

Geometric computation on the plane

– *signal machines* –

Jérôme DURAND-LOSE

`jerome.durand-lose@ens-lyon.fr`

MC2 LIP

UMR CNRS - ÉNS Lyon - UCB Lyon - INRIA 5668

Methodology

Cellular automata word

(Discrete) Space-time diagrams

Dynamics

Conceptio

Methodology

Cellular automata word

(Discrete) Space-time diagrams

Observation



Discrete lines

Interpretation



Lines on the plane

Dynamics



Conceptio

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Implementation

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Model on its own

Outline

- Cellular automata, particles and signals
- Signal machines
 - Computational universality
 - Geometrical modifications
- Accumulation
 - Undecidability of appearance
 - Accumulation
- Conclusion and perspectives

Origins

— Cellular Automata —

Cellular Automata

Modeling tools in biology, physics. . . parallelism

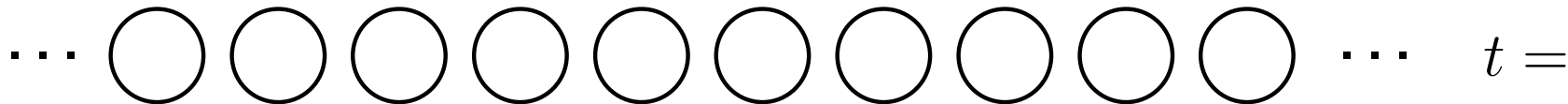
Dynamical systems

Cellular Automata

Modeling tools in biology, physics... parallelism

Dynamical systems

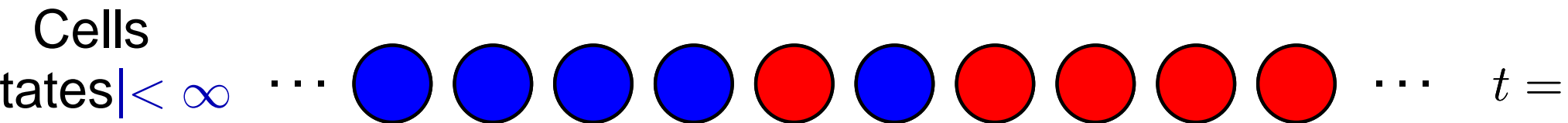
Cells



Cellular Automata

Modeling tools in biology, physics... parallelism

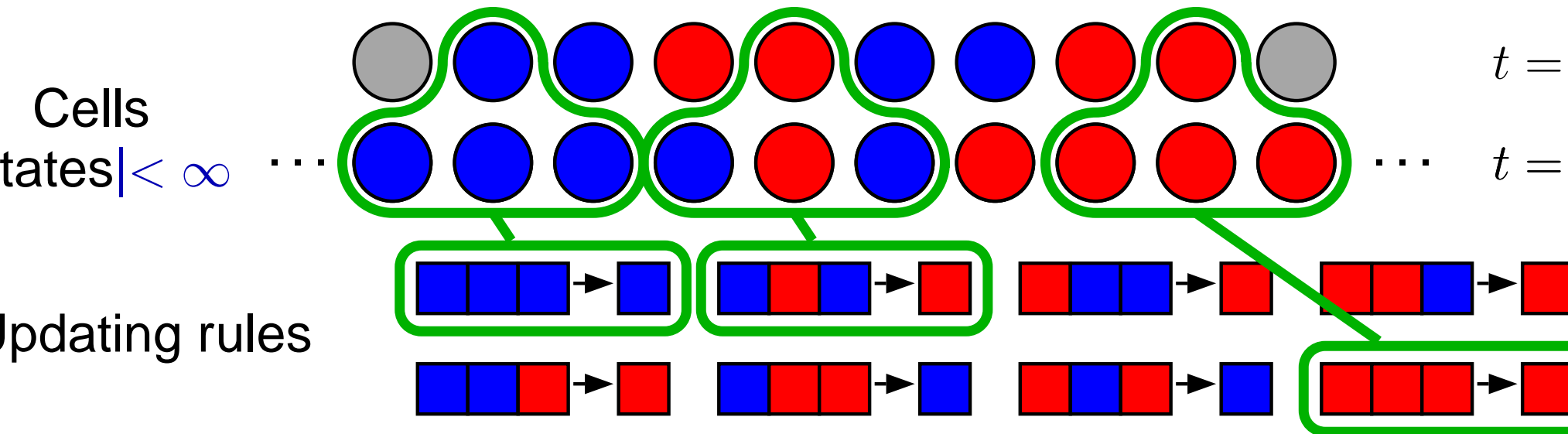
Dynamical systems



Cellular Automata

Modeling tools in biology, physics... parallelism

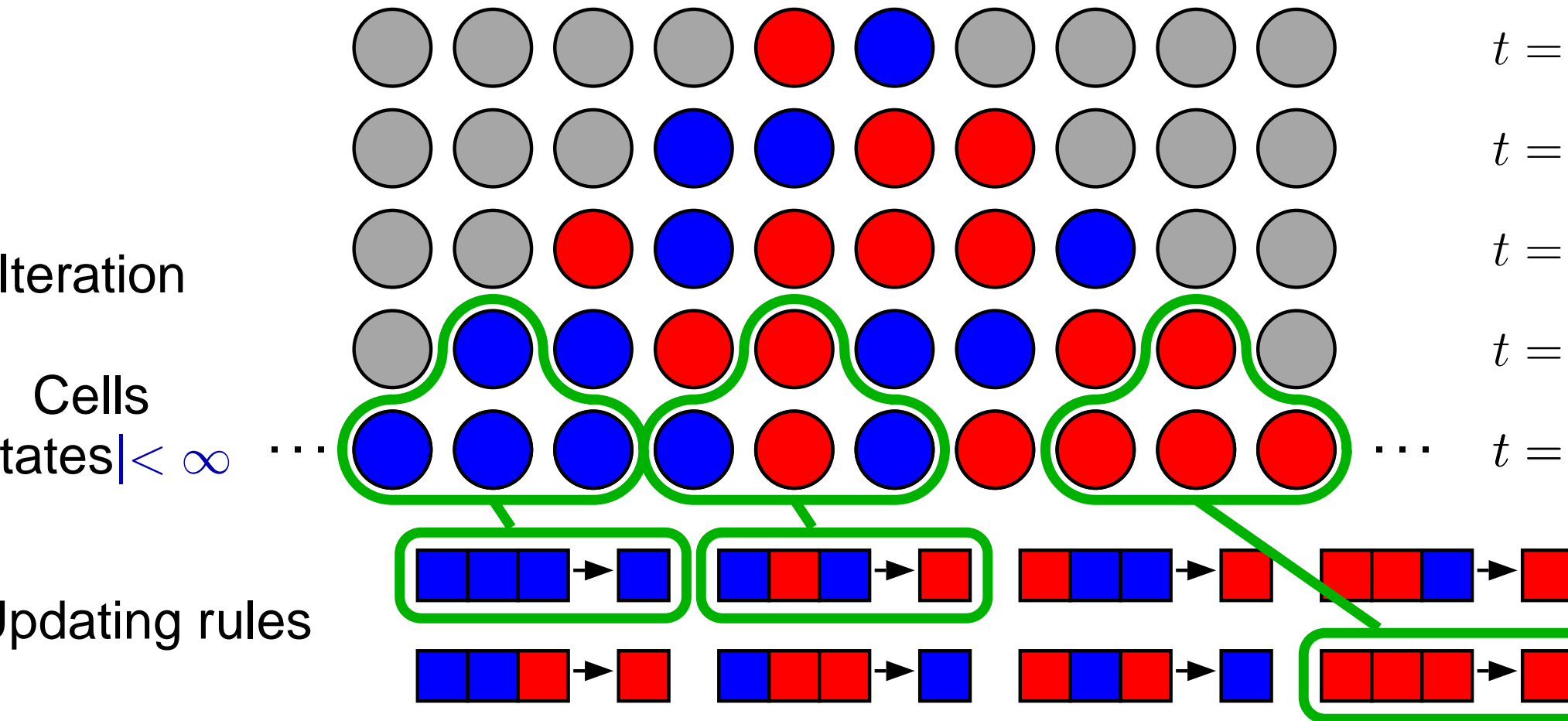
Dynamical systems



Cellular Automata

Modeling tools in biology, physics... parallelism

Dynamical systems



Example of particles

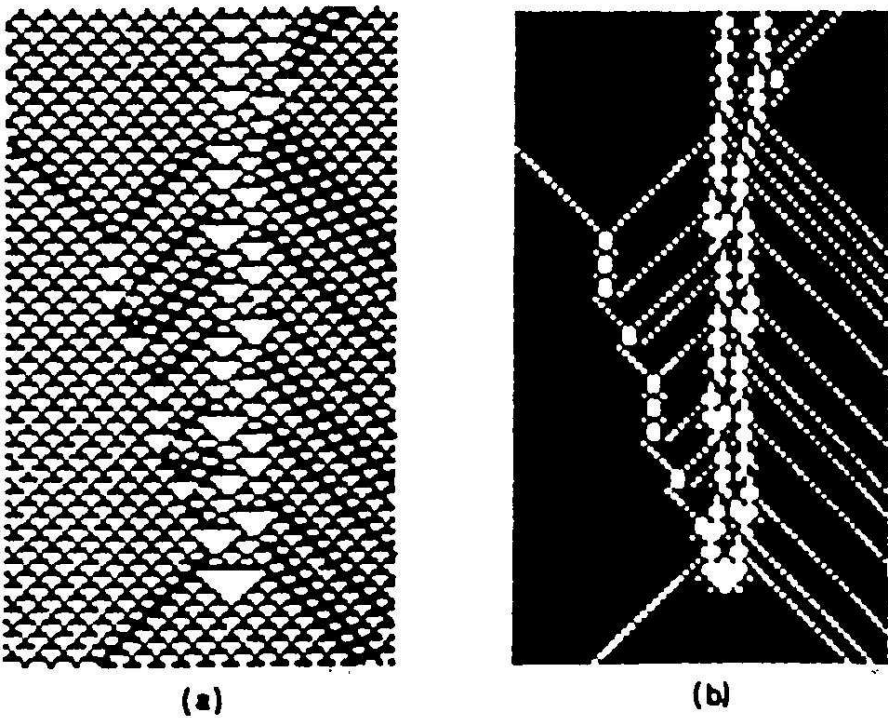


FIG. 7. Rule 54. (a) Annihilation of the radiating particles. (b) The same as (a) with the mapping defined in Fig. 6.

[Boccaro et al., 1991, Fig. 7]

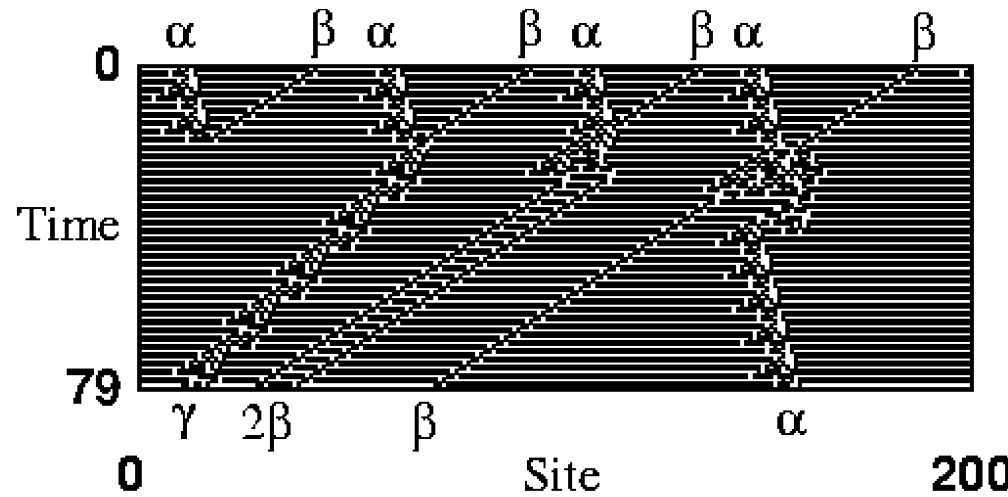


FIG. 7. The four different (out of 14 possible) interaction products for the $\alpha + \beta$ interaction.

[Hordijk et al., 2001, Fig. 7]

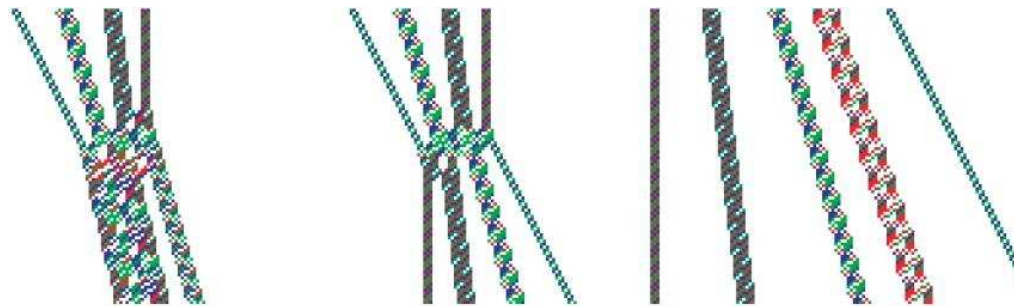


Figure 5. Two collisions of filtrons, and five free filtrons supported by the FPS model; ST diagram applies $q = 1$.

[Siwak, 2001, Fig. 5]

To build an Turing-universal CA

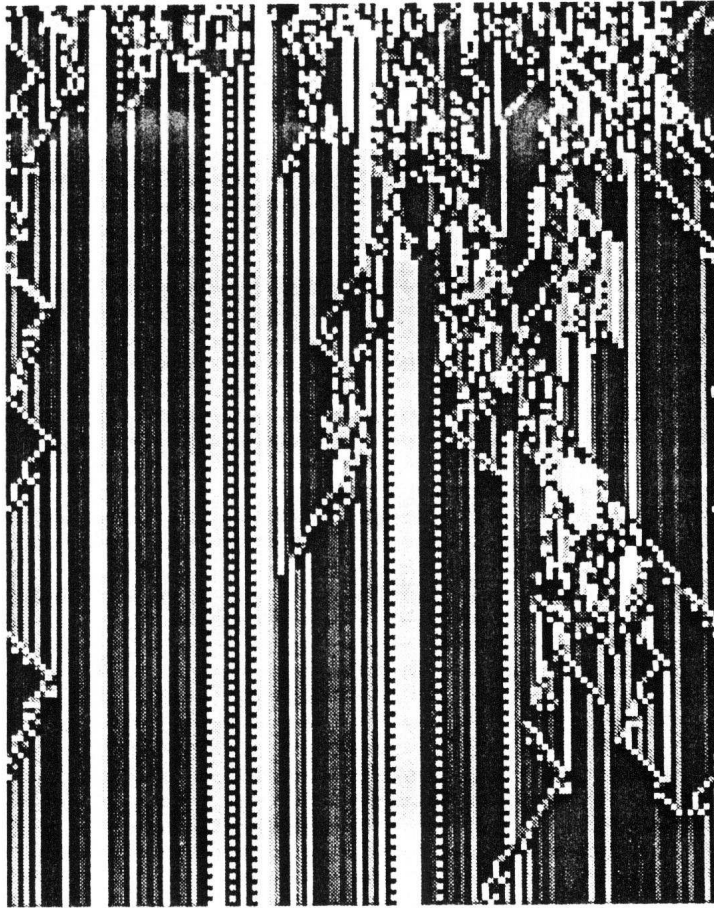



Figure 3: A simulation of the $k = 7, r = 1$ universal CA of table 3 for an uncorrelated initial state (with a density of blanks equal to 0.76). Symbols $y, 0, 1, A, B, \sqcup,$ and T are represented by 

[Lindgren and Nordahl, 1990, Fig. 4]

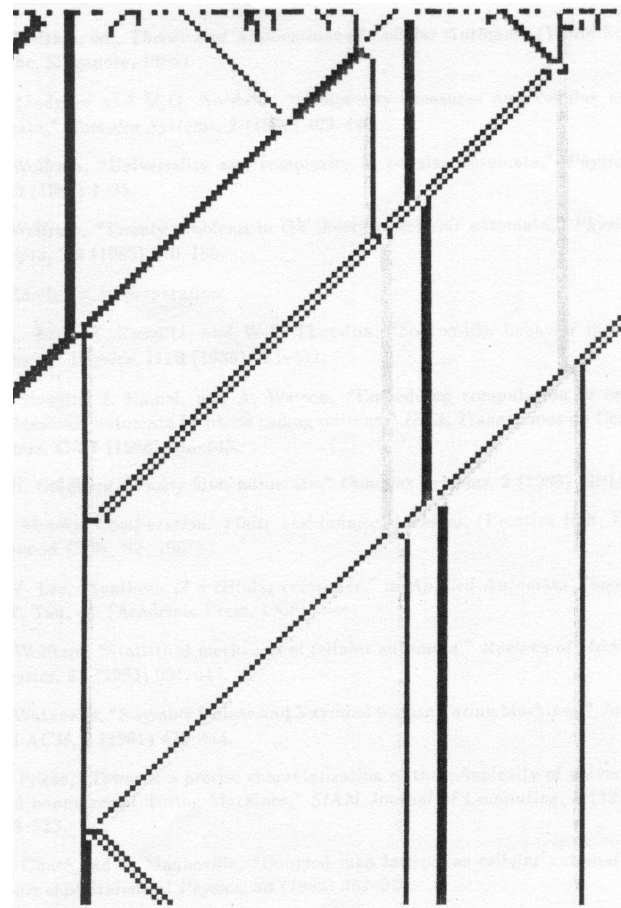



Figure 4: The $k = 4, r = 2$ universal cellular automaton of table 4 simulated starting from a random initial state. The symbols $0, 1, \sqcup,$ and $+$ are represented by 

[Lindgren and Nordahl, 1990, Fig. 3]

Signal algorithmic

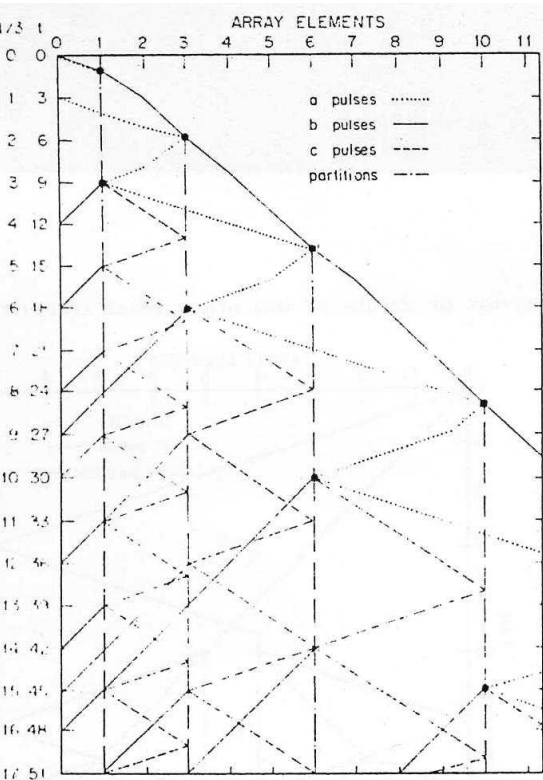


FIG. 2. Solution to the prime problem

[Fischer, 1965, Fig. 2]

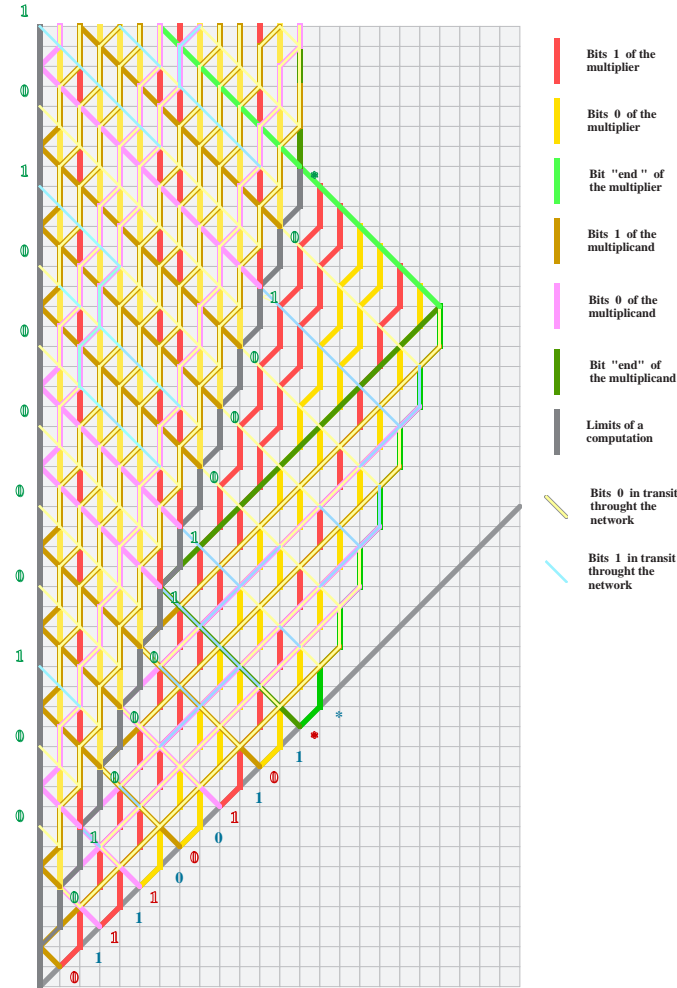


Figure 8: Computing $(ab)^2$.

