

## L211 Logic and Mathematics

### 13. Lecture

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### Last lecture

(Non-)Euclidean geometry, functions,  
sequence, convergence, continuity

### Important points

- ▶ (Non-)Euclidean geometry: hyperbolic, elliptic
- ▶  $\epsilon$ - $\delta$  definitions
- ▶ sequence, series
- ▶ convergence, continuity
- ▶ graphs, functions, inverse functions, domain, range
- ▶ power series

### What is a graph?

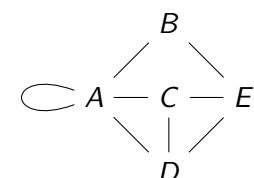
Graph  $G = (V, E)$

- ▶  $V$ : set of nodes
- ▶  $E \subseteq V \times V$ : set of edges

Example:

$$V = \{A, B, C, D, E\}$$

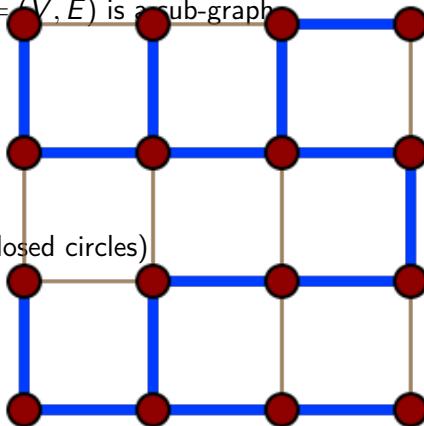
$$E = \{(A, A), (A, B), (A, C), (A, D), (B, E), (C, D), (C, E), (D, E)\}$$



## Spanning Tree

The spanning tree of a graph  $G = (V, E)$  is a sub-graph  $G' = (V', E')$  of  $G$  such that:

- ▶  $V' = V$
- ▶  $E' \subseteq E$
- ▶  $G' = (V', E')$  is a tree (no closed circles)

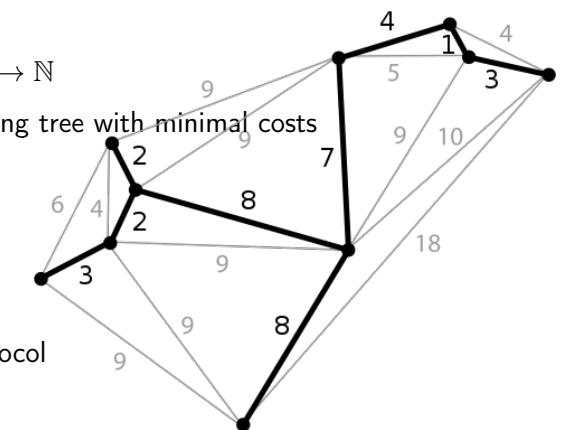


## Minimal spanning tree

- ▶ Graph  $G = (V, E)$
- ▶ Cost function  $f : E \rightarrow \mathbb{N}$
- ▶ Requested: a spanning tree with minimal costs

