

COMPUTATION WITH COMPETING PATTERNS IN LIFE-LIKE AUTOMATON

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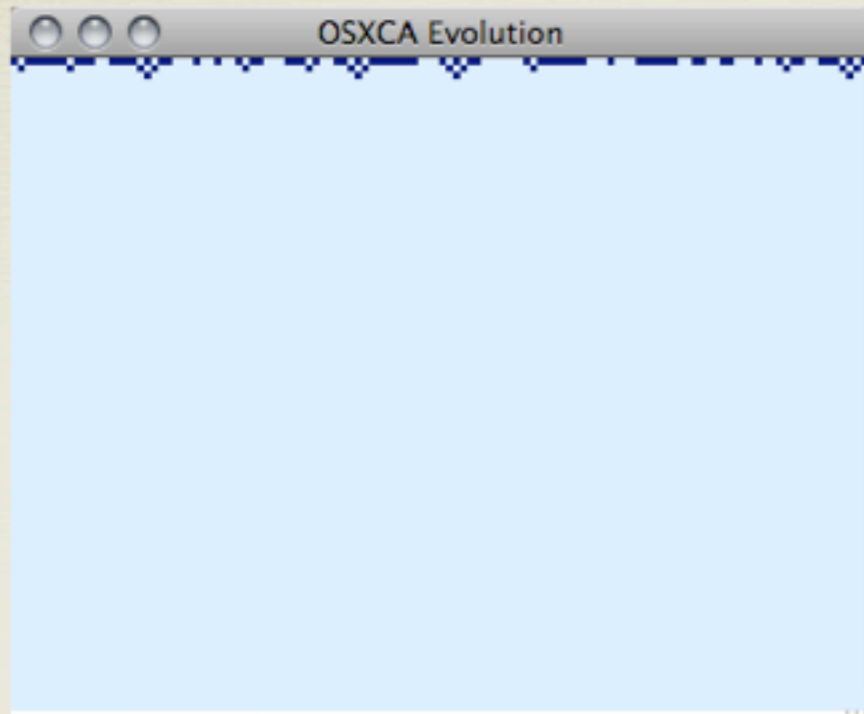
Special Session on Cellular Automata, Algorithms and Architectures (CAAA 2010)
Caen, France, July 1, 2010

Objectives

- (a) Search *simple systems* able to make computations.
- (b) Proof that a *chaotic system* (class III in Wolfram's classification) can be organised to perform computation as well, and not only complex systems.
- (c) Exploit the *competing pattern* phenomenon to perform computations.
- (d) Inspire from *propagation patterns* phenomena computing models in other fields.

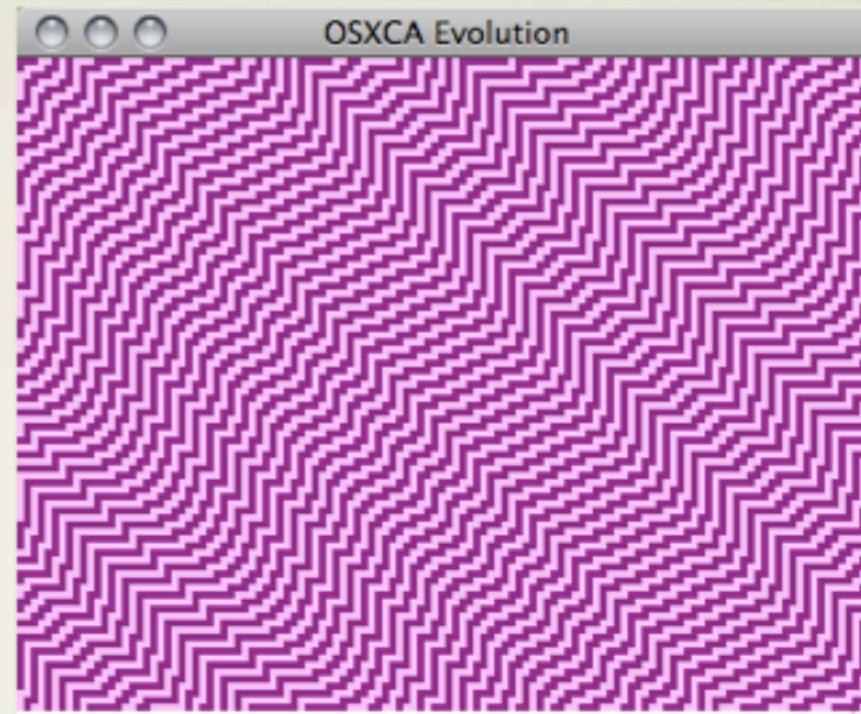
Cellular automata behaviour: Wolfram's classification

class I:
uniform



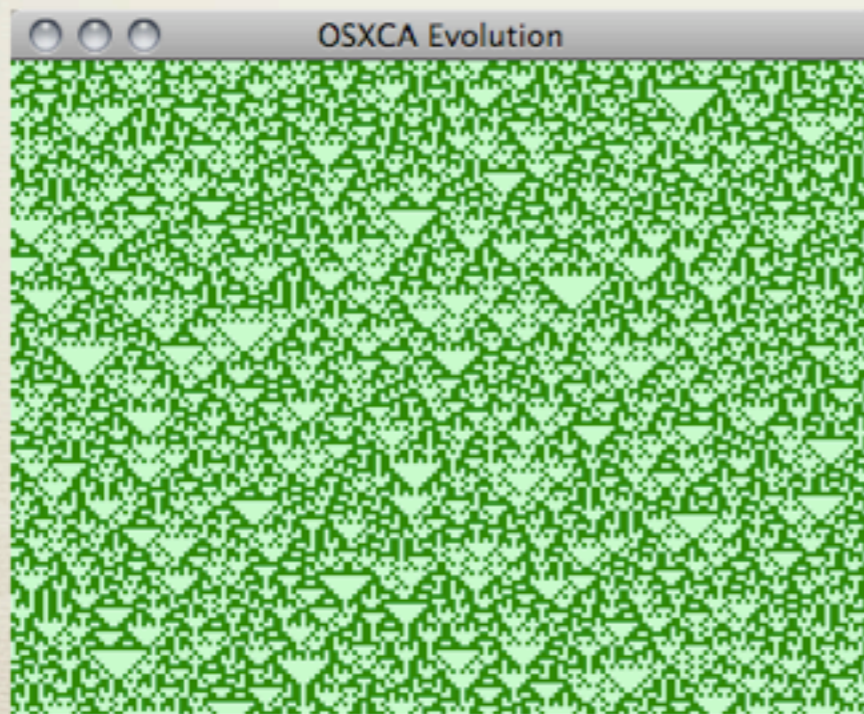
Rule 32

class II:
periodic



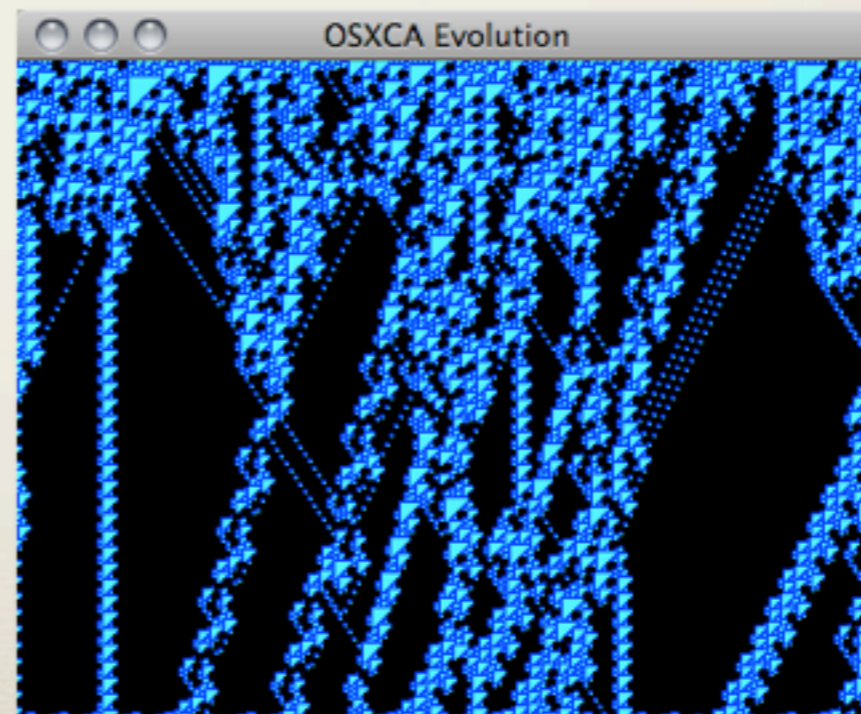
Rule 15

class III:
chaotic



Rule 90

class IV:
complex



Rule 110

two-dimensional CA dynamic

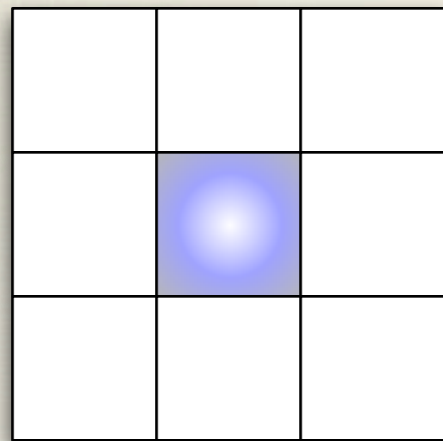
In this work, we will concentrate in two dimensional case.

Specifically on Life-like cellular automata.

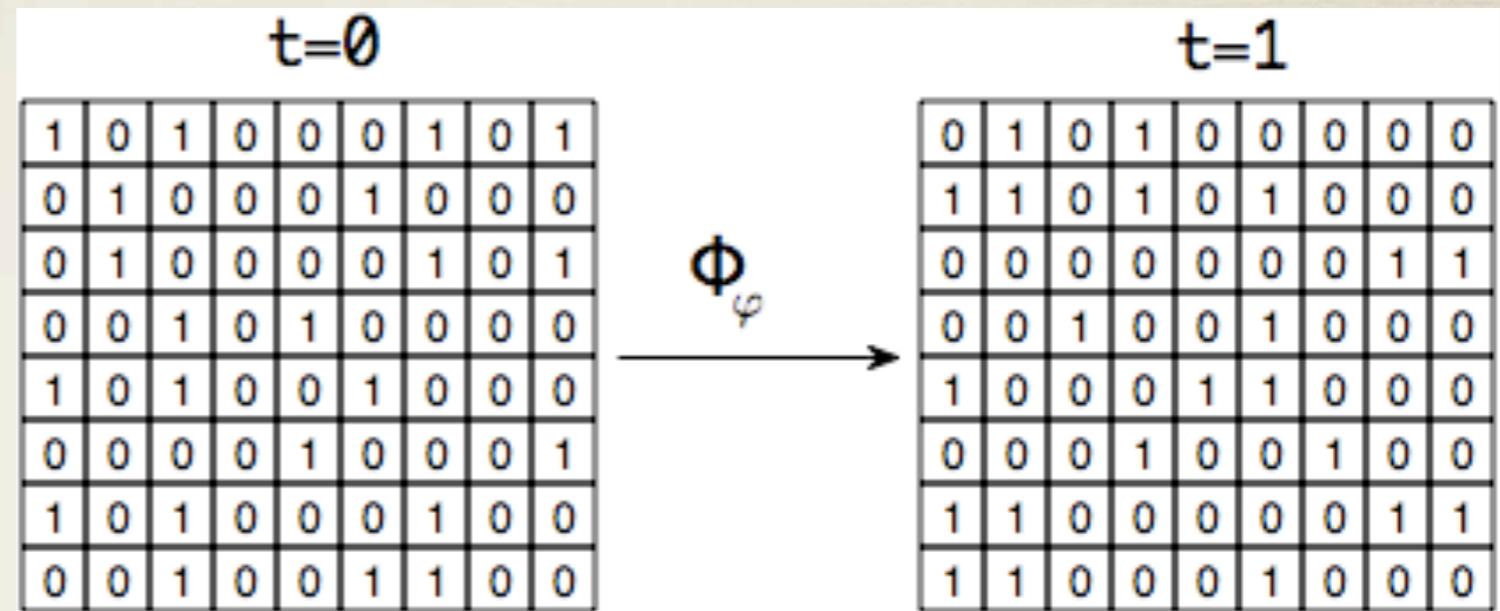
two-dimensional CA dynamic

Moore neighbourhood

$\mathcal{V} = 8$ cells, $x \in \Sigma = \{0, 1\}$



evolution space in two dimensions



Evolution rule φ , two classic notations for semi-totalistic or additive rules:
 B/S or $R(S_{min}, S_{max}, N_{min}, N_{max})$

