

# CS3102 Theory of Computation

[www.cs.virginia.edu/~njb2b/cstheory/s2020](http://www.cs.virginia.edu/~njb2b/cstheory/s2020)

Warm up:

What features present in Java/Python are missing from straightline programs?

# Logistics

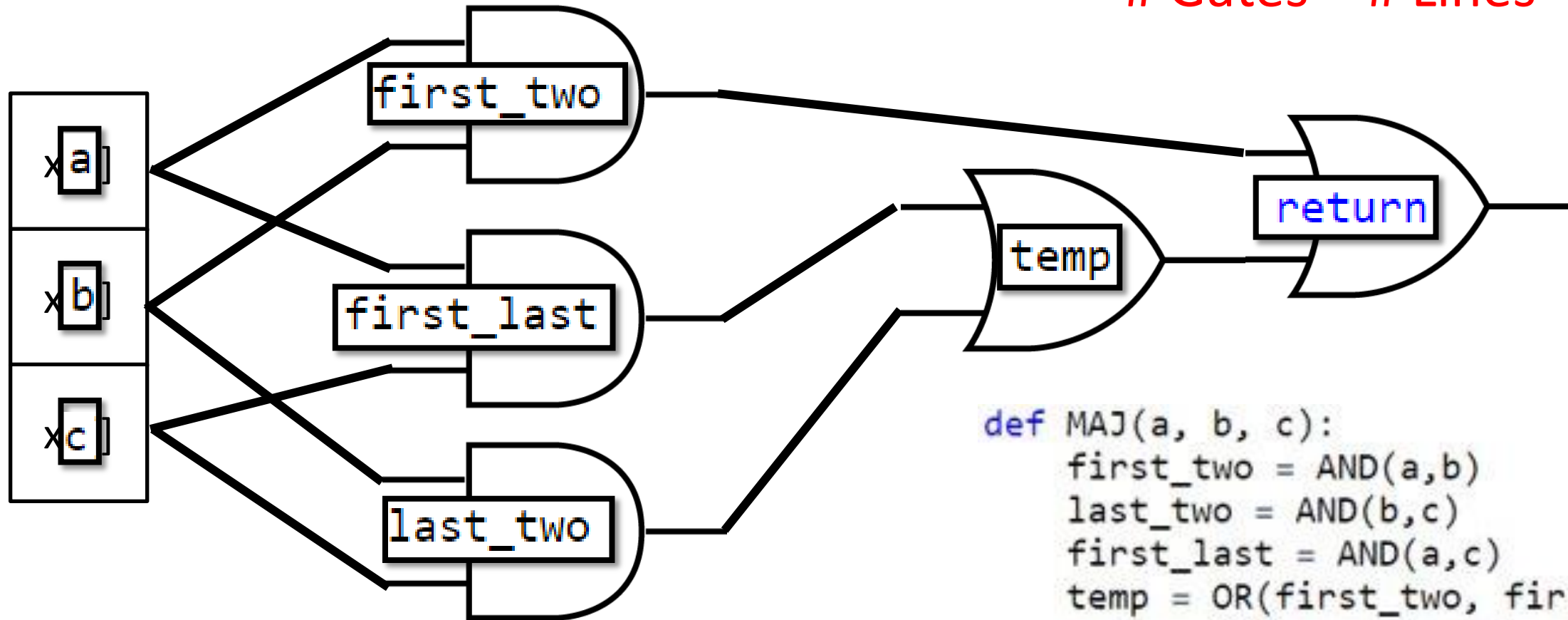
- Exercise 1 due this afternoon
  - Didn't submit? You have 48 hours to do so with a 25% penalty
- Quiz 2 due today
- Exercise 2 is out.
  - Some stuff due Thursday, the rest due Tuesday

# Last Time

- Boolean Circuits as a model of computing
- Straightline Programs as a model of computing
- Proved  $\text{NAND-Straightline} = \text{NAND-Circ} = \text{AON-Circ} = \text{AON-straightline}$

# Majority with Boolean Circuits

# Gates = # Lines



```
def MAJ(a, b, c):  
    first_two = AND(a,b)  
    last_two = AND(b,c)  
    first_last = AND(a,c)  
    temp = OR(first_two, first_last)  
    return OR(temp, last_two)
```