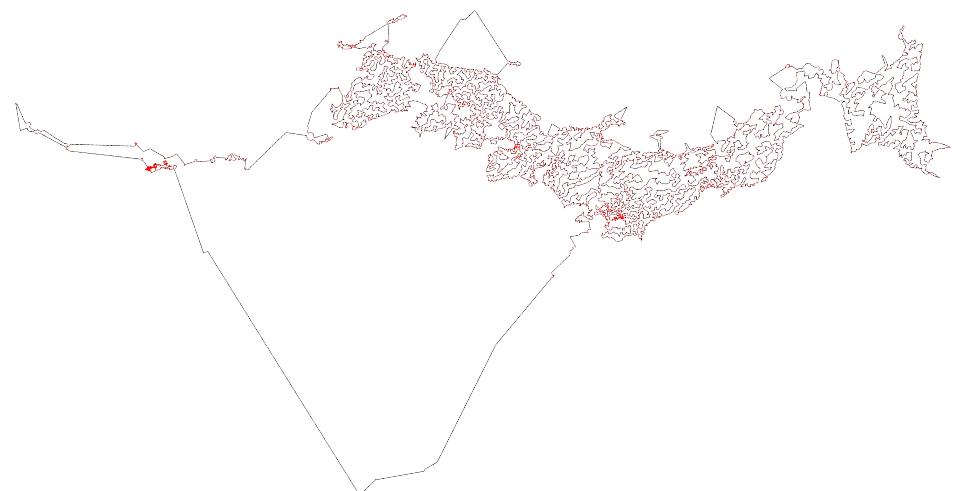
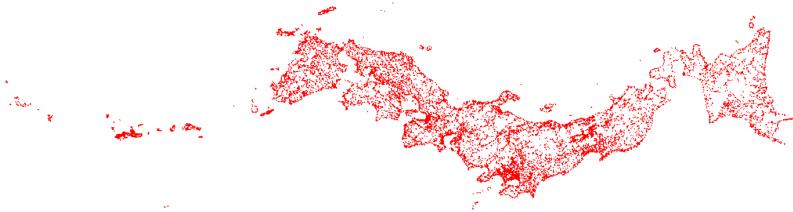
Minimal costs: 38

STP Spanning Tree Protocol  
bridged Ethernet LAN

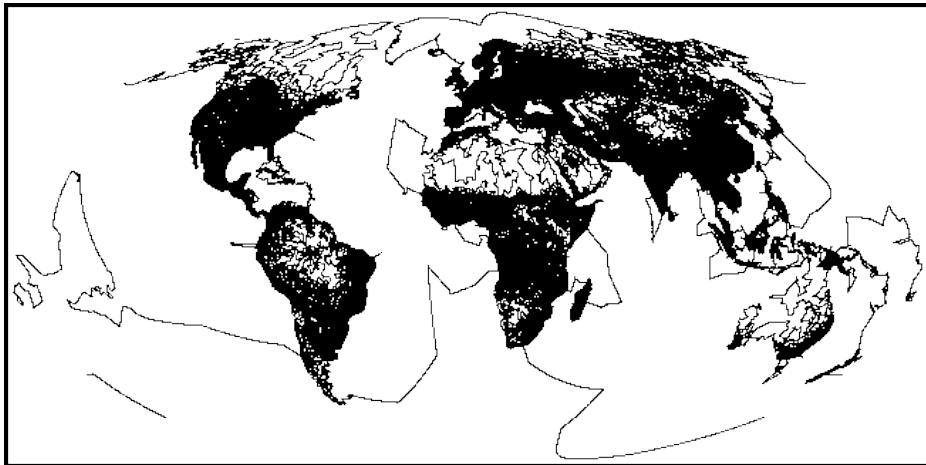


## Travelling salesman problem

Find the path with the least costs for a traveling salesman such that he visits every place (township) exactly once.



length: 7,516,353,779

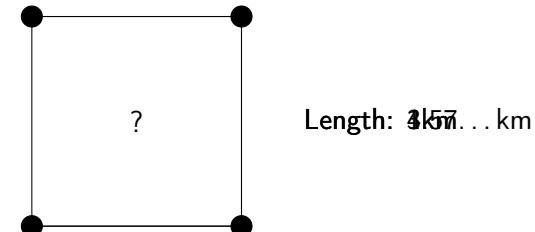


## Models of computations

## Old ladies' houses

Four old ladies live in their respective houses in the corner of a square of 1km side, and want to build connecting streets.

What is the shortest street that connects all four?



Steiner tree: NP-hard problem

## Primitive recursive functions

$$f : \mathbb{N}^n \rightarrow \mathbb{N}$$

- ▶ Constant functions  $0 : \{\} \rightarrow \mathbb{N}$
- ▶ Successor function:  $S : \mathbb{N} \rightarrow \mathbb{N}$
- ▶ Projection functions:  $P_i^n : \mathbb{N}^n \rightarrow \mathbb{N} \quad P_i^n(x_1, \dots, x_n) = x_i$
- ▶ Composition: If  $f$  ( $k$ -ary) and  $g_i$  ( $m$ -ary) are prf, then also  $f(g_1(x_1, \dots, x_m), \dots, g_k(x_1, \dots, x_m)) : \mathbb{N}^m \rightarrow \mathbb{N}$
- ▶ primitive recursion: if  $f$  ( $k$ -ary),  $g$  ( $k + 2$ -ary) are prf, then also

$$h(0, x_1, \dots, x_k) = f(x_1, \dots, x_k)$$

$$h(S(y), x_1, \dots, x_k) = g(h(y, x_1, \dots, x_k), y, x_1, \dots, x_k)$$

## Examples of prf

### Addition

$$\text{add}(0, x) = P_1^1(x)$$

$$\text{add}(S(n), x) = S(P_1^3(\text{add}(n, x), n, x)) = S(\text{add}(n, x))$$

$$h = \text{add}, f = P_1^1, g = S \circ P_1^3,$$

## Examples of prf cont.

### Predecessor

$$\text{pred}(0) = 0$$

$$\text{pred}(S(n)) = P_2^2(\text{pred}(n), n) = n$$

### Subtraction

$$\text{sub}(0, x) = P_1^1(x)$$

$$\text{sub}(S(n), x) = \text{pred}(P_1^3(\text{sub}(n, x), n, x))$$

Are these all the functions that are computable?

## Ackermann function

$$\text{Ack}(m, n) = \begin{cases} n + 1, & \text{if } m = 0 \\ \text{Ack}(m - 1, 1), & \text{if } n = 0 \\ \text{Ack}(m - 1, \text{Ack}(m, n - 1)), & \text{otherwise} \end{cases}$$

$$\text{Ack}(4, 2) = 2^{265536} - 3 = 2^{2^{2^{2^2}}} - 3$$

It is computable, but not primitive recursive.

## $\mu$ -recursive functions

primitive recursive functions plus

►  $\mu$  operator:  $f$  ( $k + 1$ -ary)

$$\mu(f)(x_1, \dots, x_k) = z$$

$\Updownarrow$

$$f(z, x_1, \dots, x_k) = 0 \quad \text{and}$$

$$f(i, x_1, \dots, x_k) > 0 \quad i = 0, \dots, z - 1$$

### Example

$$f(z, x) = \text{sub}(\text{add}(z, x), S(S(S(S(S(S(0)))))))$$

$$g(x) = \mu(f)(x)$$

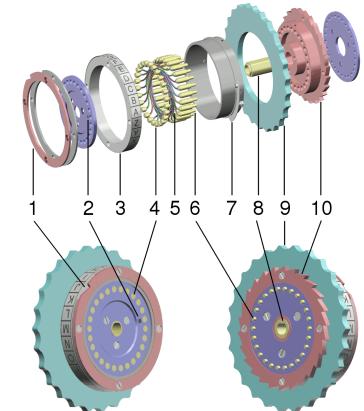
$$g(4) = ? \quad g(8) = ?$$

## Alan Turing

- ▶ 1912–1954
- ▶ English mathematician
- ▶ Cryptology
- ▶ Models of computation
- ▶ Turing machine
- ▶ 1952 imprisoned for homosexuality
- ▶ 1954 died, probably suicide
- ▶ 2013-12-24 pardoned by the Queen



## Enigma



## Enigma

- ▶ Rotor cipher machine
- ▶ Code: NIBLFMYMILLUFWCASCSSNVHAZ
- ▶ Meaning: THEXRUSSIANSXAREXCOMINGX

