Documentation Cellular Automats (Assignment 15)

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Contents

1 Part A: One Dimensional Cellular Automats

1.1 Task

The task involves implementing a one-dimensional cellular automaton system that evolves through discrete time steps based on predefined rules. The automaton consists of a linear array of cells, each in state 0 or 1, where the next state is determined by a cell's current state and its immediate neighbors. The system must support four specific rules (22, 106, 187, 214) and handle two initialization modes: a determined start with a 1 in the middle and zeros around and a random configuration. The program takes two command-line arguments, N for grid size and M for the number of time iterations and outputs the automaton's state after each iteration. These results can then be visualized using a separate plotting tool.

1.2 Idea

This project is built around a modular and rule-driven approach to simulating cellular automata. At the heart of the system is a structure called "cellauto", which holds the key components of the simulation. It holds the current state of the grid, stored as a character array, the rule being applied encoded as an 8-bit pattern and parameters like the grid size N and number of iterations M.
The rules themselves are defined using arrays of eight characters, where each position corresponds to one of the possible neighborhood cell configurations (e.g., the pattern "111" maps to index "0"). During the simulation, the system updates the grid in steps. For each cell, considering its left, center, and right neighbors, wrapping around at the edges, determining the corresponding rule index, and updating the cell's state based on the rule.
There are two modes of initialization implemented, one is determined, starting with a single 1 in the center and zeros around, and one random. The results of each simulation are saved in a format designed for easy visualization. Each line in the output file represents the complete state of the cells at a given time step.

1.3 Implementation

Data Structures and Rule Encoding

At the core of the system is the `cellauto`-struct, defined in `structs.h`. This struct houses all the parameters and data needed to run a simulation, including the current state of the grid, the active rule, the simulation data, and the mode of initialization:
The rule definitions themselves are declared as global constants in `structs.h` and initialized in `structs.c`. Each rule is represented as an array of eight characters `(e.g., RULE_22)`, corresponding to the eight possible arrangement of three cells. These arrays are indexed from 0 to 7, where each index corresponds to a specific neighborhood pattern. For instance, `Rule_22 = {0,0,0,1,0,1,1,0}` defines the rule's response to configurations ranging from 111 with index 0 to 000 with index 7.

State Management and Rule Application

The evolution of the automaton is made by functions implemented in `cell.c`. Where two initialization modes are used. One Deterministic via `reset(cellauto *c)`, which sets a single active cell (1) at the center of the grid, and the other one Random via `randomize(cellauto *c)`, which assigns each cell a 0 or 1 at random, using `srand(time(NULL))`.
The key function that does the state transitions is `apply_rule(cellauto *c)`. For each cell in the current state array, the function checks the left, center, and right neighbors using a series of `if` statements. Each possible pattern is explicitly matched to determine the new state. For example, if the neighborhood is 0 1 0, the function checks `if (left == 0 && center == 1 && right == 0)` and assigns the corresponding new state from `Rule_22`. In this case the new state would be 0, as defined in the rule array. This approach avoids binary-to-decimal conversion and directly maps patterns to states.

Simulation Flow and Execution

The entry point of the program is `main()` in `1d_states.c`. It expects two command-line arguments: the grid size `N` and the number of iterations `M`. It starts with the input handling, where the program verifies the validity of user input and allocates memory for a `cellauto` and its state array. It returns an error message if memory allocation fails or if the inputs are invalid.
First it runs the deterministic Initialization where the grid is initialized using `reset()`. The simulation runs for each of the four predefined rules (`RULE_22`, `RULE_106`, `RULE_187`, `RULE_214`), updating the `rule` pointer and `rule_name`

along the way. For each rule, the `steps()` function defined in `stepcom.c` and part of the `stepcom.h` header is called to run the system for the given number of iteration steps. At each step, the full state is saved in a file named `1d_states/1d_rule_<Regel>.txt`, where `<Regel>` is the rule number.
For Random Initialization Phase the random number generator initializes a new starting grid. For each rule, the state is randomized in `randomize()`, and the simulation is repeated as explained previously. Each rule's results under random initial conditions are also saved to the file named `1d_states/1d_rule_<Regel>_random.txt` for comparison.

