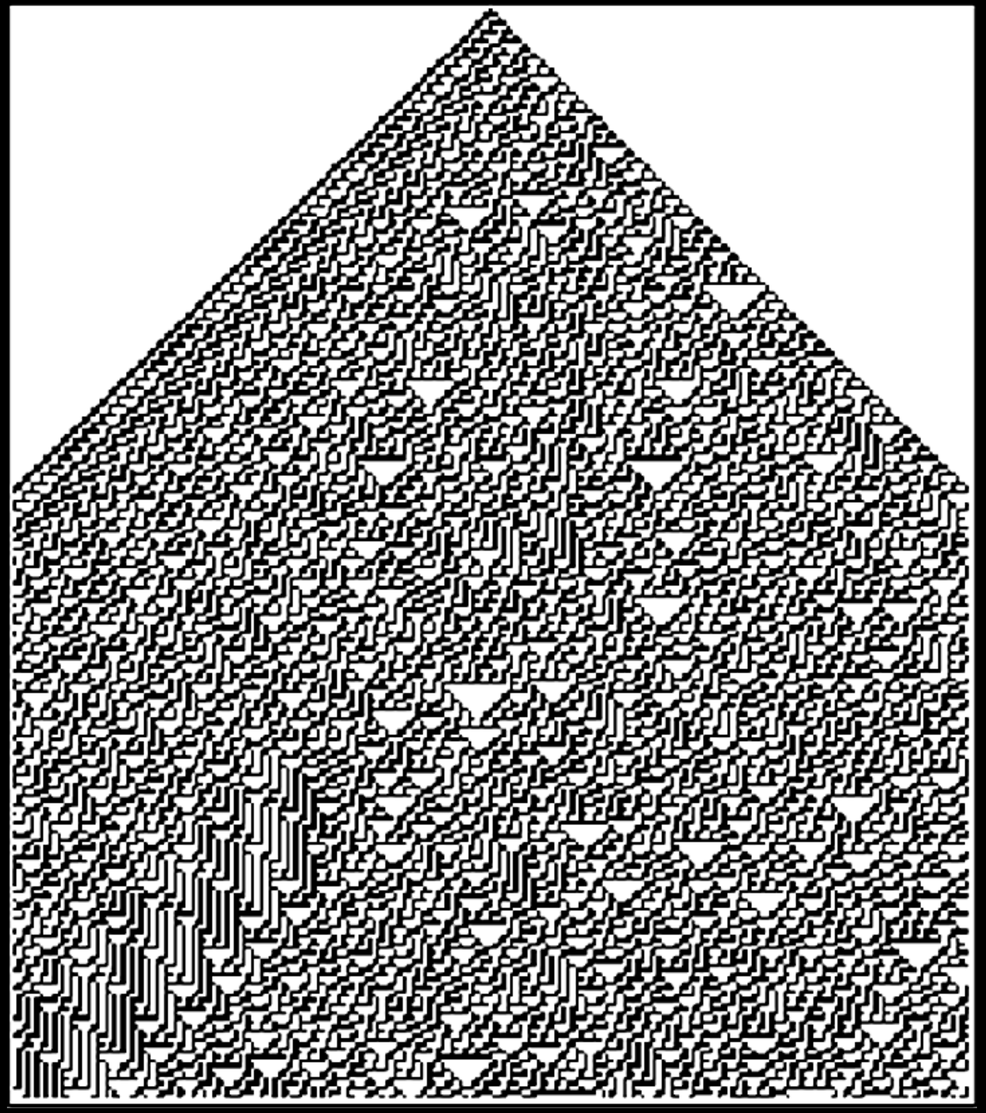


[Cells Automata]

The First Line



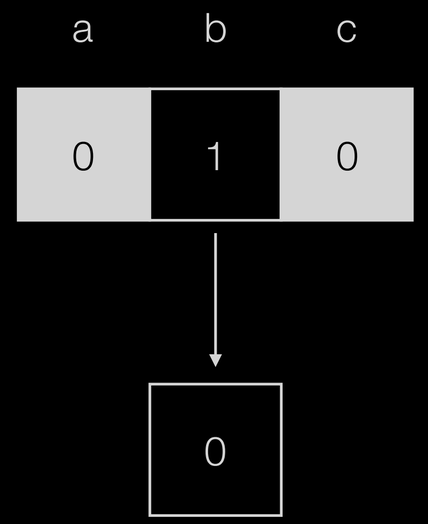
Rule



The Second Line



(1 is Black ; 0 is white)




if a=1 b=0 c=1 result=0

In binary mode, there are a total of 8 different ways of combining them and 256 different results can be formed.

decimal
(normal number)

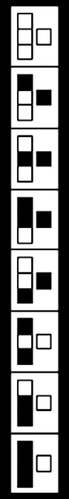
binary
(computer language)

[rule 30] → 30 → 00011110 →

[rule 30]

| | |
|---|---|
| if a=1 b=1 c=1 result= | 0 |
| if a=1 b=1 c=0 result= | 0 |
| if a=1 b=0 c=1 result= | 0 |
| if a=1 b=0 c=0 result= | 1 |
| if a=0 b=1 c=1 result= | 1 |
| if a=0 b=1 c=0 result= | 1 |
| if a=0 b=0 c=1 result= | 1 |
| if a=0 b=0 c=0 result= | 0 |

→



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p5.js Web Editor | 3进制

p5.js Web Editor | 2 color cells automata

p5* 文件 编辑 项目 帮助 简体中文 嗨, baijiu!

