

• Coursework 2 - Conway's Game of Life •

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Part 1: Introducing the Game

Part 1: Serial Solution

Part 2: Remote computation

qsub command here!

Part 3: Shared memory parallelism

Part 4: Distributed memory parallelism

Part 5: Accelerated Solution

Extra: between life and dead - a fuzzy game of life

## References

- [1] Arun, K. Somani, Thomas S. Huang, and Steven D. Blostein. "Least-squares fitting of two 3-D point sets." *IEEE Transactions on pattern analysis and machine intelligence* 5 (1987): 698-700.
- [2] Besl, Paul J., and Neil D. McKay. "Method for registration of 3-D shapes." *Robotics-DL tentative*. International Society for Optics and Photonics, 1992.
- [3] Cho, Youngsang, et al. "A multi-resolution scheme for distortion-minimizing mapping between human subcortical structures based on geodesic construction on Riemannian manifolds." *Neuroimage* 57.4 (2011): 1376-1392.