1.4 Output

The program generates two types of output:

First a `Text File` for each rule (e.g., `1d_rule_22.txt`) recording the grid state per iteration, space-separated (e.g., `0 0 1 1 0 0 0`). These files are saved in the `1d_states` directory, where they are created automatically.
There is also a `Visualization` created with the `plot_1d` tool reading the created files and producing PNG images (e.g., `1d_plots/1d_rule_22.png`) using `gnuplot`. Each image depicts the automaton's evolution over time, with rows representing iterations and black/white pixels for 1/0 states.

i. To use the system, you have to compile by using the `Makefile` with the command `"make"`.

ii. To run the simulation, use the command: `"./1d_states N M"` (e.g., `201 100`).

iii. To generate the plots, use the command: `"./plot_1d 22"` (e.g., for `Rule_22`).

Examples: Here with initial state of 1 in the middle.

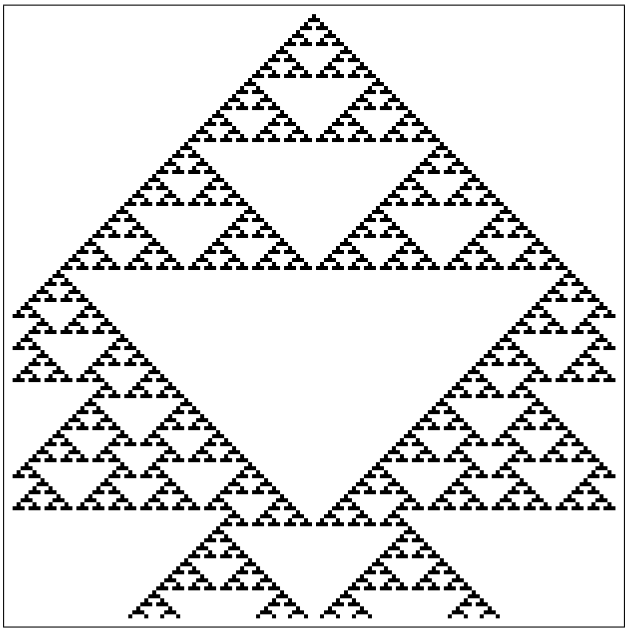

Figure 1: Rule_22; N=151, M=151

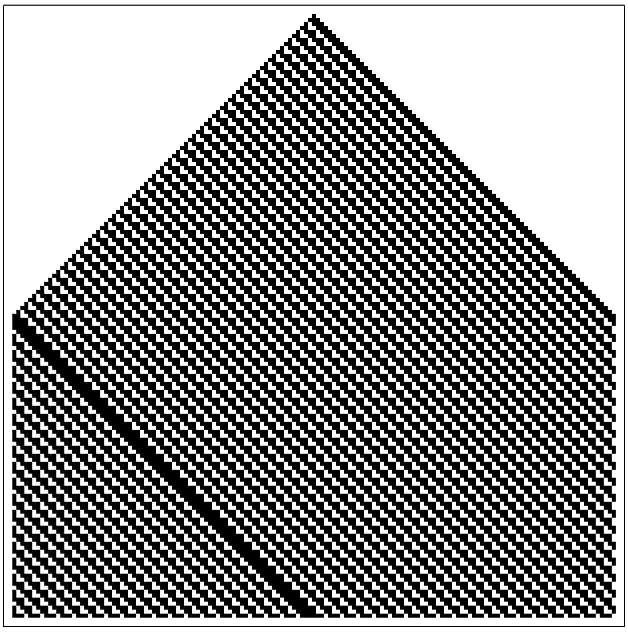

Figure 2: Rule_214; N=151, M=151

2 Part B

2.1 Idea

2.2 Implementation

2.3 Output

3 Appendix: Code and some more examples

3.1 Main files

Part A - 1d_states.c

Listing 1: 1d_states.c

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>

// Own headers with function declarations, structs etc.
#include "structs.h"
#include "cell.h"
#include "stepcom.h"


int main (int argc, char *argv[]) {
    if (argc != 3) {
        fprintf(stderr, "Usage: %s <n> <m>\n", argv[0]);
        return 1;
    }

    // User input for size and iterations
    int size = atoi(argv[1]);
    if (size <= 0) {
        fprintf(stderr, "Error: Size must be a positive integer.\n");
        return EXIT_FAILURE;
    }
    int iterations = atoi(argv[2]);

