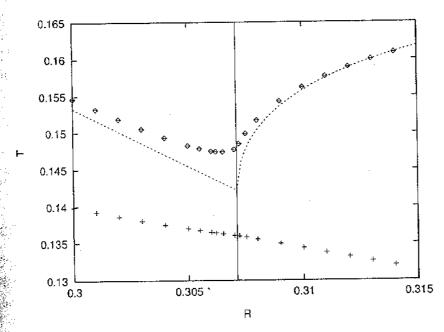
and $l=1/\sqrt{2}$ in our case.

Figures 8 and 9 represent the mean free time and its mean square displacement, σ_{τ} , for different R. In the ∞H region we see how the mean square displacement is finite which is against its expected infinite value of time. That is, in Eq. (2.4) all $\tau_i(n-1,n)$ are finite.

The dotted curve in Fig. 8 and Fig. 9 is the numerical solution Eqs. (3.4) and (3.5). As we see, the formulas fits almost exactly the experience mental data except in the neighborhood of the critical radius where the of trajectories that spend many time *crossing* the vertex have a macroscolocal influence on the value numerically obtained of the mean free time. On may think on doing larger computer simulations with more collisions be



8; Mean free time (diamond symbols) and its mean square displacement (plus symbols) as a function of R.



Detailed behavior of the Mean free time (diamond symbols) and its mean square displacement (plus symbols) near the critical radius $R_c = 0.3071...$

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as we discussed at the beginning of Section 3, there is an inherent limitate on this systems. The precision of the computer and the system chaoticilimits to a maximum of about 50 collisions per evolution. It is clear the near R_c it is needed far more collisions in order to study the critical behavior cleanly. The present status of computer technology prevent us study with confidence that region.

We have also carried out several linear fits to our data for the me square displacement of τ :

- (i) $0.1 \le R \le 0.3055$ (11 points): $\sigma_{\tau}(R) = d_1 + d_2 R$ where $d_1 = 0.426$ 0.001 and $d_2 = -0.956 \pm 0.006$.
- (ii) $R_c \le R \le 0.5$ (18 points): $\sigma_\tau(R) = d_1 + d_2 R$ where $d_1 = 0.306$ 0.001 and $d_2 = -0.553 \pm 0.004$.
- (iii) $0.3 \le R \le 0.315$ (20 points): $\sigma_{\tau}(R) = d_1 + d_2 R$ where $d_1 = 0.304$ 0.001 and $d_2 = -0.549 \pm 0.005$.

Let us remark the linear behavior of the mean square displacement of In particular, from the fits (ii) and (iii) we can conclude that the line behavior of the D region invades the 0H region up to $R \simeq 0.3$. The behavior has a slope of about -1/2 while the corresponding to the region (fit i)) has the slope of $\simeq -1$.

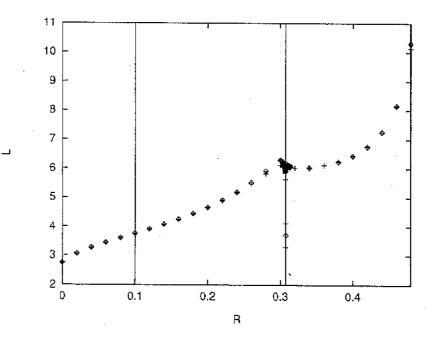
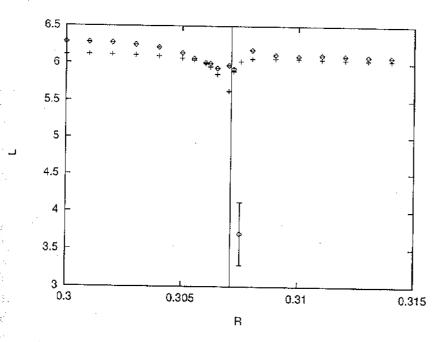


Fig. 10. Lyapunov exponent as a function of R computed by using Eq. (1.13) (diam symbols) and the Abramov's formula (plus symbols).



Detailed behavior of the Lyapunov exponent near R_c computed by using Eq. (1.13) (diamond symbols) and the Abramov's formula (plus symbols).

V. The Lyapunov Exponent

Figures 10 and 11 show the behavior of the Lyapunov exponent as omputed by Eq. (1.13). In practice no difference has been found between the methods of computing L except near R_c where the convergence of $R_c(1.13)$ is much worse and leads to uncontrolled fluctuation of the malinear fits explained in Section 3I (see Fig. 11). The Lyapunov exponent creases with R from R=0 up to $R\simeq 0.3$. It reaches there a kind of aleau and decreases slightly near R_c . From R_c is increases a little bit and R_c in it reaches a new tableau from which it increases with R_c . From the rowe analysis it seems that, again, the Lyapunov exponent is a continuous at not differentiable function around R_c .

CONCLUSIONS

The main goal of this paper was to make a generic numerical study of influence of geometry in Billiards for some typical dynamic magnitudes the mean curvature, the Kolmogorov-Sinai entropy, the mean free time of the Lyapunov exponent. In particular we have studied the effect in magnitudes of the transitions between the Diamond, the zero horizon of the infinite horizon geometries. We have found that the transition

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between OH and ∞H is smooth and no pathologies appear. In contrast, the transition between D and OH is much more interesting. First, the mean curvature seems to diverge around the critical radius which separate both geometries, R_c , with an exponent approximated equal to 1/4. Second, the latter divergence influences the KS entropy behavior but not the mean free time one whose analytical formula is well known. The KS entropy seems to be a continuous hut not differentiable function in R_c .

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