For technical reasons, the quality of dotted lined in some figures in some book copies is not as it should be.

On the following pages you find the following figures as they should look like.

Figures:

1.1, 1.3, 1.4, 1.6
2.4, 2.13, figure on page 107, 2.14, 2.31, 2.33
3.6, 3.14, 3.28
4.6, 4.9, 4.12, 4.14, 4.18, 4.19, 4.29, 4.31, 4.32
5.2, 5.6
7.3
8.1
9.1
10.1, 10.7, 10.10, 10.27, 10.32

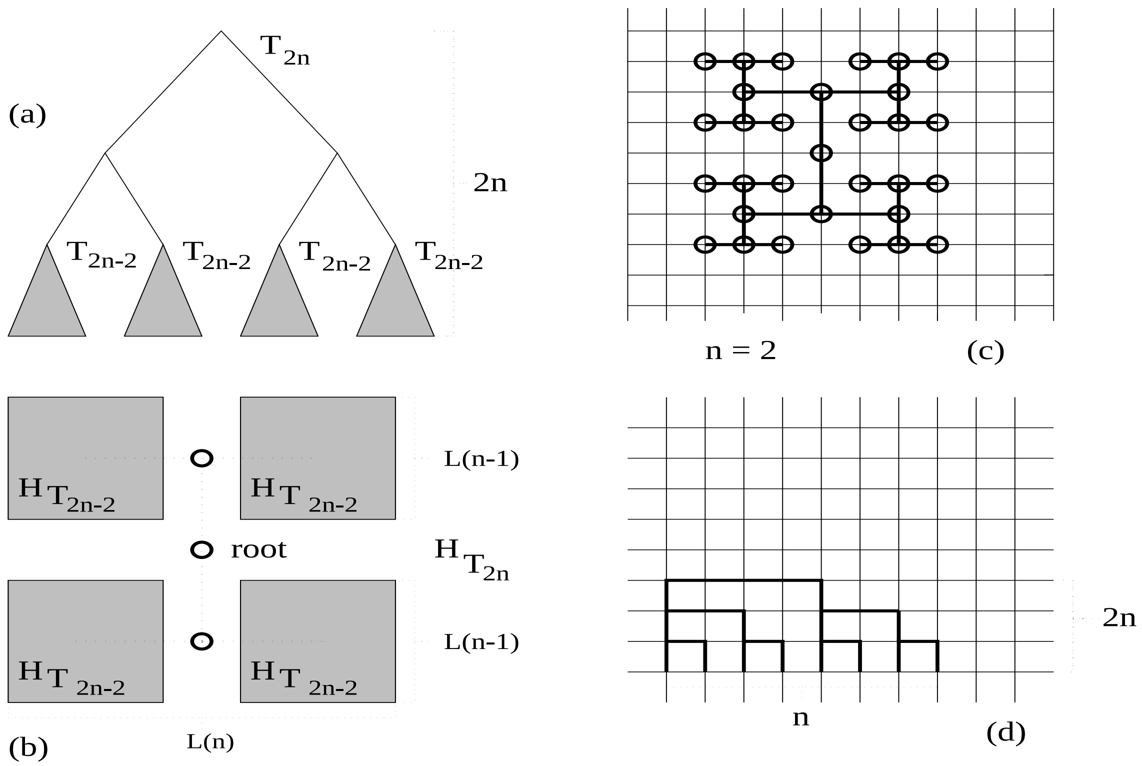


Fig. 1.1 H-layout of complete binary trees

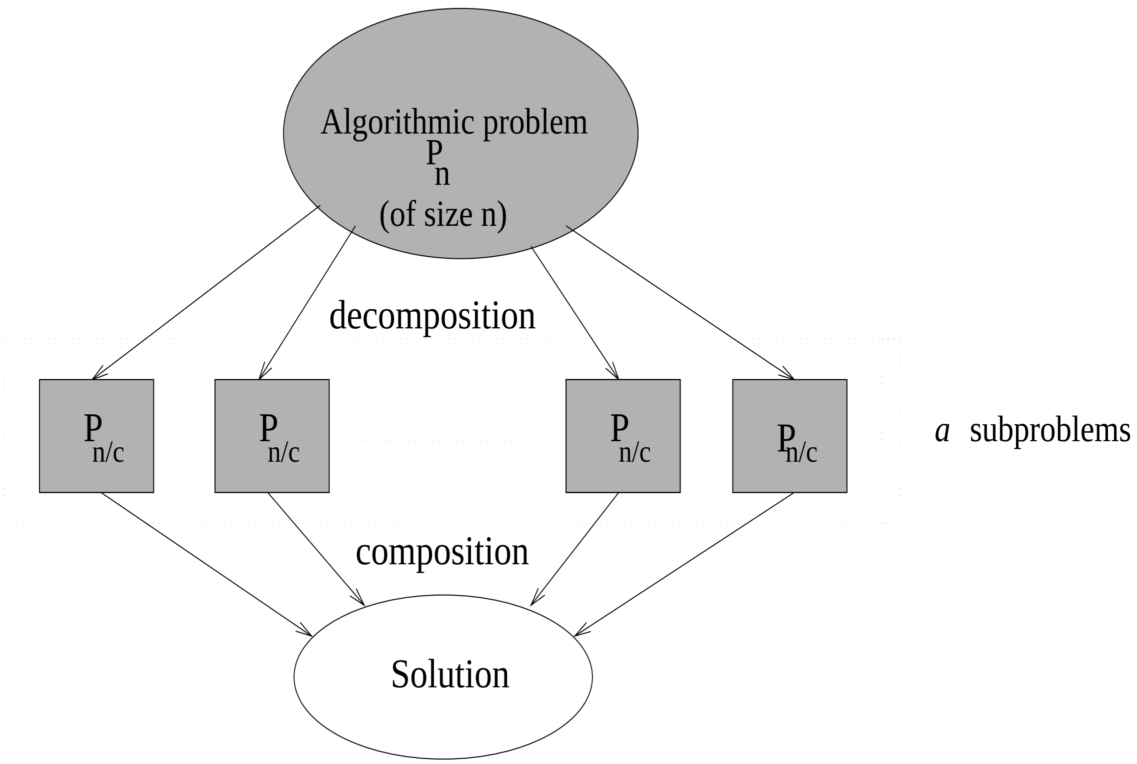


