Self-organized Criticality:
An Explanation of 1/f noise

Bak, P., Tang, C., Wiesenfeld, K.,
Self-organized criticality: An explanation of the 1/f noise
(1987) *Physical Review Letters*, 59 (4), pp. 381-384.

Presented by A. Luu, Y. Lv, M. Lynch, G. Mattson
University of Illinois Department of Physics
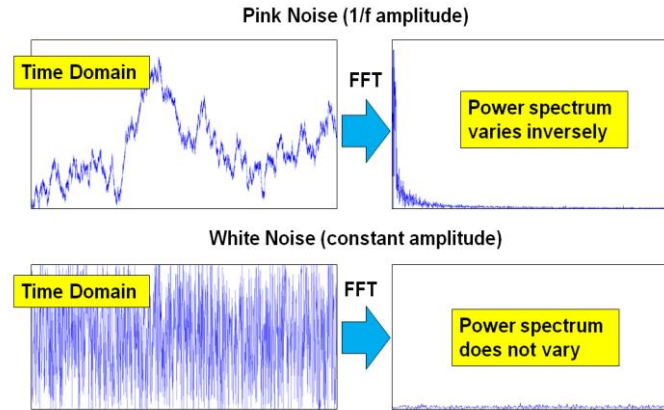Phys 596, Dec 2, 2016

What is 1/f noise, and why do we care?

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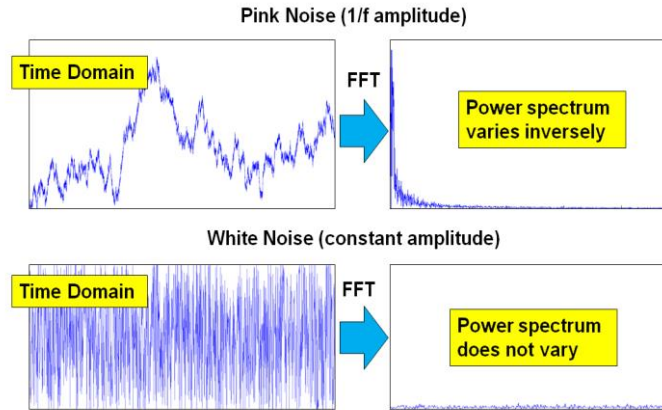$S(f) \propto f^{-\beta}$

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Source:http://math.stackexchange.com/questions/216006/1-f-pink-noise-for-the-math-disabled
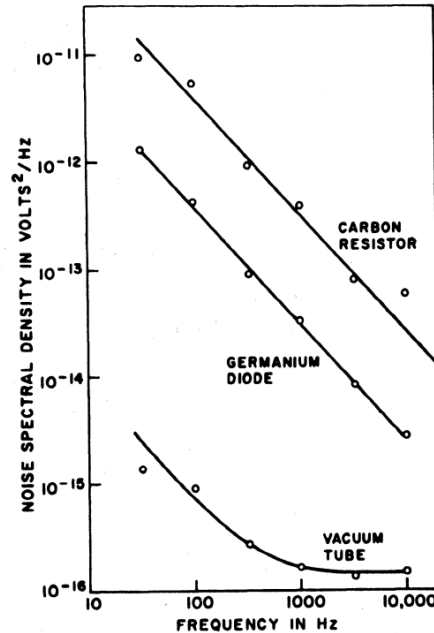
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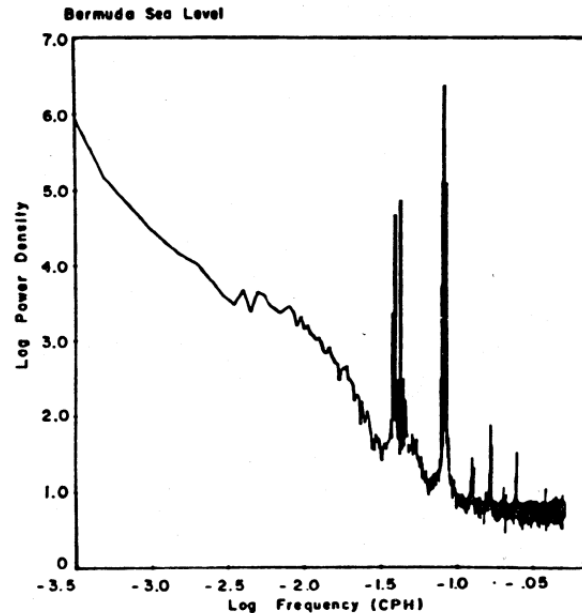
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➢ **Many** systems exhibit noise with $\beta \approx 1$ (e.g. electrical components, intensity of stars, ocean currents and sea level, firing of neurons, loudness of music...

J.J. Brophy, J. Appl. Phys. **40,** 3551 (1969)
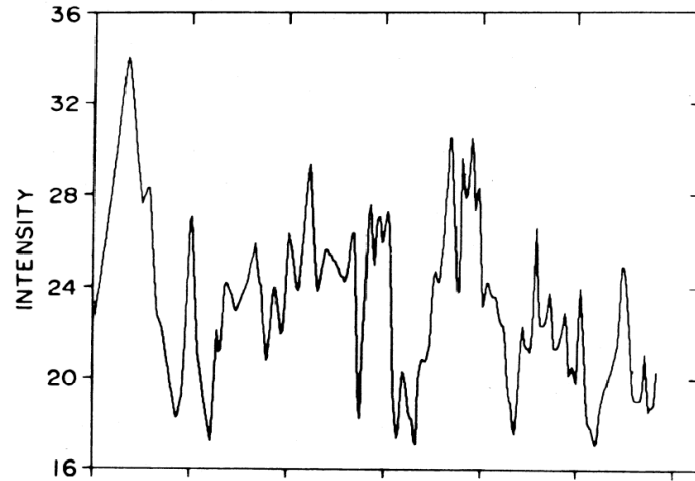
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C. Wunsch, Rev. Geophys. **10,** 1 (1972)

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Intensity spectrum of the quasar 3C273 from 1887 to 1967

Fahlman and Ulrych, Ap. J. **201,** 277 (1975)

