

Contents

1	Introduction	1
1.1	Discreteness	1
1.2	The Game of Life	3
1.3	Contact Automata	4
1.4	Some Wolfram Automata	6
1.5	Greenberg-Hastings Automata	10
1.6	Langton's Ant and Life Without Death	11
1.7	A Nice Little Automaton	12
1.8	History and Applications	13
1.9	Outline of This Work	13
2	Cellular Automata: Basic Definitions	19
2.1	The Grid	19
2.1.1	Abelian or Regular Grids	20
2.1.2	Non-Abelian Grids	22
2.2	The Neighborhood	26
2.3	Elementary State and the Global State	28
2.4	The Local and the Global Function	30
2.5	Excursion: The Growth Function of a Cayley Graph	33
3	Cantor Topology of Cellular Automata	37
3.1	Prelude: Cantor Sets and Cantor Spaces	38
3.1.1	The Classical Mid-Third Cantor Set	38
3.1.2	Cantor Spaces	42
3.2	Cantor Metric for Cellular Automata	45
3.3	The Curtis-Hedlund-Lyndon Theorem	48
3.4	Spatial Structure and Simplifications	52
3.4.1	Examples: Structures That Are Not Cellular Automata	57
3.4.2	Simplification of the State Space	60

3.4.3	Simplification of the Neighborhood	61
3.4.4	Simplification of the Grid	62
3.5	Cellular Automata and Continuous Maps on Cantor Spaces	65
3.5.1	Bijjective Maps	66
3.5.2	General Maps: The Universal Cellular Automaton	67
4	Besicovitch and Weyl Topologies	75
4.1	Definition of the Besicovitch and Weyl Space	75
4.2	Topological Properties	81
4.2.1	Besicovitch Spaces	82
4.2.2	Weyl Spaces	90
4.3	Cellular Automata on Besicovitch and Weyl Spaces	98
4.4	A CHL Theorem for Besicovitch and Weyl Spaces	103
5	Attractors	111
5.1	Dynamical Systems, ω -Limit Sets and Attractors	112
5.1.1	Dynamical Systems	112
5.1.2	ω -Limit Sets and Attractors	114
5.2	Structure of Attractors: Finite Grids	119
5.3	Intersection of Attractors and Quasi-Attractors	119
5.4	Conleys Decomposition Theorem, Attractors, and Chains	125
5.5	Bernoulli Measure on Cellular Automata	132
5.6	Structure of Attractors—Infinite Grids: Hurley Classification	140
6	Chaos and Lyapunov Stability	155
6.1	Topological Chaos	155
6.2	Permuting Cellular Automata	159
6.2.1	Surjective Cellular Automata	160
6.2.2	Topological Transitivity	165
6.2.3	Denseness of Periodic Points	166
6.3	Lyapunov Stability and Gilman Classification	169
6.3.1	Class Gilman 1	171
6.3.2	Class Gilman 2	173
6.3.3	Class Gilman 3	174
6.3.4	Class Gilman 4	175
7	Language Classification of K�urka	179
7.1	Grammar	179
7.2	Finite Automata	181
7.3	Finite Automata and Regular Languages	184
7.4	Cellular Automata and Language: K�urka Classification	186
7.4.1	Class K�urka 1	190
7.4.2	Class K�urka 2	191
7.4.3	K�urka 3	194
8	Turing Machines, Tiles, and Computability	197
8.1	Turing Machines	197
8.2	Universal Turing Machine	201

8.3	Computational Universality of Cellular Automata	205
8.4	Undecidable Problems	207
8.4.1	The Paradox of Epimenides	207
8.4.2	Russel's Paradox	208
8.4.3	Richard's Paradox	209
8.4.4	The Word Problem	210
8.4.5	The Halting Problem	211
8.4.6	The Immortality Problem	213
8.4.7	Non-computability of ω -Limit Sets for Cellular Automata.....	213
8.5	Tiles	214
8.5.1	Definitions and Examples	214
8.5.2	Tessellations of Free Groups	217
8.5.3	Aperiodic Tessellations on \mathbb{Z}^2	220
8.5.4	Undecidability of the Domino Problem in \mathbb{Z}^2	232
8.5.5	Undecidability of the Finite Domino Problem in \mathbb{Z}^2	239
8.5.6	Group or Graph	246
8.5.7	Domino Problem and Monadic Second Order Logic	249
9	Surjectivity and Injectivity of Global Maps	253
9.1	The Garden of Eden	254
9.2	Algorithms for One-Dimensional Cellular Automata	262
9.2.1	Stationary Points	262
9.2.2	Surjectivity	267
9.2.3	Injectivity and Bijectivity	275
9.3	Undecidability Higher Dimensional Cellular Automata	279
9.3.1	Stationary Points	280
9.3.2	Surjectivity	280
10	Linear Cellular Automata	287
10.1	Representation of Linear Cellular Automata.....	287
10.2	Surjectivity, Injectivity and Bijectivity	292
10.3	Fractal Sets and Linear Cellular Automata.....	296
10.3.1	Introductory Example and the Fermat Property	297
10.3.2	Limit Sets of Linear Cellular Automata	300
10.3.3	Iterated Function Systems	307
10.3.4	Matrix Substitution Systems	314
10.3.5	Cellular Automata and Matrix Substitution Systems	324
11	Particle Motion	335
11.1	Particle Motion: Formal Approach	335
11.1.1	Modelling Diffusion by Continuous Models	336
11.1.2	Naive Cellular Automata Models for Diffusion	338
11.2	From PDE to Cellular Automata: Ultradiscrete Limit	340
11.2.1	Heat Equation	342
11.2.2	The Burgers Equation	343
11.2.3	Ultradiscrete Limit and Burgers Equation	350

11.3	Microscopic Models for Diffusion	354
11.3.1	Straight Movement	355
11.3.2	Lattice Gas Cellular Automata.....	360
12	Pattern Formation	377
12.1	Fractal Mollusc Patterns	377
12.2	Turing Pattern	378
12.2.1	Turing-Pattern in Partial Differential Equations	378
12.2.2	Excursion: Hopfield Nets.....	380
12.2.3	Bar-Yam-Model for Turing Pattern	384
12.3	Greenberg-Hastings Model for Excitable Media	386
12.3.1	Definitions	387
12.3.2	The Winding Number	391
12.3.3	The Potential	396
12.3.4	Survival of Configurations	400
13	Applications in Various Areas	405
13.1	Sandpile Automata and Self-Organized Criticality	405
13.2	Epidemiology.....	411
13.2.1	Mean Field Approximation	411
13.2.2	SIRS Model and Mean Field Approximation	413
13.2.3	Polynomial Growth: Clustering of Contact Networks	416
13.3	Evolution	418
13.3.1	Evolution.....	419
13.3.2	Spatial Model	420
13.3.3	Heuristic Analysis	423
A	Basic Mathematical Tools	427
A.1	Basic Definitions from Topology	427
A.2	Basic Algebraic Theory	433
A.2.1	Group Theory	433
A.2.2	Ring Theory.....	438
A.2.3	Fields	441
A.3	Basic Measure Theory	442
	References	455
	Index	463