[Mazoyer, 1996, Fig. 8]

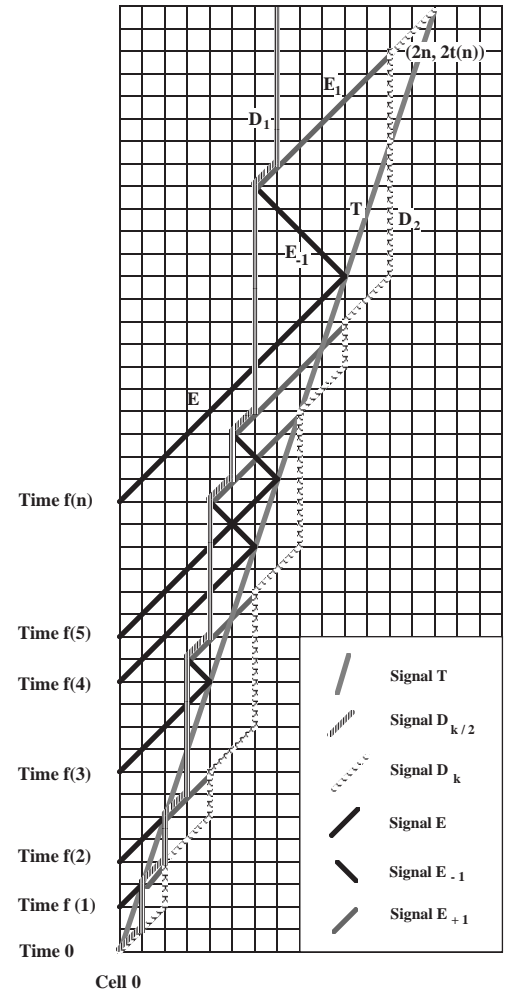


Figure 18: Characterization of the sites $(n, f(n))$.

[Mazoyer and Terrier, 1999, Fig. 1]

Geometric algorithmic

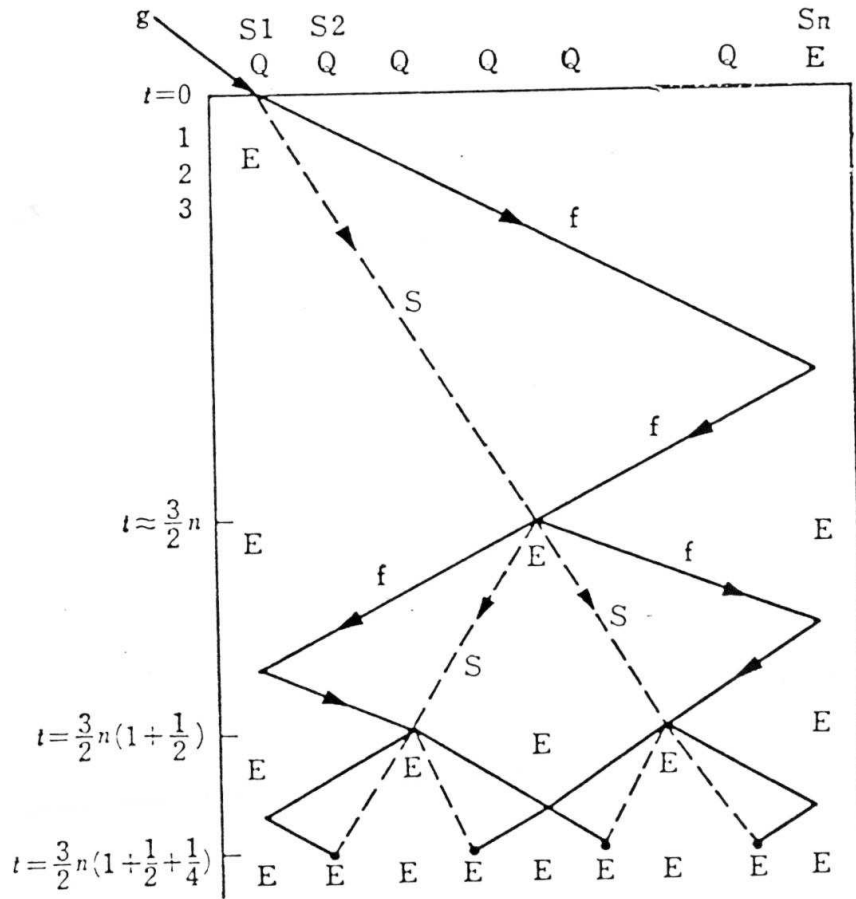


図 3.5 一斉射撃の問題 (連続近似)

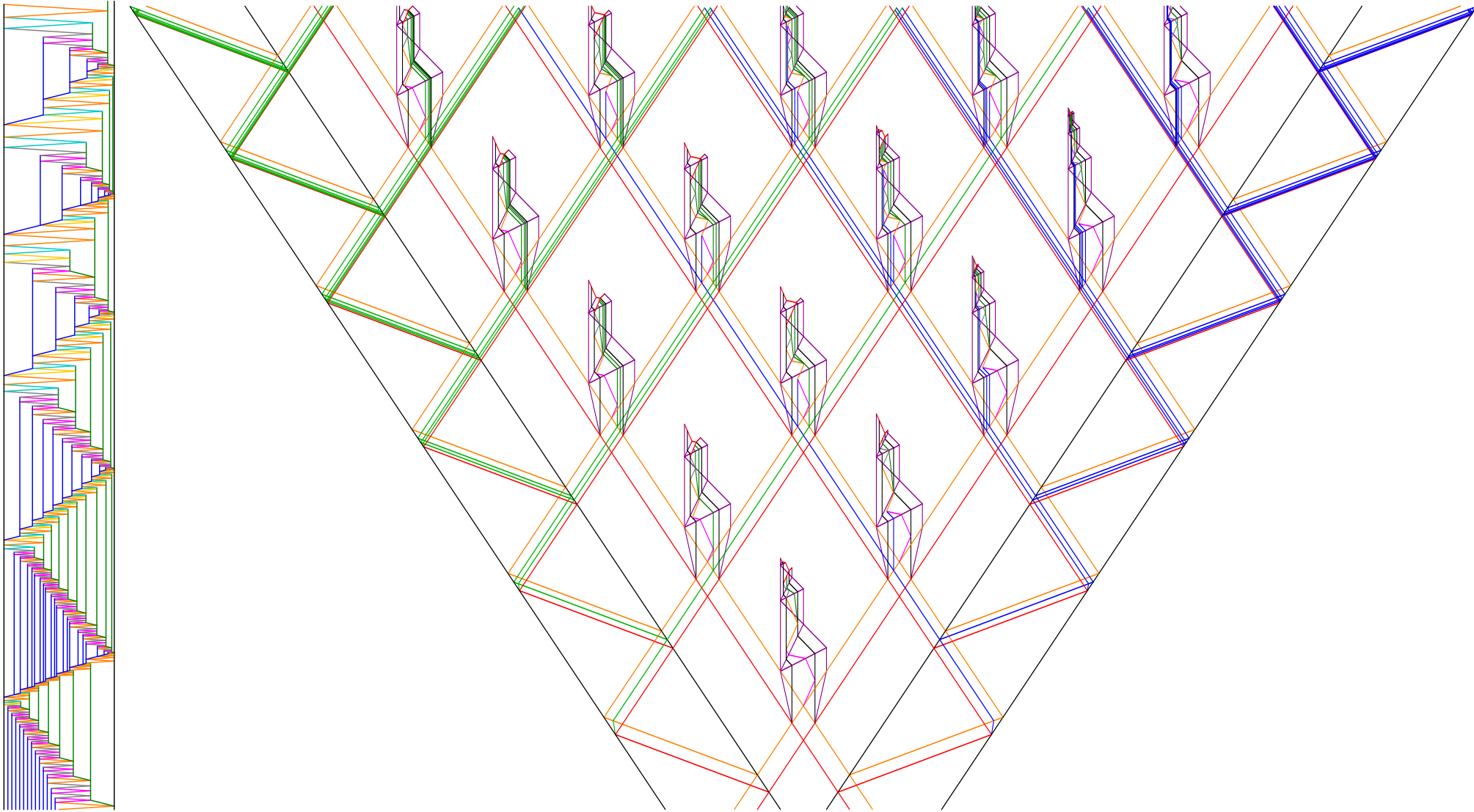
[Goto, 1966, Fig. 3]

G	s_1	s_2	s_3	s_4	s_5	s_6
g	Q	Q	Q	Q	Q	E
t=0	f's'Efs	Q	Q	Q	Q	E
1	E	Q2f	Q	Q	Q	E
2	E	Q1	Qf	Q	Q	E
3	E	Q&	Q	Qf	Q	E
4	E	Q	Q2	Q	Qf	E
5	E	Q	Q1	Q	Q	f'Ef
6	E	Q	QS	Q	f'Q	E
7	E	Q	Q	a'Q'	Q	E
8	E	Q	f'S'ESf	f's'Esf	Q	E
9	E	f'2Q	E	E	Q2f	E
10	f'Ef	1Q	E	E	Q1	f'Ef
11	E	f'S'ESf	E	E	f's'Esf	E
12	a'Ea	E	a'Ea	a'Ea	E	a'Ea
13	F	F	F	F	F	F

図 3.6 一斉射撃解 (n=6)

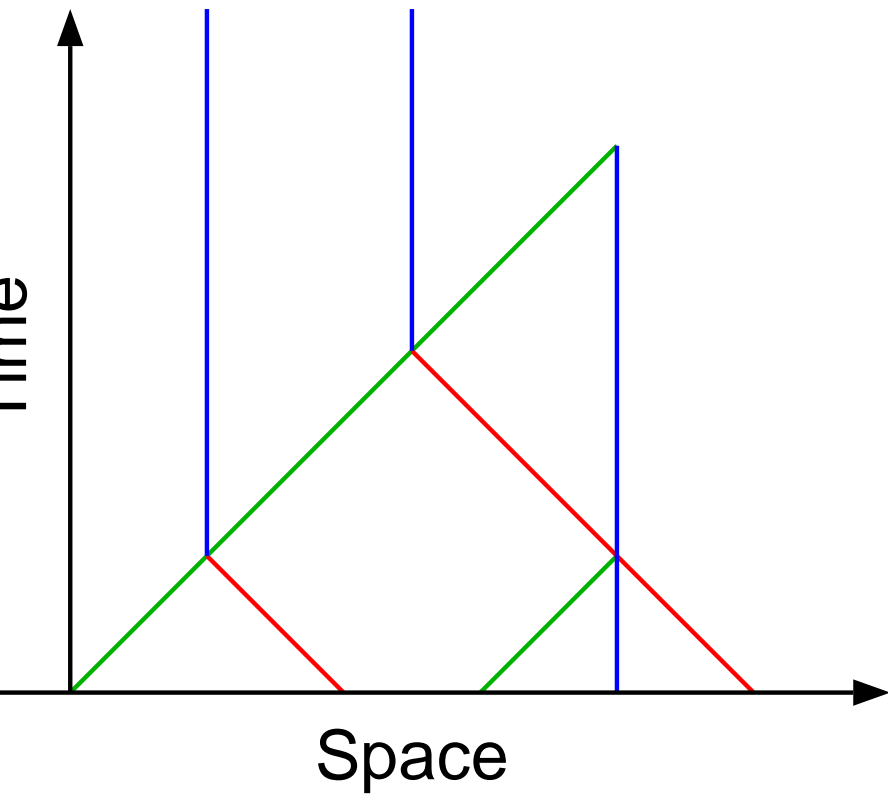
[Goto, 1966, Fig. 6]

Signal machines

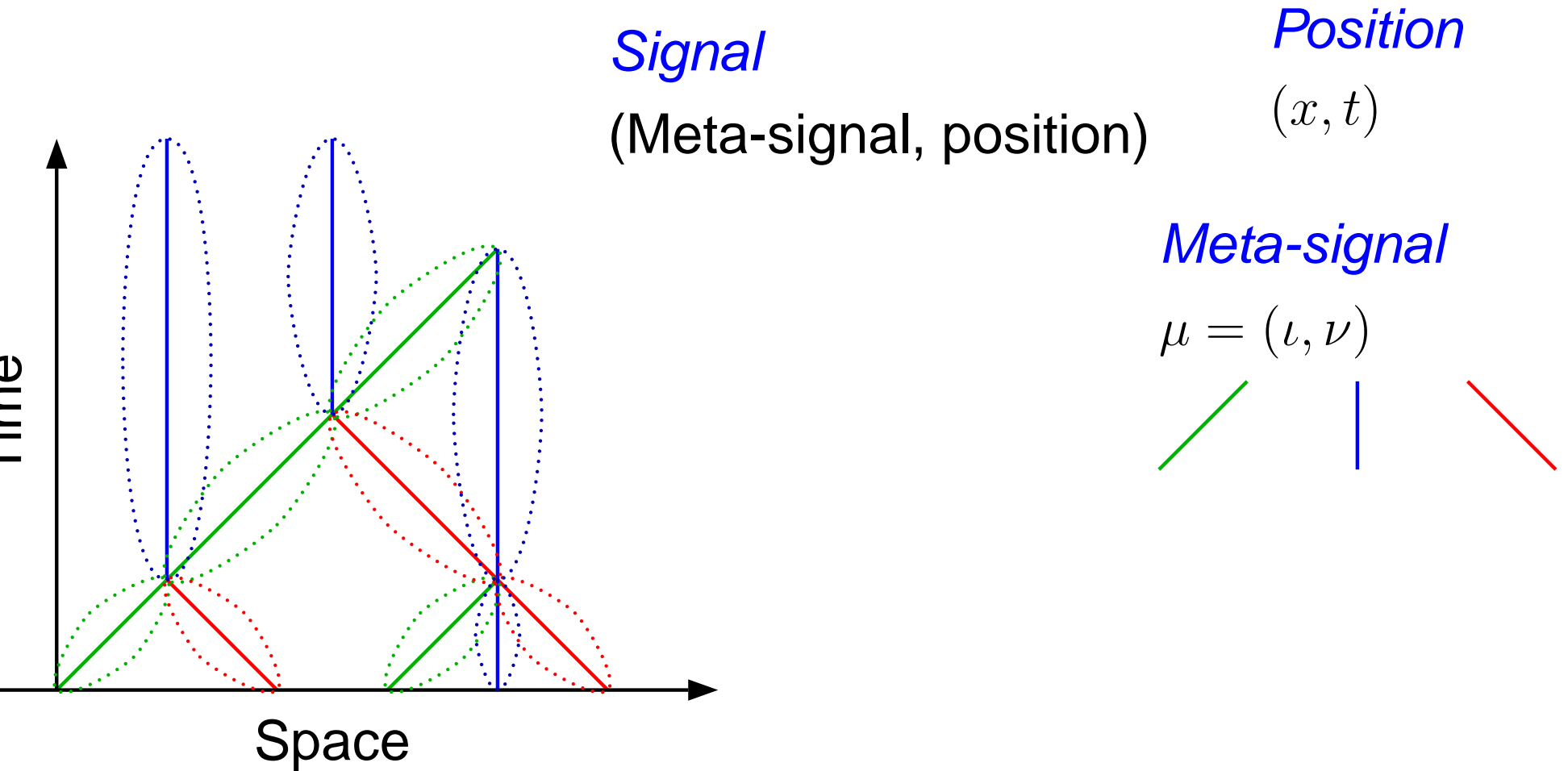


Signal Machines

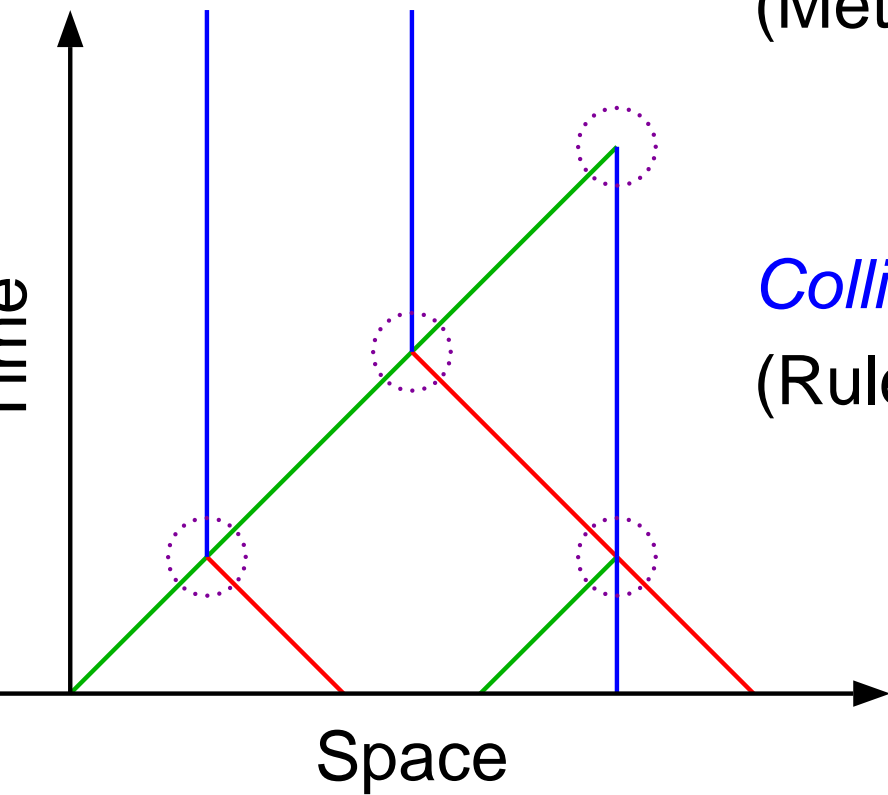
Model analyze



Model analyze



Model analyze



Signal

(Meta-signal, position)

Position

(x, t)

Collision

(Rule, position)

