# Lecture 1: Introduction to Computability Models of Computation

https://clegra.github.io/moc/moc.html

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Ph.D. Program, Advanced Courses Period Gran Sasso Science Institute L'Aquila, Italy

July 7, 2025

### Course overview

course

Monday, July 7 10.30 – 12.30	Tuesday, July 8 10.30 – 12.30	Wednesday, July 9 10.30 – 12.30	Thursday, July 10 10.30 – 12.30	Friday, July 11
intro	classic models			additional models
Introduction to Computability	Machine Models	Recursive Functions	Lambda Calculus	
computation and decision problems, from logic to computability, overview of models of computation relevance of MoCs	Post Machines, typical features, Turing's analysis of human computers, Turing machines, basic recursion theory	primitive recursive functions, Gödel-Herbrand recursive functions, partial recursive funct's, partial recursive = = Turing-computable, Church's Thesis	$\begin{array}{ll} \lambda\text{-terms, }\beta\text{-reduction,}\\ \lambda\text{-definable functions,}\\ \text{partial recursive}\\ =\lambda\text{-definable}\\ =\text{Turing computable} \end{array}$	
	imperative programming	algebraic programming	functional programming	
				14.30 – 16.30
				Three more Models of Computation
				Post's Correspondence Problem, Interaction-Nets, Fractran comparing computational power

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  - questions where the answer may depend on computation
  - algorithm examples
  - unsolvable problems

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- Q: Given a formula  $\phi$  of propositional logic, is  $\phi$  a tautology?
- A: Yes, if the truth table for  $\phi$  contains (in the row for  $\phi$ ) only "T"; no otherwise.

# (Comput.) Yes-or-no-questions/Decision problems

#### Example

#### Tautology Problem for the propositional calculus

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Suppose  $A \subseteq E$ , where E a set of finitely describable objects.

A decision method for A in E is a method by which, given an element  $a \in E$ , we can decide in a finite number of steps whether or not  $a \in A$ .

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The decision problem for A in E is solvable (the set A in E is (effectively) calculable) if there exists a decision method for A in E.

# (Comput.) What-questions/Computation Problems

#### Example

#### Computing the greatest common divisor

*Instance*: a pair (a, b) of numbers  $a, b \in \mathbb{N}$  with a, b > 0.

*Question*: What is gcd(a, b), the greatest common divisor of a and b?

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Suppose  $F: A \rightarrow B$  is a mapping, where the elements of A, B are finitely describable objects.

A computation method for F is a method by which, given an element  $a \in A$ , we can obtain F(a) in a finite number of steps.

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A mapping F is calculable if there exists a computation method for F.

### Representing function

Let  $P(a_1, ..., a_n)$  be an n-ary number-theoretic predicate.

The representing function f of P:

$$f(a_1,\ldots,a_n)\coloneqq egin{cases} 1 & \ldots P(a_1,\ldots,a_n) \text{ is true} \\ 0 & \ldots P(a_1,\ldots,a_n) \text{ is false} \end{cases}$$

#### Hence:

A decision procedure can be handled as a computation procedure f by taking '0' for 'yes', and '1' for 'no'.

# Decision/Computation methods

#### What is a decision method / computation method?

- A mechanical, algorithmic procedure that:
  - can be carried out by a machine (ideal, not limited by resource problems, mechanical breakdown, etc.).
  - for computing a function F on an argument a, a is placed on the input device of the machine, which then produces F(a) after finitely many steps.
  - for computing a function F, the machine has to be independent of the arguments.

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 $9 : 6 = 1 \text{ rem } 3$   
 $6 : 3 = 2 \text{ rem } 0$ 

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Due to  $3 \mid 12$  and  $(\star)$  we conclude:

A: Yes. (Infinitely many solutions, e.g. x = 4 and y = -8.)

## Not effectively calculable

### Examples (Shoenfield)

- methods that involve chance procedures: tossing a coin
- methods involving magic: asking a fortune teller
- methods that require (unformalised, unmechanised) insight

# Effectively calculable?

### Example

#### Hilbert's 10th Problem

Instance: An equation  $p(x_1,...,x_n) = 0$ , where p a polynomial with integer coefficients. Question: Is the equation solvable for  $x_1,...,x_n \in \mathbb{Z}$ ?

Instances based on quadratic polynomials are of the form  $ax^2 + bxy + cy^2 + dx + ey + f = 0$  with  $a, b, c, d, e, f \in \mathbb{Z}$ .

### Effectively calculable? - No!

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#### Theorem (Matijasevic, 1970)

Hilbert's 10th Problem is unsolvable.

### David Hilbert (1862–1943)





Hilbert

### Problem (Entscheidungsproblem, 1928)

Is there a method for deciding, given a formula  $\phi$  of the predicate calculus, whether or not  $\phi$  is a tautology?

# Timeline: From logic to computability

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1933/34	Herbrand/Gödel: general recursive functions

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	Church Thesis: 'effectively calculable' be defined as either
	Church shows: the 'Entscheidungsproblem' is unsolvable

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1937	Post: machine model; Church's thesis as 'working hypothesis'
	Turing: convincing analysis of a 'human computer'
	leading to the 'Turing machine'

### Calculable functions?

#### Questions/Exercises

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- ② Suppose P(a,b) is a calculable predicate. Why does  $(\exists x)P(a,x)$  not have to be calculable?
- **3** Let  $f: \mathbb{N} \to \mathbb{N}$  defined by

$$n \longmapsto \begin{cases} 0 & \dots n = 0 \ \& \ \text{Goldbach's conjecture is false} \\ 1 & \dots n = 0 \ \& \ \text{Goldbach's conjecture is true} \\ n+1 & \dots n>0 \end{cases}$$

Is f calculable?

# Some Models of Computation

machine model	mathematical model	sort
Turing machine Post machine register machine	Combinatory Logic $\lambda$ -calculus Herbrand–Gödel recursive functions partial-recursive/ $\mu$ -recursive functions Post canonical system (tag system) Post's Correspondence Problem Markov algorithms Lindenmayer systems	classical
	Fractran	less well known
cellular automata neural networks	term rewrite systems interaction nets logic-based models of computation concurrency and process algebra ς-calculus evolutionary programming/genetic algorithms abstract state machines	modern
	hypercomputation	speculative
	quantum computing bio-computing reversible computing	physics-/biology- inspired

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# Some Models of Computation

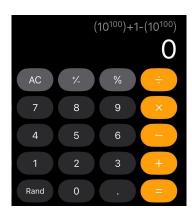
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# Example MoC relevance: Calculator (1/5)



iOS

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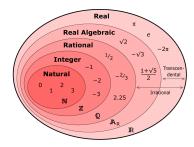


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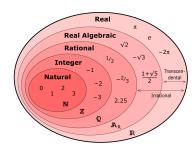
Android

# Calculator (2/5): constructive real numbers

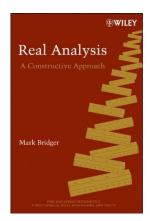


subclasses of real numbers  $\mathbb{R}$ 

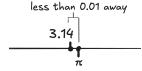
### Calculator (2/5): constructive real numbers



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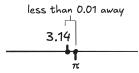


# Calculator (3/5): constructive real numbers



approximating  $\pi$  within 0.01

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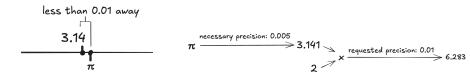
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#### Definition

A real number  $x \in \mathbb{R}$  is constructive if:

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#### Undecidable problem



In computability theory and computational complexity theory, an **undecidable problem** is a decision problem for which it is proved to be impossible to construct an algorithm that always leads to a correct yes-or-no answer. The halting problem is an example: it can be proven that there is no algorithm that correctly determines whether an arbitrary program eventually halts when run [1]

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# Calculator (5/5): Böhm's full precision calculator



Hans-Jürgen Böhm's Android full precision calculator

### Calculator (5/5): Böhm's full precision calculator



- Hans-Jürgen Böhm's Android full precision calculator
- uses products of:
  - full-precision rational arithmetic,
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  - (a) symbolic representations of  $\pi$ , e, and natural numbers, such  $\sqrt{x}$ ,  $e^x$ ,  $\ln(x)$ ,  $\log_{10}(x)$ ,  $\sin(\pi x)$ ,  $\tan(\pi x)$  for  $x \in \mathbb{Q}$ .
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### Calculator (5/5): Böhm's full precision calculator



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Can only represent fractions Exact and easy to work with

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- Credits: tech-blogger Chad Nauseam (link) for post "A calculator app? Anyone could make that." (link) [2].

# Some fields in which MoC's are important (I)

#### Recursion theory

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#### Rewriting

 study the operational and denotational aspects of MoC's like λ-calculus, CL, string rewriting, term rewriting, interaction nets in a systematic way

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#### Linquistics

 e.g. formal calculi for discovering the structure of human languages related to subclasses in the Chomsky hierarchy

### Recommended reading

- Post machine: Page 1 + first paragraph on page 2 of:
  - Emil Post: Finite Combinatory Processes Formulation 1, Journal of Symbolic Logic (1936), [3], https://www. wolframscience.com/prizes/tm23/images/Post.pdf.
- Turing machine motivation: Turing's analysis of a human computer:

Part I of Section 9, pp. 249–252 of:

▶ Alan M. Turing's: On computable numbers, with an application to the Entscheidungsproblem', Proceedings of the London Mathematical Society (1936), [4], http://www.

wolframscience.com/prizes/tm23/images/Turing.pdf.

### Course overview

Monday, July 7 10.30 – 12.30	Tuesday, July 8 10.30 – 12.30	Wednesday, July 9 10.30 – 12.30	Thursday, July 10 10.30 – 12.30	Friday, July 11
intro		classic models		
Introduction to Computability	Machine Models	Recursive Functions	Lambda Calculus	
computation and decision problems, from logic to computability, overview of models of computation relevance of MoCs	Post Machines, typical features, Turing's analysis of human computers, Turing machines, basic recursion theory	primitive recursive functions, Gödel-Herbrand recursive functions, partial recursive funct's, partial recursive = = Turing-computable, Church's Thesis	$\begin{array}{ll} \lambda\text{-terms, }\beta\text{-reduction,}\\ \lambda\text{-definable functions,}\\ \text{partial recursive}\\ =\lambda\text{-definable}\\ =\text{Turing computable} \end{array}$	
	imperative programming	algebraic programming	functional programming	
				14.30 – 16.30
				Three more Models of Computation
				Post's Correspondence Problem, Interaction-Nets, Fractran comparing computational power

### References I



Maribel Fernández.

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Springer, Dordrecht Heidelberg London New York, 2009.



Chad Nauseam.

A calculator app? Anyone could make that.".

https://chadnauseam.com/coding/random/calculator-app, 2025.

Accessed: 29 June 2025.



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Finite Combinatory Processes – Formulation 1.

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Proceedings of the London Mathematical Society, 42(2):230–265, 1936.

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