

Contents

| | | |
|----------|--|----|
| 1 | Introduction | 1 |
| | References. | 3 |
| 2 | Background | 5 |
| 2.1 | Conway’s Game of Life | 5 |
| 2.2 | Turing Machines. | 9 |
| 2.2.1 | Turing Machine Structure | 9 |
| 2.2.2 | Universal Turing Machines | 10 |
| 2.2.3 | Example Turing Machine. | 11 |
| 2.3 | Counter Machines. | 14 |
| 2.4 | Universality of the Game of Life | 15 |
| | References. | 16 |
| 3 | Literature Review/Related Work | 17 |
| 3.1 | Conway’s Winning Ways | 17 |
| 3.2 | Buckingham and Niemiec’s Adder | 18 |
| 3.3 | Dean Hickerson’s Sliding Block Memory | 20 |
| 3.4 | Paul Chapman’s Counter Machine | 21 |
| 3.4.1 | Machine Structure. | 21 |
| 3.4.2 | Counter Machine Operation | 23 |
| 3.4.3 | The First Few Instructions | 24 |
| 3.4.4 | The NOP Instruction | 27 |
| 3.4.5 | The Counter Module | 27 |
| 3.4.6 | The Universal Counter Machine | 27 |
| 3.4.7 | Statistics | 29 |
| 3.5 | Chapman’s P1 Universal Counter Machine | 29 |
| 3.5.1 | The Herschel and Herschel Tracks | 33 |
| 3.5.2 | Stable Reflector | 33 |
| 3.5.3 | Statistics | 34 |

| | | |
|----------|--|-----------|
| 3.6 | Spartan Universal Computer-Constructor | 35 |
| 3.6.1 | Description | 35 |
| 3.6.2 | Statistics | 36 |
| 3.7 | Rogozhin's Universal Turing Machine. | 36 |
| 3.7.1 | Universal 2-Tag System. | 36 |
| 3.7.2 | Rogozhin's 2-Tag UTM. | 40 |
| 3.8 | Weakly Universal Turing Machines. | 41 |
| 3.8.1 | Neary and Woods | 42 |
| 3.8.2 | Wolfram | 43 |
| | References. | 43 |
| 4 | Game of Life Turing Machine. | 45 |
| 4.1 | Construction of the Turing Machine | 45 |
| 4.2 | Basic Patterns. | 47 |
| 4.2.1 | Period Thirty: Queen Bee Shuttle Based | 47 |
| 4.2.2 | Period Fifteen: Pentadecathlon Based | 49 |
| 4.3 | The Finite State Machine. | 52 |
| 4.3.1 | The Machine in the Pattern | 54 |
| 4.3.2 | Memory Cell | 54 |
| 4.3.3 | Address Comparator | 54 |
| 4.3.4 | Selection of a Row | 58 |
| 4.3.5 | Selection of a Column. | 59 |
| 4.3.6 | Collecting Data from the Memory Cell | 59 |
| 4.4 | Signal Detector/Decoder | 60 |
| 4.5 | Stack. | 63 |
| 4.5.1 | Stack Cells. | 63 |
| 4.5.2 | Stack Control. | 64 |
| 4.5.3 | Conclusion. | 70 |
| | References. | 70 |
| 5 | Game of Life Universal Turing Machine | 71 |
| 5.1 | Simple Universal Turing Machine (SUTM) | 71 |
| 5.1.1 | SUTM Description | 71 |
| 5.1.2 | STUM Results | 75 |
| 5.1.3 | Running Time | 75 |
| 5.2 | Expanding the Size of the Turing Machine | 77 |
| 5.2.1 | Expanding the Stack | 78 |
| 5.2.2 | Expanding the Finite State Machine | 79 |
| 5.2.3 | Loading the Stack. | 81 |
| 5.2.4 | Statistics | 82 |
| 5.3 | Larger Example TM: Unary Multiplication. | 83 |
| 5.3.1 | The Unary Multiplication TM | 83 |
| 5.3.2 | Coding the Unary Multiplication TM | 84 |
| 5.4 | Conclusion. | 87 |
| | References. | 89 |

| | | |
|----------|---|-----|
| 6 | Optimizing Transition Order. | 91 |
| 6.1 | Problem Definition | 91 |
| 6.2 | SUTM Optimization Data | 92 |
| 6.3 | Solution Method. | 95 |
| 6.4 | Initial Analysis of Results | 96 |
| 6.5 | Comparison with the Greedy Method | 97 |
| 6.6 | Expected Basin of Attraction Size. | 98 |
| 6.6.1 | Simulation for Expected Size | 98 |
| 6.6.2 | Simulation for Expected Number of Neighbours. | 99 |
| 6.6.3 | Time to Discovery | 100 |
| 6.7 | Further Quantitative Analysis | 101 |
| 6.7.1 | Splitting the Sample | 101 |
| 6.7.2 | Analysis of Hard to Find Local Minima | 101 |
| 6.8 | Conclusion. | 103 |
| 6.8.1 | The SUTM | 103 |
| 6.8.2 | The QAP Solution | 104 |
| | References. | 105 |
| 7 | Forty Five Degree Stack | 107 |
| 7.1 | Dual Cell Design | 108 |
| 7.2 | Main Cell Timing. | 109 |
| 7.2.1 | Pop Operation | 109 |
| 7.2.2 | Push Operation. | 110 |
| 7.3 | Delay Cell Timing | 110 |
| 7.4 | Control Signal Generation | 110 |
| 7.5 | Next State Delay | 112 |
| 7.6 | Push/Pop Switch. | 112 |
| 7.7 | Loading the Stack. | 114 |
| 7.8 | Conclusion. | 117 |
| | Reference | 117 |
| 8 | Stack Constructor. | 119 |
| 8.1 | Design Procedure | 119 |
| 8.2 | The Construction Tool. | 121 |
| 8.2.1 | Pattern Generation | 123 |
| 8.2.2 | Input to the Construction Tool | 126 |
| 8.2.3 | Phase III: Connecting a New Cell to the Stack | 126 |
| 8.2.4 | Phase II: Activation. | 126 |
| 8.2.5 | Phase I: Building | 128 |
| 8.3 | Rake Convoys | 129 |
| 8.4 | Alternative Rakes | 133 |
| 8.4.1 | Diagonal C/12 Rakes | 133 |
| 8.4.2 | Diagonal C/5 Rakes | 137 |
| 8.5 | Conclusion. | 141 |
| | References. | 141 |

| | | |
|-----------|---|-----|
| 9 | Universal Counter Machine—Turing Machine | 143 |
| 9.1 | Counter Machine Turing Machine Program | 143 |
| 9.2 | The Example Turing Machine | 144 |
| 9.3 | Statistics | 145 |
| | References. | 146 |
| 10 | Wolfram’s Two State Three Symbol UTM. | 147 |
| | References. | 149 |
| 11 | Conclusions and Discussion | 151 |
| 11.1 | The Turing Machine in the Game of Life | 151 |
| 11.2 | Demonstrating Universality | 154 |
| 11.2.1 | Universal Counter Machine in the Game of Life. | 154 |
| 11.2.2 | Universal Turing Machine in the Game of Life. | 155 |
| 11.3 | Quadratic Assignment Problems with Large Basins of Attraction. | 157 |
| 11.4 | Formatting Blank Media | 158 |
| | References. | 158 |
| 12 | Further Work. | 161 |
| 12.1 | Large Basins of Attraction in the QAP | 161 |
| 12.2 | Finite Turing Machines and Complexity | 161 |
| 12.3 | Construction Order Efficiency | 162 |
| | References. | 162 |
| | Appendix A: UCM: Counter Machine Program | 163 |
| | Appendix B: UCM: Turing Machine Program | 167 |
| | Appendix C: Tag Productions | 171 |
| | Index | 175 |

Turing Machine Universality of the Game of Life

Rendell, P.

2016, XV, 177 p. 141 illus., Hardcover

ISBN: 978-3-319-19841-5