

EL UNIVERSO SEGÚN G

(On Goles Universal Machines)

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Foreword

Chip Firing Game

Neural Nets

Sand Piles

Ants

What do they share with ?

Turing machines

Cellular automata

Register machines

Boolean circuits

Universality

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Computability basics

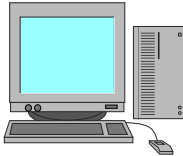
$\varphi_0, \varphi_1, \dots$ *programming system*: listing which includes all the partial recursive functions of one argument over \mathbb{N} .

A programming system is *universal* if the partial function φ_{univ} s.t. $\varphi_{\text{univ}}(i, x) = \varphi_i(x) \forall i, x \in \mathbb{N}$ is a p.r. function (ie. if the system has a universal p.r. function)

Well known universal programming systems:

- Turing machines
- Cellular automata
- Circuits

Some terminology

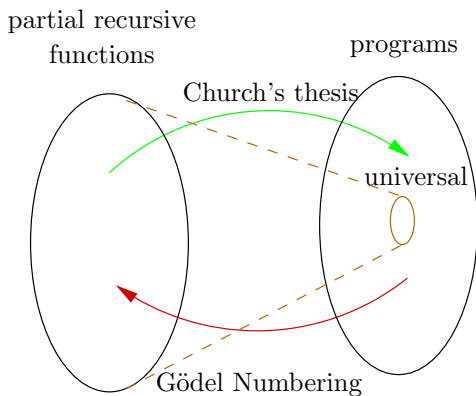


comput. theory	“real world”
programming system partial recursive function φ_x	computer program program x

Universality

Definition

A program is **computation universal** if it can compute any p.r. function.



Universality – More Details

Theorem

Given an indexing of the programs, there is a univ. p.r. function φ_{univ} s.t. if φ_x is the p.r. function computed by P_x , then, $\forall x, y$,

$$\varphi_x(y) = \varphi_{univ}(x, y)$$

φ_{univ} p.r. function \Rightarrow there is a **universal program**.

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Goal of the talk

- Provide a “universality howto”
- Illustrations with constructions by Goles *et al.*

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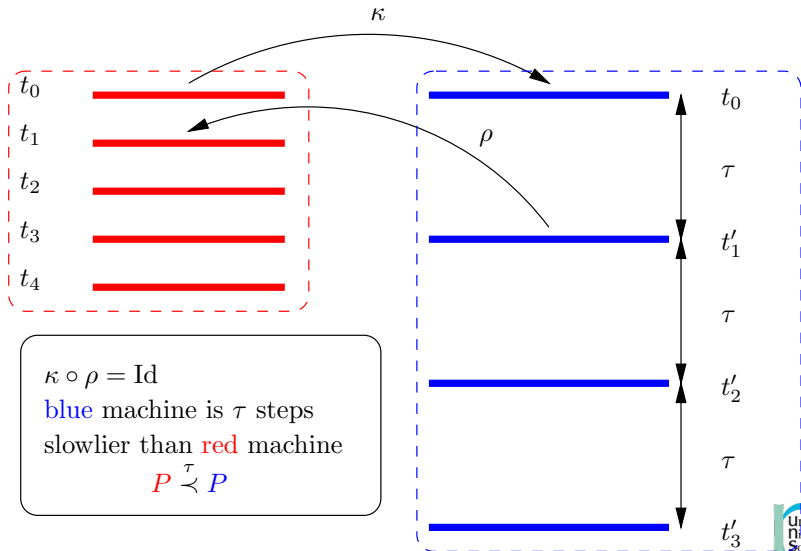
Universality for Minsky

From Minsky's famous book (1967):

The universal machine as an interpretive computer

The universal machine will be given just the necessary materials: a description, on its tape, of T and of s_x (string of symbols corresponding to the entry); some working space; and the built-in capacity to interpret correctly the rules of operation as given in the description of T . Its behavior is very simple. U will simulate the behavior of T one step at a time...

Simulations



A classification

The M -machine P_U

- given the code i of any M' -machine and an input x can simulate $P'_i(x)$ simulation universal
- simulates the behavior of a universal M' -machine hereditary universal
- given an encoding $\chi(i)$ of a M' -machine, constructs a simulator of P'_i construction universal

The computational equivalence

Theorem

If there is an \mathbf{M} -program P_U which is either *simulation*-universal or *hereditary*-universal or *construction*-universal, then there is also an *\mathbf{M} -computation-universal* program.

