

# Soliton decomposition of the Box-Ball System

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# Resources



## Simulation

<https://mate.dm.uba.ar/~leorolla/simulations/bbs.html>

(on a 1d torus wrapped around a 2d torus)

## These slides

<http://mate.dm.uba.ar/~leorolla/bbs-slides.pdf>



## Article

<https://arxiv.org/abs/1806.02798>

(and references therein)

## Extended abstract

<http://mate.dm.uba.ar/~leorolla/bbs-abstract.pdf>



## Ball-Box System (Takahashi-Satsuma 1990)

**Ball configuration**  $\eta \in \{0, 1\}^{\mathbb{Z}}$

$$\eta(x) = 0 \leftrightarrow \text{empty box}, \quad \eta(x) = 1 \leftrightarrow \text{ball at } x$$

Carrier picks balls from occupied boxes

Carrier deposits one ball, if carried, at empty boxes

$$\begin{array}{cccccccccccccccccccccccc} 0 & 0 & 1 & 0 & 1 & 1 & 0 & 0 & 0 & 1 & 1 & 1 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & \eta \\ 0 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & T\eta \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & 1 & 0 & T^2\eta \end{array}$$

$T\eta$  : configuration after the carrier visited all boxes.

## Formal definition

We say that  $x$  is an *excursion point* if, for some  $z \leq y$ ,

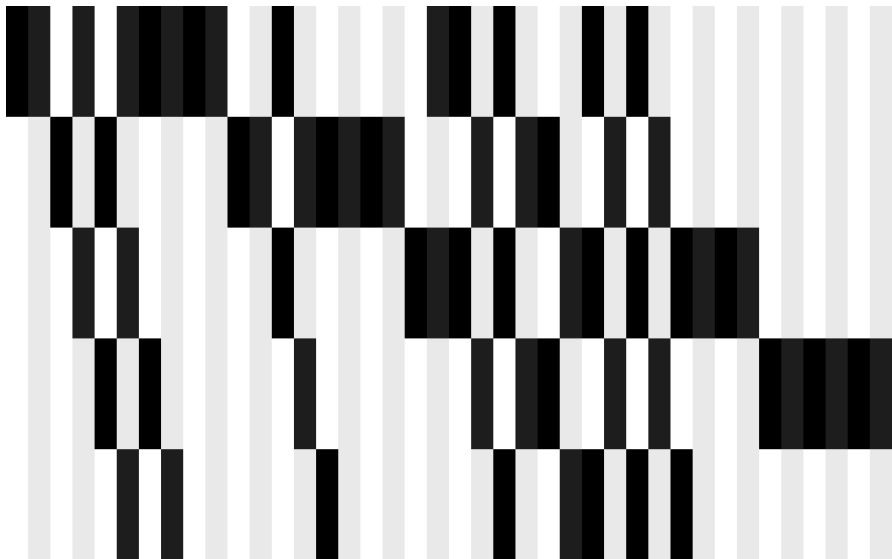
$$\sum_{y=z}^x \eta(y) \geq \sum_{y=z}^x [1 - \eta(y)],$$

otherwise  $x$  is a *record*.

Now we define

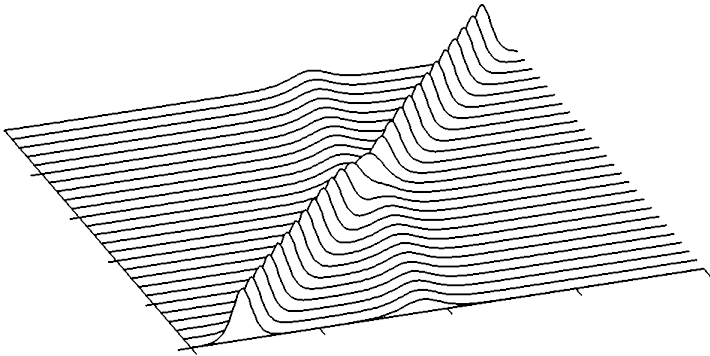
$$T\eta(x) = \begin{cases} 0, & x \text{ is a record,} \\ 1 - \eta(x), & \text{otherwise.} \end{cases}$$

## Example



## Motivation: Korteweg & de Vries equation

$$\dot{u} = u''' + u u'$$



**Soliton:** a solitary wave that propagates with little loss of energy and retains its shape and speed after colliding with another such wave

## Take-home messages

Ergodic Theory  $\leftrightarrow$  Integrable System  $\leftrightarrow$  Algebraic Structures?

