

# ***Percolation theory***

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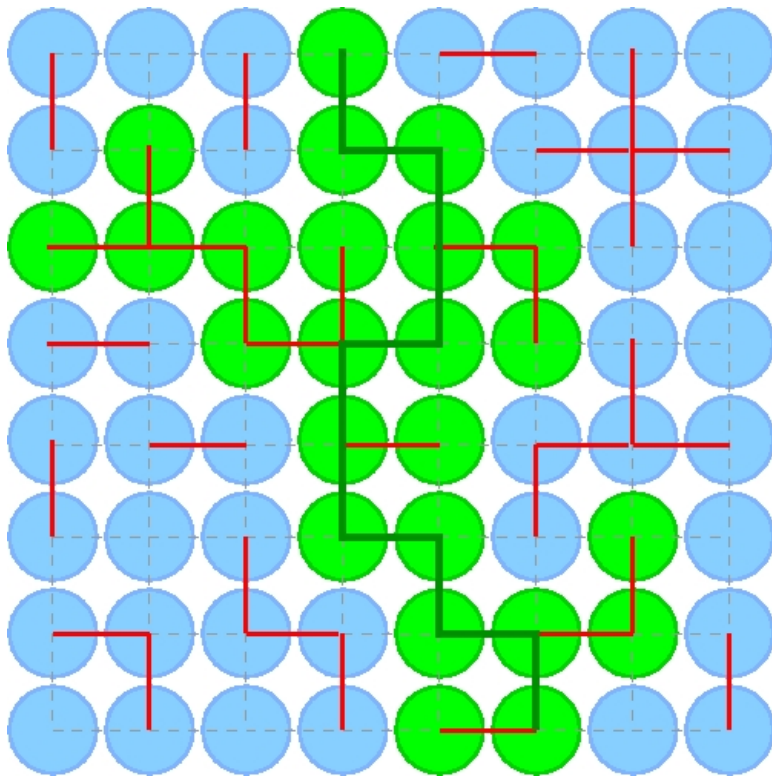
Centro de Física Teórica e Computacional, Universidade de Lisboa, Portugal

*<http://www.namaraujo.net>*

# Percolation model

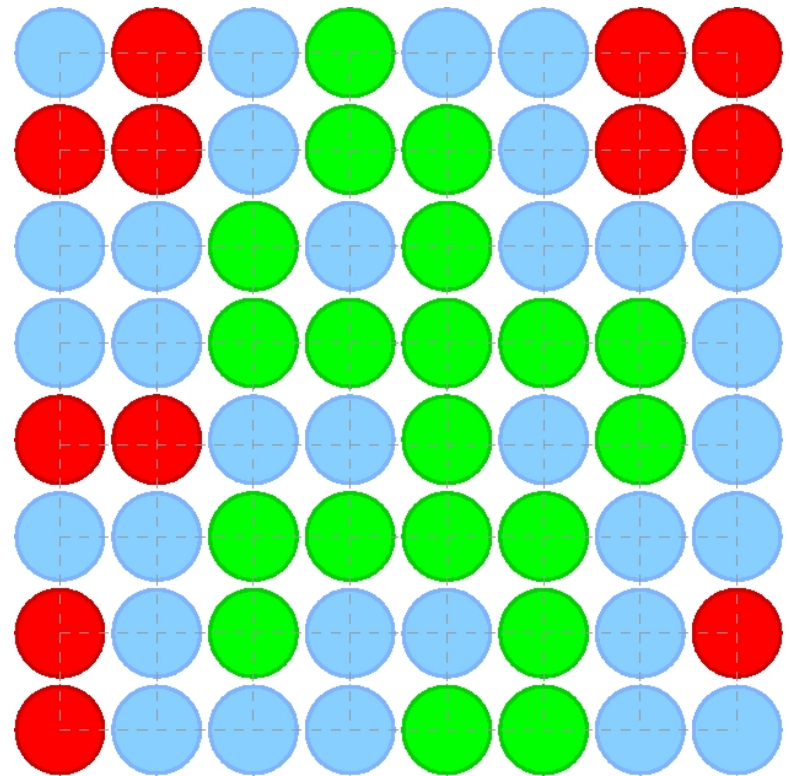
$$p^O (1-p)^E$$

*Bonds*



$$2^{N_{\text{Bonds}}}$$

*Sites*

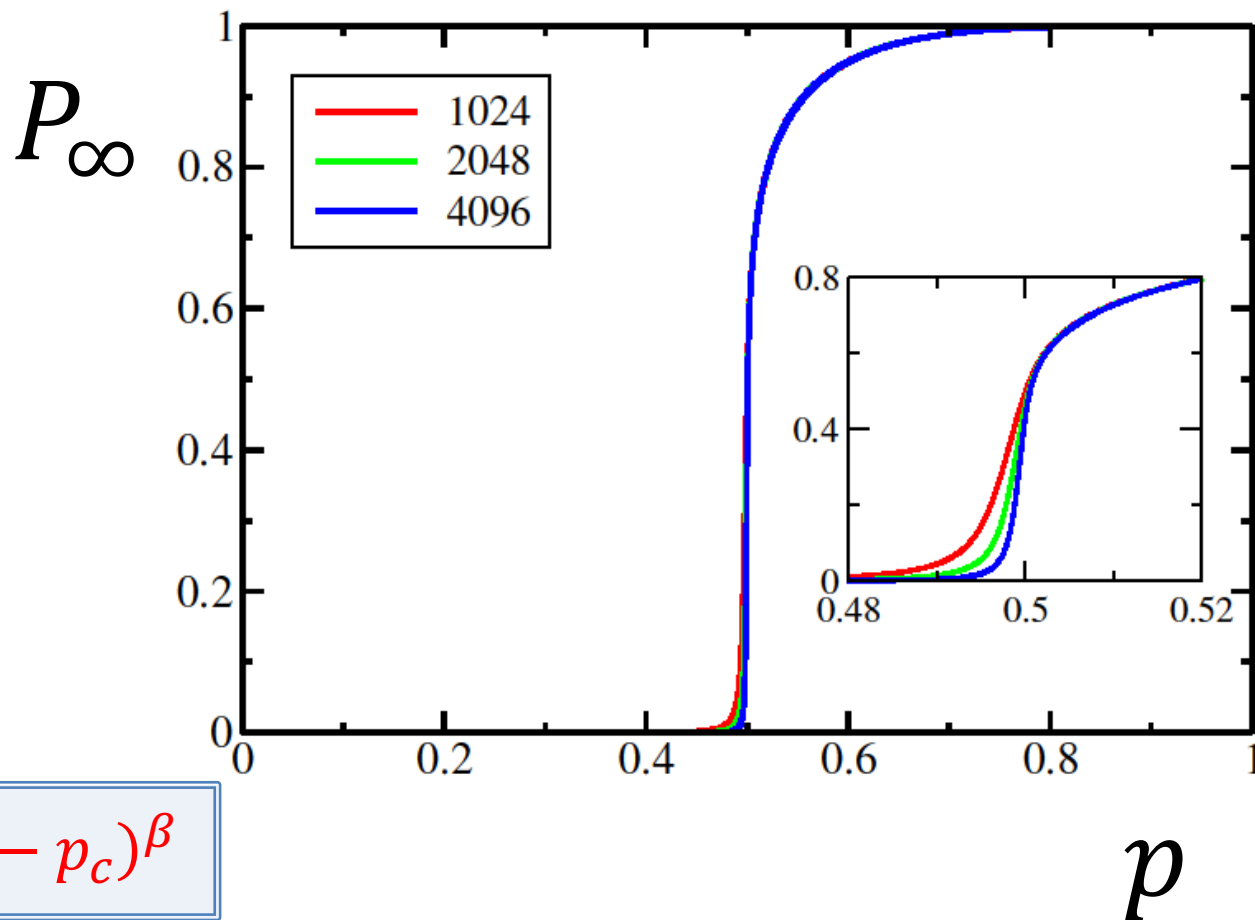


$$2^{N_{\text{Sites}}}$$

# Percolation model

*order parameter*

$$P_{\infty} = \frac{S_{max}}{N}$$



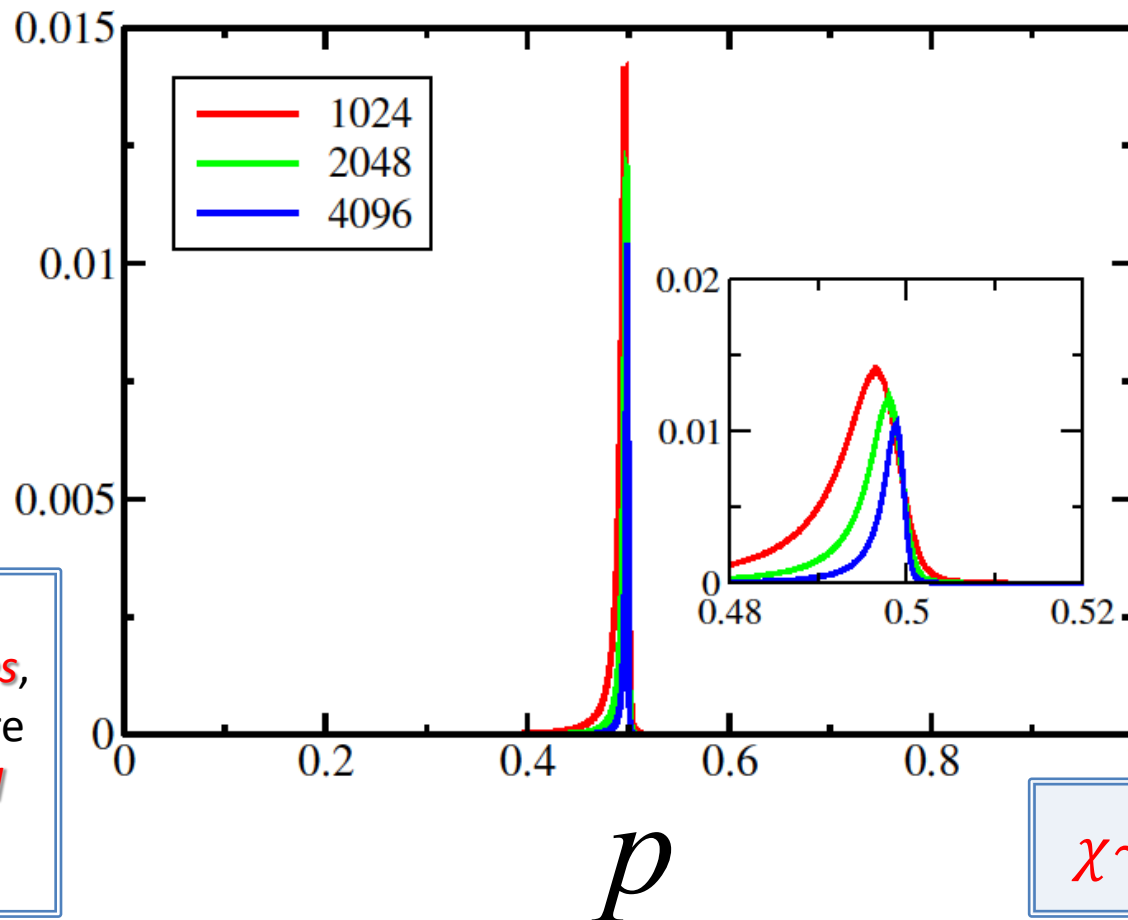
$$P_{\infty} \sim (p - p_c)^{\beta}$$

# Percolation model

*fluctuations (mean cluster size)*

$$\chi = \frac{1}{N} \sum_{i \neq \max} s_i^2$$

$$\frac{\chi}{N}$$

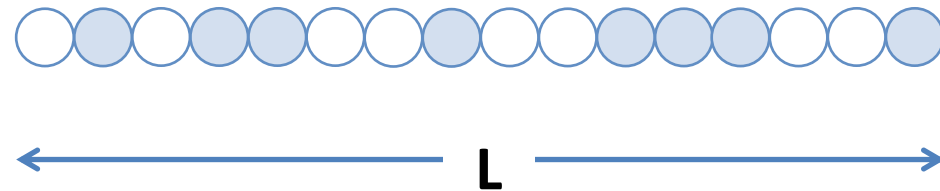


*Mean cluster size*  
when *occupied sites*,  
and not clusters, are  
*selected with equal*  
*probability*.

$$\chi \sim (p_c - p)^{-\gamma}$$

# Exact solution in one dimension

## *cluster number density*



$p$  occupied  
 $1-p$  empty

*Cluster number frequency:*

$$N(s, p; L) = L(1 - p)^2 p^s$$

Probability that a site belongs to a cluster of size  $s$ :

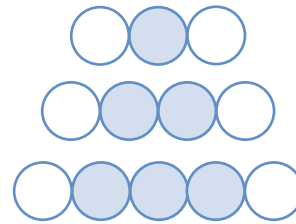
$$s = 1: (1 - p)p(1 - p) = p(1 - p)^2$$

$$s = 2: 2(1 - p)p^2(1 - p) = 2p^2(1 - p)^2$$

$$s = 3: 3(1 - p)p^3(1 - p) = 3p^3(1 - p)^2$$

...

$$s(1 - p)p^s(1 - p) = sp^s(1 - p)^2$$



*Cluster number density:*

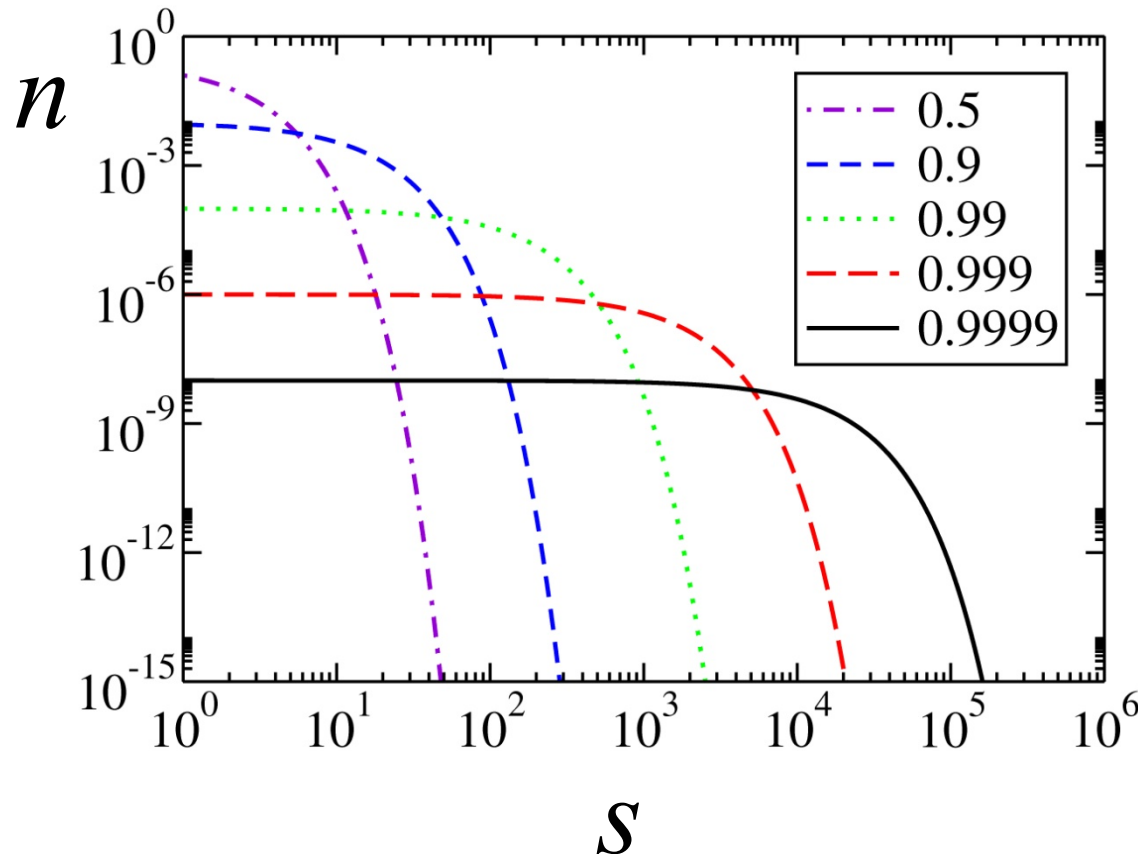
$$n(s, p) = \frac{N(s, p; L)}{L}$$

$$n(s, p) = (1 - p)^2 p^s$$

# Exact solution in one dimension

## *cluster number density*

$$n(s, p) = (1 - p)^2 p^s$$



$$\begin{aligned} n(s, p) &= (1 - p)^2 p^s \\ &= (1 - p)^2 \exp(\ln p^s) \\ &= (1 - p)^2 \exp(s \ln p) \\ &= (1 - p)^2 \exp(-s/s_\xi) \end{aligned}$$

$$s_\xi = -\frac{1}{\ln p}$$

$$s_\xi \sim (1 - p)^{-1}$$

# Exact solution in one dimension

## *cluster number density and fluctuations*

Probability that a site belongs to a cluster of size  $s$ :  $sn(s, p) = s(1 - p)^2 p^s$

$$p < p_c$$

$$\sum_s sn(s, p) = \sum_s s(1 - p)^2 p^s = p$$

$$p > p_c$$

$$P_\infty + \sum_{s=1}^{\infty} sn(s, p) = p$$

$$p < p_c$$

$$\chi(p) = \frac{\sum_s s^2 n(s, p)}{\sum_s sn(s, p)} = \frac{1 + p}{1 - p}$$

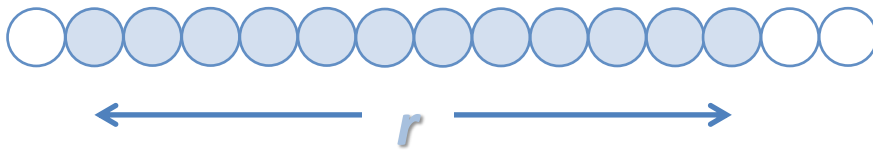
$$\chi(p) \sim (1 - p)^{-1}$$

$$p < p_c$$

# Exact solution in one dimension

## *correlations*

Probability that two sites at a distance  $r$  are connected:

