



Centro de Física
Teórica e Computacional



Ciências
ULisboa

Percolation theory

Nuno Araújo

Departamento de Física, Faculdade de Ciências, Universidade de Lisboa, Portugal

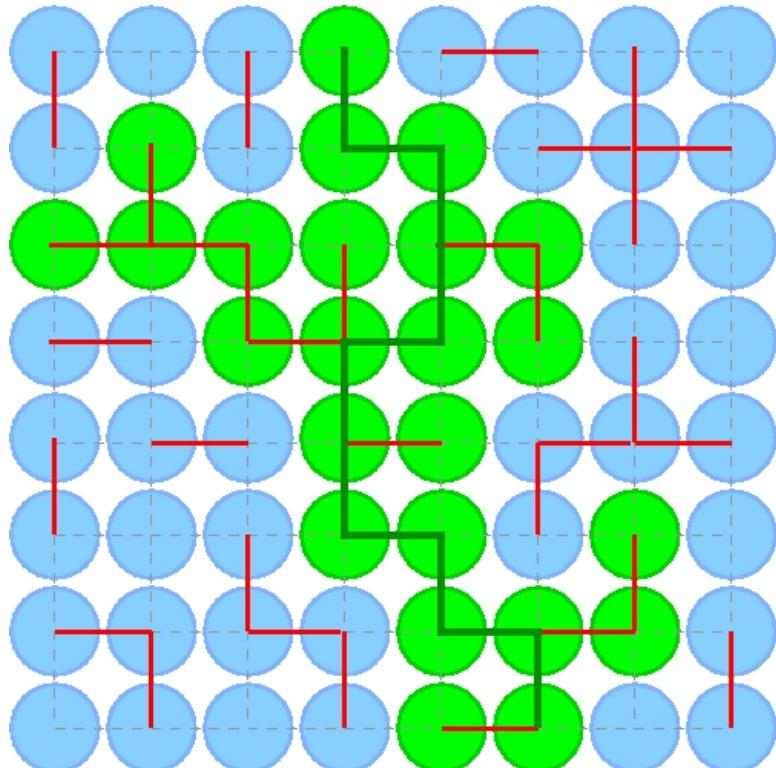
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<http://www.namaraujo.net>

Percolation model

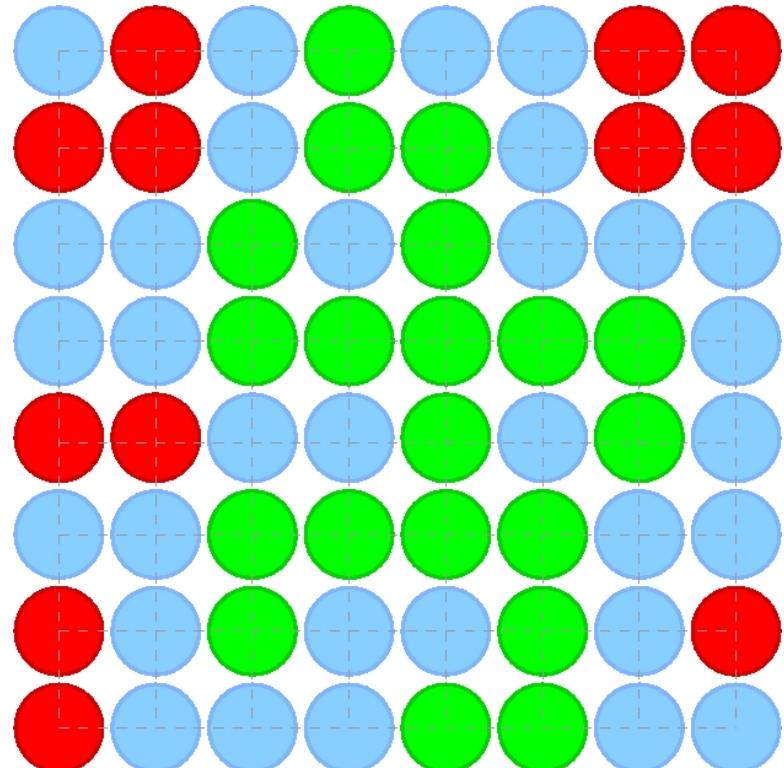
$$p^O(1-p)^E$$

Bonds



$$2^{N_{Bonds}}$$

Sites

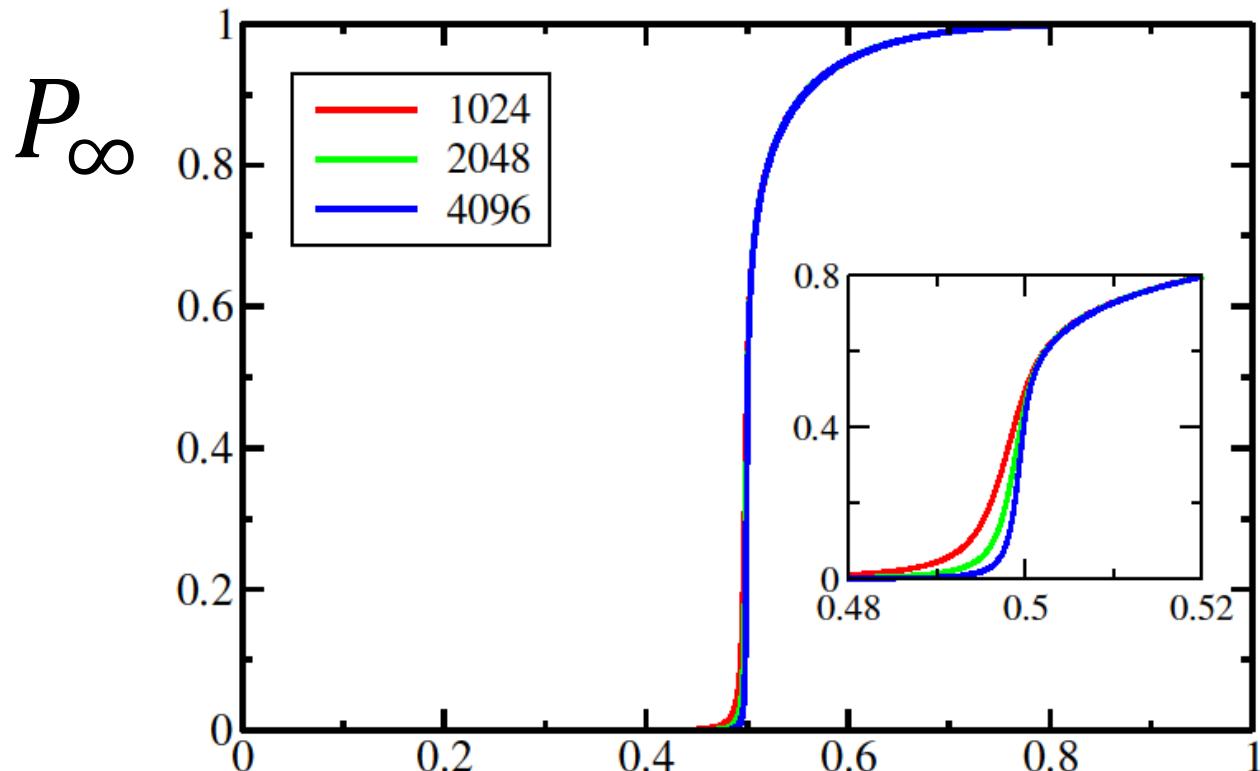


$$2^{N_{Sites}}$$

Percolation model

order parameter

$$P_\infty = \frac{s_{max}}{N}$$



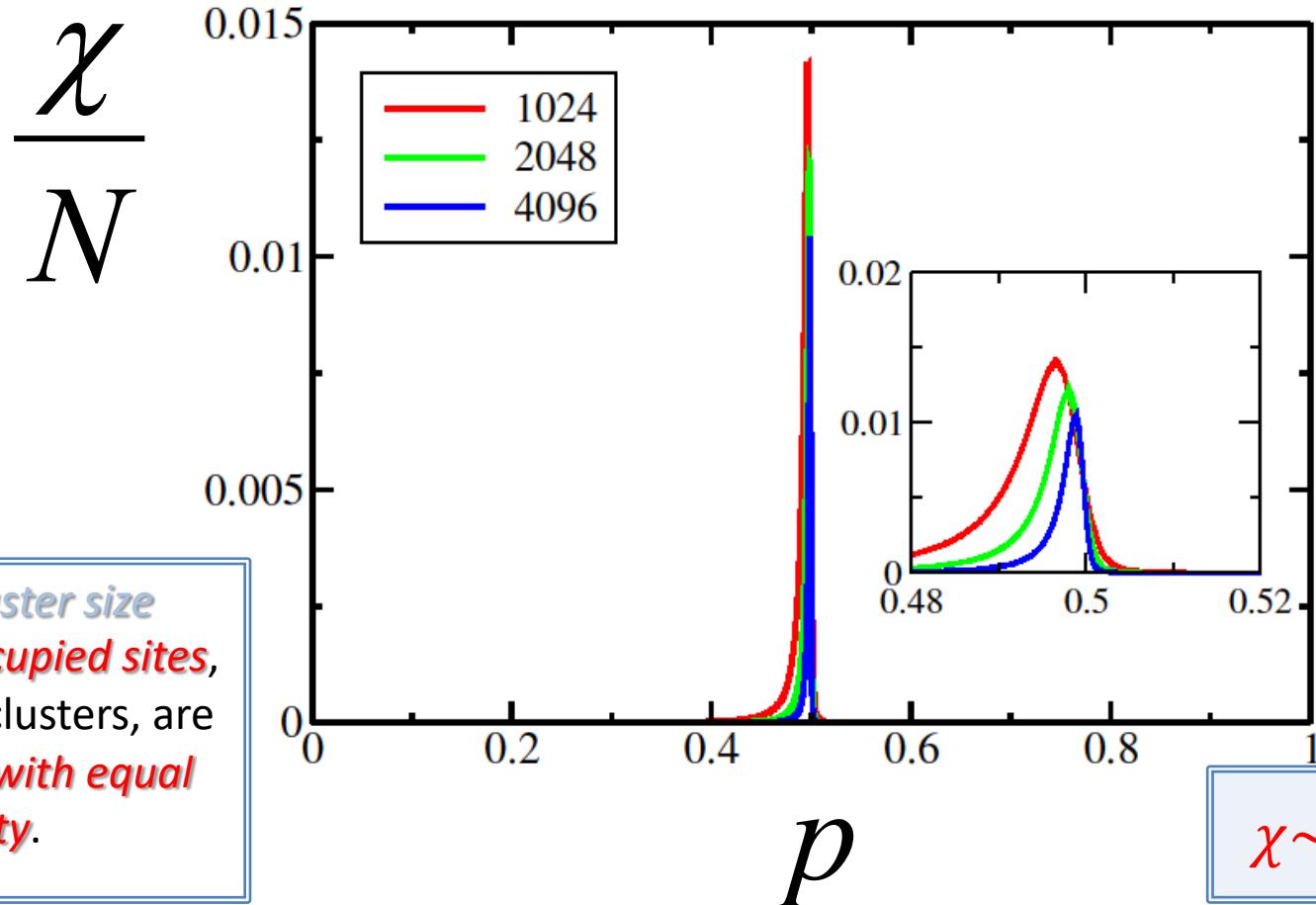
$$P_\infty \sim (p - p_c)^\beta$$

p

Percolation model

$$\chi = \frac{1}{N} \sum_{i \neq \max} s_i^2$$

fluctuations (mean cluster size)

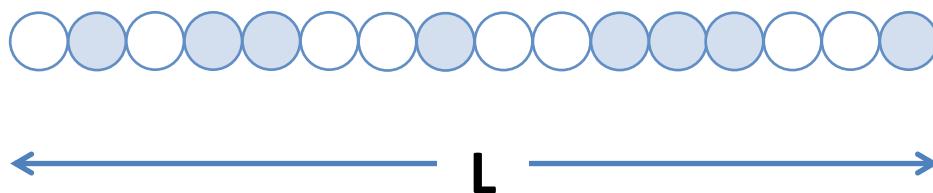


Mean cluster size
when *occupied sites*,
and not clusters, are
*selected with equal
probability*.

$$\chi \sim (p_c - p)^{-\gamma}$$

Exact solution in one dimension

cluster number density



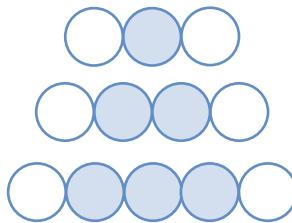
p occupied
 $1-p$ empty

Probability that a site belongs to a cluster of size s :

$$s=1: (1-p)p(1-p) = p(1-p)^2$$

$$s=2: 2(1-p)p^2(1-p) = 2p^2(1-p)^2$$

$$s=3: 3(1-p)p^3(1-p) = 3p^3(1-p)^2$$



$$\dots$$
$$s(1-p)p^s(1-p) = sp^s(1-p)^2$$

Cluster number frequency:

$$N(s, p; L) = L(1-p)^2 p^s$$

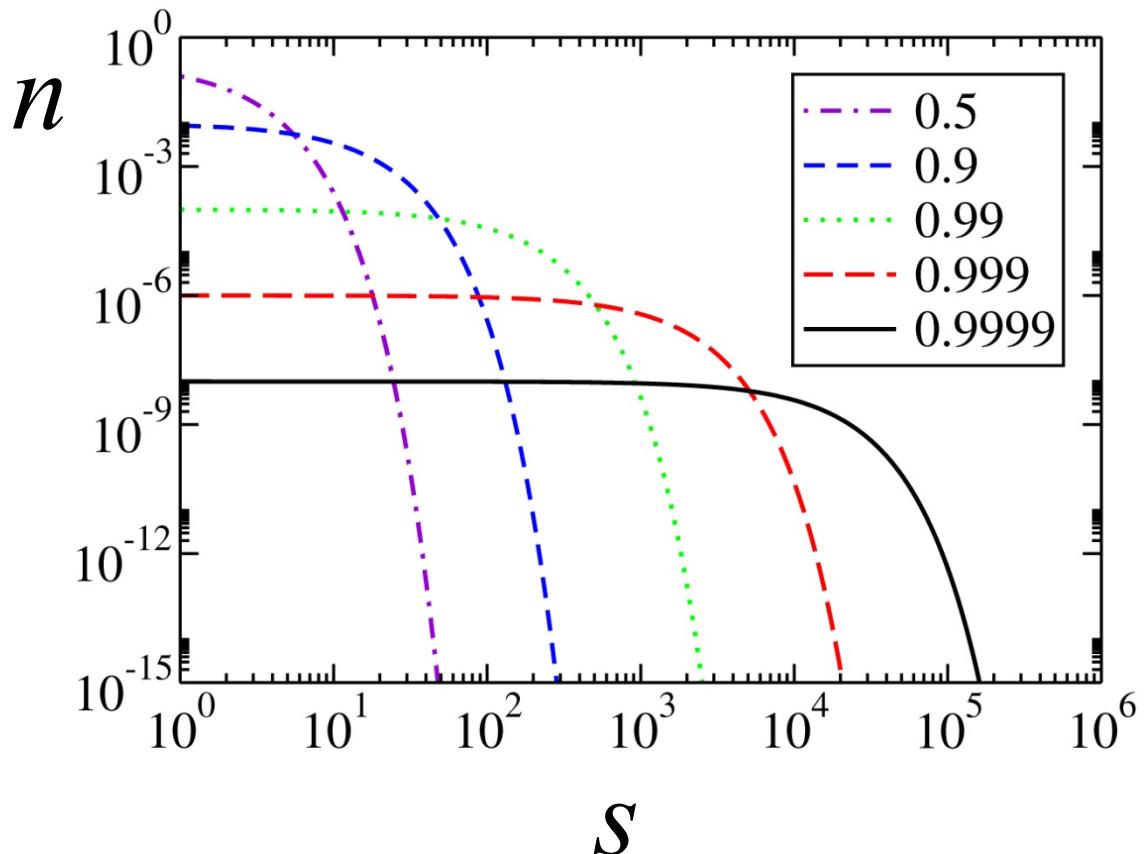
Cluster number density:

$$n(s, p) = \frac{N(s, p; L)}{L}$$

$n(s, p) = (1-p)^2 p^s$

Exact solution in one dimension

cluster number density



$$n(s, p) = (1 - p)^2 p^s$$

$$\begin{aligned} n(s, p) &= (1 - p)^2 p^s \\ &= (1 - p)^2 \exp(\ln p^s) \\ &= (1 - p)^2 \exp(s \ln p) \\ &= (1 - p)^2 \exp(-s/s_\xi) \end{aligned}$$

$$s_\xi = -\frac{1}{\ln p}$$

$$s_\xi \sim (1 - p)^{-1}$$

Exact solution in one dimension

cluster number density and fluctuations

Probability that a site belongs to a cluster of size s : $sn(s, p) = s(1 - p)^2 p^s$

$$\sum_s sn(s, p) = \sum_s s(1 - p)^2 p^s = p$$

$$p < p_c$$

$$P_\infty + \sum_{s=1}^{\infty} sn(s, p) = p$$

$$p > p_c$$

$$\chi(p) = \frac{\sum_s s^2 n(s, p)}{\sum_s sn(s, p)} = \frac{1 + p}{1 - p}$$

$$p < p_c$$

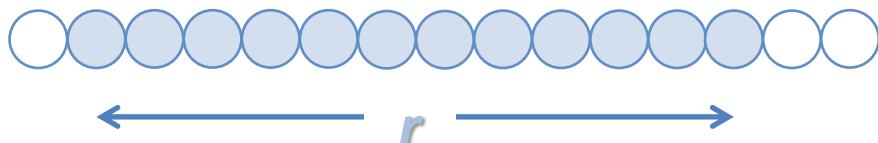
$$\chi(p) \sim (1 - p)^{-1}$$

$$p < p_c$$

Exact solution in one dimension

correlations

Probability that two sites at a distance r are connected:

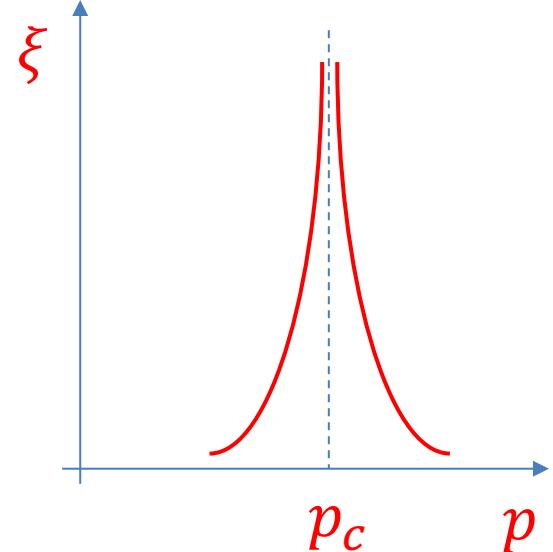


$$g(r) = p^r$$

$$g(r) = \exp\left(-\frac{r}{\xi}\right)$$

$$\xi = -\frac{1}{\ln p}$$

$$\xi \sim \frac{1}{(p_c - p)}$$



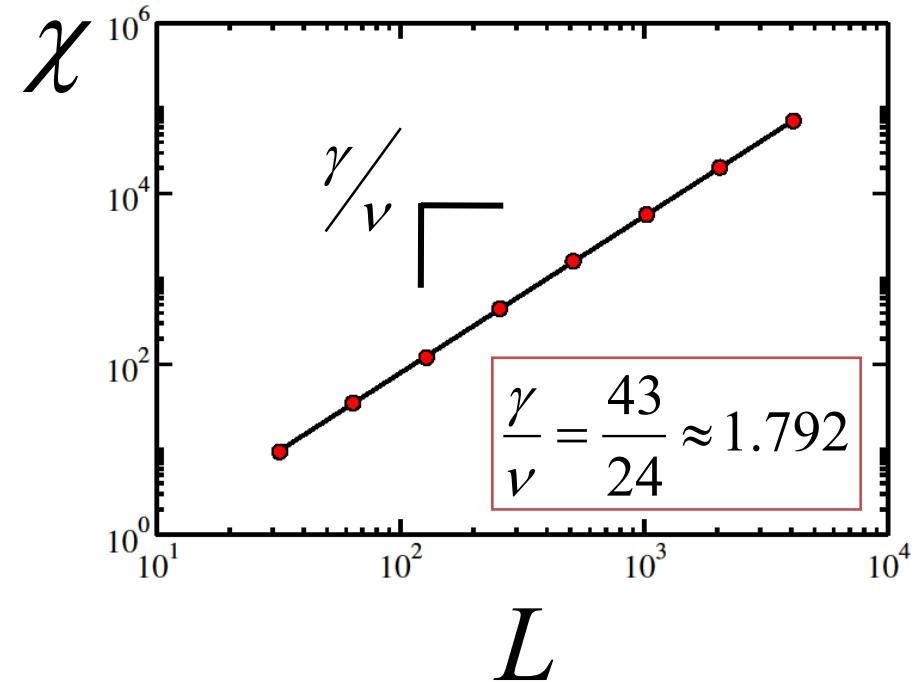
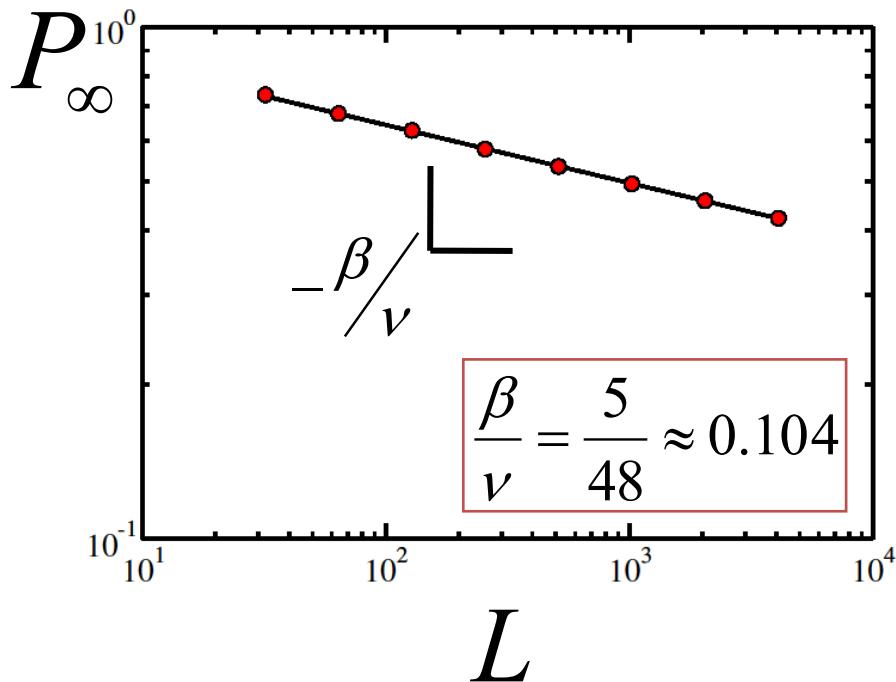
Percolation threshold

$$\xi \sim (p_c - p)^{-\nu}$$

order parameter and fluctuations

$$P_\infty \sim (p - p_c)^\beta \sim \begin{cases} \xi^{-\beta/\nu}, & L \gg \xi \\ L^{-\beta/\nu}, & 1 \ll L \ll \xi \end{cases}$$

$$\chi \sim (p - p_c)^{-\gamma} \sim \begin{cases} \xi^{\gamma/\nu}, & L \gg \xi \\ L^{\gamma/\nu}, & 1 \ll L \ll \xi \end{cases}$$



Percolation threshold

finite-size scaling

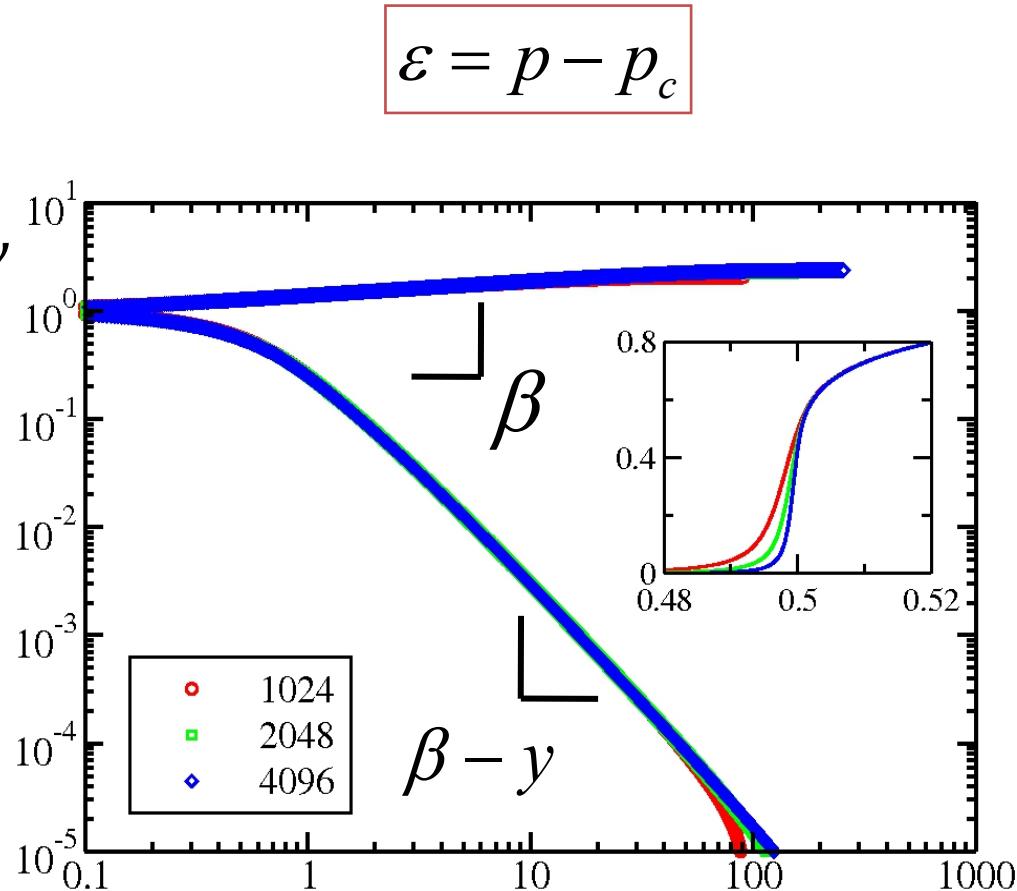
$$\mathcal{O}(\ell \varepsilon, \ell^{-\nu} L, \ell^{1/\delta} h) = \ell^a \mathcal{O}(\varepsilon, L, h)$$

$$\ell = L^{1/\nu}, a = \beta, h = 0$$

$$P_\infty(\varepsilon L^{1/\nu}, 1, 0) = L^{\beta/\nu} P_\infty(\varepsilon, L, 0)$$

$$P_\infty = L^{-\frac{\beta}{\nu}} \mathcal{F}[(p - p_c)L^{1/\nu}]$$

$$\mathcal{F}[x] \sim x^\beta, x \gg 1$$



$$|p - p_c| L^{1/\nu}$$

Percolation threshold

finite-size scaling

$$\mathcal{O}(\ell \varepsilon, \ell^{-\nu} L, \ell^{1/\delta} h) = \ell^a \mathcal{O}(\varepsilon, L, h)$$

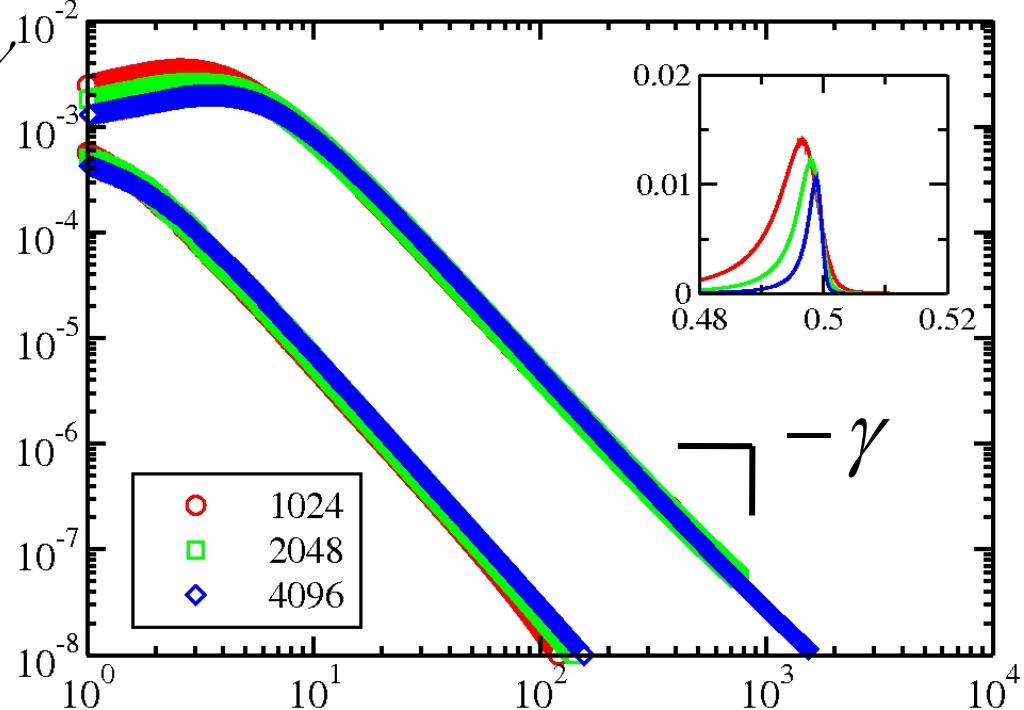
$$\ell = L^{1/\nu}, a = -\gamma, h = 0$$

$$\chi(\varepsilon L^{1/\nu}, 1, 0) = L^{-\gamma/\nu} \chi(\varepsilon, L, 0)$$

$$\varepsilon = p - p_c$$

$$\chi = L^{\frac{\gamma}{\nu}} \mathcal{F}[(p - p_c)L^{1/\nu}]$$

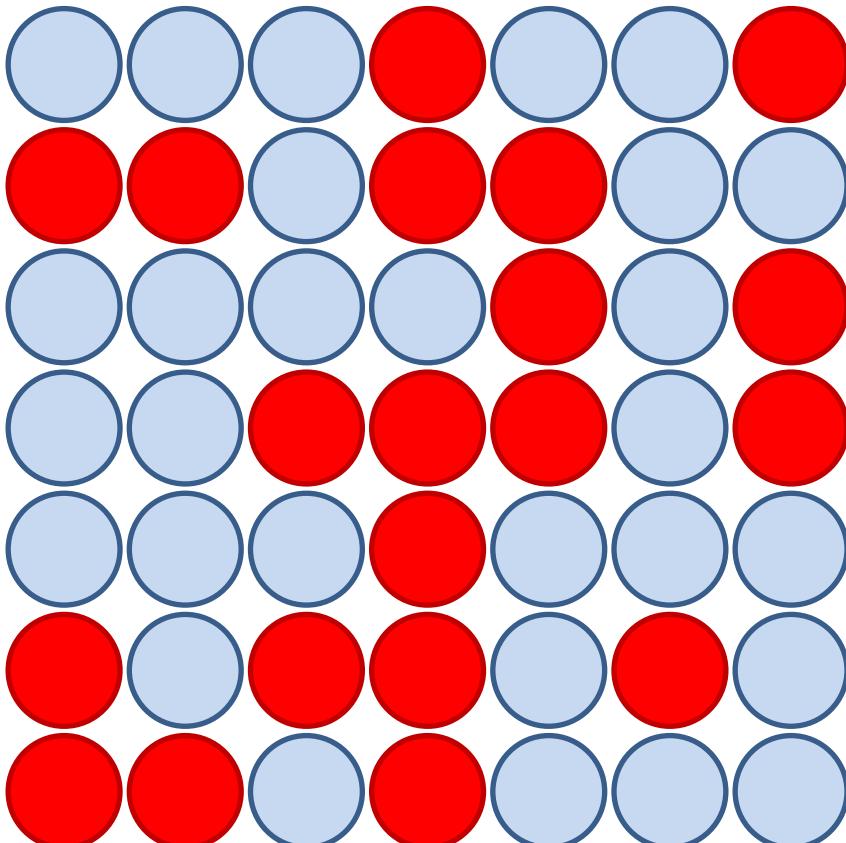
$$\mathcal{F}[x] \sim x^{-\gamma}, x \gg 1$$



$$|p - p_c| L^{1/\nu}$$

Algorithms

generate canonical configurations

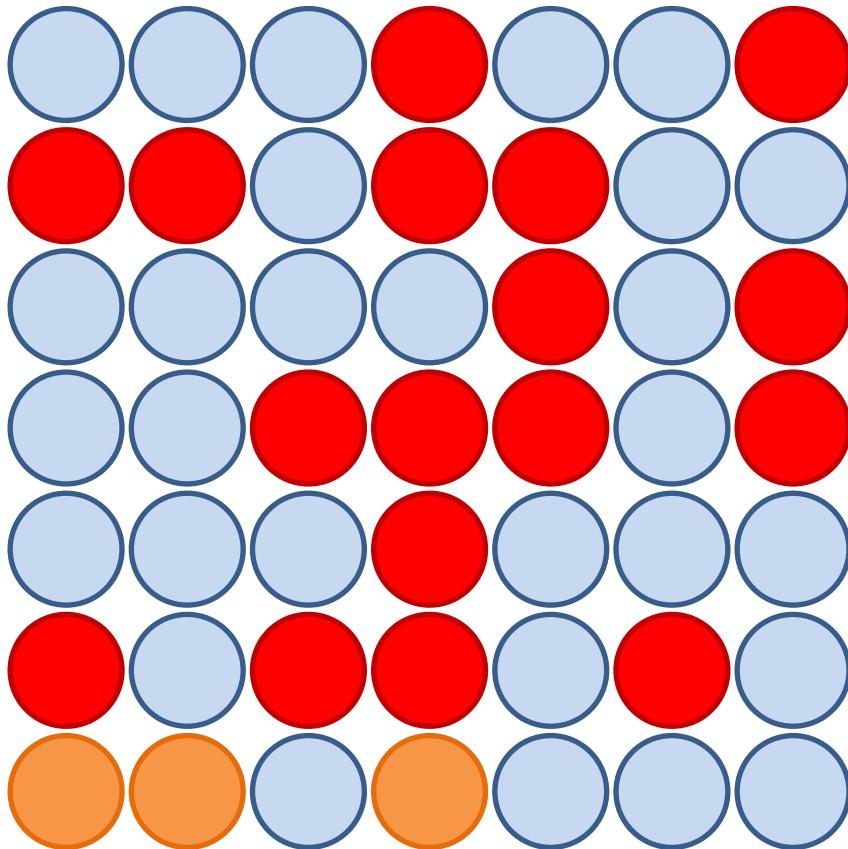
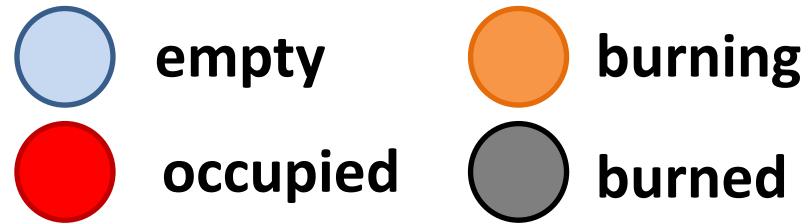


For each site i :

1. random number ϵ ;
2. if
 $\epsilon < p$: i is **occupied**;
else: i is **empty**.