$$\varphi(\mathbf{x}_0, \mathbf{x}_1, \dots, \mathbf{x}_\mathcal{V}) = \begin{cases} 1 & \text{if } \begin{cases} \mathbf{x}_0 = 0 & \text{and } N_{min} \leq \sum_{i=1}^{\mathcal{V}} \mathbf{x}_i \leq N_{max} \\ \mathbf{x}_0 = 1 & \text{and } S_{min} \leq \sum_{i=1}^{\mathcal{V}} \mathbf{x}_i \leq S_{max} \end{cases} \\ 0 & \text{other case} \end{cases}$$

the Game of Life CA

The *Game of Life* made its first public appearance in the October 1970 issue of *Scientific American*, in Martin Gardner's "Mathematical Games" column.

There is a plenty of computing devices 'made of' Conway's Game of Life (GoL) cellular automaton. Examples include:

1. A register machine [Conway 1982],
2. A direct simulation of Turing machine [Chapman 2002, Rendell 2002],
3. A complete set of logical functions [Rennard 2003],
4. A design of a universal constructor [Goucher 2009].

These implementations use principles of collision-based computing where information is transferred by gliders propagating in an architecture medium. Theoretical result regarding GoL universality is only a tiny step in a long journey towards real-world implementation of the collision-based computers [Toffoli 1998].

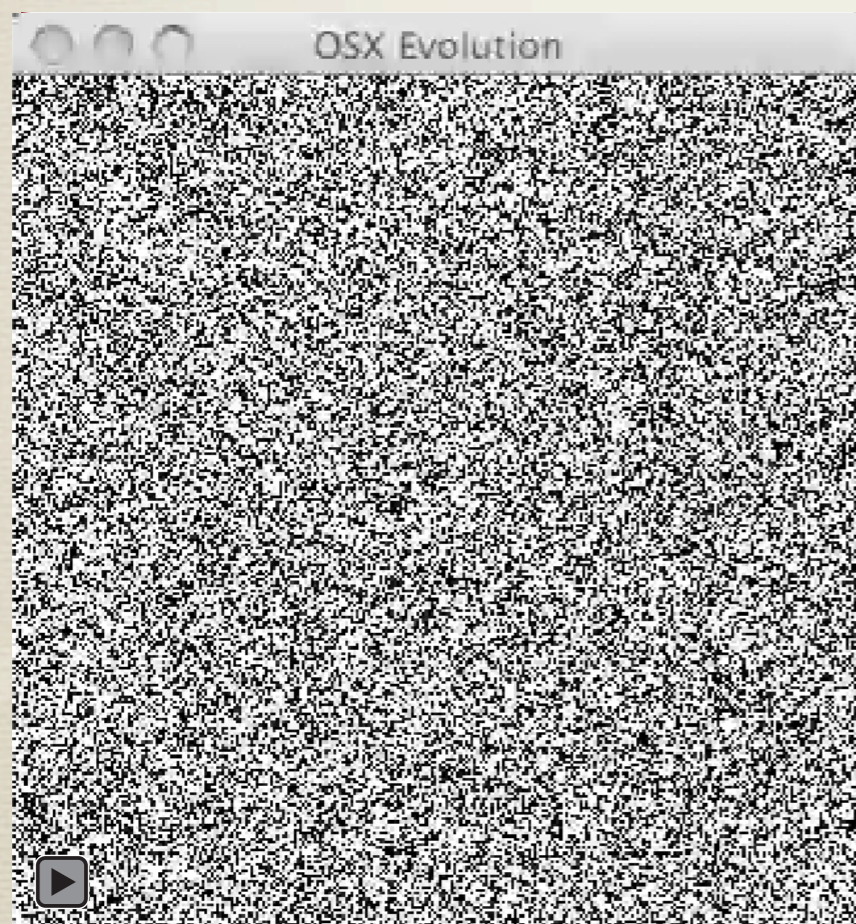
the Game of Life

The *Game of Life* evolution rule is represented as: $B2/S23$ or $R(2, 3, 3, 3)$

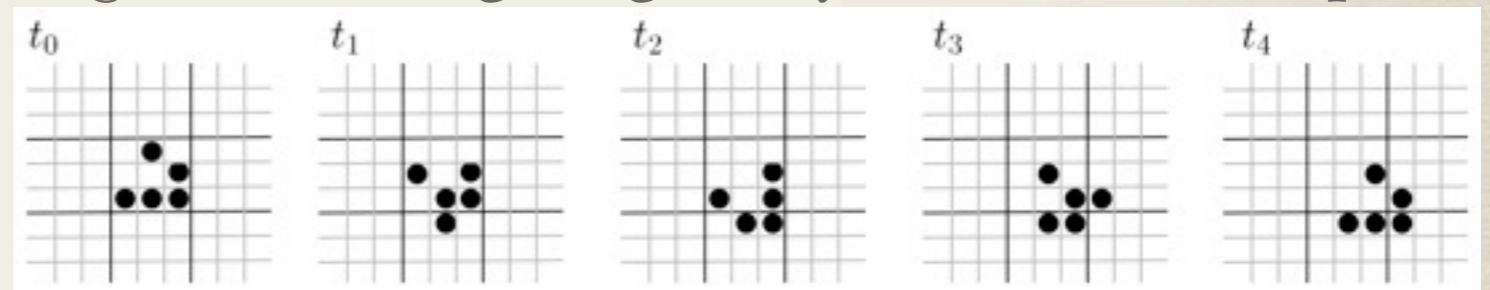
Rules of GoL:

1. **Survivals.** Every counter with two or three neighbouring counters survives for the next generation.
2. **Deaths.** Each counter with four or more neighbours dies (is removed) from *overpopulation*. Every counter with one neighbour or none dies from *isolation*.
3. **Births.** Each empty cell adjacent to exactly three neighbours is a birth cell.

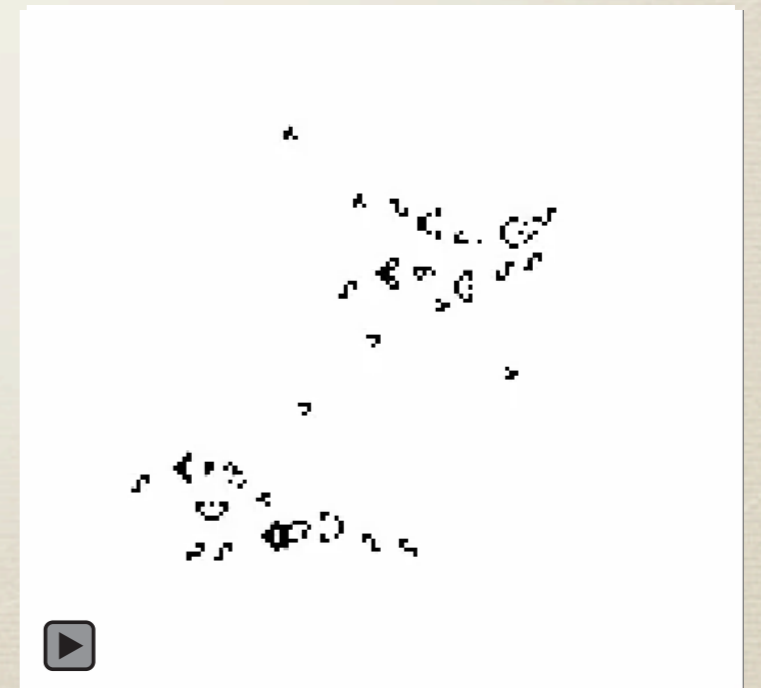
random evolution of *GoL*



glider moving diagonally late of four steps



doing engineering
with GoL



the Game of Life

Late of 40 years yet a number of complex patterns are discovered in *Life*, relating hundred of hundred of patterns and complex constructions.

Category:Patterns - LifeWiki

http://conwaylife.com/wiki/index.php?title=Category:Patterns

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Category:Patterns

Patterns [hide]

Important patterns	Acorn · Blinker · Block · Glider · Gosper glider gun · Switch engine
Subcategories	Patterns found by (person) · Patterns found in (year) · Patterns with (number) cells
Major categories	Agars · Gardens of Eden · Guns · Methuselahs · Oscillators · Puffers · Sawtooths · Spaceships · Still lifes · Wicks
Minor categories	Eaters · Fuses · Growing spaceships · Induction coils · Puffer engines · Rakes · Reflectors

A **pattern** is any configuration of alive and dead cells.

Contents Top · 0-9 · ABCDEFGHIJKLMNOPQRSTUVWXYZ

(previous 200) (next 200)

Pages in category "Patterns"

The following 200 pages are in this category, out of 681 total.

\$	4 cont.	B cont.
▪ \$rats	▪ 487-tick reflector	▪ Beehive fuse
	▪ 48P22	▪ Beehive with nine
1	▪ 49P88	▪ Beehive with tail
▪ 1 beacon	5	▪ Bent keys
▪ 1-2-3	▪ 5-engine Cordership	▪ Bi-block
▪ 1-2-3-4	▪ 50P35	▪ Bi-cap
▪ 10-engine Cordership	▪ 54P17.1	▪ Bi-clock
▪ 101	▪ 56P27	▪ Bi-gun
▪ 104P177		▪ Bi-loaf 1

most simple rules as Life-like rule B2/S2345

B2/S2345 is a chaotic CA. Dynamics of Life rule B2/S2345 is described for the next conditions. Each cell takes two states 'o' (dead) and '1' (alive), and updates its state depending on its eight closest neighbours (Moore neighbourhood):

- * **Birth:** a central cell in state o at time step t takes state 1 at time step t+1 if it has exactly two neighbours in state 1.
- * **Survival:** a central cell in state 1 at time t remains in the state 1 at time t+1 if it has two, three, four or five live neighbours.
- * **Death:** all other local situations.



