
Introduction to Computational Physics

402-0809-00L

Tuesday 10.45 – 12.30 in HPT C 103

Exercises: Tuesday 8.45- 10.30 in HIT F21

Oral exams: end of January

www.ifb.ethz.ch/education/IntroductionComPhys

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Who is your teacher?

Hans J. Herrmann

hjherrmann@ethz.ch

Institute of Building Materials (IfB)

HIT G 23.1, Höggerberg, ETH

Zürich

<http://www.hans-herrmann.ethz.ch>

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- Mathematics, Computer Science (Bachelor)
- Mathematics, Computer Science (Master)
- Physics (Wahlfach)
- Material Science (Master)
- Civil Engineering (Master)

Plan of this course

- 19.09. Introduction, Random numbers (RN)
- 26.09. Percolation
- 03.10. Fractals, Cellular Automata
- 10.10. Monte Carlo, Importance Sampling,
.....Metropolis
- 17.10. Random Walks, Self-avoiding Walks
- 24.10. Finite Size Effects, XY Model,
.....first order transitions

- 31.10. Differential Eqs. (Euler, Runge Kutta..)
- 07.11. Eqs. of Motion (Newton, Regula Falsi)
- 14.11. Finite Difference Meth. Relaxation
- 21.11. Multigrid, Finite Elements Method
- 28.11. Gradient Methods
- 05.12. **Daniele Passerone**
- 12.12. Variational FEM, Crank-Nicholson
Wave equation, Navier-Stokes eq.
- 19.12. **Giuseppe Carleo**

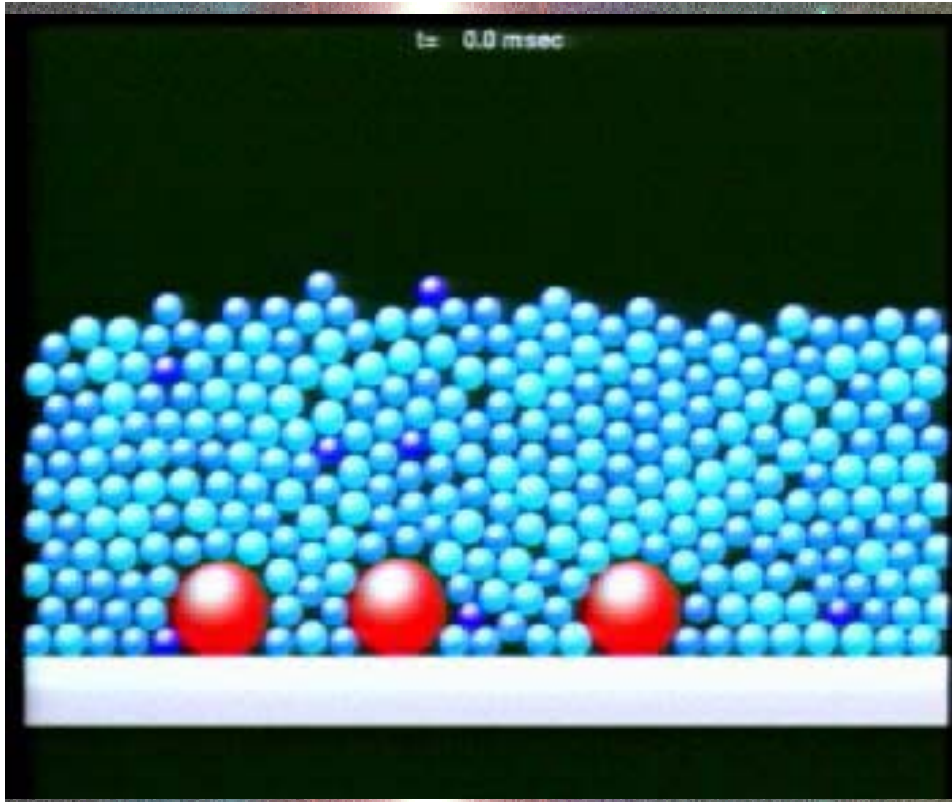
- Computational Statistical Physics
(H.J.Herrmann)
- Computational Quantum Physics
(G. Carleo, P. de Forcrand)
- Density Functional Theory
(D. Passerone)

- Ability to work with UNIX
- Making of Graphical Plots
- Higher computer language (C++, FORTRAN..)
- Statistical Analysis (Averaging, Distributions)
- Linear Algebra, Analysis
- Classical Mechanics
- Basic Thermodynamics

What is Computational Physics?

- **Numerical solution of equations** (since analytical solutions are rare)
- **Simulation of many-particle systems** (creation of a virtual reality = 3rd branch of physics)
- **Evaluation and visualization of large data sets** (either experimental or numerical)
- **Control of experiments** (not treated in this course)

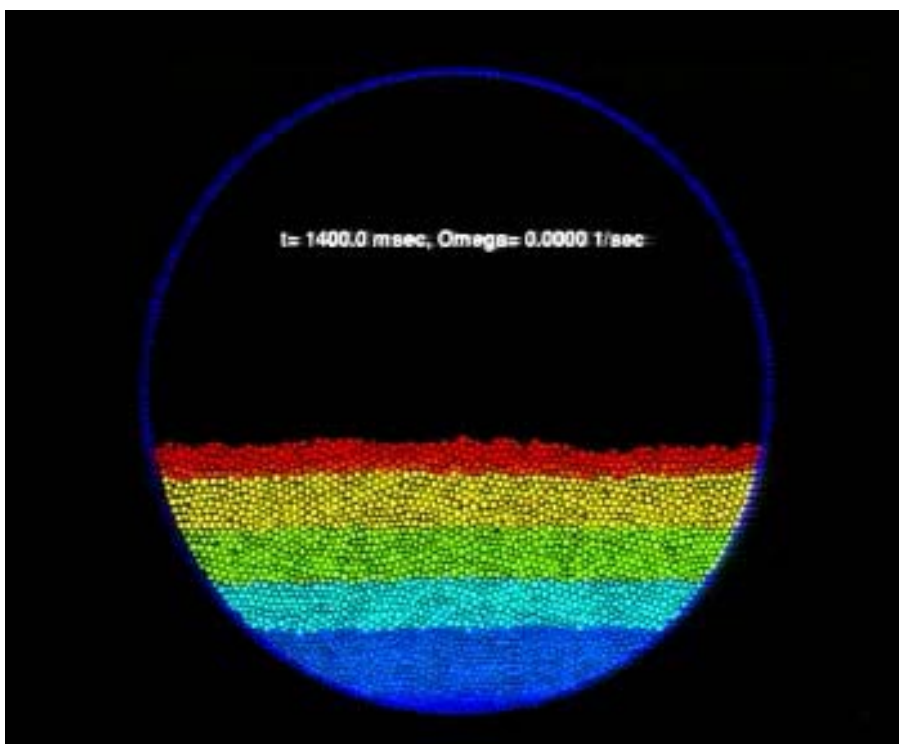
Segregation under vibration



Brazil
Nut
Effect

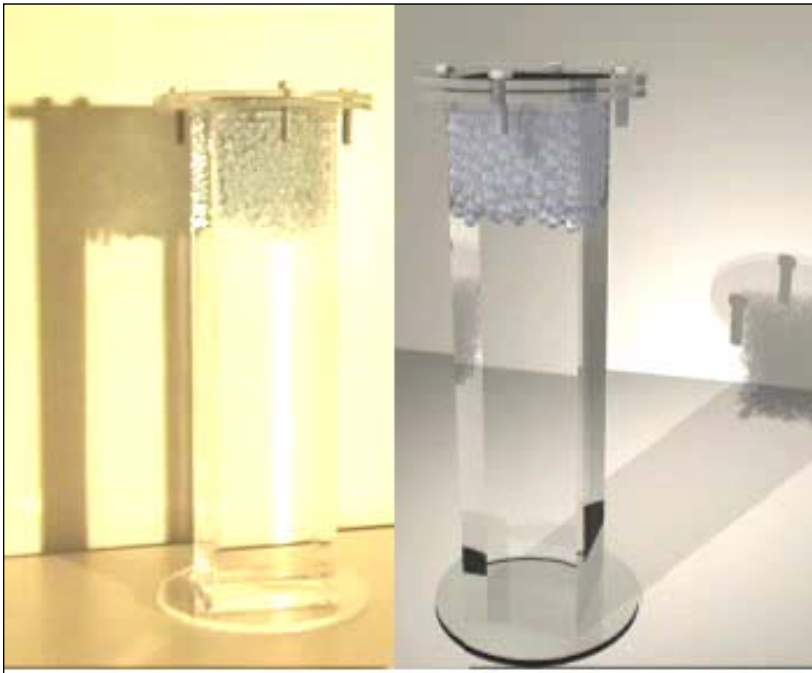
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Mixing in a cylinder



hard
spheres

10



Glass beads
descending
in silicon oil

comparing experiment and simulation

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Motion of dunes



V. SCHWÄMMLE, H.J. HERRMANN, Nature **426**, 619-620 (2003)

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- **Object oriented programming**
- **Vector supercomputers**
- **Parallel computing** (shared and distributed memory)
- **Symbolic Algebra** (Mathematica, Maple)
- **Graphical animations**

- **CFD (Computational Fluid Dynamics)**
- **Classical Phase Transitions**
- **Solid State (quantum)**
- **High Energy Physics (Lattice QCD)**
- **Astrophysics**
- **Geophysics, Solid Mechanics**
- **Agent models (interdisciplinary)**

-
- **H.Gould, J. Tobochnik and W. Christian: „Introduction to Computer Simulation Methods“ 3rd ed. (Wesley, 2006)**
 - **D. Landau and K. Binder: „A Guide to Monte Carlo Simulations in Statistical Physics“ (Cambridge, 2000)**
 - **D. Stauffer, F.W. Hehl, V. Winkelmann and J.G. Zabolitzky: „Computer Simulation and Computer Algebra“ 3rd ed. (Springer, 1993)**
 - **K. Binder and D.W. Heermann: „Monte Carlo Simulation in Statistical Physics“ 4th ed. (Springer, 2002)**
 - **N.J. Giordano: „Computational Physics“ (Wesley, 1996)**
 - **J.M. Thijssen: „Computational Physics“ (Cambridge, 1999)**

-
- **„Monte Carlo Method in Condensed Matter Physics“, ed. K. Binder (Springer Series)**
 - **„Annual Reviews of Computational Physics“, ed. D. Stauffer (World Scientific)**
 - **„Granada Lectures in Computational Physics“, ed. J.Marro (Springer Series)**
 - **„Computer Simulations Studies in Condensed Matter Physics“, ed. D. Landau (Springer Series)**

- Journal of Computational Physics (Elsevier)
- Computer Physics Communications (Elsevier)
- International Journal of Modern Physics C (World Scientific)

every year (2015 India, 2016 South Africa, 2017 Paris):

CCP = Conference on Computational Physics

Random numbers

| | | | | | | | | |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 10480 | 15011 | 01536 | 02011 | 31347 | 91646 | 69179 | 14194 | 62590 |
| 22368 | 46573 | 25595 | 85393 | 30995 | 89198 | 27982 | 53402 | 93985 |
| 24130 | 48360 | 22527 | 97265 | 76393 | 64809 | 15179 | 24330 | 49340 |
| 42167 | 93093 | 06243 | 61680 | 07356 | 16376 | 39440 | 53537 | 71341 |
| 37570 | 30975 | 81837 | 16656 | 06121 | 91782 | 60468 | 31305 | 49684 |
| 77921 | 06907 | 11008 | 42751 | 27755 | 53498 | 18602 | 70859 | 90655 |
| 99562 | 72905 | 56420 | 69994 | 98372 | 31016 | 71194 | 18738 | 44013 |
| 96301 | 91977 | 05463 | 07972 | 18376 | 20922 | 94595 | 56369 | 69014 |
| 89579 | 14342 | 63661 | 10281 | 17453 | 18103 | 57740 | 84378 | 25331 |
| 85475 | 36857 | 53342 | 53988 | 53060 | 59533 | 38867 | 62300 | 08158 |
| 28918 | 69678 | 86231 | 33276 | 70997 | 79936 | 58865 | 05359 | 90106 |
| 63553 | 40961 | 48235 | 03427 | 49626 | 69445 | 18663 | 72695 | 52180 |
| 09429 | 93969 | 52536 | 92737 | 86974 | 33488 | 36320 | 17817 | 30015 |
| 10365 | 61129 | 87529 | 85689 | 48237 | 52267 | 67689 | 93394 | 01511 |
| 07119 | 97336 | 71048 | 08178 | 77233 | 13916 | 47564 | 31056 | 97735 |
| 51085 | 12765 | 51821 | 51259 | 77452 | 16308 | 60756 | 92144 | 49442 |
| 02368 | 21382 | 52404 | 60268 | 89368 | 19885 | 55322 | 44819 | 01188 |
| 01011 | 54092 | 33362 | 94904 | 31273 | 04146 | 18594 | 29852 | 71585 |
| 52162 | 53916 | 46369 | 58586 | 23216 | 14513 | 83149 | 98736 | 23455 |
| 07056 | 97628 | 33767 | 09998 | 42698 | 06691 | 76988 | 13602 | 51851 |
| 48663 | 91245 | 85828 | 14346 | 09172 | 30168 | 90229 | 04734 | 59193 |
| 54164 | 58492 | 22421 | 74103 | 47070 | 25306 | 76468 | 26384 | 58151 |
| 32339 | 32363 | 05597 | 24200 | 13363 | 38005 | 94342 | 28728 | 35806 |
| 25334 | 27001 | 87657 | 87308 | 58731 | 00266 | 46934 | 16308 | 46657 |
| 02488 | 33062 | 26854 | 07351 | 19731 | 92420 | 60952 | 61280 | 50001 |
| 81525 | 72295 | 04859 | 96423 | 24878 | 82651 | 66566 | 14778 | 76797 |
| 25376 | 20591 | 60066 | 26432 | 46901 | 20849 | 86768 | 81536 | 86645 |
| 00742 | 57392 | 39064 | 66432 | 34573 | 40027 | 32832 | 61362 | 98947 |
| 05386 | 04213 | 25669 | 26422 | 44407 | 44048 | 37937 | 63904 | 45766 |
| 91921 | 26418 | 64117 | 94305 | 26766 | 25940 | 39972 | 22209 | 71500 |
| 00582 | 04711 | 87917 | 77341 | 42206 | 35126 | 74087 | 99547 | 81817 |
| 00725 | 69884 | 62797 | 56170 | 36324 | 68072 | 78222 | 36086 | 84637 |
| 69011 | 65795 | 95876 | 55293 | 18988 | 27354 | 26575 | 08625 | 40801 |
| 25976 | 57948 | 29888 | 88604 | 67917 | 48708 | 18912 | 32271 | 65424 |
| 09763 | 83473 | 73577 | 12908 | 30383 | 18317 | 28290 | 35797 | 05998 |
| 91567 | 42595 | 27958 | 30134 | 04024 | 86385 | 29880 | 99730 | 55536 |
| 17955 | 56349 | 90959 | 49127 | 20044 | 59931 | 06115 | 20542 | 18059 |
| 46503 | 18584 | 16845 | 49618 | 02304 | 51038 | 20655 | 58727 | 28168 |
| 92157 | 89634 | 94824 | 78171 | 34610 | 82834 | 09922 | 25417 | 44137 |
| 14577 | 62765 | 35605 | 81263 | 39887 | 47358 | 58873 | 56307 | 61607 |
| 98427 | 07523 | 35362 | 64270 | 01638 | 92477 | 66969 | 96420 | 04880 |
| 34914 | 63976 | 86720 | 82765 | 34476 | 17032 | 87589 | 40336 | 32427 |
| 70060 | 28277 | 39475 | 46473 | 23219 | 53416 | 94970 | 25832 | 69975 |
| 53976 | 54914 | 06960 | 67245 | 68350 | 82948 | 11398 | 42378 | 80287 |
| 76072 | 29515 | 40960 | 07391 | 58745 | 25774 | 22987 | 80059 | 39911 |
| 90725 | 52210 | 83974 | 29092 | 66831 | 38857 | 50400 | 83786 | 66657 |
| 64364 | 67412 | 33329 | 31925 | 14803 | 24413 | 59744 | 92351 | 97473 |
| 08962 | 00358 | 31662 | 25388 | 61642 | 34072 | 81249 | 35648 | 56891 |
| 95012 | 68379 | 93526 | 70785 | 10592 | 04542 | 76463 | 54328 | 02348 |
| 15664 | 10493 | 20452 | 38391 | 91132 | 21969 | 59516 | 81652 | 27195 |

Why do we need Random numbers?

- **Simulate experimental fluctuations** (e.g. radioactive decay)
 - **Define temperature**
 - **Complement lack of detailed knowledge** (e.g. traffic or stock market simulations)
 - **Consider many degrees of freedom** (e.g. Brownian motion)
 - **Test stability to perturbations**
 - **Random sampling**
-

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Literature to Random numbers

- **Numerical Recipes**
 - **D.E.Knuth: „The Art of Programming: Seminumerical Algorithms“ 3rd ed. (Addison – Wesley, 1997) Vol. 2, Chapt. 3.3.1**
 - **J.E. Gentle, „Random Number Generation and Monte Carlo Methods“ (Springer, 2003)**
-

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- **No correlations**
- **Fast implementation**
- **Reproductibility**
- **Long periods**
- **Follow well-defined distribution**

Distribution of random numbers

$$\int_{-\infty}^{+\infty} P(x)dx = 1 \quad \text{and} \quad P(x) > 0$$

examples: homogeneous, Gaussian, Poisson

**Probability to find a random number
in the interval $[x, x + \Delta x]$:**

$$w(x) = \int_x^{x+\Delta x} P(x)dx$$



electrical flicker noise



photon emission
from a semiconductor

Algorithms:

- **Congruential** (Lehmer, 1948)
- **Lagged-Fibonacci** (Tausworthe, 1965)

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Congruential generators

Fix two integers: c and p .