Fig. 1.3 Divide-and-conquer method

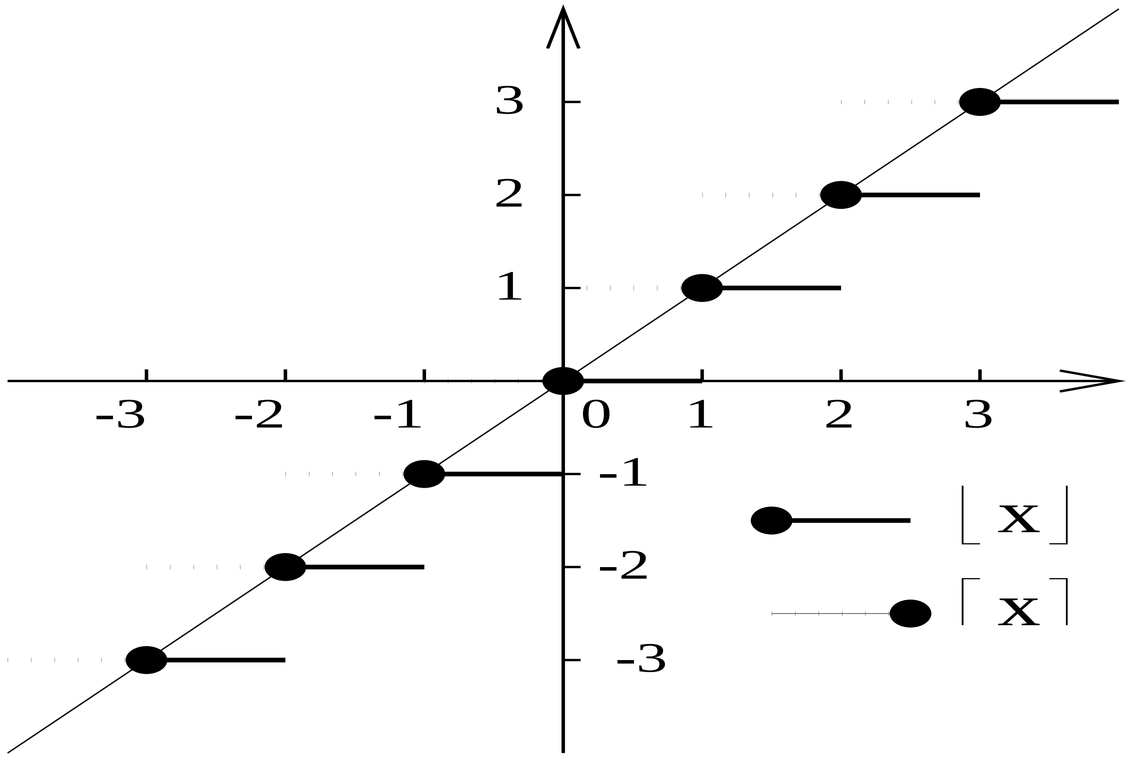


Fig. 1.4 Ceiling and floor functions

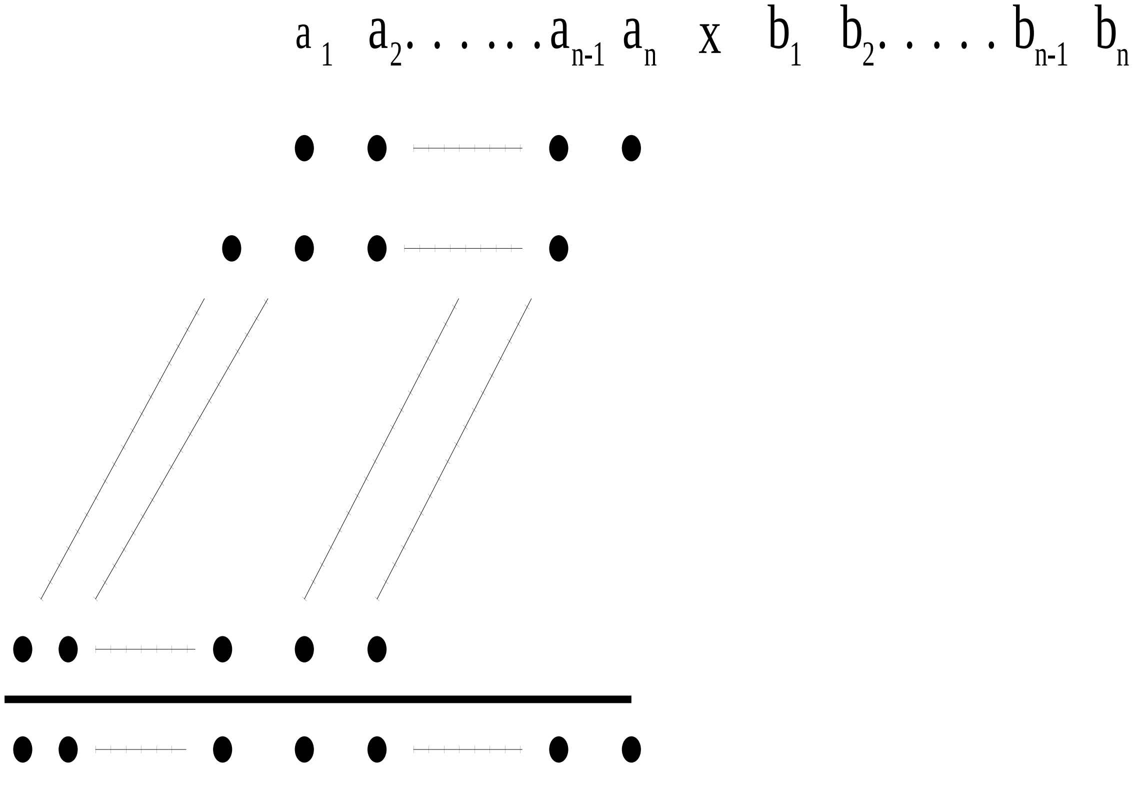


Fig. 1.6 Integer multiplication

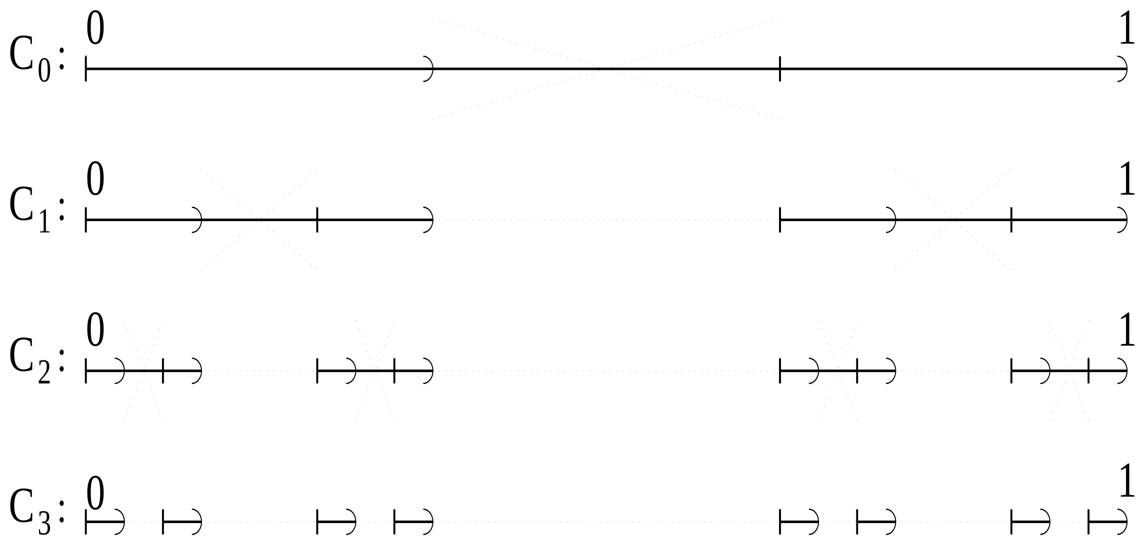


Fig. 2.4 Cantor set

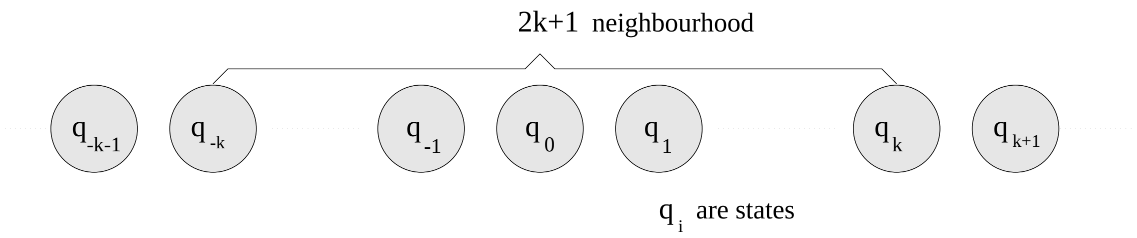


Fig. 2.13 One-dimensional cellular automata

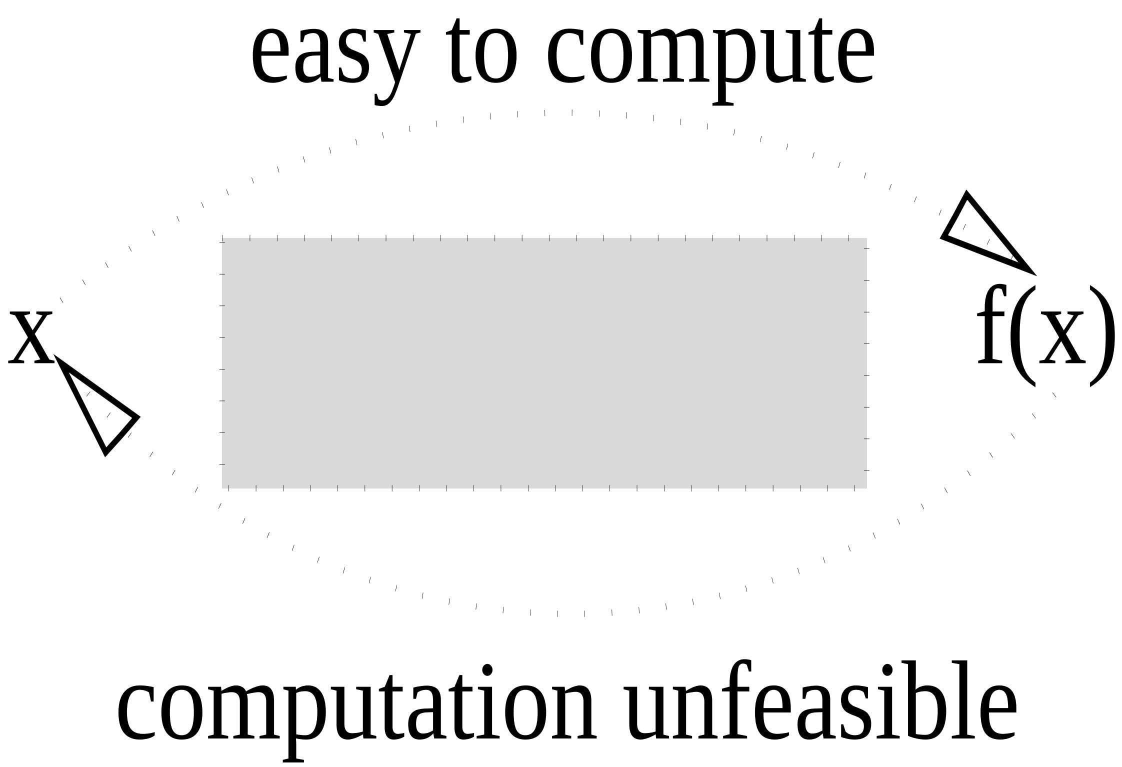


Figure from page 107

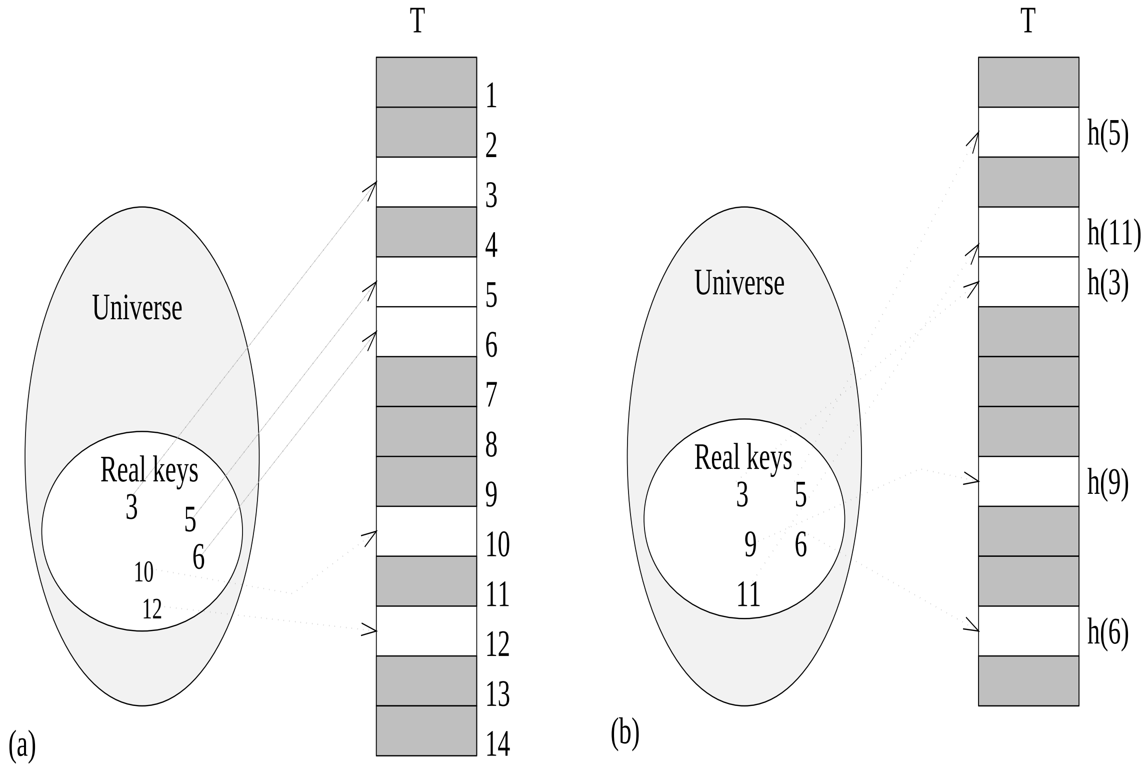