    // Initialize state
    cellauto *cell = malloc(sizeof(cellauto));
    if (!cell) {
        fprintf(stderr, "Error: Memory allocation failed.\n");
        return EXIT_FAILURE;
    }
    cell->state = malloc(size * sizeof(char));
    if (!cell->state) {
        fprintf(stderr, "Error: Memory allocation for state failed.\n");
        free(cell);
        return EXIT_FAILURE;
    }
```

```
        cell->rule = NULL;
        cell->rule_name = 0;
        cell->rand = false;
        cell->iterations = iterations;
        cell->size = size;


        reset(cell); // Initialize state with a single '1' in the middle
        cell->rule = RULE_22;
        cell->rule_name = 22;

        // Compute steps for not random initial condition
        steps(cell);
        reset(cell);
        cell->rule = RULE_106;
        cell->rule_name = 106;

        steps(cell);
        reset(cell);
        cell->rule = RULE_187;
        cell->rule_name = 187;

        steps(cell);
        reset(cell);
        cell->rule = RULE_214;
        cell->rule_name = 214;

        steps(cell);
        reset(cell);


        // Now random states
        cell->rand = true;

        // Set random initial state
        srand(time(NULL)); // Seed for random number generation
        randomize(cell);
        cell->rule = RULE_22;
        cell->rule_name = 22;

        // Compute steps for random initial condition
        steps(cell);
        randomize(cell);
        cell->rule = RULE_106;
        cell->rule_name = 106;

        steps(cell);
        randomize(cell);
        cell->rule = RULE_187;
        cell->rule_name = 187;

        steps(cell);
        randomize(cell);
        cell->rule = RULE_214;
        cell->rule_name = 214;

        steps(cell);

        // Free allocated memory
        free(cell->state);
        free(cell);

        return EXIT_SUCCESS;
    }
```

Part B - 2d_automat.c

Listing 2: 2d_automat.c

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

// Self created headers
#include "cell.h"
#include "stepcom.h"

```

```c

int main(int argc, char *argv[])
{
    if (argc != 3)
    {
        printf("Falsche Parameteranzahl, zwei werden benoetigt!\n");
        printf("Gittergroesse und Anzahl der Zeitschritte\n");
        exit(1);
    }

    int N = atof(argv[1]);
    int M = atof(argv[2]);

    srand(time(NULL));

    // Dynamically create array
    int **gitter = malloc(N * sizeof(int *));
    if (gitter == NULL)
    {
        fprintf(stderr, "Memory allocation failed for grid.\n");
        exit(1);
    }
    for (int i = 0; i < N; i++)
    {
        gitter[i] = malloc(N * sizeof(int));
        // Handle error correctly
        if (gitter[i] == NULL)
        {
            fprintf(stderr, "Memory allocation failed for grid row %d.\n", i);
            for (int j = 0; j < i; j++)
            {
                free(gitter[j]);
            }
            free(gitter);
            exit(1);
        }
    }


    // Initialize the grid with random values
    random_auto((int **)gitter, N);


    // Compute time steps
    fileprint_auto((int **)gitter, N, M);


    // Free the allocated memory
    for (int i = 0; i < N; i++) {
        free(gitter[i]);
    }
    free(gitter);

    return 0;
}
```

Part B - segler.c

Listing 3: segler.c

```c
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

#include "stepcom.h"
#include "cell.h"


int main()
{
    int N = 200;
    int M = 200;

    // Dynamically create array
    int **gitter = malloc(N * sizeof(int *));
    if (gitter == NULL)
    {
```

```
            fprintf(stderr, "Memory␣allocation␣failed␣for␣grid.\n");
            exit(1);
        }
        for (int i = 0; i < N; i++)
        {
            gitter[i] = malloc(N * sizeof(int));
            // Handle error correctly
            if (gitter[i] == NULL)
            {
                fprintf(stderr, "Memory␣allocation␣failed␣for␣grid␣row␣%d.\n", i);
                for (int j = 0; j < i; j++)
                {
                    free(gitter[j]);
                }
                free(gitter);
                exit(1);
            }
        }

        // Initialize gitter with 0's
        for (int i = 0; i < N; i++)
        {
            for (int j = 0; j < N; j++)
            {
                gitter[i][j] = 0;
            }
        }

        // Spaceship
        int raumschiff[4][5] = {
            {0, 1, 0, 0, 1},
            {1, 0, 0, 0, 0},
            {1, 0, 0, 0, 1},
            {1, 1, 1, 1, 0}};

        // Place the spaceship in the grid
        for (int i = 0; i < 4; i++)
        {
            for (int j = 0; j < 5; j++)
            {
                gitter[i + 98][j + 150] = raumschiff[i][j];
            }
        }

        // Compute time steps
        fileprint_auto(gitter, N, M);

        // Free the allocated memory
        for (int i = 0; i < N; i++) {
            free(gitter[i]);
        }
        free(gitter);

        return 0;
}
```