Start with a **seed** x_0 .

Create new integers by iterating :



Derrick Henry Lehmer

$$x_i = (c \cdot x_{i-1}) \bmod p \quad , \quad x_i, c, p \in \mathbb{Z}$$

Make random numbers

$$z_i \in [0, 1)$$

through

$$z_i = \frac{x_i}{p}$$

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Since all integers are less than p the sequence must repeat after at least $p - 1$ iterations, i.e. the **maximal period** is $p - 1$.

($x_0 = 0$ is a fixed point and cannot be used.)

R.D. Carmichael proved 1910 that one gets the maximal period if p is a Mersenne prime number and c the smallest integer number for which

$$c^{p-1} \bmod p = 1$$



Robert D. Carmichael

Mersenne prime numbers

$$M_q = 2^q - 1$$

prime



Marin Mersenne, 1626

| | n | M_n | Digits in M_n | Date of discovery | Discover |
|-----|------------|-----------------------|-----------------|-------------------|-------------------------------|
| 1 | 2 | 3 | 1 | ancient | ancient |
| 2 | 3 | 7 | 1 | ancient | ancient |
| 3 | 5 | 31 | 2 | ancient | ancient |
| 4 | 7 | 127 | 3 | ancient | ancient |
| 5 | 13 | 8191 | 4 | 1456 | anonymous [4] |
| 6 | 17 | 131071 | 6 | 1588 | Cataldi |
| 7 | 19 | 524287 | 6 | 1588 | Cataldi |
| 8 | 31 | 2147483647 | 10 | 1772 | Euler |
| 9 | 61 | 2305843009213693951 | 19 | 1883 | Pervushin |
| 43* | 30,402,457 | 315416475...652943871 | 9,152,052 | December 15, 2005 | GIMPS / Curtis & Steven Boone |
| 44* | 32,582,657 | 124575026...053967871 | 9,808,358 | September 4, 2006 | GIMPS / Curtis & Steven Boone |

Great Internet Mersenne Prime Search



January 7, 2016

Curtis Cooper found Nr. 49

$2^{74,207,281} - 1$ has 22,338,618 digits

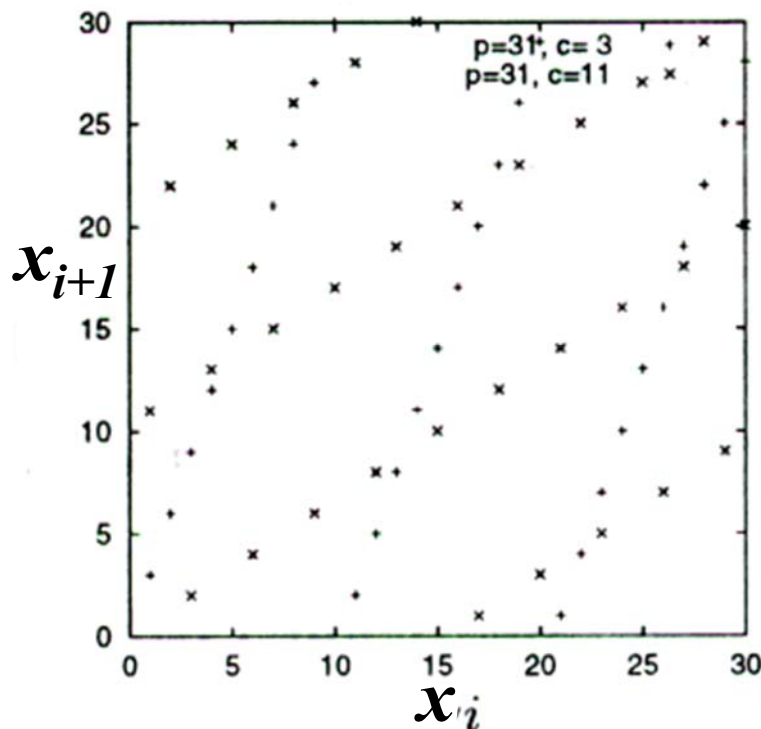
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Example of congruential RNG

Park and Miller (1988):

```
const int p=2147483647;
const int c=16807;
int rnd=42;  //seed
rnd = (c*rnd) % p;
print rnd;
```

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[Applet](#)

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Theorem of Marsaglia



George Marsaglia (1968)

For a congruential generator the random numbers in an n -cube-test lie on parallel $n-1$ dimensional hyperplanes.

$$\exists a_1, \dots, a_n : (a_1 x_i + a_2 x_{i+1} + \dots + a_n x_{i+n-1}) \bmod p = 0$$

proof using:

$$\exists \forall p, c, n \text{ at least one set } a_1, \dots, a_n : \\ (a_1 c^1 + \dots + a_n c^n) \bmod p = 0$$

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One can also show that for congruential RNG the distance between the planes must be larger than

$$\left(\frac{p}{4}\right)^{-1/n}$$

and that the maximum number of planes is

$$p^{1/n}$$

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Lagged-Fibonacci RNG

- Initialization of b random bits x_i
- Apply:

$$x_i = \left(\sum_{j \in \mathfrak{J}} x_{i-j}\right) \bmod 2$$

$$\mathfrak{J} \subset [1, \dots, b]$$



Robert C. Tausworthe

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Typically one uses, since it is easy to implement:

$$x_i = x_{i-a} \oplus x_{i-b} \equiv (x_{i-a} + x_{i-b}) \bmod 2$$

$$a < b$$

Theorem of A. Compagner (1992) :

If (a,b) Zierler trinomial then sequence has maximal period $2^b - 1$ and :

$$\langle x_i \cdot x_{i-k} \rangle - \langle x_i \rangle^2 = 0 \quad \forall k < b$$

Zierler trinomials

$$1 + x^a + x^b$$

primitive on $\mathbb{Z}_2[x]$
(Neal Zierler, 1969)



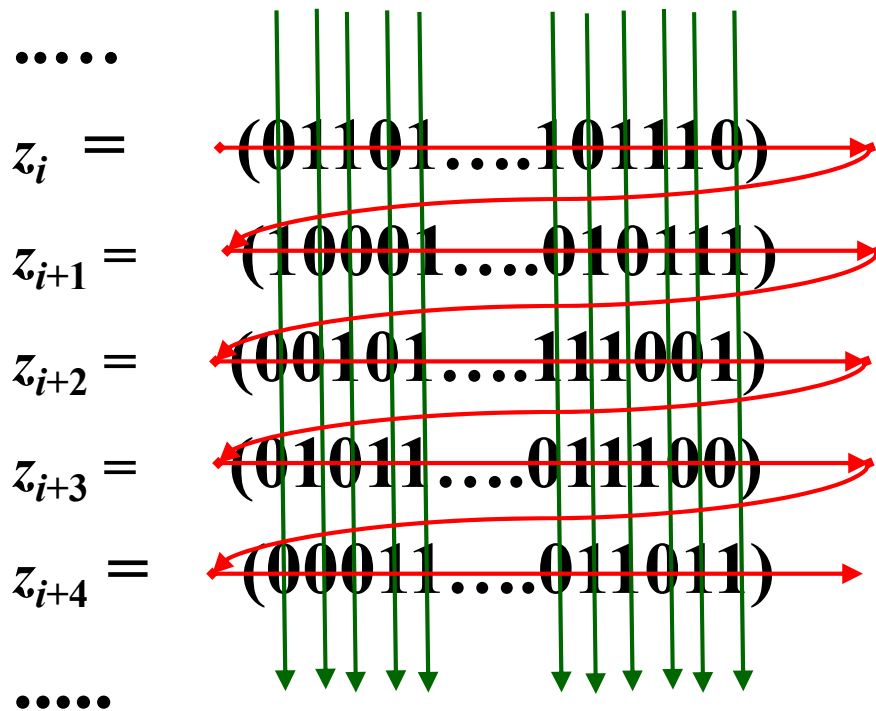
(a, b)

$(103, 250)$ (Kirkpatrick and Stoll, 1981)

$(1689, 4187)$

$(54454, 132049)$ (J.R. Heringa et al., 1992)

$(3037958, 6972592)$ (R.P.Brent et al., 2003)



- *n*-cube-test
 - Correlations should vanish
 - Average is 0.5
 - Average of each bit is 0.5
 - Check distribution
 - Spectral test: no peaks in Fourier transform
 - χ^2 test: partial sums follow a Gaussian
 - Kolmogorov – Smirnov test
- „Diehard battery“ of Marsaglia (1995)

- **Birthday Spacings:** Choose random points on a large interval. The spacings between the points should be Poisson distributed.
- **Overlapping Permutations:** Analyze sequences of five consecutive random numbers. The 120 possible orderings should occur with statistically equal probability.
- **Ranks of matrices:** Select some number of bits from some number of random numbers to form a matrix over $\{0,1\}$, then determine the rank of the matrix. Count the ranks.
- **Monkey Tests:** Treat sequences of some number of bits as "words". Count the overlapping words in a stream. The number of "words" that don't appear should follow a known distribution.
- **Count the 1s:** Count the 1 bits in each of either successive or chosen bytes. Convert the counts to "letters", and count the occurrences of five-letter "words".
- **Parking Lot Test:** Randomly place unit circles in a 100 x 100 square. If the circle overlaps an existing one, try again. After 12,000 tries, the number of successfully "parked" circles should follow a normal distribution.
- **Minimum Distance Test:** Randomly place 8,000 points in a 10,000 x 10,000 square, then find the minimum distance between the pairs. The square of this distance should be exponentially distributed.
- **Random Spheres Test:** Randomly choose 4,000 points in a cube of edge 1,000. Center a sphere on each point, whose radius is the minimum distance to another point. The smallest sphere's volume should be exponentially distributed with a certain mean.
- **The Squeeze Test:** Multiply 231 by random floats on $[0,1)$ until you reach 1. Repeat this 100,000 times. The number of floats needed to reach 1 should follow a certain distribution.
- **Overlapping Sums Test:** Generate a long sequence of random floats on $[0,1)$. Add sequences of 100 consecutive floats. The sums should be normally distributed with characteristic mean and sigma.
- **Runs Test:** Generate a long sequence of random floats on $[0,1)$. Count ascending and descending runs. The counts should follow a certain distribution.
- **The Craps Test:** Play 200,000 games of craps, counting the wins and the number of throws per game and check the distribution.

RN with other distributions

• Transformation method

Poisson distribution

Gaussian distribution

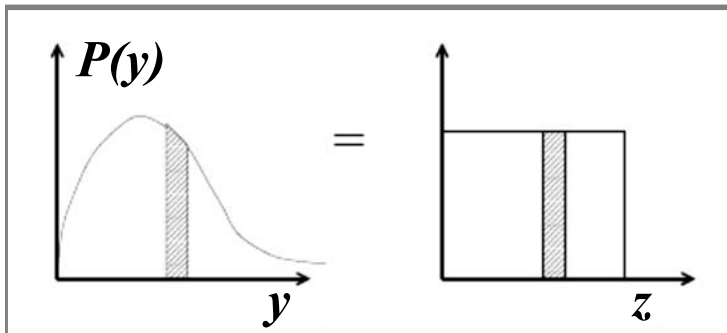
(Box Muller, 1958)

• Rejection method

We want random numbers y distributed as $P(y)$.

Start with homogeneously distributed numbers z :

$$P(z) = \begin{cases} 1 & \text{if } z \in [0,1] \\ 0 & \text{otherwise} \end{cases}$$



$$z = \int_0^z P(z') dz' = \int_0^y P(y') dy'$$

example:

generate Poisson distribution:

$$P(y) = ke^{-ky}$$

$$z = \int_0^y ke^{-ky'} dy' = [-e^{-ky}]_0^y = 1 - e^{-ky}$$
$$\Rightarrow y = -\frac{1}{k} \ln(1 - z)$$

where $z \in [0,1)$ are homogeneous random numbers.

This method only works if the integral can be solved and the resulting function can be inverted.

Gaussian distribution:

$$z = \int_0^y \frac{1}{\sqrt{\pi\sigma}} e^{-\frac{y'^2}{\sigma}} dy'$$

$$P(y) = \frac{1}{\sqrt{\pi\sigma}} e^{-\frac{y^2}{\sigma}}$$

cannot be solved in closed form.

trick:

$$r^2 = y_1^2 + y_2^2$$

$$\tan \varphi = \frac{y_1}{y_2}$$

$$dy_1 dy_2 = r dr d\varphi$$

$$\begin{aligned} z_1 \cdot z_2 &= \int_0^{y_1} \frac{1}{\sqrt{\pi\sigma}} e^{-\frac{y_1^2}{\sigma}} dy_1 \cdot \int_0^{y_2} \frac{1}{\sqrt{\pi\sigma}} e^{-\frac{y_2^2}{\sigma}} dy_2 \\ &= \frac{1}{\pi\sigma} \int_0^{y_1} \int_0^{y_2} e^{-\frac{y_1^2 + y_2^2}{\sigma}} dy_1 dy_2 \xrightarrow{r, \varphi} \frac{1}{\pi\sigma} \int_0^\varphi \int_0^r e^{-\frac{r^2}{\sigma}} r dr d\varphi \\ &= \frac{\varphi}{\pi\sigma} \frac{\sigma}{2} (1 - e^{-\frac{r^2}{\sigma}}) = \frac{1}{2\pi} \arctan\left(\frac{y_1}{y_2}\right) (1 - e^{-\frac{y_1^2 + y_2^2}{\sigma}}) \end{aligned}$$

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Box –Muller trick

$$z_1 \cdot z_2 = \frac{1}{2\pi} \arctan\left(\frac{y_1}{y_2}\right) \cdot \left(1 - e^{-\frac{y_1^2 + y_2^2}{\sigma}}\right)$$

$$y_1^2 + y_2^2 = -\sigma \ln(1 - z_2)$$

$$\frac{y_1}{y_2} = \tan 2\pi z_1 = \frac{\sin 2\pi z_1}{\cos 2\pi z_1}$$

\Rightarrow

$$\begin{aligned} y_1 &= \sqrt{-\sigma \ln(1 - z_2)} \sin 2\pi z_1 \\ y_2 &= \sqrt{-\sigma \ln(1 - z_2)} \cos 2\pi z_1 \end{aligned}$$

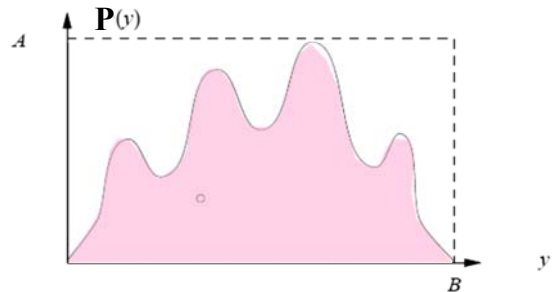
From two homogeneously distributed random numbers z_1 and z_2 one gets two Gaussian distributed random numbers y_1 and y_2 .

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Generate random numbers $y \in [0, B]$ sampled according to a distribution $P(y)$ with $P(y) < A$.

Sample two homogeneously distributed random numbers $z_1, z_2 \in [0, 1)$. If the point (Bz_1, Az_2) lies above the curve $P(y)$, i.e. $P(Bz_1) < Az_2$ then

reject the attempt, otherwise $y = Bz_1$ is retained as a random number which is distributed according to $P(y)$.



Percolation

Broadbent and Hammersley
Proc. Cambridge Phil. Soc.
Vol. 53, p.629 (1957)

John M. Hammersley
(1920 – 2004)



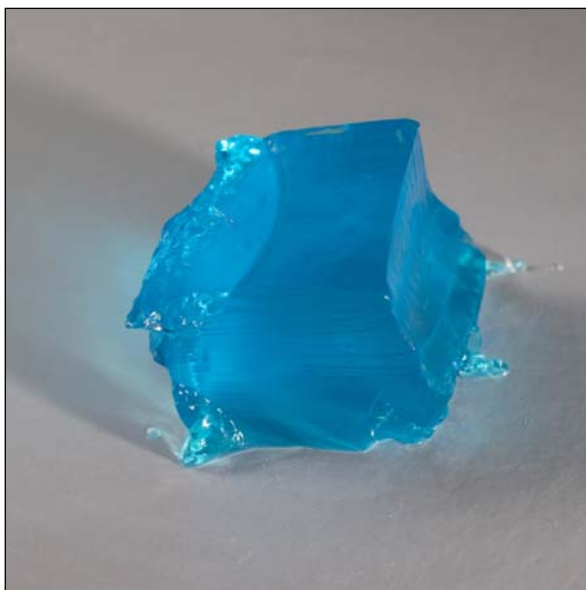
- **D. Stauffer: „Introduction to Percolation Theory“** (Taylor and Francis, 1985)
- **D. Stauffer and A. Aharony: „Introduction to Percolation Theory, Revised Second Edition“** (Taylor and Francis, 1992)
- **M. Sahimi: „Applications of Percolation Theory“** (Taylor and Francis, 1994)
- **G. Grimmett: „Percolation“** (Springer, 1989)
- **B. Bollobas and O. Riordan: „Percolation“** (Cambridge Univ. Press, 2006)

Percolator

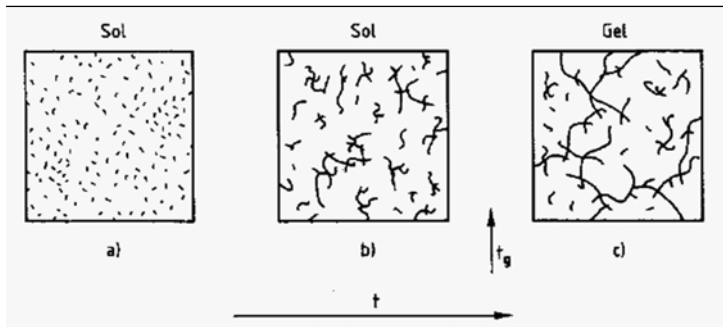


- Porous media (oil production, pollution of soils)
- Sol-gel transition
- Mixtures of conductors and insulators
- Forest fires
- Propagation of epidemics or computer virus
- Crash of stock markets (**Sornette**)
- Landslide election victories (**Galam**)
- Recognition of antigens by T-cells (**Perelson**)
- ...

