

## \* Languages as abstractions of problems

Every computational problem can be thought of as a function  $f: \{0,1\}^* \rightarrow \{0,1\}^*$

$\{0,1\}^*$  = set of all binary strings of finite length

$$L_f = \{ (x, i, b) \mid i^{\text{th}} \text{ bit of } f(x) \text{ is } b \}$$

$$b \in \{0,1,\perp\}$$

$\perp$  denotes the end of the string corresponding to  $f(x)$

P1: Given  $x$ , compute  $f(x)$

P2: Given  $(x, i, b)$ , check if  $(x, i, b) \in L_f$

Theorem:  $\exists$  an algorithm for P1 iff  $\exists$  an algorithm for P2

|                  |         |   |     |
|------------------|---------|---|-----|
| Encoding $L_f$ : | (       | - | 000 |
|                  | )       | - | 001 |
|                  | 0       | - | 010 |
|                  | 1       | - | 011 |
|                  | ,       | - | 100 |
|                  | $\perp$ | - | 101 |

This encoding shows that  $L_f \subseteq \{0,1\}^*$

Language: Given an alphabet  $\Sigma$  (say  $\{0,1\}$ )  
a language  $L \subseteq \Sigma^*$

Decision problems: For  $L \subseteq \Sigma^*$ , given  $x \in \Sigma^*$   
decide if  $x \in L$

\* Can all computational problems solved by writing a C program?

Theorem: The # of C programs is countable

Proof: Every C program can be encoded as a binary string

$\Rightarrow$  Set of C-programs  $\subseteq \{0, 1\}^*$

$\exists$  bijection  $f: \{0, 1\}^* \rightarrow \mathbb{N}$

$f(0) = 1$   $f(1) = 2$   $f(00) = 3$   $f(01) = 4$   $f(10) = 5$   
 $f(11) = 6$   $f(000) = 7$  . . . . .

Exercise: Show that  $f$  is a bijection

$\{0, 1\}^* = \epsilon, 0, 1, 00, 01, 10, 11, 000, 001, 010, 011, \dots$   
 $\downarrow \downarrow \downarrow \downarrow \downarrow$   
 $0 \ 1 \ 2 \ 3 \ 4$

$\bar{b} = \{0, 1\}^* - \epsilon$

$f(\bar{b}) = n(\bar{b}) + 2^{|\bar{b}| - 1}$