

Update

ライフゲームパターン

個体物体(単独では変化しないもの)

1 ブロック

2 池

3 ボート

4 蜂の巣

移動物体(単独では移動する)

1 グライダー

2 宇宙船(中量級)

振動子(単独ではその場で変化する)

1 ブリンカー

2 時計

3 ビーコン

4 ペンタデカスロン

5 パルサー

6 銀河

The image displays 18 distinct Conway's Game of Life patterns on a 20x20 grid. The patterns are categorized into three groups:

- Individual Objects (個体物体):** These patterns remain stationary and do not change over time. They include:
 - 1 ブロック (Block):** A 2x2 square of live cells.
 - 2 池 (Lake):** A 3x3 square with the center cell dead.
 - 3 ボート (Boat):** A 3x3 pattern with live cells at (1,1), (1,2), (2,1), (2,3), (3,2), and (3,3).
 - 4 蜂の巣 (Beehive):** A 3x3 pattern with live cells at (1,2), (1,3), (2,1), (2,3), and (3,2).
- Moving Objects (移動物体):** These patterns move across the grid over time. They include:
 - 1 グライダー (Glider):** A 3x3 pattern that moves diagonally down-right.
 - 2 宇宙船(中量級) (Spaceship (Heavyweight)):** A 10x4 pattern that moves horizontally.
- Oscillators (振動子):** These patterns change their configuration over time but return to their original state after a fixed number of generations. They include:
 - 1 ブリンカー (Blinker):** A 3x1 vertical line of live cells that alternates between two states.
 - 2 時計 (Clock):** A 4x4 pattern that oscillates between two states.
 - 3 ビーコン (Beacon):** A 3x3 pattern that oscillates between two states.
 - 4 ペンタデカスロン (Pentadecathlon):** A 10x10 pattern that oscillates between two states.
 - 5 パルサー (Pulsar):** A 10x10 pattern that oscillates between two states.
 - 6 銀河 (Galaxy):** A 10x10 pattern that oscillates between two states.