

Lecture  
Models of Computation  
(DIT310, TDA184)

Nils Anders Danielsson

2016-10-31

## Can every function be implemented?

- ▶ No (given some assumptions).
- ▶ This lecture: Two proofs (sketches).

# General information

See the course web page.

# Comparing sets' sizes

# Injections

- ▶ Definition:  $f : A \rightarrow B$  is *injective* if  $\forall x, y : A. f x = f y$  implies  $x = y$ .
- ▶ If there is an injection from  $A$  to  $B$ , then  $B$  is at least as “large” as  $A$ .

# Surjections

- ▶ Definition:  $f : A \rightarrow B$  is *surjective* if  $\forall b : B. \exists a : A. f a = b$ .
- ▶ If there is a surjection from  $A$  to  $B$ , then there is an injection from  $B$  to  $A$  (assuming the axiom of choice).
- ▶ Thus, if there is a surjection from  $A$  to  $B$ , then  $A$  is at least as “large” as  $B$ .

# Left/right inverses

For functions  $f : A \rightarrow B$ ,  $g : B \rightarrow A$ :

- ▶ Definition:  $g$  is a *left inverse* of  $f$  if  $\forall a : A. g(f a) = a$ .
- ▶ Definition:  $g$  is a *right inverse* of  $f$  if  $\forall b : B. f(g b) = b$ .
- ▶ If  $f$  has a left inverse, then it is injective.
- ▶ If  $f$  has a right inverse, then it is surjective.

# Bijections

- ▶ Definition:  $f : A \rightarrow B$  is *bijective* if it is both injective and surjective.
- ▶ A function is bijective iff it has a left and right inverse.
- ▶ If there is a bijection from  $A$  to  $B$ , then  $A$  and  $B$  have the same “size”.



# Quiz

Which of the following functions are injective? Surjective?

▶  $f : \mathbb{N} \rightarrow \mathbb{N}, f n = n + 1.$

▶  $g : \mathbb{Z} \rightarrow \mathbb{Z}, g i = i + 1.$

▶  $h : \mathbb{N} \rightarrow \text{Bool}, h n = \begin{cases} \text{true}, & \text{if } n \text{ is even,} \\ \text{false}, & \text{otherwise.} \end{cases}$

Respond at <http://pingo.upb.de/>,  
using a code that I provide.

Countable,  
uncountable

# Countable sets

- ▶  $A$  is *countable* if there is an injection from  $A$  to  $\mathbb{N}$ .
- ▶ If there is no such injection, then  $A$  is *uncountable*.
- ▶  $A$  is *countably infinite* if there is a bijection from  $A$  to  $\mathbb{N}$ .

# Countable sets

- ▶ There is an injection from  $A$  to  $B$  iff  $A = \emptyset$  or there is a surjection from  $B$  to  $A$  (assuming the axiom of choice).
- ▶ Thus  $A$  is countable iff  $A = \emptyset$  or there is a surjection from  $\mathbb{N}$  to  $A$ .

# Quiz

The set of finite strings of characters is infinite. Is it countable?

- ▶ Yes.
- ▶ No.

If  $A$  is countable, then  $List A$  is countable.

Proof sketch:

- ▶ We are given an injection  $f : A \rightarrow \mathbb{N}$ .
- ▶ Define  $g : List A \rightarrow \mathbb{N}$  by

$$g(x_1, x_2, \dots, x_n) = 2^{1+f x_1} 3^{1+f x_2} \dots p_n^{1+f x_n},$$

where  $p_n$  is the  $n$ -th prime number.

- ▶ By the fundamental theorem of arithmetic and the injectivity of  $f$  we get that  $g$  is injective.

# Uncountable sets

- ▶ Is every set countable?
- ▶ No.
- ▶ *Diagonalisation* can be used to show that certain sets are uncountable.

# $\mathbb{N} \rightarrow \mathbb{N}$ is uncountable

Proof (using the axiom of choice):

- ▶ Assume that  $\mathbb{N} \rightarrow \mathbb{N}$  is countable.
- ▶ The set is non-empty, so we get a surjection  $f : \mathbb{N} \rightarrow (\mathbb{N} \rightarrow \mathbb{N})$ .
- ▶ Define  $g : \mathbb{N} \rightarrow \mathbb{N}$  by  $g n = f n n + 1$ .
- ▶ By surjectivity we get that  $g = f i$  for some  $i$ .
- ▶ Thus  $f i i = g i = f i i + 1$ , which is impossible.



# Diagonalisation

The function  $g$  differs from every function enumerated by  $f$  on the “diagonal”:

	0	1	2	3	...
$f_0$	+1				
$f_1$		+1			
$f_2$			+1		
$f_3$				+1	
$\vdots$					

# Not every function is computable

Proof sketch (classical):

- ▶ The set of programs of a typical programming language is countable.
- ▶ There is no surjection from  $\mathbb{N}$  to  $\mathbb{N} \rightarrow \mathbb{N}$ .
- ▶ Thus there is no surjection from programs to  $\mathbb{N} \rightarrow \mathbb{N}$ .
- ▶ Thus, however you give semantics to programs, it is not the case that every function is the semantics of some program.

# Quiz

If we define  $g_n = f_n(2n) + 1$ , does the diagonalisation argument still work? [BN]

	0	1	2	3	4	5	6	...
$f_0$	+1							
$f_1$			+1					
$f_2$					+1			
$f_3$							+1	
$\vdots$								

# The halting problem

# Uncomputable functions

- ▶ Can we find an explicit example of a function that cannot be computed?
- ▶ What does “can be computed” mean?
- ▶ Let us restrict attention to a “typical” programming language.
- ▶ In that case the answer is yes.
- ▶ A standard example is the halting problem.

## The halting problem

Given the source code of a program and its input, determine whether the program will halt when run with the given input.

# The halting problem is not computable

Proof sketch (with hidden assumptions):

- ▶ Assume that the halting problem is computed by *halts*.
- ▶ Define  $p\ x = \mathbf{if\ } \mathit{halts}\ x\ x\ \mathbf{then\ } \mathit{loop}\ \mathbf{else\ } \mathit{skip}$ .
- ▶ Consider the application  $p\ \lceil p \rceil$ , where  $\lceil p \rceil$  is the source code of  $p$ .
- ▶ The result of  $\mathit{halts}\ \lceil p \rceil\ \lceil p \rceil$  must be *true* or *false*.

# Quiz

Can the result of *halts*  $\ulcorner p \urcorner \ulcorner p \urcorner$  be *true*?

- ▶ Yes.
- ▶ No.



# The halting problem is not computable

Proof sketch (continued):

- ▶ If  $halts \ulcorner p \urcorner \ulcorner p \urcorner = true$ , then:
  - ▶  $p \ulcorner p \urcorner$  terminates (specification of *halts*).
  - ▶  $p \ulcorner p \urcorner = loop$ , which does not terminate.
- ▶ If  $halts \ulcorner p \urcorner \ulcorner p \urcorner = false$ , then:
  - ▶  $p \ulcorner p \urcorner$  does not terminate.
  - ▶  $p \ulcorner p \urcorner = skip$ , which does terminate.
- ▶ Either way, we get a contradiction.

# Models of computation

# Models of computation

- ▶ The proof is based on some assumptions.
- ▶ For instance, the programming language allows us to define **if–then–else** and *loop*, with the intended semantics.
- ▶ Later in the course we will be more precise.
- ▶ To make it easier to study questions of computability we will use idealised models of computation.

# Models of computation

One model:

- ▶ The primitive recursive functions.
- ▶ Functional in character.
- ▶ All programs terminate.

