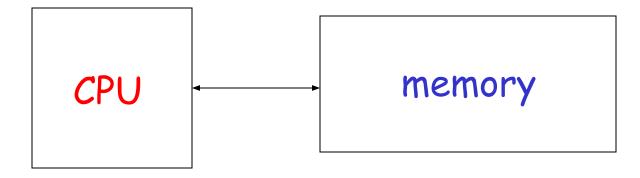
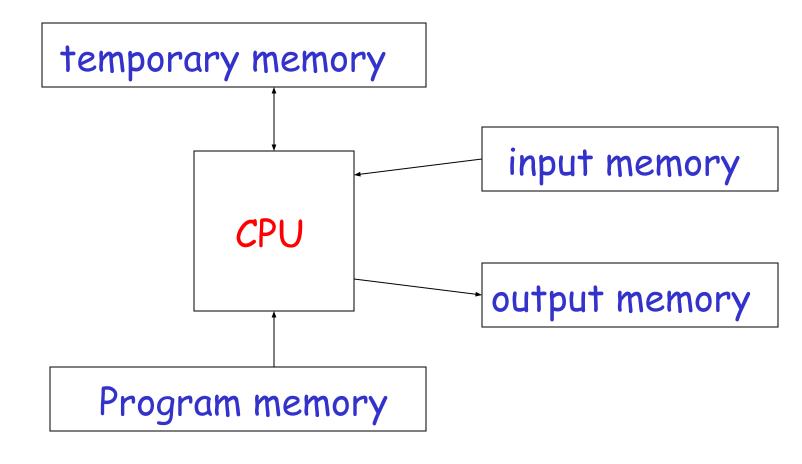
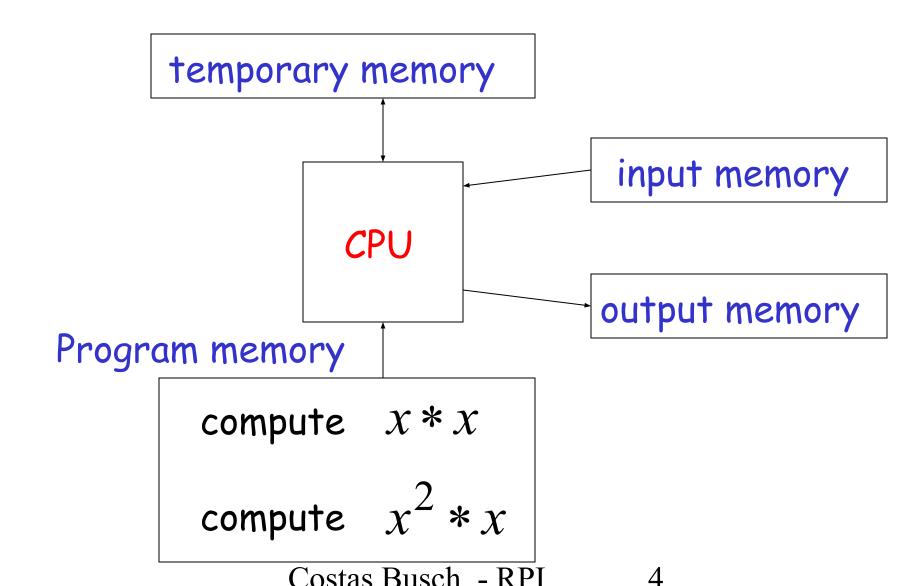
CSCI-2400 Models of Computation

