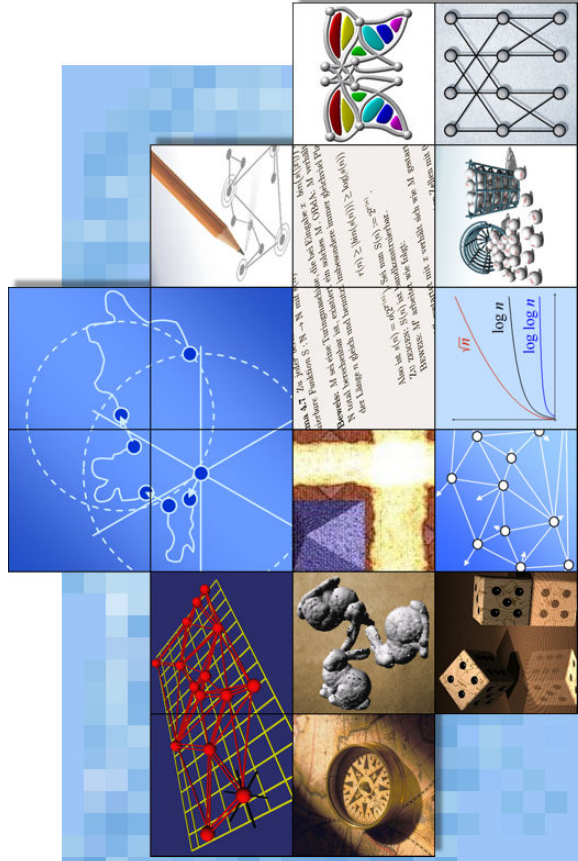




CS493 – Special Topics in Computer Science: Diagonalization



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Cantor



$\text{Card}(\mathbb{N}) = \text{Card}(\mathbb{N} \times \mathbb{N})$:

| | | | | | | | |
|-------|-------|-------|-------|-------|-------|-------|-----|
| (1,1) | (1,2) | (1,3) | (1,4) | (1,5) | (1,6) | (1,7) | ... |
| (2,1) | (2,2) | (2,3) | (2,4) | (2,5) | (2,6) | (2,7) | ... |
| (3,1) | (3,2) | (3,3) | (3,4) | (3,5) | ... | | |
| (4,1) | (4,2) | (4,3) | (4,4) | ... | | | |
| (5,1) | (5,2) | (5,3) | ... | | | | |
| (6,1) | (6,2) | ... | | | | | |
| (7,1) | ... | | | | | | |
| | | | | | | | |

Cantor



$\text{Card}(\mathbb{N}) = \text{Card}(\mathbb{N} \times \mathbb{N}) = \text{Card}(\mathbb{N}^*)$, all finite sequences)
 $= \text{Card}(2^{\mathbb{N}})$, all infinite binary sequences) ?

Suppose yes:

\exists binary sequence $(b_{n,m})$

enumerating all
bin. sequences,

i.e. $\forall (c_m)$

$\exists n: b_{n,m} = c_m$.

New sequence

$c_m := (1 - b_{m,m})$

| | | | | | | | |
|-----|----------|----------|----------|----------|----------|----------|-----|
| #1 | b_{11} | b_{12} | b_{13} | b_{14} | b_{15} | b_{16} | ... |
| #2 | b_{21} | b_{22} | b_{23} | b_{24} | b_{25} | b_{26} | ... |
| #3 | b_{31} | b_{32} | b_{33} | b_{34} | b_{35} | b_{36} | ... |
| #4 | b_{41} | b_{42} | b_{43} | b_{44} | b_{45} | b_{46} | ... |
| #5 | b_{51} | b_{52} | b_{53} | b_{54} | b_{55} | b_{56} | ... |
| #6 | b_{61} | b_{62} | b_{63} | b_{64} | b_{65} | b_{66} | ... |
| ... | ... | ... | ... | ... | ... | ... | ... |

Cantor



$\text{Card}(\mathbb{N}) = \text{Card}(\mathbb{N} \times \mathbb{N}) = \text{Card}(\mathbb{N}^*)$, all finite sequences)
 $\neq \text{Card}(2^{\mathbb{N}})$, all infinite binary sequences) ?

Suppose yes:

\exists binary sequence $(b_{n,m})$

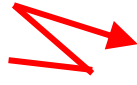
enumerating all
bin. sequences,

i.e. $\forall (c_m)$

$\exists n: b_{n,m} = c_m$.

New sequence

$c_m := (1 - b_{m,m})$



| | | | | | | | |
|-----|-----------|-----------|-----------|-----------|-----------|-----------|-----|
| #1 | $-b_{11}$ | b_{12} | b_{13} | b_{14} | b_{15} | b_{16} | ... |
| #2 | b_{21} | $-b_{22}$ | b_{23} | b_{24} | b_{25} | b_{26} | ... |
| #3 | b_{31} | b_{32} | $-b_{33}$ | b_{34} | b_{35} | b_{36} | ... |
| #4 | b_{41} | b_{42} | b_{43} | $-b_{44}$ | b_{45} | b_{46} | ... |
| #5 | b_{51} | b_{52} | b_{53} | b_{54} | $-b_{55}$ | b_{56} | ... |
| #6 | b_{61} | b_{62} | b_{63} | b_{64} | b_{65} | $-b_{66}$ | ... |
| ... | ... | ... | ... | ... | ... | ... | ... |



Def: A **decision problem** is a set $L \subseteq \{0,1\}^*$

An algorithm **decides** L if,

- on inputs $\underline{x} \in L$, it terminates and outputs 1;
 - on inputs $\underline{x} \notin L$, it terminates and outputs 0.
- (Disregard optimization+search problems...)

