

The Shannon machine

(Colloquium “*The Legacy of Claude Shannon*”)

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This talk discusses some less well-known results of Shannon about mathematical models for (analog) computation.

What is a computer?



Antikythera mechanism

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Antikythera mechanism



Slide Rule

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Antikythera mechanism



Slide Rule



Differential Analyzer

What is a computer?



Antikythera mechanism



Slide Rule



Differential Analyzer



Laptop

What is a computer?



Antikythera mechanism



Slide Rule

Non-programmable



Differential Analyzer



Laptop

Programmable

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Perhaps no!

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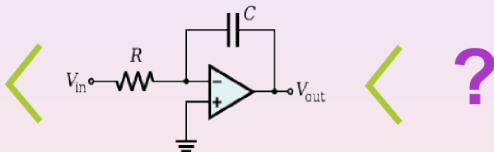
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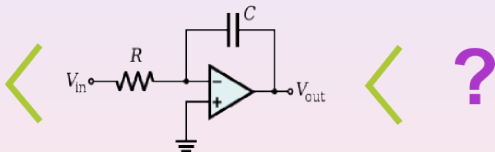
- If we are not yet able to build those devices (because of technological limitations, etc.), this question can only be answered with mathematical models.
- We have a mathematical model for digital computers – the *Turing machine*.
- But what about for other computing devices?

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- For example, is it conceivable that one can implement a super analog computer, using some radically new technology not yet developed?



- To answer that question we need a mathematical model for analog computers!

The Shannon machine (1941)

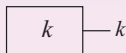
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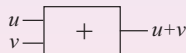
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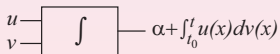
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- It consists of circuits built with four types of basic units:



A constant unit associated to the real value k



An adder unit



An integrator unit

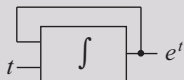


A multiplier unit

Examples

Example

Compute $y(x) = e^x$ with a GPAC



$$\begin{cases} y' = y \\ y(0) = 1 \end{cases}$$

Theorem (Shannon, modern version)

A function is generated by a GPAC if and only if it is the solution of some (vectorial) polynomial initial-value problem

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- Almost all of Classical Physics can be modeled with PIVP functions

In summary

- Shannon introduced a mathematical model (GPAC/PIVPs) for analog computers.
- The PIVP model has nice mathematical properties and can simulate/capture a large class of physical systems.

Main takeaway of this talk

Shannon did for analog computers what Turing did for digital computers.

Some recent results

More recently there has been some research comparing the theoretical computing power of PIVP functions vs. Turing machines.

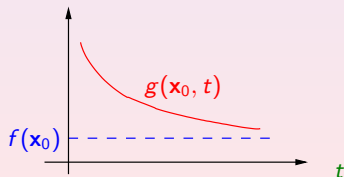
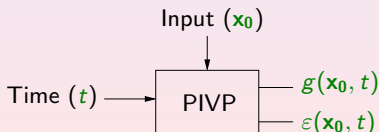
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Theorem (Bournez, Campagnolo, Graça, Hainry)

PIVPs and Turing machines are equivalent from a computability perspective.

In the previous result it is assumed that we allow PIVPs to use some time for computation before giving the output.



Even if at a computability level we do not get more from PIVP functions, is it conceivable that we can theoretically compute the solution of some problems *faster*, like for quantum computing?

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As an (unexpected) side effect, the previous result allows us to define the class P of functions computable in polynomial time by using polynomial IVPs and by (polynomially) bounding the length of the solution curve.

Thank you!

Definition (Discrete recognizability)

A language $\mathcal{L} \subseteq \Gamma^*$ is called *analog recognizable* if there exists a vector q of polynomials with two variables and a vector p of polynomials with d variables, both with polynomial-time computable coefficients, and a polynomial $\Omega : \mathbb{R}_0^+ \rightarrow \mathbb{R}_0^+$, such that for all $w \in \Gamma^*$ there is a (unique) $y : \mathbb{R}_0^+ \rightarrow \mathbb{R}^d$ such that for all $t \in \mathbb{R}_0^+$:

- $y(0) = q(\psi(w))$ and $y'(t) = p(y(t))$ ▶ y satisfies a differential equation
- if $|y_1(t)| \geq 1$ then $|y_1(u)| \geq 1$ for all $u \geq t$ ▶ the decision is stable
- if $w \in \mathcal{L}$ (resp. $\notin \mathcal{L}$) and $\text{len}_y(0, t) \geq \Omega(|w|)$ then $y_1(t) \geq 1$ (resp. ≤ -1) ▶ decision
- $\text{len}_y(0, t) \geq t$ ▶ technical condition

Theorem (An implicit characterization of P - Bournez, Graça, Pouly)

A decision problem (language) \mathcal{L} belongs to the class P if and only if it is analog recognizable.