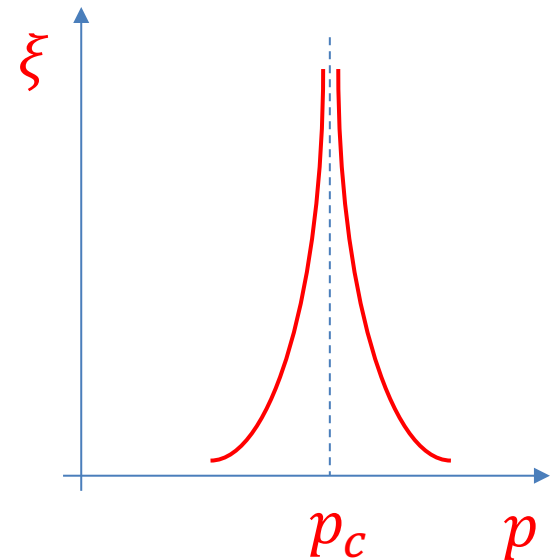


$$g(r) = p^r$$

$$g(r) = \exp\left(-\frac{r}{\xi}\right)$$

$$\xi = -\frac{1}{\ln p}$$

$$\xi \sim \frac{1}{(p_c - p)}$$





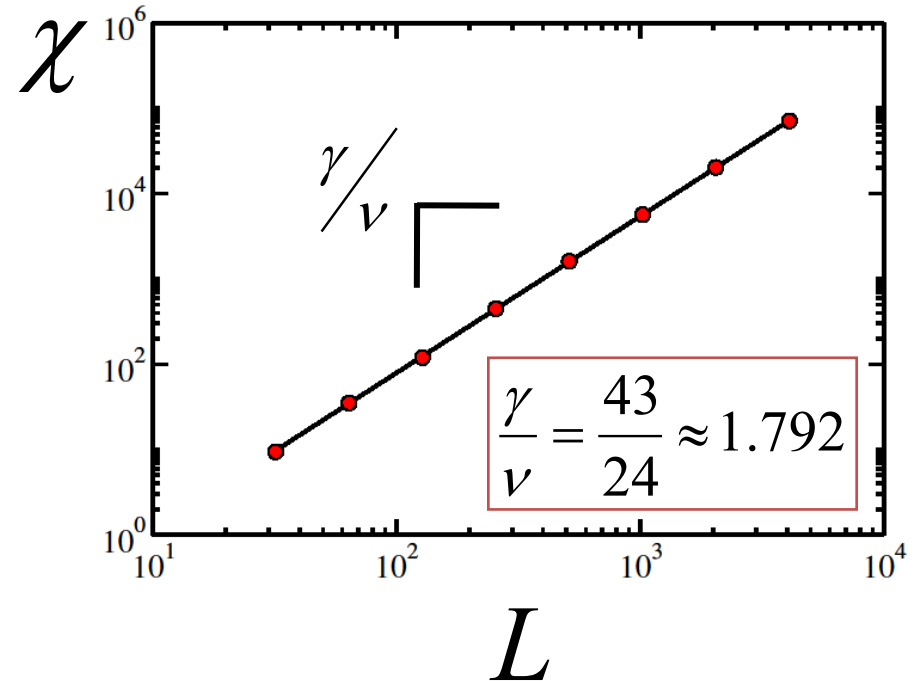
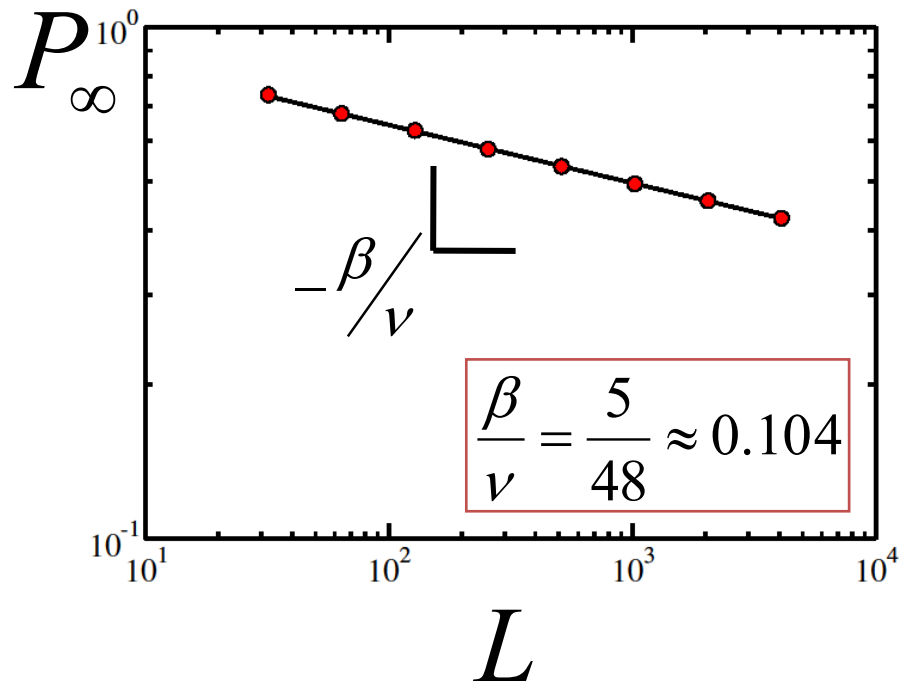
# Percolation threshold

$$\xi \sim (p_c - p)^{-\nu}$$

## *order parameter and fluctuations*

$$P_\infty \sim (p - p_c)^\beta \sim \begin{cases} \xi^{-\beta/\nu}, & L \gg \xi \\ L^{-\beta/\nu}, & 1 \ll L \ll \xi \end{cases}$$

$$\chi \sim (p - p_c)^{-\gamma} \sim \begin{cases} \xi^{\gamma/\nu}, & L \gg \xi \\ L^{\gamma/\nu}, & 1 \ll L \ll \xi \end{cases}$$



# Percolation threshold

*finite-size scaling*

$$\mathcal{O}(\ell \varepsilon, \ell^{-\nu} L, \ell^{1/\delta} h) = \ell^a \mathcal{O}(\varepsilon, L, h)$$

$$\ell = L^{1/\nu}, a = \beta, h = 0$$

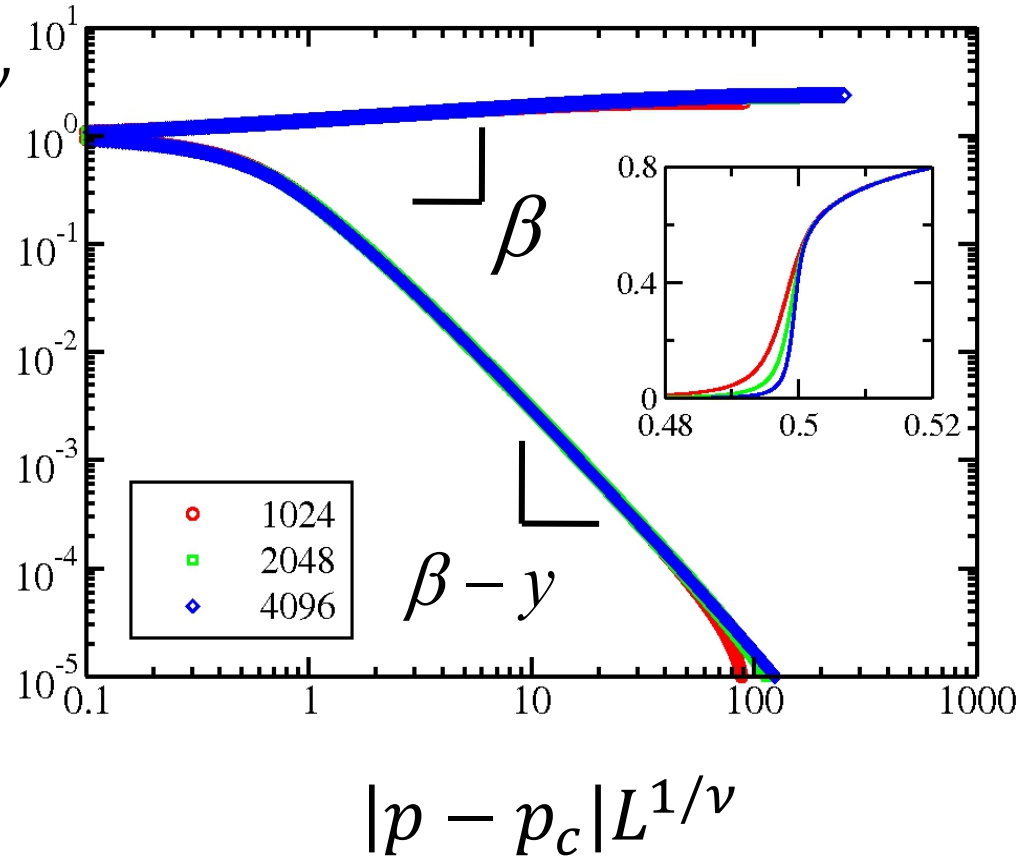
$$\varepsilon = p - p_c$$

$$P_\infty(\varepsilon L^{1/\nu}, 1, 0) = L^{\beta/\nu} P_\infty(\varepsilon, L, 0)$$

$$P_\infty L^{\beta/\nu}$$

$$P_\infty = L^{-\frac{\beta}{\nu}} \mathcal{F}[(p - p_c) L^{1/\nu}]$$

$$\mathcal{F}[x] \sim x^\beta, x \gg 1$$



# Percolation threshold

*finite-size scaling*  $\mathcal{O}(\ell \varepsilon, \ell^{-\nu} L, \ell^{1/\delta} h) = \ell^a \mathcal{O}(\varepsilon, L, h)$

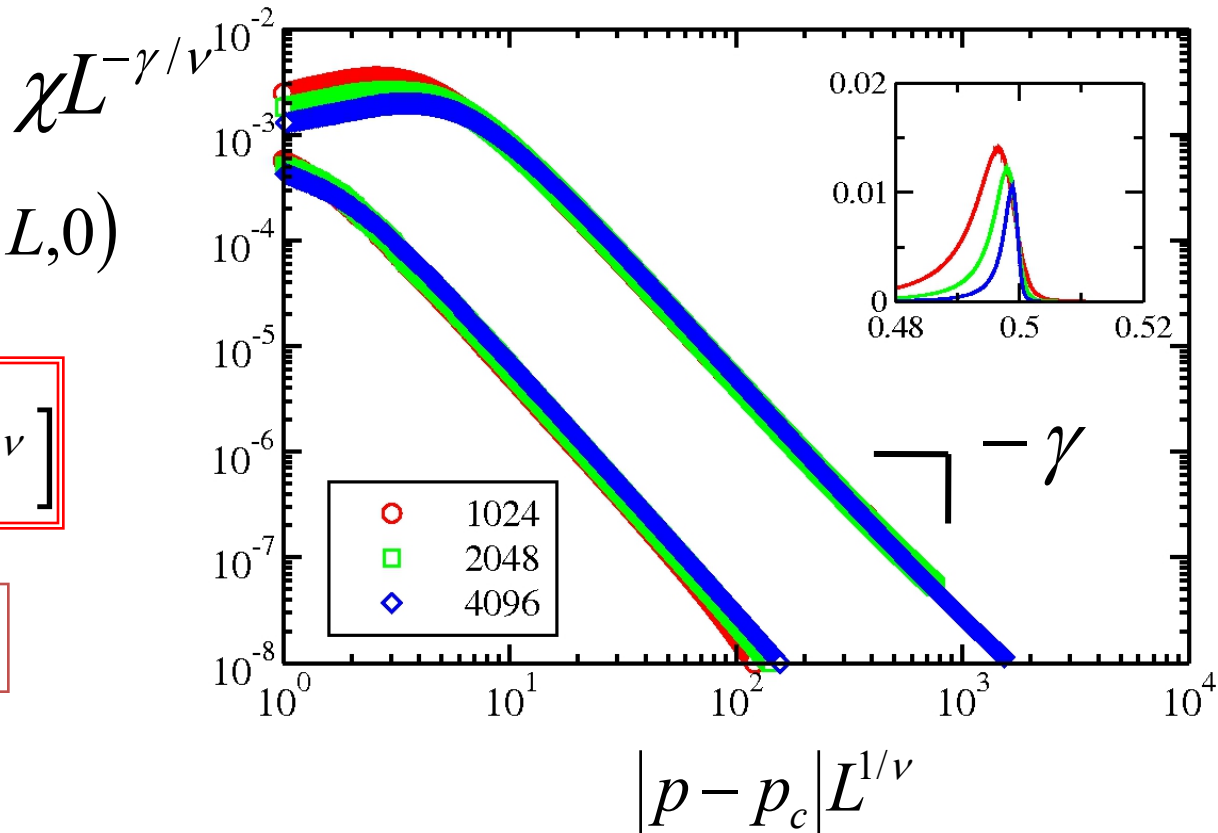
$$\ell = L^{1/\nu}, a = -\gamma, h = 0$$

$$\varepsilon = p - p_c$$

$$\chi(\varepsilon L^{1/\nu}, 1, 0) = L^{-\gamma/\nu} \chi(\varepsilon, L, 0)$$

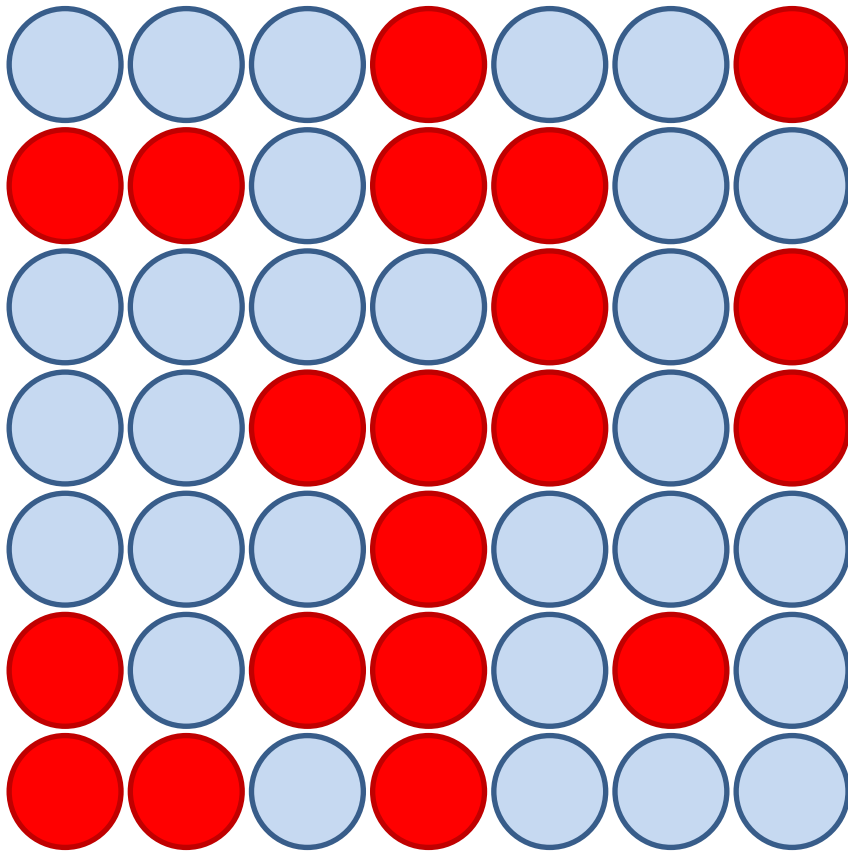
$$\chi = L^{\frac{\gamma}{\nu}} \mathcal{F}[(p - p_c) L^{1/\nu}]$$

$$\mathcal{F}[x] \sim x^{-\gamma}, x \gg 1$$



# Algorithms

*generate canonical configurations*



For each site  $i$ :

1. random number  $\varepsilon$ ;

