

# CMPE 322/327 - Theory of Computation

## Week 0: History of Computing – An Overview

Burak Ekici

February 14–18, 2022

## About Me: Parcours/Carrier

Undergrad	IZTECH	CE	2004-2009, İzmir
Master's	Yaşar Üni	CE	2009-2012, İzmir
Traineeship	EC JRC	CE	2010-2011, Varese-Italy
PhD	U Joseph Fourier	CS & Math	2013-2015, Grenoble-France
PostDoc	U of Iowa	CS	2016-2017, IA-USA
PostDoc	U of Innsbruck	CS	2018-2019, Innsbruck-Austria
Assist. Prof. Dr.	Kültür Üni	CE	2019-2020, İstanbul
Assist. Prof. Dr.	TED Üni	CE	2021-now, Ankara

## Logistics

lecturer

Burak Ekici ([burak.ekici@tedu.edu.tr](mailto:burak.ekici@tedu.edu.tr))

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Merve Işıl Peten (misil.peten@tedu.edu.tr)

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teaching assistants	Merve Işıl Peten (misil.peten@tedu.edu.tr) Ali Egemen Taşören (egemen.tasoren@tedu.edu.tr)
consultation	Thursday 13h30 – 16h30 at A224

## About the Course

- Prerequisites:
  - Strong motivation

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- Tentative Grading:

<del>Attendance</del>	Quizzes & Homeworks	Midterm	Final
<del>5%</del>	35%	30%	35%

## About the Course (cont'd: Goals – Roughly)

- Provide computation models, and analyze their power in terms of computability

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  - What computational problems can a model solve?
- Answer complexity questions:
  - What can a computer do efficiently? How much time we need to solve the problems?

## Syllabus & Tentative Schedule

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Week 14	Final

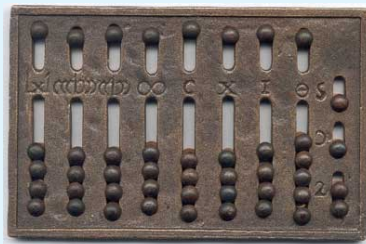
## The idea of computing

... is not new; dates to 500 BC. Could be studied in mainly three categories in terms of time:

- Mechanical Era
- Electronic Era
- Microprocessors Era

## Mechanical Era

- The era of computing devices before the invention of electricity.
- Babylonians invented the **abacus** to keep track of their vast storehouses of grain.
- It has been used extensively and is still in use today.



## Pascal's Calculator

- constructed of gears and wheels
- has 10 teeth that, when moved one complete revolution, advanced a second gear one place.
- used to add and subtract two numbers directly and perform multiplication and division via repeated addition and subtractions



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Incidentally, the PASCAL programming language is named in honor of Blaise Pascal for his pioneering work in mathematics and with the mechanical calculator

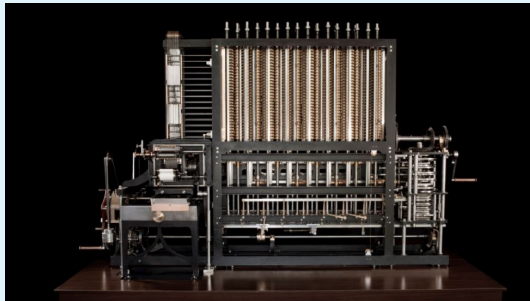
## The Difference Engine

Designed by Charles Babbage at around 1820 to tabulate polynomial functions. I.e., helps build trigonometric tables (sin, cosin, etc.), logarithmic tables, etc.



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## The Difference Method

x	$p(x) = 2x^2 - 3x + 2$	$\text{diff1}(x) = (p(x+1) - p(x))$	$\text{diff2}(x) = (\text{diff1}(x+1) - \text{diff1}(x))$
0	2	-1	4
1	1	3	4
2	4	7	4
3	11	11	
4	22		

The idea:

- Compute once the values at the first row
  - which necessitates  $p(0)$ ,  $p(1)$  and  $p(2)$  to be calculated.
- Observe that the value  $\text{diff2}(x)$  remains unchanged for any  $x$ .
- To compute the  $n + 1^{\text{th}}$  column at row 2, one needs to add the values stored in  $n^{\text{th}}$  column rows 2 and 3.
  - This could be performed ad infinitum.

