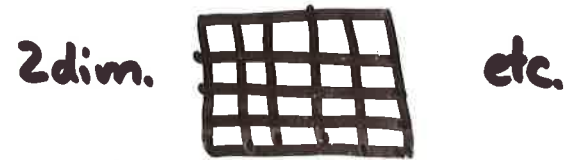


CELLULAR AUTOMATA

DEFINITION

1) discrete lattice sites



2) discrete time steps

$t \rightarrow t+1$



3) rules for update:

influence on update:

- local neighborhood
- lattice as it was 1 or a few time steps before

APPLICATIONS / EXAMPLES

- Game of Life
- Traffic Models
- Fractal Growth: DLA

SIMPLE RULES \rightarrow COMPLICATED BEHAVIOR

