

Instruction

Type	Instruction	Response of the URM
Zero	$Z(n)$	Replace r_n by 0. ($0 \rightarrow R_n$, or $r_n := 0$)
Successor	$S(n)$	Add 1 to r_n . ($r_n + 1 \rightarrow R_n$, or $r_n := r_n + 1$)
Transfer	$T(m, n)$	Copy r_m to R_n . ($r_m \rightarrow R_n$, or $r_n := r_m$)
Jump	$J(m, n, q)$	If $r_m = r_n$, go to the q -th instruction; otherwise go to the next instruction.

$Z(n)$, $S(n)$, $T(m, n)$ are arithmetic instructions.

Outline

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- 4 Notations
 - Register Machine
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Configuration and Instructions

Example: The initial registers are:

R_1	R_2	R_3	R_4	R_5	R_6	R_7	\dots
9	7	0	0	0	0	0	...

The program is:

$I_1 : J(1, 2, 6)$

$I_2 : S(2)$

$I_3 : S(3)$

$I_4 : J(1, 2, 6)$

$I_5 : J(1, 1, 2)$

$I_6 : T(3, 1)$

Configuration and Computation

Configuration:

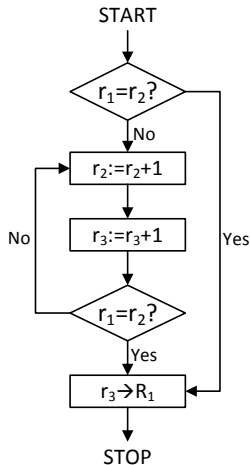
the contents of the registers + the current instruction number.

Initial configuration, computation, final configuration.

Operation of URM under a program P

- $P = \{I_1, I_2, \dots, I_s\} \rightarrow \text{URM}$
- URM starts by obeying instruction I_1
- When URM finishes obeying I_k , it proceeds to the next instruction in the computation,
 - ▷ if I_k is not a jump instruction, then the next instruction is I_{k+1} ;
 - ▷ if $I_k = J(m, n, q)$ then next instruction is (1) I_q , if $r_m = r_n$; or (2) I_{k+1} , otherwise.
- Computation stops when the next instruction is I_v , where $v > s$.
 - ▷ if $k = s$, and I_s is an arithmetic instruction;
 - ▷ if $I_k = J(m, n, q)$, $r_m = r_n$ and $q > s$;
 - ▷ if $I_k = J(m, n, q)$, $r_m \neq r_n$ and $k = s$.

Flow Diagram



Typical configuration

R_1	R_2	R_3	
x	y	z	...

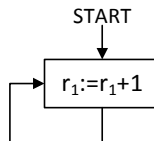
After k cycles round the loop in this program

R_1	R_2	R_3	
x	$y+k$	$z+k$...

If $x = y+k$:

R_1	R_2	R_3	
$z+k$	$y+k$	$z+k$...

- $J(m, m, q)$ is alertunconditional jump
- Computations that never stop



Some Notation

Suppose P is the program of a URM and a_1, a_2, a_3, \dots are the numbers stored in the registers.

- $P(a_1, a_2, a_3, \dots)$ is the initial configuration.
- $P(a_1, a_2, a_3, \dots) \downarrow$ means that the computation **converges**.
- $P(a_1, a_2, a_3, \dots) \uparrow$ means that the computation **diverges**.
- $P(a_1, a_2, \dots, a_m)$ is $P(a_1, a_2, \dots, a_m, 0, 0, \dots)$.

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Let P be the program of a URM and $a_1, \dots, a_n, b \in \mathbb{N}$. When computation $P(a_1, \dots, a_n)$ converges to b if $P(a_1, \dots, a_n) \downarrow$ and $r_1 = b$ in the final configuration. We write $P(a_1, \dots, a_n) \downarrow b$.

- P **URM-computes** f if, for all $a_1, \dots, a_n, b \in \mathbb{N}$,

$$P(a_1, \dots, a_n) \downarrow b \text{ iff } f(a_1, \dots, a_n) = b$$

- Function f is **URM-computable** if there is a program that URM-computes f .
- (We abbreviate “URM-computable” to “computable”)

Computable Functions

Let

\mathcal{C} be the set of computable functions and

\mathcal{C}_n be the set of n -ary computable functions.