## Mechanical vs Electronic devices

### Mechanical devices

- use mechanical energy in the form of wheels, gears, levers, etc., to work
- function involving physical movements of some parts or components
- output is the motion itself

### Electronic Devices

- use the energy of electricity to do work
- can function without involving any moving components (motionless, so to speak)
- output comes in different forms such as sound, heat, light, etc

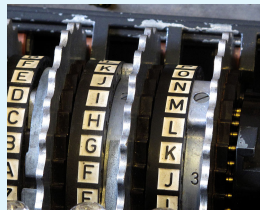
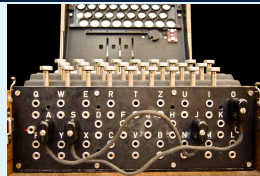
## Enigma: an Electro-mechanical Device

- An enciphering machine used by the German armed forces to exchange messages securely during the Word War I (only by the end) and the Word War II.
- Works under some initial configuration to be shared between parties.



## Enigma: an Electro-mechanical Device (cont'd)

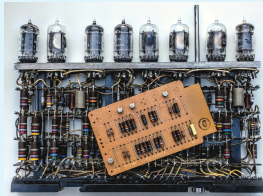
- Two stages of shuffling:
  - includes ten different wires connecting pairs of letters so as to be swapped over on an occurrence. I.e, if A is connected to L the input text APPLE would be considered as LPPAE
  - each time a letter is typed the outermost rotor turns once, and outputs an encrypted letter. After several turns, it hits the second innermost rotor and forces it to turn once as well
  - the same scenario applies to the relation between the second innermost and the innermost rotors



All these complications sum up to 158,962,555,217,826,360,000 possibilities when it comes to break a cipher.

## Electronic Era

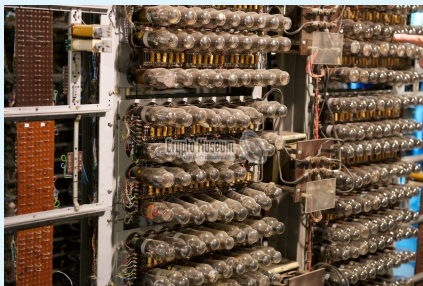
- After the invention of the electric motor (due to Faraday), dozens of motor-driven difference/adding machines came up.
- The principle of these machines is similar to that of Pascal's calculator but wheels and gears are now driven by electric motors and controlled by **vacuum tubes**
- Vacuum tubes are used to amplify or switch the electronic signals. This conceptually is the same job done by **transistors** appear in modern computers
  - a two element electronic tube (diode): (1) anode, (2) cathode insulated by a vacuum
  - powering on the cathode would make electrons flow in the vacuum and absorbed by the anode - the closed circuit mode
  - powering off the cathode - the open circuit mode



- They are much bigger and get hot pretty sooner in comparison with transistors

## Colossus

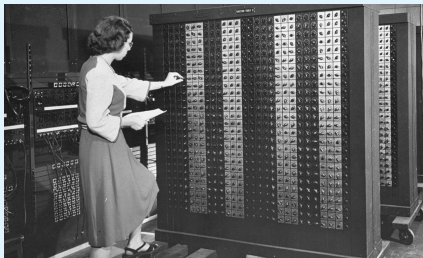
- The world's first electronic computer
- the sole purpose is to help decipher the Lorenz-encrypted messages between German generals during World War II.
- The cipher text was input via paper tape and the 2500 thermionic valve (vacuum tubes) of Colossus would find the corresponding plain text.



NB: the Enigma ciphers were not broken with not Colossus but with the machine called Bombe.

## Electronic Numerical Integrator and Computer (ENIAC)

- The first general purpose, boot up in 1945, programmable electronic computer.
- It is able to solve "a large class of numerical problems".
  - Could be programmed to perform operations including loops, branches, and subroutines.



- However, instead of the stored-program computers that exist today, ENIAC was just a large collection of arithmetic machines, which originally had programs set up into the machine by a combination of plugboard wiring and three portable function tables (containing 1200 ten-way switches each).



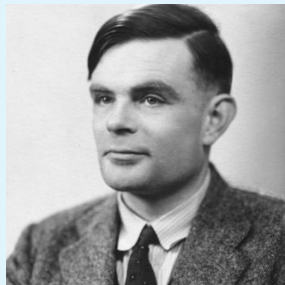
## Alan Turing: the father of computing

Neither Colossus nor ENIAC stored programs in memory.

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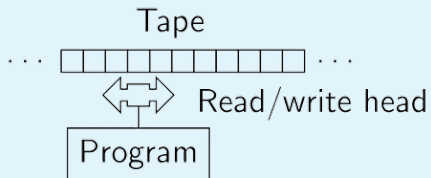
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- The basic principle of the modern computer **the idea of controlling the machine's operations by means of a program of coded instructions stored in the computer's memory** was conceived by **Alan Turing**.



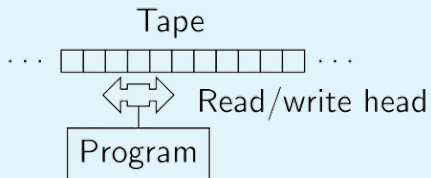
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He came up with a mathematical model of computation that defines an abstract machine, later named **Turing Machine**, which manipulates symbols on a strip of tape according to a program (a table of rules) stored in memory.



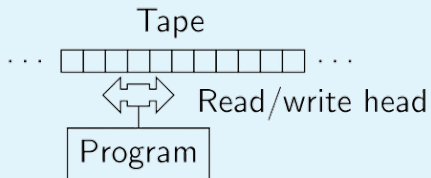
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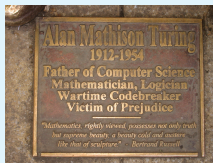
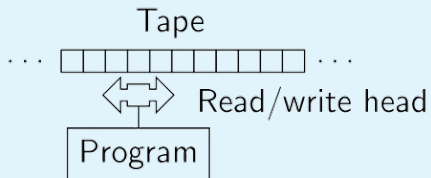
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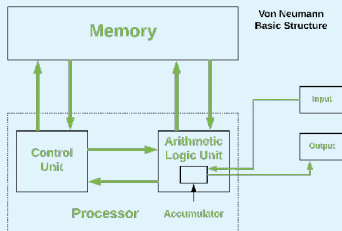
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## John von Neumann: the (older) uncle of computing

- von Neumann had a similar idea.
- His *EDVAC (Electronic Discrete Variable Computer)* has been designed in a way that programs could electronically be stored in memory.

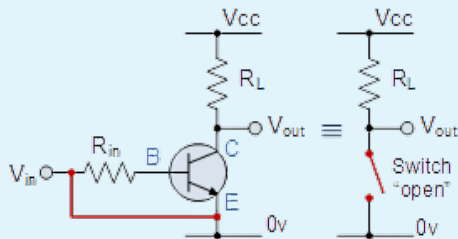


## Microprocessors Era

- Vacuum tubes are replaced with **transistors**.
- A transistor is a semiconductor device mainly used to **switch** electronic signals and electrical power.
- Austro-Hungarian physicist Julius Edgar Lilienfeld proposed the concept of a field-effect transistor in 1926, but he could not make it work.
- In 1947, American physicists John Bardeen and Walter Brattain invented the first working transistor, and shared the Nobel Prize in 1956.

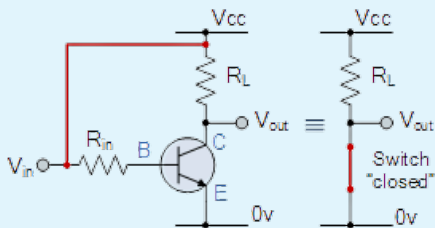


## NPN Transistor: Cut-Off Characteristics



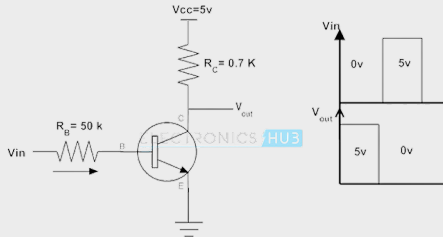
- The input and Base are grounded (0V)
- Base-Emitter voltage  $V_{BE} < 0.7V$
- Transistor is "fully-OFF"
- No Collector current flows ( $I_C = 0$ )
- Transistor operates as an "open switch"
- $V_{out} = V_{CE} = V_{CC}$ . Logical "1"...

## NPN Transistor: Saturation Characteristics



- The input and Base are connected to  $V_{CC}$
- Base-Emitter voltage  $V_{BE} > 0.7V$
- Transistor is “fully-ON”
- Maximum Collector current flows ( $I_C = V_{CC}/R_L$ )
- Transistor operates as a “closed switch”
- $V_{out} = V_{CE} = 0V$ . Logical “0”...

## Example (NPN Transistor as a Switch)



$$V_{in} = 0V$$

$$I_C = V_{CC}/R_C = 5V/0.7K$$
$$= 7.1mA$$

$$I_B = I_C/\beta = 7.1mA/100$$
$$= 71\mu A \text{ (peak value of the collector current)}$$

$$V_{in} = 5V$$

$$I_B = (V_{in} - V_{BE})/R_B = (5V - 0.7V)/50K$$
$$= 86\mu A$$

$\beta$  is the current gain in the *grounded emitter* configuration, and  $V_{BE}$  is 0.7V for silicon transistors.