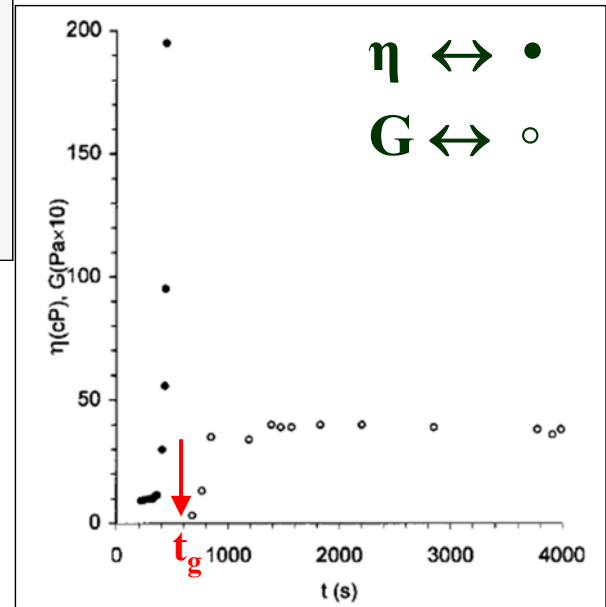
Gelatin formation



Sol -gel transition

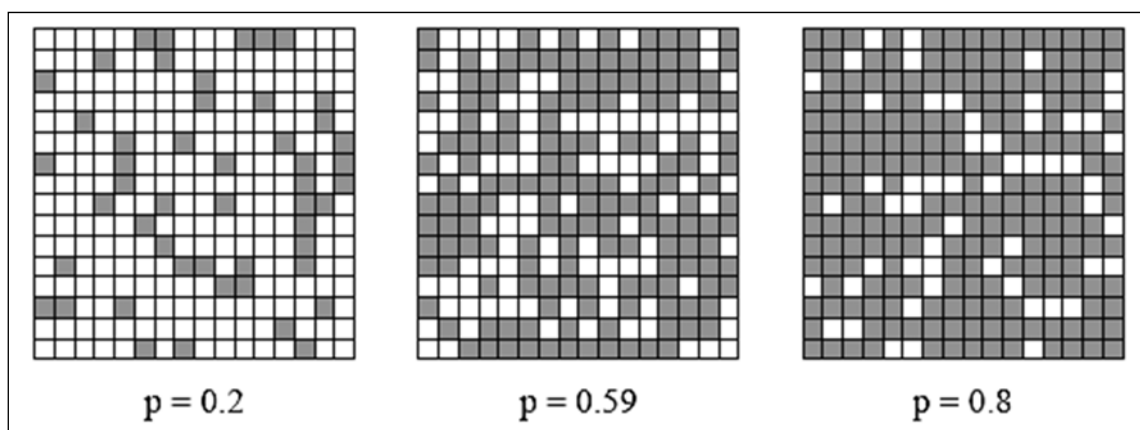


Shear modulus G vanishes
and viscosity η diverges
at t_g as function of time t .



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Percolation



site percolation on square lattice

p is the probability to occupy a site.

Neighboring occupied sites are „connected“
and belong to the same cluster.

bla

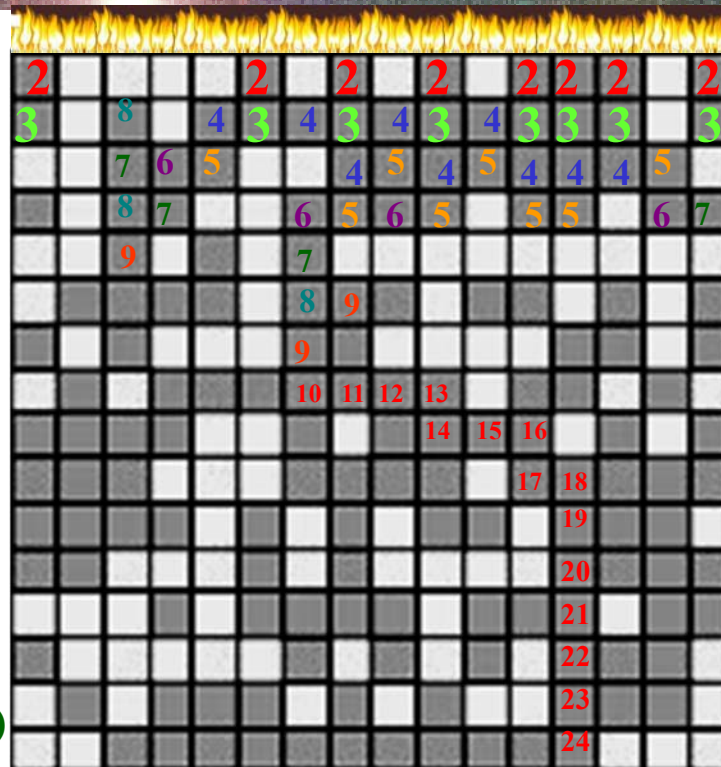
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Burning method

shortest
path

$$t_s = 24$$

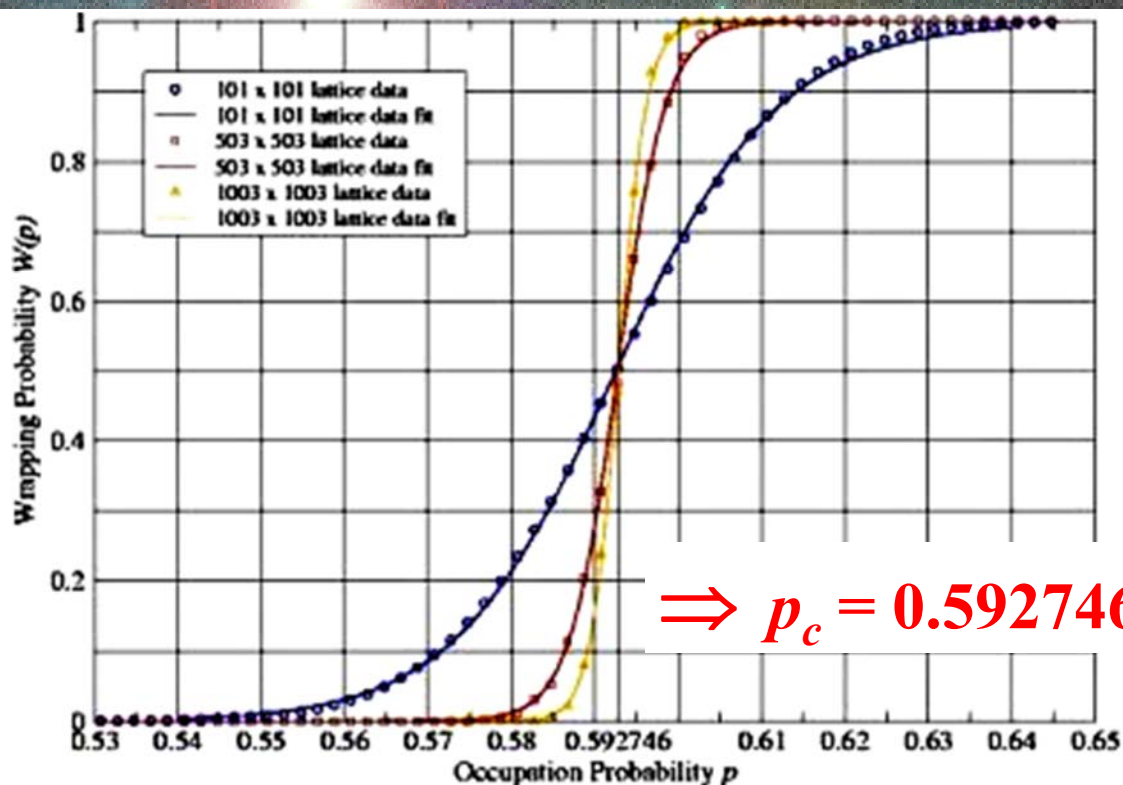
HH et al (1984)



$$p = 0.59$$

$$L = 16$$

Probability to find a spanning cluster



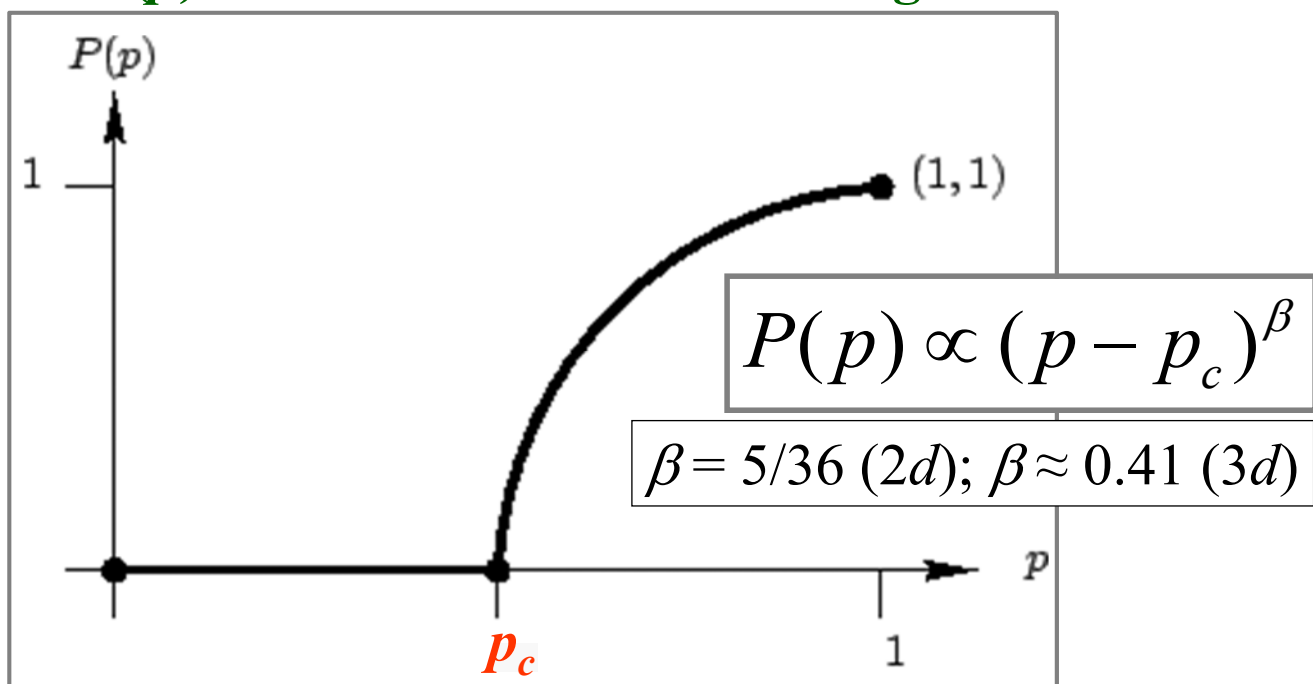
$$\Rightarrow p_c = 0.592746...$$

Percolation thresholds p_c

| lattice | site | bond |
|-----------------------|----------|----------|
| cubic (body-centered) | 0.246 | 0.1803 |
| cubic (face-centered) | 0.198 | 0.119 |
| cubic (simple) | 0.3116 | 0.2488 |
| diamond | 0.43 | 0.388 |
| honeycomb | 0.6962 | 0.65271* |
| 4-hypercubic | 0.197 | 0.1601 |
| 5-hypercubic | 0.141 | 0.1182 |
| 6-hypercubic | 0.107 | 0.0942 |
| 7-hypercubic | 0.089 | 0.0787 |
| square | 0.592746 | 0.50000* |
| triangular | 0.50000* | 0.34729* |

Order parameter of percolation

$P(p)$ = fraction of sites in the largest cluster



bond percolation

We have clusters
of different sizes s
and can study the
cluster size
distribution n_s

$$n_s = \frac{N_s}{N}$$



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Cluster size distribution

Hoshen-Kopelman Algorithm (1976)

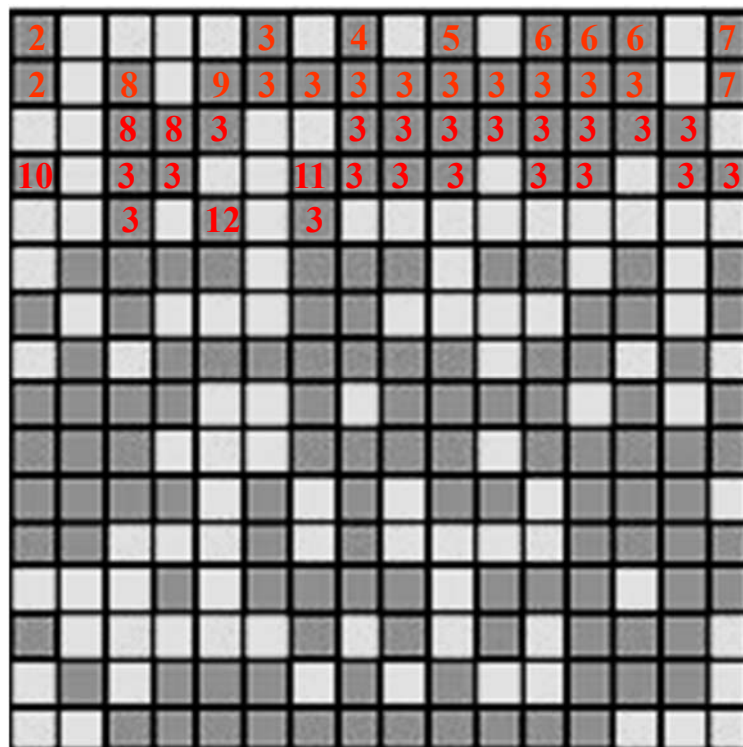


Raoul Kopelman

- $N(i,j) \in \{0,1\}$, 0 = empty, 1 = occupied
- Start: $k = 2$, $N(\text{first occupied site}) = k$, $M(k) = 1$
- If site top and left are empty: $k = k + 1$ and continue
- If one of them has value k_0 : $N(i,j) = k_0$, $M(k_0) = M(k_0) + 1$
- If both are occupied with k_1 and k_2 : choose one, e.g. k_1 ,
 $N(i,j) = k_1$, $M(k_1) = M(k_1) + M(k_2) + 1$, $M(k_2) = -k_1$
- If any k has negative $M(k)$: `while($M(k) < 0$) $k = -M(k)$`
- At end: `for($k=2$; $k \leq k_{\max}$; $k++$) $n(M(k)) = n(M(k)) + 1$`

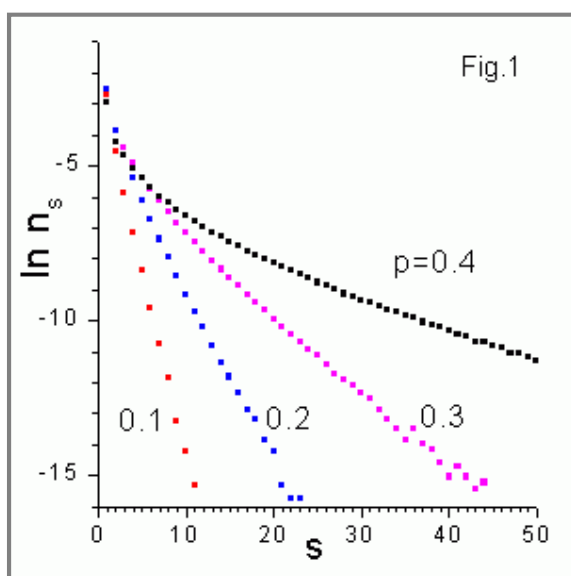
57

Evolution of N(i,j)