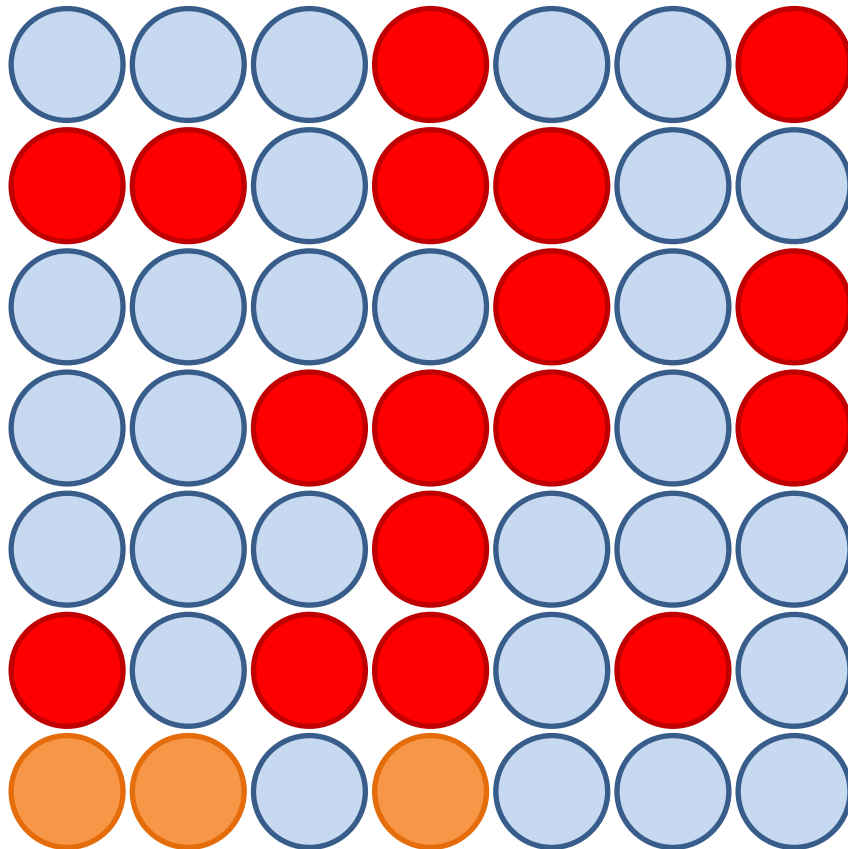
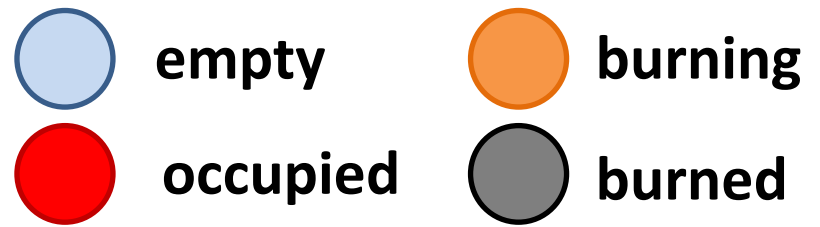
2. if

$\varepsilon < p$ :  $i$  is **occupied**;

else:  $i$  is **empty**.

# Algorithms

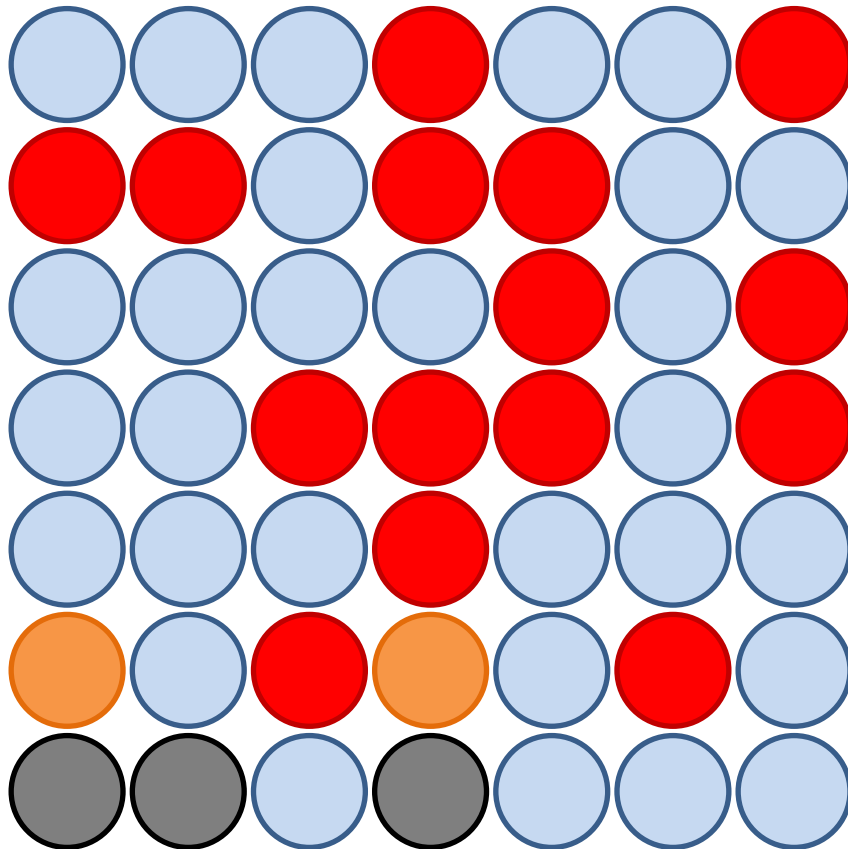
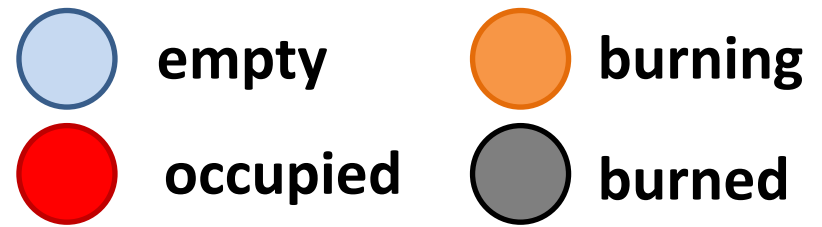
## *Burning method*



1. set first row **burning**;

# Algorithms

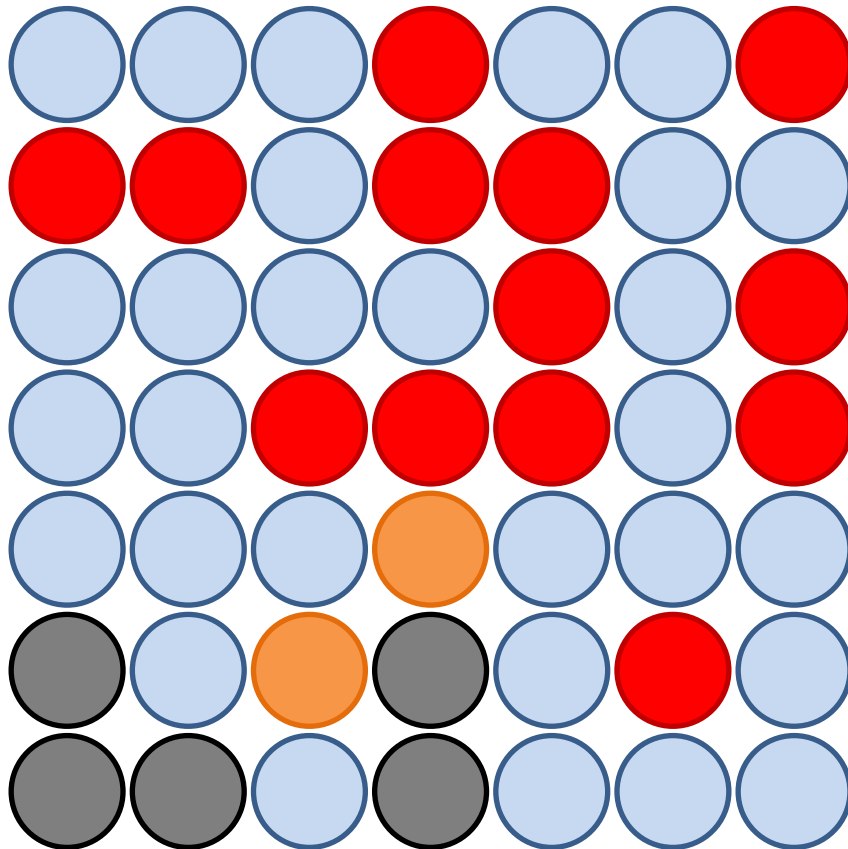
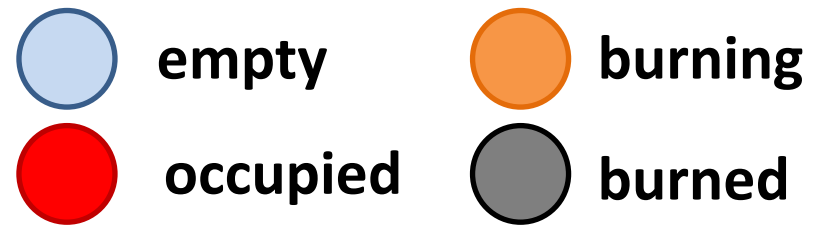
## *Burning method*



1. set first row **burning**;
2. set neighbors of **burning** to **burning** and **burning** to **burned**;

# Algorithms

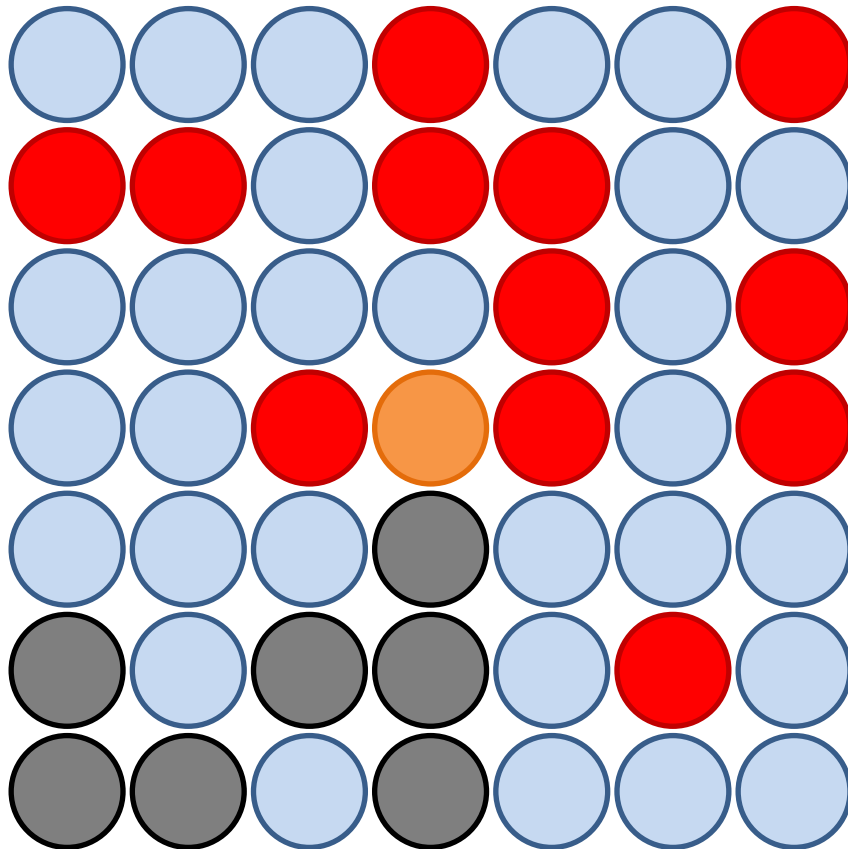
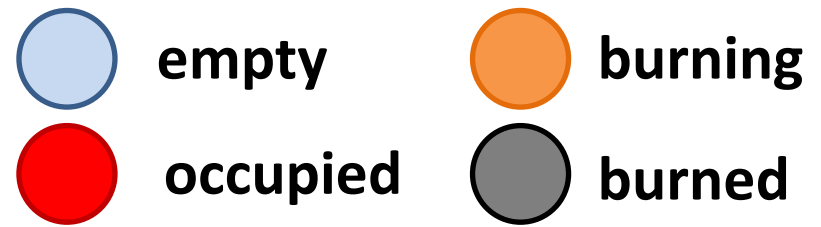
## *Burning method*



1. **set first row burning;**
2. **set neighbors of burning to burning and burning to burned;**
3. **repeat until everything is burned.**

# Algorithms

## *Burning method*

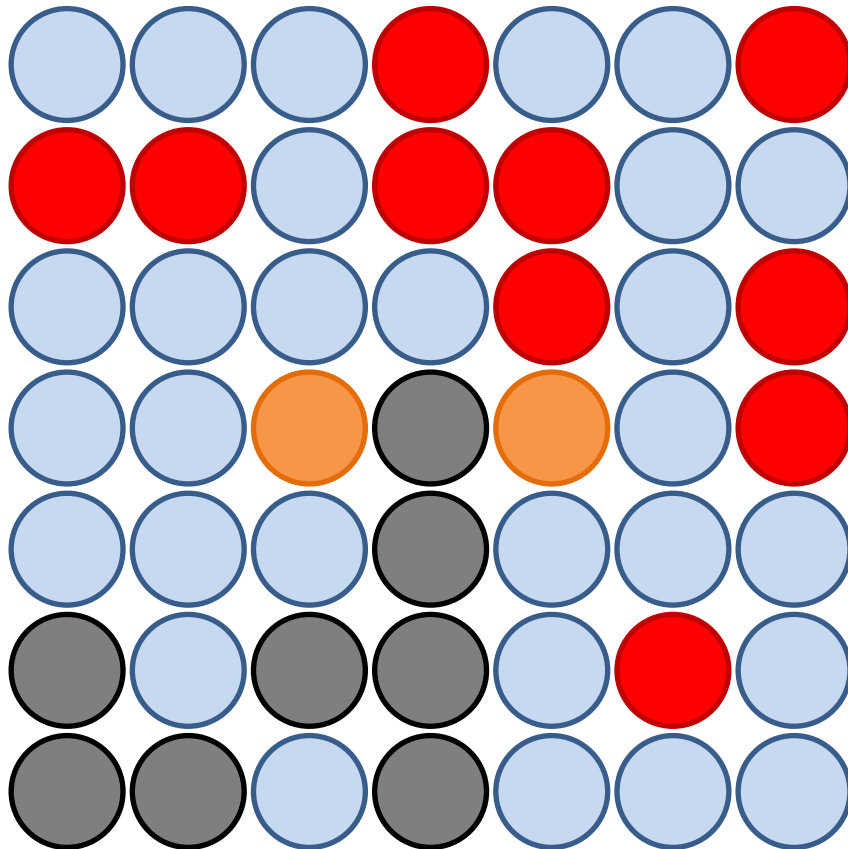
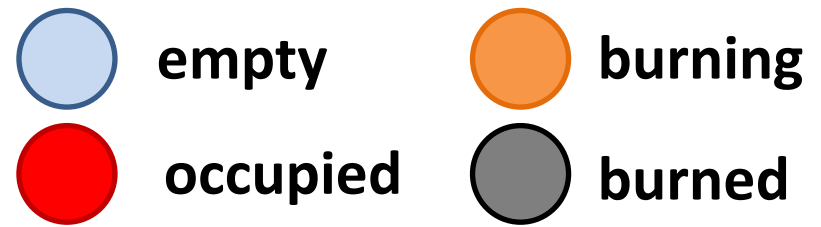


1. **set first row burning;**
2. **set neighbors of burning to burning and burning to burned;**
3. **repeat until everything is burned.**



