

Chapter 1. Basic Function Properties. (1) $F: S \rightarrow T$ and $G: T \rightarrow U$ are one-to-one, then $H: S \rightarrow U$ $H(s) = G(F(s))$ is one-to-one. (2) $F: S \rightarrow T$ is one-to-one, onto $G: T \rightarrow S$ exists where $G(F(s)) = s$ for every $s \in S$. (3) If $G: T \rightarrow S$ is onto then $F: S \rightarrow T$ exists where $G(F(s)) = s$. (4) Finite S, T : (a) $|S| \leq |T|$, (b) one-to-one $F: S \rightarrow T$, (c) onto $G: T \rightarrow S$. **Big-O Notation.** For $F, G: N \rightarrow R_+$, $F = O(G)$ if $a, b \in N$ s.t. $F(n) \leq a \cdot G(n)$. $F = \Omega(G)$ if $F = O(b)$ and $G = O(F)$. $F = \Omega(G)$ if $G = O(F)$. **Little-O.** $F = o(G)$ if for every $\epsilon > 0$ there is some N_0 s.t. $F(n) < \epsilon G(n)$ for every $n > N_0$. $F = o(G)$ if $G = o(F)$. **Topological Sorting.** G is directed graph. G is acyclic iff there exists a layering of G .

Chapter 2. Computation and Representation. **Cantor's Theorem.** The \mathbb{R} are uncountable. There does not exist a one-to-one mapping $\mathbb{R} \rightarrow \{0,1\}^*$. **Cantor Power Set.** If A is any set, then $|A| < |\mathcal{P}(A)|$. $\{0,1\}^* \rightarrow \mathbb{N}$ one-to-one. $\{0,1\}^\infty$ is $f: \mathbb{N} \rightarrow \{0,1\}^\infty$. $\{0,1\}^\infty \rightarrow \mathbb{R}$ one-to-one. **Prefix-Free Encoding.** For two strings y, y' , we say that y is a prefix of y' if $|y| \leq |y'|$ and for every $i < |y|$, $y_i = y'_i$. Function E is prefix-free if $0, 0' \in \mathcal{L}$ do not exist s.t. $E(0)$ is prefix of $E(0')$. **FINITE COMPUTATION** (chap 3. Defining Computation. Algorithm. Set of instructions for how to compute an output from input by following seq. of "elementary steps".) **AON Properties.**

(1) Commutativity, (2) associativity $(a \wedge b) \wedge c = a \wedge (b \wedge c)$, (3) distributive $a \wedge (b \vee c) = (a \wedge b) \vee (a \wedge c)$. $\{F\} = OR(AND(a,b), AND(NOT(a), c))$.

Circuits. $f: \{0,1\}^n \rightarrow \{0,1\}^m$. f computable if for every $x \in \{0,1\}^n$, $c(x) = f(x)$. **Circuit \leftrightarrow Straight Line Programs.** $f: \{0,1\}^n \rightarrow \{0,1\}^m$, $s \geq m$, f is computable by Boolean circ of s gates iff f computable by AND-CIRC of s lines. **NAND, NOT**: $NOT(a) = NAND(a, 1)$, $AND(a, b) = NAND(NAND(a, b), NAND(a, b))$, $OR(a, b) = NAND(NAND(a, 1), NAND(b, 1))$. For every bool circ C w/ s gates, NAND-CIRC C' has at most $3s$ gates. **Equivalence.** $NAND \equiv \{IF, ZERO, ONE\}$. $AND\text{-CIRC} \equiv IF\text{-CIRC}$. Neither $SAND, OR\}$ or $\{XOR\}$ is more powerful. $\{OR, NOT\} = NAND$. $NAND > XOR$. $\{Maj_3, NOT, ONE\} = NAND$. $NOR = NAND$.

Chap 4. Syntactic Sugar. [functions/macros, conditionals, bounded loops] \rightarrow LOOKUP \rightarrow compute every function. **NAND-CIRC-PROC.** defines non-recursive procedure. $IF(cond, a, b) = NAND(NAND(b, NAND(cond, cond)), NAND(a, cond))$. **LOOKUP Function.** For every k , $LOOKUP_k: \{0,1\}^{2^{k+1}} \rightarrow \{0,1\}^k$ is $\forall x \in \{0,1\}^k$, $i \in \{0,1\}^k$, $LOOKUP_k(x, i) = x_i$. **Thm 4.10** For every $k > 0$, \exists NAND-CIRC prog that computes LOOKUP ($w/$ at most $4 \cdot 2^k$ lines). **Universality of NAND.** **Thm 4.12.** $\exists C$ s.t. $\forall n, m > 0$, $f: \{0,1\}^n \rightarrow \{0,1\}^m$, NAND-CIRC prog w/ at most $C \cdot m \cdot 2^n$ lines computes f . Improved bound: $O(m \cdot 2^n / n)$. Proof w/ LOOKUP. \therefore Every finite function computable w/ NAND-CIRC. **SIZE(S)** DEF. $SIZE_{n,m}(S) = \#\text{of functions s.t. } f \in SIZE(S) = \bigcup_{n,m \leq 2^k} SIZE_{n,m}(S) = \# \text{all functions}$ $\xrightarrow{\text{Thm 4.10}}$

w/ NAND-CIRC at most s lines. $|SIZE(S)|$ is smaller than the total # of functions mapping n bits to 1 bit. **Upper Bound**

