

# Cellular Automata

#### A brief Intruduction

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#### WHAT are Cellular Automata?



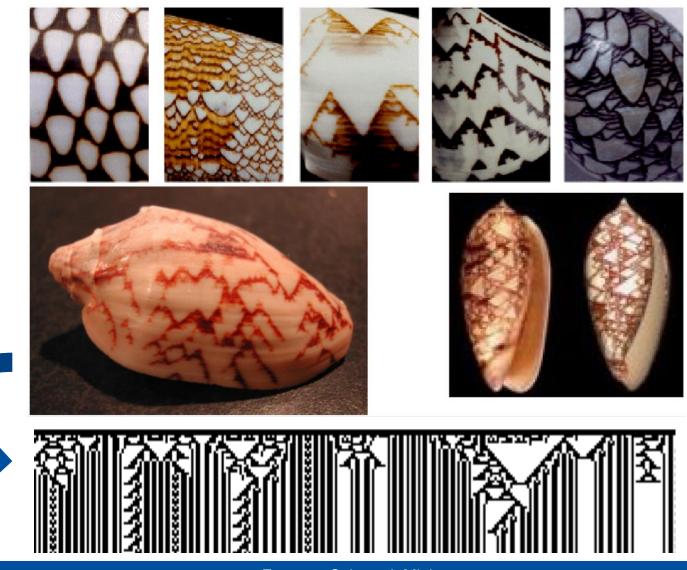
- Information processing system
  - Deterministic
  - Discrete in space, time and value

NON-von-Neumann computers

- Study of the phenomenon of life
  - Complex structures from simple rules

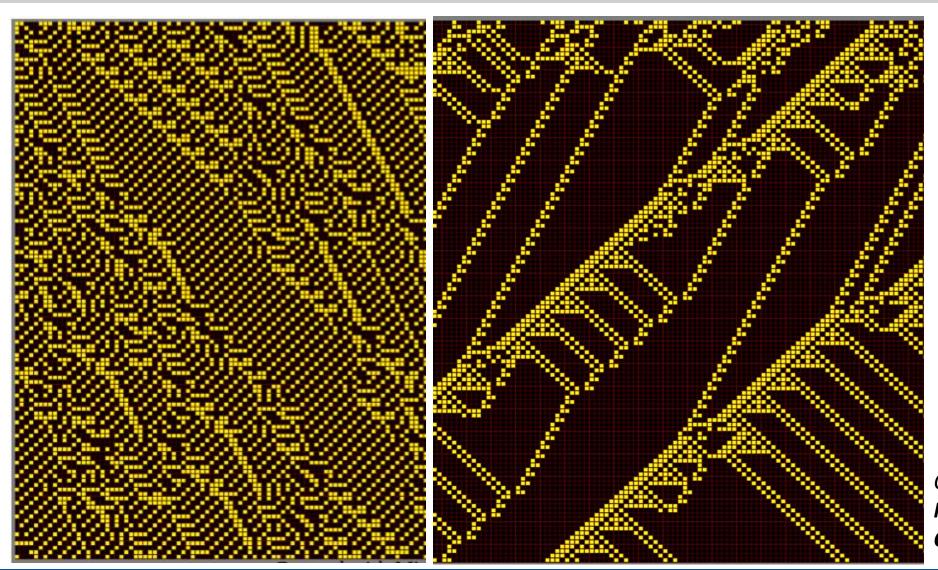
## **Motivation**





## **Motivation**





Created with

Mirek's Celebration

CA Simulator

#### **Related Work**



- VON NEUMANN, John.
  - Theory and organization of complicated automata. *Burks* (1966), 1949
- BURKS, Arthur W. Von Neumann's self-reproducing automata.
   MICHIGAN UNIV ANN ARBOR LOGIC OF COMPUTERS GROUP, 1969.
- WOLFRAM, Stephen. Statistical mechanics of cellular automata.
   Reviews of modern physics, 1983, 55. Jg., Nr. 3, S. 601.