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$$I_2 : S(1)$$

$$I_3 : S(3)$$

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Examples

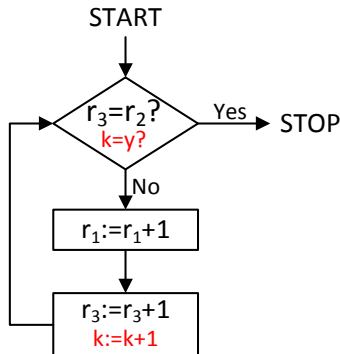
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$I_1 : J(1, 4, 8)$

$I_2 : S(3)$

$I_3 : J(1, 3, 7)$

$I_4 : S(2)$

$I_5 : S(3)$

$I_6 : J(1, 1, 3)$

$I_7 : T(2, 1)$

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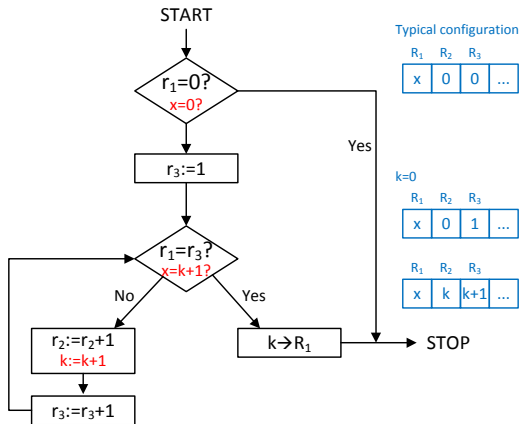
$I_3 : J(1, 3, 7)$

$I_4 : S(2)$

$I_5 : S(3)$

$I_6 : J(1, 1, 3)$

$I_7 : T(2, 1)$



Examples

Construct a URM that computes $x \div 2 = \begin{cases} x/2, & \text{if } x \text{ is even,} \\ \text{undefined,} & \text{if } x \text{ is odd.} \end{cases}$

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$I_3 : S(2)$

$I_4 : S(2)$

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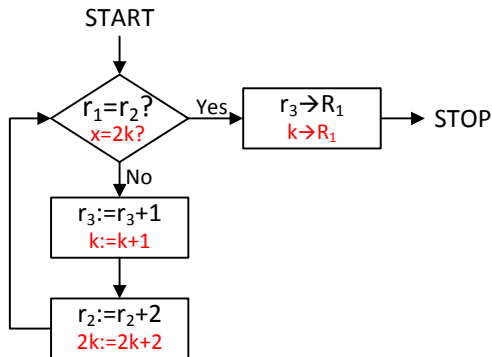
$I_2 : S(3)$

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Function Defined by Program

Given any program P and $n \geq 1$, by thinking of the effect of P on initial configurations of the form $a_1, \dots, a_n, 0, 0, \dots$, there is a unique n -ary function that P computes, denoted by $f_P^{(n)}$.

$$f_P^{(n)}(a_1, \dots, a_n) = \begin{cases} b, & \text{if } P(a_1, \dots, a_n) \downarrow b, \\ \text{undefined}, & \text{if } P(a_1, \dots, a_n) \uparrow. \end{cases}$$

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Predicate and Decision Problem

The value of a predicate is either ‘true’ or ‘false’.

The answer of a *decision problem* is either ‘yes’ or ‘no’.

Example: Given two numbers x, y , check whether x is a multiple of y .

Input: x, y ;

Output: ‘Yes’ or ‘No’.

The operation amounts to calculation of the function

$$f(x, y) = \begin{cases} 1, & \text{if } x \text{ is a multiple of } y, \\ 0, & \text{if otherwise.} \end{cases}$$

Thus the property or predicate ‘ x is a multiple of y ’ is **algorithmically** or **effectively decidable**, or just **decidable** if function f is computable.

Decidable Predicate and Decidable Problem

Suppose that $M(x_1, \dots, x_n)$ is an n -ary predicate of natural numbers. The **characteristic function** $c_M(\mathbf{x})$, where $\mathbf{x} = x_1, \dots, x_n$, is given by

$$f_P^{(n)}(a_1, \dots, a_n) = \begin{cases} 1, & \text{if } M(\mathbf{x}) \text{ holds,} \\ 0, & \text{if otherwise.} \end{cases}$$

The predicate $M(\mathbf{x})$ is **decidable** if c_M is computable; it is **undecidable** otherwise.

Computability on other Domains

Suppose D is an object domain. A **coding** of D is an explicit and **effective injection** $\alpha : D \rightarrow \mathbb{N}$. We say that an object $d \in D$ is **coded** by the natural number $\alpha(d)$.

