

# tiagox

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 tiagox

# Sistemas de numeración

Octal	7	6	5	4	3	2	1	0
Binario	111	110	101	100	011	010	001	000

# unix permissions

4

There are 3 things you  
can do to a file

↓ read ↓ write ↓ execute

`ls -l file.txt` shows you permissions.  
Here's how to interpret the output:

rw-    rw-    r--    bork staff  
↑        ↑        ↑  
bork (user) staff (group) ANYONE  
can        can        can  
read & write read & write read

File permissions are 12 bits

setuid    setgid  
↓        ↓  
000    110    110    100  
sticky    rwx    rwx    rwx

For files:

r = can read  
w = can write  
x = can execute

For directories, it's approximately:

r = can list files  
w = can create files  
x = can cd into & access files

110 in binary is 6

So rw-    r--    r--  
= 110    100    100  
= 6        4        4

`chmod 644 file.txt`

means change the  
permissions to:

rw-    r--    r--

simple!

setuid affects  
executables

`$ls -l /bin/ping`

rwS    r-x    r-x    root root  
↑  
this means ping always  
runs as root

setgid does 3 different  
unrelated things for  
executables, directories,  
and regular files.



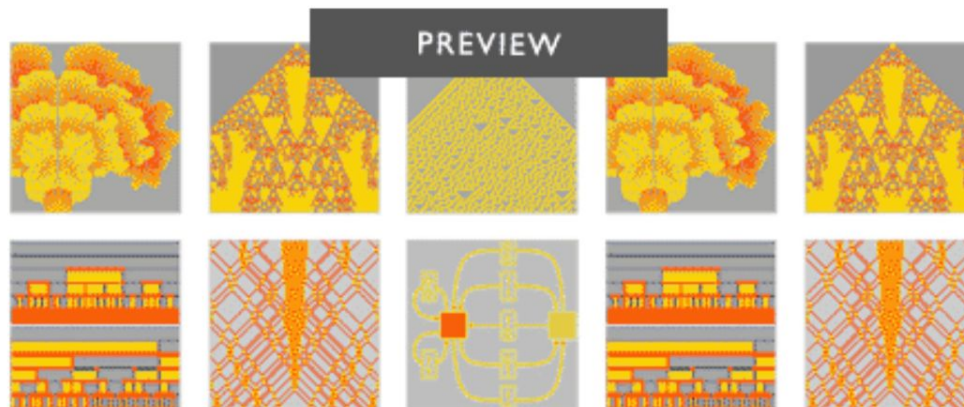
## SYSTEM CATEGORIES

Cellular Automata  
Turing Machines  
Mobile Automata  
Substitution Systems  
Tag Systems  
Register Machines  
Symbolic Systems  
Systems Based on Numbers  
Network Systems  
Multiway Systems  
Systems Based on Constraints  
Axiom Systems

Index of Systems  
About the Atlas  
About Simple Programs  
About *A New Kind of Science*