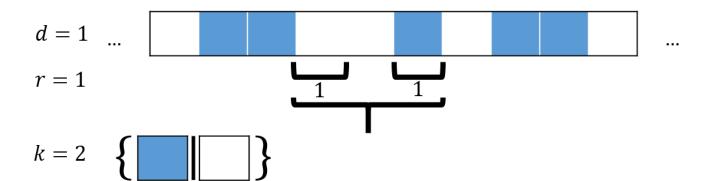
#### WHAT is a Cellular Automaton?

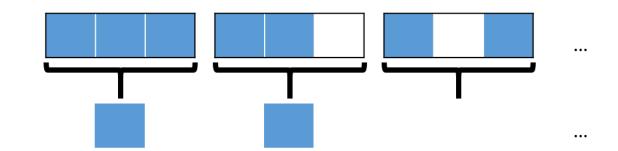


# CA

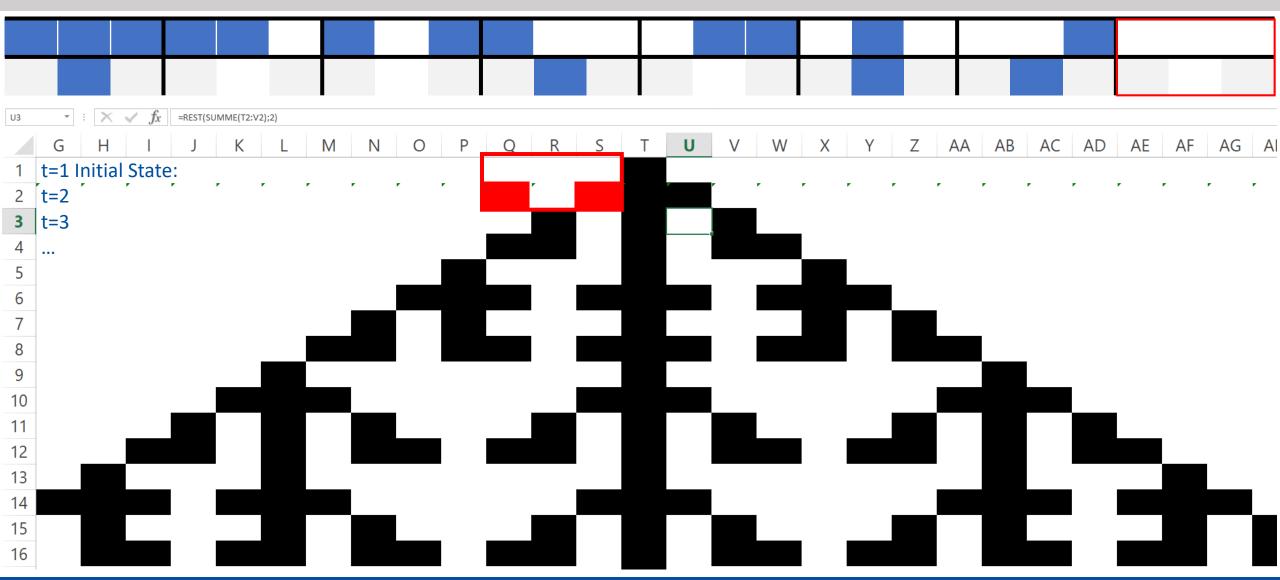
- Grid of cells (dimension d)
- Neighborhood (radius r)
- Finite set of k states
- Initial state
- Transformation rule

