

## Summary last week

- **divide** and **conquer** algorithms, e.g. mergesort
- have **asymptotic** complexities given by **recurrences**  $T(n) = \dots T(< n) \dots$
- may find a **closed-form** solution for a recurrence by:
- **self-substitution** and looking for pattern; or
- **guessing** and **verifying**; or
- **generating** functions (not this course); or
- **master** theorem:  $T(n) = a \cdot T(\frac{n}{b}) + f(n)$  if  $n = b^k$  for  $k > 0$ , otherwise  $c$ :

$$T(n) \in \begin{cases} \Theta(n^{\log_b a}) & \text{if } a > b^s \\ \Theta(n^s \log n) & \text{if } a = b^s \\ \Theta(n^s) & \text{if } a < b^s \end{cases}$$

for  $T$  increasing,  $a \geq 1$ ,  $b > 1$ ,  $c > 0$ , and  $f \in \Theta(n^s)$  with  $s \geq 0$ .

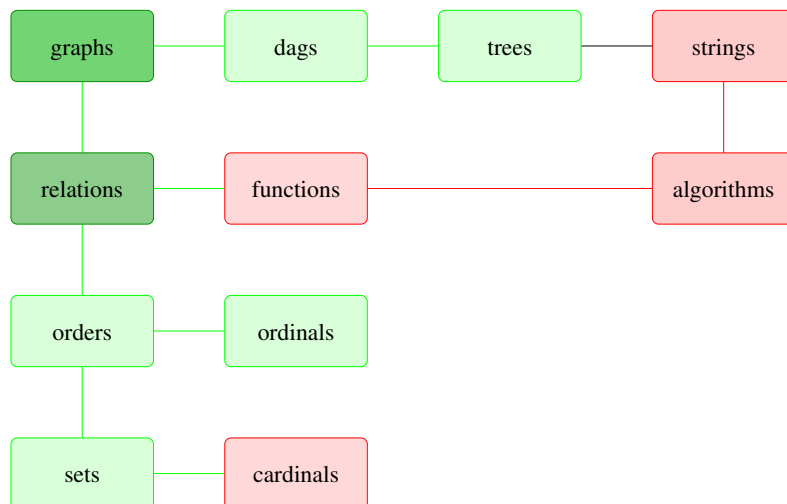
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## Course themes

- **directed** and undirected **graphs**
- **relations** and **functions**
- **orders** and **induction**
- **trees** and **dags**
- **finite** and **infinite** counting
- **elementary** number theory
- **Turing machines**, **algorithms**, and **complexity**
- **decidable** and **undecidable** problem

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## Discrete structures



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## Limitations of algorithms (recall from 3rd lecture)

- There are **more** functions  $f : \mathbb{N} \rightarrow \mathbb{N}$  than there are algorithms (programs, TMs); so some functions **cannot** be represented by algorithms;

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### Remark

These limitations will be addressed in the **last few weeks** of course (i.e. **now**)

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## Function defined by a TM (recall from 3rd lecture)

### Definition

a TM  $M$

- **accepts**  $x \in \Sigma^*$ , if  $\exists y, n$ :

$$(s, \vdash x \sqcup^\infty, 0) \xrightarrow{*}_M (t, y, n)$$

- **rejects**  $x \in \Sigma^*$ , if  $\exists y, n$ :

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- **halt** on input  $x$ , if  $x$  is accepted or rejected
- does not halt on input  $x$ , if  $x$  is neither accepted nor rejected
- is **total**, if  $M$  halts on **all** inputs

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### Definition

A function  $f : A \rightarrow B$  is **defined** by a TM  $M$  for every  $x \in A$ ,  $M$  accepts input  $x$  with  $f(y)$  on the tape (and does not halt or rejects on inputs  $x \notin A$ ).

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## Computable functions

### Idea of computability

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### Definition (computability via TM)

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## Examples of computable functions

### remark

computability **equivalently** defined via **models of computation**:  $\mu$ -recursive functions,  $\lambda$ -calculus, register machines, term rewriting, . . .

