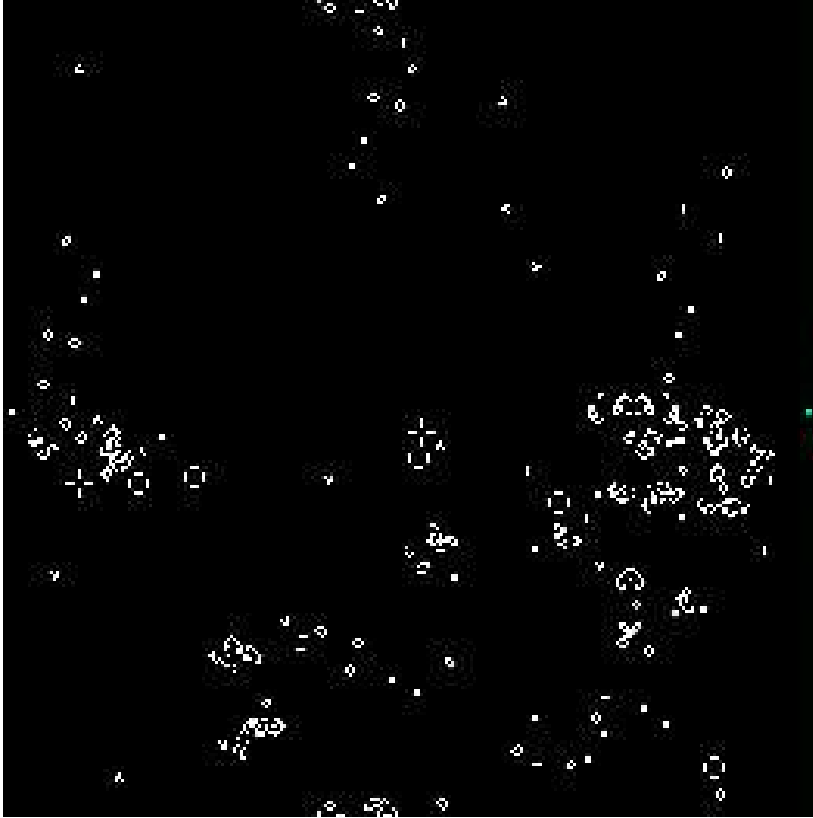


# Game of Life



The „Game of Life“ invented by Conway is the most classical CA. The state change is implemented using a lookup table encoded in a small texture as shown below.

However, since the GPU does not provide binary operations on integers like ordinary CPUs do, the simulation runs much slower on the GPU. A first version of this CA was already included in the nVidia SDK [2].

