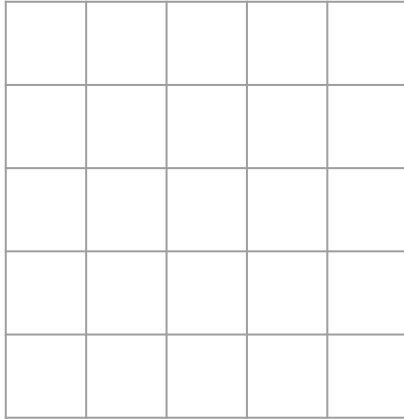


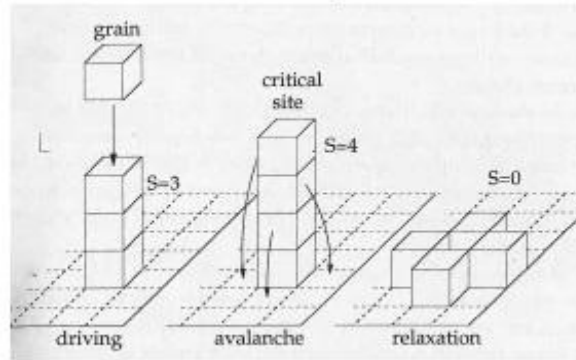
# **Sandpile model: Study of power laws**

# Model overview



NxN 2D-lattice

- “Sand” is randomly dropped on a 2D lattice
- We can place sand particle one over another till the critical value ( $z_c$ )
- Any sand particle crossing the boundary of NxN lattice is lost
- If at any  $(x,y)$  point  $z_c=4$ , then the cell collapses and transfer the sand to the adjacent cells (this is known as avalanche, toppling)
- We have to wait till all the avalanche settles down, then drop another



# Basic idea of code

Consider a lattice  $(x,y)$  and a function  $z(x,y)$  which represents the number of grains in the cells.

Starting with a flat surface  $z(x,y) = 0$  for all  $x$  and  $y$ :