Algorithms

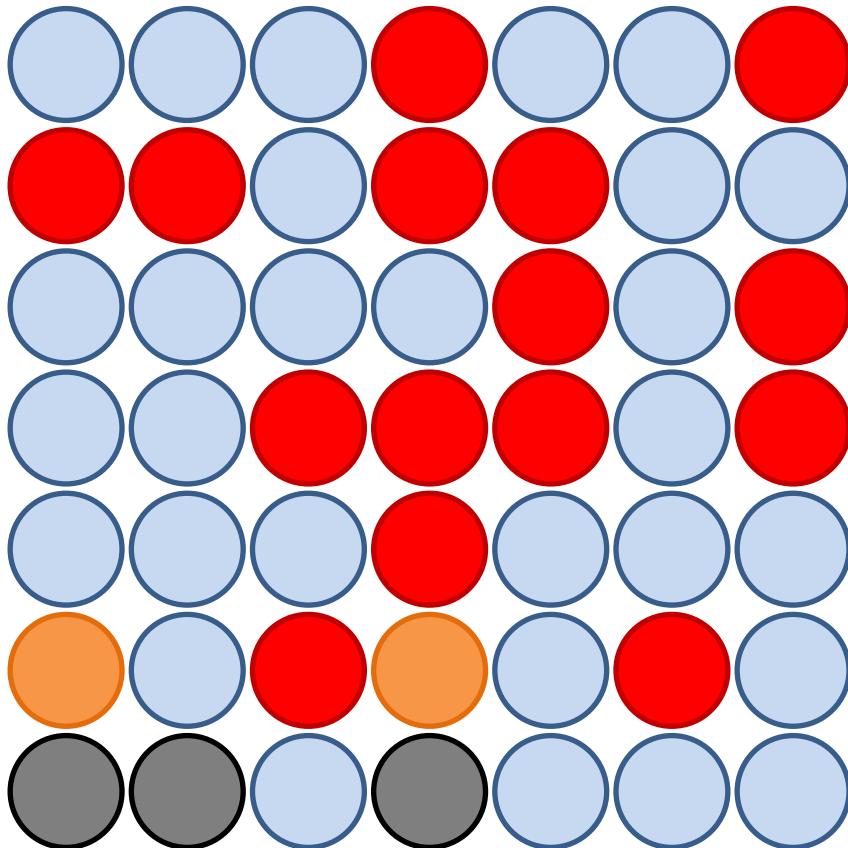
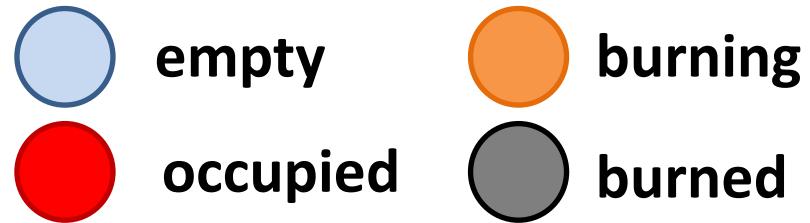
Burning method



1. set first row burning;

Algorithms

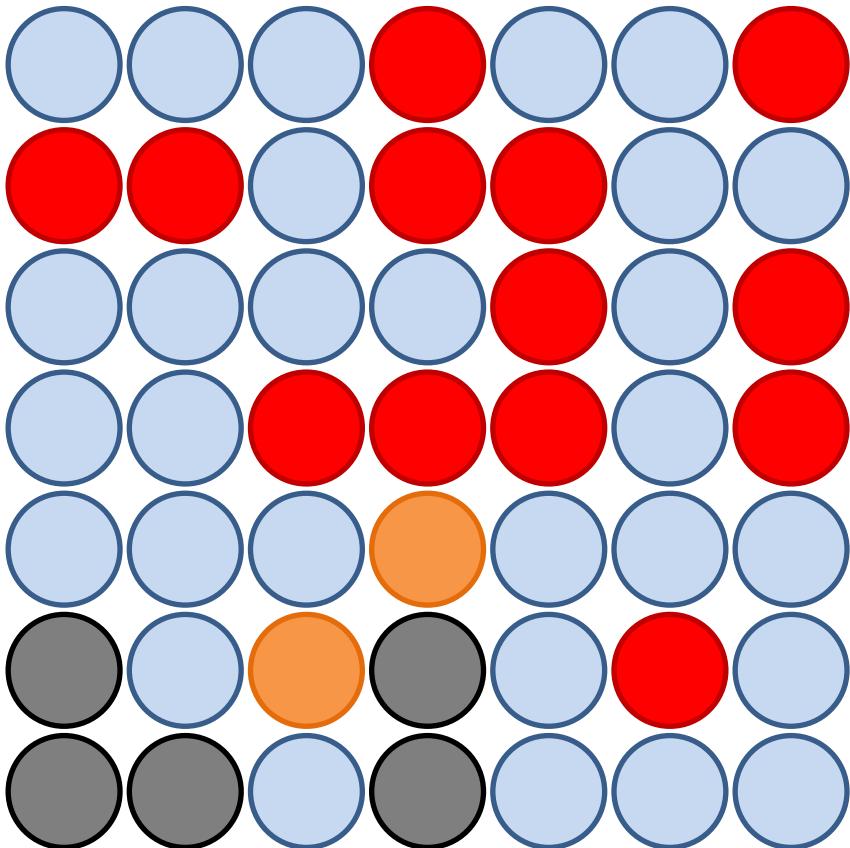
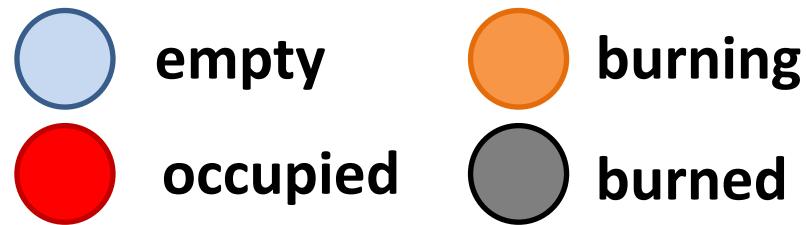
Burning method



1. set first row **burning**;
2. set neighbors of **burning** to **burning** and **burning** to **burned**;

Algorithms

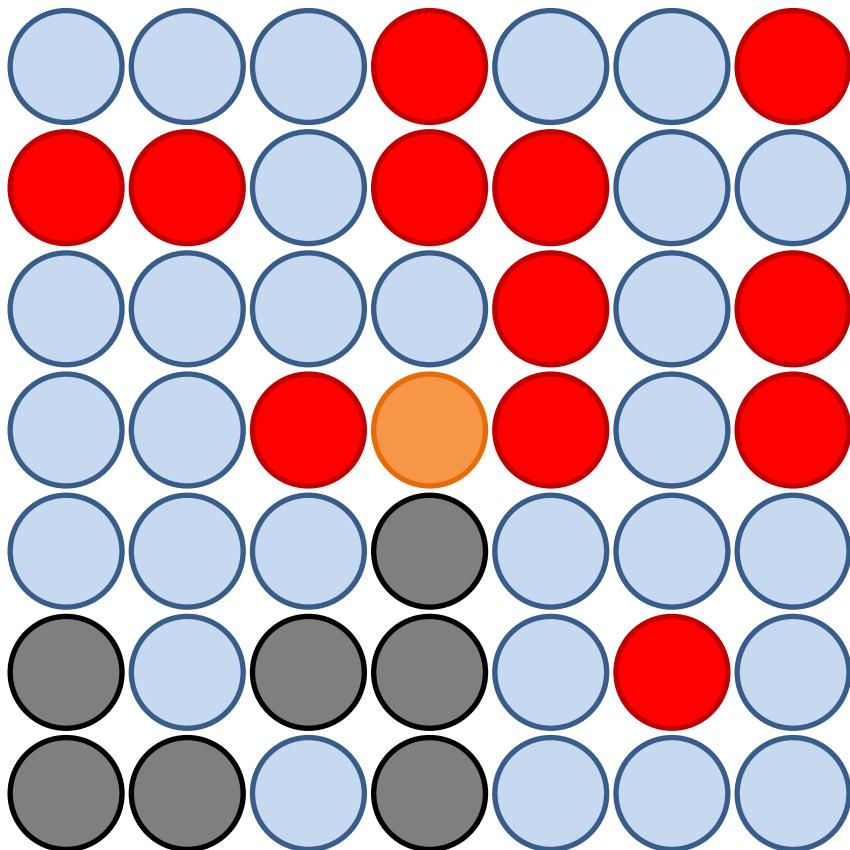
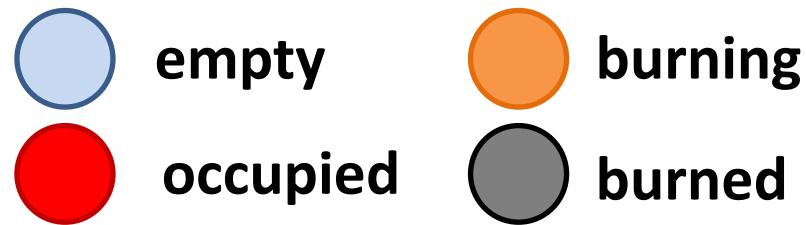
Burning method



1. **set first row burning;**
2. **set neighbors of burning to burning and burning to burned;**
3. **repeat until everything is burned.**

Algorithms

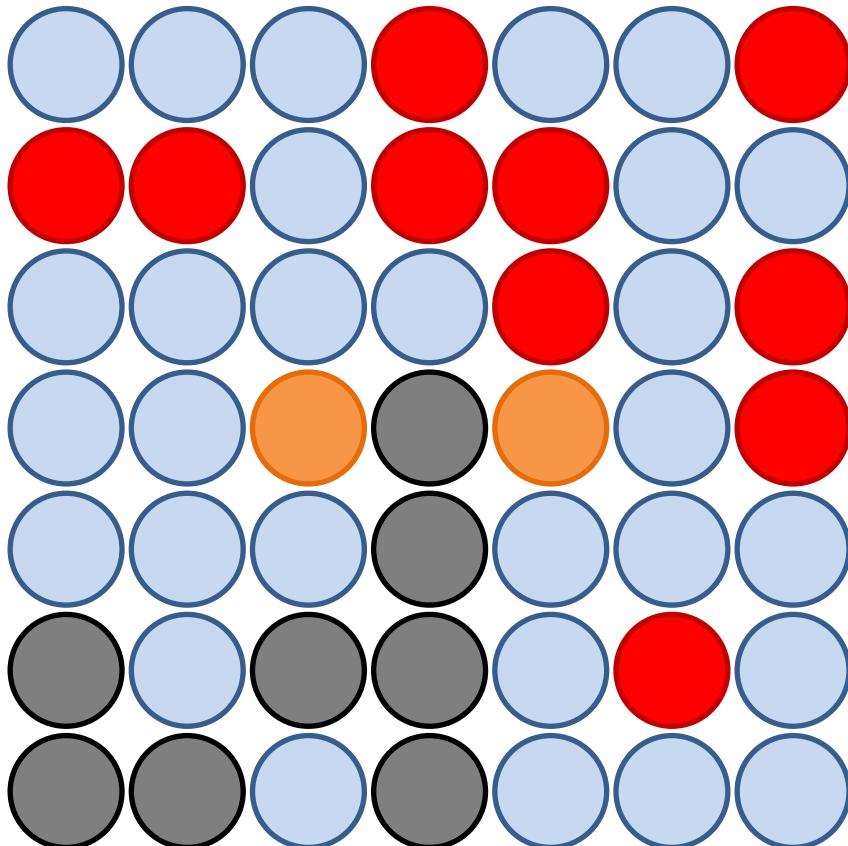
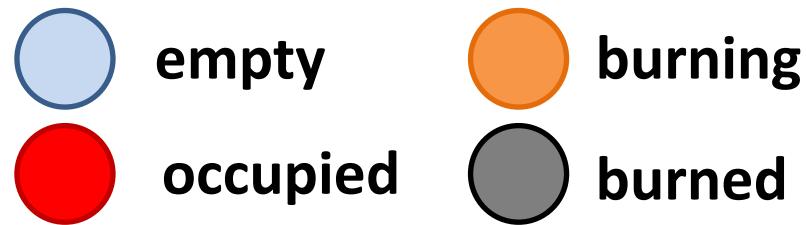
Burning method



1. set first row burning;
2. set neighbors of burning to burning and burning to burned;
3. repeat until everything is burned.

Algorithms

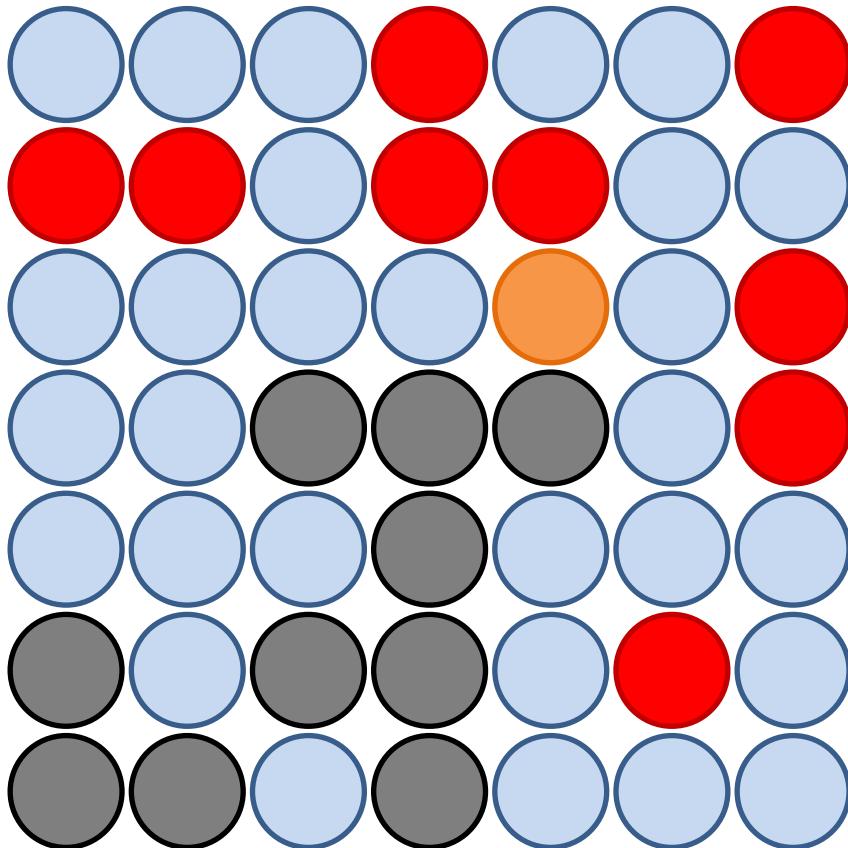
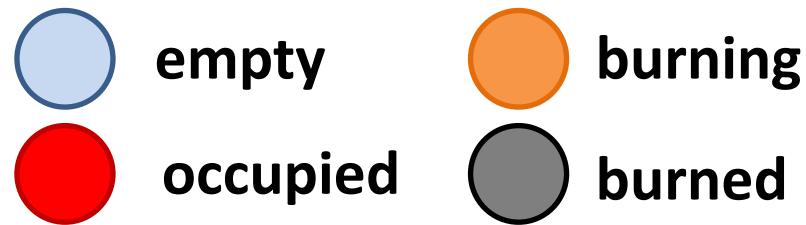
Burning method



1. set first row **burning**;
2. set neighbors of **burning** to **burning** and **burning** to **burned**;
3. repeat until everything is **burned**.