*Building on Stephen Wolfram's A New Kind of Science...*

# THE WOLFRAM ATLAS OF SIMPLE PROGRAMS



*AN OPEN RESOURCE FOR RESEARCH & EDUCATION*

<https://atlas.wolfram.com/>

SYSTEM CATEGORIES

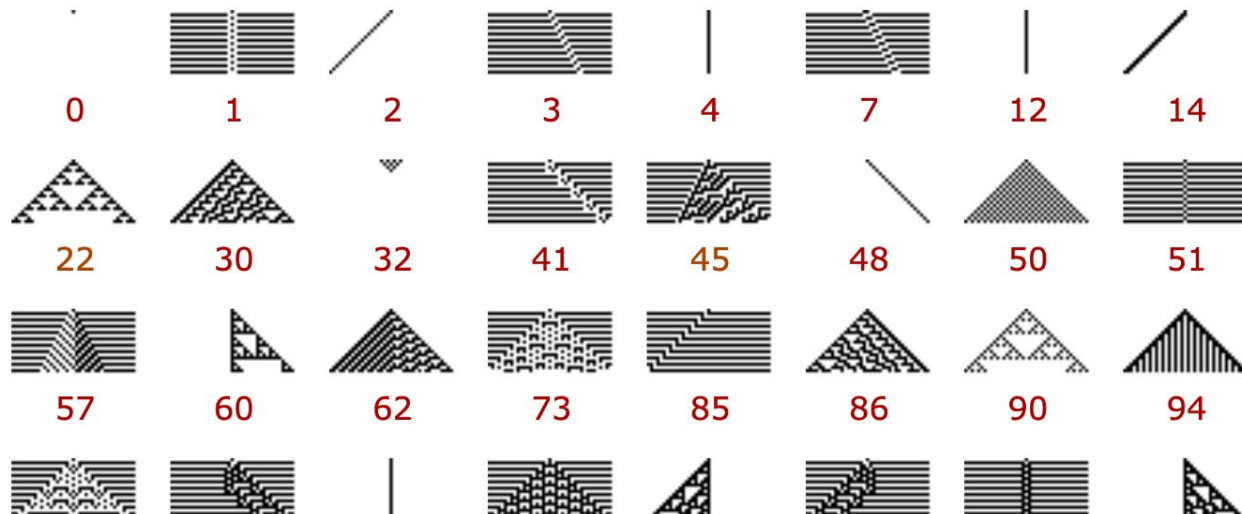
Cellular Automata

- 1D Cellular Automata
- 2D Cellular Automata
- 3D Cellular Automata
- 4D Cellular Automata
- 5D Cellular Automata
- 6D Cellular Automata
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- 99D Cellular Automata
- 100D Cellular Automata

Cellular Automata > One-dimensional >

# Elementary Cellular Automata

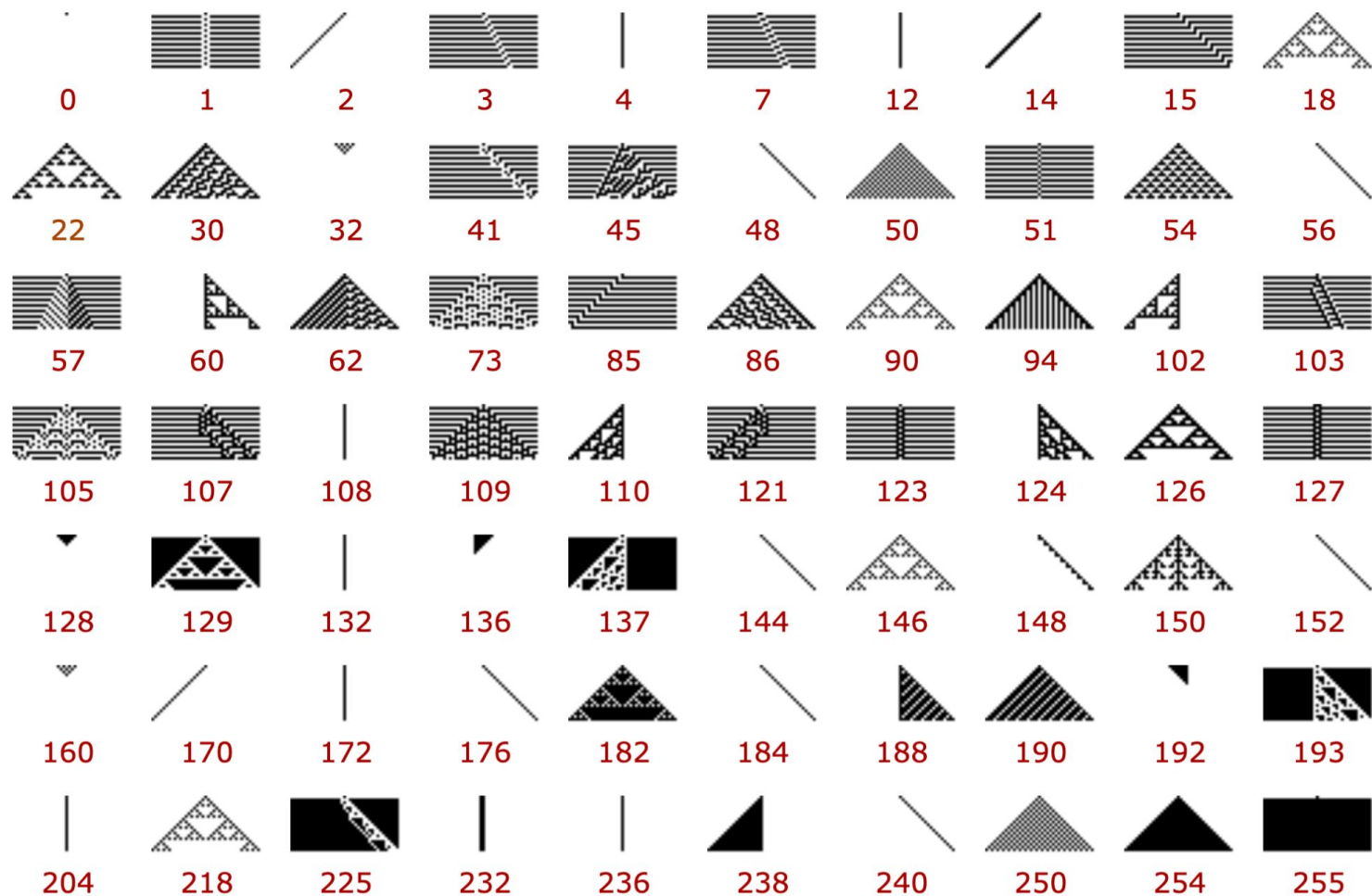
Highlighted rules:



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Cellular Automata > One-dimensional >

## Elementary Cellular Automata

### Rule 45



#### Rule properties



Example



Rule icon

+ [Equivalent rules](#) | [Rule descriptions](#)

#### Simple initial conditions



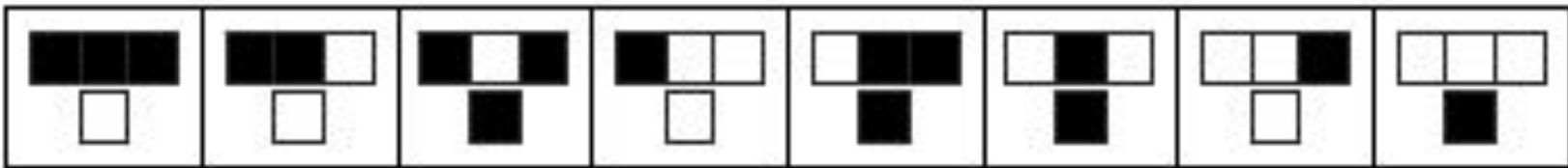
Single black cell

+ [First 100 initial conditions](#)

#### Random initial conditions



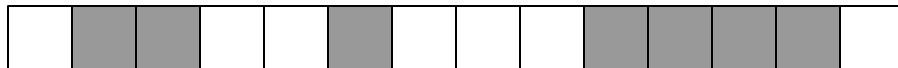
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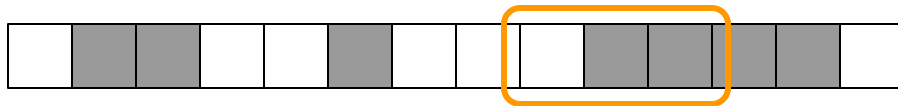
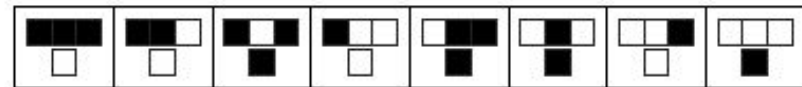


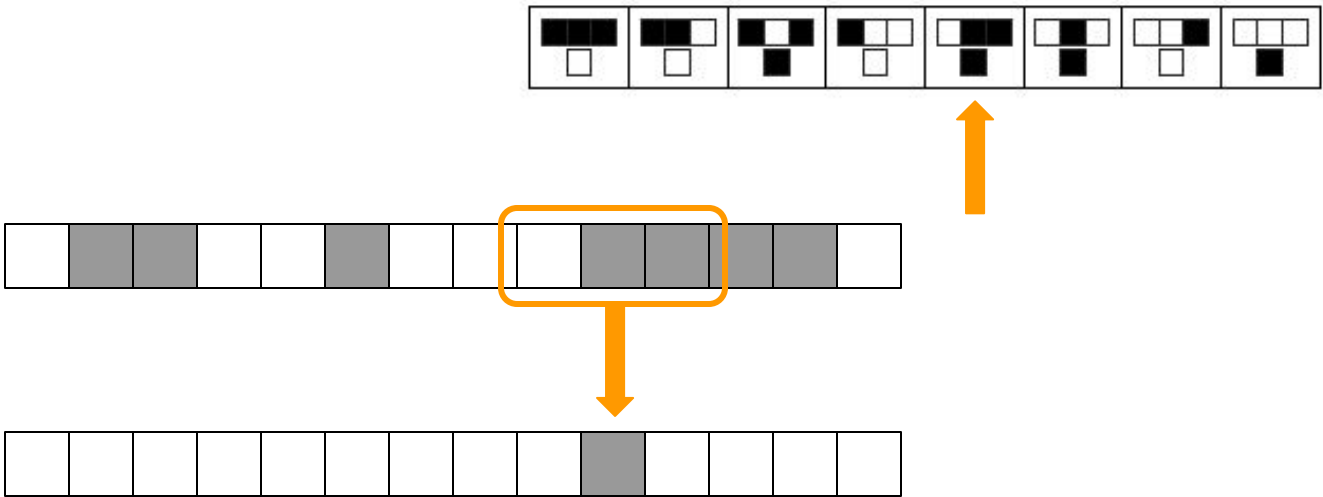
0	0	1	0	1	1	0	0
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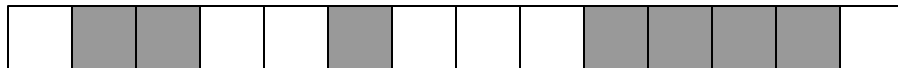
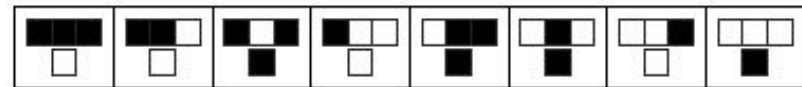
45