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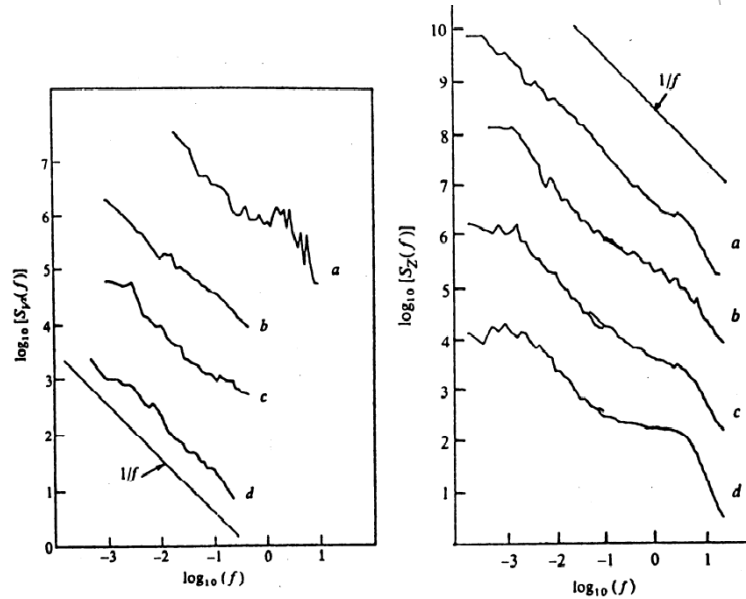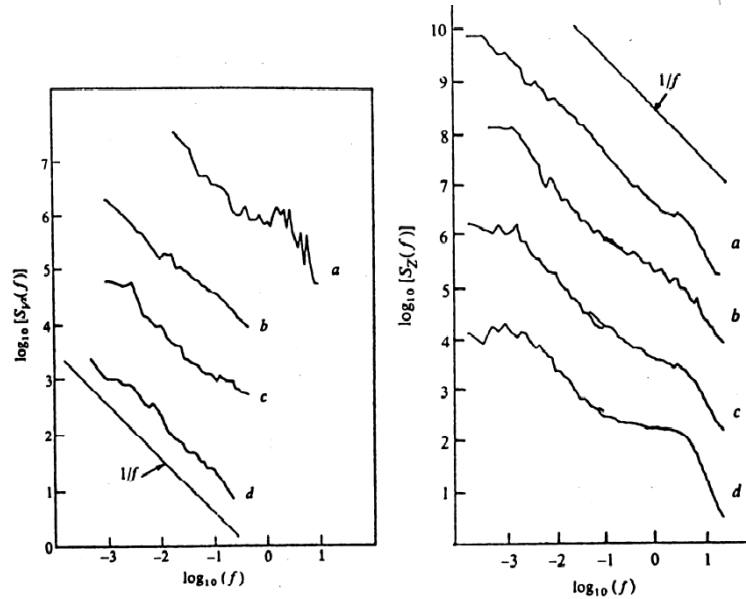

Loudness (left) and pitch (right) of radio broadcasts: (a) piano rags; (b) classical music; (c) rock music; (d) news and talk

Voss and Clarke, Nature **258,** 317 (1975)

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- Ubiquitous, but origin unknown!

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➢ Still no general explanation for 1/f noise, but theories increasingly point to relationship with non-equilibrium phenomena and scaling invariance

First model accounting for 1/f noise without specific physical details

- ➢ In the past, people have used diffusion theory to explain the 1/f noise in vacuum tubes, resistors and amplifiers.

- ➢ Those theories require specific physical details, and rely on fine tuning of parameters in the diffusion equation.

- ➢ The parameters needed in this model are very few.

First computational simulation based on our theory

➤ Based on their model, the authors produced simulations demonstrating the $f^{-1.1}$ power law for noise in three dimensions.

Simulation's Implications

➢ This model suggests the two seemingly unrelated phenomena-the fractal structure of self organizing systems and $f^{-\beta}$ noise-might have the same underlying mechanism

➢ Due to few parameters are required, this model has great universality

➢ Later works have used the same model to interpret more phenomena

Simulation Rules
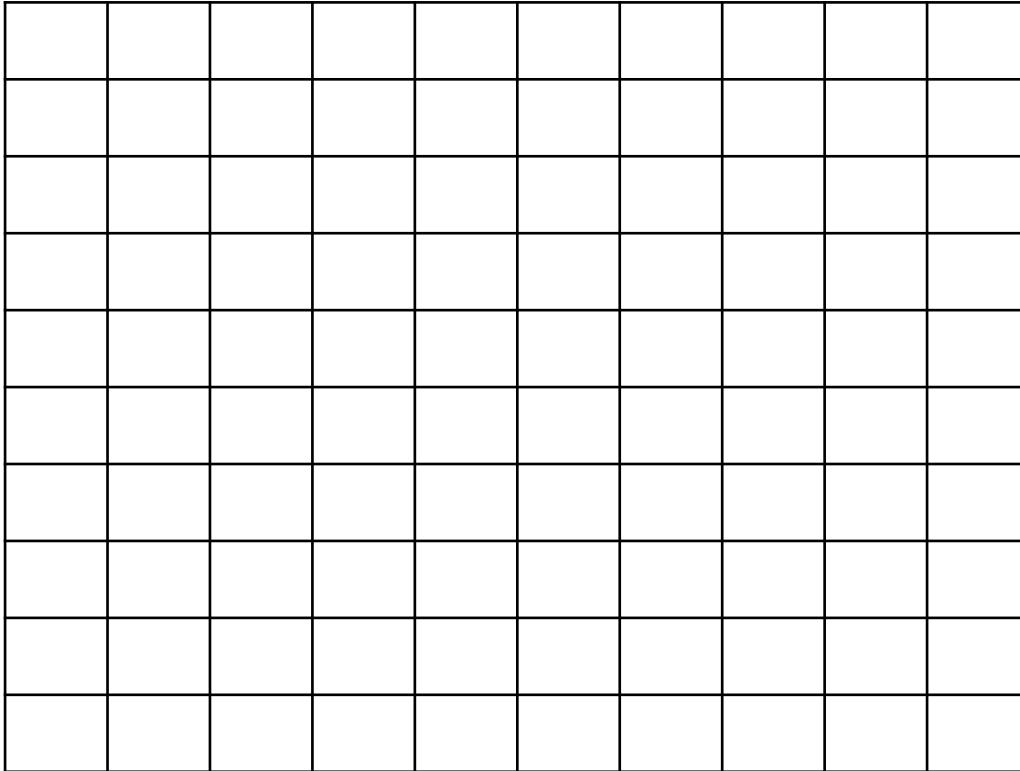
Cellular automata model on square lattice

