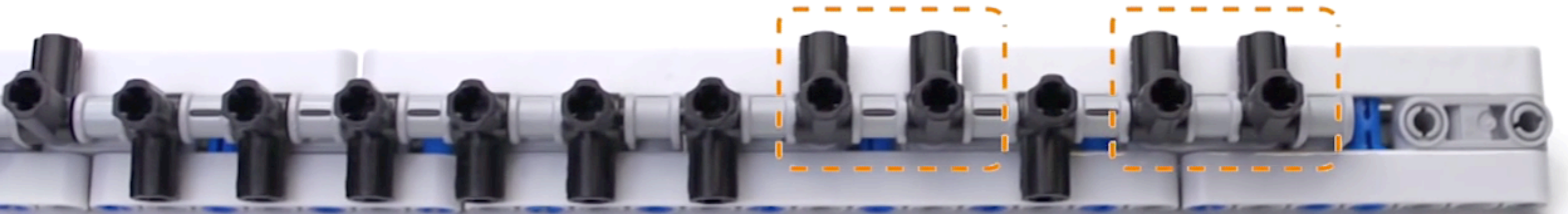


Mechanical Turing Machine in Wood

*R. Ridel*

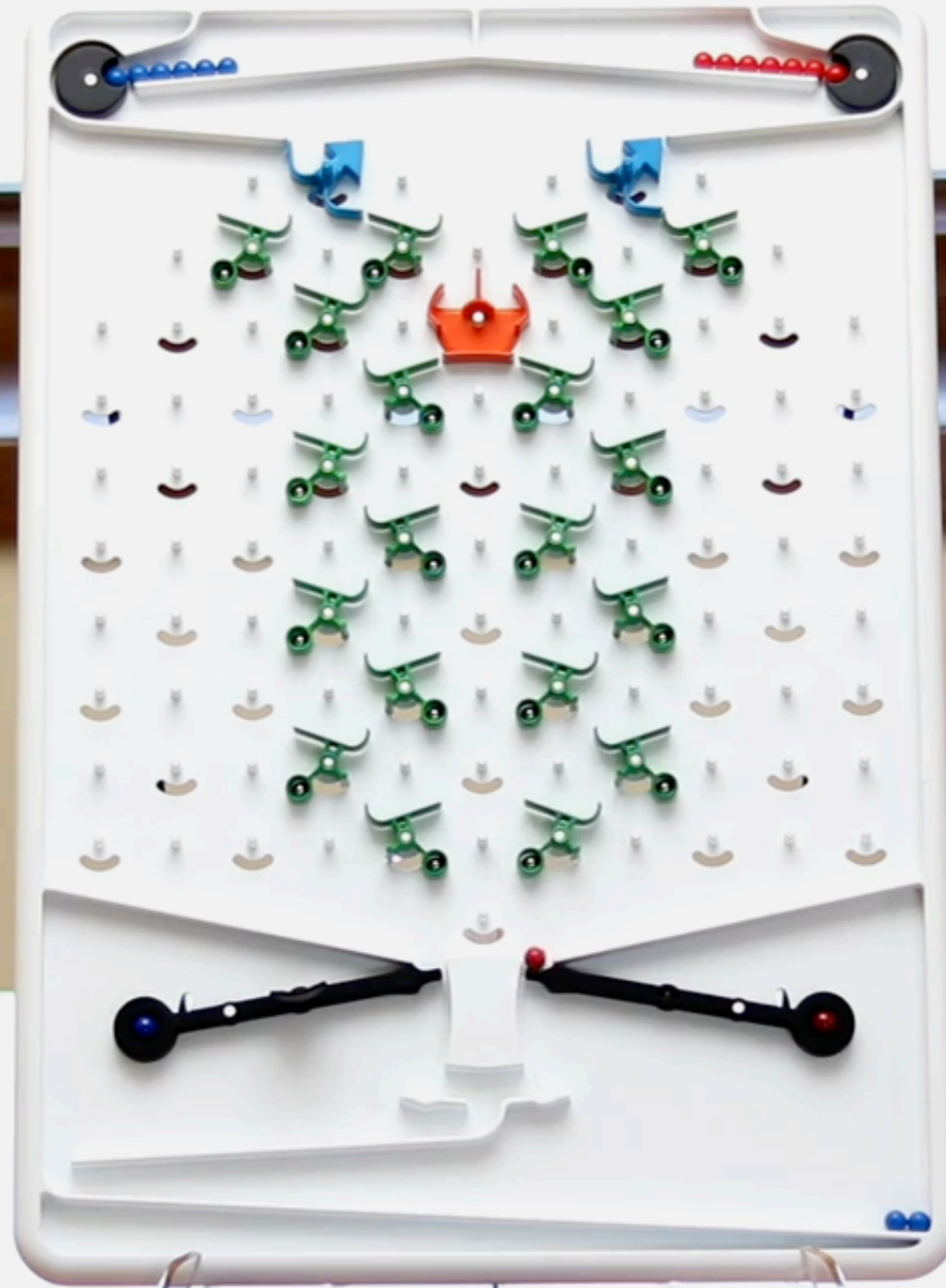
? = 2 + 2



LEGO Turing Machine  
*Built by J. van den Bos & D. Landman*  
*Video by A. Theelen*



**Generate the pattern:  
blue, blue, red, red,  
blue, blue, red, red...**



*Come visit the one  
in my office!*

What counts as a problem?

Decision problems on  
finite, bitstring inputs.

What kinds of **problems**  
can **computers** solve?

Turing Machines can solve  
more problems than DFAs!  
(But not all decision problems)

What counts as a computer?



Programs  $\equiv$  Data

MUST READ: [Apple's iPhone XR: The Reasonable choice](#)

# How malware finally infected Apple iOS apps: XCodeGhost

Hackers can't easily get malware directly in iOS apps so they're taking a different approach: Modifying the programming environment that Apple provides to make apps.



By [Kevin Tofel](#) for [Mobile Platforms](#) | September 20, 2015 -- 14:41 GMT (07:41 PDT) | Topic: [Apple](#)

**CISCO** Layer 2&3 Services Simplified with New ASR9000 [See How](#)

13

Google's open approach to Android apps have led to several malware issues over the past few years, while Apple users have remained relatively unscathed. Not any more. At least [39 apps installed by several hundred million iPad and iPhone owners include malware, according](#) to Forbes.

The initial issue report came from Palo Alto Networks last week, [noting that hackers took a unique approach to inject malware into iOS apps.](#)

Since it's a challenge to get malware past Apple's App Store review team, hackers took a more indirect way: By adding the rogue code into what app developers thought was the official Apple version of XCode, Apple's IDE for creating iOS and Mac OS X apps.

Developers should be downloading XCode directly from



## RELATED STORIES



Security  
**Nasty piece of CSS code crashes and restarts iPhones**



Mobility  
**iPhone XS mocked by Huawei for**



# People have always computed

八卦 Bāguà—The eight trigrams

乾 Qián	兌 Duì	離 Lí	震 Zhèn	巽 Xùn	坎 Kǎn	艮 Gèn	坤 Kūn
☰	☱	☲	☳	☴	☵	☶	☷
Heaven/Sky	Lake/Marsh	Fire	Thunder	Wind	Water	Mountain	Earth
天 Tiān	澤(泽) Zé	火 Huǒ	雷 Léi	風(风) Fēng	水 Shuǐ	山 Shān	地 Dì

<https://en.wikipedia.org/wiki/Bagua>

<https://en.wikipedia.org/wiki/Abacus#/media/File:Boulier1.JPG>



[https://en.wikipedia.org/wiki/Napier%27s\\_bones#/media/File:An\\_18th\\_century\\_set\\_of\\_Napier%27s\\_Bones.JPG](https://en.wikipedia.org/wiki/Napier%27s_bones#/media/File:An_18th_century_set_of_Napier%27s_Bones.JPG)

88 MEMOIRES DE L'ACADEMIE ROYALE  
 res Lineaires qu'on lui attribue. Elles reviennent toutes à  
 cette Arithmétique; mais il suffit de mettre ici la *Figure  
 de huit Cova* comme on l'appelle, qui passe pour fonda-  
 mentale, & d'y joindre l'explication qui est manifeste,  
 pourvû qu'on remarque premierement qu'une ligne en-  
 tiere — signifie l'unité ou 1, & secondement qu'une  
 ligne brisée — — signifie le zero ou 0.

☰	☱	☲	☳	☴	☵	☶	☷
000	001	010	011	100	101	110	111
0	1	10	11	100	101	110	111
0	1	2	3	4	5	6	7

Les Chinois ont perdu la signification des *Cova* ou  
 Linéations de Fohy, peut-être depuis plus d'un mille-  
 naire d'année; & ils ont fait des Commentaires là-dessus,  
 où ils ont cherché je ne sçai quels sens éloignés. De for-  
 te qu'il a fallu que la vraie explication leur vint mainte-  
 nant des Européens: voici comment.

<https://hal.archives-ouvertes.fr/ads-00104781>

[https://en.wikipedia.org/wiki/Ishango\\_bone#/media/File:0s\\_d%27Ishango\\_IRSNB.JPG](https://en.wikipedia.org/wiki/Ishango_bone#/media/File:0s_d%27Ishango_IRSNB.JPG)



<https://en.wikipedia.org/wiki/File:Hand-driven-jacquard-loom.jpg>



[https://en.wikipedia.org/wiki/Computer#/media/File:NAMA\\_Machine\\_d%27Anticyth%C3%A8re\\_1.jpg](https://en.wikipedia.org/wiki/Computer#/media/File:NAMA_Machine_d%27Anticyth%C3%A8re_1.jpg)



<http://sydneypadua.com/2dgoggles/cast/>



<https://www.nasa.gov/sites/default/files/thumbnails/image/youngdorothyvaughan.jpeg>

# Levels of abstraction

Stored-program computers

Random-access memory (RAM)

Registers

1-bit memory: latches

Logic gates

Transistors / switches

next week

← Thursday

today



# Boolean functions

A **boolean function** is a function that takes  $n$  bits as input and returns 1 bit of output.

This **truth table** defines a boolean function.

What does the boolean function do?

Can you describe its purpose simply, so that another person could understand?

input			output
x	y	z	
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

Firstname Lastname

T.9 / 18

(Your response)

We can also extend the definition of boolean functions so that they return multiple bits of output.

# Boolean functions

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1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

Firstname Lastname

T.9 / 18

**Odd parity: Does the input have an odd number of bits whose value is 1?**

We can also extend the definition of boolean functions so that they return multiple bits of output.



# More boolean functions

input		output
x	y	
0	0	0
0	1	0
1	0	0
1	1	1

input		output
x	y	
0	0	0
0	1	1
1	0	1
1	1	1

input	output
x	
0	1
1	0

# Boolean operations as gates

*the building blocks of combinational logic*

## AND ( $\wedge$ )

input		output
x	y	
0	0	0
0	1	0
1	0	0
1	1	1

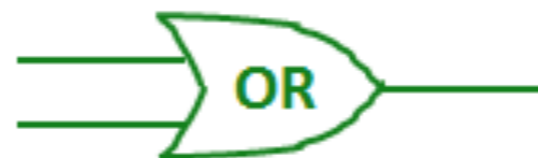
outputs 1 if  
**all** inputs are 1



## OR ( $\vee$ )

input		output
x	y	
0	0	0
0	1	1
1	0	1
1	1	1

outputs 1 if  
**any** inputs is 1



## NOT ( $\neg$ )

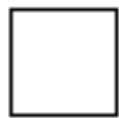
input	output
x	
0	1
1	0

inverts its input



AND & OR gates can also take  
more than two inputs.

Great! How can we  
build these gates?



Air (Null)



Switch (Input)



Block (Generic)



Torch (Side of Block)



Torch (On Ground)



Torch (Top of Block)



Redstone (On Ground)



Redstone (Top of Block)



Redstone (Output)



Redstone (Inverse Output)

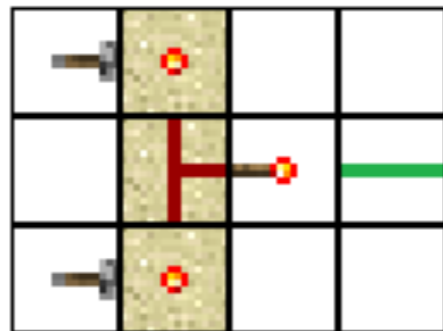
Input/Output Gate



NOT Gate (Inverter)



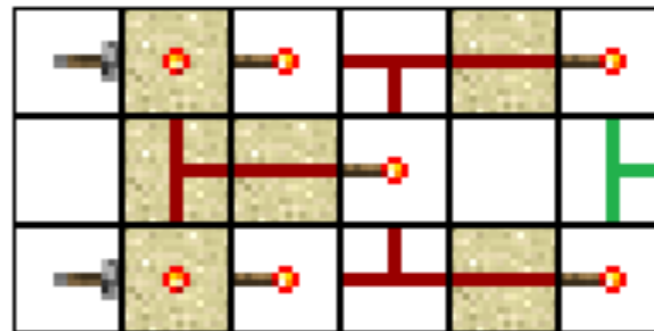
AND Gate



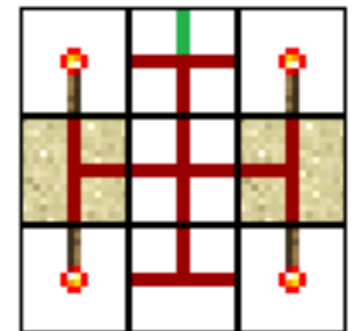
OR Gate



XOR Gate



Rapid Pulser



Double NOT (Repeater)



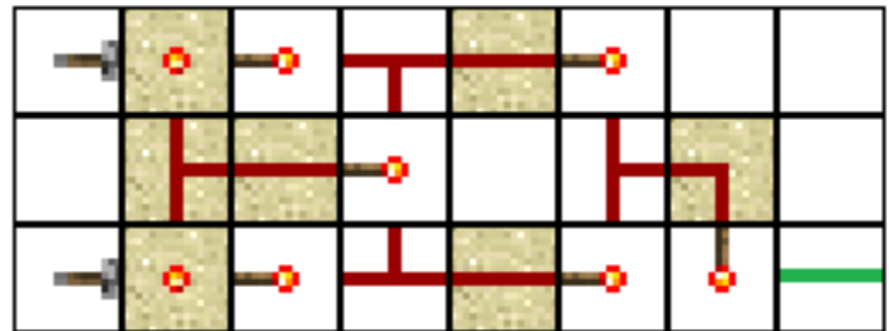
NAND Gate



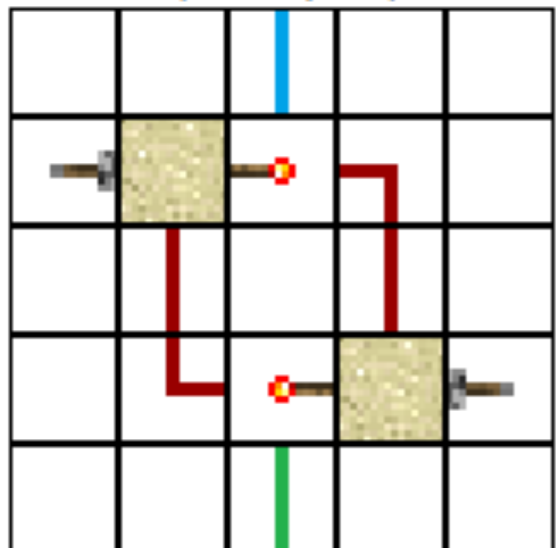
NOR Gate



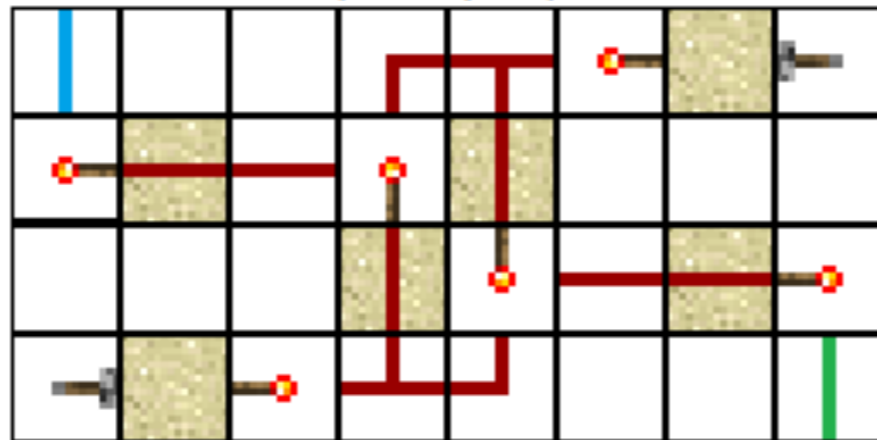
XNOR Gate



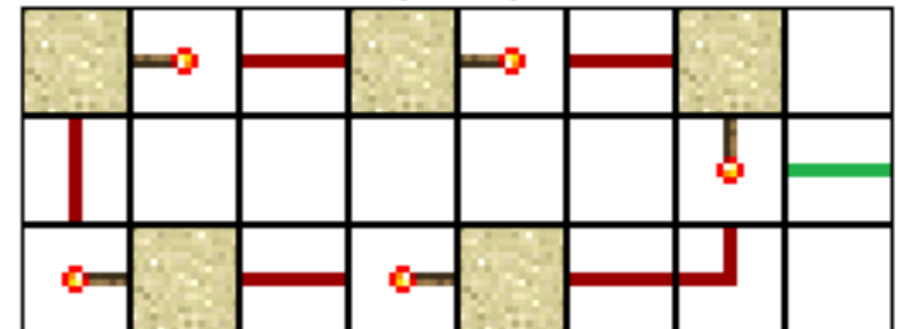
RS NOR Latch (Memory Cell)



RS NAND Latch (Memory Cell)



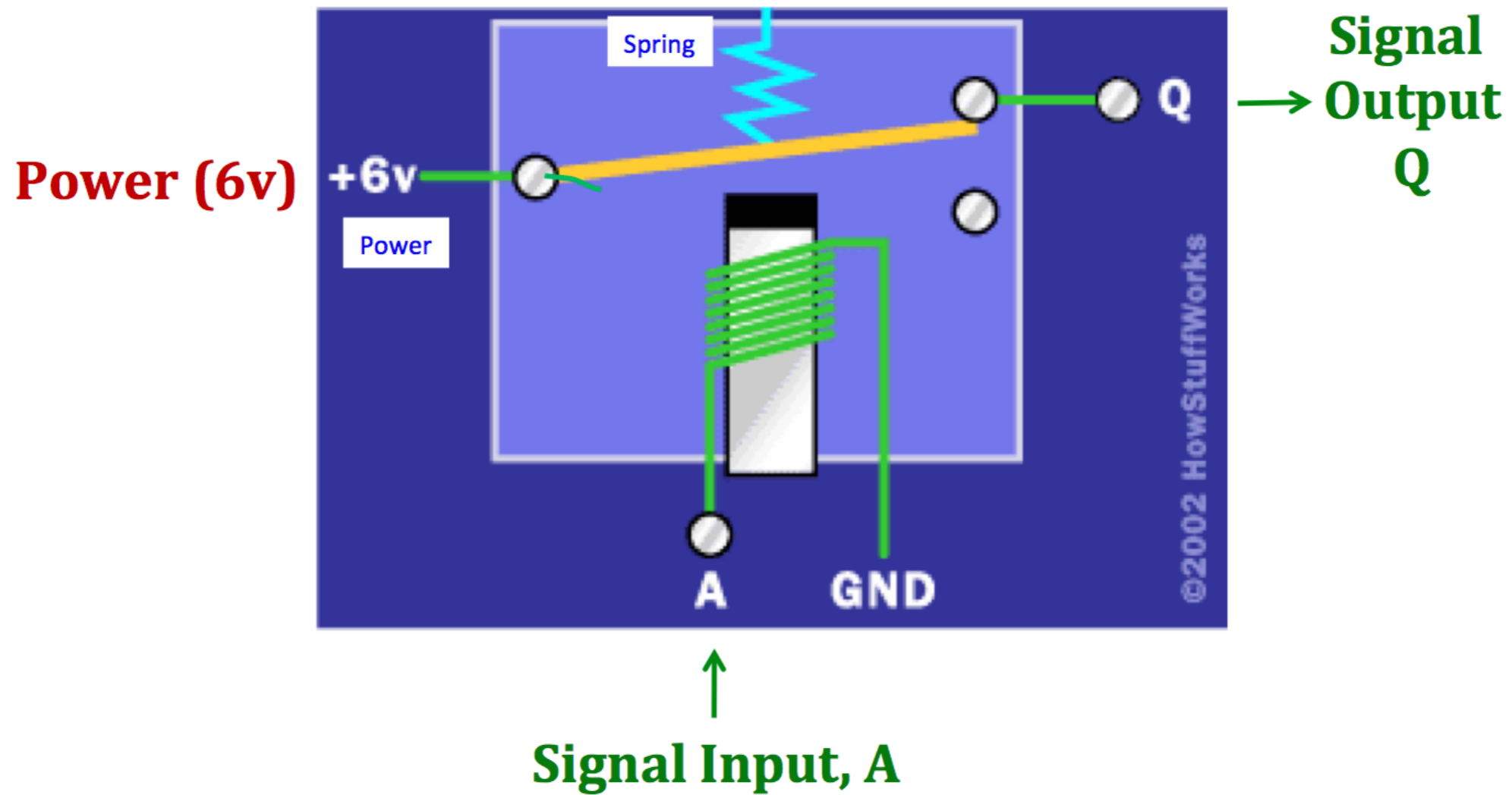
5-Clock (Pulser)