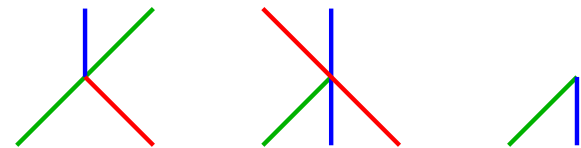
Meta-signal

$\mu = (\iota, \nu)$



Rule

$\rho = \{\mu_i^-\}_i \rightarrow \{\mu_j^+\}_j$



Model definition

Machine

$$\mathcal{M} = (\{\mu_i\}_i, \{\rho_j\}_j)$$

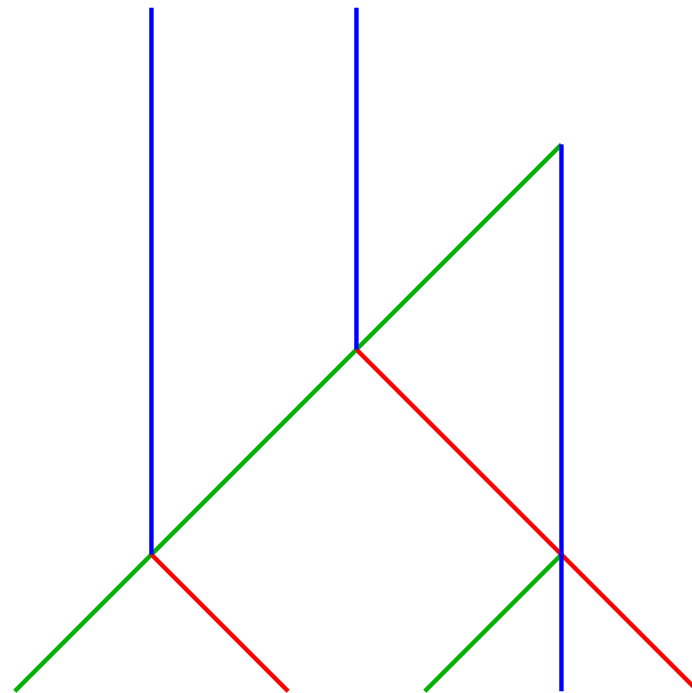
Finite description

Deterministic

Configuration (at t)

Positions of
signals and collisions

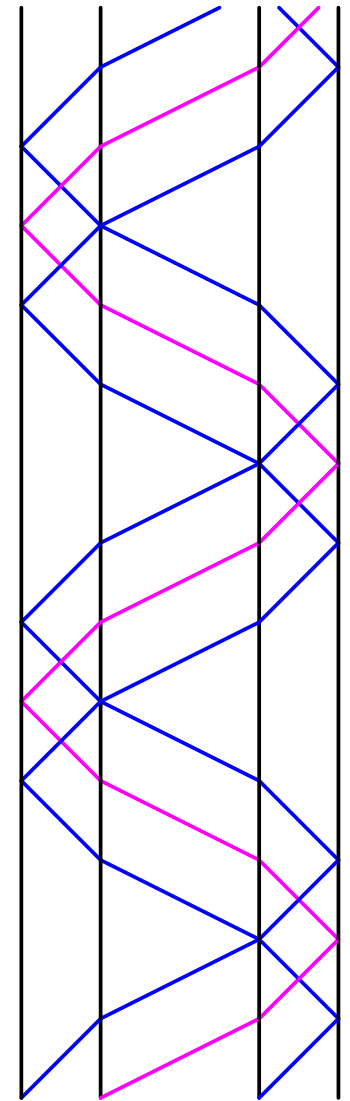
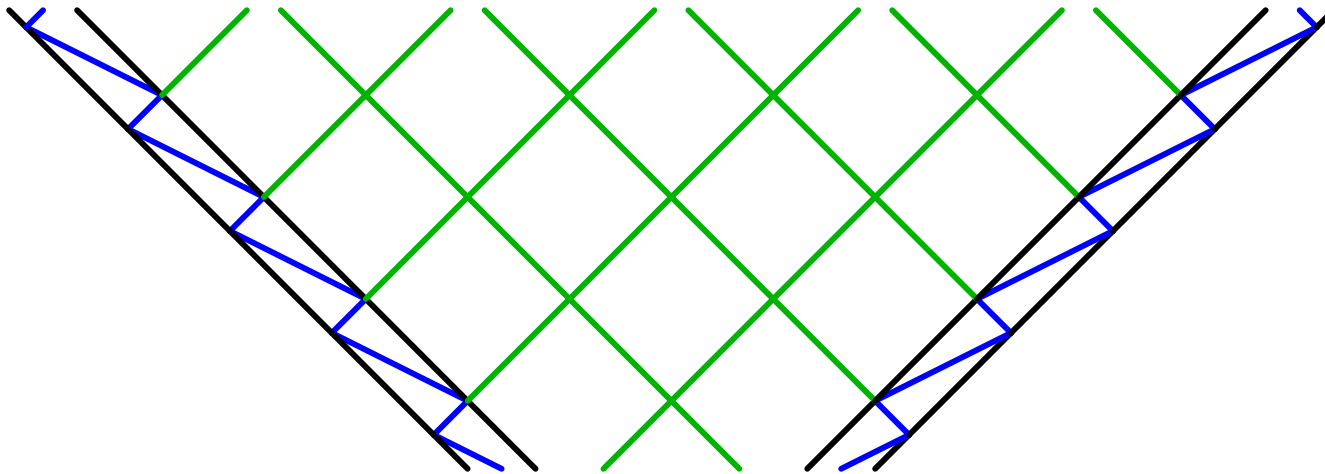
Space-time diagram



Computation
collisions +
dependence ordering

Properties

- Uniform in space and time
- Local
- Light cone
- Finite number of values & rules
- Continuous space & time



Turing-universal

2-counter automata simulation

```

beg: B++
    A--
    A != 0 beg1
    B != 0 imp
beg1: A--
    A != 0 beg
pair: B--
    A++
    B != 0 pair
    A != 0 beg
imp: B--
    A++
    A++
    B != 0 imp1
    A != 0 beg
imp1: B--
    A++
    A++
    A++
    B != 0 imp1
    A != 0 beg
    
```

A and B two non-negative integer counters

Operations

$A++$

$B++$

$A--$

$A--$

$A \neq 0 \langle label \rangle$ $B \neq 0 \langle label \rangle$

Encoding

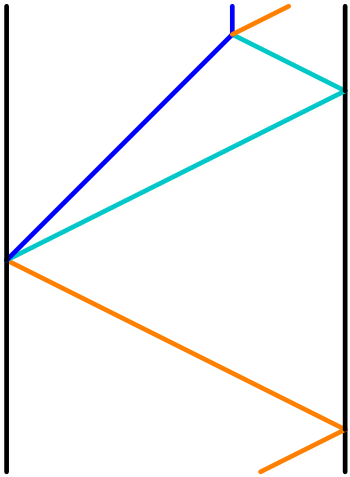


bord $a_0 = 6$ instruction $b_0 = 2$ bord

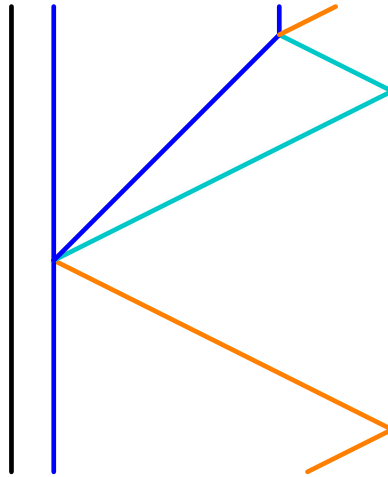
Unbounded place for signals

Transcription of the instructions

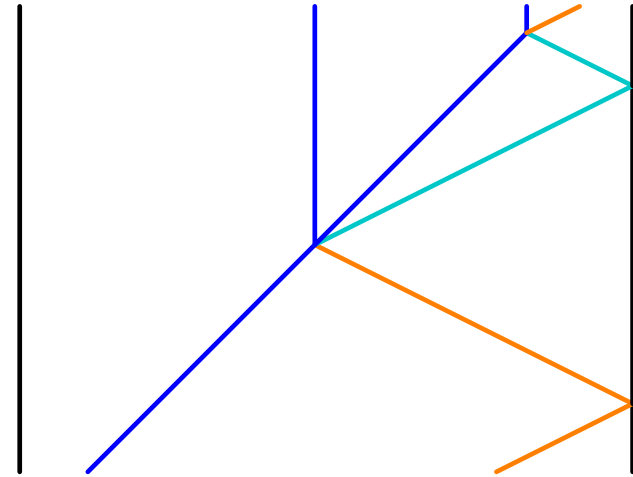
$A++$



$a = 0$

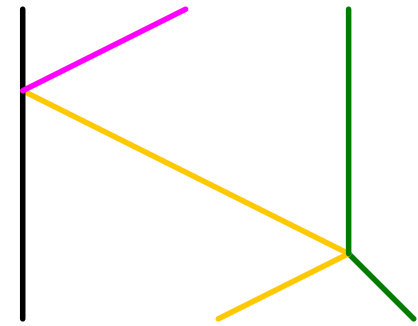
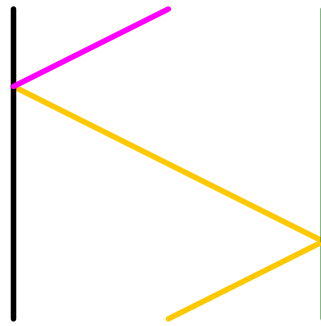
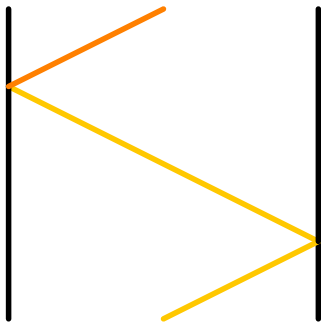


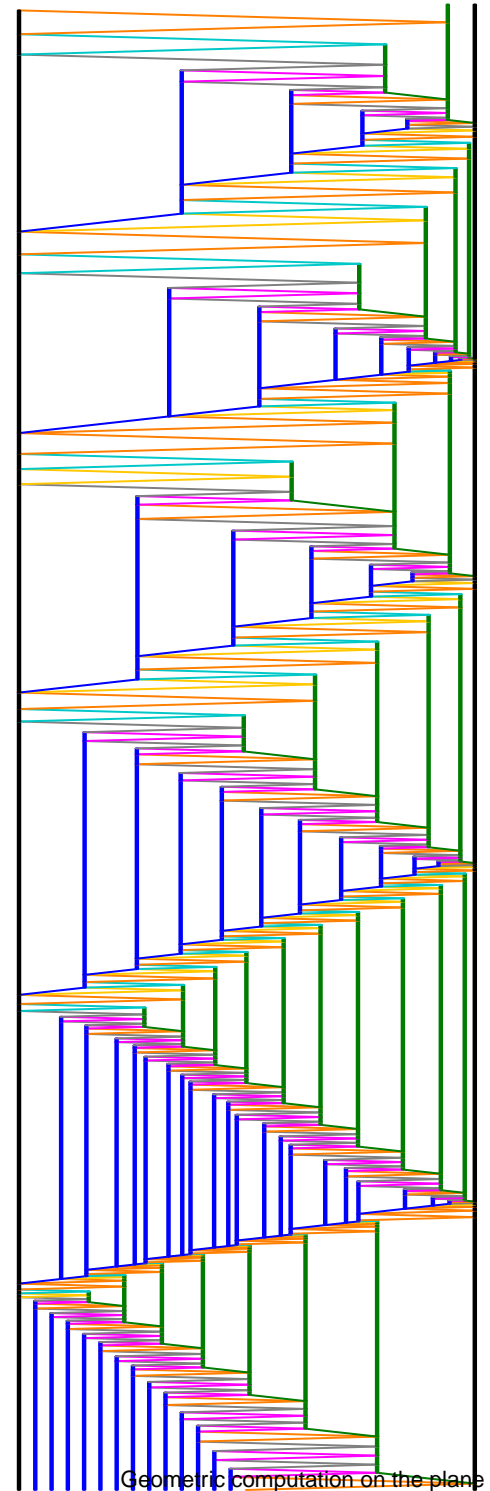
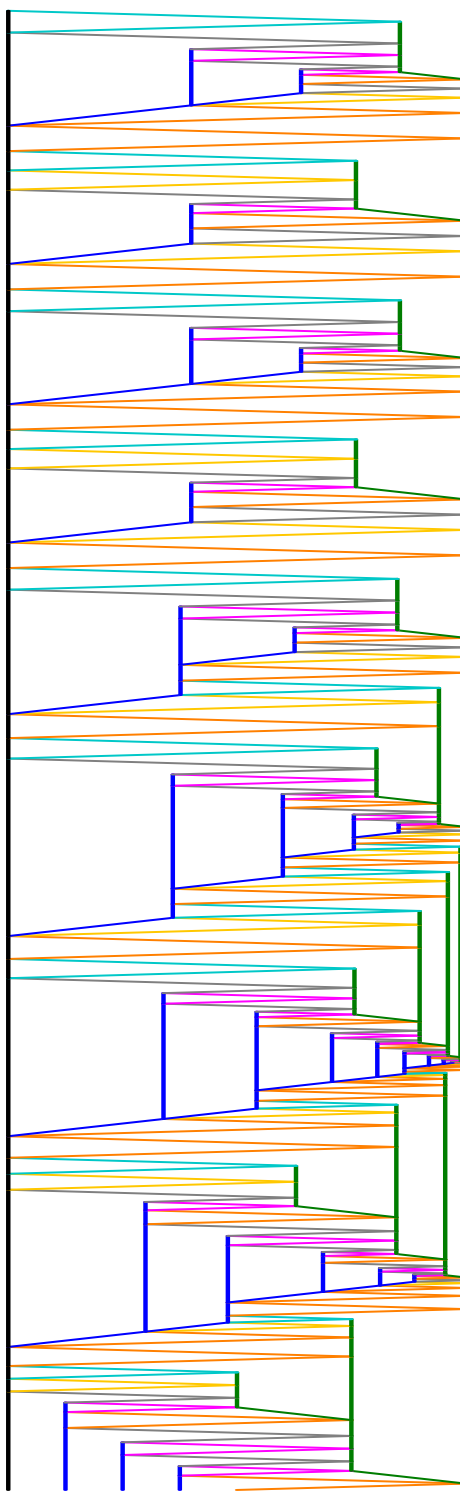
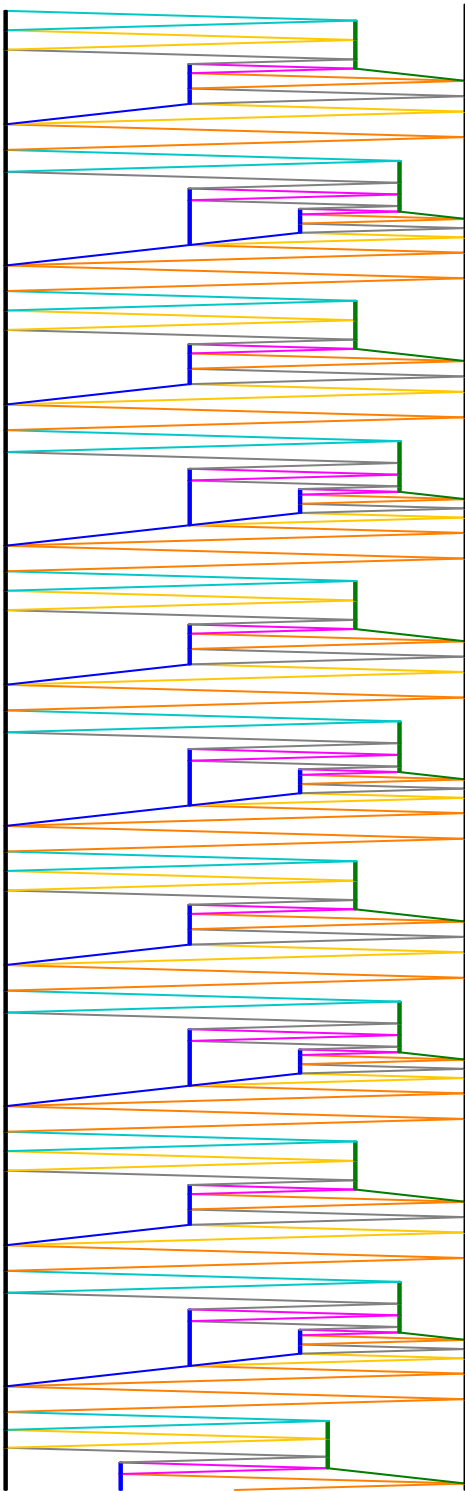
$a \neq 0$



After $A++$

$B \neq 0$ m





Turing-universal

Any recursive computation can be performed

↪ *Highly unpredictable*

e.g. all these are undecidable

- Finite number of collisions
- Appearance of a meta-signal
- Collision with a signal

Geometrical constructions

Modify the space-time diagram

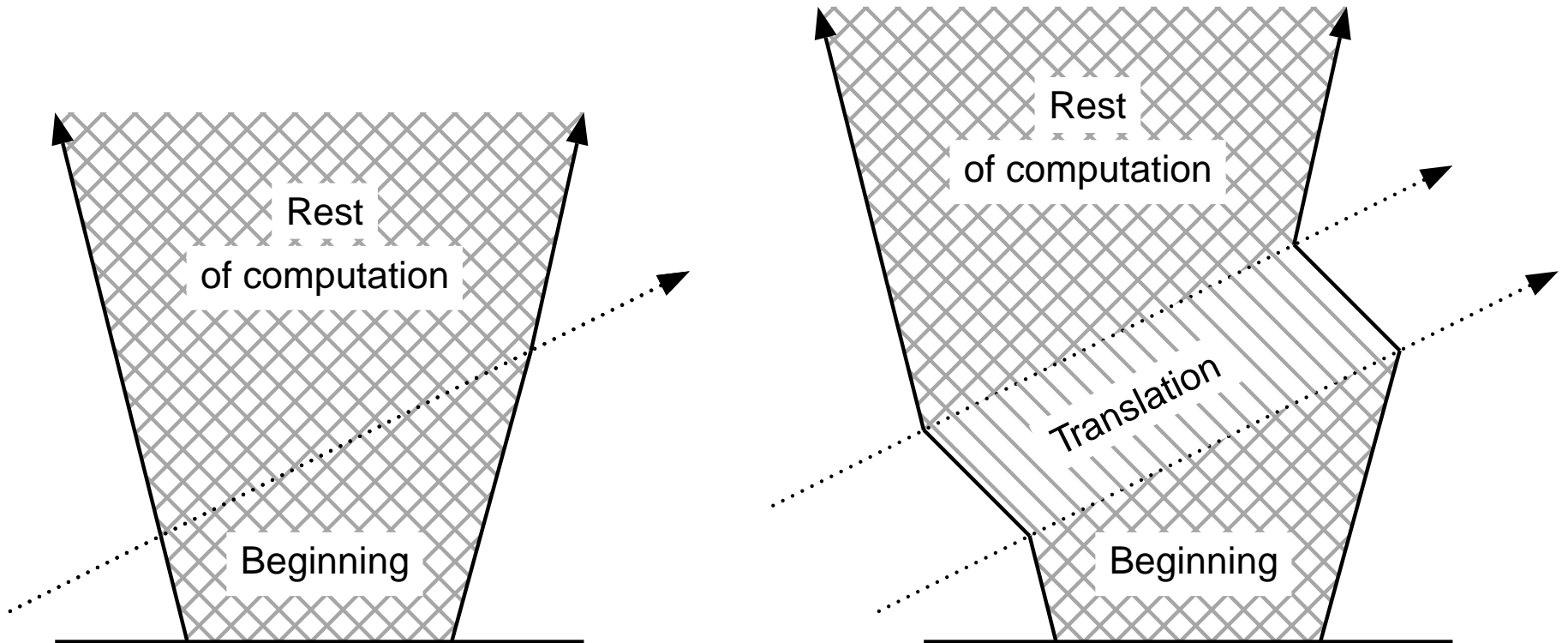
but preserve the computation (*i.e.* ordering of collisions)