4
3
2
1
0
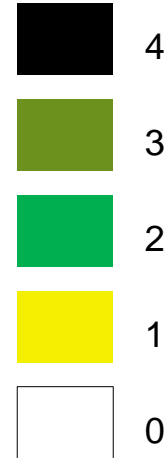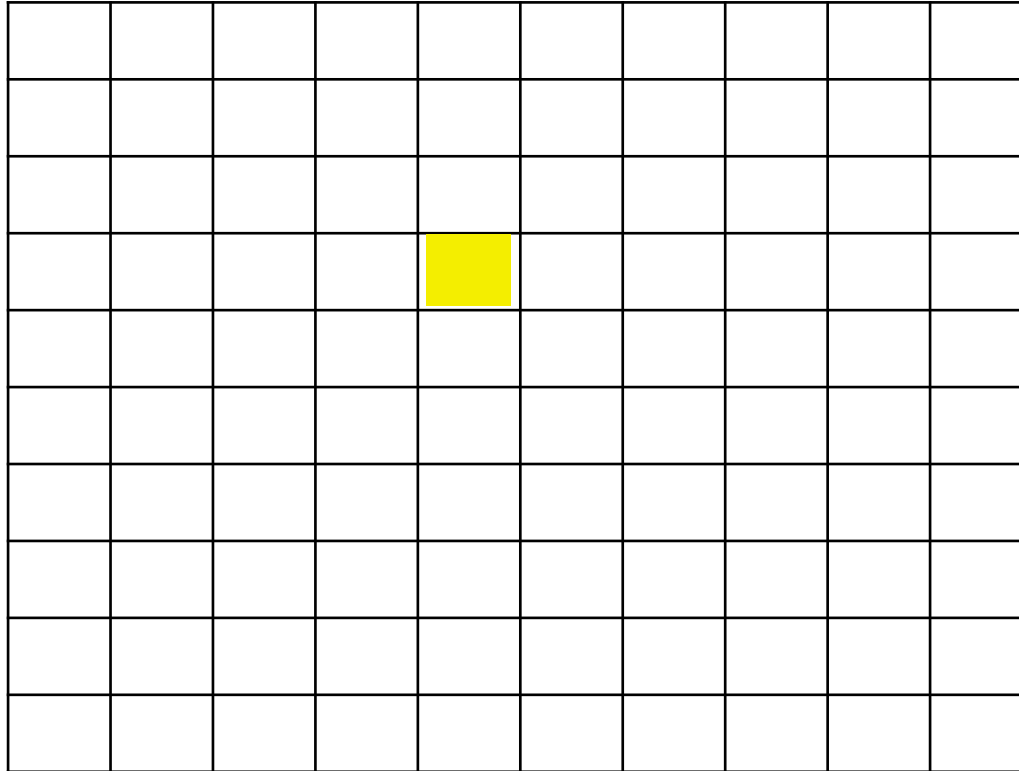
Simulation Rules