Identifying solitons and hierarchical structures

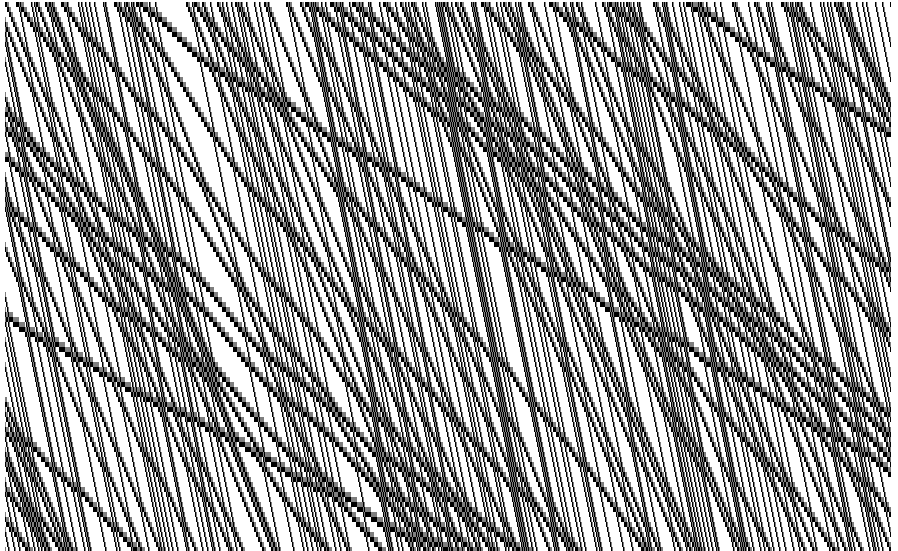
Interaction  $\rightsquigarrow$  asymptotic speeds

Many conservations  $\rightsquigarrow$  many invariant measures

Complete description of invariant measures still missing

Uniqueness of solutions to speed equations still missing

## Solitons in the BBS





## Outline of the talk

- 1) Conservation of  $k$ -**solitons** and how to identify them (T&S)
- 2) Asymptotic **speed** of  $k$ -solitons
- 3)  $k$ -**slots** and  $k$ -**components**
- 4) **Invariant measures** for  $T$  from independent  $k$ -components
- 5) Evolution of  $k$ -components is a **hierarchical translation**
- 6) **Reconstruction** from  $k$ -components

# Solitons

## Conservation of solitons

*k*-soliton: set of *k* successive ones followed by *k* zeros (for now)

Isolated *k*-solitons travel at speed *k* and conserve shape and distance:

```
0000011100000000000000000000000011100000000000000
0000000011100000000000000000000011100000000000000
0000000000001110000000000000000000001110000000000
0000000000000000111000000000000000000011100000000
000000000000000000001110000000000000000001110
00000000000000000000000011100000000000000001
00000000000000000000000000001110000000000000000
00000000000000000000000000000000111000000000000
000000000000000000000000000000000000111000000000
000000000000000000000000000000000000001110000000
00000000000000000000000000000000000000001110000
000000000000000000000000000000000000000000111000
000000000000000000000000000000000000000000001110
```



## Conservation of solitons

Isolated  $k$ -solitons travel at speed  $k$  and conserve the distances:

```
.....111000.....111000.....
..... 111000..... 111000.....
.....   111000..... 111000.....
.....    111000..... 111000.....
```

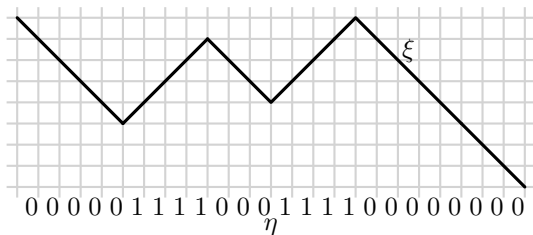
$k$ -solitons and distances are conserved after interacting with  $m$ -solitons:

```
.....111000...10.....111000.....
..... 111000.10..... 111000.....
.....  11100100..... 111000.....
.....   11011000..... 111000.....
.....    10.111000..... 111000.....
.....     10. 111000..... 111000.....
.....      10. 111000..... 111000.....
```

# Conservation of solitons

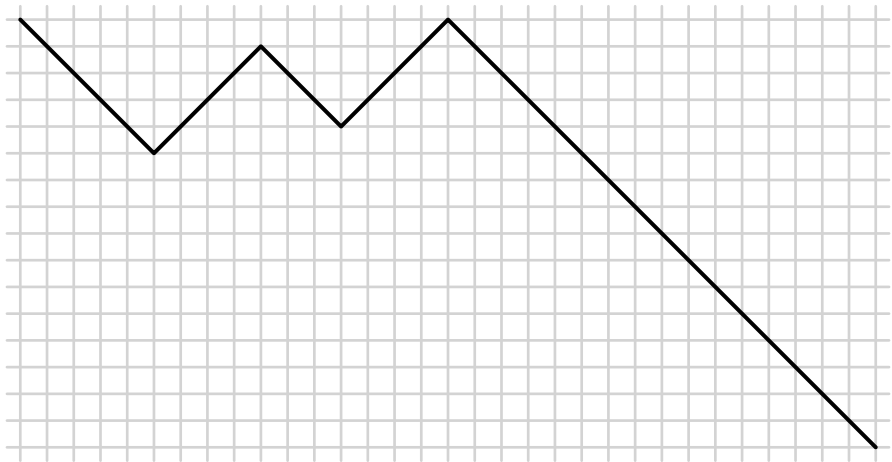
```
00..1100...1100..1100.11001100...1100...1010..10...10.10...10.....
1100...1100...1100..1100.11001100...1100...1010..10...10.10...10.....
1100...1100...1100..1100.11001100...1100.1010..10...10.10...10.....
1100...1100...1100..1100.11001100...11001010..10...10.10...10.....
1100...1100...1100..1100.11001100...11010100..10...10.10...10.....
1100...1100...1100..1100.11001100...1010110010..10.10...10.....
1100...1100...1100..1100.11001100...1010.110100..10.10...10.....
1100...1100...1100..1100.11001100.1010..101100.10.10...10.....
1100...1100...1100..1100.110011001010..10.110010.10...10.....
1100...1100...1100..1100.110011010100.10..11010010...10.....
1100...1100...1100..1100.110011001010010...10110100...10.....
1100...1100...1100..1100.11010100110100...10.101100...10.....
1100...1100...1100..1100.10101100101100.10.10.1100...10.....
1100...1100...1100..11001010.110100110010.10..1100.10.....
1100...1100...1100..1100.11010100.10110011010010...110010.....
1100...1100...1100..1100.1010110010.110010110100...110100.....
1100...1100...1100..1100.1010.110100.110100101100...101100.....
1100...1100...1100..11001010..101100.101100011001100...10.1100.....
1100...1100...1100..110010100.10.110010.1011001100.10...1100.....
1100...1100...1100..1010110010...11010010.1100110010...1100.....
1100...1100...1100..1010.110100...10110100.1100110100...1100.....
1100...1100...1100..1010..101100.10.101100.1100101100...1100.....
1100...1100.1010..10.110010.10.1100.1101001100...1100.....
1100...11001010..10..11010010..1100.1011001100...1100.....
1100...11010100.10...10110100..110010.11001100...1100.....
1100...1010110010...10.101100..110100.11001100...1100.....
1100...1010.110100..10.10.1100...101100..101100.11001100...1100.....
1100.1010..101100.10.10..1100.10.1100.11001100...1100.....
11001010..10.110010.10...110010..1100.11001100...1100.....
11010100.10..11010010...110100..1100.1100.11001100...1100.....
1010110010...10110100...101100..1100.1100.11001100...1100.....
1010.110100...10.101100...10.1100..1100.11001100...1100.....
1010..101100.10.10.1100...10..1100..1100.11001100...1100.....
1010..10.110010.10..1100.10...1100..1100.11001100...1100.....
1010.10..11010010...110010...1100..1100.11001100...1100.....
1010.10...101100...110100...1100..1100.11001100...1100.....
1010..10...10.101100...101100...1100.1100.11001100...1100.....
1010..10...10.10.1100...10.1100...1100..1100.11001100...1100.....
1010..10...10.10.1100...10.1100...1100..1100.11001100...1100.....
1010..10...10.10...110010...1100...1100..1100.11001100...1100.....
1010..10...10.10...101100...1100...1100..1100.11001100...1100.....
1010..10...10.10...101100...1100...1100..1100.11001100...1100.....
```

## Walk representation



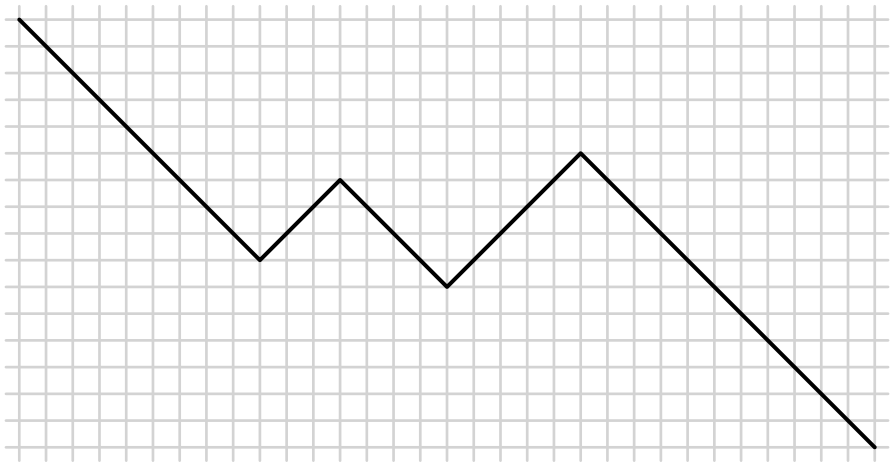
**Excursion:** configuration between two successive **records**

## Pitman transformation





## Pitman transformation

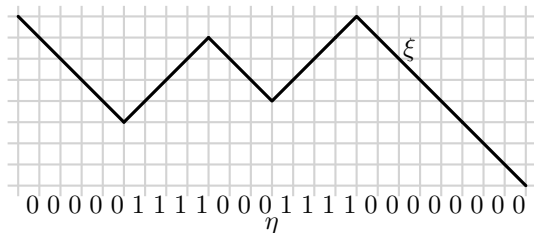


## Pitman transformation



## Identifying solitons (Takahashi-Satsuma)

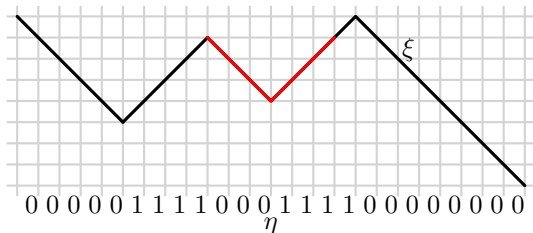
Call *runs* the segments induced by broken lines in the walk representation



Explore runs from left to right. If a run has length  $k \leq$  length of the next run, then its  $k$  boxes and the first  $k$  boxes of the next run form a  $k$ -soliton. Remove these sites and start again exploring from the left.

## Identifying solitons (Takahashi-Satsuma)

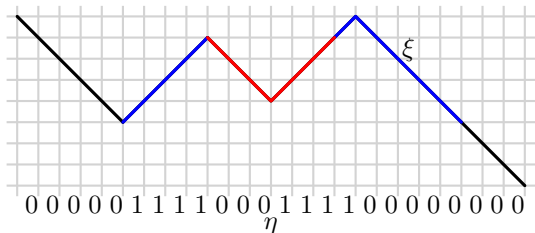
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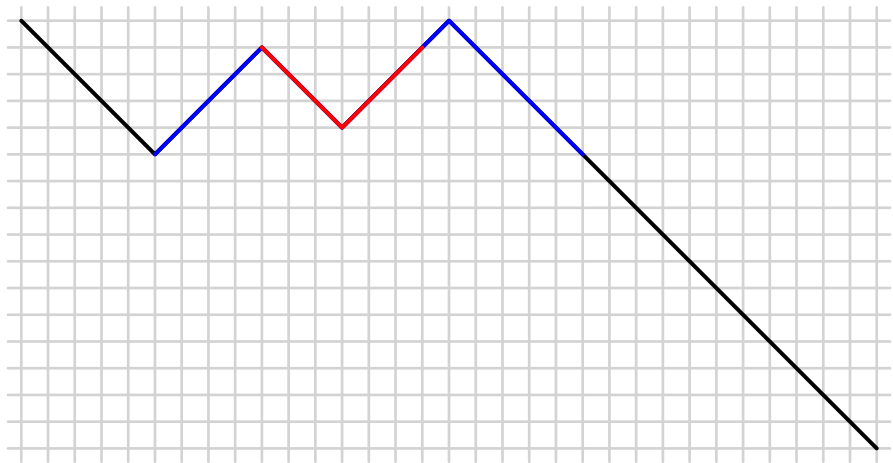
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Call *runs* the segments induced by broken lines in the walk representation

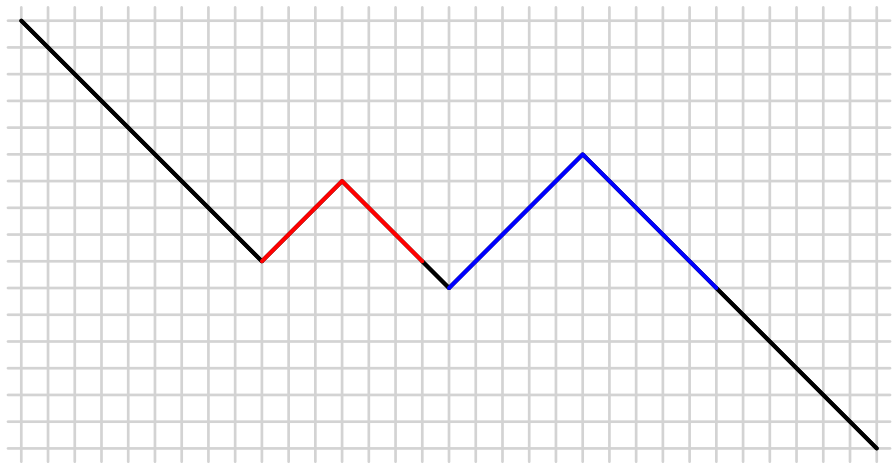


Explore runs from left to right. If a run has length  $k \leq$  length of the next run, then its  $k$  boxes and the first  $k$  boxes of the next run form a  $k$ -soliton. Remove these sites and start again exploring from the left.

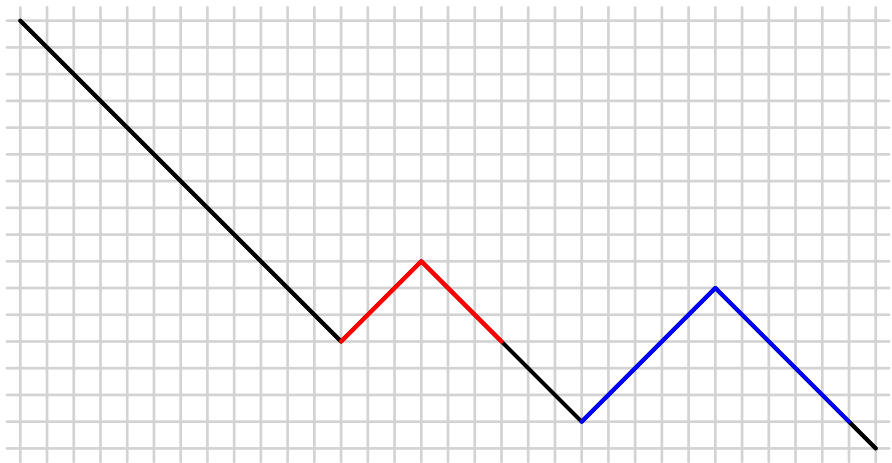
## Following solitons



## Following solitons



## Following solitons





**Speed**

## Asymptotic speed of solitons

$\eta$  shift-ergodic and  $T$ -invariant,  $\rho_k :=$  number of  $k$ -solitons per excursion

