

Parallel Cellular Algorithms and Programs

```
import numpy as np
```

```
import random
```

```
# Step 1: Define the optimization function (Example: minimizing the function  $f(x) = x^2$ )
```

```
def objective_function(x):
```

```
    return x ** 2 - 4*x+4
```

```
# Step 2: Initialize parameters
```

```
num_cells = 100      # Number of cells (solutions)
```

```
grid_size = (10, 10) # Grid size (10x10)
```

```
iterations = 1000    # Number of iterations
```

```
neighborhood_size = 3 # Neighborhood size (3x3)
```

```
convergence_threshold = 0.000001 # Convergence threshold
```

```
# Step 3: Initialize the population (randomly generate cell positions)
```

```
def initialize_population():
```

```
    # Create a grid with random positions for each cell in the search space [-10, 10]
```

```
    population = np.random.uniform(-10, 10, size=(grid_size[0], grid_size[1]))
```

```
    return population
```

```
# Step 4: Evaluate the fitness of each cell
```

```
def evaluate_fitness(population):
```

```
    # Apply the objective function to each cell
```

```
    fitness = np.vectorize(objective_function)(population)
```

```
    return fitness
```

```
# Step 5: Define a function to update the state of each cell based on neighboring cells
```

```
def update_cell_state(population, fitness, neighborhood_size):
```

```
    rows, cols = population.shape
```

```
    new_population = population.copy()
```

```

# Define the neighborhood boundaries
neighborhood_radius = neighborhood_size // 2

for i in range(rows):
    for j in range(cols):
        # List of neighboring cell positions, including the current cell
        neighborhood = []

        for di in range(-neighborhood_radius, neighborhood_radius + 1):
            for dj in range(-neighborhood_radius, neighborhood_radius + 1):
                ni, nj = i + di, j + dj

                if 0 <= ni < rows and 0 <= nj < cols: # Ensure indices are within bounds
                    neighborhood.append((population[ni, nj], fitness[ni, nj]))

        # Sort neighbors based on fitness value (ascending order: better solutions have lower fitness)
        neighborhood.sort(key=lambda x: x[1])
        best_neighbor = neighborhood[0]

        # Update the current cell based on the best neighbor (with some random fluctuation)
        new_population[i, j] = best_neighbor[0] + random.uniform(-0.1, 0.1) # Slight random
movement

    return new_population

# Step 6: Iterate to update the states of the cells
def parallel_cellular_algorithm():
    population = initialize_population()
    fitness = evaluate_fitness(population)

    best_solution = None
    best_fitness = float('inf')

```

```

for iteration in range(iterations):

    print(f"Iteration {iteration + 1}/{iterations}")

    # Update cell states in parallel (Here we simulate parallel updates by using numpy)
    new_population = update_cell_state(population, fitness, neighborhood_size)

    # Evaluate the new population's fitness
    fitness = evaluate_fitness(new_population)

    # Track the best solution found so far
    min_fitness_index = np.argmin(fitness)
    min_fitness_value = fitness.flatten()[min_fitness_index]

    if min_fitness_value < best_fitness:
        best_fitness = min_fitness_value
        best_solution = new_population.flatten()[min_fitness_index]

    population = new_population # Update population for next iteration

    # Check for convergence (early stop if we find a very small fitness value)
    if best_fitness < convergence_threshold:
        print("Convergence reached!")
        break

    return best_solution, best_fitness

# Step 7: Run the algorithm and output the best solution
best_solution, best_fitness = parallel_cellular_algorithm()

print(f"The best solution found is: {best_solution}")
print(f"The corresponding fitness (objective function value) is: {best_fitness}")

```

```
Iteration 1/1000  
Iteration 2/1000  
Iteration 3/1000  
Convergence reached!  
The best solution found is: 1.9995331188038894  
The corresponding fitness (objective function value) is: 2.1797805116463564e-07
```