## Example

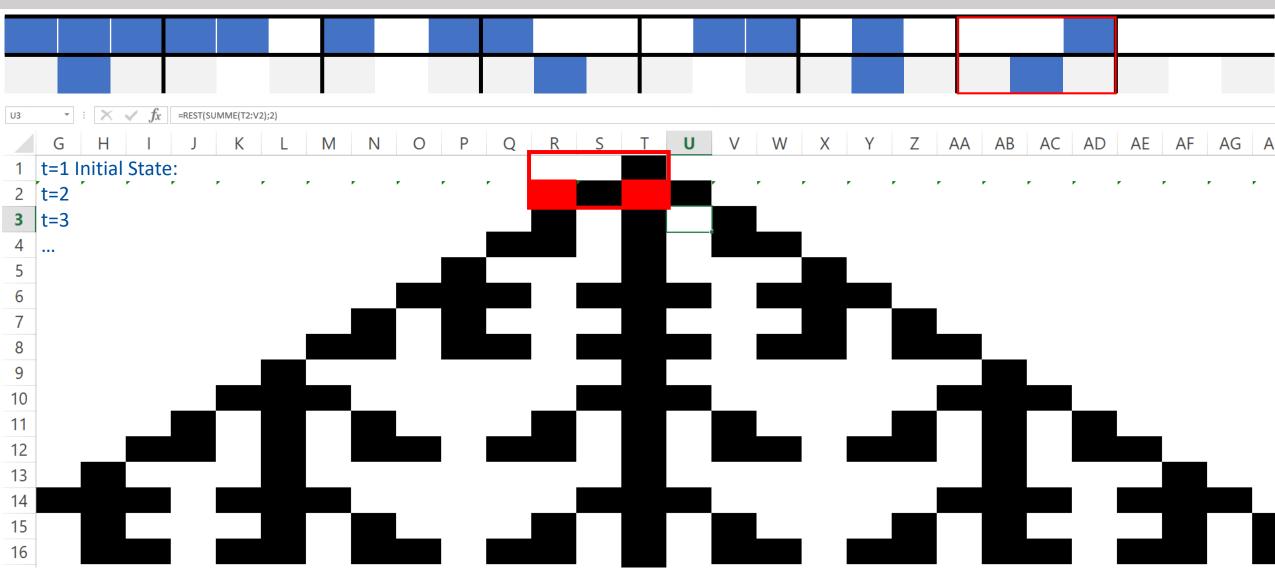




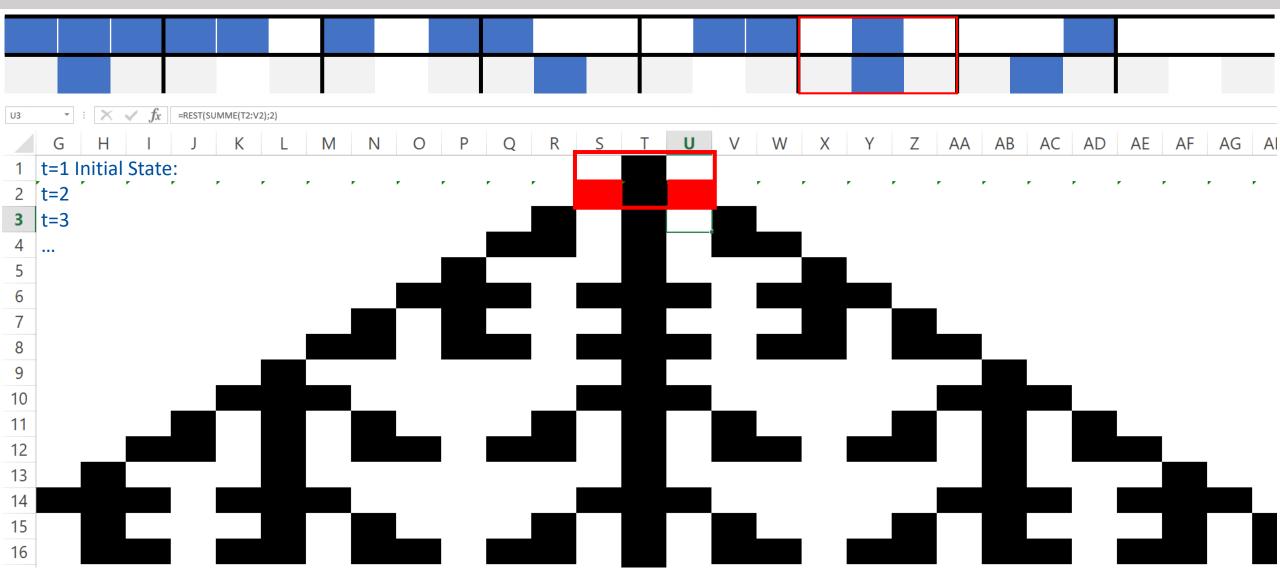




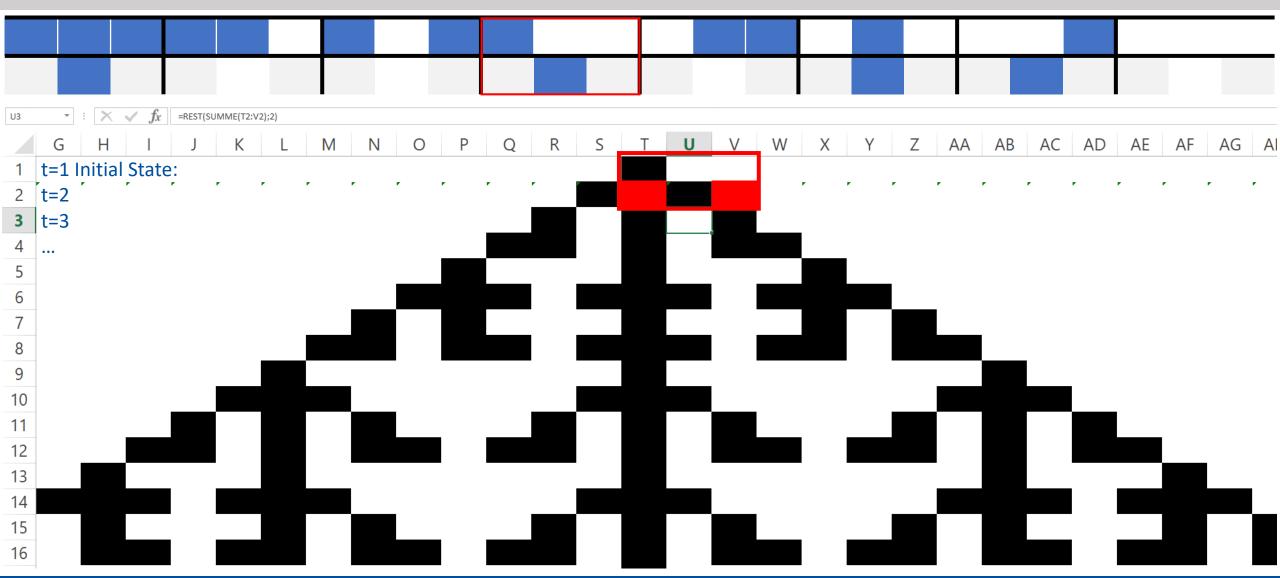




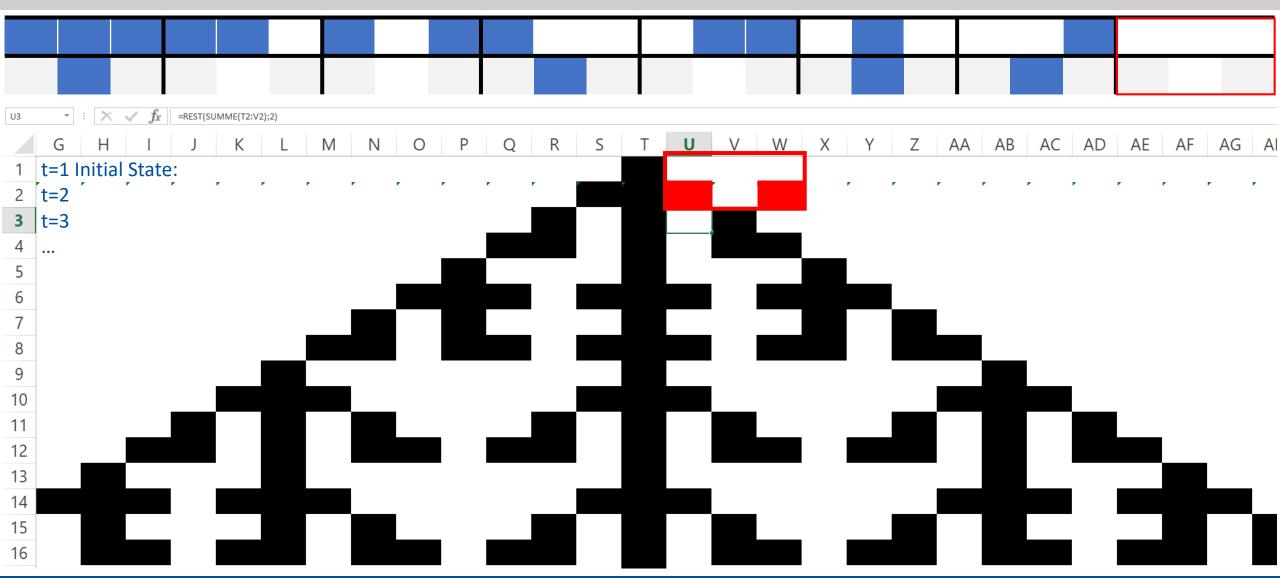




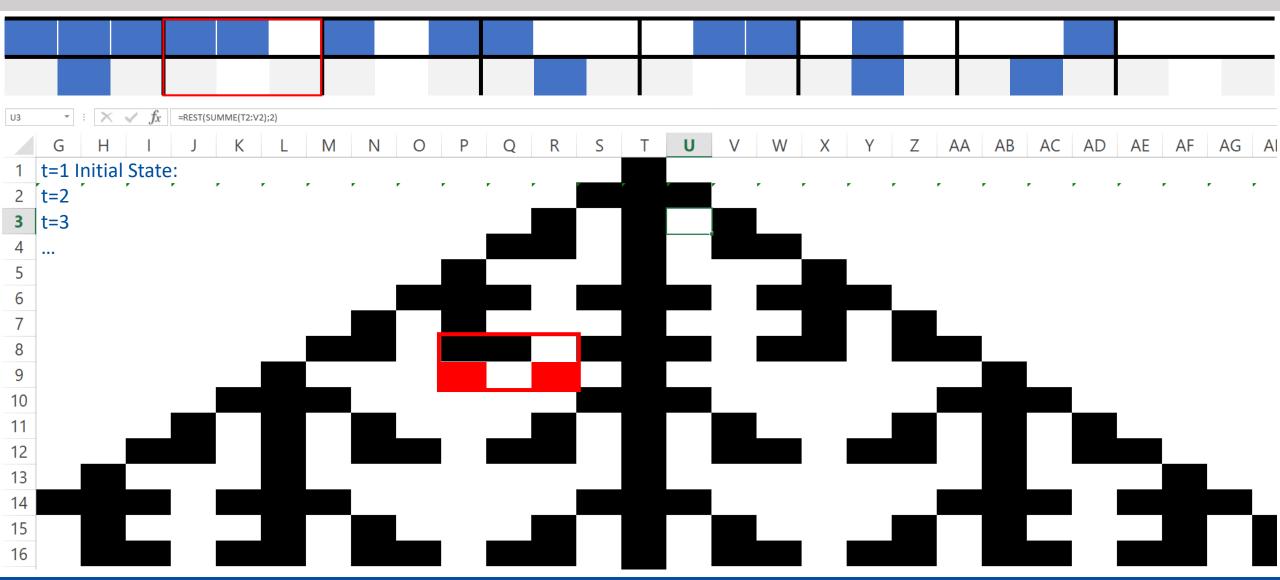










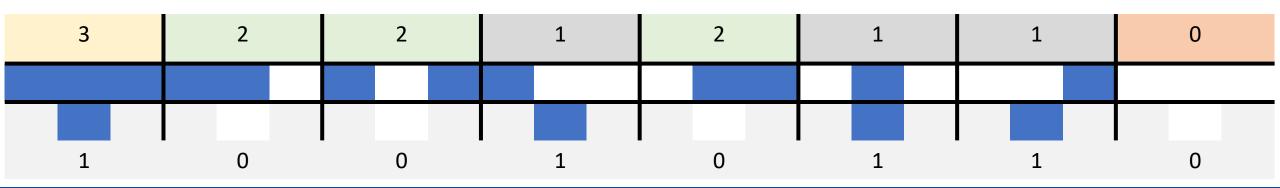


#### **Future work**



- Properties of Transition rules:
  - Silent state
  - Symmetric rule
  - Legal rules
  - Peripheral rules
  - Totalistic rules
- Wolfram number

- Properties of behaviour:
  - Homogeneous
  - Periodic
  - Chaotic
  - Self Organization
- Settings for borders





# Thank you for your attention!

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