

# Observations in the Sandpile Model

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The Sandpile Model

Recurrent configurations

Transient configurations

## Definition of the CA

- ▶ CA on a 2-dim. rectangle with 8 possible states for each cell:  $\{0, 1, 2, 3, 4, 5, 6, 7\}$
- ▶ Idea: each cell contains a number of “grains of sand” (or “chips”)
- ▶ Neighborhood: von Neumann, with radius 1
- ▶ Local rule:
  - ▶ If a cell has at least 4 grains
  - ▶ it moves 1 to each of its neighbors (**toppling**, **firing**).
  - ▶ If a cell at the border fires, 1 or 2 grains are lost.
- ▶ **stable** configuration: all states  $\leq 3$

Fact:

- ▶ Each unstable configuration leads to a stable one after a finite number of steps. Call this a **relaxation**.

# Example

5	4	4	4	4	4	4	5
4	3	3	3	3	3	3	4
4	3	3	3	3	3	3	4
4	3	3	3	3	3	3	4
4	3	3	3	3	3	3	4
4	3	3	3	3	3	3	4
4	3	3	3	3	3	3	4
5	4	4	4	4	4	4	5

## Example

3	2	2	2	2	2	2	3
2	5	4	4	4	4	5	2
2	4	3	3	3	3	4	2
2	4	3	3	3	3	4	2
2	4	3	3	3	3	4	2
2	4	3	3	3	3	4	2
2	5	4	4	4	4	5	2
3	2	2	2	2	2	2	3

## Example

3	3	3	3	3	3	3	3
3	3	2	2	2	2	3	3
3	2	5	4	4	5	2	3
3	2	4	3	3	4	2	3
3	2	4	3	3	4	2	3
3	2	5	4	4	5	2	3
3	3	2	2	2	2	3	3
3	3	3	3	3	3	3	3

## Example

3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	2	2	3	3	3
3	3	2	5	5	2	3	3
3	3	2	5	5	2	3	3
3	3	3	2	2	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3

# Example

3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3

← start again



# Example

3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3

Each cell fired exactly once.

▶ burning algorithm

◀ start again

## Question 1

Is this a “simple program”?

## Remarks

- ▶ It's "simple enough" to be generalized to arbitrary graphs:
  - ▶ A node fires if it has at least as many chips as it has links to neighbors.
  - ▶ This is called the **chip firing game**.
- ▶ It is a "robust" program:
  - ▶ One reaches the same stable configuration, no matter whether synchronous or asynchronous updating is used.
  - ▶ (a little bit of care required ...)

# Markov chain

Given a stable configuration

- ▶ choose with equal probability one of the cells,
- ▶ add one grain of sand to it, and
- ▶ relax to the next stable configuration.

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# Transient and recurrent configurations

- ▶ **recurrent** configuration: a stable configuration  $c$  such that after having added one grain anywhere in  $c$  one can always add more grains such that relaxation leads to  $c$  again
- ▶ **transient** configuration: a non-recurrent configuration

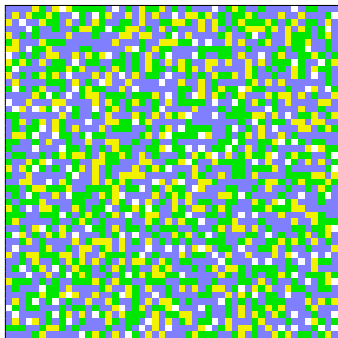
Examples:

- ▶ all cells in state 3: recurrent
- ▶ all cells in state 0: transient

## Some nice results about recurrent configurations

- ▶ Linear time check whether a configuration is recurrent:  
**burning algorithm.**
- ▶ The recurrent configurations form an **Abelian group** under the operation  $\oplus$  of pointwise addition followed by relaxation.
- ▶ The number of recurrent configurations equals
  - ▶ the number of rooted spanning forests of the graph of nodes and boundary cells
  - ▶ the determinant of the Laplacian of that graph
- ▶ and more ...

How do recurrent configurations look like?



