

# DEFINING "COMPUTATION"

DISCRETE MATHEMATICS AND THEORY 2

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#### GOALS!

- 1. What exactly is "computation". What exactly do we mean by "computation"? Let's define these things clearly and explicitly.
- 2. What is the <u>birds-eye view</u> of theory of computation (for our course!). Are there different ways to "compute" that have strengths and weaknesses?
- 3. What "Math" do we need in order to start thinking about computation properly, and why?



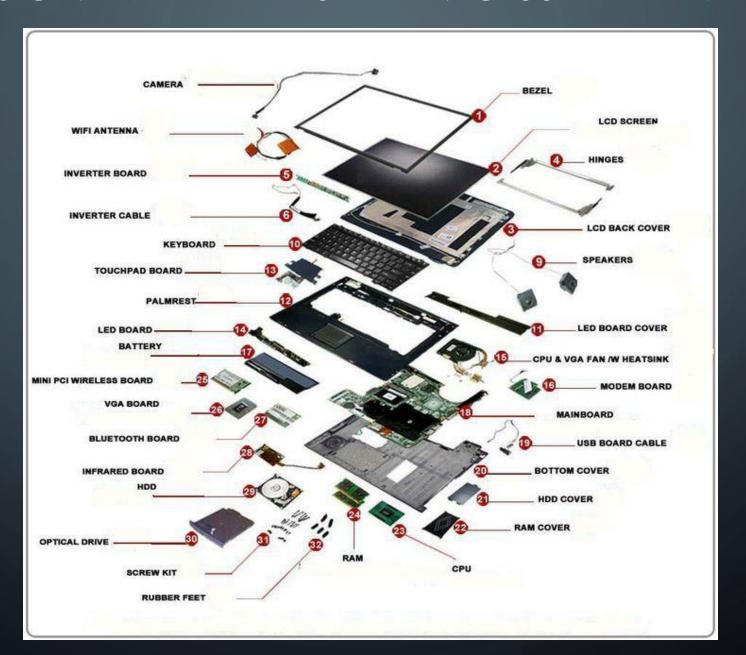


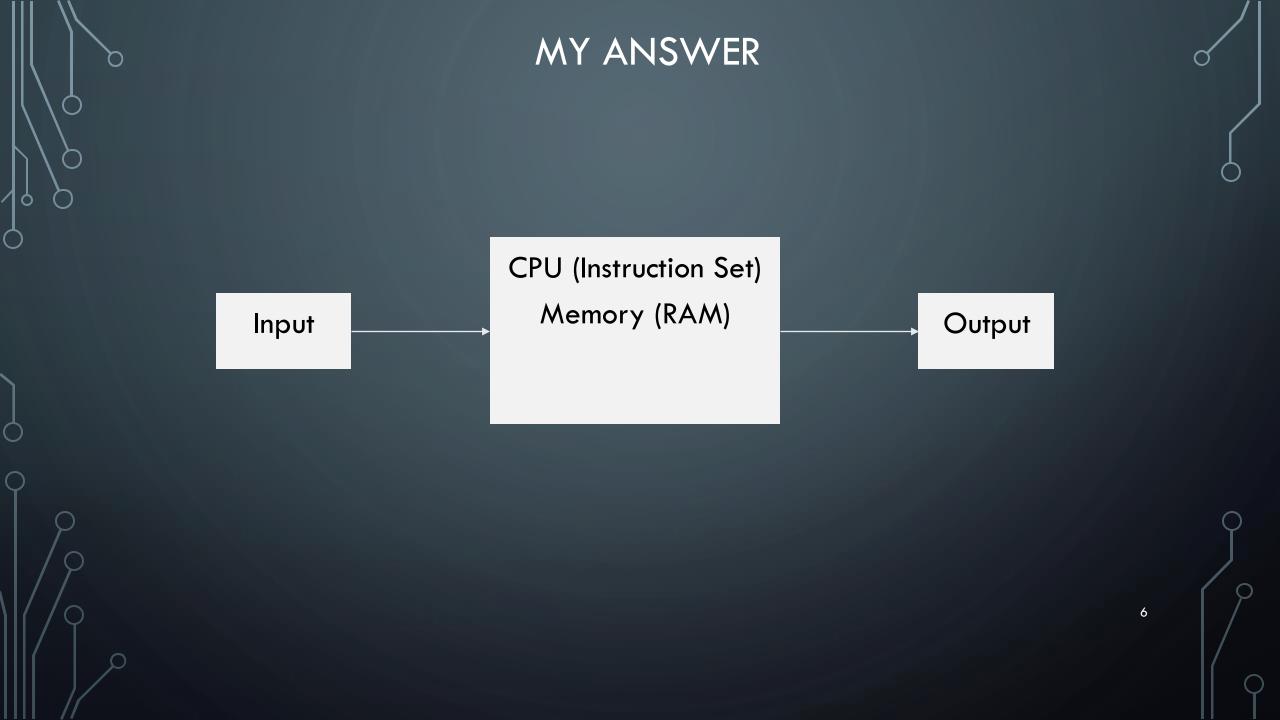
# WHAT IS A COMPUTER?