- Dynamic
 - Freezing
 - Translations
 - Homotecy

- Constructions with these “operators”
 - basic
 - iterated

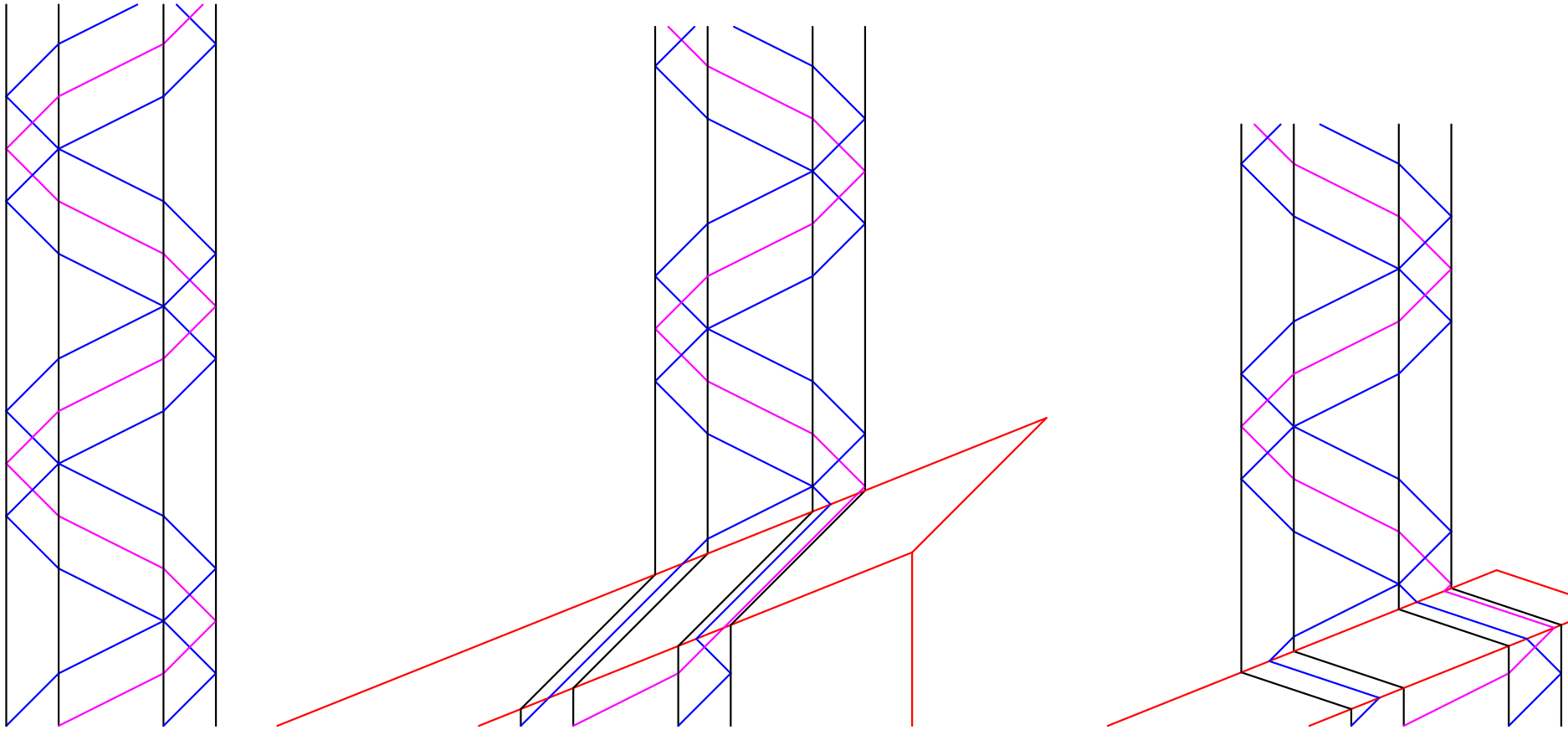
Freezing the computation

Freeze then restore



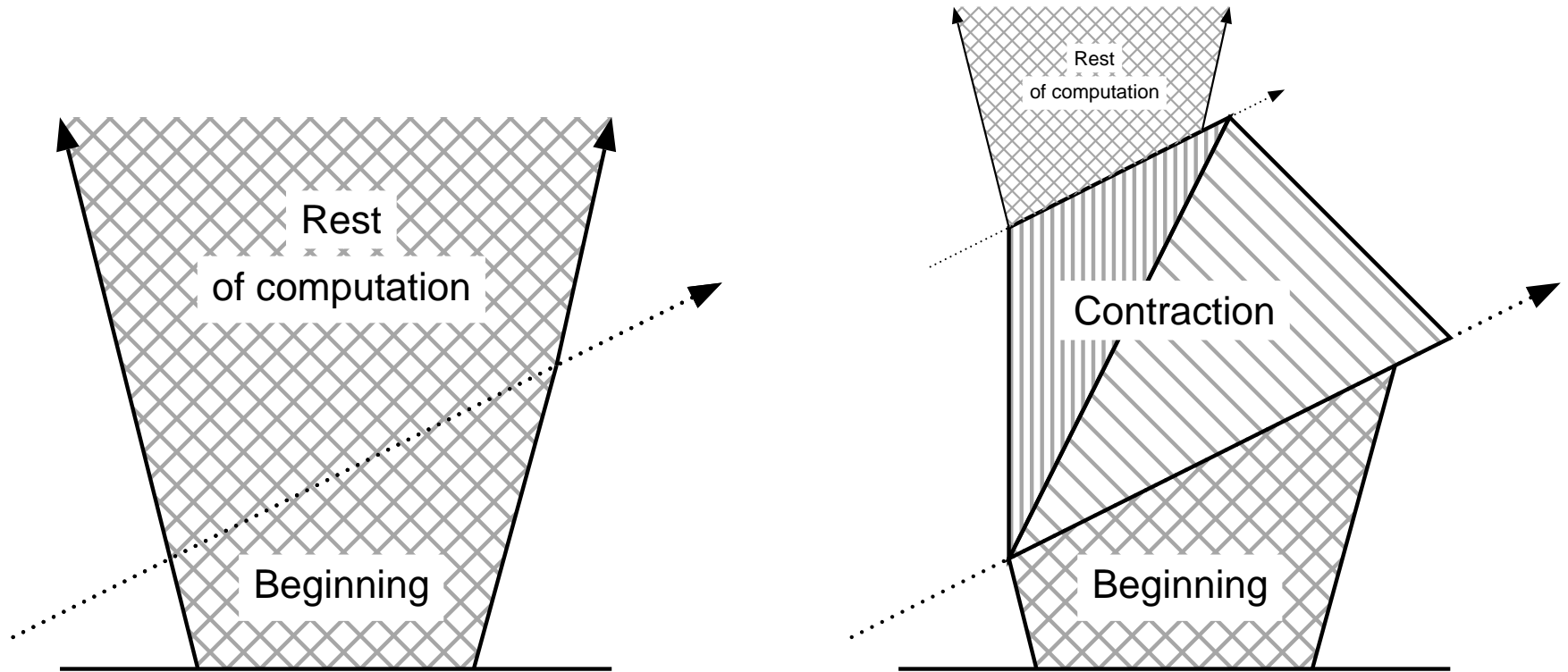
Freezing the computation

Freeze then restore

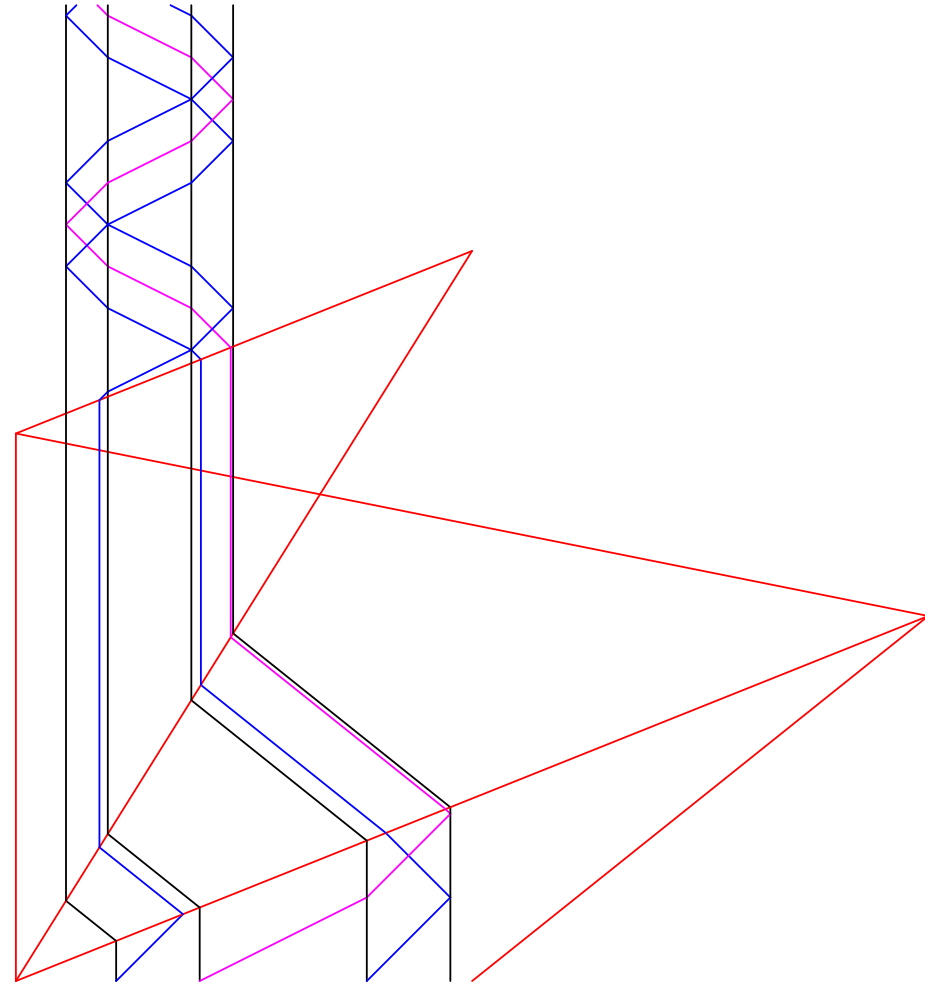
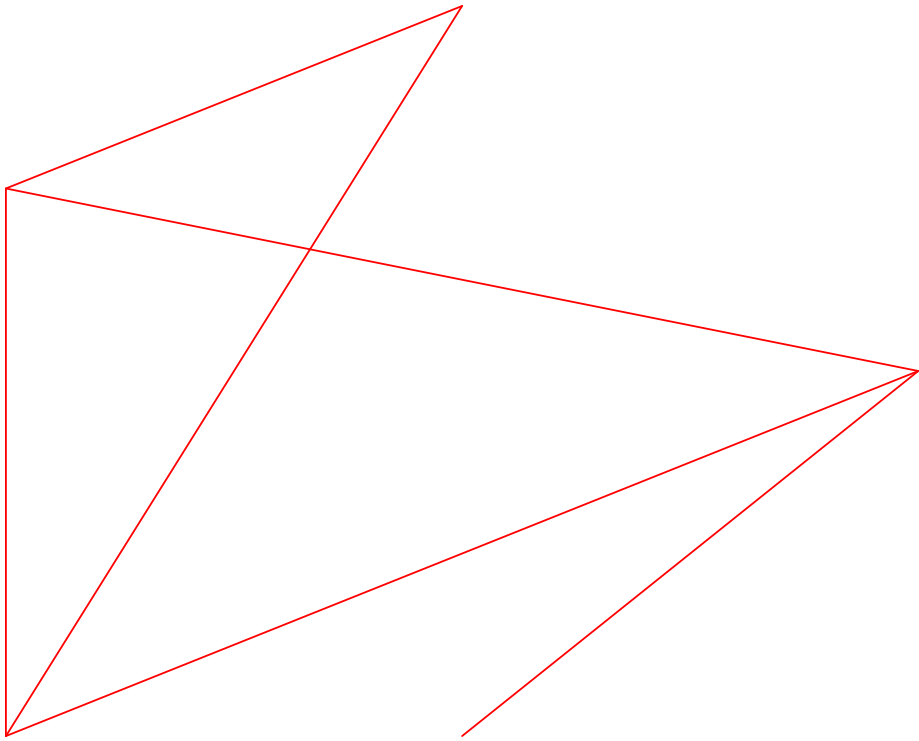


Only modifications: new meta-signals and rules

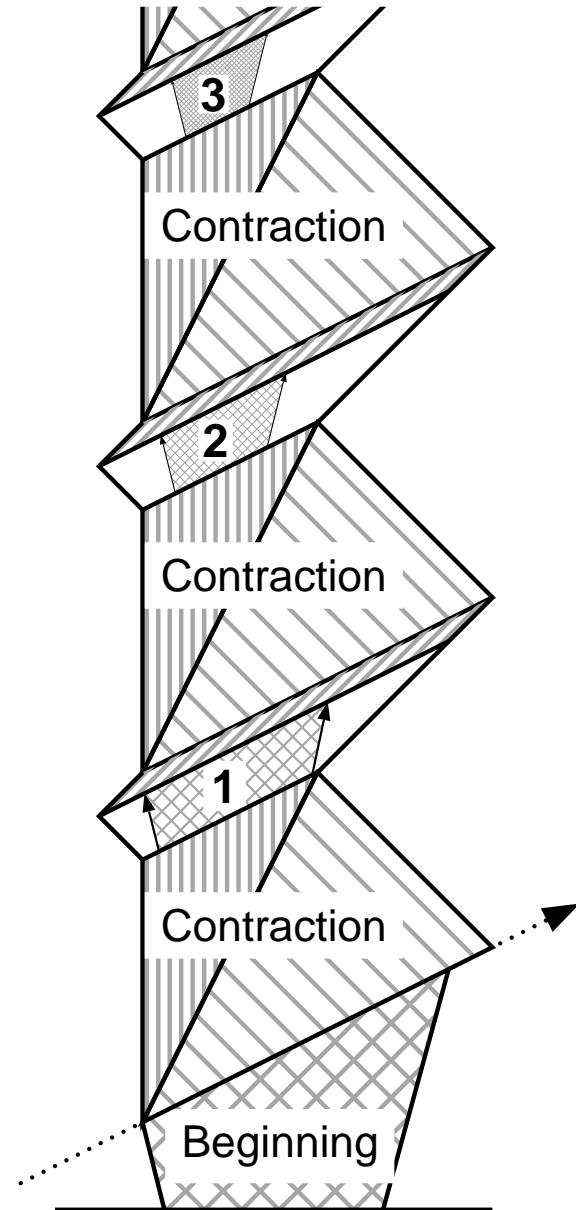
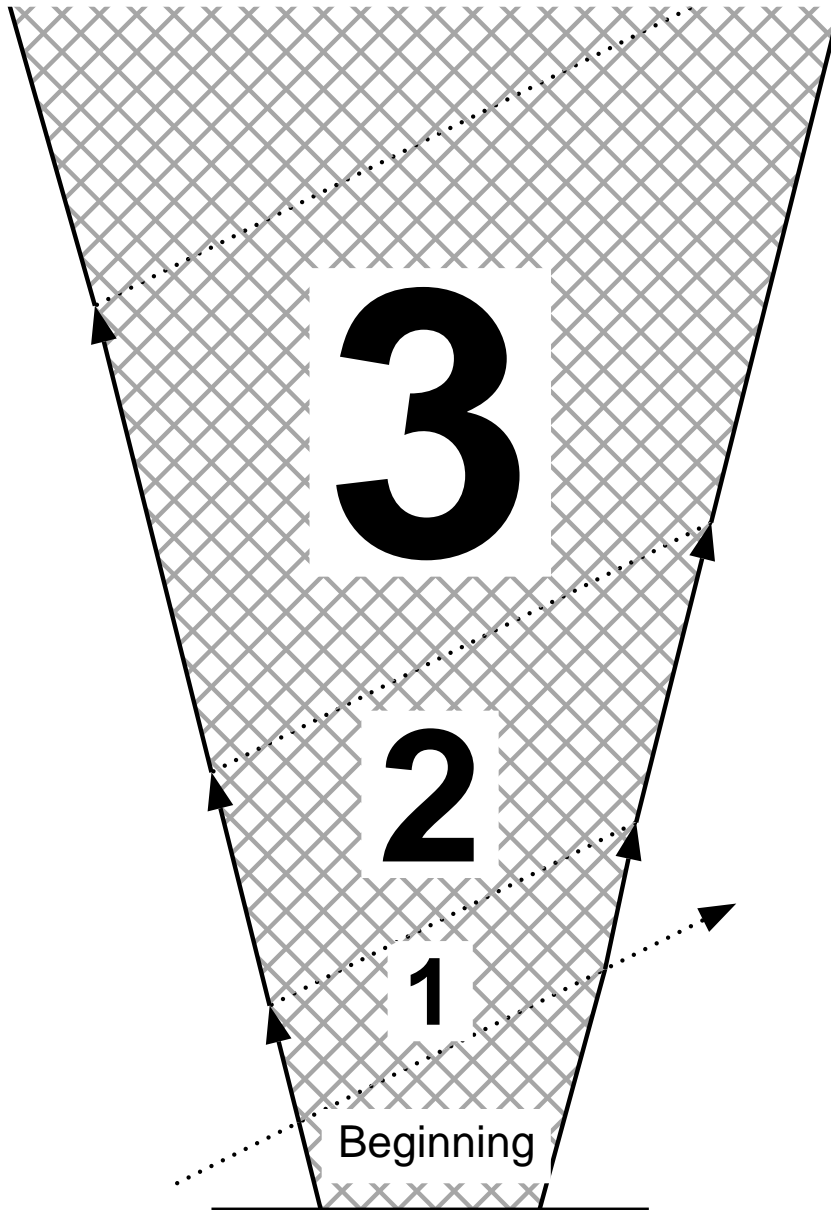
Contraction