Algorithms

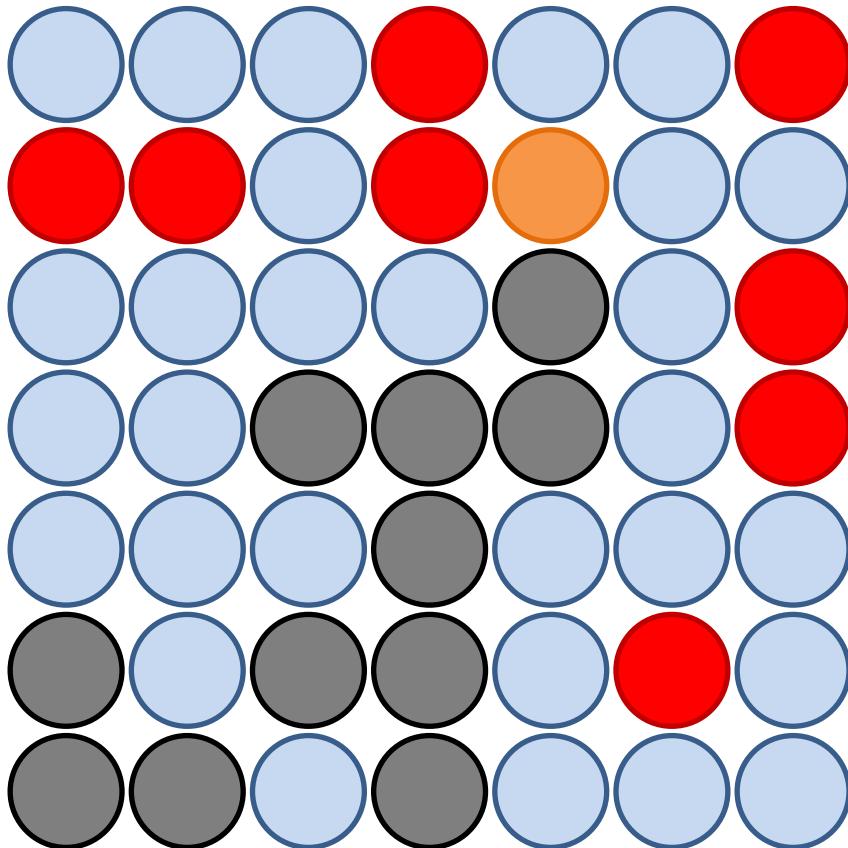
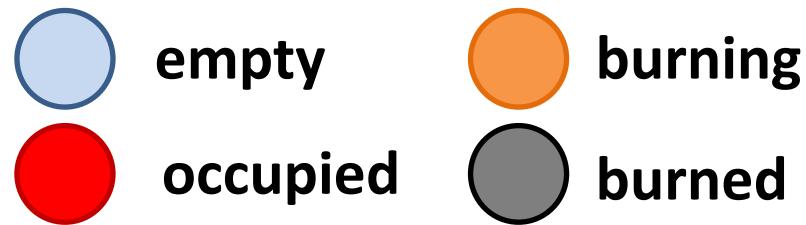
Burning method



1. set first row **burning**;
2. set neighbors of **burning** to **burning** and **burning** to **burned**;
3. repeat until everything is **burned**.

Algorithms

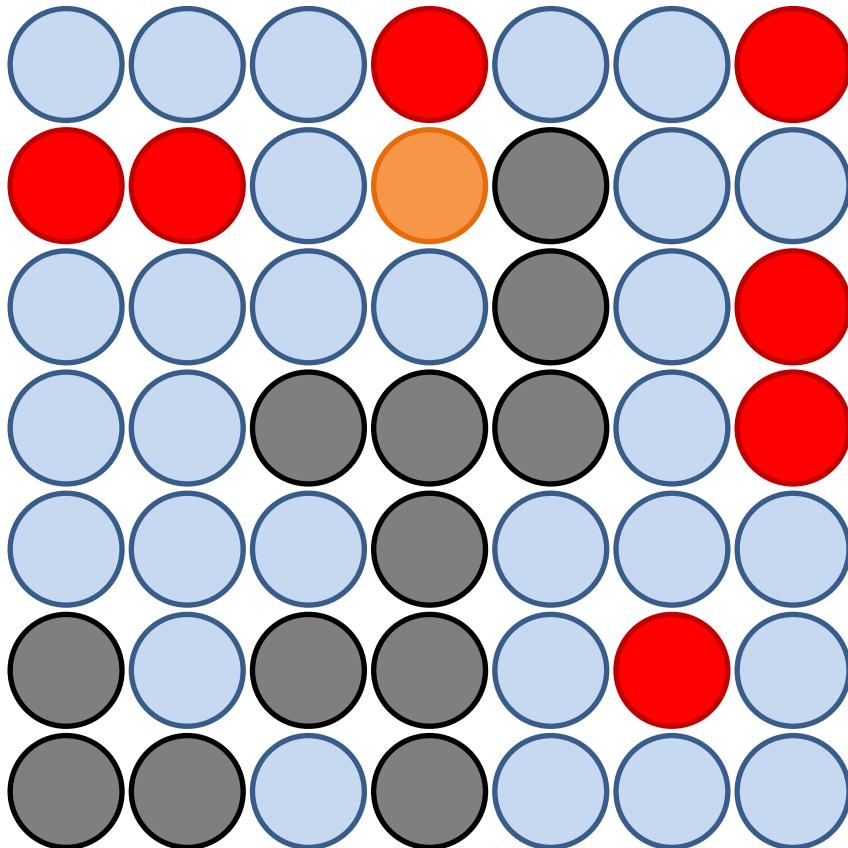
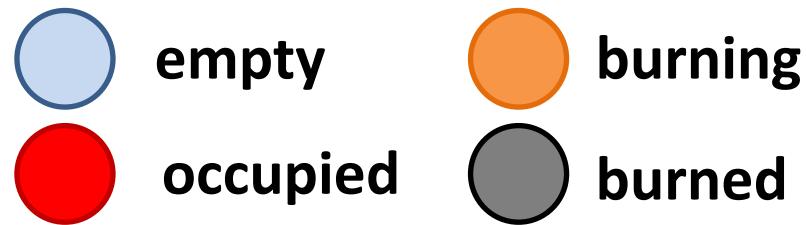
Burning method



1. set first row **burning**;
2. set neighbors of **burning** to **burning** and **burning** to **burned**;
3. repeat until everything is **burned**.

Algorithms

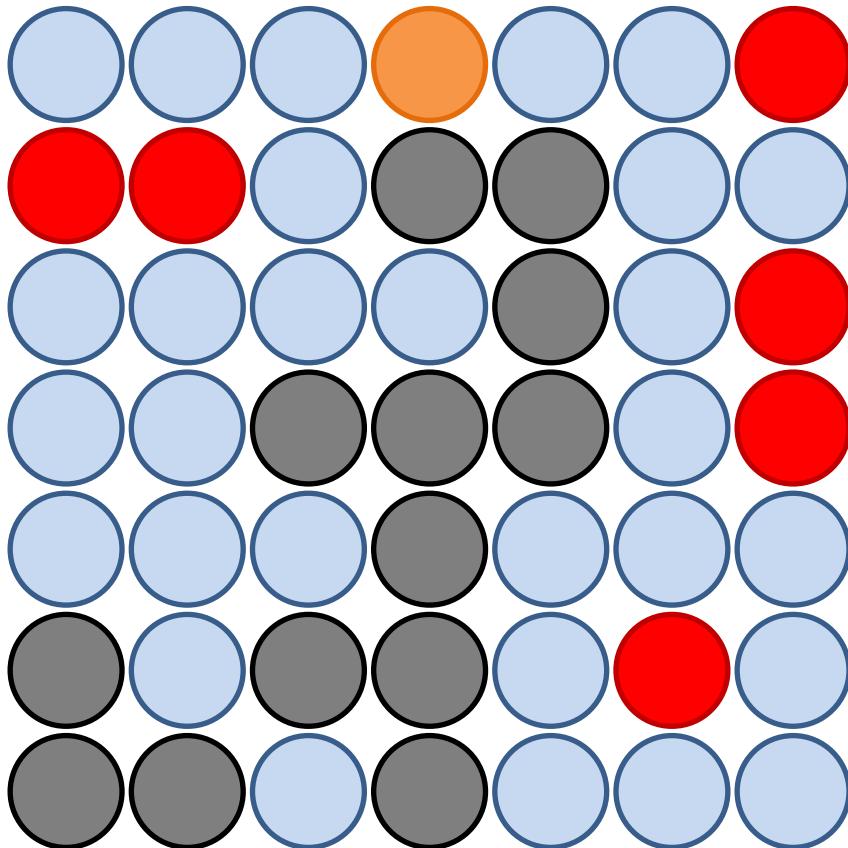
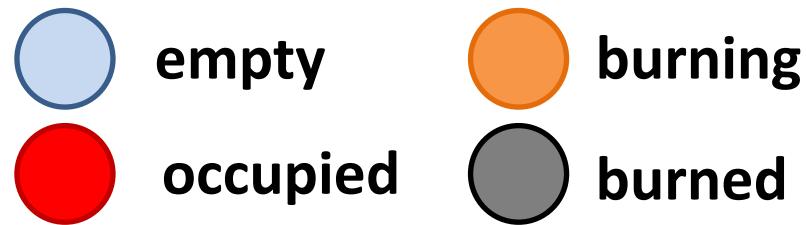
Burning method



1. set first row **burning**;
2. set neighbors of **burning** to **burning** and **burning** to **burned**;
3. repeat until everything is **burned**.

Algorithms

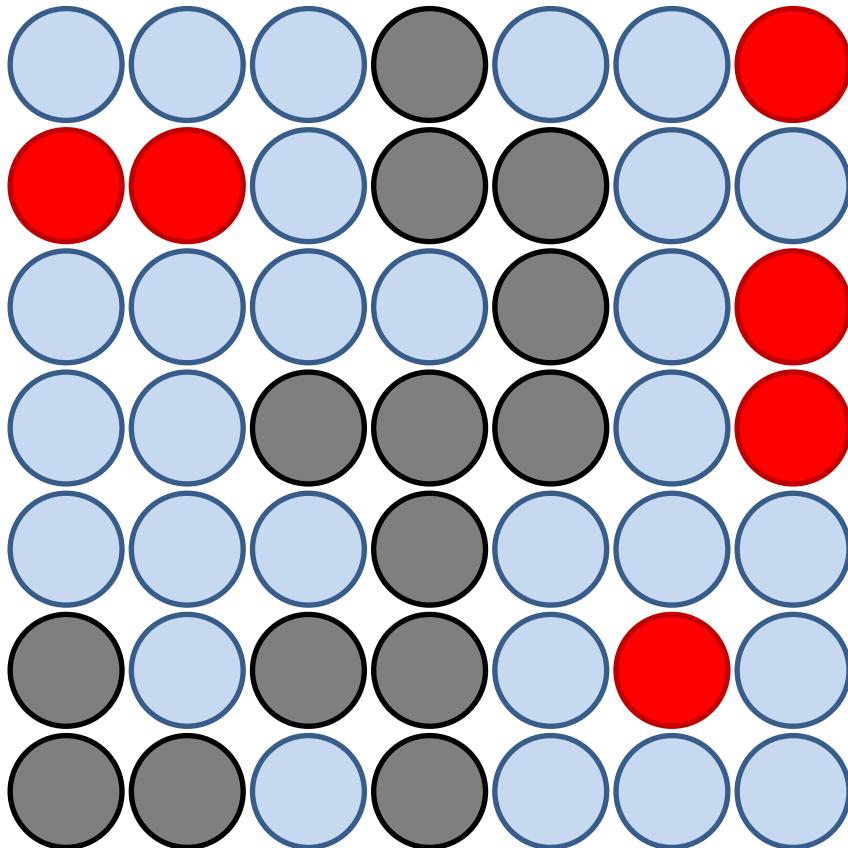
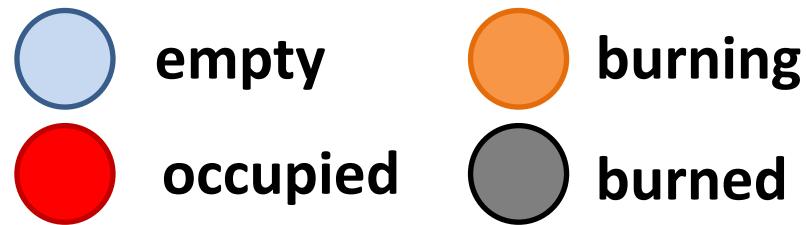
Burning method



1. set first row **burning**;
2. set neighbors of **burning** to **burning** and **burning** to **burned**;
3. repeat until everything is **burned**.

Algorithms

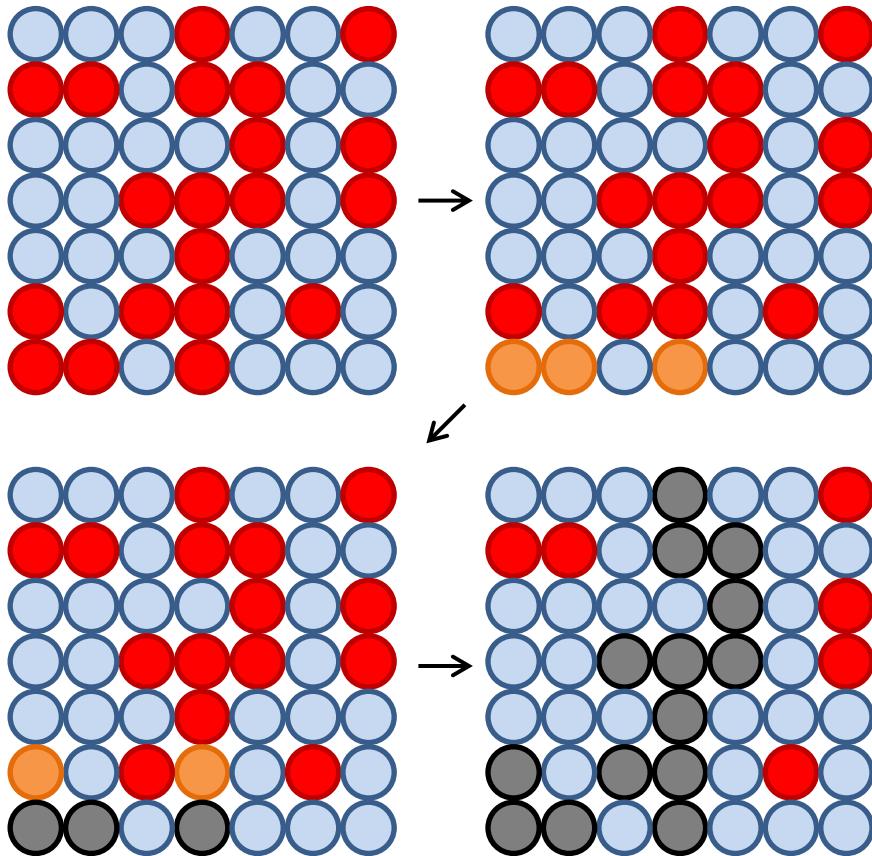
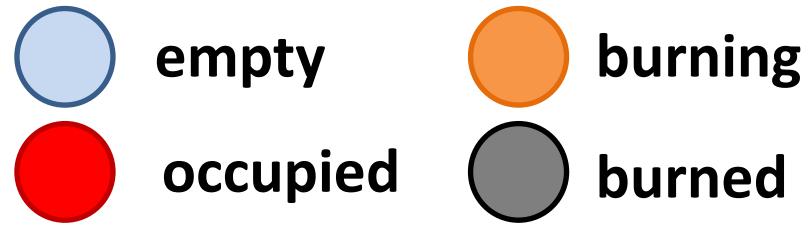
Burning method



1. set first row **burning**;
2. set neighbors of **burning** to **burning** and **burning** to **burned**;
3. repeat until everything is **burned**.

Algorithms

Burning method



One can determine if the set of occupied sites percolates or not.

