Something that started being about Hilbert's 6th Problem but ended up being about Computability.

Taylor Dupuy

July 2, 2009

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Hilbert's First Problem

About Set Theory.

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About Set Theory.

Hilbert's Second Problem

Axiomatic Systems and Logic.

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Hilbert's Sixth Problem

Axiomatic Approach to Physics.

Hilbert's First Problem

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Hilbert's Tenth Problem

Algorithms for Solutions to Equations.

Any set that can be put into 1-1 correspondence with the natural numbers $\mathbb{N} = \{1, 2, 3, 4, \ldots\}$ is said to be **countable**.

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Hilbert's First Problem: Two types of infinities

Countable Infinity

Any set that can be put into 1-1 correspondence with the unit interval $\left[0,1\right]$ is said to be **uncountable**.

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Famous Example: The real numbers are not countable.

• Suppose they were, start counting

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- Consider the number by going across the diagonal 0.11521...
- Change each digit
 0.22632...

Get a real number that isn't in the sequence.

Hilbert's First Problem: Statement of Continuum Hypothesis

part a: Prove the Continuum Hypothesis

There is no cardinality between the natural numbers and the continuum.

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(The answer to this problem is VERY weird)

Well-Ordering

A set is said to be **well-ordered** if every subset has a minimal element.

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• Natural Numbers have this property: The set

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has 6 as it's smallest element.

• The Real Numbers with their traditional ordering do not have this property: Take any open interval.

part b: Well-Ordering of the Reals

Find a fancy way to rearrange the real numbers to make a well ordering (make up a new ordering)

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The Answer to this is also kind of weird.

Hilbert's Second Problem: Axioms

Hilbert's Second Problem: The Statement

Hilbert's Second Problem

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Hilbert's Second Problem

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- **(**) Given a system of axioms determine if they are **redundant**.
- Find a way to determine if a given system of axioms is consistent.

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This has a very weird answer.

We know how to prove things in propositional logic! (Seven basic rules for manipulating logic)

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Incompleteness Theorem (1936)

For every consistent system of axioms in predicate logic there exists a statement which is true but not provable!

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This theorem tells us one of two things is going on with math:

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This theorem tells us one of two things is going on with math:

1 The set theory we use in everyday life is inconsistent.

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Incompleteness Theorem (1936)

For every consistent system of axioms in predicate logic there exists a statement which is true but not provable!

This theorem tells us one of two things is going on with math:

- In the set theory we use in everyday life is inconsistent.
- Or There is something within that set theory that is true but can't be proved.

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Two flavors of set theory. ZF and ZFC

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You will not run into a contradiction if you take the continuum hypothesis to be true.

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Cohen 1963,1964

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This shows that the continuum hypothesis is independent of set theory. Analogy: Parallel Postulate in Geometry.

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Euclid's Axioms ± Parallel Postulate

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Axiomatize Physics and Probability.

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- O Deriving large scale laws from small scale laws.
- Spirit of the problem: No re-adjusting assumptions. Finding out if your assumptions are **consistent** is a big issue.

Hilbert probably didn't have any idea how rough the logic was going to be.

Axiomatize Physics and Probability.

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Idea: Is it possible to interpret physical phenomena in terms of some new stuff having to deal with proofs.

Note on Probability: This is done

- A Probability Space is a tuple (Ω, \mathcal{F}, p) where
 - Ω is a set.
 - \mathcal{F} is a σ -algebra, making Ω into a measure space.
 - p is a probability measure satisfying $p(\Omega) = 1$.

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There is a more general version of probability based on operators.

Given a polynomial with integer coefficients $f(X_1, X_2, \ldots, X_n)$, determine if there are integers you can plug in to solve

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$$X^3Y^2 + 3X^2 - 13YZ^4 + 5053 = 0,$$

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• The equation

$$X^3Y^2 + 3X^2 - 13YZ^4 + 5053 = 0,$$

has (X, Y, Z) = (2, 5, 3) as a solution in the integers.

Find an algorithm for deciding if there are integer solutions.

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YOU CAN'T!

Find an algorithm for deciding if there are integer solutions.

YOU CAN'T!

