

- S7
- Turing machines & computability
 - The von Neumann architecture
 - A rough sketch of CPU
 - Three types of beta instructions

Turing machines & computability

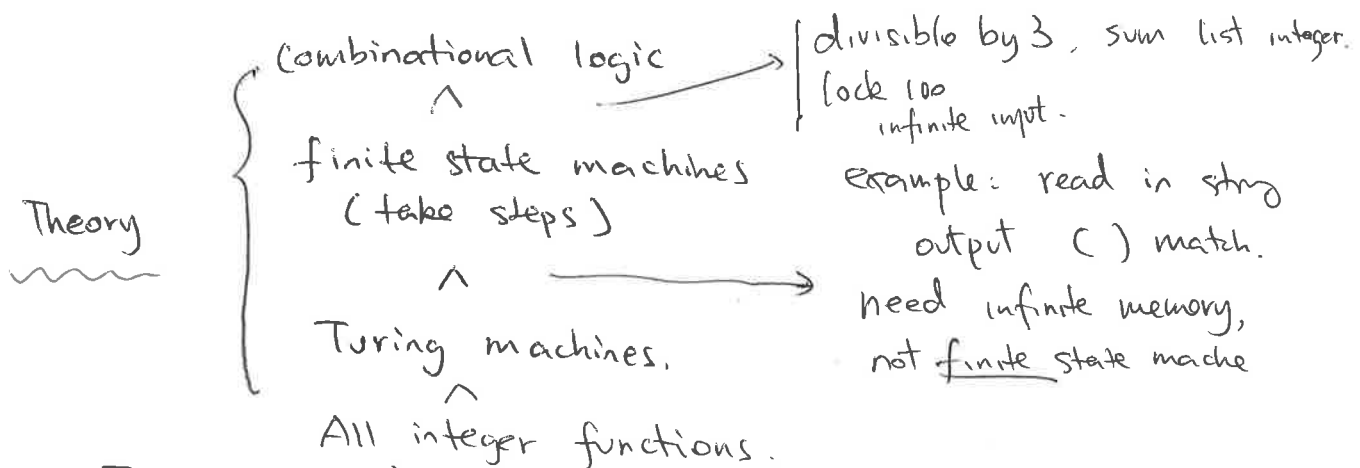
- mathematical functions

$+$ $-$ $*$ $/$ \log \cos factorial ...

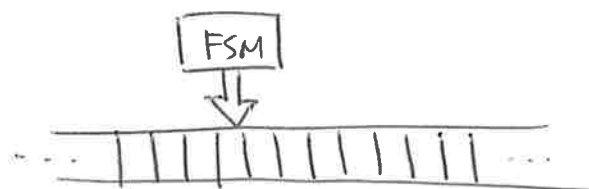
Map $X \mapsto Y$

- integer functions $X, Y = \mathbb{Z}$

- can all integer functions be computed? no.



- Turing machines.



infinite tape

i: data on tape

o: write; move

example: write 1 move left if there is (move ~~write~~ right reverse bit if there is) S = L/R/O.

Turing machines are more powerful because of infinite tape.

- It has been shown that Turing Machines have the same computation power as recursion ^(Kleene) and lambda calculus, another two famous computation tools ^(Church) 50s.

- It has been hypothesized that anything computable by a machine is computable by Turing machine.

(Church-Turing thesis) Enumerate: what could? ^{real/int ...}
 - There are many interesting Turing machines: universal Turing machine, the halting machine.
 - It has been proved that there are integer functions that Turing machines cannot compute.

(optional proof)

	I_1	I_2	...
FSM1	O_1	O_2	...
FSM2	O_3	Loop	...

Some inputs make Turing machines loop infinitely

There are an infinite number of rows / columns
^{from universal TM.}

$T_k(j) \rightarrow \text{FSM}_k \text{ on } I_j$; $\text{halt}(k, j)$ is computable.

{ Can build a Turing machine $T_N(x)$ that loops if $T_x(x)$ halts
 halts if $T_x(x)$ loops
 T_N cannot exist, because $T_N(N)$ is dilemma.

Practice — no infinite tapes
 therefore,

Turing machines with finite ~~can~~ must be FSM

All computers are FSMs.

- So is it only useful theoretically to study Turing machines?
not really, because of the concept being extended

- Universal Turing machines.

$\forall k, j \quad U(k, j) = T_k(j)$ is computable.
Useful!