3.2 Headers

cell.h

Listing 4: cell.h

```
    // Header for initializing and manipulating a cellular automats
    #ifndef CELL_H
    #define CELL_H

    #include "structs.h"

    void apply_rule (cellauto *cell);

    void reset (cellauto *cell);

    void randomize (cellauto *cell);

    int nachbar_check(int N, int row, int col, int **gitter);
```

```
void random_auto( int **gitter, int size);

#endif
```

stepcom.h

Listing 5: stepcom.h

```
// Header for computing and printing steps into files
#ifndef STEPCOM_H
#define STEPCOM_H

#include "structs.h"

void steps(cellauto *cell);

void fileprint_auto(int** gitter, int size, int steps);

#endif
```

structs.h

Listing 6: structs.h

```
// Header file for cellular automata structures
#ifndef STRUCTS_H
#define STRUCTS_H
#include <stdbool.h>

// Rules
extern const char RULE_22[8];
extern const char RULE_106[8];
extern const char RULE_187[8];
extern const char RULE_214[8];

// Struct for states and rules
typedef struct {
    char *state;
    // Rules are represented as strings of 8 characters
    const char *rule;
    int rule_name;
    bool rand; // Random initial condition
    // Provided by input
    int iterations;  // Number of iterations
    int size;  // Size of the state
} cellauto;

#endif
```

3.3 Header c-files

cell.c

Listing 7: cell.c

```
#include <stdio.h>
#include <stdlib.h>

#include "structs.h"
#include "cell.h"
```

```
// Fucntions for 1d automats


// Function to apply the rule to the current state
void apply_rule (cellauto *cell) {
    char new_state[cell->size];

    // Initialize new state with the current state
    for (int i = 0; i < cell->size; i++) {
        // Get the left, center, and right neighbors
        int left = cell->state[(i - 1 + cell->size) % cell->size] - '0';
        int center = cell->state[i] - '0';
        int right = cell->state[(i + 1) % cell->size] - '0';

        // Compute new state
        if (left == 1 && center == 1 && right == 1) {
            new_state[i] = cell->rule[0];
        }
        else if (left == 1 && center == 1 && right == 0) {
            new_state[i] = cell->rule[1];
        }
        else if (left == 1 && center == 0 && right == 1) {
            new_state[i] = cell->rule[2];
        }
        else if (left == 1 && center == 0 && right == 0) {
            new_state[i] = cell->rule[3];
        }
        else if (left == 0 && center == 1 && right == 1) {
            new_state[i] = cell->rule[4];
        }
        else if (left == 0 && center == 1 && right == 0) {
            new_state[i] = cell->rule[5];
        }
        else if (left == 0 && center == 0 && right == 1) {
            new_state[i] = cell->rule[6];
        }
        else { // left == 0 && center == 0 && right == 0
            new_state[i] = cell->rule[7];
        }
    }

    // Copy new state back to original state
    for (int i = 0; i < cell->size; i++) {
        cell->state[i] = new_state[i];
    }
}

// Function to reset the state to a single '1' in the middle
void reset (cellauto *cell) {
    for (int i = 0; i < cell->size; i++) {
        cell->state[i] = '0';
    }

    int mid = cell->size / 2;
    cell->state[mid] = '1';
}


// Function to randomize the state
void randomize (cellauto *cell) {
    for (int i = 0; i < cell->size; i++) {
        cell->state[i] = (rand() % 2) + '0'; // Randomly set '0' or '1'
    }
}


// Functions for 2d automats


// Function to check the number of neighbors for a cell at (row, col) in a grid of size N
int nachbar_check(int N, int row, int col, int **gitter) {
    int one_counter = 0;

    for (int i = row - 1; i < row + 2; i += 2)
    {
        for (int j = col - 1; j < col + 2; j++)
        {
            if (i > -1 && i < N && j > -1 && j < N)
            {
                if (gitter[i][j] == 1)
                {
                    one_counter++;
```

```
                    }
                }
            }
        }

        for (int j = col - 1; j < col + 2; j += 2)
        {
            if (j > -1 && j < N)
            {
                if (gitter[row][j] == 1)
                {
                    one_counter++;
                }
            }
        }

        return one_counter;
    }


    // Function to fill the grid with random values (0 or 1)
    void random_auto( int **gitter, int size) {
        for (int i = 0; i < size; i++)
        {
            for (int j = 0; j < size; j++)
            {
                gitter[i][j] = rand() % 2;
            }
        }
    }
```

