

Lecture 1: Introduction to Computability

Models of Computation

<https://clegra.github.io/moc/moc.html>

Clemens Grabmayer

Ph.D. Program, Advanced Courses Period
Gran Sasso Science Institute
L'Aquila, Italy

July 7, 2025

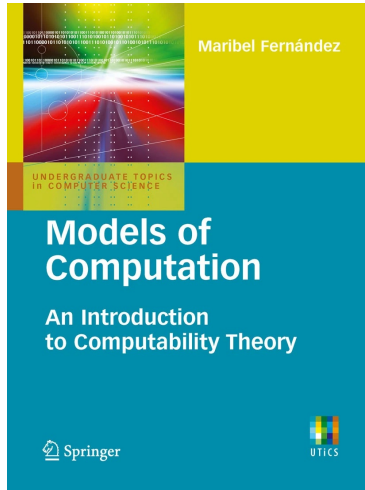
Course overview

| | | | | |
|--|--|--|--|---|
| Monday, July 7 10.30 – 12.30 | Tuesday, July 8 10.30 – 12.30 | Wednesday, July 9 10.30 – 12.30 | Thursday, July 10 10.30 – 12.30 | Friday, July 11 |
| <i>intro</i> | <i>classic models</i> | | | <i>additional models</i> |
| Introduction to Computability | Machine Models | Recursive Functions | Lambda Calculus | |
| computation and decision problems, from logic to computability, overview of models of computation relevance of MoCs | Post Machines, typical features, Turing's analysis of human computers, Turing machines, basic recursion theory | primitive recursive functions, Gödel–Herbrand recursive functions, partial recursive funct's, partial recursive = Turing-computable, Church's Thesis | λ -terms, β -reduction, λ -definable functions, partial recursive = λ -definable = Turing computable | |
| | <i>imperative programming</i> | <i>algebraic programming</i> | <i>functional programming</i> | |
| | | | | 14.30 – 16.30 |
| | | | | Three more Models of Computation |
| | | | | Post's Correspondence Problem, Interaction-Nets, Fractran |
| | | | | comparing computational power |

Today

- ▶ What is computation?
 - ▶ questions where the answer may depend on computation
 - ▶ algorithm examples
 - ▶ unsolvable problems
- ▶ from logic to computability
- ▶ some models of computation
- ▶ example relevance: calculator
- ▶ fields for which models of computation are important
- ▶ recommended reading
- ▶ references

Book



Q's where the A's depend (somehow) on computation

Q: Is $2^{20} > 1\,000\,000$?

A: Yes. (Check by computing $2^{20} = \underbrace{2 \cdot 2 \cdot \dots \cdot 2}_{20} = 1\,048\,576$).

Q: When was the last leap year before 1903?

A: 1896. (Use the rule: leap years are divisible by 4, but not divisible by 100 with the exception of those divisible by 400.)

Q: Given a day d in the second week of July 2025, will the sunshine percentage in L'Aquila on day d exceed 70%?

A: ??

Q: Will the rise in sea level until 2100 (worldwide yearly average) be more than 0.5 m?

A: ? A 2010 Dutch study (KNMI) projected 0.47 m.
In the meantime already ~ 1 m is being projected.

Q's where the A's depend (somehow) on computation

Q: What number comes next in the series 10, 9, 60, 90, 70, 66?

A: ?

Q: Is the diophantine equation $15x + 9y + 12 = 0$ solvable?

A: ? (... to be given in a moment...)

Q: Is $((p \rightarrow q) \rightarrow p) \rightarrow p$ a tautology of propositional calculus?

A: Yes (Peirce's law).

Q: Given a formula ϕ of propositional logic, is ϕ a tautology?

A: Yes, if the truth table for ϕ contains (in the row for ϕ) only "T"; no otherwise.

(Comput.) Yes-or-no-questions / Decision problems

Example

Tautology Problem for the propositional calculus

Instance: A formula ϕ of propositional logic.

Question: Is ϕ a tautology?

Suppose $A \subseteq E$, where E a set of finitely describable objects.

