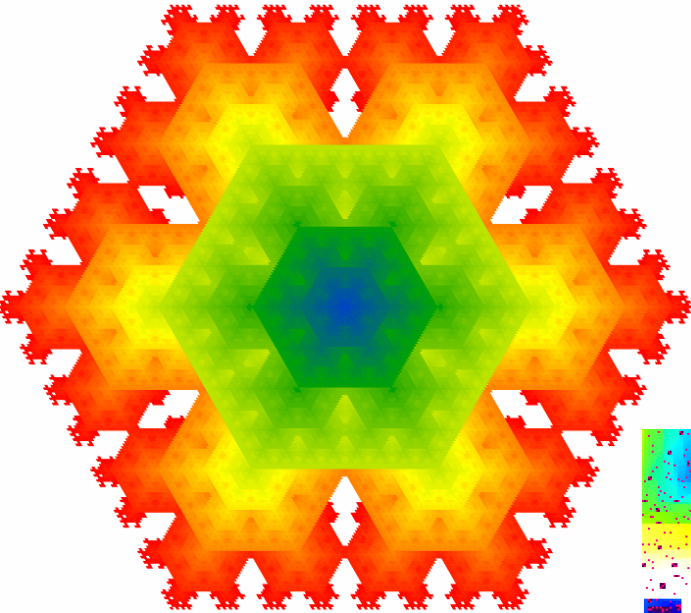


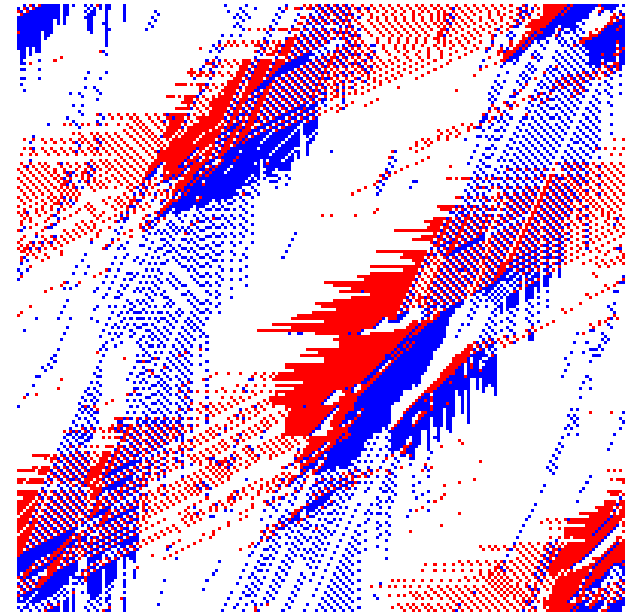
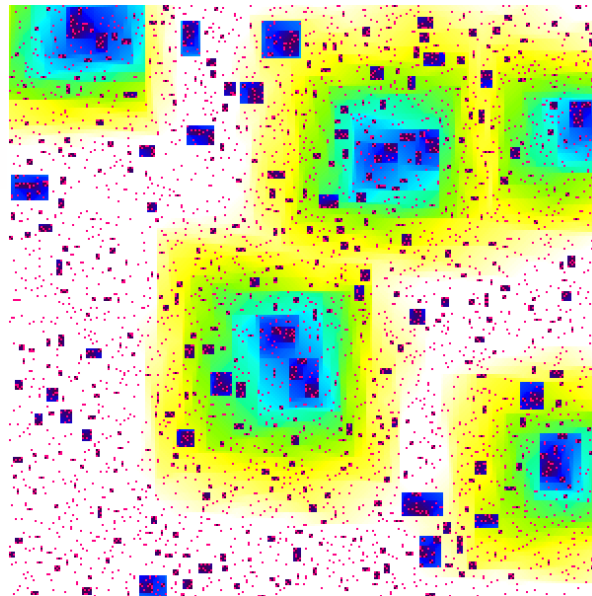
Is seeing believing?

Cellular automata in theory and experiment

Alexander E. Holroyd, University of British Columbia



CUMC 2008



Cellular automaton:

- regular lattice of **cells**
- cell can be in finite number of possible **states**
(e.g. alive/dead, full/empty)
- **local rule** for updating states

Idealized models of real-world systems

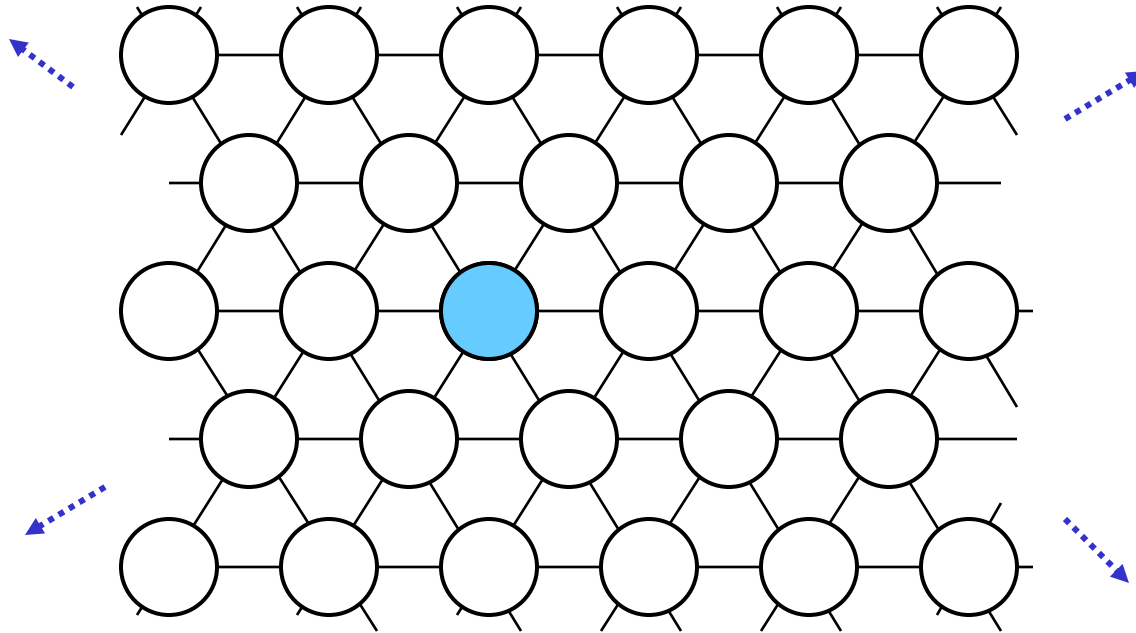
Easy to describe

(Sometimes) astonishing behaviour...

Mathematical analysis challenging and surprising...

Packard's snowflake models (1984)

Triangular lattice



Cells:

- empty (water vapour)
- full (ice)

Start with one full cell

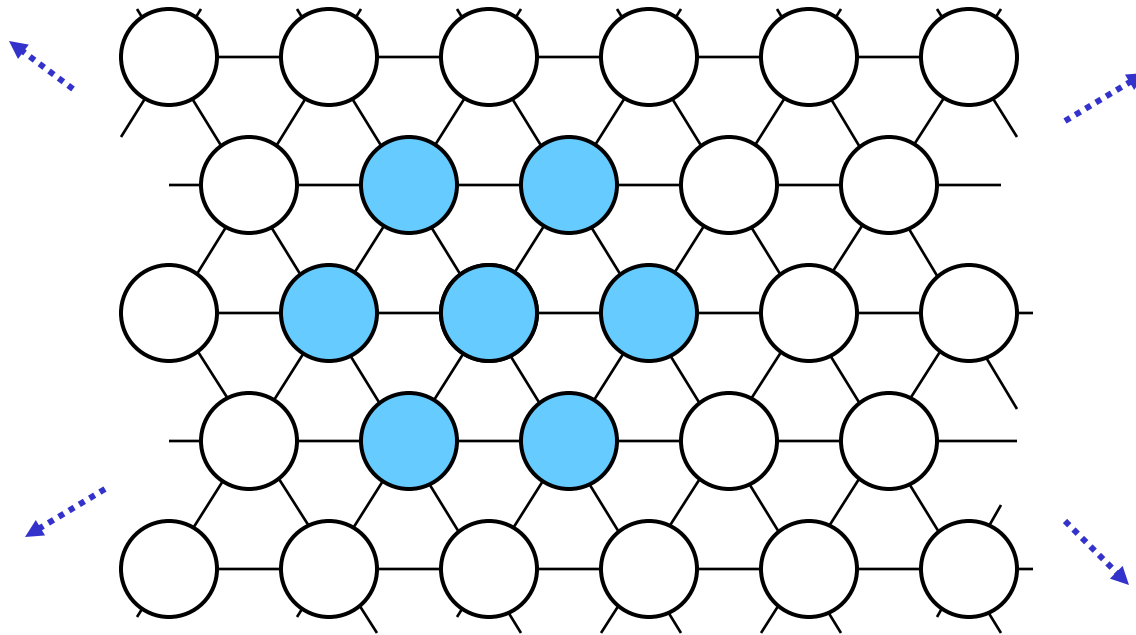
Update rule:

full → full

empty → full if has 1,4,5 or 6 full neighbours

Packard's snowflake models (1984)

Triangular lattice



Cells:

- empty (water vapour)
- full (ice)

Start with one full cell

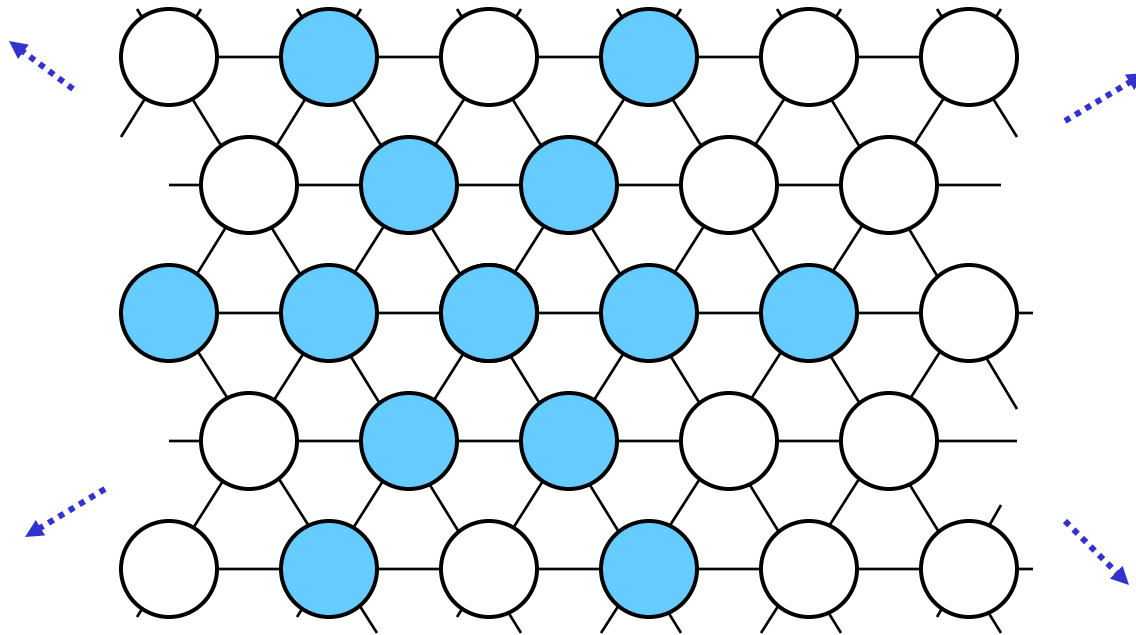
Update rule:

full → full

empty → full if has 1,4,5 or 6 full neighbours

Packard's snowflake models (1984)

Triangular lattice



Cells:

- empty (water vapour)
- full (ice)

Start with one full cell

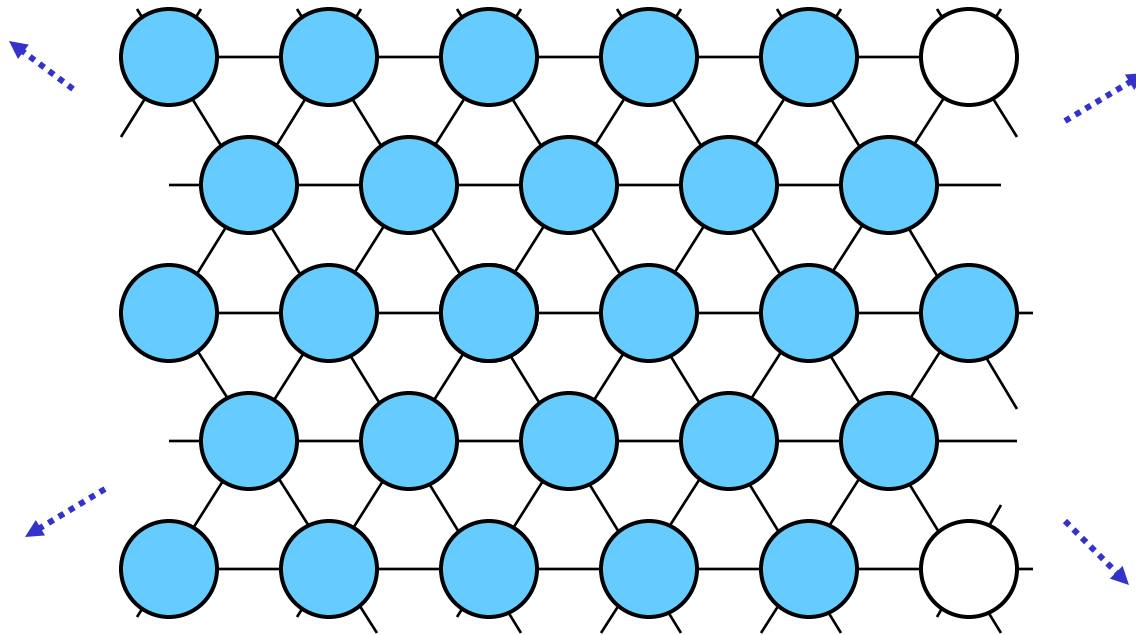
Update rule:

full → full

empty → full if has 1,4,5 or 6 full neighbours

Packard's snowflake models (1984)

Triangular lattice



Cells:

- empty (water vapour)
- full (ice)

Start with one full cell

Update rule:

full → full

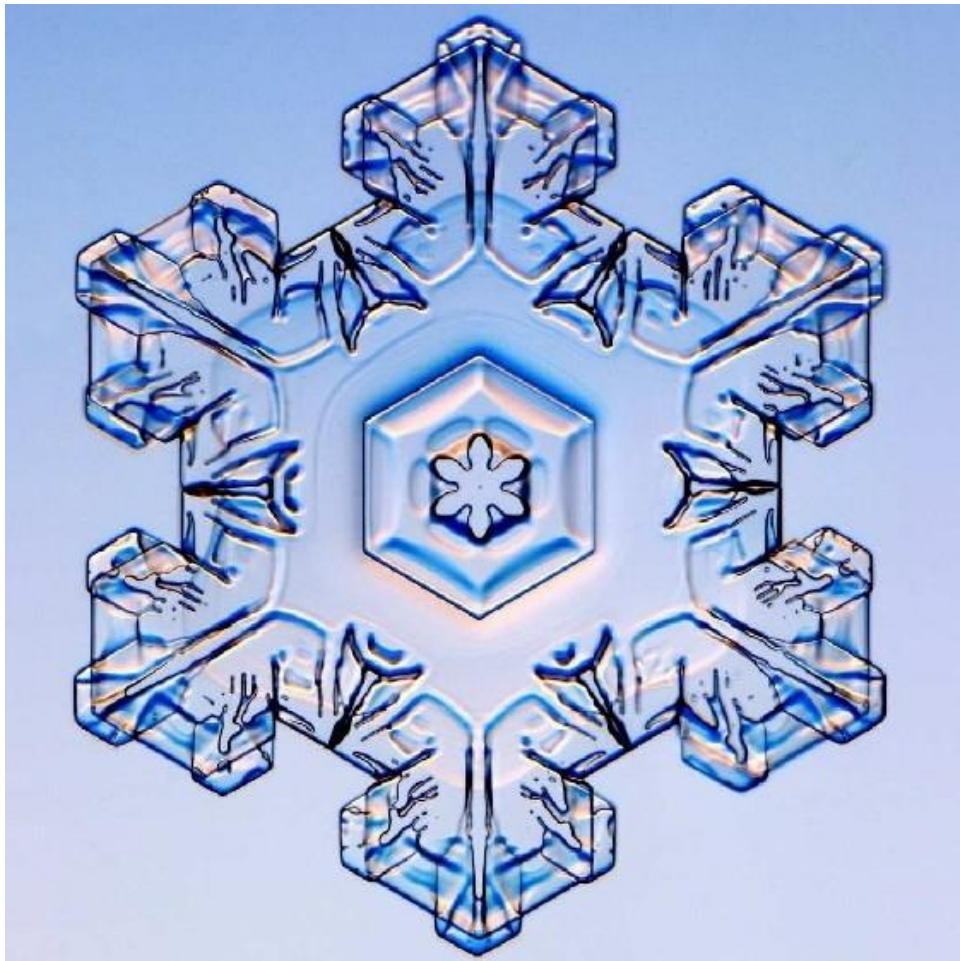
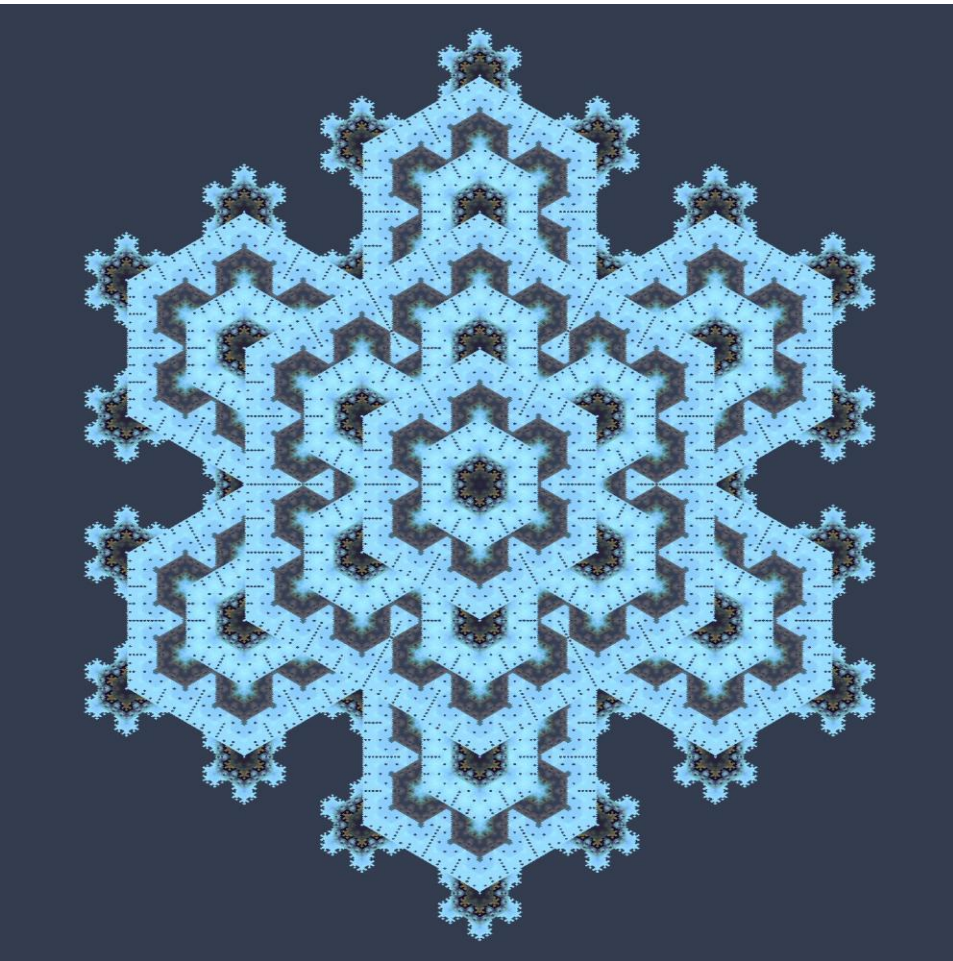
empty → full if has ~~1,4,5~~ or 6 full neighbours