What is an **algorithm**? Next slide. Now suffices

Each algorithm encodable as finite sequence

→ There are countably many algorithms
but uncountably many decision problems:

Most L are algorithmically unsolvable!



What is an algorithm?

```
Algorithm unique(n, x)
// Are x[1], ..., x[n] pairwise distinct?
qsort(n, x);
for i:=1 to n-1 do
  if x[i]=x[i+1] return false;
endfor;
return true
```

```
Algorithm get_a_life;
Meet nice girl/boy X;
Find nice restaurant R;
Invite X to date in R;
Change gravitational constant
      of the universe.
See what happens.
```



What is an algorithm?

And how much resources

does it consume?

- running time
- memory
- #processors
- communication
- ...

```
Algorithm IndependentSet (V, E, k)
// Does graph (V, E) have k pair-
// wise non-connected vertices ?
Declare Boolean variables x[v, i],
                               v ∈ V, i = 1, ..., k
```

Define Boolean formulas

```
φi :=  $\bigvee_{v \in V} x[v, i], \quad i = 1 \dots k$ 
ψv, i, j :=  $\neg x[v, i] \vee \neg x[v, j],$ 
           v ∈ V, 1 ≤ i < j ≤ k
χu, v, i, j :=  $\neg x[u, i] \vee \neg x[v, j],$ 
           {u, v} ∈ E, 1 ≤ i < j ≤ k
```

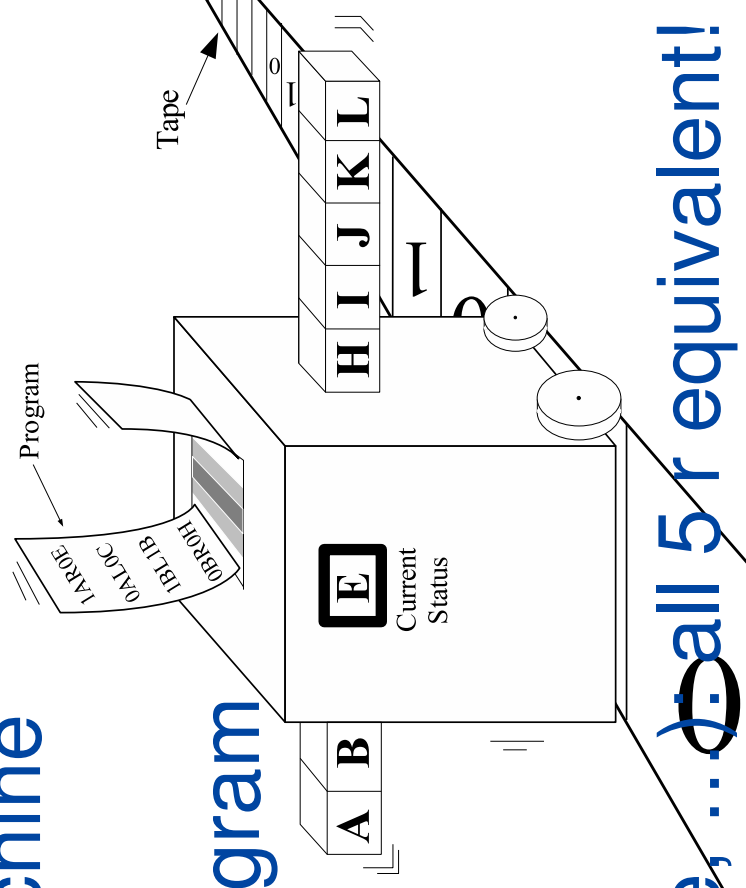
return SatisfiableKNF

```
({φi, ψv, i, j, χu, v, i, j : u, v, i, j}, x)
```



Def: A partial function $f: \subseteq \mathbb{N}^* \rightarrow \mathbb{N}$ is **computable**

- a) iff there exists a **WHILE-program** computing f
- b) iff there exists a λ -program computing f
- c) iff there is a Turing machine computing f
- d) iff there exists a **BF-program** computing f (in binary)
- e) iff f is μ -recursive.



Theorem (Church, Kleene, ...): **call 5r equivalent!**

The Language **BF**



- By the above theorem, it does not matter which of the 5 programming systems to work in.
- We shall occasionally refer to **BF** in this lecture
- in order to exemplify some abstract concepts,
- that is, for purely didactical reasons:
- Nothing really depends logically on it!
- E.g. UTM property: there is a universal program U which, given (an encoding of) any other program P and input x , simulates P on x .
- Or SMN property: Given program P and input x , can algorithmically construct program $Q=Q(P,x)$ which, on any input y , behaves like P on x .



- A set $L \subseteq \{0, 1\}^*$ is **decided** by program P if
- on inputs $\underline{x} \in L$, P terminates and outputs 1;
 - on inputs $\underline{x} \notin L$, P terminates and outputs 0.

L is **semi-decided** by P if

- on inputs $\underline{x} \in L$, P terminates;
- on inputs $\underline{x} \notin L$, P does not terminate.

P **enumerates** L if

- on every input x , P outputs some $f(x) \in L$;
- each $y \in L$ is the output $y = f(x)$ of some x .



- a) If L is decidable, then so is its complement
- b) If L is decidable, then it is semi-decidable.
- c) If $L \neq \emptyset$ is semi-decidable, L is enumerable:
 - Fix $z \in L$. Given $x = \langle y, n \rangle$, simulate (UTM) semi-deciding “ $y \in L$?” for n steps.
If terminates, output y , else output z .
- d) If L is enumerable, L is semi-decidable:
 - Given z , test “ $z = f(x)$ ” for each x .
- e) If both L and its complement are semi-decidable, then L is decidable:
 - Given x , semi-decide “ $x \in L$ ” and L ’s complement simultaneously (dovetailing)