

# Languages and Algorithms for Artificial Intelligence (Third Module)

## Historical, Conceptual, and Mathematical Preliminaries

Ugo Dal Lago



ALMA MATER STUDIORUM  
UNIVERSITÀ DI BOLOGNA



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## Section 1

### A Bit of History

# Computation and Computers

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- ▶ The modern **theory of computation** (ToC) is one of the many gifts humanity has received from science during the first half of the twentieth century.
  - ▶ A *precise* definition of the computable has been given, together with many results about it.
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  - ▶ Actually, many alternative definitions of the computable have been given, but have been proved to be essentially *equivalent*.
- ▶ In the second half of the twentieth century, ToC has evolved into a **fully fledged** scientific field.

# Computation, Science and Technology

- ▶ The outfalls of modern theory of computation, since the 1940s, have been twofold:
  - 1. From ToC to the other Sciences**
    - ▶ Examples: Genomics, Physics, ...
    - ▶ Results from the other sciences have had a very strong impact to the theory of computation, as well.
  - 2. From ToC to ICT**
    - ▶ The theoretical notion of computation was already there when the first modern, electronic, computers appeared.
    - ▶ Concepts from the theory of computation (e.g. universality) informed the design of computer from the very beginning.
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    - ▶ Computation theory has since been catching up with the way ICT is done, in practice.
- ▶ One can easily observe a trend, in the last thirty years:
  - ▶ **Concepts** from ToC have more and more influence on the other sciences.
  - ▶ **Problems** from ToC are considered worth being solved by, e.g., researchers in mathematics and physics.



# Computability and Complexity

- ▶ Until the Late 60s, ToC was mainly concerned with understanding **computability**.
  - ▶ Main Question: is a certain task computable?
  - ▶ If the answer is negative, the task is said to be *uncomputable* (and there can be many ways in which this can happen).
  - ▶ This is the so-called **computability theory**.

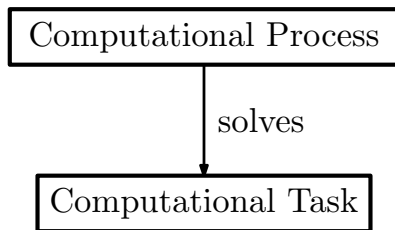
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  - ▶ This is the so-called **computability theory**.
- ▶ Since the pioneering works by Hartmanis, Stearns, and Cobham (all from the late 60s), a new branch of ToC has emerged, which deals with **efficiency**.
  - ▶ Main Question: is a certain task solvable *in a reasonable amount* of time, or space (i.e. working memory)?
  - ▶ If the answer is negative, the task is maybe computable, but requires so much time or space, that it becomes *practically* uncomputable.
  - ▶ This new branch of ToC has been named **computational complexity theory**.
- ▶ This module will mainly deal with computational complexity theory.

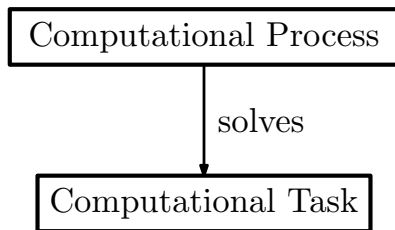
## Section 2

### Modelling Computation

# The Standard Paradigm



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- ▶ Processes and tasks **are different**.
- ▶ In some cases, there could be **many** distinct processes solving the same tasks.
- ▶ In some other cases, the task is so hard that **no** process can solve it.

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$$a \cdot b = \underbrace{a + a + \dots + a}_{b \text{ times}}$$

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- ▶ Another **process** solving the task above consists in rather multiplying  $a$  and  $b$  with the elementary school direct algorithm, which takes an amount of steps which is proportional to  $n \cdot n$ . Call this process **GridMethod**



# The Multiplication Problem

- ▶ There is an exponential difference between the performances of **RepeatedAddition** and **GridMethod**.
  - ▶ Indeed,  $b$  can be exponential in  $n$ , i.e. at most  $10^n - 1$ .
  - ▶ When, e.g.,  $n$  is 100, there is a huge different between  $100 \cdot 100$  and  $(100^{100} - 1) \cdot 100$ .
  - ▶ If each basic instruction takes a millisecond, **GridMethod** would take one second, while **RepeatedAddition** would take more than  $10^{80}$  years.
- ▶ Distinct processes can solve the same task in very different ways, and not all of them are acceptable.
- ▶ **GridMethod** witnesses the fact that the task is in a class of tasks called **P**

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- ▶ A decisional version of this problem is known to be in the class **NP**, and we will talk about that!
- ▶ The real question is **can we do better** than exhaustive enumeration?
  - ▶ If we manage to do significantly better, we would have solved the question of whether **NP** is equal to **P**.

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- ▶ Any program (say, written in **Python**) can be seen as a description of an algorithm!
  - ▶ It is a very **high-level** description, and the resources necessary to execute each instruction are hard to estimate.
- ▶ In this course, we will give a different, more **abstract** and **low level**, definition.

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- ▶ We are **very rarely** able to prove the nonexistence of efficient algorithm.
  - ▶ Finding mathematical techniques which allow us to do so is *the crux* of computational complexity theory.
- ▶ Rather than proving the non-existence of certain algorithms, complexity theory **interrelates** different tasks.

# Some Research Questions in Complexity Theory

- ▶ The **P** vs. **NP** question.
- ▶ Can the use of randomness help in speeding up computation?
- ▶ Can hard tasks become easier if we allow algorithms to err on a relatively small subset of the inputs?
- ▶ Can we exploit the hardness of certain tasks?
- ▶ Can we make use of some counterintuitive properties of quantum mechanics to build faster computing devices?

