

# How the physical Church-Turing thesis changed the concept of machine

Gilles Dowek

# In search of a definition

Fundamental concept of **machine**

Never been completely defined

- ▶ Computers, robots, networks are machines
- ▶ Machines are physical objects
- ▶ Machines (in informatics) are computing devices
- ▶ ...

**But room for many concepts**

# This talk

The concept of machine **broader and broader**

Two factors

- ▶ new types of machines developed (or imagined)
- ▶ investigation of the limits of computation when performed by machine

# The “original” concept of machine

**In general:** tool that uses a source of energy to achieve some goal

**In informatics:** tool that uses a source of energy to compute  
(process information expressed in language)

Processing information purpose of the machine or means to  
achieve other goals

## (original concept continued:) Putting physic at a distance

Maxwell's equations useful to build transistors, not to build adders with transistors

**In principle:**

Adder: physical system where electromagnetic field evolves

Solve Maxwell's equations to explain why the result is 10

But limit conditions too complex

**Instead:** levels of abstraction: atoms, transistors, Boolean gates...

A pillar of computational thinking

Puts physics at a distance (involved in lower levels, not upper ones)

## I. Various machines

# This concept of machine challenged by

- ▶ quantum computers
- ▶ relativistic computers
- ▶ DNA computers
- ▶ distributed computers
- ▶ analog computers

# Quantum computers

Physical time put at a distance

Replaced by logical time (Joinet)

Independence challenged by quantum computing

Feynman: simulating a quantum evolution on a classical computer takes more time than the evolution itself

# Superposition

Superposition of two machines brings physics **back in**

Superposed machines: trapped ions rather than laptops

## Built / used

A computer is **built**

The superposition principle is **used**

# Relativistic computers

Different physical phenomenon: dilatation of time

Duration of a process different for different observers

Infinite for one and finite for another (observer falling in black hole)

With an infinite amount of time, more functions computed than with a finite one (halting problem, *Entscheidungsproblem*)

Machine computing forever outside the black hole not a laptop

Built / used

Dilatation of time **used** rather than **built**

# DNA computers

Example: solve a Hamiltonian path problem

Different: DNA object, not phenomenon

DNA built by humans

But humans build DNA as animals

DNA bio-physical object **used** to compute, rather than **built**

# Distributed computers

Networks: machines that connect computers

Computation **in nodes** not in edges

Connecting computers: more computations

Communication protocols make sense on network, not on computer

**The computational power is in the network**

# Distributed computers

Pushed further: **swarm computing**

Unstructured network of objects with limited computational power

Network **Turing complete**, although no node is

Objects either built (tiny computers) or not: ants, birds...

Network itself hardly built: unstructured

# Analog computers

By definition: a physical phenomenon **used** to compute

But, border of informatics (weak computational power, simulating simulated similar)

Different with Turing complete analog computers (Bournez)

Binary adder

**Solving a differential equation to get the result 10**

Relativize the process of successive construction (kept physics at a distance)

## Broader and broader

**From** computers, **built** like clocks built from gears and springs

In several steps (semiconductors, transistors, Boolean gates...)  
keeping physics at a distance

**To using** physical phenomena and objects

## II. The physical Church-Turing thesis

## Another factor that led to broaden the concept of machine

Simple but difficult to explain: result of **tortuous historical process**  
Algorithm description languages before computers

Original thesis: no algorithm description language can express an algorithm computing a non recursive function

**After computers were built:** no machine can execute an algorithm computing a non recursive function

Predicates “algorithm description language” and “machine” not applied to constant but to quantified variable  
Precise **definition** of “algorithm description language” or “machine”

## Gandy's definition

To prove the physical Church-Turing thesis

Quite conservative: mechanical (built) device

But properties of device (“principles of mechanism”) paved the way for evolution of the concept of machine

# A principle of mechanism

In a machine, element of bounded size: bounded state space  
(information has bounded density)

Participates to definition of concept of machine

In **some** systems information has bounded density, in **others** not  
Only the former can be called “machines”

Bekenstein: information density bounded in **all physical systems**

All physical systems happen *a posteriori* to be “machines”  
according to Gandy’s definition

### III. The contemporary concept of machine

# New types of machines and physical Church-Turing thesis

From a clock-like device, built with gears and springs to (almost) any physical system

- ▶ not only how a machine can be **built** also which physical phenomena and object can be **used** to compute
- ▶ relativize the need to put physics at a distance
- ▶ how a physical system can evolve: no physical system can turn **green** or **red** according to the termination of Turing machine encoded in its initial state
- ▶ relativize difference between object built by humans and those that are not, just like **Oklo**

# Almost?

Body freely falling in vacuum:  $y = t^2$

Square or square root?

Depends on the interaction protocol

- ▶ Choose time, measure distance: square
- ▶ Choose distance, measure time: square root

Not just a physical system, but a physical system equipped with a protocol interpreting the evolution of the system