

# Computers: What can't they do!

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## Part 1: Decision Problems and Formal Languages

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CS 60: Principles of Computer Science

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*Let what you say be simply 'Yes' or 'No'; anything more than this comes from evil.*

*Matthew 5:37 (English Standard Version)*

*It from bit. Otherwise put, every it—every particle, every field of force, even the space-time continuum itself—derives its function, its meaning, its very existence entirely ... [from] answers to yes or no questions, binary choices, bits.*

*John Archibald Wheeler*

# THEOCOMP

**Computability:** What can and can't we compute?

**Complexity:** How fast can we compute it?

# COMPUTABILITY

- ✓ How can I prove that a computer can solve some specific problem?
  - ▶ E.g., sorting or the Traveling Salesperson Problem
- ✓ How can I prove that **no** computer can solve a specific problem?
  - ▶ If I prove it today, will it still be true tomorrow?

## DESCRIBING THE PROBLEMS TO BE SOLVED

Assumption 1: Inputs are *finite strings* from some finite alphabet of characters.

- ✓ "37"
- ✓ "3\*7=21"
- ✓ "sort([3,1,4,1,2], [1,2,3,4])."

Assumption 2: We care about *decision problems* (i.e., answer is just yes or no)

- ✓ Is 37 prime?
- ✓ Does  $3 \times 7 = 21$ ?
- ✓ Is  $[1, 2, 3, 4]$  the result of sorting  $[3, 1, 4, 1, 2]$ ?
- ✓ :

# JUSTIFYING THE ASSUMPTIONS

Assumption 1: Inputs are *finite strings from a finite alphabet of characters*.

- ✓ Generalizes “everything’s just a string of bits”

Assumption 2: We care about *decision problems* (i.e., answer is just yes or no)

- ✓ We can solve other problems by asking enough questions.
- ✓ E.g., how could I figure out  $3 \times 7$  by asking yes/no questions?

## COMBINING THE ASSUMPTIONS

Any decision problem is equivalent to asking

“Is the input a member of the set  $L$ ?”

for a suitable set  $L$ .

- ✓ For primality testing,  $L = \{2, 3, 5, 7, 11, 13, 17, 19, \dots\}$ .
- ✓ For multiplication-correctness,  $L = ?$

## CONCLUSION

A one-to-one correspondance:

(computational) problems to solve



sets of finite strings.

These sets are called “formal languages”

## FORMAL LANGUAGES: ALPHABETS

An *alphabet*  $\Sigma$  is a finite, nonempty set.

The elements of  $\Sigma$  are called *letters* or *symbols*.

✓ Examples?

## FORMAL LANGUAGES: STRINGS

A string over  $\Sigma$  is a sequence

$$c_1 c_2 \cdots c_n$$

where  $n \geq 0$  and each  $c_i \in \Sigma$ .

- ✓ Every string is *finite*, but could be arbitrarily long!
- ✓ We will write strings without quotation marks

xyzzzy

- ✓ We write the empty string as  $\epsilon$  or  $\lambda$   
Note:  $\epsilon, \lambda \notin \Sigma$ !



What about my  
alphabet?

# LANGUAGES

A “*language*  $L$  over  $\Sigma$ ” is a set of strings over  $\Sigma$ .

- ✓ The set of all strings over  $\Sigma$  is written  $\Sigma^*$ .
- ✓ The empty set  $\emptyset$  is a language.
- ✓ The non-empty set  $\{\epsilon\}$  is a language.
- ✓ Languages may be infinite, even if they contain only finite strings!
- ✓ Other examples?

## A FIRST UNCOMPUTABILITY RESULT

- ✓ Every computer program can be represented as a string in  $\{0, 1\}^*$ .
- ✓ There are as many string/programs as there are natural numbers
- ✓ There are as many languages as there are real numbers.
- ✓ Georg Cantor proved there are *infinitely* many more real numbers than integers!

If you choose a language  $L$  “at random,” what is the probability there is a program that, for each input, tells you whether that it’s in  $L$  or not?