Each time step, increment random lattice value by 1
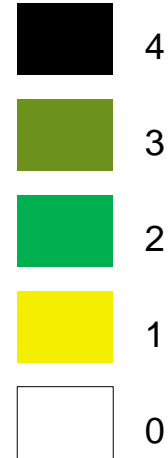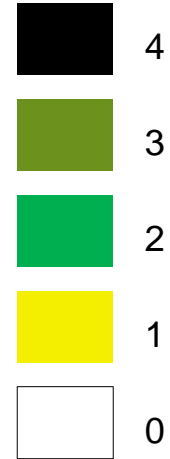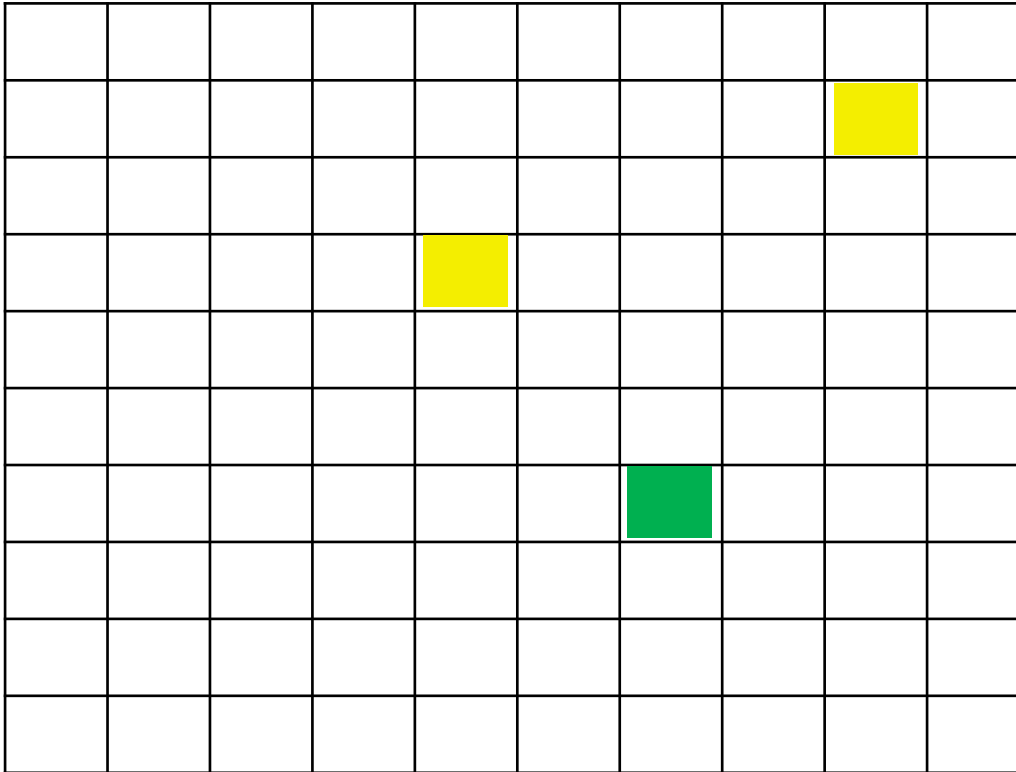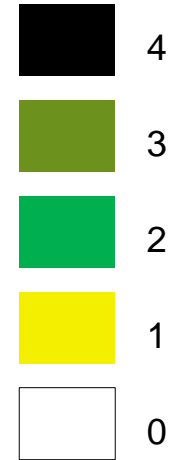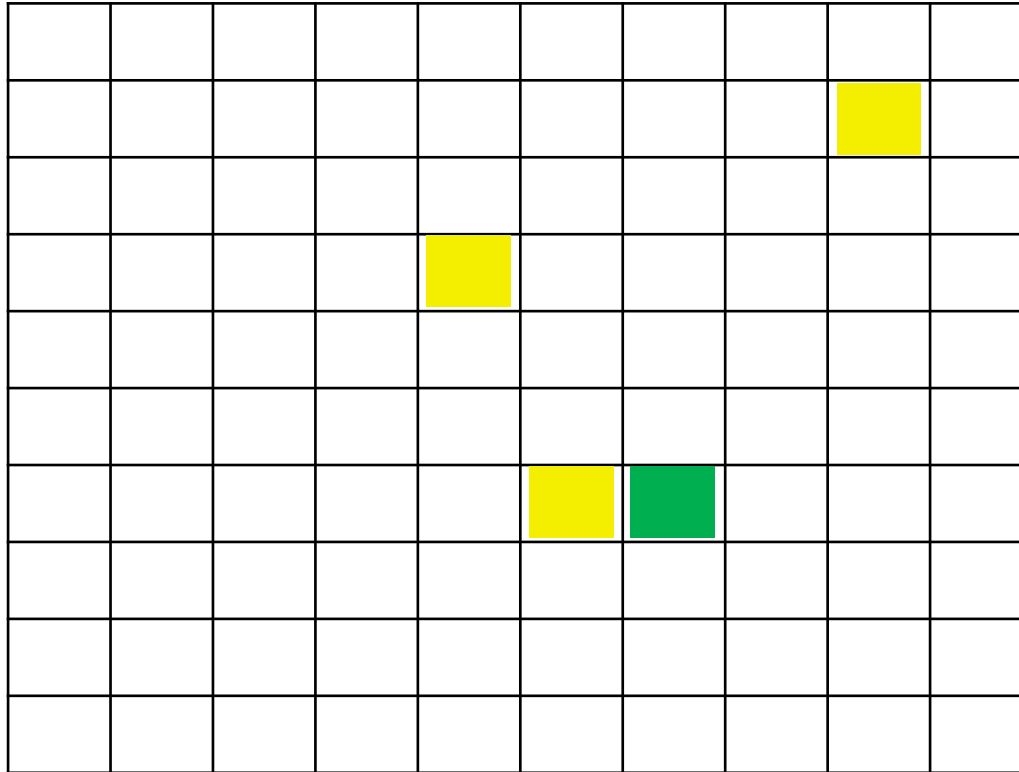
- 4 (black)
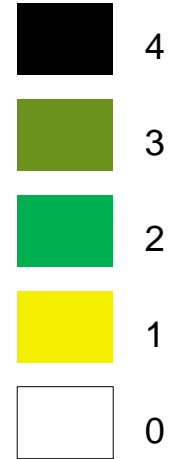- 3 (olive green)
- 2 (green)
- 1 (yellow)
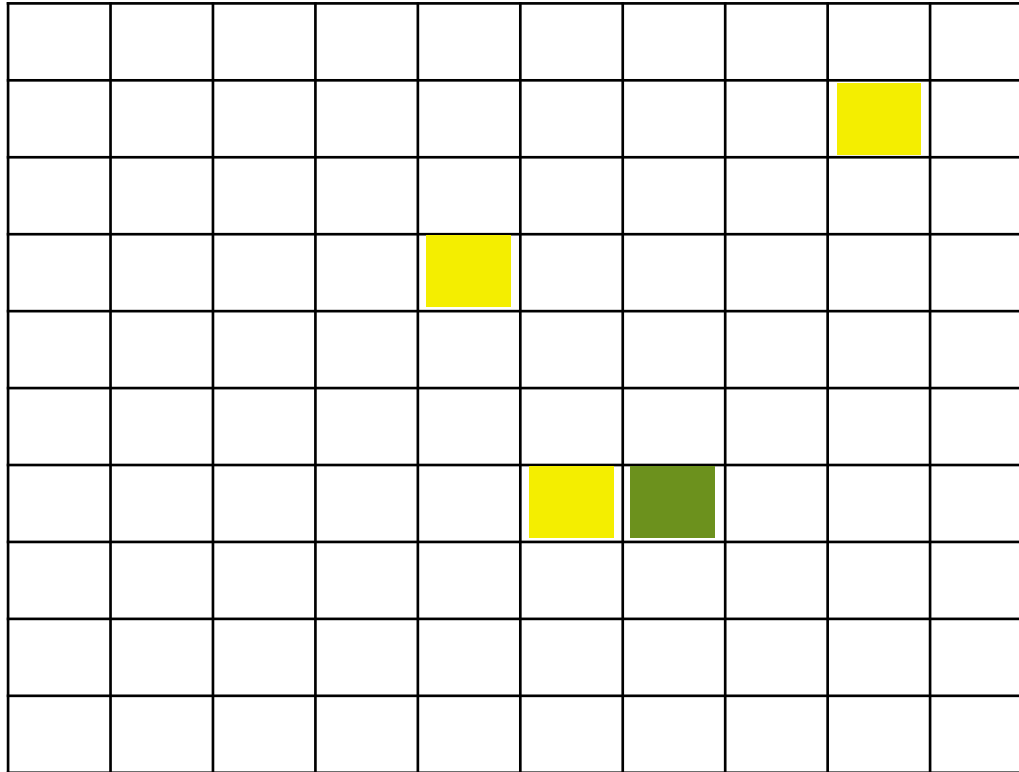- 0 (white)