Fig. 2.14 Direct access and hash-table implementations of derivations

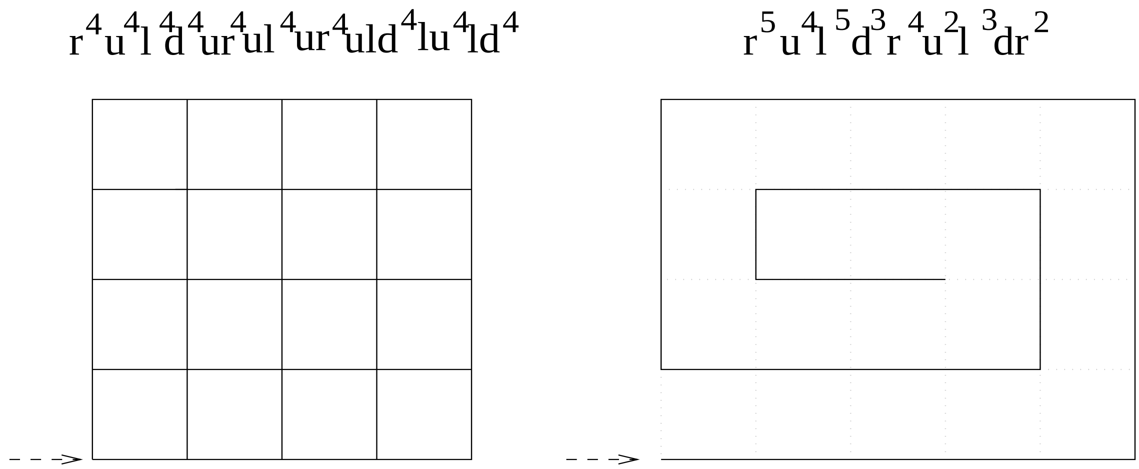
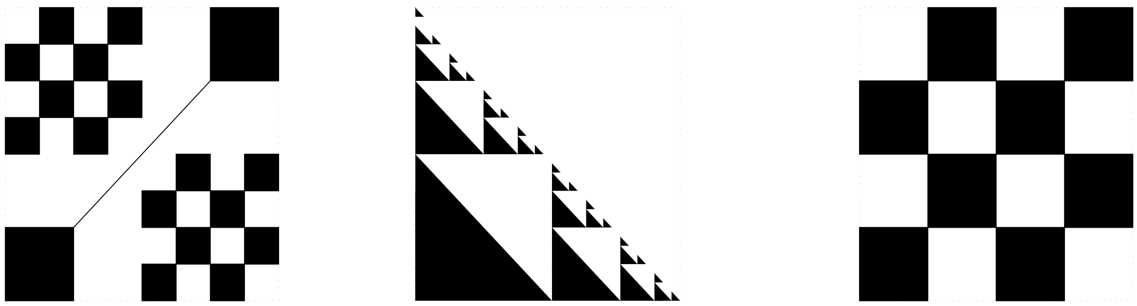


Fig. 2.31 Chain code pictures and their drawing algorithms



(a) (b) (c)

Fig. 2.33 Fractal pictures

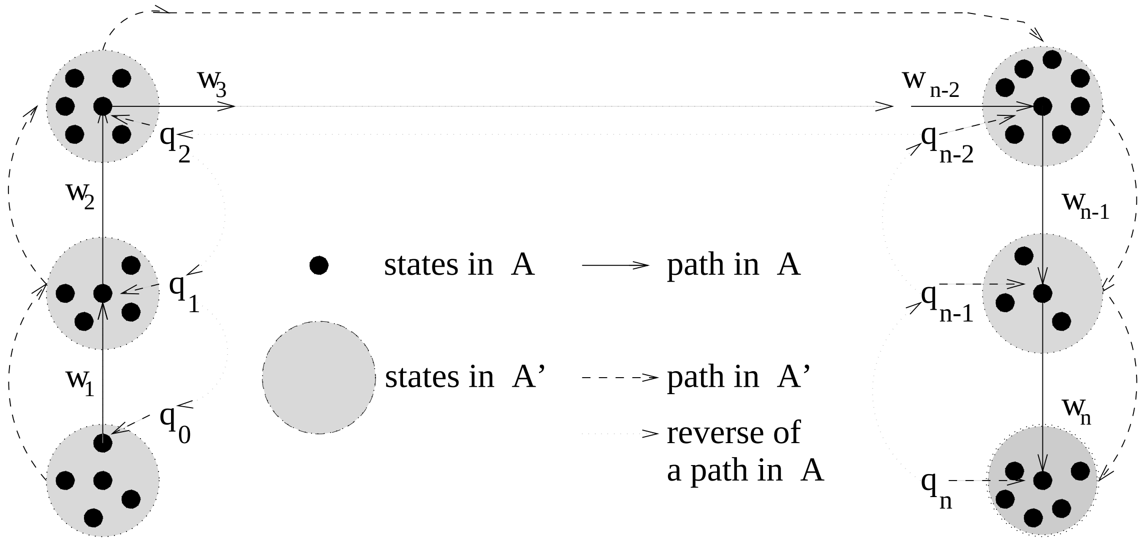


Fig. 3.6 A path in a NFA and in an equivalent DFA obtained by the set construction

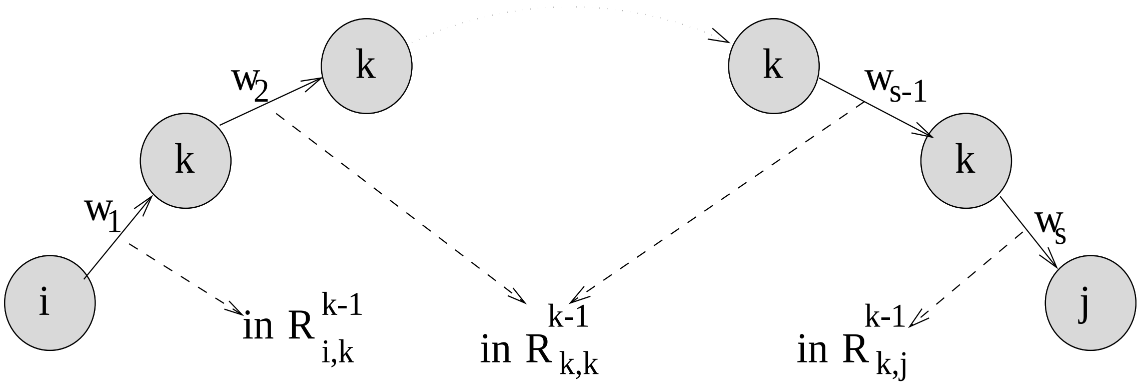


Fig. 3.14 Decomposition of a computational path foraword $w \in R_{ij}^{k}, w = w_1 w_2 \ldots w_k$

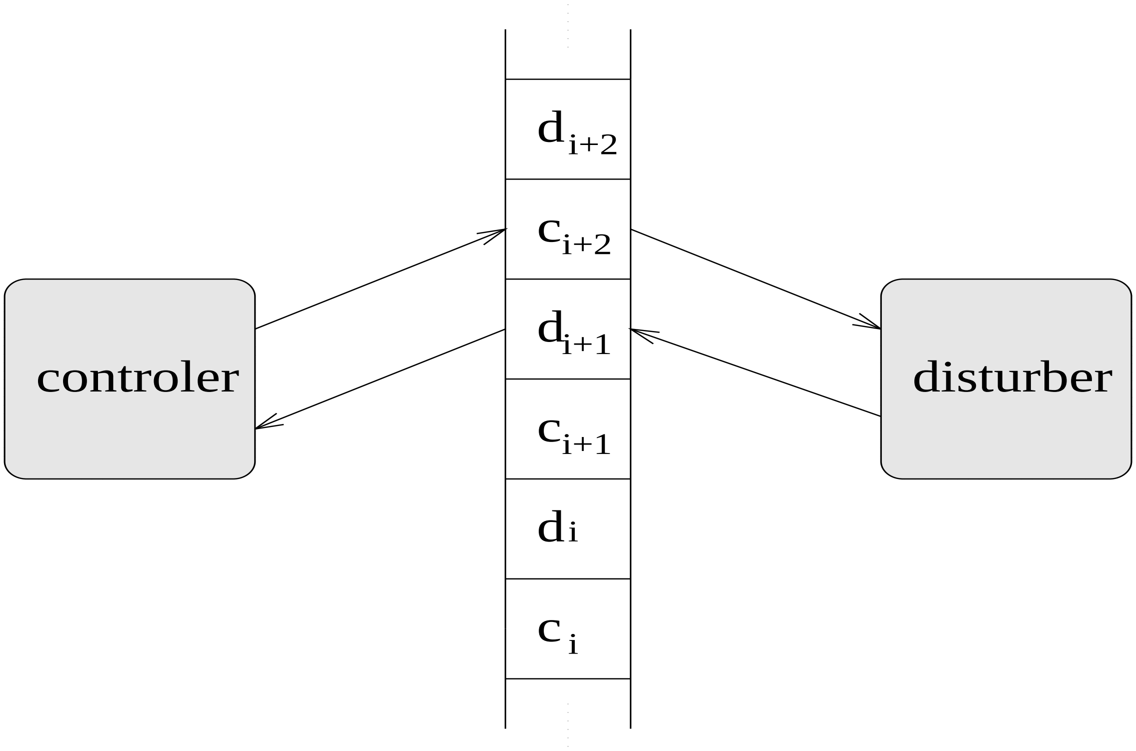


Fig. 3.28 Controller and disturber

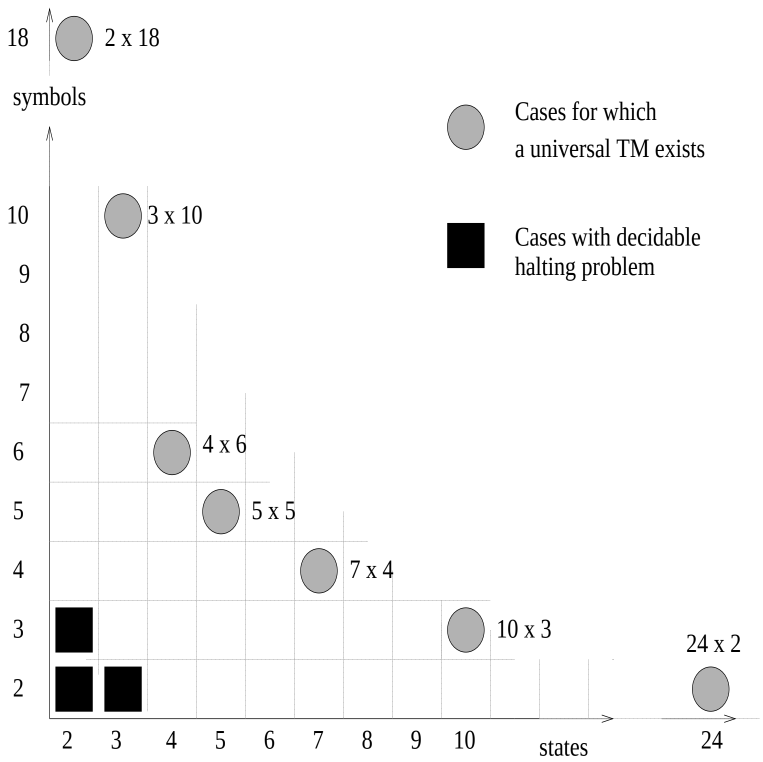


Fig. 4.6 Minimal Turing machines

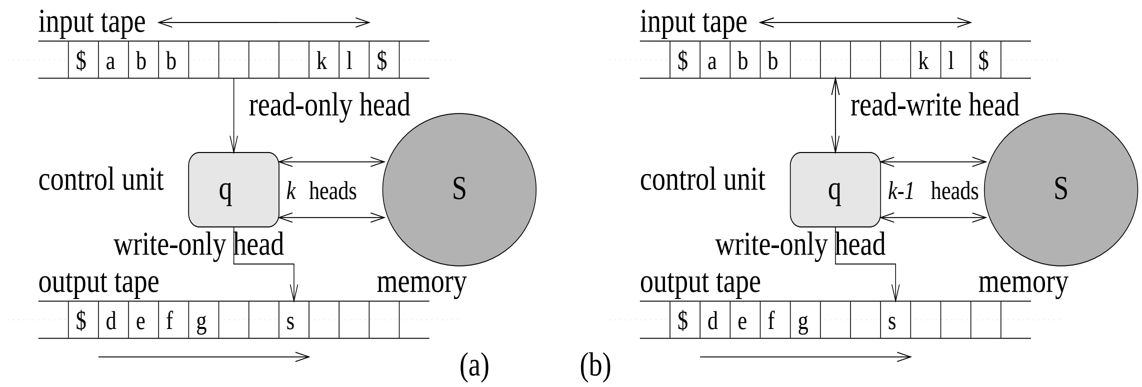


Fig. 4.9 Off-line and on-line Turing machines

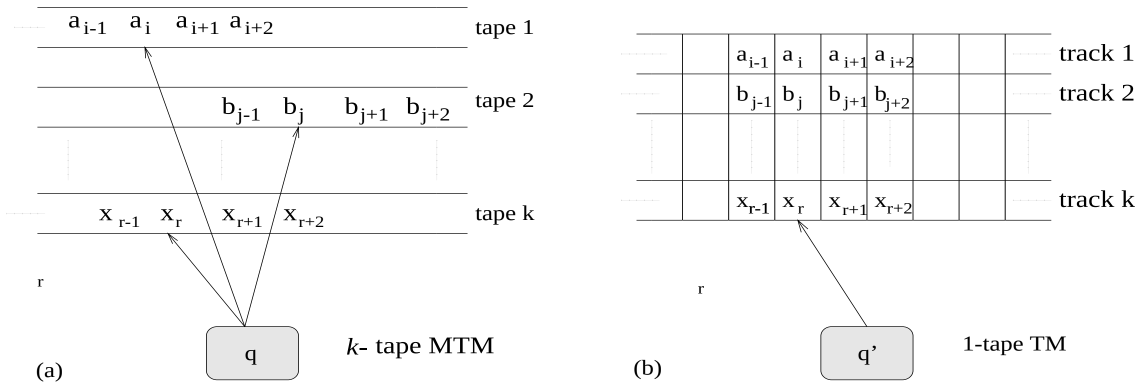


Fig. 4.12 Simulation of a multiple-tape TM by a one-tape TM