# Algorithms

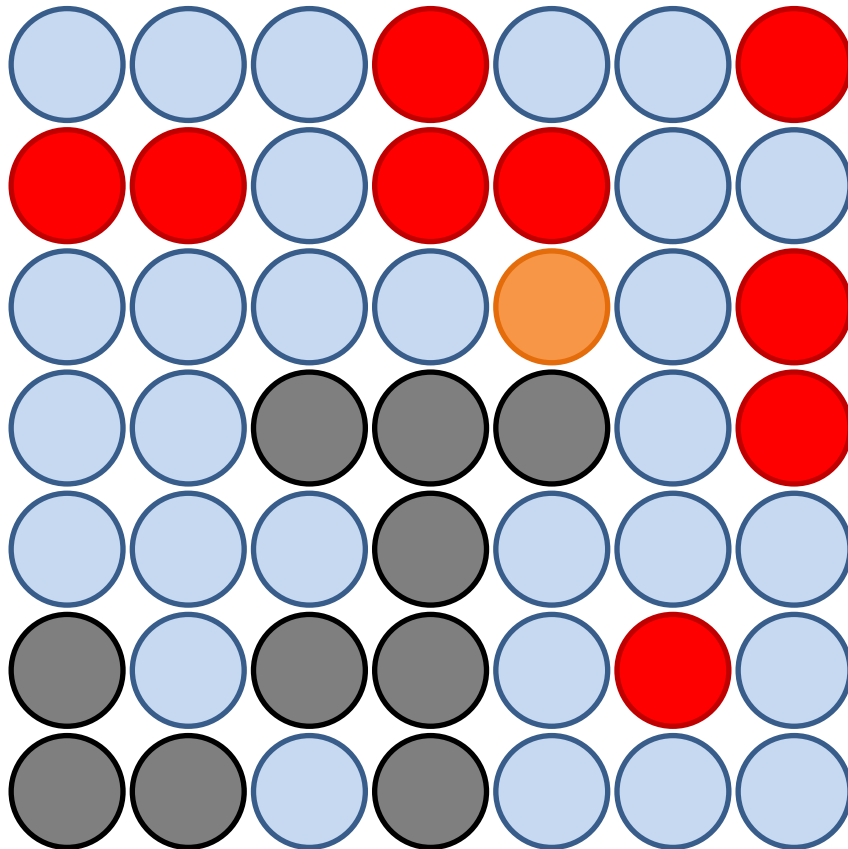
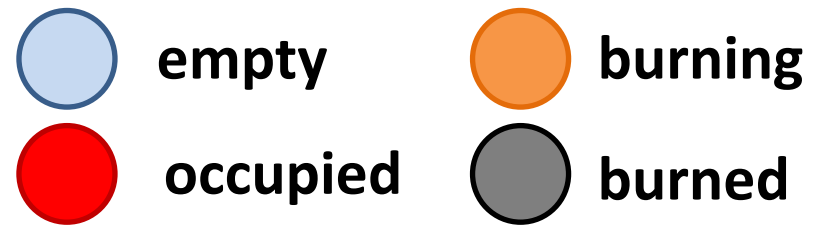
## *Burning method*



1. **set first row burning;**
2. **set neighbors of burning to burning and burning to burned;**
3. **repeat until everything is burned.**

# Algorithms

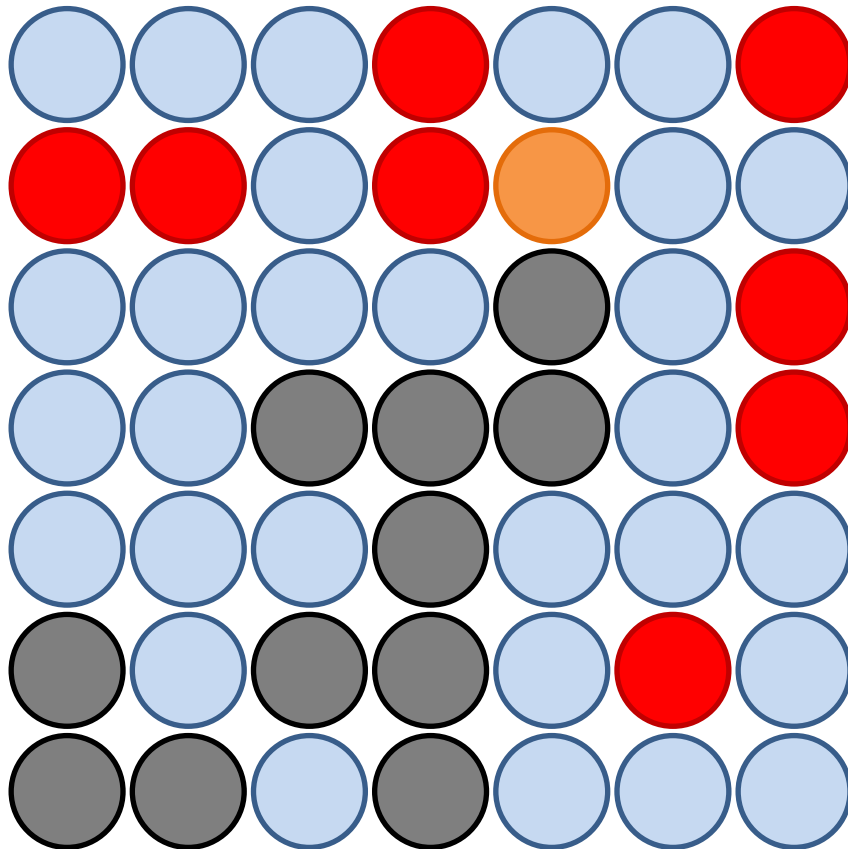
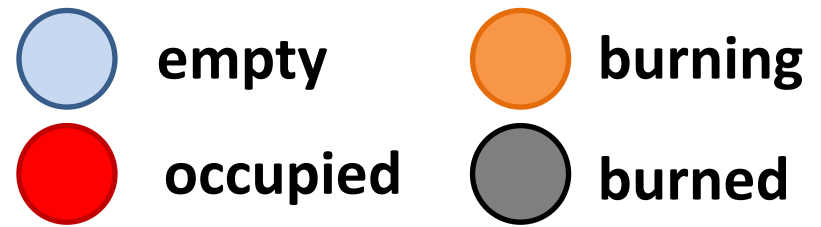
## *Burning method*



1. **set first row burning;**
2. **set neighbors of burning to burning and burning to burned;**
3. **repeat until everything is burned.**

# Algorithms

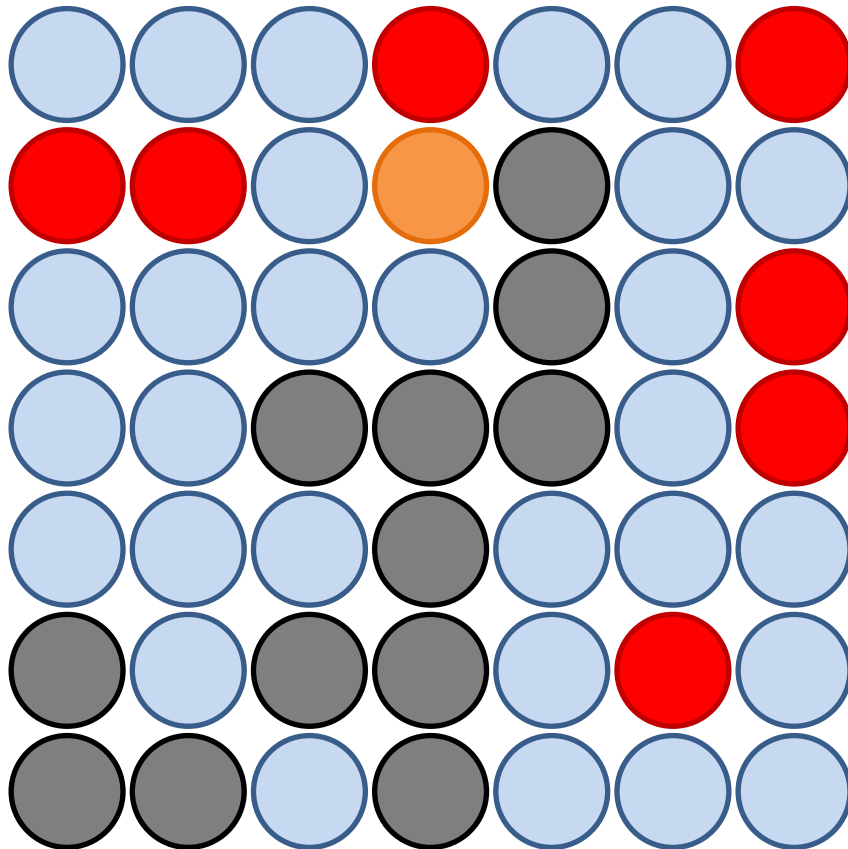
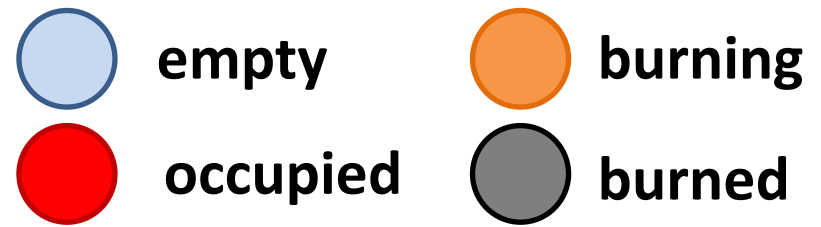
## *Burning method*



1. **set first row burning;**
2. **set neighbors of burning to burning and burning to burned;**
3. **repeat until everything is burned.**

# Algorithms

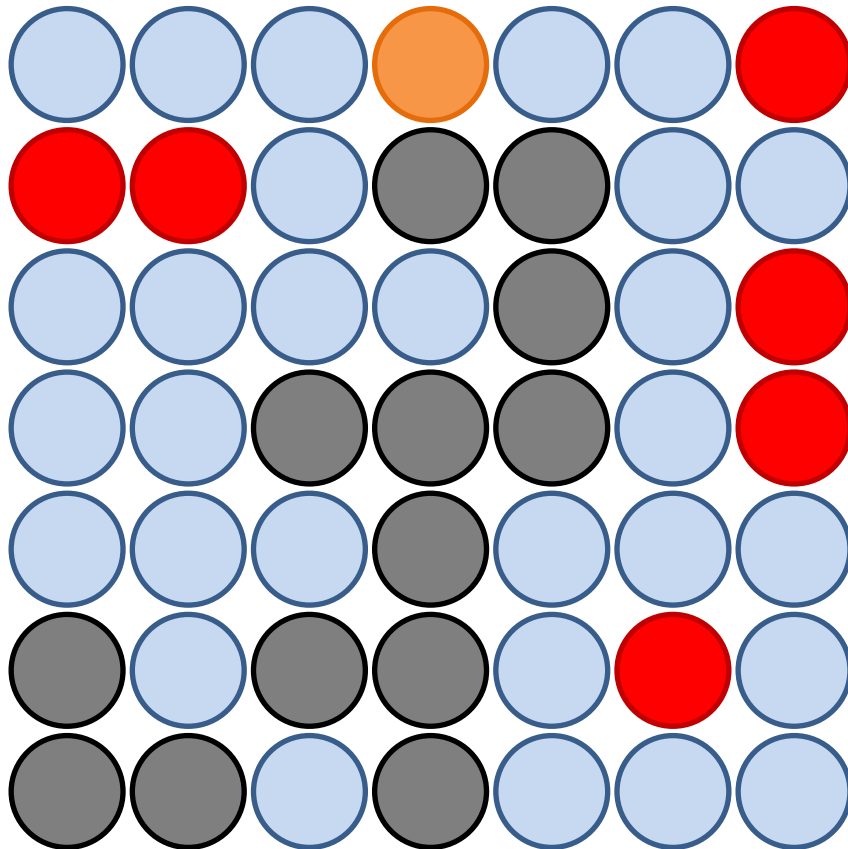
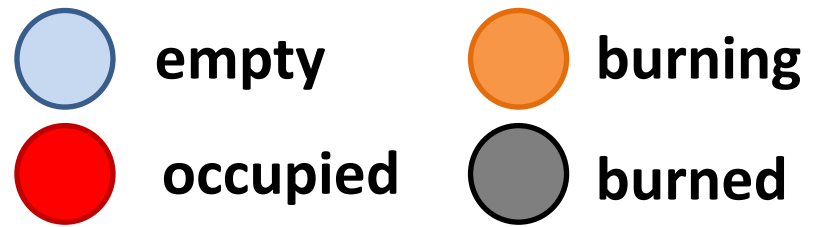
## *Burning method*



1. **set first row burning;**
2. **set neighbors of burning to burning and burning to burned;**
3. **repeat until everything is burned.**

# Algorithms

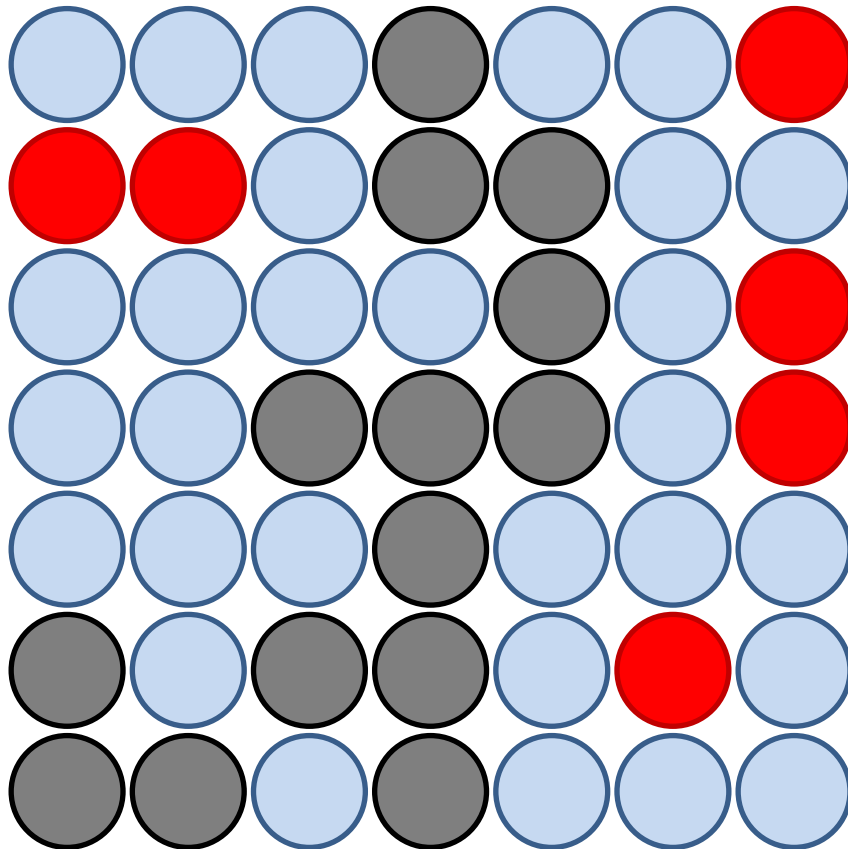
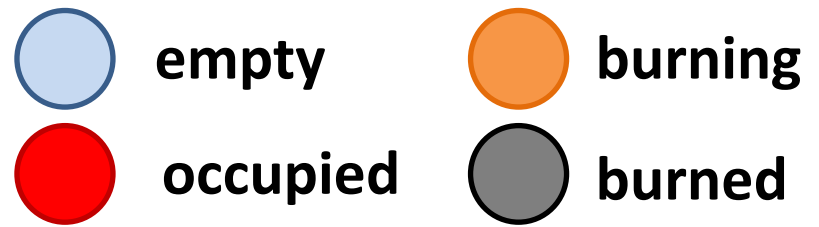
## *Burning method*



1. **set first row burning;**
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3. **repeat until everything is burned.**

# Algorithms

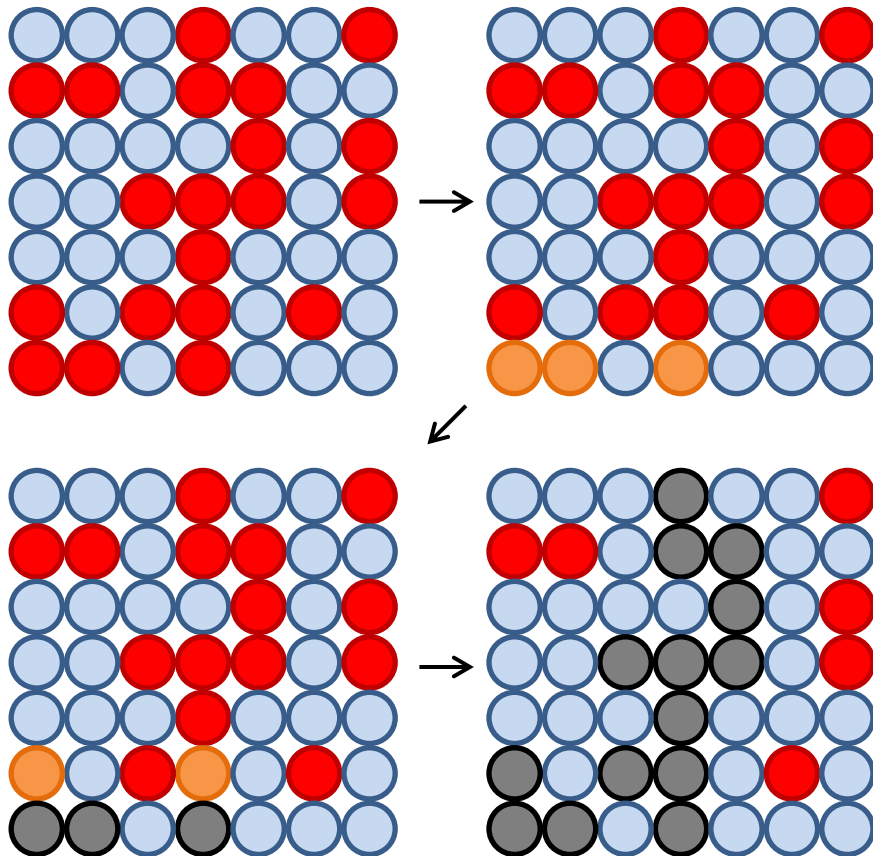
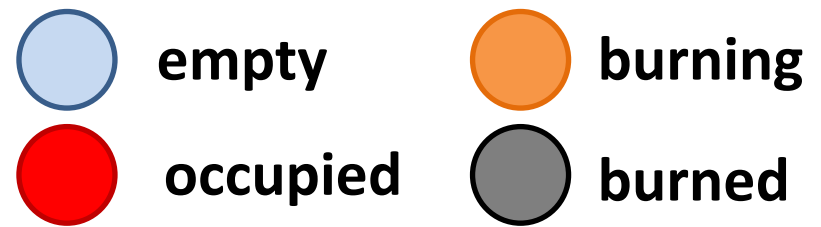
## *Burning method*



