

# Science informatique

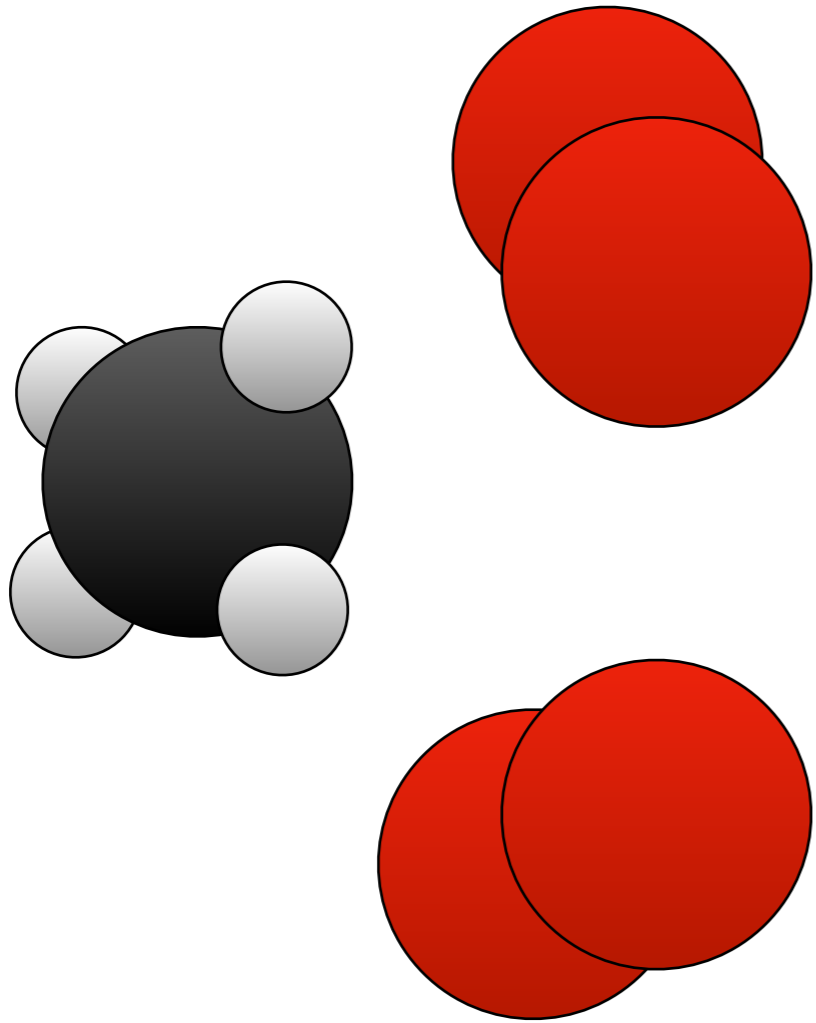
# CM10

Antonio E. Porreca

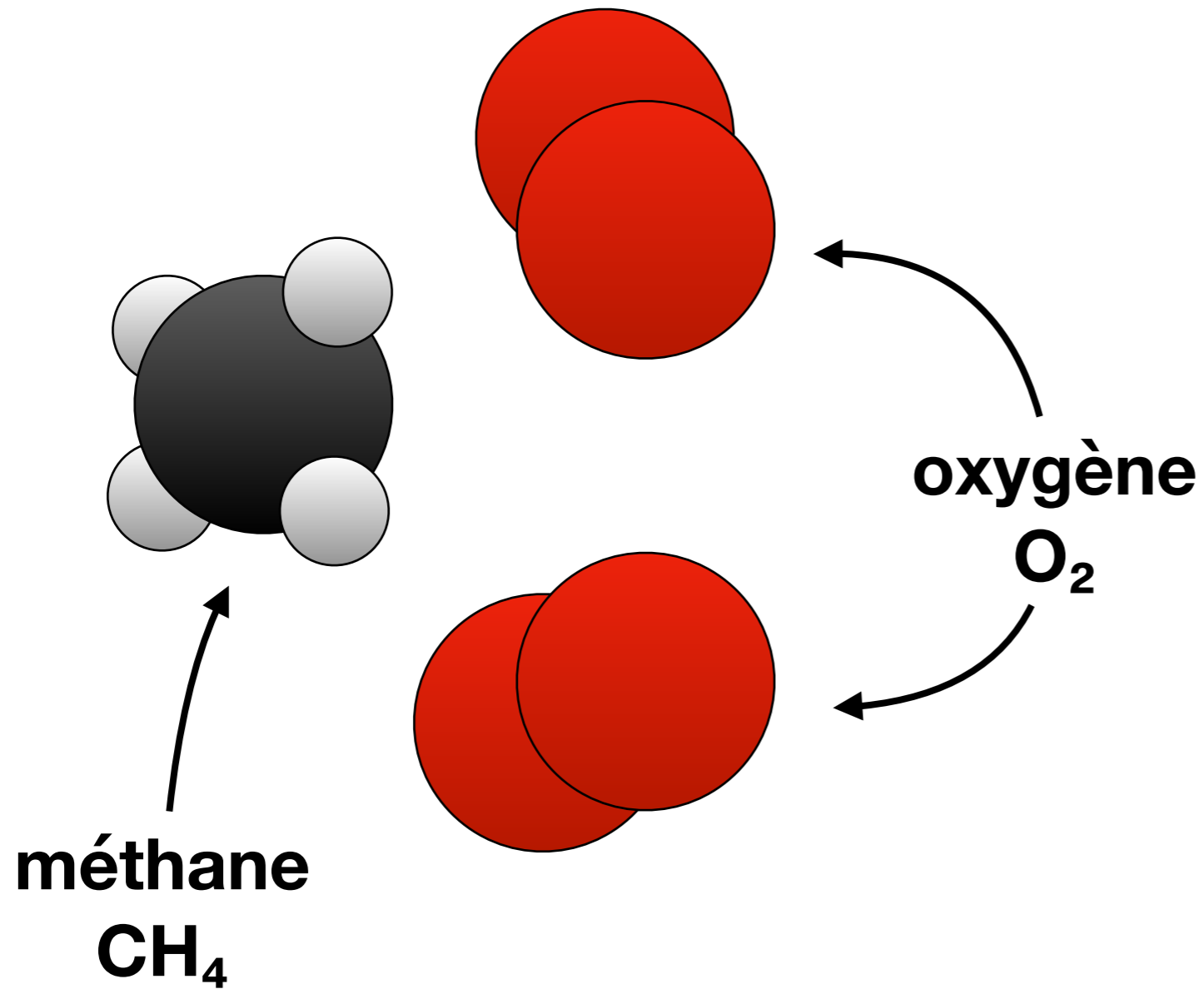
[aeporreca.org/scienceinfo](http://aeporreca.org/scienceinfo)

# Réactions chimiques

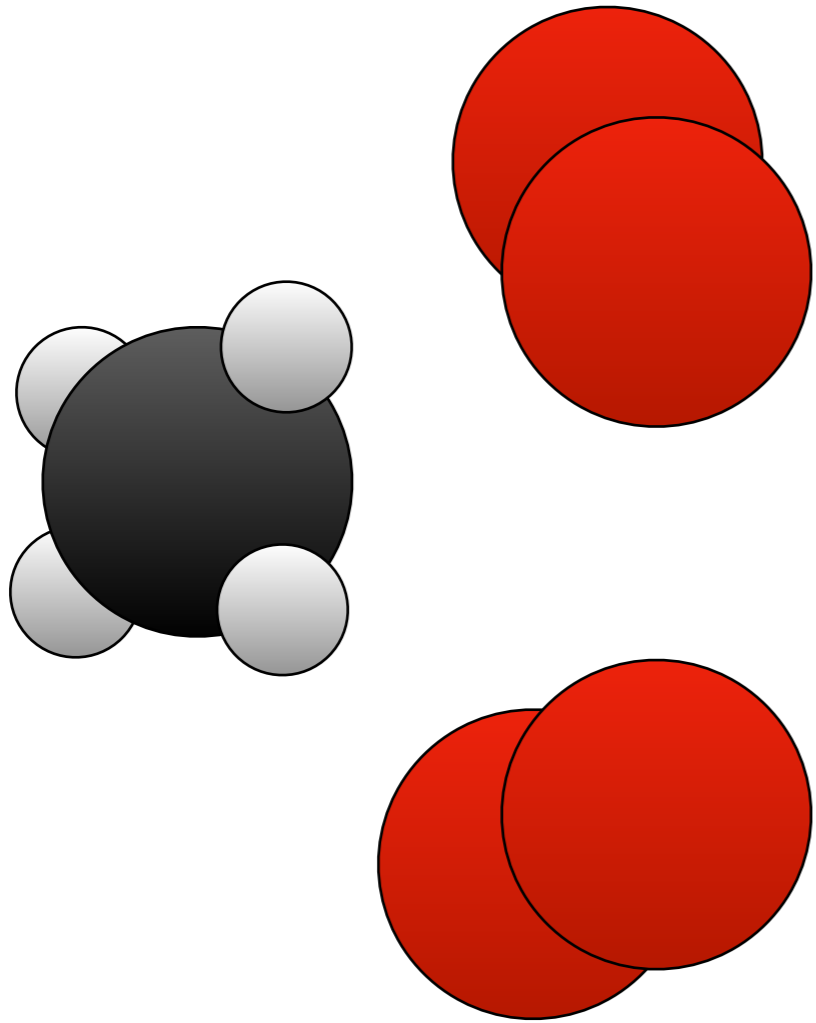
# Combustion du méthane



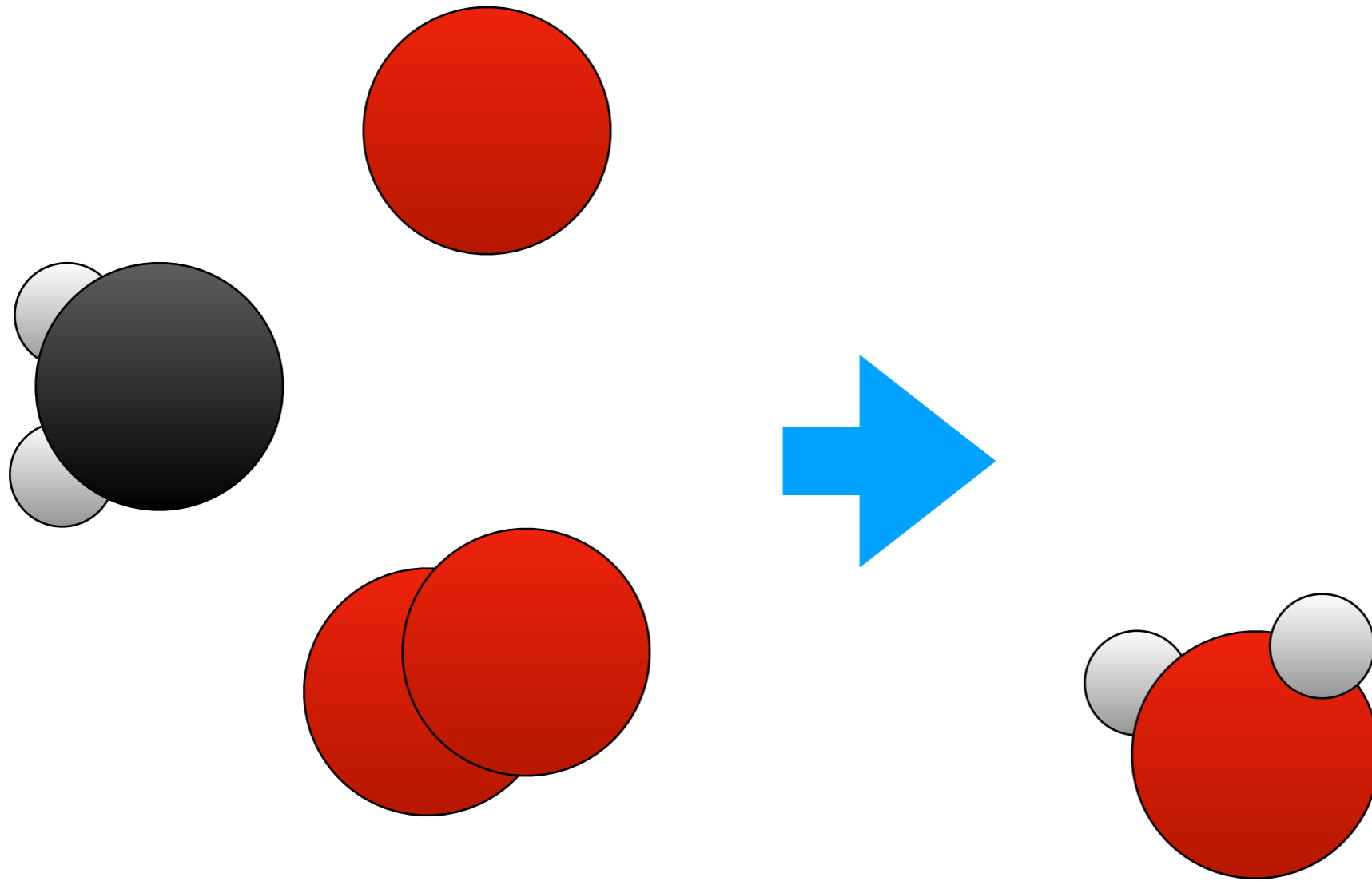
# Combustion du méthane



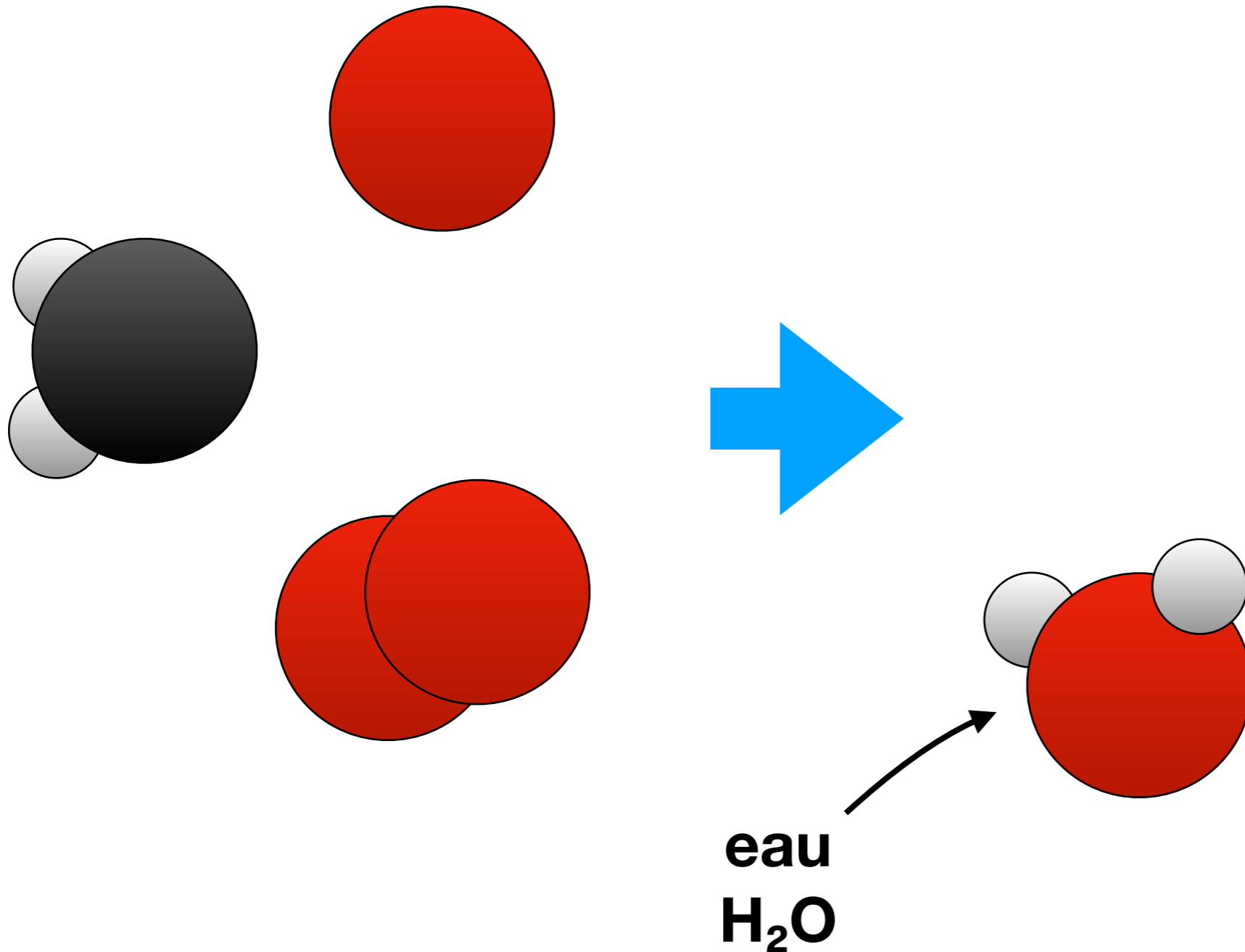
# Combustion du méthane



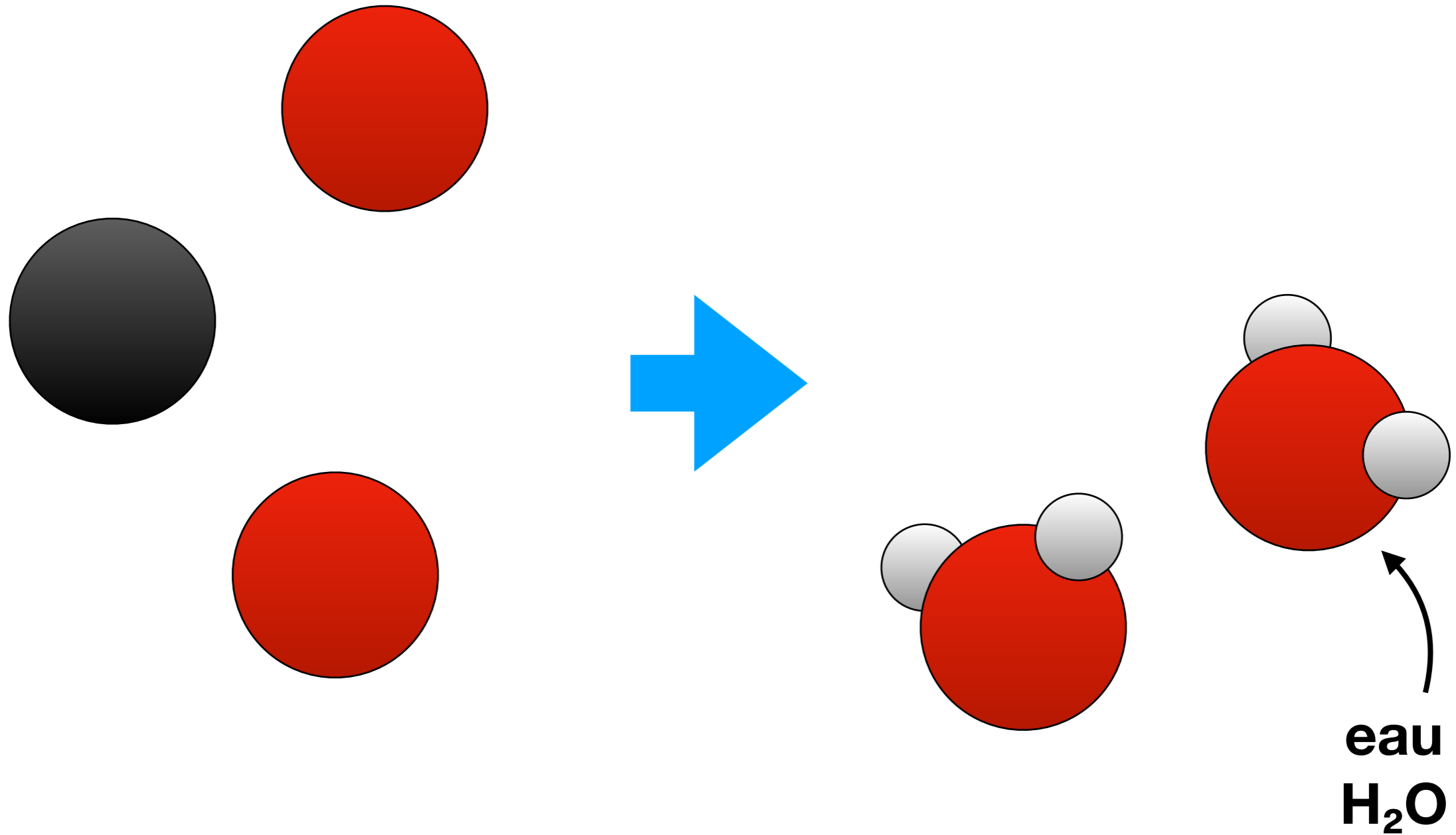
# Combustion du méthane



# Combustion du méthane

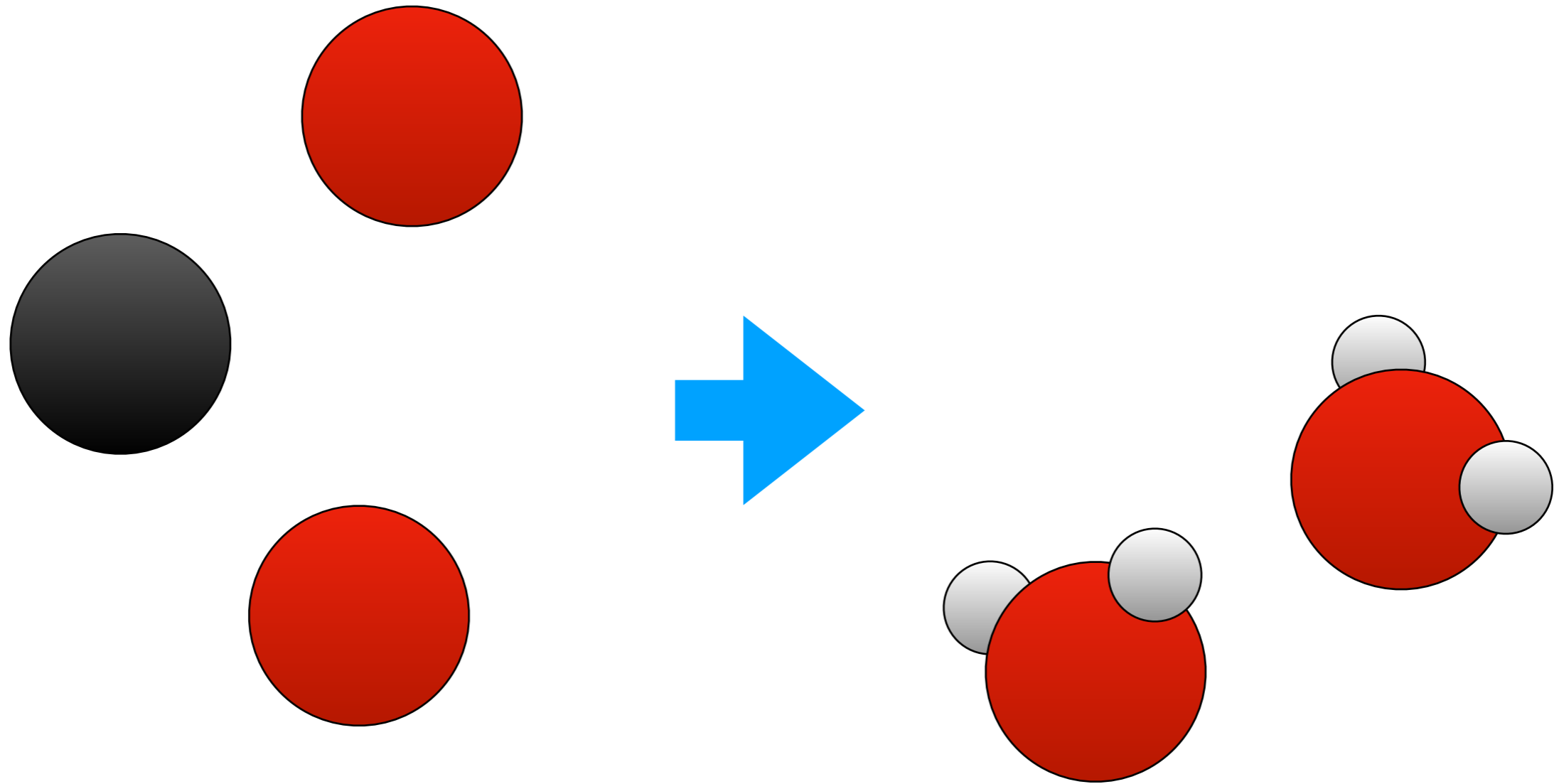


# Combustion du méthane



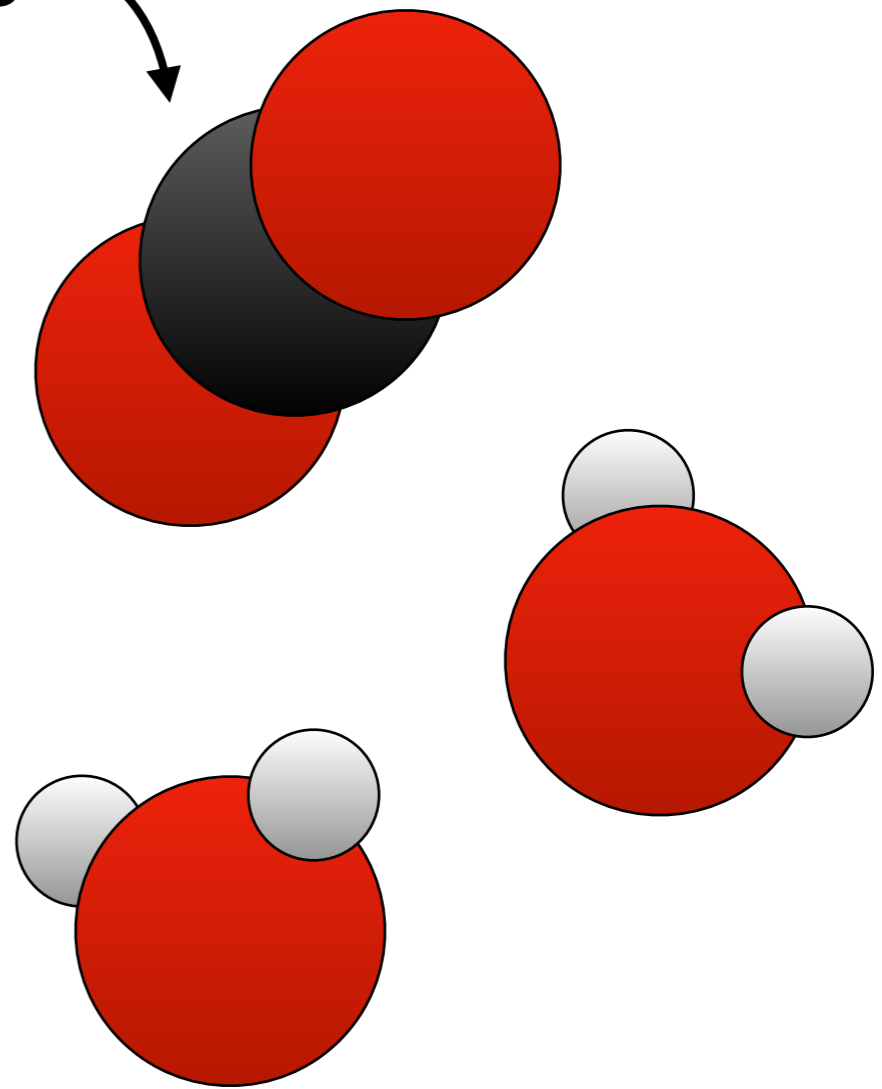
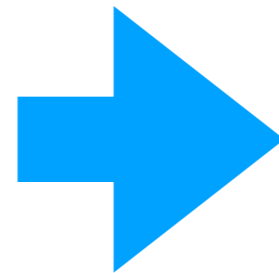