**Add** a grain of sand:  $z(x,y) \rightarrow z(x,y) + 1$

**if**  $z(x,y) > z_c$  then an avalanche occurs

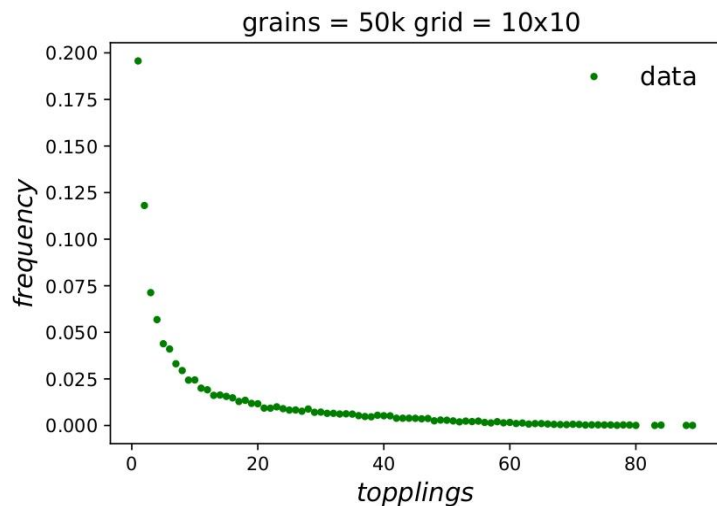
$$z(x,y) \rightarrow z(x,y) - 4$$

$$z(x \pm 1, y) \rightarrow z(x \pm 1, y) + 1$$

$$z(x, y \pm 1) \rightarrow z(x, y \pm 1) + 1$$

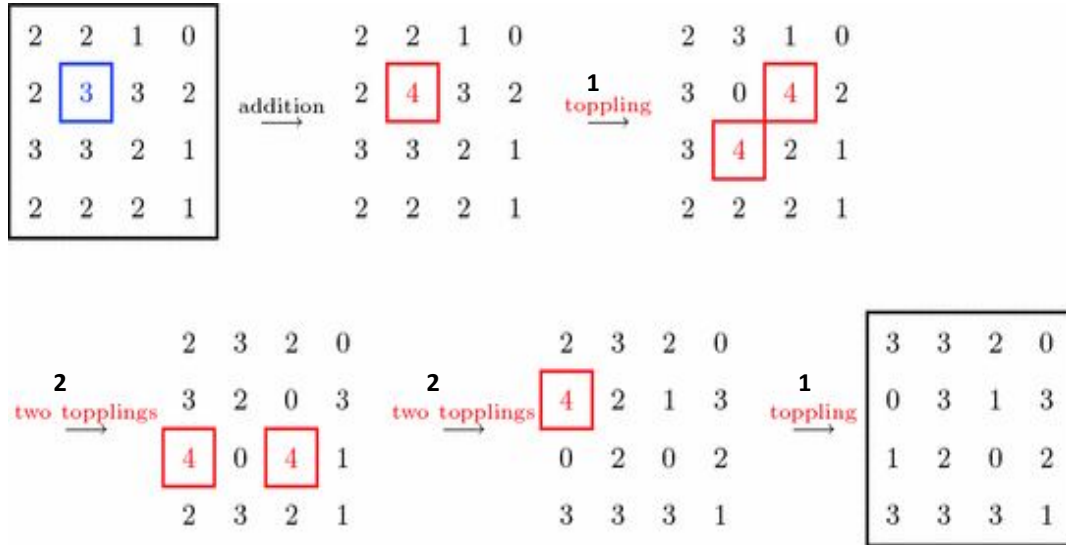
**if**  $z(x, y \pm 1) = 4$  or  $z(x \pm 1, y) = 4$

**Update**  $z$



# Toppling

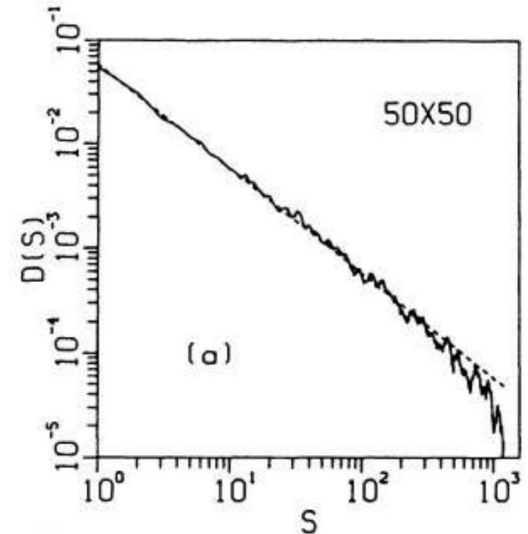
(example)



Sand added - 1

Total toppling - 6

And we count the frequency of 6 topplings in the entire grain drop



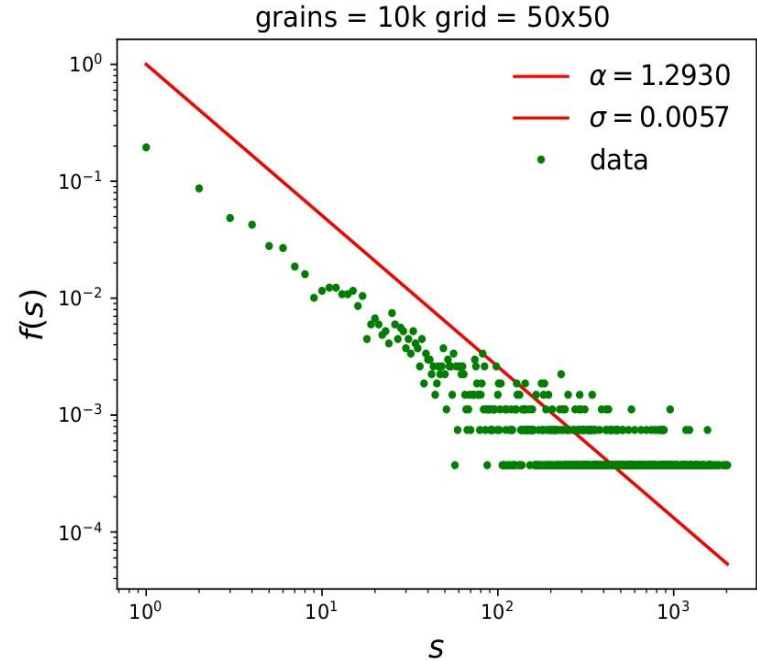
# Graphs for Avalanche Size

No. of grains ↓	Value of alpha		
	10x10	50x50	100x100
10k	1.4084	1.2930	2.2451
30k	1.4086	1.2640	1.2946
50k	1.4059	1.2595	1.2503
200k	1.4066	1.2563	1.2296

