

# XXXII

## TWENTY-SECOND LECTURE OF AUTOMATA & FORMAL LANGUAGES

24 NOVEMBER 2022

### RECAP

### Lecture XXI:

$$\begin{array}{ccc} \text{Computably enumerable} & \leftrightarrow & \Sigma_1 \\ \text{Computable} & \leftrightarrow & \Delta_1 \end{array}$$

### ZIGZAG Technique

#### IMPORTANT

If you do not know what the operations

$$u, v \longrightarrow u*v$$

$$u \longrightarrow u^{(0)}$$

$$u \longrightarrow u^{(1)}$$

are, revisit the section on merging & splitting! That's the final part of §4.5!

If  $f$  and  $g$  are partial computable, you CANNOT say: "first compute  $f$ , then compute  $g$ " unless you're happy with never getting to  $g$ ..."

From  
Lecture XXI:

get

$$\chi_{A \cap B}(\vec{w}) = \begin{cases} a & \text{if } \chi_A(\vec{w}) = a = \chi_B(\vec{w}) \\ \epsilon & \text{o/w} \end{cases}$$
$$\chi_{A \cup B}(\vec{w}) = \begin{cases} \epsilon & \text{if } \chi_A(\vec{w}) = \epsilon = \chi_B(\vec{w}) \\ a & \text{o/w} \end{cases}$$
$$\chi_{A \setminus B}(\vec{w}) = \begin{cases} a & \text{if } \chi_A(\vec{w}) = \epsilon \\ \epsilon & \text{o/w} \end{cases}$$

Homework Try to  
make your idea of  
a product machine

precise: what  
properties does a  
product operator  
need to have?

also the con-

clusion that the c.e.

is closed under all basic

operations?

All obviously computable.

[This is essentially the idea of a  
product machine.]

Concatenation  $AB$  is computable.

$[A, B \subseteq W]$

Given  $w$ , check all possible  $w = vu$  for  
v initial segment of  $w$ .

How many?  $|w|$  many initial segments.

For each such, check  $\chi_A(v) = a = \chi_B(u)$ .

If so, output  $a$ ;

If none of them work, output  $\epsilon$ .

q.e.d.

Proposition 4.39

Closure properties of c.e.  
sets

The c.e. sets are closed under union,  
intersection, concatenation, but not  
complementation & difference.

Proof

COMPLEMENTATION  
DIFFERENCE

$W \setminus K$

are just the fact that  
is  $\Pi_1$ , not  $\Sigma_1$ .

INTERSECTION The same construction as for computable sets with  $\chi_A, \chi_B$ , works for c.e. sets with  $\psi_A, \psi_B$ .  
UNION This does not work as "sequential computation", so we need to use the zigzag technique.

→ ES #4.

CONCATENATION An application of zigzag to the proof idea in the computable case:

$(w, v, u) \in Z : \iff$

$v$  is initial segment of  $w$  with  $w = vv'$  and after  $\#u$  steps, we have  
 $\psi_A(v) = a$   
 $\psi_B(v') = a$

$Y = \{ (w, u) ; (w, u_{(0)}, u_{(1)}) \in Z \}$

$w \in AB \iff \exists v (w, v) \in Y$ .

q.e.d.

Proposition  $X \text{ c.e.} \iff$  there is a partial

REMARK: The name "c.e."  
derives from the idea that a  
TM can list (= enumerate) all  
elements of  $X$ . [q. E.S#4!]

computable function  $f$   
s.t.  $X = \text{ran}(f)$

Proof. " $\Rightarrow$ " If  $\psi_X$  computable, then so is

$$f: \mathbb{W} \rightarrow \begin{cases} w & \text{if } \psi_X(w) \downarrow \\ \uparrow & \text{o/w} \end{cases}$$

Clearly  $\text{ran}(f) = X$ .

" $\Leftarrow$ " Suppose  $f: \mathbb{W} \dashrightarrow \mathbb{W}$   
with  $X = \text{ran}(f)$ .

