

Characterization of eroders in partially ordered one-dimensional cellular automata



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Introduction

In computability theory, it is important to study cellular automata and how they work. One of the aspects of this field of study is the study of automata with certain probability of error, as it reflects the real life case where components of a computational system might make a mistake.

When studying this kind of automata, the issue of ergodicity arose: in an ergodic process, the state of the process after a long time is nearly independent of its initial state. This is an issue as we would like the computations of the automaton to be different depending on the entries of the automaton.

It is therefore important to study infinite cellular automata and conditions under which they are non-ergodic. In this internship, we decided to study some property that guarantees that cellular automata are "deterministic enough" to stay non-ergodic even in cases of probabilistic error occurring.

This is where the notions of stable trajectories and attractor are important. Here, we shall study deterministic cases only, as there still are plenty of unsolved problems in this area. Our main objective is to improve the characterizations of eroders (when 'all zeroes' is an attractor), and we study initially the case of the plane and then systems with multiple lines.

State of the Art

For any one dimensional monotonic (with space totally ordered) standard deterministic system, we know a characterization of all the eroders, as seen in Gal'perin's Paper (See [Gal76]). For any two dimensional monotonic standard deterministic system with only 0 and 1 as states, there also exists a characterization (See [Too80] and [Too82]). This characterization can be extended to any d -dimensional commutative monotonic standard deterministic system with set of states 0 and 1 (See [Too86]). Because of this, we know what are the conditions for islands of 1 to be eroded by seas of 0 in these systems.

