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Category:Models of computation

Help

*The main article for this category is **Model of computation**.*

The category of Computational Models lists abstract models for investigating computing machines. Standard computational models assume discrete time paradigm.

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Subcategories

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A

- [Abstract machines](#) (1 C, 7 P)
- [Actor model \(computer science\)](#) (14 P)
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- ▶ [Combinatory logic](#) (1 C, 9 P)

D

- ▶ [Denotational semantics](#) (1 C, 7 P)
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L

- ▶ [Lambda calculus](#) (3 C, 50 P)

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- ▶ [Transition systems](#) (5 P)
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Pages in category "Models of computation"

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- Model of computation

A

- Abstract machine
- Abstract state machine
- Agent-based model
- Algorithm characterizations
- Alternating Turing machine
- Applicative computing systems
- Augmented marked graph

B

- Behavior tree (artificial intelligence, robotics and control)
- Billiard-ball computer
- Binomial options pricing model
- Biological computing
- Blum–Shub–Smale machine
- Bulk synchronous parallel

C

- Cache-oblivious algorithm
- Cache-oblivious distribution sort
- CARDboard Illustrative Aid to Computation
- Categorical abstract machine
- Cell-probe model
- Channel system (computer science)
- Chaos computing
- CIP-Tool
- Communicating finite-state machine
- Communicating X-Machine
- Complexity and Real Computation
- Computational model
- Computing with Memory
- Counter automaton
- Counter-machine model

D

- Data-driven model
- Dataflow
- Decision field theory
- Decision tree model

- [Denotational semantics](#)
- [Description number](#)
- [Deterministic pushdown automaton](#)
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E

- [Effective fragment potential method](#)
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- [Event-driven finite-state machine](#)
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F

- [FRACTRAN](#)
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G

- [Glossary of quantum computing](#)

I

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K

- [Kahn process networks](#)
- [Korn–Kreer–Lenssen model](#)
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L

- [Lambda calculus](#)
- [Lattice model \(finance\)](#)
- [Lazy linear hybrid automaton](#)
- [Linear bounded automaton](#)
- [LogP machine](#)

M

- [Markov algorithm](#)
- [MATSim](#)
- [Mealy machine](#)

- Membrane computing
- Quantum volume
- *Multi-tape Turing machine*

N

- NAR 1
- NAR 2
- Nested stack automaton
- Nets within Nets

O

- Oblivious RAM
- One-instruction set computer
- One-way quantum computer
- Optical computing

P

- P''
- P system
- Parallel external memory
- Parallel RAM
- Parasitic computing
- Peptide computing
- Persistence (computer science)
- Petri net
- Post canonical system
- Post-Turing machine
- Probabilistic Turing machine
- Pushdown automaton

Q

- Quantum capacity
- Quantum circuit
- Quantum computing
- Quantum random circuits
- Queue automaton

R

- Realization (systems)
- Register machine
- Reo Coordination Language

- [Reversible computing](#)
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S

- [Scott information system](#)
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- [State \(computer science\)](#)
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U

- [UML state machine](#)
- [Unbounded nondeterminism](#)
- [Unidirectional Data Flow \(computer science\)](#)

V

- [Vector addition system](#)

- Virtual finite-state machine

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- WDR paper computer
- Word RAM

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- X-machine

Z

- Zeno machine

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