A function $f : D \rightarrow D$ extends to a numeric function $f^* : \mathbb{N} \rightarrow \mathbb{N}$. We say that f is computable if f^* is computable.

$$f^* = \alpha \circ f \circ \alpha^{-1}$$

Example

Consider the domain \mathbb{Z} . An explicit coding is given by the function α where

$$\alpha(n) = \begin{cases} 2n, & \text{if } n \geq 0, \\ -2n - 1, & \text{if } n < 0. \end{cases}$$

Then α^{-1} is given by

$$\alpha^{-1}(m) = \begin{cases} \frac{1}{2}m, & \text{if } m \text{ is even,} \\ -\frac{1}{2}(m + 1), & \text{if } m \text{ is odd.} \end{cases}$$

Example (Continued)

Consider the function $f(x) = x - 1$ on \mathbb{Z} , then $f^* : \mathbb{N} \rightarrow \mathbb{N}$ is given by

$$f^*(x) = \begin{cases} 1 & \text{if } x = 0 \text{ (i.e. } x = \alpha(0)), \\ x - 2 & \text{if } x > 0 \text{ and } x \text{ is even (i.e. } x = \alpha(n), n > 0), \\ x + 2 & \text{if } x \text{ is odd (i.e. } x = \alpha(n), n < 0). \end{cases}$$

It is a routine exercise to write a program that computes f^* , hence $x - 1$ is a computable function on \mathbb{Z} .

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Register Machines are more advanced than Turing Machines.

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Register Machine Models can be classified into three groups:

- CM (Counter Machine Model).
- RAM (Random Access Machine Model).
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The **Unlimited Register Machine** Model belongs to the CM class.

Finiteness

Every URM uses only a fixed finite number of registers, no matter how large an input number is.

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This is a fine property of Counter Machine Model.

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Sequential Composition

Given Programs P and Q , how do we construct the sequential composition $P; Q$?

The jump instructions of P and Q must be modified.

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Given Programs P and Q , how do we construct the sequential composition $P; Q$?

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Standard Form: A program $P = I_1, \dots, I_s$ is in *standard form* if, for every jump instruction $J(m, n, q)$ we have $q \leq s + 1$.

Lemma

For any program P there is a program P^* in standard form such that any computation under P^* is identical to the corresponding computation under P . In particular, for any a_1, \dots, a_n, b ,

$$P(a_1, \dots, a_n) \downarrow b \text{ if and only if } P^*(a_1, \dots, a_n) \downarrow b,$$

and hence $f_P^{(n)} = f_{P^*}^{(n)}$ for every $n > 0$.

Proof

Suppose that $P = I_1, I_2, \dots, I_s$. Put $P^* = I_1^*, I_2^*, \dots, I_s^*$ where

if I_k is not a jump instruction, then $I_k^* = I_k$;

if I_k is not a jump instruction, then $I_k^* = \begin{cases} I_k & \text{if } q \leq s + 1, \\ J(m, n, s + 1) & \text{if } q > s + 1. \end{cases}$

Join/Concatenation

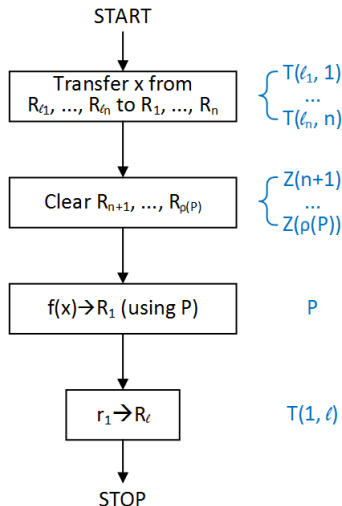
Let P and Q be programs of lengths s, t respectively, in standard form. The *join* or *concatenation* of P and Q , written PQ or $\overset{P}{Q}$, is a program $I_1, I_2, \dots, I_s, I_{s+1}, \dots, I_{s+t}$ where $P = I_1, \dots, I_s$ and the instructions I_{s+1}, \dots, I_{s+t} are the instructions of Q with each jump $J(m, n, q)$ replaced by $J(m, n, s + q)$.

Program as Subroutine

Suppose the program P computes f .

Let $\rho(P)$ be the least number i such that the register R_i is not used by the program P .

The notation $P[l_1, \dots, l_n \rightarrow l]$ stands for the following program:



$$\begin{aligned}
 I_1 &: T(l_1, 1) \\
 &\vdots \\
 I_n &: T(l_n, n) \\
 I_{n+1} &: Z(n+1) \\
 &\vdots \\
 I_{\rho(P)} &: Z(\rho(P)) \\
 - &: P \\
 - &: T(1, l)
 \end{aligned}$$