CX 4010 / CSE 6010 Assignment 2: Graph Analysis and Phase Transitions

Due Dates:

- Due: 11 AM, Friday, September 28, 2018
- Revision (optional) Due: 11:59 PM, Monday October 1, 2018
- No late submissions will be accepted

1. Background

This assignment concerns the use of graphs to study phenomena that arise in physics and materials known as phase transitions. A phase transition occurs when a material changes from one state to another causing it to exhibit different physical properties. A phase transition can occur because of a change in some external condition such as temperature or application of a force such as voltage. Phase transitions are important in nature and underlie certain technologies. Here, we will build some simple computational models to study phase transitions.

Consider a two-dimensional *K by K* grid-structure such as that shown in Figure 1(a). Each grid cell is either colored or uncolored. A cell is colored with probability *P* and uncolored with probability *1.0–P* with the same value of *P* used throughout the entire grid. Here, we are primarily concerned with colored cells and how they cluster for different values of *P*. A colored cell *A* is said to be *adjacent* to another colored cell *B* if *B* is the cell immediately to the north, south, east, or west of *A* in the grid. Each cell has 4 adjacent cells (neighbors) except those along the edges of the grid which have only 2 or 3 neighbors. A colored grid can be represented as an undirected graph where each colored cell is represented by a vertex and a link between vertices indicates the corresponding cells are adjacent. For example, the graph shown in Figure 1(b) represents the grid structure shown in Figure 1(a). Here, we have labelled vertices with integers to uniquely identify them.

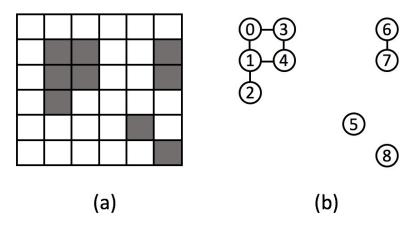


Figure 1. Representations of structures. (a) Grid. (b) Graph.

A connected component (or just *component*) is defined as a subgraph of the original graph where there is a path between every pair of vertices in the subgraph, and there are no edges between a vertex in the component and any other vertex not in the component. The largest component of a graph is the component with the largest number of vertices. For example, the structure shown in Figure 1 consists of four components of size 5, 2, 1 and 1, with the largest component containing 5 vertices.

We are interested in the size of the components of the graph for different values of P. For example, it is clear that if P is close to 0.0 the graph will consist of mostly isolated, unconnected vertices and perhaps a few small clusters, so most components will have a size of perhaps 1 or 2 cells. On the other hand, if P is 1.0 or close to 1.0, the graph will consist of a single, large component of size N, where N is the number of vertices in the graph. Note that if P is small, the size of the largest component is largely independent of the size of the grid, but if P is large (close to 1.0) the size of the largest component increases with the size of the grid. These two situations might be referred to as "phases." The goal of this assignment is to examine how the size of the components, especially the largest component, vary as P is increased from 0.0 to 1.0, i.e., how this system changes from one "phase" to the other.

This assignment involves writing two programs. The first creates a grid, converts it to a graph, and stores the graph in a file. The second reads a graph file and computes statistics concerning the number and size of the components in the graph. Note that the second program should be a general graph analysis program that is able to analyze *any* graph, not just graphs that are produced based on grid structures. You will then conduct a series of computational experiments to study the relationship between component size and the parameter P.

Graph Generation

The graph generation program should take as command line parameters (1) an integer K indicating the number of cells in one row/column of the square grid, (2) the probability parameter P(0 < P < 1), and (3) the name of the file that will hold the resulting graph. For example:

```
% graphgen 10 0.4 topology
```

will execute your program called graphgen and create a 10x10 grid with 100 cells. Each cell of the grid will be colored with probability 0.4. The output file topology will hold the resulting graph in adjacency list format. Specifically, the first line of the file indicates the number of vertices in the graph, N, with vertices numbered 0, 1, 2, ... N-1. Each successive line indicates a vertex number V and a list of vertices that have a link connecting it with V. For example, the file for the graph shown in Figure 1(b) is shown below.

```
9 0 1 3 1 0 2 4 2 1 3 0 4 4 3 1 5 6 7 7 6 8
```

Note that if a vertex V has no links to other vertices, then that line of the file only contains V.

