## Sample solutions for the examination of Models of Computation (DIT310/DIT311/TDA184) from 2019-01-16

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- 1. (a)  $A = \emptyset, B = \mathbb{N} \to \mathbb{N}.$ 
  - (b) It is not countable.

Note first that  $\{0\} \to \mathbb{N}$  is in bijective correspondence with  $\mathbb{N}$ : the functions  $\lambda f. f 0 \in (\{0\} \to \mathbb{N}) \to \mathbb{N}$  and  $\lambda n. \lambda_{-}. n \in \mathbb{N} \to (\{0\} \to \mathbb{N})$  are inverses of each other. Thus  $(\{0\} \to \mathbb{N}) \to (\{0\} \to \mathbb{N})$  is in bijective correspondence with  $\mathbb{N} \to \mathbb{N}$ , which is not countable. We can conclude that  $(\{0\} \to \mathbb{N}) \to (\{0\} \to \mathbb{N})$  is not countable, because if an uncountable set A is in bijective correspondence with a set B, then B is also uncountable.

- 2. case x of  $\{\mathsf{True}(x) \to x\}$ .
- 3. No. This can be proved by reducing is-total<sub>4</sub> (which is not  $\chi$ -decidable, see the following exercise) to is-total<sub>3</sub>.

If *is-total*<sub>3</sub> is  $\chi$ -decidable, then there is a closed  $\chi$  expression *is-total*<sub>3</sub> witnessing the computability of *is-total*<sub>3</sub>. This expression is also a witness of the  $\chi$ -decidability of *is-total*<sub>4</sub>, because for any  $e \in Fun$  we have

 $\begin{bmatrix} \underline{is \text{-} total_3} & e^{\neg} \end{bmatrix} = \\ \begin{bmatrix} \underline{is \text{-} total_3} & e^{\neg} \\ e^{\neg} \end{bmatrix} = \begin{bmatrix} e^{\neg} b_1 & e^{\neg} \end{bmatrix} = \begin{bmatrix} b_2 \\ b_2 & e^{\neg} \end{bmatrix} = \begin{bmatrix} b_2 \\ b_1 & e^{\neg} \end{bmatrix} = \begin{bmatrix} b_2 \\ b_2 & e^{\neg} \end{bmatrix} =$ 

(Note that  $Fun \subseteq CExp$ , and that the encoding function for CExp is used also for Fun.)

4. No. We can prove this by reducing the halting problem (which is not  $\chi$ -decidable) to *is-total*<sub>4</sub>.

If  $is-total_4$  is  $\chi$ -decidable, then there is a closed  $\chi$  expression  $is-total_4$  witnessing the computability of  $is-total_4$ . We can use this expression to

construct a closed  $\chi$  expression <u>halts</u> (written using a mixture of concrete syntax and meta-level notation):

$$\underline{halts} = \lambda \, e. \, \underline{is\text{-}total_4} \ulcorner \lambda \_. (\lambda \_. \ulcorner \mathsf{true} \urcorner) \llcorner e \lrcorner \urcorner.$$

Now note that, for any  $e \in CExp$ , the closed expression  $\lambda_{-}.(\lambda_{-}. \text{true}) e$  is an element of *Fun*, i.e. there is some  $f \in Bool \rightarrow Bool$  such that

 $\forall \ b \in Bool. \llbracket (\lambda_{-}, \lceil \mathsf{true} \rceil) \ e) \lceil \ b \rceil \rrbracket = \lceil f \ b \rceil.$ 

This holds for f defined by

 $f b = \mathbf{if} \llbracket e \rrbracket$  is defined **then true else** undefined,

because for any  $b \in Bool$  we have

$$\begin{bmatrix} (\lambda_{-}, (\lambda_{-}, [\mathsf{true}]) e) [b] \\ = \\ \begin{bmatrix} (\lambda_{-}, [\mathsf{true}]) e \end{bmatrix} \\ = \\ \mathbf{if} [e] \text{ is defined then } [\mathsf{true}] else undefined \\ = \\ [\mathbf{if} [e] \text{ is defined then true else undefined}] \\ = \\ [fb].$$

Thus, by the assumption that  $\underline{is-total_4}$  witnesses the computability of  $is-total_4$ , we get that

$$[\![\underline{is\text{-}total_4} \ulcorner \lambda\_.(\lambda\_.\ulcorner \mathsf{true} \urcorner) e \urcorner]\!] = \ulcorner is\text{-}total_4 (\lambda\_.(\lambda\_.\ulcorner \mathsf{true} \urcorner) e) \urcorner.$$

Let us now verify that <u>halts</u> witnesses the decidability of the halting problem. For any  $e \in CExp$  we have

$$\begin{split} \underbrace{\left[ \underline{halts} \ \ e^{-} \right] \right] &= \\ \underbrace{\left[ \underbrace{is-total_{4}}{\left[ \lambda \_ . (\lambda \_ . \ \ true^{-}) \ e^{-} \right] \right]} &= \\ \hline is-total_{4} (\lambda \_ . (\lambda \_ . \ \ true^{-}) \ e)^{-} &= \\ if \ \forall \ b_{1} \in Bool. \ \exists \ b_{2} \in Bool. \ \underbrace{\left[ (\lambda \_ . (\lambda \_ . \ \ true^{-}) \ e)^{-} \ b_{1}^{-} \right] \right]} &= \begin{bmatrix} b_{2}^{-} \\ b_{1}^{-} \end{bmatrix} \\ if \ \exists \ b_{2} \in Bool. \ \underbrace{\left[ (\lambda \_ . \ \ true^{-}) \ e \right] \right]} &= \begin{bmatrix} b_{2}^{-} \\ b_{2}^{-} \end{bmatrix} \\ ihen^{-} true^{-} else^{-} false^{-}. \end{split}$$

If  $\llbracket e \rrbracket$  is defined, then

$$\begin{array}{l} \mathbf{if} \exists b_2 \in Bool. \, \llbracket (\lambda_{-}. \ulcorner \operatorname{true} \urcorner) \ e \rrbracket = \ulcorner b_2 \urcorner \mathbf{then} \ulcorner \operatorname{true} \urcorner \mathbf{else} \ulcorner \operatorname{false} \urcorner = \\ \mathbf{if} \exists b_2 \in Bool. \, \llbracket \ulcorner \operatorname{true} \urcorner \rrbracket = \ulcorner b_2 \urcorner \mathbf{then} \urcorner \operatorname{true} \urcorner \mathbf{else} \ulcorner \operatorname{false} \urcorner = \\ \mathbf{if} \exists b_2 \in Bool. \, \ulcorner \operatorname{true} \urcorner = \ulcorner b_2 \urcorner \mathbf{then} \urcorner \operatorname{true} \urcorner \mathbf{else} \ulcorner \operatorname{false} \urcorner = \\ \mathbf{if} \exists b_2 \in Bool. \, \ulcorner \operatorname{true} \urcorner = \ulcorner b_2 \urcorner \mathbf{then} \urcorner \operatorname{true} \urcorner \mathbf{else} \urcorner \mathsf{false} \urcorner = \\ \mathsf{ftrue} \urcorner, \end{array}$$

and if  $\llbracket e \rrbracket$  is undefined, then

if 
$$\exists b_2 \in Bool. [[(\lambda_-. \ulcorner true \urcorner) e]] = \ulcorner b_2 \urcorner then \ulcorner true \urcorner else \ulcorner false \urcorner = if \exists b_2 \in Bool. \ulcorner b_2 \urcorner$$
 is undefined then Γ true ¬ else Γ false ¬ = Γ false ¬.

Thus we get

 $\llbracket \underline{halts} \ \ e \ \ \end{bmatrix} = \ \ \mathbf{if} \ \llbracket e \rrbracket$  is defined then true else false,

i.e. <u>halts</u> witnesses the decidability of the halting problem.

5. (a) The value is 3:

```
\llbracket p \rrbracket (\mathsf{nil}, 2)
                                                                                                                      =
\llbracket \text{comp suc } (\mathsf{nil},\mathsf{proj }1) \rrbracket (\mathsf{nil},\llbracket p \rrbracket (\mathsf{nil},1),1)
                                                                                                                      =
\llbracket \mathsf{suc} \rrbracket (\llbracket \mathsf{nil}, \mathsf{proj} \ 1 \rrbracket \star (\mathsf{nil}, \llbracket p \rrbracket (\mathsf{nil}, 1), 1))
                                                                                                                      =
 \llbracket \mathsf{suc} \rrbracket (\mathsf{nil}, \llbracket \mathsf{proj} \ 1 \rrbracket (\mathsf{nil}, \llbracket p \rrbracket (\mathsf{nil}, 1), 1))
                                                                                                                      =
[suc] (nil, [p] (nil, 1))
                                                                                                                      =
1 + [p] (nil, 1)
                                                                                                                      =
1 + [comp suc (nil, proj 1)] (nil, [p] (nil, 0), 0) =
1 + \llbracket \mathsf{suc} \rrbracket (\llbracket \mathsf{nil}, \mathsf{proj} \ 1 \rrbracket \star (\mathsf{nil}, \llbracket p \rrbracket (\mathsf{nil}, 0), 0))
                                                                                                                      =
1 + \llbracket \mathsf{suc} \, \rrbracket \, (\mathsf{nil}, \llbracket \mathsf{proj} \ 1 \, \rrbracket \, (\mathsf{nil}, \llbracket p \, \rrbracket \, (\mathsf{nil}, 0), 0))
                                                                                                                      =
1 + [suc] (nil, [p] (nil, 0))
                                                                                                                      =
2 + [p] (nil, 0)
                                                                                                                      =
2 + [comp suc (nil, zero)] nil
                                                                                                                      =
2 + [suc] ([nil, zero] \star nil)
                                                                                                                      =
2 + \llbracket \mathsf{suc} \rrbracket (\mathsf{nil}, \llbracket \mathsf{zero} \rrbracket \mathsf{nil})
                                                                                                                      =
3 + \llbracket \operatorname{zero} \rrbracket nil
                                                                                                                      =
3 + 0
                                                                                                                      =
3.
```

- (b) The function takes n to 1 + n.
- (c) Let us prove by induction on  $n \in \mathbb{N}$  that  $\llbracket p \rrbracket$  (nil, n) = 1 + n.
  - n = zero: We have

 $\llbracket p \rrbracket (\mathsf{nil}, n)$ =  $\llbracket p \rrbracket$  (nil, zero) = [comp suc (nil, zero)] nil = [suc] ([nil, zero] ★ nil) =[suc] (nil, [zero] nil) = 1 + [zero] nil= 1 =  $1+{\sf zero}$ = 1 + n.

- n = suc n' for some n' ∈ N: The inductive hypothesis tells us that [[p]] (nil, n') = 1 + n'. We get
  - $\begin{bmatrix} p \end{bmatrix} (\operatorname{nil}, n) = \\ \begin{bmatrix} p \end{bmatrix} (\operatorname{nil}, \operatorname{suc} n') = \\ \begin{bmatrix} \operatorname{comp suc} (\operatorname{nil}, \operatorname{proj} 1) \end{bmatrix} (\operatorname{nil}, \llbracket p \rrbracket (\operatorname{nil}, n'), n') =$

$\llbracket suc \rrbracket (\llbracket nil, proj \ 1 \rrbracket \star (nil, \llbracket p \rrbracket (nil, n'), n'))$	=
$\llbracket suc  \rrbracket  (nil, \llbracket proj \ 1  \rrbracket  (nil, \llbracket p  \rrbracket  (nil, n'), n'))$	=
$\llbracket suc \rrbracket (nil, \llbracket p \rrbracket (nil, n'))$	=
$1+[\![p]\!] \; (nil,n')$	=
1 + (1 + n')	=
1+n.	

6. No. The total function that maps every natural number to zero cannot be implemented. In particular, if the input is  $\lceil 1 \rceil = 10$ , then it is impossible to produce the output  $\lceil 0 \rceil = 0$ , because the head cannot move to the second square and write a blank.