More! (Mirek's Celebration)

~~1,3,5~~ or 6

1,5 or 6 etc.

(16 interesting rules)



Source: Janko Gravner

"An elementary schoolchild could look at any of the gorgeous pictures of computer screens in Packard's collection and instantly identify it as a snowflake."

- Steven Levy

"Simulation by computer may be the only way to predict how certain complicated systems evolve. [...] The only practical way to generate the [Packard snowflake] pattern is by computer simulation." - Stephen Wolfram

Questions:

behaviour as time $\rightarrow \infty$?

shape of outer boundary ?

internal holes?

Let S = set of eventually full cells (in the infinite lattice)

Guess (from simulations):

$S_{1456} = S_{1346}$ = the entire lattice
 S_{1345}, S_{156} have holes (etc.)

but:

Theorem (Gravner and Griffeath, 2006)

S_{1456} has holes!! (but not within distance
 $10^9=10000000000$ of the origin!)

S_{1346} = entire lattice

S_{1345}, S_{156} have holes...

Theorem (Gravner and Griffeth)

The density

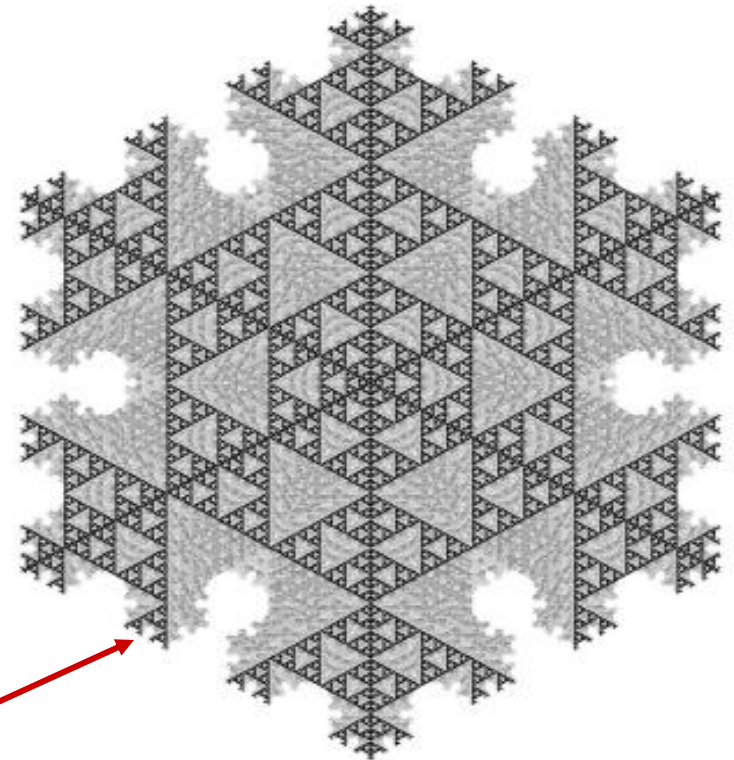
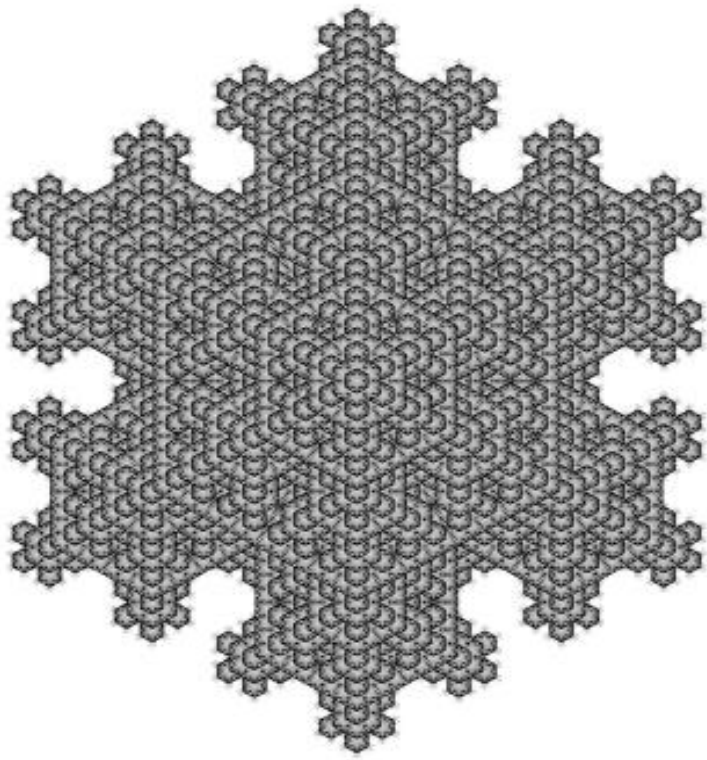
$$\rho := \lim_{n \rightarrow \infty} \frac{\#(S \cap [-n, n]^2)}{\#[-n, n]^2}$$

exists for all the models, and

$$\rho_{13} = \rho_{135} = 5/6, \quad \rho_{134} = \rho_{1345} = 21/22, \quad \rho_{135} = \rho_{1356} = \rho_{1346} = \rho_{13456} = 1,$$

$$\begin{aligned} \rho_1 &= 0.635 \pm 0.001, & \rho_{14}, \rho_{145} &= 0.969 \pm 0.001, \\ \rho_{15} &= 0.803 \pm 0.001, & \rho_{16} &= 0.740 \pm 0.001, & \rho_{156} &= 0.938 \pm 0.001, \end{aligned}$$