A **decision method for A in E** is a method by which, given an element $a \in E$, we can **decide** in a **finite number** of **steps** whether or not $a \in A$.

Decision problem for A in E : Find a decision method for A in E , or show that no such method can exist.

The decision problem for A in E is **solvable** (the set A in E is **(effectively) calculable**) if there exists a decision method for A in E .

(Comput.) What-questions / Computation Problems

Example

Computing the greatest common divisor

Instance: a pair $\langle a, b \rangle$ of numbers $a, b \in \mathbb{N}$ with $a, b > 0$.

Question: What is $\gcd(a, b)$, the greatest common divisor of a and b ?

Suppose $F : A \rightarrow B$ is a mapping, where the elements of A, B are finitely describable objects.

A **computation method** for F is a method by which, given an element $a \in A$, we can **obtain solution** $F(a)$ in a **finite number** of **steps**.

Computation problem for F : Find a computation method for F , or show that no such method can exist.

A mapping F is **calculable** if there exists a computation method for F .

Representing function

Let $P(a_1, \dots, a_n)$ be an n -ary number-theoretic predicate.

The **representing function** f of P :

$$f(a_1, \dots, a_n) := \begin{cases} 1 & \dots P(a_1, \dots, a_n) \text{ is true} \\ 0 & \dots P(a_1, \dots, a_n) \text{ is false} \end{cases}$$

Hence:

A **decision procedure** can be handled as a **computation procedure** f by taking '0' for 'yes', and '1' for 'no'.

Decision / Computation procedures (steps)

What is a **computation method** (**procedure**) more precisely, with respect to its **steps**?

- A **mechanical, algorithmic computation procedure** that:
 - ▶ can be carried out by a **machine M** (ideal, not limited by resource problems, mechanical breakdown, etc.).
 - ▶ for computing a function **F** on an argument **a** ,
 - ▶ **a** is placed on the input device of the **M** ,
 - ▶ which then produces **$F(a)$** after **finitely many steps**.
 - ▶ for computing a function **F** ,
 - ▶ the **machine M** that is chosen for obtaining **$F(a)$** may **not** be **different** for **different** arguments **a**
- Similar for a **decision methods**.

Solvability by an effective procedure

Q: Is the diophantine equation $15x + 9y + 12 = 0$ solvable?
(I.e. solvable for $x, y \in \mathbb{Z}$?)

From elementary number theory we know:

$$ax + by + c = 0 \text{ solvable in } \mathbb{Z} \iff \gcd(a, b) \mid c \quad (*)$$

Using **Euclid's algorithm** we calculate $\gcd(15, 9)$:

$$\begin{array}{rclcl} 15 & : & 9 & = & 1 \text{ rem } 6 \\ 9 & : & 6 & = & 1 \text{ rem } 3 \\ 6 & : & 3 & = & 2 \text{ rem } 0 \end{array}$$

We find: $\gcd(15, 9) = 3$.

Due to $3 \mid 12$ and $(*)$ we conclude:

A: **Yes.** (Infinitely many solutions, e.g. $x = 4$ and $y = -8$.)

Not effectively calculable

Examples (Shoenfield)

- ▶ methods that involve chance procedures: tossing a coin
- ▶ methods involving magic: asking a fortune teller
- ▶ methods that require (unformalised, unmechanised) insight

Effectively calculable? – No!

Example

Hilbert's 10th Problem

Instance: An equation $p(x_1, \dots, x_n) = 0$, where
 p a polynomial with integer coefficients.

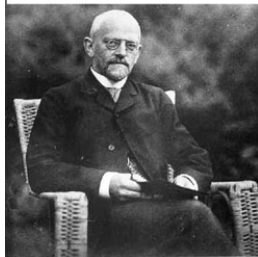
Question: Is the equation solvable for $x_1, \dots, x_n \in \mathbb{Z}$?

Instances based on quadratic polynomials are of the form
 $ax^2 + bxy + cy^2 + dx + ey + f = 0$ with $a, b, c, d, e, f \in \mathbb{Z}$.