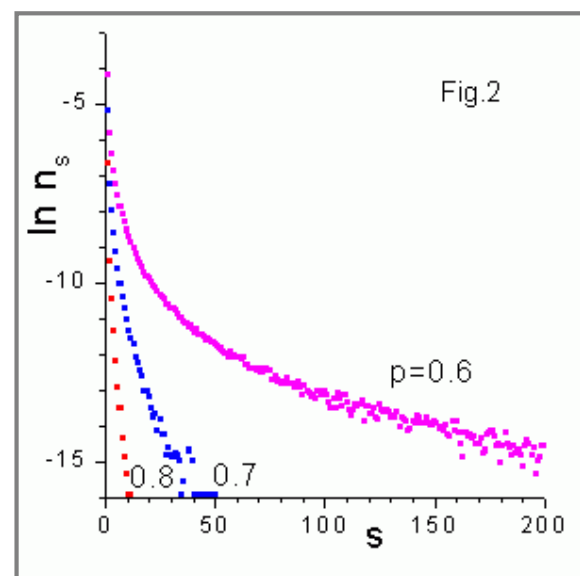


58

Cluster size distribution n_s



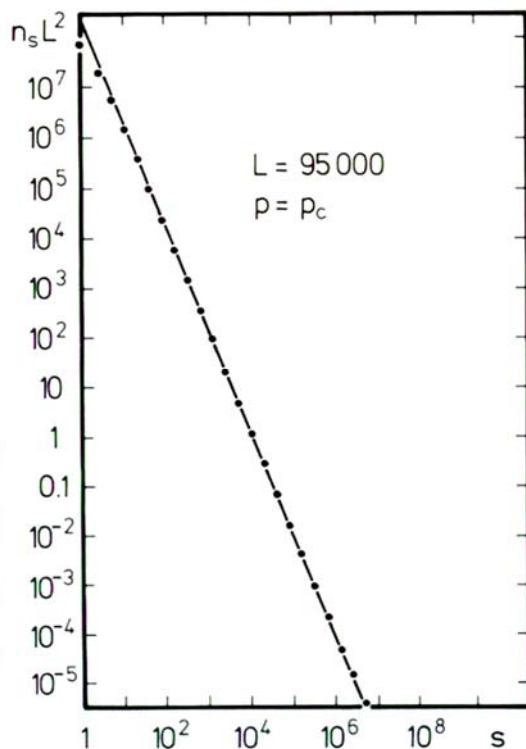
$$n_s(p < p_c) \propto s^{-\theta} e^{-as}$$



$$n_s(p > p_c) \propto e^{-bs^{(1-1/d)}}$$

59

Cluster size distribution at p_c



at p_c

$$n_s \propto s^{-\tau}$$

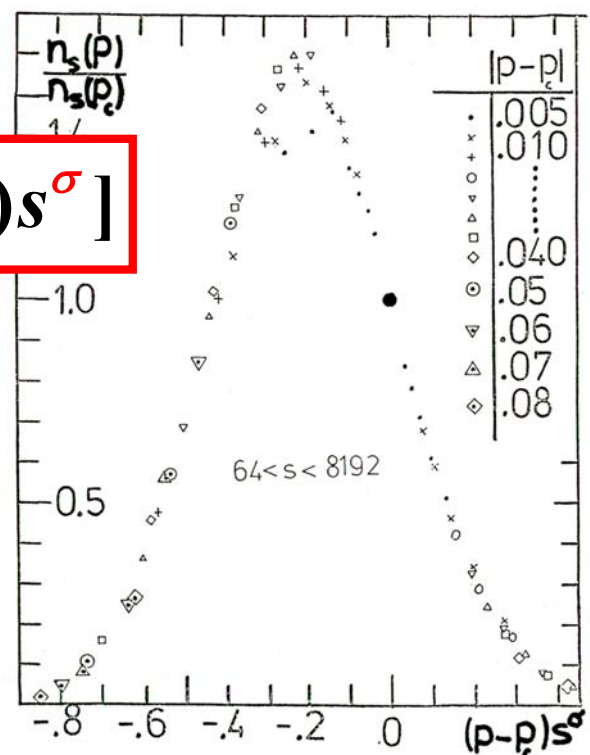
$$\tau = \begin{cases} \frac{187}{91} & \text{in } 2d \\ 2.18 & \text{in } 3d \end{cases}$$

$$2 \leq \tau \leq \frac{5}{2}$$

Scaling of cluster size distribution

s = size of cluster

$$n_s(p) = s^{-\tau} \mathcal{R}_{\pm}[(p - p_c)s^{\sigma}]$$



Second moment χ

$$\chi = \langle \sum_s' s^2 n_s \rangle$$

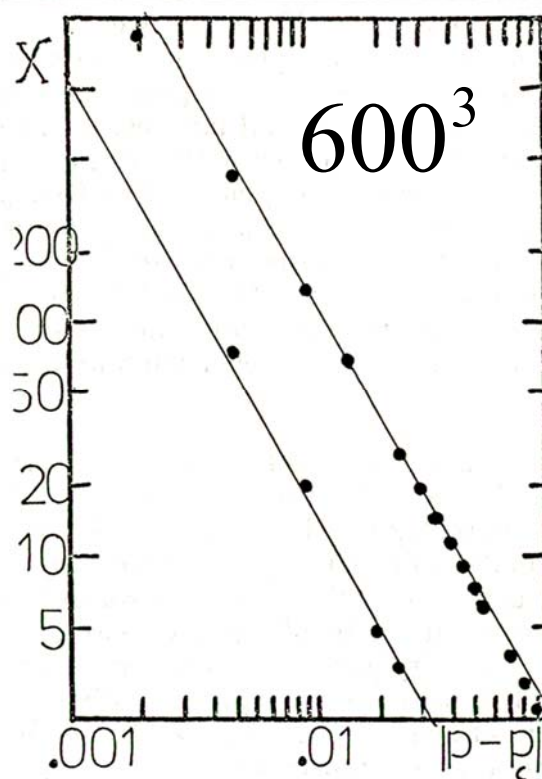
means that one excludes the largest cluster

$$\chi \propto C_{\pm} |p - p_c|^{-\gamma}$$

$$\gamma = 43/18 \approx 2.39 \quad (2d)$$

$$\gamma \approx 1.80 \quad (3d)$$

$$\gamma = \frac{3 - \tau}{\sigma}$$



63

Critical exponents

Table 2. Percolation exponents for $d = 2, 3, 4, 5, 6 - \epsilon$ and in the Bethe lattice together with the page number defining the exponent. Rational numbers give (presumably) exact results, whereas those with a decimal fraction are numerical estimates.

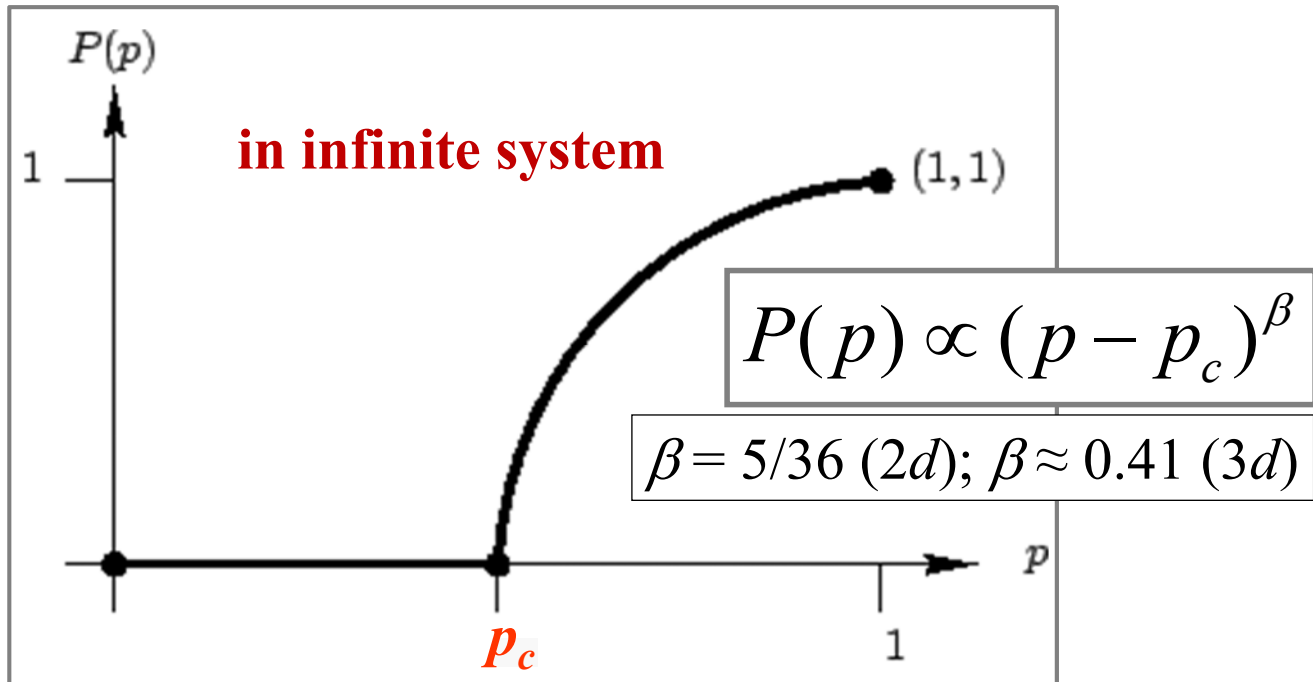
| Exponent | $d = 2$ | $d = 3$ | $d = 4$ | $d = 5$ | $d = 6 - \epsilon$ | Bethe | Page |
|---------------------|----------|---------|---------|------------|-------------------------------|-------|------|
| α | $-2/3$ | -0.62 | -0.72 | -0.86 | $-1 + \epsilon/7$ | -1 | 39 |
| β | $5/36$ | 0.41 | 0.64 | 0.84 | $1 - \epsilon/7$ | 1 | 37 |
| γ | $43/18$ | 1.80 | 1.44 | 1.18 | $1 + \epsilon/7$ | 1 | 37 |
| ν | $4/3$ | 0.88 | 0.68 | 0.57 | $\frac{1}{2} + 5\epsilon/84$ | $1/2$ | 60 |
| σ | $36/91$ | 0.45 | 0.48 | 0.49 | $\frac{1}{2} + O(\epsilon^2)$ | $1/2$ | 35 |
| τ | $187/91$ | 2.18 | 2.31 | 2.41 | $\frac{5}{2} - 3\epsilon/14$ | $5/2$ | 33 |
| $D(p = p_c)$ | $91/48$ | 2.53 | 3.06 | 3.54 | $4 - 10\epsilon/21$ | 4 | 10 |
| $D(p < p_c)$ | 1.56 | 2 | $12/5$ | 2.8 | $-$ | 4 | 62 |
| $D(p > p_c)$ | 2 | 3 | 4 | 5 | $-$ | 4 | 62 |
| $\zeta(p < p_c)$ | 1 | 1 | 1 | 1 | $-$ | 1 | 56 |
| $\zeta(p > p_c)$ | $1/2$ | $2/3$ | $3/4$ | $4/5$ | $-$ | 1 | 56 |
| $\theta(p < p_c)$ | 1 | $3/2$ | 1.9 | 2.2 | $-$ | $5/2$ | 54 |
| $\theta(p > p_c)$ | $5/4$ | $-1/9$ | $1/8$ | $-449/450$ | $-$ | $5/2$ | 54 |
| f_{\max} | 5.0 | 1.6 | 1.4 | 1.1 | $-$ | 1 | 42 |
| μ | 1.30 | 2.0 | 2.4 | 2.7 | $3 - 5\epsilon/21$ | 3 | 91 |
| s | 1.30 | 0.73 | 0.4 | 0.15 | $-$ | 0 | 93 |
| D_B | 1.6 | 1.74 | 1.9 | 2.0 | $2 + \epsilon/21$ | 2 | 95 |
| $D_{\min}(p = p_c)$ | 1.13 | 1.34 | 1.5 | 1.8 | $2 - \epsilon/6$ | 2 | 97 |
| $D_{\min}(p < p_c)$ | 1.17 | 1.36 | 1.5 | $-$ | $-$ | 2 | 98 |
| $D_{\max}(p = p_c)$ | 1.4 | 1.6 | 1.7 | 1.9 | $2 - \epsilon/42$ | 2 | 97 |

For the exponents at p_c , the Bethe lattice values are exact at $d \geq 6$. A dash means that 6 is not the upper critical dimension for the ϵ -expansion.

64

Order parameter of percolation

$P(p)$ = fraction of sites in the largest cluster



65

Size dependence of OP

L is linear size
of the system

at p_c :

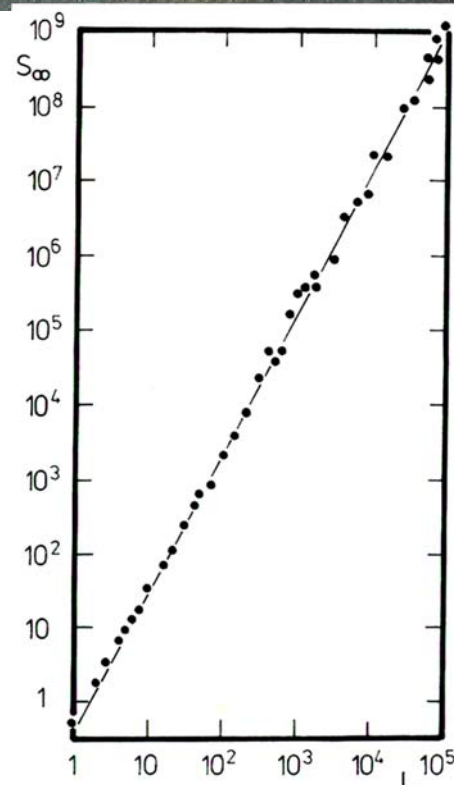
$$PL^d = s_\infty \propto L^{d_f}$$

$$d_f = 91/48 \quad \text{in } d = 2$$

$$d_f \approx 2.51 \quad \text{in } d = 3$$

We will
show later:

$$d_f = d - \frac{\beta}{\nu}$$



66

Shortest path t_s at p_c

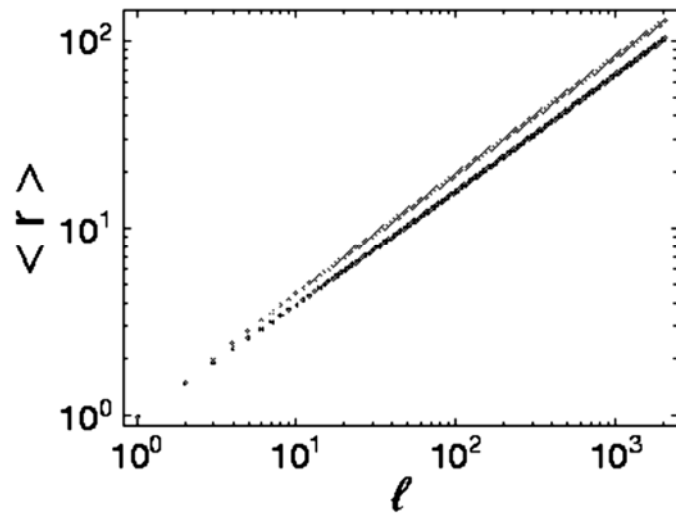
also called
„chemical distance“ ℓ

$$t_s \propto L^{d_{\min}}$$

$$d_{\min} \approx 1.13 \text{ (2d)}$$

$$d_{\min} \approx 1.33 \text{ (3d)}$$

$$d_{\min} \approx 1.61 \text{ (4d)}$$



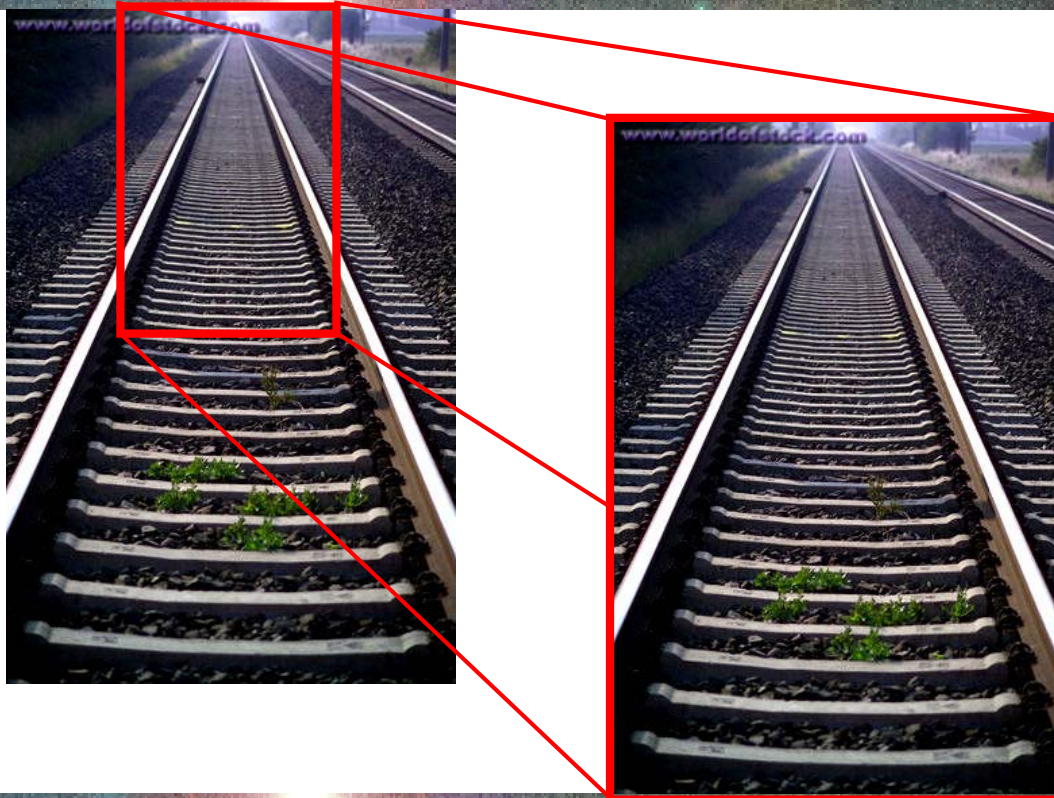
site (upper) and bond (lower)
percolation in 4 dimensions
(Ziff, 2001)

Fractal dimension

Books:

- B.B.Mandelbrot, „Les Objets Fractals: Forme Hazard et Dimension“ (Flammarion, Paris, 1975)
- J. Feder, „Fractals“ (Plenum Press, NY, 1988)
- T. Vicsek, „Fractal Growth Phenomena“ (World Scientific, Singapore, 1989)
- H.-O.Peitgen and P.H.Richter, „The Beauty of Fractals“ (Springer, Berlin, 1986)
- J.-F. Gouyet, „Physique et Structures Fractales“ (Masson, Paris, 1992)