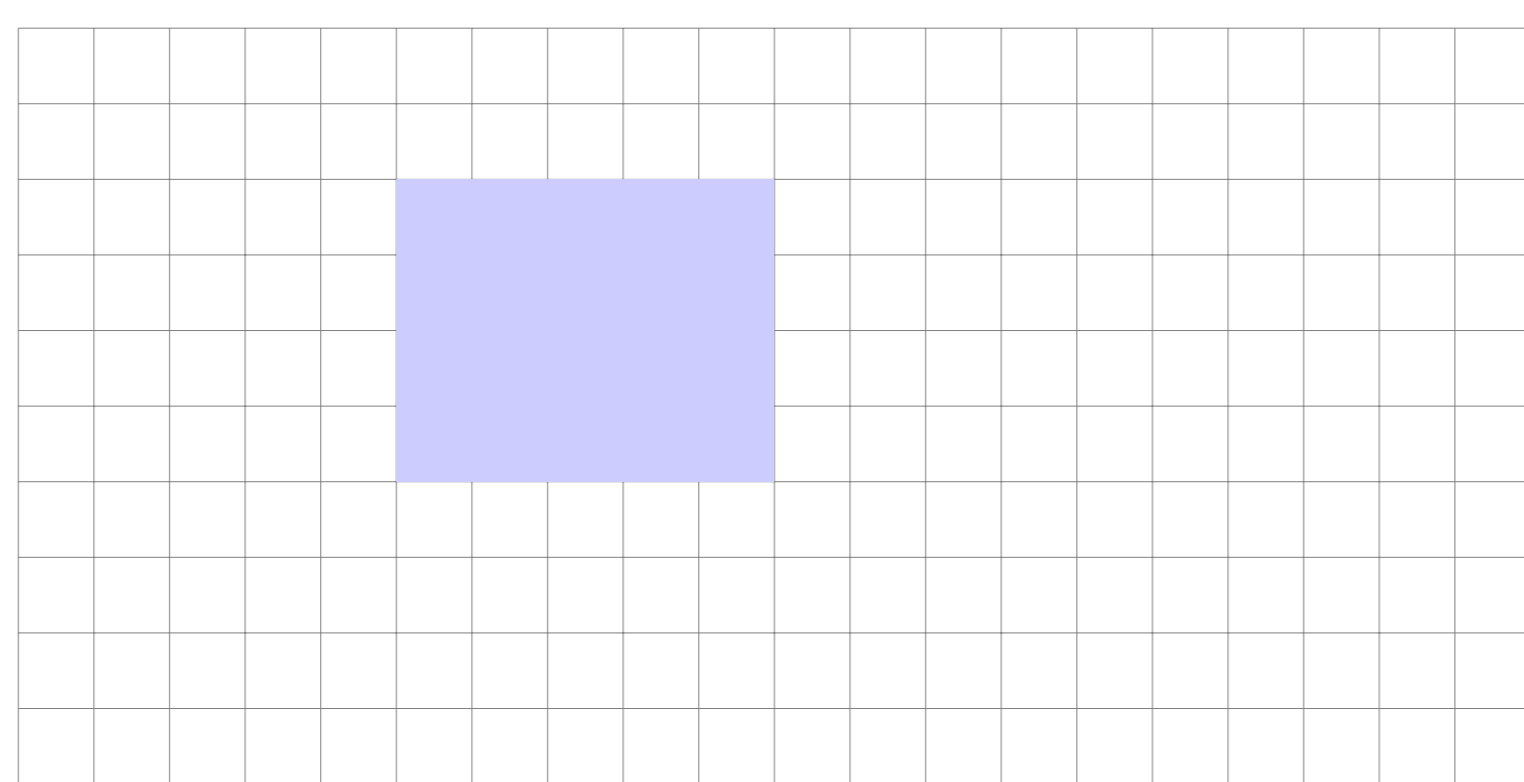


Figure 1: an island of 1 (in blue) in a sea of 0 (in white) in a two dimensional cellular automaton

Our initial aim being to characterize eroders in the more general two dimensional case, we had to consider cases where there are more than two states. As we later focused on the multi-line cases, we looked first at cases with only two states to get an idea of the functioning of the model, before dropping this restriction and looking at 'any' partially ordered monotonic one-dimensional system.

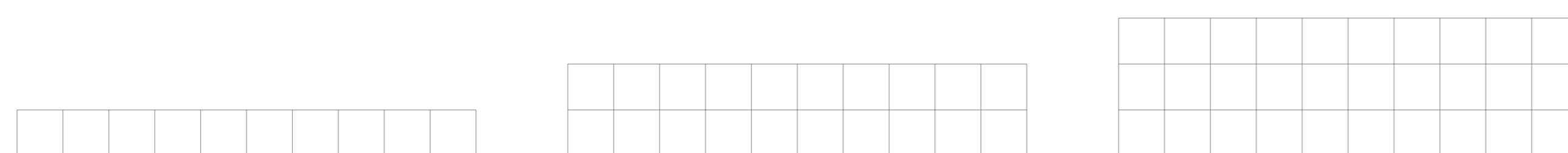


Figure 2: one, two and three line systems with lines in $\mathbb{Z}/10 * \mathbb{Z}$

Contributions

We got interested in the possibility to find upper and lower bounds on the maximum lifetime of an island in an eroder in any two dimensional systems. A lower bound does exist and we have studied constructive examples that reach this bound, in order to see whether or not it is possible to find a new lower bound or an upper bound, albeit unsuccessfully.

We also tried to adapt results existing for one dimensional systems to the case of two dimensional systems. Rather than trying to adapt the results directly, we wanted to study

and understand how the change from a one dimensional space to a nearly-two dimensional space affected the system and its properties. As a one dimensional system is a line and a two dimensional system is a plane composed of an infinity of adjacent lines, we studied cases of systems composed of two adjacent lines, three adjacent lines and also any number of adjacent lines.

We succeeded in expanding Gal'perin's result to two line systems. We also found an adaptation of this result to systems consisting of three lines, where we needed to add conditions to the characterization of eroders. We also tried to prove the result in one direction in a one dimensional partially ordered model that can serve as model for a system consisting of any number of lines.

Conclusions

There still are many open problems in this area. We worked on bridging the gap in knowledge between the line and the plane in the most complete way possible. Studies for the cases with two and three adjacent lines showed that we could maybe make some progress in this direction. We still hope that understanding these systems can lead to a characterization of the eroder for the two dimensional systems, or at least an upper bound on the lifetime of any island.

We have obtained at least a complete characterization of the eroders for the simple models between the one-dimensional case and the two-dimensional case, and worked on the more general cases. Further research could provide a better characterization for general multi line systems and two dimensional systems, and lead to a better characterization of non-ergodic cellular automata.

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Acknowledgments

I would like to thank P ter Gacs my tutor for this internship, along with the Boston University and its staff, with whom it was a pleasure to work.