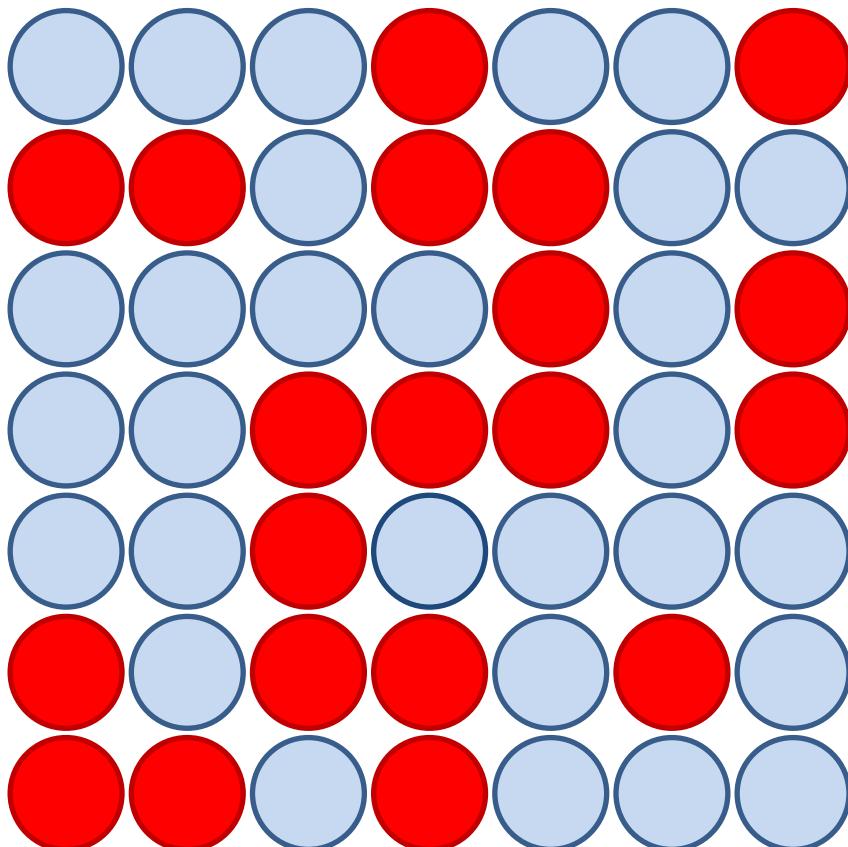
Number of clusters and cluster-size distribution?

Algorithms

Hoshen and Kopelman

$$k = 2$$

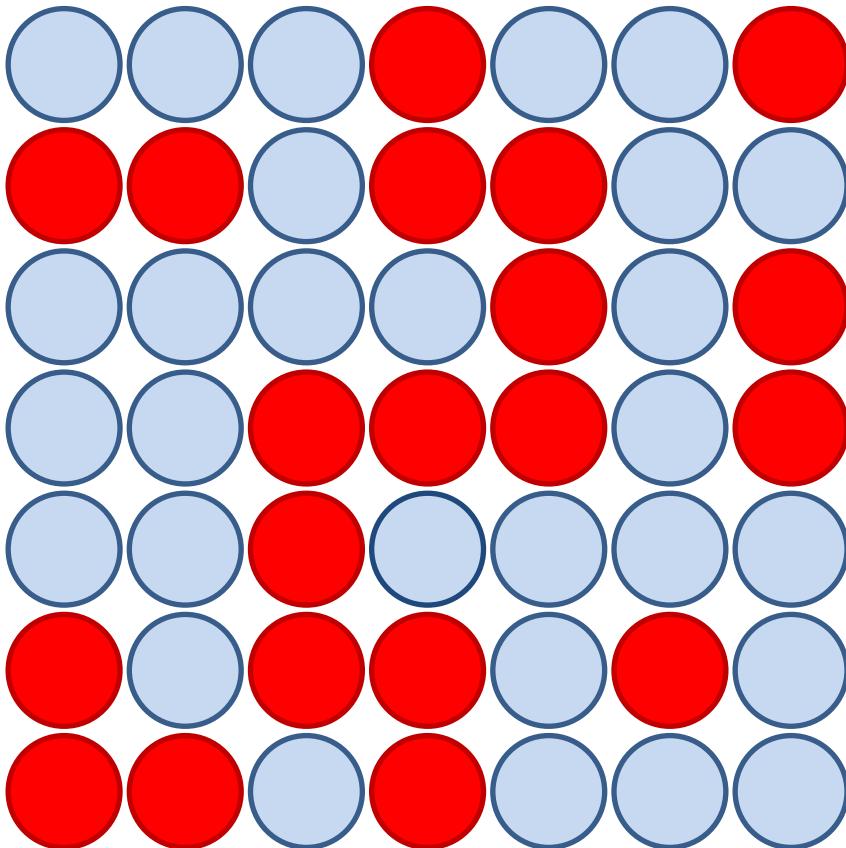
$$M(k) = 0$$



1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right bottom to top**;
3. **only verify left and bottom neighbors.**

Algorithms

Hoshen and Kopelman

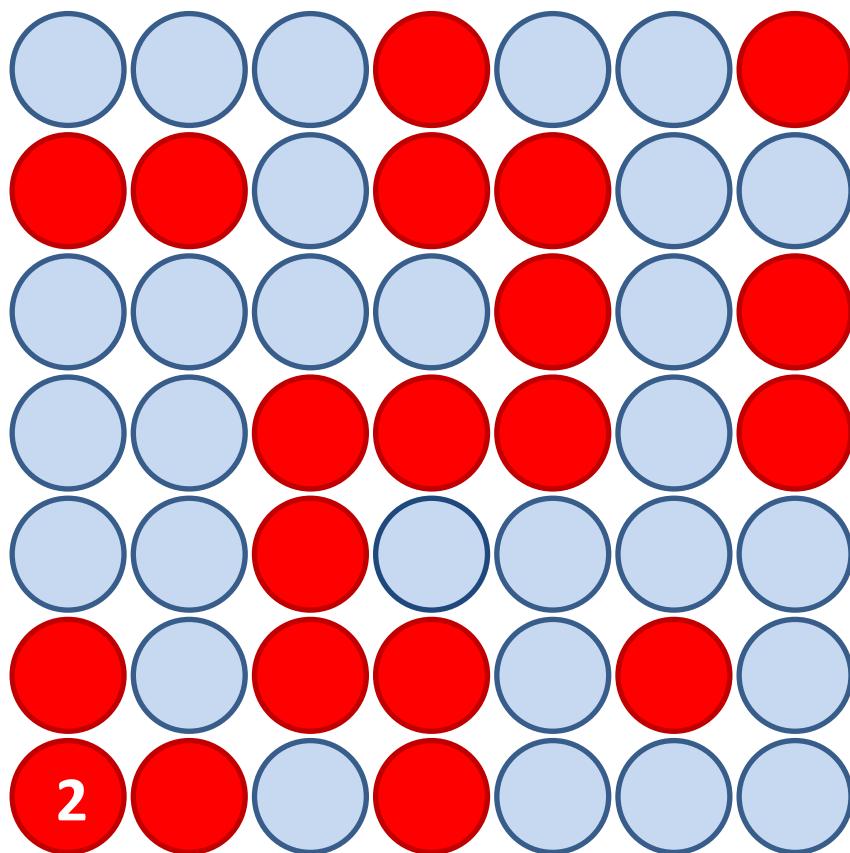


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right bottom to top**;
3. **only verify left and bottom neighbors.**

k	M(k)
2	0

Algorithms

Hoshen and Kopelman

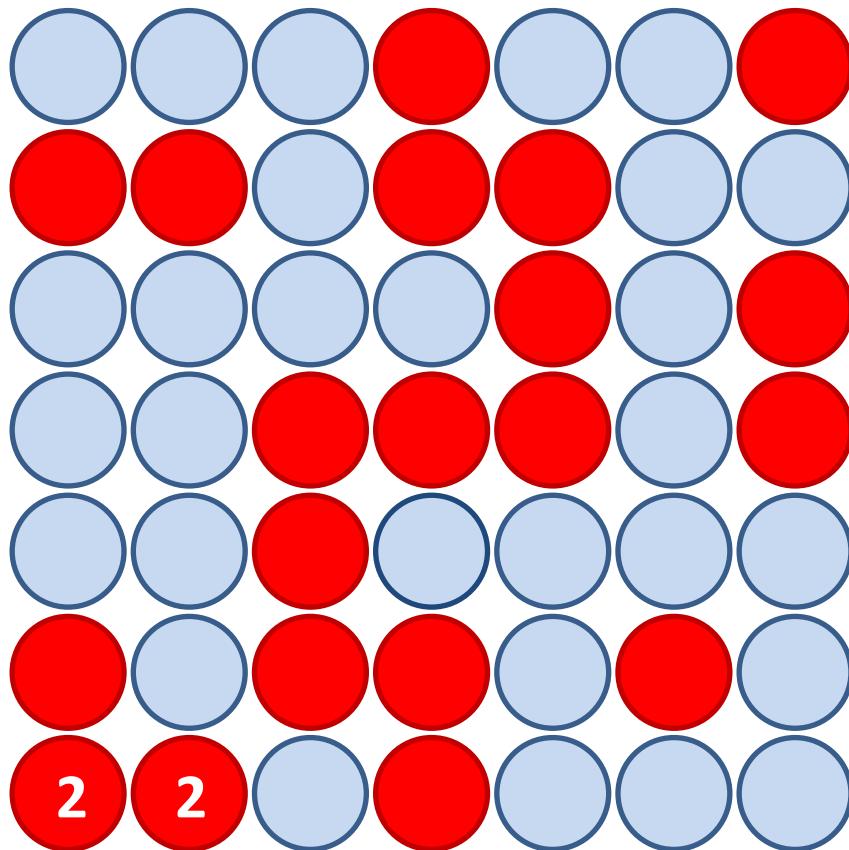


1. start from the site in the left-bottom corner;
2. sweep from left to right bottom to top;
3. only verify left and bottom neighbors.

k	M(k)
2	1

Algorithms

Hoshen and Kopelman

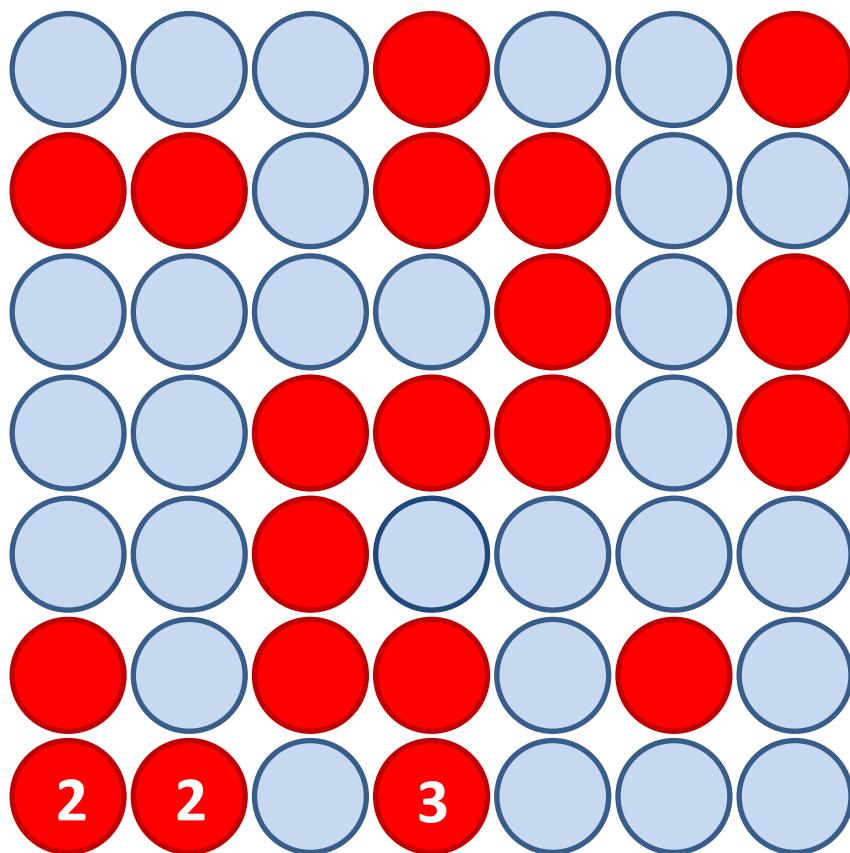


1. start from the site in the left-bottom corner;
2. sweep from left to right bottom to top;
3. only verify left and bottom neighbors.

k	$M(k)$
2	2

Algorithms

Hoshen and Kopelman

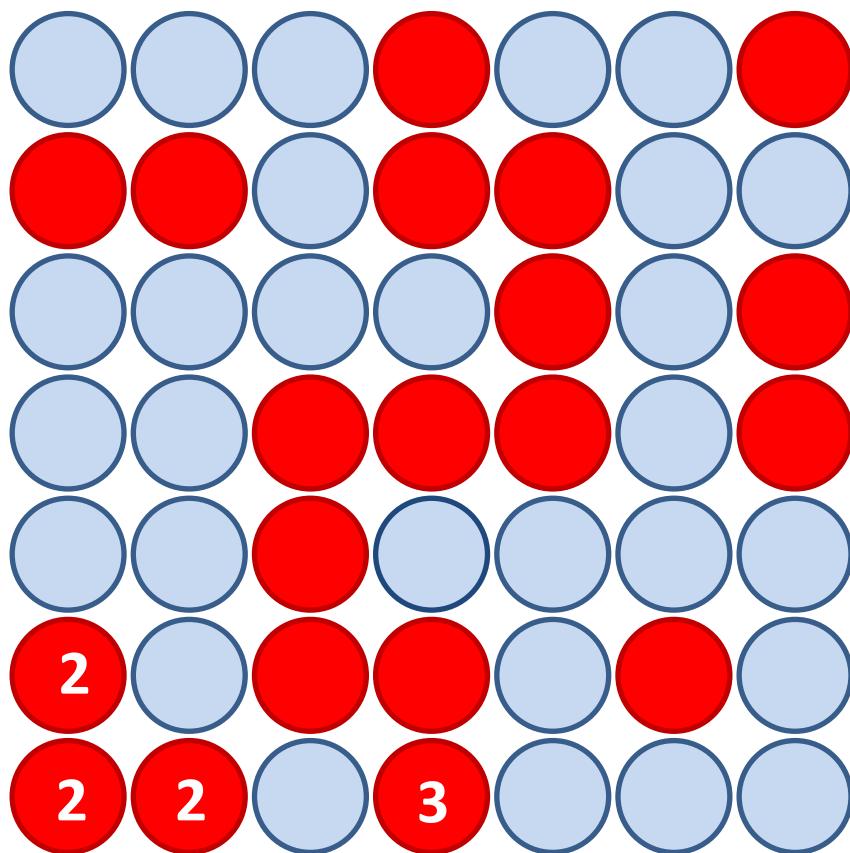


1. start from the site in the left-bottom corner;
2. sweep from left to right bottom to top;
3. only verify left and bottom neighbors.

k	$M(k)$
2	2
3	1

Algorithms

Hoshen and Kopelman

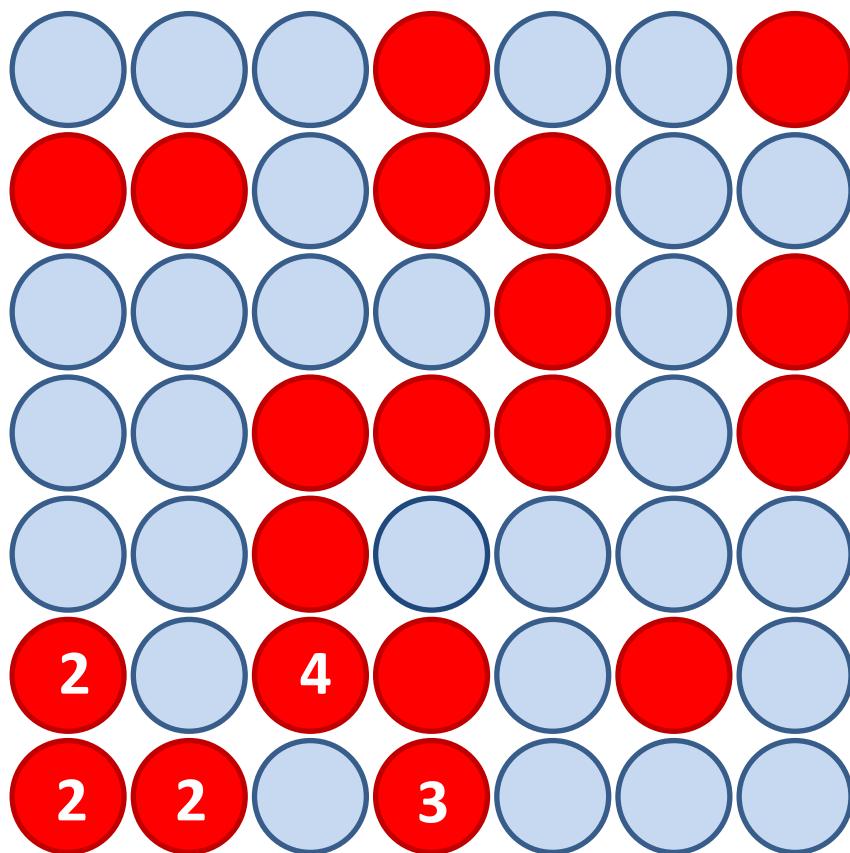


1. start from the site in the left-bottom corner;
2. sweep from left to right bottom to top;
3. only verify left and bottom neighbors.

