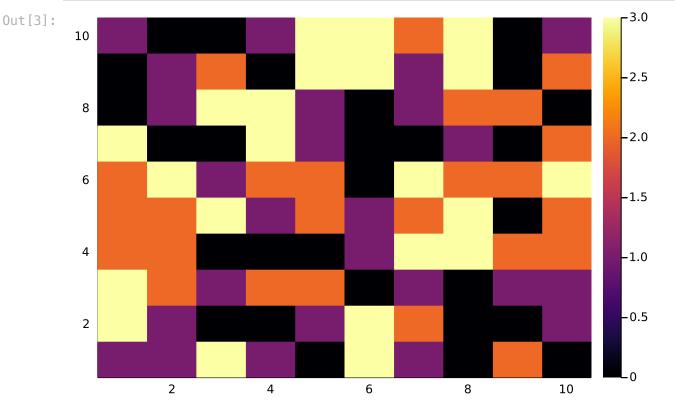
```
include("../Sandpile.jl")
using .Sandpile
using Plots
```

## **Functions for Implementing Sandpile Rules**

```
In [2]: 
 x, y = 10, 10; # Dimensions of grid 
 N = 100; # Number of grains to be added 
 f_X = 4; # Critical value for sandpile model
```

We can choose to have a random initial set-up

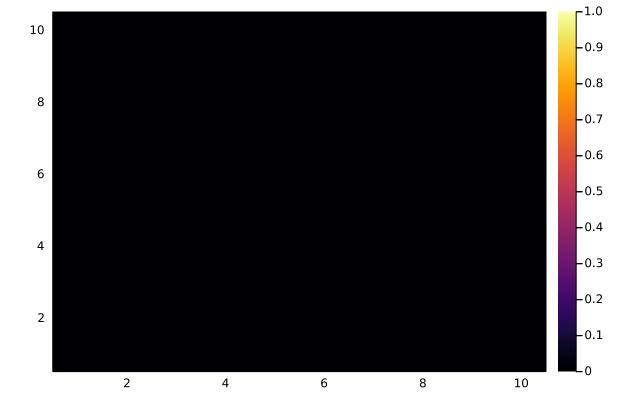
```
In [3]:
   z = sandpile_init(x, y, "random");
   heatmap(1:x, 1:y, z)
```



Or we can choose to initialize the grid with all 0s

```
In [4]: z = sandpile_init(x, y, "zero");
heatmap(1:x, 1:y, z)
```

Out[4]:

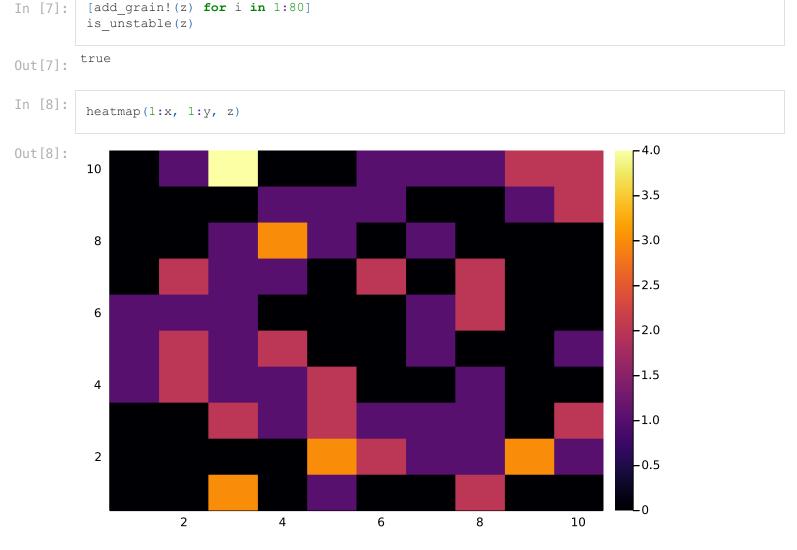


Example of a grain being added on previous grid

```
In [5]:
          add grain!(z);
          heatmap(1:x, 1:y, z)
                                                                                           -1.0
Out[5]:
          10
                                                                                           -0.9
                                                                                           -0.8
           8
                                                                                           -0.7
                                                                                           -0.6
           6
                                                                                          -0.5
                                                                                           -0.4
           4
                                                                                           -0.3
                                                                                           -0.2
           2
                                                                                           -0.1
                        2
                                      4
                                                     6
```

is\_unstable() checks if there are any points greater than the critical value

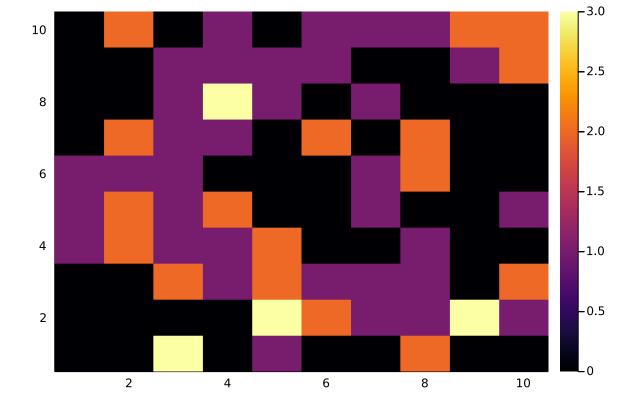
```
In [6]:    is_unstable(z)
Out[6]:    false
```



