

Peer Review

Review of: "Modeling and Simulating Agent-Based City Migration Using Conway's Game of Life"

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The paper introduces a novel application of the Game of Life (GoL) model to explore urban migration dynamics. While the approach shows potential, it feels somewhat constrained. The concept of linking GoL to urban settings requires further refinement to be fully effective. The initial experiments come across as overly simplistic due to the small population size and limited grid.

I would also like some additional clarification on the exclusion of tests that did not achieve convergence. The failure to reach convergence is significant and needs further investigation. Additionally, modelling a city as a perfect ring may not accurately reflect real-world urban structures.

In the results' discussion, I would also suggest that for city migration, it may be useful to not only depict the final state of the simulation but also to highlight some snapshots through the process. This could provide additional insights.

To enhance the study, I recommend expanding the scope by incorporating more practical use cases, referencing real-world data, and considering the layout of diverse cities. Exploring models that account for cluster variation and different urban topologies could lead to more meaningful and comprehensive results.

As a final point, given the novelty of this approach, it would be valuable to make the project publicly available (e.g., on GitHub) to allow for an easy reproduction of the experiments.

Declarations

Potential competing interests: No potential competing interests to declare.