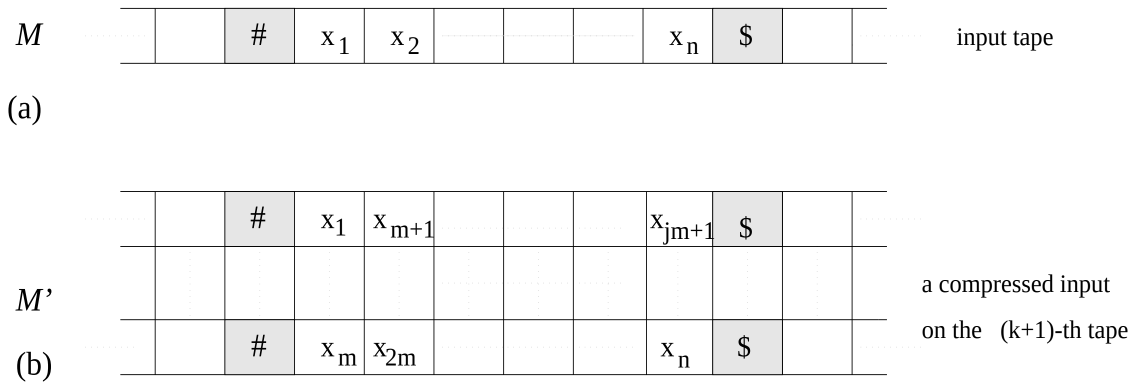


Fig. 4.14 Linear speed-up of Turing machines

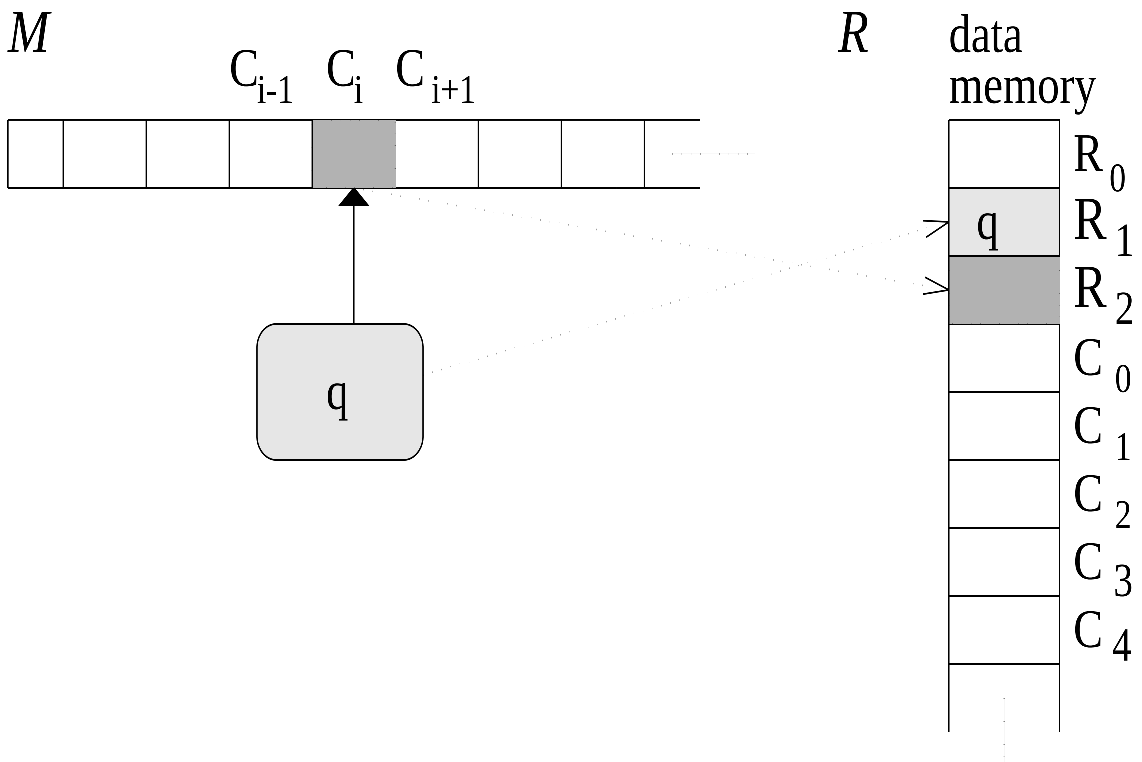


Fig. 4.18 Simulation of a TM on a RAM

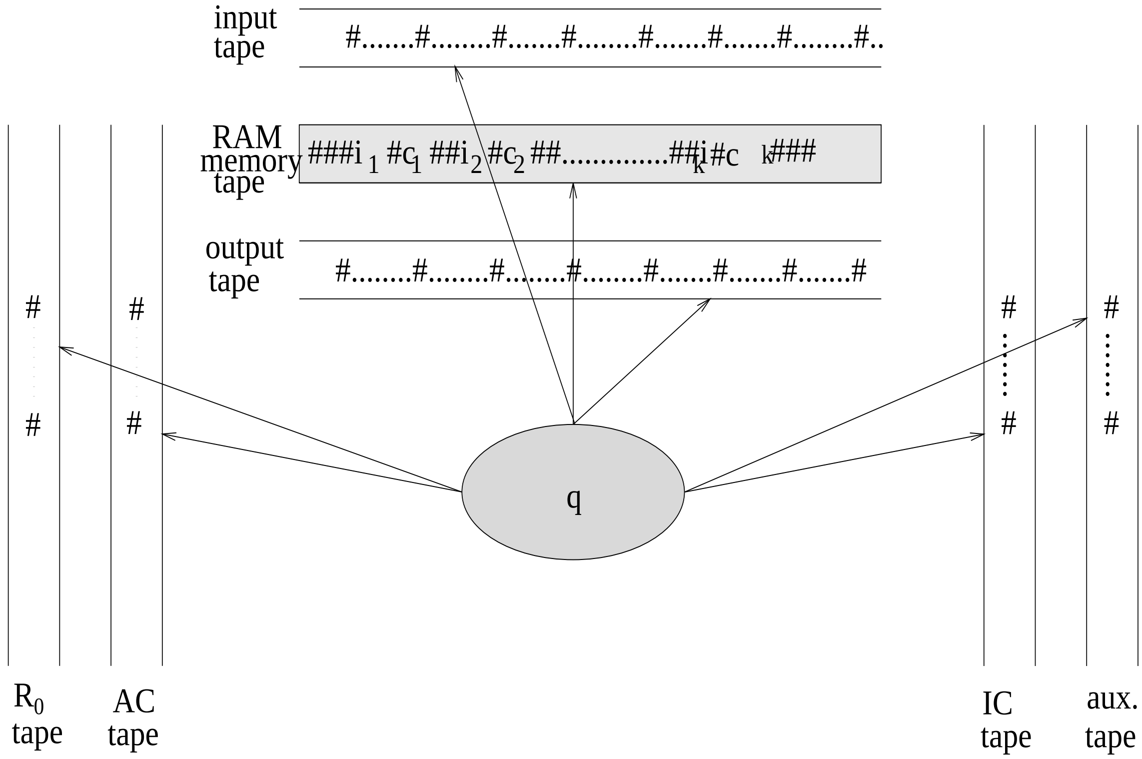


Fig. 4.19 Simulation of a RAM on a TM

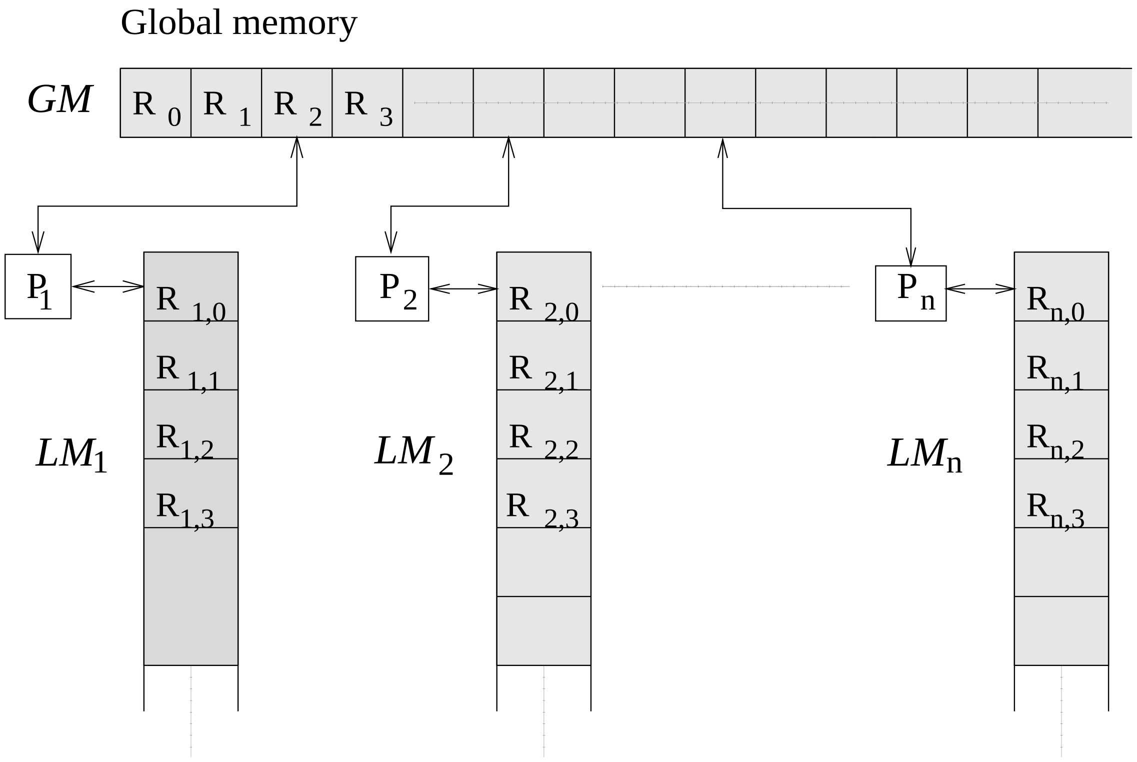


Fig. 4.29 Shared (global) memory and local memories of a RAM

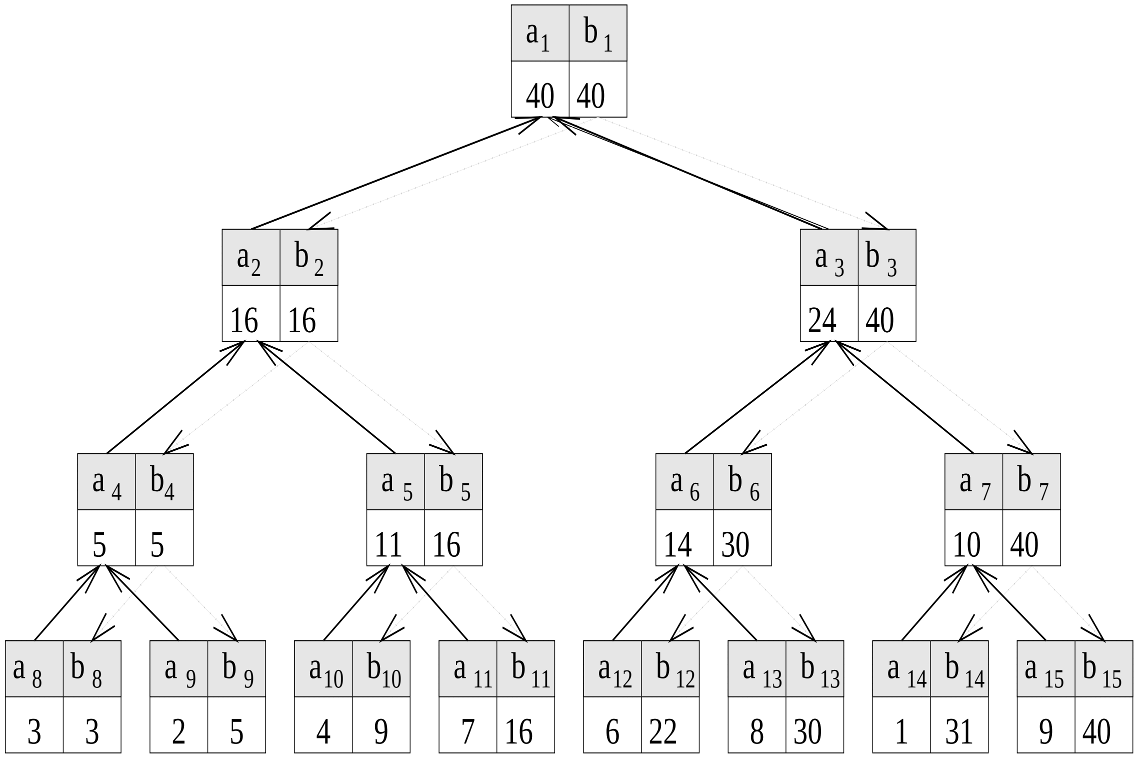


Fig. 4.31 A prefix sum algorithm

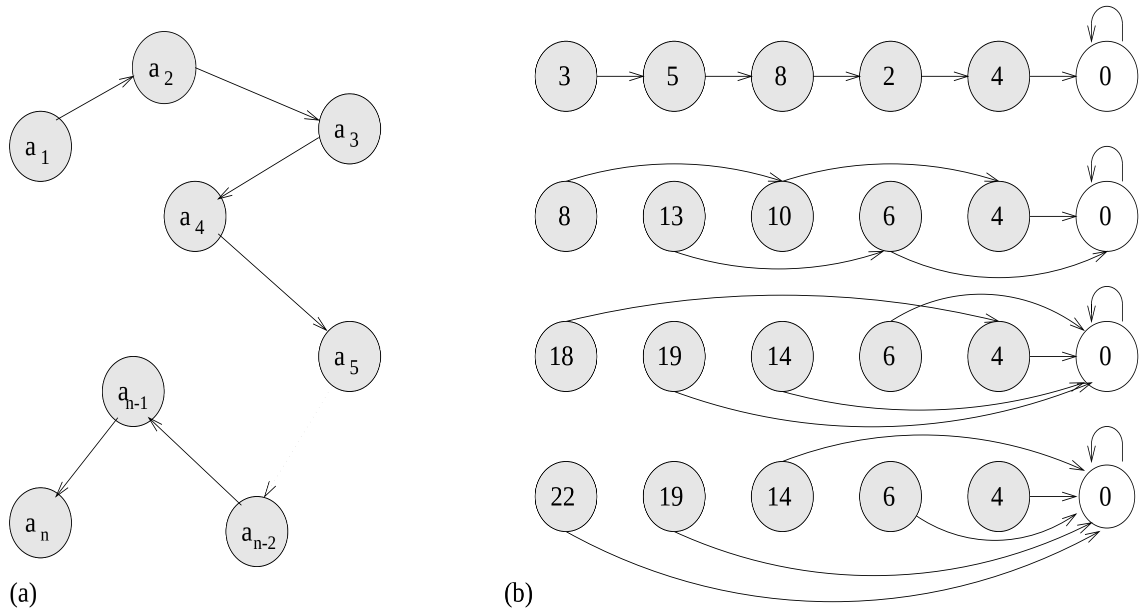


Fig. 4.32 List ranking algorithm executioN

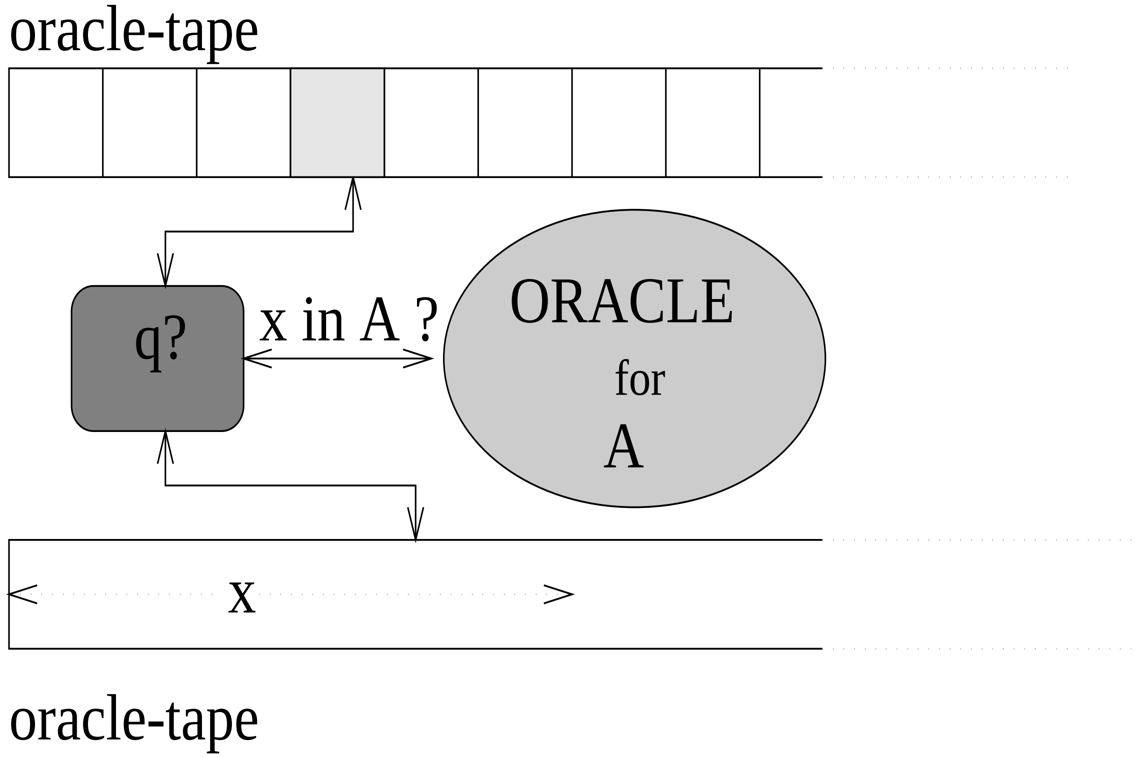


Fig. 5.2 An oracel Turing machine

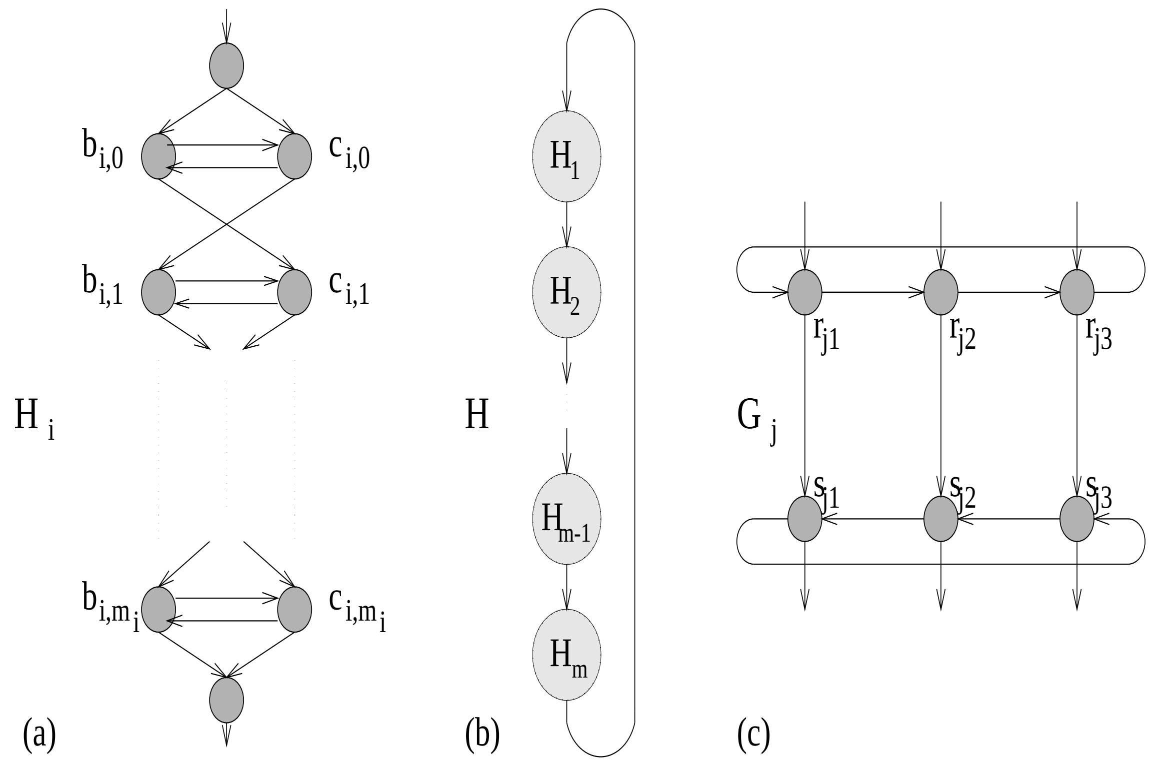


Fig. 5.6 Design of a Hamiltonian graph for a satisfiable Boolean formula

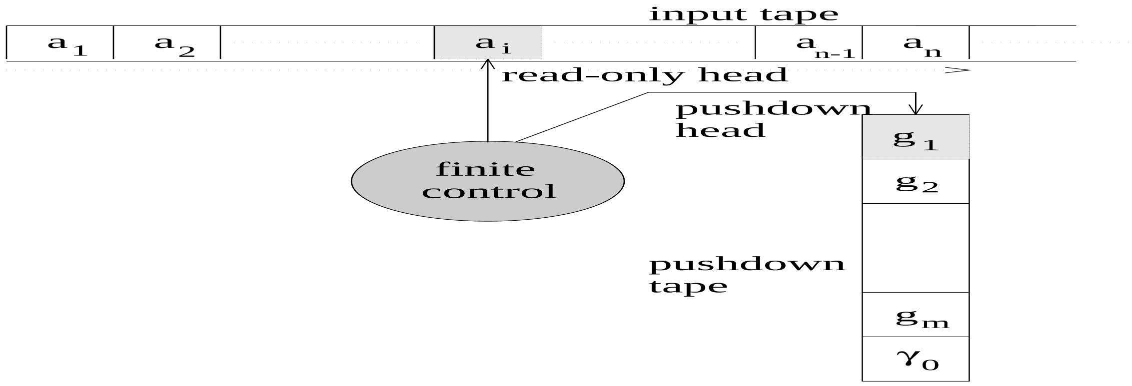


Fig. 7.3 A pushdown automaton

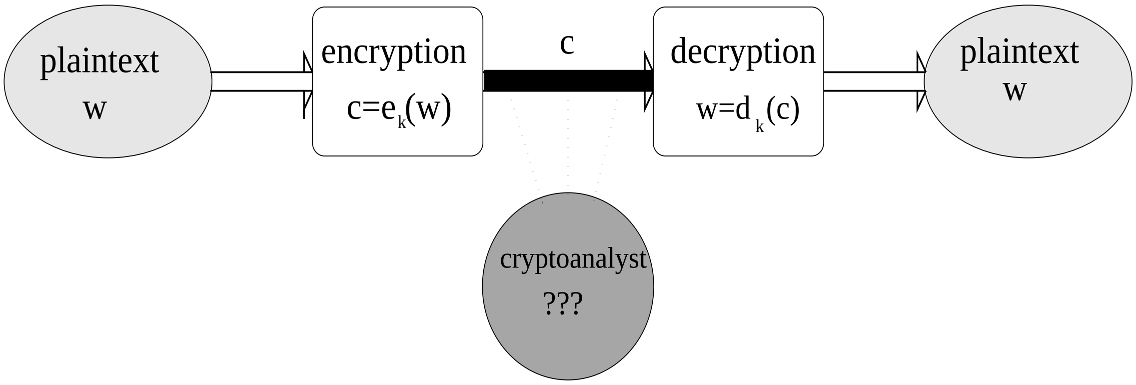


Fig. 8.1 Cryptosystem

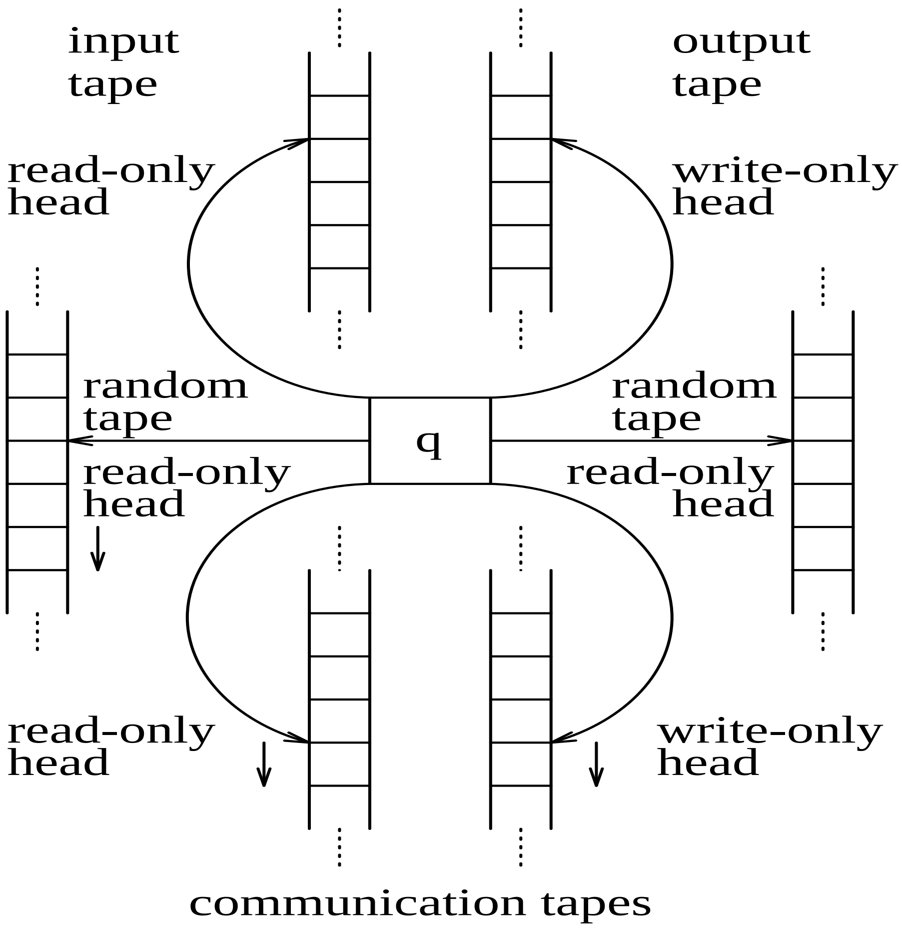


Fig. 9.1a An interactive Turing machine

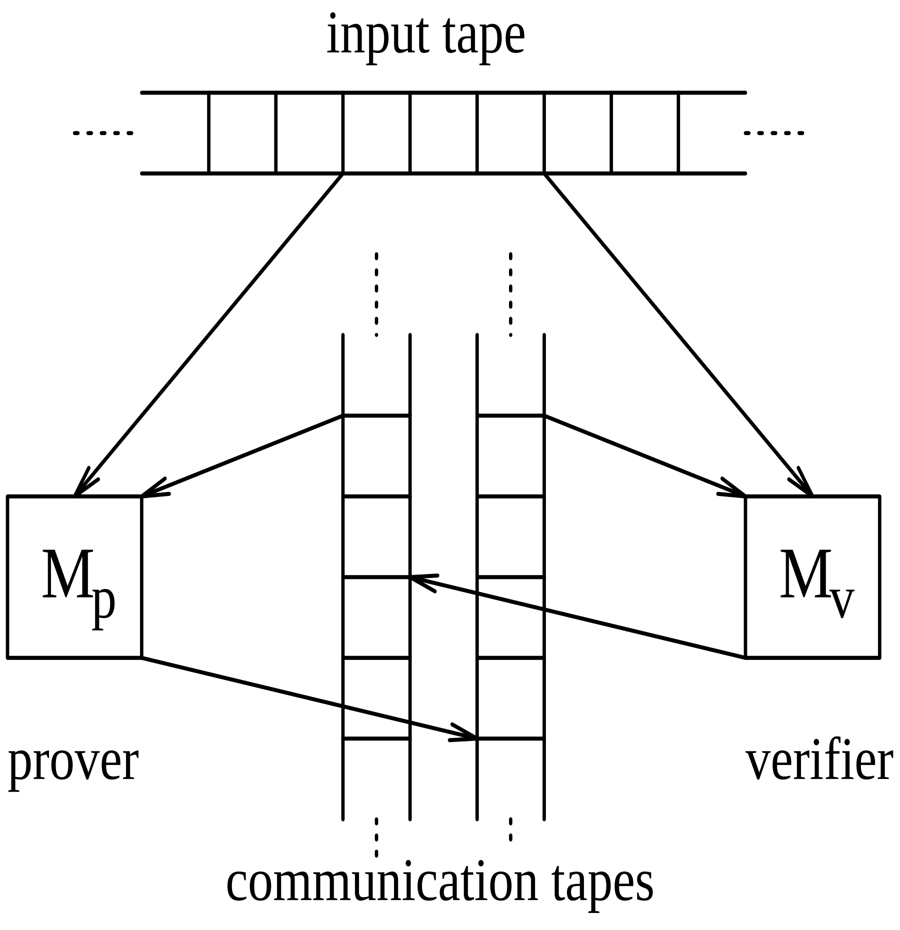


Fig. 9.1b Interactive protocol

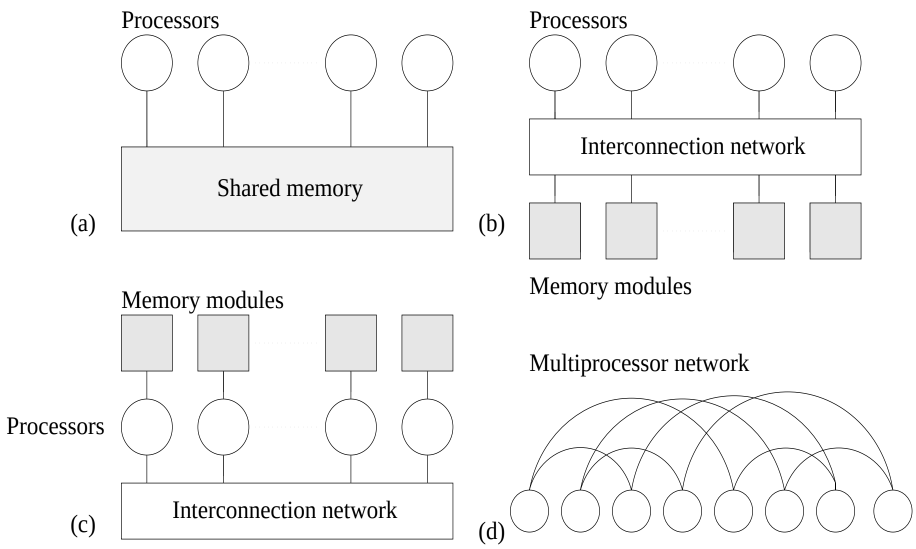


Fig. 10.1 Models of parallel computing