1. **set first row burning;**
2. **set neighbors of burning to burning and burning to burned;**
3. **repeat until everything is burned.**

# Algorithms

## *Burning method*



*One can determine if the set of occupied sites percolates or not.*

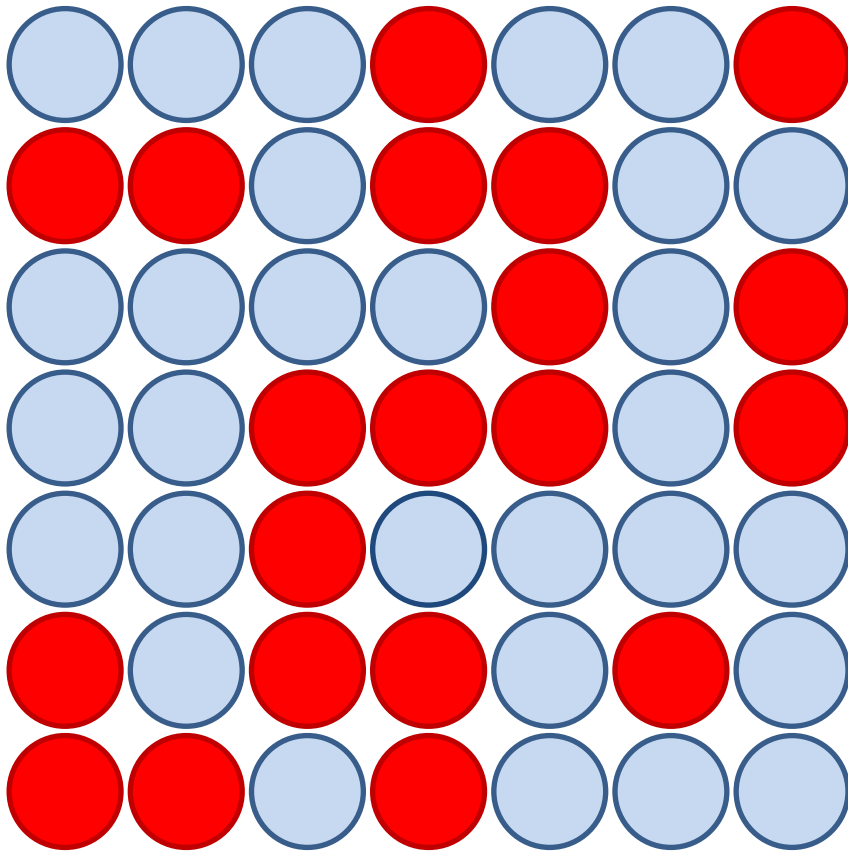
*Number of clusters and cluster-size distribution?*

# Algorithms

## *Hoshen and Kopelman*

$$k = 2$$

$$M(k) = 0$$

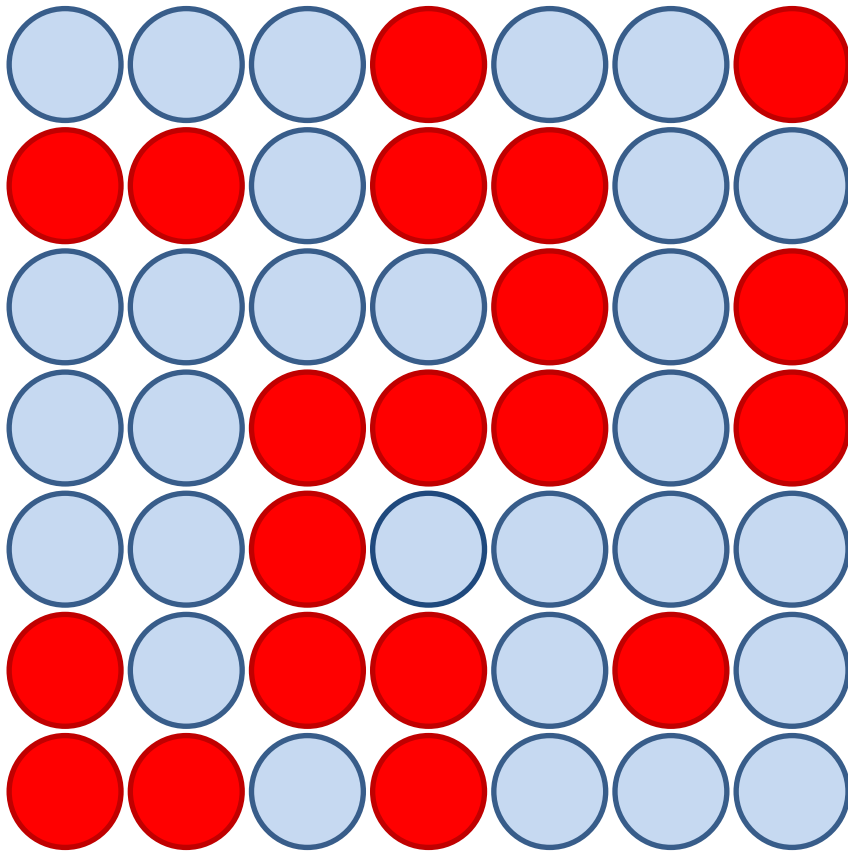


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right bottom to top**;
3. **only** verify **left** and **bottom** neighbors.



# Algorithms

## *Hoshen and Kopelman*

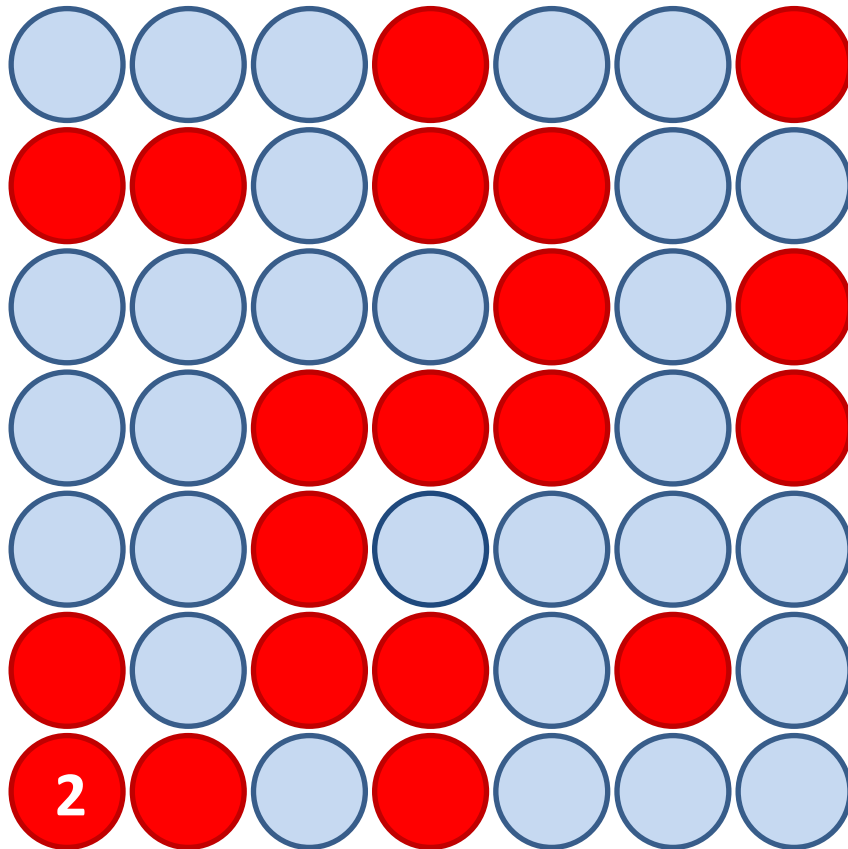


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	0

# Algorithms

## *Hoshen and Kopelman*

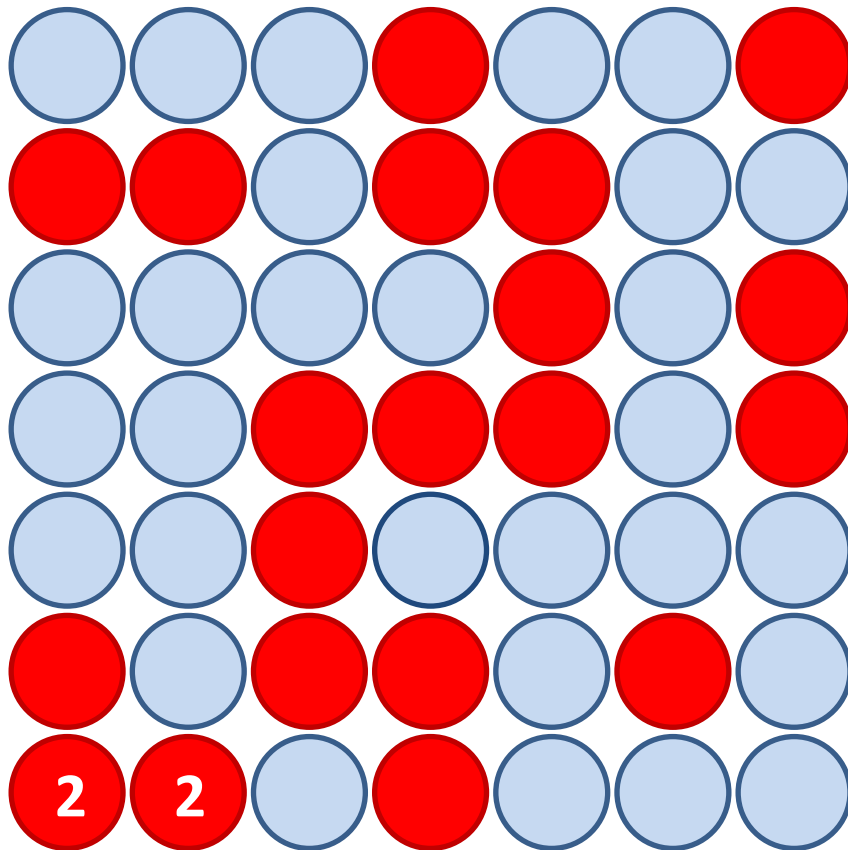


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	1

# Algorithms

## *Hoshen and Kopelman*

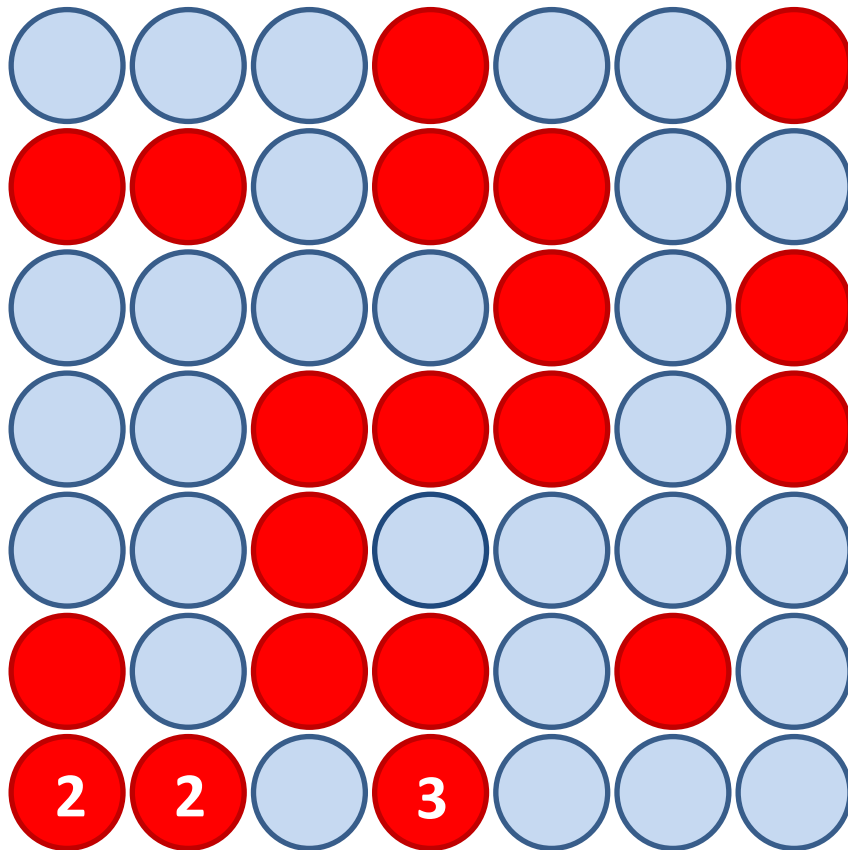


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right**  
**bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	2

# Algorithms

## *Hoshen and Kopelman*

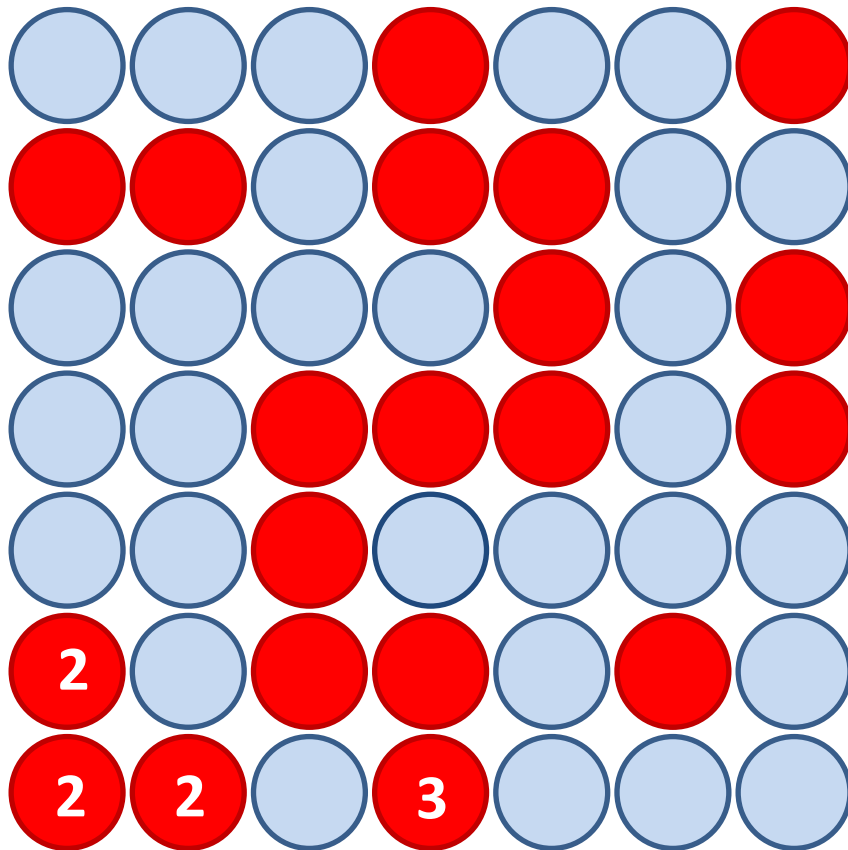


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2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	2
3	1