k	$M(k)$
2	3
3	1

Algorithms

Hoshen and Kopelman

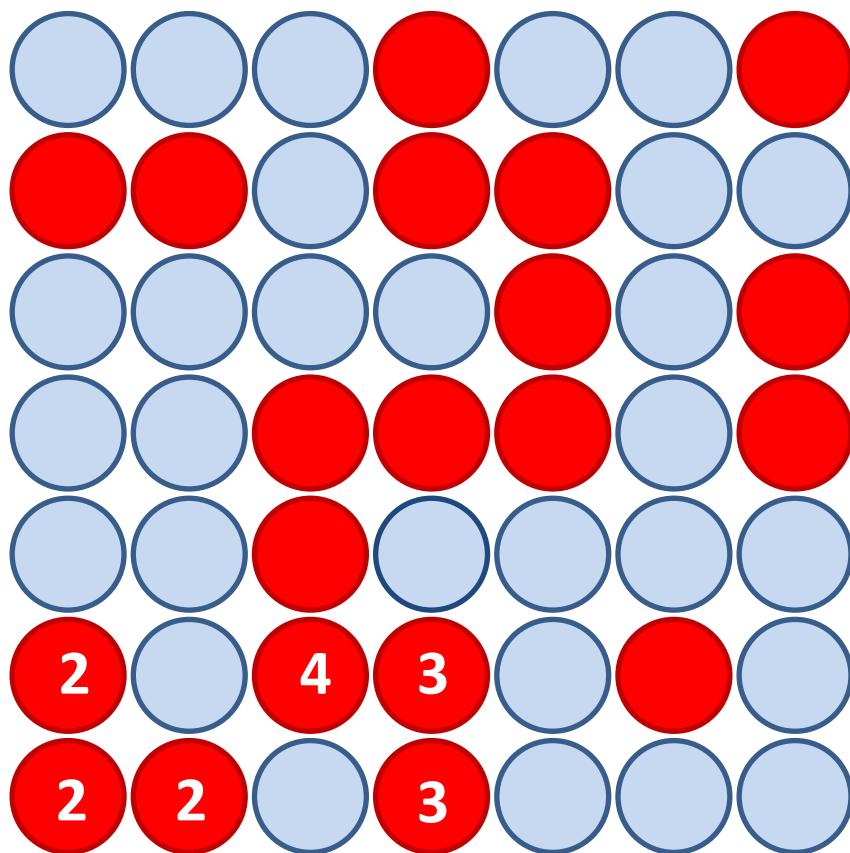


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right bottom to top**;
3. **only verify left and bottom** neighbors.

k	$M(k)$
2	3
3	1
4	1

Algorithms

Hoshen and Kopelman

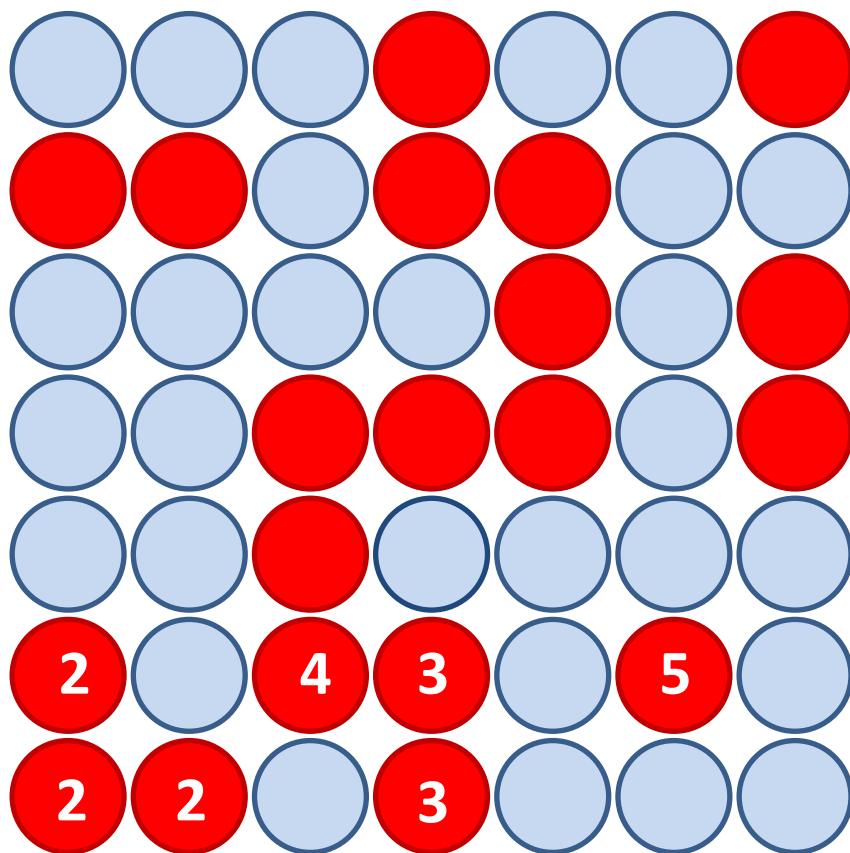


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right bottom to top**;
3. **only verify left and bottom neighbors.**

k	$M(k)$
2	3
3	3
4	-3

Algorithms

Hoshen and Kopelman

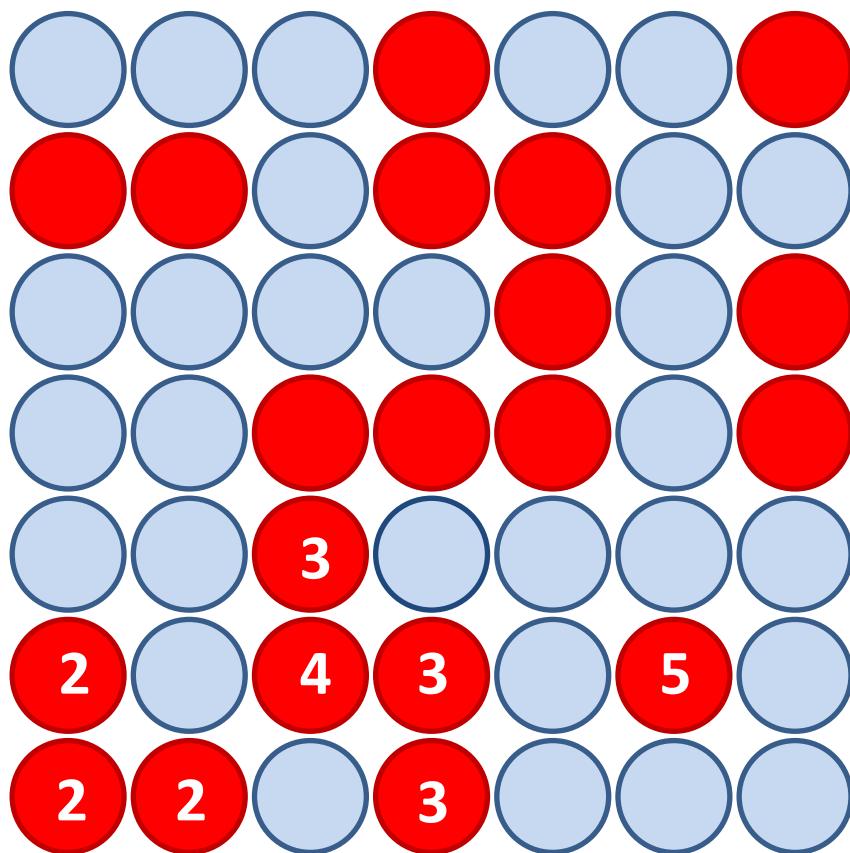


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right bottom to top**;
3. **only verify left and bottom neighbors**.

k	$M(k)$
2	3
3	3
4	-3
5	1

Algorithms

Hoshen and Kopelman

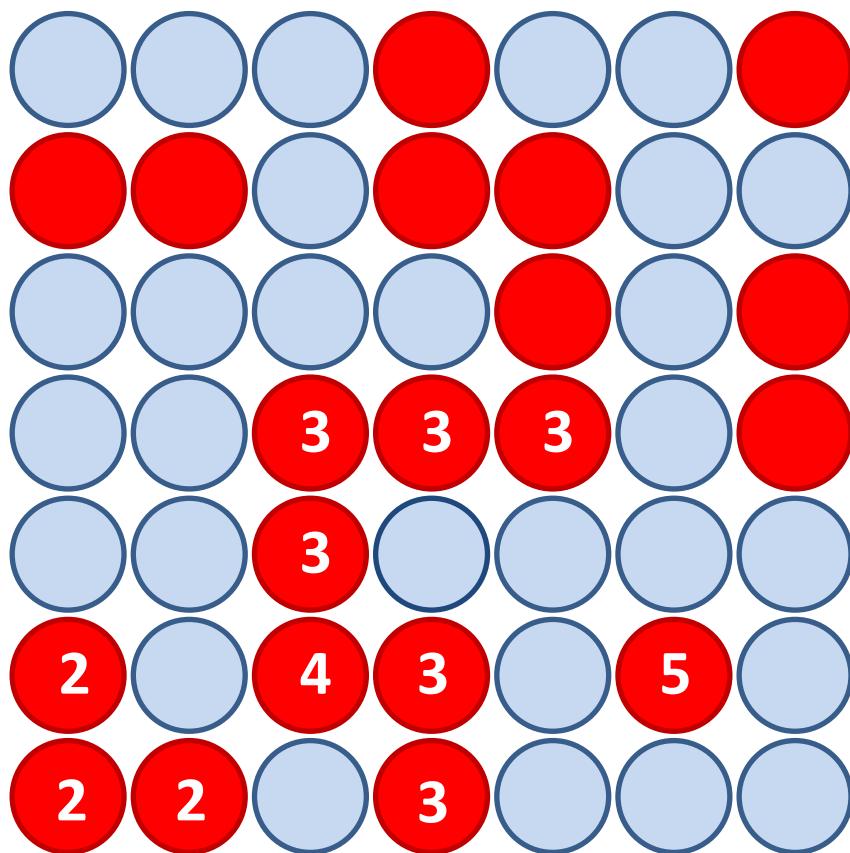


1. start from the site in the left-bottom corner;
2. sweep from left to right bottom to top;
3. only verify left and bottom neighbors.

k	$M(k)$
2	3
3	4
4	-3
5	1

Algorithms

Hoshen and Kopelman

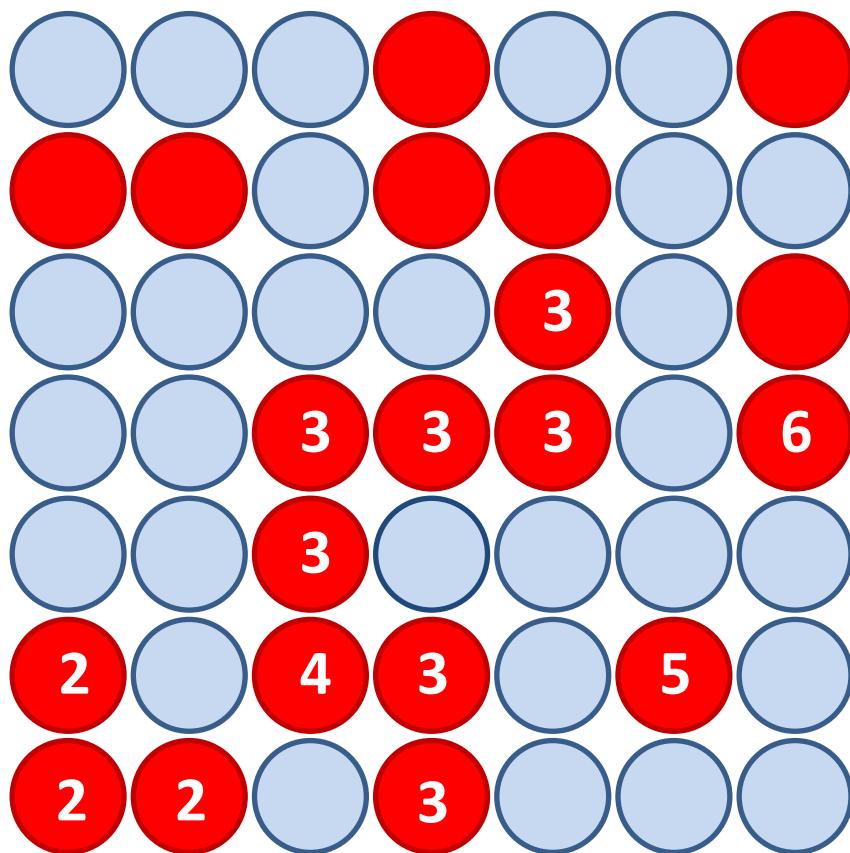


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right bottom to top**;
3. **only verify left and bottom neighbors.**

k	$M(k)$
2	3
3	7
4	-3
5	1

Algorithms

Hoshen and Kopelman

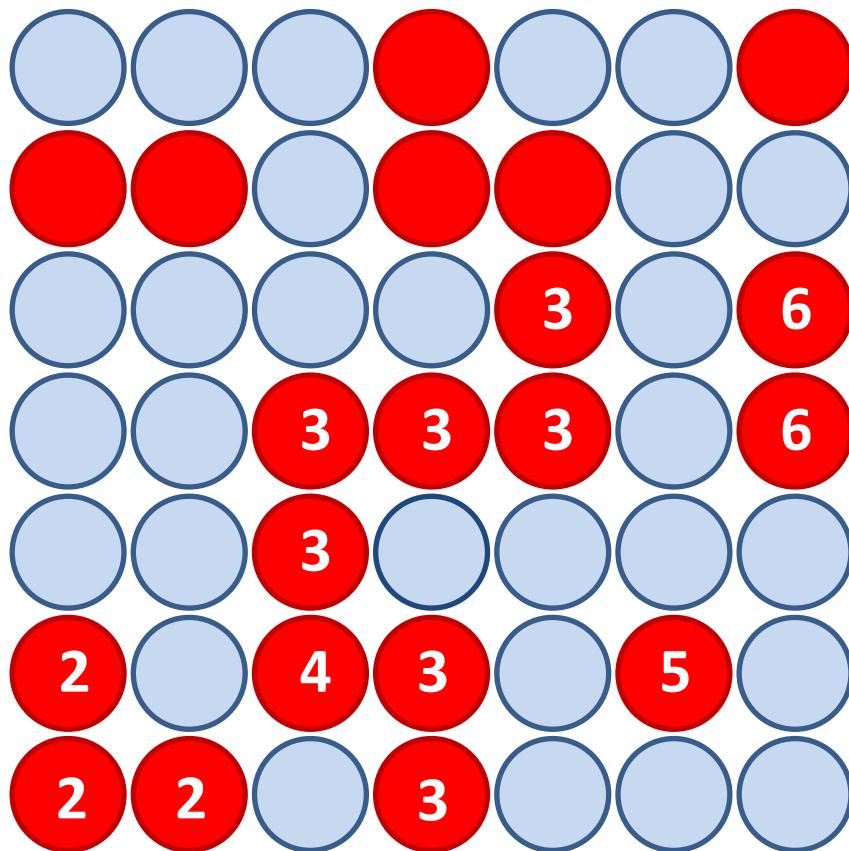


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right bottom to top**;
3. **only verify left and bottom neighbors.**

k	$M(k)$
2	3
3	8
4	-3
5	1
6	1

Algorithms

Hoshen and Kopelman

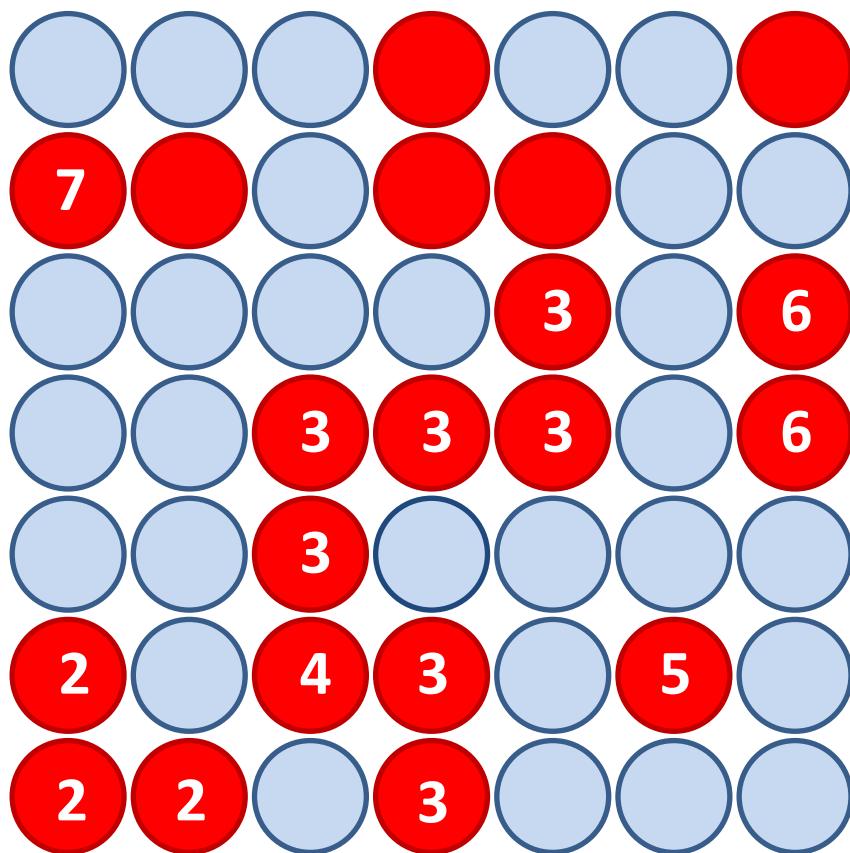


1. start from the site in the left-bottom corner;
2. sweep from left to right bottom to top;
3. only verify left and bottom neighbors.