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- **any** function programmable in **some** programming language  
square root, counting the number of 3s, compression, etc.
- **effective**  $\neq$  **efficient**  
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the **least** number that has property  $P$  (need not exist)
- functions defined by **finite** cases  
 $f(n) = n$  if  $n$  odd, otherwise  $n^2$

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## Limits of computability

### Lemma

there **exist** functions that are **not** computable (more functions than programs)

### Proof.

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### Theorem

**concrete** non-computable functions (diagonalise away from TM behaviours)

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rest of this lecture, details of the above: **coding, diagonalising way**

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## Recursive/recursively enumerable languages

### Definition

A language  $L$  (or, more generally, a set) is

- **recursively** enumerable, if there exists a TM  $M$  such that  $L = L(M)$   
i.e.  $L$  is the set of strings **accepted** by  $M$
- **recursive**, if there exists a **total** TM  $M$ , such that  $L = L(M)$   
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### Church–Turing-Thesis

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### Computable function vs. recursive sets

Partial function  $f : \mathbb{N} \rightarrow \mathbb{N}$  is computable iff  $L_f = \{x\#f(x) \mid x \in \mathbb{N}\}$  is recursively enumerable. Total  $f$  is computable iff  $L_f$  is recursive.

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### Proof.

Because  $L$  is recursive, there exists a total TM  $M$  such that  $L = L(M)$ . Let the TM  $M'$  be obtained from  $M$  by exchanging its accepting and rejecting states. Because  $M$  is total, so is  $M'$ . Therefore,  $M'$  accepts a word iff  $M$  rejects it, hence  $\sim L = L(M')$ , i.e.  $\sim L$  is recursive. ■

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The first part of the theorem follows from the definitions; the second part we will show later ■

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## Decidable/semi-decidable properties

### Definition

Let  $\Sigma$  be an alphabet. A property  $P$  of words over  $\Sigma$  is

- **decidable** if the set  $\{x \in \Sigma^* \mid x \text{ has property } P\}$  is recursive
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- semi-decidable, if there exists a TM  $M$  whose language is the set of words having property  $P$ ;
- decidable, if there exists a **total** TM  $M$  that accepts exactly the words having property  $P$

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### Encoding TMs

TMs can be encoded by representing all necessary information as words over  $\{0, 1\}$ :

- 1 Number of states
- 2 transition function
- 3 input and tape alphabet
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$$0^n 1 0^m 1 0^k 1 0^s 1 0^t 1 0^r 1 0^u 1 0^v 1 \dots$$

represents  $Q = \{0, \dots, n-1\}$ ,  $\Gamma = \{0, \dots, m-1\}$ ,  $\Sigma = \{0, \dots, k-1\}$ , ( $k \leq m$ ),  $s$  initial state,  $t$  accepting state,  $r$  rejecting state,  $u$  left-end marker,  $v$  blank symbol

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**Example (Continued)**

consider  $M$  and encode  $\delta(p, a) = (q, b, d)$ , where  $c = 0$  if  $d = L$  and  $c = 1$  if  $d = R$   
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**Example (Continued)**

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**Example**

We encode  $M' = (\{s, p, t, r\}, \{0, 1\}, \{0, 1, \vdash, \sqcup\}, \vdash, \sqcup, \delta, s, t, r)$  by

	$\vdash$	0	1	$\sqcup$
$s$	$(s, \vdash, R)$	$(s, 0, R)$	$(s, 1, R)$	$(p, \sqcup, L)$
$p$	$(t, \vdash, R)$	$(t, 1, L)$	$(p, 0, L)$	.

