

### Application of Graph Learning to inverse problems

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Date

Section 1 Section

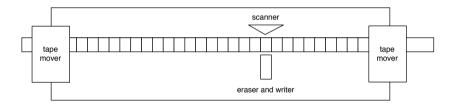
# Some Images

**Turing Machine** 

Turing machine

Section 1 Sect

## Some Images



A Turing Machine.

Section 1 Sectio

### Some Equations

Now we introduce an equation.

#### **Theorem**

A Turing Machine is a 7-Tuple:

$$M = \langle Q, \Gamma, b, \Sigma, \delta, q_0, F \rangle \tag{1}$$

A Turing Machine is a 7-Tuple even if defined in the text, as in  $M = \langle Q, \Gamma, b, \Sigma, \delta, q_0, F \rangle$ .

### Items and Numbers

- one
- two
- > three

- 1. first
- 2. second
- 3. third

Section 1 Section 2

### **Tables**

Tables are also interesting.

Title	f	Comments
The chemical basis of morphogenesis	7327	
On computable numbers	6347	Turing Machine
Computing machinery and intelligence	6130	

Section 1 Section 2

### Speaker Notes

You may turn on the notes and handout option to see the notes to the slides.

Questions?

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Test