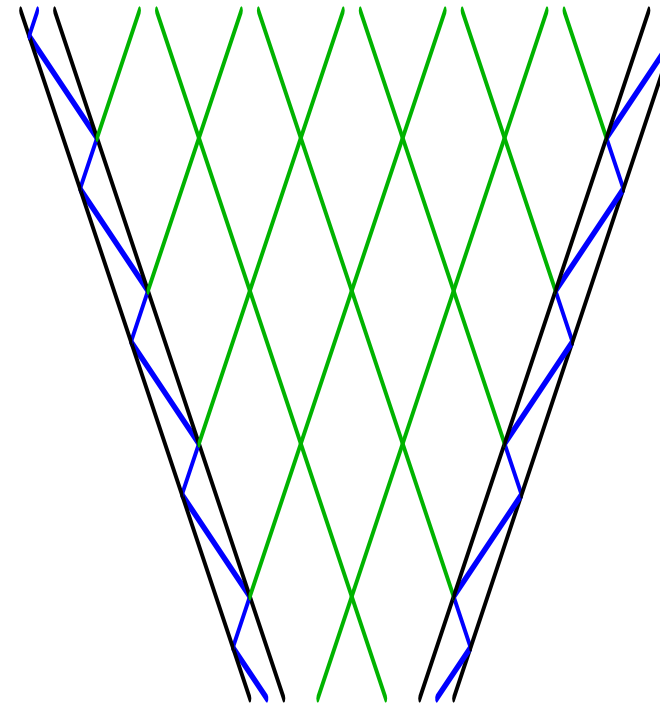
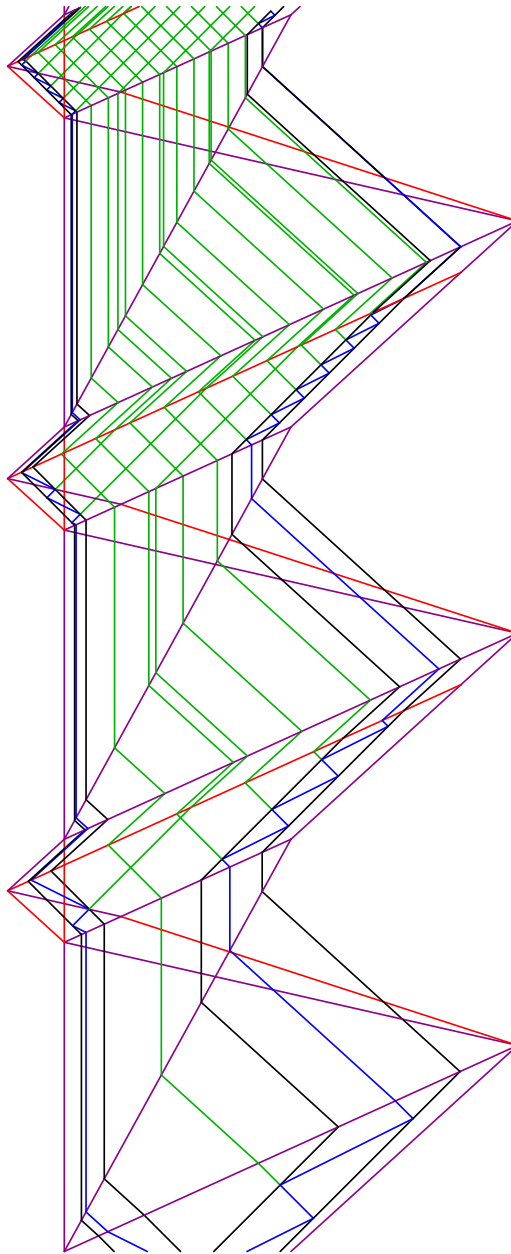
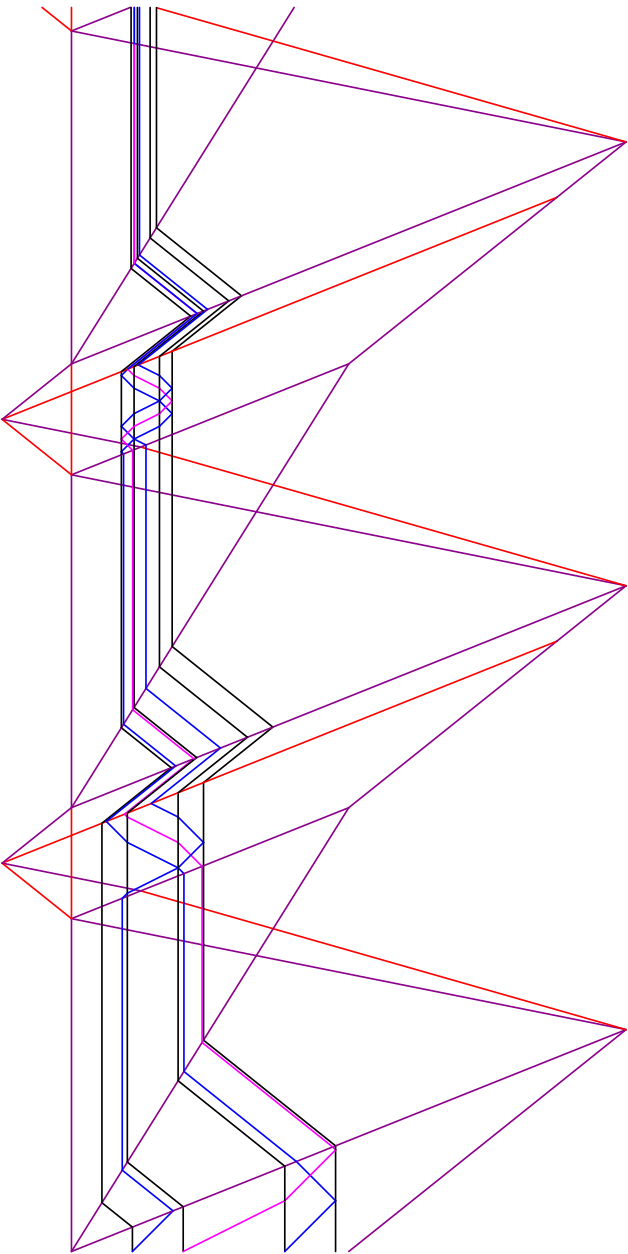
Contraction



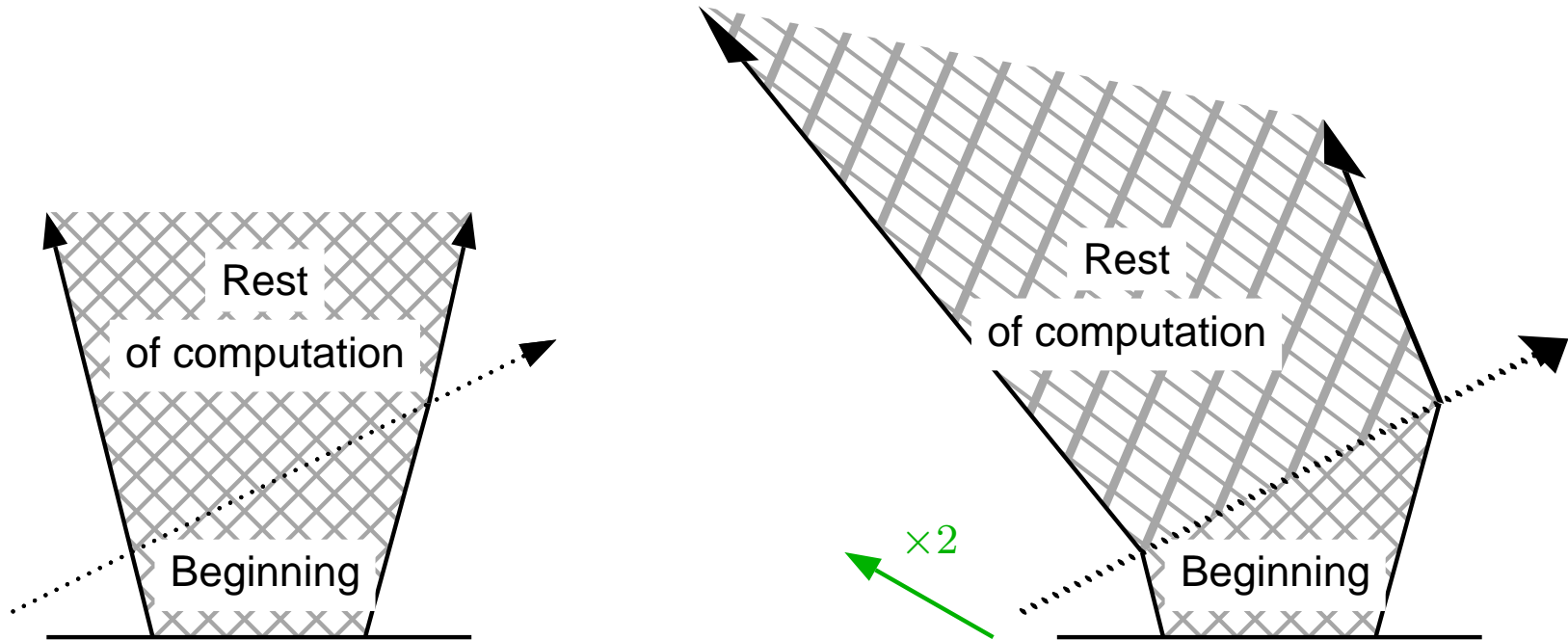
Contraction to a ribbon



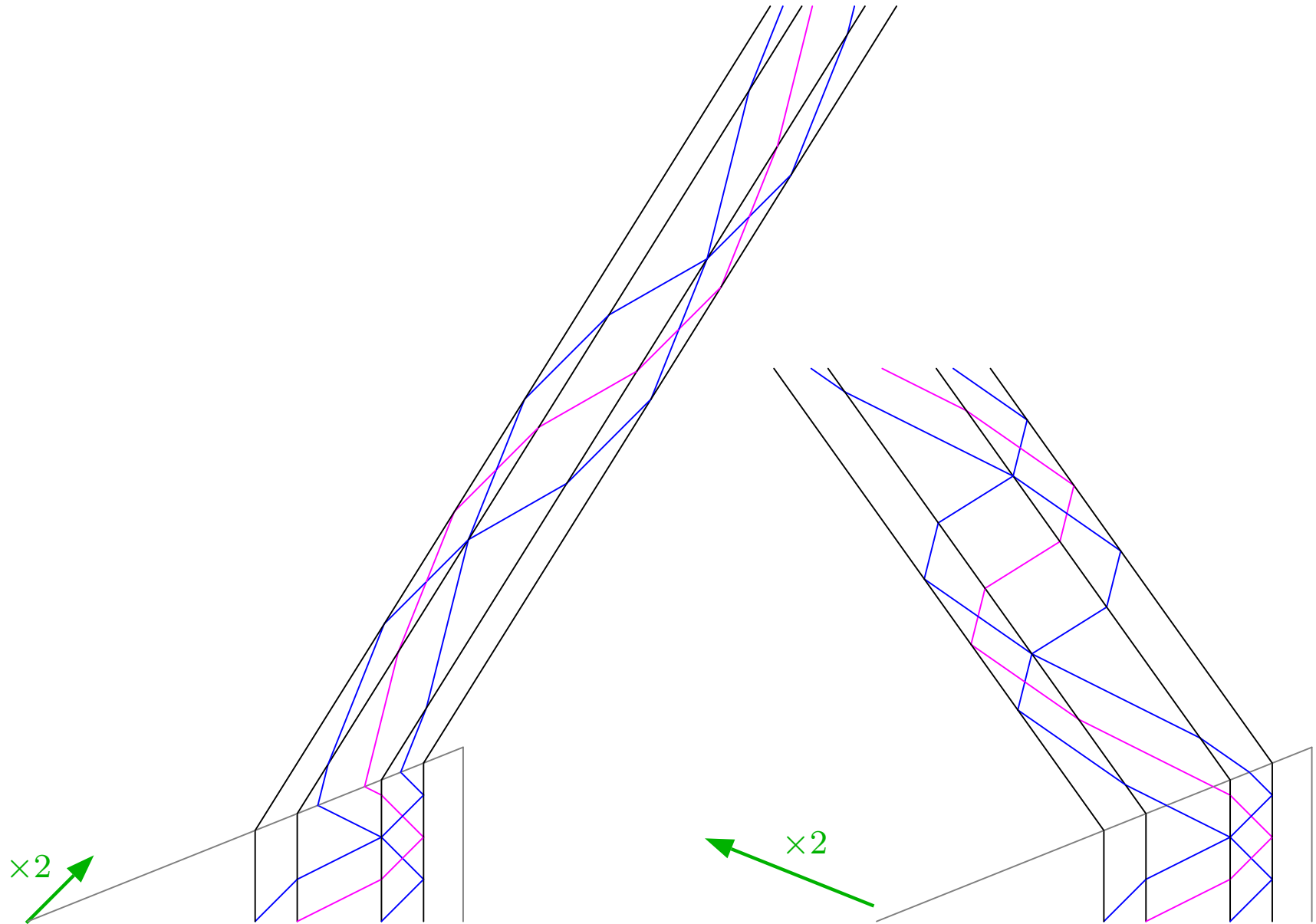
Contraction to a ribbon



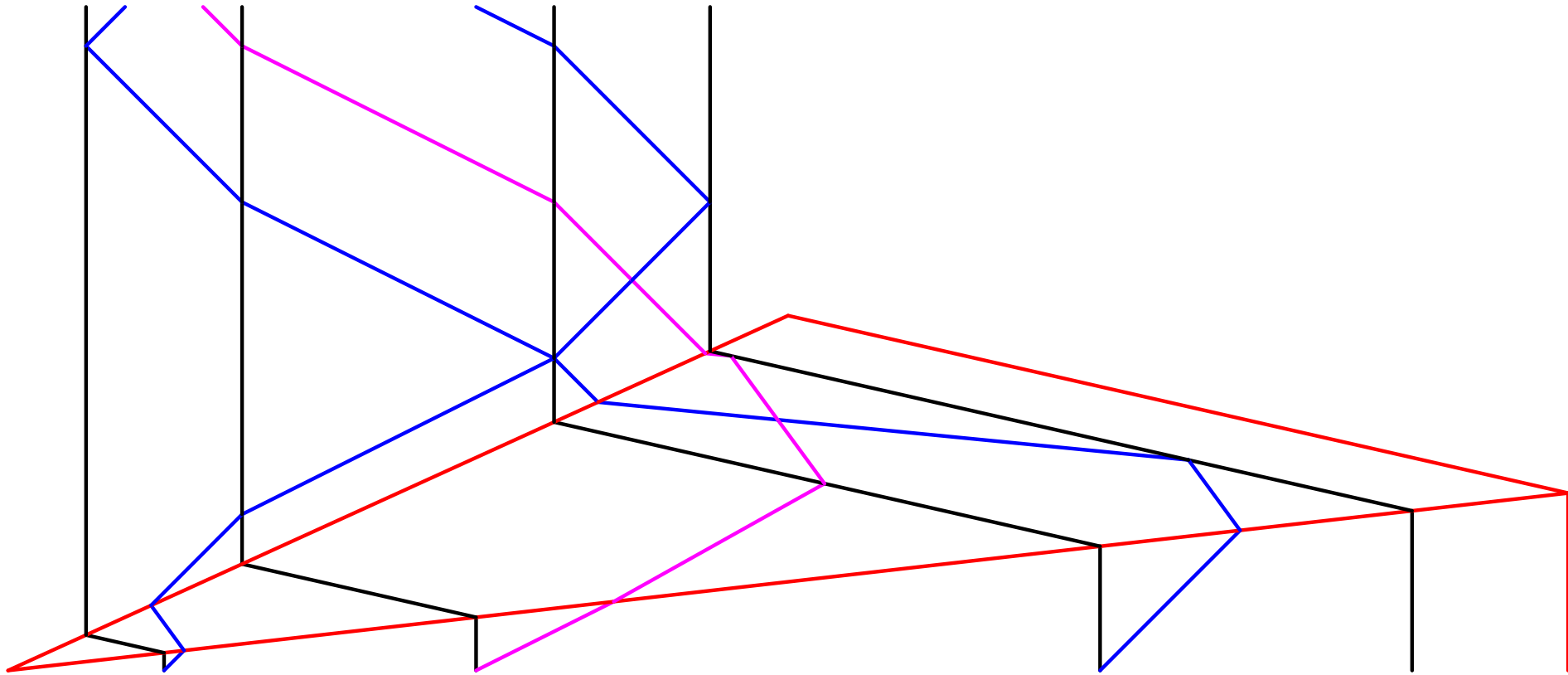
Distortion



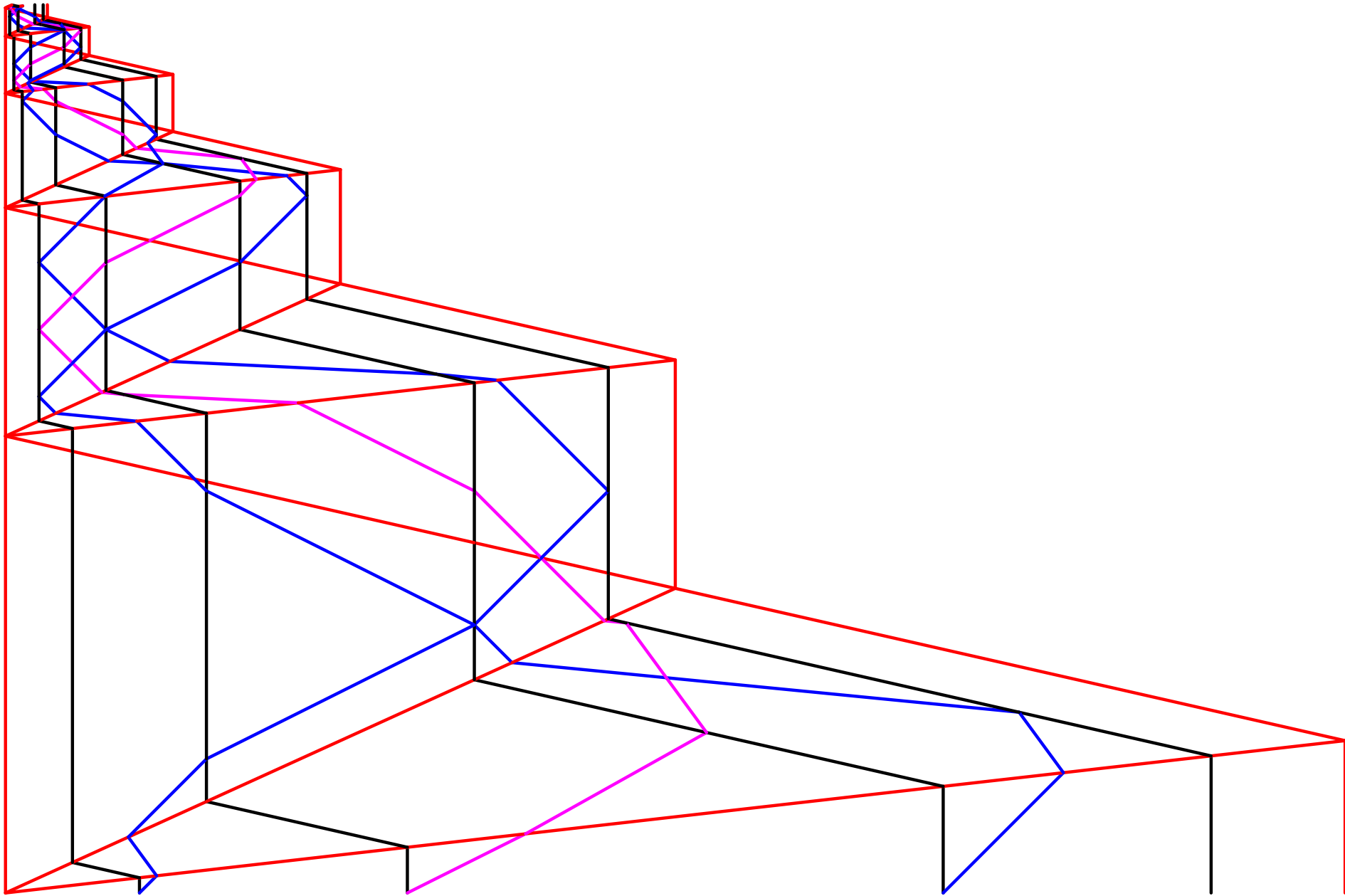
Distortion



Continuous contraction



Contraction to a triangle



Any computation can be embedded in a triangle

Great malleableness of space-time

Problem generation of an accumulation point

Accumulations

Undecidability of accumulation prevision

Instance

\mathcal{M} : signal machine,
 c_0 : finite initial configuration,
(all values in \mathbb{Q})

Question

Will there be any accumulation?

$$\exists(x, t) \in \mathbb{Z} \times \mathbb{N}, \forall n \in \mathbb{N},$$

There is at least n collisions
in the light cone ending in (x, t)

Undecidability of accumulation prevision

Instance

\mathcal{M} : signal machine,
 c_0 : finite initial configuration,
(all values in \mathbb{Q})

Question

Will there be any accumulation?

