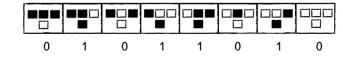
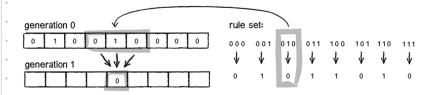
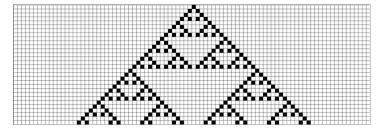
CA - discrete values

```
def ca():
    "'' Celluar automata with Python - K. Hong'''
    # 64 Boolean - True(1) : '''
    # - False(0): '-'
    # Rule - the status of current cell value is True
    # if only one of the two neighbors at the previous step is True('*')
      # otherwise, the current cell status is False('-')
      # list representing the current status of 64 cells
     # new Cellular values
     # dictionary maps the cell value to a symbol dic = \{0:'-',\ 1:'*'\}
     # initial draw - step 0
print ''.join( [dic[e] for e in ca_new])
# additional 31 steps
      step = 1
      while(step < 32):
    ca_new = []
# loop through 0 to 63 and store the current cell status in ca_new list
          for i in range(0,64):
# inside cells - check the neighbor cell state
if i > 0 and i < 63:
if ca[i-1] == ca[i+1]:
                   ca_new.append(0)
else:
    ca_new.append(1)
                # left-most cell : check the second cell
               elif(i == 0):
   if ca[1] == 1:
       ca_new.append(1)
   else:
                         ca_new.append(0)
                  right-most cell : check the second to the last cell
               elif(i == 63):
    if ca[62] == 1:
        ca_new.append(1)
    else:
                         ca_new.append(0)
          # draw current cell state
print ''.join( [dic[e] for e in ca_new])
           # update cell list
           ca = ca_new[:]
          # step count
step += 1
if __nasca()
```

So this particular rule can be illustrated as follows:

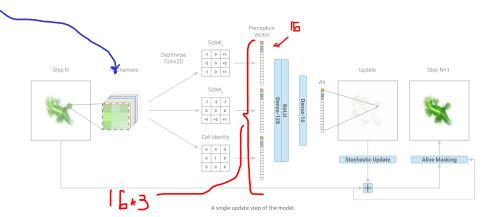






- Figure 7.12: Rule 90
- https://natureofcode.com/book/chapter-7-cellular-automata/
 https://www.bogotobogo.com/python/python_cellular_automata.php

- 1. The biggest puzzle in this field is the question of how the cell collective knows what to build and when to stop
- 2. CAs typically consist of a grid of cells being iteratively updated, with the same set of rules being applied to each cell at every step. The new state of a cell depends only on the states of the few cells in its immediate neighborhood. Despite their apparent simplicity, CAs often demonstrate rich, interesting behaviours, and have a long history of being applied to modeling biological phenomena.
- Usually, CA use discrete values for cell states.
 Continious values each cell is represented as a vector.
 using continous. Therefore, we can use differentiable update rules.



- 1. Each cell is a pixel with 16 channels [R,G,B,Alpha] Alpha > 0.1 other values are "hidden states"
- 2. Each cell is allowed to look at its 8 neighbours across 16 channels

Apply Sobel filter x - Apply Sobel filter y - gradients from left to right and from up to bottom

```
class Perception(nn.Module):
   def __init__(self, channels=16, norm_kernel=False):
        super().__init__()
        self.channels = channels
        sobel_x = torch.tensor([[-1.0, 0.0, 1.0],
                                [-2.0, 0.0, 2.0],
                                [-1.0, 0.0, 1.0]]) / 8
       sobel_y = torch.tensor([[1.0, 2.0, 1.0],
                                [0.0, 0.0, 0.0],
                                [-1.0, -2.0, -1.0]]) / 8
        identity = torch.tensor([[0.0, 0.0, 0.0],
                                 [0.0, 1.0, 0.0],
                                 [0.0, 0.0, 0.0]])
        self.kernel = torch.stack((identity, sobel_x, sobel_y)).repeat(channels, 1, 1).unsqueeze(1)
        if norm_kernel:
            self.kernel /= channels
    def forward(self, state_grid):
        return F.conv2d(state grid,
                        self.kernel.to(state_grid.device),
                        groups=self.channels,
                        padding=1) # thanks https://github.com/PWhiddy/Growing-Neural-Cellular-Automat
class Policy(nn.Module):
```

https://github.com/belkakari/cellular-automata-pytorch/blob/master/modules/networks.py