**Theorem.** *There exists deterministic  $v = (v_k)_{k \geq 1}$  such that, a.s.,*

$$\lim_{t \rightarrow \infty} \frac{\text{Position of } \gamma^t}{t} = v_k$$

*for every  $k$ -soliton  $\gamma$  of  $\eta$ . The sequence  $v$  solves*

$$v_k = k + \sum_{m < k} 2m\rho_m(v_k - v_m) - \sum_{m > k} 2k\rho_m(v_m - v_k).$$

*and can be computed explicitly from  $(\rho_k)_{k \geq 1}$ .*

## Examples

10111101000010...10111101000010...10111101000010...  
010...10111101000010...10111101000010...10111101000  
101000010...10111101000010...10111101000010...10111  
.10111101000010...10111101000010...10111101000010..  
001010...101111010000...10111101000010...1011110100  
110101000010...101111000010...10111101000010...1011  
..10111101000010...10111101000010...10111101000010.  
0001010...101111010000...10111101000010...101111010  
1110101000010...101111000010...10111101000010...101  
...10111101000010...10111101000010...10111101000010

$$v_1 = \frac{1}{3}, v_4 = 6$$

## Examples

10111101000010...10111101000010...10111101000010...  
010...10111101000010...10111101000010...10111101000  
101000010...10111101000010...10111101000010...10111  
.10111101000010...10111101000010...10111101000010..  
001010...101111010000...10111101000010...1011110100  
110101000010...101111000010...10111101000010...1011  
..10111101000010...10111101000010...10111101000010.  
0001010...101111010000...10111101000010...101111010  
1110101000010...101111000010...10111101000010...101  
...10111101000010...10111101000010...10111101000010

$$v_1 = \frac{1}{3}, v_4 = 6$$

## Examples

1011110110001000.1011110110001000.1011110110001000.  
01000010.1110111001000010.1110111001000010.11101110  
101111010000100.1101111010000100.1101111010000100.1  
01000.1011110110001000.1011110110001000.10111101100  
10111001000010.1110111001000010.1110111001000010.11  
0100.1101111010000100.1101111010000100.110111101000  
10110001000.1011110110001000.1011110110001000.10111  
010.1110111001000010.1110111001000010.1110111001000  
1010000100.1101111010000100.1101111010000100.110111  
.1011110110001000.1011110110001000.1011110110001000

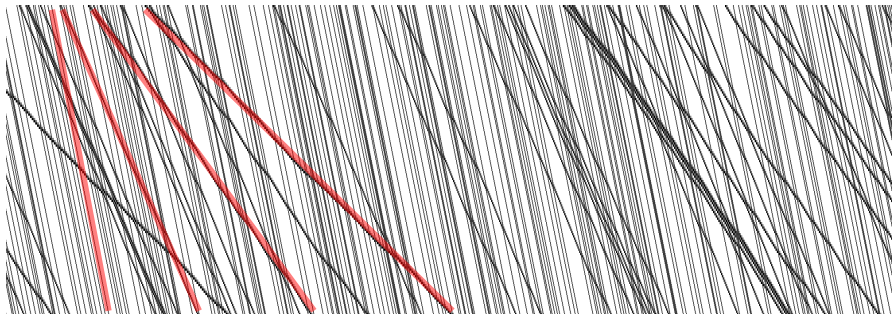
$$v_1 = \frac{1}{9}, v_5 = \frac{23}{3}$$

## Examples

1011110110001000.1011110110001000.1011110110001000.  
01000010.1110111001000010.1110111001000010.11101110  
101111010000100.1101111010000100.1101111010000100.1  
01000.1011110110001000.1011110110001000.10111101100  
10111001000010.1110111001000010.1110111001000010.11  
0100.1101111010000100.1101111010000100.110111101000  
10110001000.1011110110001000.1011110110001000.10111  
010.1110111001000010.1110111001000010.1110111001000  
1010000100.1101111010000100.1101111010000100.110111  
.1011110110001000.1011110110001000.1011110110001000.

$$v_1 = \frac{1}{9}, v_5 = \frac{23}{3}$$

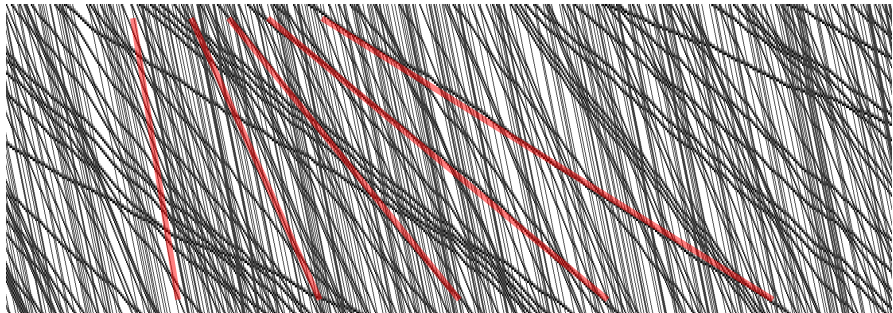
## Simulations



$2000 \times 140$ , i.i.d. with density  $\lambda = .15$

red straight lines are deterministic and computed by the theorem

## Simulations



$2000 \times 140$ , i.i.d. with density  $\lambda = .25$

red straight lines are deterministic and computed by the theorem



## Equation for speeds

Why

$$v_k = k + \sum_{m < k} 2m\rho_m(v_k - v_m) - \sum_{m > k} 2k\rho_m(v_m - v_k) ?$$