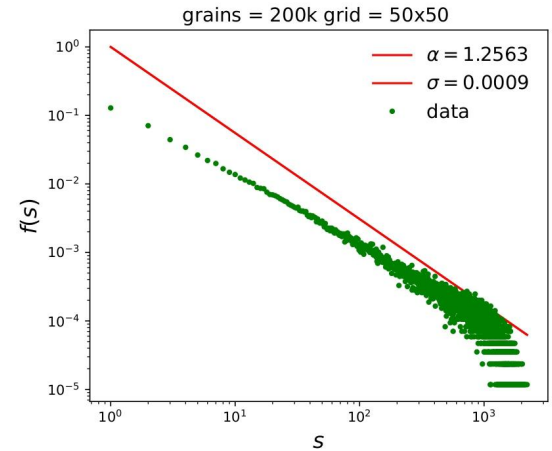
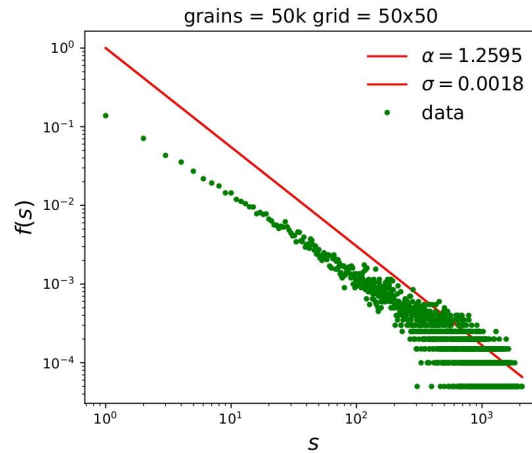
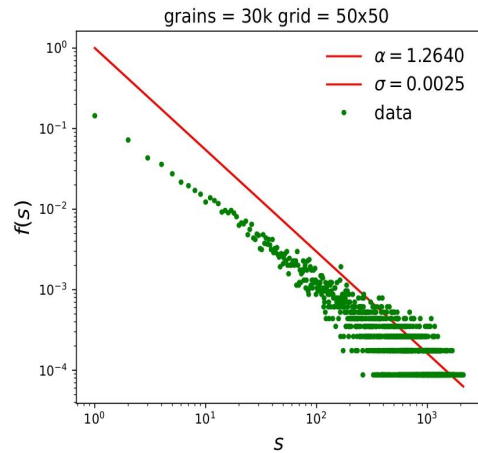
Power law:  $Y = bx^\alpha$

frequency  $\propto$  (toppling) $^\alpha$

toppling  $\rightarrow s$



# Result

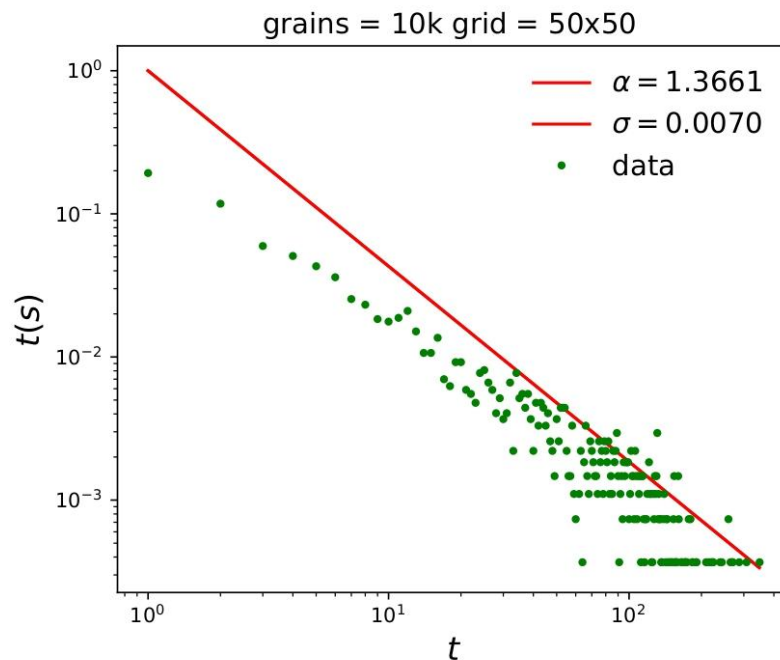


- Value of alpha for avalanche size from BTW review letter:  **$\alpha = 0.98$**
- Value of alpha from my code:  **$\alpha = 1.2682$**