[Naïve idea:  $w \in \text{ran}(f) \iff \exists v f(v) = w$ ]

Suppose  $f = f_{C,1}$ . Use zigzag by

$$Z = \{(w, v, u); t_{C,1}(v, u) = a \wedge f_{C,1}(v) = w\}$$

$$Y := \{(w, v); (w, v_{(0)}, v_{(1)}) \in Z\}$$

$$\text{ran}(f) = p(Y).$$

q.e.d.

## § 4.10 Church's Thesis



Alan TURING



Alonzo CHURCH

Different approaches  
but SAME NOTION  
OF COMPUTABILITY!

Turing did not have RM.

Instead : TURING machine.

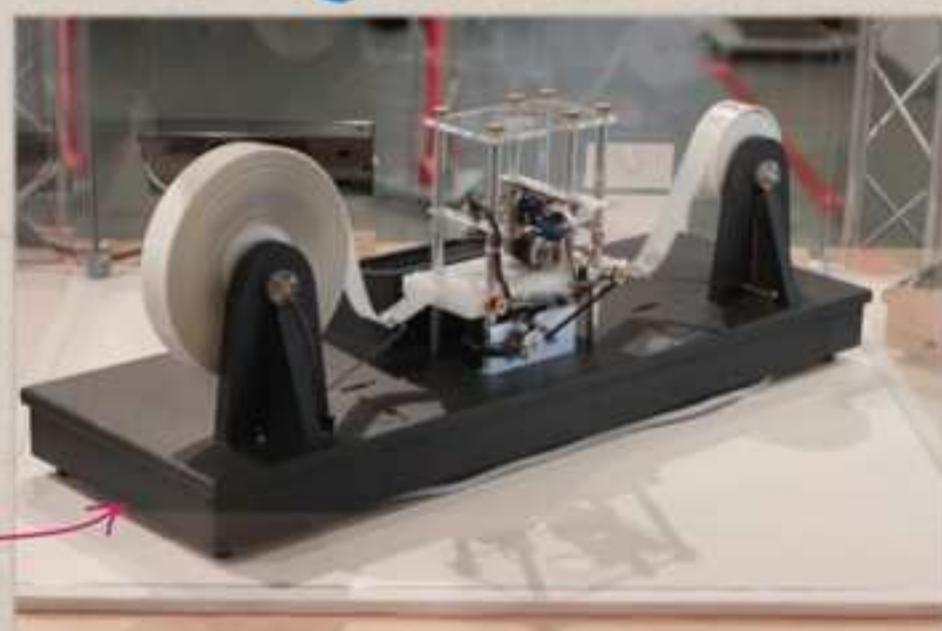
A tape with cells indexed by  $\mathbb{N}$ .

A read/write head

that moves on the

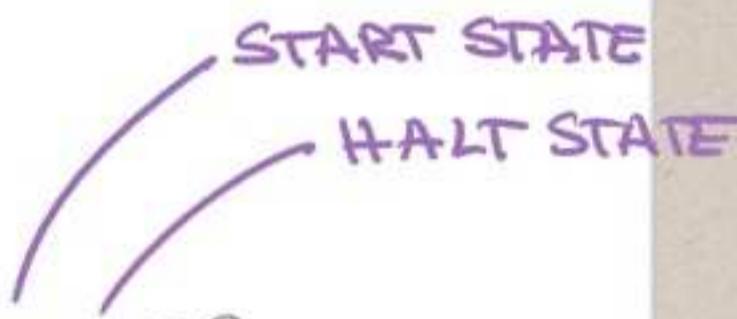
tape : reads &  
writes

Note that physical Turing  
machines like this one  
have only a finite tape.



## Turing Machines

$$M = (\Sigma, Q, P)$$



- (i) An alphabet  $\Sigma$  with  $\Sigma' := \Sigma \cup \{\square\}$ .
- (ii) A finite set of states  $Q$ , disjoint from  $\Sigma'$ ;  $q_S, q_H \in Q$ .
- (iii) Write  $\Omega := \Sigma' \cup Q$ .
- (iv) **Turing instructions**  $\text{Instr} := \{\mathbf{L}, \mathbf{R}, \mathbf{o}\} \times \Sigma' \times Q$ .
  - $(\mathbf{L}, a, q)$  interpreted as "move head left, write  $a$ , go to state  $q$ ".
  - $(\mathbf{R}, a, q)$  interpreted as "move head right, write  $a$ , go to state  $q$ ".
  - $(\mathbf{o}, a, q)$  interpreted as "don't move head, write  $a$ , go to state  $q$ ".
- (v) **Turing programs**  $P : Q \times \Sigma' \rightarrow \text{Instr}$ .
- (vi) **Turing configurations**  $C \in \Omega^*$  with precisely one state in the string.

$$\alpha q \beta \quad \alpha, \beta \in (\Sigma')^*$$

Interpretation:  $q$  is the state of machine and indicates the position of the R/W head.