Theorem (Matijasevic, 1970)

Hilbert's 10th Problem is unsolvable.

David Hilbert (1862–1943)



Hilbert

Problem (Entscheidungsproblem, 1928)

Is there a method for deciding, given a formula ϕ of the predicate calculus, whether or not ϕ is a tautology?

Timeline: From logic to computability

- 1900 Hilbert's 23 Problems in mathematics
- 1921 Schönfinkel: Combinatory logic
- 1928 Hilbert/Ackermann: formulate completeness/decision problems for the predicate calculus (the latter called 'Entscheidungsproblem')
- 1929 Presburger: completeness/decidability of theory of addition on \mathbb{Z}
- 1930 Gödel: completeness theorem of predicate calculus
- 1931 Gödel: incompleteness theorems for first-order arithmetic
- 1932 Church: λ -calculus
- 1933/34 Herbrand/Gödel: general recursive functions
- 1936 Church/Kleene: λ -definable \sim general recursive
Church Thesis: 'effectively calculable' be defined as either
Church shows: the 'Entscheidungsproblem' is unsolvable
- 1937 Post: machine model; Church's thesis as 'working hypothesis'
Turing: convincing analysis of a 'human computer'
leading to the 'Turing machine'

Calculable functions?

Questions/Exercises

- 1 Suppose $P(a, b)$ is a calculable predicate.
Why does $(\exists x)P(a, x)$ not have to be calculable?

- 2 Let $f : \mathbb{N} \rightarrow \mathbb{N}$ defined by

$$n \mapsto \begin{cases} 0 & \dots n = 0 \ \& \text{Goldbach's conjecture is false} \\ 1 & \dots n = 0 \ \& \text{Goldbach's conjecture is true} \\ n + 1 & \dots n > 0 \end{cases}$$

Is f calculable?

- 3 Can computation problems for mappings $F : \mathbb{N}^n \rightarrow \mathbb{N}^m$ always be represented by decision problems?

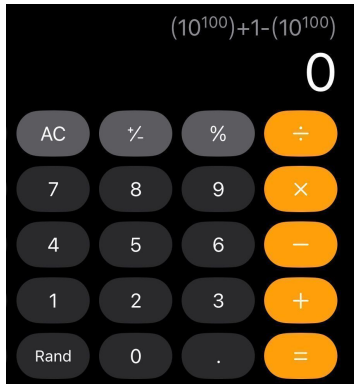
Some Models of Computation

| machine model | mathematical model | sort |
|--|--|---------------------------------------|
| Turing machine Post machine register machine | Combinatory Logic λ -calculus Herbrand–Gödel recursive functions partial-recursive/ μ -recursive functions Post canonical system (tag system) Post's Correspondence Problem Markov algorithms Lindenmayer systems | <i>classical</i> |
| | Fractran | <i>less well known</i> |
| cellular automata neural networks | term rewrite systems interaction nets logic-based models of computation concurrency and process algebra ζ -calculus evolutionary programming/genetic algorithms abstract state machines | <i>modern</i> |
| | hypercomputation | <i>speculative</i> |
| | quantum computing bio-computing reversible computing | <i>physics-/biology- inspired</i> |

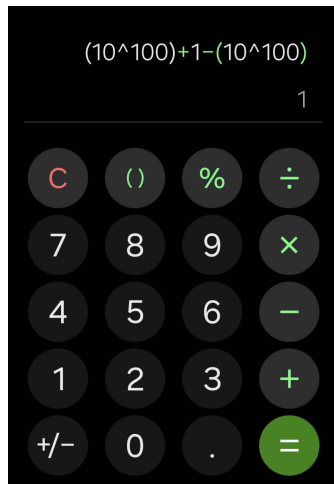
Some Models of Computation

| machine model | mathematical model | sort |
|--|--|----------------------------------|
| Turing machine Post machine register machine | Combinatory Logic λ -calculus Herbrand–Gödel recursive functions partial-recursive/ μ -recursive functions Post canonical system (tag system) Post's Correspondence Problem Markov algorithms Lindenmayer systems | <i>classical</i> |
| | Fractran | <i>less well known</i> |
| cellular automata neural networks | term rewrite systems interaction nets logic-based models of computation concurrency and process algebra ζ -calculus evolutionary programming/genetic algorithms abstract state machines | <i>modern</i> |
| | hypercomputation | <i>speculative</i> |
| | quantum computing bio-computing reversible computing | <i>physics-/biology-inspired</i> |

