Prim Rec, Decidable, Undecidable, and Beyond

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Primitive Recursive

An attempt to pin down the set of functions that are computable. A function f is Primitive Recursive

1)
$$f(x_1,...,x_n) = 0$$
 OR $f(x_1,...,x_n) = x_i + c, c \in \mathbb{N}$.

2) If $g_1(x_1, ..., x_n)$, ..., $g_k(x_1, ..., x_n)$ are primrec, $h(x_1, ..., x_k)$ is primrec, then $f(x_1, ..., x_n) = h(g_1(x_1, ..., x_n), ..., g_k(x_1, ..., x_n))$ is primrec.

3) If $g(x_1, \ldots, x_{n-1})$ and $h(x_1, \ldots, x_{n+1})$ are primrec then the following function is primrec.

 $f(x_1, \dots, x_{n-1}, 0) = g(x_1, \dots, x_{n-1})$ $f(x_1, \dots, x_{n-1}, x + 1) = h(x_1, \dots, x_{n-1}, x, f(x_1, \dots, x_{n-1}, x))$

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Recursion is the KEY rule. Skipping details just show that a function is recursive and its prim rec.

ADD(x, y + 1) = ADD(x, y) + 1. So ADD is primrec.

MULT(x, y + 1) = ADD(MULT(x, y), x). So MULT is primrec.

EXP(x, y + 1) = MULT(EXP(x, y), x). So EXP is primrec.

TOW(x, y + 1) = EXP(TWO(x, y), x). So TOW is primrec.

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The following are primrec.

MONUS(x, y) = x - y if $x \ge y$, 0 otherwise.

PRIME(x) = 1 if x is prime, 0 otherwise.

KEY: Virtually any function that comes up in normal mathematics is primitive recursive.

VOTE: Anything that is computable is primitive recursive? YES or NO?

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Use the rules to NUMBER all of the one-variable prim rec functions p_1, p_2, \ldots .

 $F(x) = p_x(x) + 1$

F is NOT on the list. This is a dumb-ass example.

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Ackermann's Function

Ackermann's function is the function defined by

$$\begin{array}{rcl} A(0,y) &=& y+1\\ A(x+1,0) &=& A(x,1)\\ A(x+1,y+1) &=& A(x,A(x+1,y)) \end{array}$$

Easy: Ackermann's function is computable.

Known: Ackermann's function grows faster than any Prim Rec fn, hence Ack not Prim Rec.

Intuition: Prim Rec is a BOUNDED number of recursions. Ackerman— the number of recursions depends on the input.

The Andy Parish's together come up with a different way to pin down the computable functions:

 f_1, f_2, \ldots

PROBLEM: $F(x) = f_x(x) + 1$ is NOT on the list

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Hidden Bad Assumption: We are insisting that all computable functions are computable on ALL inputs.

Definition: A partial function from A to B is a function whose domain is a subset of A. We might not know what that subset is.

Definition: f is a partial computable function from N to N if there exists a program M such that If x is in the domain of f then M(x) halts and outputs f(x)If x is NOT in the domain of f then M(x) does not halt.

We want to model the set of partial computable functions. We need a model of computation where it is possible to diverge- not halt.

Turing Machines!

VOTE: True or False: Everything that can be partially computed can be partially computed by a Turing Machine.

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Turing Machines!

VOTE: True or False: Everything that can be partially computed can be partially computed by a Turing Machine.

YES- sort of. can be partially computed is not a rigorous notion; however TM's have been shown to do everything JAVA can do, so we'll say YES. Called Church-Turing Thesis.

Notation: If M(x) halts we write $M(x) \downarrow$ (converges). If M(x) does not halt we write $M(x) \uparrow$ (diverges).

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Example of a partial function where we don't know the domain.

Let M_1, M_2, \ldots be a standard list of Turing Machines.

f(e) = the number of steps $M_e(0)$ takes to halt, if it does. Diverges otherwise.

(SEEMS like we can't determine the domain, and we can't, but have not proven that yet.)

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Let M_1, M_2, \ldots be a standard list of Turing Machines.

Let

$$HALT = \{(x, y) \mid M_x(y) \downarrow\}$$

Claim: HALT is NOT decidable.

Assume that HALT is decidable. We build a machine that causes a contradiction.

Let *HALT* be decidable by machine *M*. Note that M(x, y) always converges- could say YES or NO. Build the following:

- 1. lnput(x)
- 2. Run M(x, x). If says YES (so $M_x(x) \downarrow$) then DIVERGE. If says NO then CONVERGE.

Call THIS machine M_e . Is $(e, e) \in HALT$? DO REST ON BOARD.

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