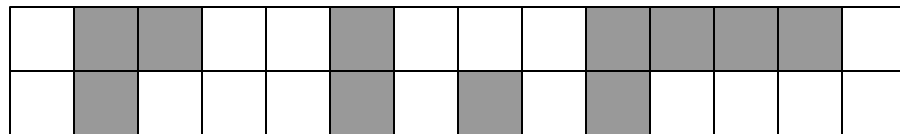
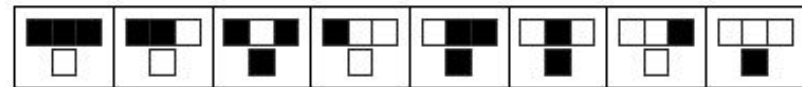


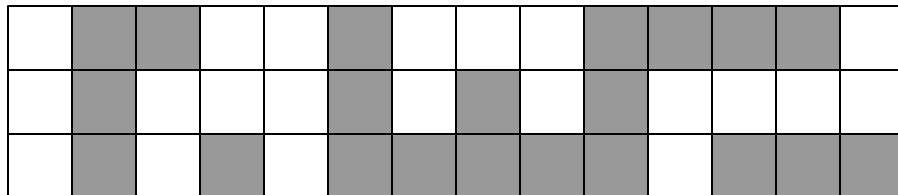


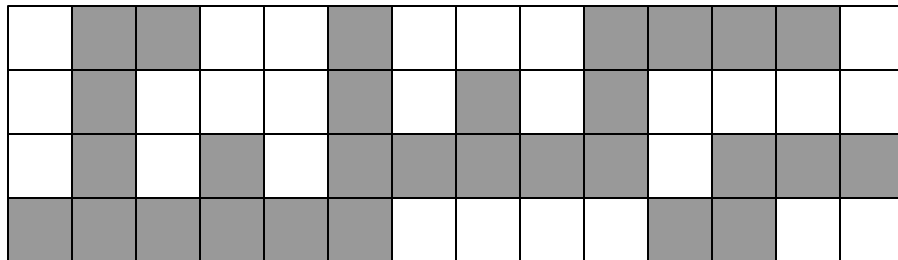
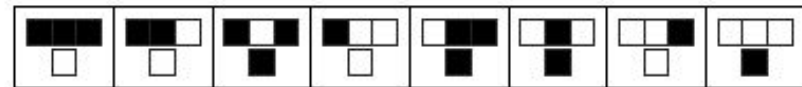


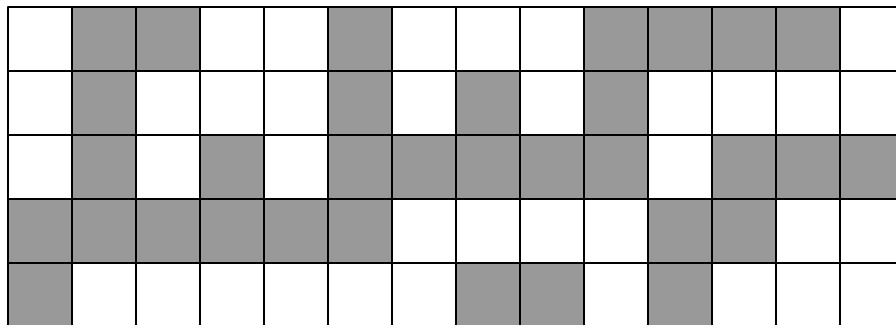
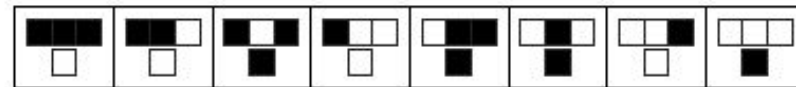
















tiagox / cellular-automata



<> **Code** Pull requests Actions Security Insights Settings



**cellular-automata**

Public



Pin



Watch

0



Fork

0

master



Go to file



<> **Code**

About



**tiagox** Update README with instructions

ac71c3a · 5 years ago



src

Migrate Webpack to Parcel

5 years ago



.gitignore

Migrate Webpack to Parcel

5 years ago

Playground

Cellular Automata

Readme

WTF

Activity



SCORE 900

TIME 1:13

RINGS 113

<https://github.com/tiagox/cellular-automata>