We obtain

$$\underbrace{0000}_n 1 \underbrace{10000}_m 1 \underbrace{00}_k 1 \underbrace{\epsilon}_s 1 \underbrace{00}_t 1 \underbrace{000}_r 1 \underbrace{00}_\vdash 1 \underbrace{000}_\sqcup 1 \dots$$

and, for example,  $\delta(p, \vdash) = (t, \vdash, R)$  yields  $010^2 10^2 10^2 101$

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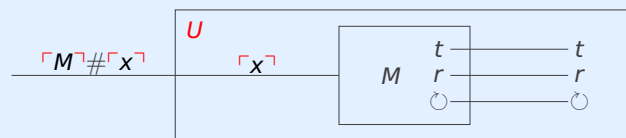
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**UTM schematically**



### Simulation by a universal Turing machine

**Notation**

To avoid notational clutter, we often omit the 'coding corners':

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### Simulation

- 1 UTM  $U$  checks correctness of the encodings; if incorrect,  $U$  rejects
- 2  $U$  simulates  $M$  using 3 tapes, with input  $x$ 
  - Tape 1 contains the encoding of the TM  $M$
  - Tape 2 contains the encoding of the input word  $x$
  - Tape 3 contains the simulated tape of  $M$

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### Notation

To avoid notational clutter, we often omit the 'coding corners':

$$L(U) = \{M\#x \mid x \in L(M)\}$$

### Simulation

- 1 UTM  $U$  checks correctness of the encodings; if incorrect,  $U$  rejects
- 2  $U$  simulates  $M$  using 3 tapes, with input  $x$ 
  - Tape 1 contains the encoding of the TM  $M$
  - Tape 2 contains the encoding of the input word  $x$
  - Tape 3 contains the simulated tape of  $M$
- 3 If  $M$  accepts, then  $U$  accepts; if  $M$  rejects, then  $U$  reject

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- Consider the variation  $U'$  of  $U$  such that the second tape of  $U'$  contains the encoding of the TM to be simulated, and the first tape the (decoded) input
- The desired specialisation  $U_M$  is obtained from  $U'$  by fixing the code of  $M$  on the second tape (hardcoding it)
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### Definition

The **halting** problem and the **membership** problem for TMs are

$$\text{HP} := \{M\#x \mid M \text{ halts for input } x\}$$

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### Remark

Meta-programming and macros originate with UTMs

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1  $M_x$  is TM (with input alphabet  $\{0, 1\}$ ), whose code (with coding alphabet  $\{0, 1\}$ ) is  $x$

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### Enumerating all Turing machines

$$M_\epsilon, M_0, M_1, M_{00}, M_{01}, M_{10}, M_{11}, M_{000}, \dots$$

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**Two-dimensional matrix of behaviours (loops  $\circlearrowleft$  vs. halts !)**

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	$\epsilon$	0	1	00	01	10	11	000	001	010	...
$M_\epsilon$	!	$\circlearrowleft$	$\circlearrowleft$	!	!	$\circlearrowleft$	!	$\circlearrowleft$	!	!	
$M_0$	$\circlearrowleft$	$\circlearrowleft$	!	!	$\circlearrowleft$	!	!	$\circlearrowleft$	$\circlearrowleft$	!	
$M_1$	$\circlearrowleft$	!	$\circlearrowleft$	!	$\circlearrowleft$	!	!	$\circlearrowleft$	$\circlearrowleft$	!	
$M_{00}$	!	$\circlearrowleft$	$\circlearrowleft$	!	!	!	!	$\circlearrowleft$	$\circlearrowleft$	!	
$M_{01}$	!	!	!	!	$\circlearrowleft$	$\circlearrowleft$	$\circlearrowleft$	!	!	$\circlearrowleft$	...
$M_{10}$	!	!	$\circlearrowleft$	!	!	$\circlearrowleft$	!	!	$\circlearrowleft$	!	
$M_{11}$	!	!	$\circlearrowleft$	$\circlearrowleft$	!	$\circlearrowleft$	!	$\circlearrowleft$	!	$\circlearrowleft$	
$M_{000}$	!	!	!	!	$\circlearrowleft$	!	!	$\circlearrowleft$	!	$\circlearrowleft$	
$M_{001}$	$\circlearrowleft$	!	!	!	!	$\circlearrowleft$	!	!	!	!	
$\vdots$						$\vdots$					$\ddots$