# Combustion du méthane

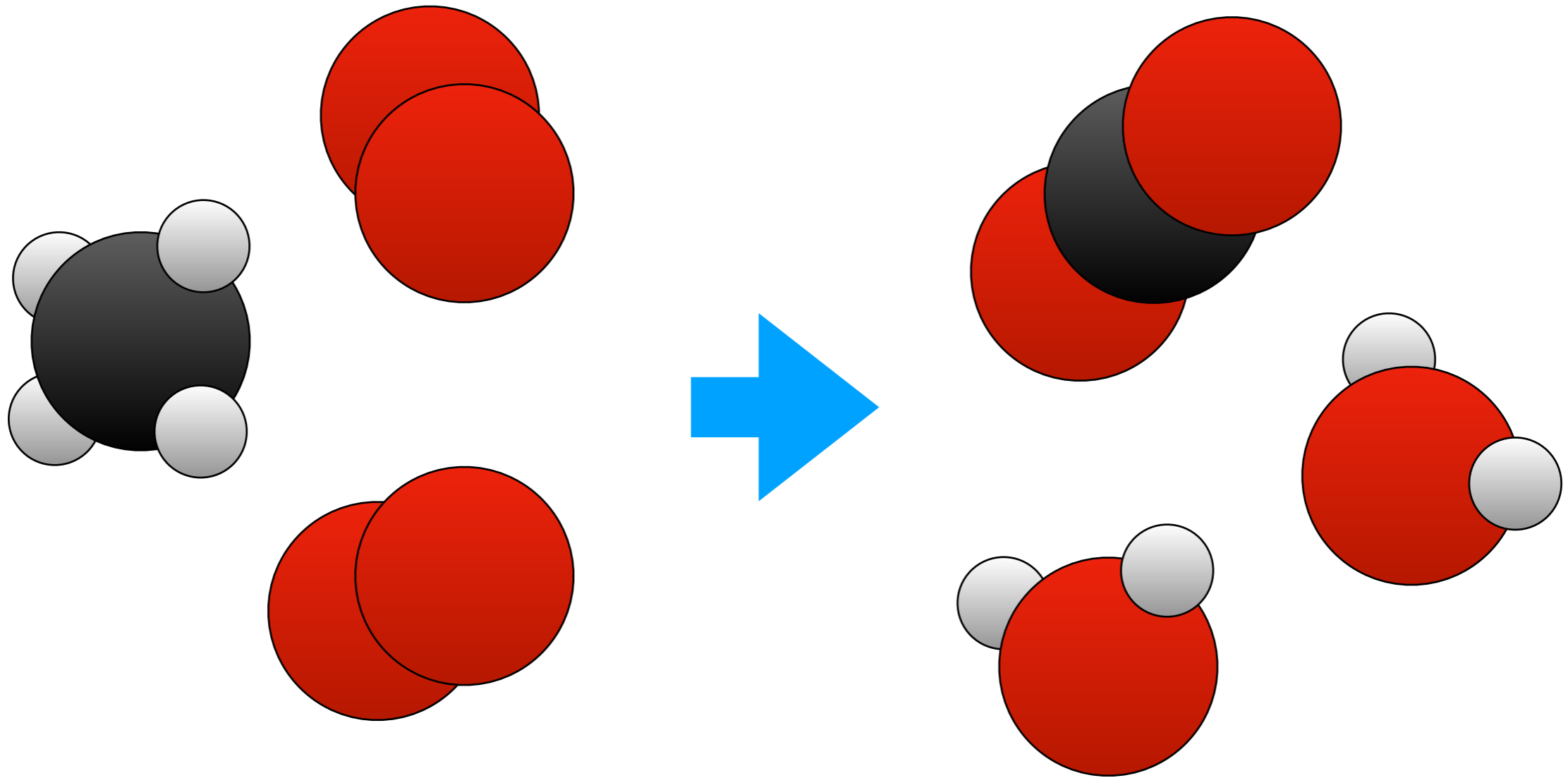


# Combustion du méthane

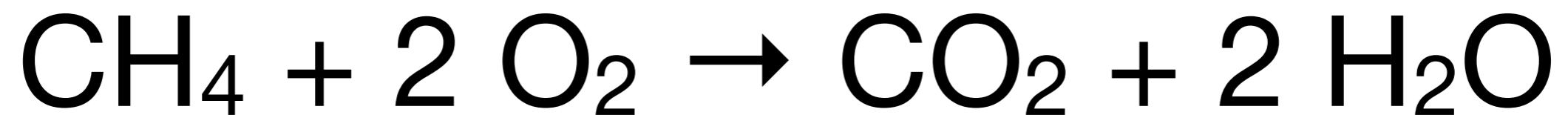
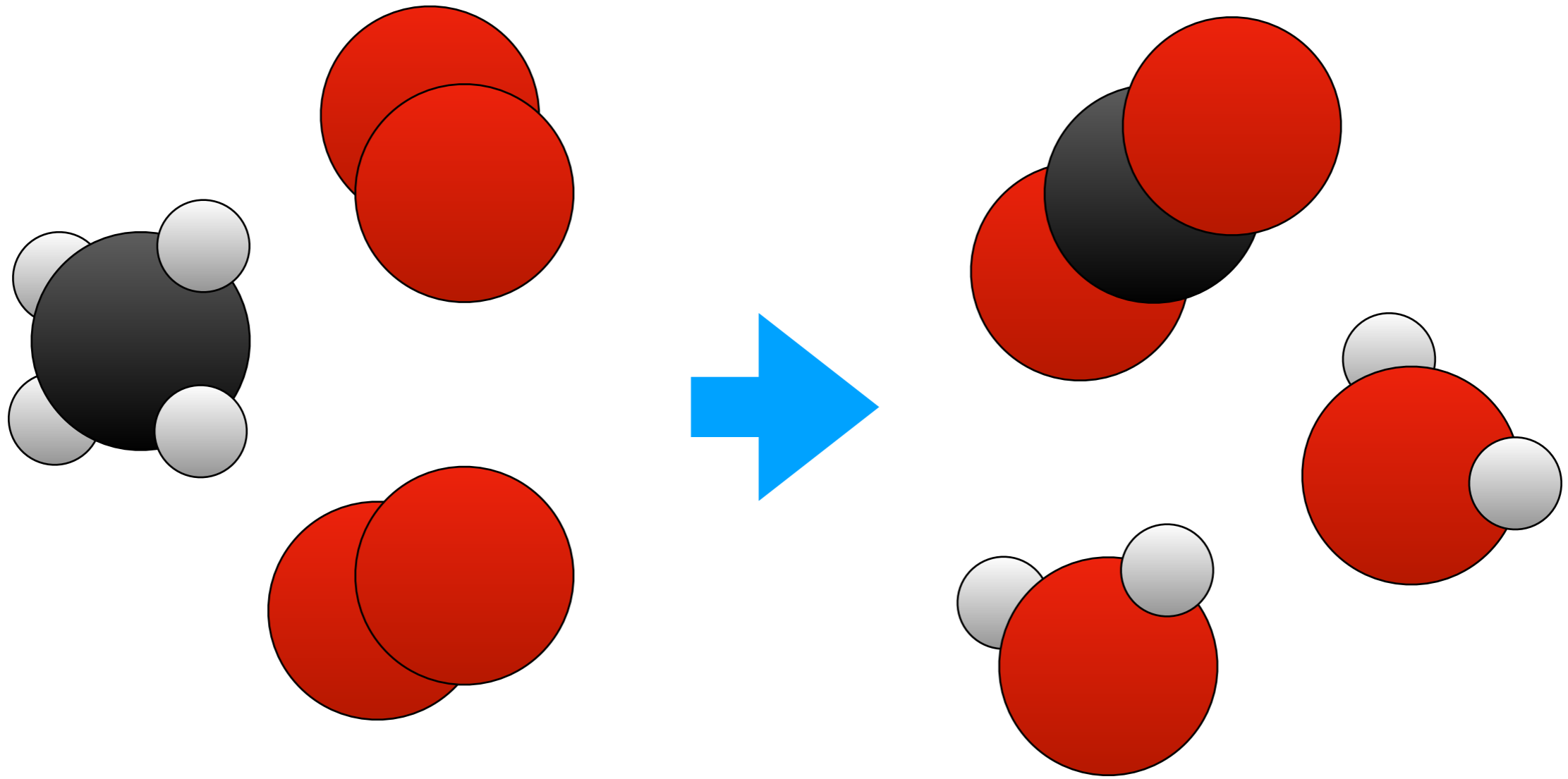
dioxyde  
de carbone  
 $\text{CO}_2$



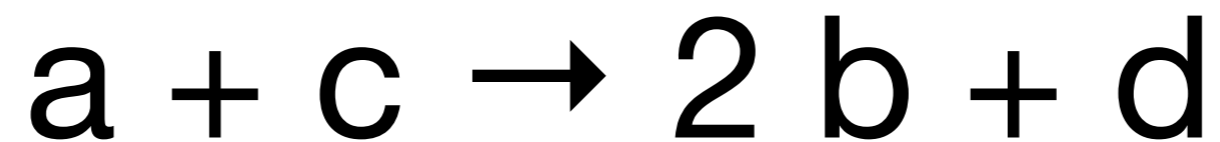
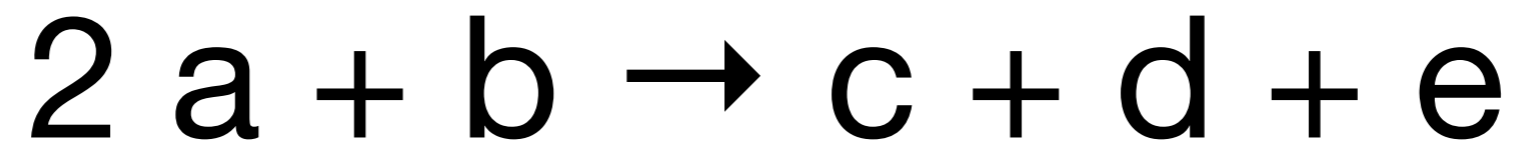
# Combustion du méthane



# Combustion du méthane

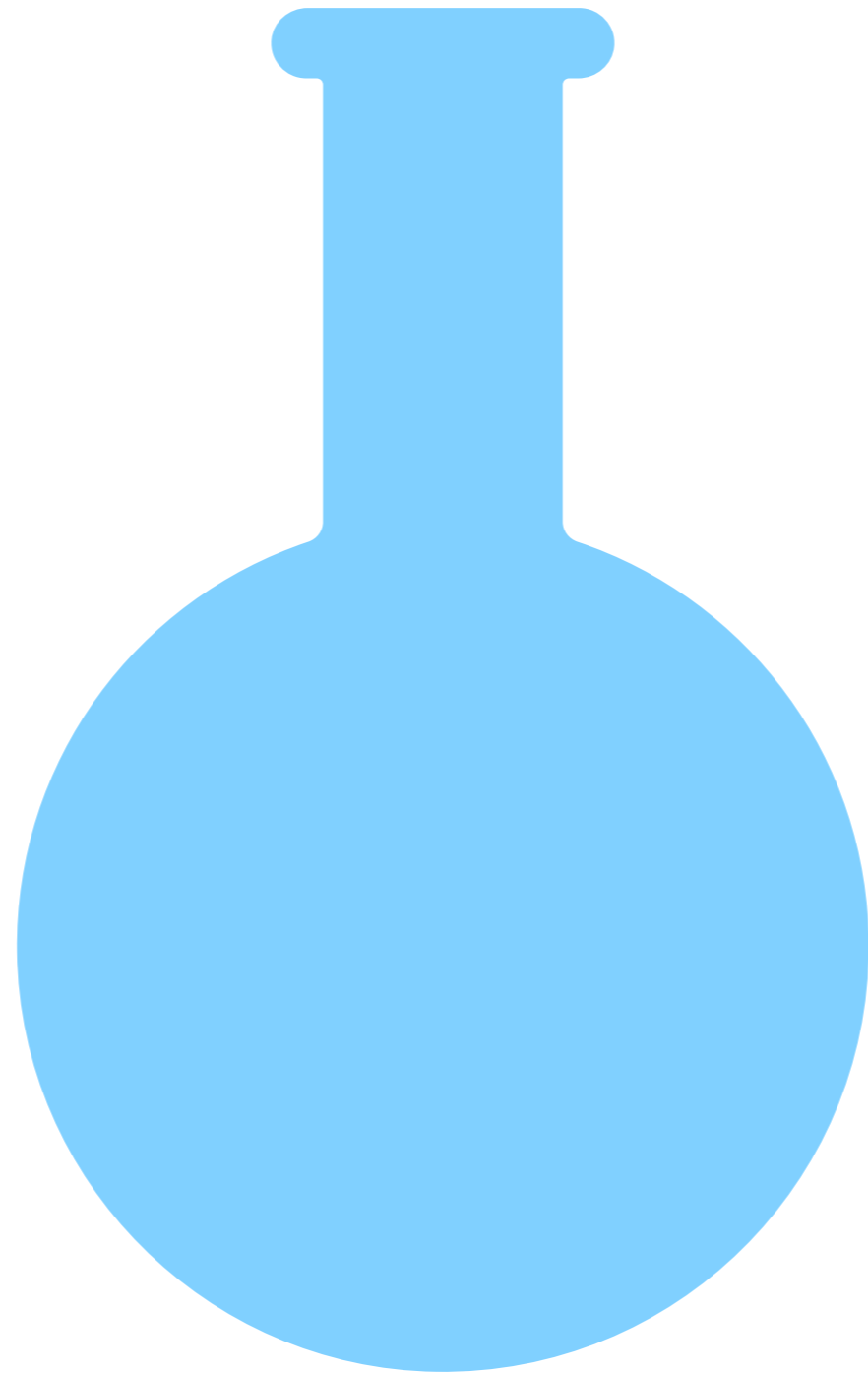


# Réactions chimiques abstraites

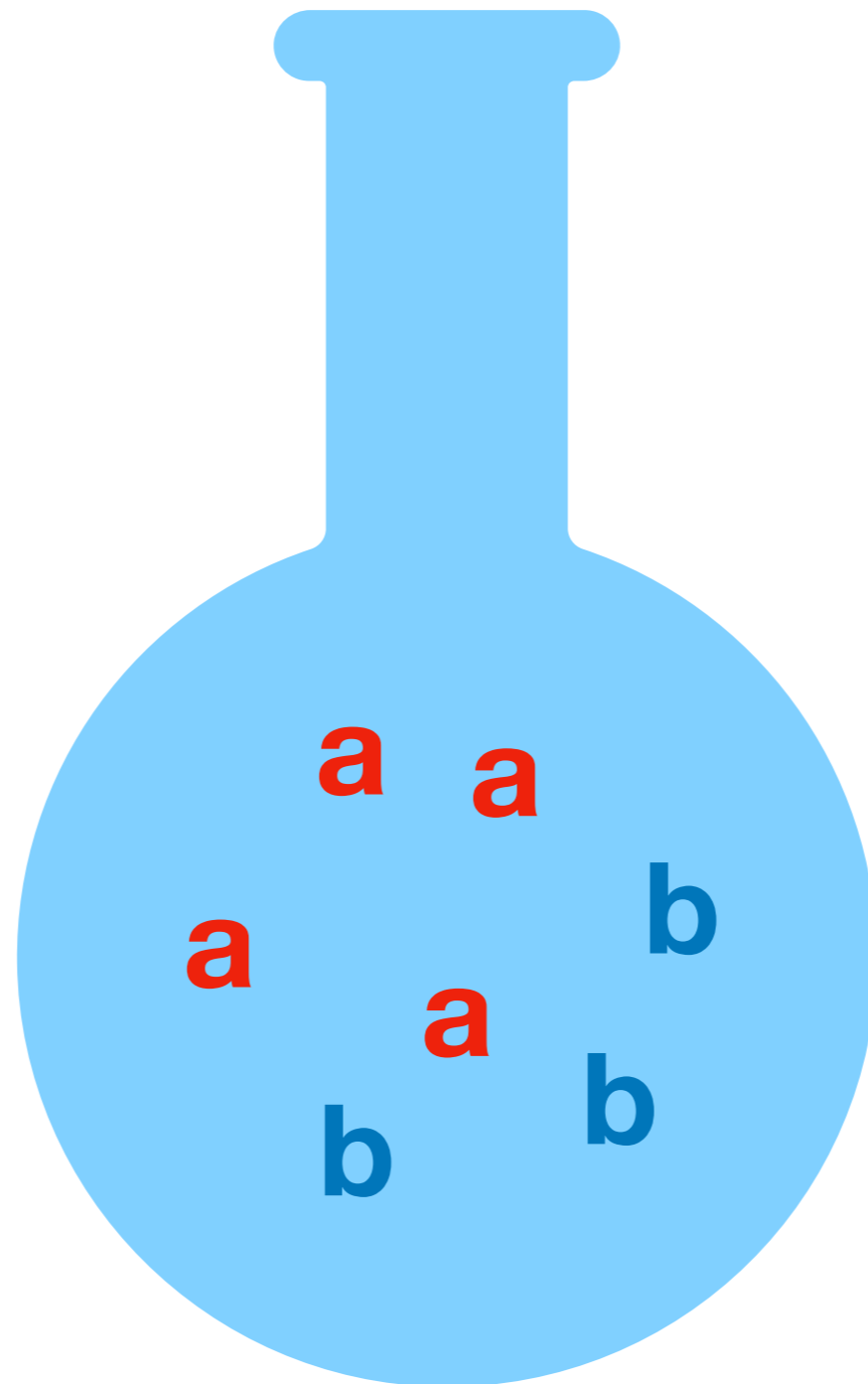


# Calcul avec les réactions chimiques

**On prend un ballon**

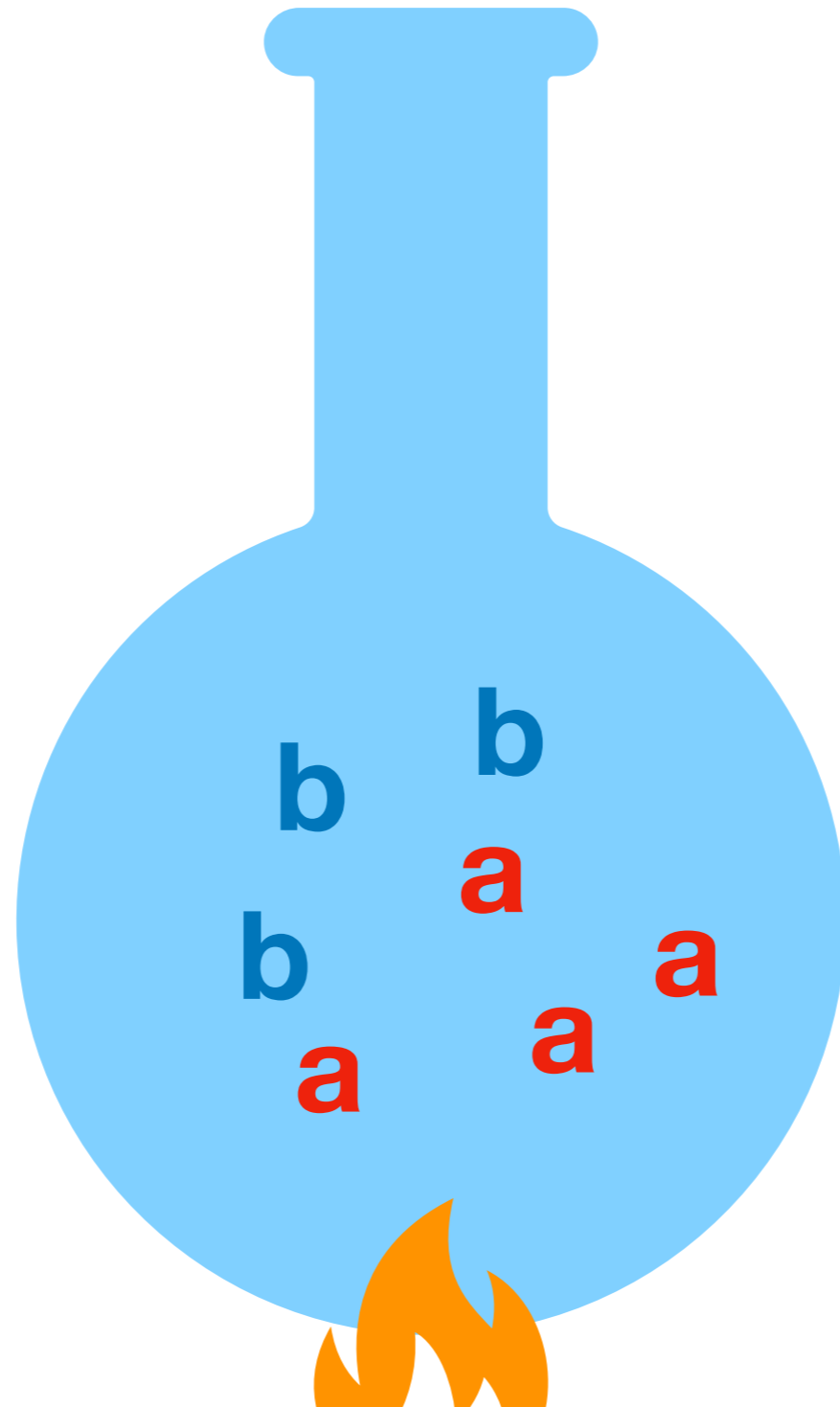


# On y verse des molécules

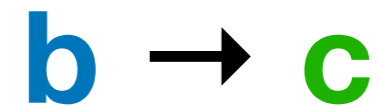
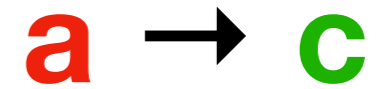
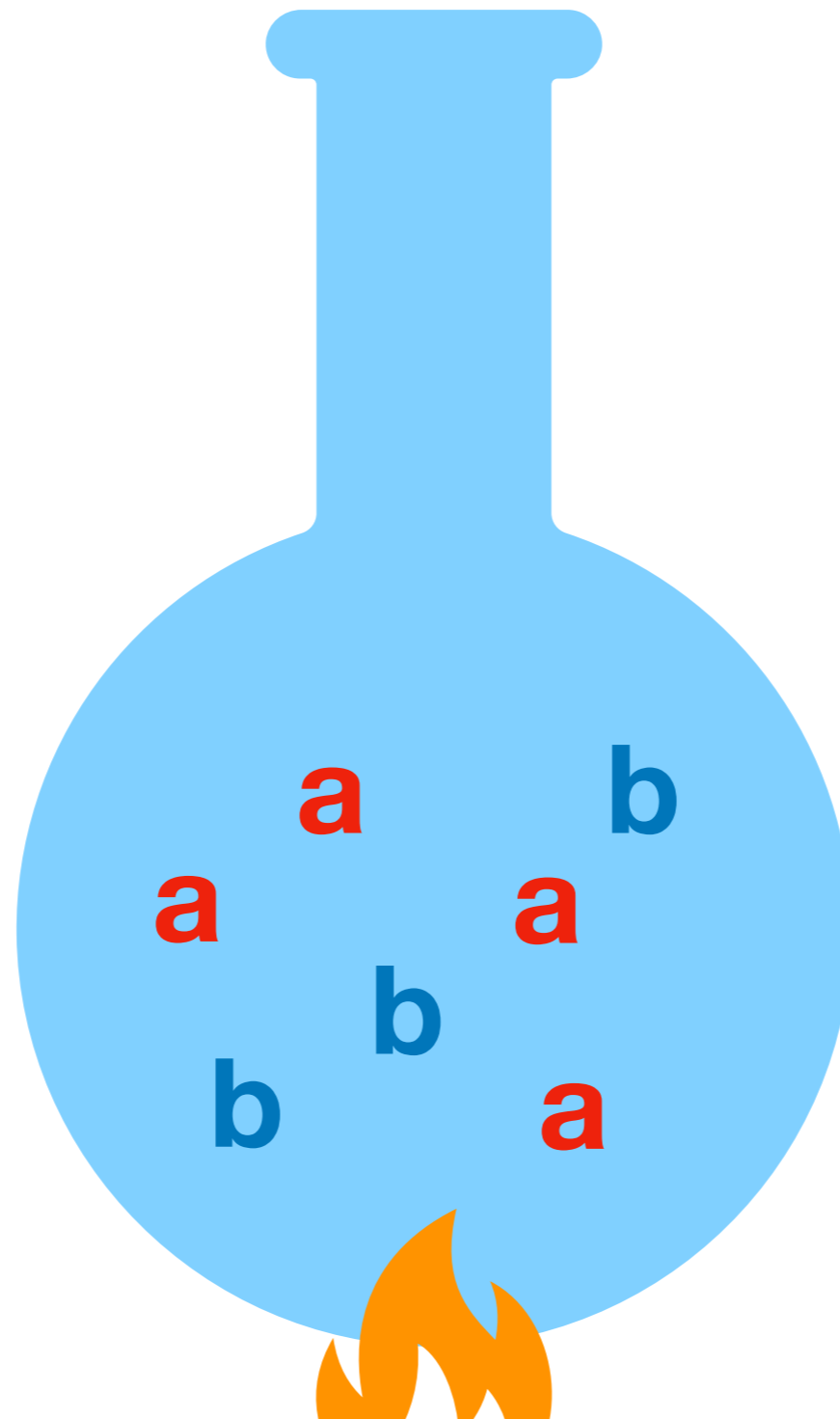




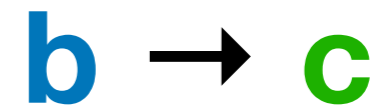
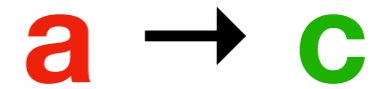
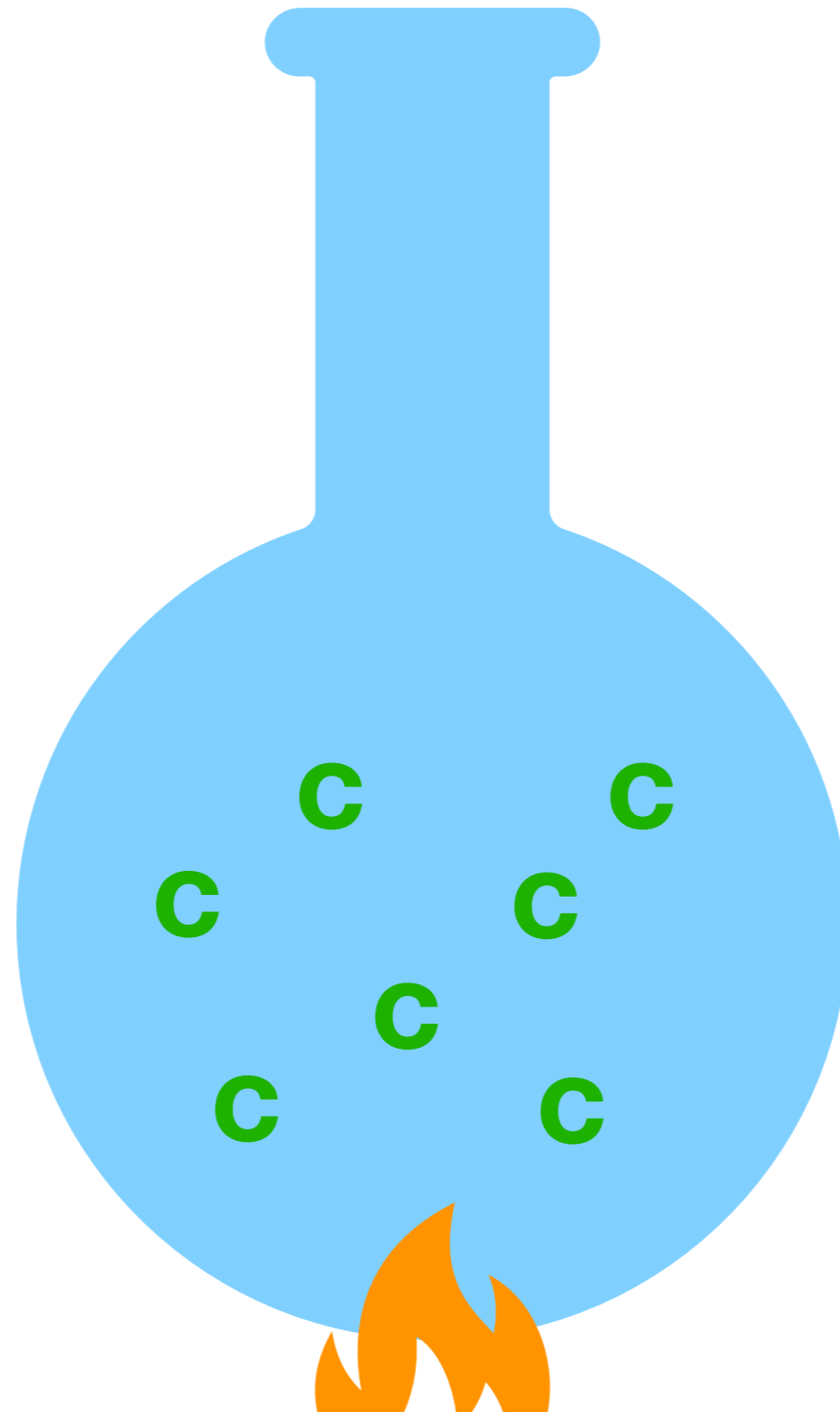
On chauffe



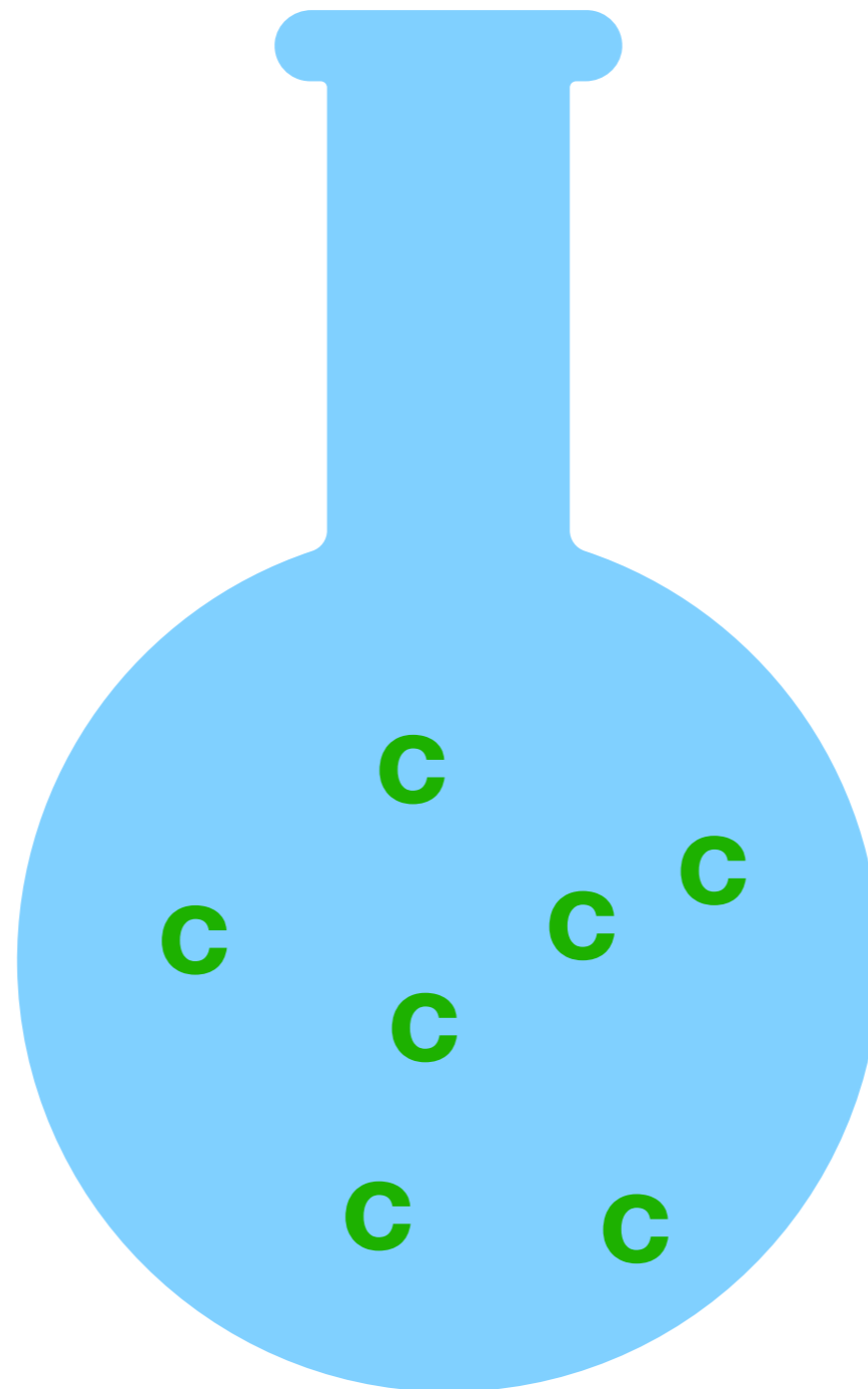
# Les réactions on lieu simultanément



# Les réactions on lieu simultanément



On laisse refroidir  
et on interprète le résultat



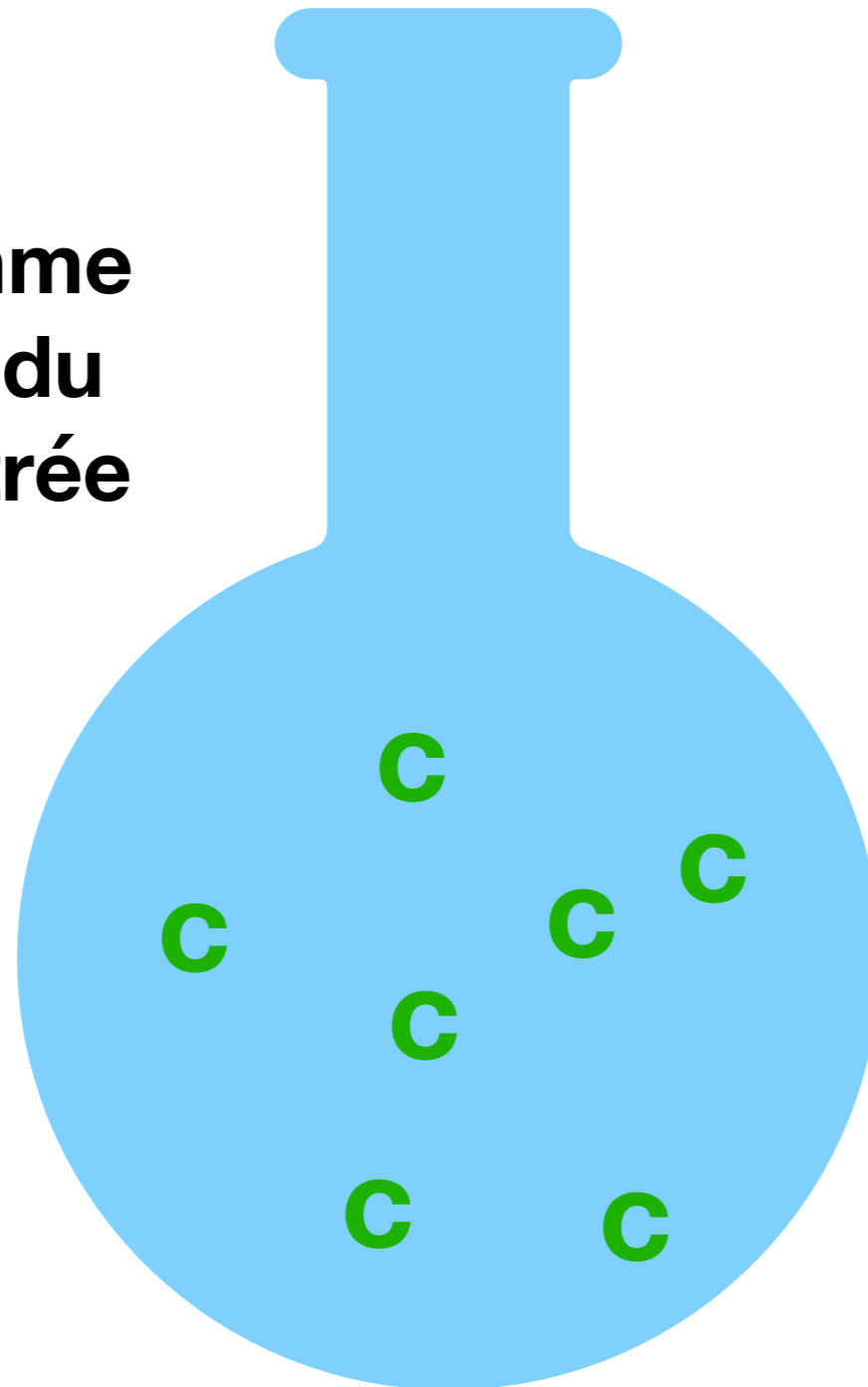
**a** → **c**

**b** → **c**

# On laisse refroidir et on interprète le résultat

le nombre de **c**  
en sortie est la somme  
du nombre de **a** et du  
nombre de **b** en entrée

