Abstract Geometrical Computation and Computable Analysis

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Context: Analog computation

Computing over ${\mathbb R}$

- no Church-Turing Thesis
- how does the various models relate?

Computable analysis [Weihrauch, 2000]

- based on converging sequences of approximations
- approximations are discrete values handled in the classical context

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Abstract Geometrical Computation...

- continuous counterpart of cellular automata
- idealized collision based computing
- ... is a new model that needs more introduction



- 2 Representation of real numbers
- 3 Manipulation of approximations
- 4 Finite duration and putting all together

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5 Conclusion

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Signal machines

- meta-signals (finitely many)
- their speed/velocity
- collision rules

Signals, e.g.

- Red (speed 1) at position 0
- Green (speed -1) at position 2

Collision, e.g.

- rule {Red, Green} \rightarrow {Blue, Red}
- application



Space-time diagram examples



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Space-time diagram examples



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Problematic examples



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→ extended signal machines

Simple, "isolated" accumulations



Simple, "isolated" accumulations



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Other accumulations



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** on the accumulation points that are not simple They are called *singularities*

Nothing comes out from *****

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Representation in computable analysis

Principle

- converging infinite sequence of approximations
- encoded as an infinite word larger prefix ⇒ better approximation

Signed binary representation [Weihrauch, 2000, Def. 7.2.4 p. 206]

$$\{\overline{1}, 0, 1\}^* \bullet \{\overline{1}, 0, 1\}^\omega \longrightarrow \mathbb{R}$$
$$n_k n_{k-1} \dots n_0 \bullet d_1 d_2 d_3 \dots d_n \dots \longmapsto \sum_{0 \le i \le k} n_i . 2^i + \sum_{1 \le i} \frac{d_i}{2^i}$$

Abstract Geometrical Computation and Computable Analysis Representation of real numbers

Back to AGC

Problem: infinitely many signals

- scattered on the entire line or
- there is already an accumulation point (singularity)

Finitely many signals

- integer: $n_k n_{k-1} \dots n_0$ represented by k+1 signals
- rest: ε in $[-1,1]_{\mathbb{R}}$ encoded by two parallel signals their distance "is" $\sum_{1 \le i} \frac{d_i}{2^i}$





Abstract Geometrical Computation and Computable Analysis Representation of real numbers

Extracting signed bit on demand

Scheme: extract, shift and shrink the approximating structure



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Storing the signed bits, improving the approximation

Scheme: reverse roles with the same structure





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Computing in the classical understanding

Computable analysis principle

 the infinite entry word is read while

the infinite output word is generated

- output is write-once
 - i.e. once a symbol is written it is never changed
- carried out by any classical model of computation

Input / output

- decode / encode real as previously shown
- sending decoding / encoding signals is trivial

Abstract Geometrical Computation and Computable Analysis Manipulation of approximations

Turing machine simulation in bounded space



No accumulation there since it has to make I/O infinitely often

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Generating the output in finite time

There exist operators to shrink space and time while preserving the ratio inside (linked to the Black hole model simulation [Durand-Lose, 2006, Durand-Lose, 2009])



- Input: inside the contracting structure
- Output: has to be outside, infinitely many signals ~> convoy

Convoy frontier: non isolated accumulations

Always there, prevent any signal above ~> impassable barrier

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Global picture



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Conclusion

Result

- Computable analysis is implemented
- moreover, the representation of real numbers is compatible with the one used to implements the Blum, Shub and Smale model [Durand-Lose, 2007, Durand-Lose, 2008]

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- Two incomparable models
- Characterize the computing power