# **CST-305: Project 5- Self-Organized Criticality**

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CST-305: Principles of Modeling and Simulation

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### Responsibilities and completed tasks by each team member

All tasks are done by Jack Utzerath

#### **System performance context description**

With self-organized criticality, the graphs are going to be representing different aspects of the system's behavior and state. Each graph lets the user know how file operations affect the storage system, and how it approaches criticality. The criticality is the point at which the systems become too slow due to excessive fragmentation.

#### **Specific Problem Solved**

When the system reaches the criticality point, the system becomes too slow due to excessive fragmentation. To understand this better, we can use the sandpile model. In a complex system like a file storage system, a minor event with a critical state can lead to chain reactions (avalanches) of events affecting a significant part of the system. Adding sand in this model would be the saving of files. As we continue to add sand, the pile grows until a point where adding one more grain causes a fragmentation avalanche. Redistributing sand during the avalanche would be the file fragments. The critical state of this system is sufficiently fragmented that it would slow the system down because adding another file would increase access time or require the reorganization of files. The system naturally evolves to a state where these avalanches of all sizes occur. This is otherwise known as self-organized criticality.

### The mathematical approach to solving it

With the sandpile method, we can define a grid representing the storage system.

Dropping and removing grains of sand is the same as adding and removing fragments. When a cell reaches a critical number of fragments, it topples and distributes its fragments to adjacent cells. We can simulate the addition and removal of files through iteration and we can keep track

of how changes propagate through the system. From this, we can observe chain reactions (avalanches).

### The approach for implementation in code

My model is based on the sandpile model. In my 3D visualization, using ax.scatter, the x-axis is for time steps, y-axis is for cumulative effects, and z-axis is for the fragmentation level. This provides the user with a view of the system's evolution over time. The time steps represent the sequence of operations. The cumulative effects represent the overall usage of the storage system, and the fragmentation level indicates how fragmented the storage is at each point. The fragmentation over time plot (x-axis plot) shows the user trends regarding increasing fragmentation and the plot is good for identifying the point at which the system might reach a critical state. The fragmentation vs cumulative effects plot (y-axis plot) can help the user identify if there's a direct correlation between the number of operations and the level of fragmentation. The fragmentation distribution plot (z-axis plot) can highlight areas of high fragmentation where file operations are concentrated. Each bar represents a position in the storage, and the height of the bar indicates the fragmentation level at that position.

#### References for theory and code sources

Abelian Sandpile Model#. Abelian Sandpile Model - Thematic Tutorials. (n.d.).

https://doc.sagemath.org/html/en/thematic tutorials/sandpile.html

Readme Document written in Markdown detailing how to install and run the program

Full code submitted to GitHub

# Github SC

Code:

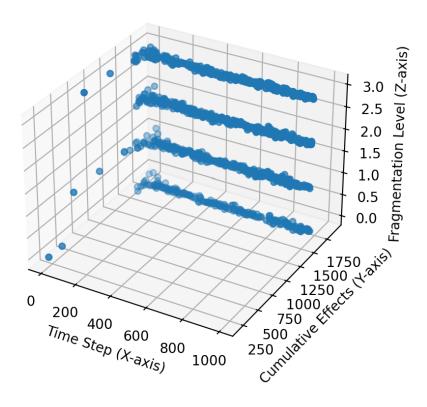
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```
#Jack Utzerath
import matplotlib.pyplot as plt
import numpy as np
import random
import time
# Initialize variables for the simulation.
storage_size = 1000
# C_threshold represents the fragmentation threshold beyond which the system is too slow.
C_{threshold} = 4
# Initialize the storage structure, representing the state of each storage unit.
storage = [0 for _ in range(storage_size)]
# Define r values that will simulate different rates of file operations.
r_{values} = [0.2, 0.5, 0.8]
def add_file(storage, position, size):
    Simulates adding a file to the storage, increasing the fragmentation.
    Triggers an avalanche if the fragmentation threshold is exceeded.
    if position + size <= len(storage):</pre>
        for i in range(position, position + size):
            storage[i] += 1
            if storage[i] >= C_threshold:
                trigger_fragmentation_avalanche(storage, i)
# Function to simulate a fragmentation avalanche.
def trigger_fragmentation_avalanche(storage, position):
    """Distribute fragments in a sandpile-like manner."""
    if 0 <= position < len(storage):</pre>
        if storage[position] >= C_threshold:
            storage[position] -= C_threshold
            if position > 0:
                storage[position - 1] += 1
                # Recursively trigger avalanches in neighboring cells
                if storage[position - 1] >= C_threshold:
                    trigger_fragmentation_avalanche(storage, position - 1)
            if position + 1 < len(storage):</pre>
                storage[position + 1] += 1
                if storage[position + 1] >= C_threshold:
                    trigger_fragmentation_avalanche(storage, position + 1)
```

