

Lecture 1: Introduction to Computability

Models of Computation

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

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Gran Sasso Science Institute
L'Aquila, Italy

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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
<i>intro</i>	<i>classic models</i>			<i>additional models</i>
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	λ -terms, β -reduction, λ -definable functions, partial recursive = λ -definable = Turing computable	
	<i>imperative programming</i>	<i>algebraic programming</i>	<i>functional programming</i>	
				14.30 – 16.30
				Three more Models of Computation
				Post's Correspondence Problem, Interaction-Nets, Fractran
				comparing computational power

Overview

- ▶ What is computation?
 - ▶ questions where the answer may depend on computation
 - ▶ algorithm examples
 - ▶ unsolvable problems

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- ▶ fields for which models of computation are important

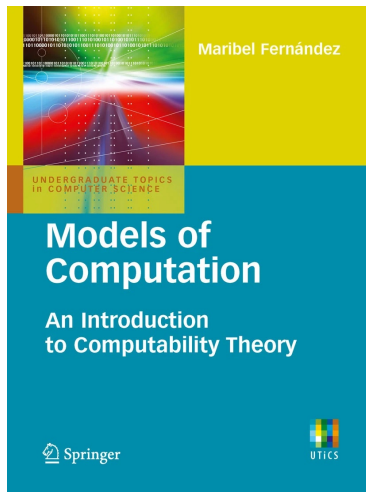
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Book



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A: Yes, if the truth table for ϕ contains (in the row for ϕ) only "T";
no otherwise.

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

Example

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Instance: A formula ϕ of propositional logic.

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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 $\langle a, b \rangle$ of numbers $a, b \in \mathbb{N}$ with $a, b > 0$.

Question: What is $\text{gcd}(a, b)$, 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.

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

Representing function

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

The **representing function** f of P :

$$f(a_1, \dots, a_n) := \begin{cases} 1 & \dots P(a_1, \dots, a_n) \text{ is true} \\ 0 & \dots P(a_1, \dots, a_n) \text{ is false} \end{cases}$$

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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Due to $3 \mid 12$ and $(*)$ 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 $p(x_1, \dots, x_n) = 0$, where
 p a polynomial with integer coefficients.

Question: Is the equation solvable for $x_1, \dots, x_n \in \mathbb{Z}$?

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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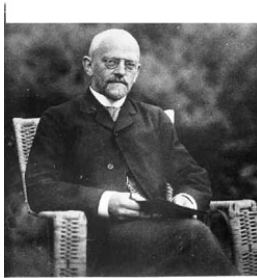
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Theorem (Matijasevic, 1970)

Hilbert's 10th Problem is unsolvable.

David Hilbert (1862–1943)



Hilbert

Problem (Entscheidungsproblem, 1928)

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

Timeline: From logic to computability

1900

Hilbert's 23 Problems in mathematics

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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

- 1 Can computation problems for mappings $F : \mathbb{N}^n \rightarrow \mathbb{N}^m$ always be represented by decision problems?

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Why does $(\exists x)P(a, x)$ not have to be calculable?

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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 $f : \mathbb{N} \rightarrow \mathbb{N}$ defined by

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

Is f calculable?

Some Models of Computation

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

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Turing machine Post machine	Combinatory Logic λ -calculus Herbrand–Gödel recursive functions	<i>classical</i>
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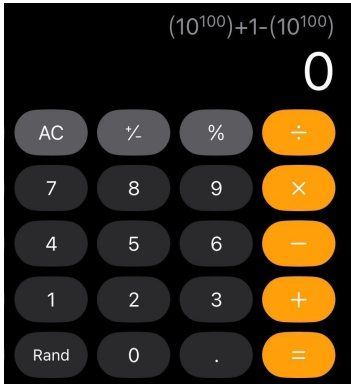
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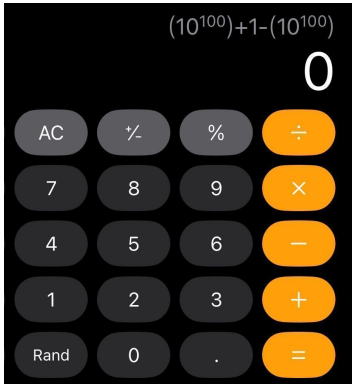
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Example MoC relevance: Calculator (1/5)

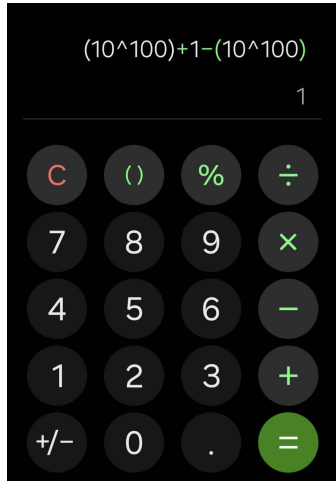


iOS

Example MoC relevance: Calculator (1/5)

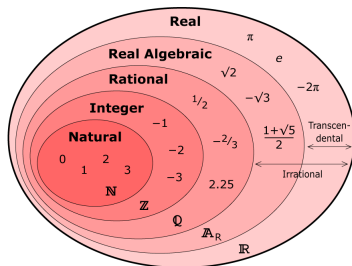


iOS



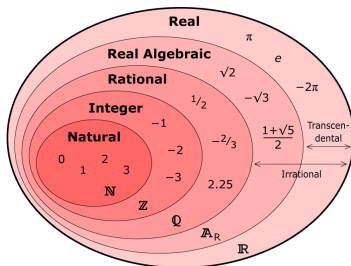
Android

Calculator (2/5): constructive real numbers

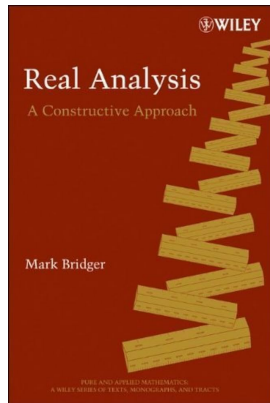


subclasses of real numbers \mathbb{R}

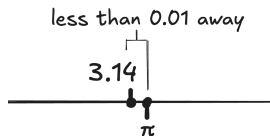
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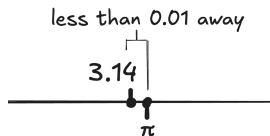