Isolated  $k$ -solitons have speed  $k$

When a  $k$ -soliton encounters an  $m$ -soliton:

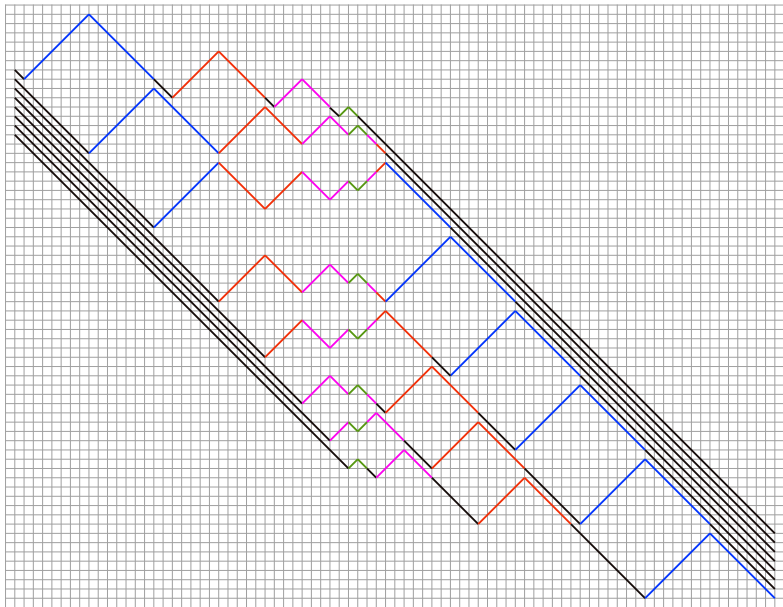
- it advances  $2m$  extra units if  $m < k$  or
- it is delayed by 2 time steps if  $m > k$ .

$\rho_m|v_k - v_m|$  is the frequency of such encounters as seen from a  $k$ -soliton.

# Slots and components

# Nesting Solitons

.11111110000000..1111100000.111000.10.....  
.....11111110000000111110000111001000.....  
.....11111110000011110001101110000000.....  
.....1111100001110010001111110000000.....  
.....111100011011100000..11111110000000.....  
.....11100100.1111100000....11111110000000.....  
.....11011000...1111100000.....11111110000000.....  
.....10.111000....1111100000.....11111110000000.....

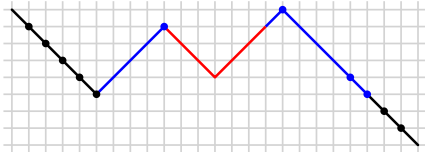


## Nesting Solitons

.7{}..5[] .3() .1.....  
.....7{5[3(1)]}.....  
.....7{5[3(1)]}.....  
.....5[3(1)]7{}.....  
.....5[3(1)] .7{}.....  
.....3(1) .5[] .....7{}.....  
.....3(1) .5[] .....7{}.....  
.....1.3() .....5[] .....7{}.....

# Slots

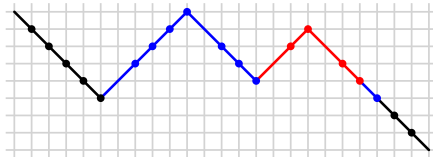
3-slots: sites where a 3-soliton can be appended



