

Cellular Automata

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Abstract—Cellular automata are a mathematical and computational model used to simulate dynamic systems. This work presents a review of cellular automata, their history, classification, and applications. Additionally, an example of one-dimensional and two-dimensional cellular automata is shown.

Keywords—Automata, Cellular, Genetic, Algorithms, Simulation

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1. Introduction

Cellular automata (CA) are a mathematical and computational model used to simulate dynamic systems. They are composed of a grid of cells, each of which can be in a finite number of states. The state of each cell is updated based on a set of rules that define the behavior of the system. CA are used in various fields, such as physics, biology, and computer science, to model complex systems and study their behavior. This work presents a review of cellular automata, their history, classification, and applications. Additionally, an example of one-dimensional and two-dimensional cellular automata is shown.

2. Background

The concept of cellular automata was invented by Stanislaw Ulam and John Von Neumann in the 1940s while they were working at the Los Alamos National Laboratory. The work on cellular automata began in the 1940s, with significant developments occurring throughout that decade. Von Neumann's comprehensive work on self-replicating automata was published posthumously in 1966 in the book "Theory of Self-Reproducing Automata," edited by Arthur W. Burks.

2.1. Motivation

The primary motivation behind cellular automata was to understand and model complex systems using simple, local rules. This idea was rooted in the study of biological processes and the desire to create self-replicating machines.

2.2. Developments

- Conway's Game of Life (1970): British mathematician John Conway popularized cellular automata with his "Game of Life", a bidimensional binary cellular automaton. This game demonstrated how simple rules could lead to complex emergent behavior, sparking widespread interest and research in cellular automata.
- Stephen Wolfram's work (1980s): Wolfram conducted extensive research on cellular automata, classifying them into four types based on their behavior and demonstrating their potential as models of natural processes and as computational systems.

Fig. 2 shows an example of Conway's Game of Life.

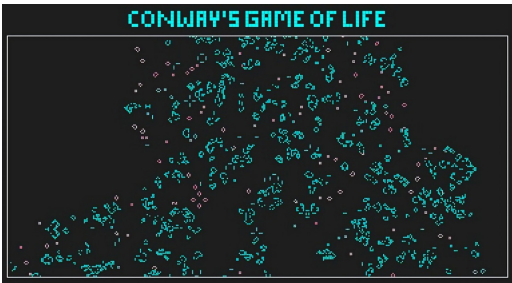


Figure 1. Example Conway's Game of Life.

2.3. Applications

Cellular automata have been used in various fields, including:

- Computer Science: Parallel computation, cryptography, and image processing.
- Physics: Modeling physical systems, such as fluid dynamics and crystal growth.
- Biology: Simulating biological processes, such as population dynamics and pattern formation.

Fig. 2 shows an example of application of cellular automata on Computer Science.

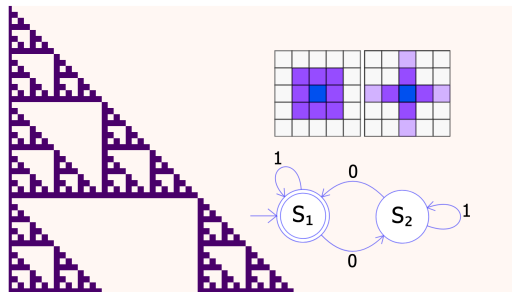


Figure 2. Example of cellular automata.

3. Cellular Automata Algorithm

3.1. Tauenvs

This template has its own environment package *tauenvs.sty* designed to enhance the presentation of the document. Among these custom environments are *tauenv*, *info* and *note*.

There are two environments which have a predefined title. These can be included by the command `\begin{note}` and `\begin{info}`. All the environments have the same style.

An example using the tau environment is shown below.

Environment with custom title

This is an example of the custom title environment. To add a title type `[frametitle=Your title]` next to the beginning of the environment (as shown in this example).

Tauenv is the only environment that you can customize its title. On the other hand, *info* and *note* adapt their title to spanish automatically when this language package is defined.