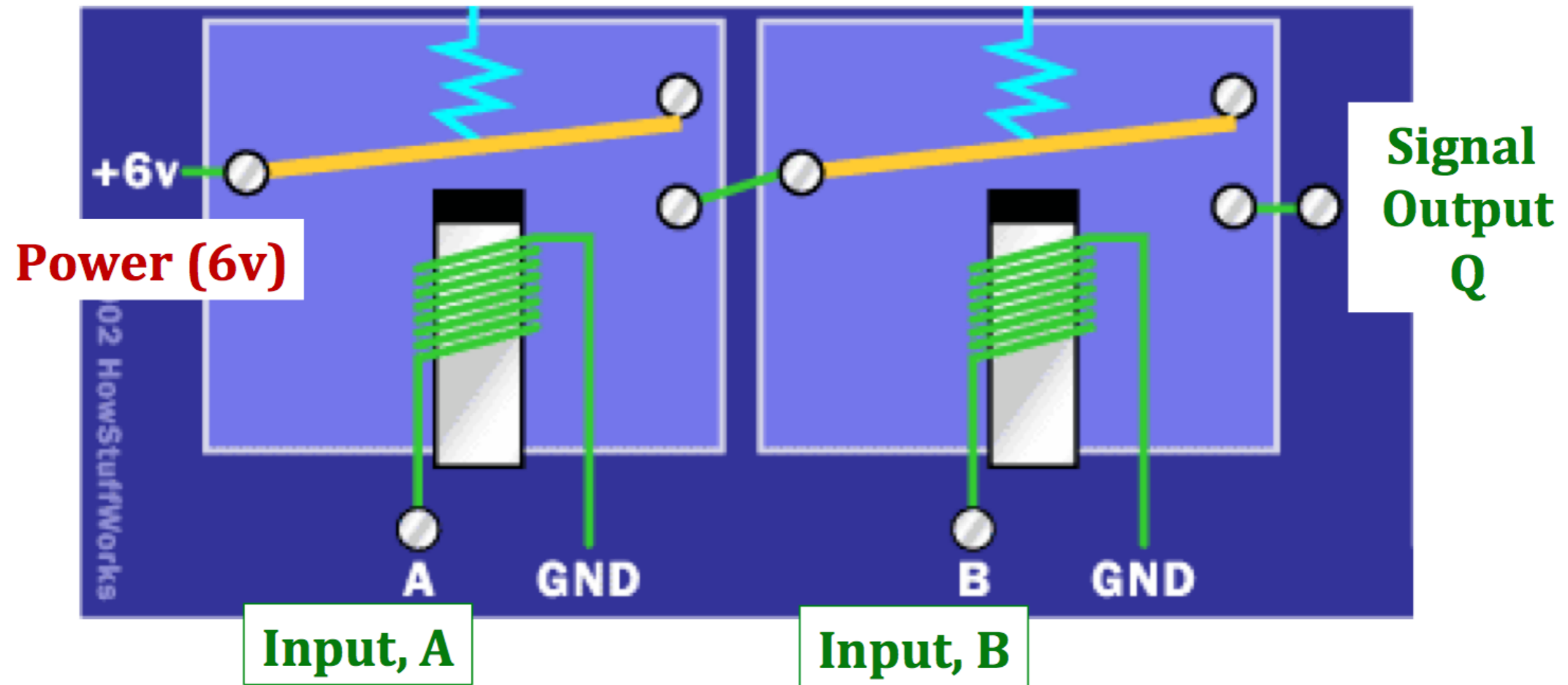


# Mechanical relays

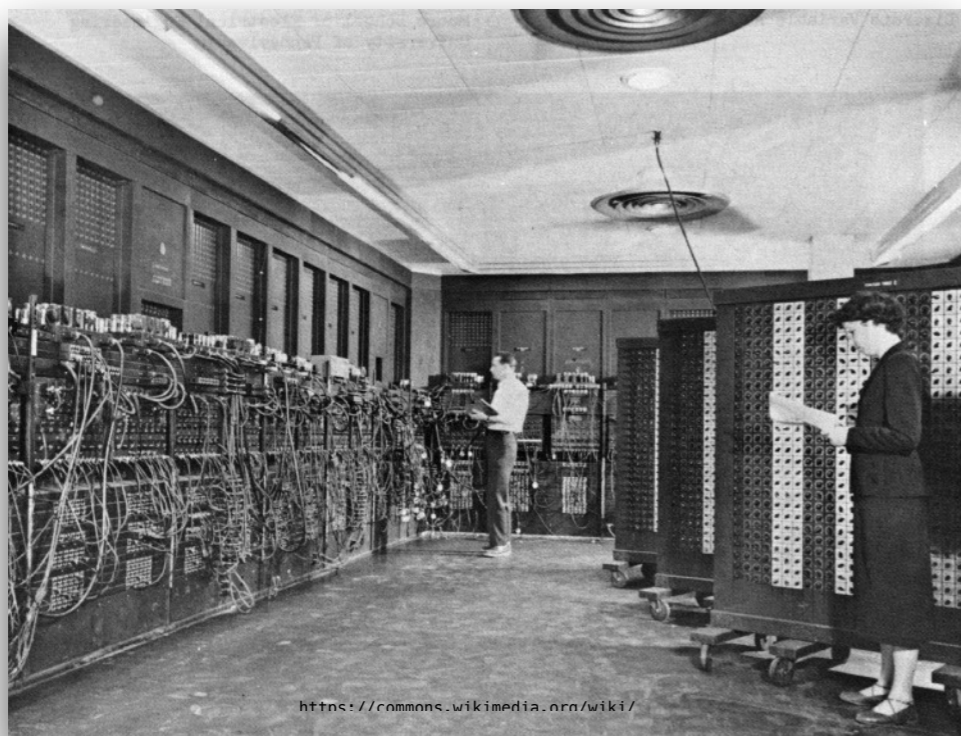
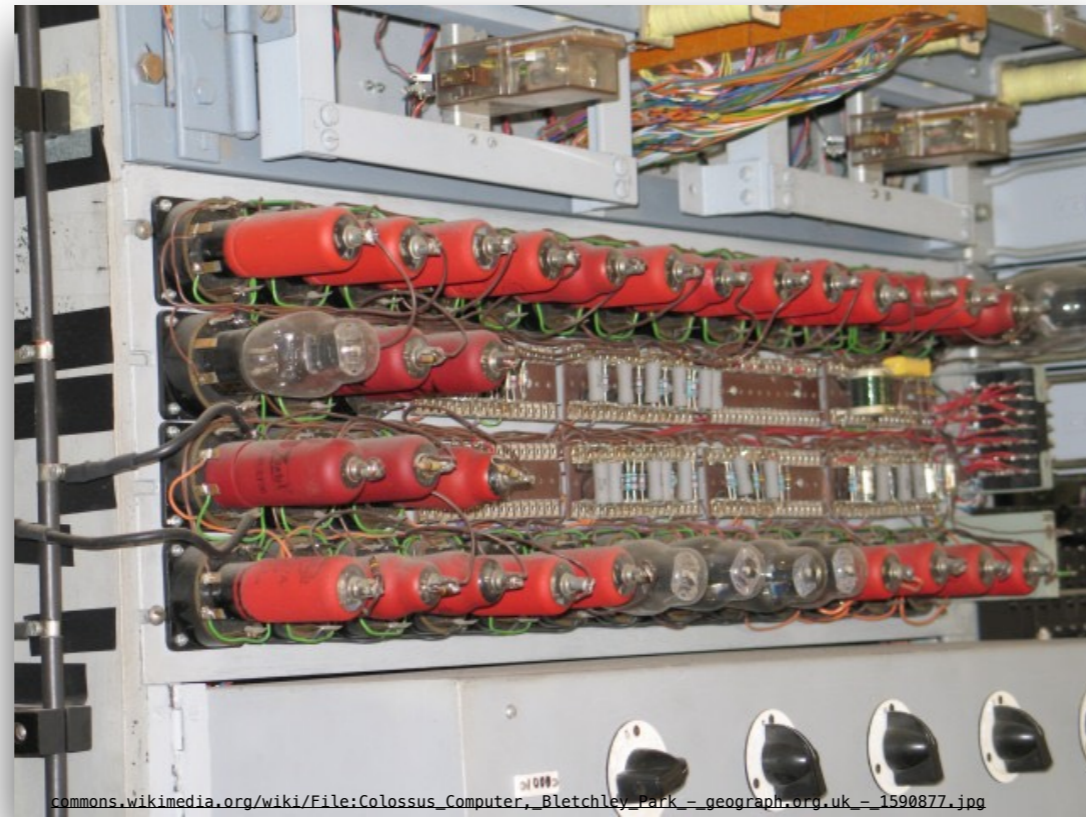
How to build a NOT gate with a magnet



# Which gate is this?

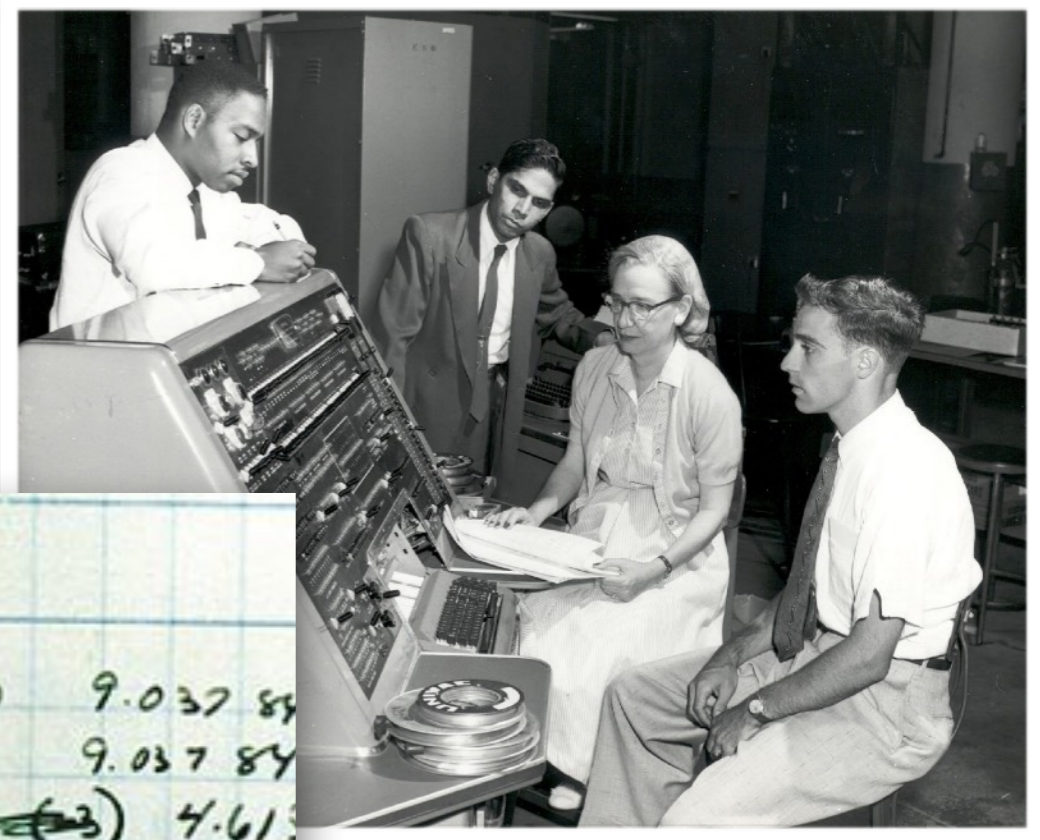


# Mechanical systems aren't always reliable





# Grace Hopper's bug



9/9


0800 Antan started  
 1000 " stopped - antan ✓

1300c (032) MP - MC { 1.2700 9.037 84  
 2.130476415 (3) 4.613  
 (033) PRO 2 2.130476415  
 cond 2.130676415

Relays 6-2 in 033 failed special speed test  
 in relay " 10.000 test -

Relays changed

1100 Started Cosine Tape (Sine check)  
 1525 Started Mult + Adder Test.

1545  Relay #70 Panel  
 (moth) in relay.

First actual case of bug being found.

~~1630~~ 1630 Antan started.  
 1700 closed down.