# NAND Straightline = AON Straightline

## NAND -> AON

$x = \text{NAND}(a,b)$

*Becomes*

$\text{temp} = \text{AND}(a,b)$

$x = \text{NOT}(\text{temp})$

## AON -> NAND

$x = \text{NOT}(a)$

*Becomes*

$x = \text{NAND}(a,a)$

$x = \text{AND}(a,b)$

*Becomes*

$\text{temp} = \text{NAND}(a,b)$

$x = \text{NAND}(\text{temp}, \text{temp})$

$x = \text{OR}(a,b)$

*Becomes*

$t1 = \text{NAND}(a,a)$

$t2 = \text{NAND}(b,b)$

$x = \text{NAND}(t1, t2)$

# Syntactic Sugar

- "Full-featured" programming languages are identical to simple ones
- We can add new features without changing the underlying computing model
- These features can make programs easier to reason about and more readable

# User-Defined Procedures

```
def NOT(a):  
    return NAND(a,a)  
def AND(a,b):  
    temp = NAND(a,b)  
    return NOT(temp)  
def OR(a,b):  
    temp1 = NOT(a)  
    temp2 = NOT(b)  
    return NAND(temp1,temp2)  
  
def MAJ(a,b,c):  
    and1 = AND(a,b)  
    and2 = AND(b,c)  
    and3 = AND(a,c)  
    or1 = OR(and1,and2)  
    return OR(or1,and3)
```

# "Translating" Procedures

- Adding procedures does not change computing model
- We can convert a program with procedures into a program without them

```
def NOT(a):  
    return NAND(a,a)  
  
def AND(a,b):  
    temp = NAND(a,b)  
    return NOT(temp)
```

```
def AND(a,b):  
    temp = NAND(a,b)  
    return NAND(temp,temp)
```



# Procedure for translating procedures

- Paste code from procedure
- Use arguments in place of parameters
- Rename variables from the procedure to be "fresh"

```
def NOT(a):  
    return NAND(a,a)
```

```
def AND(a,b):  
    temp = NAND(a,b)  
    return NAND(temp,temp)
```

```
def OR(a,b):  
    temp1 = NAND(a, a)  
    temp2 = NAND(b,b)  
    return NAND(temp1, temp2)
```

```
def MAJ(a,b,c):  
    and1 = AND(a,b)  
    and2 = AND(b,c)  
    and3 = AND(a,c)  
    or1 = OR(and1,and2)  
    return OR(or1,and3)
```

Before  
After

# How many gates?

- How many NAND gates does this use to compute MAJ?

```
def NOT(a):  
    return NAND(a,a)
```

```
def AND(a,b):  
    temp = NAND(a,b)  
    return NAND(temp,temp)
```

```
def OR(a,b):  
    temp1 = NAND(a, a)  
    temp2 = NAND(b,b)  
    return NAND(temp1, temp2)
```

```
def MAJ(a,b,c):  
    and1 = AND(a,b)  
    and2 = AND(b,c)  
    and3 = AND(a,c)  
    or1 = OR(and1,and2)  
    return OR(or1,and3)
```

# Conditionals

- Values of some variables might depend on a condition

- Code
- Translated

```
def example(a,b):  
    w = AND(a,b)  
    if w:  
        x = OR(a,b)  
        y = NOT(a)  
        z = NOT(b)  
    else:  
        x = AND(a,b)  
        y = OR(a,b)  
        z = NOT(a)
```

# Translating Conditionals

- Pre-compute each of the possible values
- Use a procedure to determine which to assign

```
def IF(cond,a,b):  
    not_cond = NAND(cond,cond)  
    temp1 = NAND(b,not_cond)  
    temp2 = NAND(a,cond)  
    return NAND(temp1,temp2)
```

```
def IF(cond,a,b):  
    not_cond = NOT(cond)  
    if_true = AND(cond,a)  
    if_false = AND(not_cond,b)  
    return OR(if_true,if_false)
```

```
def example(a,b):  
    w = AND(a,b)
```

```
    x_ct = OR(a,b)  
    y_ct = NOT(a)  
    z_ct = NOT(b)
```

```
    x_cf = AND(a,b)  
    y_cf = OR(a,b)  
    z_cf = NOT(a)
```

```
    x = IF(w,x_ct,x_cf)  
    y = IF(w,y_ct,y_cf)  
    z = IF(w,z_ct,z_cf)
```