stepcom.c

Listing 8: stepcom.c

```
#include <stdio.h>
#include <stdlib.h>
#include <sys/stat.h>   // for mkdir

#include "stepcom.h"
#include "cell.h"

// Fucntions for 1d automats


// Function for computing iterated steps
void steps(cellauto *cell) {
    // 1. Check if the folder exists, do not create a new one
    struct stat st;
    if (stat("1d_plots", &st) != 0 || !S_ISDIR(st.st_mode)) {
        fprintf(stderr, "Error: Folder '1d_plots' does not exist.\n");
        exit(1);
    }

    // 2. Build the filename: e.g., "1d_plots/1d_rule_187.txt" for different states
    char filename[256];
    if (!cell->rand) {
        snprintf(filename, sizeof(filename),
            "1d_states/1d_rule_%d.txt",
            cell->rule_name);
    }
    else {
        snprintf(filename, sizeof(filename),
            "1d_states/1d_rule_%d_random.txt",
            cell->rule_name);
    }

    // 3. Open the file for writing
    FILE *file = fopen(filename, "w");
    if (!file) {
        perror("fopen");
        exit(1);
    }

    // 4. Example: write the initial state
    for (int i = 0; i < cell->size; i++) {
        fputc(cell->state[i], file);
```

```c
        if (i + 1 < cell->size) fputc(' ', file);
    }
    fputs("\n", file);

    // 5. Iteration loop to apply the rule and write the states
    for (int it = 1; it < cell->iterations; it++) {
        // Apply rule
        apply_rule(cell);
        // Write the new state to the file
        for (int i = 0; i < cell->size; i++) {
            fputc(cell->state[i], file);
            if (i + 1 < cell->size) fputc(' ', file);
        }
        fputs("\n", file);
    }

    fclose(file);
}


// Functions for 2d automats


// Funtion for prinitng the states into files
void fileprint_auto(int** gitter, int size, int steps) {
    for (int t = 0; t < steps; t++)
    {
        int temp[size][size];
        for (int i = 0; i < size; i++)
        {
            for (int j = 0; j < size; j++)
            {
                if (gitter[i][j] == 1)
                {
                    if (nachbar_check(size, i, j, gitter) < 2)
                    {
                        temp[i][j] = 0;
                    }
                    else if (nachbar_check(size, i, j, gitter) > 3)
                    {
                        temp[i][j] = 0;
                    }
                    else
                    {
                        temp[i][j] = 1;
                    }
                }
                else
                {
                    if (nachbar_check(size, i, j, gitter) == 3)
                    {
                        temp[i][j] = 1;
                    }
                    else
                    {
                        temp[i][j] = 0;
                    }
                }
            }
        }
        for (int i = 0; i < size; i++)
        {
            for (int j = 0; j < size; j++)
            {
                gitter[i][j] = temp[i][j];
            }
        }

        FILE *file;

        char filename[50];
        snprintf(filename, sizeof(filename), "2d_states/2d_state_%04d.txt", t + 1);

        file = fopen(filename, "w");

        for (int i = 0; i < size; i++)
        {
            for (int j = 0; j < size; j++)
            {
                fprintf(file, "%d ", gitter[i][j]);
            }
            fprintf(file, "\n");
        }
```

```
            fclose(file);
        }
    }
```

structs.c

Listing 9: structs.c

```
    // Define rules
    const char RULE_22[8] = {'0', '0', '0', '1', '0', '1', '1', '0'}; // 22 in binary
    const char RULE_106[8] = {'0', '1', '1', '0', '1', '0', '1', '0'}; // 106 in binary
    const char RULE_187[8] = {'1', '0', '1', '1', '1', '0', '1', '1'}; // 187 in binary
    const char RULE_214[8] = {'1', '1', '0', '1', '0', '1', '1', '0'}; // 214 in binary
```