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Behaviours are functions from finite bit-strings in  $\{0, 1\}^*$  (inputs) to  $\{!, \circlearrowleft\}$ .  
 Given an enumeration  $m_\epsilon, m_0, m_1, \dots$  of such behaviours, indexed by finite bit-strings

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 m_\epsilon &= m_\epsilon(\epsilon)m_\epsilon(0)m_\epsilon(1)m_\epsilon(00)m_\epsilon(01)\dots \\
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behaviour  $cd$  defined by

$$cd(x) = \begin{cases} \circlearrowleft & \text{if } m_x(x) = ! \\ ! & \text{if } m_x(x) = \circlearrowleft \end{cases}$$

is a new behaviour; distinct from each  $m_x$ , namely at  $x$ :  $m_x(x) = \overline{cd(x)} \neq cd(x)$

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HP is not recursive, but recursively enumerable

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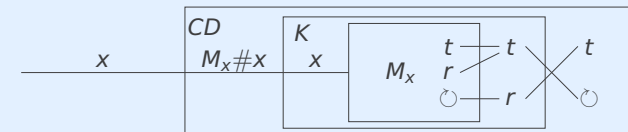
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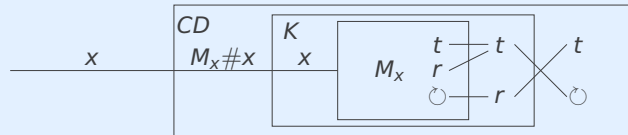
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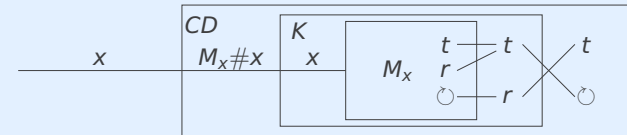
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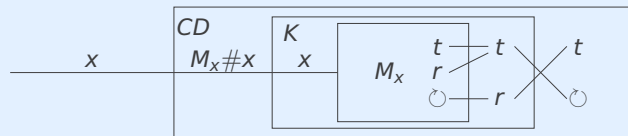
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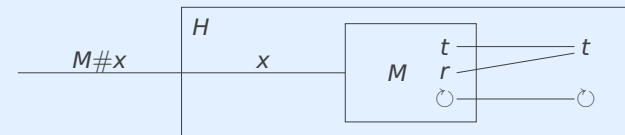


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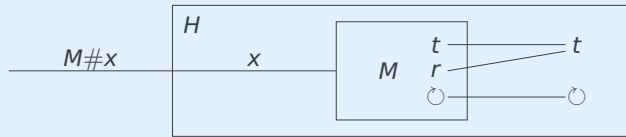
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We sketch why HP is recursively enumerable; to that end we construct the following TM  $H$ , based on the universal TM



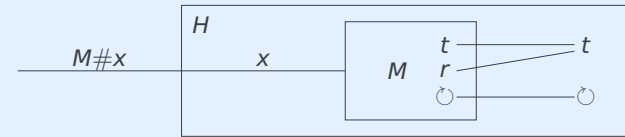
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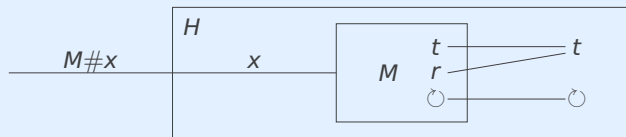
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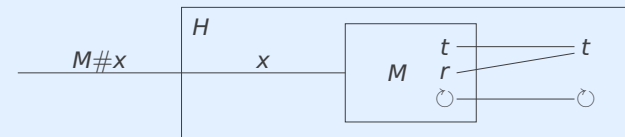
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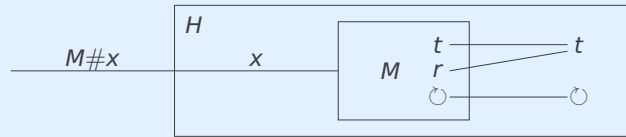
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**Proof.**

Suppose  $\sim$ HP were recursively enumerable; then both HP and  $\sim$ HP would be recursively enumerable, hence HP would be recursive. Contradiction

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