## Section 3

### Some Mathematical Preliminaries



# Sets and Numbers

- ▶ The cardinality of any set  $X$  is indicated as  $|X|$ .
  - ▶ It can be finite or infinite.
- ▶ We will mainly work with discrete numbers.
  - ▶  $\mathbb{N}$  is the set of natural numbers, while  $\mathbb{Z}$  is the set of integers.
- ▶ We say that a condition  $P(n)$  depending on  $n \in \mathbb{N}$  holds for **sufficiently large**  $n$  if there is  $N \in \mathbb{N}$  such that  $P(n)$  holds for every  $n > N$ .
- ▶ Some common (and useful notation):
  - ▶ For a given real number  $x$ ,  $\lceil x \rceil$  is the the smallest element of  $\mathbb{Z}$  such that  $\lceil x \rceil \geq x$ . Whenever a real number  $x$  is use in place of anatural number, we implicitly read it as  $\lceil x \rceil$
  - ▶ For a natural number  $n$ ,  $[n]$  is the set  $\{1, \dots, n\}$ .
  - ▶ Contrarily to the common mathematical notation,  $\log x$  is **base 2** logarithm.

# Strings

- ▶ If  $S$  is a finite set, then a **string** over the alphabet  $S$  is a finite, ordered, possibly empty, tuple of elements from  $S$ .
  - ▶ Most often, the alphabet  $S$  will be the set  $\{0, 1\}$ .
- ▶ The set of all strings over  $S$  of length exactly  $n \in \mathbb{N}$  is indicated as  $S^n$  (where  $S^0$  is the set containing only the empty string  $\varepsilon$ ).
- ▶ The set of *all strings* over  $S$  is  $\bigcup_{n=0}^{\infty} S^n$  and is indicated as  $S^*$ .
- ▶ The concatenation of two strings  $x$  and  $y$  over  $S$  is indicated as  $xy$  or as  $x \cdot y$ . The string over  $S$  obtained by concatenating  $x$  with itself  $k \in \mathbb{N}$  times is indicated as  $x^k$ .
  - ▶ Strings form a monoid!
- ▶ The **length** of a string  $x$  is indicated as  $|x|$ .
- ▶ Examples

$$\{0, 1\}^2 = \{00, 01, 10, 11\} \quad |000101| = 6$$

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- ▶ Summing up, we always assume that the task we want to solve **is given** as a function  $f : A \rightarrow B$  where both the domain  $A$  and  $B$  are discrete (i.e. countable) sets, sometime leaving the encoding of  $A$  and  $B$  into  $\{0,1\}^*$  implicit.
- ▶ The encoding of any element  $x$  of  $A$  as a string is often indicated as  $\lfloor x \rfloor$  or simply as  $x$ .

# Representing Objects as Strings: Examples

- ▶ Strings in  $S^*$ , where  $S = \{a, b, c\}$ .
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- ▶ Pairs of binary strings, i.e.  $\{0, 1\}^* \times \{0, 1\}^*$ .
  - ▶ One can encode the pair  $(x, y)$  as the string  $x\#y$  over the alphabet  $\{0, 1, \#\}$ , and the proceed as before.

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# Languages and Decision Problems

- ▶ An important class of functions from  $\{0, 1\}^*$  to  $\{0, 1\}^*$  are those whose range are strings of length exactly one, called **boolean functions**.
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  - ▶ They are the so -called *characteristic* functions.
- ▶ We identify such a function  $f$  with the subset  $\mathcal{L}_f$  of  $\{0, 1\}^*$  defined as follows:

$$\mathcal{L}_f = \{x \in \{0, 1\}^* \mid f(x) = 1\}.$$

- ▶ Any subset of  $S^*$  (the set of all strings over an alphabet  $S$ ) is usually called a **language**.
- ▶ This way, a **decision problem** for a given language  $\mathcal{M}$  (i.e. does  $x \in \{0, 1\}^*$  is in  $\mathcal{M}$ ?) can be seen as the task of computing  $f$  such that  $\mathcal{M} = \mathcal{L}_f$ .

# Asymptotic Notation

- ▶ A function  $f : \mathbb{N} \rightarrow \mathbb{N}$  is  $O(g)$  if there is a positive real constants  $c$  such that  $f(n) \leq c \cdot g(n)$  for sufficiently large  $n$ .
  - ▶ Example: the function  $n \mapsto 3 \cdot n^2 + 4 \cdot n$  is  $O(n^2)$ , but also  $O(n^3)$ , and certainly  $O(2^n)$ . It is not, however,  $O(n)$ .
- ▶ A function  $f : \mathbb{N} \rightarrow \mathbb{N}$  is  $\Omega(g)$  if there if a positive real constants  $c$  such that  $f(n) \geq c \cdot g(n)$  for sufficiently large  $n$ 
  - ▶ Example: the function  $n \mapsto 3 \cdot n^2 + 4 \cdot n$  is  $\Omega(n^2)$ , but also  $\Omega(n)$ , but not  $\Omega(n^3)$ .
- ▶ A function  $f$  is  $\Theta(g)$  if  $f$  is both  $O(g)$  and  $\Omega(g)$ .
  - ▶ Example: the function  $n \mapsto 3 \cdot n^2 + 4 \cdot n + 7$  is  $\Theta(n^2)$ .

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  - ▶ Example: the function  $n \mapsto 3 \cdot n^2 + 4 \cdot n + 7$  is  $\Theta(n^2)$ .
- ▶ Studying in which relation two functions  $f$  and  $g$  are can be done by studying the limit of  $\frac{f(n)}{g(n)}$  for  $n$  tending to infinity.

Thank You!

Questions?