

Set Identities

- Basic laws on how set operations work
- Just like logical equivalence laws!
	- Replace U with \vee
	- Replace \cap with \wedge
	- Replace complement with \sim
	- $-$ Replace \varnothing with **c**
	- Replace *U* with **t**
- One additional on set differences

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Subset Relations • A **∩** B ⊆ A, A **∩** B ⊆ B \bullet A \subseteq A U B, B \subseteq A U B \bullet A \subseteq B \land B \subseteq C \rightarrow A \subseteq C

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Proofs • To prove that A is a subset of B $(A \subseteq B)$: – Assume that x∈A is a particular but arbitrarily chosen element of A – Show that $x \in B$ • To prove that two sets A and B are equal $(A = B)$: – prove $A \subseteq B$, and $–$ prove $B \subseteq A$ 3/22/17

How to Prove a Set Identity

- For example: $A \cap B = B-(B-A)$
- Methods:

- The element method: Prove each set is a subset of each other, by showing any element that belongs to one also belongs to the other - Algebraic Proof: Use the set identity laws

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Proof by Element Method

• Assume that $x \in B-(B-A)$

– By definition of set difference,
$$
x ∈ B ∧ x ∉ B → A
$$

Consider $x ∉ B → A$

 $\notin B \vee x \in A$

$$
- x \in B - A = x \in B \land x \notin A
$$

$$
- x \notin B - A = \sim (x \in B \land x \notin A) = x
$$

• So we have $x \in B \land (x \notin B \lor x \in A)$

 $- x \in B \land x \notin B = c$

 $- x \in B \land x \in A = x \in A \cap B$

$$
- Thus, x \in B-(B-A) \rightarrow x \in A \cap B
$$

$$
\underset{\scriptscriptstyle{3/22/17}}{\bullet} B\text{-}(B\text{-}A) \subseteq A\cap B
$$

Russell's Paradox

• Consider the set:

- $-S = \{ A \mid A \text{ is a set } \land A \notin A \}$
- Is S an element of itself?
- Consider:

 $-S \in S$

- Then S can not be in itself, by definition
- $-S \notin S$
- Then S is in itself by definition
- $_{3/22/17}$ Contradiction!

The Halting Problem • Given a program P, and input I, will the program P ever terminate?

- Meaning will P(I) loop forever or halt?
- Can a computer program determine this? – Can a human?
- First shown by Alan Turing in 1936

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Some Notes

- To "solve" the halting problem means we create a function CheckHalt(P,I) – P is the program we are checking for halting
	- I is the input to that program
- And it will return "loops forever" or "halts"
- Note it must work for *any* program, not just some programs, and *any* input

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Perfect Numbers

- Numbers whose divisors (not including the number) add up to the number
	- $6 = 1 + 2 + 3$
	- $-28 = 1 + 2 + 4 + 7 + 14$
- The list of the first 10 perfect numbers: 6, 28, 496, 8128, 33550336, 8589869056, 137438691328, 2305843008139952128, 2658455991569831744654692615953842176, 191561942608236107294793378084303638130997321
- 548169216
- The last one was 54 digits!
- All known perfect numbers are even; it's an open (i.e. unsolved) problem if odd perfect numbers exist

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Where Does That Leave Us?

- If a human can't figure out how to do the halting problem, we can't make a computer do it for us
- It turns out that it is impossible to write such a CheckHalt() function
	- But how to prove this?

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CheckHalt()'s Non-existence

- Consider P(I): a program P with input I
- Suppose that CheckHalt(P,I) exists – prints either "loop forever" or "halt"
- A program is a series of bits – And thus can be considered data as well
- Thus, we can call CheckHalt(P,P)
	- It's using the bits of program P as the input to program P

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CheckHalt()'s non-existence

• Consider a new function:

Test(P): loops forever if CheckHalt(P,P) prints "halts" halts if CheckHalt(P,P) prints "loops forever"

• Now run Test(Test)

- If Test(Test) halts…
	- Then CheckHalt(Test,Test) returns "loops forever"…
	- Which means that Test(Test) loops forever
- Contradiction!
- If Test(Test) loops forever…
- Then CheckHalt(Test,Test) returns "halts"…
- Which means that Test(Test) halts \cdot Contradiction!
	-

The Halting Problem

- It was the first algorithm that was shown to not be able to exist
	- You can prove an existential by showing an example (a correct program)
	- But it's much harder to prove that a program can *never* exist

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