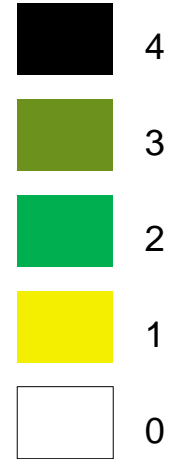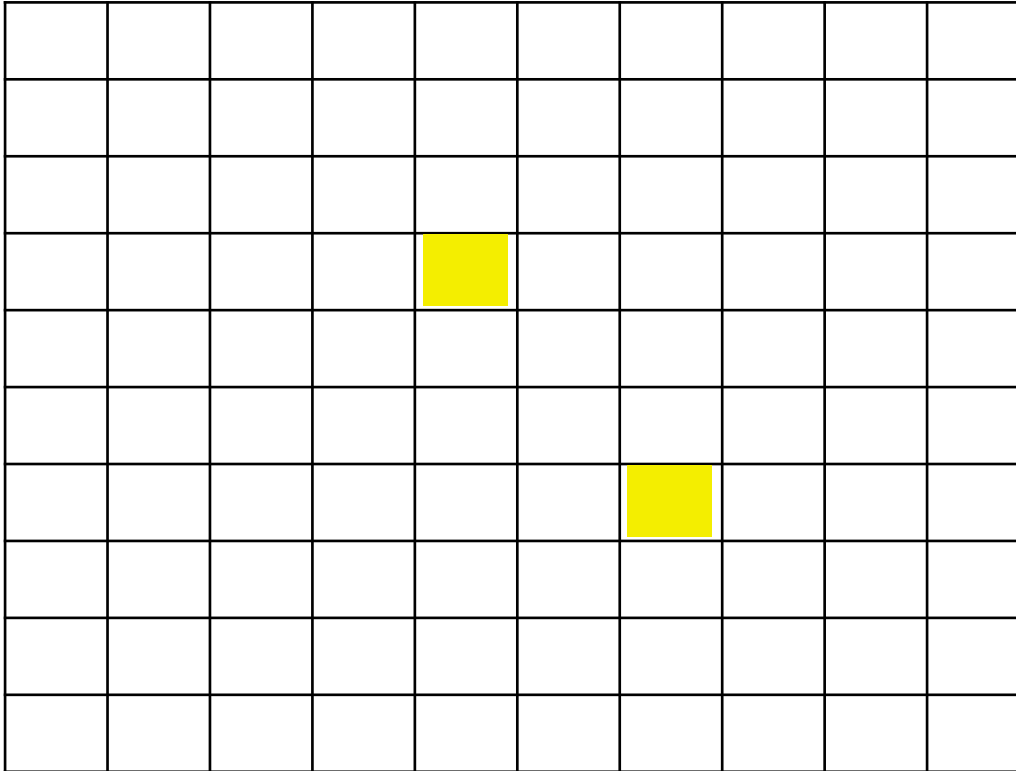
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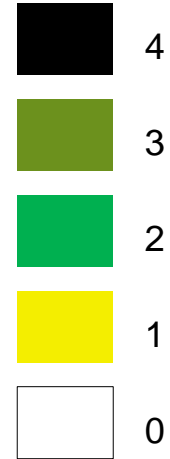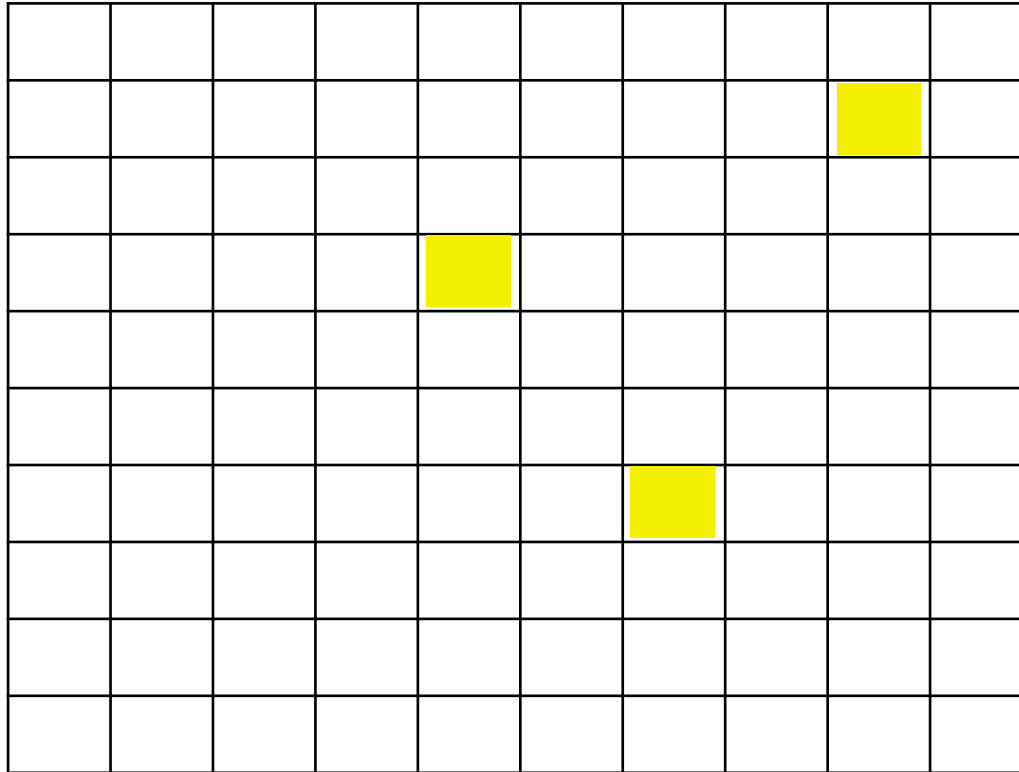
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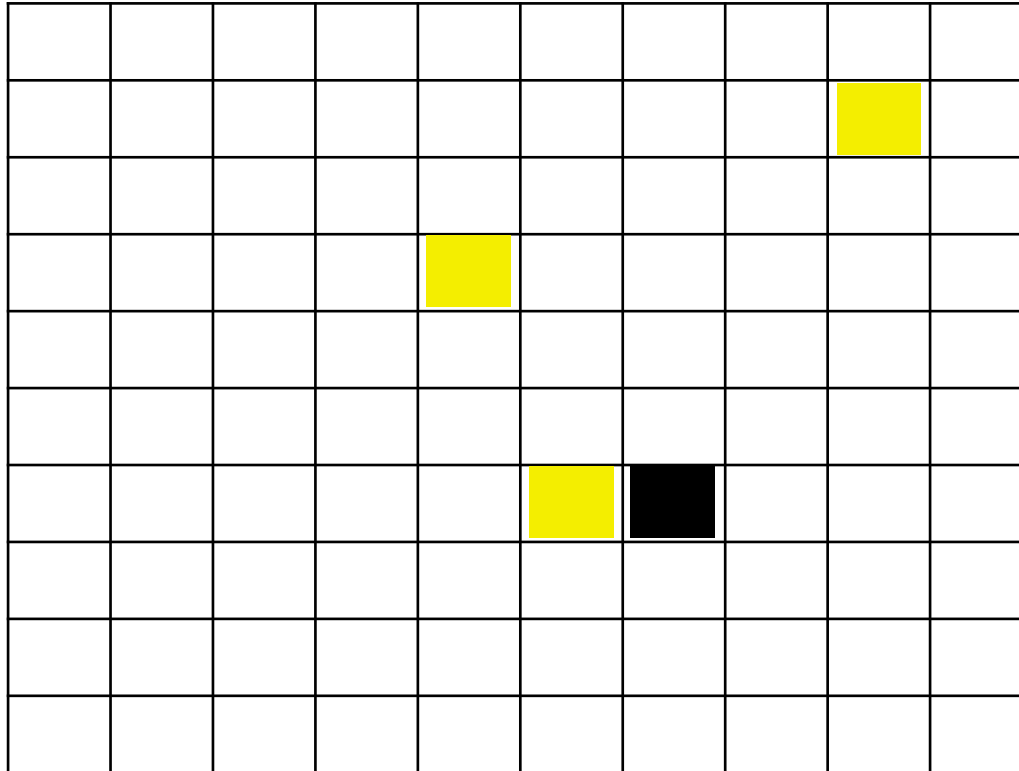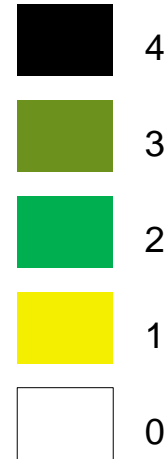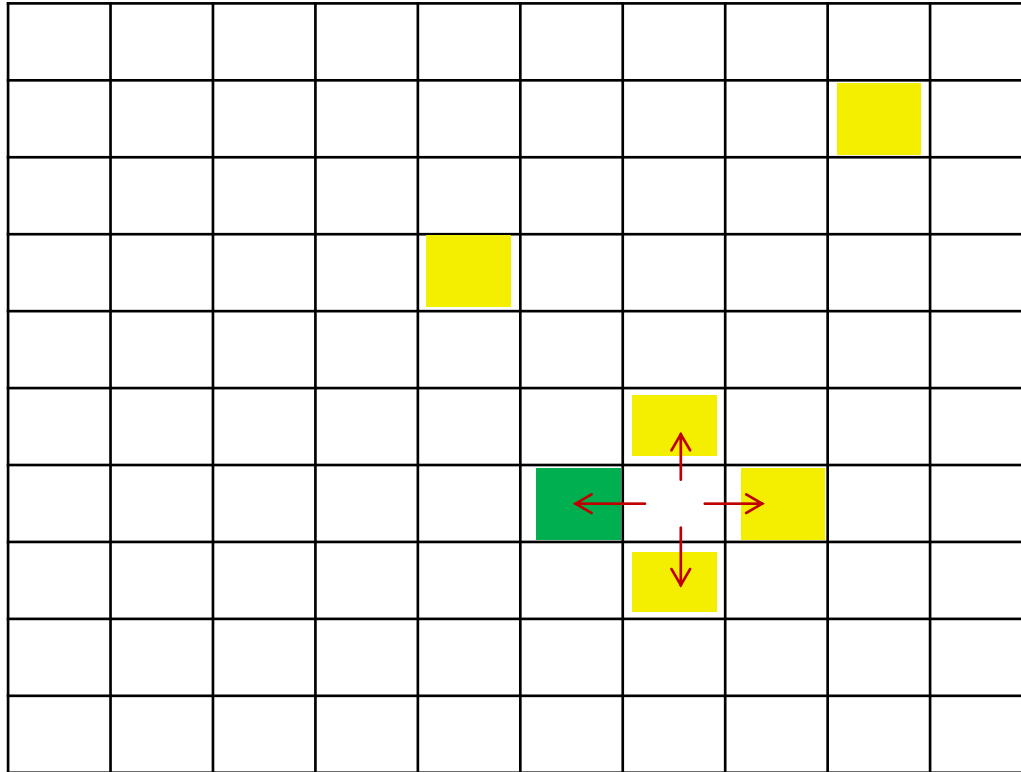
Simulation Rules