# Algorithms

## *Hoshen and Kopelman*

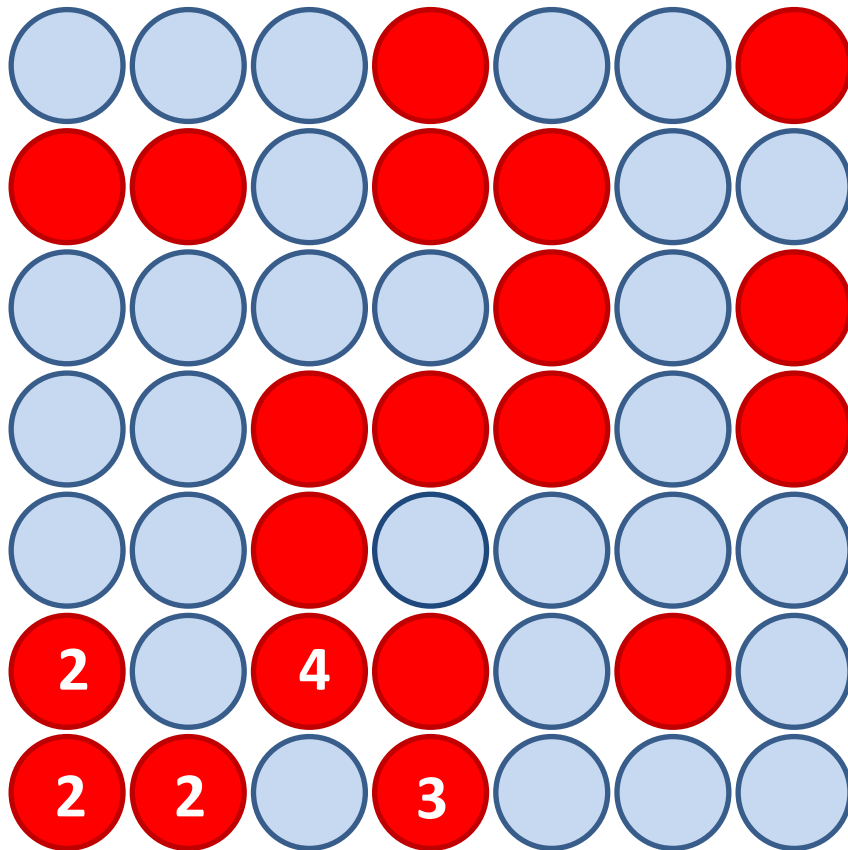


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	1

# Algorithms

## *Hoshen and Kopelman*

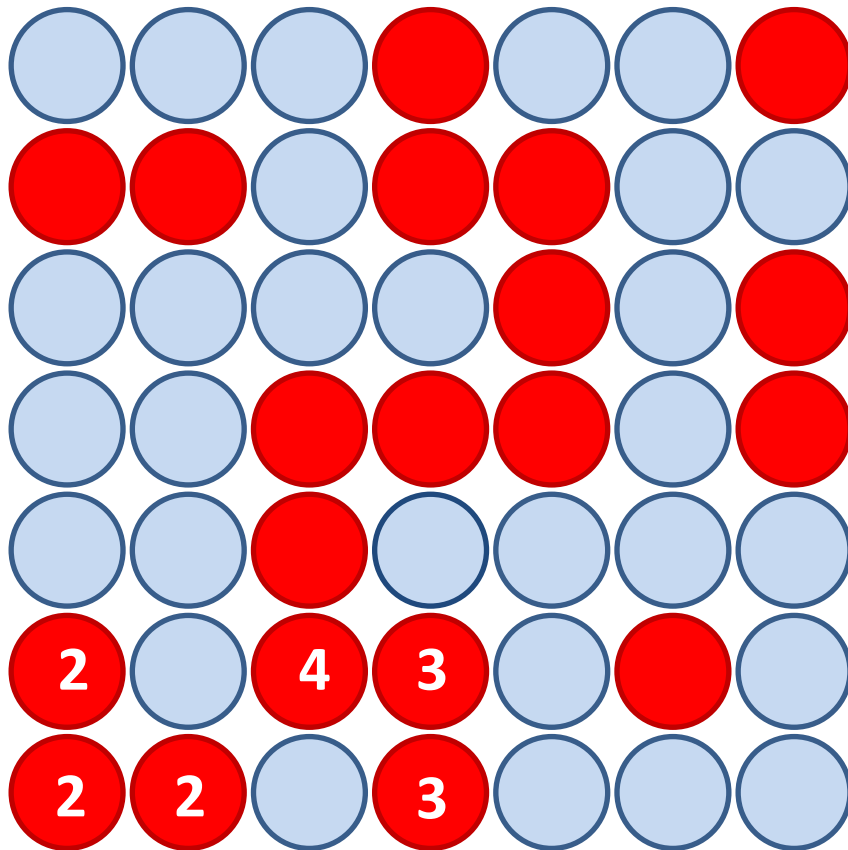


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	1
4	1

# Algorithms

## *Hoshen and Kopelman*

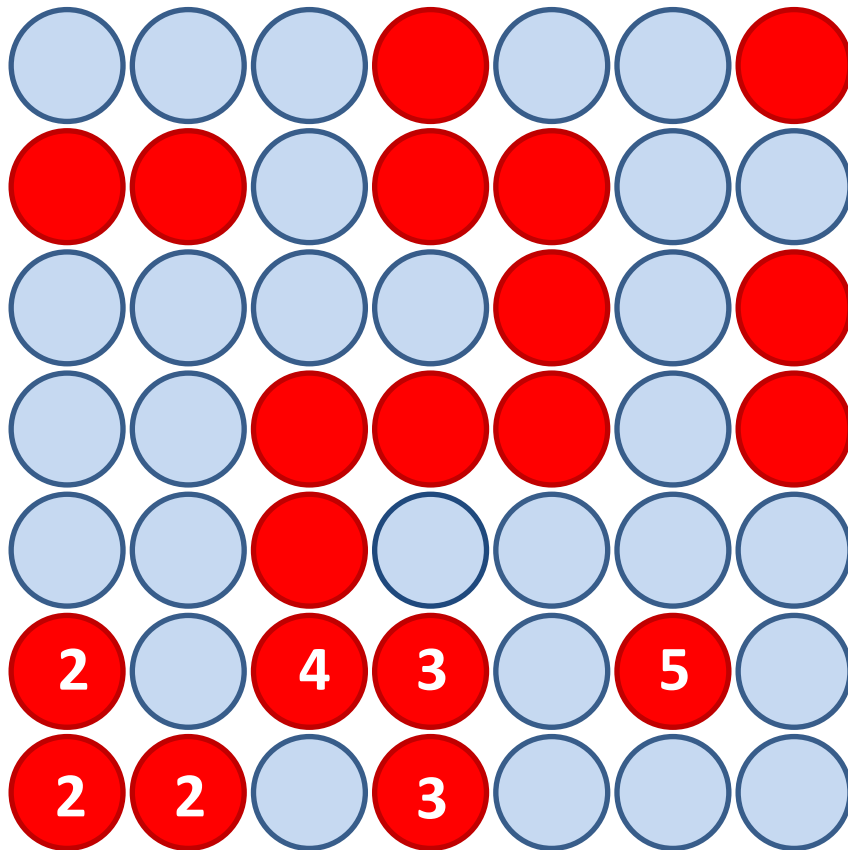


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	3
4	-3

# Algorithms

## *Hoshen and Kopelman*



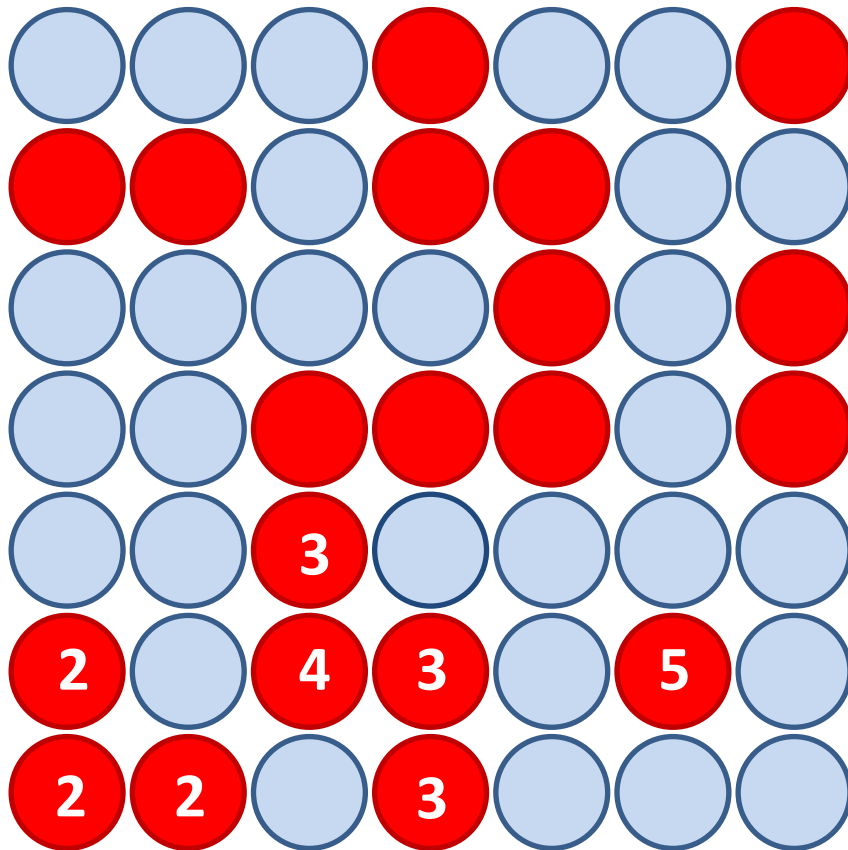
1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	3
4	-3
5	1



# Algorithms

## *Hoshen and Kopelman*

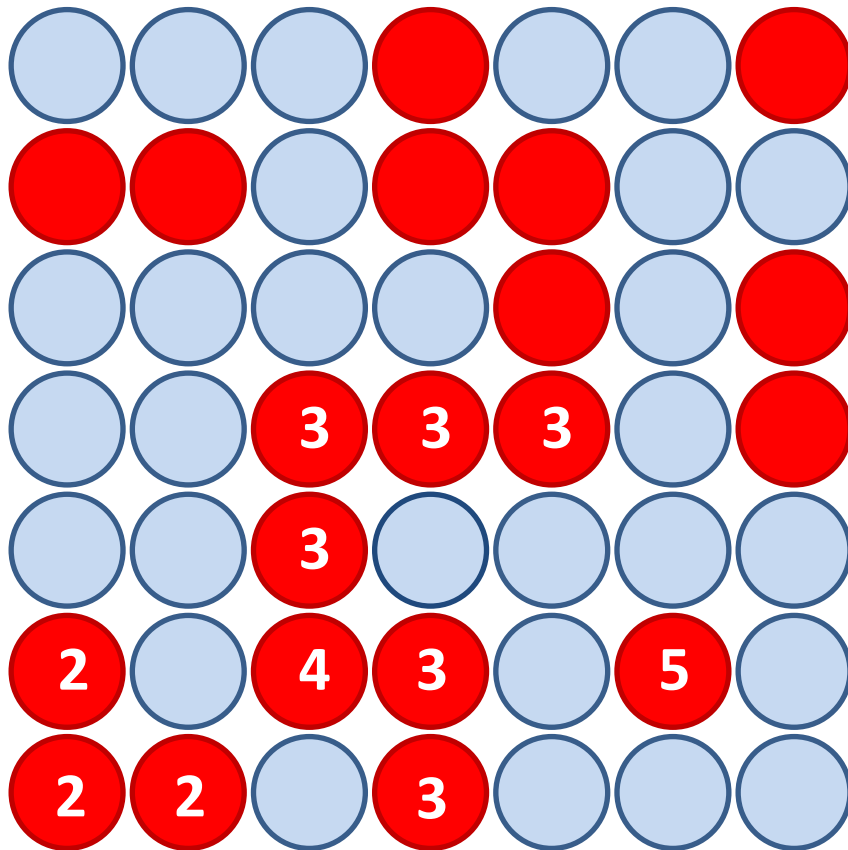


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	4
4	-3
5	1

# Algorithms

## *Hoshen and Kopelman*

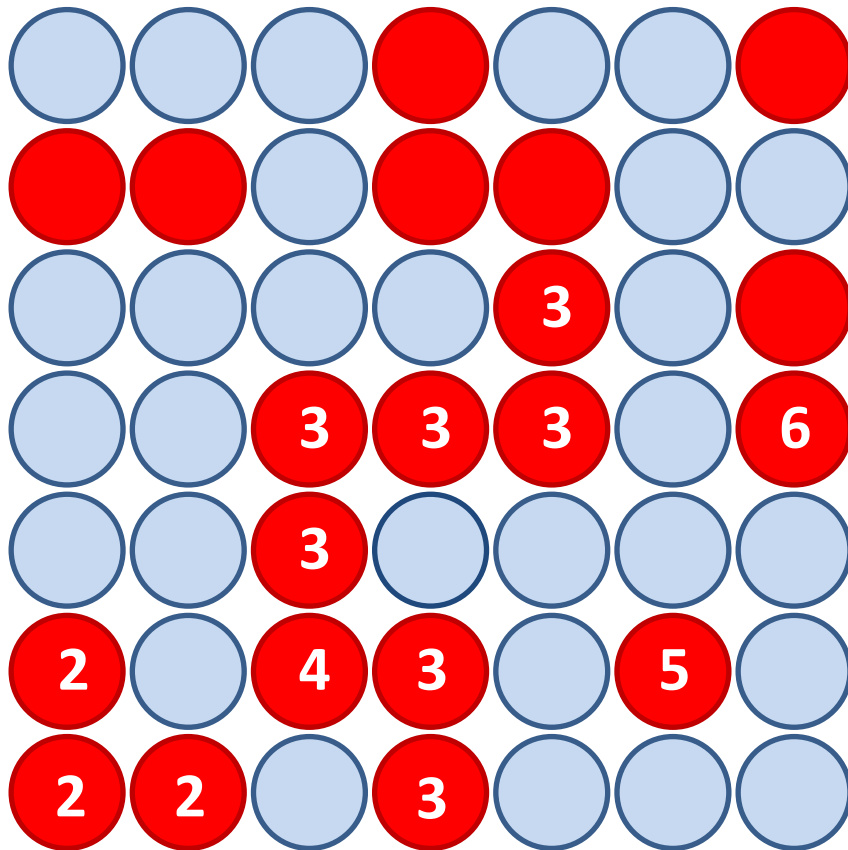


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	7
4	-3
5	1

# Algorithms

## *Hoshen and Kopelman*

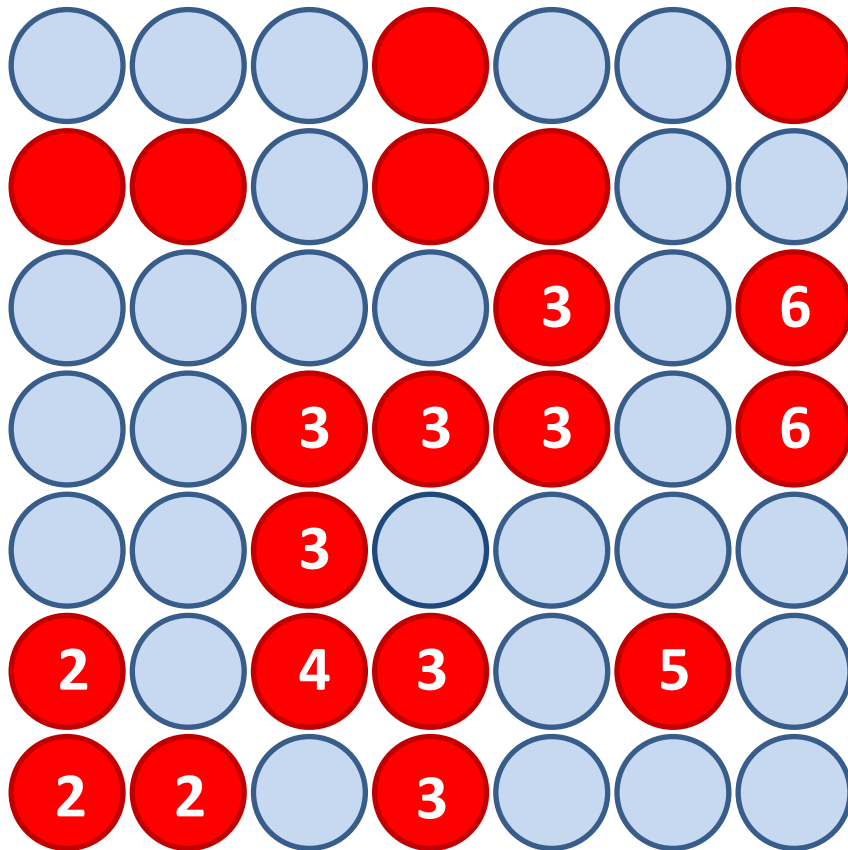


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	8
4	-3
5	1
6	1

# Algorithms

## *Hoshen and Kopelman*

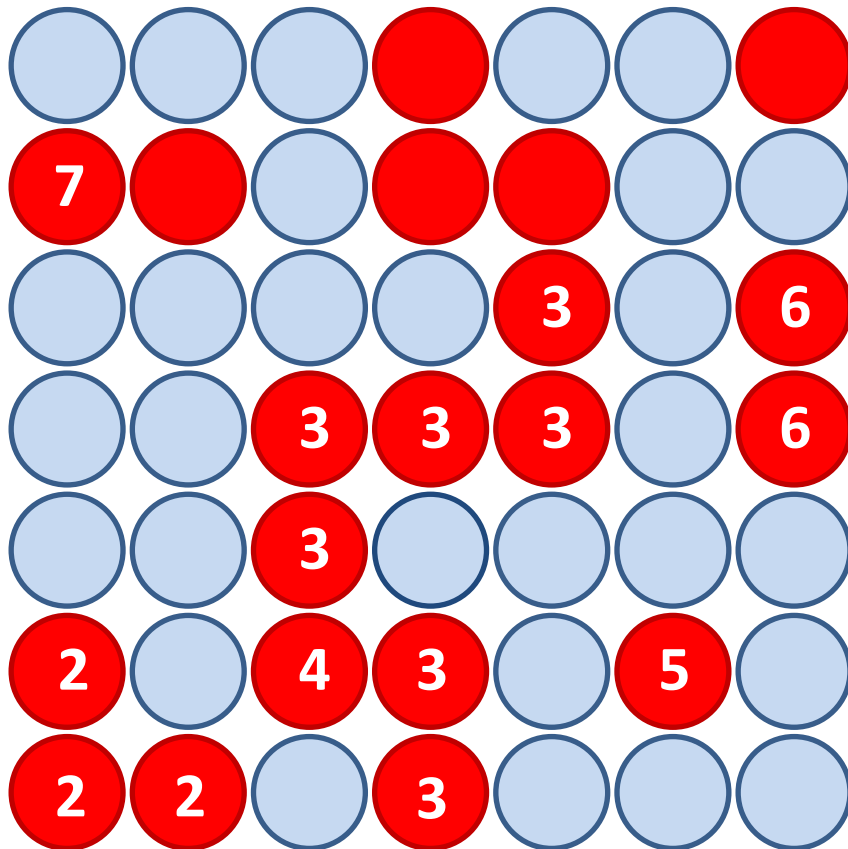


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	8
4	-3
5	1
6	2

# Algorithms

## *Hoshen and Kopelman*

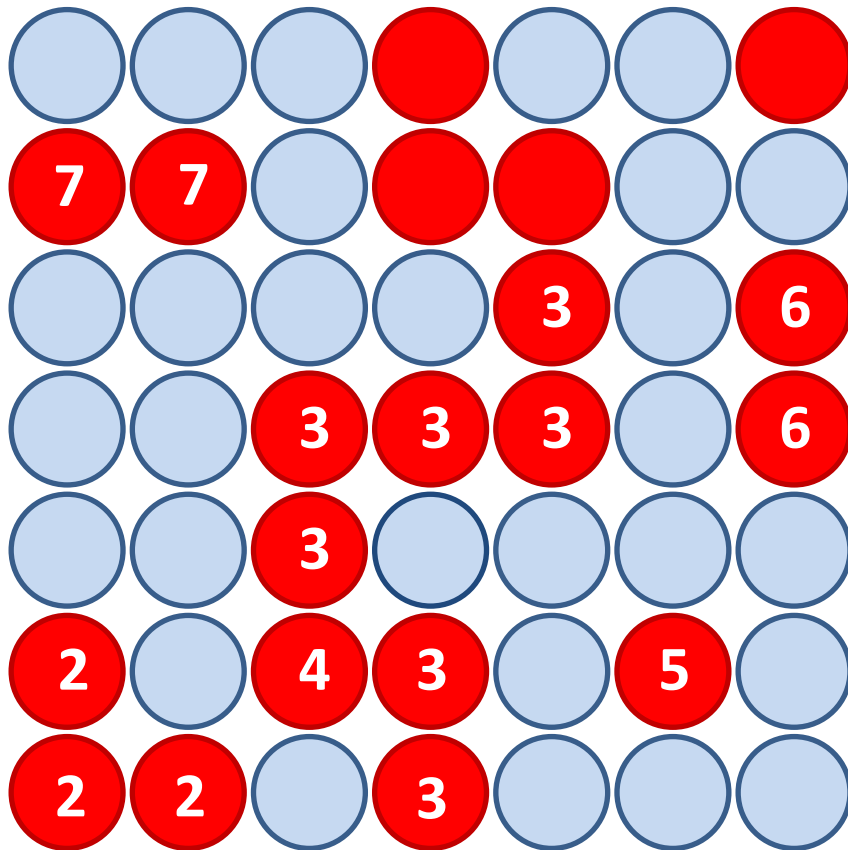


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right**  
**bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	8
4	-3
5	1
6	2
7	1

# Algorithms

## *Hoshen and Kopelman*

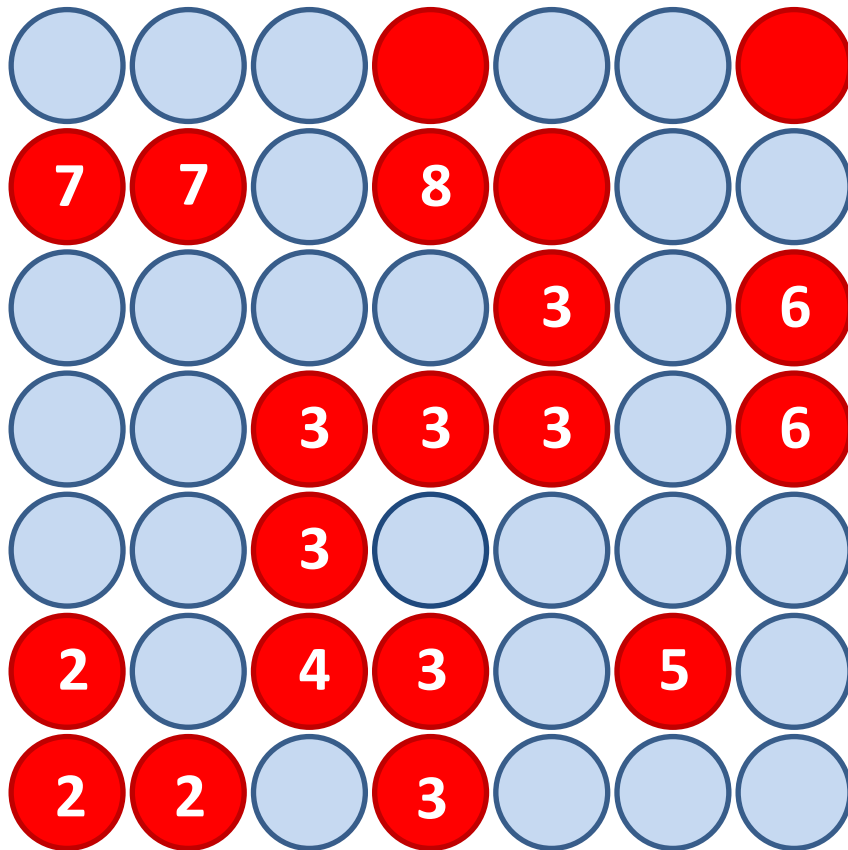


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	8
4	-3
5	1
6	2
7	2

# Algorithms

## *Hoshen and Kopelman*

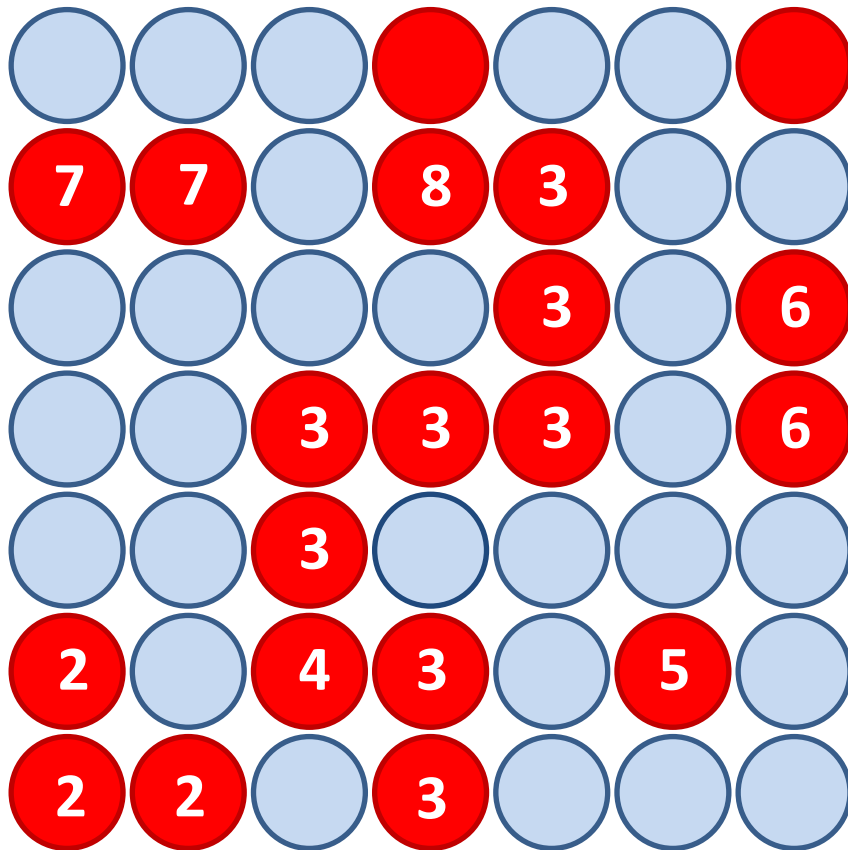


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	8
4	-3
5	1
6	2
7	2
8	1

# Algorithms

## *Hoshen and Kopelman*



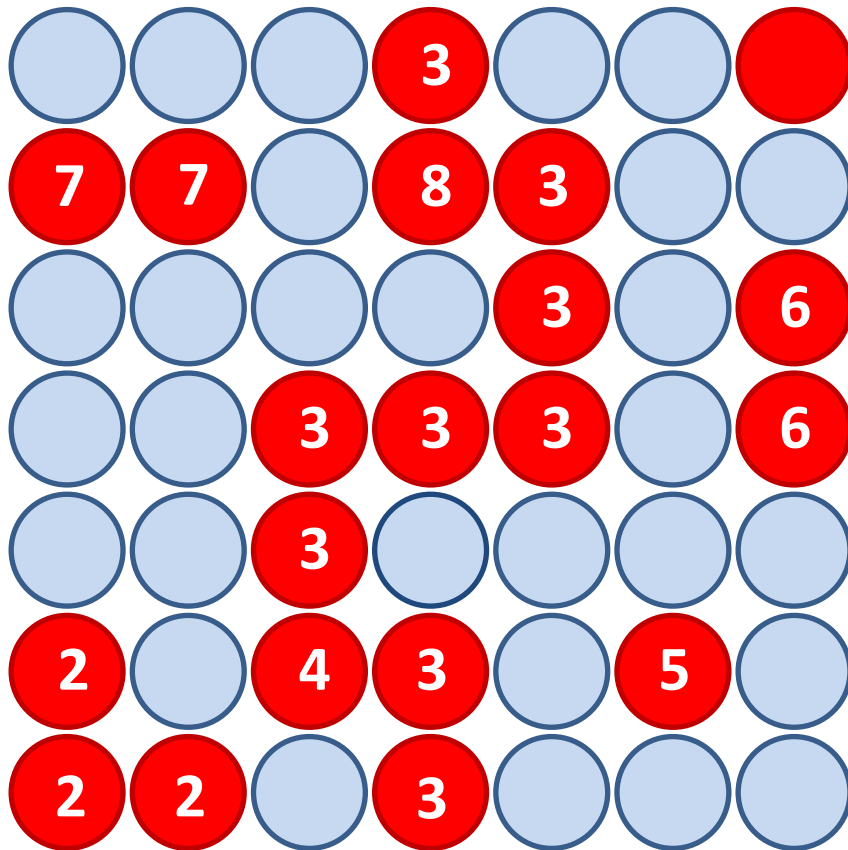
1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	10
4	-3
5	1
6	2
7	2
8	-3



# Algorithms

## *Hoshen and Kopelman*

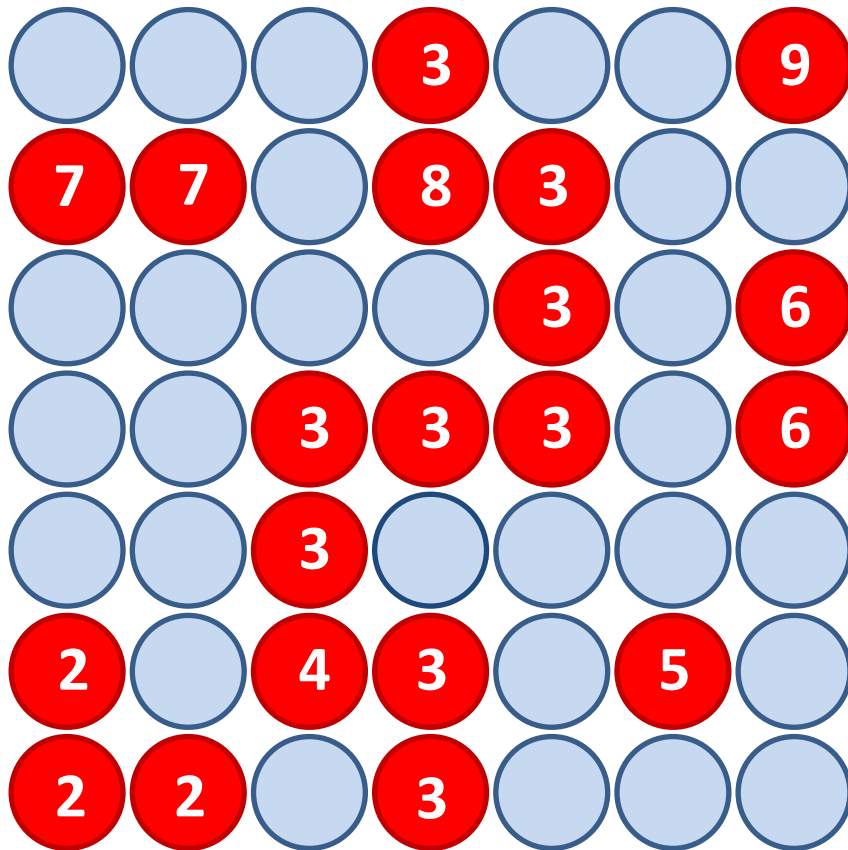


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right** **bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	11
4	-3
5	1
6	2
7	2
8	-3

# Algorithms

## *Hoshen and Kopelman*

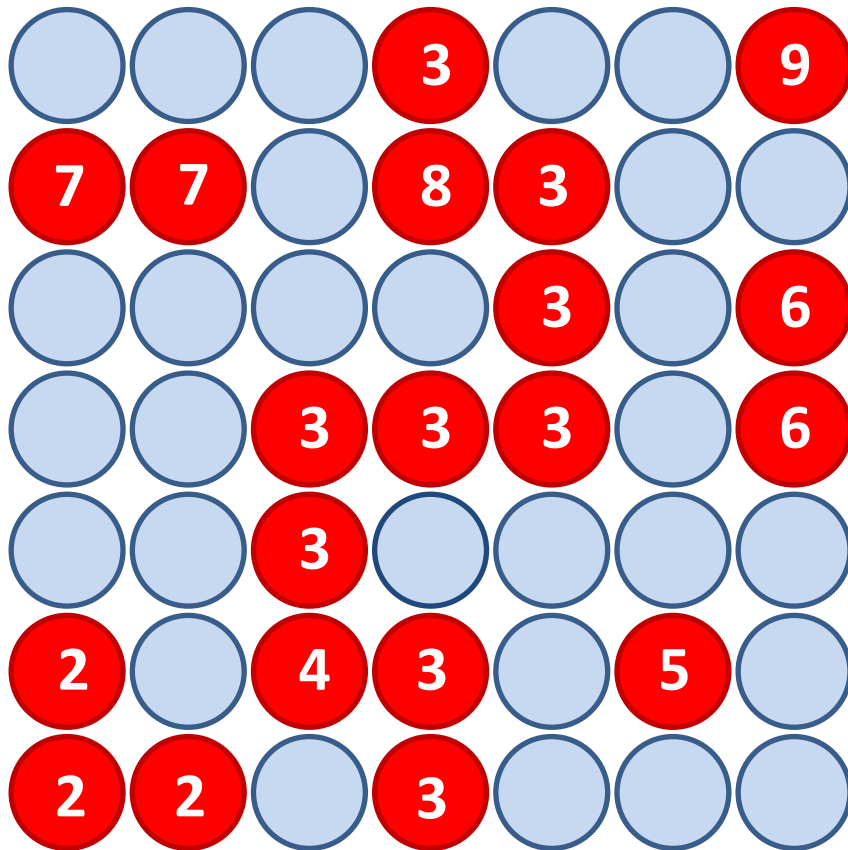


1. **start** from the site in the **left-bottom corner**;
2. **sweep** from **left to right**  
**bottom to top**;
3. **only** verify **left** and **bottom** neighbors.