Life-like rule B2/S2345

Mean field polynomial

rule B2/S2345:

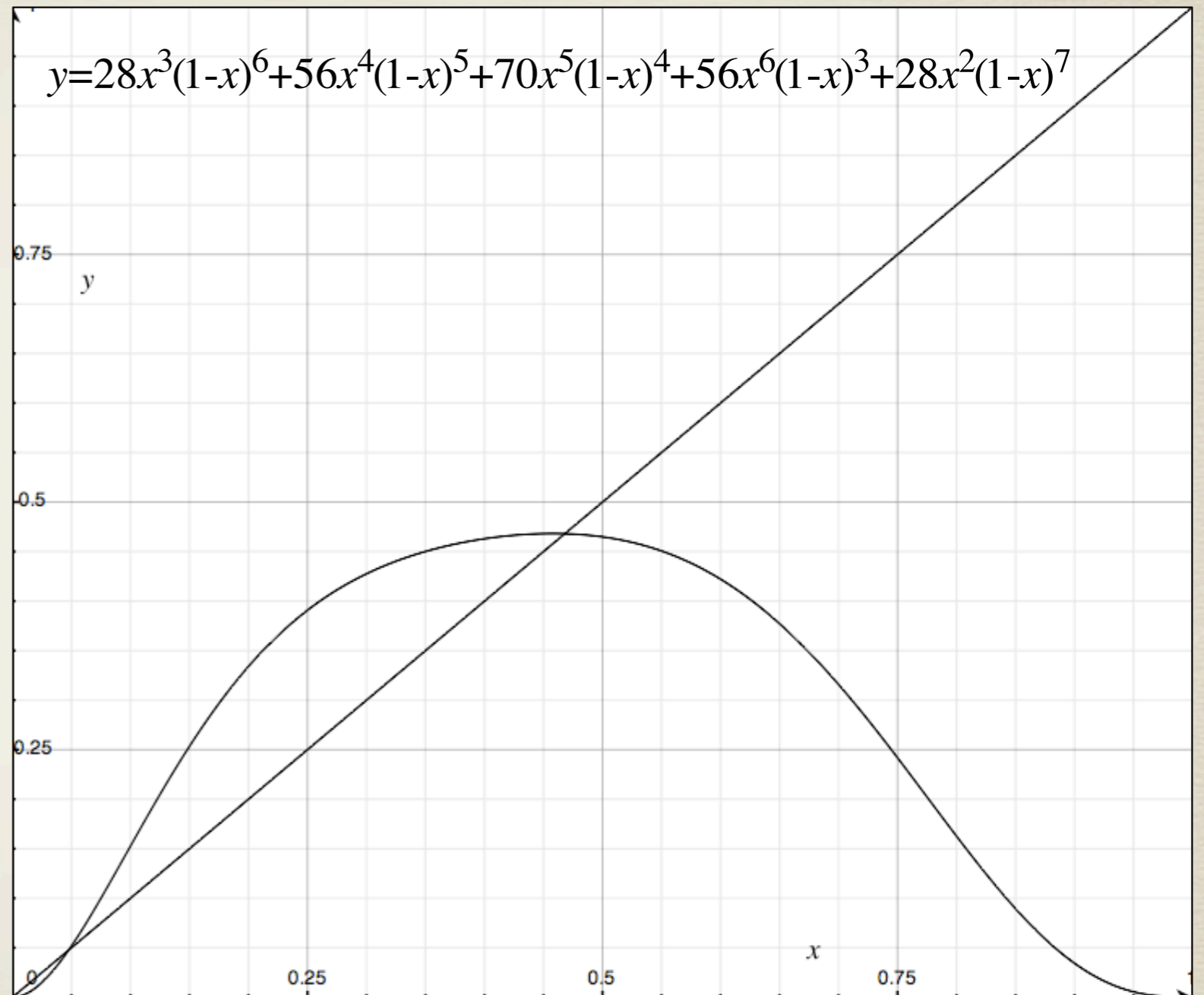
stable point: 0.468

unstable point: 0.0443

while *Life* has:

stable point: 0.37

unstable point: 0.193

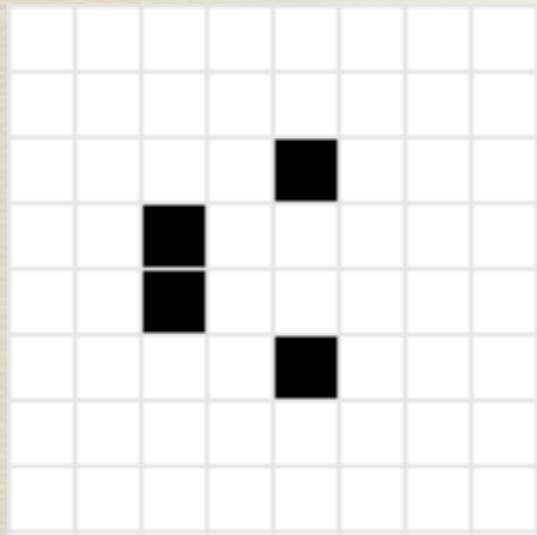


Howard A. Gutowitz and Jonathan D. Victor

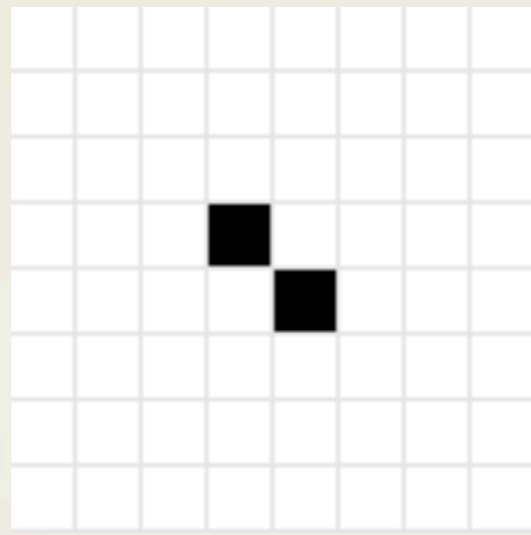
Local structure theory in more than one dimension, *Complex Systems* 1(1), 57-68, 1987.

Complex patterns emerging in Life rule B2/S2345

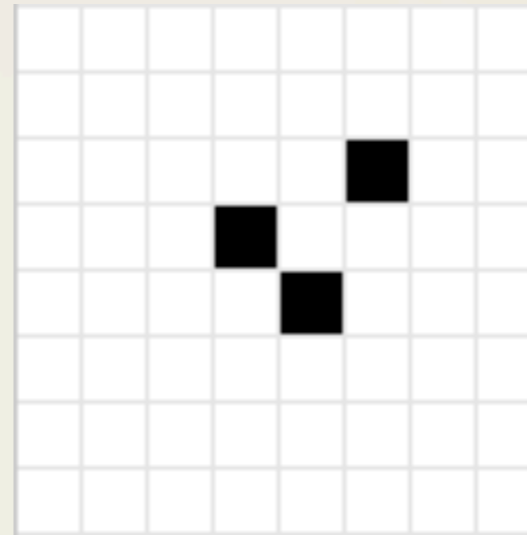
While *GoL* evolves with hundred of complex patterns, B2/S2345 evolve with few patterns.



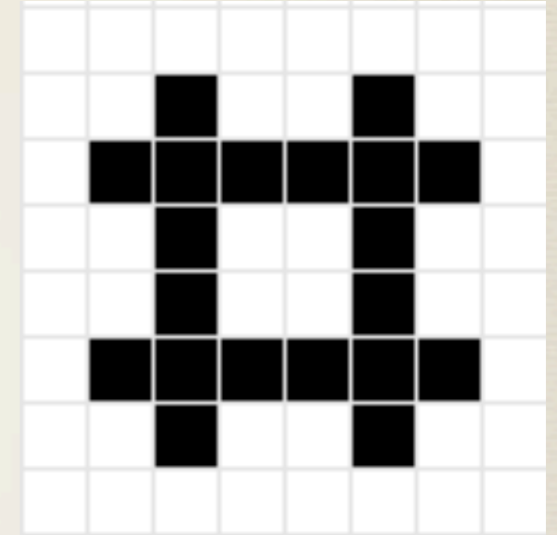
(a)



(b)



(c)



(d)

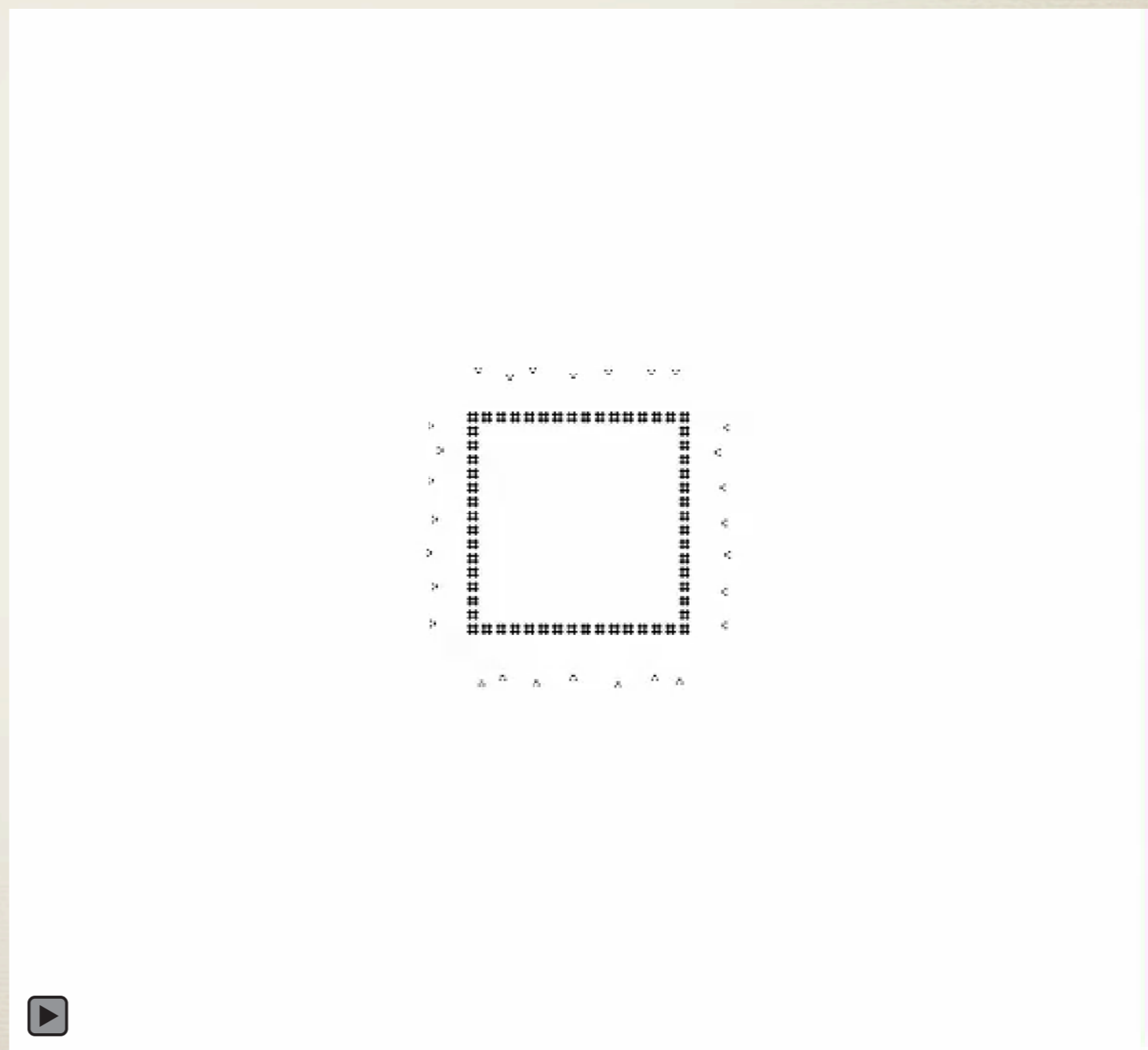
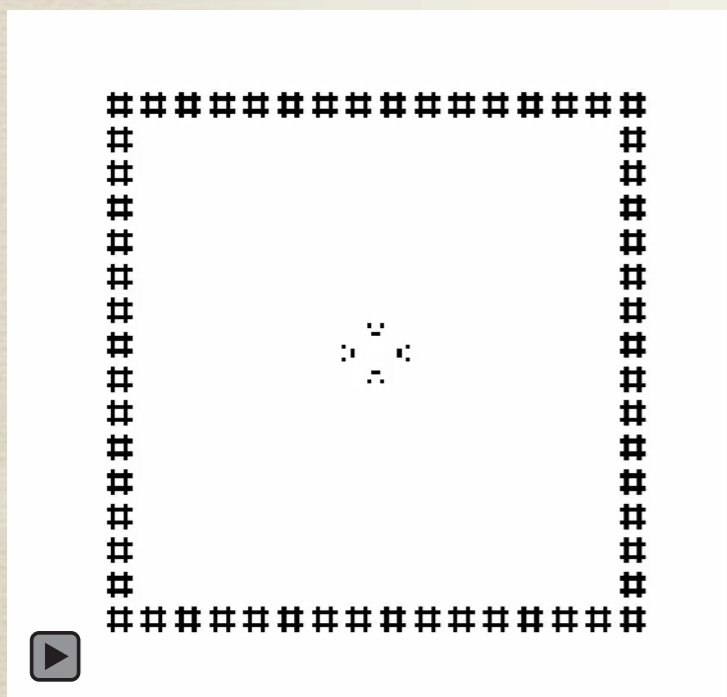
Basic periodic structures in B2/S2345: (a) glider period one, (b) oscillator period two (flip-flop), (c) oscillator period two (blinker), and (d) still life configuration.