## Enumerating the $k$ -slots

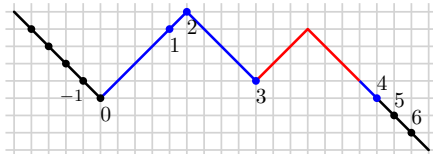


enumerating 3-slots

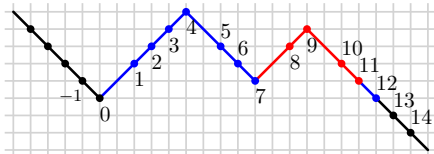


enumerating 1-slots

## Enumerating the $k$ -slots



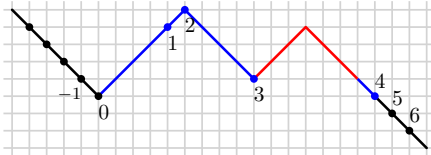
enumerating 3-slots



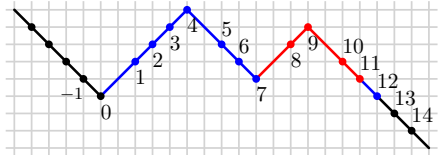
enumerating 1-slots



## Enumerating the $k$ -slots



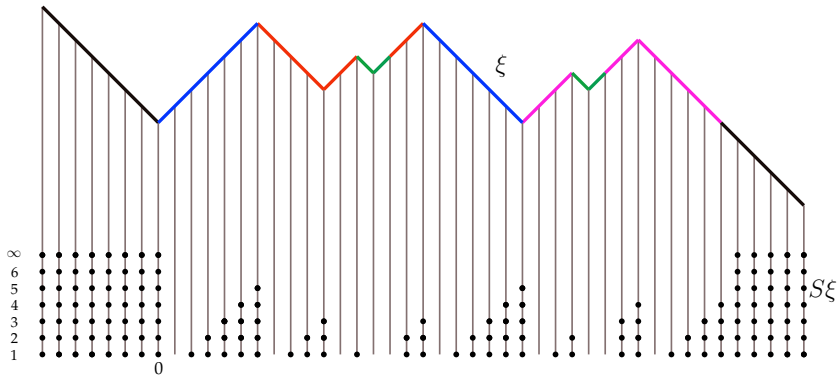
enumerating 3-slots



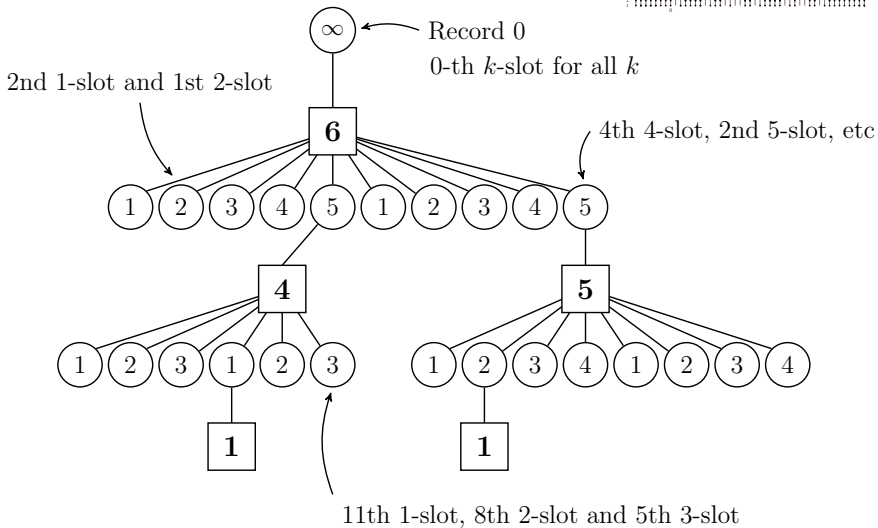
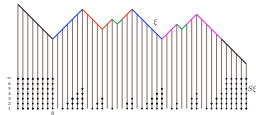
enumerating 1-slots

**Requires an arbitrary:**  
**labeling of records**  
**or choice of "Record 0"**  
**or walk representation**

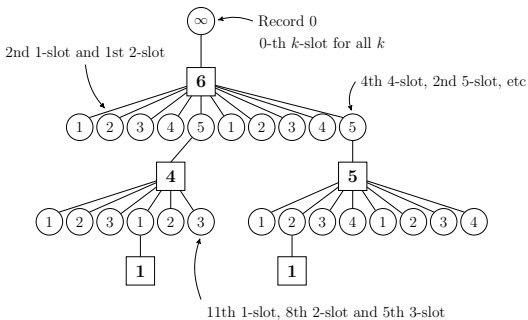
# Slot configuration



## Nested solitons



# Soliton components $\zeta = M\xi \in (\mathbb{N}^{\mathbb{Z}})^{\mathbb{N}_*}$



1 . . . . .  
 . . 1 . . . . .  
 . . 1 . . . . .  
 . . . . .  
 . . . . .  
 . . . . .  
 . . . . .  
 . . . . .  
 . . . . .

# Invariant measures

## Invariant measures with specified components

**Theorem.** Let  $\zeta = (\zeta_k \in \mathbb{N}^{\mathbb{Z}})_{k \geq 1}$  be independent fields with shift-invariant law for each  $k$ , and whose average density  $\alpha_k$  satisfy

$$\sum_k k \alpha_k < \infty.$$

Then there is a random  $\eta$  whose law  $\mu$  is shift-invariant and such that  $M\eta$  is distributed as  $\zeta$ . This law  $\mu$  is unique, and it is  $T$ -invariant.

If moreover  $\zeta_k$  is an i.i.d. field for each  $k$ , then  $\mu$  is also shift-ergodic.

## Counter-examples

### **Invariant ergodic state whose components are not independent**

10111101000010...10111101000010...10111101000010...  
010...10111101000010...10111101000010...10111101000  
101000010...10111101000010...10111101000010...10111  
.10111101000010...10111101000010...10111101000010..

### **Invariant non-ergodic state with independent ergodic components**

1011110110001000.1011110110001000.1011110110001000.  
01000010.1110111001000010.1110111001000010.11101110  
101111010000100.1101111010000100.1101111010000100.1  
01000.1011110110001000.1011110110001000.10111101100

# Evolution of components



## Evolution of components

.11111110000000..1111100000.111000.10.....  
.....11111110000000111110000111001000.....  
.....11111110000011110001101110000000.....  
.....1111100001110010001111110000000.....  
.....111100011011100000..11111110000000.....  
.....11100100.1111100000....11111110000000.....  
.....11011000...1111100000.....11111110000000.....  
.....10.111000....1111100000.....11111110000000.....