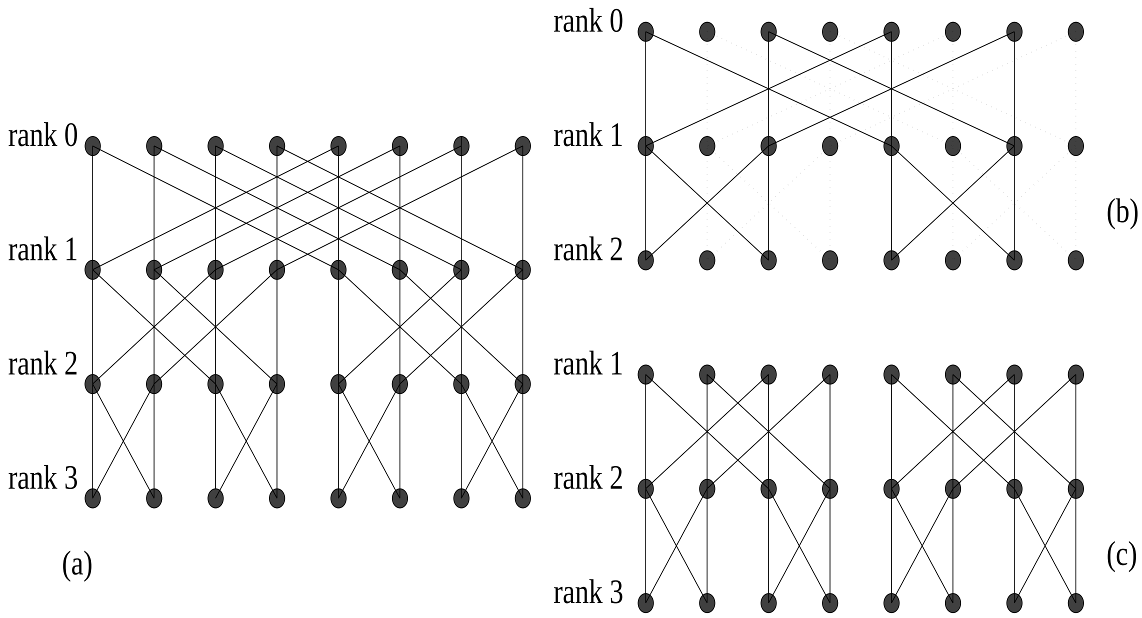


Fig. 10.7 two ways of making two butterflies out of one

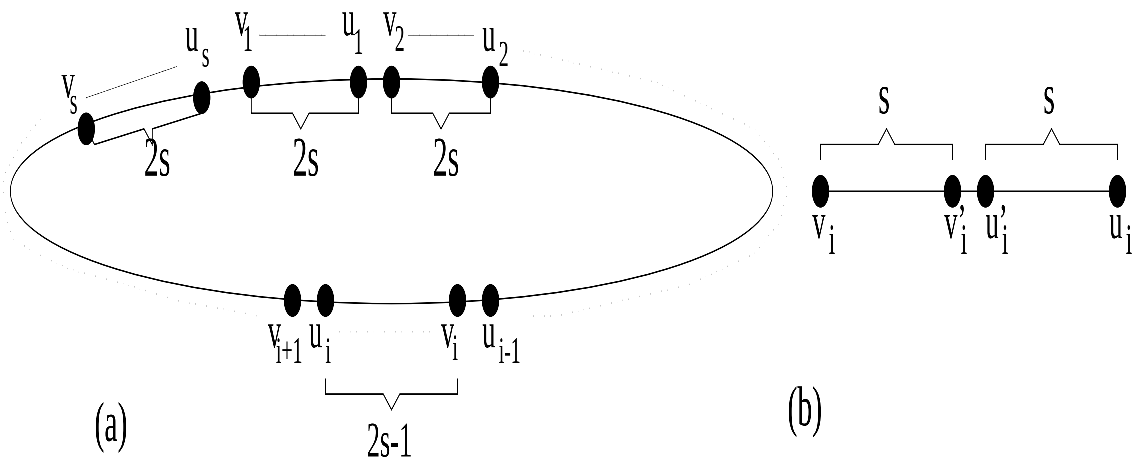


Fig. 10.10 Distribution of s nodes in the ring

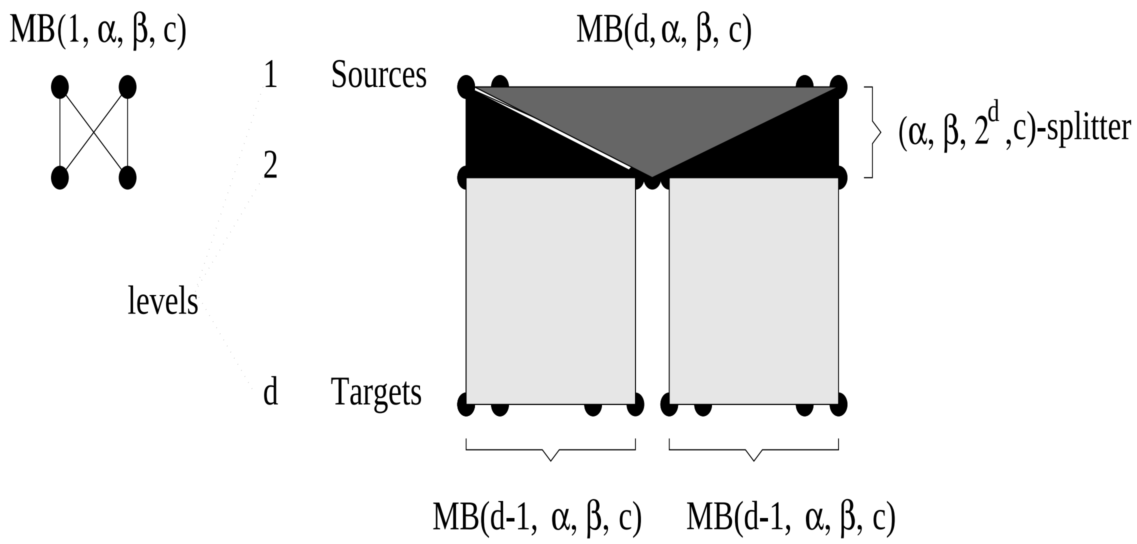


Fig. 10.27 Multi-butterfly network

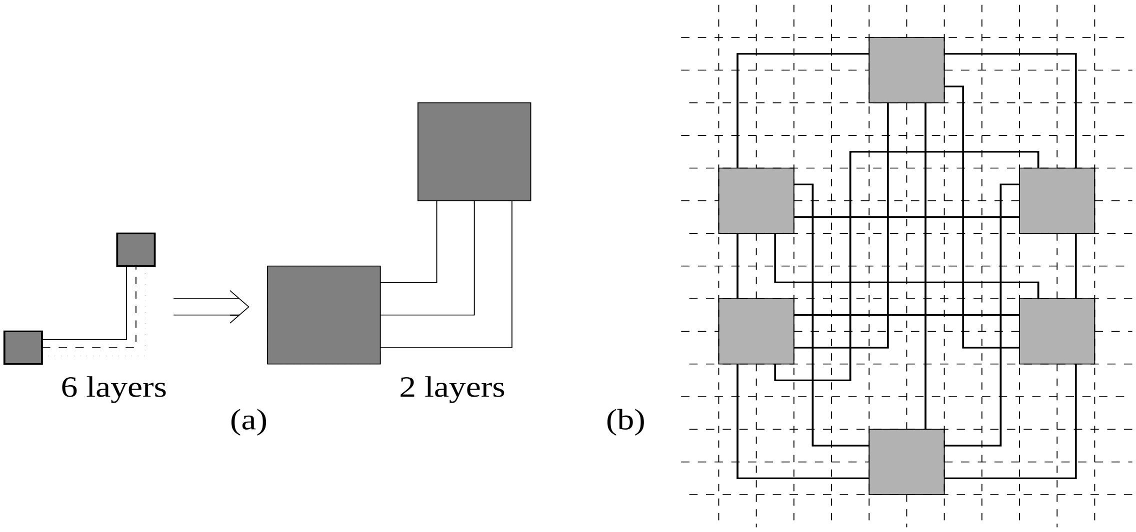


Fig. 10.32 Layout of ciruts with more layers