## **Computable Sets**

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- ▶ **Definition:** A set  $A \subseteq \mathbb{N}$  is computable if there is a computer program that, on input *n*, decides whether  $n \in A$ .
- Church-Turing thesis: This definition is independent of the programing language chosen.
- **Examples:** The following sets are computable:
  - 1. The set of even numbers.
  - 2. The set of prime numbers.
  - 3. The set of stings that correspond to well-formed programs.
- Recall that any finite object can be encoded by a natural number(e.g. an algorithm, a program, a large prime number, a large composite number, code of a Turing machine, etc).

- ▶ **The word problem:** Consider the groups that can be constructed with a finite set of generators and a finite set of relations between the generators. The set of pairs (set-of-generators, relations), of *non-trivial* groups is not computable. For example, the generators can be grammar's set, and relations can be acceptability/rejection relation between grammar and strings.
- Simply connected manifolds: The set of finite triangulations of simply connected manifolds is not computable.
- **The Halting problem:** The set of programs that halt, and don't run for ever, is not computable.

- Given sets A, B ⊆ N we say that "A is computable in B", and we write A ≤<sub>T</sub> B, if there is a computable procedure that can tell whether an element is in A or not using B as an oracle.
- ▶ We say that A is Turing equivalent to B, and we write  $A \equiv_T B$  if  $A \leq_T B$  and  $B \leq_T A$ .
- **Example:** The following sets are Turing equivalent.
  - 1. The set of pairs (set-of-generators, relations), of non-trivial groups;
  - 2. The set of finite triangulations of simply connected manifolds;
  - 3. The set of programs that halt.

- We fix some model of computation (typically Turing machines).
- Fix a set  $A \subseteq \mathbb{N}$ .
- ▶ Definition: A is computable iff there is a finite program (for the model of computation) that gets as input any number n and will output a correct yes/no answer to the question "n ∈ A?".
- Intuition: Finite information effectively describes the set completely. Example: The set of prime numbers.
- Finite description: Program that describes a procedure that tries to factor the number, and outputs "no" if it finds prime factors, and "yes" if it doesn't.

## The Kolmogorov complexity of a set

- Again, fix a set  $A \subseteq \mathbb{N}$ .
- ▶ We identify it with an infinite sequence of 0's and 1's.
- ► We want to quantify how difficult it is to describe A (in our computational model).
- Most of the time, this will require infinitely much information.
- So instead: Look at parts of A and investigate how much information we need to describe those: A|n := A ∩ {0,...,n-1}.

## Example:

Any computable set is of minimal complexity.

Sets that correspond to sequences with "few regularities" have high complexity.

- ► Two ways of looking at sets: Computability and compressibility.
- ▶ We Look at something called "traceability".
- That is a notion that describes that a set is "nearly computable".
- ▶ We will see: Correspond to some notion of "quite well compressible".

## Motivation of traceability

- Assume we have some function f, and we can compute it (i.e., there is a program), but only with some external information that we need from a set A. We write f ≤<sub>T</sub> A.
- Assume that in addition A is computable (i.e., there is a program).
- ▶ We can build together both programs into one program that directly computes *f*.
- ► In other words: If A is computable then all f that are computable in A are computable, too.
- Next, we want to model "close to computable": Stipulate that all f ≤<sub>T</sub> A are "close to computable".
- Intuition: A is so easy that it contains so little information that we cannot use it to compute anything too complicated.
- f "close to computable" means: We cannot necessarily compute f, but can, given n, generate a small list of potential values of f(n), including the correct value.