- 1930s Turing, Post, Church (Developed the theory on Computation)
- 1960s Robinson (Did the Large Part)
- 1970s Matiyasevich (Finished what Robinson couldn't prove)

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• A Model for computation.

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- A Model for computation.
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- Model for computation over the real numbers.

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- A Model for computation.
- Probablistic proofs: You give me an epsilon and I'll check your proof within that probability
- Ways to set up machines to check proofs (Interactive proof systems)
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- Model for computation over the real numbers.

Big Curiosity: Is there a way to "hook-up" high precision experiments to this shit?

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RULES

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$$q_0$$

x x x 0 _ _ _ ...

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 q_0 x x x 0 _ _ _ ... This Machine will accept strings which consist only of zeros which occur in multiples of three. This is called the Language associated

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Another Example: Input word 000

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Another Example: Input word 01

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Informal Definition of a Turing Machine

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• Consists of an infinitely long tape on which the head sits.

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- Consists of an infinitely long tape on which the head sits.
- The tape has a certain language which the head reads.
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- INPUT: A finite string from the alphabet

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- The tape has a certain language which the head reads.
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In our example

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$$\ \, {\bf Q}=\{q_0,q_1,q_2,YES,NO \text{ is the set of states}.$$

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- $\ \, {\bf 0} \ \, Q=\{q_0,q_1,q_2,YES,NO \ \, {\rm is \ the \ set \ of \ states}.$
- **②** $\Sigma = \{0, 1\}$ the input alphabet not containing the blank symbol _.

• = • • = •

In our example

- $Q = \{q_0, q_1, q_2, YES, NO \text{ is the set of states.}$
- **②** $\Sigma = \{0, 1\}$ the input alphabet not containing the blank symbol _.
- Some interpretation is a straight of the symbol and Σ ⊂ Γ.
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- $Q = \{q_0, q_1, q_2, YES, NO \text{ is the set of states.}$
- **②** $\Sigma = \{0, 1\}$ the input alphabet not containing the blank symbol _.
- $\Gamma = \{ -, 0, 1, x \}$ the tape alphabet, containing the blank symbol and $\Sigma \subset \Gamma$.
- $\textcircled{0} \quad \delta: Q \times \Gamma \to Q \times \Gamma \times \{L, R\} \text{ is described by the rules printed above.}$
- $\ \, {\it O} \ \, q_0 \in Q \ \, {\it the \ \, start \ state.}$

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- $Q = \{q_0, q_1, q_2, YES, NO \text{ is the set of states.}$
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- $\delta: Q \times \Gamma \to Q \times \Gamma \times \{L, R\}$ is described by the rules printed above.
- **(a)** $q_0 \in Q$ the start state.
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The language L of a Turing Machine M consists of all words w such that M accepts w.

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 $\{\epsilon, 000, 000000, \dots, 0^{3k}, \dots\}$

- If Σ is a finite set, Σ^* denotes the collection of all words made from those characters.
- When encoding problems involving polynomials or other complicated objects we don't write out a huge thing. Notation: (Object) for encoding of an object.
- Think of something like ASCII. For example the polynomial $x^2 + 1$ will be encoded by it's characters..
- You can end up doing all the computations you want with these things. This is what Turing Completeness is about.

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The language L of is recognizable if there exists some Turing Machine that accepts every word in the Language.

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Example: The language of polynomials which have integer solutions is recognizable.

- Just have the machine plug in every possible combo of integers.
- If some combo is a solution, solutions exist and we should accept.
- If there isn't, the machine will go into an infinite loop and not accept.

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Decidable Language

The language L of is decidable if there exists a Turing Machine that accepts every word in the language and rejects every word that is not in the language.

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Aside: Classical and Quantum Computability

One can setup a quantum like model. For that we get the following:

Language

- The set of Turing Decidable Languages is Equal to the Set of Quantum Decidable Languages.
- The set of Turing Recognizable Languages is Equal to the set of Quantum Recognizable Languages.

Result of Hilbert's Tenth Problem

Halting Problem, and Matesevich's Proof

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Graph Isomorphism Problem

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Prover Verifier Systems

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Real Turing Machines

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