- (vii) **Turing machine transforms**  $C$  to  $C'$ :

$$(\mathbf{L}, c, q') :$$

$$qqb \longrightarrow q'ac$$

$$(\mathbf{R}, c, q') :$$

$$aqb \longrightarrow acq'$$

$$(\mathbf{o}, c, q') :$$

$$aqb \longrightarrow aq'c$$

(viii) Start configuration with input  $\vec{w} = (w_0, \dots, w_{k-1}) \in \mathbb{W}^k$ :

$$q_S \square w_0 \square w_1 \square \dots \square w_{k-1} \square =: C_S(\vec{w})$$

(ix) Turing computation with input  $\vec{w} \in \mathbb{W}^k$ :

$$C(0, M, \vec{w}) := C_S(\vec{w})$$

$$C(k+1, M, \vec{w}) := C'$$

if  $M$  transforms  $C(k, M, \vec{w})$   
to  $C'$ .

$M$  halts if the state is  $q_H$

$$f_{M,k}(\vec{w}) := v \quad \text{if the } M\text{-computation  
with input } \vec{w} \text{ halts  
and } v \text{ is the word before  
the 1st \& 2nd } \square.$$

$$f \text{ Turing Computable} \iff \exists M \\ f = f_{M,k}.$$

## While programs

$$M = (\Sigma, n, P)$$

- (i) An alphabet  $\Sigma$ .
- (ii) A number  $n > 0$  of registers.
- (iii) A finite program  $P$ , build by recursion from basic instructions:
  - (a)  $\text{add}(i, a)$  is a while program (“add  $a$  to the  $i$ th register”);
  - (b)  $\text{remove}(i)$  is a while program (“remove the last letter from the  $i$ th register”);
  - (c) if  $P$  and  $Q$  are programs, then so is  $PQ$ ;
  - (d) if  $P$  is a program, then so is **while**  $i$  not empty do  $(P)$ .
- (iv) **While configurations:**  $n$ -tuple of words together with a marker that tell us where in the program we are.
- (v) **While program transforms  $C$  to  $C'$ :** perform the instruction behind the marker and move the marker to the end of the instruction, back to the start of the while loop, or to the end of the while loop.
- (vi) **Start configuration with input**  $\vec{w} = (w_0, \dots, w_{k-1}) \in \mathbb{W}^k$  is  $\vec{w}$  with marker at the start of the program.
- (vii) **While computation with input**  $\vec{w} \in \mathbb{W}^k$ : starts at the start configuration and performs transformations. **Halts** if there is no next instruction after the marker.

Exactly as before: Output at halting time in register  
define partial f<sub>M,k</sub> if there is M s.t. f = f<sub>M,k</sub>

Theorem (w/o proof)

Let  $f: \mathbb{W}^k \rightarrow \mathbb{W}$  be a function.

Then TFAE:

- (i)  $f$  is computable
- (ii)  $f$  is partial recursive
- (iii)  $f$  is Turing computable
- (iv)  $f$  is while computable.

The confluence of so many distinct and not at all obviously equivalent notions means that we have identified a **STABLE CONCEPT**

The CTT is not a mathematical statement. It is an interpretation of an informal pre-mathematical notion!



**The Church-Turing Thesis.** The mentioned equivalent formal concepts of computability describe the informal notion of computability successfully: any reasonable attempt to describe the informal notion of computability will lead to a formal notion that is equivalent to the ones we have described.

RETURN TO

$X$  is a type 0 language  
 $\iff$

$X$  is ce.

[Recap. Already proved  $\Rightarrow$  in  
Lecture XXI.]

