

Lecture 1: Introduction to Computability

Models of Computation

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Ph.D. Program, Advanced Courses Period

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

Q's where the A's (may) depend on computation

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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

Tautology Problem for the propositional calculus

Instance: A formula ϕ of propositional logic.

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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 $\langle a, b \rangle$ 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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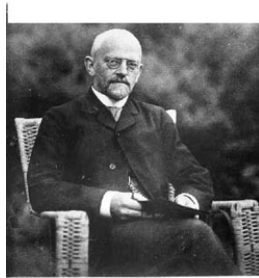
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Theorem (Matijasevic, 1970)

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

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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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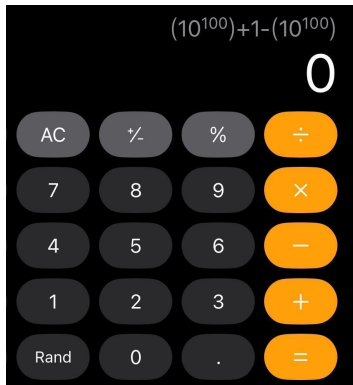
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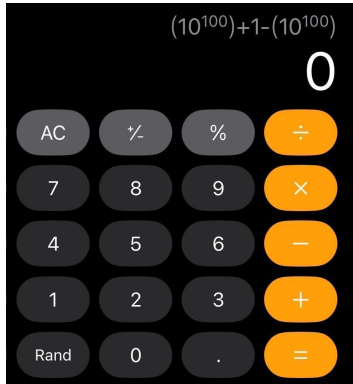
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Example MoC relevance: Calculator (1/5)

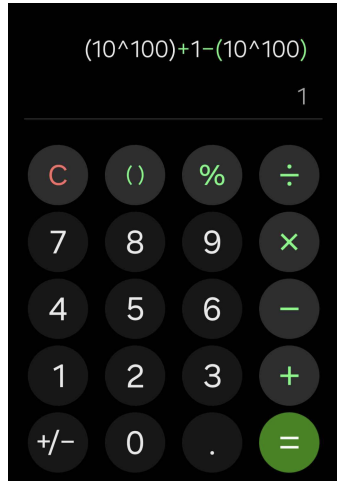


iOS

Example MoC relevance: Calculator (1/5)

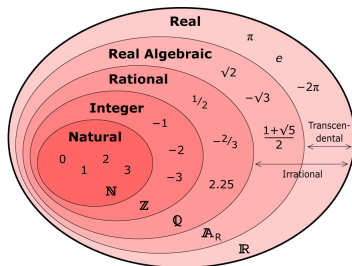


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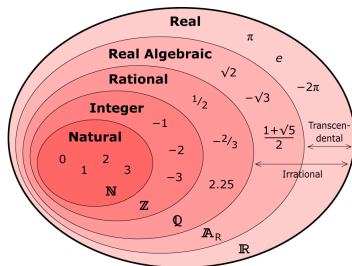
Android

Calculator (2/5): constructive real numbers

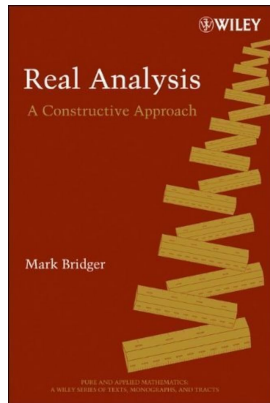


subclasses of real numbers \mathbb{R}

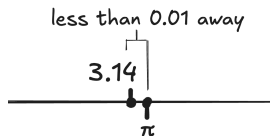
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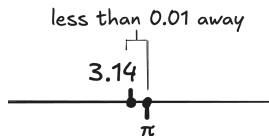


Calculator (3/5): constructive real numbers



approximating π within 0.01

Calculator (3/5): constructive real numbers



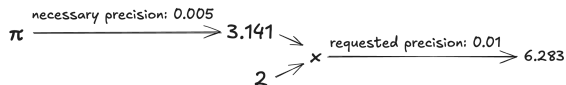
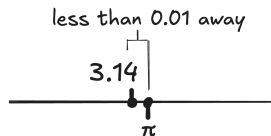
approximating π within 0.01

Definition

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

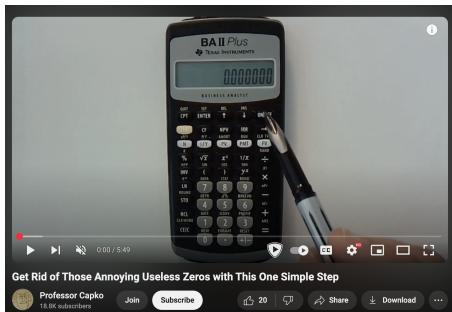
approximating 2π within 0.01

Definition

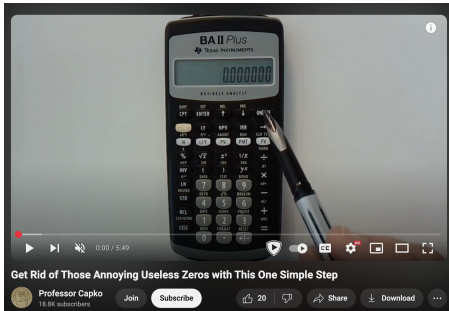
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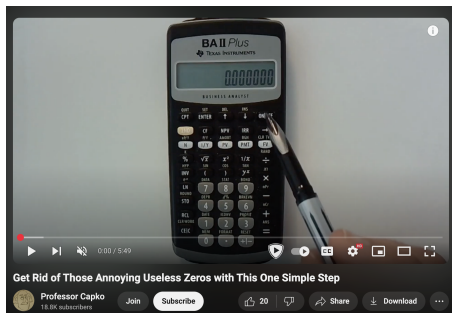


Calculator (4/5): constructive real numbers



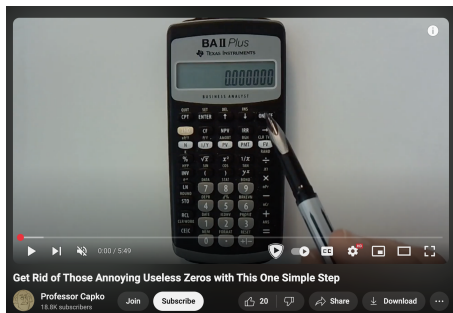
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Calculator (4/5): constructive real numbers



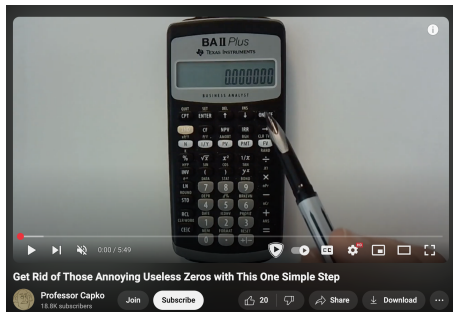
- ▶ How to recognize that 2 constructive reals x and y are the same?
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Calculator (4/5): constructive real numbers



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Calculator (4/5): constructive real numbers



Undecidable problem

Article Talk



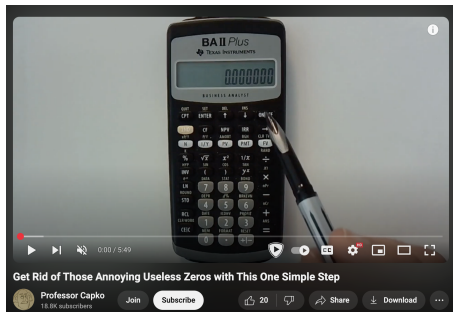
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(July 2019)

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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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Undecidable problem

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- ▶ **Therefore** $x - y = 0$ can not always be decided.

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,
 - ▶ either of:
 - (a) symbolic representations of π , 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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Exact and easy to work with

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- ▶ Equality of products with symbolic representations **can be decided!**
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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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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>.

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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References II



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On Computable Numbers, with an Application to the Entscheidungsproblem.

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

[http://www.wolframscience.com/prizes/tm23/
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