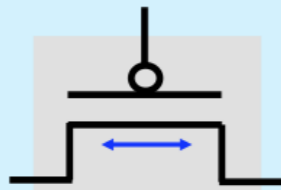
<http://archive.computerhistory.org/resources/still-image/102741216.03.01.jpg>



# Transistors: smaller than most moths

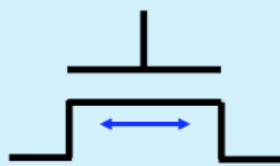
Transistors are current **switches**:

A low voltage here

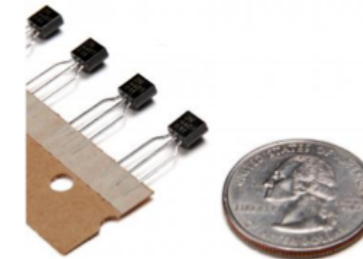


*allows current here*  
*otherwise it's blocked*

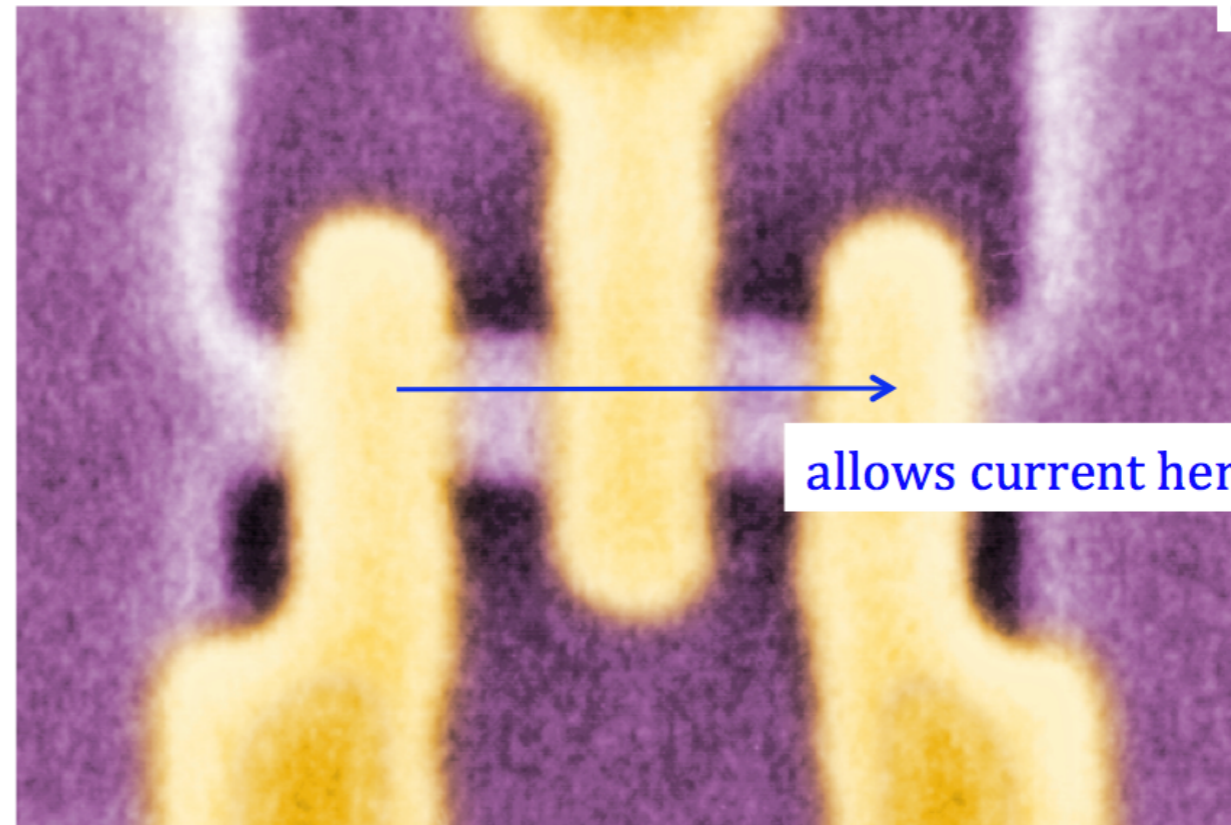
A high voltage here



*allows current here*  
*otherwise it's blocked*



voltage here



allows current here

30 nm

SET transistor

single-electron tunneling

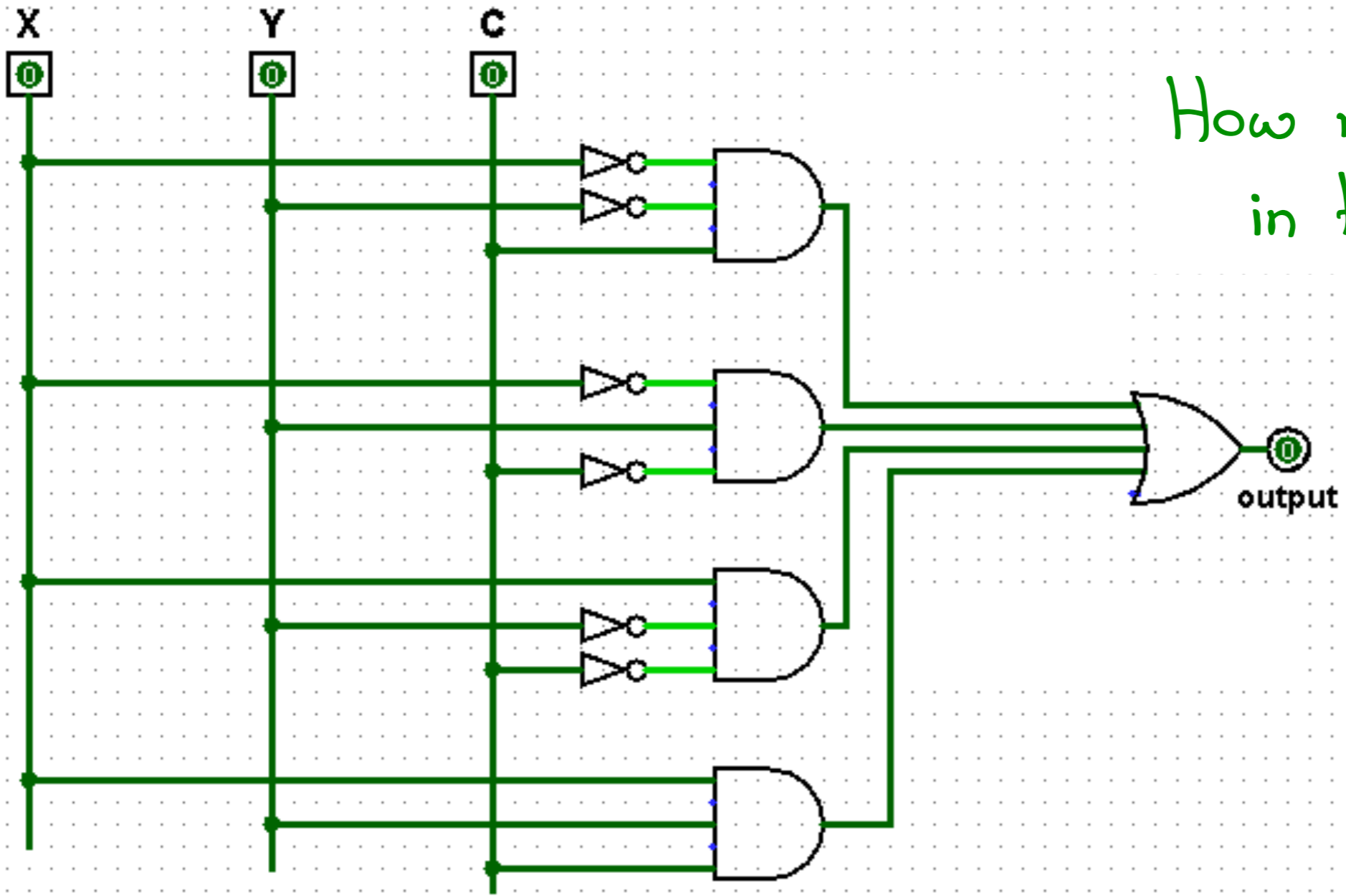
# Combinational Logic:

How to convert  
a truth table to a circuit?



# A **minterm** is

an AND gate connected to all input bits either directly or through a NOT gate



How many minterms in this circuit?

# Minterm expansion

How to use gates to build a truth table

Given a truth table:

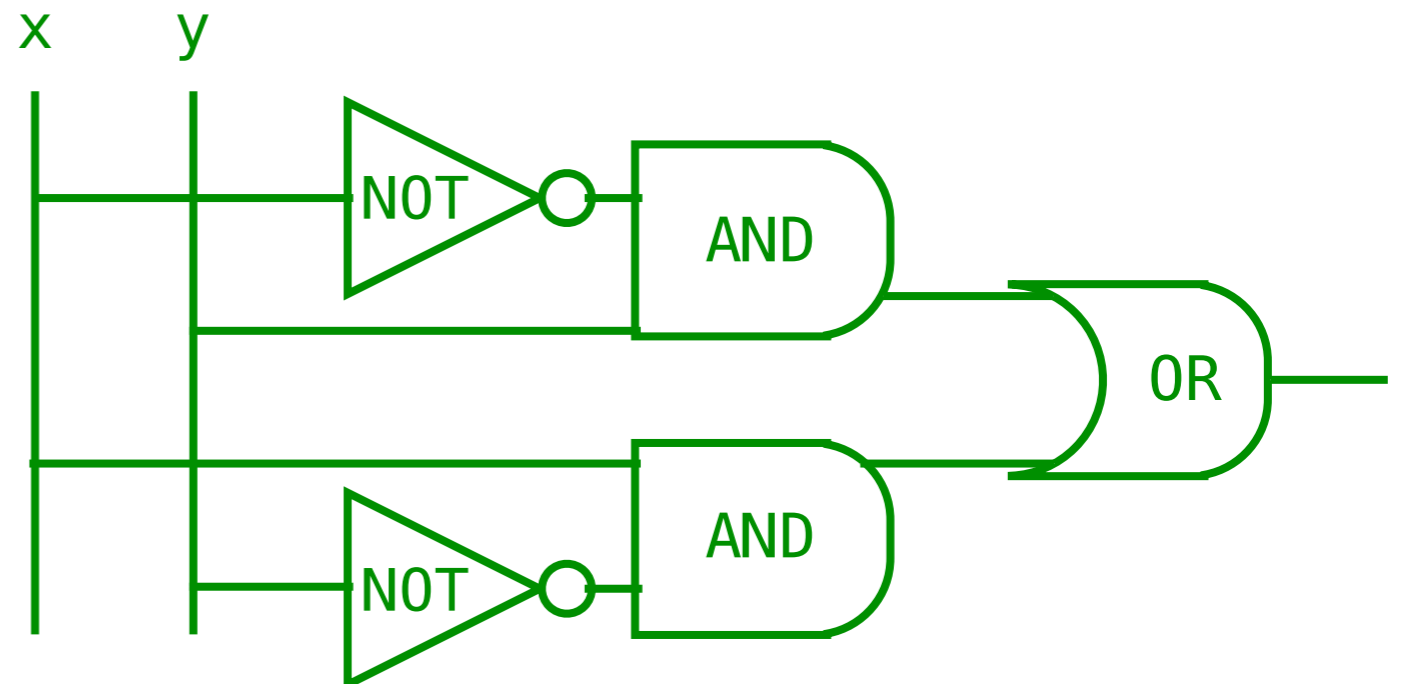
1. Look at all possible combinations of values for the inputs to the function

For each combination of values that should cause the function to output **1**, build a minterm that outputs **1** *only* for those input values (and **0** for all other input values).

2. OR all the minterms together.

The resulting circuit implements the truth table.

input		output
x	y	
0	0	0
0	1	1
1	0	1
1	1	0



# Do the minterm expansion for these functions

Do the minterm expansion version first, then see if you can make the circuit better (for some definition of better)

input			output
x	y	z	
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

input			output
x	y	z	
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

## Some thought experiments:

What do these two functions do?

Could you build your circuits without using an or gate?

Could you combine these two circuits to compute binary addition?

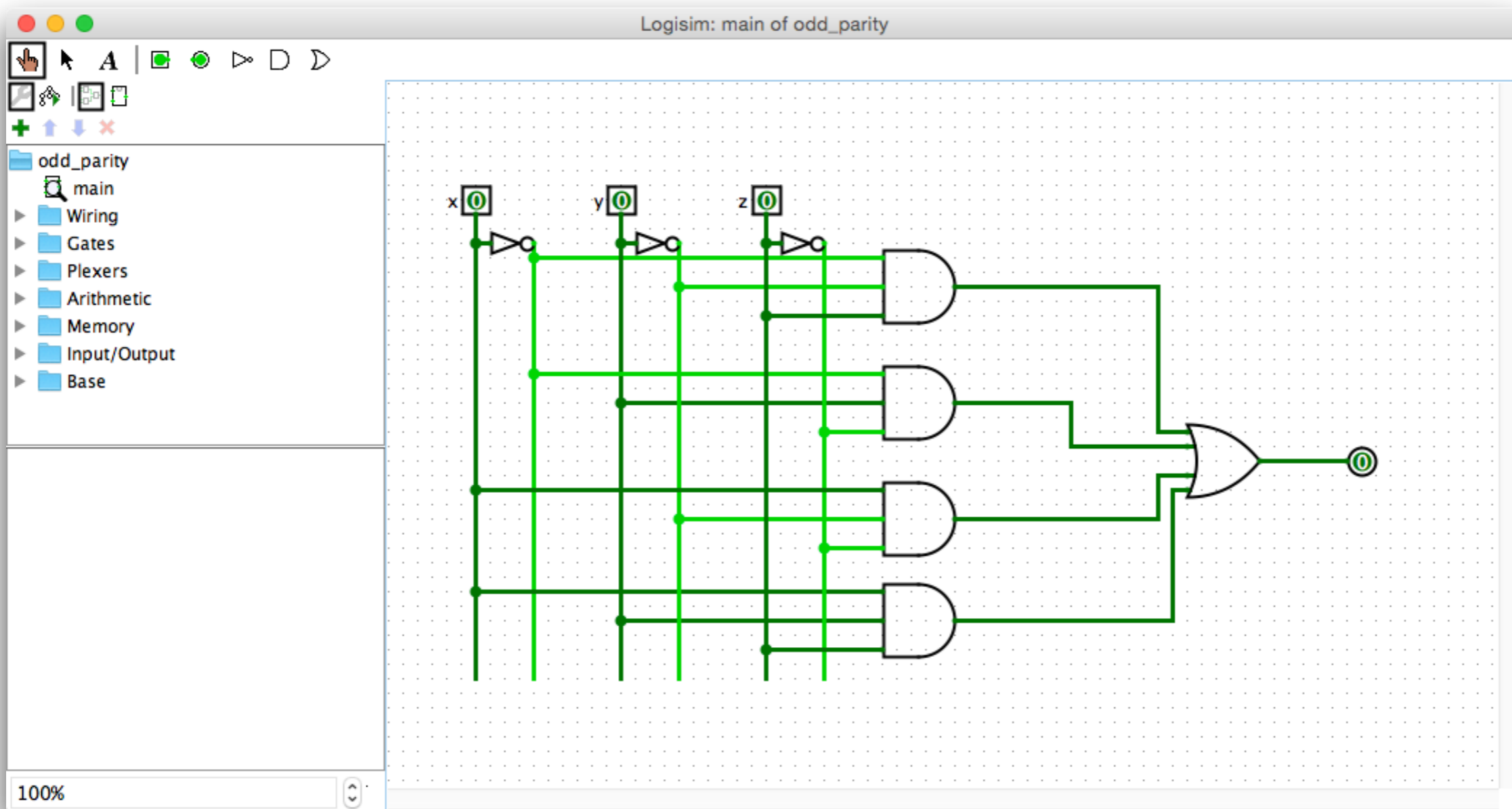




# Logism

Pro tip: use “rails” to lay out your circuit

input			output
x	y	z	
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1



# A full adder

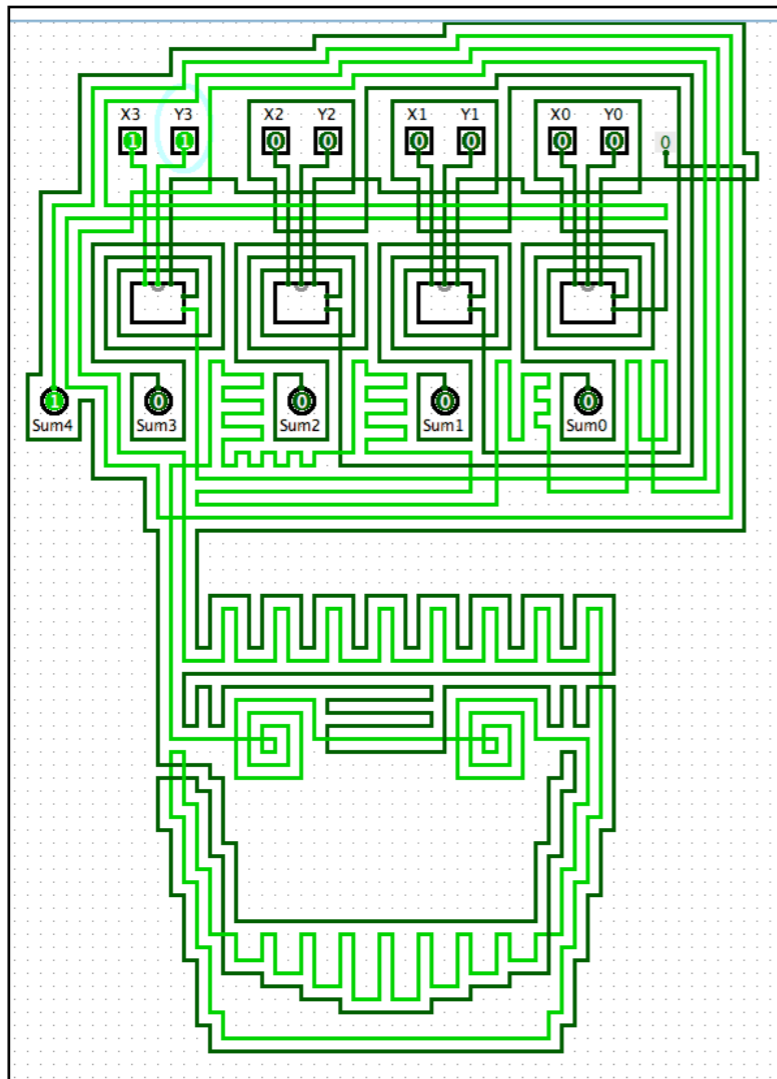
sums three bits of input to create two bits of output

carry bits

input			output	
x	y	C <sub>in</sub>	C <sub>out</sub>	sum
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

This table might look familiar.  
It's the combination of the  
two tables we saw earlier...