Example MoC relevance: Calculator (1/5)

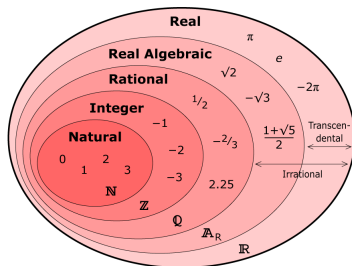


iOS

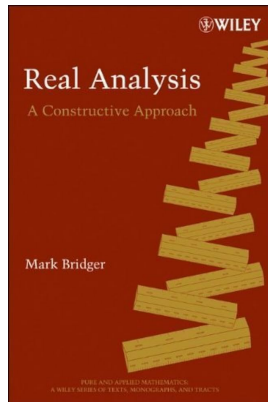


Android

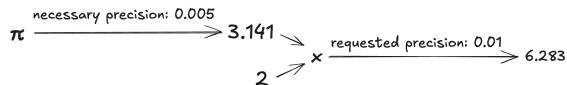
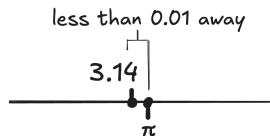
Calculator (2/5): constructive real numbers



subclasses of real numbers \mathbb{R}



Calculator (3/5): constructive real numbers



approximating π within 0.01

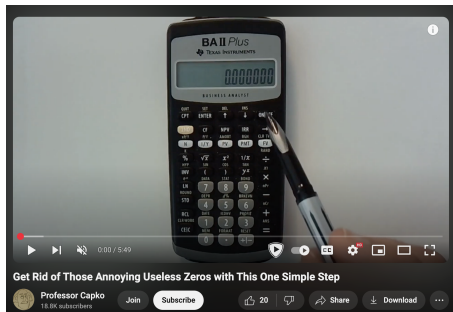
approximating 2π within 0.01

Definition

A real number $x \in \mathbb{R}$ is **constructive** if:

- ▶ there exists a program P_x that for every bound $0 < \delta \in \mathbb{Q}$ returns a **rational** approximation $P_x(\delta) \in \mathbb{Q}$ of x with $|x - P_x(\delta)| < \delta$.

Calculator (4/5): constructive real numbers



Undecidable problem

Article Talk



! This article needs additional citations for verification.
(July 2019)

[Learn more](#)

In [computability theory](#) and [computational complexity theory](#), an **undecidable problem** is a [decision problem](#) for which it is proved to be impossible to construct an [algorithm](#) that always leads to a correct yes-or-no answer. The [halting problem](#) is an example: it can be proven that there is no algorithm that correctly determines whether an arbitrary program eventually halts when run.^[1]

- ▶ How to recognize that 2 constructive reals x and y are the same?
- ▶ Does there exist an program *Compare* that given P_x and P_y decides whether $x = y$?
- ▶ **No!** This problem is **undecidable**.
- ▶ **Therefore** $x - y = 0$ can not always be decided.

Calculator (5/5): Böhm's full precision calculator



Rational

Can only represent fractions
Exact and easy to work with

RRA

Can represent any computable real
Inexact and impossible to check equality

- ▶ Hans-Jürgen Böhm's Android full precision calculator
- ▶ uses products of:
 - ▶ full-precision rational arithmetic,
 - ▶ either of:
 - (a) symbolic representations of π , e , and natural numbers, such \sqrt{x} , e^x , $\ln(x)$, $\log_{10}(x)$, $\sin(\pi x)$, $\tan(\pi x)$ for $x \in \mathbb{Q}$.
 - (b) constructive real numbers
- ▶ Equality of products with symbolic representations **can be decided!**
(But not equality of products with at least one constructive real number)
- ▶ Credits: tech-blogger [Chad Nauseam](#) (link) for post
"A calculator app? Anyone could make that." (link) [2].

