Emergence of Macro Spatial Structures in Dissipative Cellular Automata

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Explore the behavior of asynchronous and open CA.

Simple model for multiagent systems.

Outline

- Dissipative Cellular Automata
- Experimental setting
- Emerging behavior
- Future work

Dissipative Cellular Automata

Two main characteristics:

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Asynchronous

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Asynchronous dynamics

Asynchronous time-driven dynamics:

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 The update is atomic and mutually exclusive among neighbors, without preventing non-neighbor cells to update their state concurrently.



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Every cell has a probability λ_e to be perturbed.

- CA with 2 states (dead/alive, 0/1)
- 2-dimensional grid (closed on a torus)
- Perturbation: a cell is forced to be "alive"
- λ_a and λ_e are the same for every cell

Examples of rules/neighborhoods:

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- Neighborhood: 8 cells
- Rule: a dead cell gets alive if it has 2 neighbors alive; a living cells lives if it has 1 or 2 neighbors alive

Examples of rules/neighborhoods:

- Neighborhood: 12 cells
- Rule: a dead cell gets alive if it has 6 neighbors alive; a living cells lives if it has 3,4,5, or 6 neighbors alive



Main result:

emergence of regular patterns



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The behavior is strongly different from *close* CA.

Experiments

Two final attractors:





Experiments

The synchronous and asynchronous versions...





Experiments

Example with 12 neighbors







The asynchronous and **close** version





Observation

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 $\lambda_e \approx \lambda_a \rightarrow \text{turbulence}$

– p. 15

Emergent patterns vs. λ_e/λ_a

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Emergent patterns vs. λ_e/λ_a



Emergent patterns vs. λ_e/λ_a





$\lambda_e/\lambda_a = 0.001$



$\lambda_e/\lambda_a = 0.01$



$\overline{\lambda_e/\lambda_a} = 0.02$



$\lambda_e/\lambda_a = 0.05$



$\lambda_e/\lambda_a = 0.01$

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http://polaris.ing.unimo.it/DCA/