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When lattice point reaches threshold, decrease its value by 4 and increment nearest cardinal neighbors

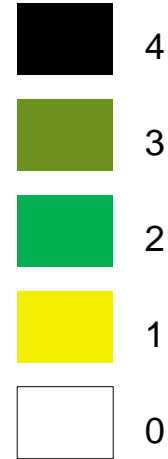|	
⬛	4
🟩	3
🟩	2
🟨	1
⬜	0

Simulation Rules

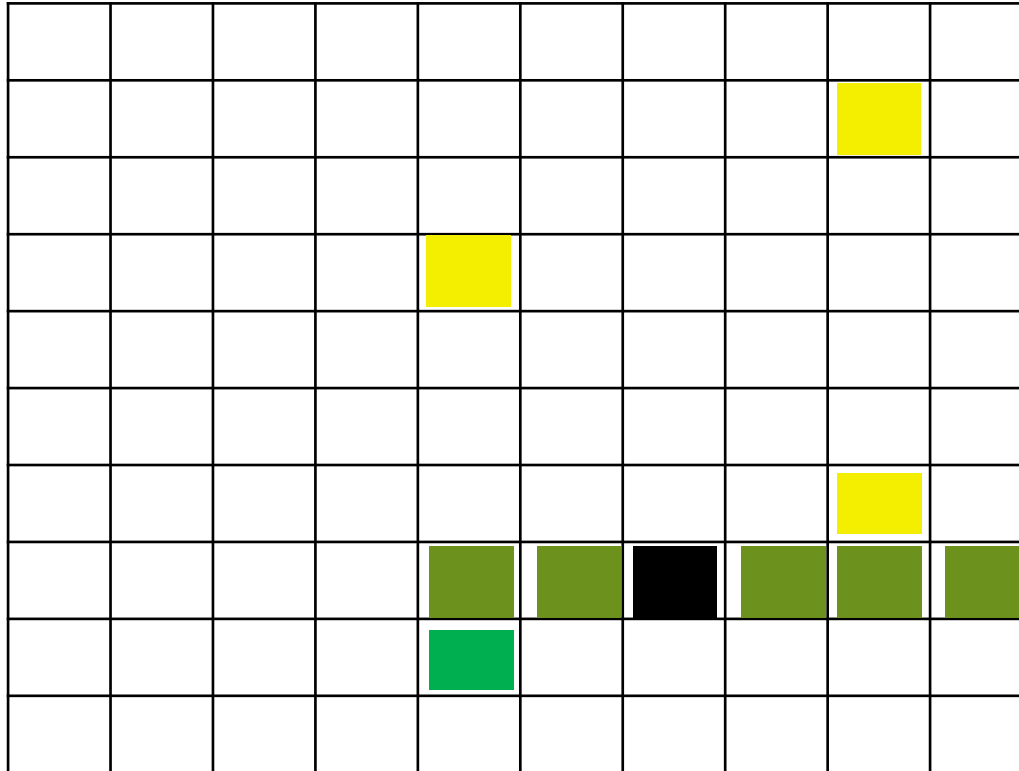$$z(x,y) \rightarrow z(x,y) - 4,$$

$$z(x \pm 1, y) \rightarrow z(x \pm 1, y) + 1,$$
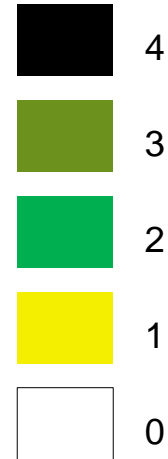
$$z(x, y \pm 1) \rightarrow z(x, y \pm 1) + 1,$$