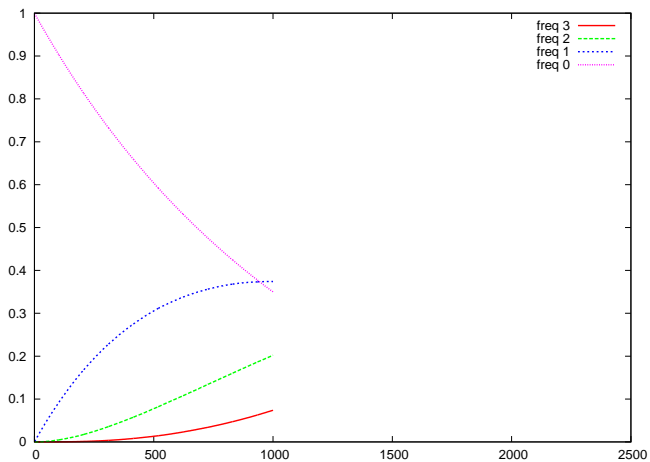
- ▶ Does it look random?



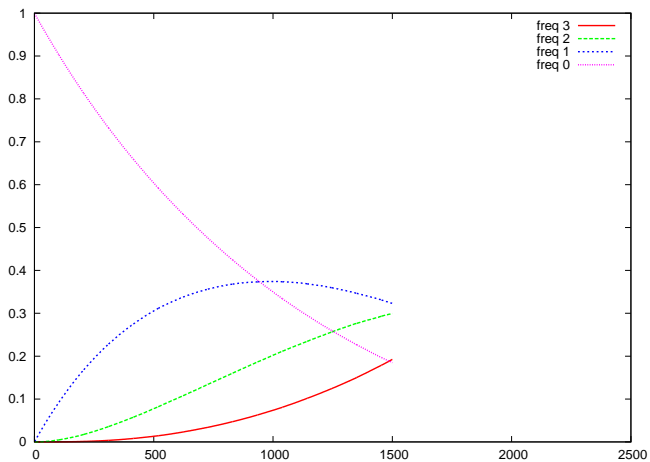
## Question 2

What is “random”?