Class discussion:

What is a computer? What do you think?

# DISCUSSION: WHAT PARTS ARE NECESSARY AT MINIMUM?





#### MY ANSWER

This is a computer!

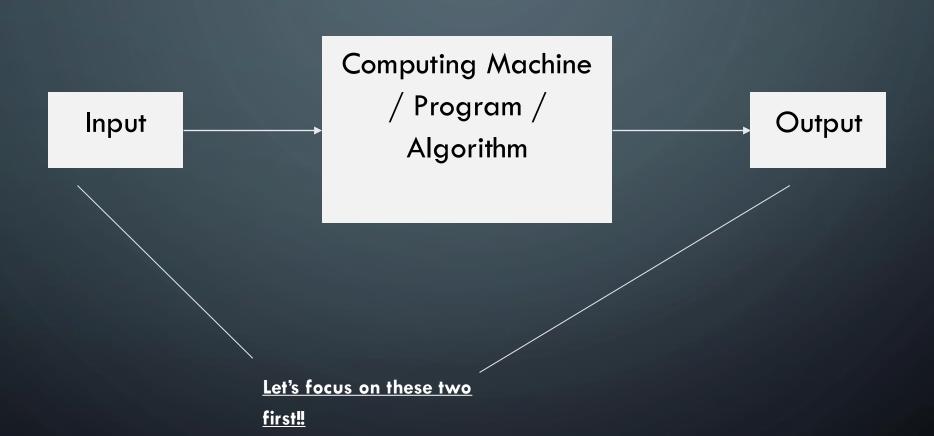
Input

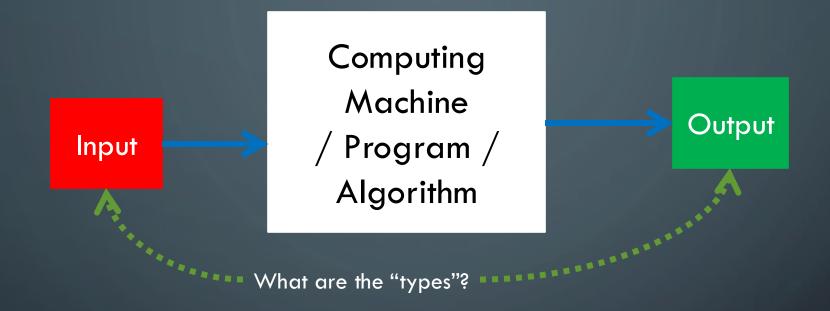
Computing Machine
/ Program /
Algorithm

Output

Can be from a mouse/keyboard, or from a network socket, or whatever!

Same! Can be to a monitor, or anything else!

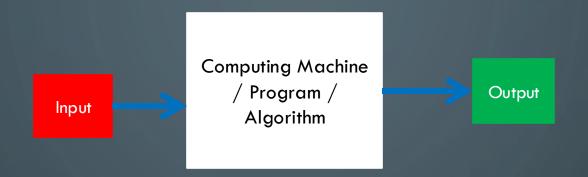




ON COMPUTABLE NUMBERS, WITH AN APPLICATION TO THE ENTSCHEIDUNGSPROBLEM

By A. M. Turing.

What we compute on: representations of things (e.g. numbers)



- Input and output are strings
- Black box is an implementation
- What are we implementing?
  - *Functions*: Transformations from a set of strings to another set of strings. More on this soon!