```
def current_simulation_time():
    Returns the current wall-clock time to simulate file operation times.
    return time.time()
def run_simulation(r, storage_size, max_iterations=1000):
    Tracks the time taken for file operations and the state of the storage system.
    storage = [0 for _ in range(storage_size)]
   time_steps = []
   cumulative_effects = []
    file_save_time = 0
    file_load_time = 0
    fragmentation_time = 0
    fragments_assembly_time = 0
    for time_step in range(max_iterations):
       file_size = int(r * storage_size)
       position = random.randint(0, storage_size - file_size)
       start_time = current_simulation_time()
        add_file(storage, position, file_size)
       file_save_time += current_simulation_time() - start_time
       time_steps.append(time_step)
       cumulative_effects.append(sum(storage))
    if len(time_steps) != len(cumulative_effects) or len(cumulative_effects) != len(storage):
       min_length = min(len(time_steps), len(cumulative_effects), len(storage))
       time_steps = time_steps[:min_length]
        cumulative_effects = cumulative_effects[:min_length]
       storage = storage[:min_length]
    return time_steps, cumulative_effects, storage, file_save_time, file_load_time, fragmentation_time, fragments_assembly_time
```

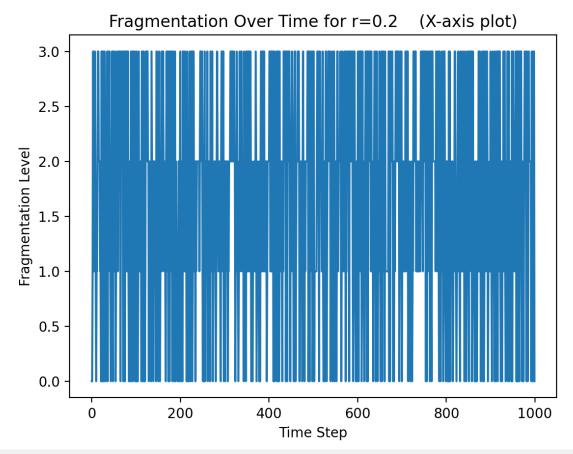
```
# Run the simulation for each r value and collect results.
results = {}
from mpl_toolkits.mplot3d import Axes3D
for r in r_values:
   results[r] = run_simulation(r, storage_size)
for r in r_values:
    time_steps, cumulative_effects, storage, _, _, _, _ = results[r]
    fig = plt.figure()
   ax = fig.add_subplot(111, projection='3d')
   ax.scatter(time_steps, cumulative_effects, storage)
   ax.set\_title(f"3D Visualization for r={r}")
   ax.set_xlabel('Time Step (X-axis)')
   ax.set_ylabel('Cumulative Effects (Y-axis)')
   ax.set_zlabel('Fragmentation Level (Z-axis)')
   plt.show()
   plt.plot(time_steps, storage)
   plt.title(f"Fragmentation Over Time for r=\{r\} (X-axis plot)")
   plt.xlabel('Time Step')
   plt.ylabel('Fragmentation Level')
   plt.show()
   # Y-axis plot
   plt.plot(cumulative_effects, storage)
   plt.title(f"Fragmentation vs Cumulative Effects for r={r} (y-axis plot)")
   plt.xlabel('Cumulative Effects')
   plt.ylabel('Fragmentation Level')
   plt.show()
   # Z-axis plot
   plt.bar(range(len(storage)), storage)
   plt.title(f"Fragmentation Distribution for r={r} (z-axis plot)")
   plt.xlabel('Storage Position')
   plt.ylabel('Fragmentation Level')
   plt.show()
```

# 3D Visualization for r=0.2

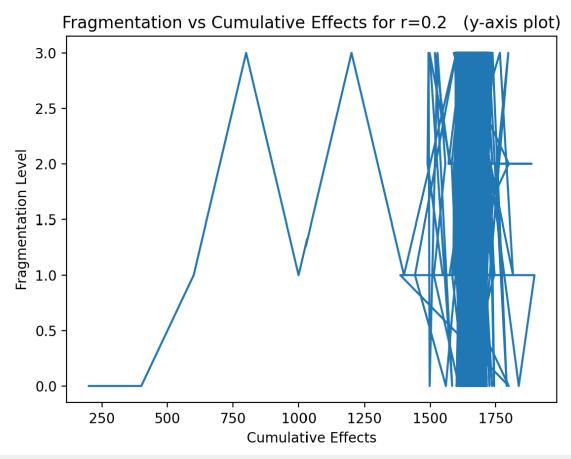




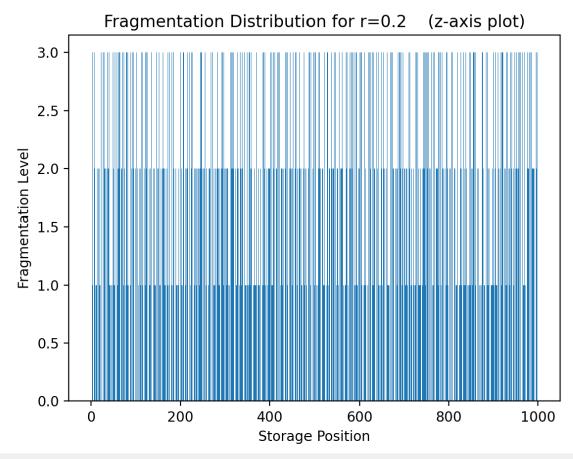




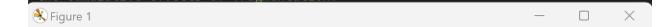




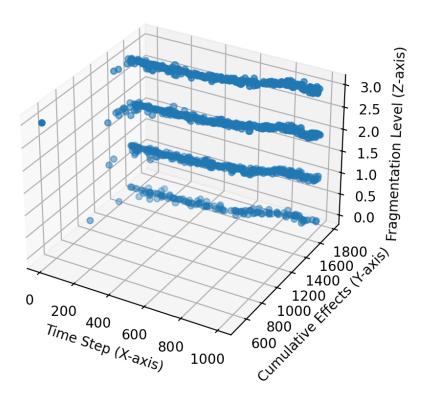
x=593. y=2.673



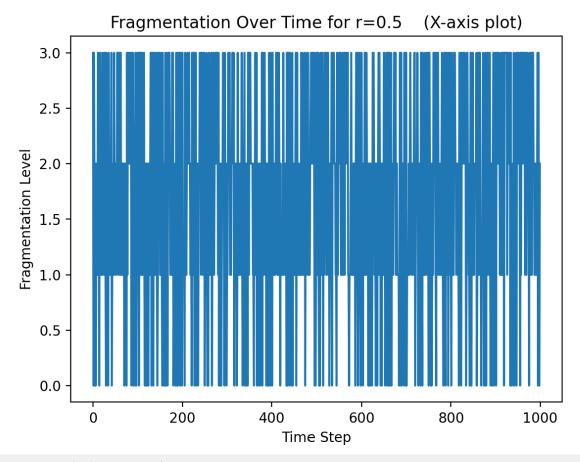




# 3D Visualization for r=0.5

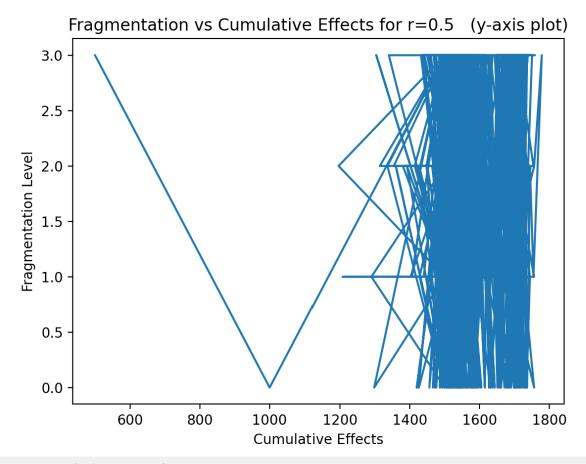






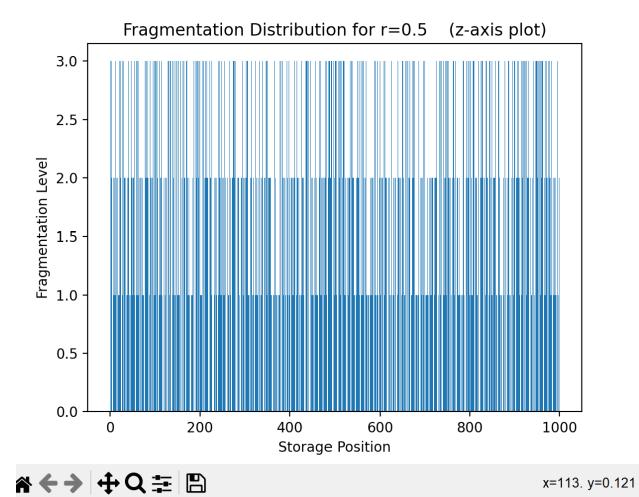
**☆←→** | **+** Q **=** | **B** 

x=312. y=1.209

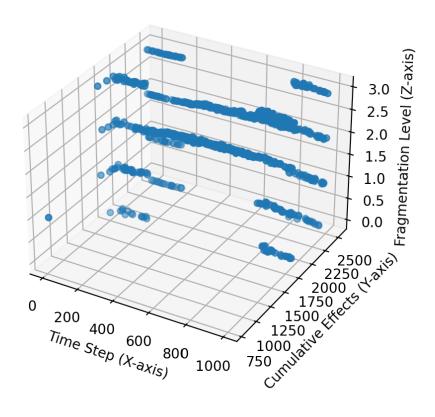




x=552. y=2.910



## 3D Visualization for r=0.8





★ Figure 1

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