# Models of computation

Another model:

- ▶ A lambda calculus with pattern matching called  $\lambda$ .
- ▶ Functional in character.
- ▶ Some programs do not terminate.

# Models of computation

Yet another model:

- ▶ Turing machines.
- ▶ Imperative in character.
- ▶ Some programs do not terminate.

# The Church-Turing thesis

# Models of computation

- ▶ How are these models related?
- ▶ Can one say anything about programming in general?
- ▶ It has been noted that many models of computation are, in some sense, equivalent:
  - ▶ Turing machines.
  - ▶ The (untyped)  $\lambda$ -calculus.
  - ▶ The recursive functions.
  - ▶ ...



## The Church-Turing thesis

Every effectively calculable function on the positive integers can be computed using a Turing machine.

## The Church-Turing thesis

Every effectively calculable function on the positive integers can be computed using a Turing machine.

- ▶ This is one variant of the thesis.
- ▶ We will define “can be computed using a Turing machine” more precisely later.
- ▶ There are equivalent statements for  $\lambda$ -expressions, recursive functions, and so on.

# Effectively calculable

“Effectively calculable” means *roughly* that the function can be computed by a human being

- ▶ following exact instructions, with a finite description,
- ▶ in finite (but perhaps very long) time,
- ▶ using an unlimited amount of pencil and paper,
- ▶ and no ingenuity.

(See Copeland.)

# The Church-Turing thesis

- ▶ The thesis is a conjecture.
- ▶ “Effectively calculable” is an intuitive notion, not a formal definition.
- ▶ However, the thesis is widely believed to be true.

## Turing-complete

A programming language is *Turing-complete* if every Turing machine can be simulated using a program written in this language.

## Turing-complete

A programming language is *Turing-complete* if every Turing machine can be simulated using a program written in this language.

- ▶ This is one variant of the definition.
- ▶ We have not specified what it means to simulate a Turing machine.

Only  
terminating  
programs?

# Only terminating programs?

- ▶ Every primitive recursive function terminates.
- ▶ Easy to solve the halting problem!
- ▶ Can we have a model of computation that includes exactly those functions on the natural numbers that can be implemented using Turing machines that always halt?



# Only terminating programs?

- ▶ Every primitive recursive function terminates.
- ▶ Easy to solve the halting problem!
- ▶ Can we have a model of computation that includes exactly those functions on the natural numbers that can be implemented using Turing machines that always halt?
- ▶ No (given some assumptions).

# Only terminating programs?

The following assumptions are contradictory:

- ▶ The set of valid programs  $Prog \subseteq \mathbb{N}$ .
- ▶ For every computable function  $f : \mathbb{N} \rightarrow \mathbb{N}$  there is a program  $\ulcorner f \urcorner : Prog$ .
- ▶ There is a computable function  $eval : \mathbb{N} \rightarrow \mathbb{N} \rightarrow \mathbb{N}$  satisfying  $eval \ulcorner f \urcorner n = f n$ .

(See Brown and Palsberg.)

# Only terminating programs?

Proof sketch:

- ▶ Define the computable function  $f : \mathbb{N} \rightarrow \mathbb{N}$  by  $f\ n = \text{eval}\ n\ n + 1$ .
- ▶ We get

$$\begin{aligned} & f\ f \\ &= \text{eval}\ f\ f + 1 \\ &= f\ f + 1, \end{aligned}$$

which is impossible.

# Summary

- ▶ Injections, surjections, bijections.
- ▶ Countable and uncountable sets.
- ▶ Diagonalisation.
- ▶ The halting problem.
- ▶ Models of computation.
- ▶ The Church-Turing thesis.

# Summary

- ▶ Injections, surjections, bijections.
- ▶ Countable and uncountable sets.
- ▶ Diagonalisation.
- ▶ The halting problem.
- ▶ Models of computation.
- ▶ The Church-Turing thesis.

Please try to solve the recommended exercises before coming to the tutorial on Wednesday.