Calculator (3/5): constructive real numbers



approximating π within 0.01

Calculator (3/5): constructive real numbers



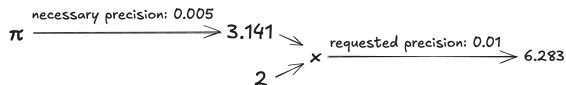
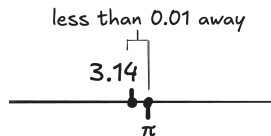
approximating π within 0.01

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

- ▶ there exists a program P_x that for every bound $0 < \delta \in \mathbb{Q}$ returns a **rational** approximation $P_x(\delta) \in \mathbb{Q}$ of x with $|x - P_x(\delta)| < \delta$.

Calculator (3/5): constructive real numbers



approximating π within 0.01

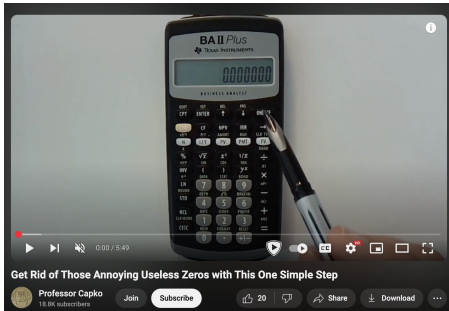
approximating 2π within 0.01

Definition

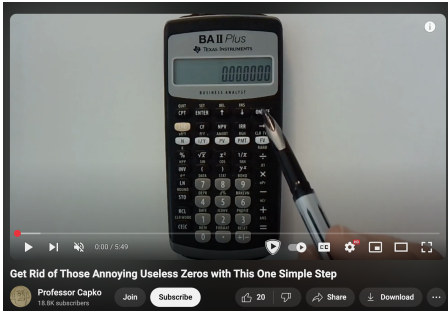
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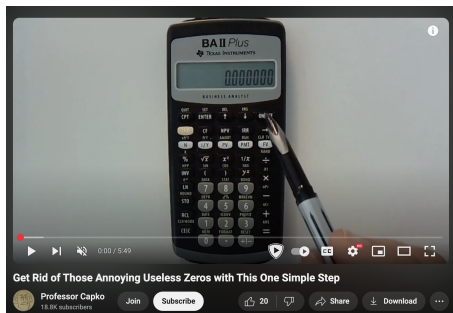


Calculator (4/5): constructive real numbers



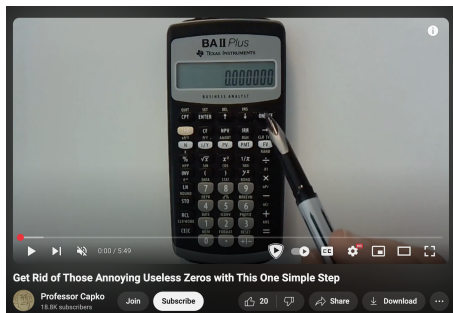
- How to recognize that 2 constructive reals x and y are the same?

Calculator (4/5): constructive real numbers



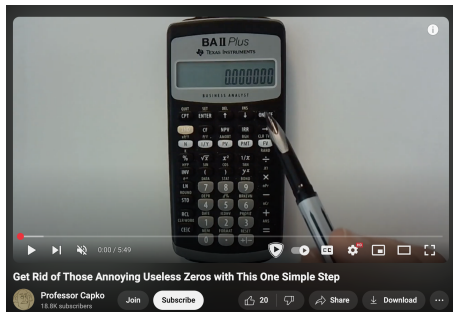
- ▶ How to recognize that 2 constructive reals x and y are the same?
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Calculator (4/5): constructive real numbers



Undecidable problem

Article Talk



This article needs additional citations for verification.

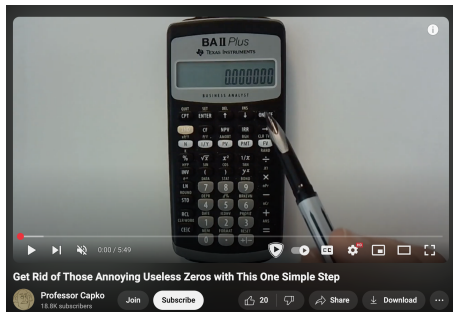
(July 2019)

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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



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



- ▶ Hans-Jürgen Böhm's Android full precision calculator
- ▶ uses products of:
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 - ▶ either of:
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- ▶ Credits: tech-blogger [Chad Nauseam](#) (link) for post
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Some fields in which MoC's are important (I)

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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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Linguistics

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

Recommended reading

- 1 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>.

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- ② **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
<i>intro</i>	<i>classic models</i>			<i>additional models</i>
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	λ -terms, β -reduction, λ -definable functions, partial recursive = λ -definable = Turing computable	
	<i>imperative programming</i>	<i>algebraic programming</i>	<i>functional programming</i>	
				14.30 – 16.30
				Three more Models of Computation
				Post's Correspondence Problem, Interaction-Nets, Fractran comparing computational power

References I



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