

# CSI 701 – Assignment 5 – Cellular Automata

## Introduction:

The project requires simulating skin cancer growth using simple rules for the cell transition from living to cancerous condition and finally to a dead cell. The simulation is done on a triangulated mesh surface.

The growth rules of cancer in cells is regulated by a ratio of cell area to the affected area surrounding the cell. The aggressiveness of the cell growth can be tested by changing the probability limit together with the growth area.

## Implementation Details:

The simulation of cellular cancer growth requires initialization of the mesh information which includes:

1. Read in the mesh information.
2. Find neighbors that share boundaries with a given cell for all cells.

We start each of the scenario by selecting 3 cancerous cells and determine the proliferation of cell status as follows:

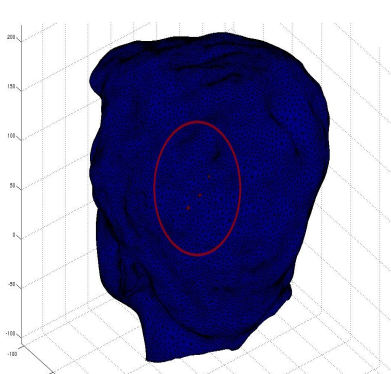
1. If the ratio of cell area to the surrounding affected area is greater than the set limit, the cell undergoes a change corresponding to its status and the status of the surrounding cells.
2. If all the surrounding cells are cancerous or have advanced in their condition, the present cell undergoes a corresponding change even though the ratio is within the set limit.

## Simulation Results:

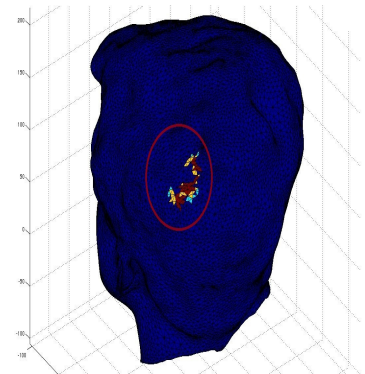
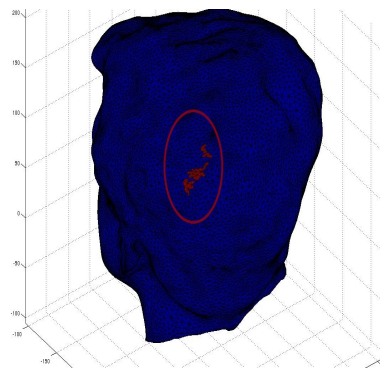
The simulation was run for 40 iterations, for two levels of aggression of cancer growth to compare the results.

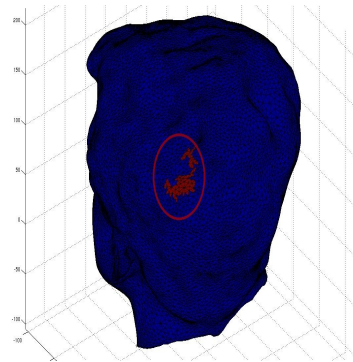
### 1. Low Aggressive growth:

The probability limit set for the cell to convert was 0.05. The growth reaches a constant area after 10 iterations. The results were as follows:



*Initial State*

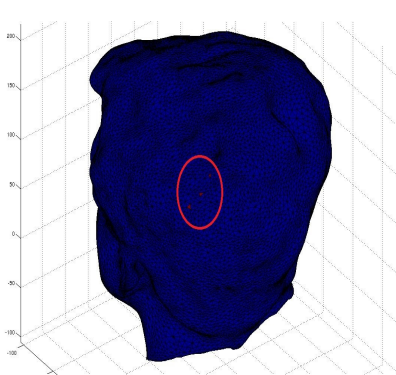




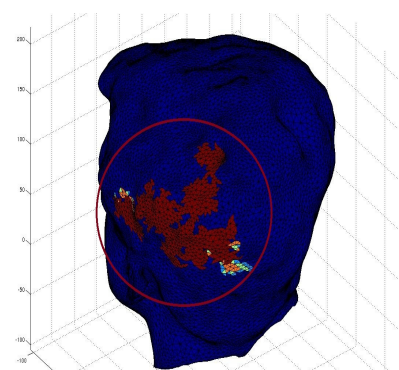
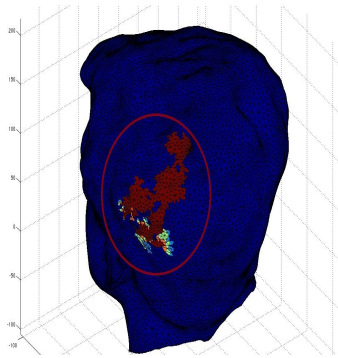
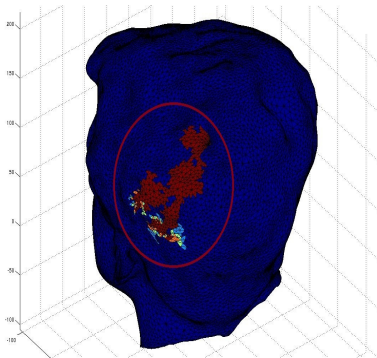
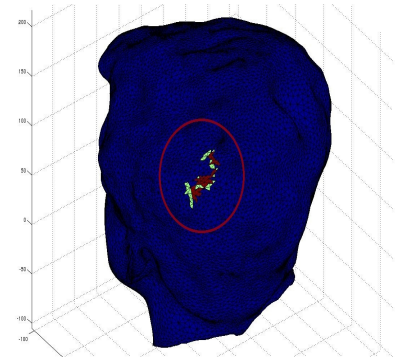
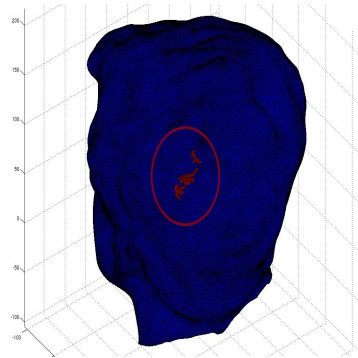
*Final State*

## 2. High Aggression Growth Simulation:

The probability limit set for the cell to convert was 0.04. The growth is visibly more aggressive and the results are as follows:



*Initial*



*Final State*

## Conclusion:

The simulation follows the set rules of growth and shows clear variation of aggression depending on the set condition.