3.2. Taubabel

In this new version, we have included a package called *taubabel*, which have all the commands that automatically translate from english to spanish when this language package is defined.

By default, tau displays its content in english, however, within this package you can change the language to spanish. To do so, set *true* to `\setboolean{es-babel}{true/false}` located in *taubabel.sty*.

You can modify this package if you need another language. This will make it easier to translate the document without having to modify the class document.

4. Equation

Equation 1, shows the Schrödinger equation as an example.

$$\frac{\hbar^2}{2m} \nabla^2 \Psi + V(\mathbf{r})\Psi = -i\hbar \frac{\partial \Psi}{\partial t} \quad (1)$$

The *amssymb* package was not necessary to include, because stix2 font incorporates mathematical symbols for writing quality equations. In case you choose another font, uncomment this package in *tau-class/tau.cls/math* packages.

If you want to change the values that adjust the spacing above and below the equations, play with `\setlength{\eqskip}{8pt}` value until the preferred spacing is set.

5. Adding codes

This class¹ includes the *listings* package, which offers customized features for adding codes in \LaTeX documents specifically for C, C++, \LaTeX and Matlab.

You can customize the format in *tau-class/tau.cls/listings* style.

```
1 function fibonacci_sequence(num_terms)
2     % Initialize the first two terms of the
3     % sequence
4     fib_sequence = [0, 1];
5
6     if num_terms < 1
7         disp('Number of terms should be greater
8         than or equal to 1.');
```

```
12 fprintf('Fibonacci Sequence:\n%d\n%d\n',
13         fib_sequence(1), fib_sequence(2));
14 return;
15 end
16
17 % Calculate and display the Fibonacci
18 % sequence
19 for i = 3:num_terms
20     fib_sequence(i) = fib_sequence(i-1) +
21     fib_sequence(i-2);
22 end
23
24 fprintf('Fibonacci Sequence:\n');
25 disp(fib_sequence);
26 end
```

Code 1. Example of Matlab code.

If line numbering is enabled, we recommend placing the command `\nolinenumbers` at the beginning and `\linenumbers` at the end of the code.

This will temporarily remove line numbering and the code will look better as shown in this example.

6. References

The default formatting for references follows the IEEE style. You can modify the style of your references, for that, go to *tau-class/tau.cls/biblatex*. See appendix for more information.

7. Appendix

7.1. Alternative title

You can make the following modification in *tau-class/tau.cls/title* preferences section to change the position of the title.

```
1 \newcommand{\titlepos}{\centering}
```

Code 2. Alternative title.

This will move the title to the center.

7.2. Info environment

An example of the *info* environment declared in the 'tauenvs.sty' package is shown below. Remember that *info* and *note* are the only packages that translate their title (english or spanish).

Information

Small example of *info* environment.

7.3. Equation skip value

With the `\eqskip` command you can change the spacing for equations. The default *eqskip* value is 8pt.

```
1 \newlength{\eqskip}\setlength{\eqskip}{8pt}
2 \expandafter\def\expandafter\normalsize\
3 \expandafter{\
4 \normalsize%
5 \setlength\abovedisplayskip{\eqskip}%
6 \setlength\belowdisplayskip{\eqskip}%
7 \setlength\abovedisplayshortskip{\eqskip-\
8 baselineskip}%
9 \setlength\belowdisplayshortskip{\eqskip}%
10 }
```

Code 3. Equation skip code.

¹Hello there! I am a footnote :)

7.4. References

In case you require another reference style, you can go to `tau-class/tau.cls/biblatex` and modify the following.





```
1 \RequirePackage[
2   backend=biber,
3   style=ieee,
4   sorting=ynt
5 ]{biblatex}
```

Code 4. References style.

By default, *tau class* has its own .bib for this example, if you want to name your own bib file, change the `bibresource`.

```
1 \addbibresource{tau.bib}
```

8. Contact me

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 memo.notess1@gmail.com
 [memo.notess](#)

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