k	$M(k)$
2	3
3	8
4	-3
5	1
6	2

Algorithms

Hoshen and Kopelman

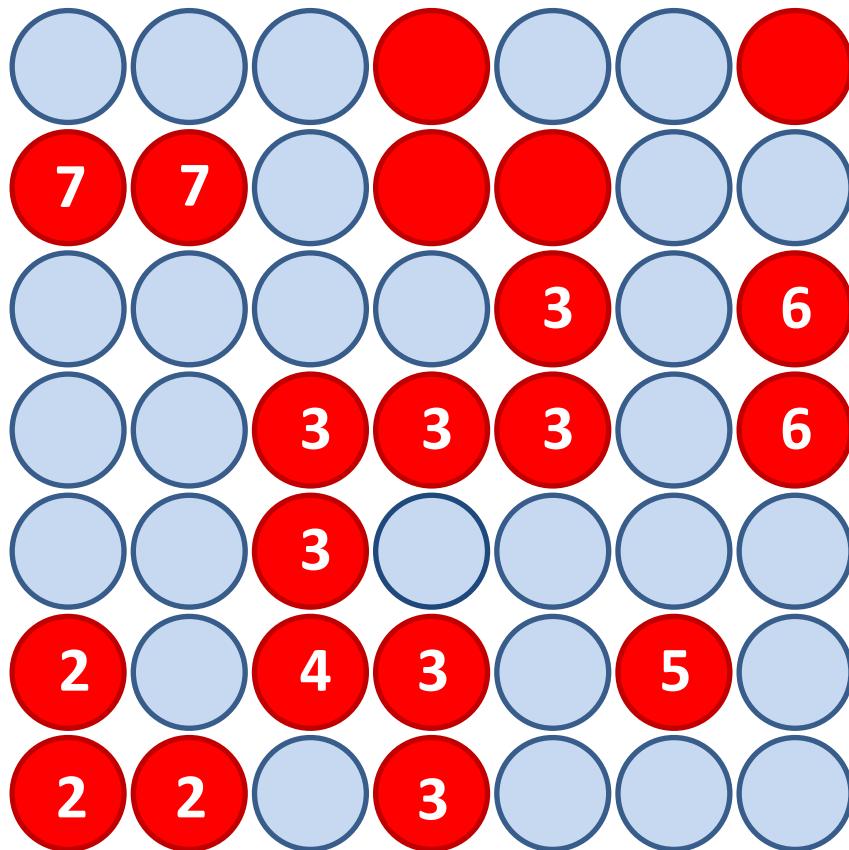


1. start from the site in the left-bottom corner;
2. sweep from left to right bottom to top;
3. only verify left and bottom neighbors.

k	$M(k)$
2	3
3	8
4	-3
5	1
6	2
7	1

Algorithms

Hoshen and Kopelman

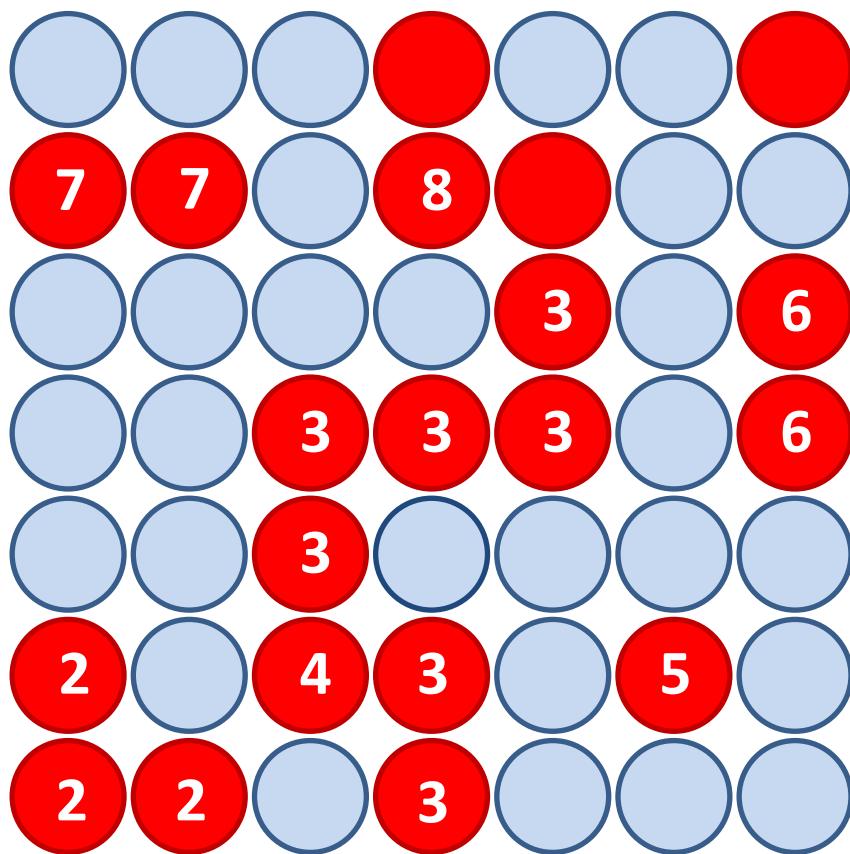


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right bottom to top**;
3. **only verify left and bottom** neighbors.

k	$M(k)$
2	3
3	8
4	-3
5	1
6	2
7	2

Algorithms

Hoshen and Kopelman

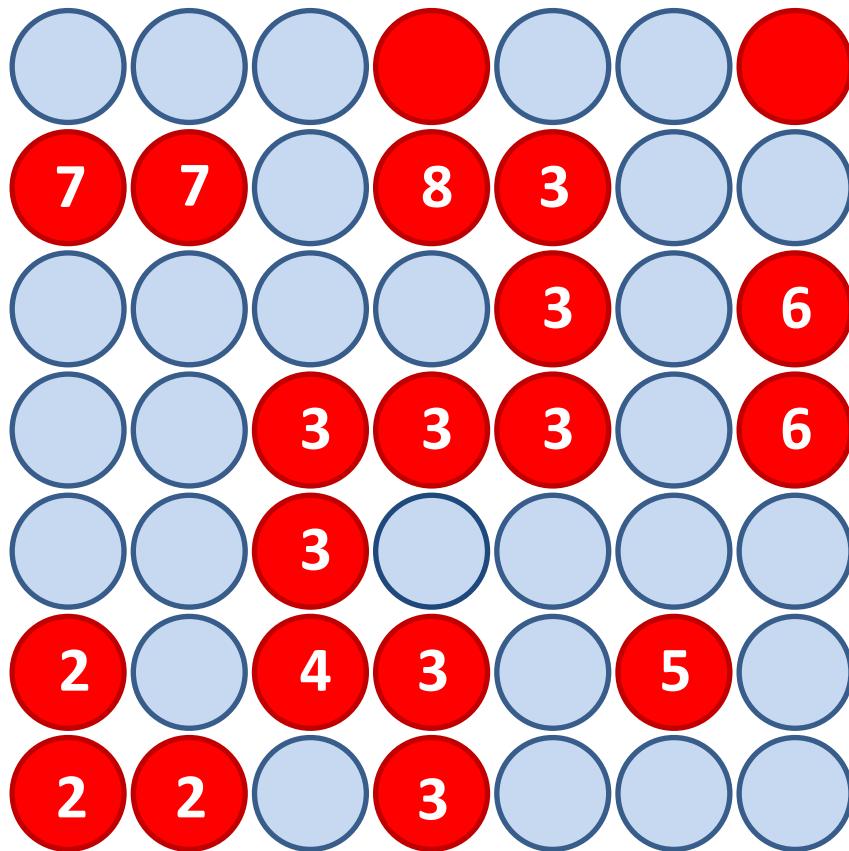


1. start from the site in the **left-bottom corner**;
2. sweep from **left to right bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	8
4	-3
5	1
6	2
7	2
8	1

Algorithms

Hoshen and Kopelman

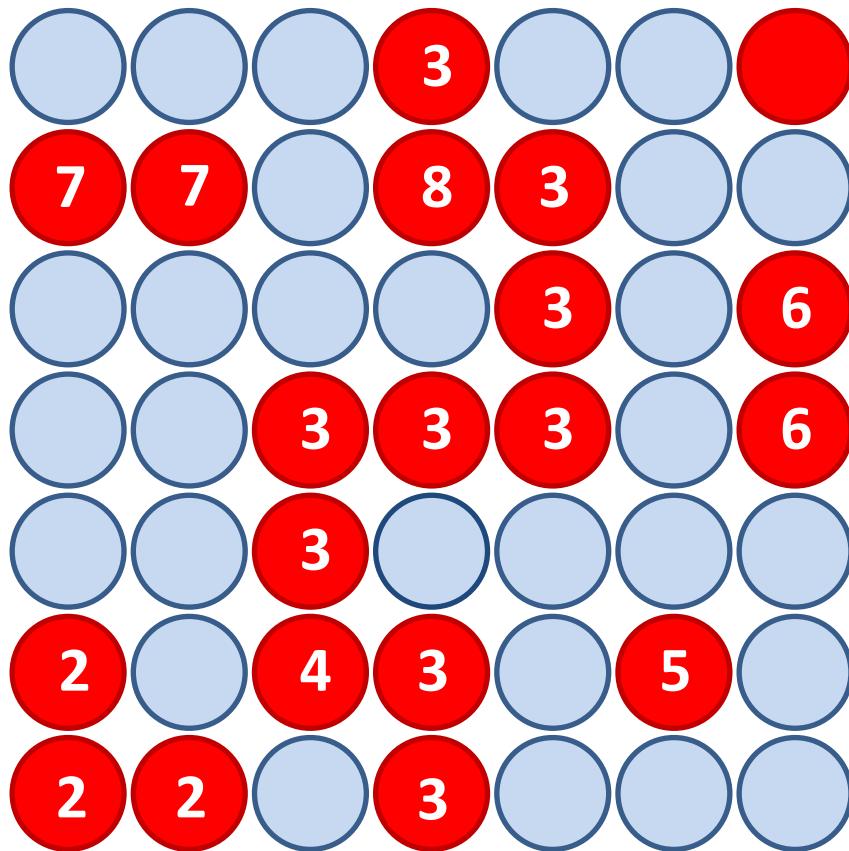


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right bottom to top**;
3. **only verify left and bottom neighbors.**

k	$M(k)$
2	3
3	10
4	-3
5	1
6	2
7	2
8	-3

Algorithms

Hoshen and Kopelman

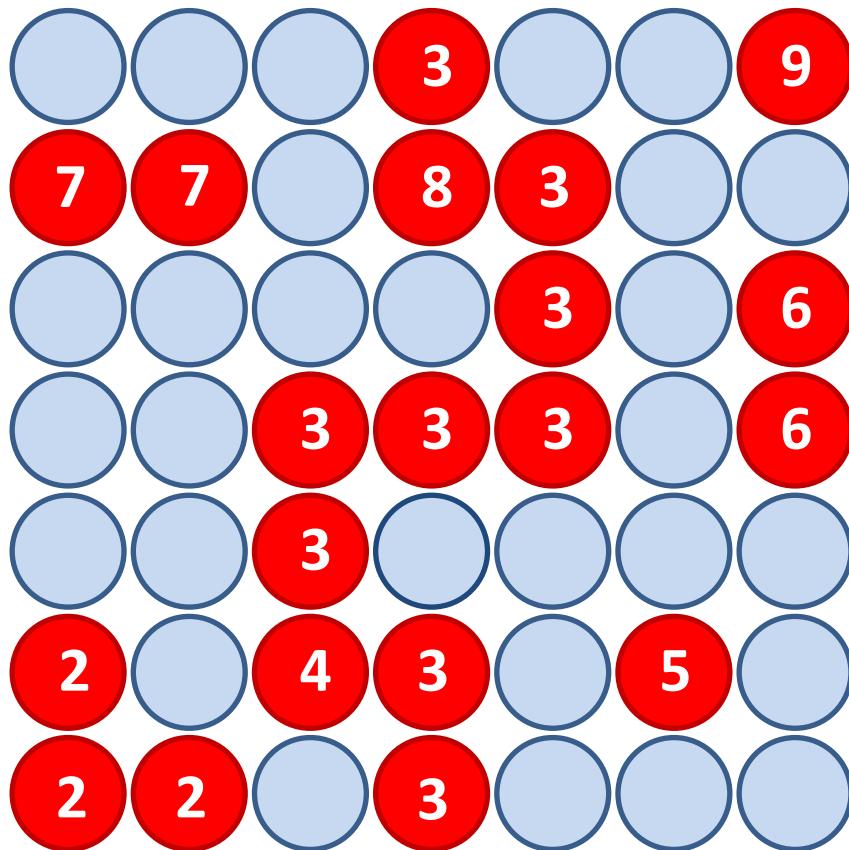


1. start from the site in the left-bottom corner;
2. sweep from left to right bottom to top;
3. only verify left and bottom neighbors.

k	$M(k)$
2	3
3	11
4	-3
5	1
6	2
7	2
8	-3

Algorithms

Hoshen and Kopelman

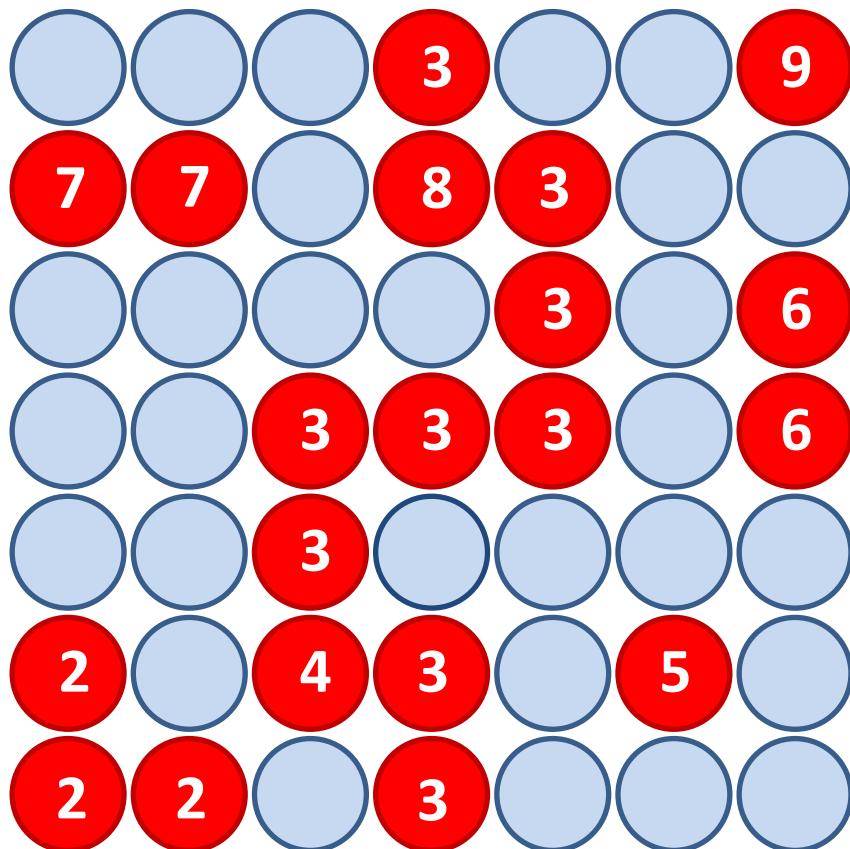


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2	3
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Algorithms