Some fields in which MoC's are important (I)

Complexity theory

- ▶ recognize problems as being **decidable**
- ▶ study the **computational complexity** of **decidable** problems (classification of problems into hierarchies)

Recursion theory

- ▶ a **theory of computability** for sets and functions on \mathbb{N} (including **degrees of unsolvability** of **decidable** problems)

Logic and Philosophy

- ▶ MoC's important for studying **un-/decidability** of logical theories

Rewriting

- ▶ **study in a systematic way** the operational and denotational aspects of MoC's like λ -calculus, CL, string rewriting, term rewriting, interaction nets

Some fields in which MoC's are important (II)

Computer Science

- ▶ e.g. **functional programming**: using/implementing λ -calculus

Neuro-psychology, Cognitive Modelling

- ▶ e.g. developing formal **platforms** for studying **human cognition**

Artificial Intelligence

- ▶ use knowledge of human mind to model it in an artificial system
- ▶ modeling by machines to better understand the human mind
- ▶ **understand the inherent complexity of problems (un-/decidable?)**

Linguistics

- ▶ e.g. **formal calculi** for discovering the **structure of human languages** related to subclasses in the **Chomsky hierarchy**

Recommended reading

- ① **Post machine:** Page 1 + first paragraph on page 2 of:
 - ▶ Emil Post: *Finite Combinatory Processes – Formulation 1*, Journal of Symbolic Logic (1936), [3], <https://www.wolframscience.com/prizes/tm23/images/Post.pdf>.
- ② **Turing machine motivation:** Turing's analysis of a human computer:
Part I of Section 9, pp. 249–252 of:
 - ▶ Alan M. Turing's: *On computable numbers, with an application to the Entscheidungsproblem*, Proceedings of the London Mathematical Society (1936), [4], <http://www.wolframscience.com/prizes/tm23/images/Turing.pdf>.

Course overview

| | | | | |
|--|--|---|--|--|
| Monday, July 7 10.30 – 12.30 | Tuesday, July 8 10.30 – 12.30 | Wednesday, July 9 10.30 – 12.30 | Thursday, July 10 10.30 – 12.30 | Friday, July 11 |
| <i>intro</i> | <i>classic models</i> | | | <i>additional models</i> |
| Introduction to Computability | Machine Models | Recursive Functions | Lambda Calculus | |
| computation and decision problems, from logic to computability, overview of models of computation relevance of MoCs | Post Machines, typical features, Turing's analysis of human computers, Turing machines, basic recursion theory | primitive recursive functions, Gödel–Herbrand recursive functions, partial recursive funct's, partial recursive = = Turing-computable, Church's Thesis | λ -terms, β -reduction, λ -definable functions, partial recursive = λ -definable = Turing computable | |
| | <i>imperative programming</i> | <i>algebraic programming</i> | <i>functional programming</i> | |
| | | | | 14.30 – 16.30 |
| | | | | Three more Models of Computation |
| | | | | Post's Correspondence Problem, Interaction-Nets, Fractran comparing computational power |

References I



Maribel Fernández.

Models of Computation (An Introduction to Computability Theory).

Springer, Dordrecht Heidelberg London New York, 2009.



Chad Nauseam.

A calculator app? Anyone could make that.”.

<https://chadnauseam.com/coding/random/calculator-app>, 2025.

Accessed: 29 June 2025.



Emil Leon Post.

Finite Combinatory Processes – Formulation 1.

Journal of Symbolic Logic, 1(3):103–105, 1936.

<https://www.wolframscience.com/prizes/tm23/images/Post.pdf>.

References II



Alan M. Turing.

On Computable Numbers, with an Application to the Entscheidungsproblem.

Proceedings of the London Mathematical Society,
42(2):230–265, 1936.

[http://www.wolframscience.com/prizes/tm23/
images/Turing.pdf](http://www.wolframscience.com/prizes/tm23/images/Turing.pdf).