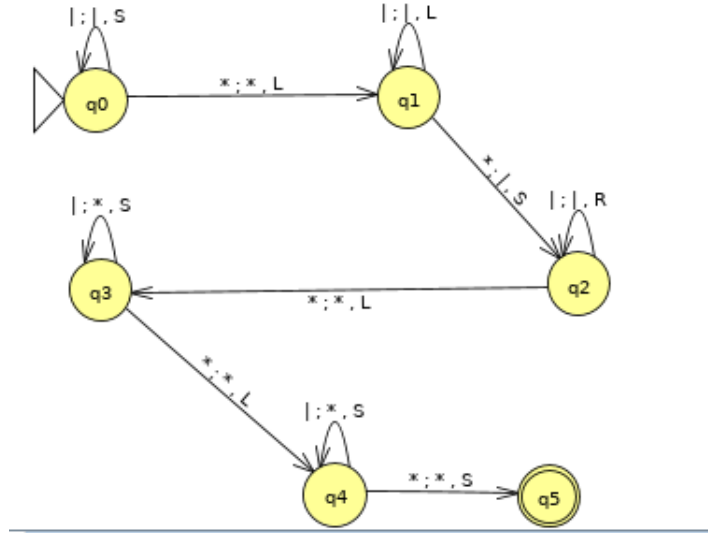


Practica 3

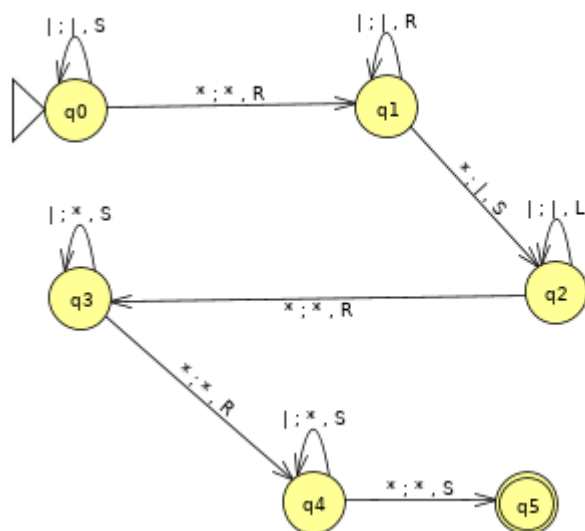
Daniel Carrera Leiva

1 maquina de Turing que suma dos valores

como esta en la relacion:



como funciona en el programa:



2 Funcion recursiva suma de tres valores

" < *addition3* << $\pi_1^1 | \sigma(\pi_3^3) > | \sigma(\pi_4^4) >$ > "

```
>> evalrecfunction("addition3",3,3,3)
addition3(3,3,3)
<< $\pi_1^1 | \sigma(\pi_3^3) > | \sigma(\pi_4^4) >$ >(3,3,3)
<< $\pi_1^1 | \sigma(\pi_3^3) > | \sigma(\pi_4^4) >$ >(3,3,2)
<< $\pi_1^1 | \sigma(\pi_3^3) > | \sigma(\pi_4^4) >$ >(3,3,1)
<< $\pi_1^1 | \sigma(\pi_3^3) > | \sigma(\pi_4^4) >$ >(3,3,0)
< $\pi_1^1 | \sigma(\pi_3^3) >$ >(3,3)
< $\pi_1^1 | \sigma(\pi_3^3) >$ >(3,2)
< $\pi_1^1 | \sigma(\pi_3^3) >$ >(3,1)
< $\pi_1^1 | \sigma(\pi_3^3) >$ >(3,0)
 $\pi_1^1(3) = 3$ 
 $\sigma(\pi_3^3)(3,0,3)$ 
 $\pi_3^3(3,0,3) = 3$ 

 $\sigma(3) = 4$ 
 $\sigma(\pi_3^3)(3,1,4)$ 
 $\pi_3^3(3,1,4) = 4$ 

 $\sigma(4) = 5$ 
 $\sigma(\pi_3^3)(3,2,5)$ 
 $\pi_3^3(3,2,5) = 5$ 

 $\sigma(5) = 6$ 
 $\sigma(\pi_4^4)(3,3,0,6)$ 
 $\pi_4^4(3,3,0,6) = 6$ 

 $\sigma(6) = 7$ 
 $\sigma(\pi_4^4)(3,3,1,7)$ 
```

```

< $\pi^1_1$  |  $\sigma(\pi^3_3)$ >(3,2)
< $\pi^1_1$  |  $\sigma(\pi^3_3)$ >(3,1)
< $\pi^1_1$  |  $\sigma(\pi^3_3)$ >(3,0)
 $\pi^1_1(3) = 3$ 
 $\sigma(\pi^3_3)(3,0,3)$ 
 $\pi^3_3(3,0,3) = 3$ 

 $\sigma(3) = 4$ 
 $\sigma(\pi^3_3)(3,1,4)$ 
 $\pi^3_3(3,1,4) = 4$ 

 $\sigma(4) = 5$ 
 $\sigma(\pi^3_3)(3,2,5)$ 
 $\pi^3_3(3,2,5) = 5$ 

 $\sigma(5) = 6$ 
 $\sigma(\pi^4_4)(3,3,0,6)$ 
 $\pi^4_4(3,3,0,6) = 6$ 

 $\sigma(6) = 7$ 
 $\sigma(\pi^4_4)(3,3,1,7)$ 
 $\pi^4_4(3,3,1,7) = 7$ 

 $\sigma(7) = 8$ 
 $\sigma(\pi^4_4)(3,3,2,8)$ 
 $\pi^4_4(3,3,2,8) = 8$ 

 $\sigma(8) = 9$ 
ans = 9
>> |

```

3 Funcion suma de tres valores

$Q = (3, 3, s)$

s:

```

     $X_4 := X_1$ 
    while  $X_2 \neq 0$  do
         $X_4 := X_4 + 1$ ;
         $X_2 := X_2 - 1$ 
    od
    while  $X_3 \neq 0$  do
         $X_4 := X_4 + 1$ ;
         $X_3 := X_3 - 1$ 
    od
     $X_1 := X_4$ 
```

```

"name" : "addition3",
"representation" : "(3, X40; X4X1; while X20 do X4X4+1; X2X2-1 od;
while X30 do X4X4+1; X3X3-1 od; X1X4 )"
```