自动刷新 2 color cells automata 作者 baijiu

sketch.js 保存于 7 分钟 以前 预览

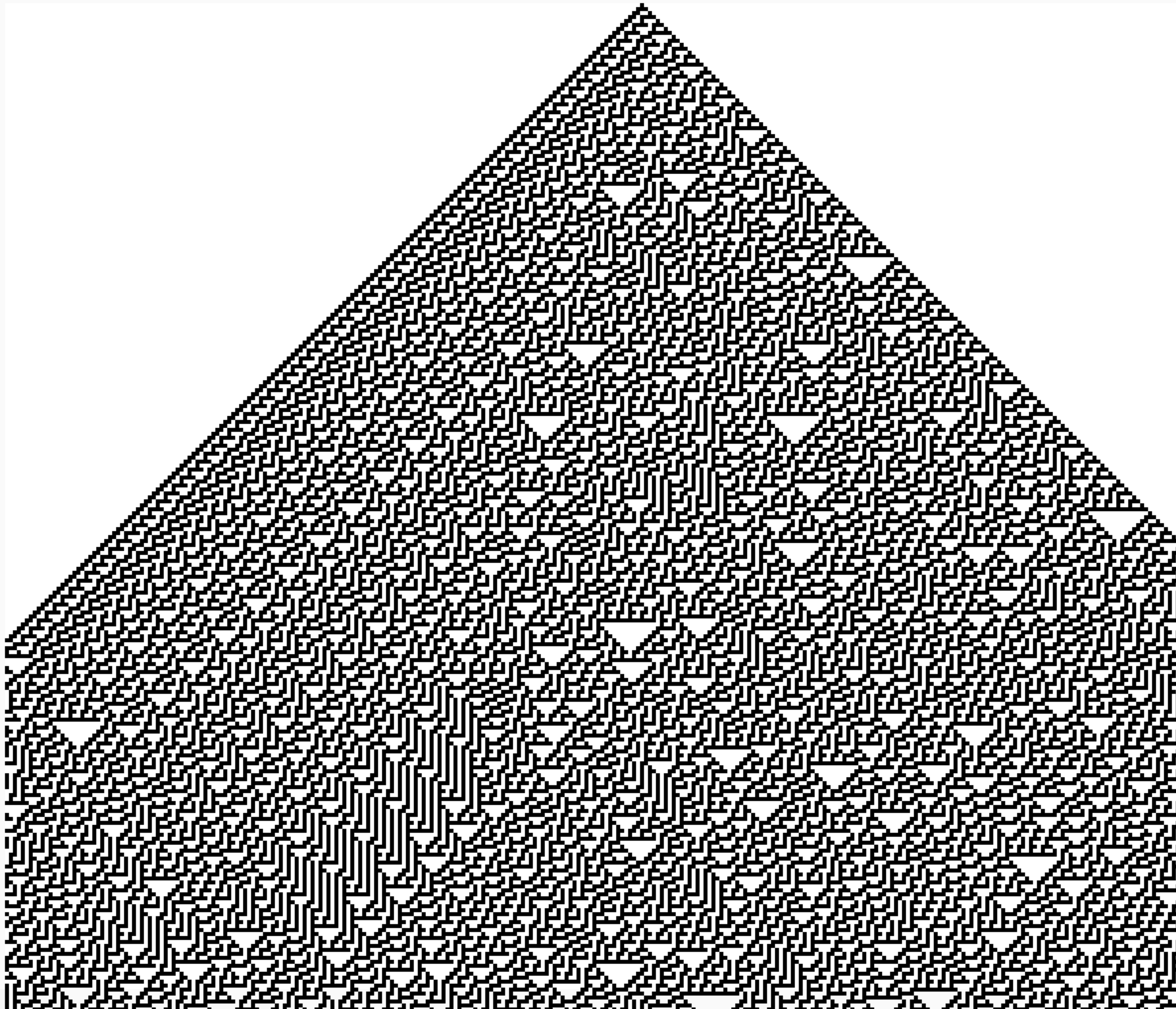
```
let G1=
[0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,];
let y=0;
let w=2.5;
//设置rule的方法2
let rule=[0,0,0,1,1,1,1,0];

function setup() {
  createCanvas(820,1000);
  background(255);
}

function draw() {

  //这是第一行，所以最后一行写y=0
 for (let i=0;i<G1.length;i++)
  //大括号里是对上文的规则解释
 {let x=i*w;
```

控制台 清空



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p5* 文件 编辑 项目 帮助 简体中文 嗨, baijiu!

自动刷新 3进制 CA 作者 baijiu

sketch.js 保存于 10 分钟 以前 预览

```
let G1=[]
for(let i=0;i<640;i++)
{G1[i]=Math.floor(Math.random()*3)}
//可迭代：这里160可以根据画板大小和需要的网格大小修改
let y=0;
let w=1.25;

function setup() {
  createCanvas(800,3000);
  background(255);
}

function draw() {

  //这是第一行，所以最后一行写y=0
 for (let i=0;i<G1.length;i++)
   //大括号里是对上文的规则解释
 {let x=i*w;
  noStroke();
  fill(G1[i]*130);
  //意思是0是白，1是黑
  square(x,y,w)
 }

y+=w;
//y轴依照宽度递增位移
```

控制台 清空