k	M(k)
2	3
3	11
4	-3
5	1
6	2
7	2
8	-3
9	1

# Algorithms

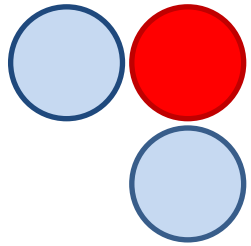
## *Hoshen and Kopelman*



k	M(k)
2	3
3	11
4	-3
5	1
6	2
7	2
8	-3
9	1

# Algorithms

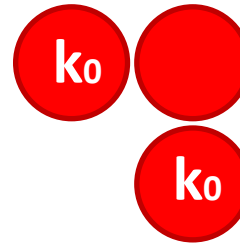
## *Hoshen and Kopelman*



Isolated

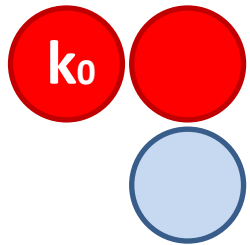
$$k = k + 1$$

$$M(k) = 1$$



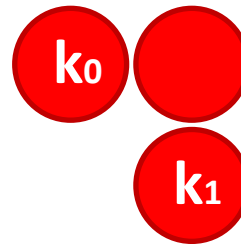
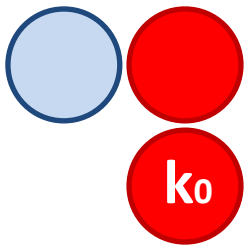
Two neighbor  $k_0$ :

$$M(\underline{k_0}) = M(\underline{k_0}) + 1$$



One neighbor  $k_0$ :

$$M(\underline{k_0}) = M(\underline{k_0}) + 1$$

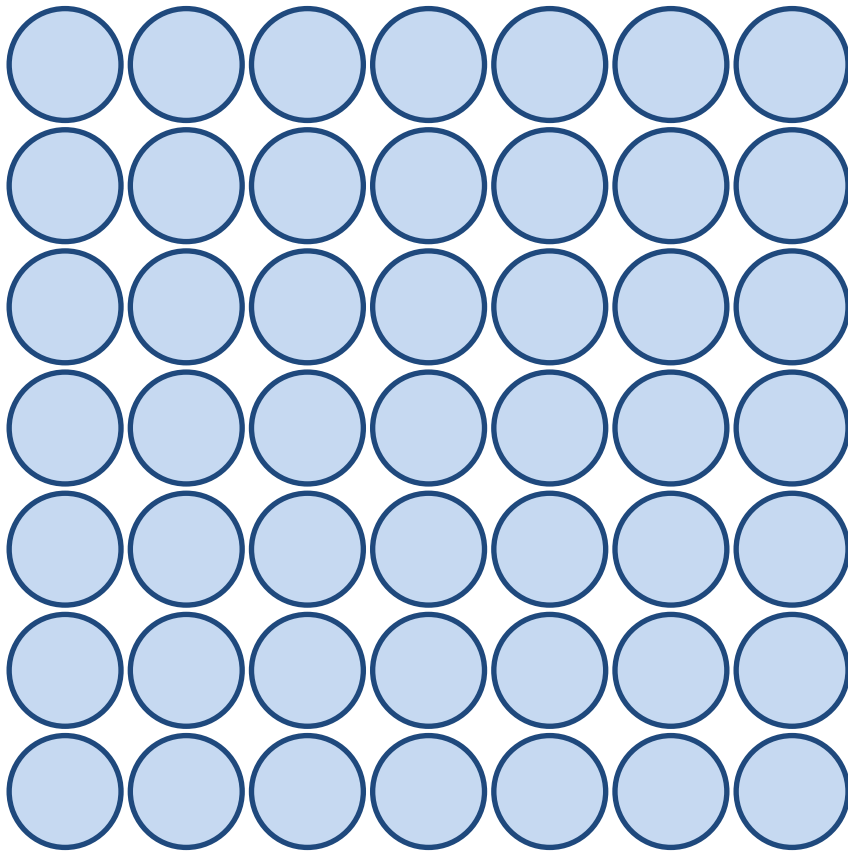


One neighbor  $k_0$  and  
one neighbor  $k_1$ :

$$M(\underline{k_0}) = M(\underline{k_0}) + M(\underline{k_1}) + 1$$

# Algorithms

## *Newman and Ziff (microcanonical)*



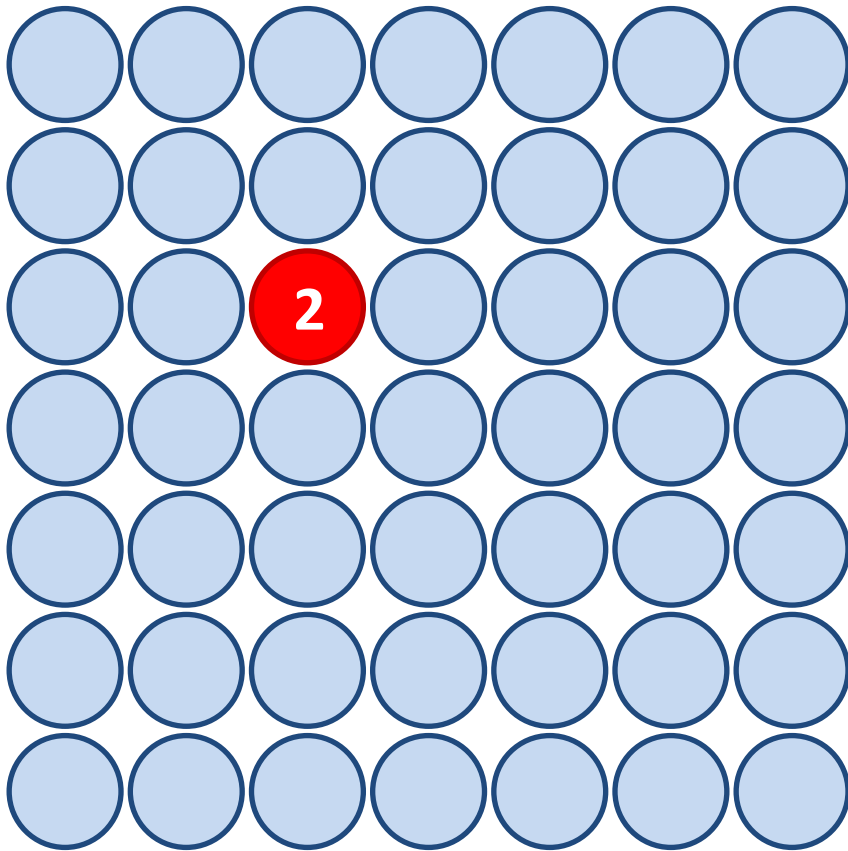
k	M(k)
2	0

M. E. J. Newman and R. M. Ziff. *Phys. Rev. Lett.* **85**, 4104 (2000)

M. E. J. Newman and R. M. Ziff. *Phys. Rev. E* **64**, 016706 (2001)

# Algorithms

## *Newman and Ziff (microcanonical)*



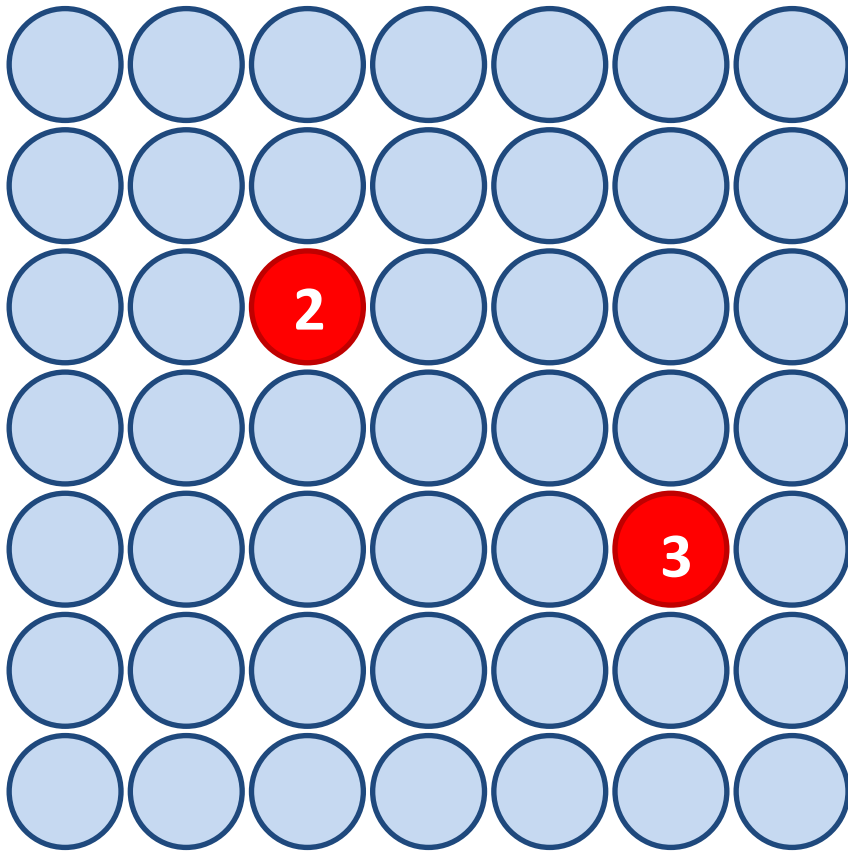
k	M(k)
2	1

M. E. J. Newman and R. M. Ziff. *Phys. Rev. Lett.* **85**, 4104 (2000)

M. E. J. Newman and R. M. Ziff. *Phys. Rev. E* **64**, 016706 (2001)

# Algorithms

## *Newman and Ziff (microcanonical)*



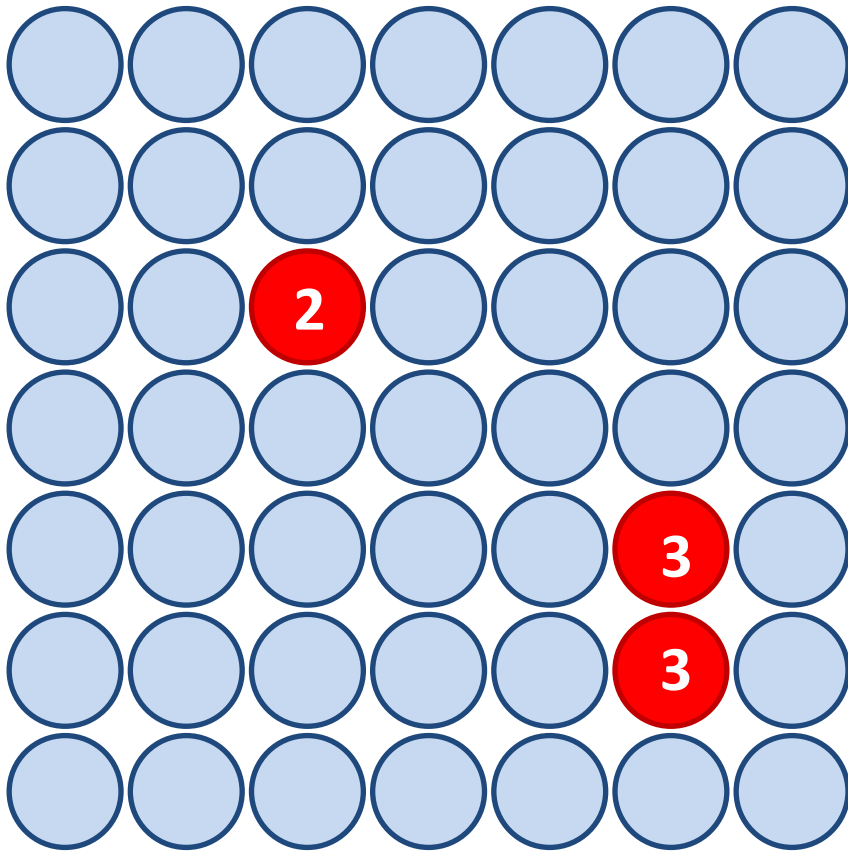
k	M(k)
2	1
3	1

M. E. J. Newman and R. M. Ziff. *Phys. Rev. Lett.* **85**, 4104 (2000)

M. E. J. Newman and R. M. Ziff. *Phys. Rev. E* **64**, 016706 (2001)

# Algorithms

## *Newman and Ziff (microcanonical)*



k	M(k)
2	1
3	2

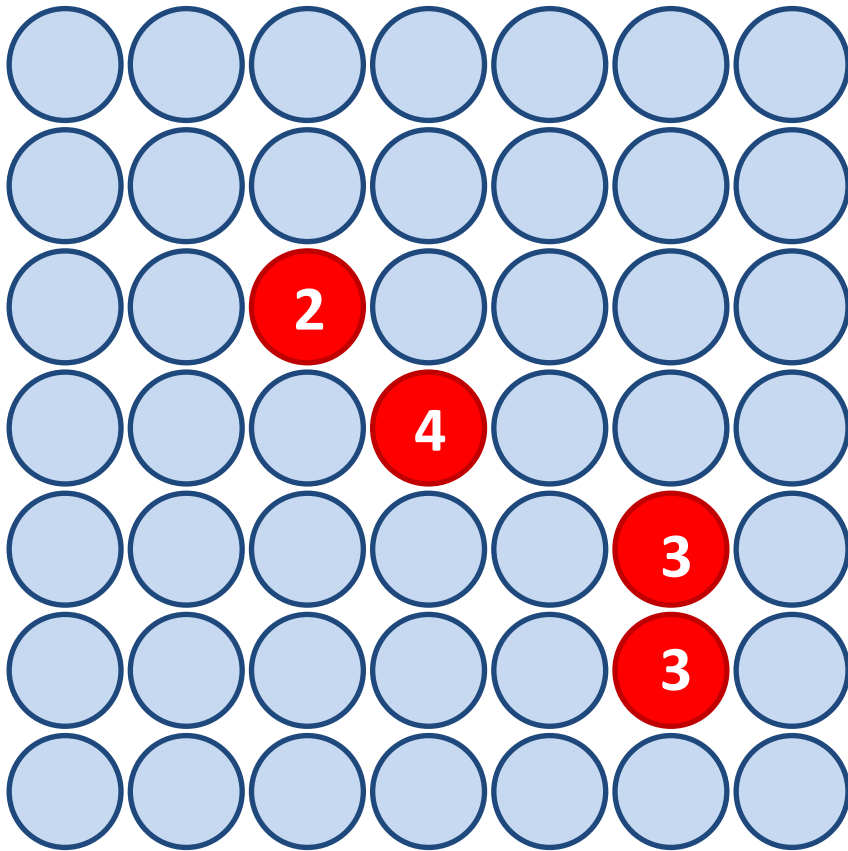
M. E. J. Newman and R. M. Ziff. *Phys. Rev. Lett.* **85**, 4104 (2000)

M. E. J. Newman and R. M. Ziff. *Phys. Rev. E* **64**, 016706 (2001)



# Algorithms

## *Newman and Ziff (microcanonical)*



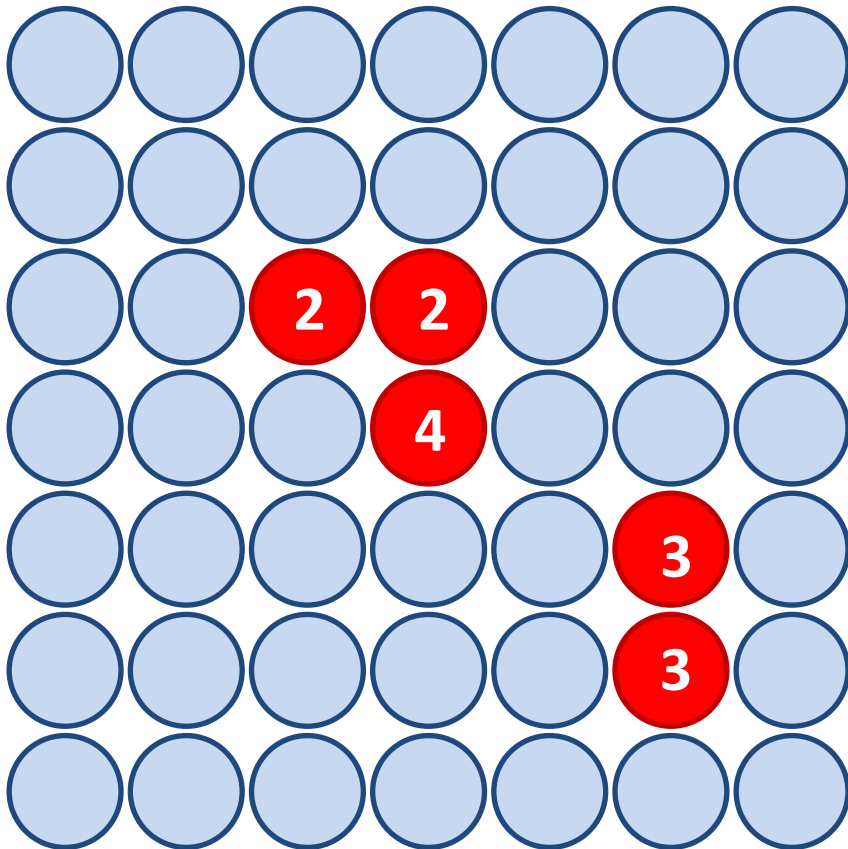
k	M(k)
2	1
3	2
4	1

M. E. J. Newman and R. M. Ziff. *Phys. Rev. Lett.* **85**, 4104 (2000)

M. E. J. Newman and R. M. Ziff. *Phys. Rev. E* **64**, 016706 (2001)

# Algorithms

## *Newman and Ziff (microcanonical)*



k	M(k)
2	3
3	2
4	-2

M. E. J. Newman and R. M. Ziff. *Phys. Rev. Lett.* **85**, 4104 (2000)

M. E. J. Newman and R. M. Ziff. *Phys. Rev. E* **64**, 016706 (2001)

# Algorithms

## *Microcanonical vs canonical*

Fixed number of  
occupied sites ( $n$ )

Fixed probability that  
a site is occupied ( $p$ )

$$B(N, n, p) = \binom{N}{n} p^n (1 - p)^{N-n}$$

$B(N, n, p)$ : probability that  
exactly  $n$  sites are occupied in a  
*canonical* configuration

$$Q(p) = \sum_{n=0}^N B(N, n, p) Q_n = \sum_{n=0}^N \binom{N}{n} p^n (1 - p)^{N-n} Q_n$$