WTSM 100L: Cellular automaton practice
You may hand in by the beginning of class Thursday 11/29 to receive up to 8 points homework extra credit; otherwise solutions will be made available that day.

1. For a 1D cellular automaton with S=2 (cells "alive" (X) or "dead" (empty)), N=3 (neighborhood consists of cell and its nearest neighbors), with a rule (111)+(101)+(010), find the next four generations with a starting state as given:

							X		X						

2. Repeat #1 with a rule (101)+(100)+(001)+(010):

							X		X						

3. Repeat #1 with a rule (110)+(011)+(100)+(001)+(010):

							X		X						

4. For the Game of Life, if the initial configuration is as shown:

						X		X						
						X	X	X						
						X		X						

find the next generation: