

Contents

Chapter 1. Introduction	1
1.1. Motivation and main results	1
1.2. Rough billiards	5
1.3. Disk and wall model	17
Chapter 2. Examples	29
2.1. Lemma for constructing rough reflections	29
2.2. Examples of rough reflection laws	30
2.3. Examples of rough collision laws	35
2.4. Proof of the lemma for constructing random reflections	37
Chapter 3. Specular Reflection Law	41
Chapter 4. Elementary Properties of the Billiard System	47
4.1. Properties of the configuration space	47
4.2. Cylindrical configuration space	54
4.3. Collision laws	56
Chapter 5. Proofs of Main Results	63
5.1. Cylindrical configuration space	63
5.2. Cylindrical approximation in the pure scaling case	68
5.3. Zooming argument	75
Chapter 6. Rough Reflections in General Billiard Domains	99
6.1. The billiard map and the invariant measure	99
6.2. Rough Reflection Laws	103
Index of Notation	111
Bibliography	115