An **Alphabet** is a finite set of characters

#### **Notation:**

 $\Sigma$  (\Sigma in LaTeX)

#### **Examples**:

$$\Sigma = \{0,1\}$$

$$\Sigma = \{a, b, c, d, \dots, z\}$$

$$\Sigma = \{0,1,2,...,9\}$$

# Strings are built up from an Alphabet

$$\Sigma = \{0, 1, a, b, c\}$$

#### Valid Strings:

00abc10

CCCCC

a11

We can define structure of a string in various ways. Examples:

 $\Sigma^n$ 

The set of all length n strings over alphabet  $\Sigma$ 

 $\{0,1\}^3$ 

The set of 3-bit strings. 
$$\{0,1\}^3 = \big\{(x_0,x_1,x_2): x_0,x_1,x_2 \in \{0,1\}\big\} \\ \{0,1\}^3 = \{000,001,010,011,100,101,110,111\}$$

The \* operator refers to a string of any length, including 0

 $\sum_{i=1}^{\infty}$ 

The set of all strings over alphabet  $\Sigma$  of any length (including 0)

$$\{0,1\}^*$$

$$\{0,1\}^* = \{(x_0, x_1, \dots, x_{n-1}) : n \in \mathbb{N}, x_0, \dots, x_{n-1} \in \{0,1\} \}$$

$$\{0,1\}^* = \{"", 0, 1, 00, 01, 10, 11, 000, 001, \dots \}$$

#### *Note that:*

- $\{0,1\}^3 = \{000,001,010,011,...\}$
- The set of three-bit strings

#### *Note that:*

• 
$$\{0,1\}^* = \{0,1\}^0 \cup \{0,1\}^1 \cup \{0,1\}^2 \cup \cdots$$

• 
$$\{0,1\}^* = \bigcup_{n \in \mathbb{N}} \{0,1\}^n$$

# DEFINING COMPUTATION

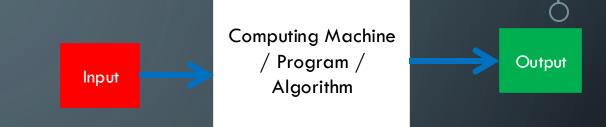
Input CPU (Instruction Set)

Memory (RAM)

Output

Ok! What about this part?

#### COMPUTING A FUNCTION



- Definition of computation is based on <u>functions</u>
- ullet A function f is **computable** under a computing model if:
- That model allows for an implementation (way of filling in the black box) such that,
  - For any input  $x \in D$  (string representing an element from the domain of f)
  - The implementation "produces" the correct output

#### DEFINING COMPUTATION

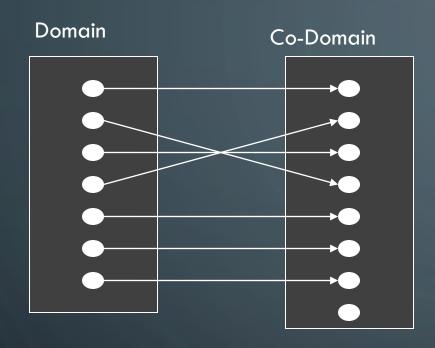
#### **Function:** a "mapping" from input to output

- $f: D \to C$ 
  - ullet Function f maps elements from the set D to an element from the set C
  - D: the domain of f
  - C: the co-domain of f
  - Range/image of  $f: \{f(d): d \in D\}$ 
    - The elements of C that are "mapped to" by something

#### Finite function: a function with a finite domain

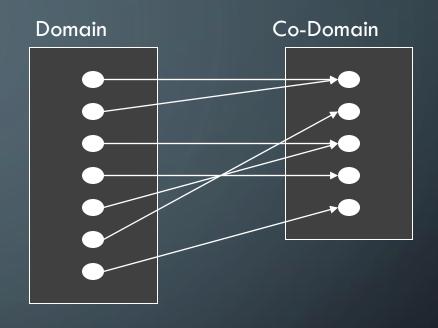
 $f:D\to C$  is a finite function if D is finite. Otherwise it's an infinite function