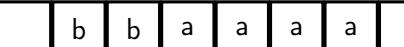
## Turing machine

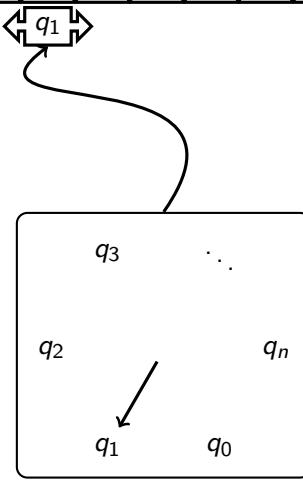
### Parts of the machine

- ▶ infinite tape
- ▶ read-write head
- ▶ memory for internal states

### Operations

- ▶ head can read/write to/from the tape at the current position
- ▶ state of the machine can be changed
- ▶ head can be moved left or right

$\dots$    $\dots$  Tape



## Formalization

- ▶  $Q$ : set of states
- ▶  $\Sigma$ : input alphabet
- ▶  $\sqcup$ : empty/space symbol
- ▶  $\Gamma$ : tape alphabet  $\Gamma \supseteq \Sigma \cup \{\sqcup\}$
- ▶  $q_0$ : initial state  $q_0 \in Q$
- ▶  $q_a$ : accepting state  $q_a \in Q$
- ▶  $\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$

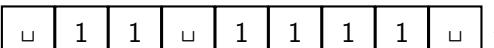
Example:  $Q = \{q_0, q_a\}$ ,  $\Sigma = \{a\}$ ,  $\Gamma = \{a, \sqcup\}$   
 $\delta(q_0, a) = (q_0, a, R)$ ,  $\delta(q_0, \sqcup) = (q_a, \sqcup, R)$

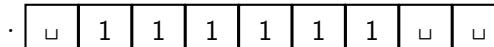
## Computations

$$f(n_1, \dots, n_k) = m$$

- ▶  $\Sigma = \{1\}$
- ▶ Input:  $\sqcup^*(n_1)\sqcup(n_2)\sqcup\dots\sqcup(n_k)\sqcup^*$
- ▶ Output:  $\sqcup^*(m)\sqcup^*$

$$f(n, m) = n + m$$

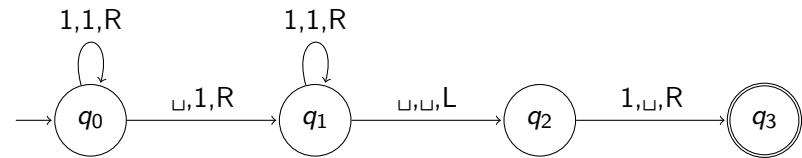
Input:  $\dots$    $\dots$

Output:  $\dots$    $\dots$

## Program

- $\delta(q_0, 1) = (q_0, 1, R)$
- $\delta(q_0, \sqcup) = (q_1, 1, R)$
- $\delta(q_1, 1) = (q_1, 1, R)$
- $\delta(q_1, \sqcup) = (q_2, \sqcup, L)$
- $\delta(q_2, 1) = (q_a, \sqcup, R)$

## Automaton



$$\begin{aligned}\delta(q_0, 1) &= (q_0, 1, R) & \delta(q_1, 1) &= (q_1, 1, R) & \delta(q_2, 1) &= (q_a, \sqcup, R) \\ \delta(q_0, \sqcup) &= (q_1, 1, R) & \delta(q_1, \sqcup) &= (q_2, \sqcup, L)\end{aligned}$$

## Example of a program

- ▶ acceptance of words  $a^*ba^*$
- ▶ Palindrom
- ▶ addition in binary

## Power of the Turing machine

- ▶  $\mu$ -recursive functions
- ▶ all programming languages

What functions are computable?

Church–Turing Thesis

## Sources

Wikimedia  
Turing machine: <http://morphett.info/turing/turing.html>  
Enigma rotor, Enigma: WikiCommons, GFDL