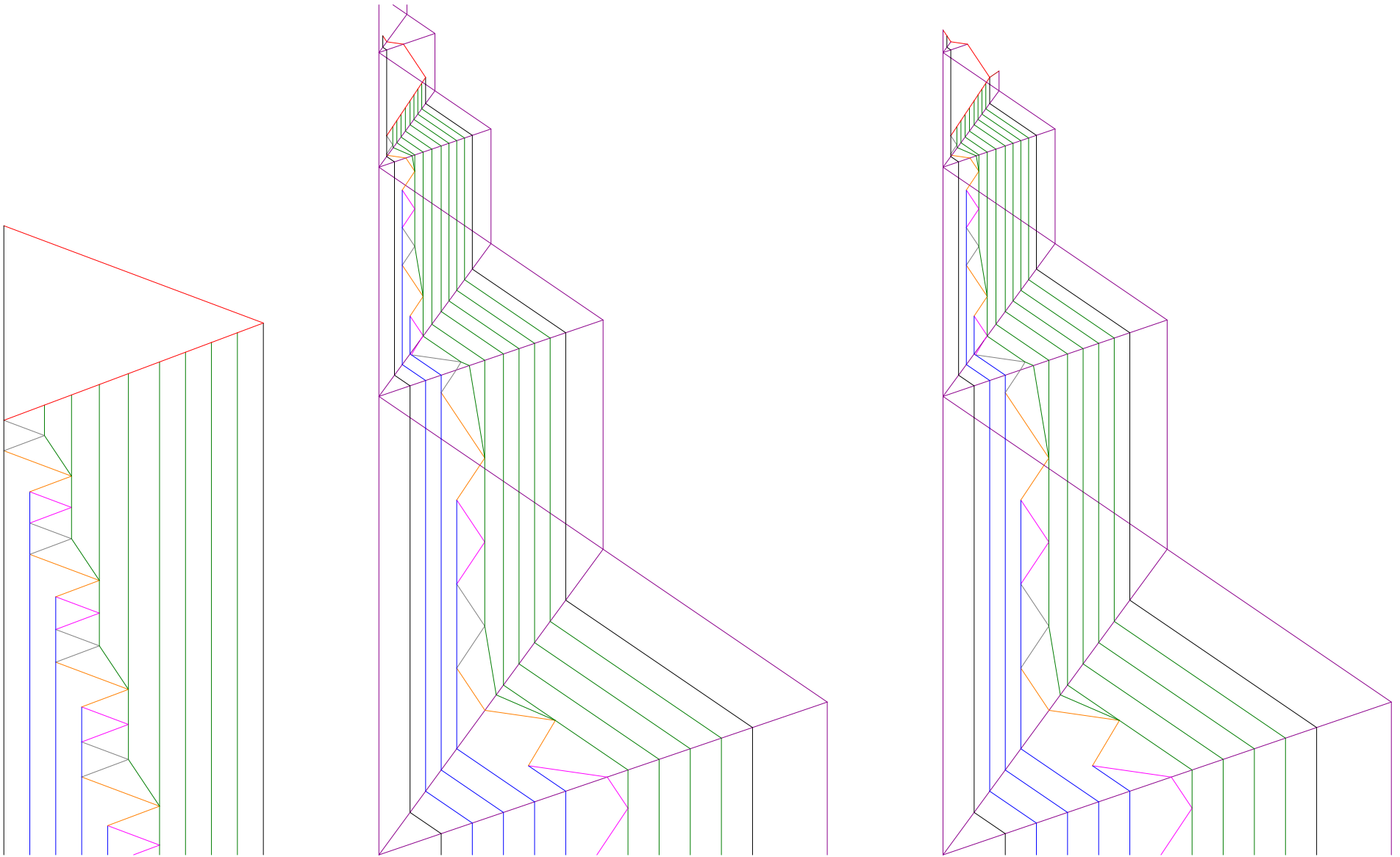
recursive
total predicate

$\exists(x, t) \in \mathbb{Z} \times \mathbb{N}, \forall n \in \mathbb{N},$

There is at least n collisions
in the light cone ending in (x, t)

\rightsquigarrow in Σ_2^0 (arithmetical hierarchy)

Reduction for Σ_1^0 -hardness



Accumulation \Leftrightarrow the 2 counter automaton does not stop

Placing all possible computations

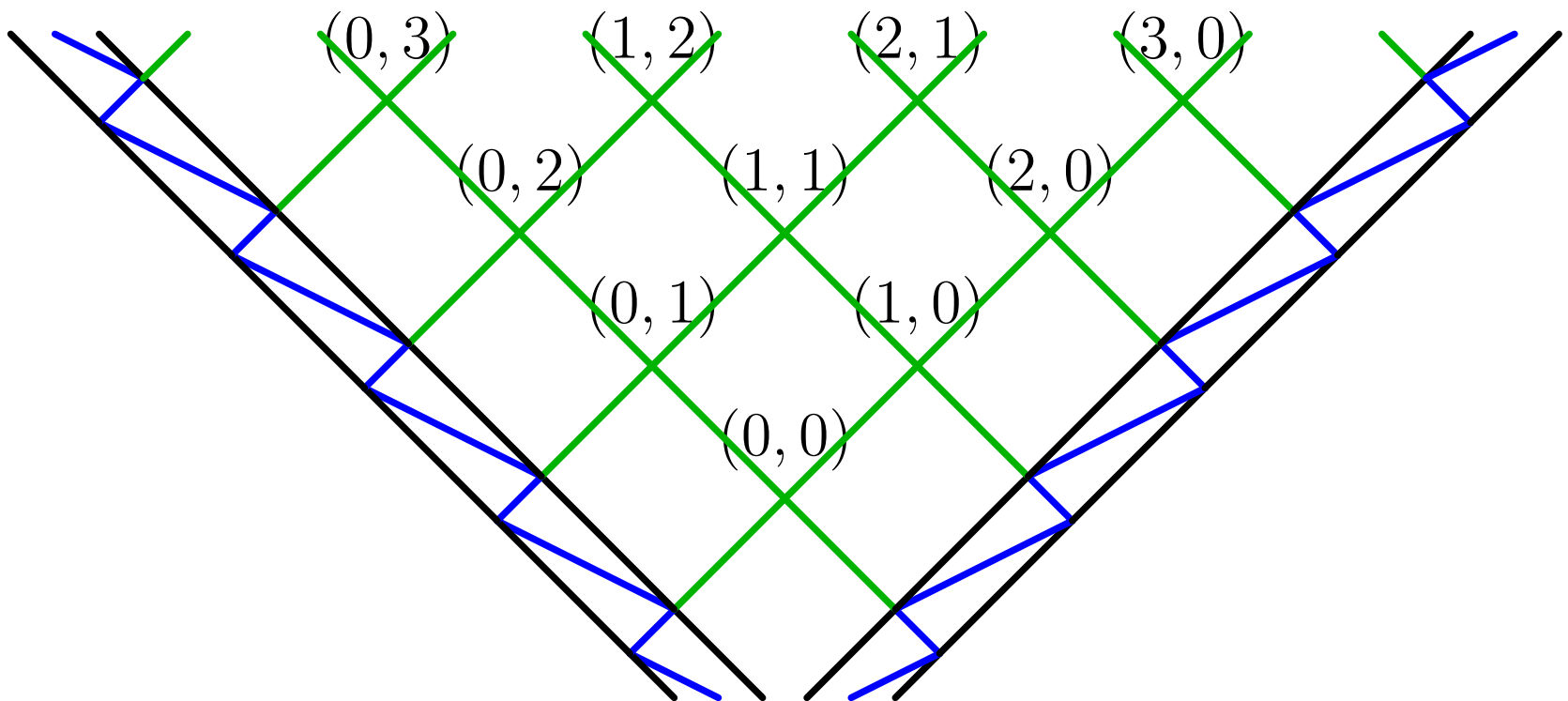
Σ_2^0 -complete

Instance

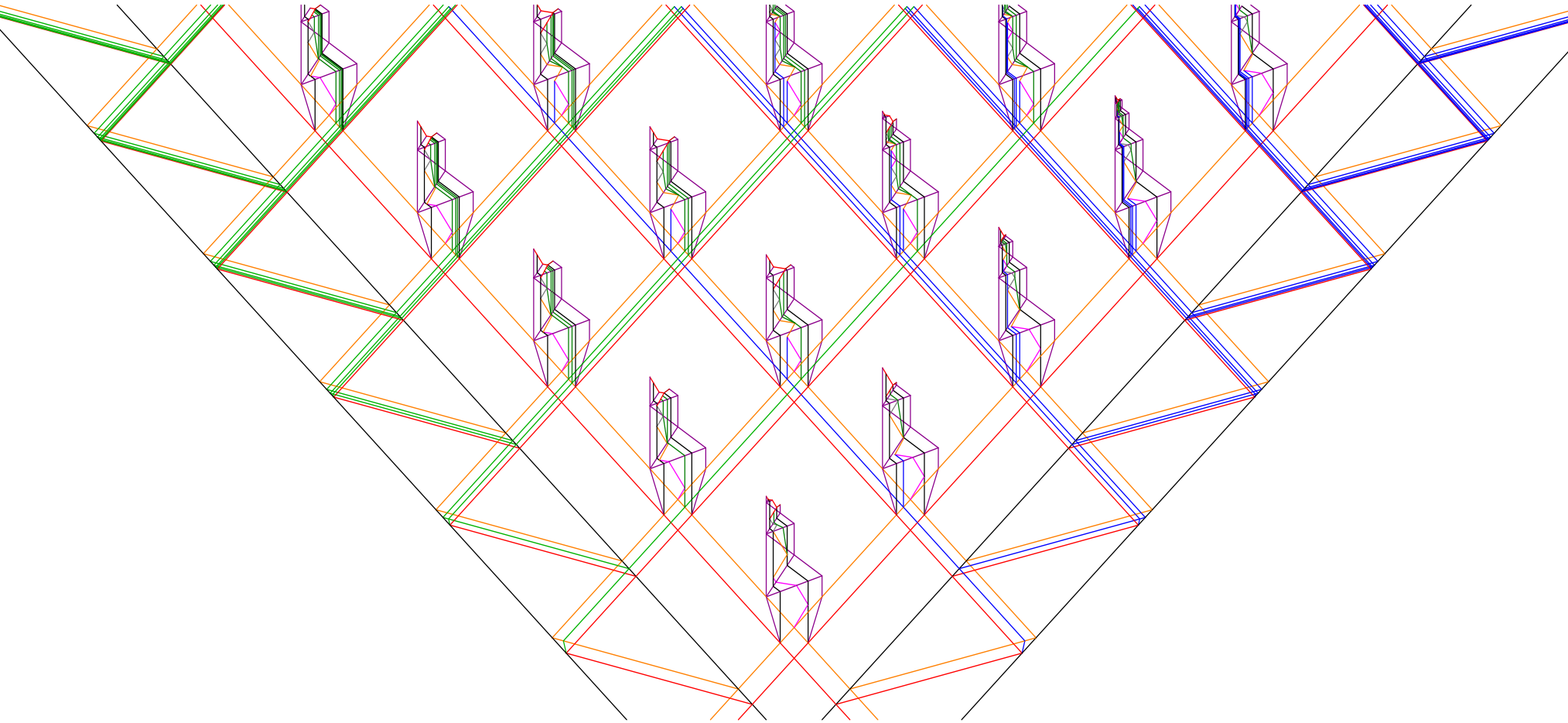
\mathcal{A} : 2-counter automata,

Question

Does the computation finished for all initials values?



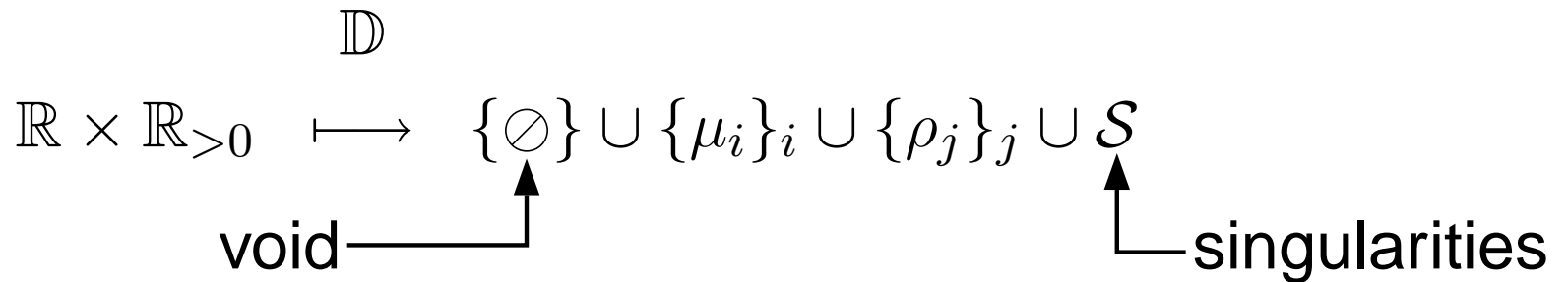
Σ_2^0 -hardness



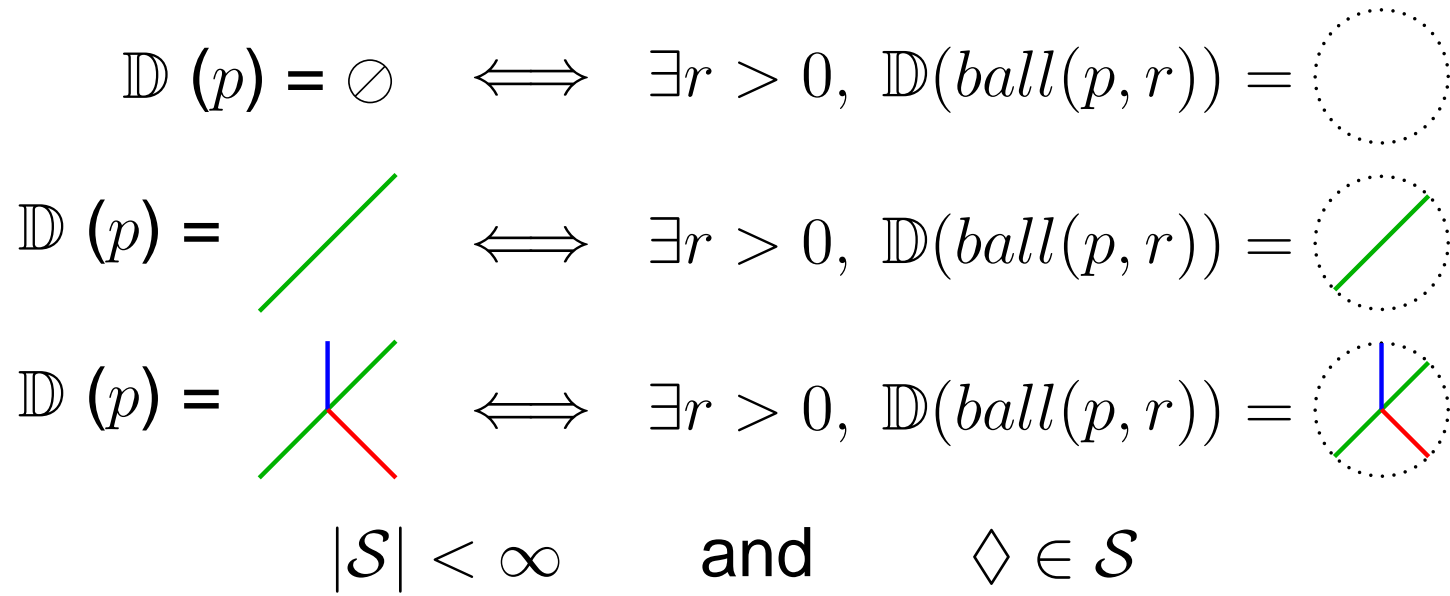
$\rightsquigarrow \Sigma_2^0$ -complete

Topological reformulation

Space-time diagram



Conditions



Matches machine approach definition

Accumulated values

$$\forall p \in \mathbb{R} \times \mathbb{R}_{>0}$$

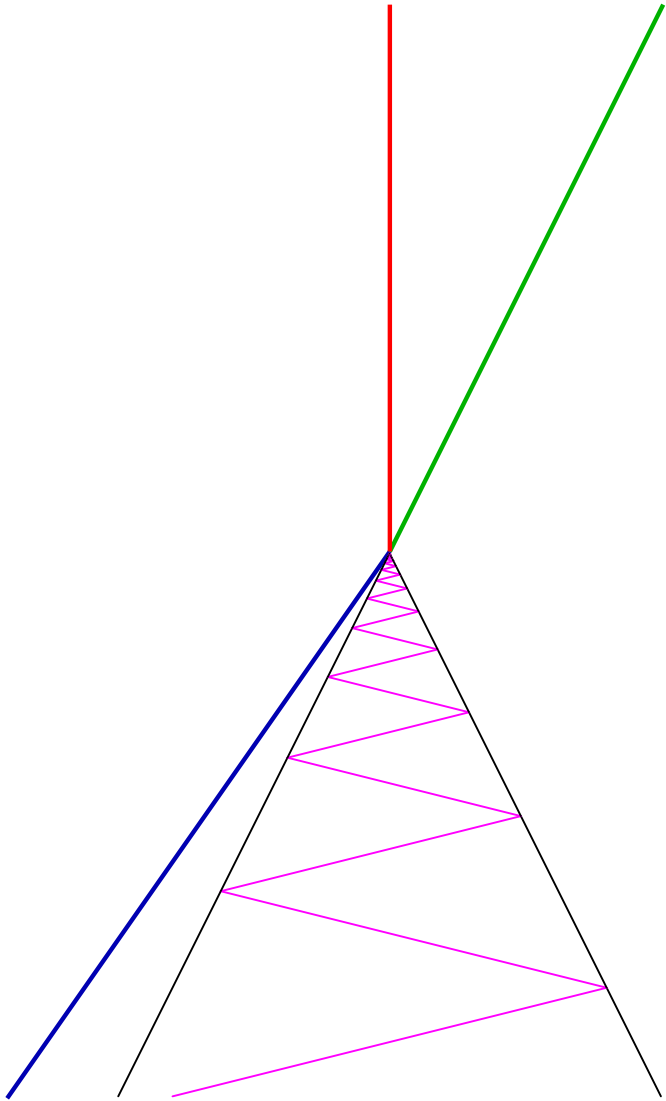
$\text{AccVal}(p)$ set of values accumulating around p

$$\textit{Singularity} \iff \text{AccVal}(p) \cap \{\{\rho_j\}_j \cup \mathcal{S}\} \neq \emptyset$$

$$\textit{Isolated} \iff \text{AccVal}(p) \cap \mathcal{S} = \emptyset$$

Closer look at isolated singularities

Meta-singularities

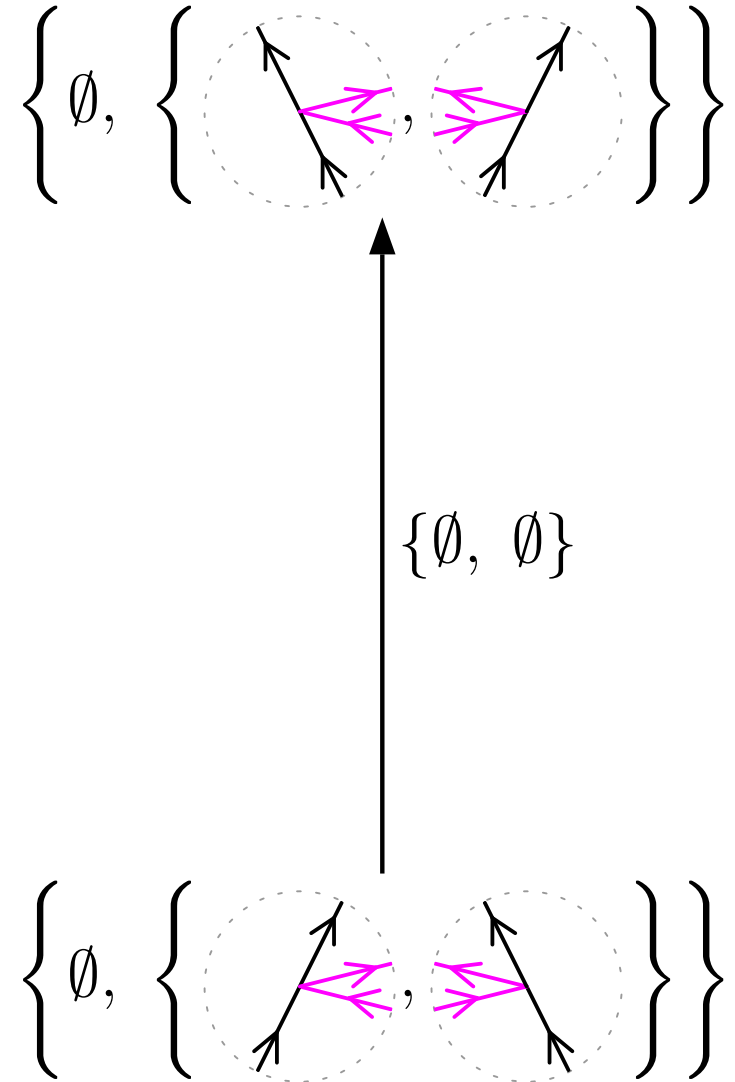
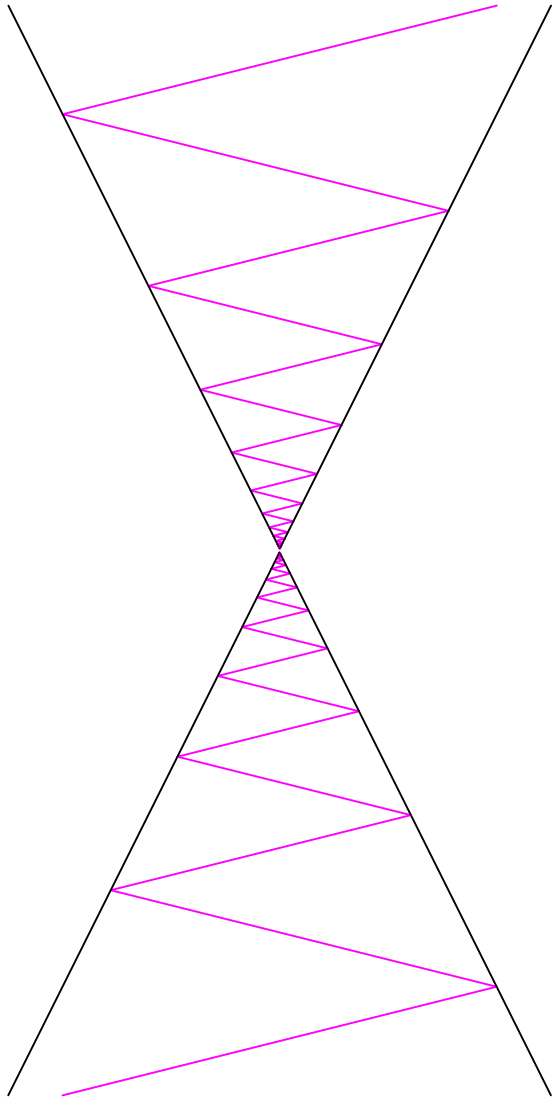


$$\left\{ \left\{ \text{red line}, \text{green line} \right\}, \emptyset \right\}$$

