

```
Initial State:
[[1 0 1 ... 1 0 1]
 [1 0 1 ... 0 0 0]
 [1 1 0 ... 1 1 0]
 ...
 [1 1 0 ... 1 1 1]
 [0 0 0 ... 1 1 1]
 [0 0 0 ... 1 1 0]]
```

```
Iteration 0:
[[1 0 1 ... 0 0 1]
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 1 1 0]
 ...
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 [1 0 1 ... 0 0 0]]
```

```
Iteration 10:
[[0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 ...
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]]
```

```
Iteration 20:
[[0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 ...
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]]
```

```
Iteration 30:
[[0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 ...
 [0 0 0 ... 0 1 0]
 [0 0 0 ... 1 0 0]
 [0 0 0 ... 0 0 0]]
```

```
Iteration 80:
[[0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 ...
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]]
```

```
Iteration 90:
[[0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 ...
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]]
```

```
Final State:
[[0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 ...
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]]
```

Execution Time: 11.16 seconds