4

3

2

1

0

Simulation Rules: Cascades

"Cascades" of unstable clusters can occur
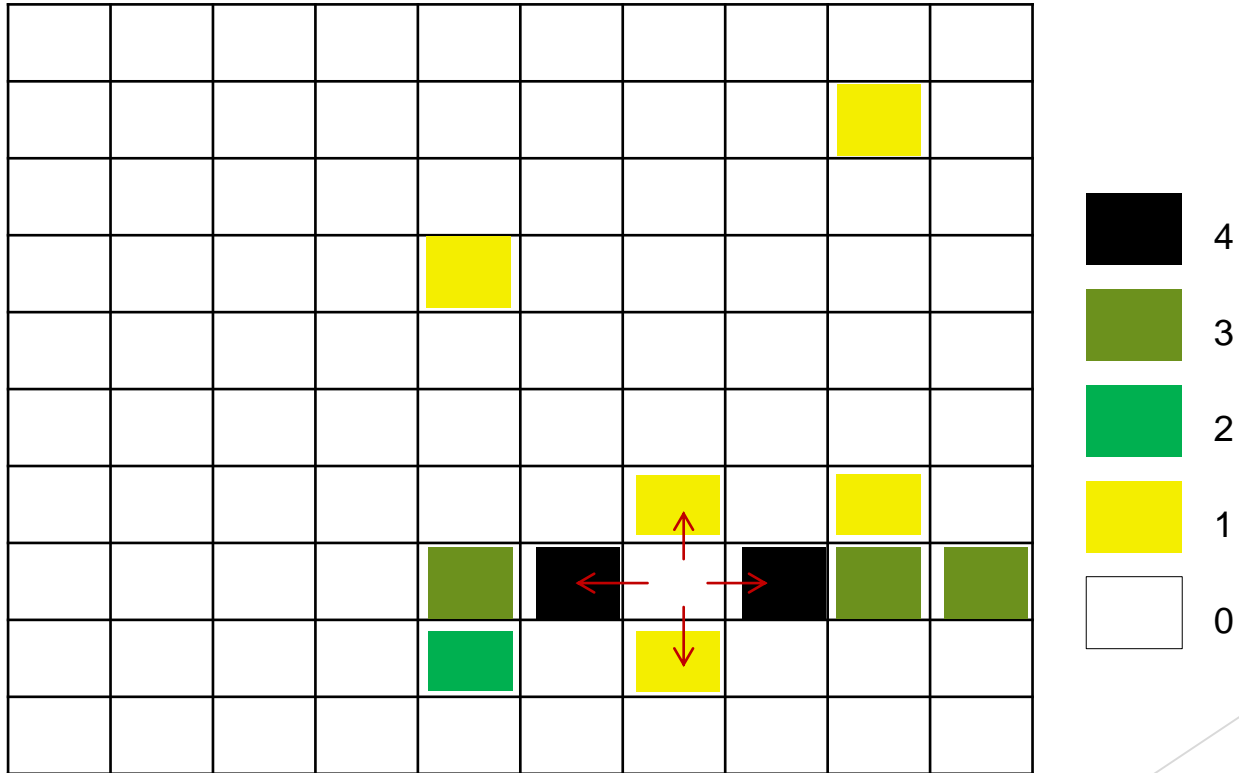
4 — black
3 — olive green
2 — green
1 — yellow
0 — white

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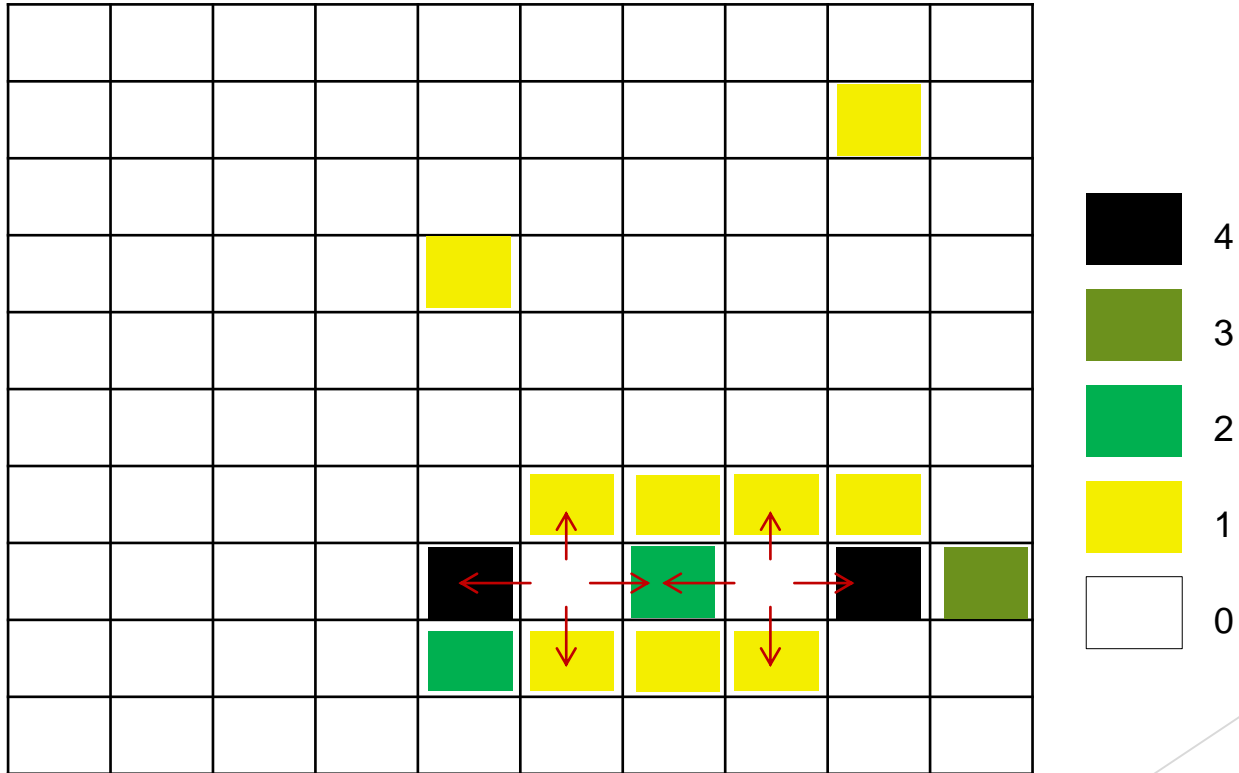
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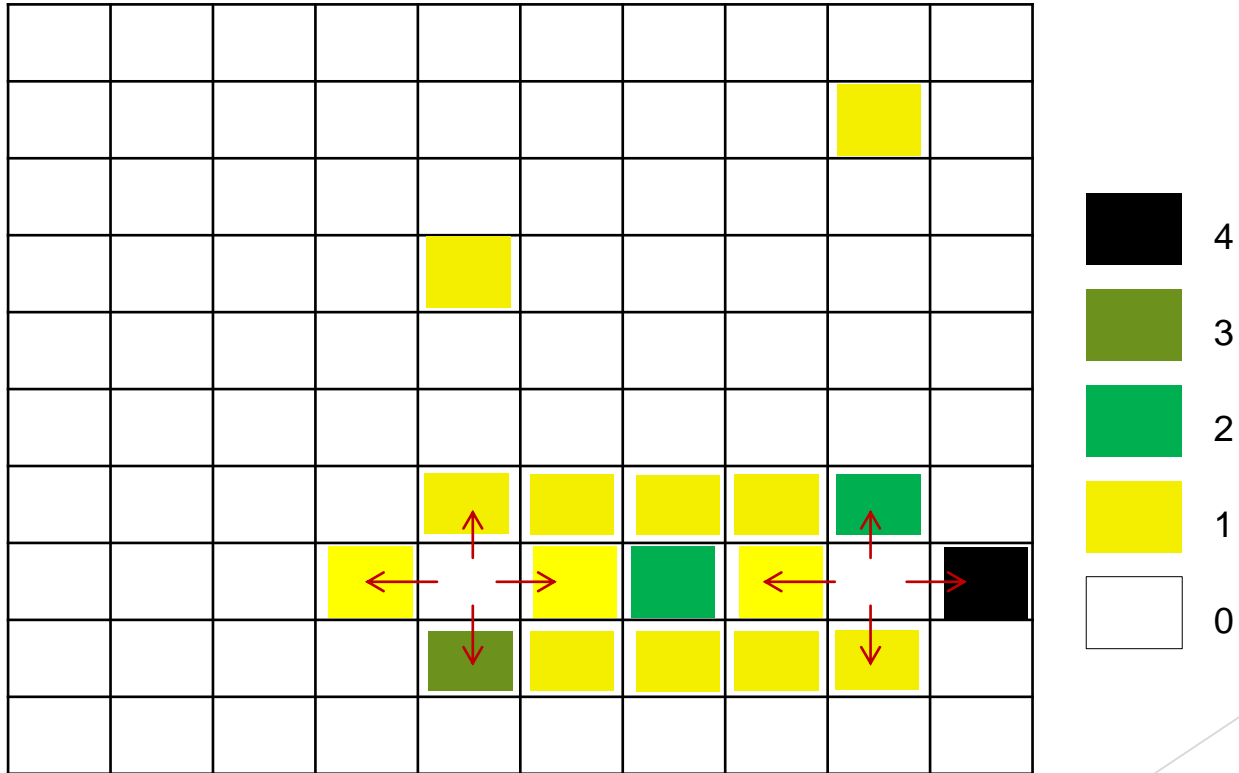
Simulation Rules: Cascades