Proof SKETCH of  $\iff$ :

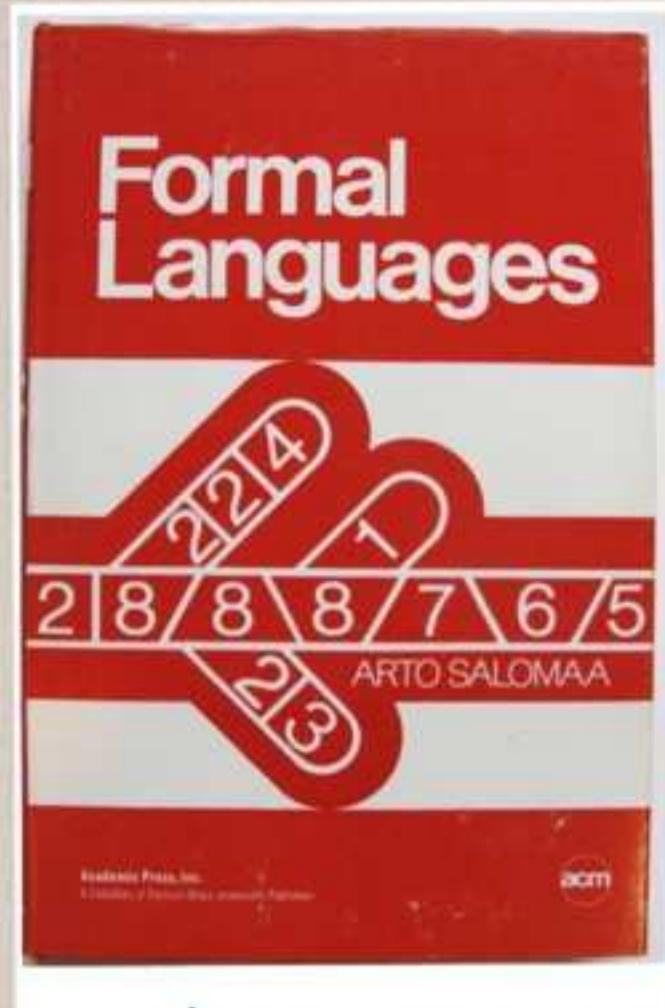
Suppose  $M$  is a TM computing  $\Psi_X$ :

$q_S \square w \square \xrightarrow[\text{M computation}]{} \square a \square$   
 + the halt state  
 $q_H \square a \square$

This is a rewrite system with the rule  
described earlier transforming

$q_S \square w \square$  to  $q_H \square a \square$

Grammar starts from  $S$ , produces  $q_H \square a \square$ ,  
does all Turing instructions backwards  
When  $q_S$  is seen, it deletes everything but  $w$ .  
q.e.d.



## Solving decision problems

Using Church's thesis to define the informal notion of algorithm, we can give precise statements for our decision problems.

First encode grammars by a function code in such a way that for each  $w \in W$  - there is a  $G$  s.t.  $\text{code}(G) = w$ .  
Let's write  $G_w$  for this.

**WORD PROBLEM**  $\{ (v, w) ; w \in L(G_v) \}$

**EMPTINESS PROBLEM**  $\{ w ; L(G_w) = \emptyset \}$

**EQUIVALENCE PROBLEM**  $\{ (w, v) ; L(G_w) = L(G_v) \}$

We say such a problem is **SOLVABLE**  
if the set is computable.

Theorem Word problem for type 0 grammars  
is unsolvable.

Proof.  $W = \{(w, v) ; w \in L(G_v)\}$

Need to show that  $\text{dom } f$  is not computable.

[Note that  $W$  looks very much like  $K_0$ .]

Suppose it is.

Define  $f(w) := \begin{cases} \uparrow & \text{if } w \in L(G_w) \\ a & \text{if } w \notin L(G_w). \end{cases}$

$f$  is computable, thus  $\text{dom}(f)$  is c.e.

So find grammar  $G$  s.t.

$$L(G) = \text{dom}(f)$$

Let  $d$  be such that  $G = G_d$ .

$$d \in L(G_d) \iff d \in \text{dom}(f) \iff d \notin L(G_d)$$

q.e.d.