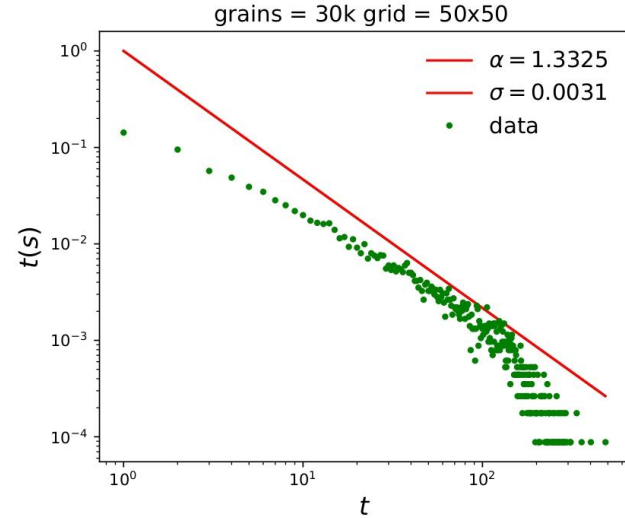
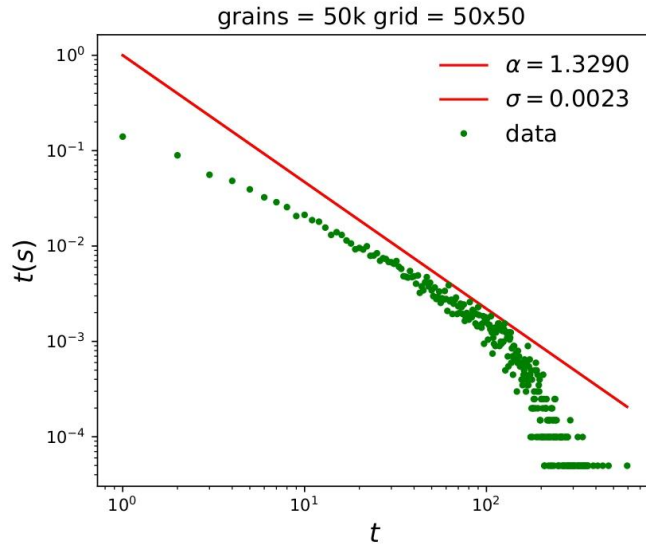
# Graphs for Avalanche Time

Value of alpha				
No. of grains ↓		10x10	50x50	100x100
	10k	1.4817	1.3661	2.2275
	30k	1.4760	1.3325	1.3714
	50k	1.4768	1.3290	1.3198

Power law:  $Y = bx^\alpha$



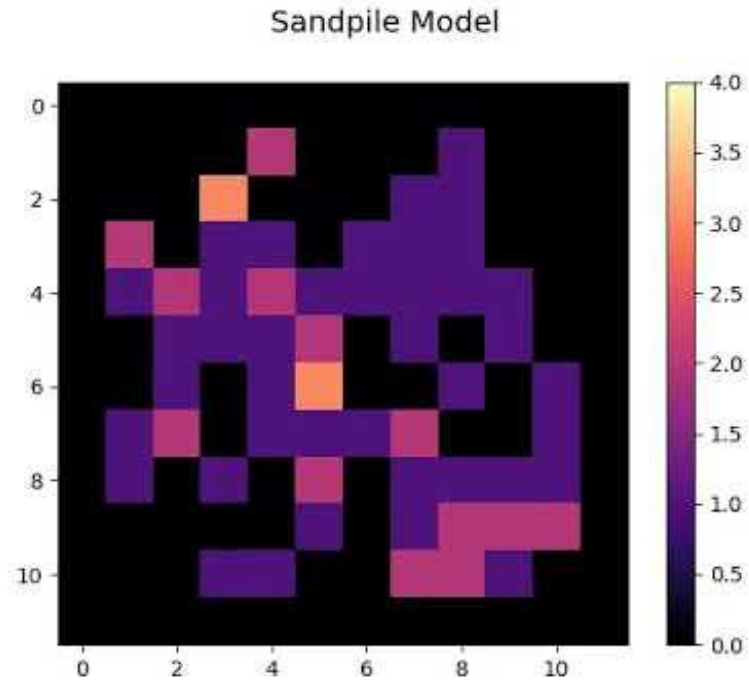
# Result



- Value of alpha for avalanche time from BTW review letter:  **$\alpha = 0.42$**
- Value of alpha from my code:  **$\alpha = 1.3425$**



# Simulation video



Reference: <https://journals.aps.org/prl/pdf/10.1103/PhysRevLett.59.381>

# Thank You

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