Self similarity



69

Self similarity

10^5 particles



a



b

10^6 particles



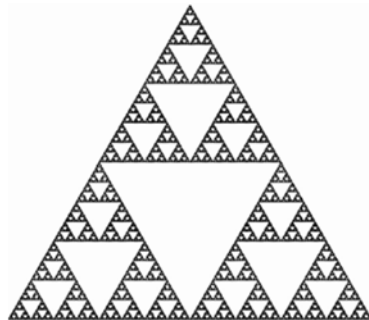
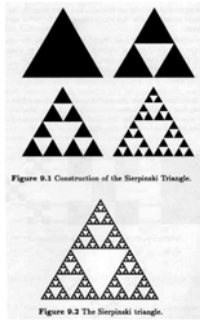
c

10^7 particles

DLA clusters

70

Sierpinski gasket

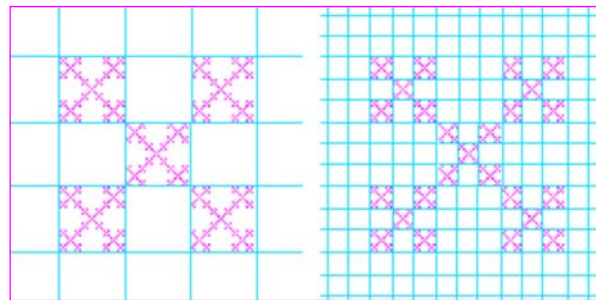


$$M \propto L^{d_f}$$

$$d_f = \log(3)/\log(2) \approx 1.602$$

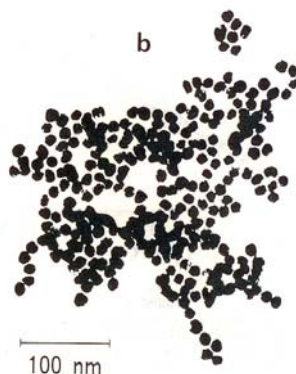
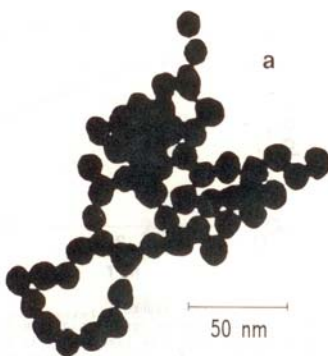
„box counting“ method:

$$d_f = \log(5)/\log(3) \approx 1.46$$



71

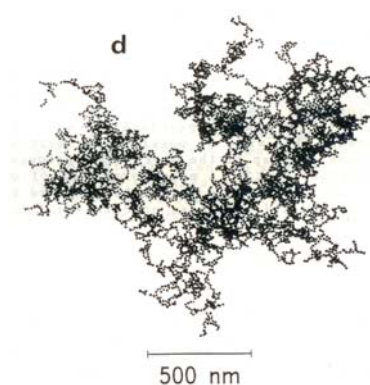
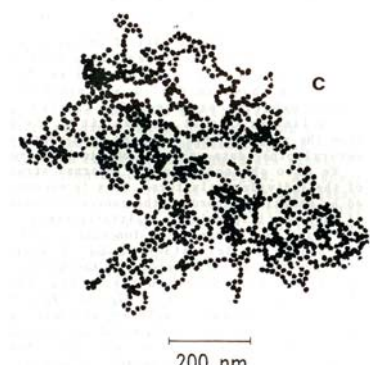
Gold colloids



$$d_f = 1.70$$

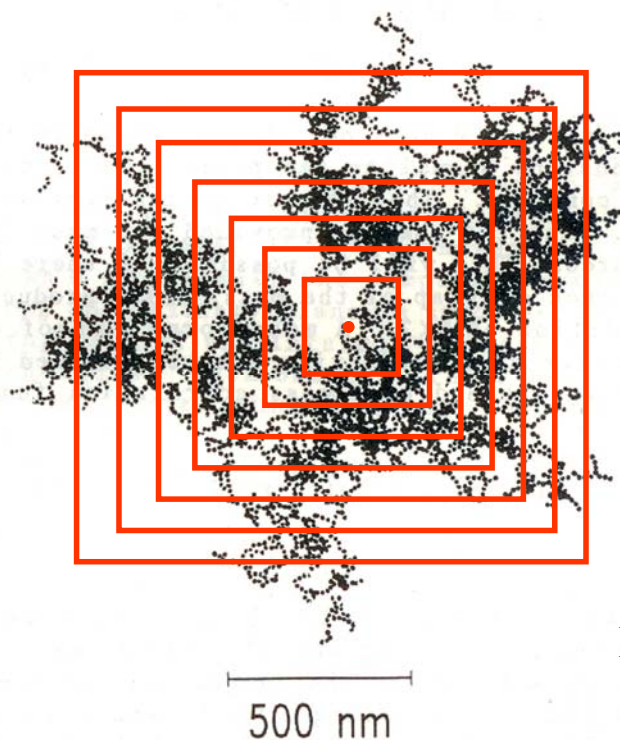


David Weitz, 1984



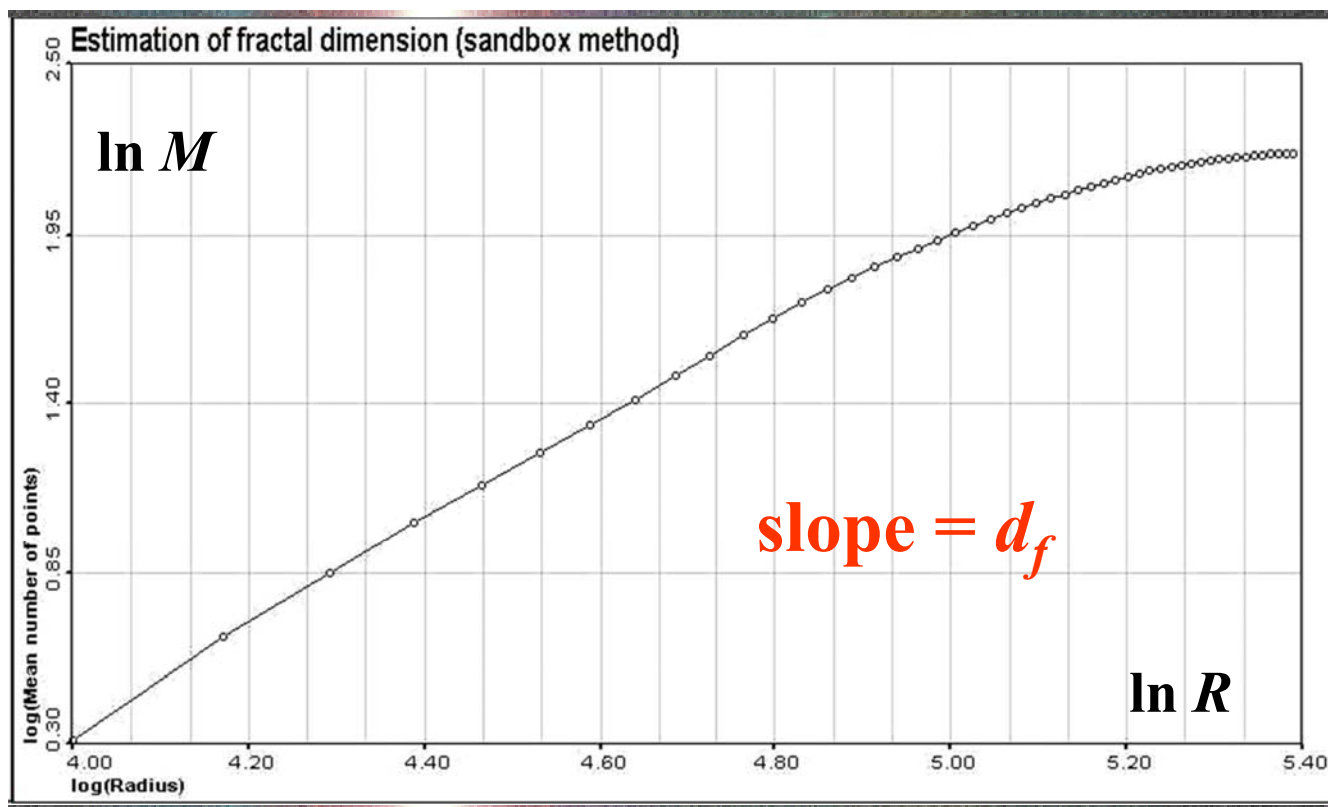
72

$M(R)$ is the
number of
particles
in box
of size R .



Forrest and Witten
(1979)

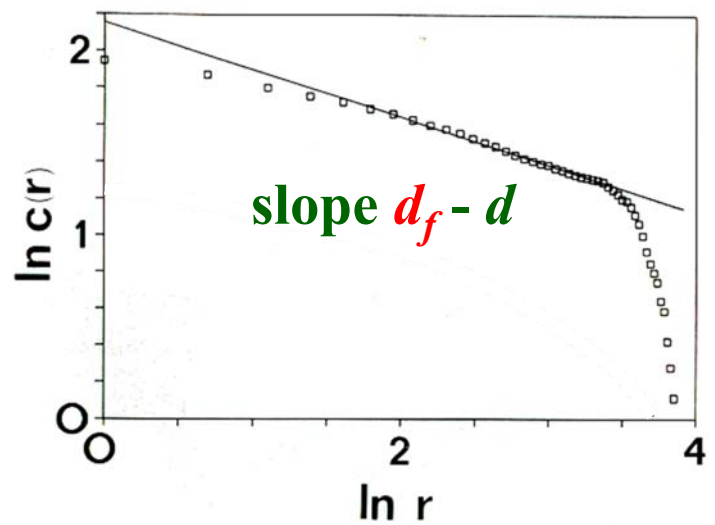
73



74

$$c(r) = \langle \rho(0) \rho(r) \rangle$$

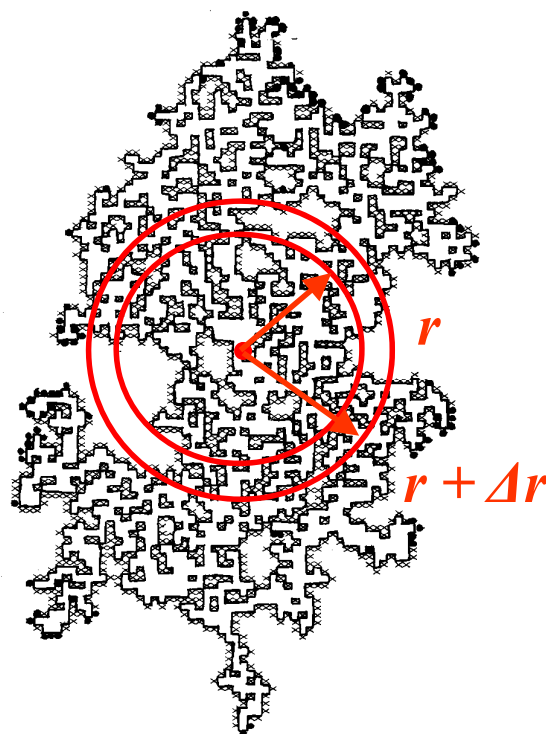
$$c(r) \propto r^{d_f - d}$$



$$c(r) = \frac{\Gamma(d/2)}{2\pi^{d/2} r^{d-1} \Delta r} [M(r + \Delta r) - M(r)]$$

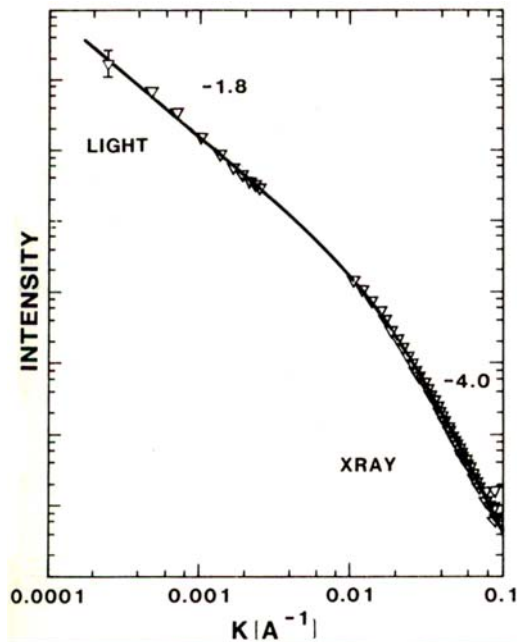
75

Calculate $c(r)$



76

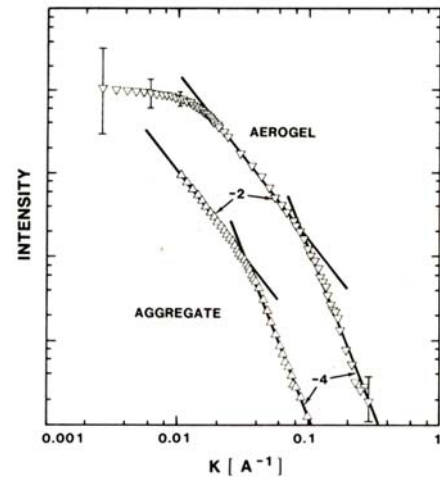
Intensity of scattered light with wavevector q :



$$I(q) \propto \int_{-\infty}^{\infty} c(r) e^{-qr} d^d r \propto q^{-d_f}$$

silica gel

Schaefer
(1984)



77

Many clusters

bond
percolation



78

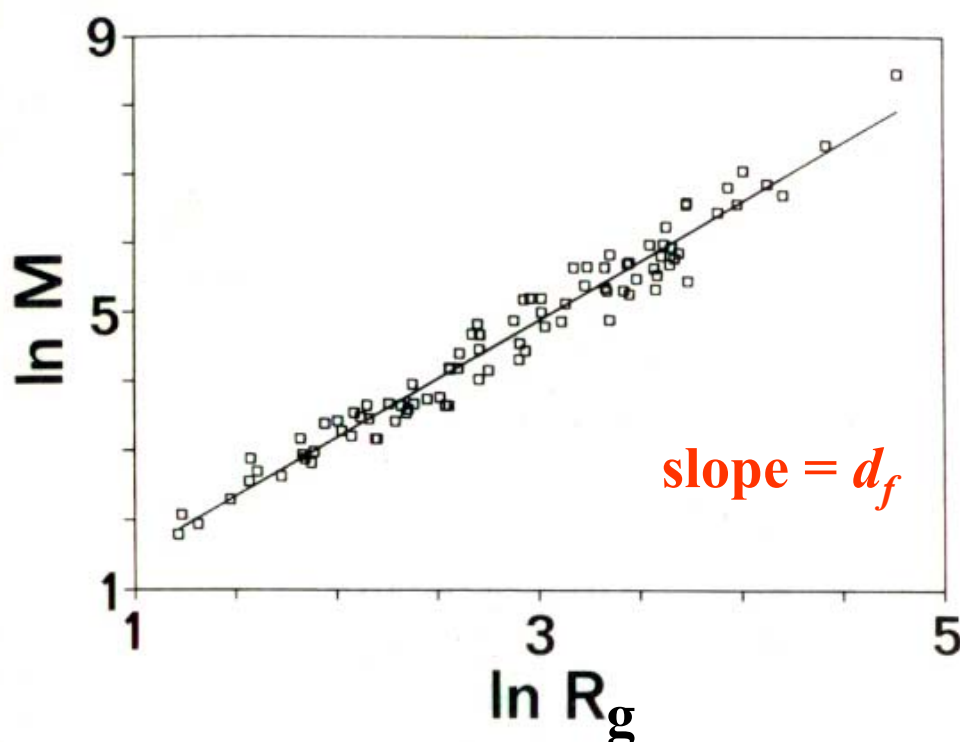
Take cluster of M sites.