# Lookup

- Indexing into a bitstring
- The *Lookup* function of order  $k$ :

$$LOOKUP_k: \{0,1\}^{2^k+k} \rightarrow \{0,1\}$$

Defined such that for  $x \in \{0,1\}^{2^k}$ ,  $i \in \{0,1\}^k$ :

$$LOOKUP_k(x, i) = x_i$$

# $LOOKUP_k$

$k = 3$

$x$ :



First  $2^k$  bits of input  
Considered as a bitstring

$i$ :



Last  $k$  bits of input  
Considered as an index

# Theorem

There is a NAND-Circuit that computes

$$LOOKUP_k: \{0,1\}^{2^k+k} \rightarrow \{0,1\}$$

Moreover, the number of gates required is at most  $4 \cdot 2^k$

# Proof idea

- Consider index  $i$
- If the first bit of  $i$  is 0, then the bit we're looking for is in the first half of  $x$
- Do lookup for  $k - 1$

$x$ :



$i$ :



$x$ :



$i$ :





# Defining $LOOKUP_k$

For  $k \geq 2$ ,  $LOOKUP_k(x_0, \dots, x_{2^k-1}, i_0, \dots, i_{k-1})$  is equal to:

$$IF(i_0, LOOKUP_{k-1}(x_{2^{k-1}}, \dots, x_{2^k-1}, i_1, \dots, i_{k-1}), LOOKUP_{k-1}(x_0, \dots, x_{2^{k-1}-1}, i_1, \dots, i_{k-1}))$$

# Base Case

```
def LOOKUP1(x0, x1, i0):  
    return IF(i0, x1, x0)
```

# Next Step

# LOOKUP2

```
def LOOKUP2(x0,x1,x2,x3,i0,i1):  
    first_half = LOOKUP1(x0,x1,i1)  
    second_half = LOOKUP1(x2,x3,i1)  
    return IF(i0,second_half,first_half)
```

[LOOKUP3 and 4](#)

# Counting Gates

Show this uses at most  $4 \cdot 2^k$  gates (lines of code)

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Show this uses at most  $4 \cdot 2^k$  gates (lines of code)

# Computing Every Finite Function

- Next we'll show that NAND is universal
- Any finite function can be computed by some NAND-straightline program (equivalently, a NAND-circuit)

# Idea

Consider the function  $f: \{0,1\}^3 \rightarrow \{0,1\}$

Input	Output
000	0
001	0
010	1
011	0
100	1
101	1
110	0
111	0

We will have one variable to represent each possible input. We'll do a lookup with the actual input to select the proper output

# Straightline Code for F

Input	Output
000	0
001	0
010	1
011	0
100	1
101	1
110	0
111	0

```
def F(x0,x1,x2):  
    F000=0  
    F001=0  
    F010=1  
    F011=0  
    F100=1  
    F101=1  
    F110=0  
    F111=1  
    return LOOKUP3(F000,F001,F010,F011,F100,F101,F110,F111,x0,x1,x2)
```



# Getting 0 and 1

# Computing any function

- Make a variable to represent each possible input
- Assign its value to match the correct output
- Use LOOKUP to select the proper output for the given input

# How many gates?

- How many gates does this construction take?

You can compute any finite function  $f: \{0,1\}^n \rightarrow \{0,1\}^m$  with a NAND Circuit using no more than  $c \cdot m \cdot 2^n$  gates

Note: This can be improved to  $c \cdot m \cdot \frac{2^n}{n}$  (theorem 4.16 in TCS)

# Counting gates

1. Create variables for each input
2. Assign 0,1 to each input
3. Do the LOOKUP

# What does this mean?

- Your laptop is a 64-bit machine. Given enough transistors, it can compute any function  $f: \{0,1\}^{64} \rightarrow \{0,1\}^{64}$