## Microprocessors

A microprocessor is a **programmable device** that performs **arithmetic and logical operations** on some **input data** and outputs a result.

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## Microprocessors

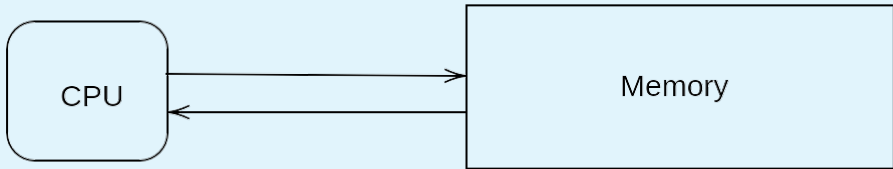
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- input data: is in binary form.

It contains a number of transistors connected by wires.

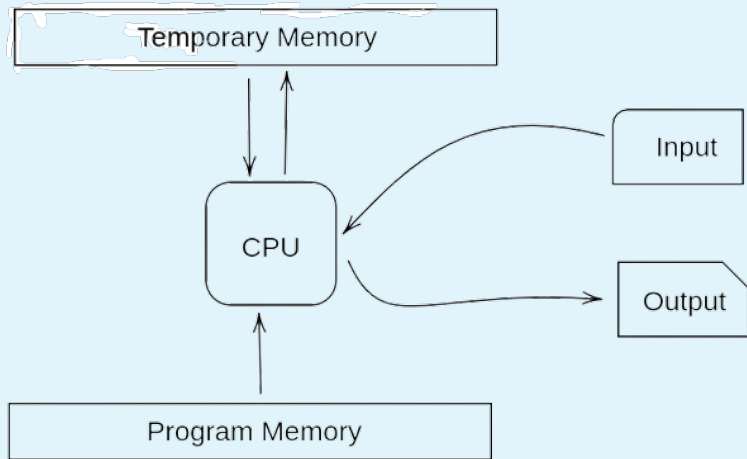
## Computing In General

- A widely accepted model of computation





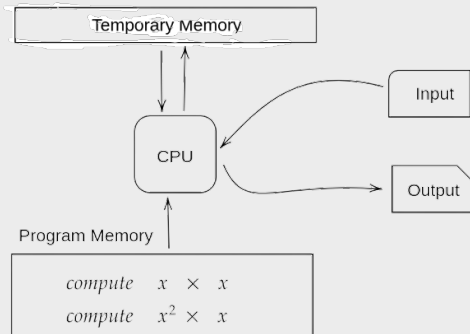
## Different Components of Computer Memory



