The Game of Life Problem

A problem in mathematics, the Game of Life is a cellular automaton invented by John Conway. The game is played on a grid of square cells, each of which is in one of two possible states, live or dead. The state of each cell changes over time according to a set of rules based on the number of live neighbors a cell has.

The Game of Life was inspired by the work of John von Neumann and was introduced by Conway in the 1970s. It has become famous for its ability to produce complex patterns and behaviors from simple rules, making it a subject of study in computer science, mathematics, and even philosophy.