

Models of cellular Processes - 03 cellular automata & maps

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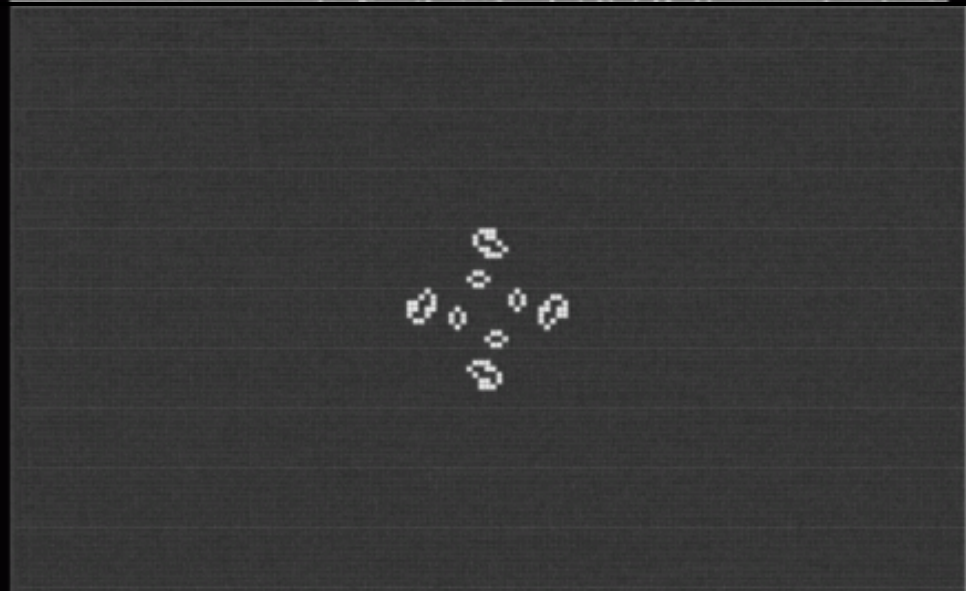
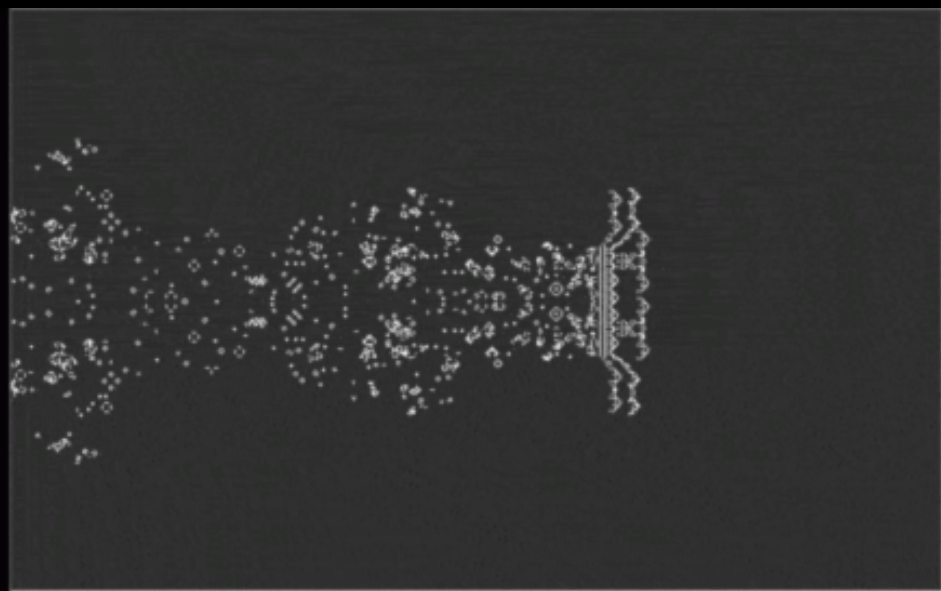
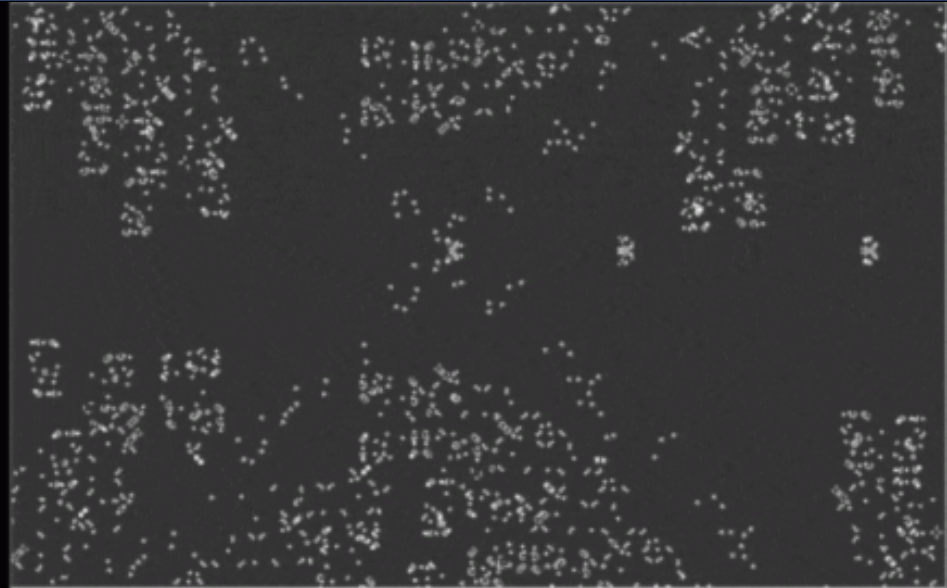
<https://mcp.readthedocs.io>



livermetabolism.com

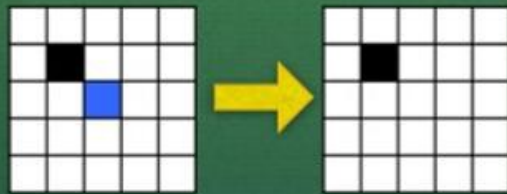


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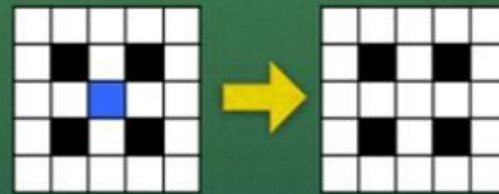


Basic Rules of Conway's Game of Life

1. Living cells die if they have fewer than 2 neighbors (underpopulation/loneliness)



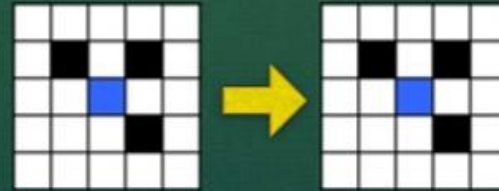
2. Living cells die if they have more than 3 neighbors (overpopulation)



3. Dead cells that have 3 neighbors become alive (reproduction)



4. Otherwise, there is no change (whether cell is alive or dead)



Logistic map (bifurcation diagram)