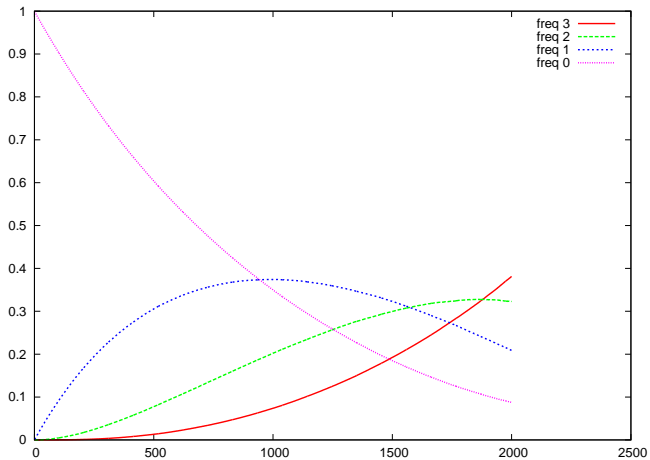
# From zero to recurrent



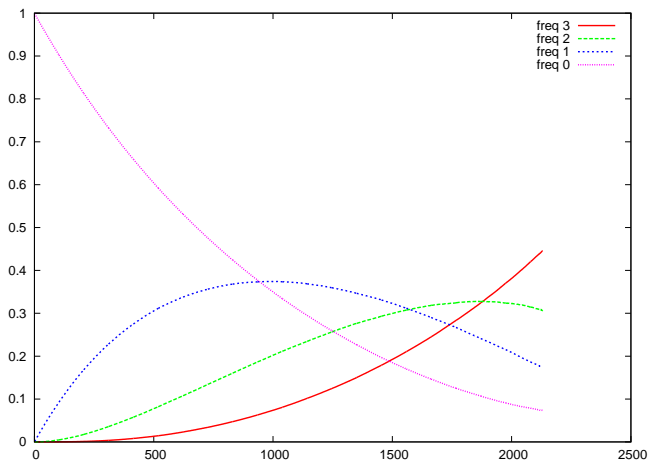
# From zero to recurrent



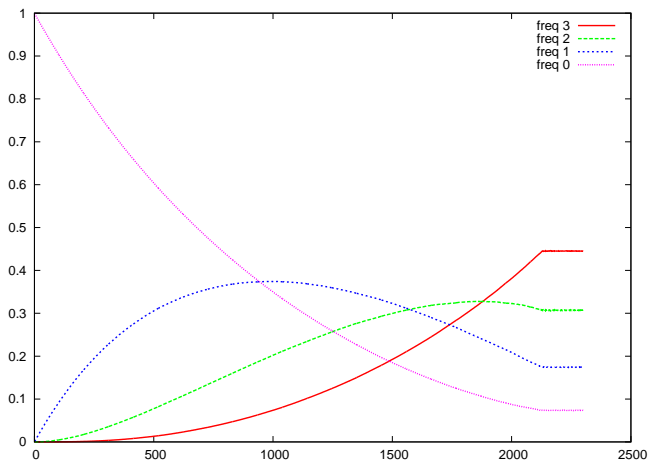
# From zero to recurrent



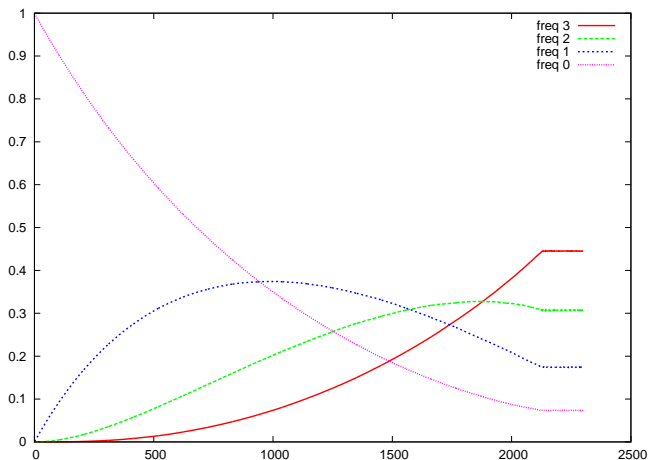
# From zero to recurrent



# From zero to recurrent



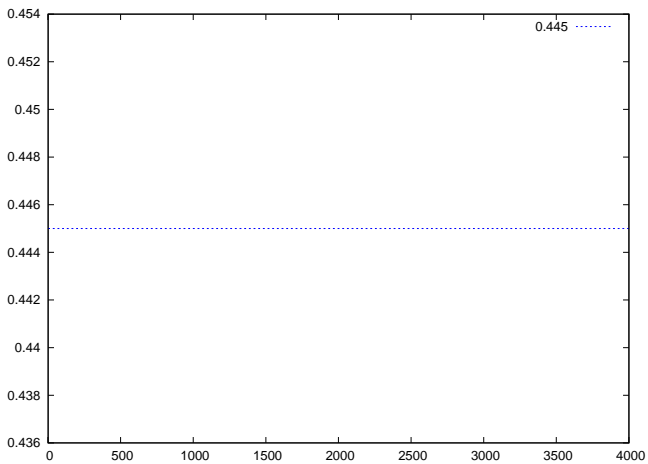
## From zero to recurrent



In the end “usually”:

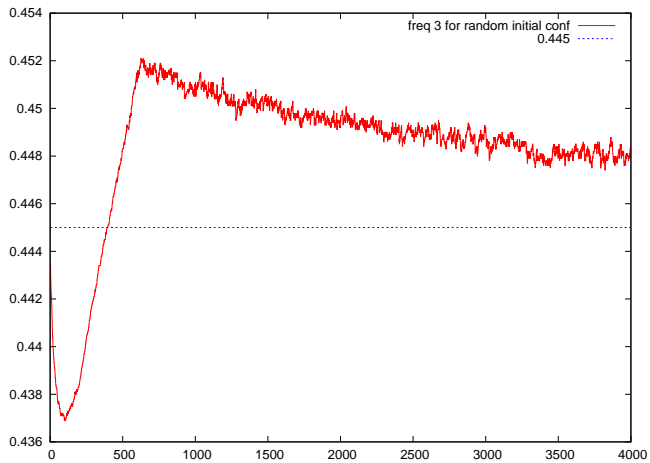
0	1	2	3
7.4%	17.4%	30.7%	44.5%

# From random to recurrent





# From random to recurrent



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## Less is known about the transient configurations.

- ▶ Partial orders?  
(such that adding sand always leads to confs. “upward”)
- ▶ Can one measure a “distance from the set of recurrent configurations”?  
(such that adding sand always decreases the “distance”)

▶ skip partial orders

## Partial orders on (transient) configurations

- ▶ reachability  $c \leq d \iff \exists e : c \oplus e = d$
- ▶ Def.:  $diff(c, d) = \mathbf{3} - (c \oplus (\mathbf{3} - d))$
- ▶ Fact:  $c \leq d \iff c \oplus diff(c, d) = d$
- ▶  $c \sqsubseteq d \iff diff(d, c) = \mathbf{0}$

## “Distance from recurrent configurations”

Consider 3-dim. case with 32 2-dim. layers:

- ▶ Problem instance: a transient configuration for that case
- ▶ Question: What is the minimum number of grains you have to add in order to reach a recurrent configuration?
- ▶ Theorem (M. Schulz, 2006):  
This problem is **NP-complete**.
- ▶ Proof: by reduction from 3SAT.



# Construction 2

One layer for each clause, e.g.  $x_1 \vee \bar{x}_2 \vee x_3$ :

		...		...		...		...		...		...		...		
		...	5	...	5	...	5	...	...	5	...	...	...	...		
		...	5	...	...	...	...	...	5	...	...	...	...	...		
		...	5	5	...	...	...	...	5	5	...	...	...	...		
		...	4	5	...	...	...	...	4	5	...	...	...	...		
		...	5	...	...	...	...	...	5	...	...	...	...	...		
		...	5	...	...	...	...	...	5	...	...	...	...	...		
		...	5	...	...	...	...	...	5	...	...	...	...	...		
		...	5	5	...	...	...	...	5	5	...	...	...	...		
		...	4	5	...	...	...	...	4	5	...	...	...	...		
		...	5	...	...	...	...	...	5	...	...	...	...	...		
		...	5	...	...	...	...	...	5	...	...	...	...	...		
		...	5	...	...	...	...	...	5	...	...	...	...	...		
		...	5	...	...	...	...	...	5	...	...	...	...	...		
5	...	5	5	5	5	...	5	5	5	5	...	5	5	5	0	0
	...	...	...	...	5	...	...	...	...	...	...	5	5	...	...	
	...	...	...	...	5	...	...	...	...	...	...	...	...	...	...	
	...	...	...	...	5	...	...	...	...	...	...	...	...	...	...	
	...	...	...	...	4	5	...	...	...	...	...	...	...	...	...	
	...	...	...	...	5	5	...	...	...	...	...	...	...	...	...	
	...	...	...	...	5	...	...	...	...	...	...	...	...	...	...	
	...	...	...	...	5	...	...	...	...	...	...	...	...	...	...	
	...	...	...	...	5	...	...	...	...	...	...	...	...	...	...	
	...	...	...	...	4	5	...	...	...	...	...	...	...	...	...	
	...	...	...	...	5	5	...	...	...	...	...	...	...	...	...	
	...	...	...	...	5	...	...	...	...	...	...	...	...	...	...	
	...	...	...	...	5	...	...	...	...	...	...	...	...	...	...	
...	...	5	...	...	5	...	...	...	5	...	...	...	...	...	...	

## Question 3

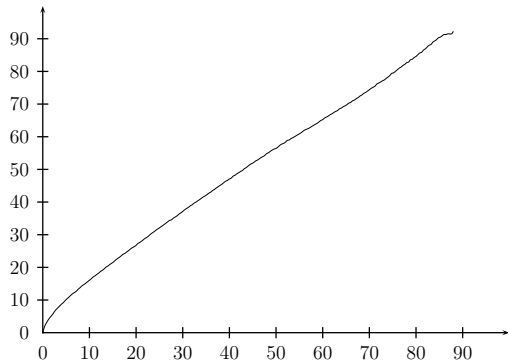
Is the problem NP-complete for 2-dimensional CA?

▶ skip another measure



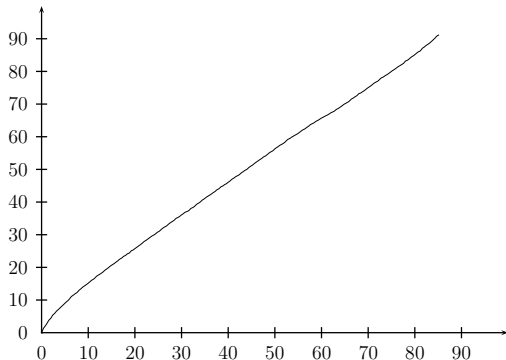
## Another measure

►  $m(c) = \text{grains}(\mathbf{id}) - \text{grains}(\text{diff}(c, c \oplus \mathbf{id}))$



## Another measure

►  $m(c) = \text{grains}(\mathbf{id}) - \text{grains}(\text{diff}(c, c \oplus \mathbf{id}))$



# Outlook

- ▶ M. Schulz is now looking for CA with only 2 states showing “similar” behavior (at least for asynchronous updating).

Thank you very much for your attention.