**CD++ Model Data Form**

Title: BRIAN'S BRAIN

Type:

Acronym/Short name: BRIAN'S BRAIN

Purpose for which Developed: The model simulates Brian's Brain cellular automaton model developed by Brian Silverman.

Other Applications for which it is Suitable:

Date Developed/Implemented: July 13, 2015

Domain:

Current Version:

URL:

Description (including characteristics): Brian Silverman developed the Brian's Brain cellular automaton model. This model is very similar to the Seeds pattern that he developed. The model consists of an infinite two-dimensional grid of cells that can be in three states: firing or on, refractory or dying, and dead or off (in Seeds the cells can only be in two states – dead or alive). The state of the cell changes acording the folling rueles: A dead cell turns to firing if it has exactly two firing neighbors. A firing cell always evolves to refractory. A refractory cell always evolves to dead. Brian's Brain patterns will often contain diagonal waves of firing and refractory cells.

Links to Related Documents

Short Title:

URL:

Description:

Keywords: cellular automaton, game

Developer:

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| Name: Cristina Ruiz | Acronym: |
| Address 1: | [e-mail]: cristinaruizmartin@cmail.carleton.ca |
| Address 2: |  |
| City:  Ottawa | Province/State-Country:  Ontario |
| Zip  - | Phone:  - - |

Comments: DRW are available but for the large grids may take a long time before loading completely in the eclipse interface The videos are available.