Simulation Setup

- Initialization
  - Randomly assign $z[x,y] >>$ threshold
  - Evolve system until it stops (all $z[x,y]$ less than threshold) at locally minimally stable state
- Simulation
  - Each time-step, randomly increment lattice point
  - Count number and "size" of cascades
  - Size defined as number of lattice points affected

Distribution of Cluster Lifetimes Gives 1/f Noise

- $D(s) \sim s^{-\tau}$
  - S = size of cascade
  - $D(s)$ = how frequently cascade of size s occurs
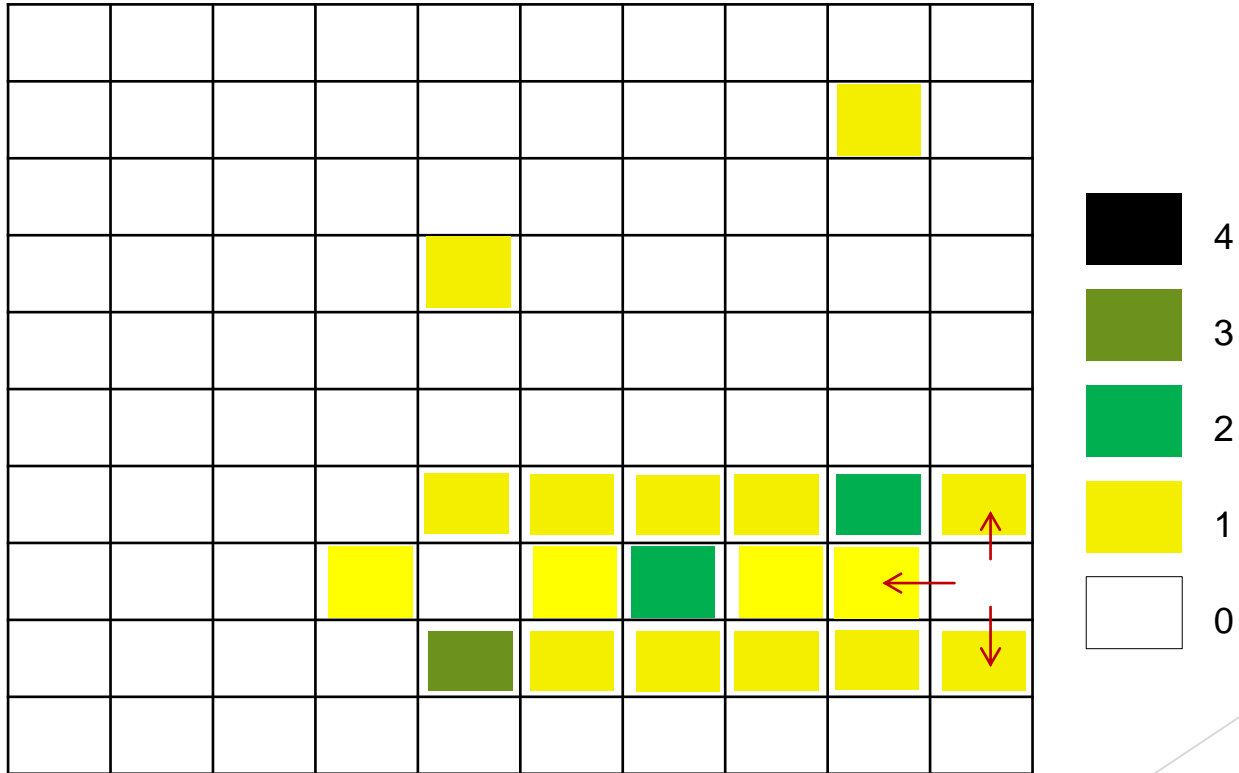 - τ = parameter
- Distribution of cluster lifetimes D(t) calculated from D(S)
  - $D(t) = (s/t)D(s(t))(ds/dt) \equiv t^{-\alpha}$
- Noise spectrum $S(\omega)$ calculated from D(t)
  - $S(\omega) = \int dt\ [t^*D(t)]/[1+(\omega t)^2]$
  - $S(\omega) \approx \omega^{-2+\alpha}$
- 2D: $S(\omega) \approx \omega^{-1.58}$
- 3D: $S(\omega) \approx \omega^{-1.1}$
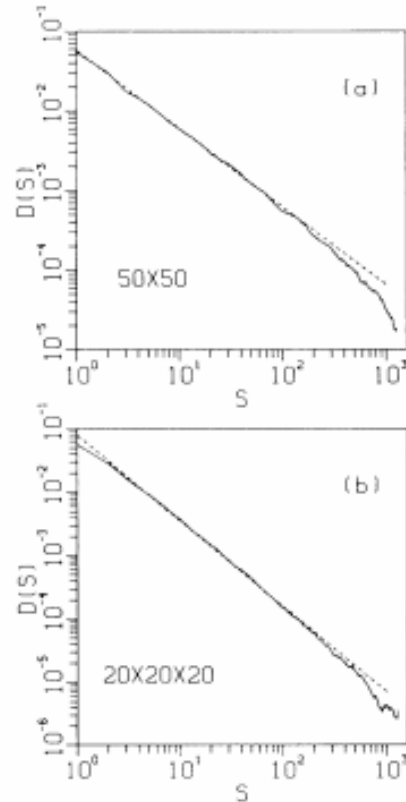
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- Could become the canonical model for temporal and spatial scaling in a wide variety of dissipative systems

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➢ Brevity of ß≈1.1 claim undermines significance of results

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Thank You!