# Two adders



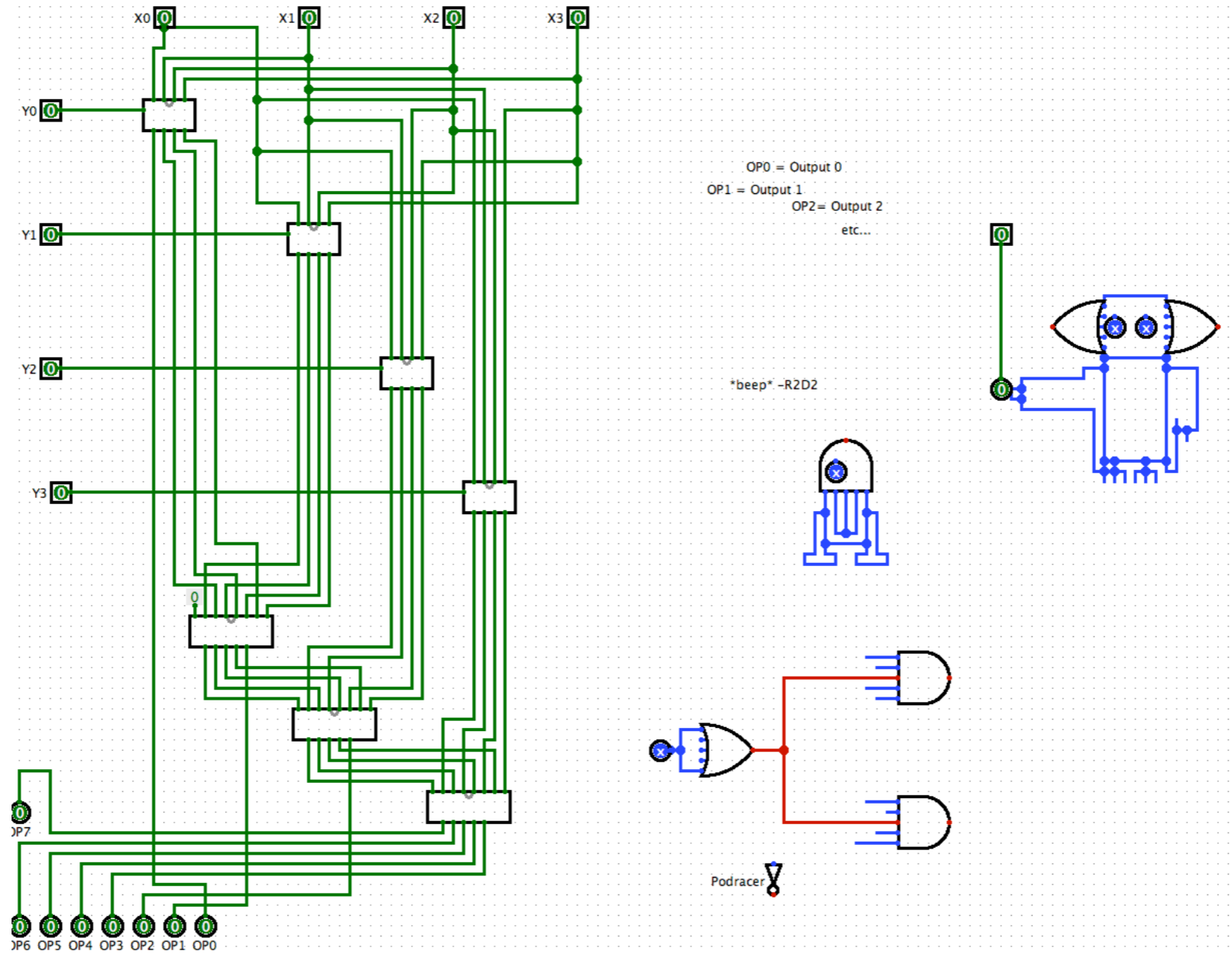
zombie ripple-carry adder

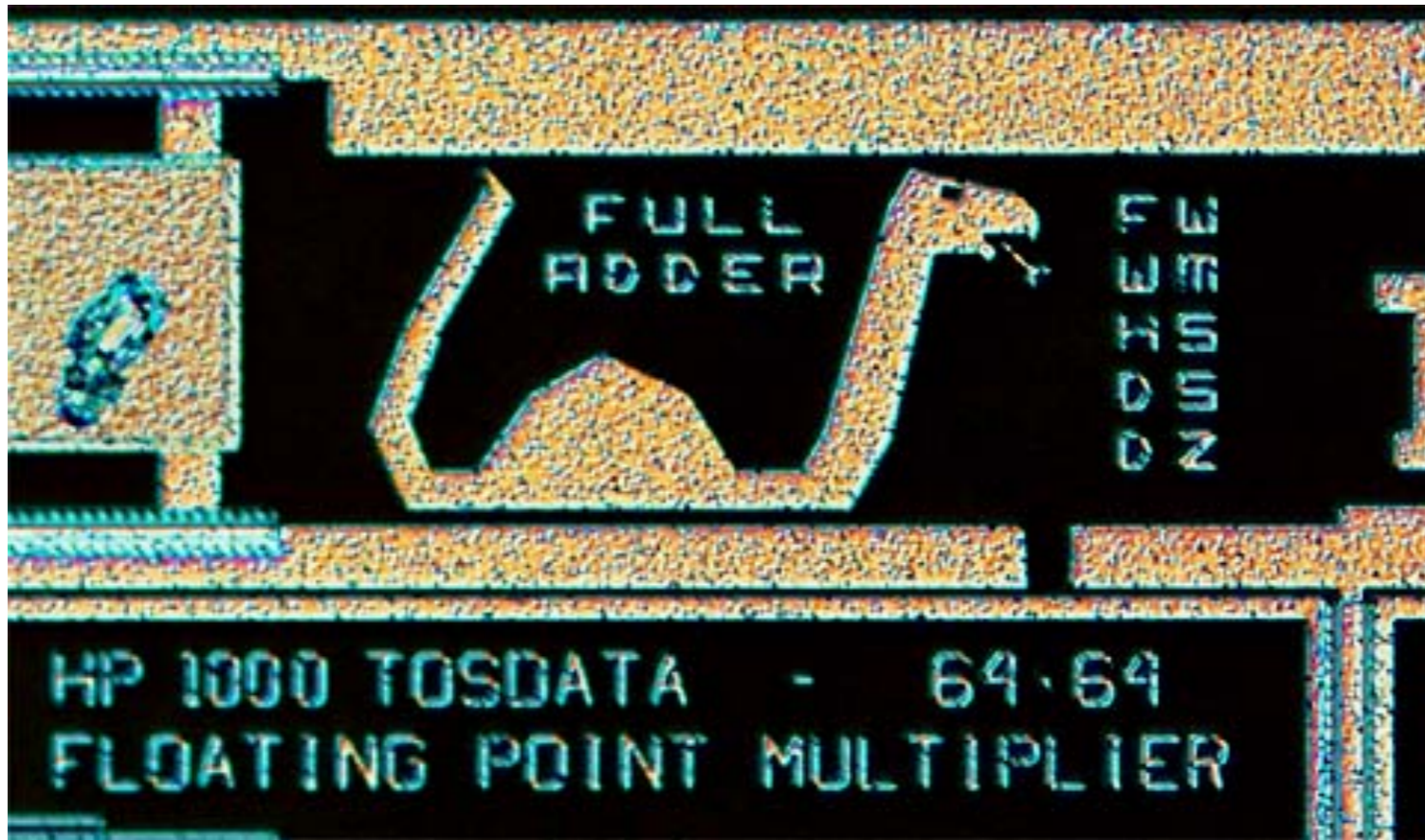


actual adder

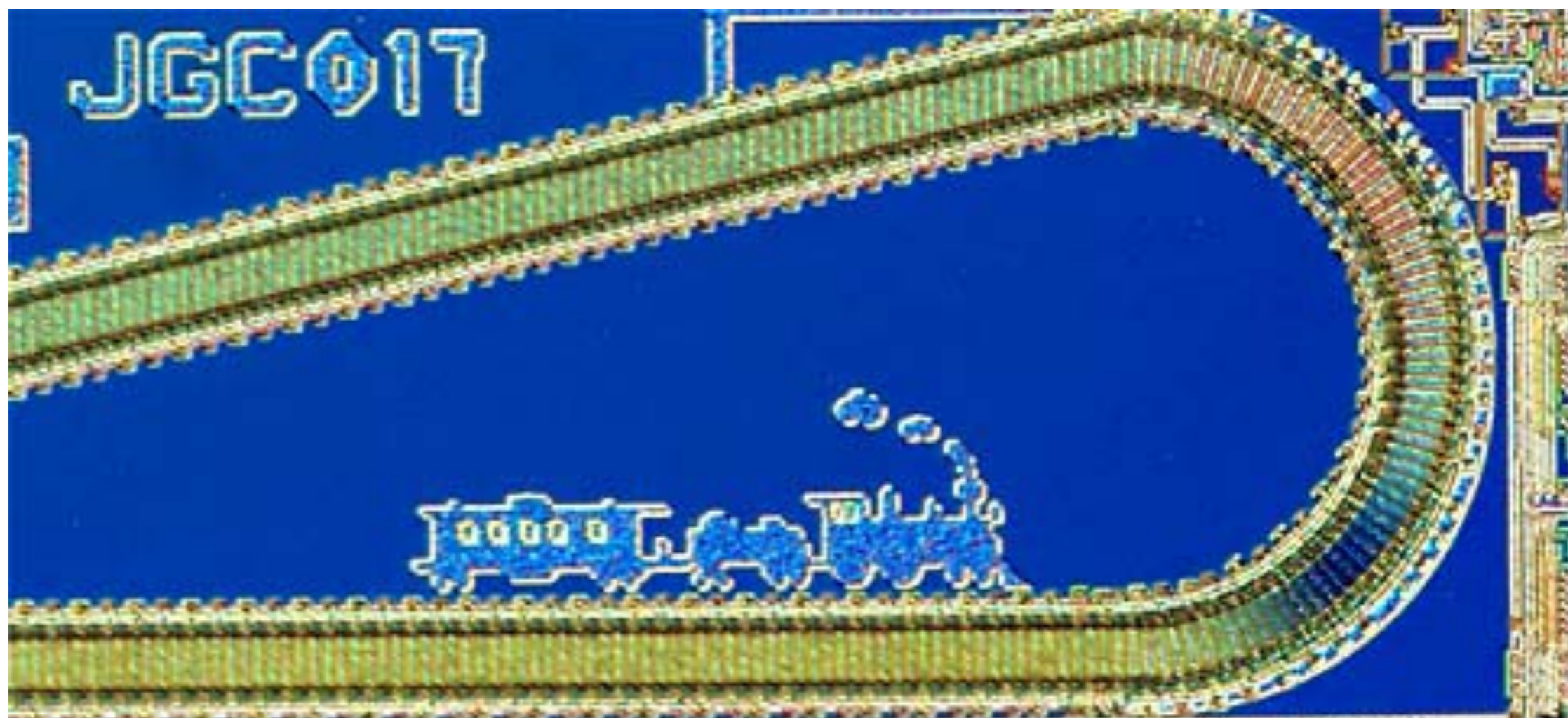


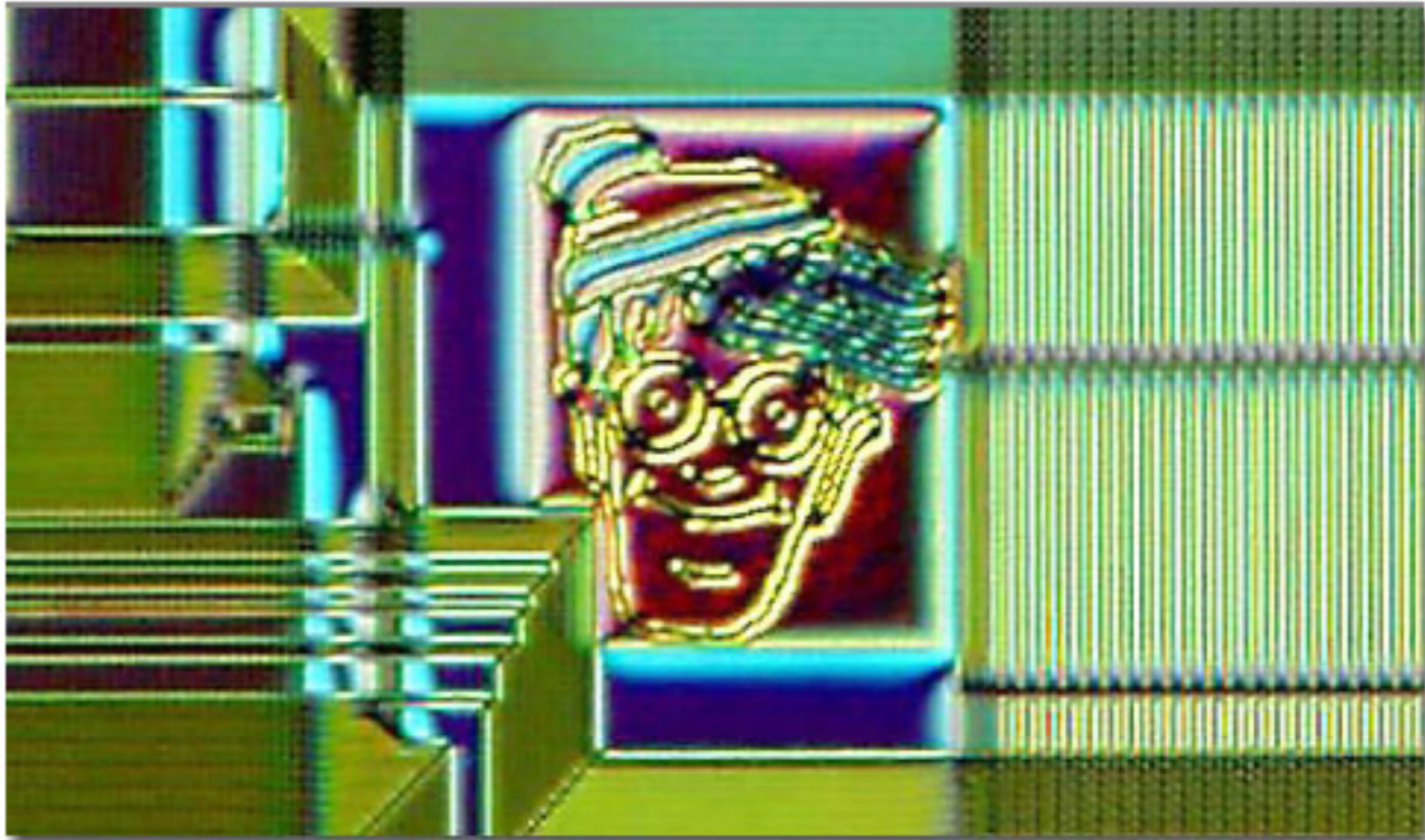
# Your canvas











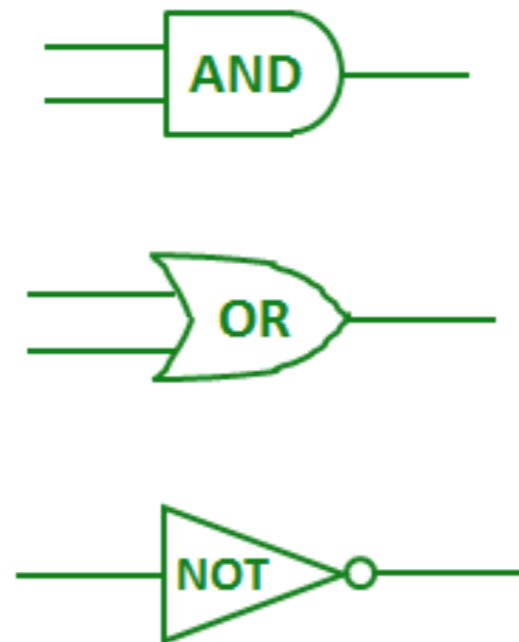
**The "silicon zoo":** [micro.magnet.fsu.edu/creatures/index.html](http://micro.magnet.fsu.edu/creatures/index.html)



# A remarkable claim!

Functional completeness

We can implement *any*  
boolean function using only  
**AND, OR, NOT.**



Thank you,  
minterm expansion!

# A remarkable claim!

Functional completeness

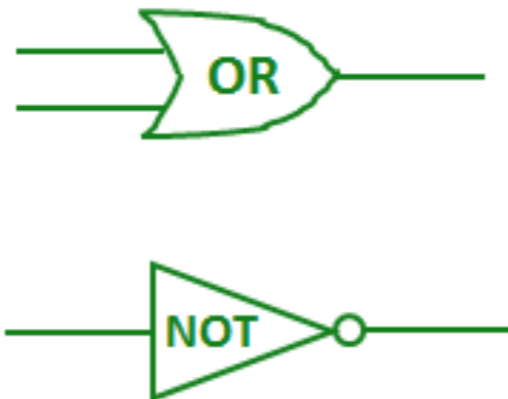
We can implement *any*  
boolean function using only  
**AND, NOT.**



# A remarkable claim!

Functional completeness

We can implement *any*  
boolean function using only  
**OR, NOT.**



What counts as a problem?

Decision problems on  
finite, bitstring inputs.

What kinds of **problems**  
can **computers** solve?

Can NOT + OR + AND solve  
all the problems that a DFA  
can? How about a Turing Machine?

What counts as a computer?