## Evolution of components

.7{} .5[] .3() .1.....  
.....7{5[3(1)]}.....  
.....7{5[3(1)]}.....  
.....5[3(1)]7{}.....  
.....5[3(1)] .7{}.....  
.....3(1) .5[] ...7{}.....  
.....3(1) ...5[] .....7{}.....  
.....1.3() .....5[] .....7{}.....

## Evolution of components

Ball configuration

.1111111100000000..111111000000.111000.10.....

Fuzzy representation

.7{ }..5[] .3() .1.....

Components

1.....  
.....  
.....1.....  
.....  
.....1.....  
.....  
.....1.....

## Evolution of components

Ball configuration

.....111111100000001111110000111001000.....

Fuzzy representation

.....7{5[3(1)]}.....

Components

.....1.....  
.....  
.....1.....  
.....  
.....1.....  
.....  
.....1.....

## Evolution of components

Ball configuration

.....11111110000011110001101110000000.....

Fuzzy representation

.....7{5[3(1)]}.....

Components

.....1.....  
.....  
.....1.....  
.....  
.....1.....  
.....  
.....1.....

## Evolution of components

Ball configuration

.....1111100001110010001111111000000.....

Fuzzy representation

.....5[3(1)]7{ }.....

Components

.....1.....

.....

.....1.....

.....

.....1.....

.....

.....1.....

## Evolution of components

Ball configuration

.....111100011011100000..11111110000000.....

Fuzzy representation

.....5[3(1)]..7{ }.....

Components

.....1.....  
.....  
.....1.....  
.....  
.....1.....  
.....  
.....1.....

## Evolution of components

Ball configuration

.....11100100.1111100000....11111110000000.....

Fuzzy representation

.....3(1).5[]....7{ }.....

Components

.....1.....

.....1.....

.....1.....

.....1.....

.....1.....



## Evolution of components

Ball configuration

.....11011000...1111100000.....11111110000000.....

Fuzzy representation

.....3(1)...5[].....7{ }.....

Components

.....1.....  
.....  
.....1.....  
.....  
.....1.....  
.....  
.....1.....

## Evolution of components

Ball configuration

.....10.111000.....1111100000.....11111110000000.....

Fuzzy representation

.....1.3().....5[].....7{}.....

Components

.....1.....  
.....  
.....1.....  
.....  
.....1.....  
.....  
.....1.....



## Dynamics of components is a hierarchical translation

**Theorem.** *Components of  $\hat{T}^t \xi$  are shifts components of  $\xi$ :*

$$M_k \hat{T}^t \xi = \theta_k^{o_k^t(\xi) + kt} M_k \xi$$

*More concisely:*

$$\hat{T} = M^{-1} \Theta M$$

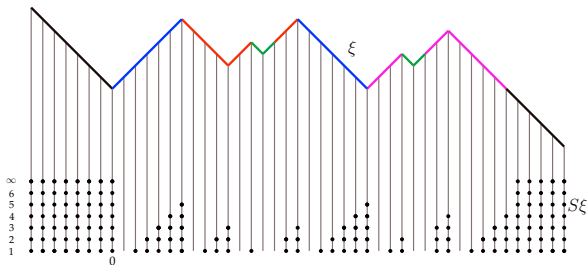
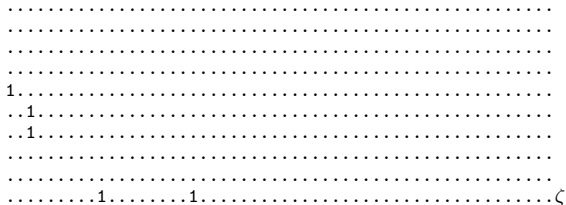
$J_m^t(\xi) :=$  Flow of  $m$ -solitons through Record 0

$o_k^t(\xi) := \sum_{m>k} 2(m-k) J_m^t(\xi)$

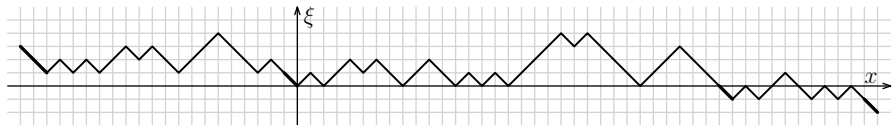
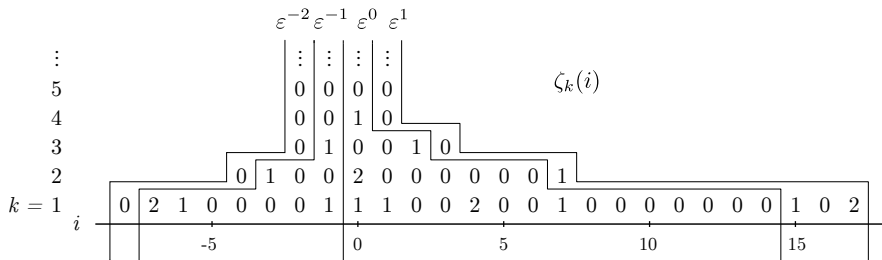
So  $o_k^t$  is determined by  $(M_m \xi)_{m>k}$

# Reconstruction

# Reconstruction algorithm $\xi = M^{-1}\zeta$



# Reconstruction algorithm $\xi = M^{-1}\zeta$



Reconstruction of  $\varepsilon^0$