Computation

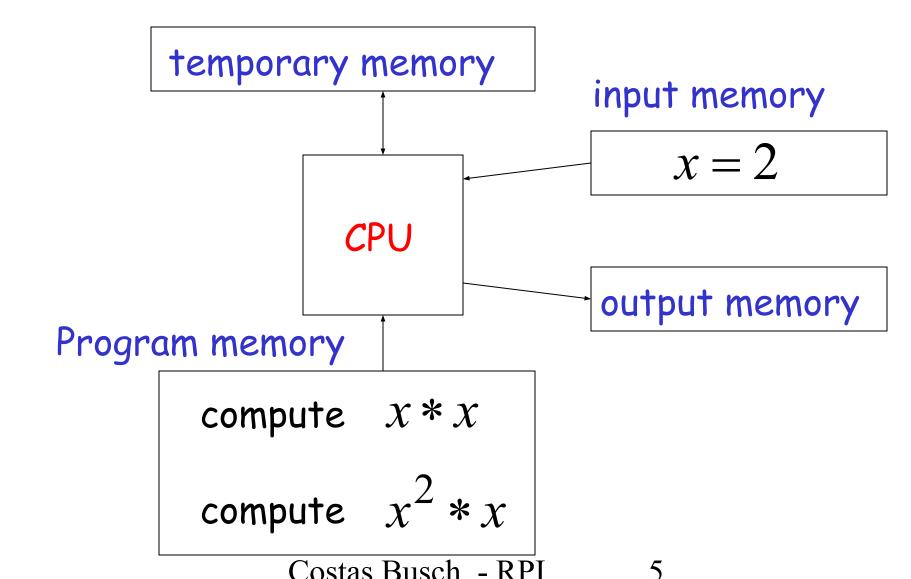




Example:
$$f(x) = x^3$$



$$f(x) = x^3$$



$$f(x) = x^3$$

$$z = 2 * 2 = 4$$

$$f(x) = z * 2 = 8$$

input memory

$$x = 2$$

output memory

Program memory

compute $x^2 * x$

Costas Busch - RPI

compute x * x

CPU

$$f(x) = x^3$$

$$z = 2 * 2 = 4$$

$$f(x) = z * 2 = 8$$

CPU

input memory

$$x = 2$$

Program memory

$$f(x) = 8$$

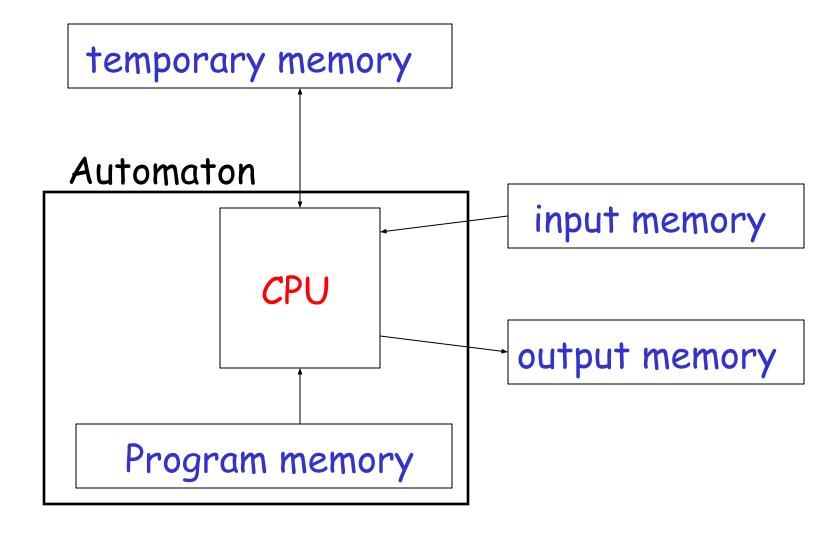
output memory

compute $x^2 * x$

compute X * X

Costas Busch - RPI

Automaton



Different Kinds of Automata

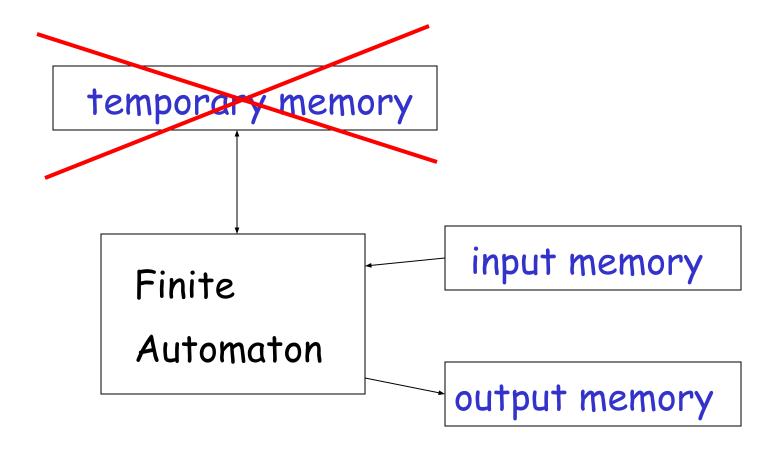
Automata are distinguished by the temporary memory