One machine, simulates all machines.

k — algorithm (code)

j — data

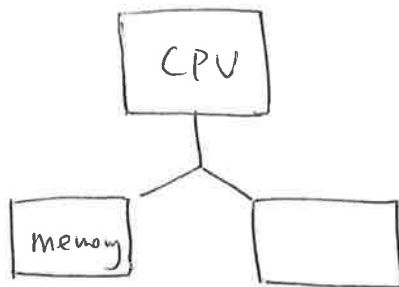
Prototype of computers.

• Von Neumann machine

- The current computers are based on von Neumann machines.

- It models computers in a more engineering way.

- machine



- memory

Code data

word Seq

8/16/32/64

```
graph TD; Code[Code] --- data[data];
```

- CPU repeatedly load code and execute, reading and writing data

- Devices interact with CPU via memory for data interaction,
and via OS for command interaction.

Is that all?

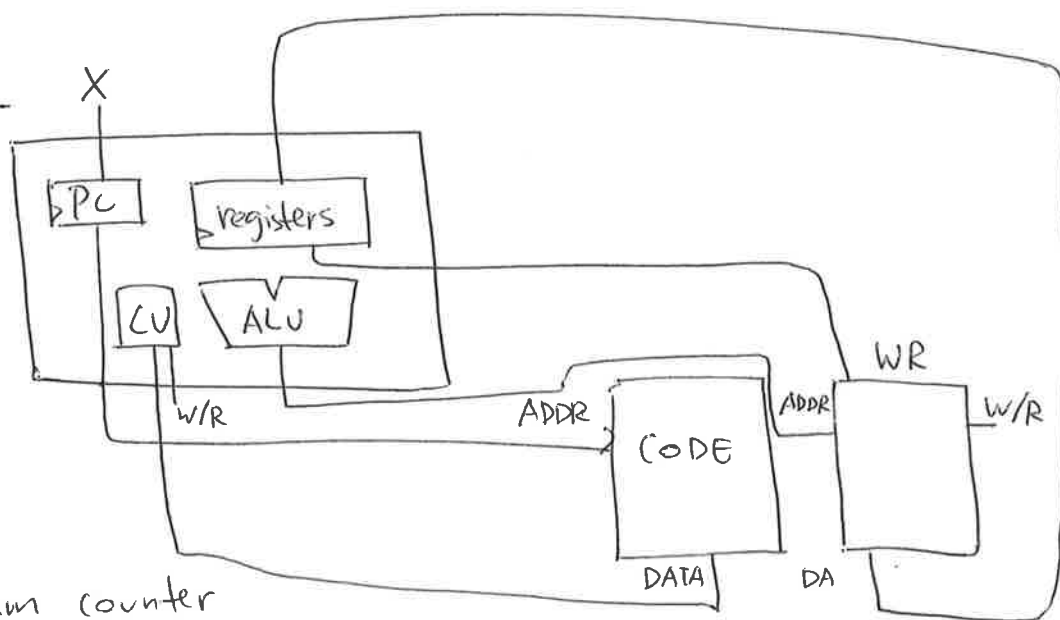
Yes.

- Showing to monitor is writing to monitor
- Controlling robots is writing to robots.
- ready from the Internet is from URL

all is data/I/O.

✓ pedagogy: coarse to fine, repeat.

- CPU



- program counter

points to the code section of the memory
loading the current instruction
automatically increment by 1

- control unit

interprets instructions and decides output signals

- what instructions are?

§ a computer word just like other data
encodes commands for the CU

We study the MIT beta system, word = four bytes

- memory. byte ad.

Three types of beta instructions

ALU

{ ADD, SUB, MUL, DIV | AND, OR, XOR | SHL, SHR, SHA | CMPEQ, CMPLT, CMPLT
(RA, RB → RL)
~~SHL, SHR, S~~
ADDC, SUBC, MULE, DIVC | ANDC, ORC, XORC | SHLC, SHRC, SHAL | CMPEXC, CMPLTC, CMPLTC
(RA, C → RL)
<change registers & state>

Memory

{ LD, ST
MEM[RA, OFFSET] ↔ RL
LDR
MEM[PC, OFFSET] → RL
<change memory/registers & state>

PC

{ BEQ, BNE
RA = 0? PC ← PC + OFFSET RL ← PC + 4
JMP
PC ← PC + RA RL ← PC + 4
<change PC, ← states>

- Complex state machine

- State { PC
 registers
 memory

- devices can have state also.