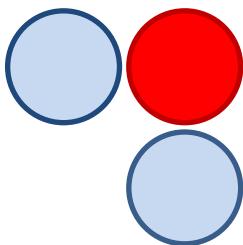
Hoshen and Kopelman



k	$M(k)$
2	3
3	11
4	-3
5	1
6	2
7	2
8	-3
9	1

Algorithms

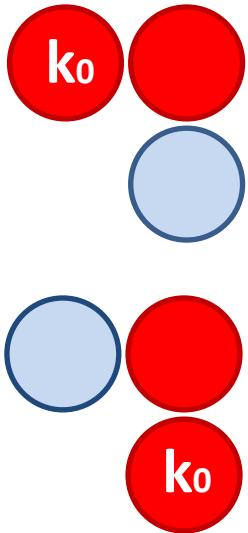
Hoshen and Kopelman



Isolated

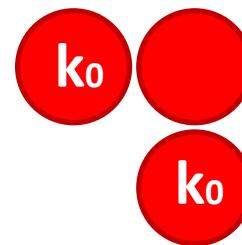
$$k = k + 1$$

$$M(k) = 1$$



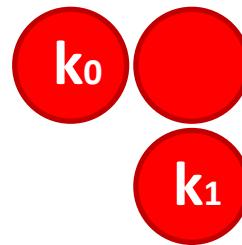
One neighbor k_0 :

$$M(\underline{k}_0) = M(\underline{k}_0) + 1$$



Two neighbor k_0 :

$$M(\underline{k}_0) = M(\underline{k}_0) + 1$$

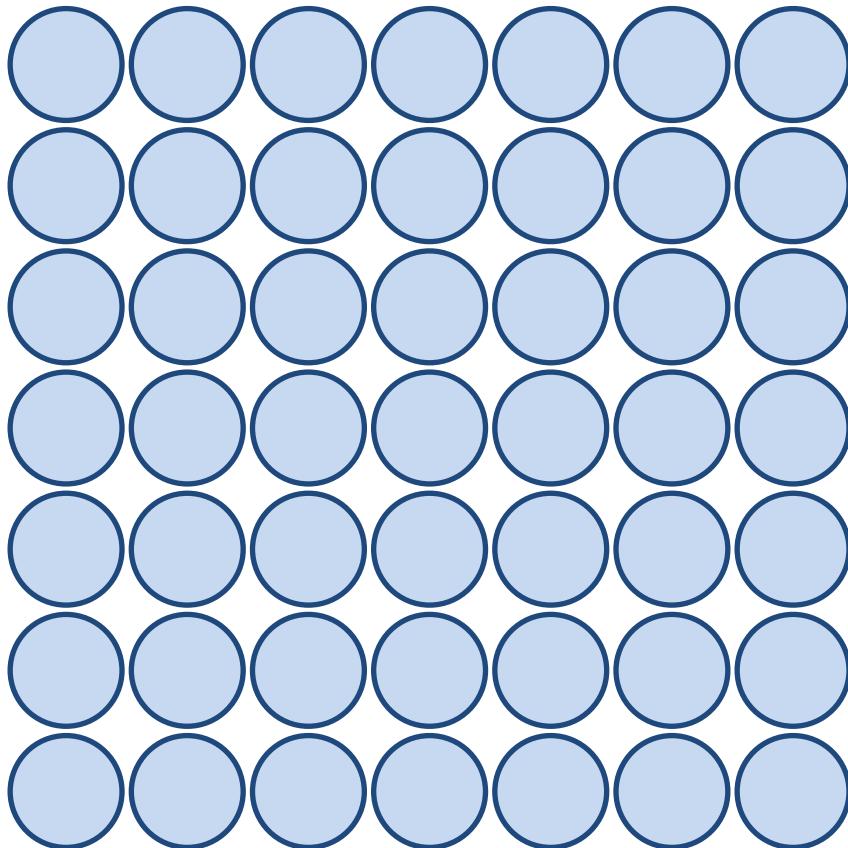


One neighbor k_0 and
one neighbor k_1 :

$$M(\underline{k}_0) = M(\underline{k}_0) + M(\underline{k}_1) + 1$$

Algorithms

Newman and Ziff (microcanonical)

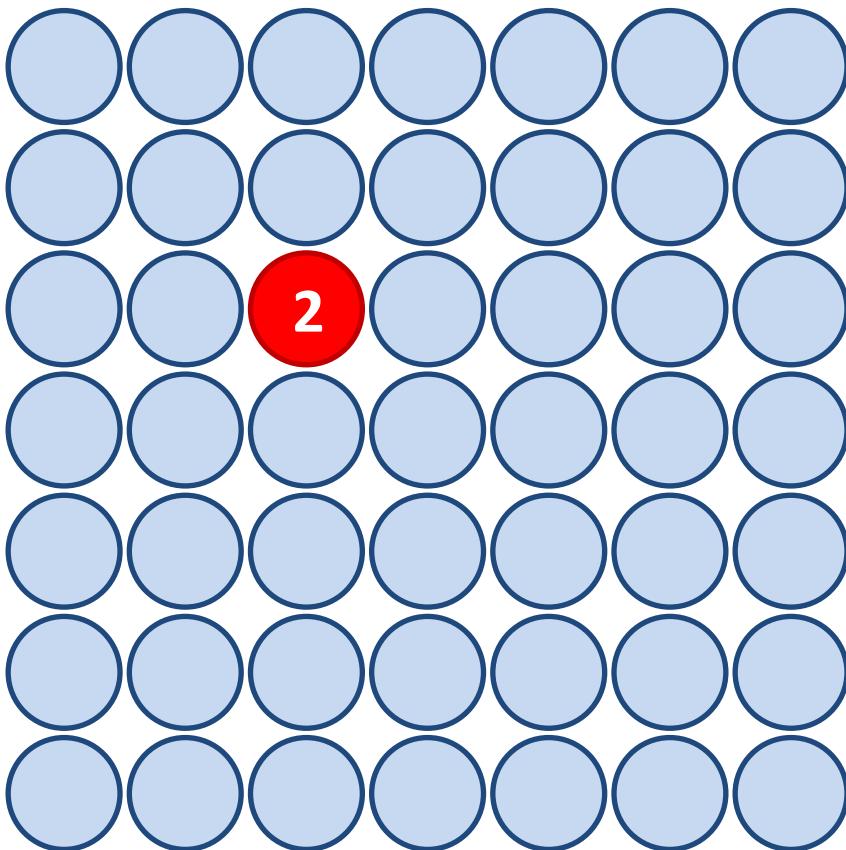


k	$M(k)$
2	0

M. E. J. Newman and R. M. Ziff. *Phys. Rev. Lett.* **85**, 4104 (2000)
M. E. J. Newman and R. M. Ziff. *Phys. Rev. E* **64**, 016706 (2001)

Algorithms

Newman and Ziff (microcanonical)

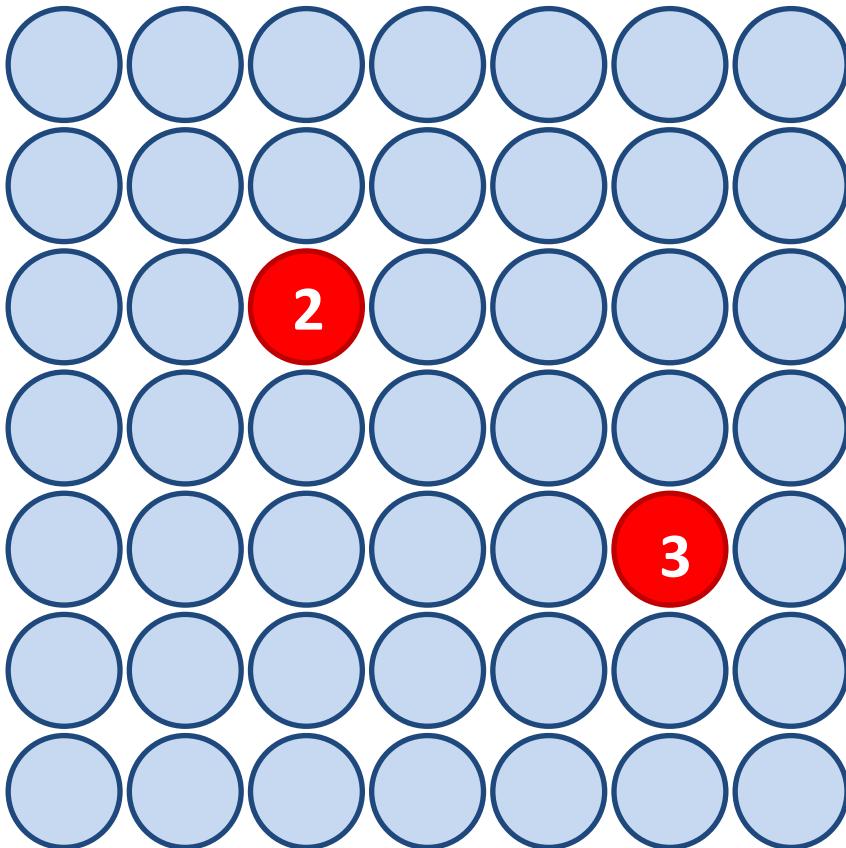


k	$M(k)$
2	1

M. E. J. Newman and R. M. Ziff. *Phys. Rev. Lett.* **85**, 4104 (2000)
M. E. J. Newman and R. M. Ziff. *Phys. Rev. E* **64**, 016706 (2001)

Algorithms

Newman and Ziff (microcanonical)

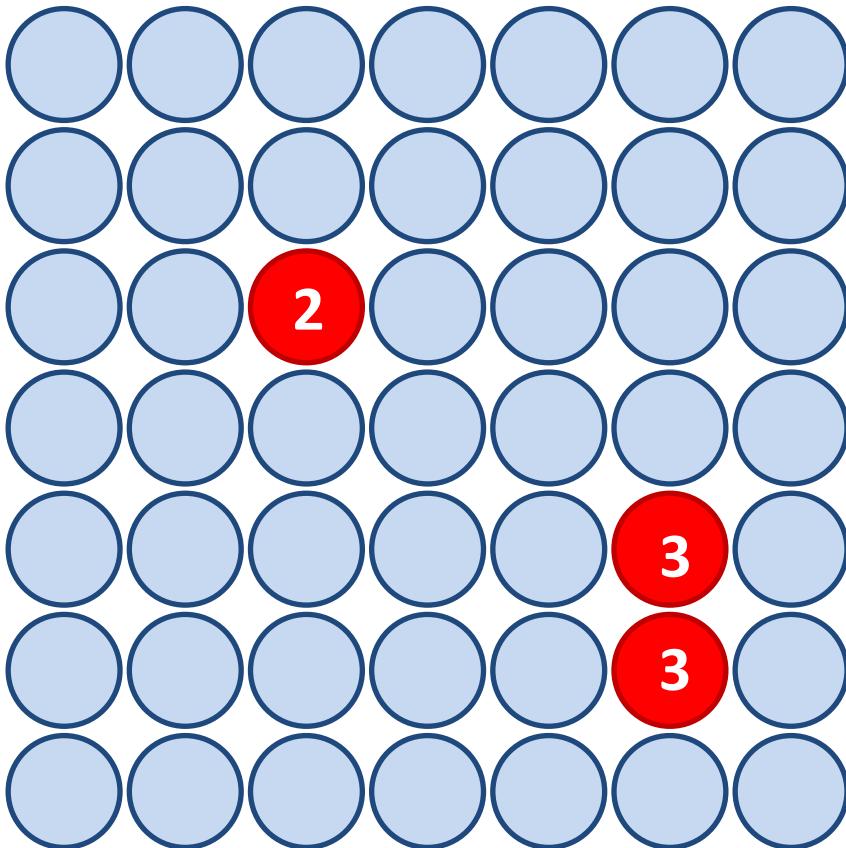


k	$M(k)$
2	1
3	1

M. E. J. Newman and R. M. Ziff. *Phys. Rev. Lett.* **85**, 4104 (2000)
M. E. J. Newman and R. M. Ziff. *Phys. Rev. E* **64**, 016706 (2001)

Algorithms

Newman and Ziff (microcanonical)

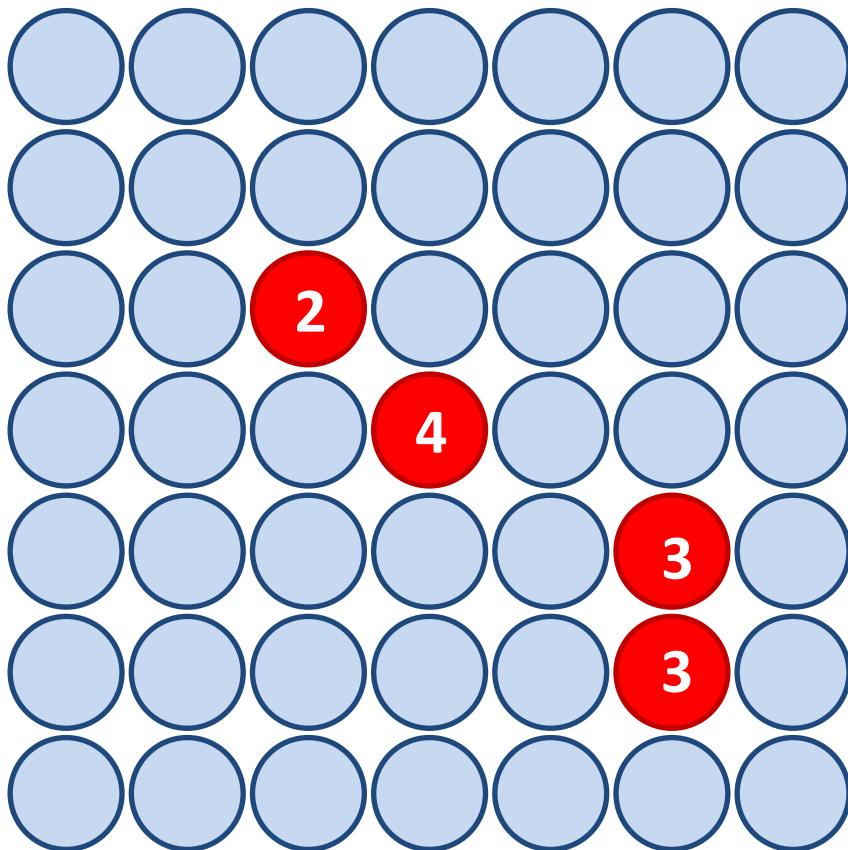


k	$M(k)$
2	1
3	2

M. E. J. Newman and R. M. Ziff. *Phys. Rev. Lett.* **85**, 4104 (2000)
M. E. J. Newman and R. M. Ziff. *Phys. Rev. E* **64**, 016706 (2001)

Algorithms

Newman and Ziff (microcanonical)

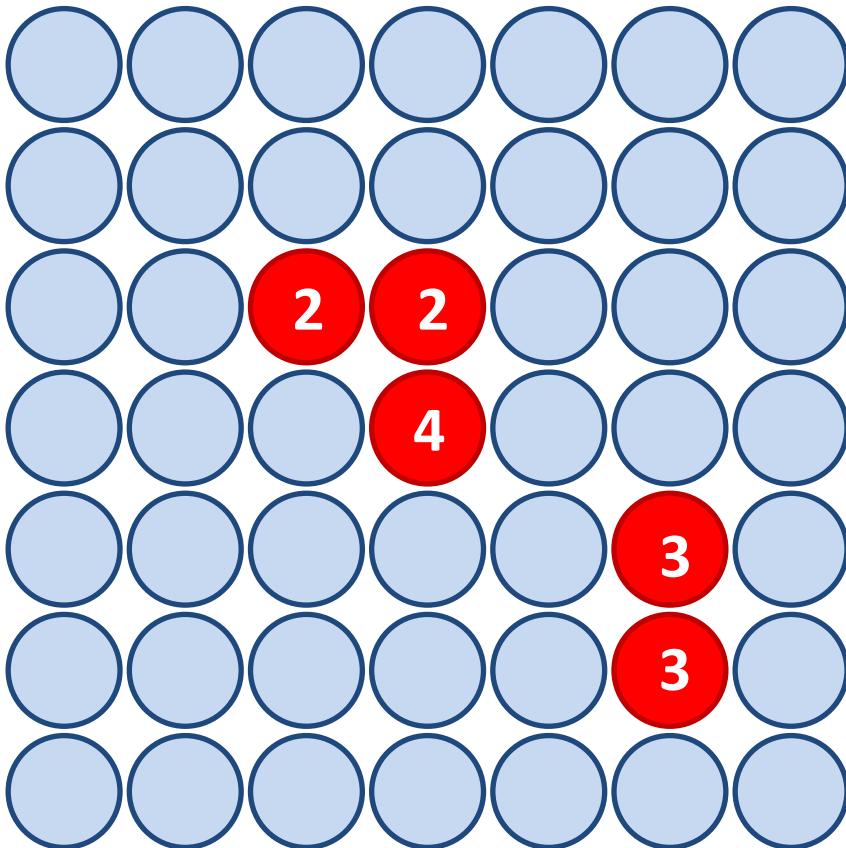


k	$M(k)$
2	1
3	2
4	1

M. E. J. Newman and R. M. Ziff. *Phys. Rev. Lett.* **85**, 4104 (2000)
M. E. J. Newman and R. M. Ziff. *Phys. Rev. E* **64**, 016706 (2001)

Algorithms

Newman and Ziff (*microcanonical*)



k	$M(k)$
2	3
3	2
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Algorithms

Microcanonical vs canonical

Fixed number of
occupied sites (n)

Fixed probability that
a site is occupied (p)

$$B(N, n, p) = \binom{N}{n} p^n (1 - p)^{N-n}$$

$B(N, n, p)$: probability that
exactly n sites are occupied in a
canonical configuration

$$Q(p) = \sum_{n=0}^N B(N, n, p) Q_n = \sum_{n=0}^N \binom{N}{n} p^n (1 - p)^{N-n} Q_n$$