Note that after running avalanche! (), the highest number of grains is now below the critical value of 4.

```
In [9]: avalanche!(z);
In [10]: heatmap(1:x, 1:y, z)
```

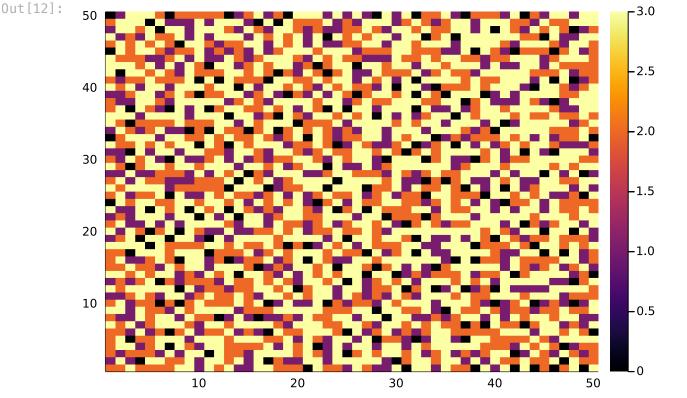
Out[10]:



## Putting it all together

```
In [11]:
           x = 50
           y = 50
           z = sandpile init(x, y, "zero");
           heatmap(1:x, 1:y, z)
                                                                                         -1.0
Out[11]:
           50
                                                                                         -0.9
                                                                                        -0.8
           40
                                                                                        -0.7
                                                                                        -0.6
           30
                                                                                        -0.5
                                                                                        -0.4
           20
                                                                                        -0.3
                                                                                        -0.2
           10
                                                                                         -0.1
                           10
                                         20
                                                       30
                                                                     40
                                                                                   50
```

```
In [12]: s = run_sandpile!(z, 100_000);
heatmap(1:x, 1:y, z)
```



## Counting avalanche sizes

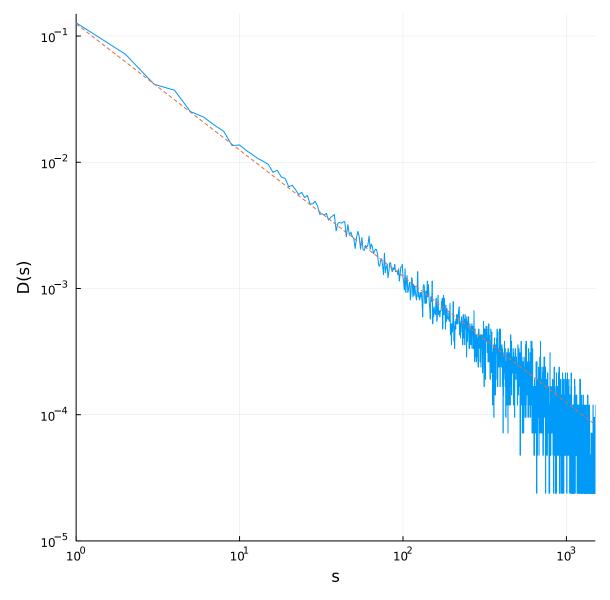
Note that sizes of avalanches for each grain added are returned by run\_sandpile . If the argument N\_crit is false, it returns a list of all avalanches that occurred ie running the previous cell returns 41926 values after adding 100\_000 grains. I added an option of setting N\_crit = true wherein it will only stop after adding 100\_000 (or N) grains that all result in at least one avalanche; as expected using this option leads to longer running times.

We can choose to plot distribution of the cluster sizes below

```
In [14]:
          # Get counts of each slide size s
          unique s = sort(unique(reduce(vcat, s)))
          counts = [count(==(element), reduce(vcat, s)) for element in unique s]
          yticks = [1e-1, 1e-2, 1e-3, 1e-4, 1e-5, 1e-6]
          xticks = [1e0, 1e1, 1e2, 1e3]
          plot(
              unique s,
              counts ./ sum(counts);
              xaxis=:log,
              yaxis=:log,
              leg=false,
              yticks=yticks,
              xticks=xticks,
              size=(600, 600),
              dpi=300,
          plot!(
              [1e0, 1e5],
              [1.25e-1, 1.25e-6];
              xaxis=:log,
              yaxis=:log,
```

```
xlabel="s",
ylabel="D(s)",
xlim=(1e0, 1.5e3),
ylim=(1e-5, 1.5e-1),
linestyle=:dash,
dpi=300,
)
```

Out[14]:



In []: