

COMS 4995 Functional Parallel Programming - Conway Game of Life

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1 Overview

The goal of the project is to build a conway game of life simulator for an infinite grid for a specified number of iterations. The simulator would take a list of living cells as the input and save iterations, which are also made up of lists of living cells, to disk.

2 IO

```
1 module Schema where
2
3 data Cell = Live | Dead
4
5 data Page = Page { livingCells :: [Cell] }
6
7 data Story = Story { pages :: [Page] }
```

- The input of a story will just be a story of one page
- The data will be serialized and deserialized as JSON using aeson
- The number of iterations will be passed in from the command line

3 References

Below are some websites that I think that will come in handy for implementing the project.

- Wikipedia: rules of Conway game of life
- Conway's Game of Life With Pure Python contains a pure *python version of conway game of life using sparse* rather than dense input.