Indestructible still life pattern

Some patterns amongst still life patterns in the rule B2/S2345 belong to a class of “indestructible patterns” (sometimes referred to as “glider-proof” patterns in GoL) which cannot be destroyed by any perturbation, including collisions with gliders. A minimal indestructible pattern, still life occupying a square of 6 x 6 cells.

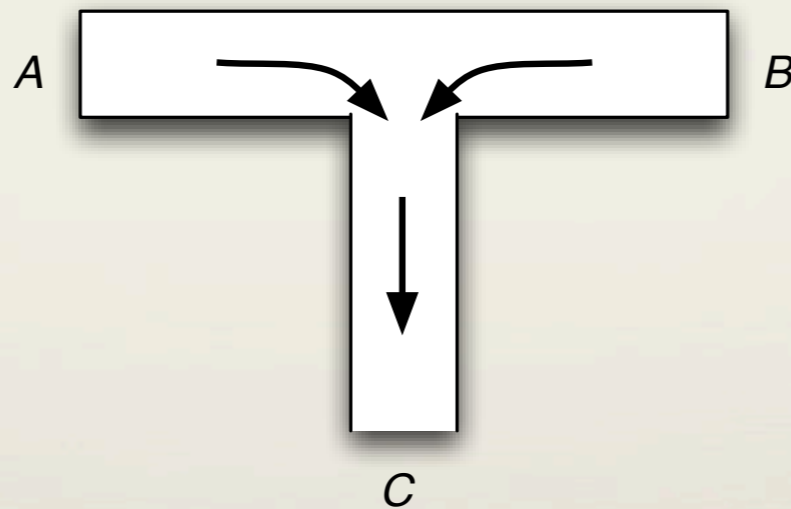
impenetrable

stopping super nova



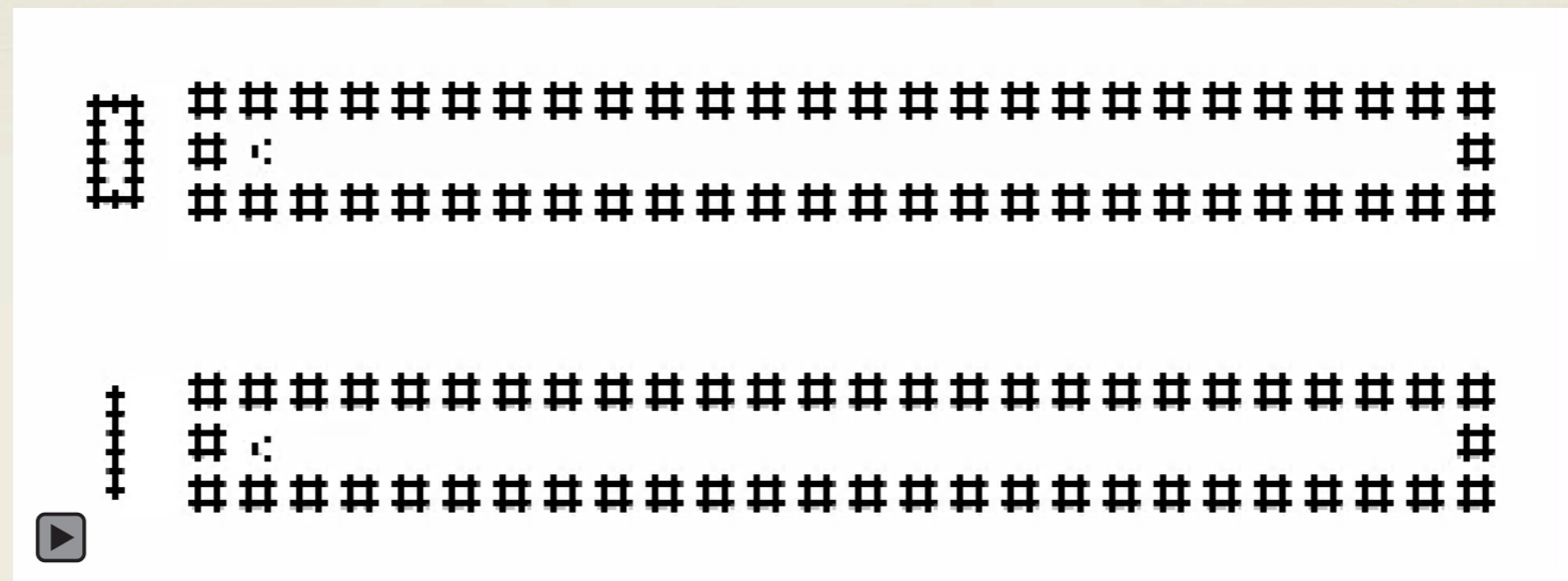
Computing by competing patterns

The easiest way to control patterns propagating in a non-linear medium circuits is to constrain them geometrically. Constraining the media geometrically is a common technique used when designing computational schemes in spatially extended non-linear media. For example “strips” or “channels” are constructed within the medium (e.g. excitable medium) and connected together, typically using arrangements such as T-junctions. Each T-junction consists of two horizontal channels A and B (shoulders), acting as inputs, and a vertical channel, C, assigned as an output.



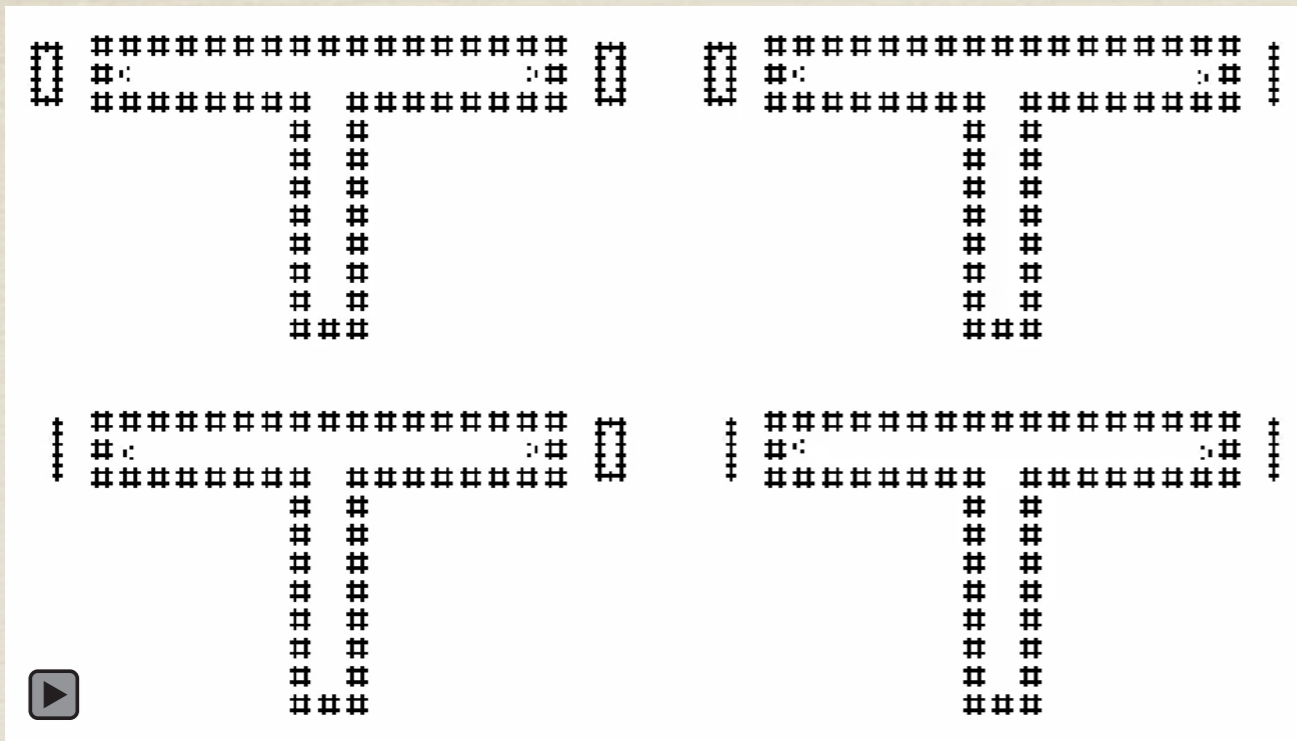
T-junction based control signals were suggested also in von Neumann [1966] works, and used by Banks [1971] and Codd [1968] as well in cellular automata.