**a** → **c**  
**b** → **c**



# Exercice 3 du TD8

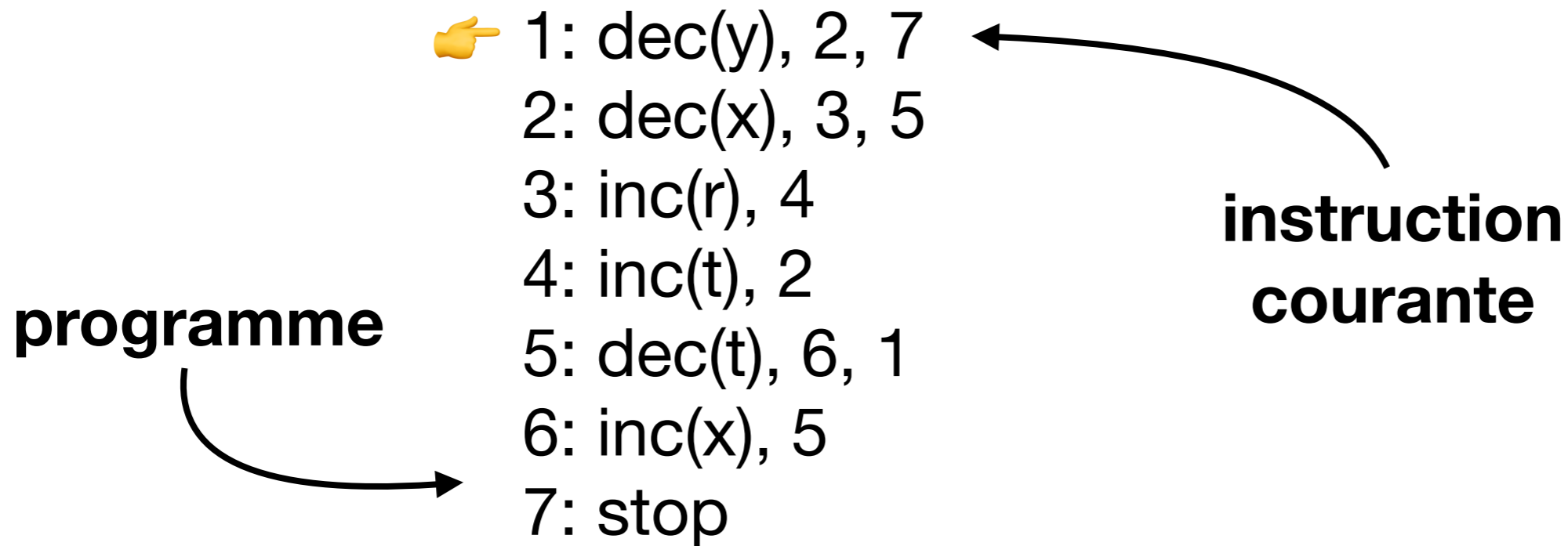
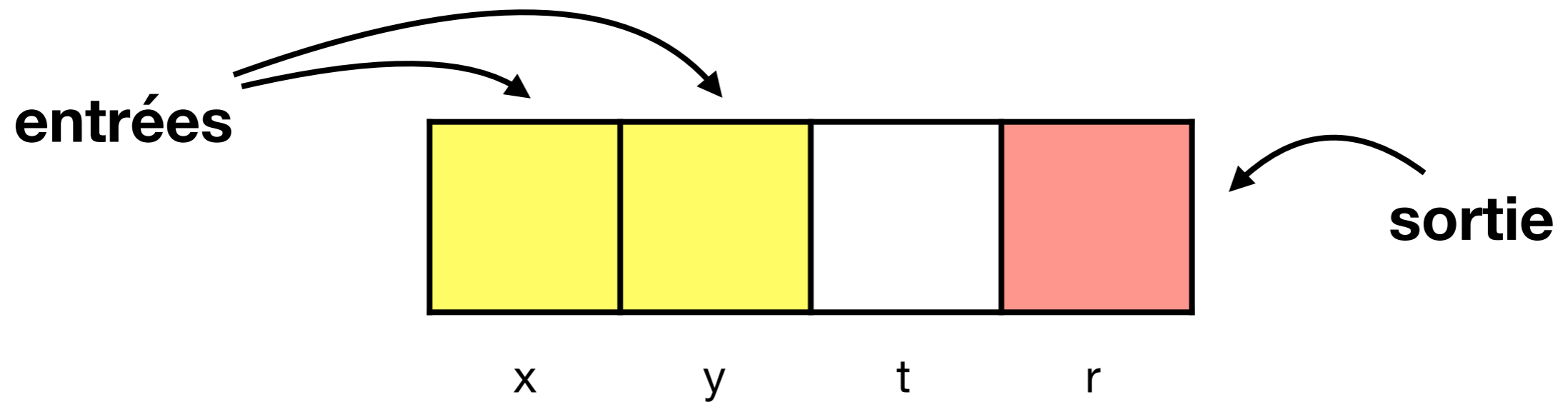
# Calculs complexes avec les réactions chimiques

# Exercice 4 du TD8



# **Interlude : machines à registres**

# Machines à registres



# Trois types d'instructions

3: inc(r), 4

**instruction 3 :**  
incrémente le registre r  
et passe à l'instruction 4

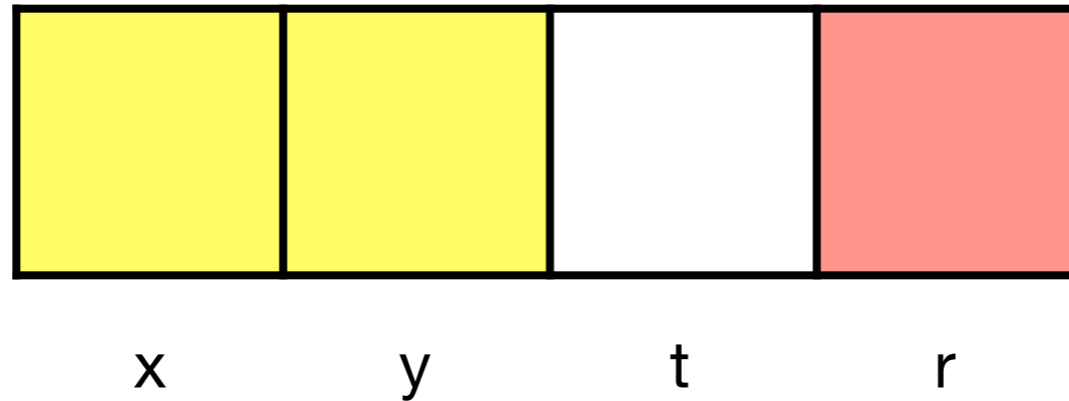
5: dec(t), 6, 1

**instruction 4 :** si le registre t  
est supérieur à 0, alors  
décrémente-le et passe  
à l'instruction 6, sinon laisse-le  
à 0 et passe à l'instruction 1

7: stop

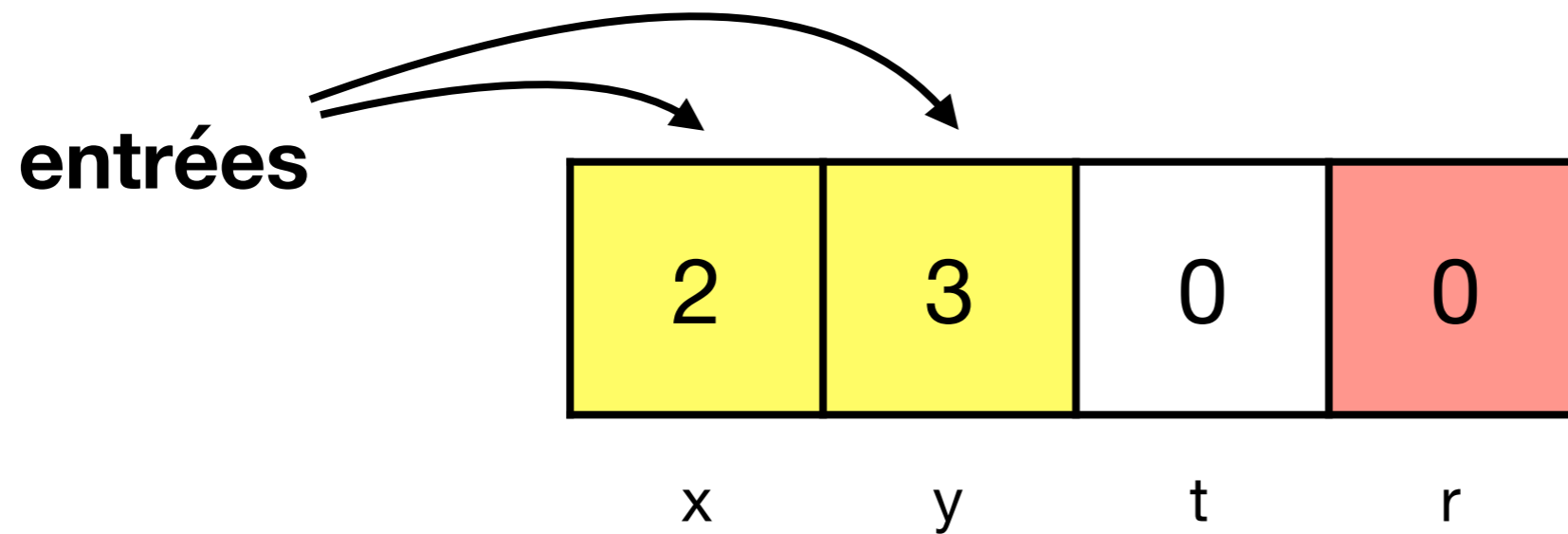
**instruction 7 :** on s'arrête

# Machines à registres



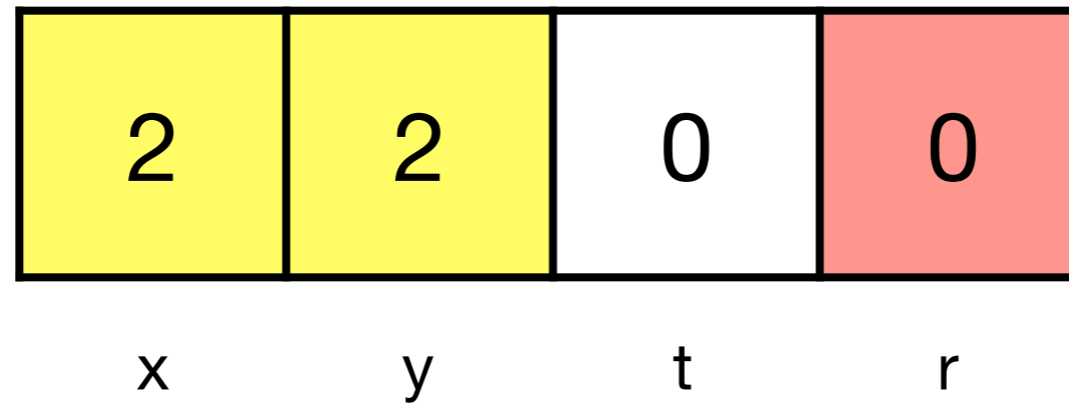
- 👉 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



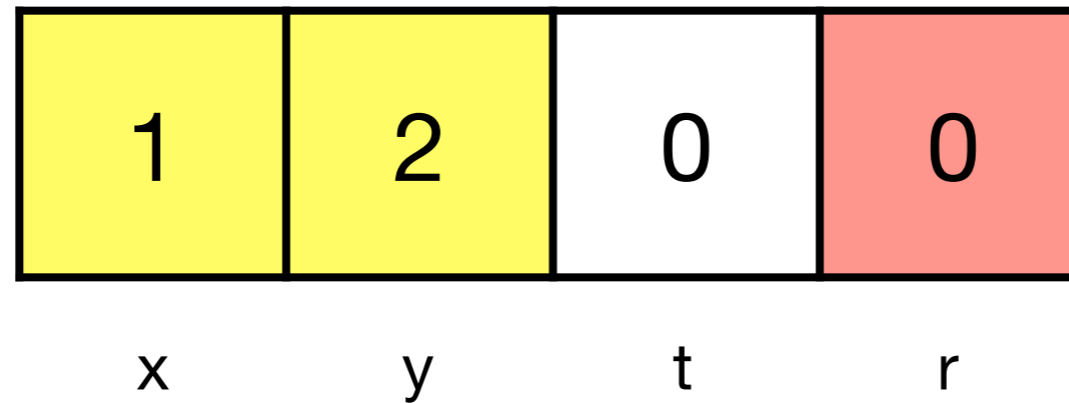
- 👉 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



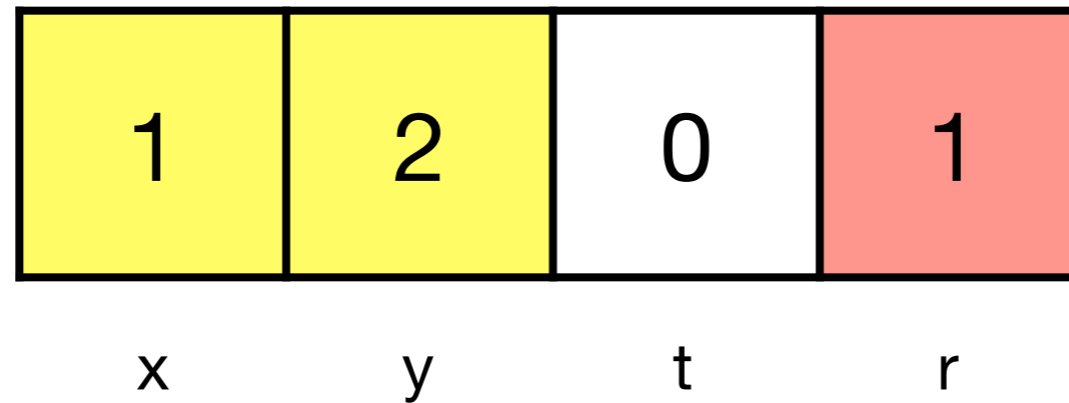
- 1: dec(y), 2, 7
- 👉 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 👉 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

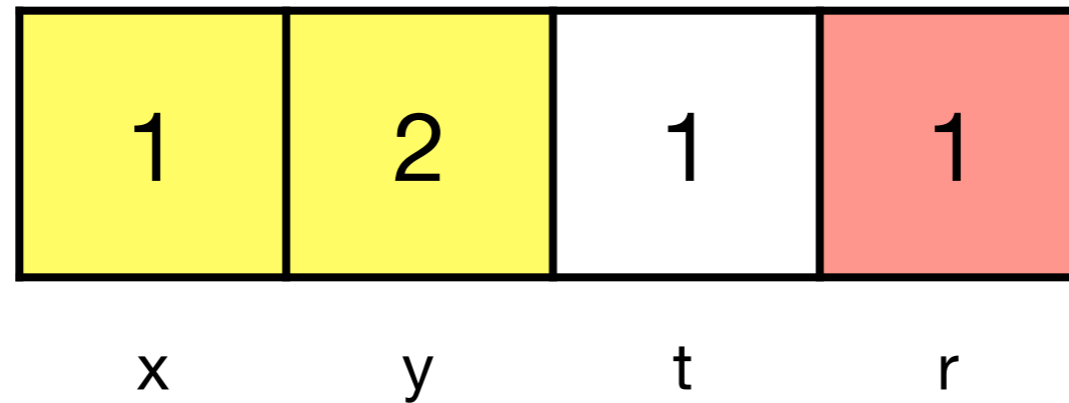
# Machines à registres



- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 👉 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

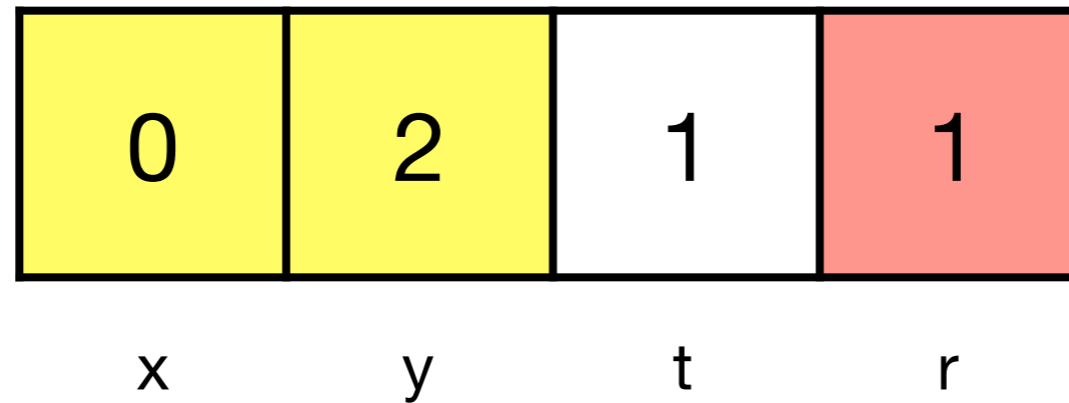


# Machines à registres



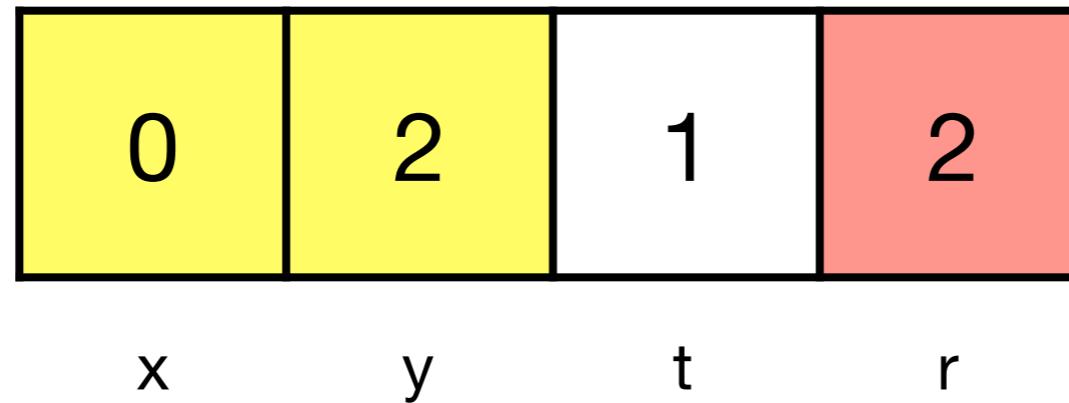
- 1: dec(y), 2, 7
- 👉 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



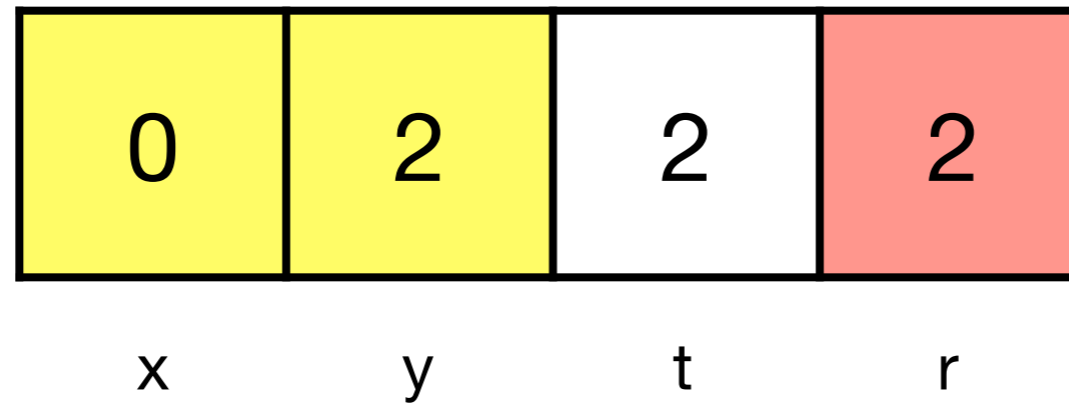
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 👉 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



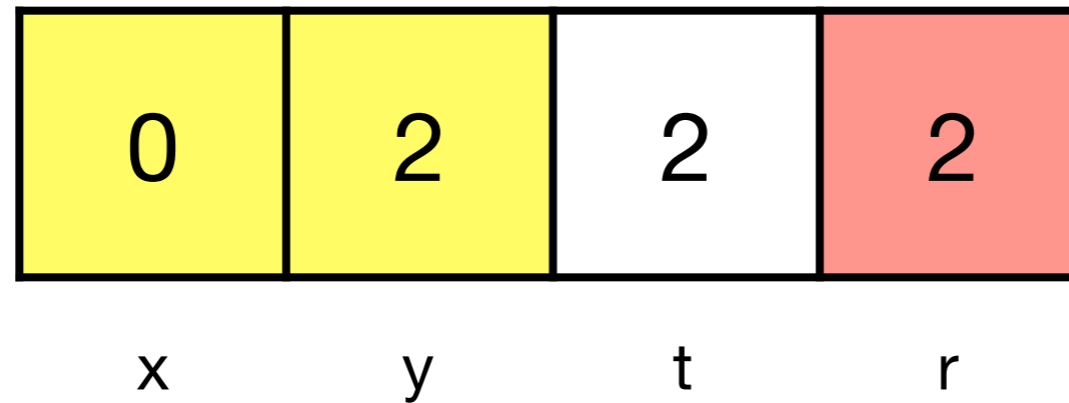
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 👉 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



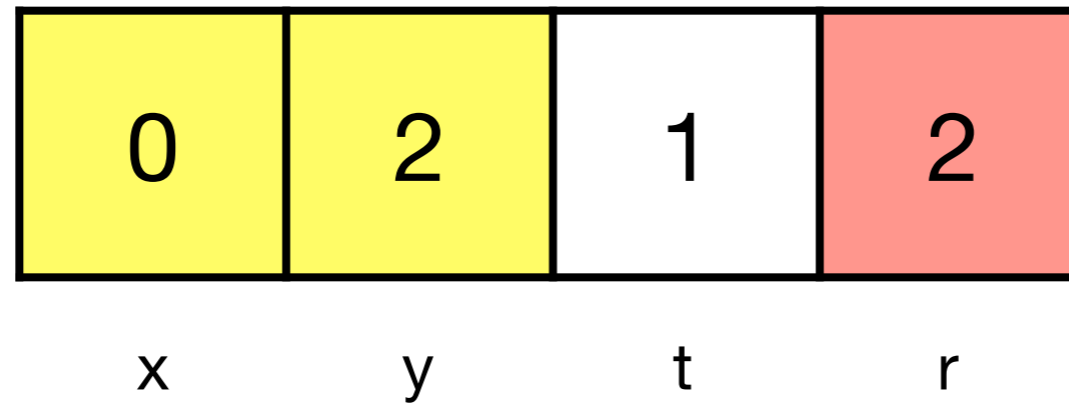
- 1: dec(y), 2, 7
- 👉 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



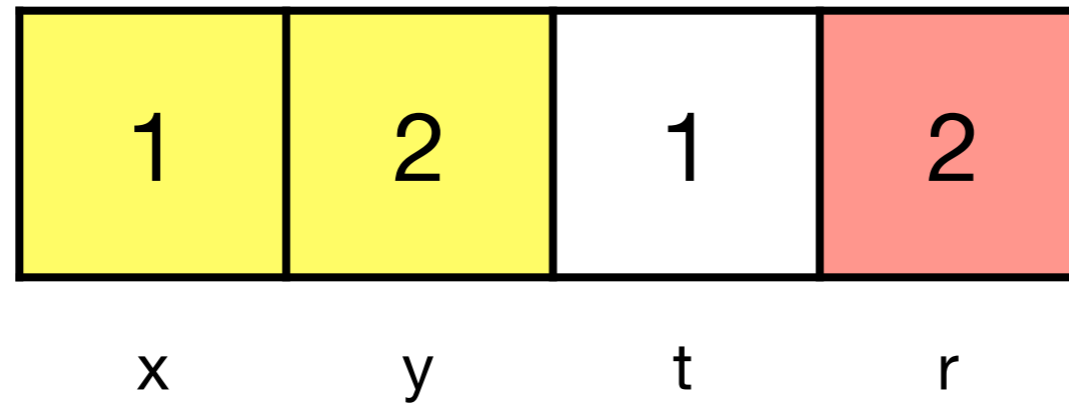
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



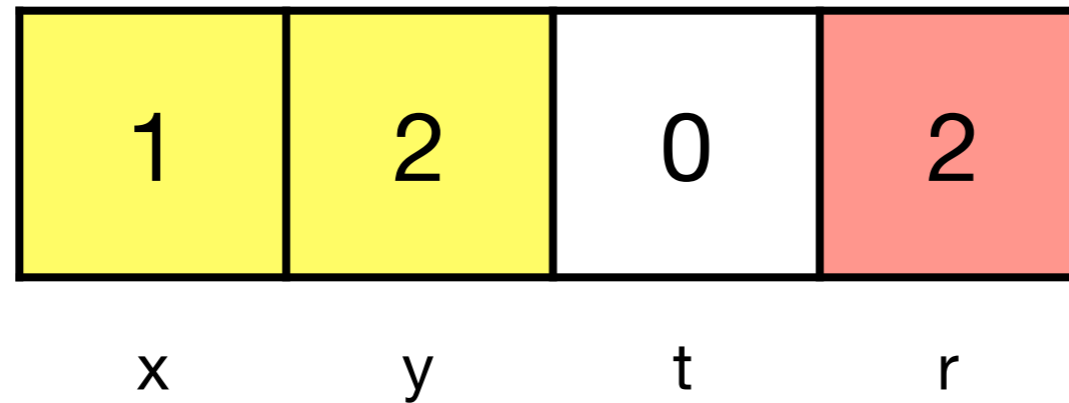
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 👉 6: inc(x), 5
- 7: stop

# Machines à registres



- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

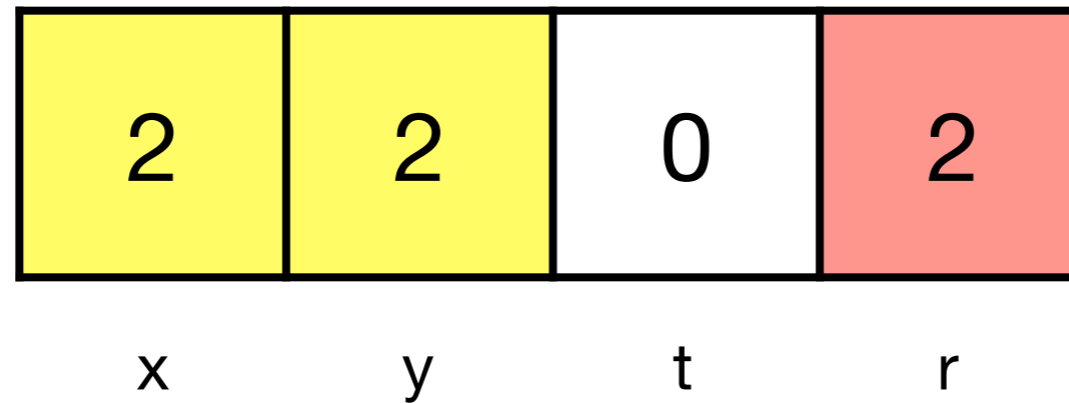
# Machines à registres



- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 👉 6: inc(x), 5
- 7: stop

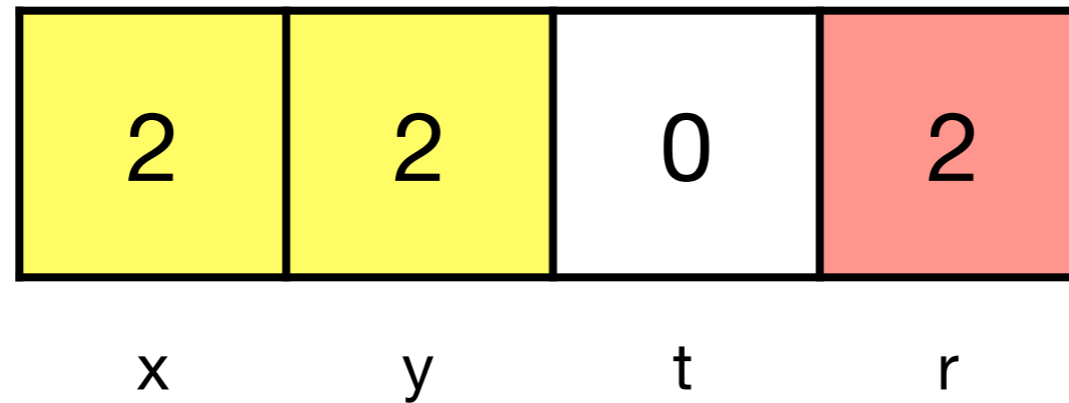


# Machines à registres



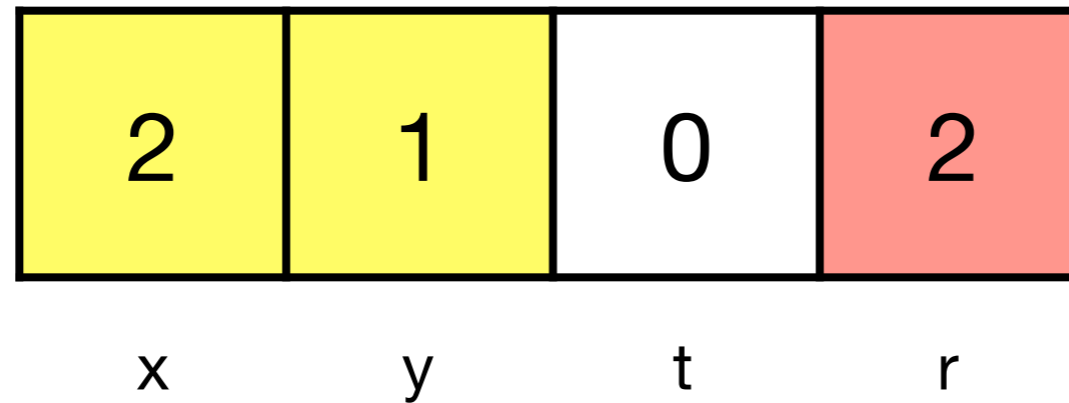
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



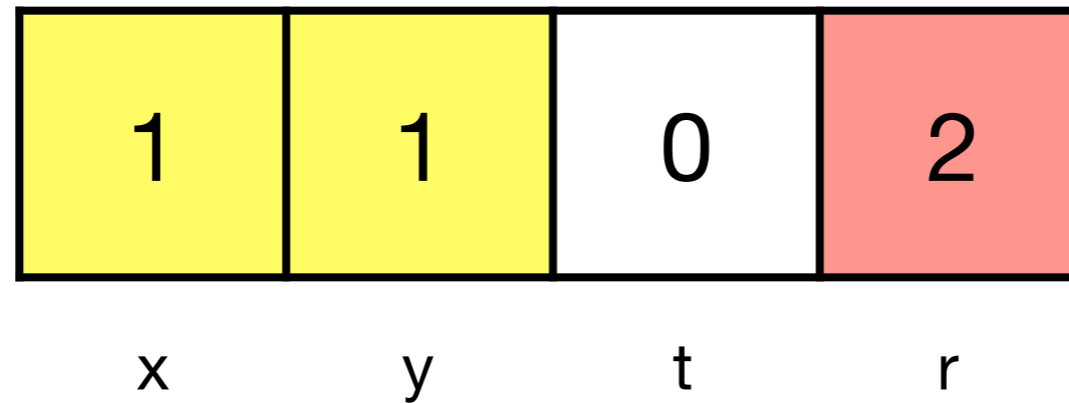
- 👉 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



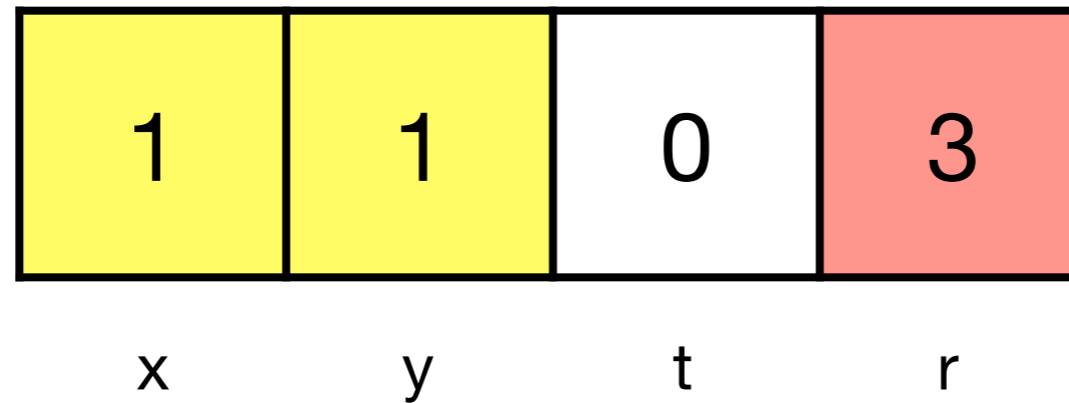
- 1: dec(y), 2, 7
- 👉 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



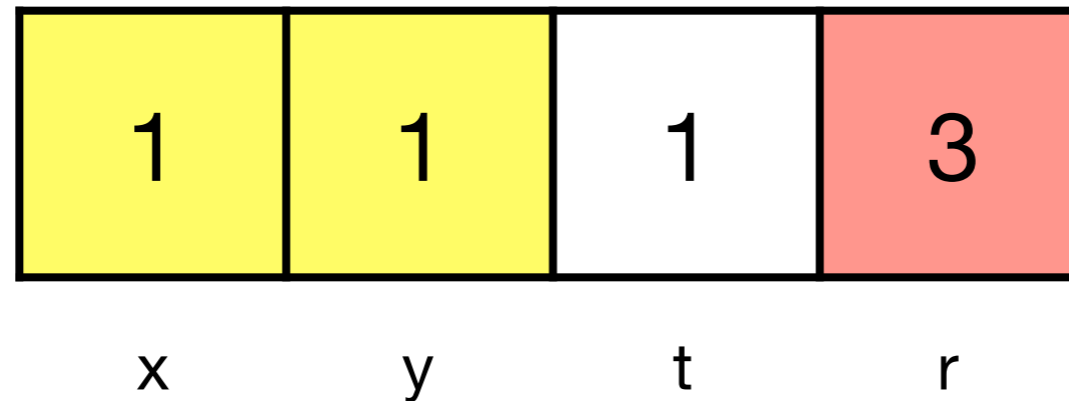
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 👉 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



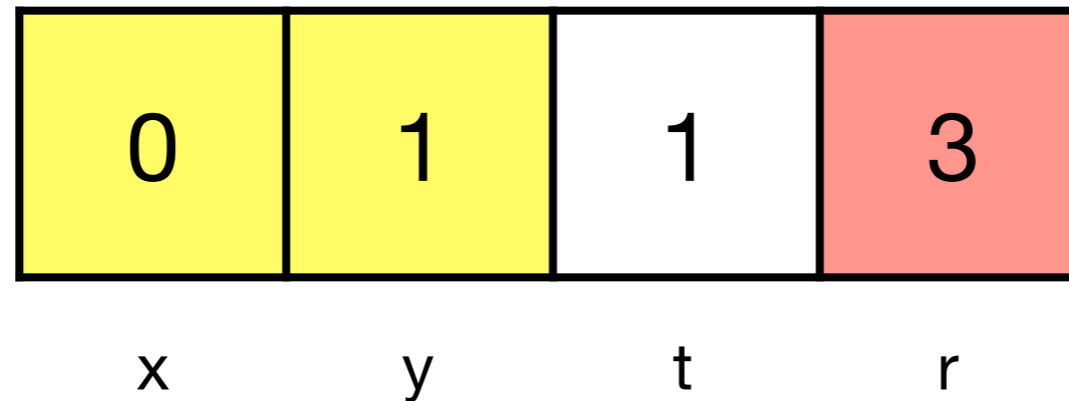
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 👉 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



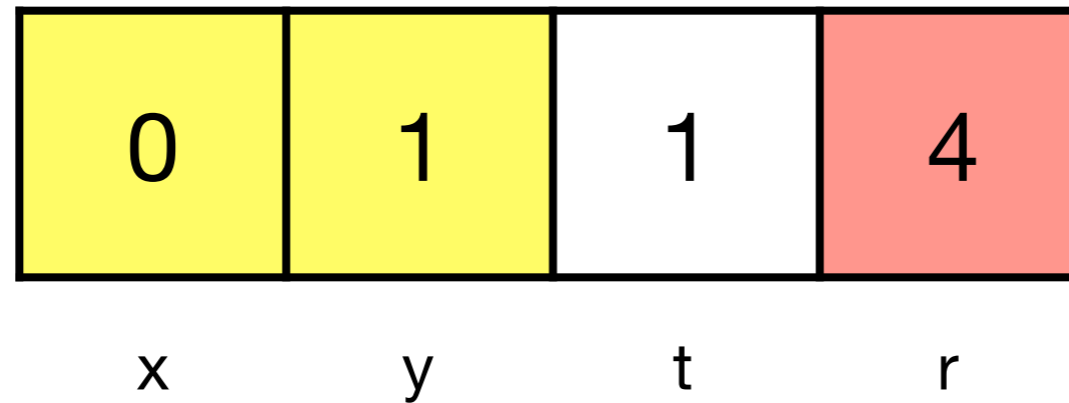
- 1: dec(y), 2, 7
- 👉 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 👉 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

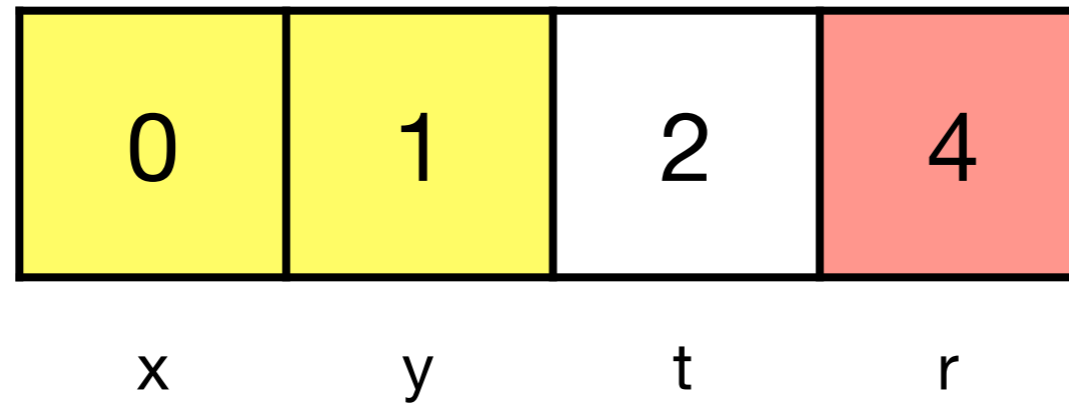
# Machines à registres



- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 👉 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

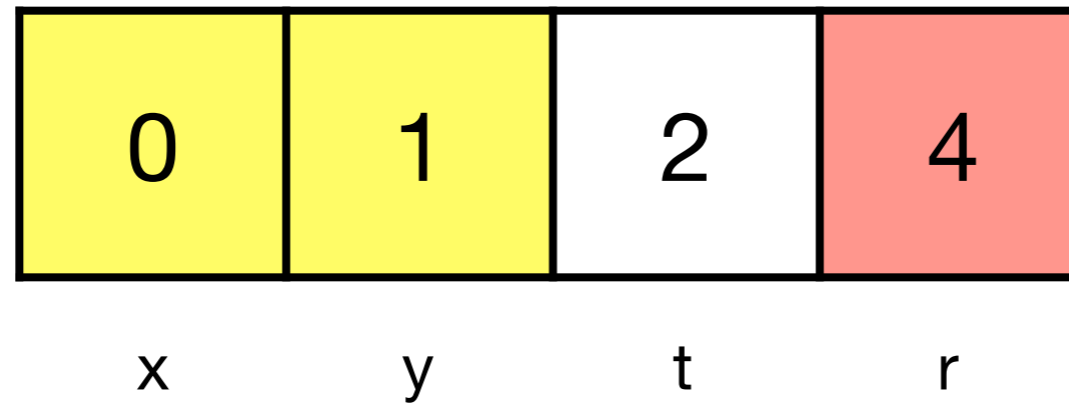


# Machines à registres



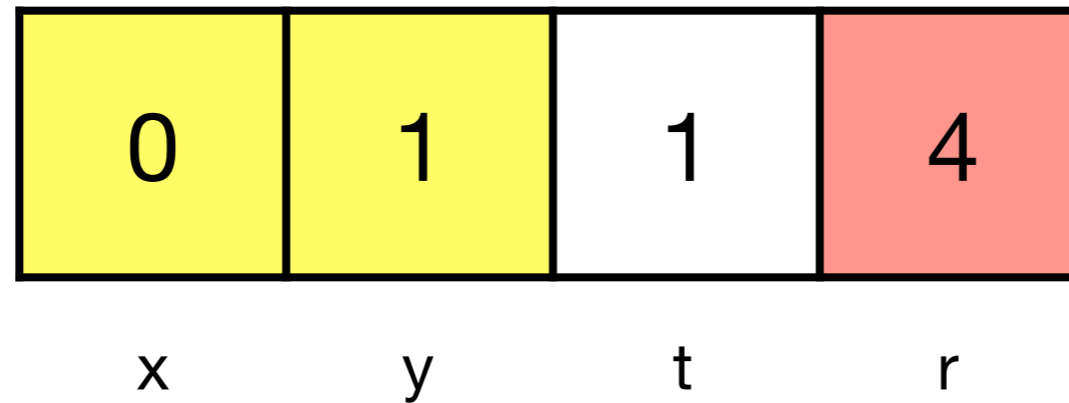
- 1: dec(y), 2, 7
- 👉 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



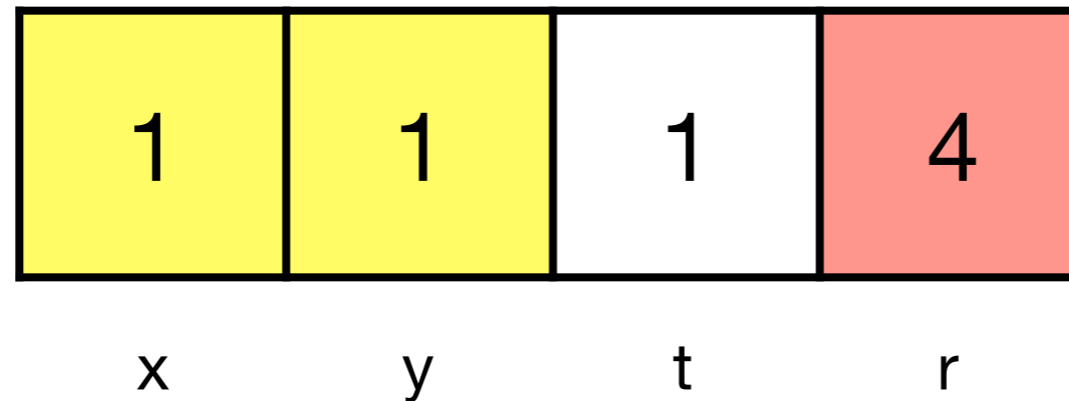
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



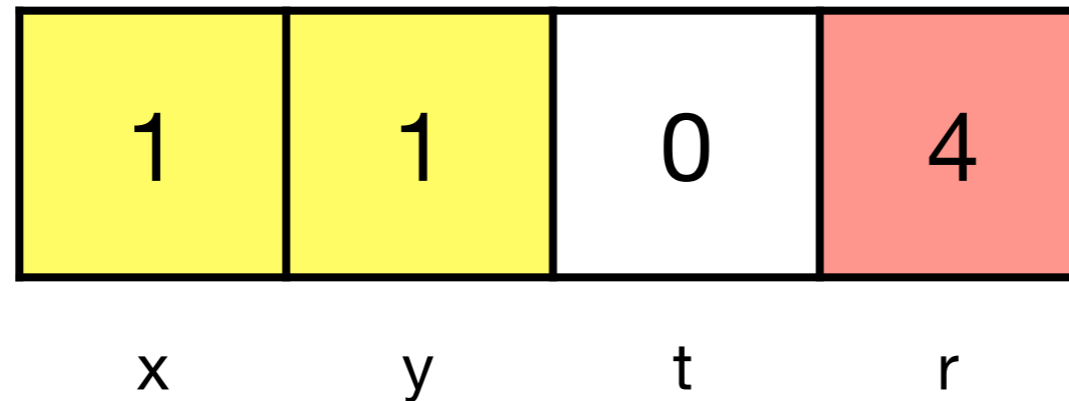
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 👉 6: inc(x), 5
- 7: stop

# Machines à registres



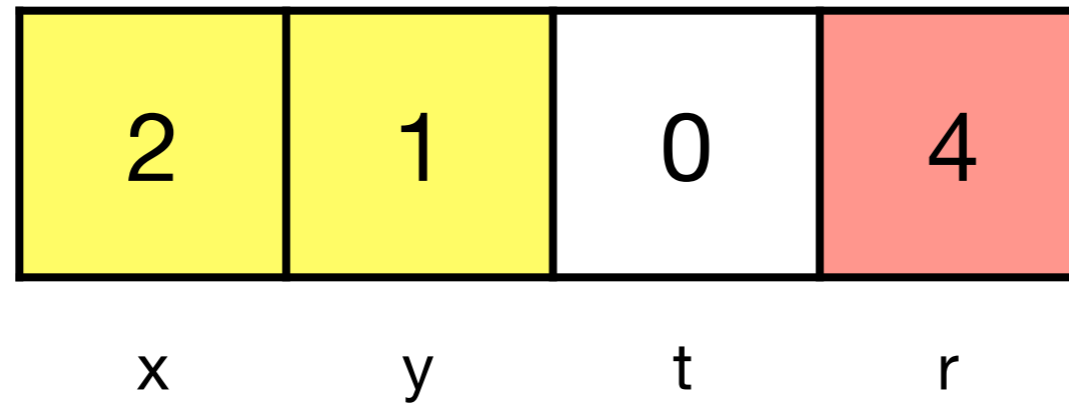
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



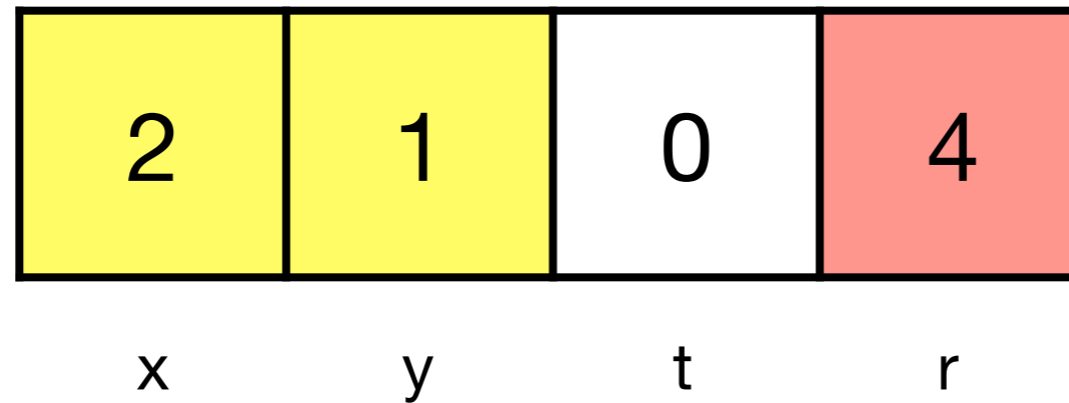
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 👉 6: inc(x), 5
- 7: stop

# Machines à registres



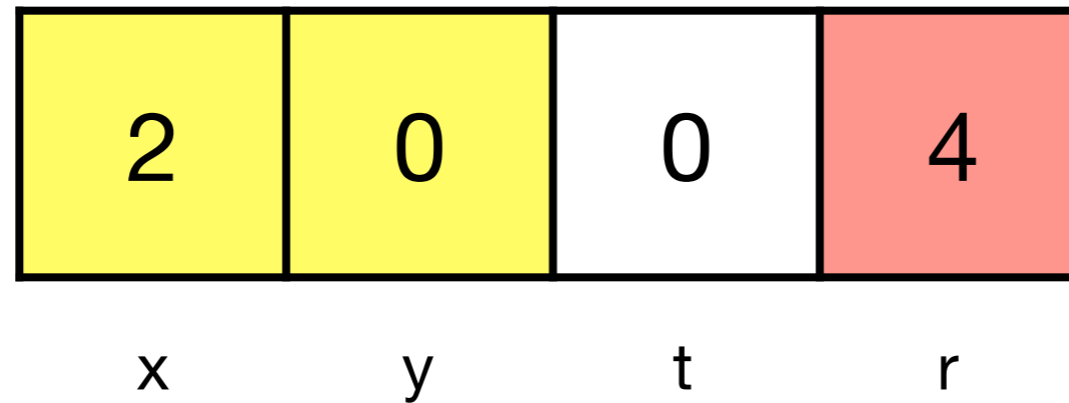
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



- 👉 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

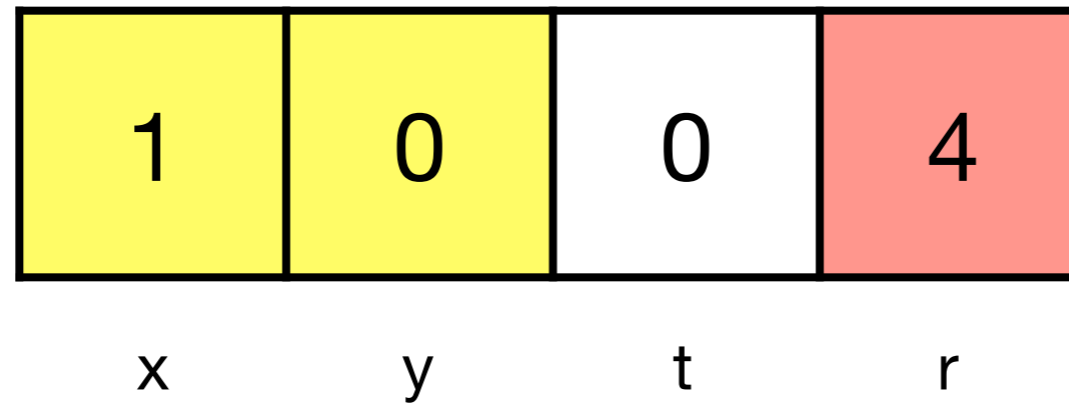
# Machines à registres



- 1: dec(y), 2, 7
- 👉 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

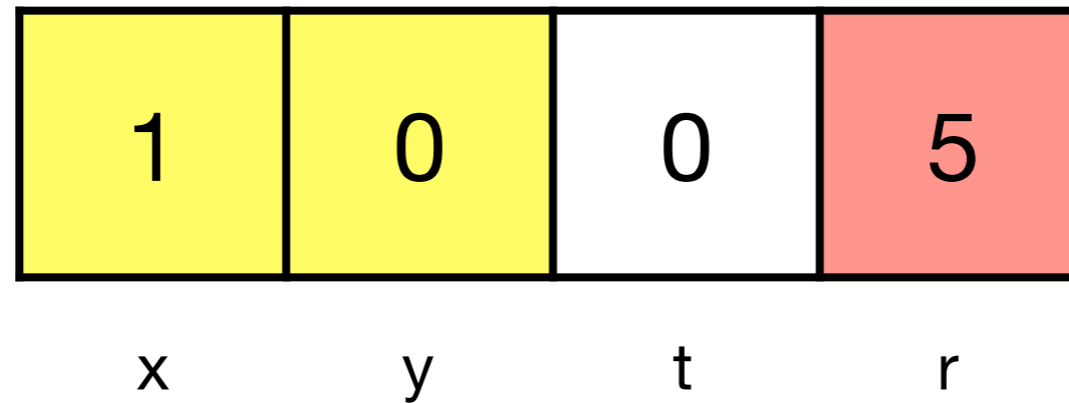


# Machines à registres



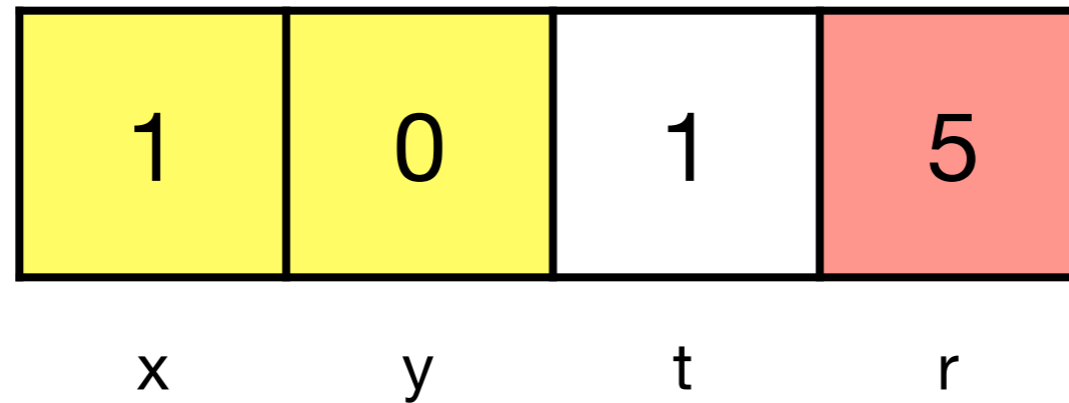
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 👉 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



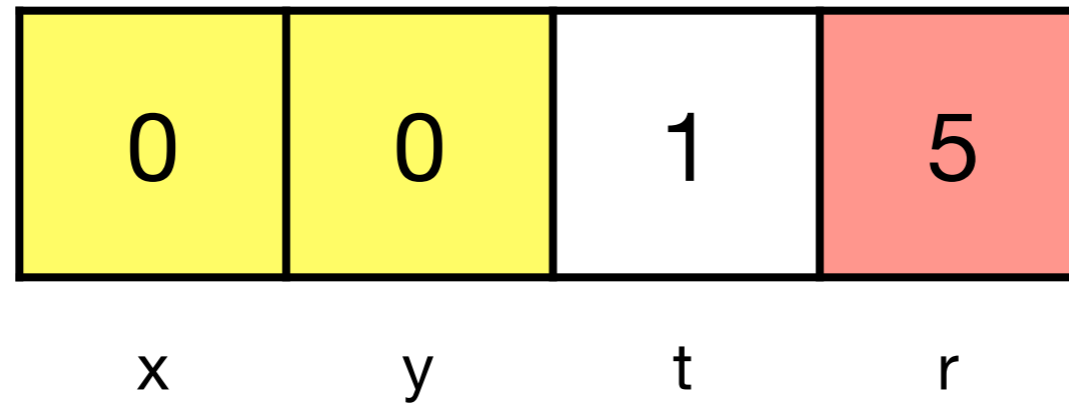
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 👉 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



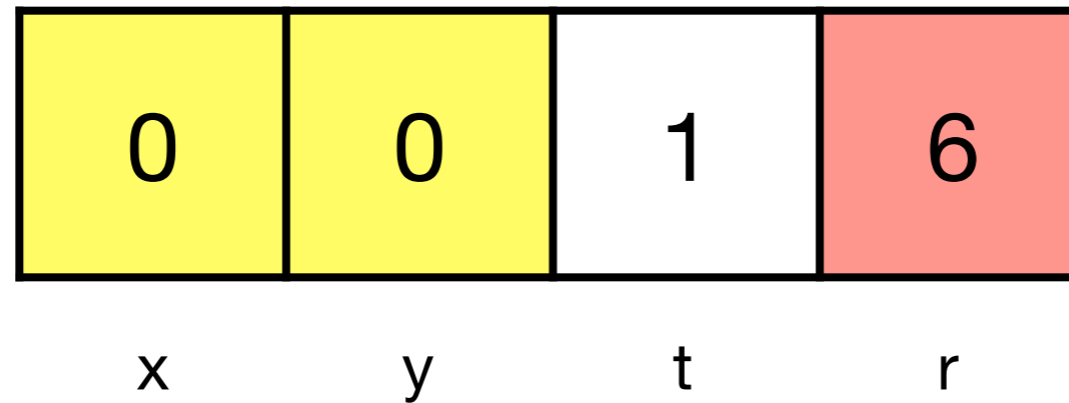
- 1: dec(y), 2, 7
- 👉 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



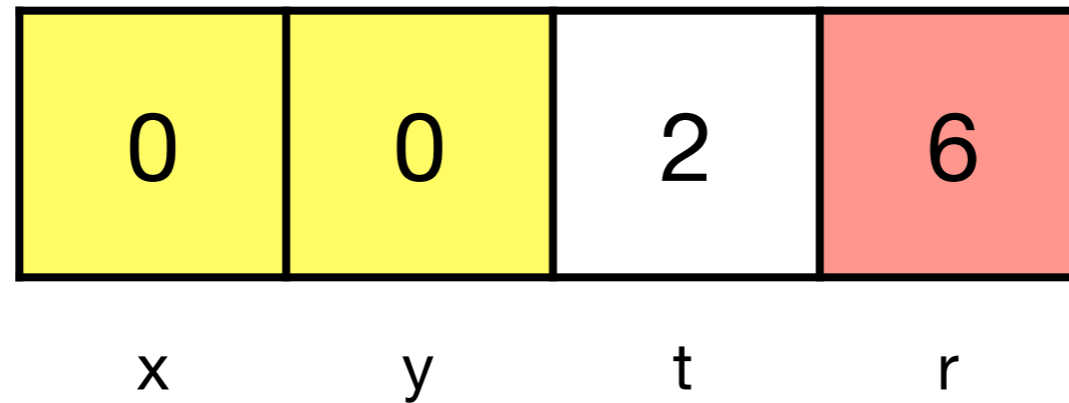
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 👉 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



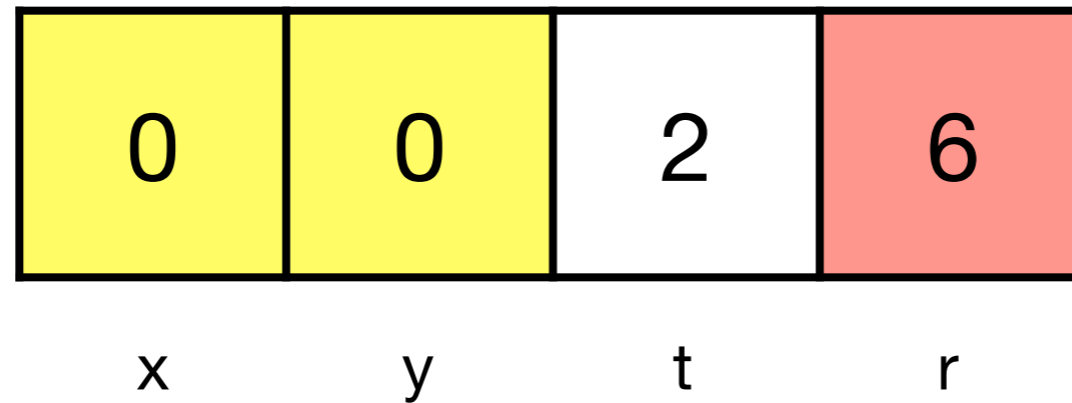
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 👉 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



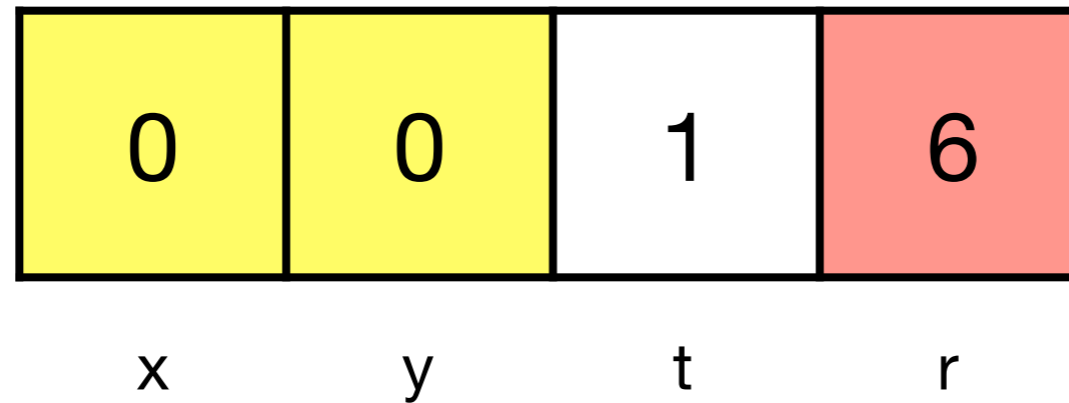
- 1: dec(y), 2, 7
- 👉 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

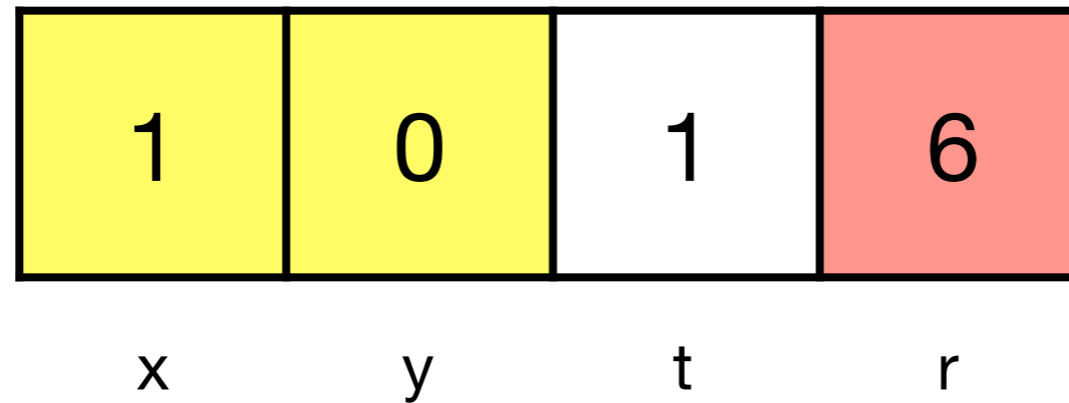
# Machines à registres



- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 👉 6: inc(x), 5
- 7: stop

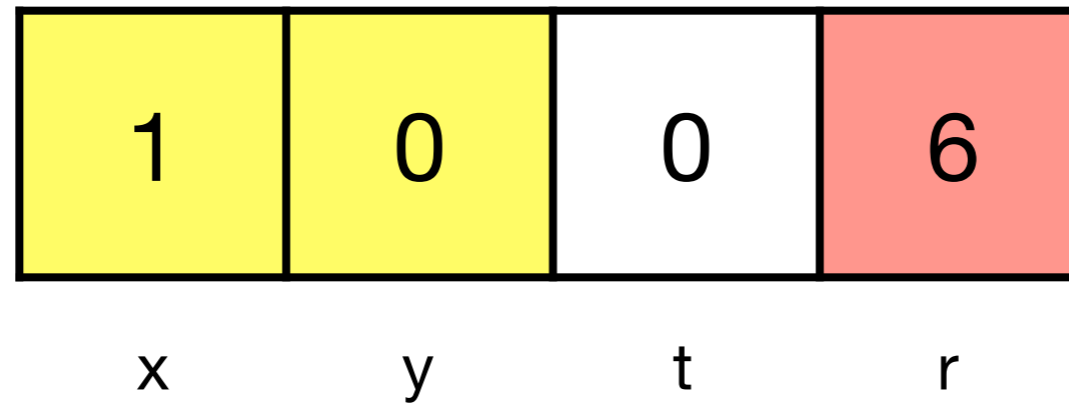


# Machines à registres



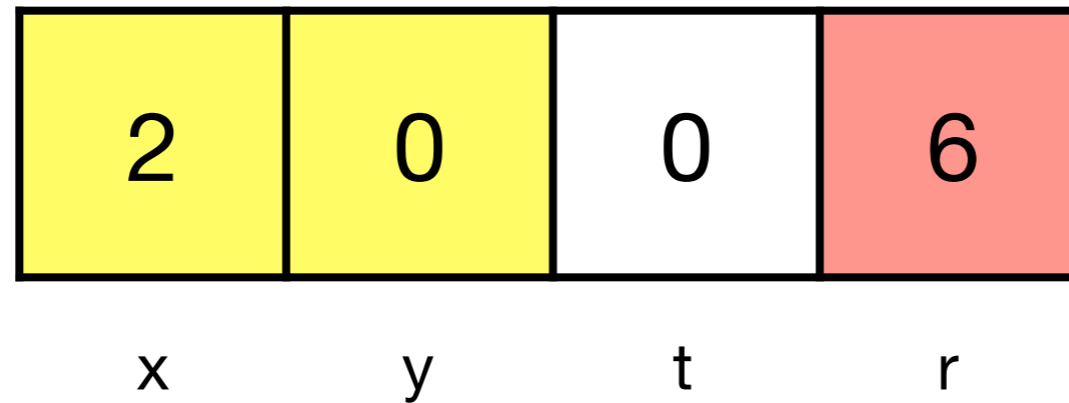
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



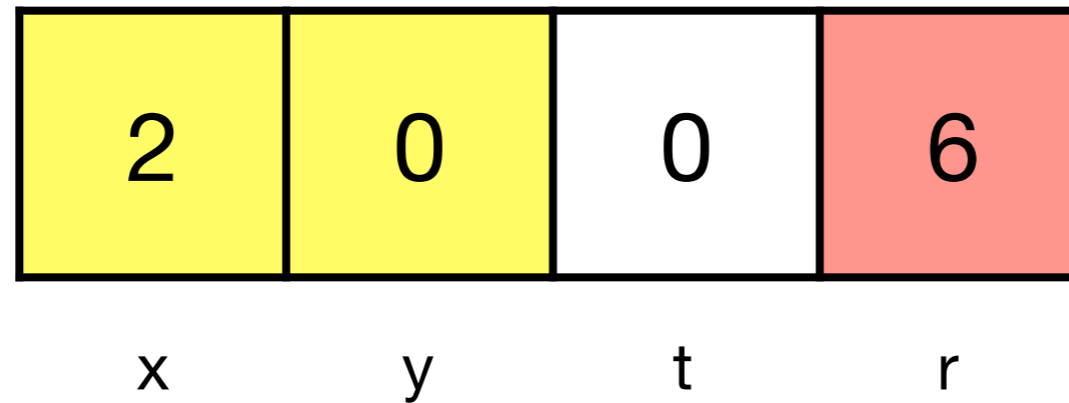
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 👉 6: inc(x), 5
- 7: stop

# Machines à registres



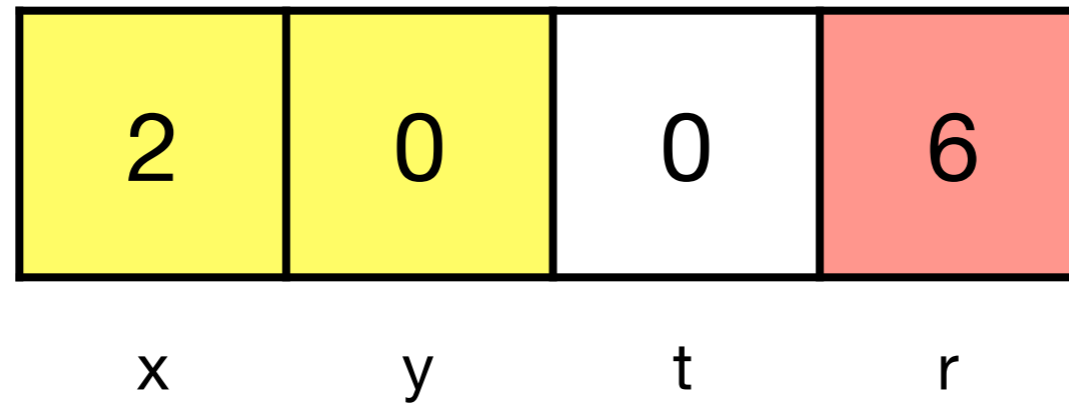
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



- 👉 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Machines à registres



1: dec(y), 2, 7

2: dec(x), 3, 5

3: inc(r), 4

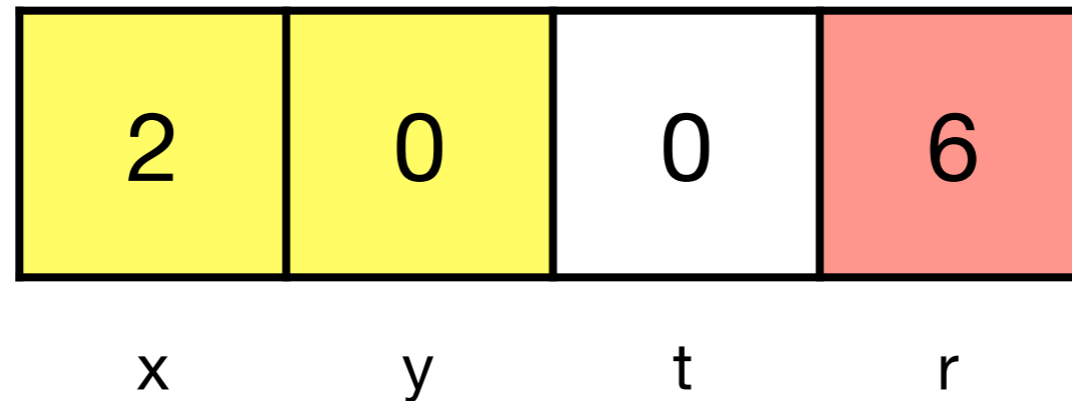
4: inc(t), 2

5: dec(t), 6, 1

6: inc(x), 5

👉 7: stop

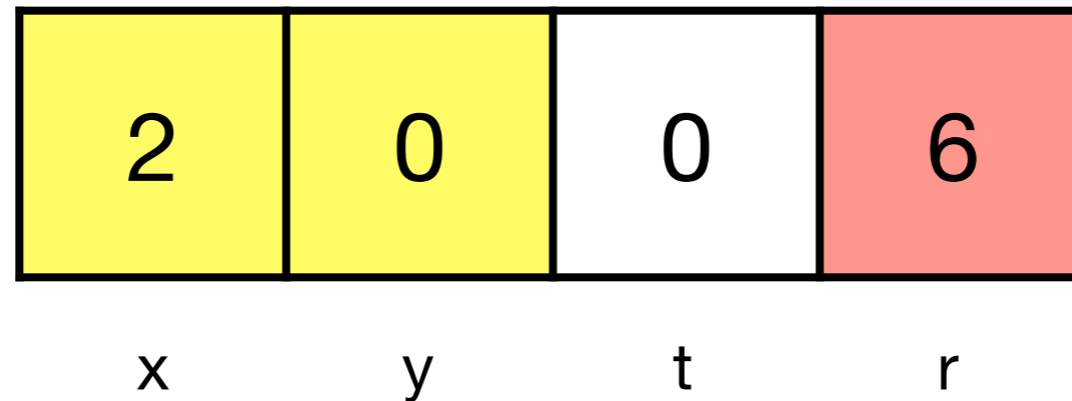
# Machines à registres



- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 👉 7: stop

**qu'est-ce  
qu'on a  
calculé ?**

# Machines à registres



- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 👉 7: stop

# Exercice 5 du TD8



# La machine à registres peut simuler n'importe quel algorithme en Python !

## Pseudo-code / Python

### itérations

```
Pour .. de .. à .. faire  
..  
FinPour
```

```
Tant que .. faire  
..  
FinTantQue
```

### conditionnelles

```
Si .. alors  
..  
FinSi  
Sinon  
..  
FinSi
```

### écriture/lecture

```
écrire(« .. »)  
réponse := lire()
```

### fonctions

```
fonction abc(arguments) :  
..  
retourner(..)
```

### variables

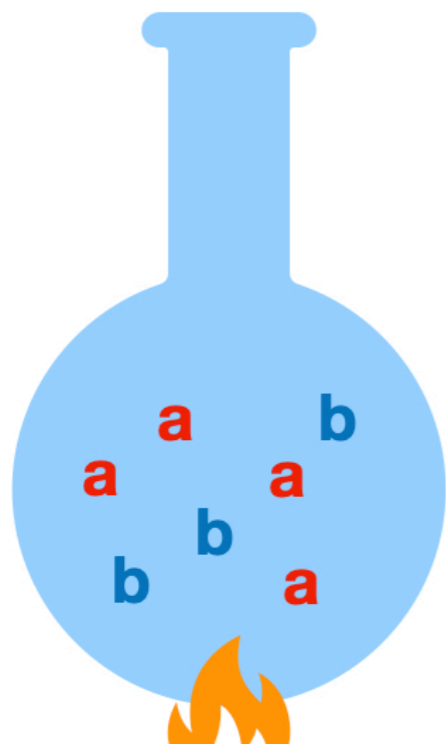
```
x := 3  
y := 2  
x := x+y
```

0	2	1	2
x	y	t	r



- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Simuler une machine à registres avec la chimie



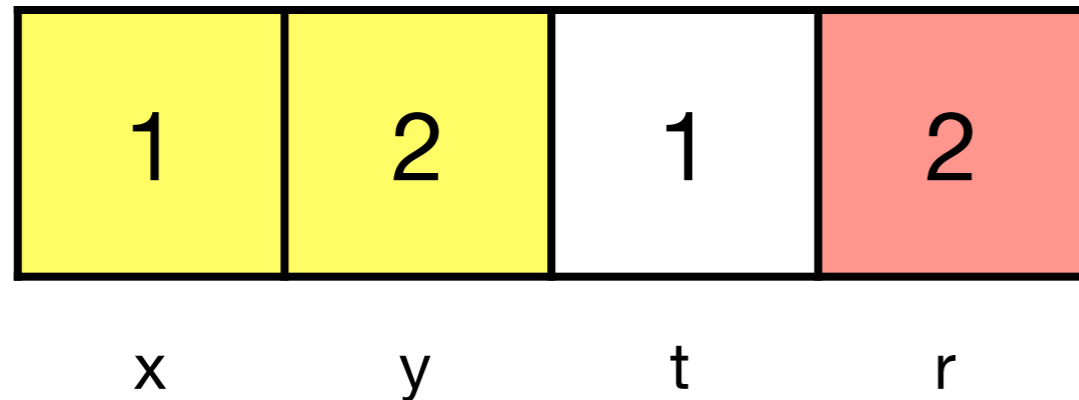
**a** → **c**  
**b** → **c**



0	2	1	2
x	y	t	r

- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

# Config. machine → balloon



1: dec(y), 2, 7

2: dec(x), 3, 5

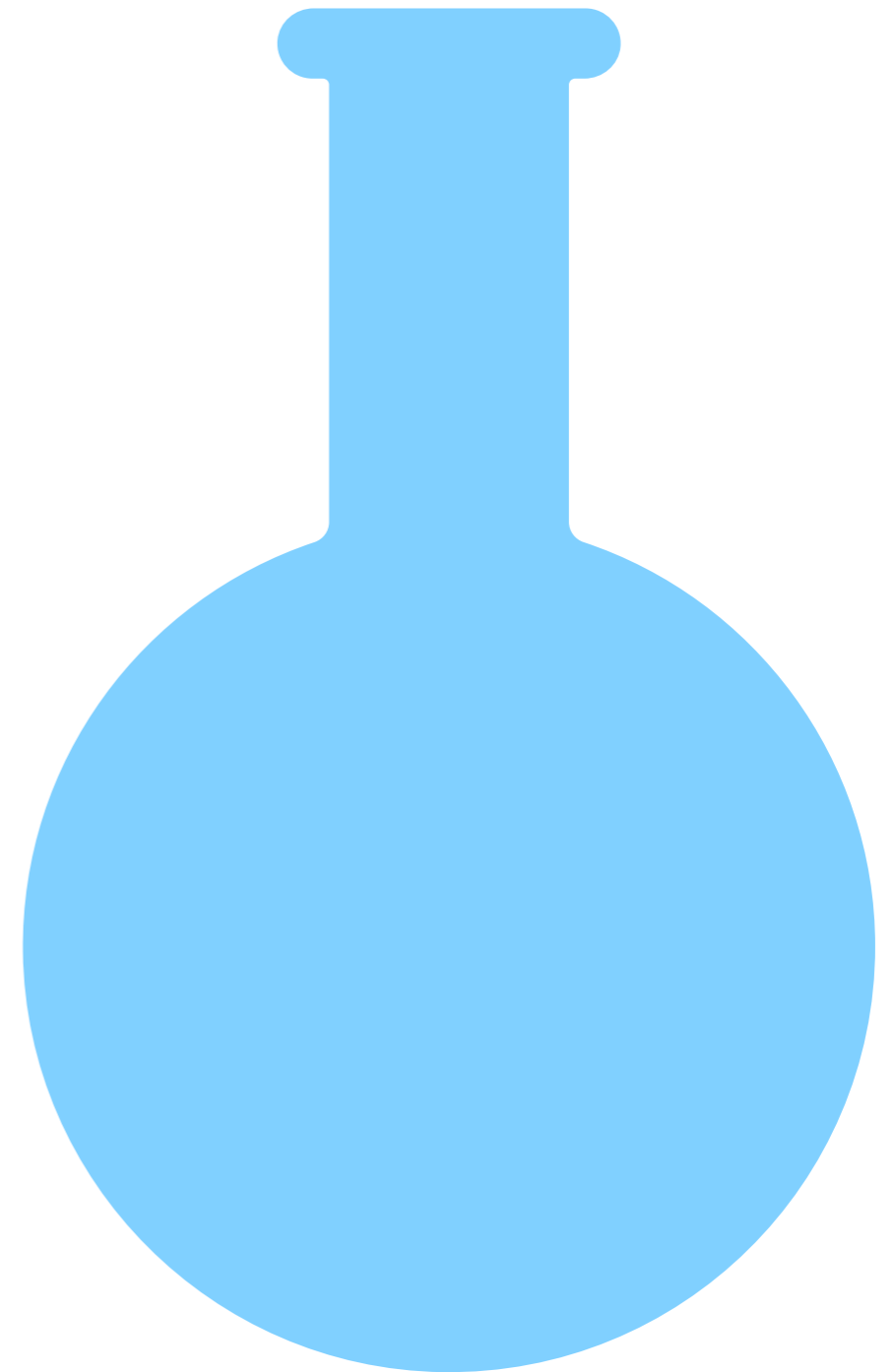
3: inc(r), 4

4: inc(t), 2

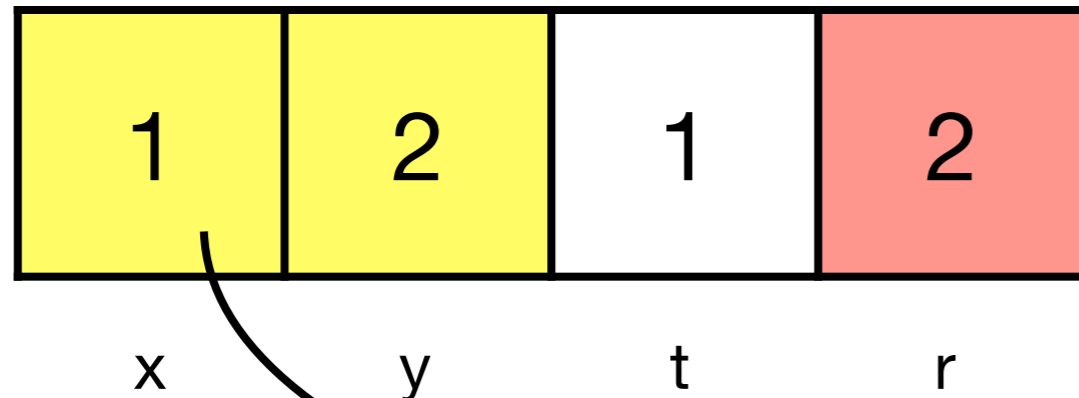
👉 5: dec(t), 6, 1

6: inc(x), 5

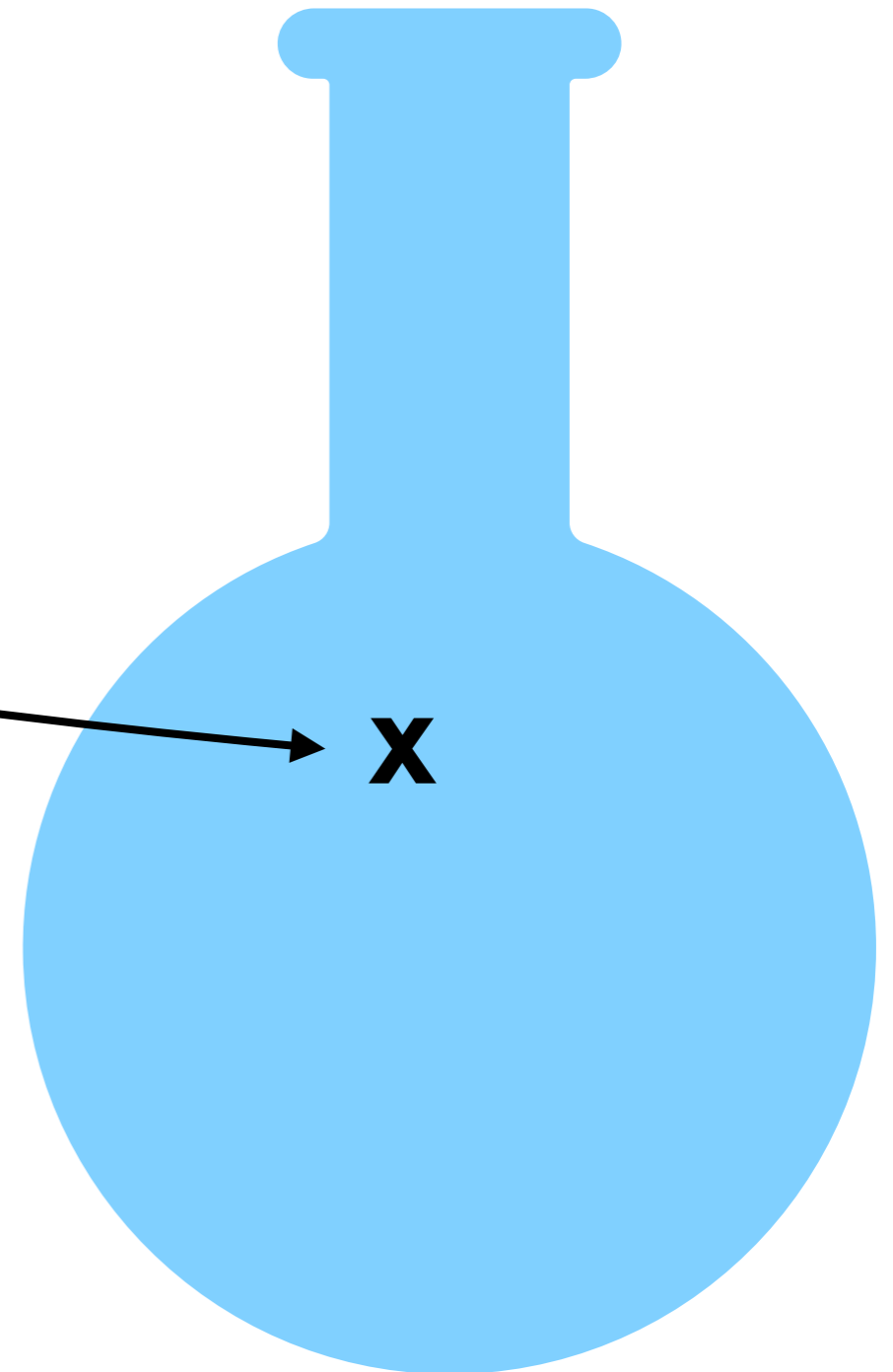
7: stop



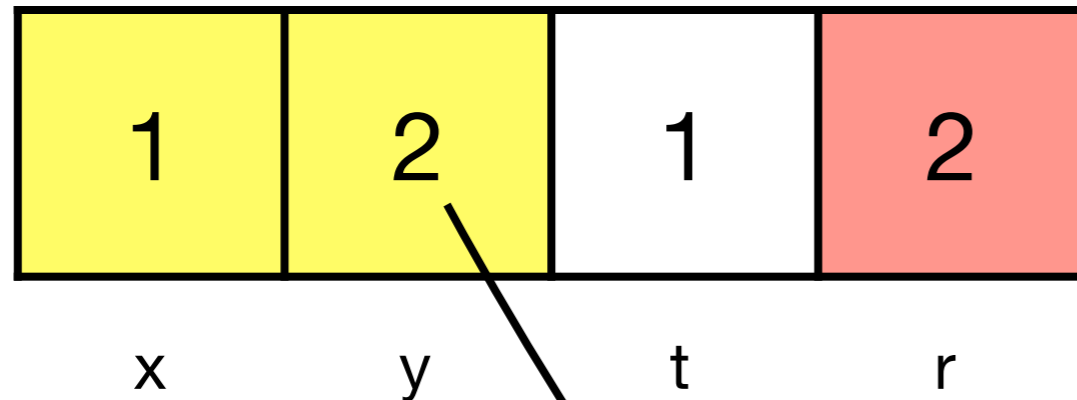
# Config. machine $\rightarrow$ balloon



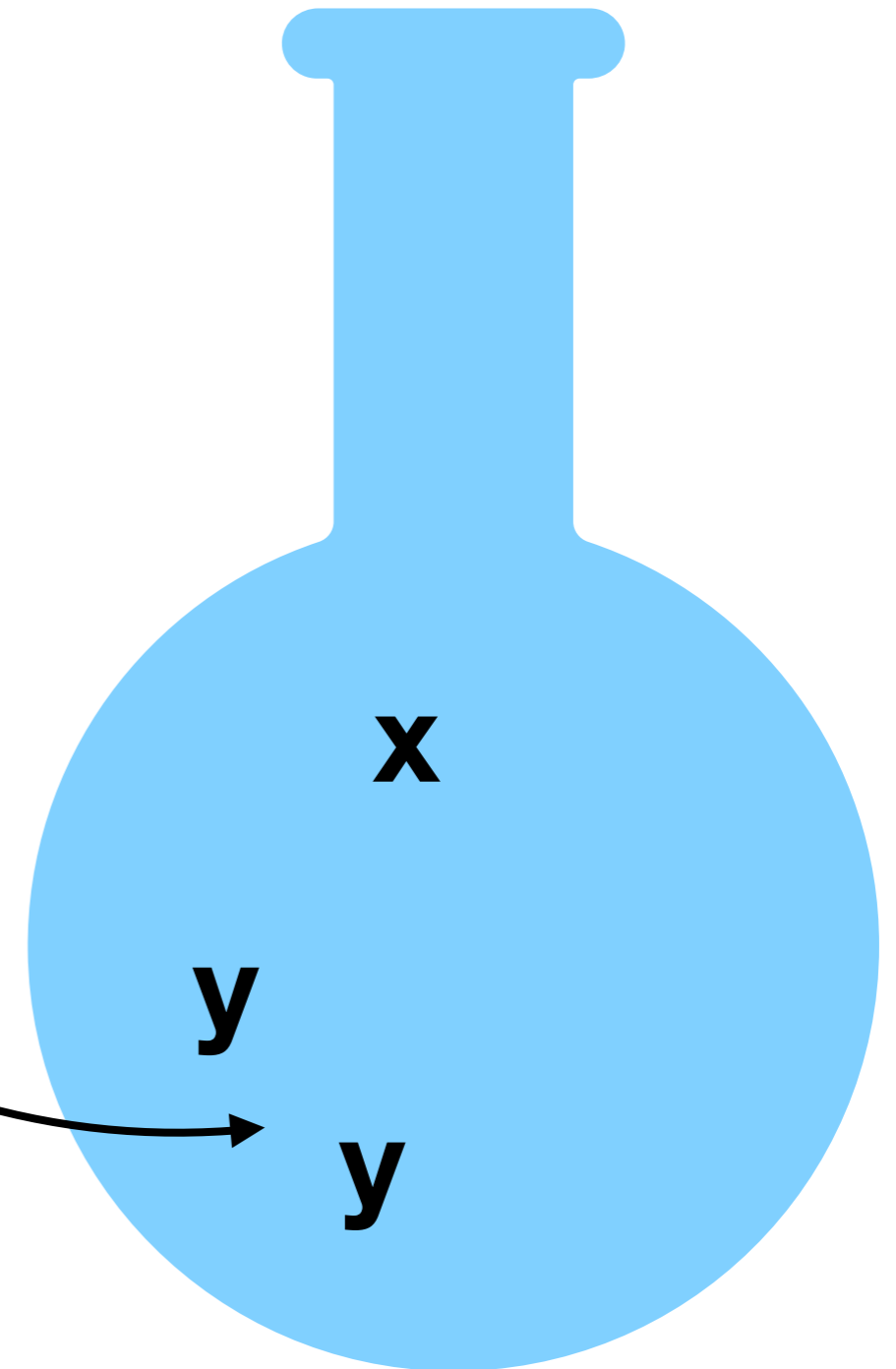
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop



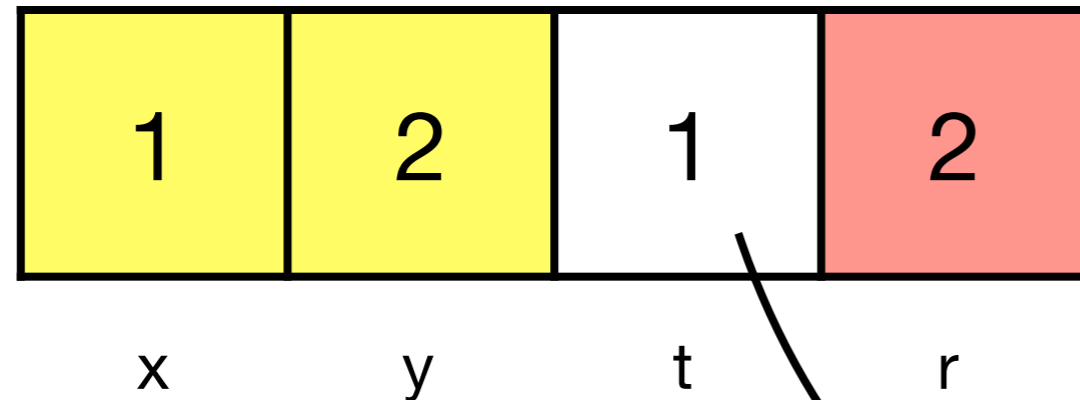
# Config. machine $\rightarrow$ balloon



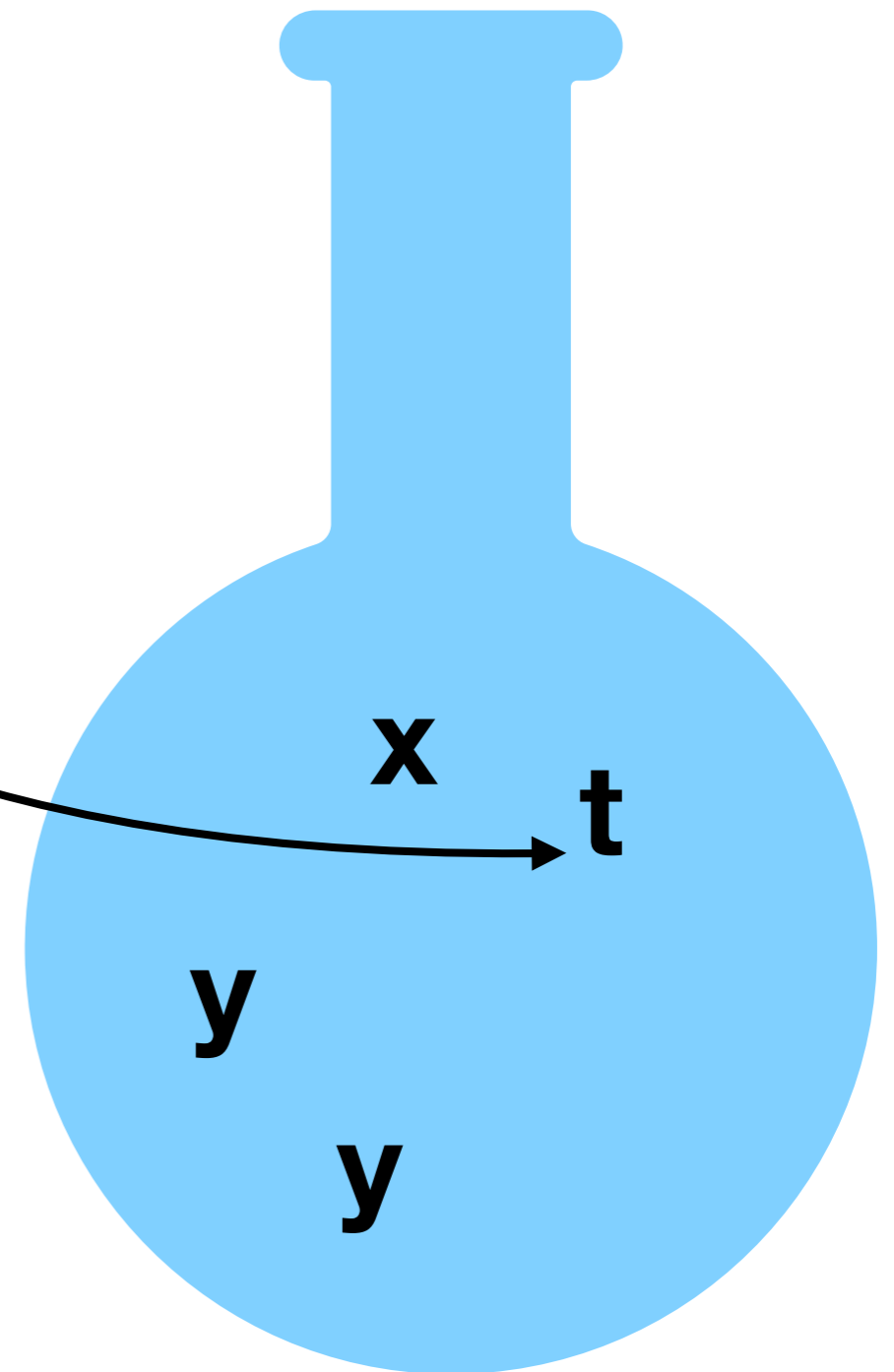
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop



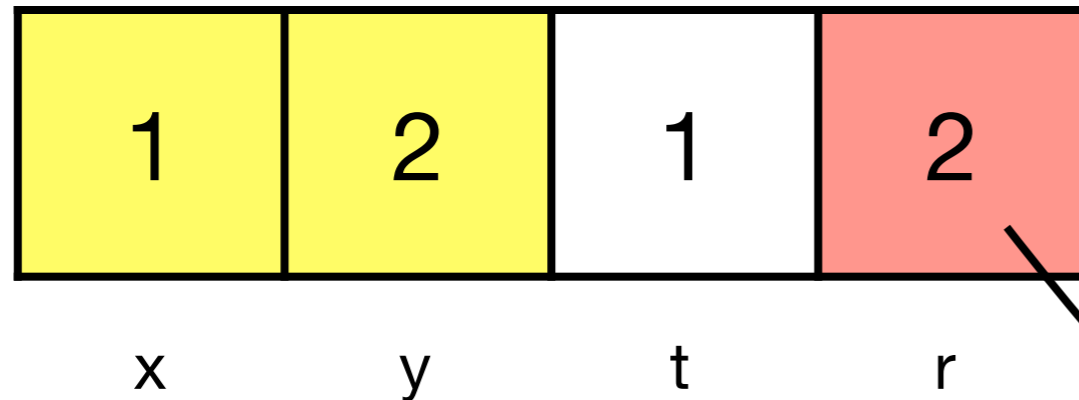
# Config. machine $\rightarrow$ balloon



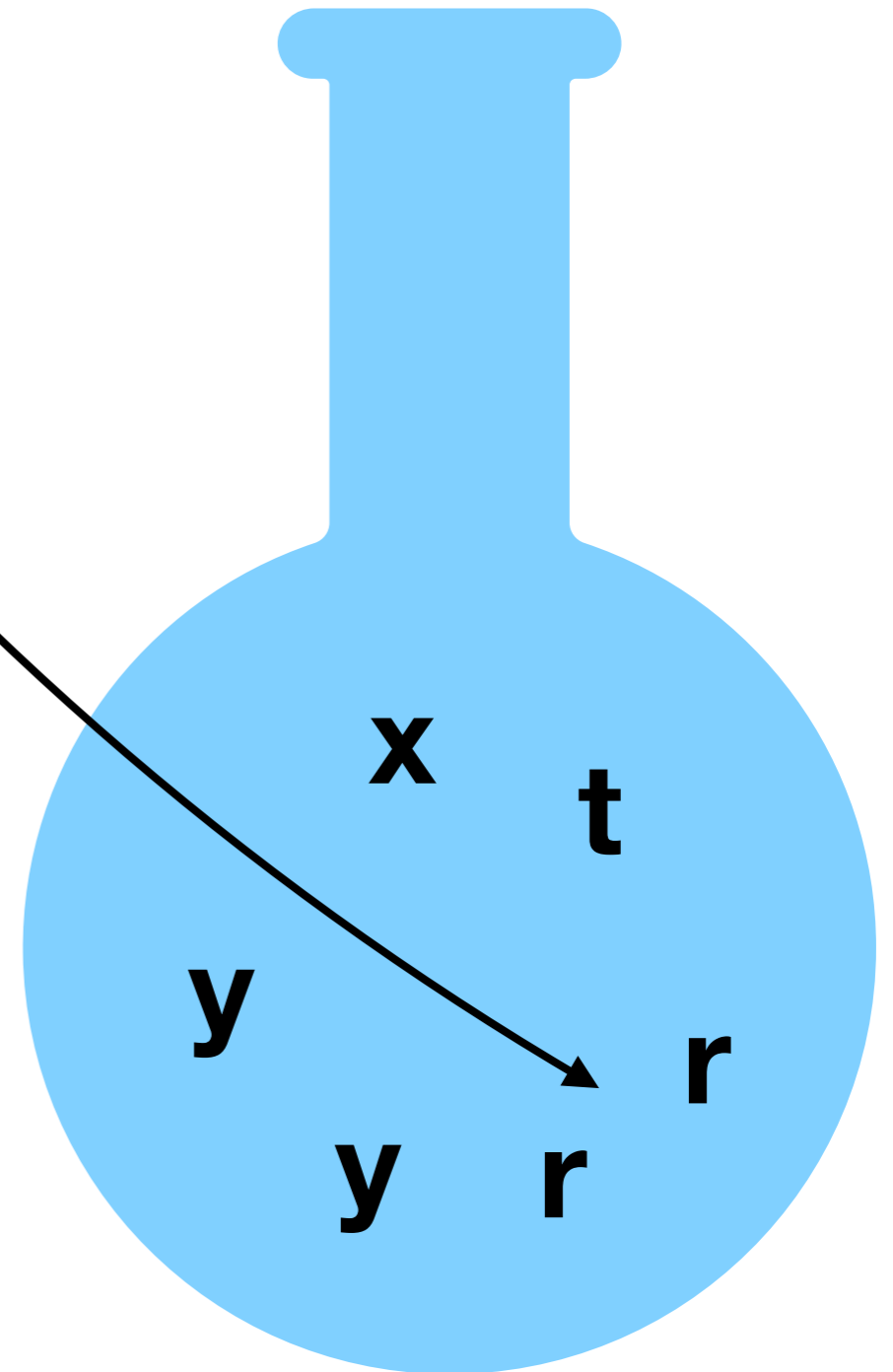
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop



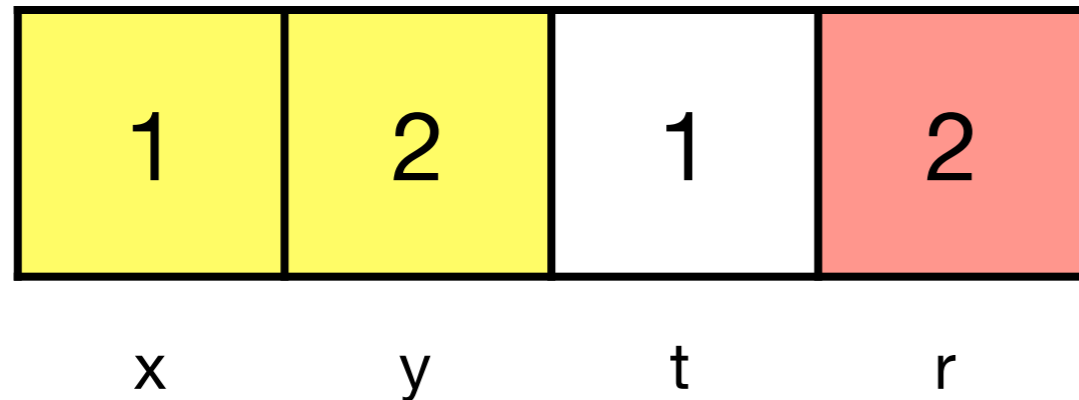
# Config. machine → balloon



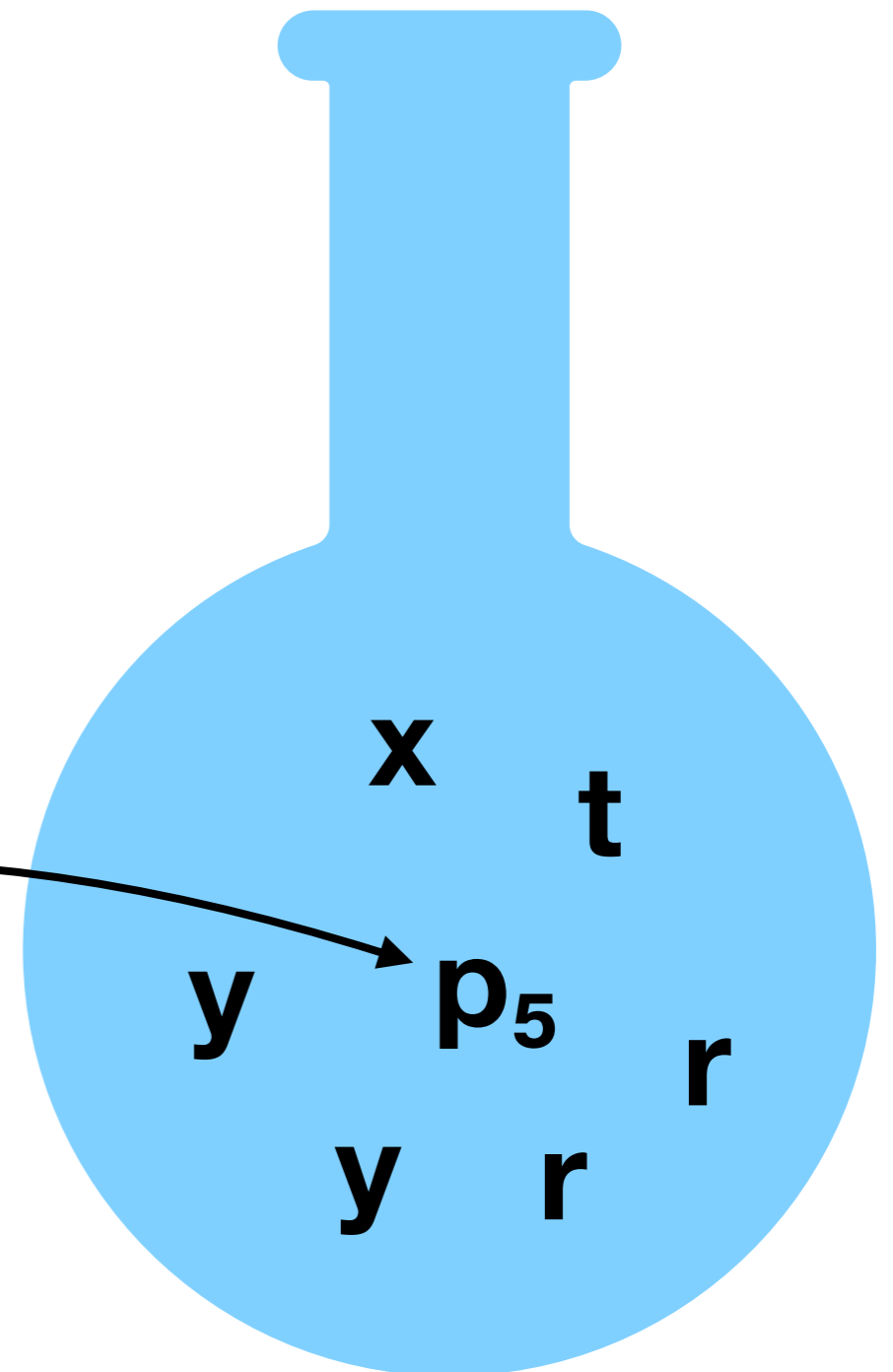
- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop



# Config. machine $\rightarrow$ balloon

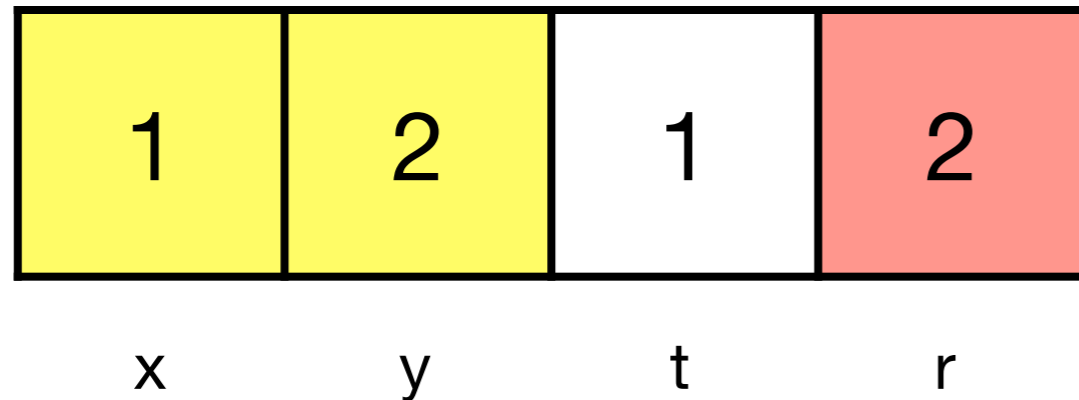


- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop

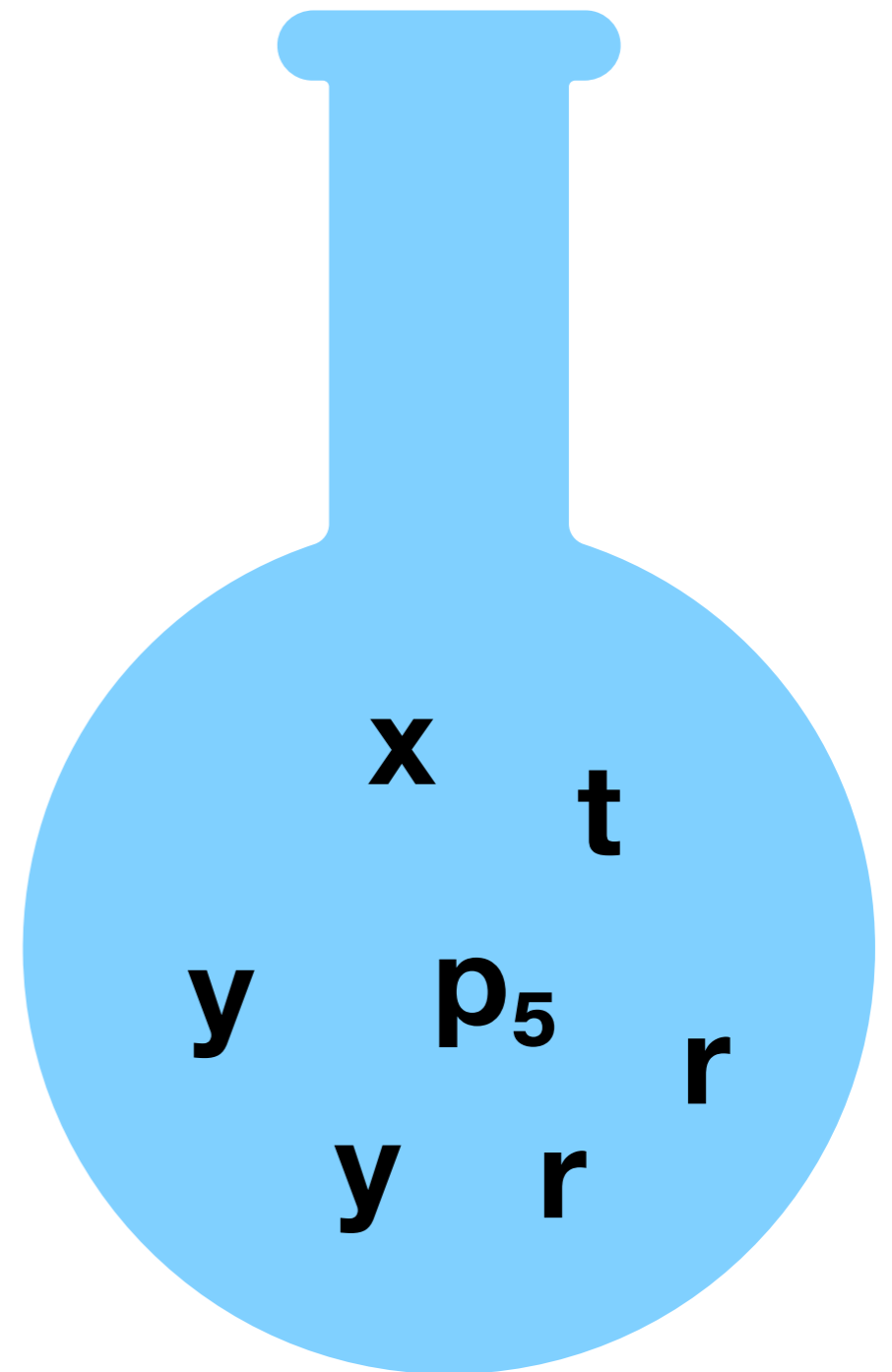




# Config. machine $\rightarrow$ balloon



- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 👉 5: dec(t), 6, 1
- 6: inc(x), 5
- 7: stop



**Instructions → réactions**

**3: inc(r), 4**

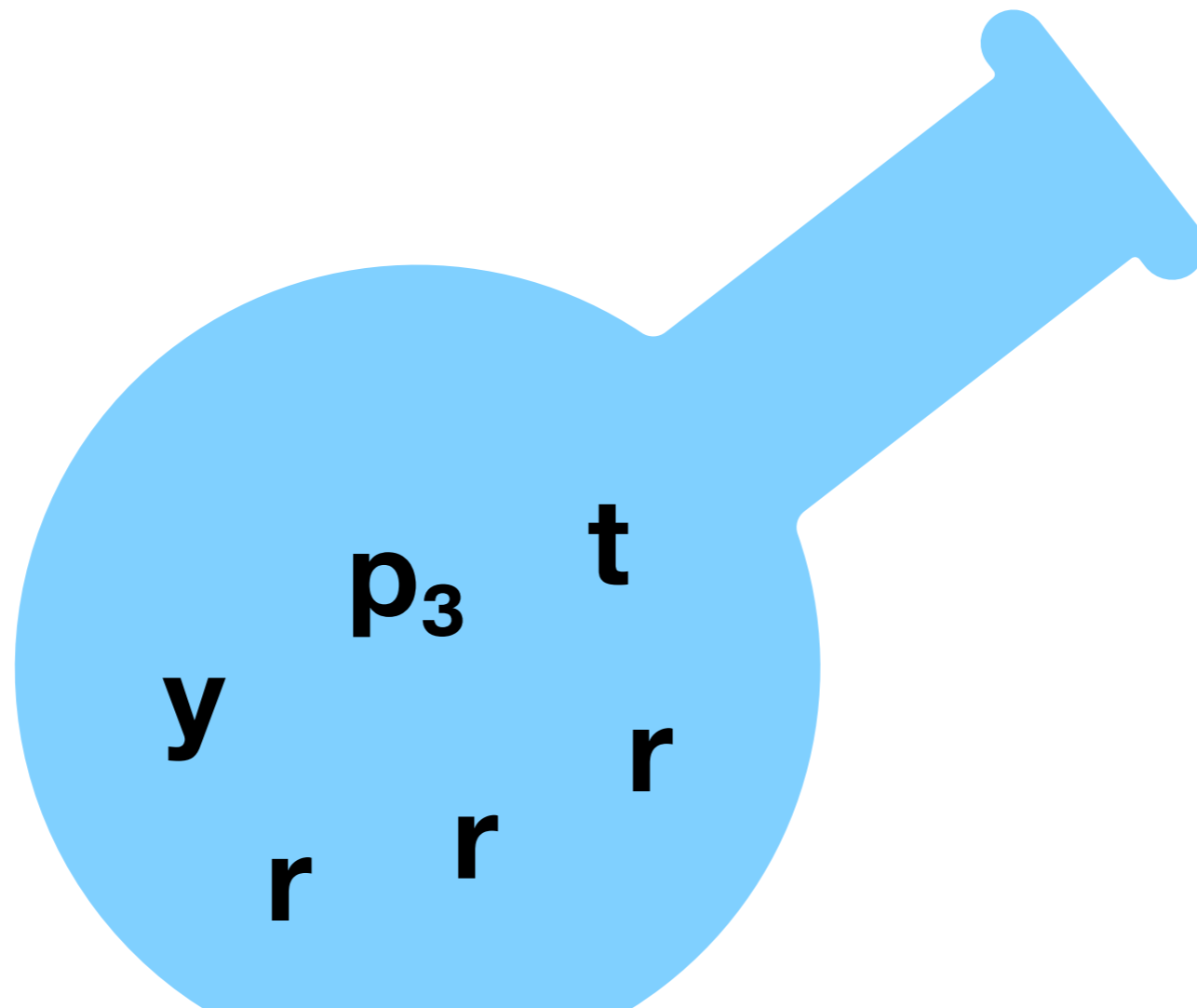
# Instructions → réactions

3: inc(r), 4



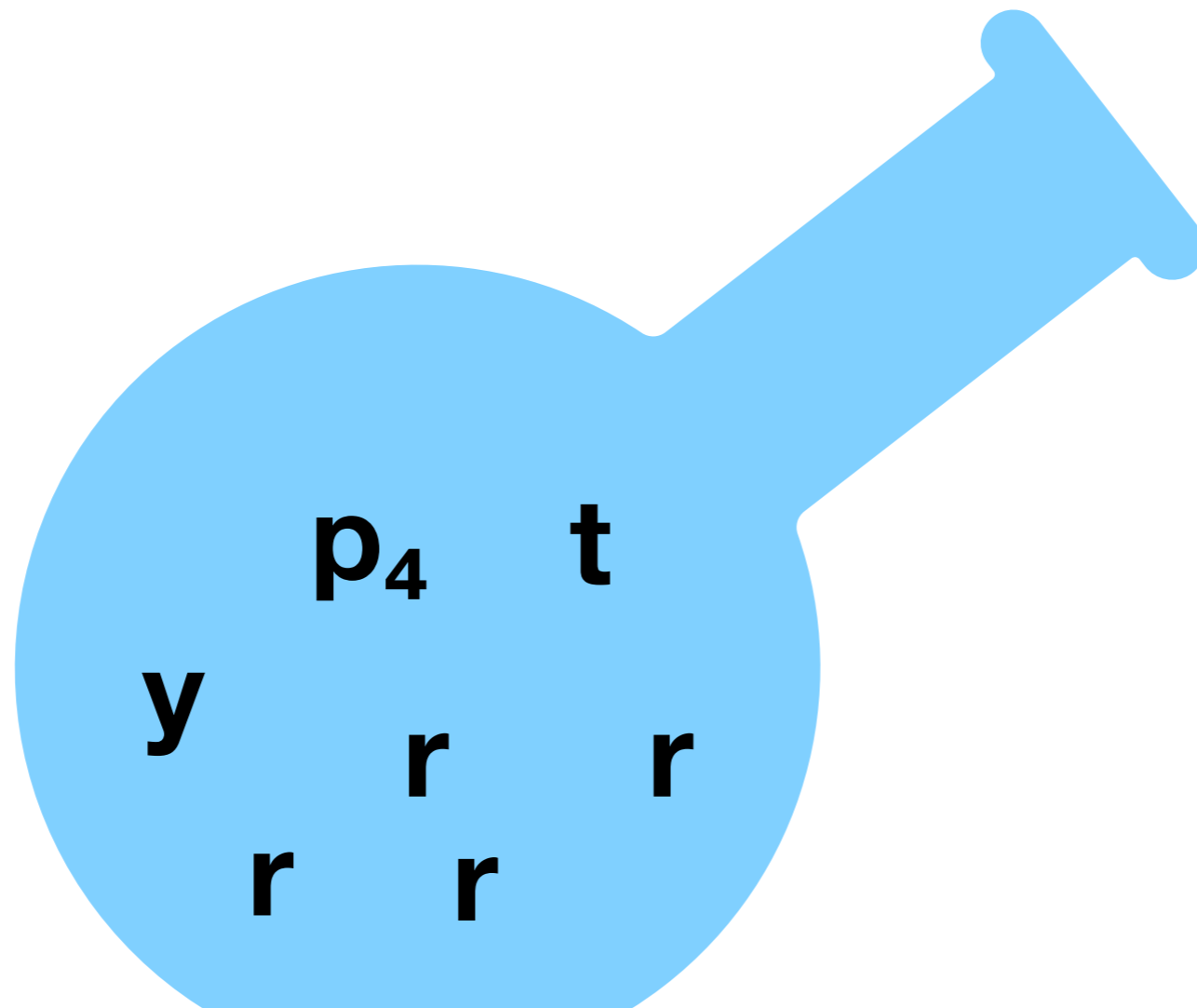
# Instructions → réactions

3: inc(r), 4



# Instructions → réactions

3: inc(r), 4

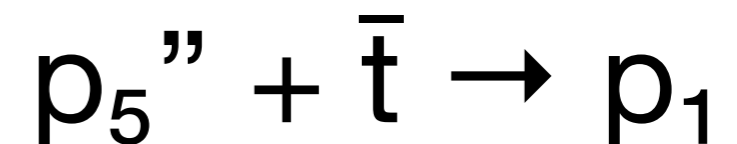
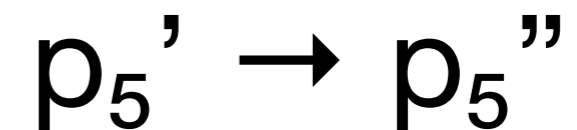


**Instructions → réactions**

**5: dec(t), 6, 1**

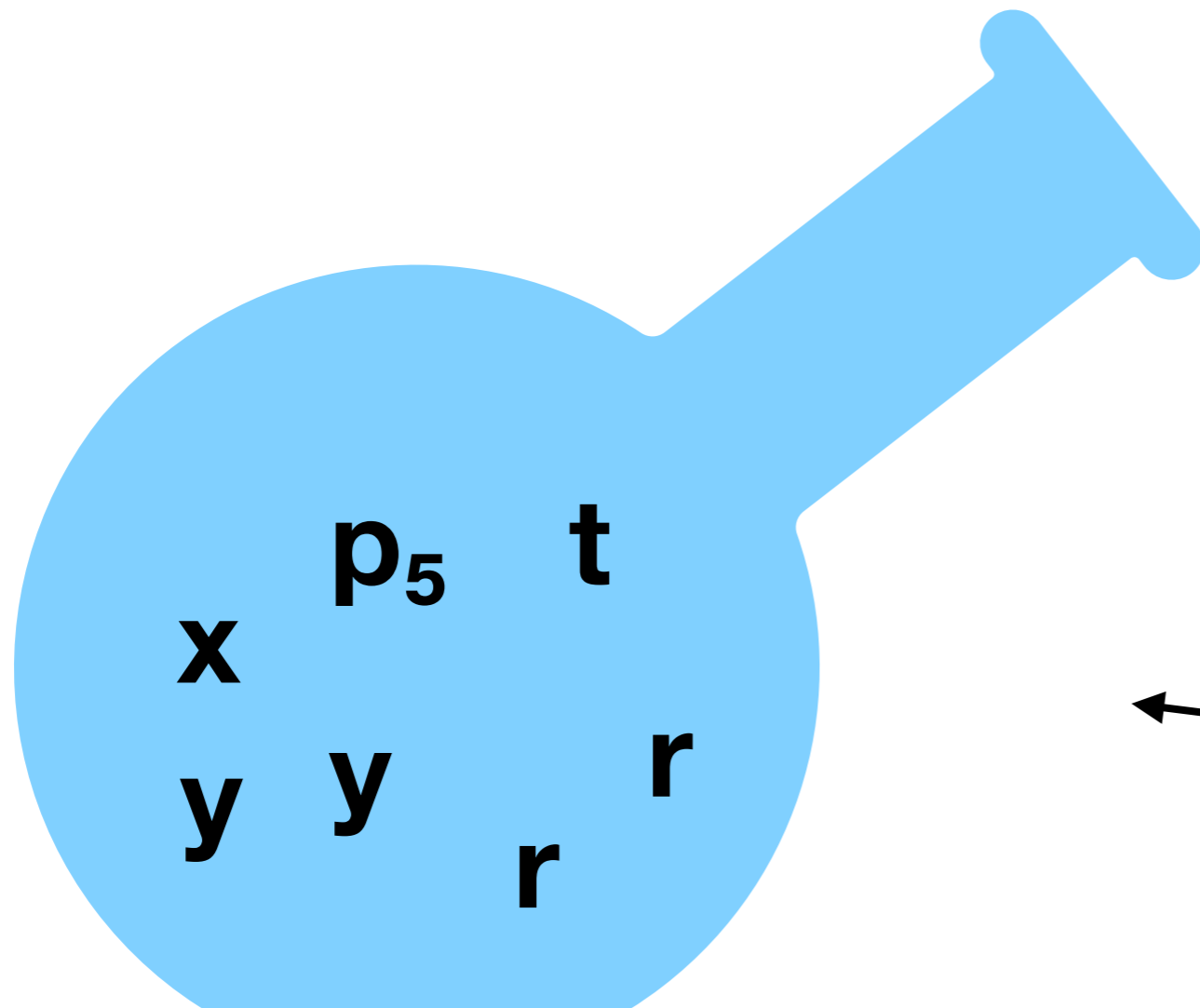
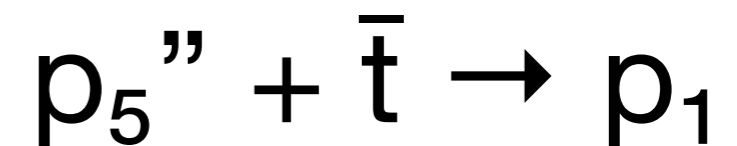
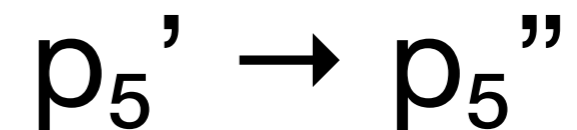
# Instructions $\rightarrow$ réactions

5: dec(t), 6, 1



# Instructions → réactions

5: dec(t), 6, 1

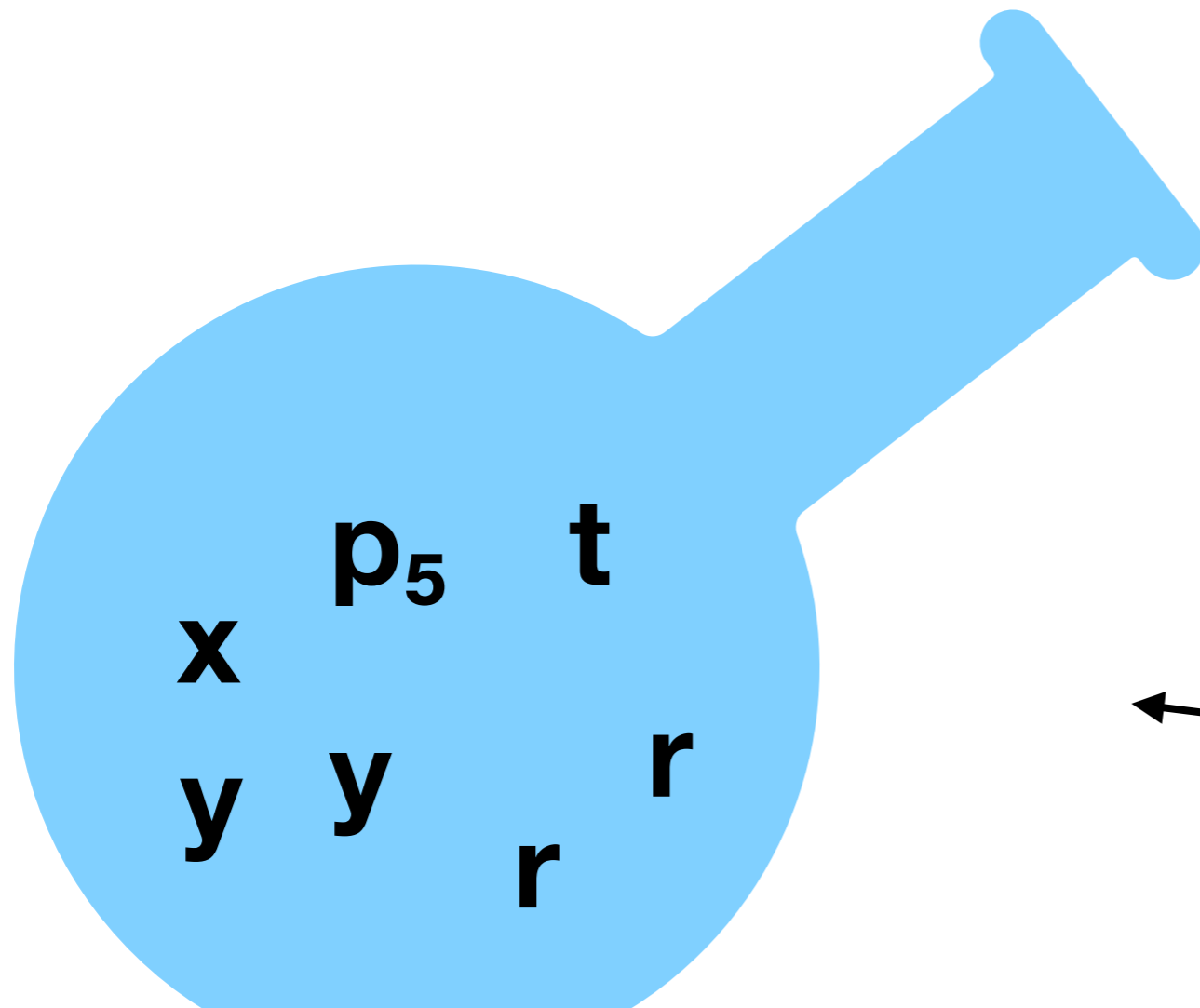
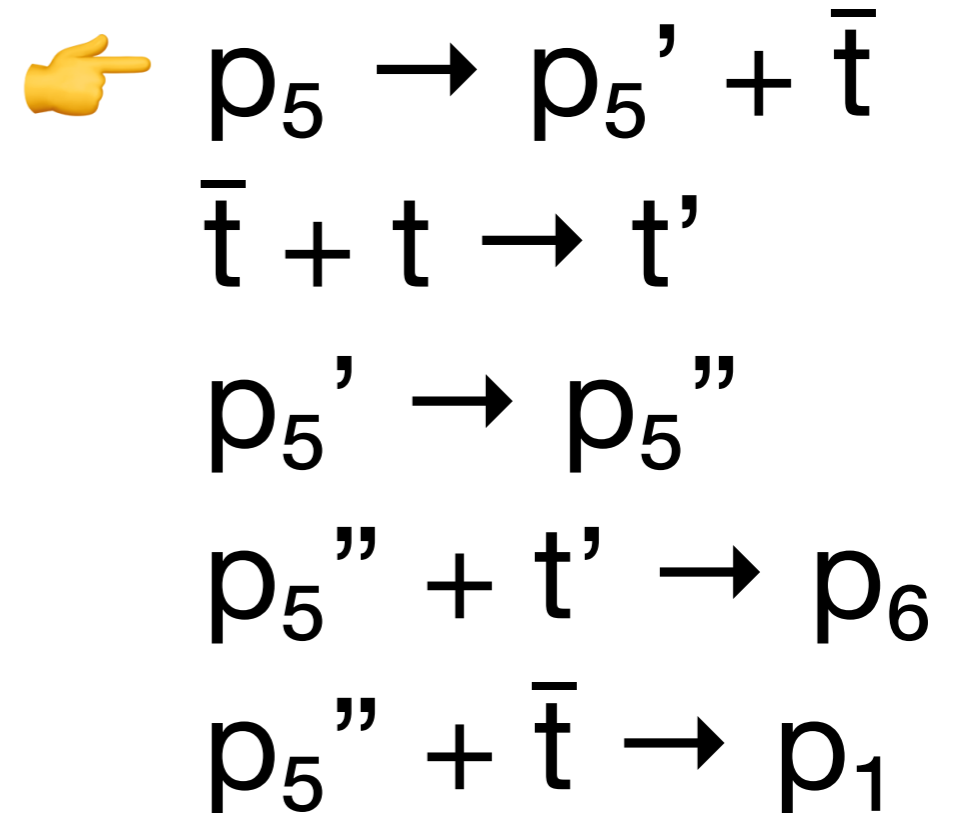


← s'il y a au moins un t



# Instructions → réactions

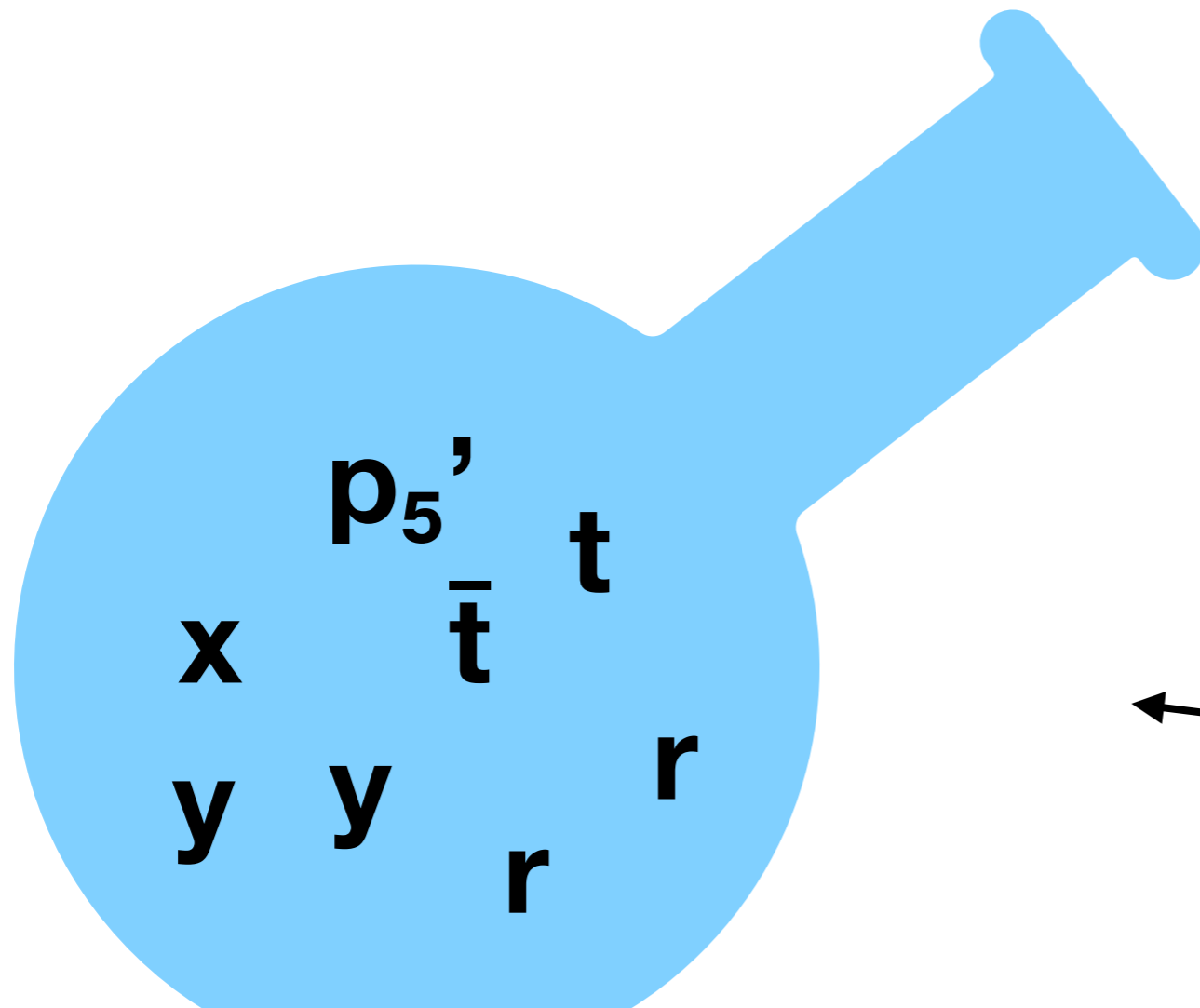
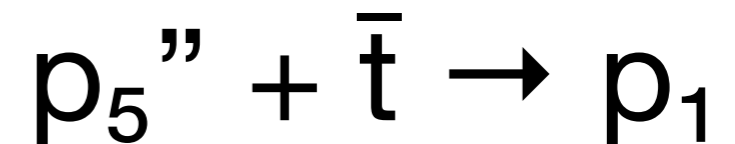
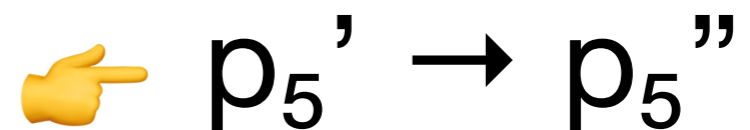
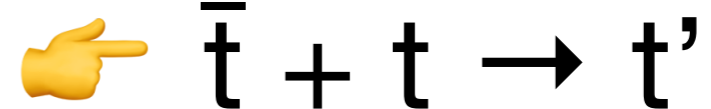
5: dec(t), 6, 1



← s'il y a au moins un t

# Instructions → réactions

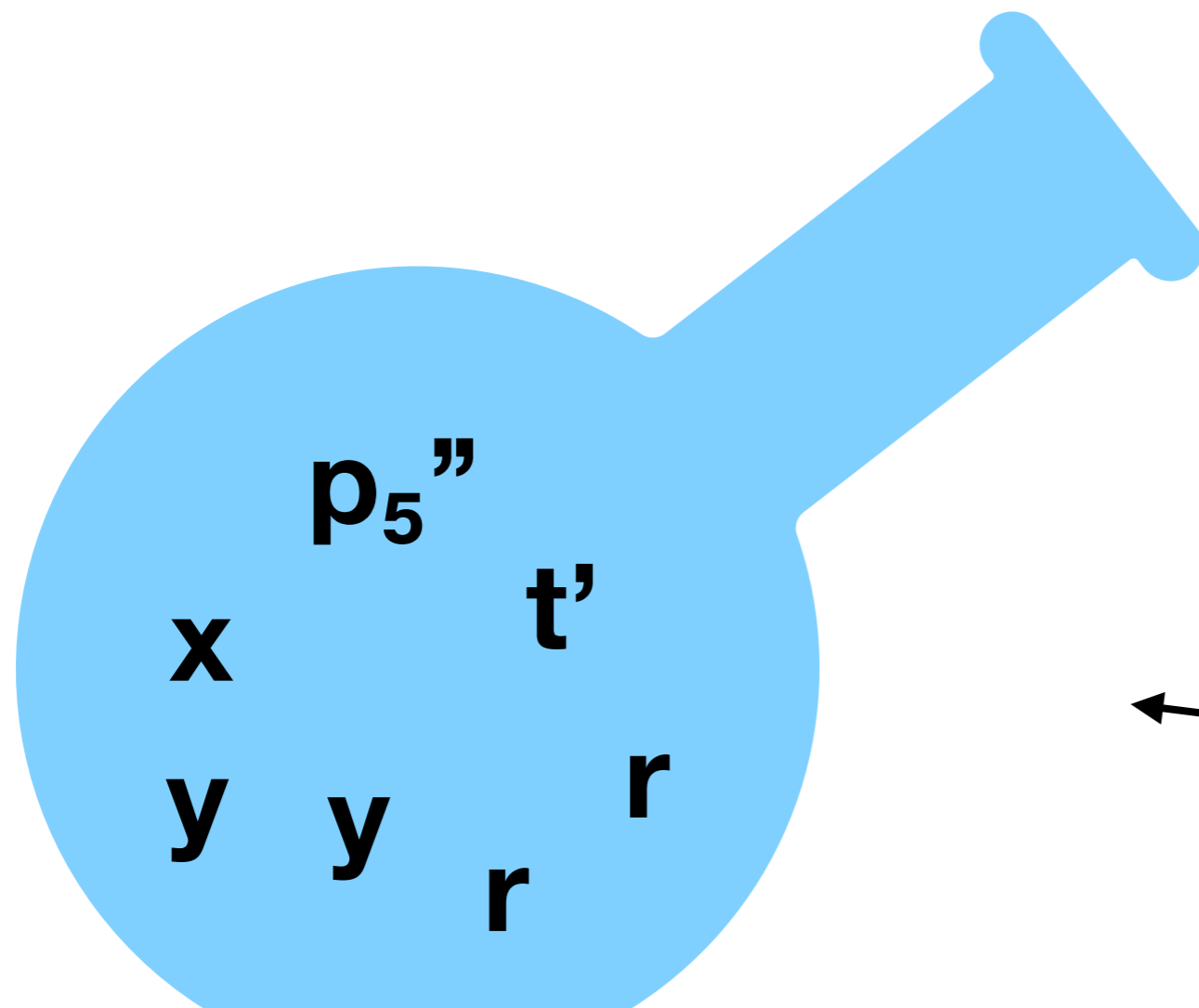
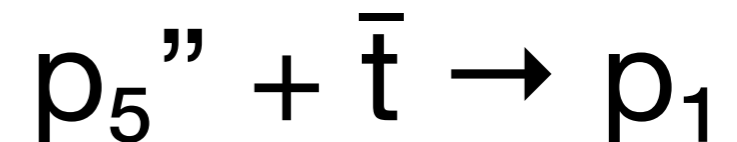
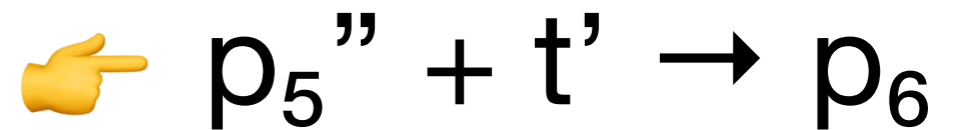
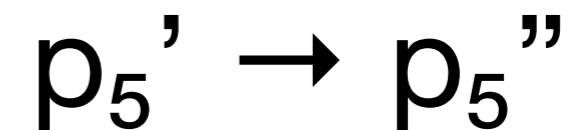
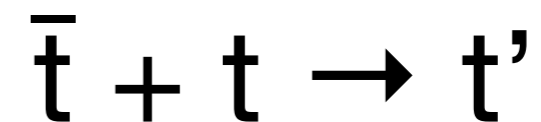
5: dec(t), 6, 1



← s'il y a au moins un t

# Instructions → réactions

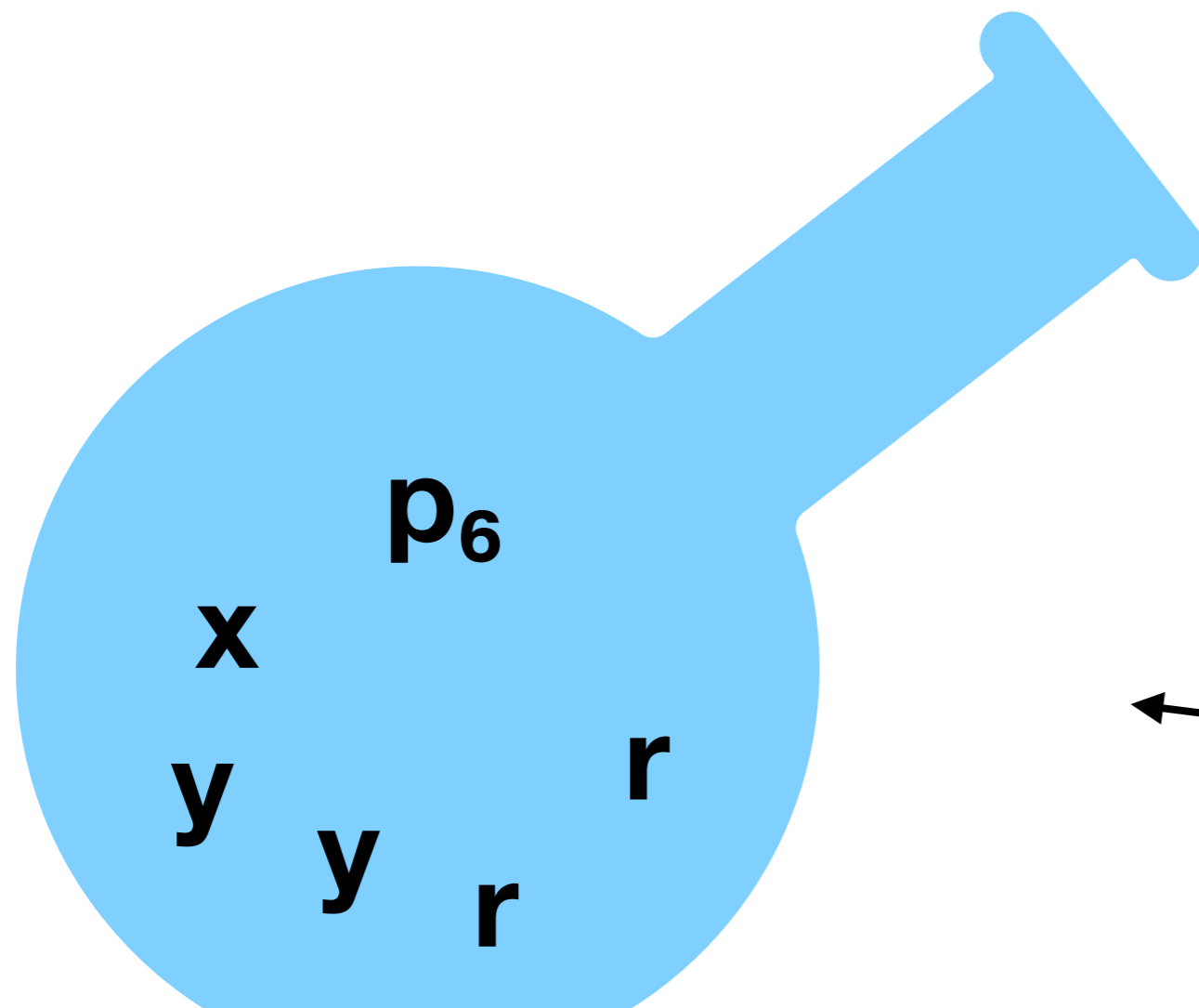
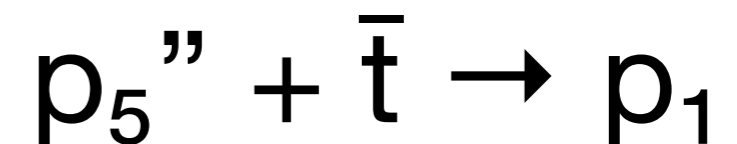
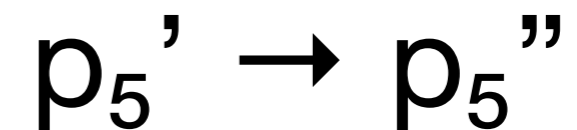
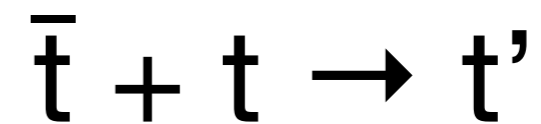
5: dec(t), 6, 1



← s'il y a au moins un t

# Instructions → réactions

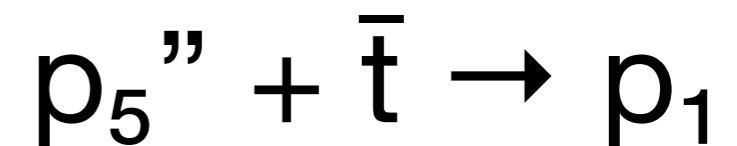
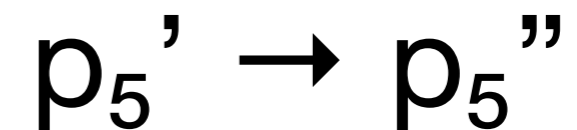
5: dec(t), 6, 1



← s'il y a au moins un t

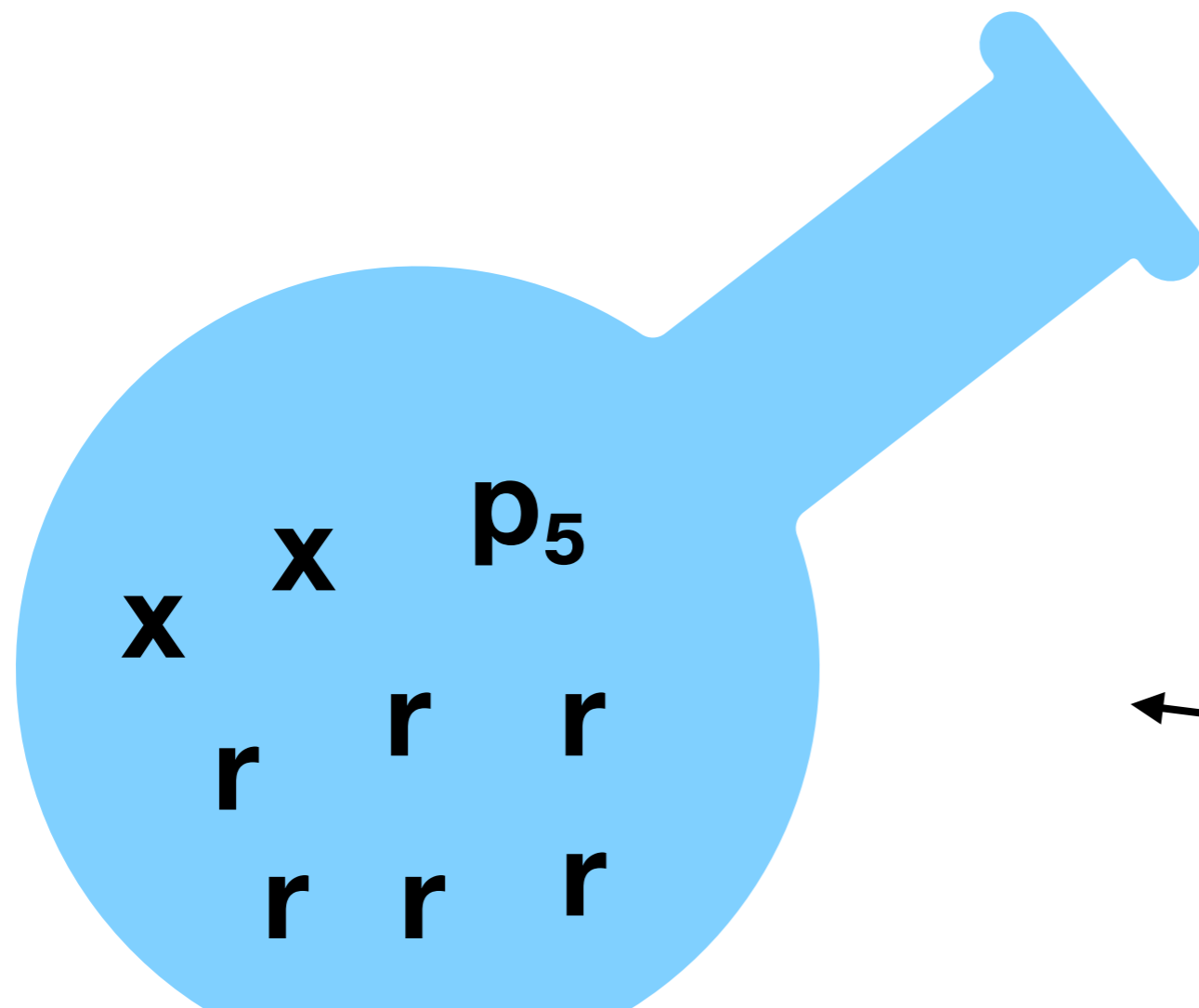
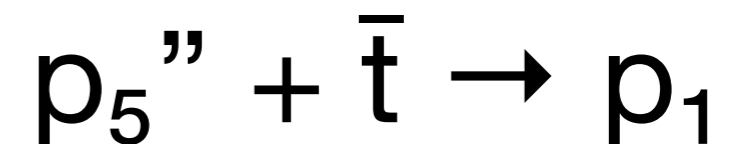
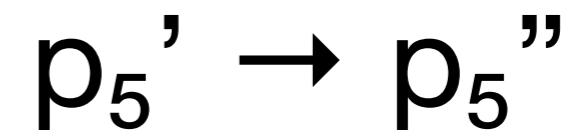
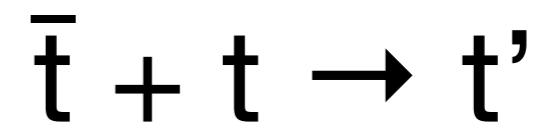
# Instructions $\rightarrow$ réactions