- M has a simulation-universal program simulating any M' -program. M' has a computation-universal program. A M -program just has to simulate a computation-universal M' -program.
- From the computational point of view, simulation universality and hereditary universality coincide.
- by definition.

Universal Programs Howto

First choose a computer M . Two cases:

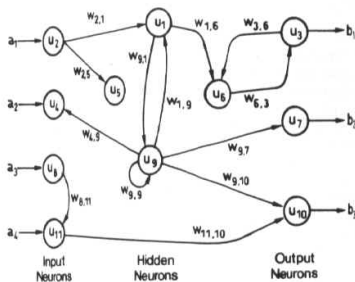
- **from scratch** (fixing the bootstrap problem):
 - propose an indexing of the M -programs
 - build a M -program which can simulate any other M -program
- **refer to an existing computer** M' -with a universal program;
construct either:
 - a M -program which simulates any M' -program
 - a M -program which simulates a **universal** M' -program.

Often, a **chain** of simulations is needed

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Neural networks



- binary states to the neurons x_i
- square matrix A
- binary vector b
- $x'_i = \mathbf{1} \left(\sum_{j \in V_i} a_{ij} x_j - b_i \right)$

Theorem (G., Matamala, 1997)

Any neural network \mathcal{N} of size n can be simulated by a symmetric reaction-diffusion automaton with 3 states and of size $3(n + 1)$.

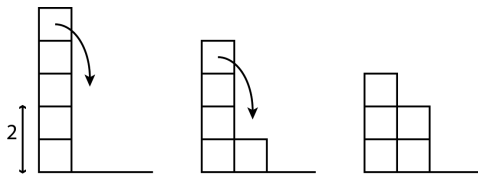
Comments

- Change of the original graph structure (asymmetric)
- Careful weighting of the connecting edges
- Add a clock to the RDA

Universality comes from the universality of the Neural Networks (which is construction-universal).

Thus, 3-RDA are hereditary-universal.

Sand Piles – Chip Firing Game



Theorem (G., Gajardo, 2005)

The sandpile over \mathbb{Z}^2 with the von Neumann neighborhood of radius $k \geq 2$ is Turing universal.

Using a graph connecting nodes: *Chip Firing Game.*

Theorem (G., Margenstern, 1997)

There is a universal parallel chip-firing game on an infinite connected undirected graph.

Comments

For Sand Piles:

- Construct logical gates, wires + crossing information
- Sand pile logics follows Bank's construction connecting logic elements to create FSM used to simulate any Turing machine.

For Chip Firing Game:

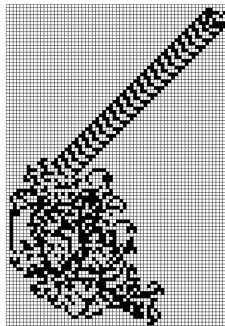
- Construction of logical gates, controller and registers
- Simulation of a two register machine (which simulates a universal Turing machine)

Both machines are hereditary universal

Ants

DDS moving an ant on a grid with states:
{to-left, to-right}

- ant=arrow between 2 adjacent cells
- ant moves one cell forward at each time in the direction of its heading
- ant direction changes according to the cell where the ant arrives
- changes cell's state after the ant's visit



Single ant, all cells starting in to-left state, has a more or less symmetric trajectory in the first steps; then moves seemingly randomly until it starts building an infinite diagonal "highway".

Theorem (G., Moreira, Gajardo, 2002)

There is a universal single ant system over \mathbb{Z}^2 .

Comments

- Construction of logical gates and crossing information
- Ant's logics follows B.Durand's construction connecting logic elements to create FSM and uses them to simulate a CA.

Generalisation to $\Gamma(k, d)$ planar regular graphs of cardinality k and degree d as soon as $d = 3$ or 4 .

Ant system is hereditary universal

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Conclusion

Simulation, hereditary and construction universality:

- General framework for constructing universal machines
- Allows P-completeness results, defines Chaitin complexity

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- provides hereditary universal machines
- chains of simulations
- underlying simulations are of various types:
 - 2-Register machines
 - Circuits
 - Cellular automata

with simple local interactions capable of complex global behaviors

Thanks you for listening

Eric: Thanks for the results and... **Bon anniversaire!**