Computing by competing patterns

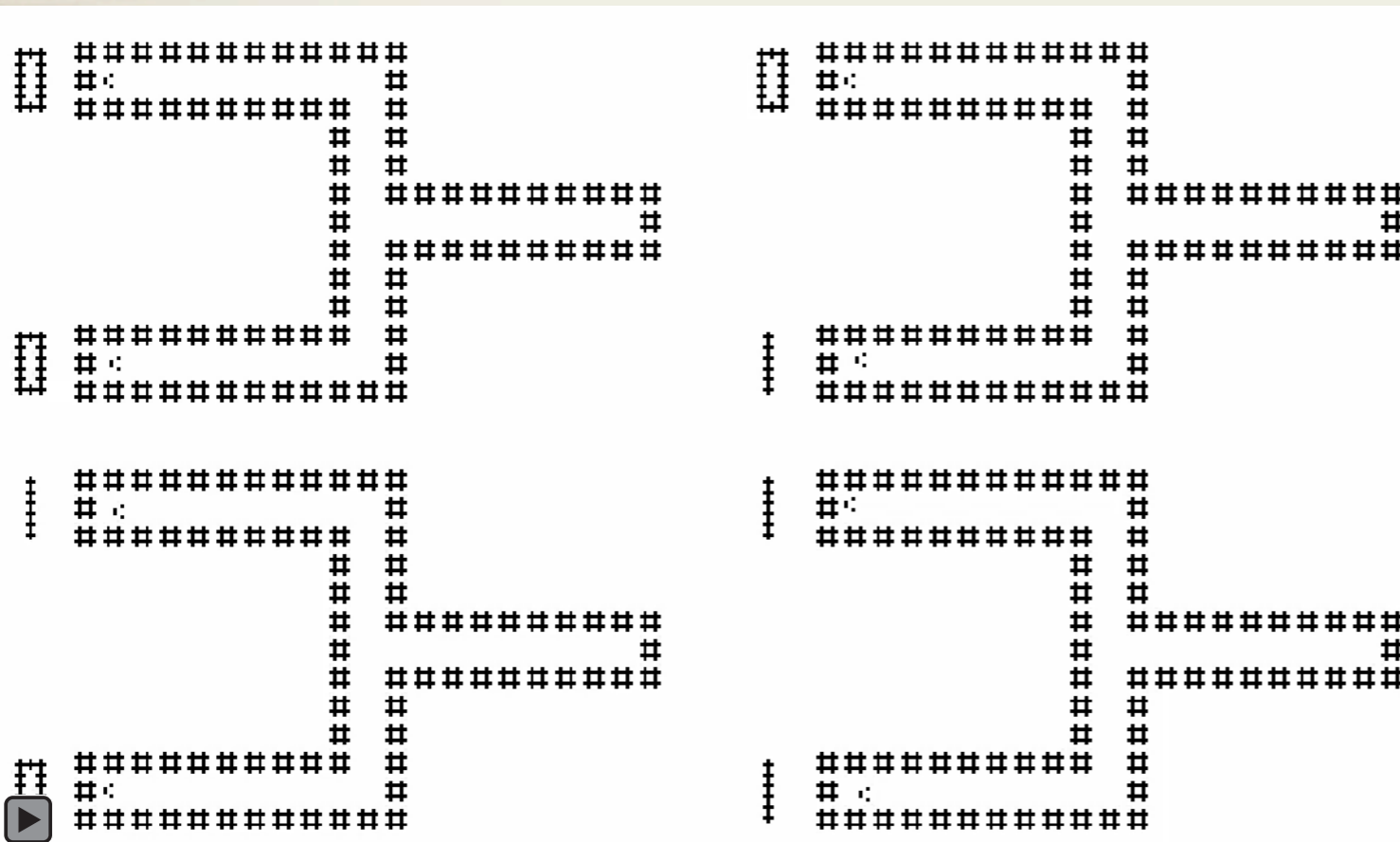
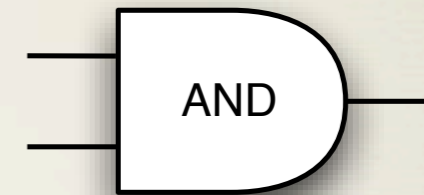


Feedback channels constructed with still life patterns (up) show the initial state with the empty channel and one glider respectively. The symmetric pattern represent value 0 (left), and non-symmetric pattern represent value 1 (right) late of glider reaction.

Logic gates by competing patterns

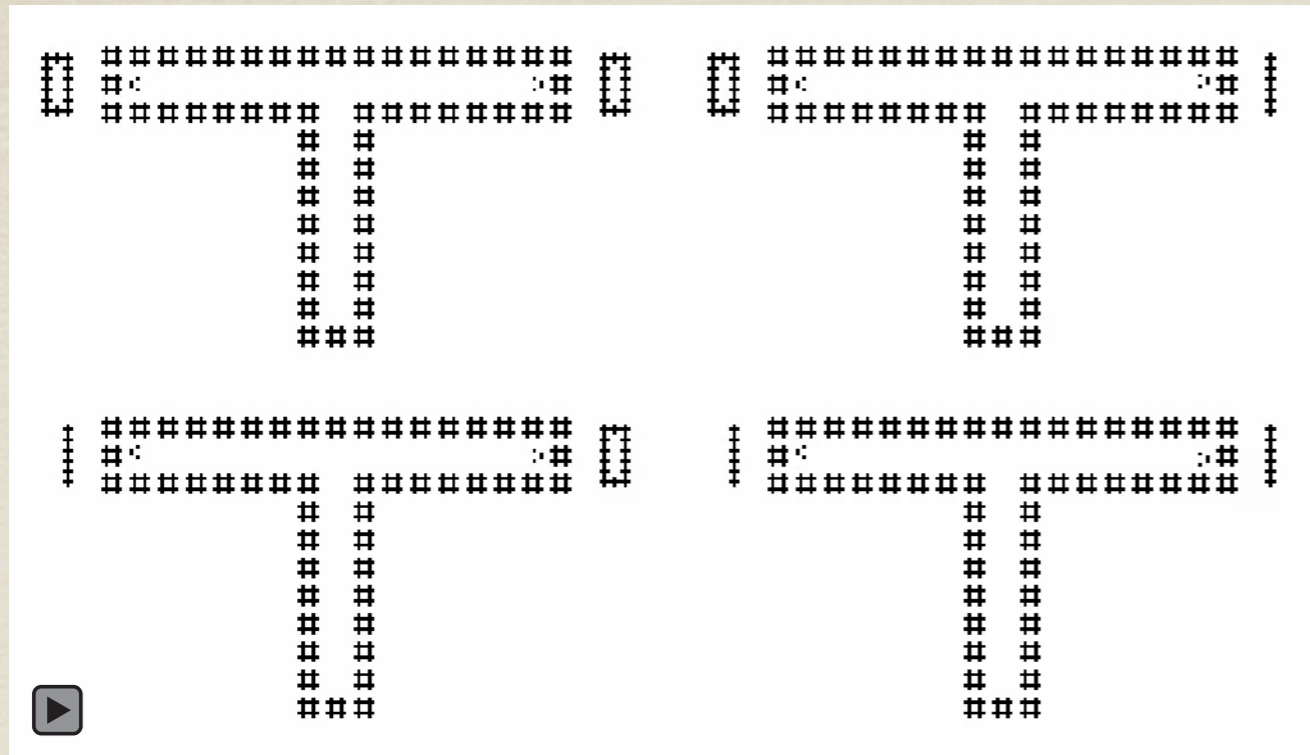


AND gate

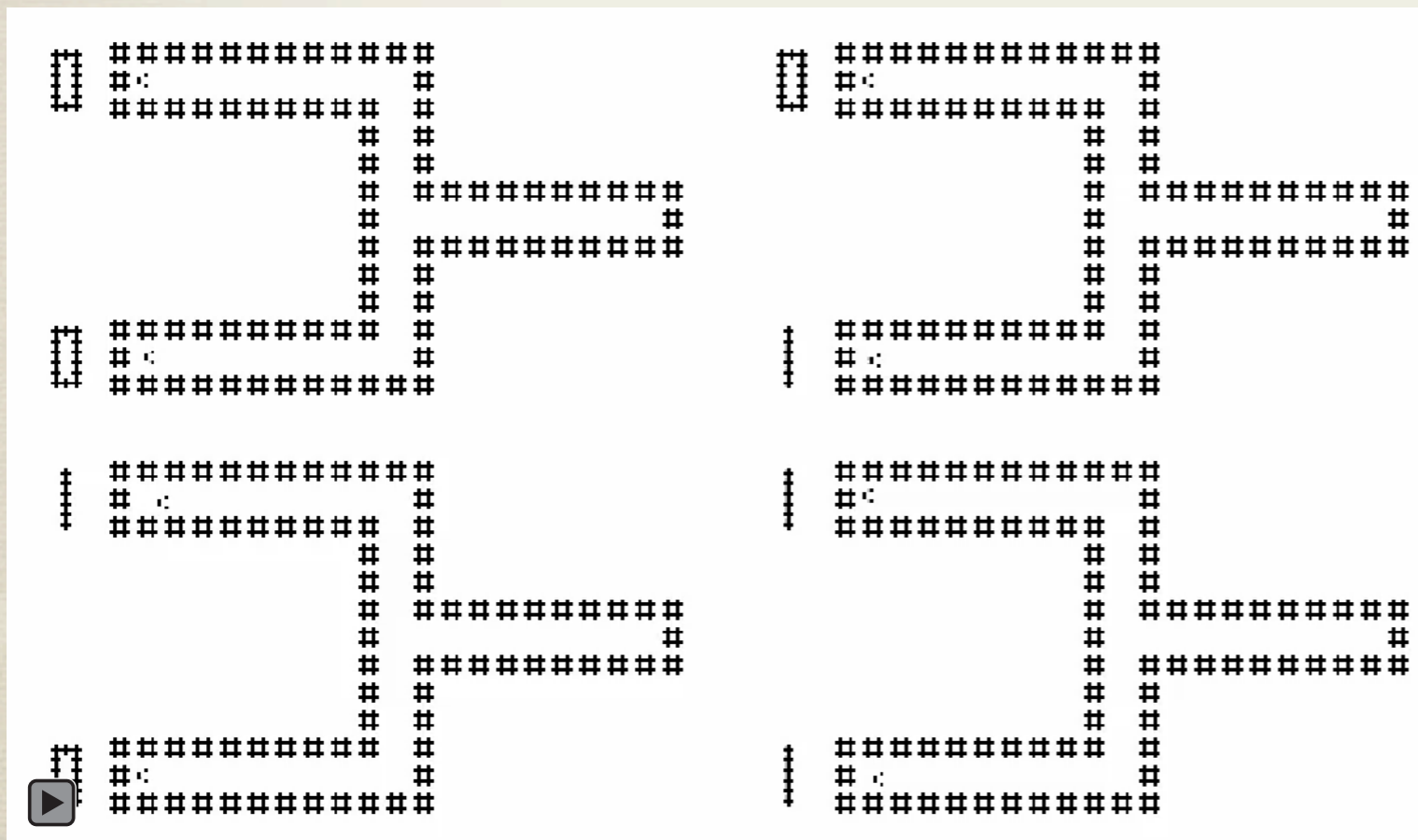
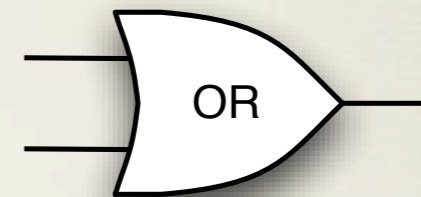