5: dec(t), 6, 1



# Instructions → réactions

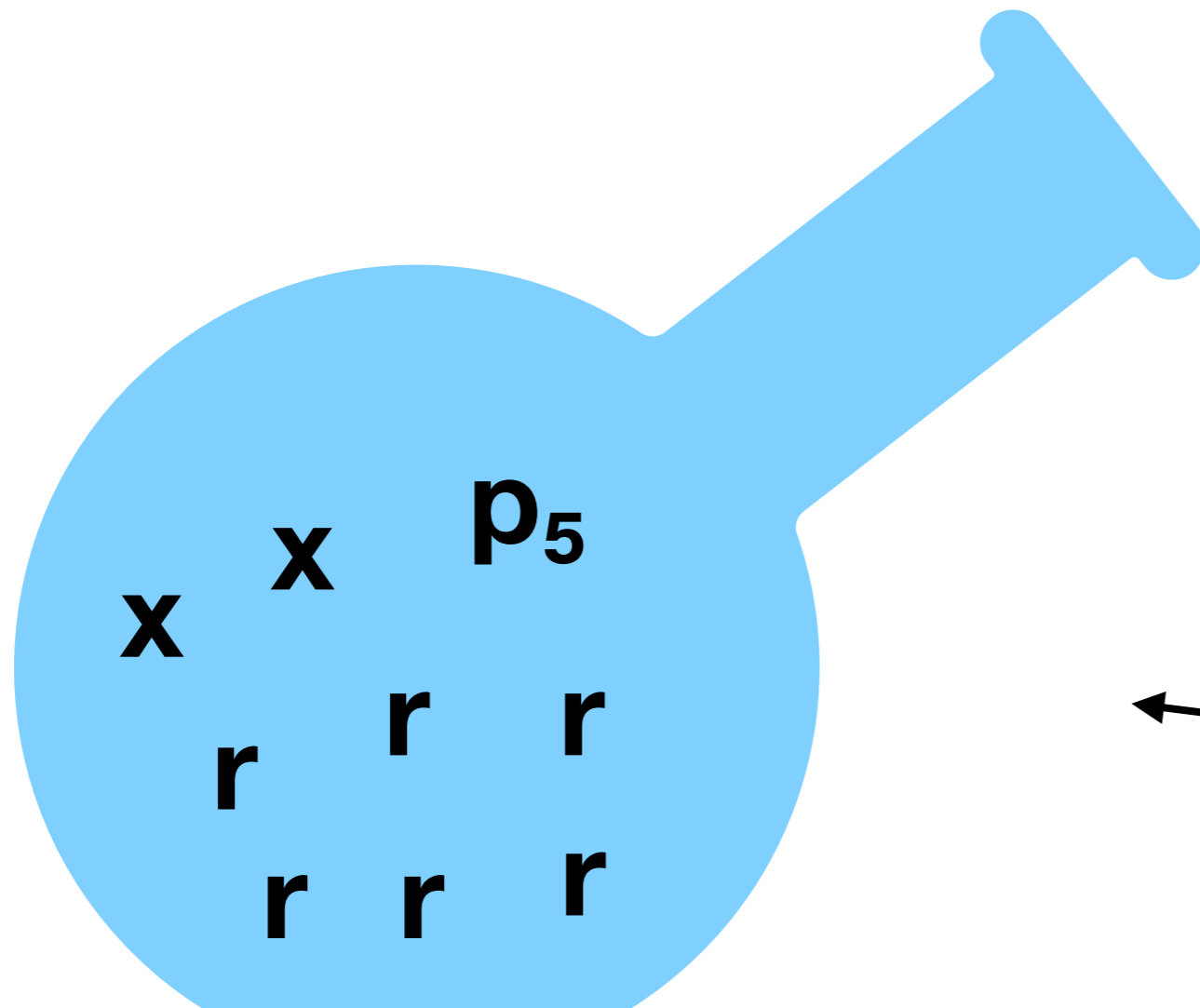
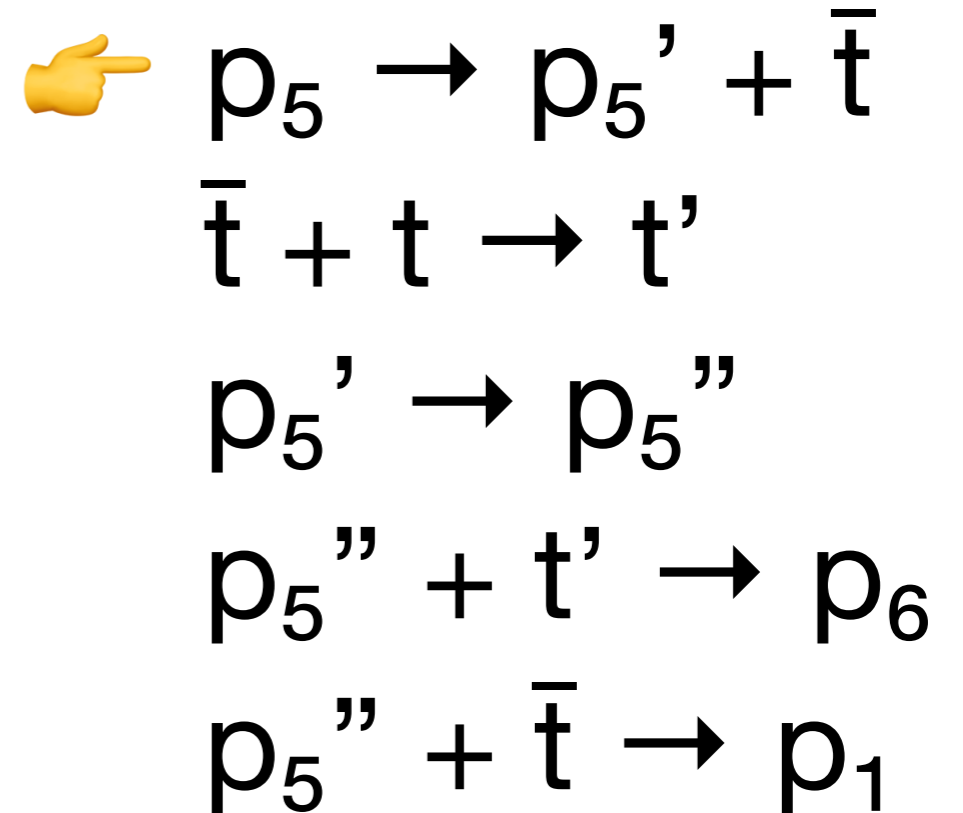
5: dec(t), 6, 1



s'il n'y a  
pas de t

# Instructions → réactions

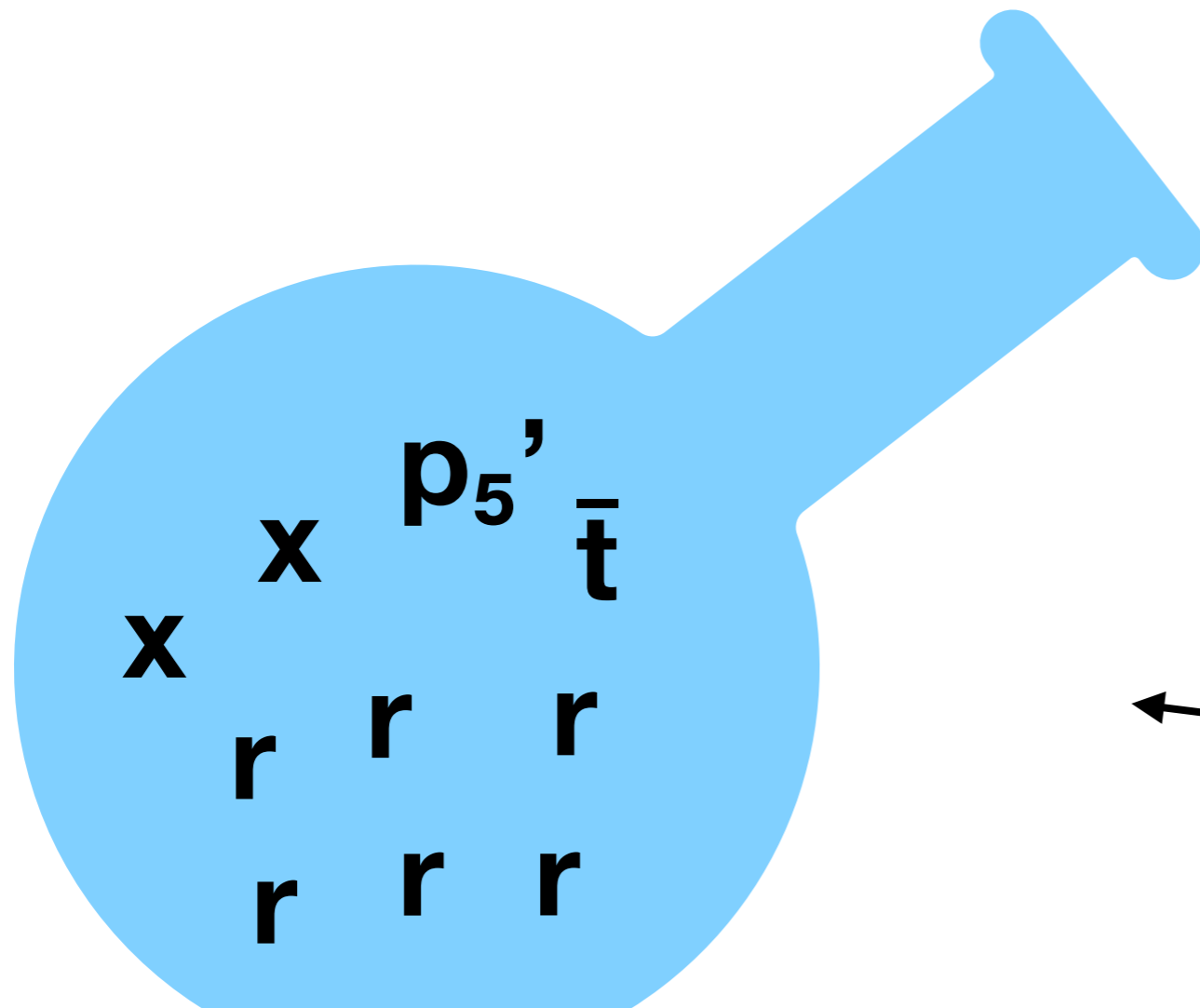
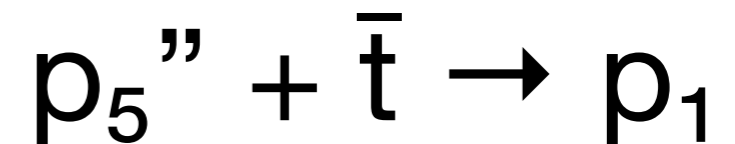
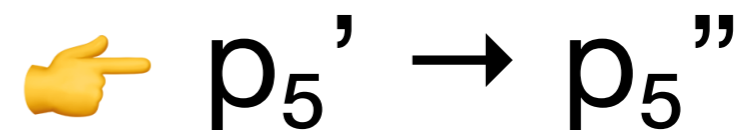
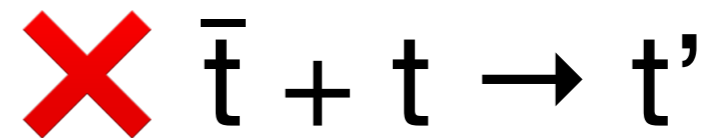
5: dec(t), 6, 1



← s'il n'y a pas de t

# Instructions → réactions

5: dec(t), 6, 1

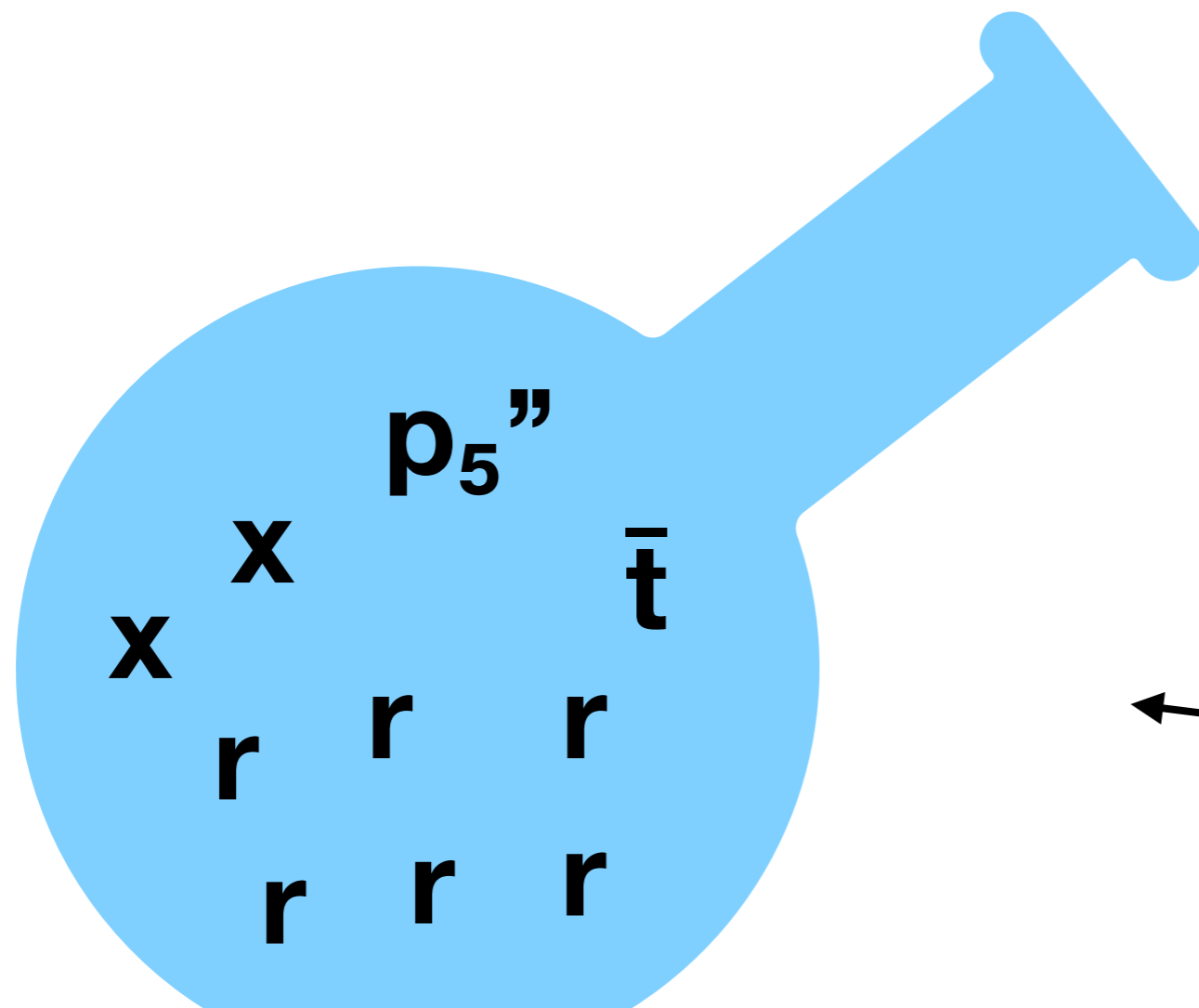
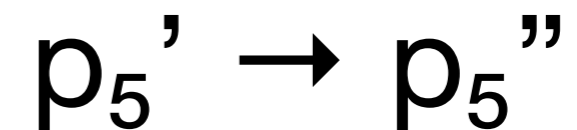
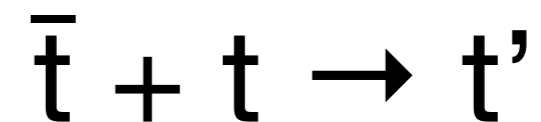


← s'il n'y a pas de t



# Instructions → réactions

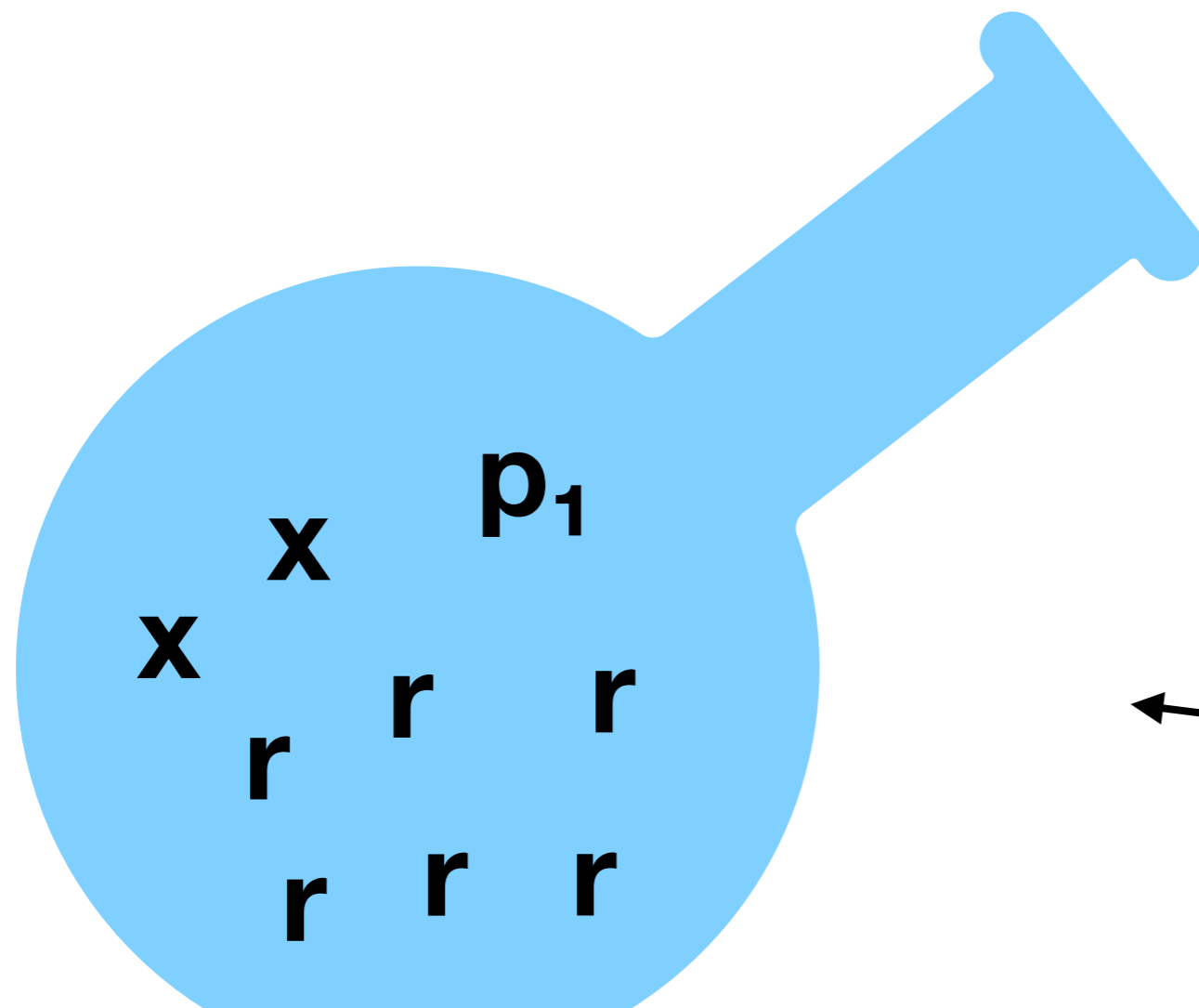
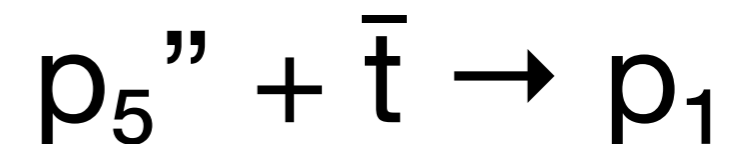
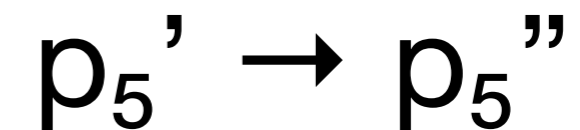
5: dec(t), 6, 1



← s'il n'y a pas de t

# Instructions → réactions

5: dec(t), 6, 1



← s'il n'y a pas de t

# Exercice 6 du TD8

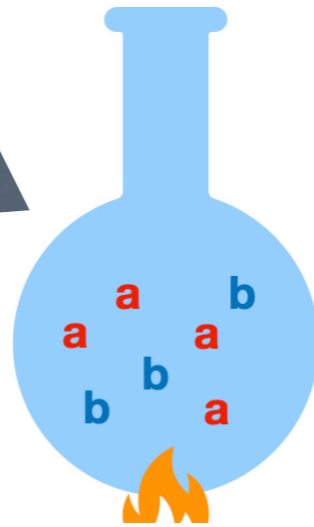
# Conclusions

- On peut définir des modèles de calcul à partir de phénomènes naturels non conventionnels
- Soit du type physique, soit chimique, soit biologique
- Certains modèles, comme celui basé sur les réactions chimiques, peuvent simuler n'importe quel algorithme

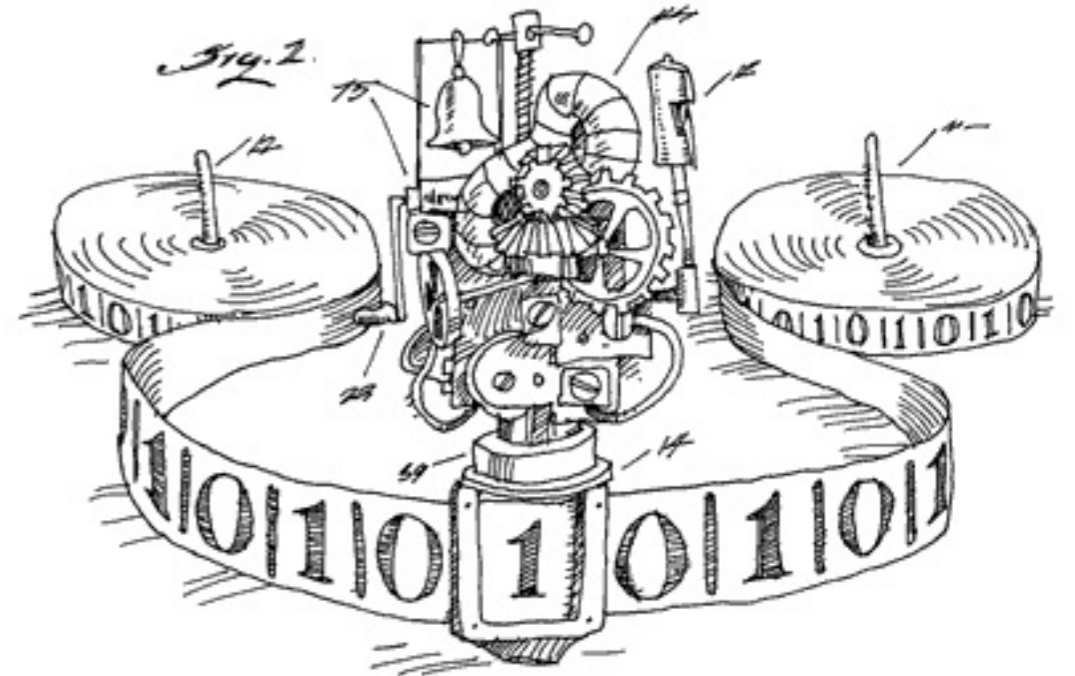
0	2	1	2
---	---	---	---

x      y      t      r

- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- ➔ 6: inc(x), 5
- 7: stop



a → c  
b → c



Machines de Turing



λ-calcul

$\lambda z (z (\lambda x \lambda y y)) (\lambda x \lambda y x)$



Pseudo-code / Python

**itérations**

```
Pour .. de .. à .. faire
..
FinPour
```

```
Tant que .. faire
..
FinTantQue
```

**écriture/lecture**

```
écrire(« .. »)
réponse := lire()
```

**fonctions**

```
fonction abc(arguments) :
..
retourner(..)
```

**conditionnelles**

```
Si .. alors
..
FinSi
Si .. alors
..
Sinon
..
FinSi
```

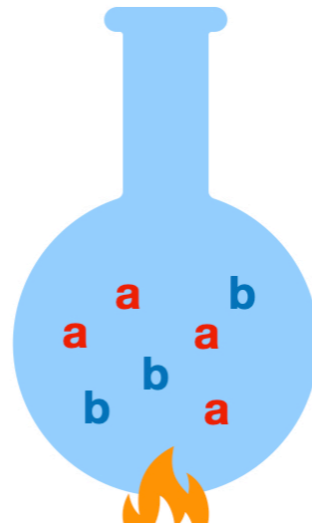
**variables**

```
x := 3
y := 2
x := x+y
```

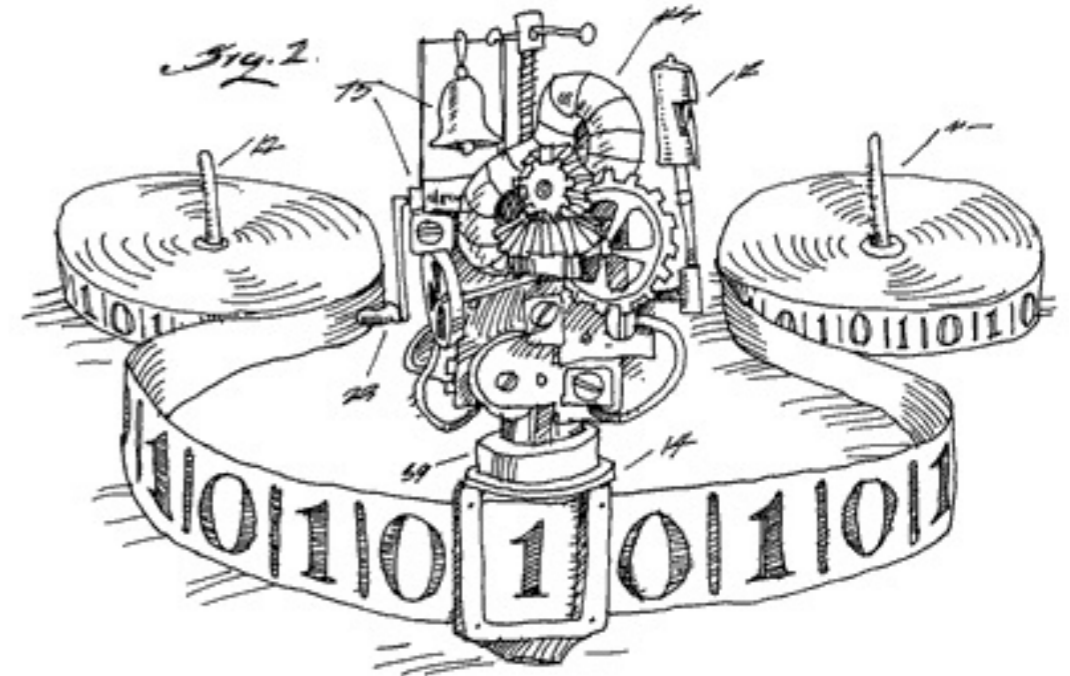


0	2	1	2
x	y	t	r

- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- ➔ 6: inc(x), 5
- 7: stop



a → c  
b → c



Machines de Turing

## Pseudo-code / Python

### itérations

```
Pour .. de .. à .. faire
..
FinPour
```

```
Tant que .. faire
..
FinTantQue
```

### écriture/lecture

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écrire(« .. »)
réponse := lire()
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### fonctions

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fonction abc(arguments) :
..
retourner(..)
```

### conditionnelles

```
Si .. alors
..
Sinon
..
FinSi
```

### variables

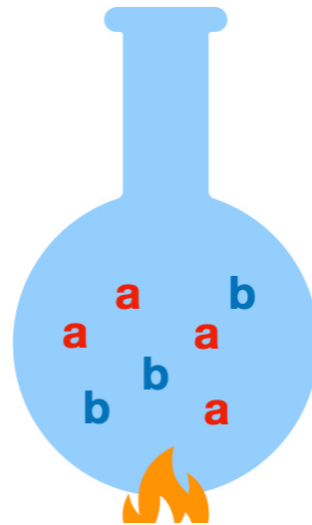
```
x := 3
y := 2
x := x+y
```

### λ-calcul

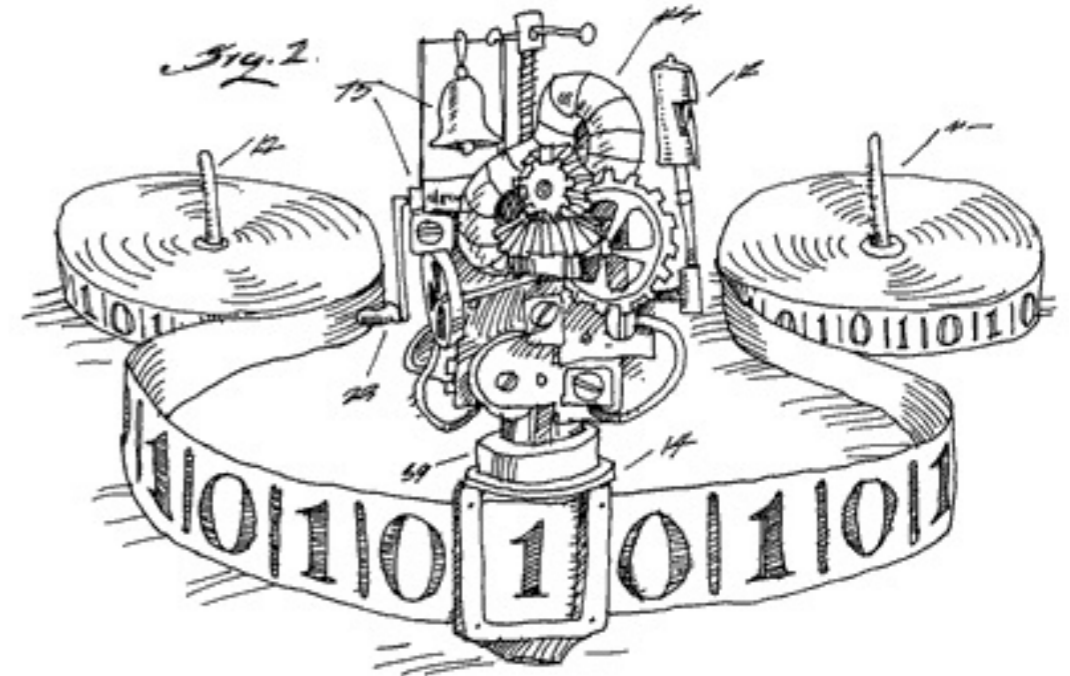
$$\lambda z \left( z \left( \lambda x \lambda y y \right) \right) \left( \lambda x \lambda y x \right)$$

0	2	1	2
x	y	t	r

- 1: dec(y), 2, 7
- 2: dec(x), 3, 5
- 3: inc(r), 4
- 4: inc(t), 2
- 5: dec(t), 6, 1
- ➔ 6: inc(x), 5
- 7: stop



a → c  
b → c



Machines de Turing

Tous ces modèles de « calcul »  
sont équivalents.

## Pseudo-code / Python

### itérations

```
Pour .. de .. à .. faire
..
FinPour
```

```
Tant que .. faire
..
FinTantQue
```

### écriture/lecture

```
écrire(« .. »)
réponse := lire()
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### fonctions

```
fonction abc(arguments) :
..
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```

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```
Si .. alors
..
Sinon
..
FinSi
```

### variables

```
x := 3
y := 2
x := x+y
```

λ-calcul

$$\lambda z \left( z \left( \lambda x \lambda y y \right) \right) \left( \lambda x \lambda y x \right)$$





*The End*