Define „radius of gyration“ R_g :

$$R_g = \frac{1}{M(M-1)} \sqrt{\sum_{i \neq j} (\vec{r}_i - \vec{r}_j)^2}$$

$$M \propto R_g^{d_f}$$

79

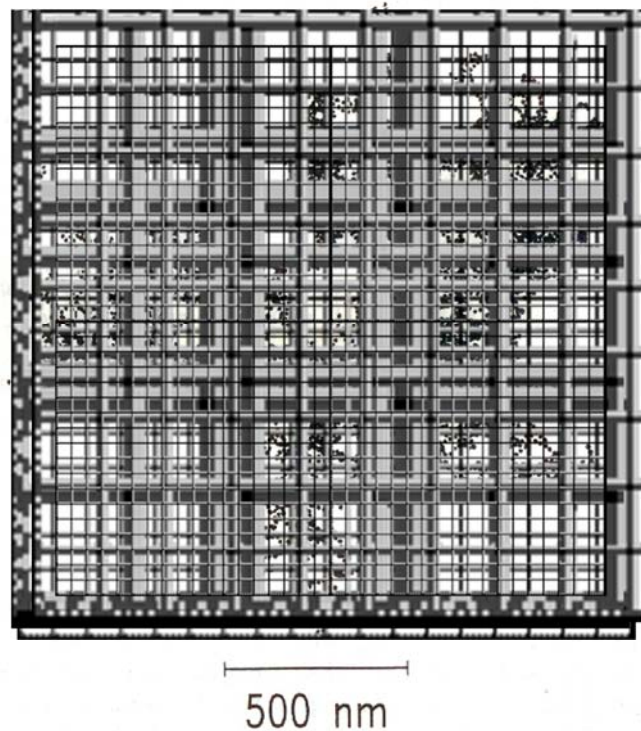


80

Box-counting method

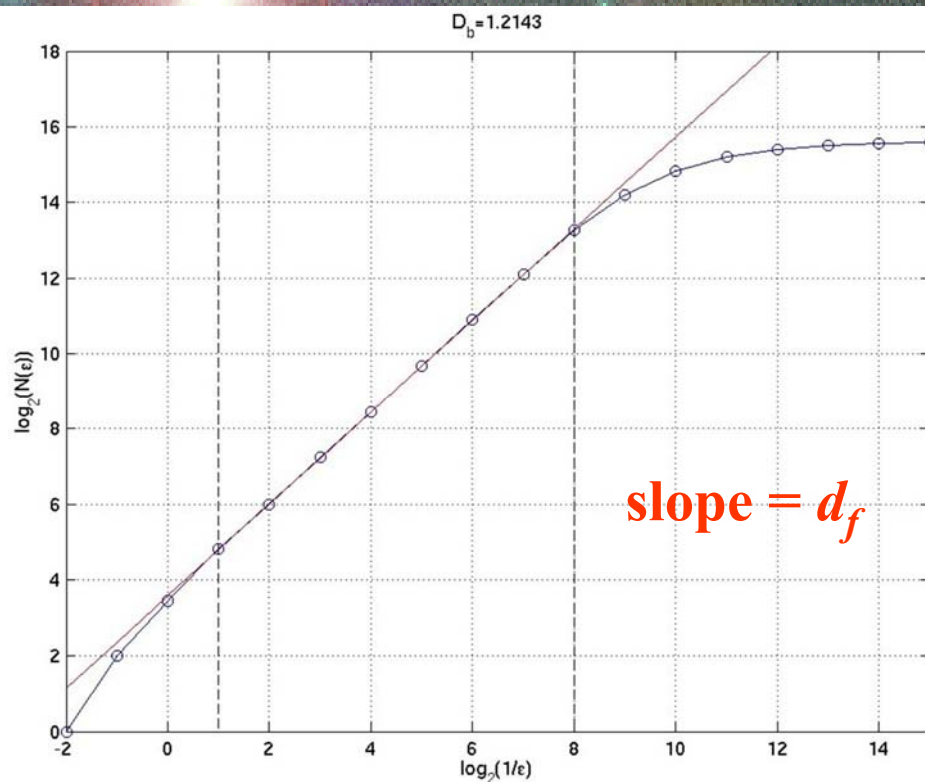
ε = grid spacing

$N(\varepsilon)$ = number
of occupied cells



83

Box-counting method

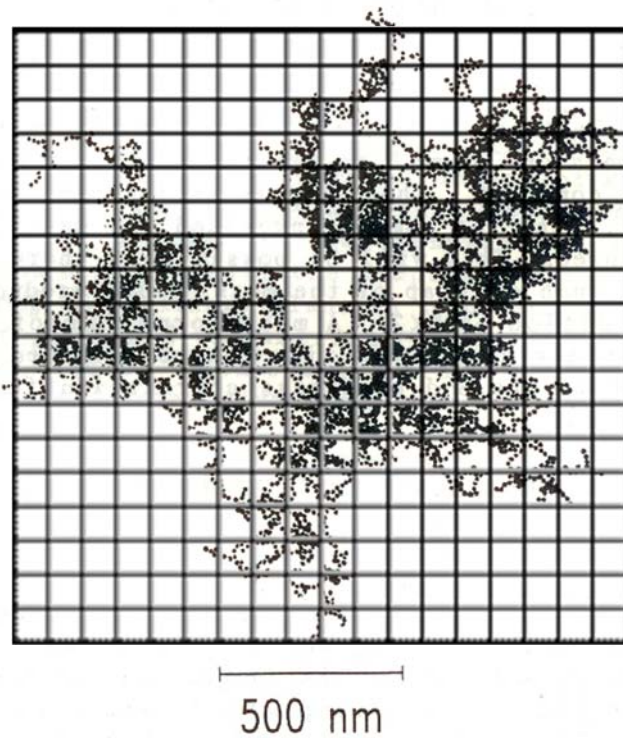


84

Box-counting method

ε = grid spacing

$N(\varepsilon)$ = number
of occupied cells



85

Multifractality

N_i = number of points in box i

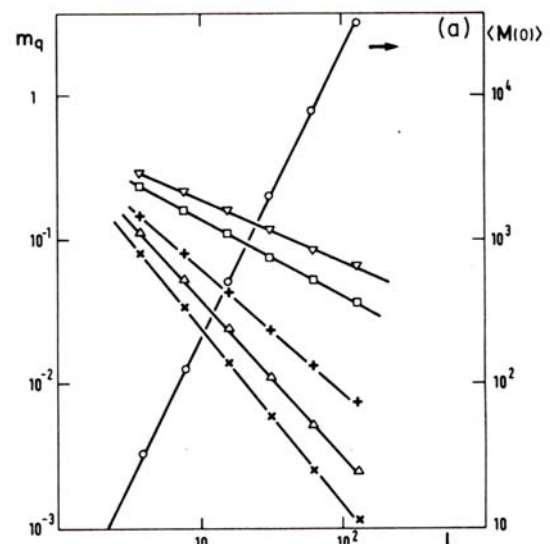
$p_i = N_i / \text{total number of points}$

$$M_q = \sum_i p_i^q$$

$$M_q \propto L^{d_q}$$

$$m_q = (M_q / M_0)^{1/q}$$

$$d_q = \frac{1}{q-1} \lim_{\varepsilon \rightarrow 0} \lim_{N \rightarrow \infty} \frac{\ln m_q}{\ln \varepsilon}$$



86

Strange attractor

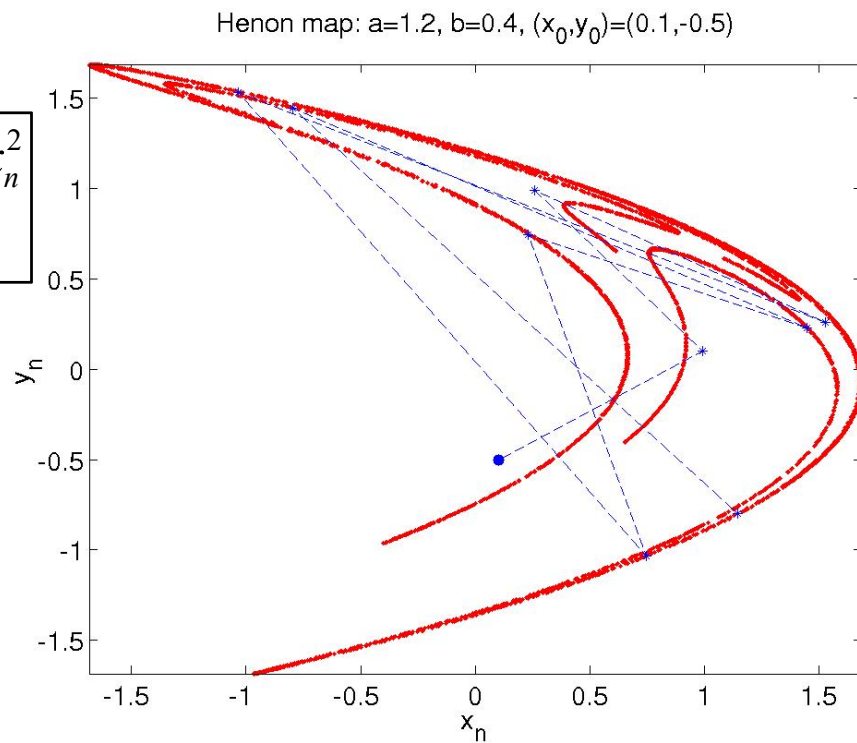
Hénon map

$$x_{n+1} = (y_n + 1) - ax_n^2$$

$$y_{n+1} = bx_n$$

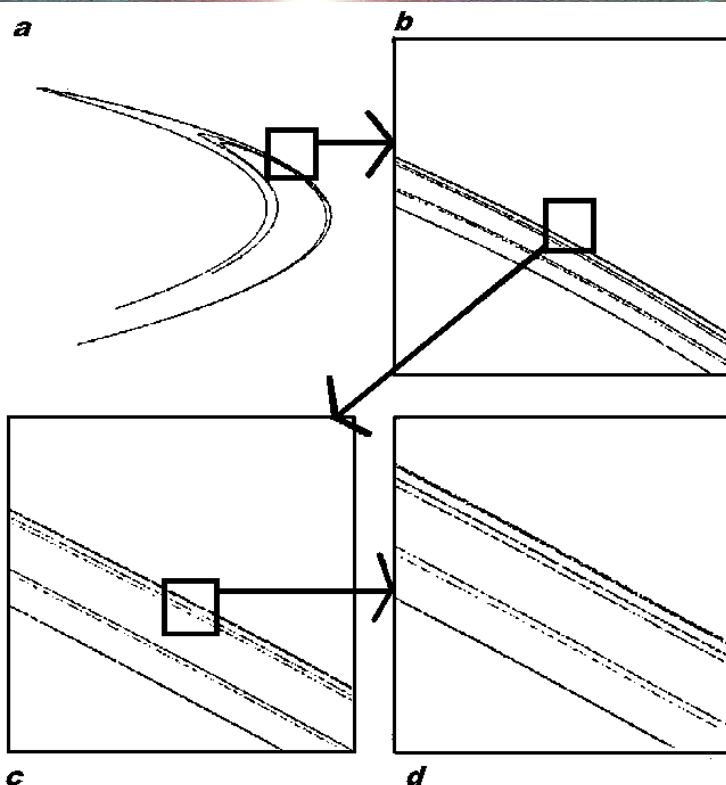


Michel Hénon



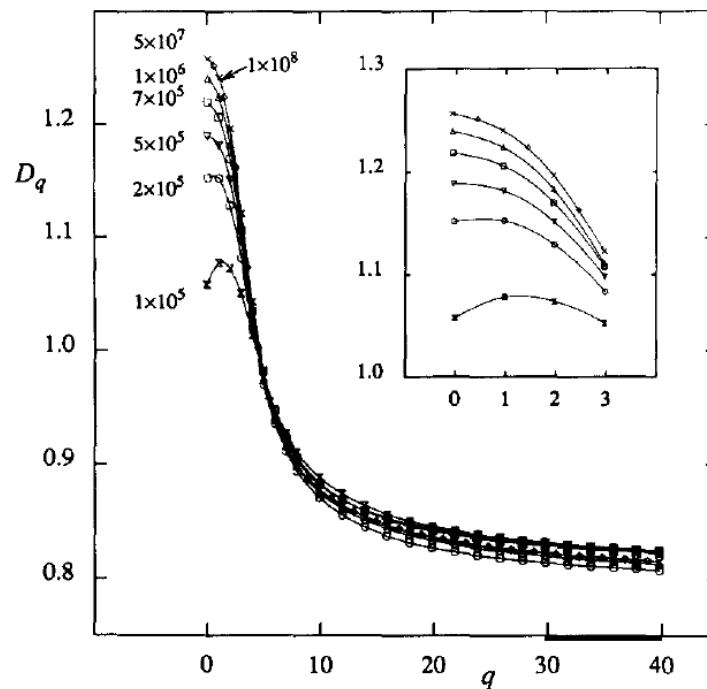
87

Strange attractor



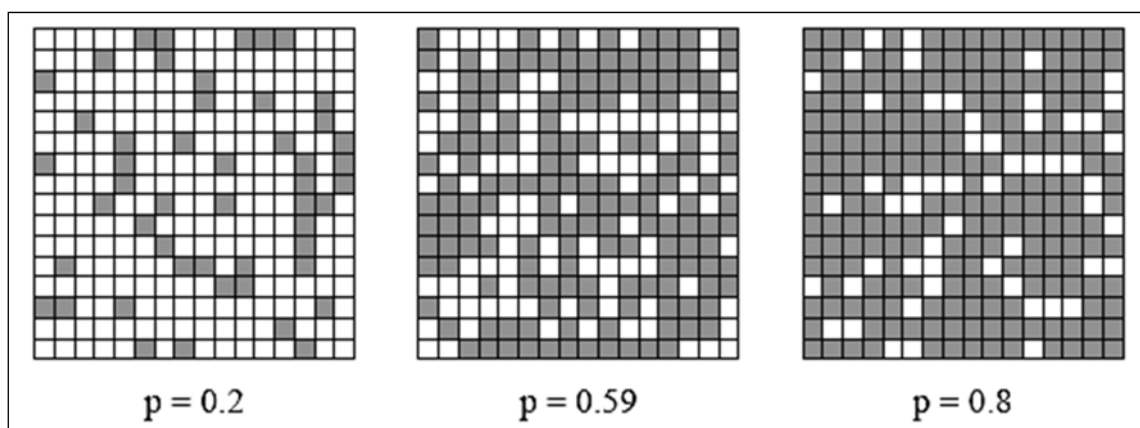
self-similar

88



90

Percolation



site percolation on square lattice

p is the probability to occupy a site.

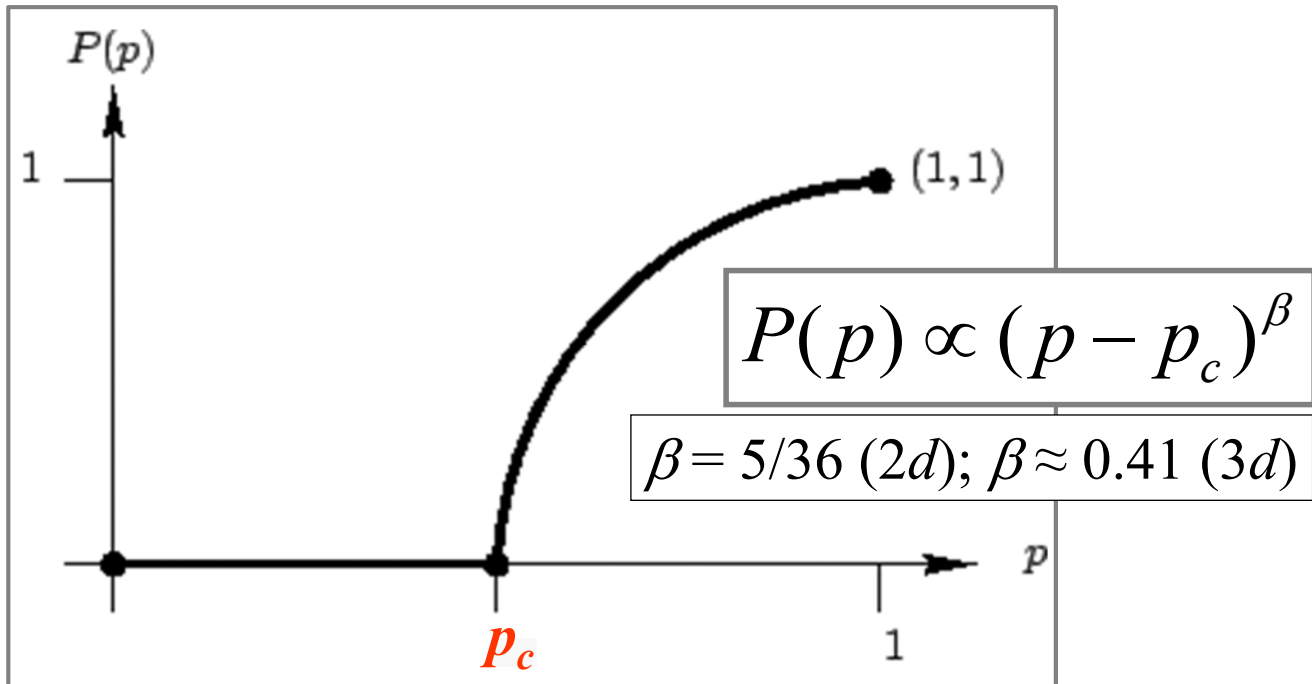
**Neighboring occupied sites are „connected“
and belong to the same cluster.**

bla

93

Order parameter of percolation

$P(p)$ = fraction of sites in the largest cluster



94

Size dependence of OP

L is linear size
of the system

at p_c :