$$0.995 < \rho_{146} < 1, \quad 0.99999994 < \rho_{1456} < 1.$$

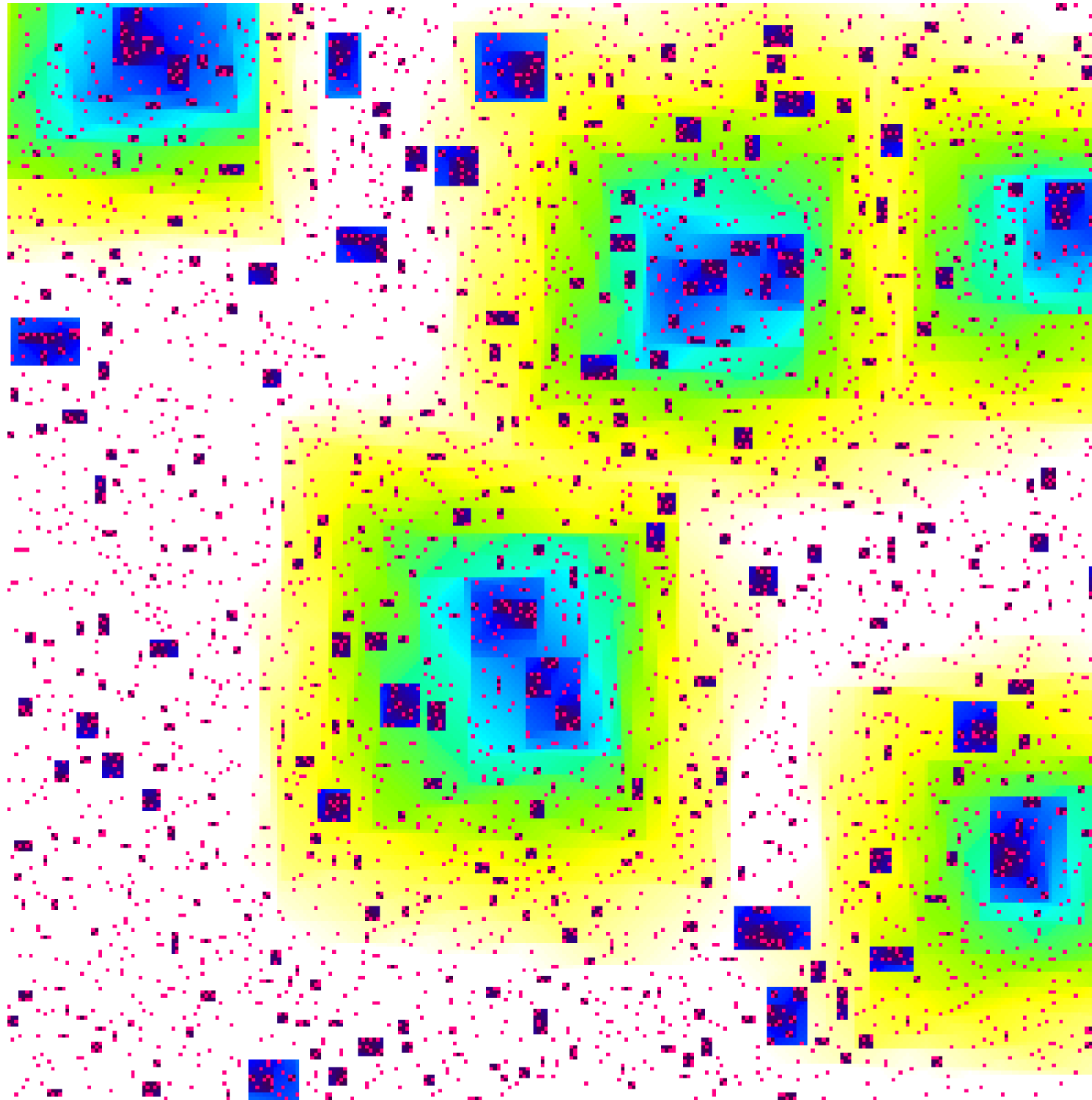


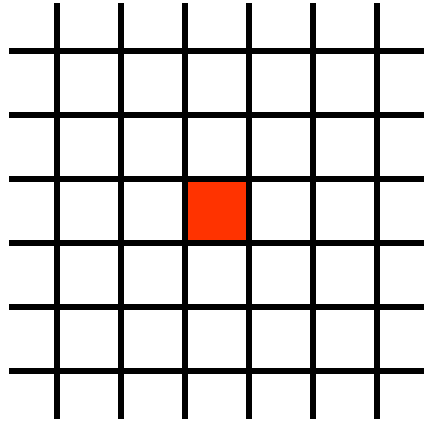
Key tool in proof:

Cells x such that:



time when x becomes full = distance from O to x

Bootstrap Percolation Model





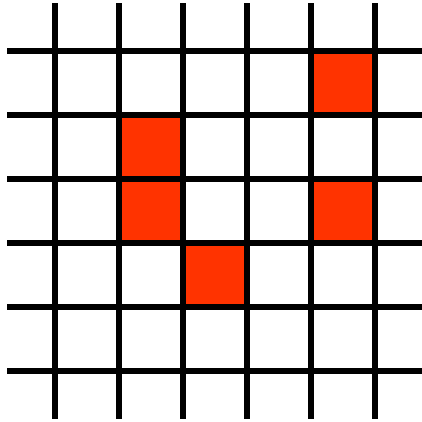
square lattice (\mathbb{Z}^2)

Cells:  full
 empty



Update rule:

full \rightarrow full

empty \rightarrow full if has ≥ 2 full neighbours



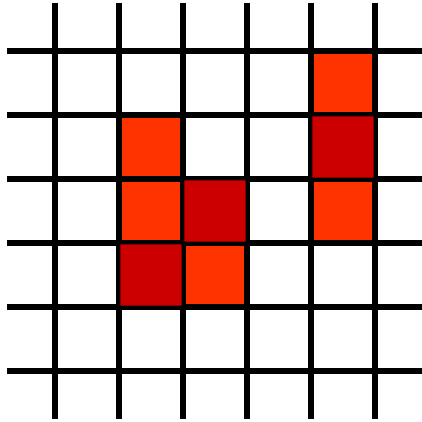
square lattice

Cells:  full
 empty



Update rule:

full \rightarrow full

empty \rightarrow full if has ≥ 2 full neighbours



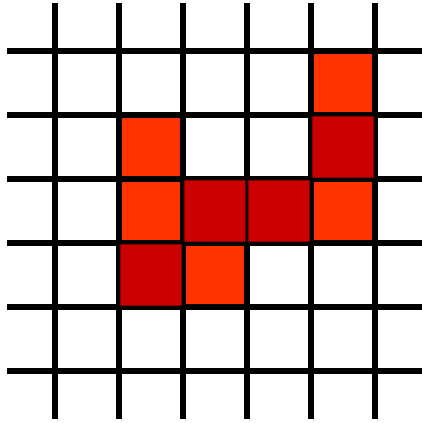
square lattice

Cells:  full
 empty



Update rule:

full \rightarrow full

empty \rightarrow full if has ≥ 2 full neighbours



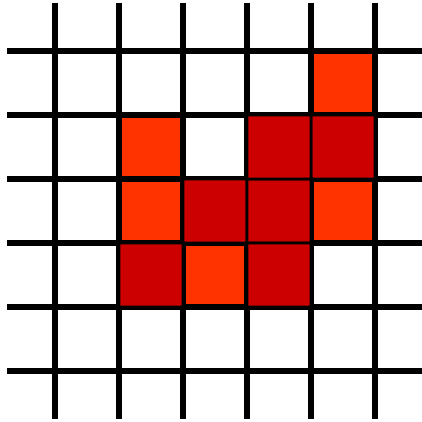
square lattice

Cells:  full
 empty



Update rule:

full \rightarrow full

empty \rightarrow full if has ≥ 2 full neighbours



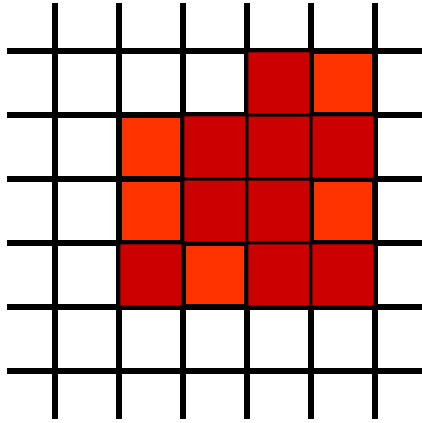
square lattice

Cells:  full
 empty



Update rule:

full \rightarrow full

empty \rightarrow full if has ≥ 2 full neighbours



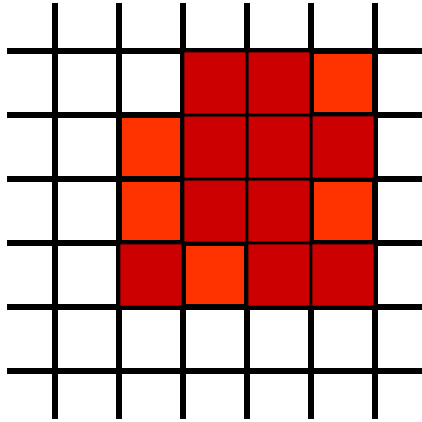
square lattice

Cells:  full
 empty



Update rule:

full \rightarrow full

empty \rightarrow full if has ≥ 2 full neighbours



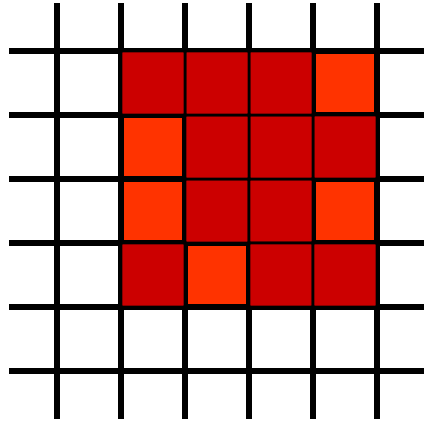
square lattice

Cells:  full
 empty



Update rule:

full \rightarrow full

empty \rightarrow full if has ≥ 2 full neighbours



square lattice

Cells:  full
 empty

Update rule:

full \rightarrow full

empty \rightarrow full if has ≥ 2 full neighbours

Random starting state:

Fix $0 < p < 1$.

Start with each cell:

full with probability p

empty with probability $1-p$

independently for different cells.

Simulations

Guess: for some $p_{\text{crit}} \approx 0.04$,

if $p > p_{\text{crit}}$, every cell eventually full

if $p < p_{\text{crit}}$, not every cell eventually full

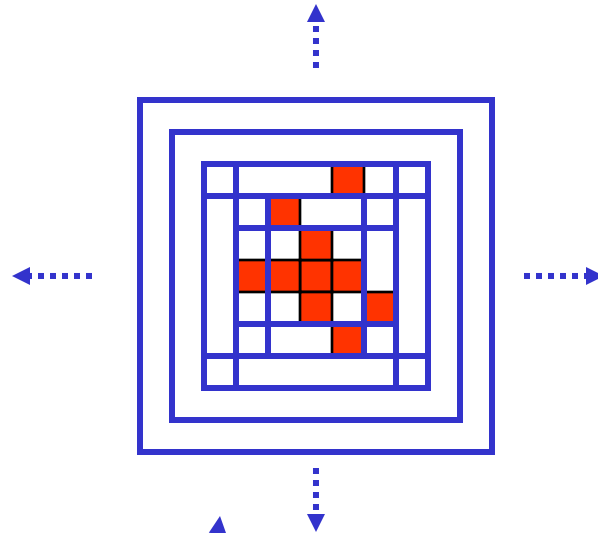
but

Theorem (Van Enter 1987) For any $p > 0$,

$$P(\text{every cell eventually full}) = 1.$$

Proof:

One way to fill everything:



$$P(\text{fill everything}) \geq P(\text{this}) = p^5 \left[(1-(1-p)^3)(1-(1-p)^5)(1-(1-p)^7)\dots \right]^4$$

For $0 < a_n < 1$,

$$\prod_{n=1}^{\infty} (1 - a_n) > 0 \text{ if and only if } \sum_{n=1}^{\infty} a_n < \infty.$$

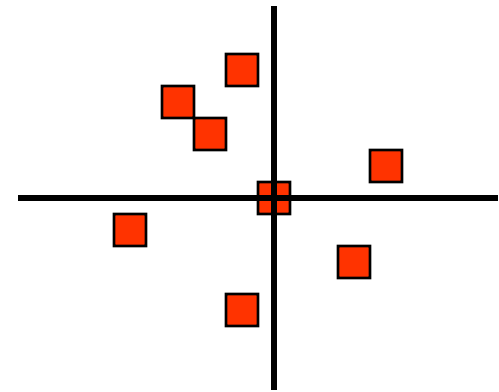
For $p > 0$, $(1-p)^3 + (1-p)^5 + (1-p)^7 + \dots < \infty$,
so $P(\text{fill everything}) > 0$.