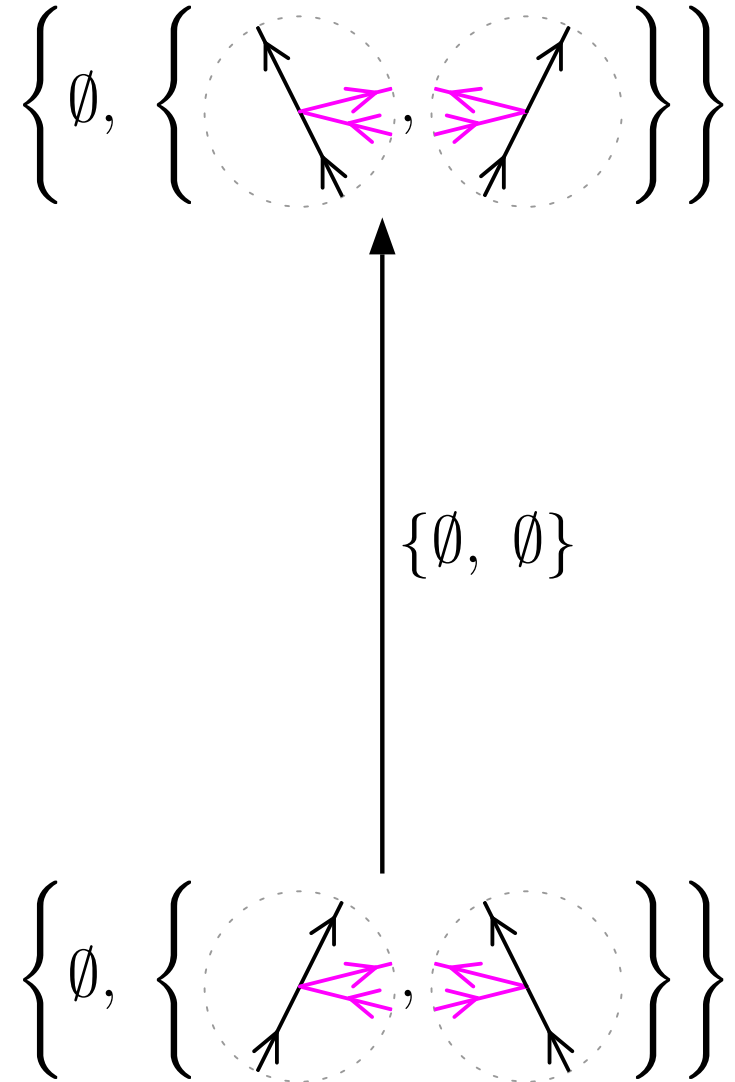
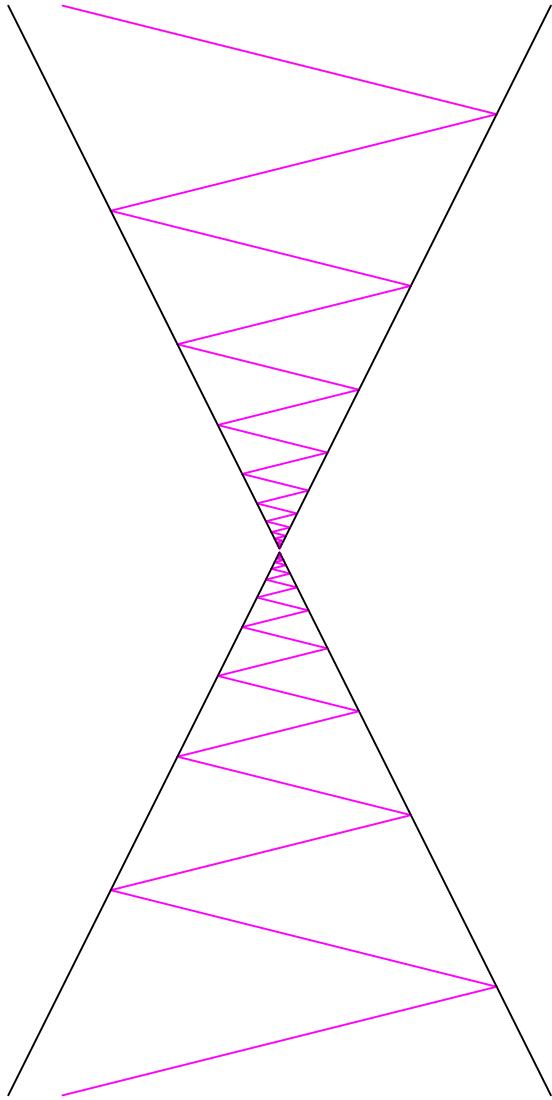
$$\{\emptyset, \emptyset\}$$

$$\left\{ \left\{ \text{blue line} \right\}, \left\{ \text{two triangles with magenta lines} \right\} \right\}$$

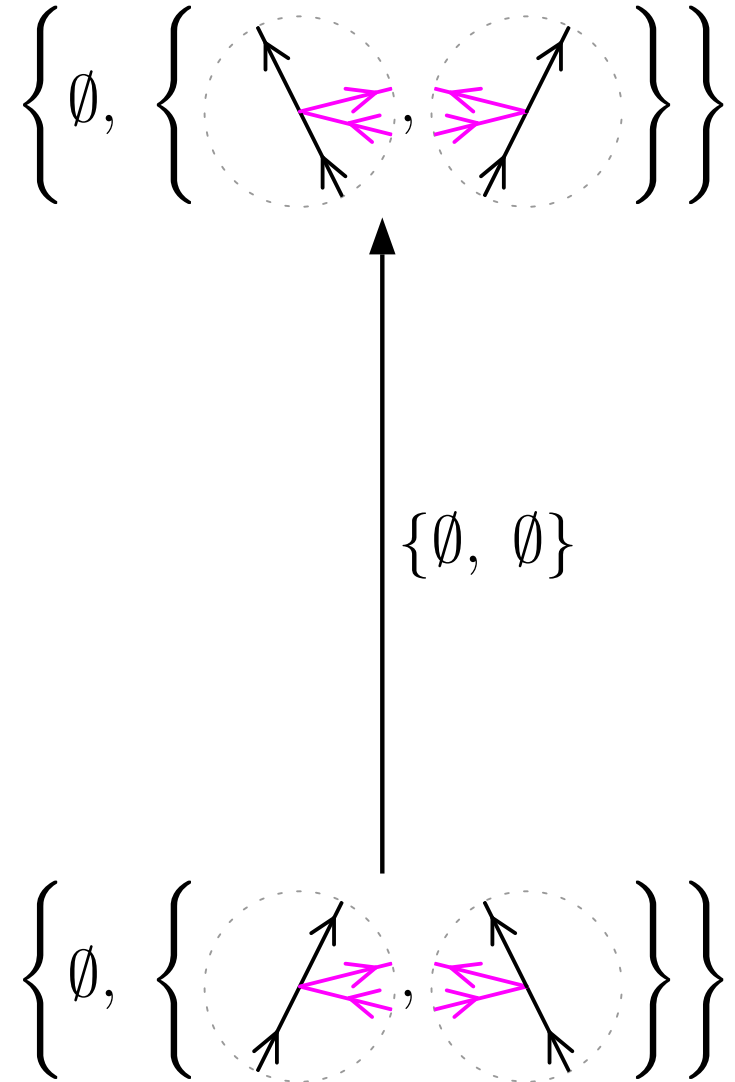
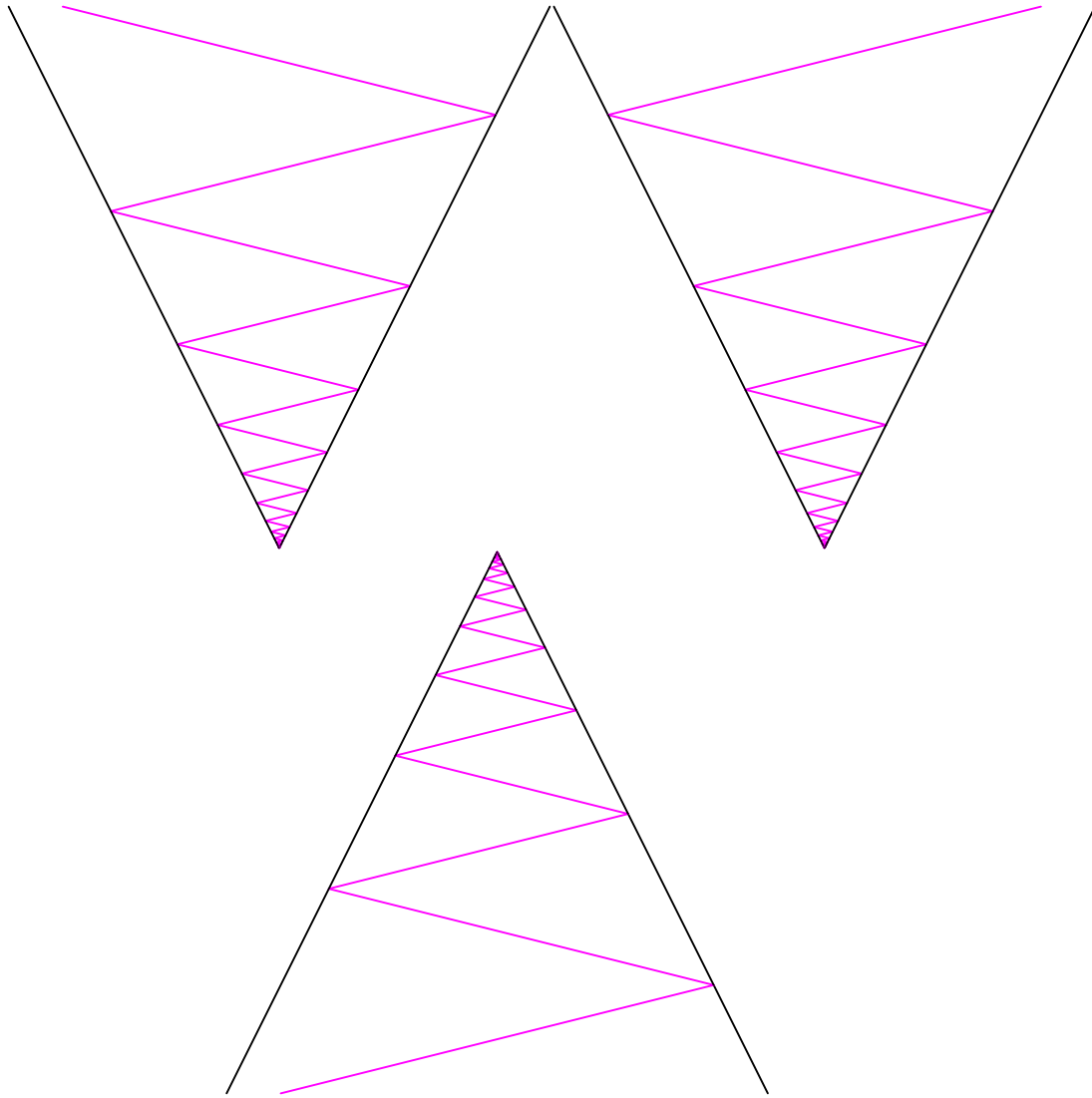
Non deterministic meta-singularities



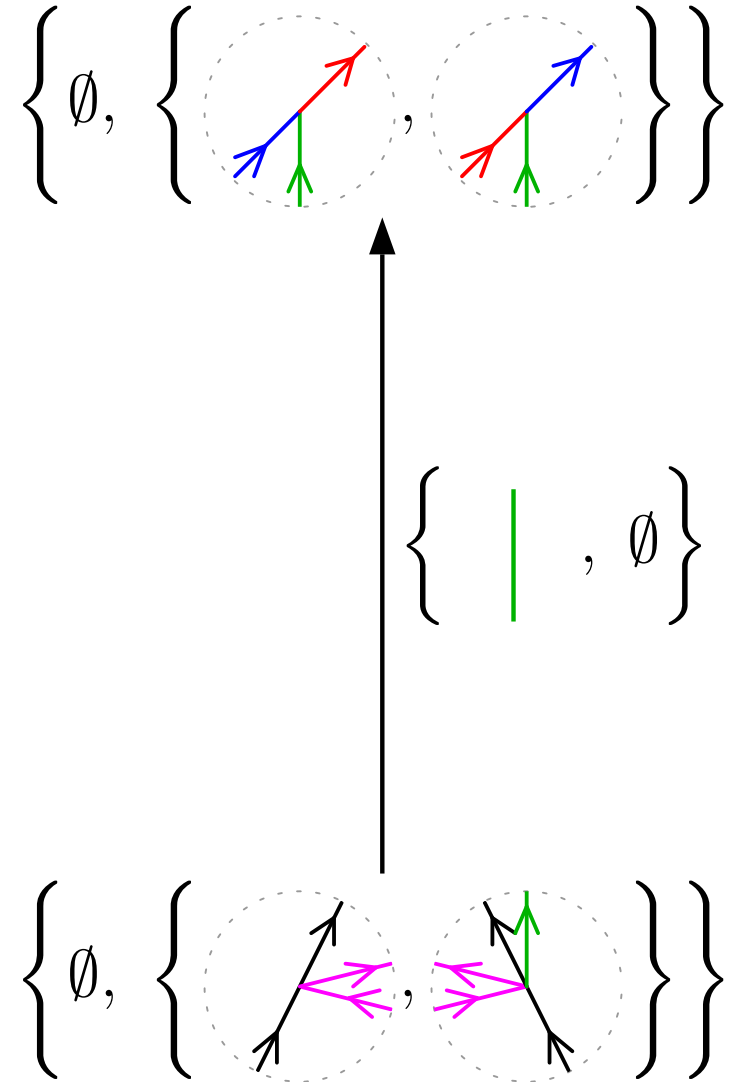
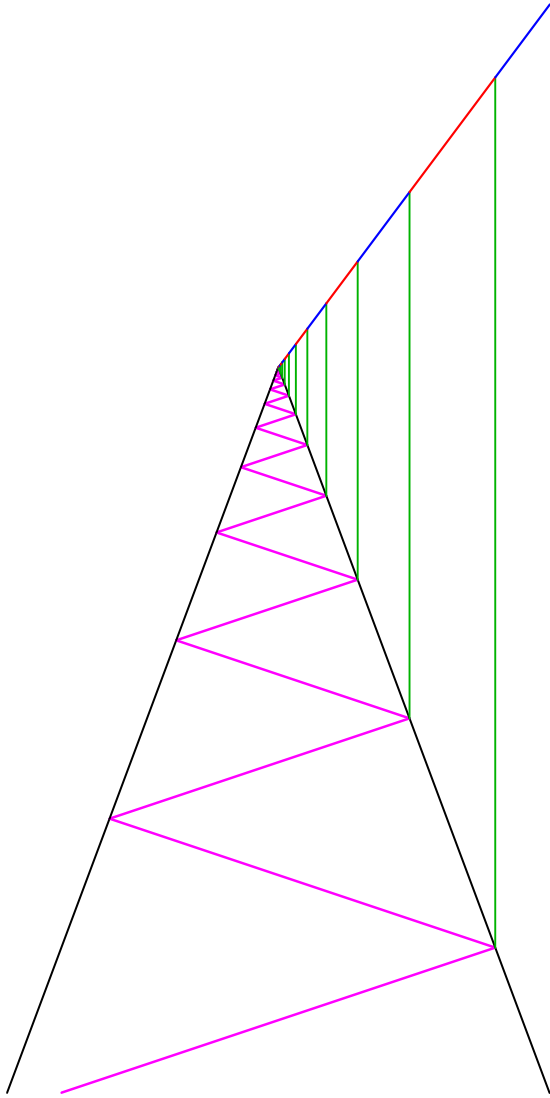
Non deterministic meta-singularities



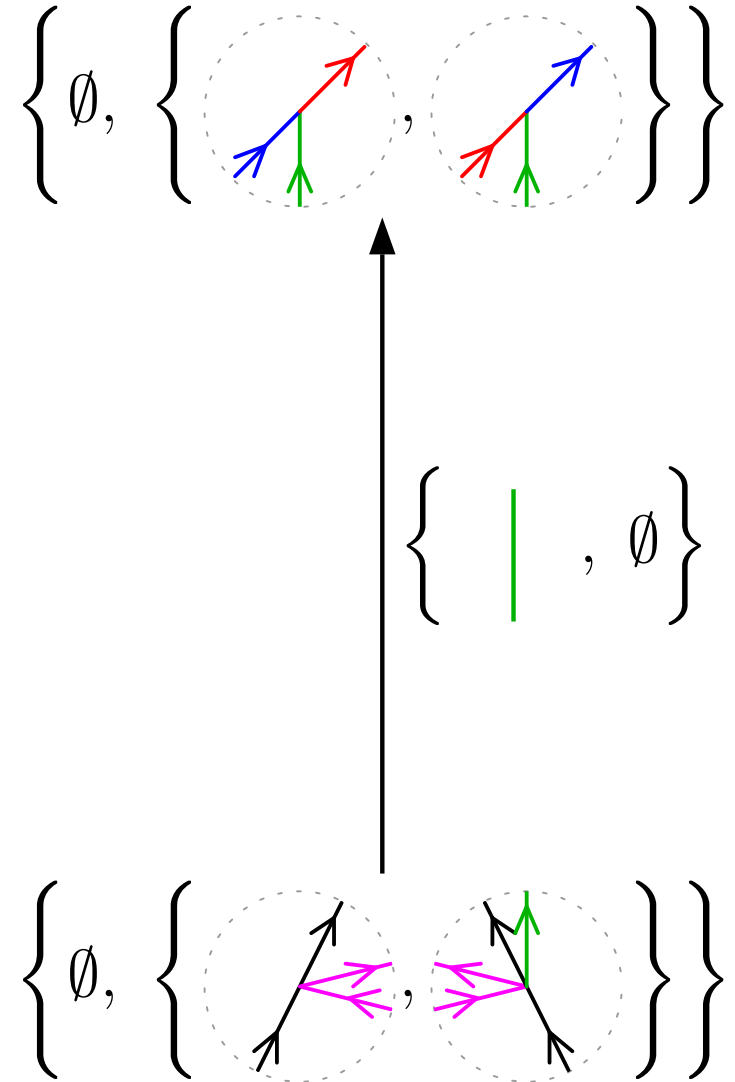
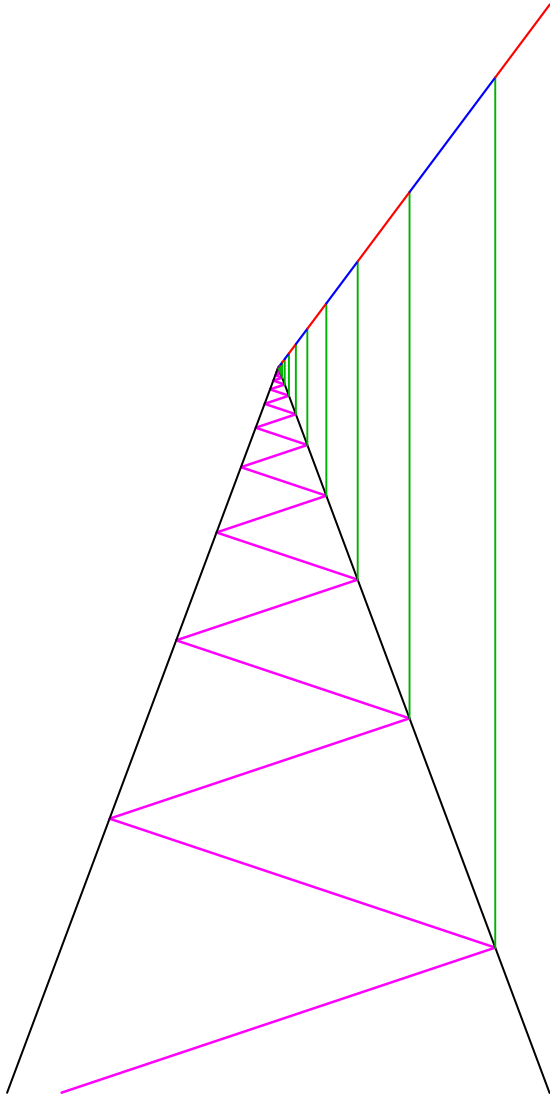
Non deterministic meta-singularities



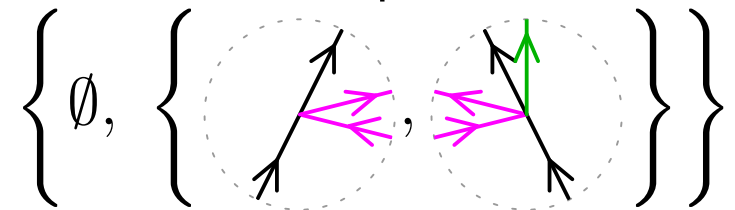
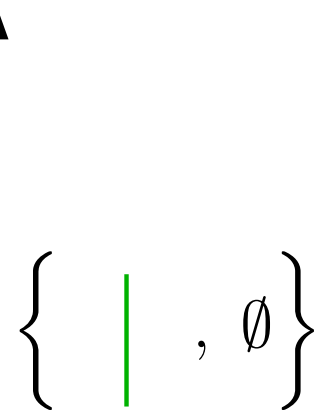
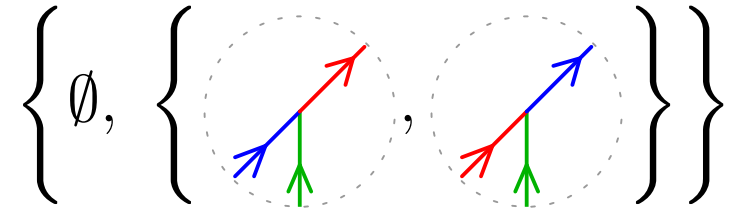
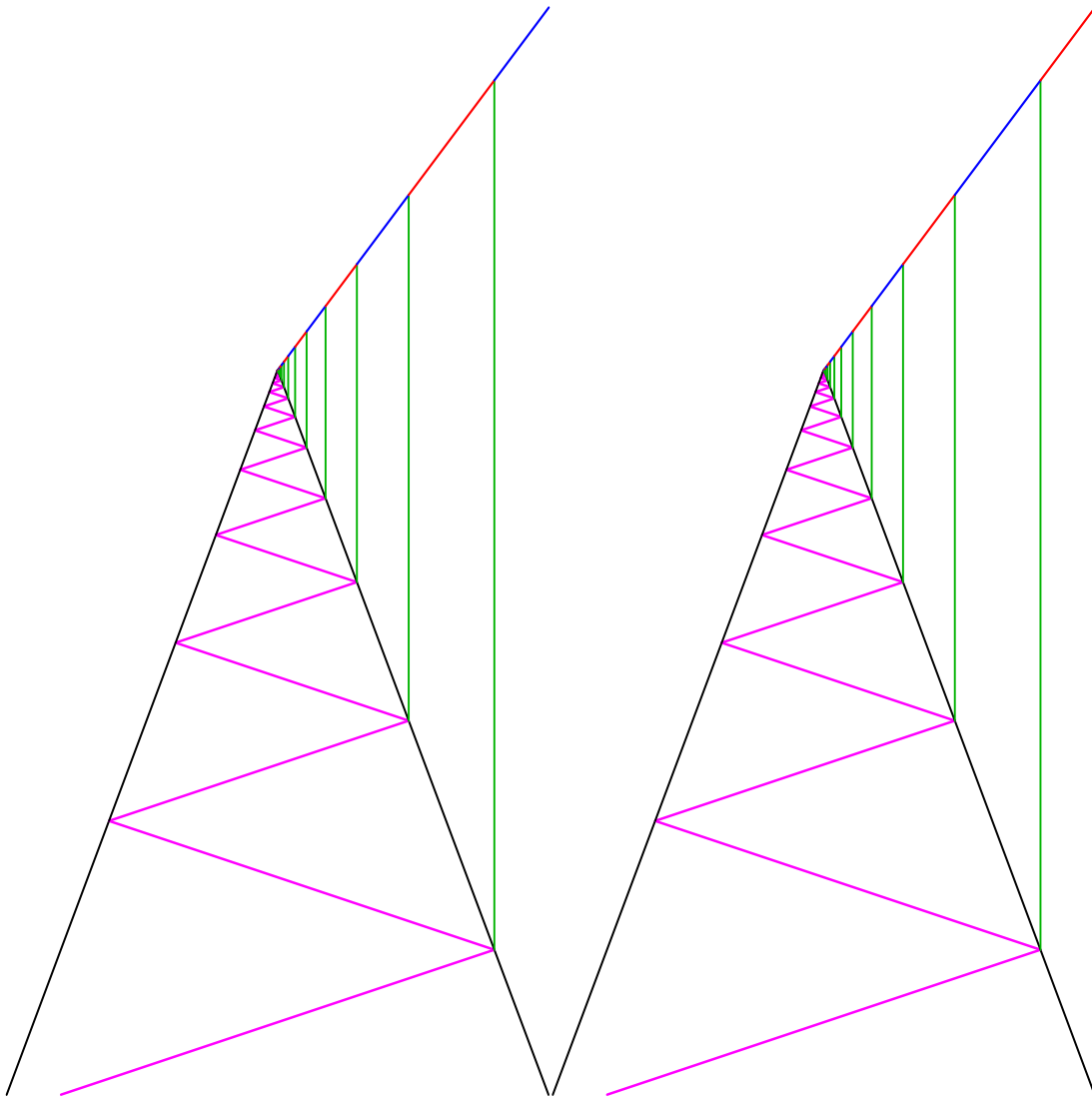
Non deterministic meta-singularities



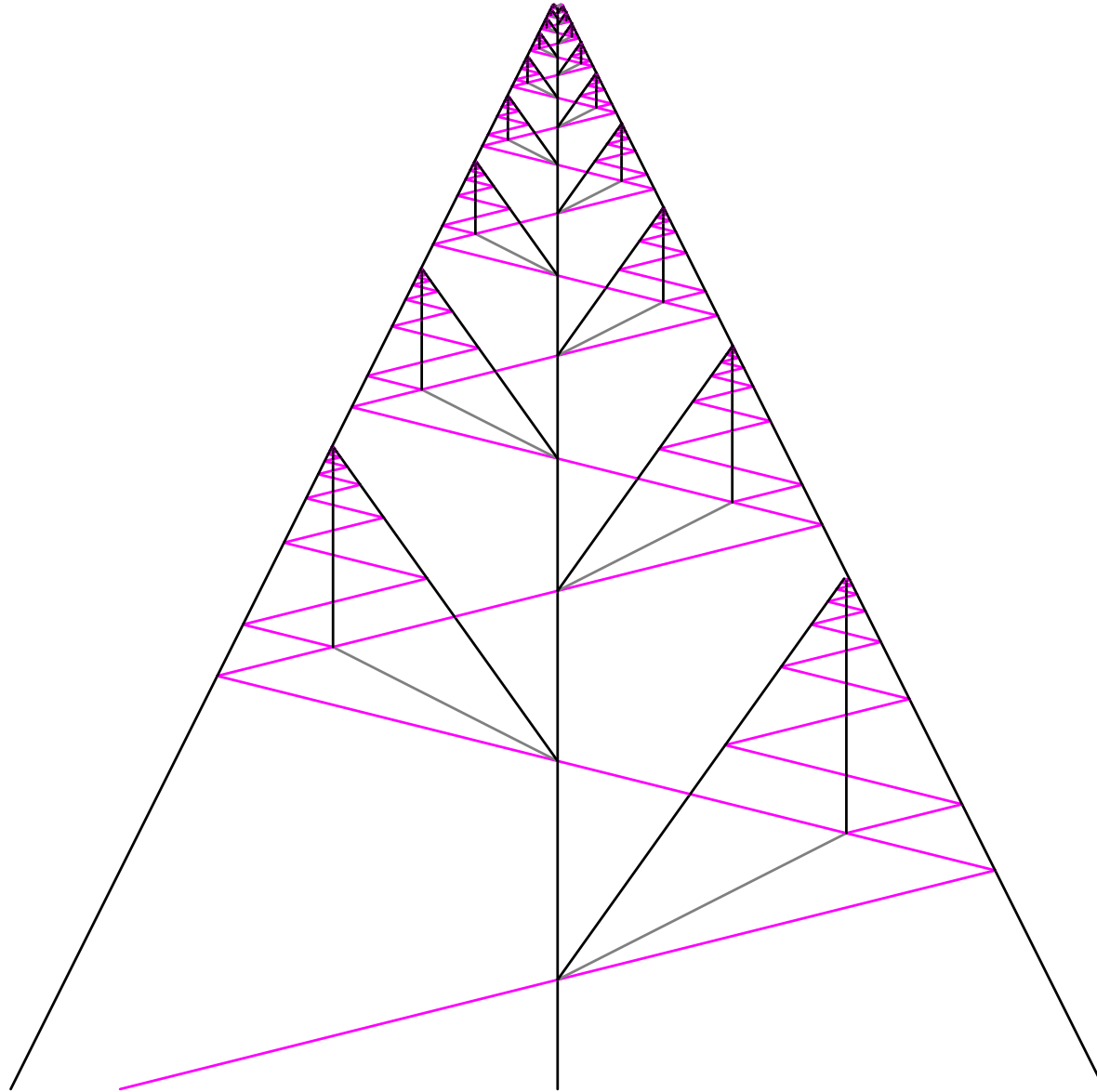
Non deterministic meta-singularities



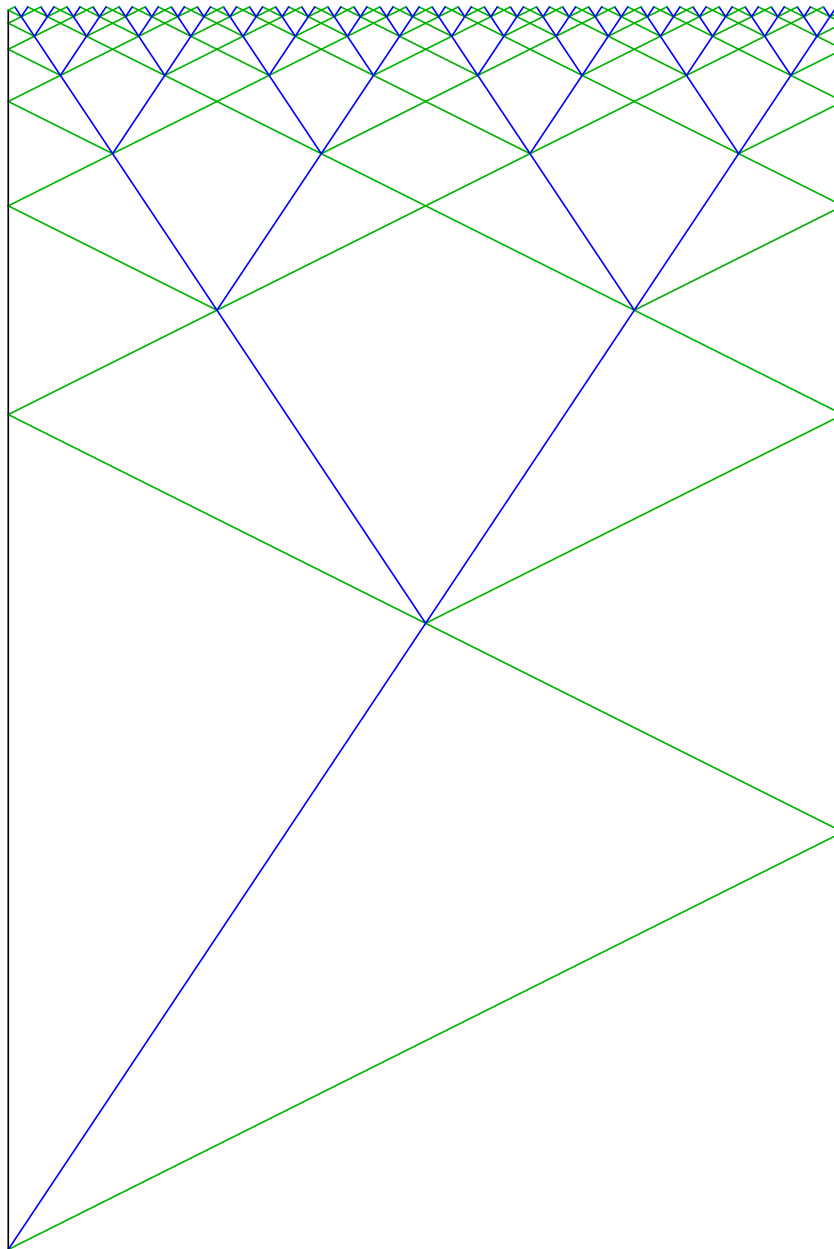
Non deterministic meta-singularities



Second order

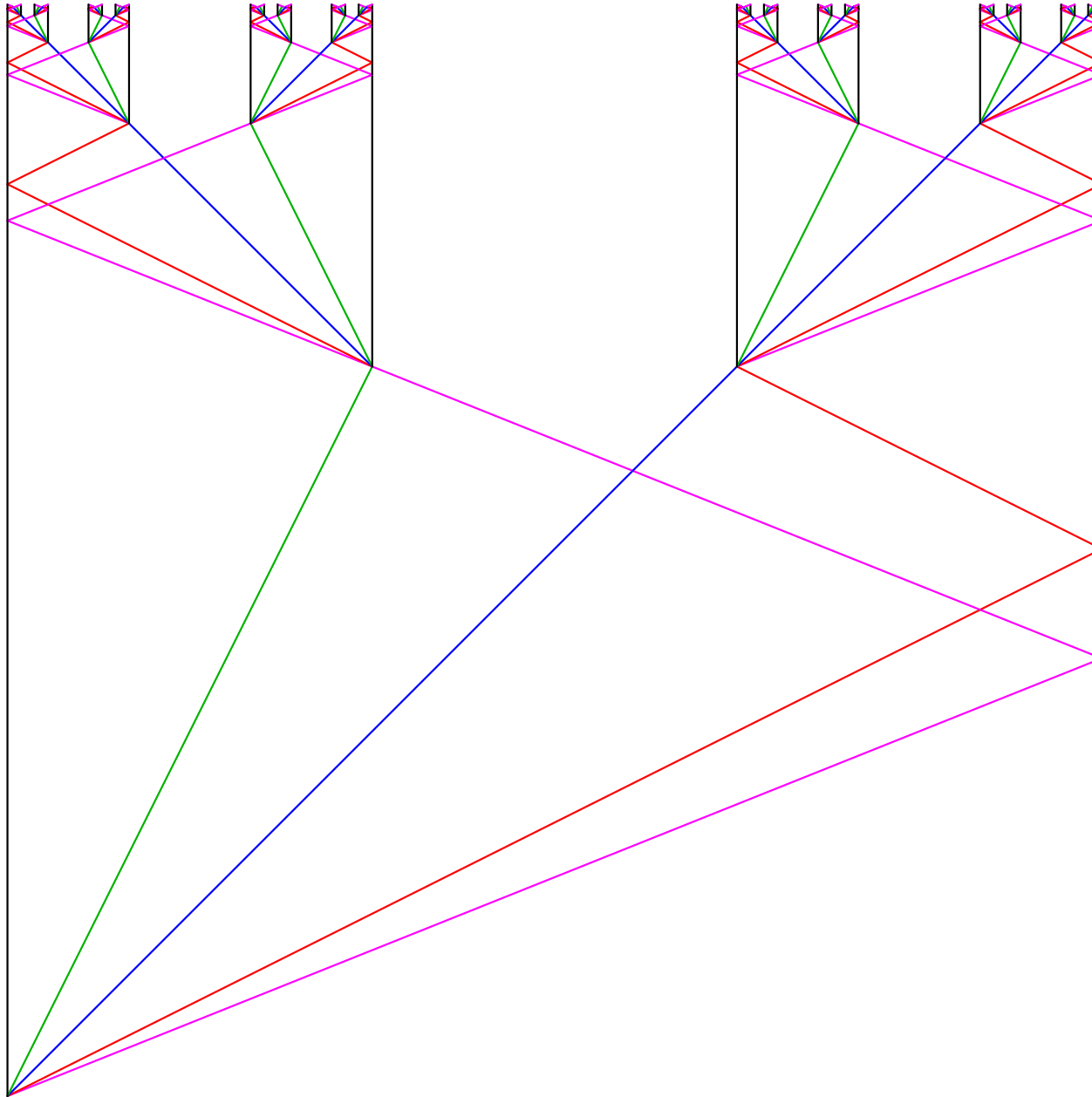


Non isolated singularities



Non isolated singularities

Cantor



Conclusion

- Geometrical computation model
- Turing-computability
- Continuous space and time aspects
- Great malleableness of space-time
- Accumulations
 - Decidability
 - Partial treatment

Perspectives – on the model

- Singularities
 - Comprehension
 - Utilization (super-Turing capability)

- Algorithmic principles
 - Complexity
 - Intrinsic universality

Perspectives – relating the model

- Link to other model
 - Understand continuous models
 - Continuous classes of complexity and decidability
- Cellular automata
 - Automatic discretization
 - Transfer theorem
 - Validate proofs

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