$\forall n, m > 0$, $f: \{0,1\}^n \rightarrow \{0,1\}^m$, $\leq C \cdot m \cdot 2^n$ **Chap 5. Code as Data. Data as Code.** Programs \leftrightarrow strings for $f \in SIZE(S)$, $\exists P$ computing f whose string rep has C strings. **Counting Programs** if $S \subseteq \mathbb{N}$, $|SIZE(S)| \leq 2^C$ functions computable by an s -line NAND-CIRC program. $\xrightarrow{\text{f \in SIZE}(S)}$

Program \leftrightarrow # lines lower Bound For sufficiently large n , $f: \{0,1\}^n \rightarrow \{0,1\}^m$'s NAND-CIRC program requires at least $8 \cdot 2^n / n$ lines ($0.1 < 8 \approx \sqrt{2}$). **Turing Representation** n inputs, m outputs: (n, m, l) . $L = 1 + \# \text{of tuples of NAND gates}$ **Universality Thm 5.10:**

Universality of NAND-CIRC $\nexists s, n, m \in \mathbb{N} \exists$ NAND-CIRC prog of at most $O(s \cdot n \cdot m)$ times that computes EVAL_{s,n,m}: $\{0,1\}^n \rightarrow \{0,1\}^m$. $EVAL_{s,n,m}(p) = \begin{cases} p(x) & p \in \{0,1\}^{s \cdot n} \\ 0^m & \text{otherwise} \end{cases}$, where $s(n) = 3s \lceil \log(n) \rceil$ \leftarrow length of tuple notation **Physical Extended Church-Turing Hypothesis**

If a function $F: \{0,1\}^n \rightarrow \{0,1\}^m$ can be physically computed w/ s resources \leftrightarrow boolean circuit w/ s gate **UNIFORM COMPUTATION**

Chap 6. Loops and Infinity. Turing Machines Computable Functions $F: \{0,1\}^* \rightarrow \{0,1\}^*$, TM M. M computes F if $\forall x \in \{0,1\}^*, M(x) = F(x)$.

F is computable if there \exists a TM that computes it. **NAND-TM** = NAND-CIRC + loops (arbitrary time) + Arrays (arbitrary sequences).

MOD AND JUMP (last line): $a=0, b=0$: halt. $a=1, b=0$: jump to first. $a=0, b=1$: jump to 1st line and $i++$. $a=1, b=1$: jump to first line and $i++$.

Turing Equivalence. $TM_s \equiv$ NAND-TM programs: $\forall F: \{0,1\}^* \rightarrow \{0,1\}^*$, F is computable by a NAND-TM program iff there is a TM that computes it. **Uniformity.** A single algo can compute functions of all input lengths. **Chap 7. Equivalent Models of Computation.**

RAM Machines. Allows for directly accessing memory locations. Can do: data movement, computation, and control flow.

NAND-RAM = NAND-TM + integer valued variables + indexed arr access + if/then + while/for. **TM \leftrightarrow RAM Machine** $\forall F$, F is computable by a NAND-TM iff F is computable by a NAND-RAM program. Pf: Indexed access of bit arrays \rightarrow 2D bit arrays \rightarrow arrays of ints

Turing Equivalent Models. TM, NAND-TM, NAND-RAM, λ calc, Game of Life, Programming languages (Python, C, etc.).

Cellular Automata. $C \rightarrow$ new state w/ simple rule. **Game of Life.** dead \rightarrow alive iff 3 neighbors alive. alive \rightarrow alive if 2 or 3 alive neighbor.

Configuration of TMs. Let M be a TM w/ tape alphabet Σ and state space $[k]$. A configuration of M is a string $\alpha \in \Sigma^*$ where $\bar{\Sigma} = \Sigma \times (\{*\} \cup [k])$ that satisfies that there is exactly 1 coordinate i for which $\alpha_i = (\sigma, s)$ for some $\sigma \in \Sigma$ and $s \in [k]$. For all other coordinates i , $\alpha_i = (\sigma', \cdot)$. A configuration $\alpha \in \bar{\Sigma}^*$ of M corresponds to the following state of its execution: (1) since α_i is a pair of alphabet symbol σ and current arr in $[k]$ or \cdot , α_0 is the first component σ of this pair. (2) M 's head is in the unique position i for which α_i has the form (σ, s) for $s \in [k]$ and M 's state = s . $A[x]$ has (1) current head position, (2) full content of large-scale memory (tape), (3) content of local registers (state of M).

NAND-TM Config. (1) current value of i (2) every scalar var too, the value of z (3) every arr $Bar, Bar[j]$ for every $j \leq i$ where $= max(i)$.

NEXT_M: $\bar{\Sigma}^* \rightarrow \bar{\Sigma}^*$ be the function that maps config of M to config at next step of execution. $\forall i \in N$, $NEXT_M(\alpha)_i$ only depends on the coordinates $\alpha_{i-1}, \alpha_i, \alpha_{i+1}$. **ID Cellular Automata are Turing Complete** for every TM, there is a 1D cellular automaton r s.t. $E(NEXT_U(d)) = NEXT(E(d))$ \forall config $d \in \bar{\Sigma}^*$ of M , where $E(d)$ is extension of d to r by defining $E(d)_i = d_i$ if $i \in \{0, \dots, |d|-1\}$ and $E(d)_j = \emptyset$ $\forall j$ s.t. $j < 0$ or $j \geq |d|$.