## INJECTIVE FUNCTIONS



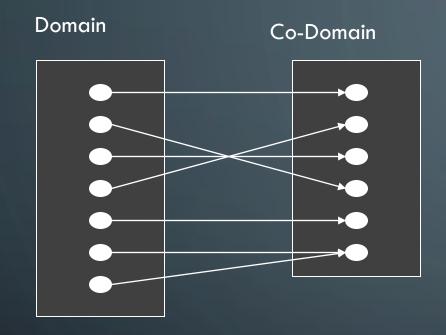


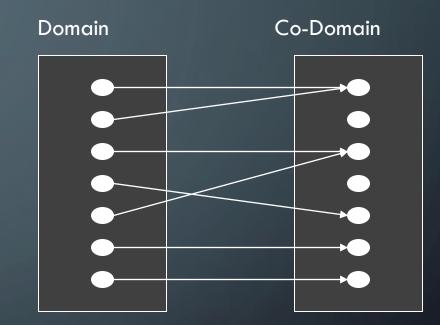
One-to-one (injective)  $x \neq y \Rightarrow f(x) \neq f(y)$  Different inputs yield different outputs No two inputs share an output



NON-INJECTIVE FUNCTION

## ONTO, SURJECTIVE FUNCTIONS





SURJECTIVE FUNCTION

NON-SURJECTIVE FUNCTION

Everything in Co-Domain "receives" something

## PROPERTIES OF FUNCTIONS

One-to-one (injective)

$$x \neq y \Rightarrow f(x) \neq f(y)$$

Onto (surjective)

$$\forall c \in C, \exists d \in D : f(d) = c$$

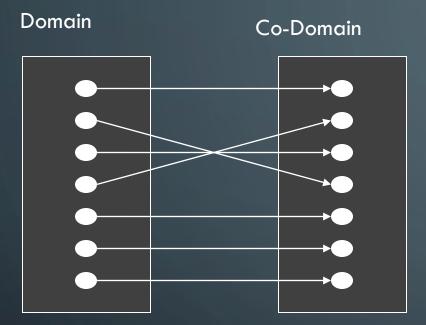
Everything in  ${\cal C}$  is the output of something in  ${\cal d}$ 



#### PROPERTIES OF FUNCTIONS

- One-to-one (injective)
  - $x \neq y \Rightarrow f(x) \neq f(y)$
- Onto (surjective)
  - $\forall c \in C, \exists d \in D : f(d) = c$
- One-to-one Correspondence (bijective)
  - Both one-to-one and surjective
  - ullet Everything in C is mapped to by a unique element in D
  - All elements from domain and co-domain are perfectly "partnered"

## BIJECTIVE FUNCTIONS



BIJECTIVE FUNCTION

Because Onto:

Everything in Co-Domain "receives" something

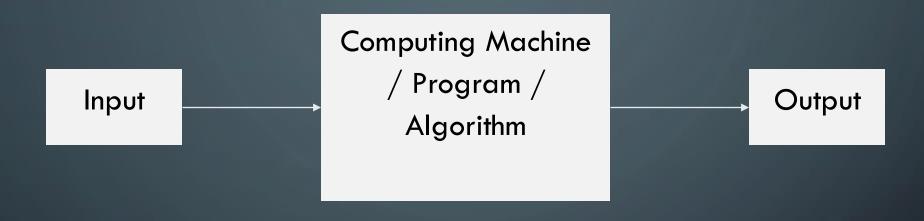
Because 1-1:

Nothing in Co-Domain "receives" two things

Conclusion:

Things in the Domain exactly "partner" with things in Co-Domain

## OVERVIEW OF COMPUTATION!

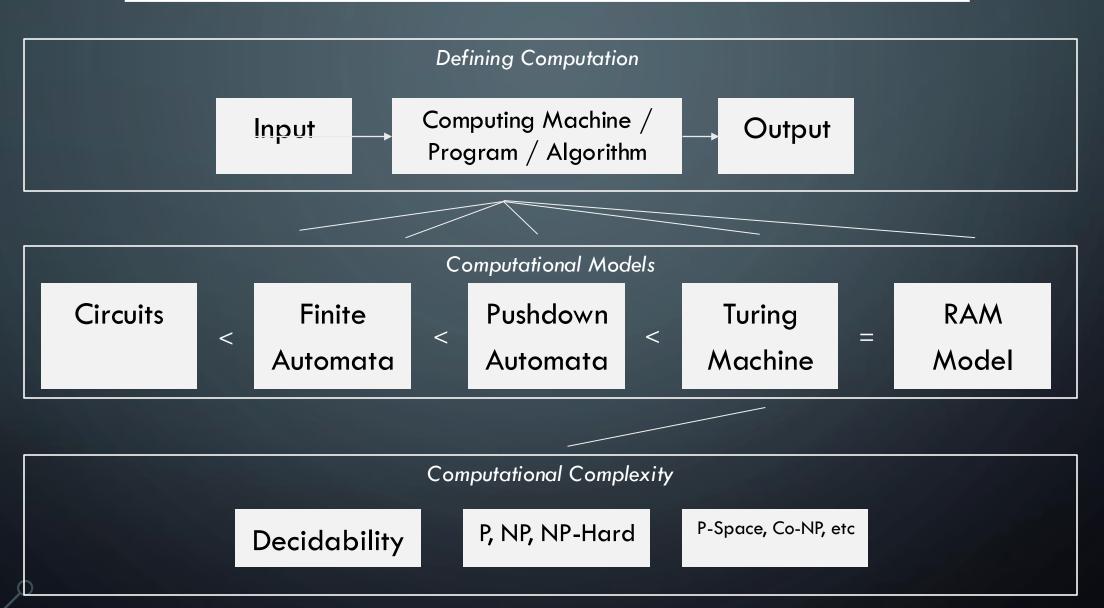


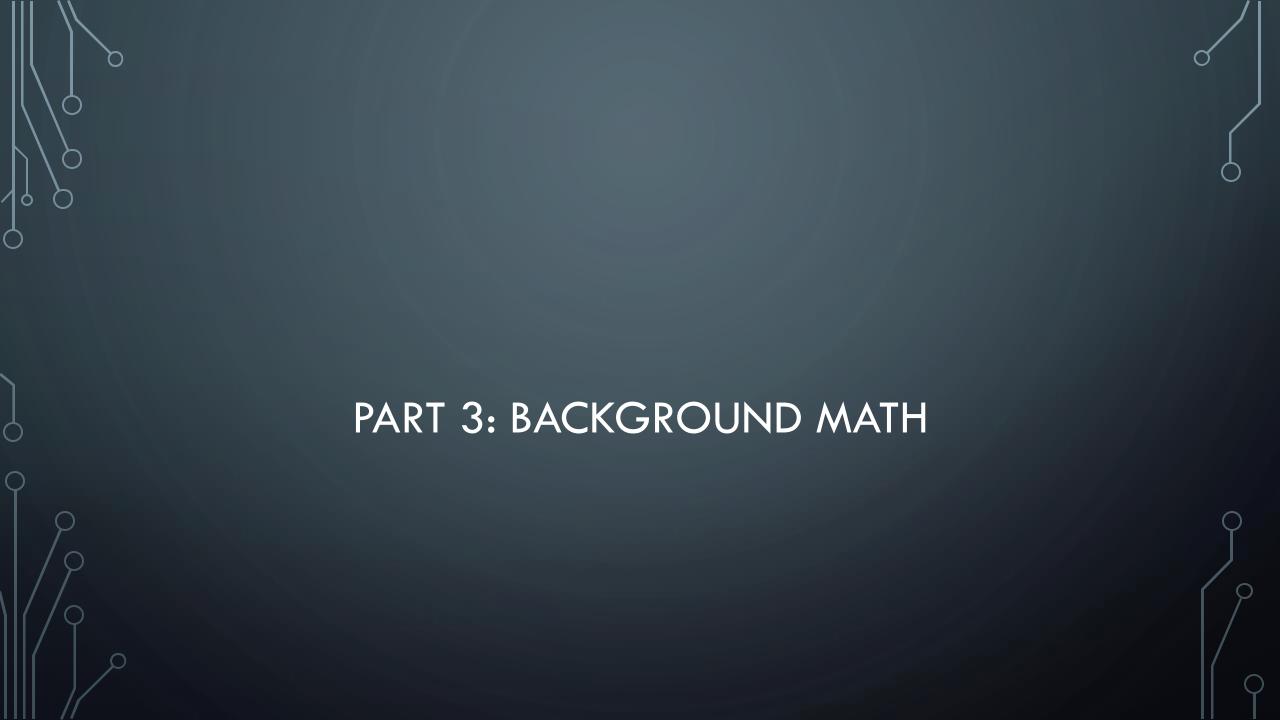
Input / Output are Strings

Computing Machine is something that implements a set of functions that we care about.