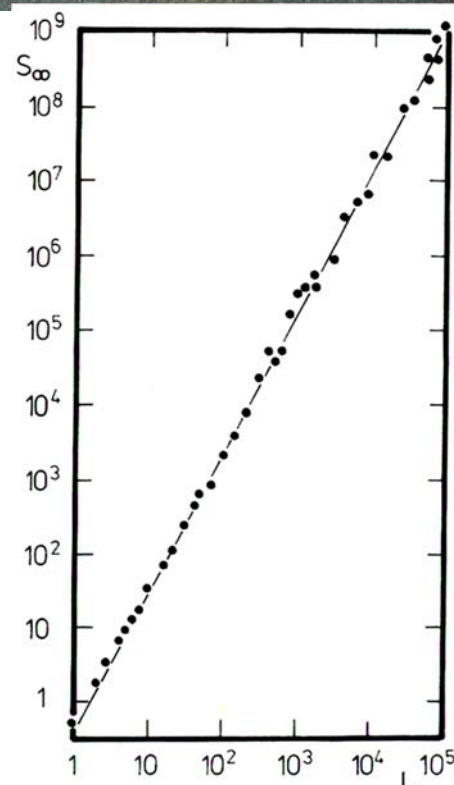
$$PL^d = s_\infty \propto L^{d_f}$$

$$d_f = 91/48 \quad \text{in } d = 2$$

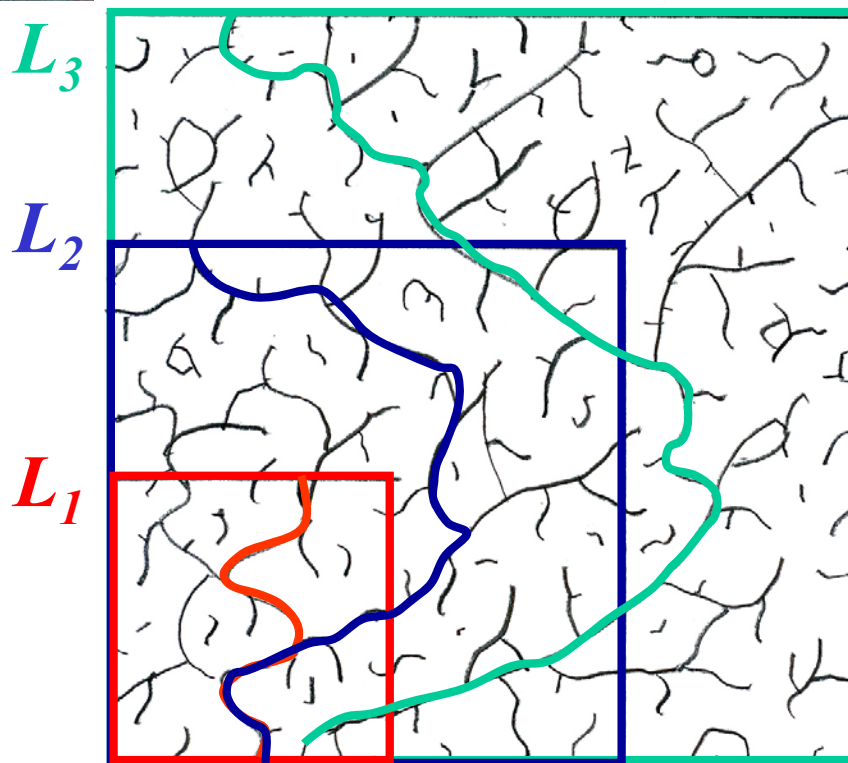
$$d_f \approx 2.51 \quad \text{in } d = 3$$

We will
show later:

$$d_f = d - \frac{\beta}{\nu}$$



95

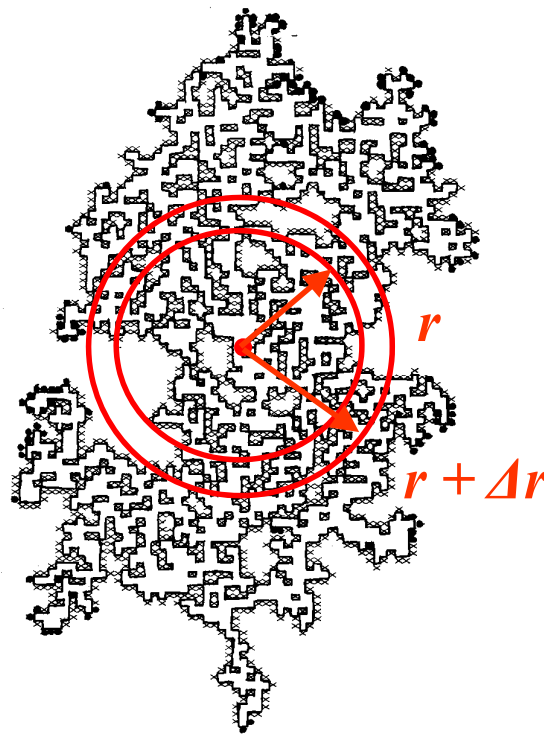


Percolation

The correlation function $g(r)$ for percolation describes the connectivity and is defined as the probability that an occupied site is connected to a site at distance r . This is equivalent to the probability that the two sites belong to the same cluster.

The correlation length ξ is the characteristic length of the exponential decay of the correlation function.

Calculate $g(r)$



98

Correlation length ξ

If one just analyses one cluster
connectivity correlation function $g(r) = c(r)$

$$g(r) = \frac{\Gamma(d/2)}{2\pi^{d/2} r^{d-1} \Delta r} [M(r + \Delta r) - M(r)]$$

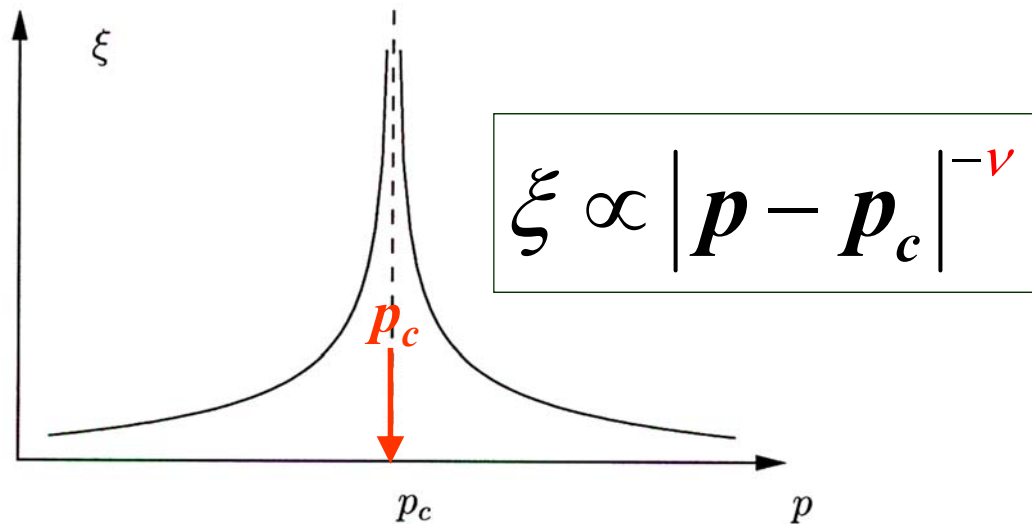
$$g(r) \propto C + e^{-\frac{r}{\xi}} \quad \text{with} \quad C = 0 \quad \text{for} \quad p < p_c$$

For $p < p_c$ the correlation length ξ is
proportional to the radius of a typical cluster.

99

Correlation length ξ

$$\nu = \begin{cases} 4/3 & \text{in 2 Dimensionen} \\ 0.88 & \text{in 3 Dimensionen} \end{cases}$$



100

Correlation length ξ

$$\xi \propto |p - p_c|^{-\nu}$$

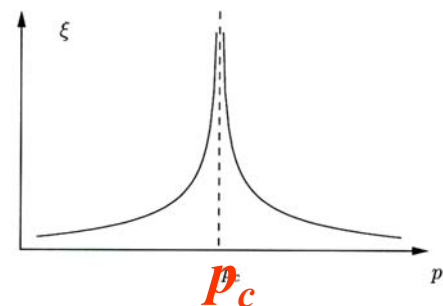
$$\nu = \begin{cases} 4/3 & \text{in 2 Dimensionen} \\ 0.88 & \text{in 3 Dimensionen} \end{cases}$$

at p_c :

$$g(r) \propto r^{-(d-2+\eta)}$$

$$\eta = 5/24 \quad 2d$$

$$\eta \approx -0.05 \quad 3d$$



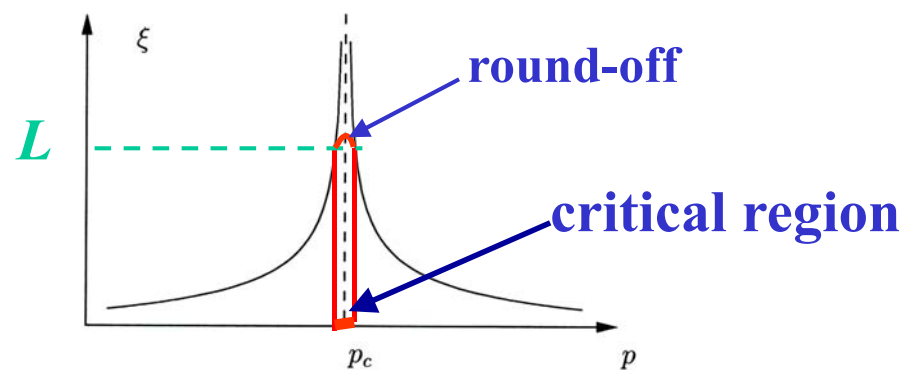
101

problem when:

system size $L < \text{correlation length } \xi$

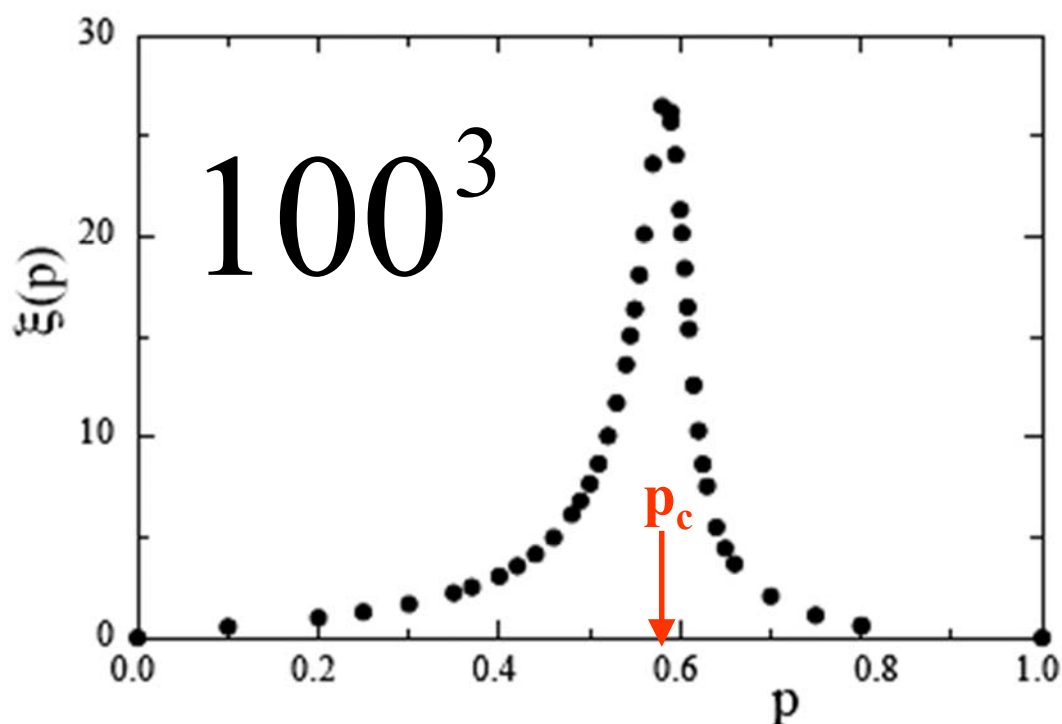
i.e. close to the critical point:

$$\nu = \begin{cases} 4/3 & \text{in 2 Dimensionen} \\ 0.88 & \text{in 3 Dimensionen} \end{cases}$$

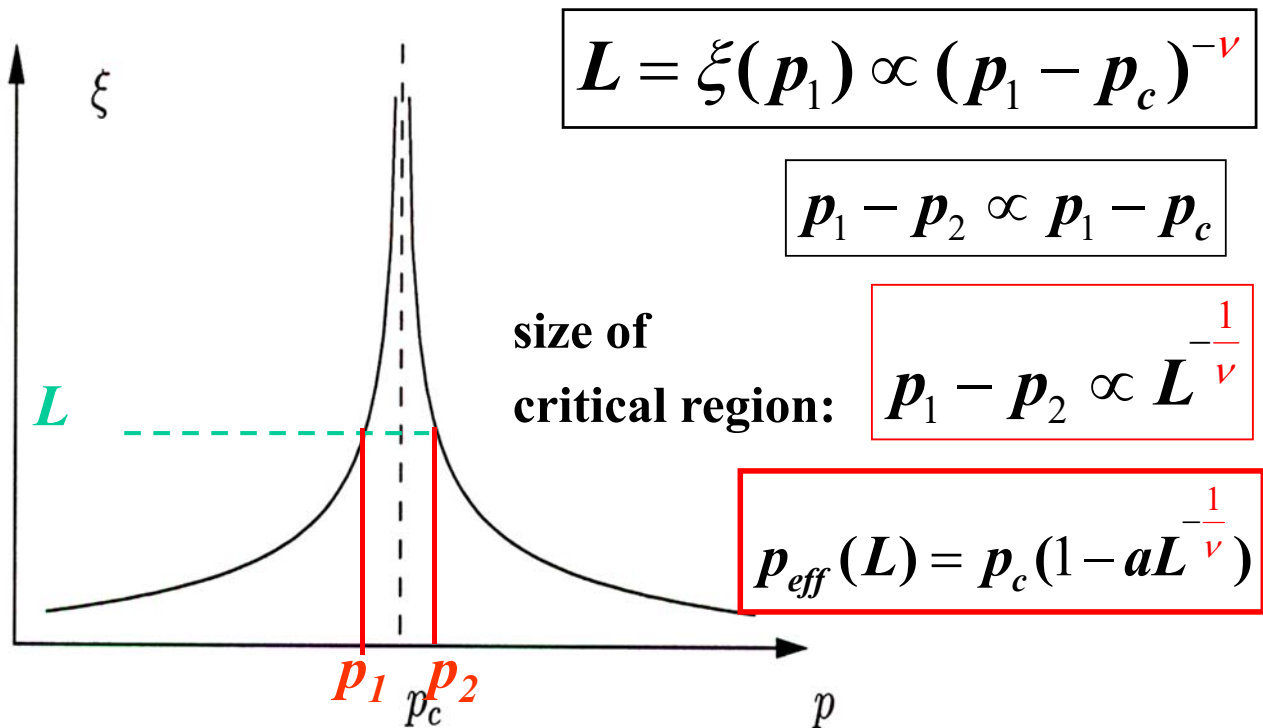


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Round-off in correlation length ξ

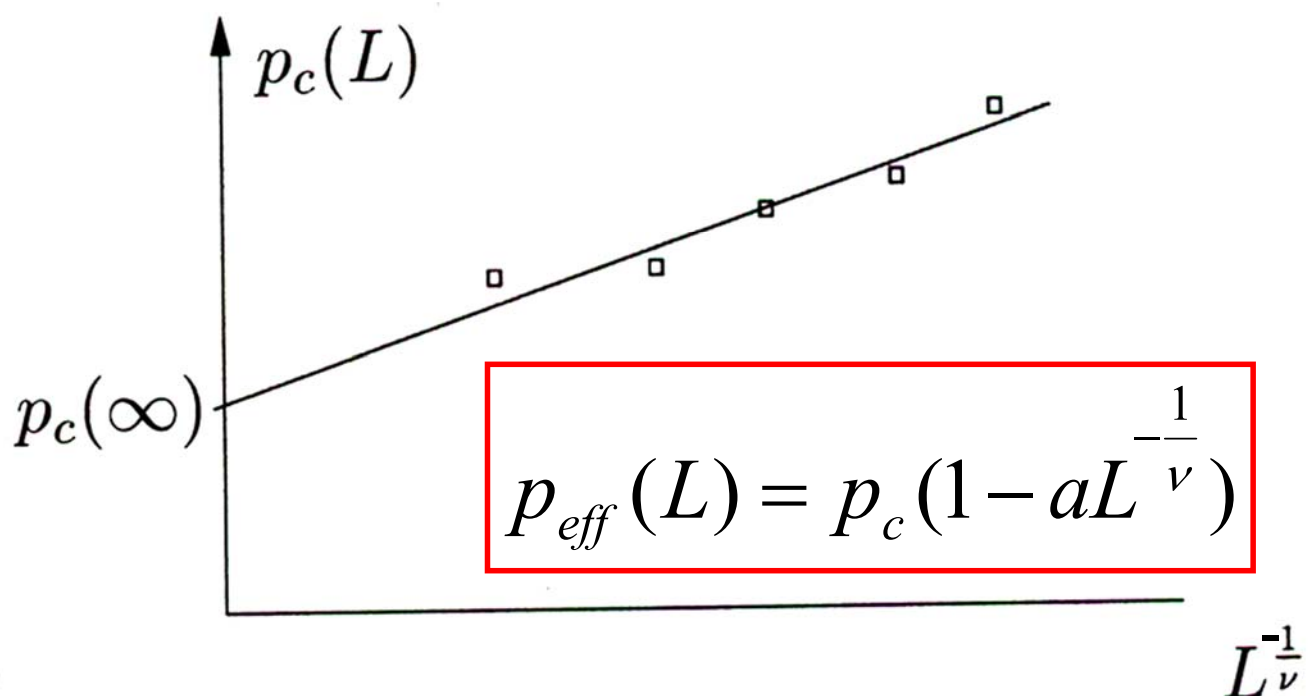


103

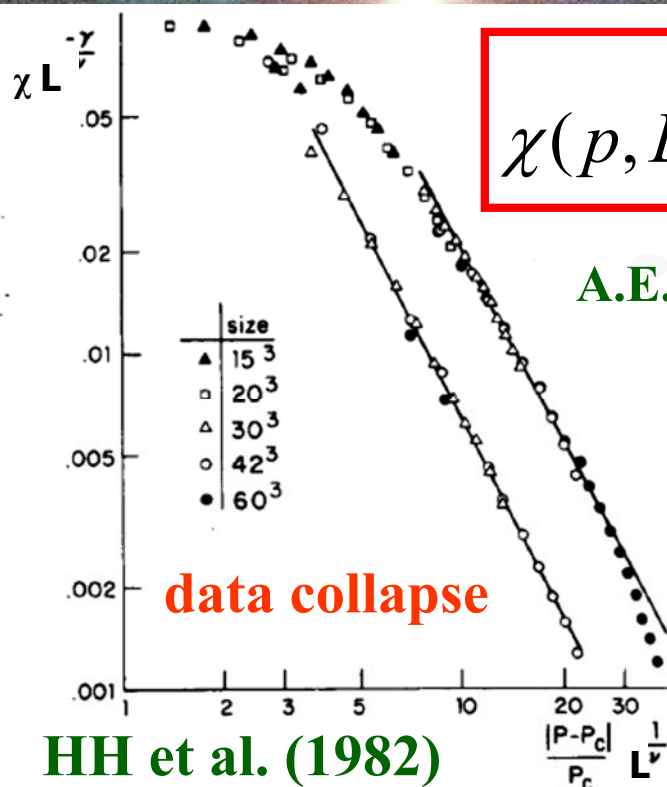


Apply finite size dependence

Extrapolation to infinite size



Finite size scaling for χ



$$\chi(p, L) = L^{\frac{\gamma}{\nu}} \mathfrak{S}_{\chi}[(p - p_c) L^{\frac{1}{\nu}}]$$

