

# Elementary Cellular Automaton

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# Cellular Automata

- A grid of cells
- A list of possible states for a single cell
- A collection of rules governing state transitions

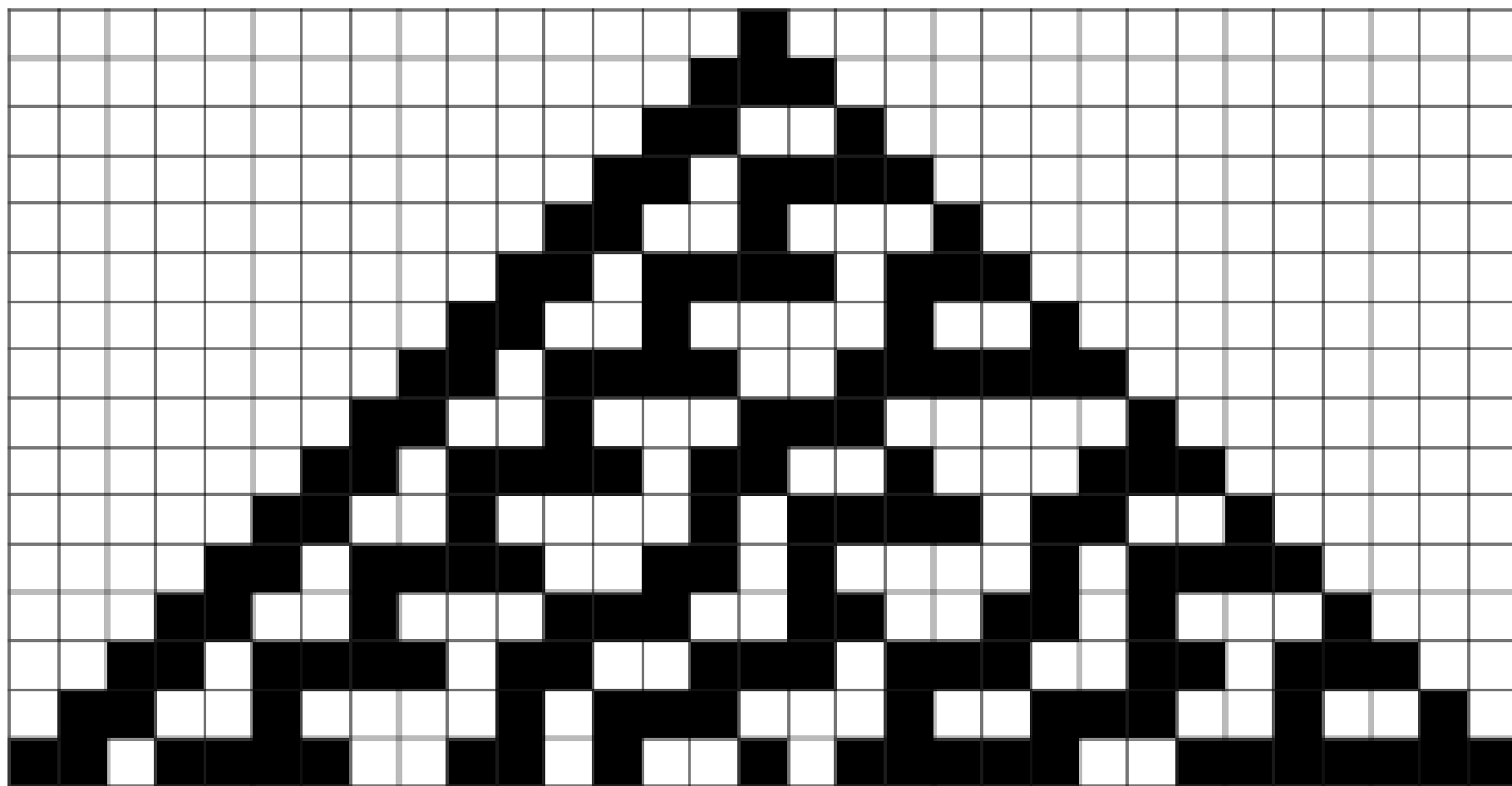
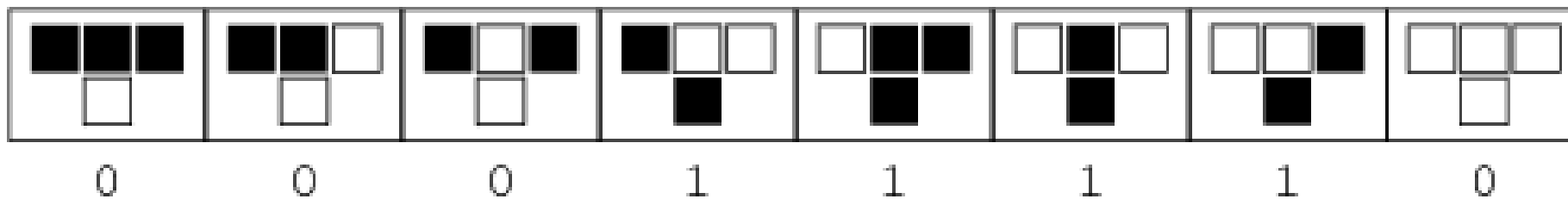
# Cellular Automata aren't just simulations

- They can do computations
- Propagating structures are like signals interacting
- They can act as universal computers

# Elementary Cellular Automata

- Only 2 cell states
- One dimension
- One rule

*rule 30*



# Thanks!

[www.github.com/armadilloNik/SeptemberDallasFp](https://www.github.com/armadilloNik/SeptemberDallasFp)