

## MA/CSSE Homework 9

Due 5/22

### Directions

The goal of this project is to create a working parallel implementation of Conway's Game of Life.

You may use my code posted on Moodle to help you. Posted are

- `gol.c` – My serial implementation of the game.
- `gol_helpers.h` – Helper functions and some structs that mayt be useful. In particular, an options struct and some functions for parsing command line options.
- Various initial states for the game
- `gifsave89.c` – a library needed to create an animated gif at the end.
- `rand_gol_board.c` – a utility for generating a large, random initial state.

My code can be compiled with

```
gcc gol.c
```

Your code should be able to support all the command line options understood by my serial version.

You should attempt to make the implementation as fast as possible for large boards (say 10000 by 10000). You may want to reference the book for some implementation ideas.

Large, interesting initial states will be viewed very favorably, and good tools for creating large interesting states will be viewed even more favorably.

Note that there will be no extension to the due date for this homework.