Graph Analysis

The second program performs an analysis of the components of a graph. Specifically, the command line

```
% components topology outfile
```

executes the graph analysis program components which uses the file called topology as input, computes the statistics listed below, and stores these results into the file outfile. The statistics that are computed are:

- 1. The number of components
- 2. The average size (number of vertices) in a component
- 3. The number of vertices in the largest component
- 4. A histogram indicating the distribution of component sizes.

These values should be written to the file in this order. For example the graph in Figure 1(b) produces the results shown below indicating there are 4 components, the average component size is (5+2+1+1)/4 or 2.25 vertices, the largest component has 5 vertices, and the component size histogram indicates there are 2 components of size 1, one of size 2, and 1 of size 5 and no components with the other sizes:

The main computation performed by the graph analysis program is to compute the size of the components in the graph. You should use either *breadth first search* (BFS) or *depth first search* (DFS) to compute the size of graph components.

You should write your analysis software to be computationally efficient. For example, you should use a reasonably efficient algorithm for implementing the search and you should minimize the number of search operations; for example, invoking your BFS or DFS function on every node of the graph is not very efficient! The graph should be represented in memory using the adjacency list representation (not the matrix representation) to allow it to scale to large sized graphs. Your software should be modular and well documented in accordance with class coding guidelines.

Experiments

Perform a series of computational experiments to generate plots of the number of components, average component size, and maximum component size as P is varied. Use as large a value of N as your programs can process in a reasonable amount of time, e.g., a few minutes per run. You may want to "turn off" the histogram generation part of your code for these experiments. In addition, generate histograms for representative values of P and examine the results. You may use smaller sized grids for these experiments.

All code for generating the graph and performing the analysis must be written in C. Once you produce the specified results, however, you may use existing software (e.g., Microsoft Excel) to generate graphs for your report.

Report (CX 4010 Students)

Create a brief report providing evidence that your software executes correctly. Describe how you verified your programs gives correct results. You may use results from small sized grids for this purpose. Include in your report the plots described above. Compare your results concerning average component size with those described in the literature¹. Discuss the degree to which your experiments agree or disagree and explain why. Be sure to include citations to relevant literature in your report.

Report (CSE 6010 Students)

An area of study called percolation theory provides a mathematical framework for studying phase transitions. Specifically, the kinds of models discussed here are called *site percolation* models.

Complete the analysis and report described above for CX 4010 students. In addition, perform a literature search to determine how site percolation models might be relevant to understanding phenomena in natural or engineered systems. Identify one application where site percolation models might provide useful insights. In your report, discuss this application and the degree to which this model is applicable. Your report should detail in two or three pages of text the application and its importance, the applicability of this model as well as its limitations in the context of this specific application, and your interpretation the results you obtained and how they might be relevant to this application. Be sure to cite related literature on this topic.

Grading

You should verify that your code runs on the deepthought cluster as this is the machine the TAs will use to check that your code works correctly. Instructions for accessing and using deepthought are available on canvas.

Turn in (1) all source code for your programs, (2) example test files demonstrating your program executes correctly, and (3) the report documenting your results. Include some test cases so the TA can test your code to verify correctness.

Your grade will be based on the correct functioning of your software, the quality of the software in terms of functionality (did you check for erroneous inputs?), modularity and documentation, and the quality of your report. The report should be self-contained and explain all the work you did on this assignment as well as your interpretation of the results you obtained.

Collaboration, Citing, and Honor Code

As a reminder, please refer to the course syllabus regarding rules and expectations regarding collaborating with other students and use of other resources, including materials available on the web.

¹ For example, see M.E.J. Newman, "Power Laws, Pareto Distributions and Zipf's Law," *Contemporary Physics*, Vol. 46, No. 5. (1 September 2005), pp. 323-351, doi:10.1080/00107510500052444