a	b	AND
0	0	0
0	1	0
1	0	0
1	1	1

Logic gates by competing patterns



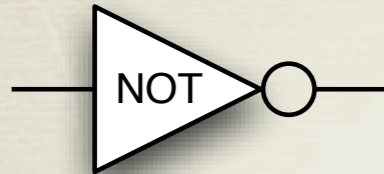
OR gate



a	b	OR
0	0	0
0	1	1
1	0	1
1	1	1

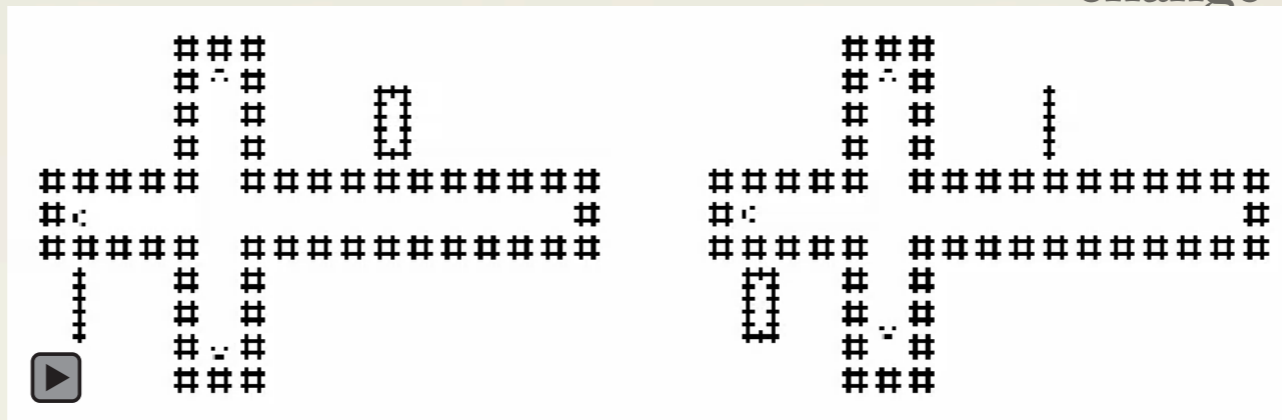
Logic gates by competing patterns

NOT gate

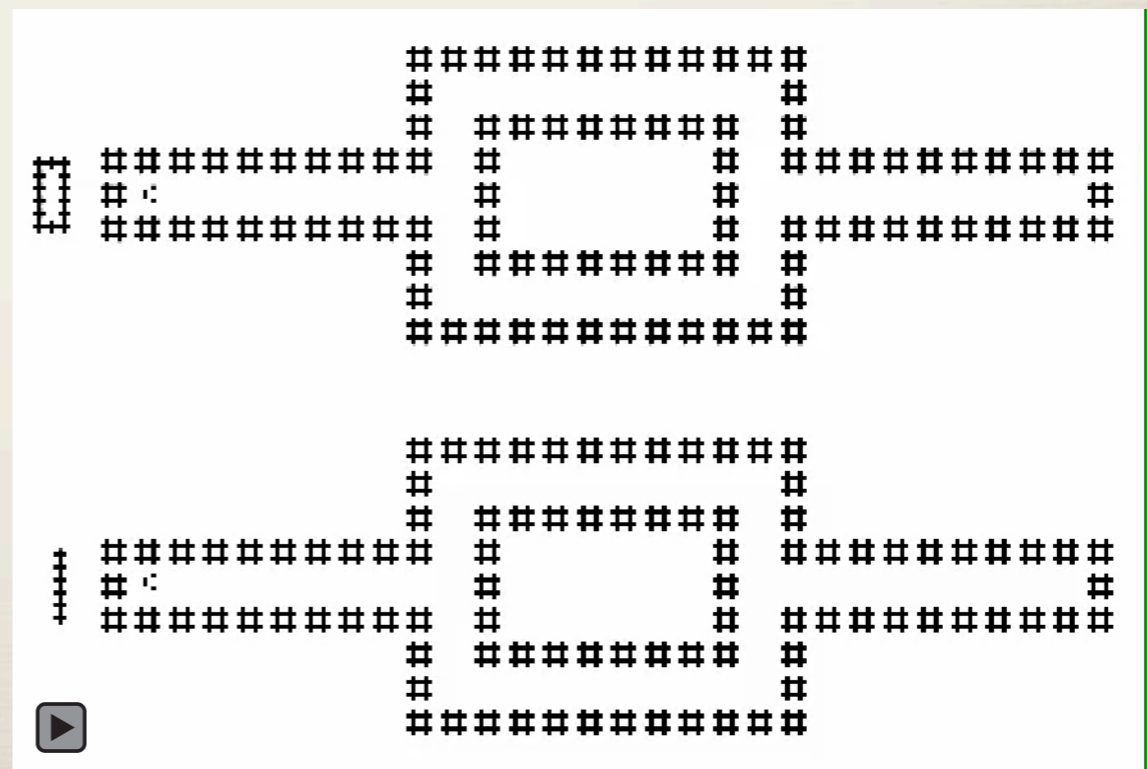


a	NOT
0	1
1	0

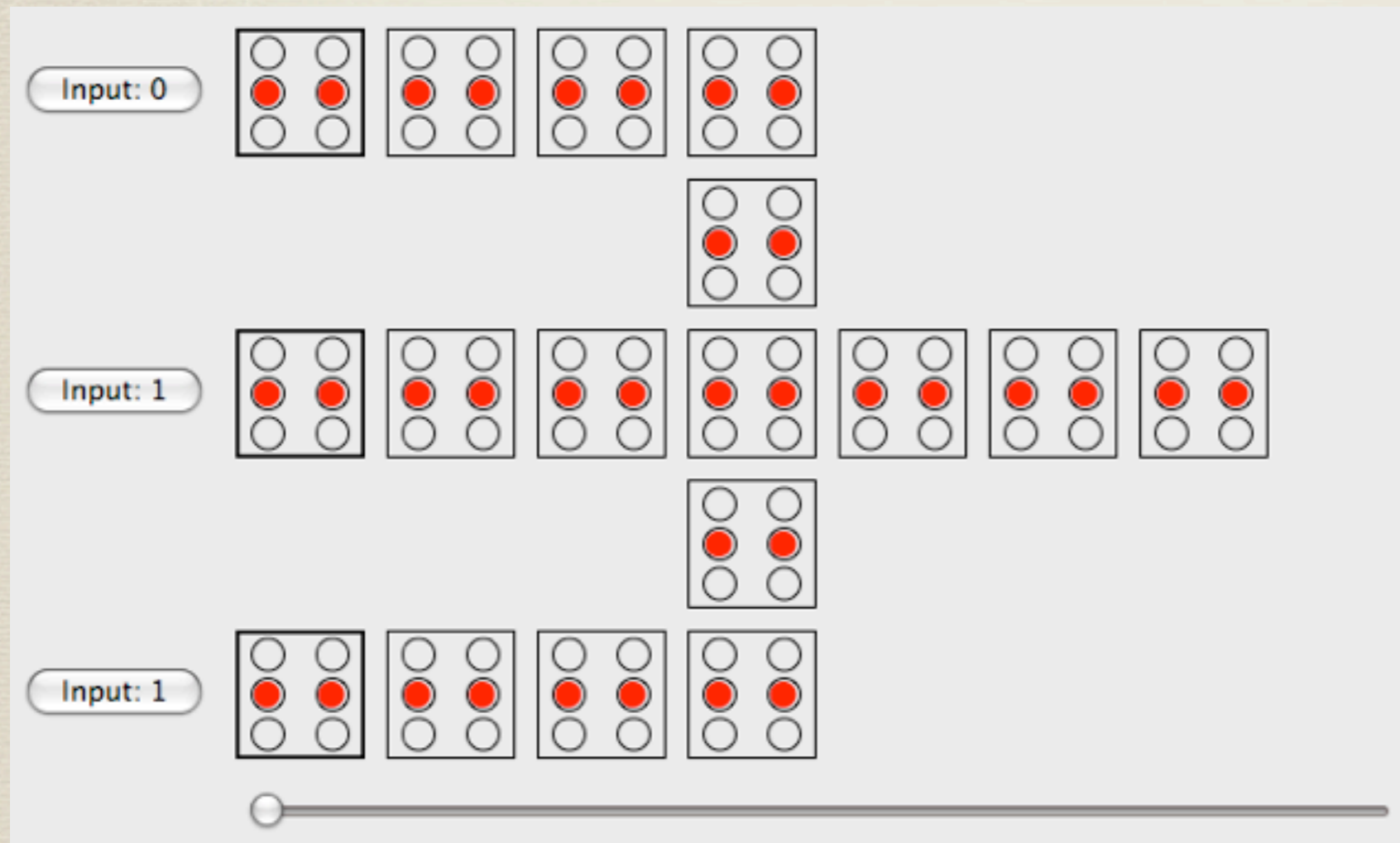
this vertical extra channel is static always and helps to change the pattern form



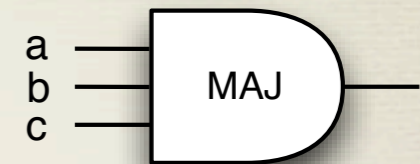
A delay is a very useful device that helps to synchronize times/signals and to get desired collisions



MAJORITY gate in quantum-dot CA



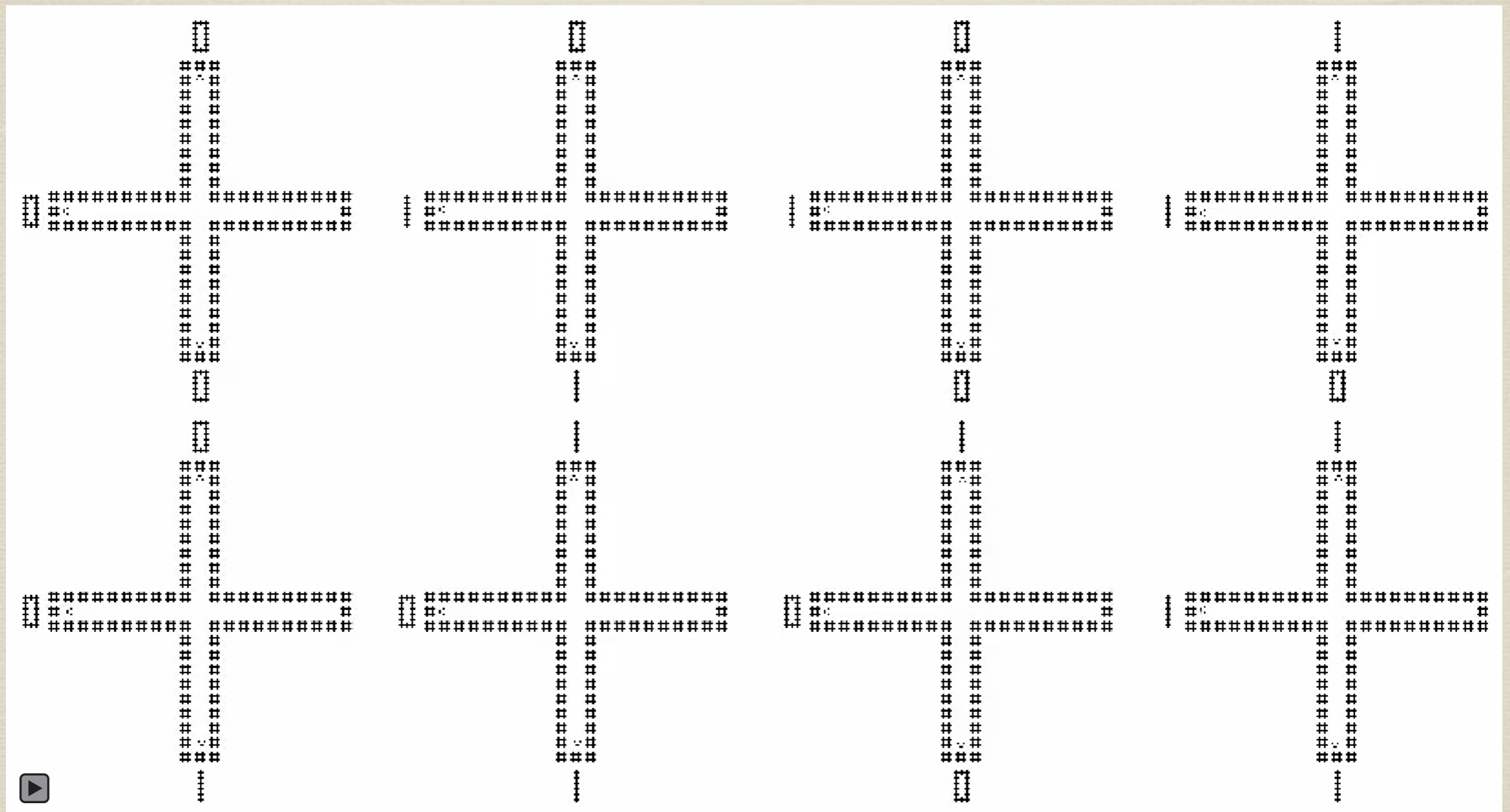
MAJORITY gate



a	b	c	MAJ
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

W. Porod, C. S. Lent, G. H. Bernstein, A. O. Orlov, I. Amlani, G. L. Snider, J. L. Mers
 Quantum-dot cellular automata: computing with couple quantum dots
 International Journal Electronics 86(5), 549-590, 1999.

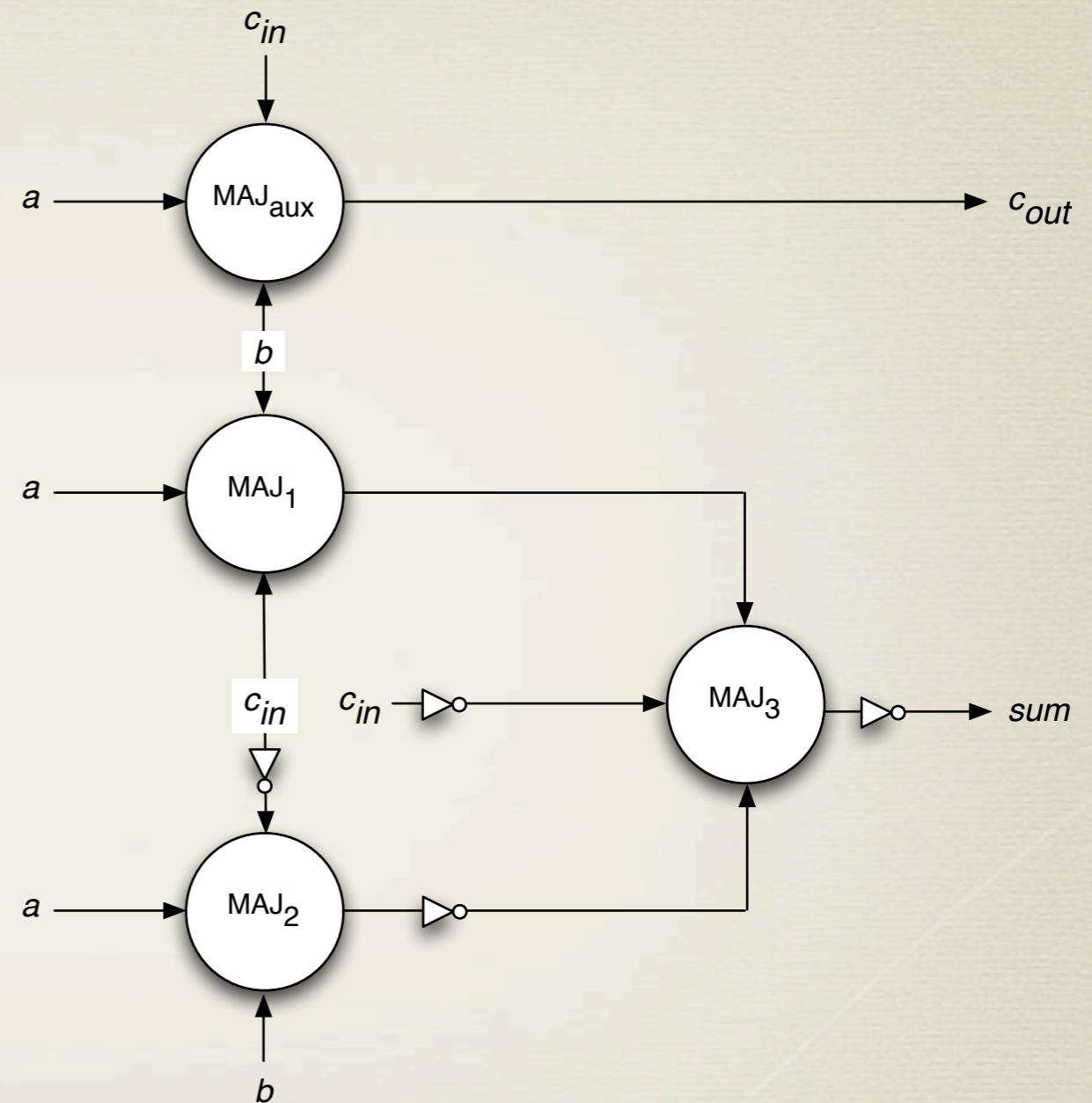
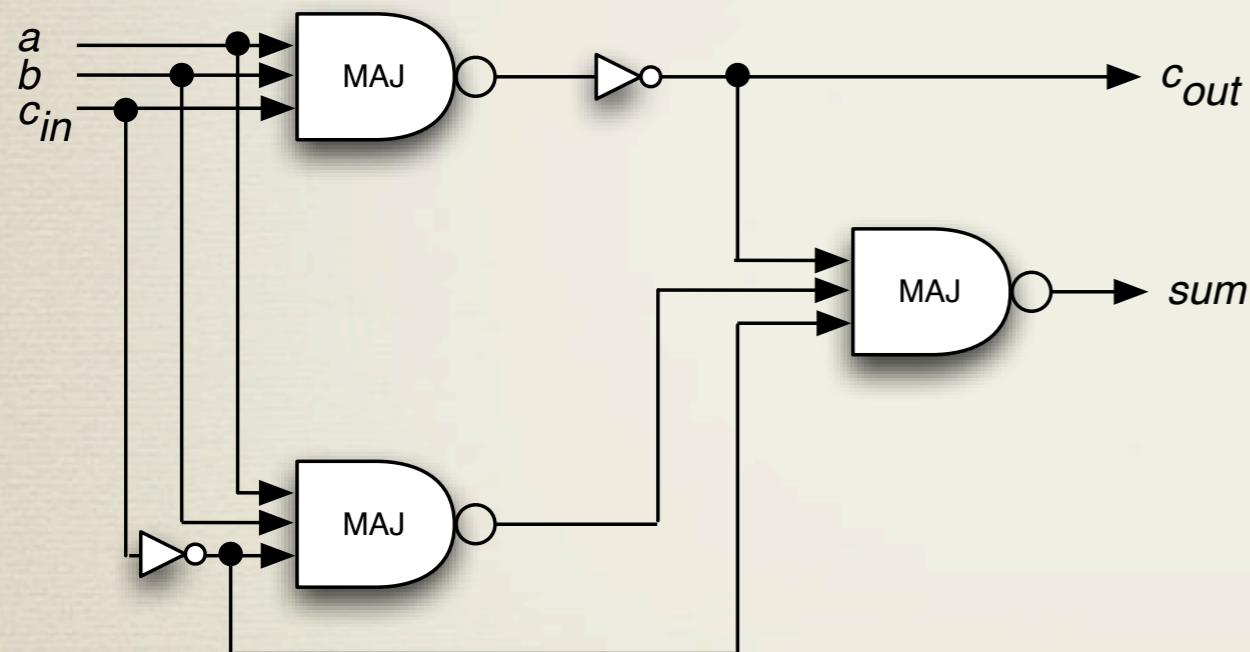
MAJORITY gate in Life rule B2/S2345



Genaro J. Martínez, Andrew Adamatzky, Ben D. L. Costello
On logical gates in precipitating medium: cellular automaton model
Physics Letters A 1(48), 1-5, 2008.

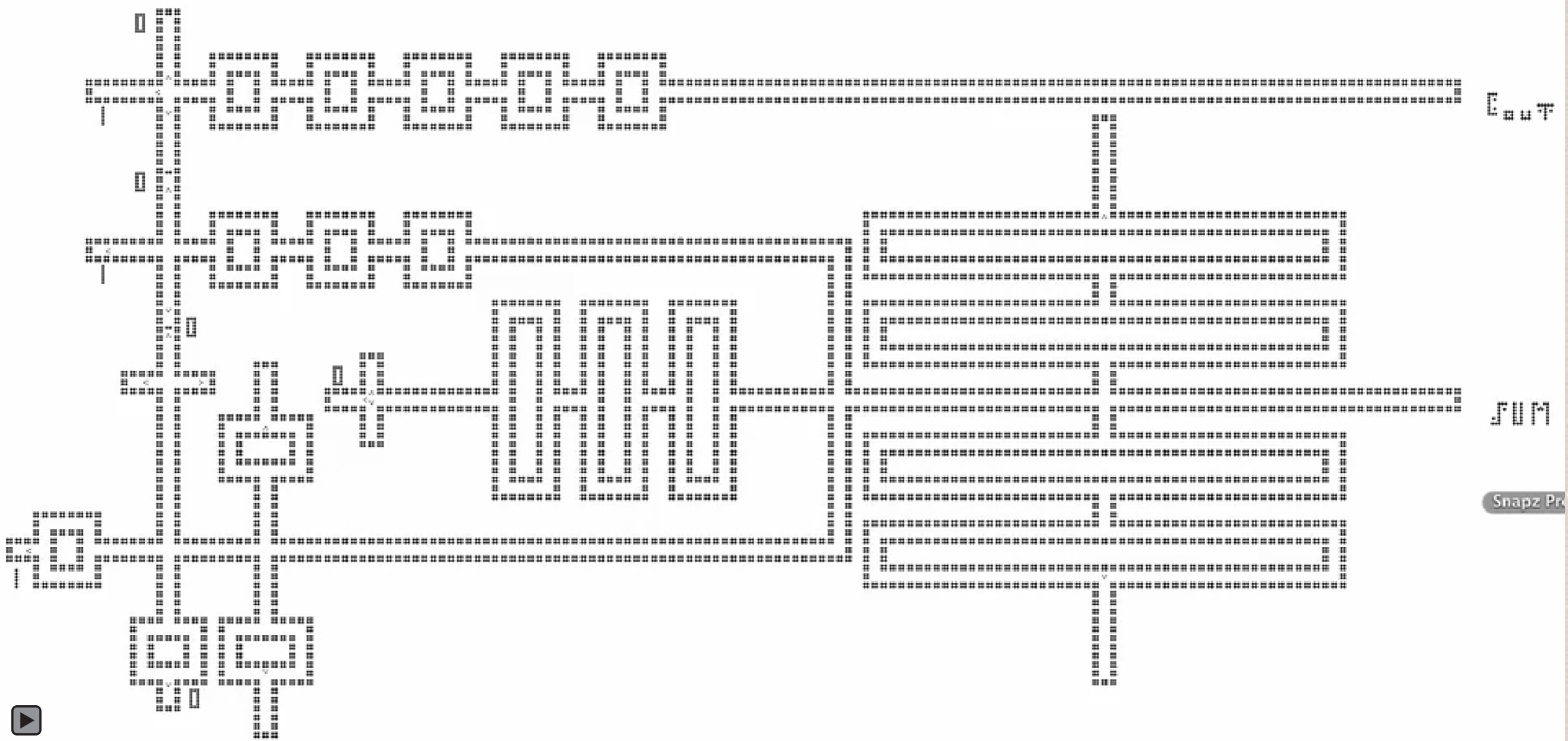
NOT-MAJORITY adder

with all previous elements hence we can design a NOT-MAJORITY adder circuit by competing patterns



Circuit (left) and schematic diagram (right) by competing patterns of a full binary adder comprised of NOT-MAJORITY gates. Delay elements are not shown.

NOT-MAJORITY adder

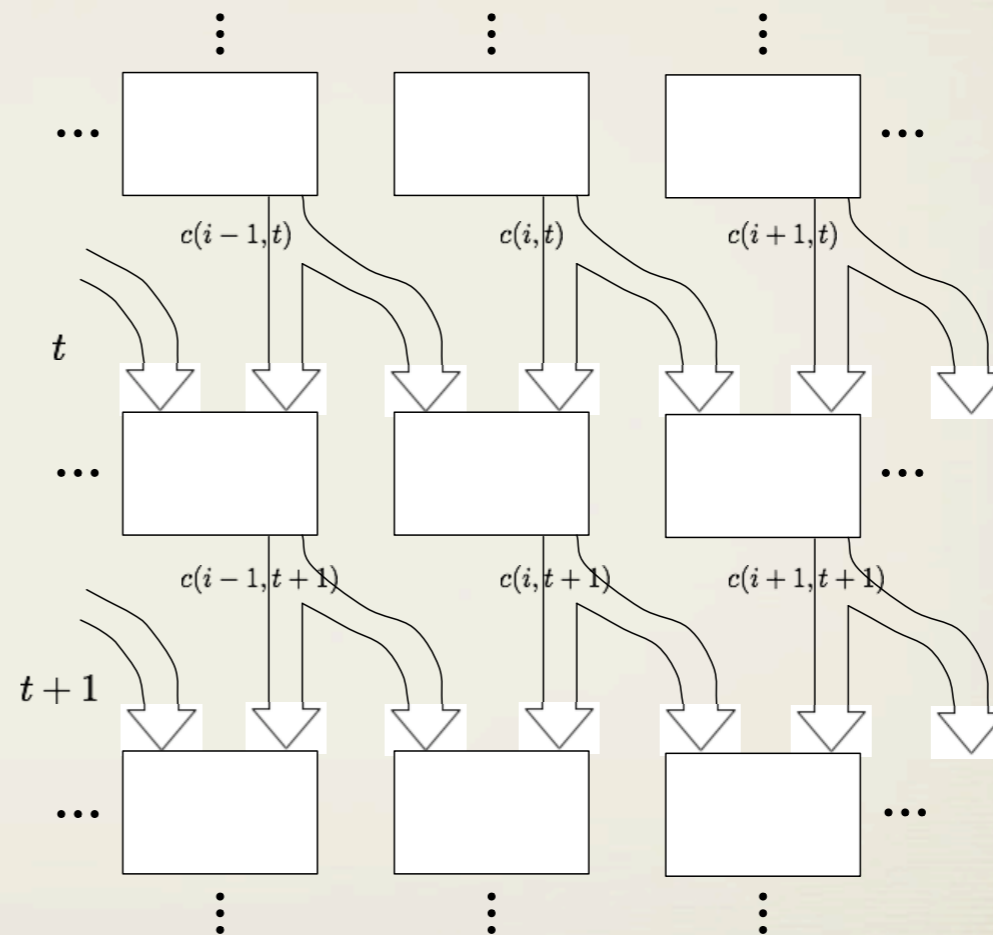


This simulation shows a case: *Inputs*: $a=1$, $b=0$, $c=0$. *Outputs*: carry out=0, sum=1. Initial condition has $1,402 \times 662$ lattice with 58,759 cells in state 1. Final configuration has a population of 129,923 cells to 1,439 generations.

Limitations

However we have recognized a number of limitations on this model.

- * Disadvantage of the approach presented is that computing space is geometrically constrained and the computation is *one-time-use*.



- * Also actually we do not have a way to develop a crossing signal and FANOUT gate that are essential to complete a feedback full circuit operation.

Final remarks

- * In future studies we are planning to implement the computing architecture designed in the paper to manufacture experimental prototypes of precipitating chemical computers; they will be based on crystallization of 'hot ice' [Adamatzky, 2009].
- * We have demonstrated how a chaotic CA (class III in Wolfram's classification) has also capacities to performance computations.
- * We show how develop computations by competing patterns.



Andrew Adamatzky, Hot ice computer, *Physics Letters A* 374(2), 264-271, 2009.

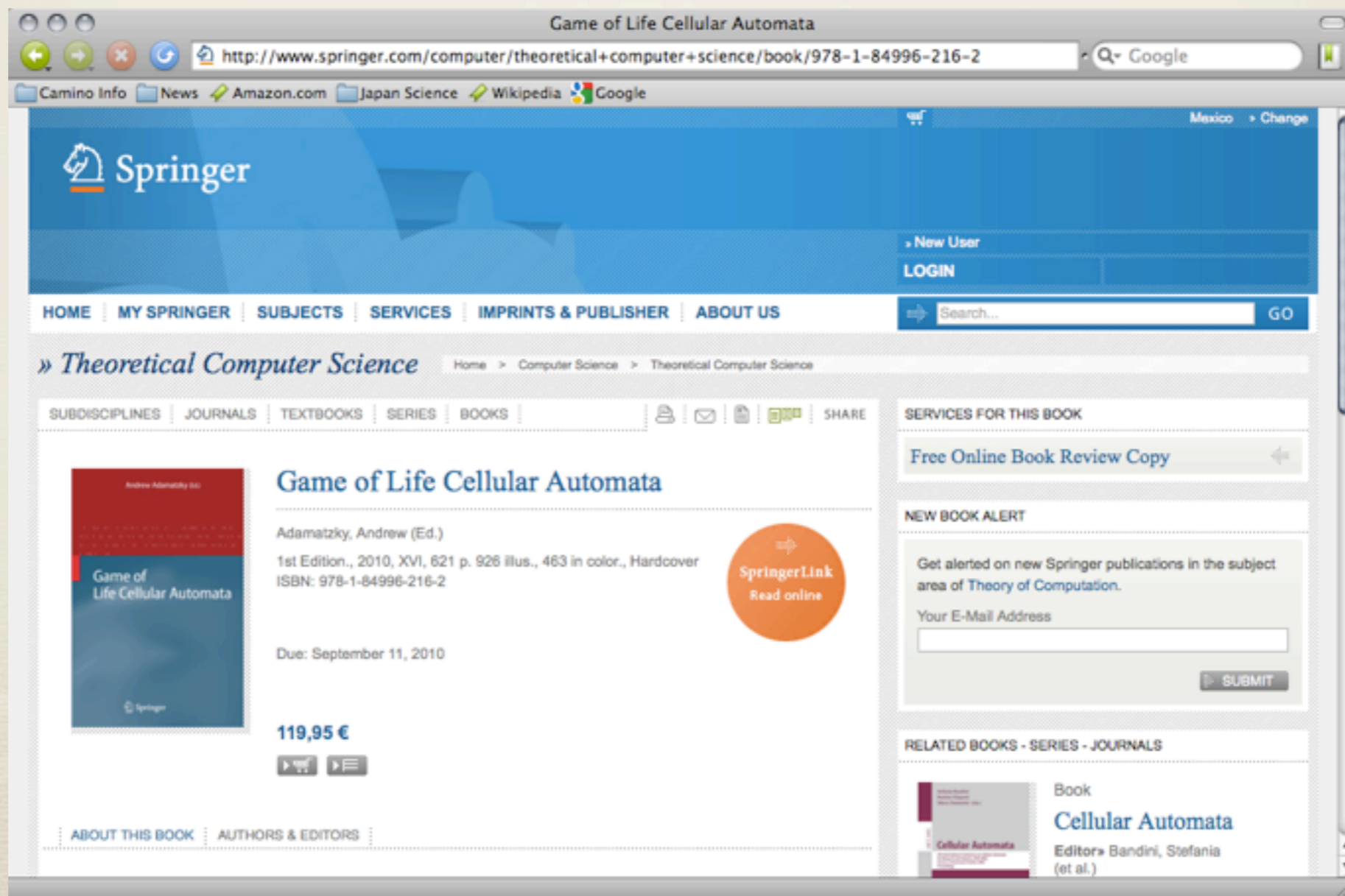


Life-like rules results comparison

CA	complex patterns	classification	B/S rule notation	computation capacities	universal
Life	600	complex	B ₃ /S ₂₃	yes	yes
<i>B₂/S₂₃₄₅</i>	<i>4</i>	<i>chaotic</i>	<i>B₂/S₂₃₄₅</i>	<i>yes</i>	<i>no</i>
High Life	130	complex	B ₃₆ /S ₂₃	yes	no
Dead with Life	30	complex	B ₃ /S ₀₁₂₃₄₅₆₇₈	yes	no
Diffusion rule	80	chaotic	B ₂ /S ₇	no	no
B ₃₅ /S ₂₃₆	55	chaotic	B ₃₅ /S ₂₃₆	no	no

last news about of GoL

1. The Game of Life celebrate its 40 anniversary this year.
2. Martin Gardner died on May Saturday 22, aged 95.
3. A special book dedicated to GoL this year is edited and hoped on August 2010.



The screenshot shows a web browser window with the title "Game of Life Cellular Automata". The address bar displays the URL: <http://www.springer.com/computer/theoretical+computer+science/book/978-1-84996-216-2>. The browser's address bar also shows a search engine icon and the text "Google".

The page features the Springer logo and navigation links: HOME, MY SPRINGER, SUBJECTS, SERVICES, IMPRINTS & PUBLISHER, ABOUT US. A search bar is visible with the text "Search..." and a "GO" button.

The main content area displays the book "Game of Life Cellular Automata" by Adamatzky, Andrew (Ed.). The book cover is shown on the left. The title "Game of Life Cellular Automata" is prominently displayed. Below the title, the author information is provided: Adamatzky, Andrew (Ed.). The book details are listed: 1st Edition., 2010, XVI, 621 p. 926 illus., 463 in color., Hardcover ISBN: 978-1-84996-216-2. The due date is September 11, 2010. The price is 119,95 €. A "SpringerLink Read online" button is visible.

On the right side, there are sections for "SERVICES FOR THIS BOOK" (Free Online Book Review Copy), "NEW BOOK ALERT" (Get alerted on new Springer publications in the subject area of Theory of Computation. Your E-Mail Address: [input field] [SUBMIT]), and "RELATED BOOKS - SERIES - JOURNALS" (Book Cellular Automata Editor: Bandini, Stefania (et al.)).

the End

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http://uncomp.uwe.ac.uk/genaro/Life_dc22.html