

Cellular Automata

Neo Nguyen¹

¹Undergraduate Student, Mathematical Sciences
Florida Atlantic University

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Cellular automata are the structures created by the iterative operations done on a set of valued cells by a specified equation, or using the states of neighbouring cells, which can create very ordered structures.

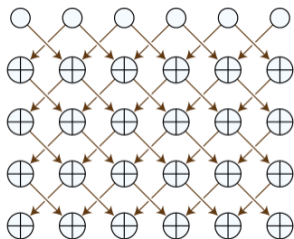
- Empirical Formula
- Neighbour States

Neighbour Cell State Rule

| current pattern | 111 | 110 | 101 | 100 | 011 | 010 | 001 | 000 |
|---------------------------|-----|-----|-----|-----|-----|-----|-----|-----|
| new state for center cell | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 0 |

The above image describes the rules based on the above cell states.

Empirical Formula



```
X[i,j] = (rule/(2**(4*X[i-1,j-1] + 2*X[i-1,j] + X[i-1,j+1]))) % 2
```

The above image describes the basis of the formula, which is equivalent to the previously noted.