# PART 2: BIRD'S EYE VIEW OF THEORY OF COMPUTATION?

# OVERVIEW OF THEORY OF COMPUTATION







## OBJECTS THAT WE'LL NEED

- Sets
- Functions (already started looking at this)
- Strings (already looked at this briefly)

#### **REVIEW: SETS**

#### SETS

- Notation: {1,2,4}
- Order does not matter
  - $\{1,2,4\} = \{2,1,4\}$
- No Duplicates
  - {2,1,1}
- Equal when they have the same members

#### SEQUENCES/TUPLES

- Notation: (1,2,4)
- Order matters
  - $(1,2,4) \neq (2,1,4)$
- Duplicates allowed
  - $(2,1,1) \neq (2,1)$
- Equal when they have the same elements in the same order

# REVIEW: SET OPERATORS

- =
- ∈
- ⊆
- ⊇
- •
- ⊃

- U
- ∩
- \ or −
- X
- $\mathcal{P}(S)$

## **REVIEW: SET OPERATORS**

- Set equality
- ° ∈ Set membership
- ⊆ Subset
- ⊇ Superset
- Proper Subset
- > Proper Superset

- U Set Union
- Set Intersection
- \ or Set Difference
- X Cross Product
- $\mathcal{P}(S)$  Power Set



# IMPORTANT SETS

Ø

 $\mathbb{N}$ 

 $\mathbb{Z}$ 

 $\mathbb{Q}$ 

{0,1}





Natural Numbers = 
$$\{0, 1, 2, 3, ...\}$$

$$\mathbb{Z}$$
 Integers = {..., -3, -2, -1, 0, 1, 2, 3, ...}

$$\mathbb{Q} \qquad \text{Rational Numbers} = \left\{ \frac{x}{y} \middle| \ x, y \in \mathbb{Z} \right\}$$

 $\{0,1\}$  Set containing 0 and 1 (common alphabet for binary #s)

#### SET CARDINALITY

- The number of distinct members of a set.
  - How many things I could put on the left hand side of ∈ to make the statement true?

#### Pop Quiz:

- $|\{1,2,3\}| =$
- |{1}| =
- $\bullet$   $|\emptyset| =$
- $|\{\emptyset\}| =$
- $|\{1,2,\{1,2\},\{1,2,\{1,2\}\}\}| =$
- |N| =

## SET BUILDER NOTATION

#### Version 1:

- $\{x \in S \mid P(x)\}$
- ullet "The set of all members of S that make P true"
- $\{n \in \mathbb{N} | n^2 \le 16\}$

#### Version 2:

- $\{f(x) \mid P(x)\}$
- ullet "The set of all results of f when applied to members of our universe that make P true"
- $\{c^2 | c \in \mathbb{Z} \land c \le 4\}$

# COMPARING CARDINALITIES WITH FUNCTIONS

- Two sets have the same cardinality if there is a bijection between them
- What does it mean for a set to have cardinality 5?
  - It has a bijection with the set  $[5] = \{0,1,2,3,4\}$

• A <u>finite set</u> has cardinality k if it has a bijection with the set  $[k] = \{n : n \in \mathbb{N} \land n < k\}$ 

• An *infinite set* has no bijections with any set [k] for  $k \in \mathbb{N}$ 



## ARE ALL FUNCTIONS COMPUTABLE?

• How could we approach this question?



# IMPLEMENTING A FUNCTION

• Examples of ways to implement a function:

Properties we want of implementations:



• For any "reasonable" model of computing, there will be some uncomputable functions

## REVIEW OF THIS DECK!

- A computer is any process that can take strings as input and produce strings as output.
- Computation of that machine / computer is a function (it maps inputs to outputs)
- Moving forward:
  - More math background
  - Different types of computers and the pros / cons of each