Theorem (Zero-One Law): For any translation-invariant event A on the space of p -coin flips on the lattice \mathbb{Z}^d ,
 $P(A) = 0$ or 1 .

not affected by translating all coins

E.g. {the origin is initially full}
not translation-invariant

{every cell is eventually full}
is translation-invariant

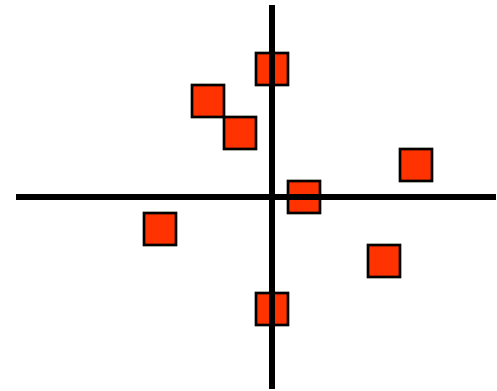


Theorem (Zero-One Law): For any translation-invariant event A on the space of p -coin flips on the lattice \mathbb{Z}^d ,
 $P(A) = 0$ or 1 .

not affected by translating all coins

E.g. {the origin is initially full}
not translation-invariant

{every cell is eventually full}
is translation-invariant

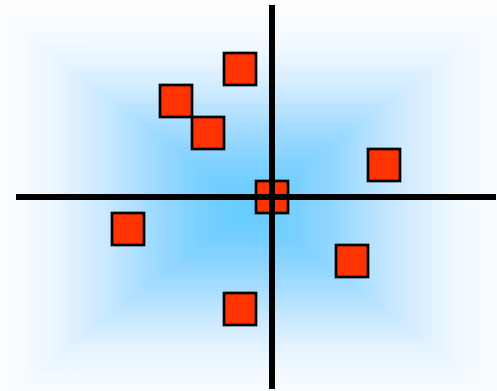


Theorem (Zero-One Law): For any translation-invariant event A on the space of p -coin flips on the lattice \mathbb{Z}^d ,
 $P(A) = 0$ or 1 .

not affected by translating all coins

E.g. {the origin is initially full}
not translation-invariant

{every cell is eventually full}
is translation-invariant

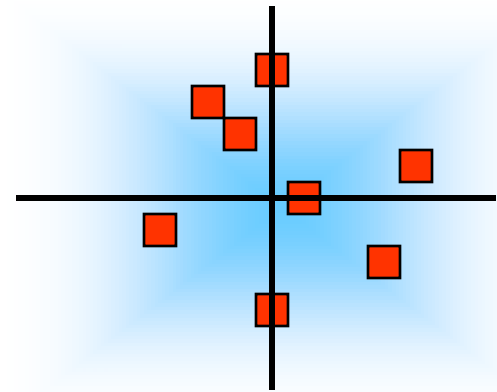


Theorem (Zero-One Law): For any translation-invariant event A on the space of p -coin flips on the lattice \mathbb{Z}^d ,
 $P(A) = 0$ or 1 .

not affected by translating all coins

E.g. {the origin is initially full}
not translation-invariant

{every cell is eventually full}
is translation-invariant



So $P(\text{every cell eventually full}) = 0$ or 1
but $P(\text{every cell eventually full}) > 0$ (from before)

so $P(\text{every cell eventually full}) = 1$.



Proof of Zero-One Law

For any event A , any $\varepsilon > 0$, can find an approximation A_ε depending only on coins in a box of size $n = n(\varepsilon)$:

translation by n

$$P(A \Delta A_\varepsilon) < \varepsilon$$

symmetric difference

so
$$P(T^n A \Delta T^n A_\varepsilon) < \varepsilon.$$

Independence:
$$P(A_\varepsilon \cap T^n A_\varepsilon) - P(A_\varepsilon) P(T^n A_\varepsilon) = 0$$

so
$$|P(A \cap T^n A) - P(A) P(T^n A)| < 4\varepsilon.$$

But A translation-invariant, so $T^n A = A$!

$$|P(A) - P(A)^2| < 4\varepsilon$$

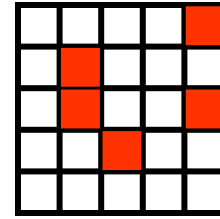
$$P(A) - P(A)^2 = 0$$

$$P(A) = 0 \text{ or } 1.$$



Going further:

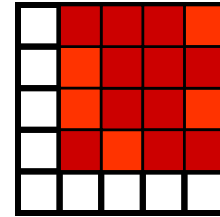
Consider model on an L by L square.



$L=5$

Going further:

Consider model on an L by L square.



$L=5$

Theorem (Aizenman and Lebowitz, 1989)

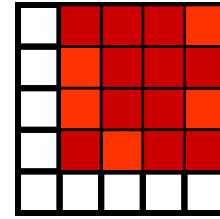
Let $p \rightarrow 0$ and $L = e^{a/p}$.

If $a > c$ then $P(\text{fill square}) \rightarrow 1$;

if $a < c$ then $P(\text{fill square}) \rightarrow 0$.

Going further:

Consider model on an L by L square.



$L=5$

Theorem (Holroyd, 2003)

Let $p \rightarrow 0$ and $L = e^{a/p}$.

If $a > \lambda$ then $P(\text{fill square}) \rightarrow 1$;

if $a < \lambda$ then $P(\text{fill square}) \rightarrow 0$,

where $\lambda = \pi^2/18$.

Simulation prediction (Adler, Stauffer, Aharony 1989):

$$\lambda = 0.245 \pm 0.015$$

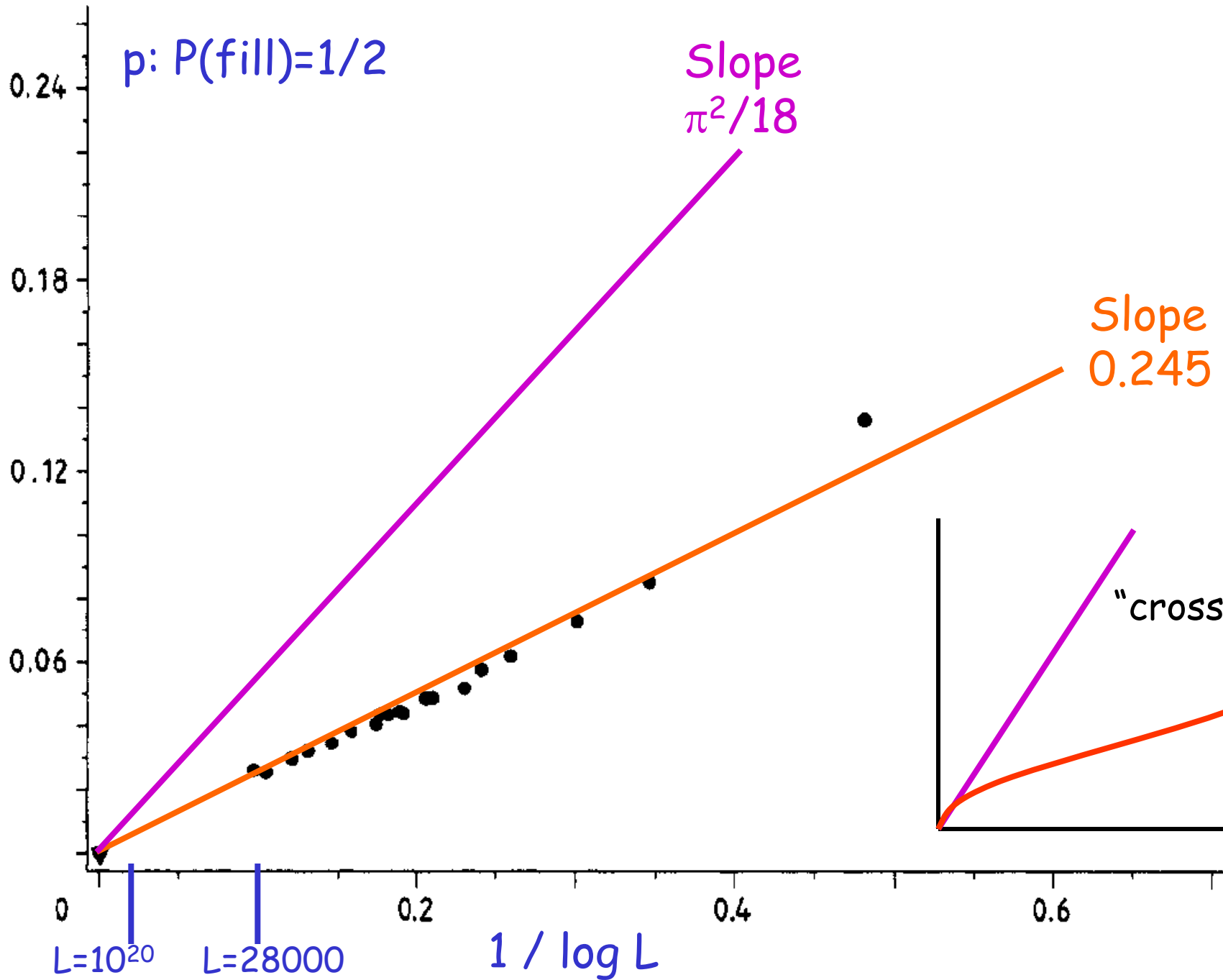
but $\pi^2/18 = 0.548311... !$

p: P(fill)=1/2

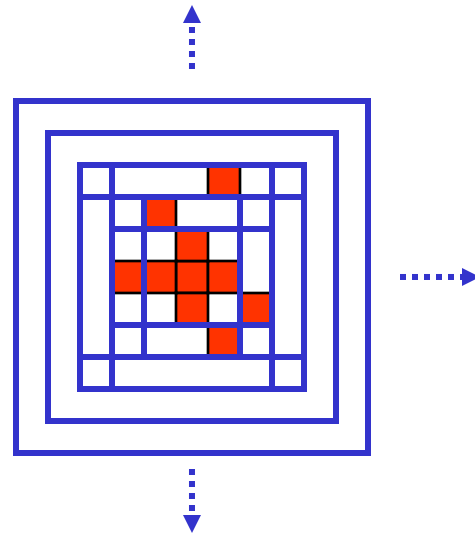
Slope
 $\pi^2/18$

Slope
0.245

"crossover?"



$$P(\text{this}) = p^5 [(1-(1-p)^3)(1-(1-p)^5)(1-(1-p)^7)\dots]^4$$



$$\log P(\text{this}) = 5 \log p + 4 \sum_{n=1}^{\infty} \log[1 - (1-p)^{2n+1}]$$

$$\approx 4 \sum_{n=1}^{\infty} \log[1 - (e^{-p})^{2n}] \quad (p \text{ small})$$

$$\approx 4 \frac{1}{2p} \int_0^{\infty} \log(1 - e^{-x}) dx$$

$$\approx -\frac{2}{p} \frac{\pi^2}{6}.$$



$$\Rightarrow \pi^2/18$$

And further...

Understanding the slow convergence:

Theorem (Gravner, Holroyd, 2008)

Let $p \rightarrow 0$ and $L = e^{a/p}$.

If $a(L) > \lambda - c/\sqrt{\log L}$

if $a < \lambda$

then $P(\text{fill square}) \rightarrow 1$;

then $P(\text{fill square}) \rightarrow 0$,

where $\lambda = \pi^2/18$.

Need $L \mapsto L^4$ to halve the "error"!

$$1/\sqrt{\log 28000} = 0.31\dots$$

$$1/\sqrt{\log 10^{20}} = 0.15\dots$$



Braham-Middleton-Levine traffic model (1992)

Each cell of \mathbb{Z}^2 contains:

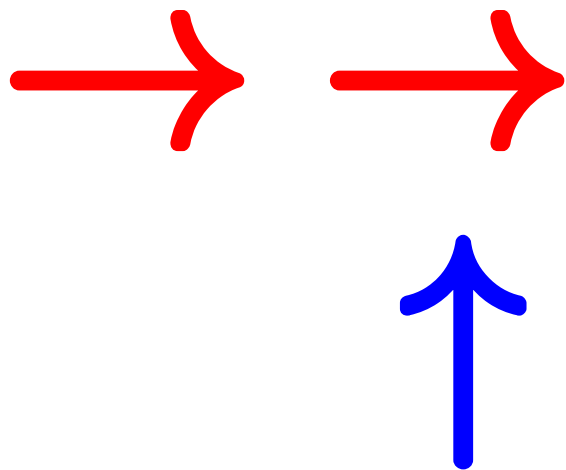
North-facing car (\uparrow)

or East-facing car (\rightarrow)

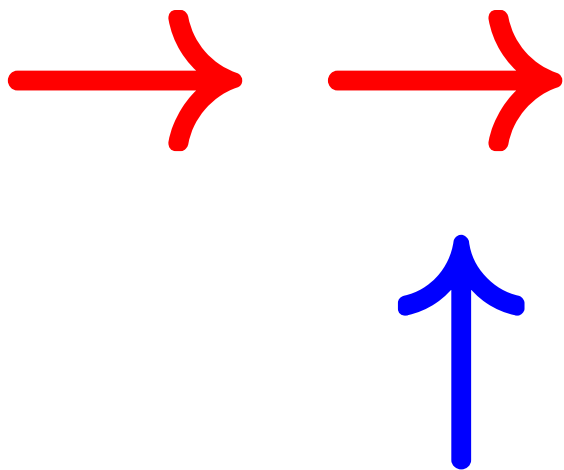
or empty space (0).

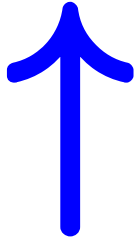
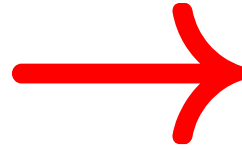
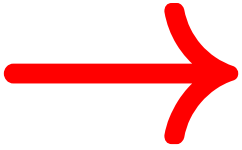
At odd time steps, each \uparrow tries to move one unit North
(succeeds if there is a 0 for it to move into).

At even time steps, each \rightarrow tries to move one unit East
(succeeds if there is a 0 for it to move into).

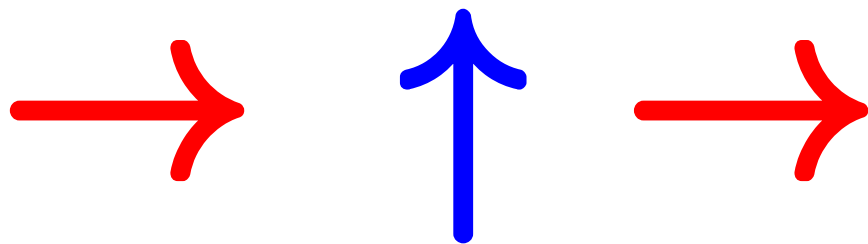


0

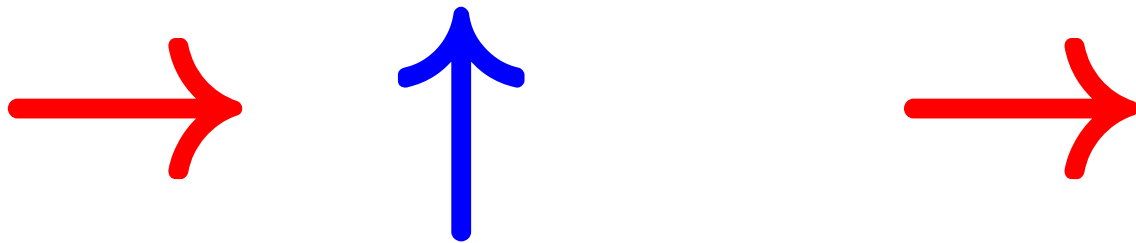


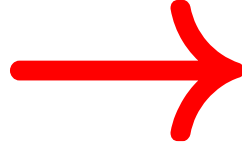
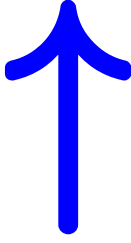
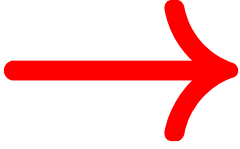


2

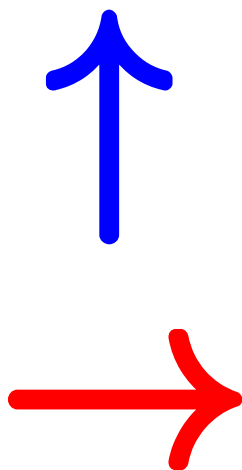


3

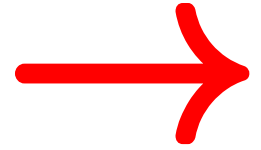
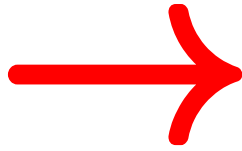




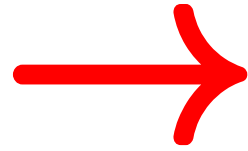
5



6



7



8

Random initial configuration:

$$0 < p < 1$$

Each cell of \mathbf{Z}^2 contains:

North-facing car (\uparrow)

East-facing car (\rightarrow)

empty space (0)

with probability $p/2$

with probability $p/2$

with probability $1 - p$

independently for different sites.

Simulation

Conjecture. For some $0 < p_J < 1$,
 $p > p_J$: every car eventually stuck
 $p < p_J$: no car eventually stuck

Conjecture. For $0 < p_F < 1$,
 $p < p_F$: every car eventually free flowing
 $p > p_F$: no car eventually free flowing

Question. $p_F = p_J$?

Intermediate behaviour on finite torus ?
(D'Souza 2005)

Only rigorous result:

Theorem (Angel, Holroyd, Martin 2005).

For some $p_1 < 1$,

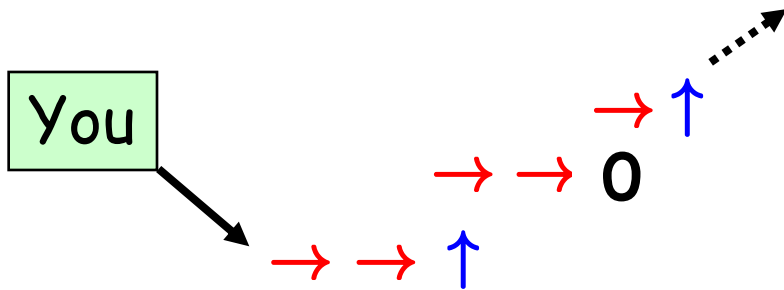
if $p > p_1$ then $P(\text{all cars eventually stuck}) = 1$.

In fact, for $p > p_1$, some cars *never* move...

Proof

Easy case: $p = 1$.

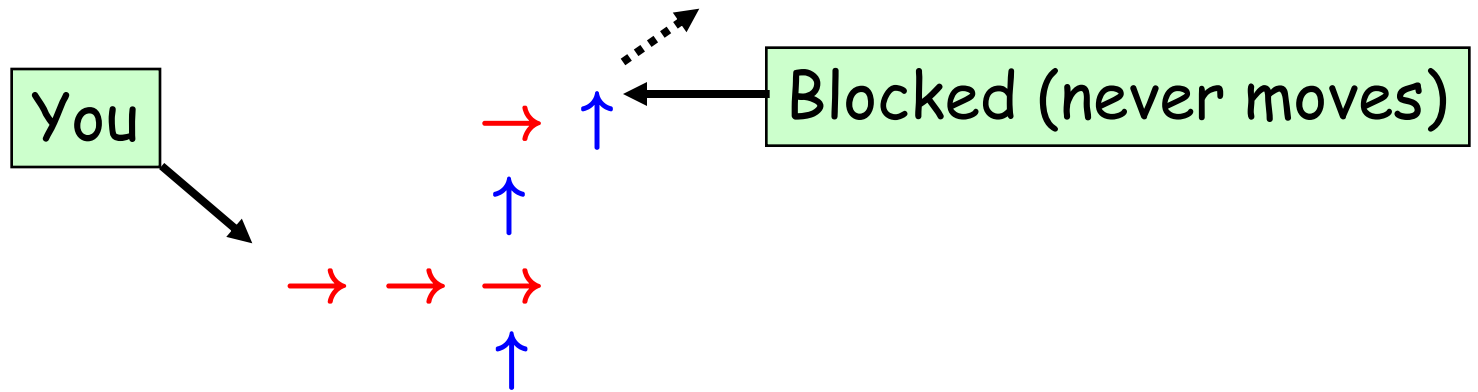
Any car is blocked an infinite chain of others:



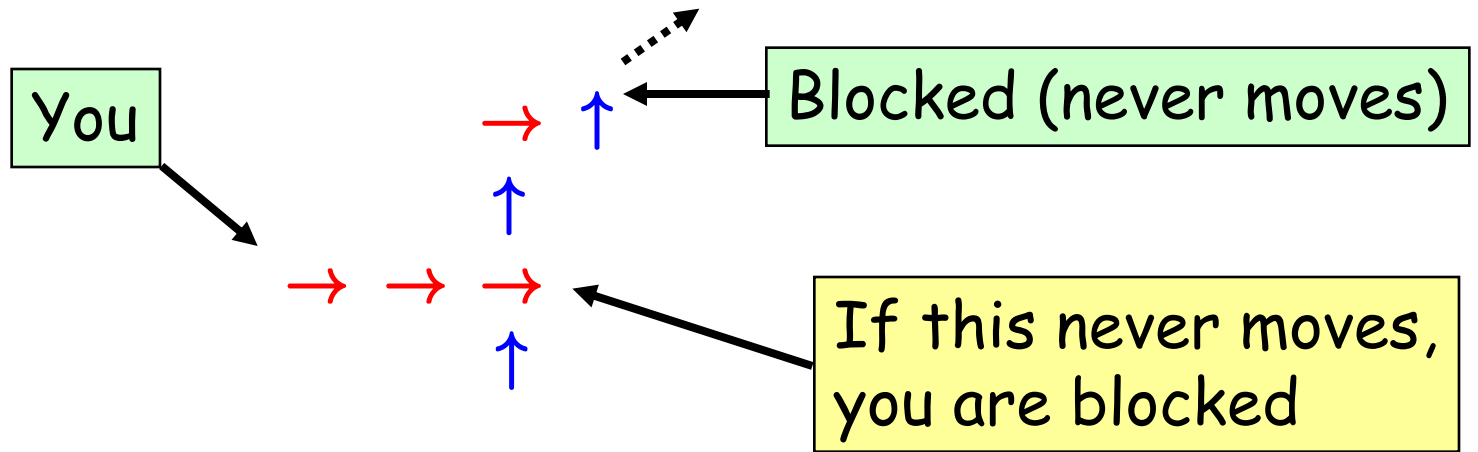
Argument does not work for $p < 1$.

Chain will be broken by an empty space.

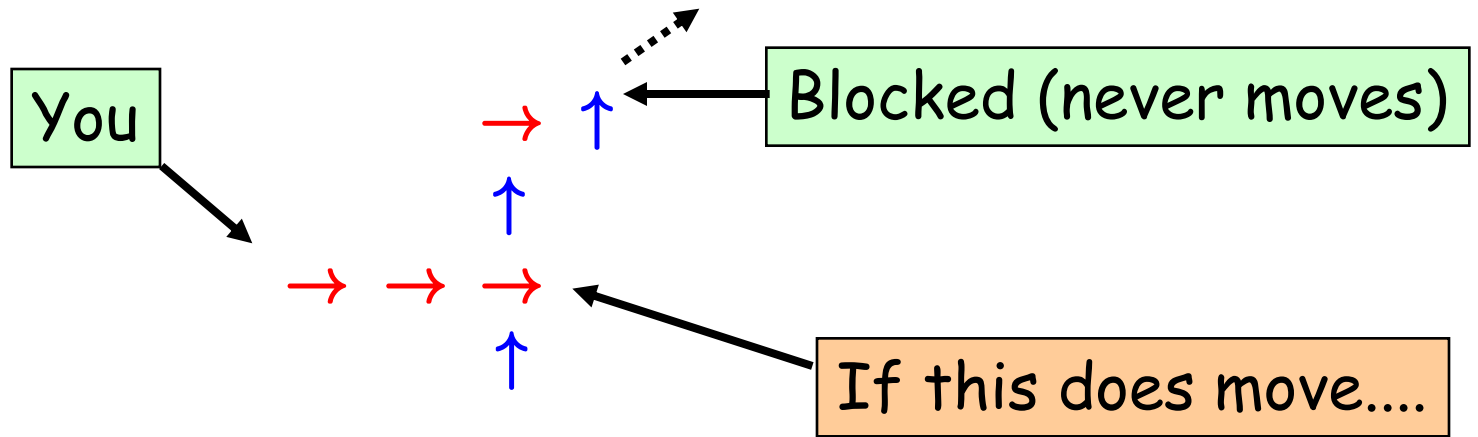
Another way for a car to be blocked:



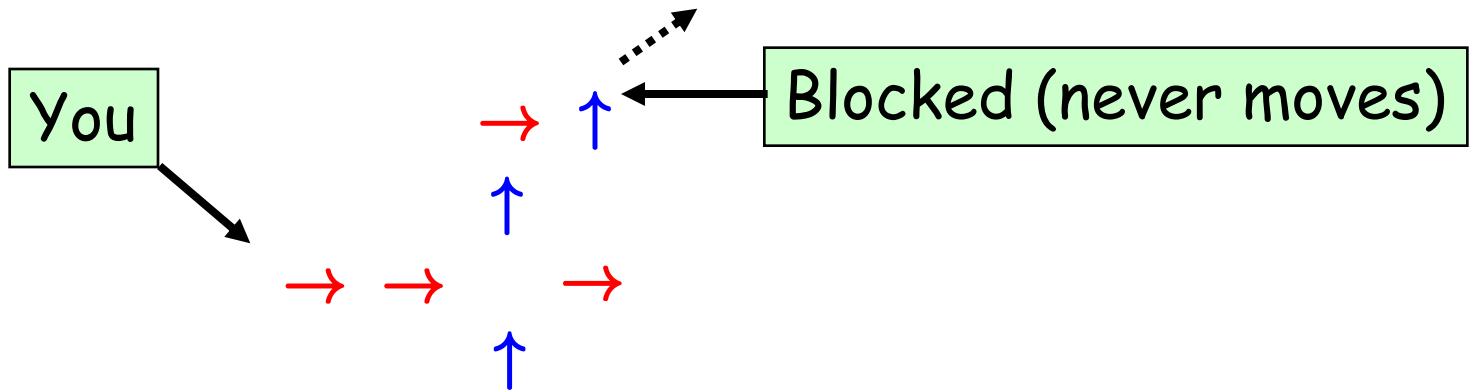
Another way for a car to be blocked:



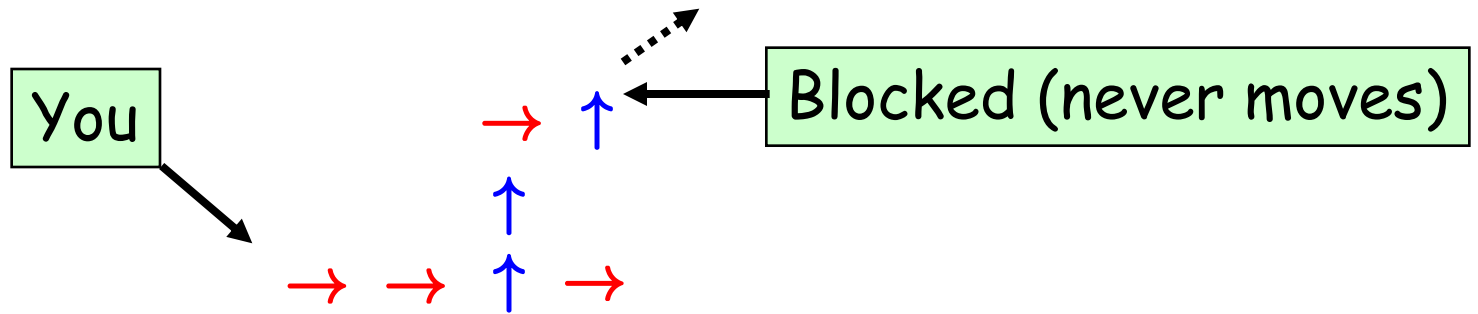
Another way for a car to be blocked:



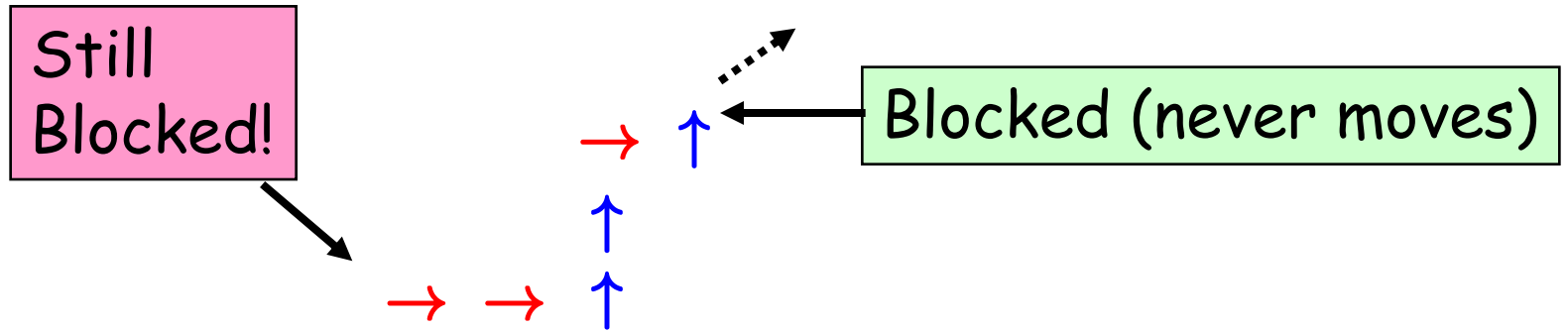
Another way for a car to be blocked:



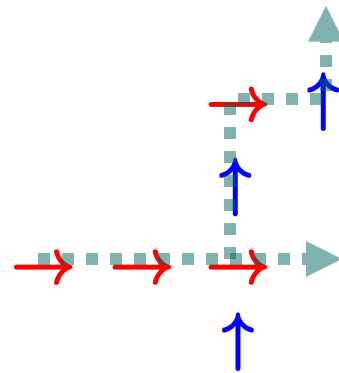
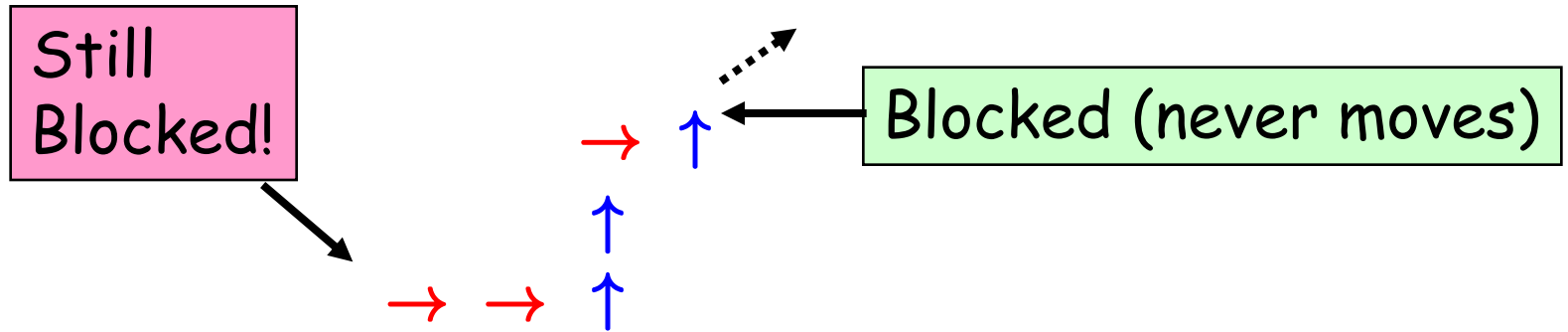
Another way for a car to be blocked:



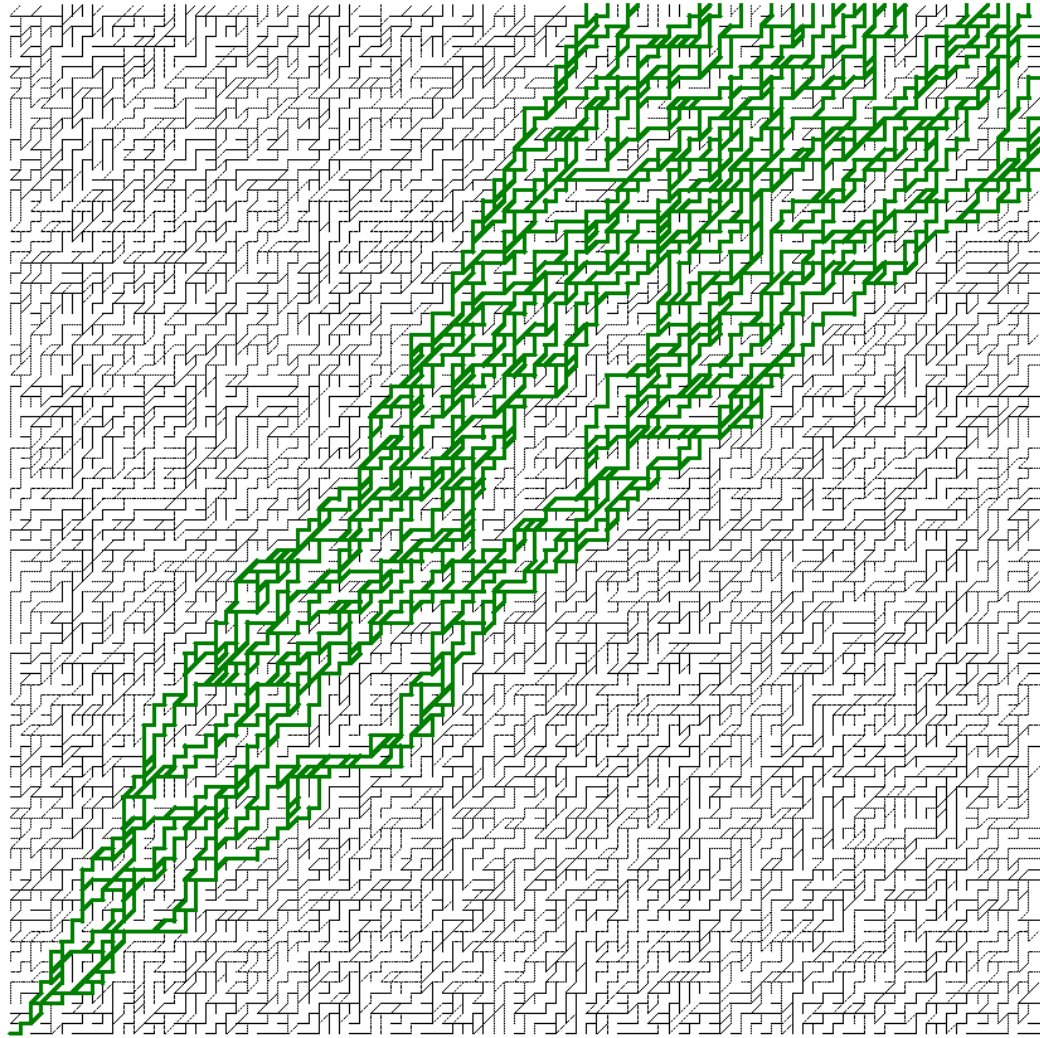
Another way for a car to be blocked:



Another way for a car to be blocked:



So 2 blocking paths...



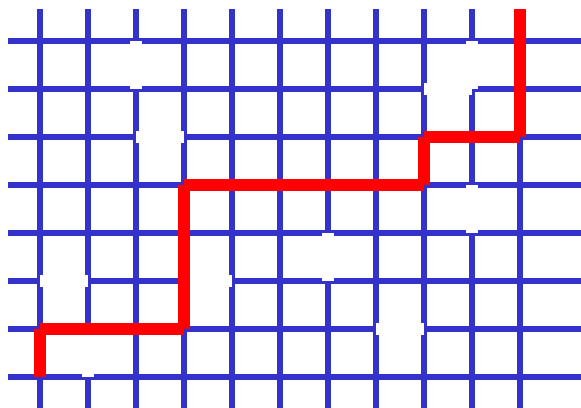
Blocking paths (both types) for one car when $p = 1$.

For p close to 1, some will survive.

Proof uses percolation theory:

delete a small fraction of connections
at random from the lattice.

In ≥ 2 dimensions, infinite paths remain.



(But not in 1 dimension.)



