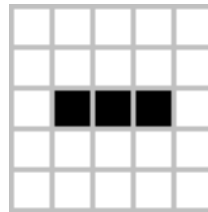


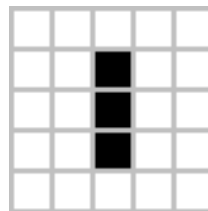
Rules

- Classic:
 - Currently alive? Stay alive if you have two or three alive neighbors (among eight neighbors).
 - Currently dead? Come back to life if you have exactly three alive neighbors.
- Run an entire time-step before updating to the new values.
- Initial configuration may be random or loaded from a file.
- User interaction may set/unset particular cells.
- Values may wrap or not around the edges.

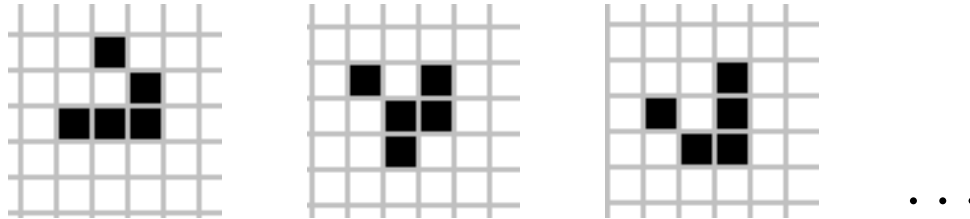
Formations: Blinker (1)



Formations: Blinker (2)



Formations: Glider



Formations: Glider Gun (1)



Formations: Glider Gun (2)



Formations: Glider Gun (3)



Formations: Glider Gun (4)



Parallel: Strips

- Cut only horizontally or only vertically.
- Scales poorly.

Parallel: Cells

- Cut horizontally and vertically.
- Watch for the corner cases.

Parallel: Verification

- If the formations evolve correctly then the communication is probably working correctly.
- If not, there isn't much other than the communication that could be wrong.