## Example (Computation)

$f : \mathbb{Z} \rightarrow \mathbb{Z}$

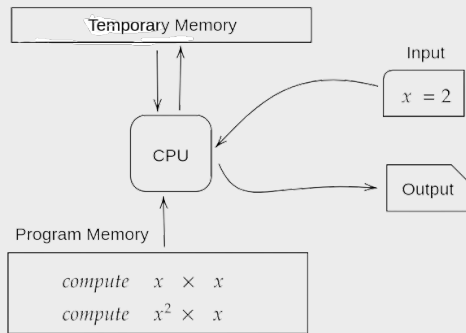
$f := x^3$



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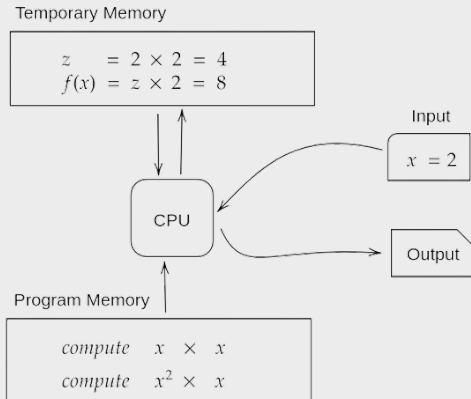
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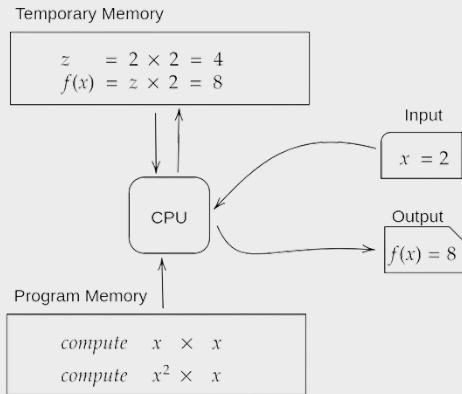
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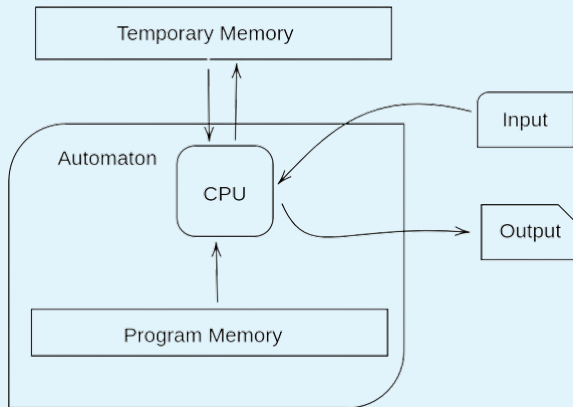
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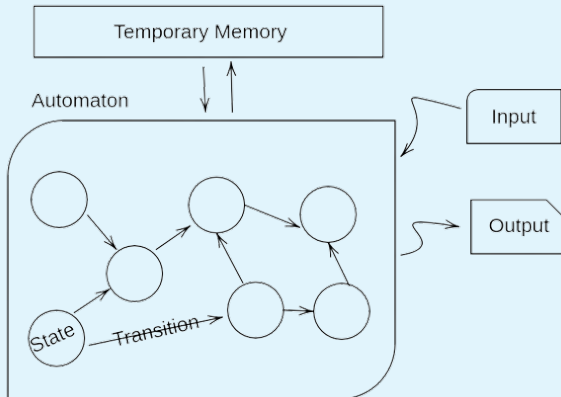
## Automaton

- CPU + Program Memory = States + Transitions



## Automaton

- CPU + Program Memory = States + Transitions



## Different Kinds of Automata

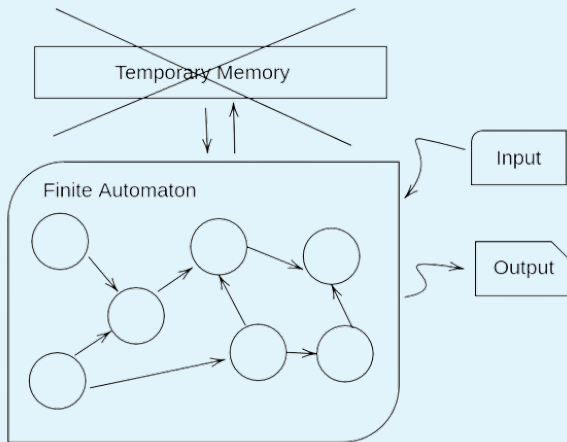
- Automata are distinguished by the temporary memory they employ:

Finite Automata	no temporary memory
Pushdown Automata	stack
Turing Machines	random access memory

- Memory use designates computational power: the use of more flexible memory brings out the ability to solve more (powerful) computational problems

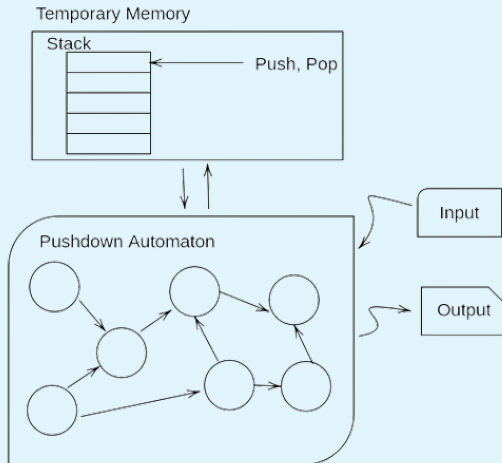


## Finite Automaton



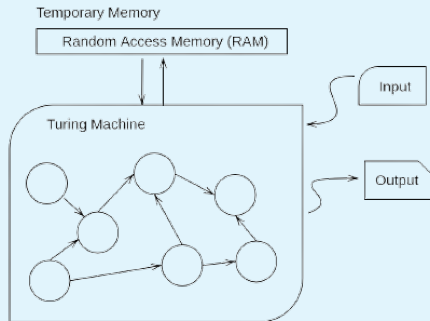
- Examples: Vending Machines, Lexical Analyzers (small computing power)

## Pushdown Automaton



- Examples: Parsers for Programming Languages (medium computing power)

## Turing Machine



- Examples: Any Algorithm (highest known computing power)

## Power of Automata

Simple Problems

More Complex Problems

Hardest Problems

Finite Automata

⟨

Pushdown Automata

⟨

Turing Machines

Less Power

→

More Power

Thanks! & Questions?