· Finite Automata: no temporary memory

· Pushdown Automata: stack

Turing Machines: random access memory

Finite Automaton

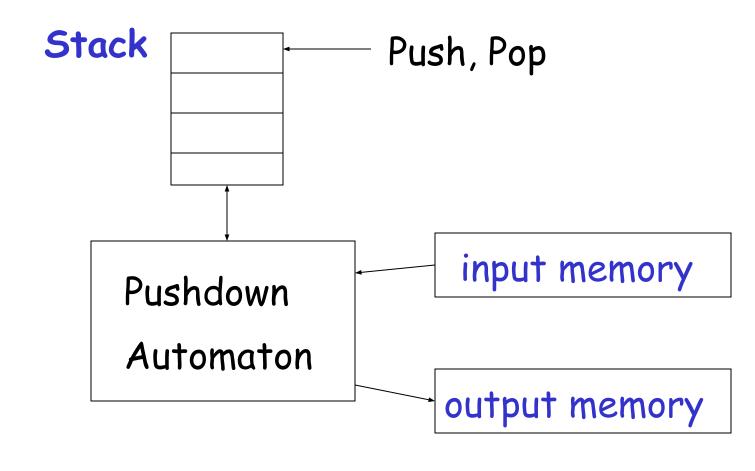


Example: Vending Machines (small computing power)

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Pushdown Automaton

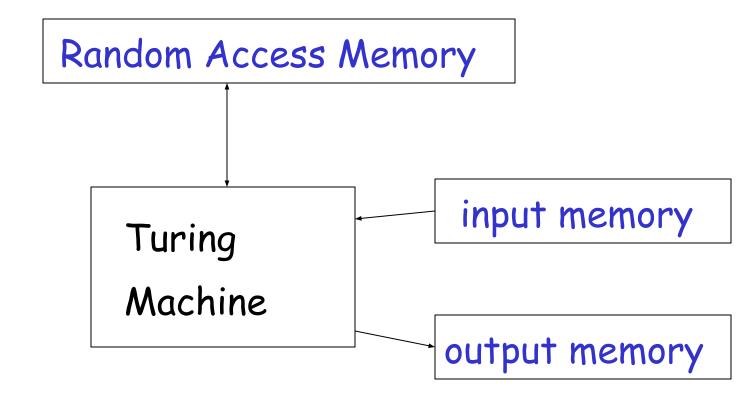


Example: Compilers for Programming Languages

(medium computing power)

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Turing Machine

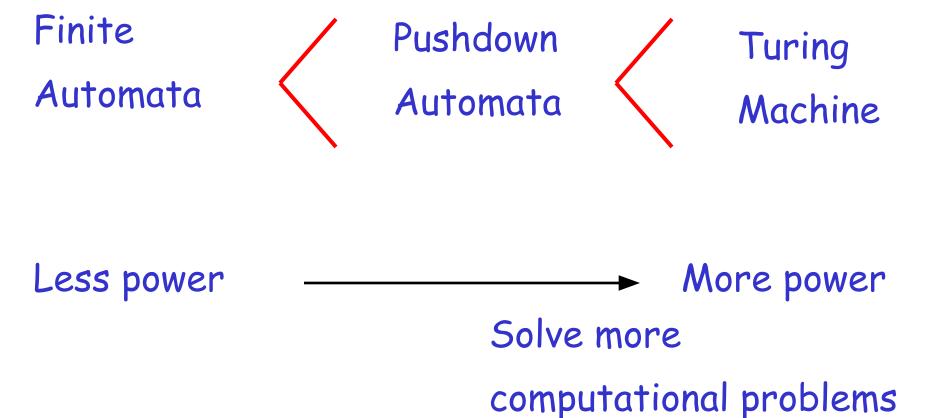


Examples: Any Algorithm

(highest computing power)

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Power of Automata



Costas Busch - RPI

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