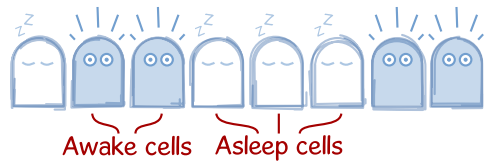


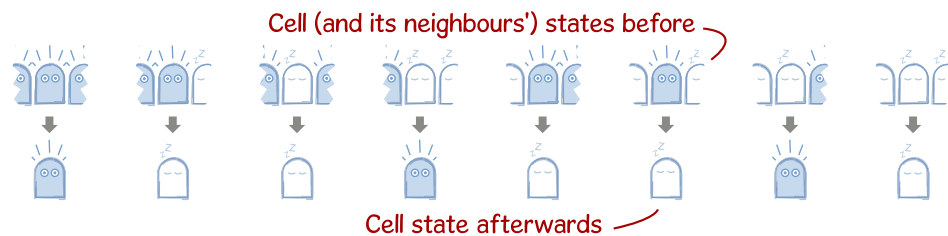
# Line of Life: A 1D Cellular Automata Demo

## What is this doing?

This display illustrates the interesting behaviours produced by very simple **cellular automata**. Each ultraviolet LED represents the state of a single **cell**. Cells may be awake (on) or asleep (off).

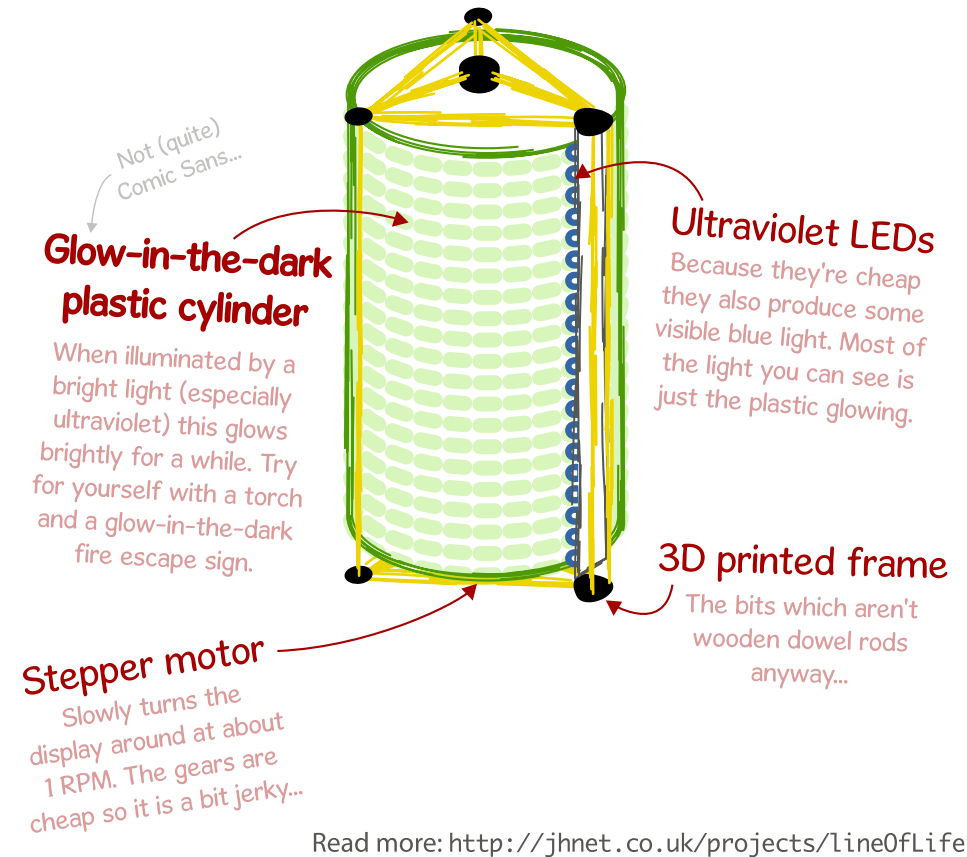


At a regular interval, each cell uses a simple **rule** to decide whether to wake or sleep, depending what it and its two immediate neighbours are doing. For example, the rule might be:



The **previous states** of the cells are recorded by the **glowing trails** left on the cylinder. The rule in the example above is known as 'rule 146' because  $146_{10}$  is  $10010010_2$  (the 1s correspond with the 'awake' states in the rule). Rules 0 - 255 produce a variety of patterns.

## How does it work?



## Why should I care?

Cellular automata can be useful for modelling and even implementing parallel computations and also have uses in cryptography. Though the class of automata shown in this demo are very simple, 'rule 110' has been shown to be Turing complete. Other automata like Conway's Game of Life have even more interesting behaviours and finding these are a popular 'recreational mathematics' pass-time. Also, look: blinky lights!

## Who did this?

Jonathan Heathcote ([mail@jhnet.co.uk](mailto:mail@jhnet.co.uk)) while an undergrad/PhD student in Manchester (2009 - 2016). Think cellular automata are lame and have an idea for a better use of this screen? The display talks USB... Drop me an email for details!