


# CAN SQUARES BE SMARTER THAN YOU?

## Exploring the link between dynamics and computation in Cellular Automata

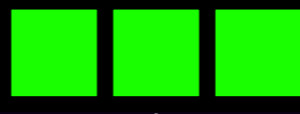
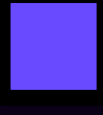
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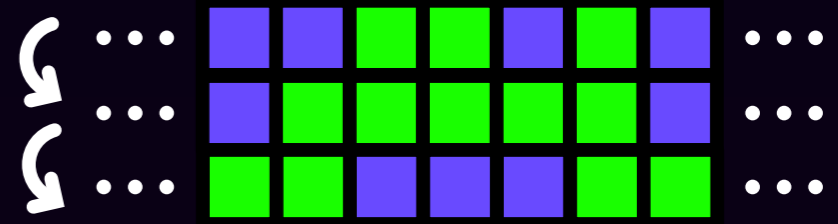
### Meet Steve!

 Steve is a cell

Steve is either  
**alive**   
or **dead** 

Steve has  
**neighbours**  
  
↑ ↑

And **evolves**  
depending on them  
  
↓  


Steve also has a lot of friends  
  
They form a **grid** and evolve together

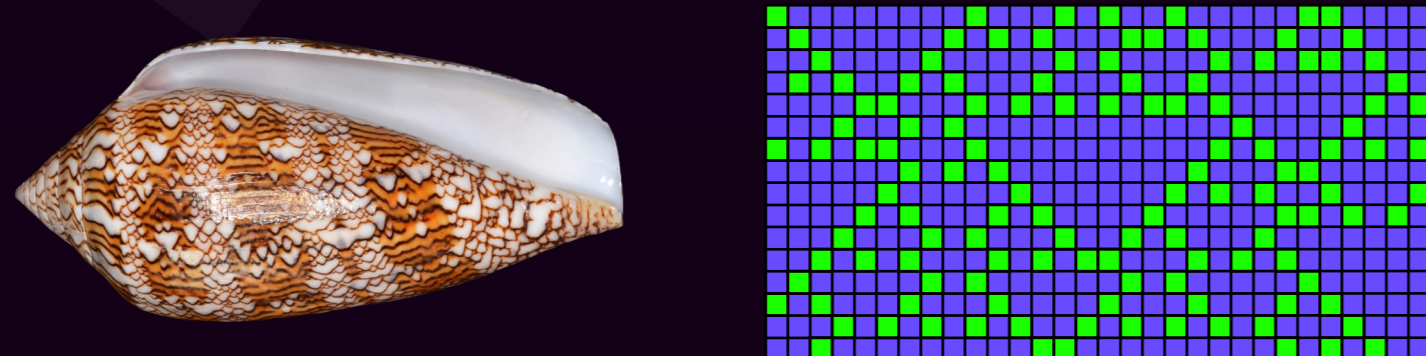
That's a **Cellular Automaton!**

### Introduction

A **Cellular Automaton (CA)** is a dynamical system whose behaviour at any time is dependent upon previous states of the system and is determined by a simple local rule.

Scientists use Cellular Automata as compact models for describing complex physical and biological processes.

Figure 1 : Cellular Automata in Nature



On the left, the Conus textile exhibits a Cellular Automaton pattern on its shell.  
On the right, Cellular Automaton '18', which behaviour resembles the pattern found on the shell.

### Objective

Cellular Automata can be explored both through their dynamics and their computational abilities. **Dynamically**, one may ask: what do they look like after many steps? **Computationally**, the question is how 'intelligent' they are: can they compute as much as your computer can?

The aim of this work is to bring these perspectives together and explore **under which dynamical properties Cellular Automata can simulate each other**. In doing so, we get very close to understanding when these little squares can be smarter than you, and even your computer.

LET'S KEEP IN TOUCH! :)

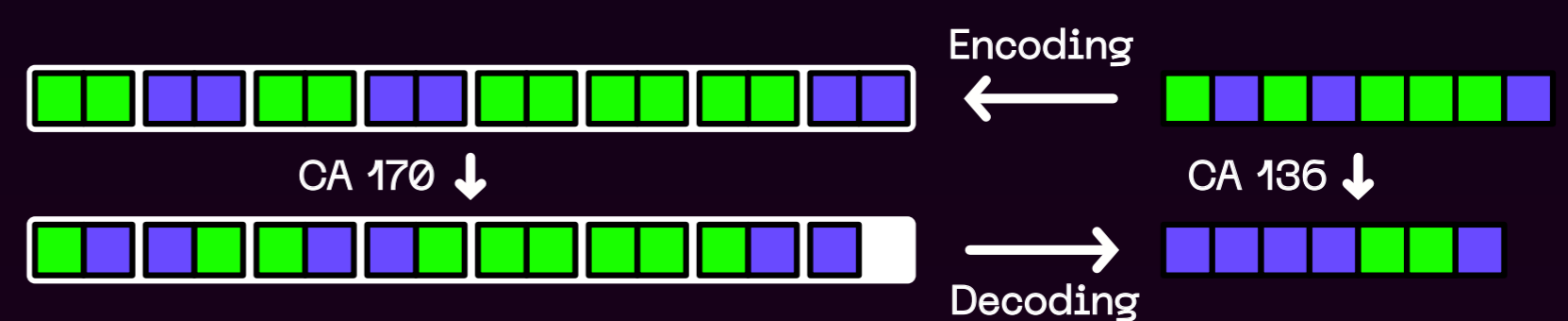


### Methodology

The work began with a systematic study of the dynamical properties of Cellular Automata, leading to a **classification framework** for comparing them.

This framework was then used to **investigate their computational power**, the main question being: what dynamical properties, if any, a Cellular Automaton must, or must not, possess in order to be able to simulate any other Cellular Automaton with the same dimension?

Figure 2 : Simulation of Cellular Automata



Cellular Automaton '170' can simulate Cellular Automaton '136': By encoding a pattern, updating it with CA '170', and then decoding, we get exactly the same result as one step of CA '136'.

### Results

Our research shows that Cellular Automata that display a variety of dynamical properties such as surjectivity, transitivity, chaos, and mixing can simulate Cellular Automata outside of their dynamical class. This suggests that **computational power** may not be confined to a narrow class of dynamics but can **coexist with highly diverse structural properties**.

### Conclusion

This work highlights that **Cellular Automata capable of complex computation might manifest in many different dynamical settings**. This suggests that dynamics and computation should be studied as complementary perspectives, and that the richness of Cellular Automata lies precisely in the diversity of ways these two aspects interact.