A.E. Ferdinand and M.E Fisher
(1967)

at p_c :

$$\chi_{\max}(L) \propto L^{\frac{\gamma}{\nu}}$$

Finite size scaling of OP

fraction of sites in spanning cluster (OP):

$$P \propto (p - p_c)^{\beta}$$

finite size scaling:

$$P(p, L) = L^{-\frac{\beta}{\nu}} \mathfrak{S}_P[(p - p_c) L^{\frac{1}{\nu}}]$$

at p_c :

$$P \propto L^{-\frac{\beta}{\nu}}$$

$$M_{\infty} \propto L^{d_f}$$

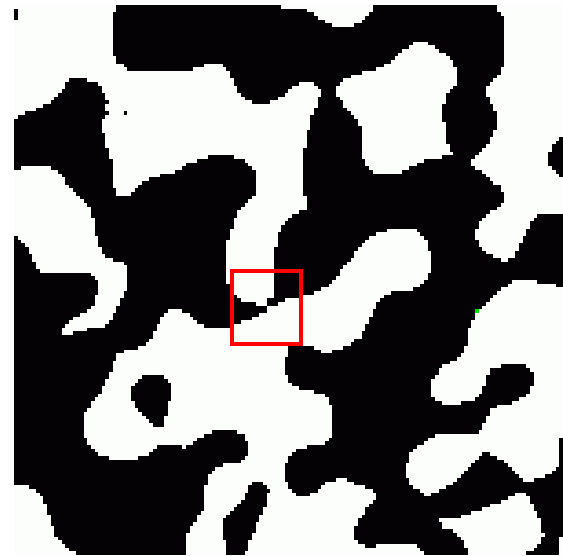
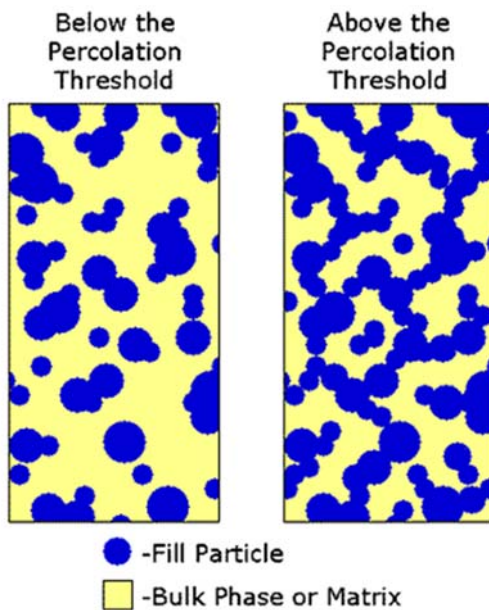
$$M_{\infty} \propto PL^d \propto L^{-\frac{\beta}{\nu} + d} \propto L^{d_f}$$

fractal dimension:

$$d_f = d - \frac{\beta}{\nu}$$

Continuum percolation

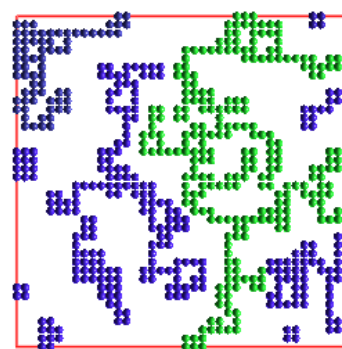
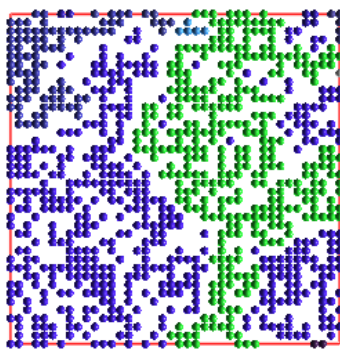
Swiss cheese model



Continuum

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Bootstrap percolation



Start with $p = 0.55$ on square lattice.

Remove iteratively all sites that have less than $m = 2$ occupied neighbors: „culling“.

110

Bootstrap percolation

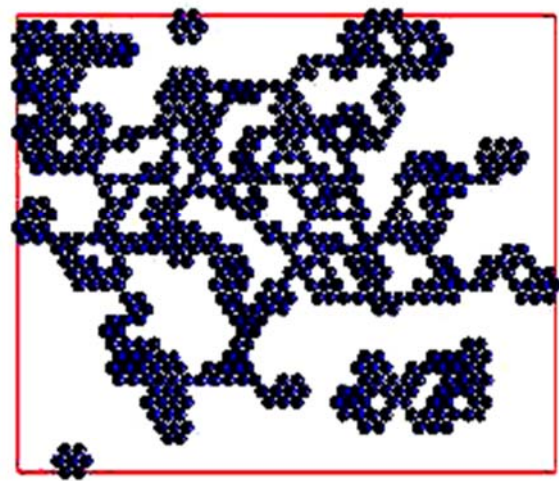
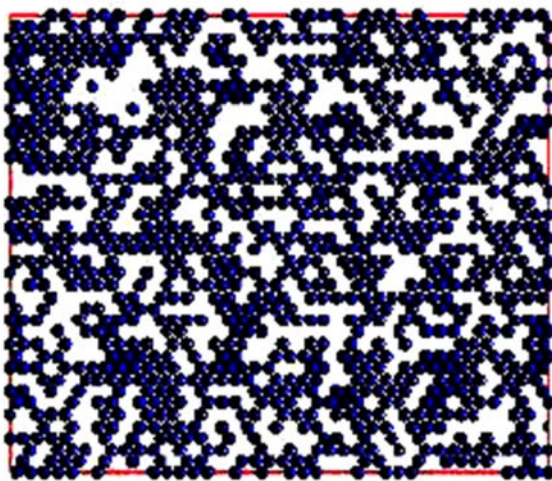


Figure 2. The initial freshly occupied lattice shown on the left for $m = 3$ on the triangular lattice at an initial concentration of $p = 0.66$, above the usual percolation threshold of $p_c = 1/2$ for this lattice. For initial occupation there is indeed an infinite cluster, but after culling there is a more compact cluster that does not percolate, as shown on the right.

triangular lattice, $m = 3$

Cellular Automata (CA)

John von Neuman and Stanislaw Ulam after 1940



discrete deterministic
dynamics



discrete = { Boolean variables
on a lattice evolving
from t to $t + 1$

- Stephen Wolfram: „Cellular Automata and Complexity“ (Perseus, 1994)
- S. Wolfram: „A New Kind of Science“ (Wolfram Media, 2002)
- A. Ilachinski: „Cellular Automata“ (World Scientific Publ., 2001)
- B. Chopard: „Cellular Automata Modelling of Physical Systems“ (Cambridge University Press, 2005)

Definition of CA

σ_i binary variable on site i of a graph

rule:
$$\sigma_i(t+1) = f_i(\sigma_j(t), j = 1, \dots, k)$$

k = number of inputs

There exist 2^{2^k} possible rules.

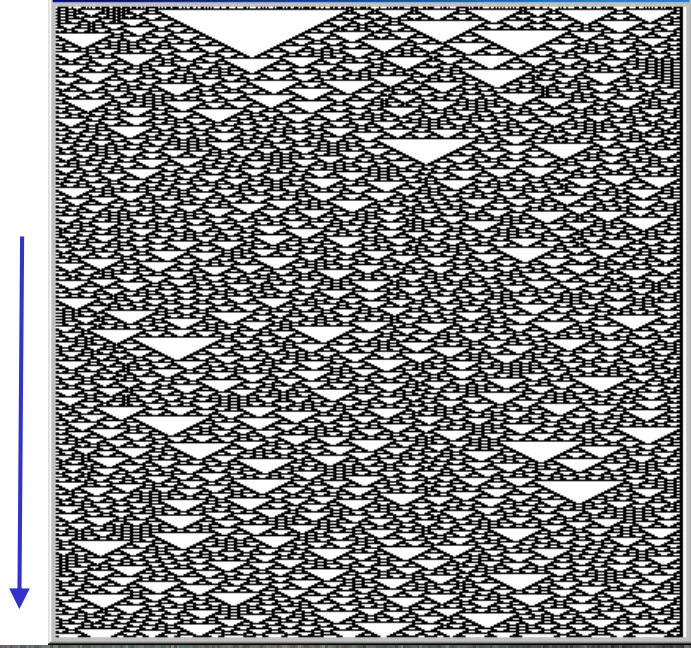
example:

| | | | | | | | | |
|----------|-----|-----|-----|-----|-----|-----|-----|-----|
| entries: | 111 | 110 | 101 | 100 | 011 | 010 | 001 | 000 |
| $f(n)$: | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 |

On every site of a one-dimensional chain we put the same rule f with $k = 3$ inputs, namely the site itself and its two nearest neighbors and put at $t = 0$ a random configuration of bits.

„ rule 30“

time



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Classification of CA

$$k = 3$$

| | | | | | | | | |
|----------|-----|-----|-----|-----|-----|-----|-----|-----|
| entries: | 111 | 110 | 101 | 100 | 011 | 010 | 001 | 000 |
| $f(n)$: | 0 | 1 | 1 | 0 | 0 | 1 | 0 | 1 |

$$f(n) = 64 + 32 + 4 + 1 = 101$$

$$c = \sum_{n=0}^{2^k-1} 2^n f(n)$$

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Examples for $k = 3$

| entries: | 111 | 110 | 101 | 100 | 011 | 010 | 001 | 000 |
|----------|-----|-----|-----|-----|-----|-----|-----|-----|
| 4 : | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| 8 : | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| 20: | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 |
| 28; | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0 |
| 90: | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 0 |

applet

Evolution of different rules

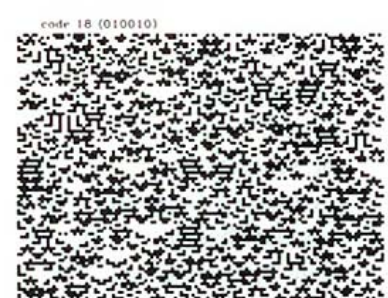


14

code 16 (010000)



16



18



20



22



24

$k = 5$

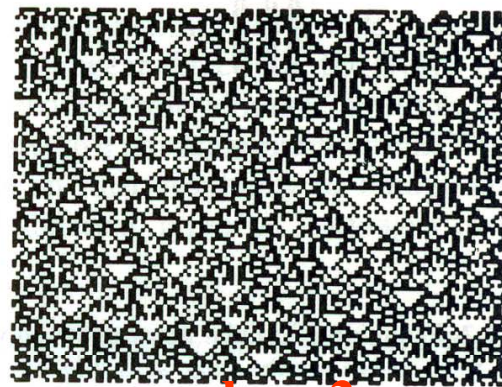
Fig. 1a.

Classes of Automata

(Wolfram)



class 2



class 3



class 1

class 4

The Game of Life

Consider a square lattice.
Be **n** the number nearest
and next-nearest neighbors
that are „1“.



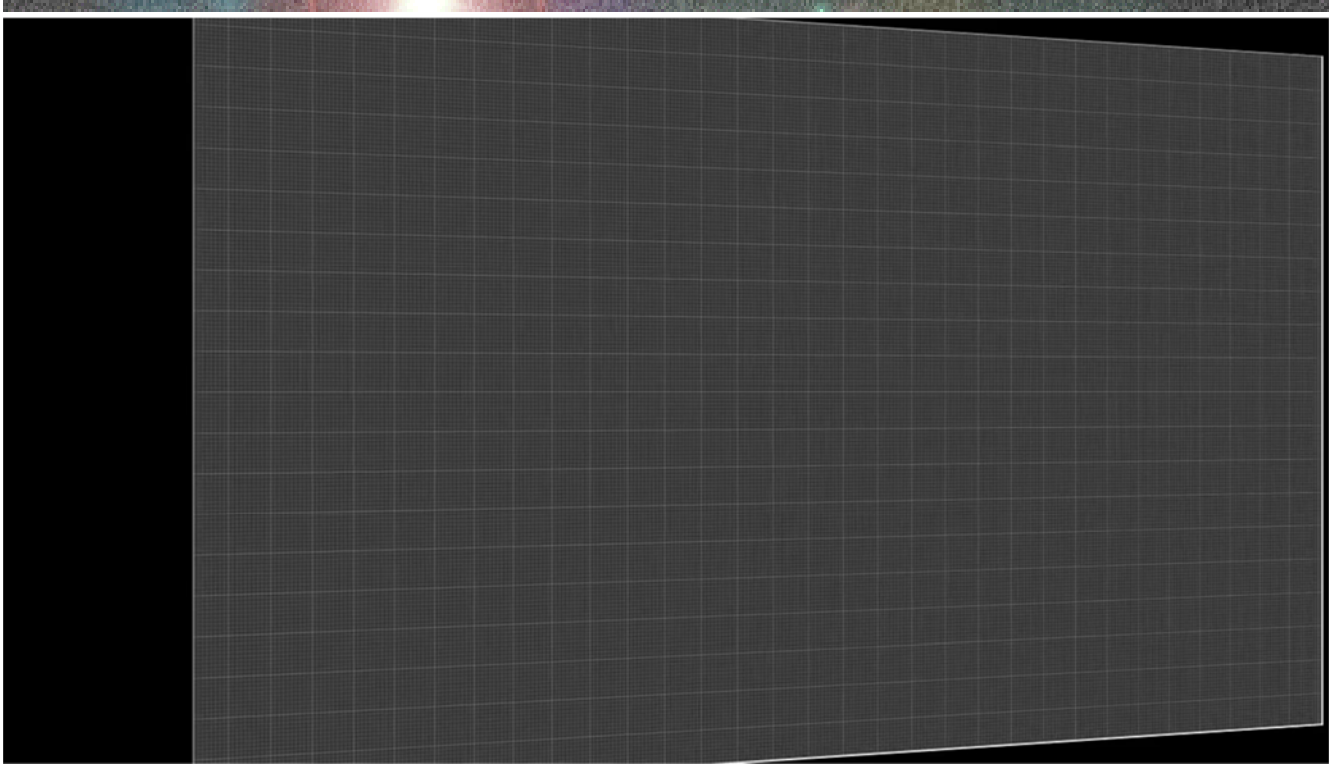
John Horton Conway (1970)

rule:

- $n < 2 \Rightarrow 0$
- $n = 2 \Rightarrow$ stay as before
- $n = 3 \Rightarrow 1$
- $n > 3 \Rightarrow 0$

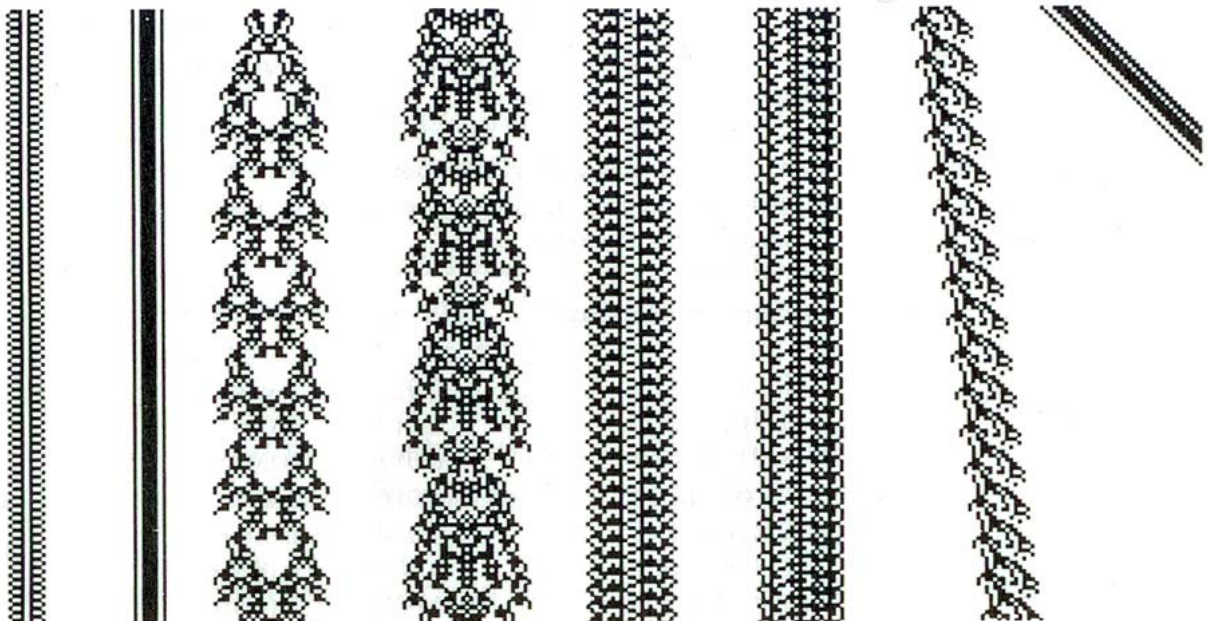
Game of Life

The Game of Life



The Game of Life

gliders:



glider gun:

