

Cellular automata and agent-based models

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Cellular automata

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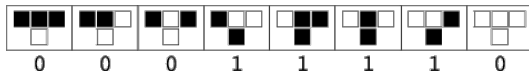
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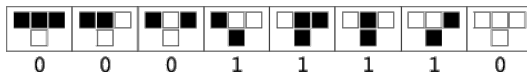


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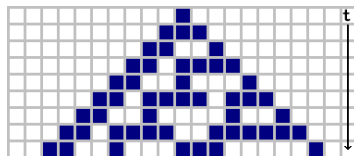
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The following shows the evolution of the dynamics over $t = 0, 1, \dots, 8$, starting with a single “ON” cell:

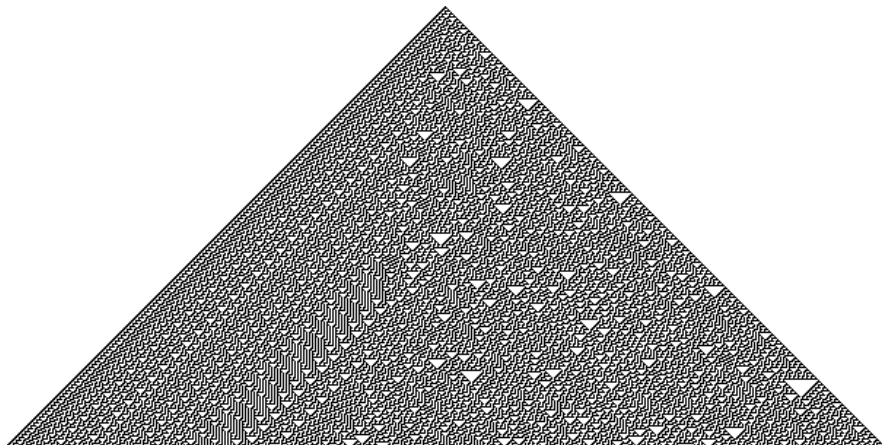


Cellular automata

When you zoom out to see 200 time-steps, patterns start to emerge.

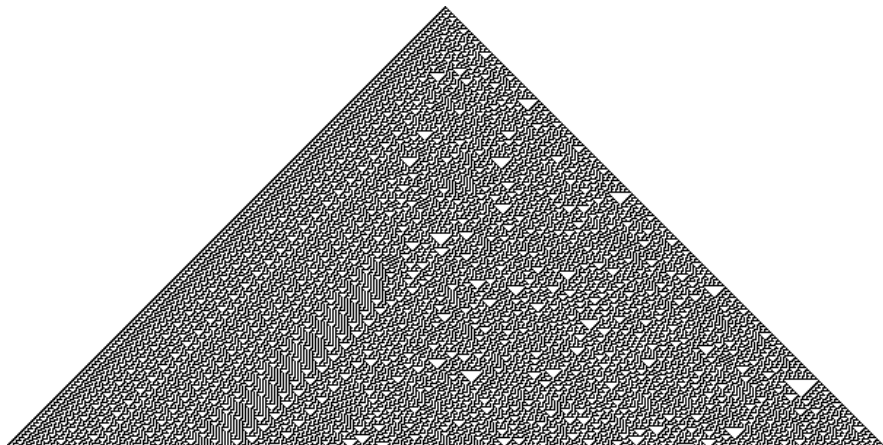
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A common theme with CA are that **complex dynamics** can emerge from simple, local interactions.

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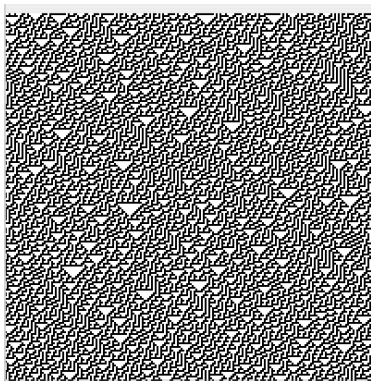
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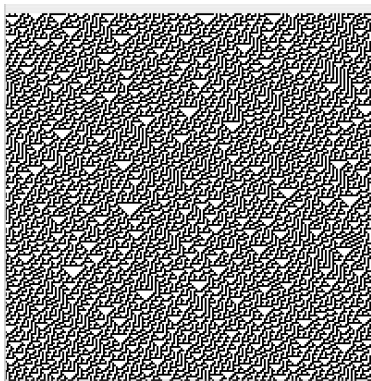


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Many believe that CAs are key to understanding how simple rules can produce complex structures and behavior.

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There are many variations, leading to an endless potential of research projects.

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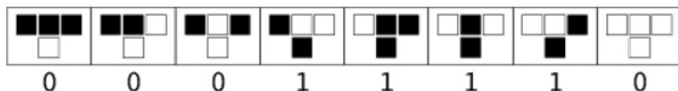
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For example, what ECA rule is this?



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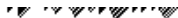
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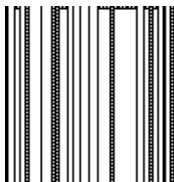
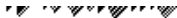


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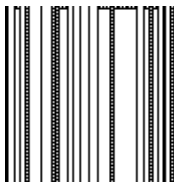
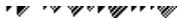


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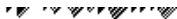


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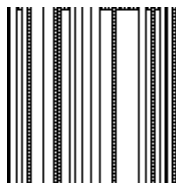
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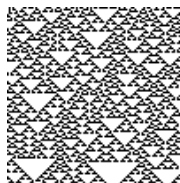
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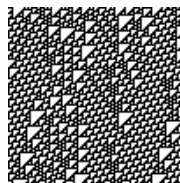
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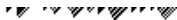
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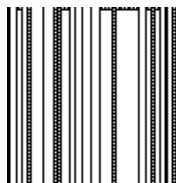
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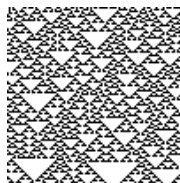
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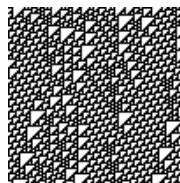
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Problem

Class membership of a given rule is computationally *undecidable*!

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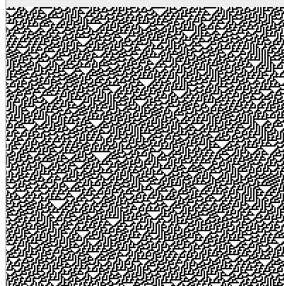
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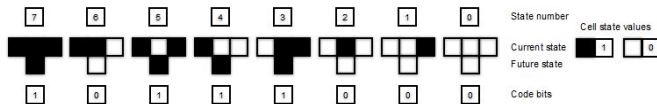
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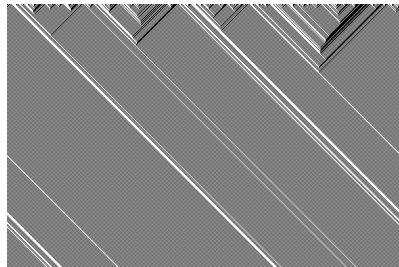
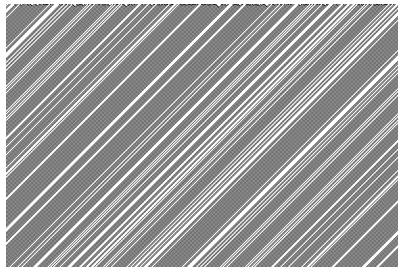
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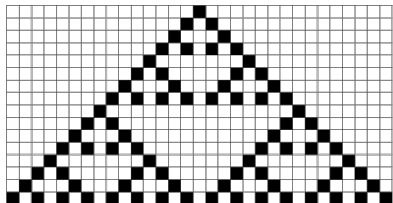
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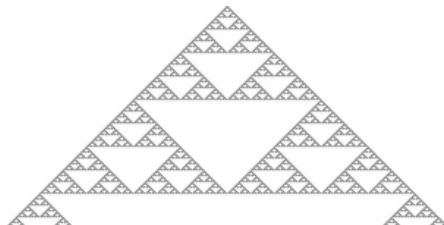
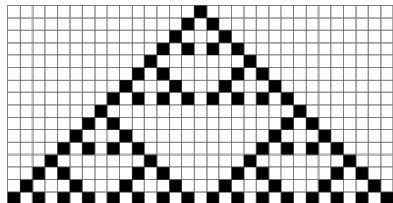


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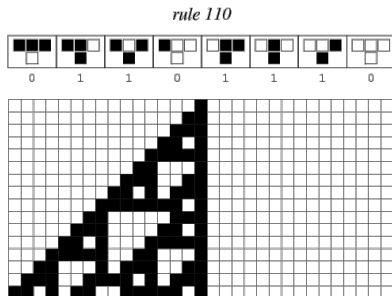
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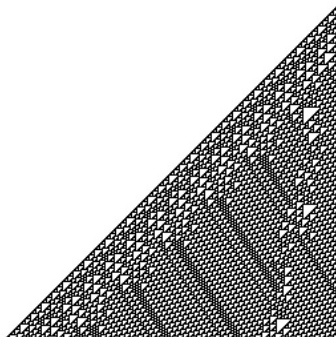
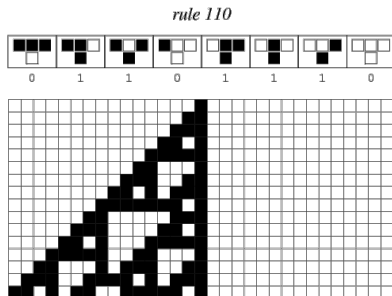
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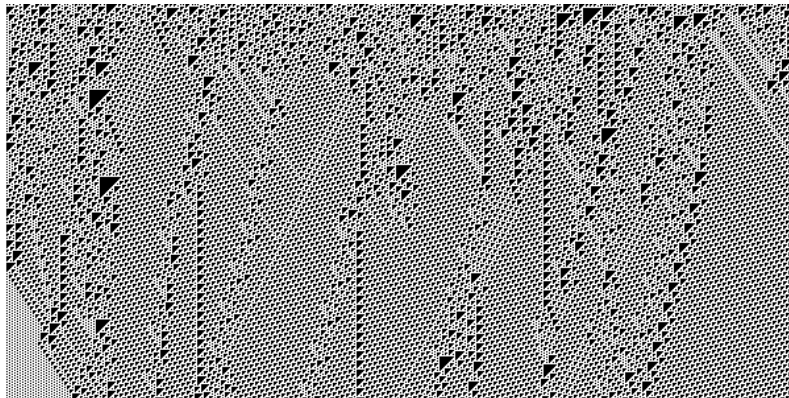
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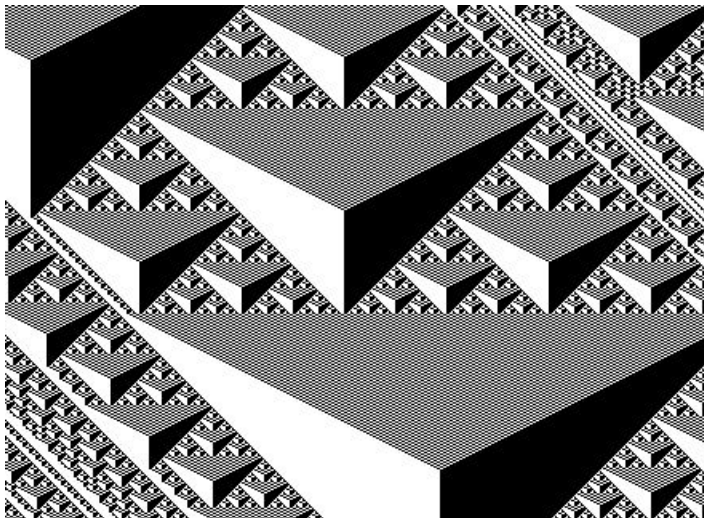
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Generalizations of elementary cellular automata

There are $2^{2^5} = 4294967296$ one-dimensional “2-neighbor rules”. Here is one of them:



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- Good way to model traffic flow.

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- Exploring the universe would be easier if machines could be invented that could build themselves. Imagine sending a probe to Mars that could build a copy of itself.

Other agent-based models

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Cellular automata promote the idea that complex dynamics can arise from simple local rules.



Agent based model of flocking

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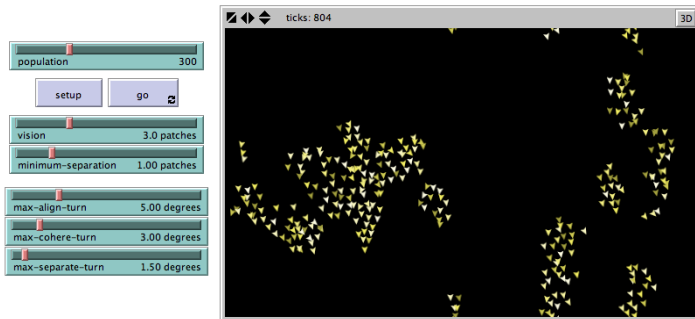
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NetLogo is a wonderful free open-source program that has many built-in agent-based models such as this one.



Agent based model of segregation

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If less than 33% of a tiger's neighbors are of the same color, it will continue looking for a suitable place to live.

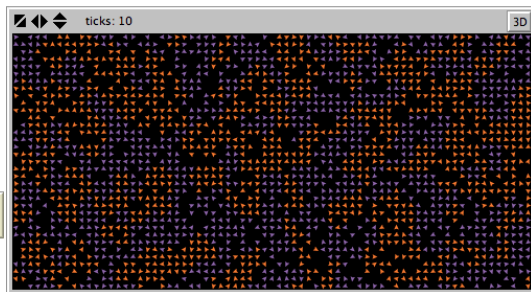
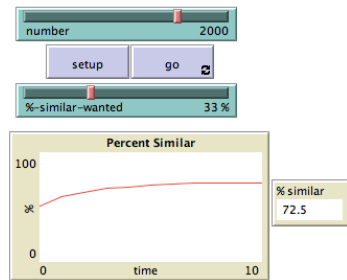
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Here is a result of a NetLogo simulation showing where the tiger end up living.



Other agent-based models in NetLogo

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NetLogo has hundreds of built-in agent-based models, such as:

- firefly synchronization
- voting communities
- percolation (oil spill through soil)
- traffic grids
- forest fires
- moths and light
- enzyme kinetics
- tumor growth
- virus spreading through a network
- shepherds herding sheep
- predator-prey
- ⋮

