

# Computation with Real Numbers

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## Computing over $\mathbb{F}_2$

$\mathbb{F}_2$  =  $\{0, 1\}$  (or  $\{\text{TRUE}, \text{FALSE}\}$ )  
(with addition modulo 2)  
in Turing-machines: primitive operations

standard type

**bool**

No Problems!

# Computing over $\mathbb{N}$

$$\mathbb{N} = \{(0), 1, 2, 3, 4, \dots\}$$

in Turing-machines:

standard encoding  
either unary or binary

standard type

**int**

Potentially overflow-issues

but these can be circumvented

# Computing over $\mathbb{Q}$

$$\mathbb{Q} = \left\{ \frac{1}{1}, \frac{1}{2}, \frac{1}{3}, \frac{2}{3}, \dots \right\}$$

in Turing-machines:      standard encoding

standard type

**int**  $\times$  **int**

no problems once **int** is fixed

# What are real numbers?

## Definition

The real numbers  $\mathbb{R}$  are the metric closure of the rational numbers  $\mathbb{Q}$ , i.e. everything that may occur as a limit of a Cauchy sequence of rationals.

Think **infinite** decimal expansions ( $\pi = 3.14159265\dots$ ) (for now).

Wait a moment.. shouldn't computations be finite?

## A detour: Turing machine vs finite automaton

Are computers models of Turing machines or of finite automata?

**Claim:** A computer has potentially infinite memory.

# Infinite Objects in CS

Programming

Lazy Lists

Theory

Oracles (for Turing machines)

# Computability on infinite sequences

## Definition

A function  $F : \subseteq \Sigma^{\mathbb{N}} \rightarrow \Sigma^{\mathbb{N}}$  is computable, if any finite prefix of  $F(p)$  can uniformly be computed from some finite prefix of sufficient length of  $p$ .



So we are done, right?

### Definition (Suggestion)

A function  $f : \subseteq \mathbb{R} \rightarrow \mathbb{R}$  is computable, if there is a computable function  $F : \subseteq \sum^{\mathbb{N}} \rightarrow \sum^{\mathbb{N}}$  such that  $F(p)$  is a decimal expansion of  $f(x)$  whenever  $p$  is a decimal expansion of  $x$ .

# Not yet!

## Definition (Suggestion)

A function  $f : \subseteq \mathbb{R} \rightarrow \mathbb{R}$  is computable, if there is a computable function  $F :: \subseteq \sum^{\mathbb{N}} \rightarrow \sum^{\mathbb{N}}$  such that  $F(p)$  is a decimal expansion of  $f(x)$  whenever  $p$  is a decimal expansion of  $x$ .

would imply

## Proposition

*The function  $x \mapsto 3x$  is not computable. (but  $x \mapsto 2x$  is!)*

# Standard representation

## Definition

A sequence  $(q_i)_{i \in \mathbb{N}} \in \mathbb{Q}^{\mathbb{N}}$  represents  $x \in \mathbb{R}$ , if  $|x - q_i| < 2^{-i}$  for all  $i \in \mathbb{N}$ .

In symbols:  $\rho(q) = x$

## Definition (final)

A function  $f : \subseteq \mathbb{R} \rightarrow \mathbb{R}$  is computable, if there is a computable function  $F$  such that  $\rho(F(p)) = f(\rho(p))$ .

# Computable functions

The following functions are computable:

1. addition
2. multiplication
3. division
4. sin, cos, tan, ...
5. exp, log
6. ...

# Continuous functions

## Definition

A function  $f : \subseteq \mathbb{R} \rightarrow \mathbb{R}$  is continuous, if:

$$\forall x \in \text{dom}(f) \forall \varepsilon > 0 \exists \delta > 0 \forall y \in \text{dom}(f)$$

$$|x - y| < \delta \Rightarrow |f(x) - f(y)| < \varepsilon$$

## Proposition

*Every computable function  $f : \subseteq \mathbb{R} \rightarrow \mathbb{R}$  is continuous.*

# Continuous functions II

## Corollary

The function  $=_0: \mathbb{R} \rightarrow \mathbb{R}$  defined via

$$=_0(x) = \begin{cases} 1 & \text{if } x = 0 \\ 0 & \text{otherwise} \end{cases}$$

*is not computable.*

More general: Decision is impossible for real numbers.

## Higher types

We can represent the set  $\mathcal{C}(\mathbb{R}, \mathbb{R})$  of continuous functions on real numbers by infinite sequences, too! (e.g. by a fast converging sequence of polynomials or polygons with rational coefficients)



We can compute with such functions!

## Example

### Theorem ((monotone) Intermediate Value Theorem)

A (strictly monotone) continuous function  $f : [0, 1] \rightarrow \mathbb{R}$  with  $f(0) < 0 < f(1)$  has a zero, i.e.  $\exists x \in [0, 1]$  such that  $f(x) = 0$ .

### Definition

Consider the problem IVT ( $m$ -IVT) of computing a zero given a function satisfying the conditions of the (monotone) Intermediate Value Theorem.



## *m*-IVT: Textbook algorithm

### Bisection

1. Compute  $f(0.5)$ .
2. If  $f(0.5) = 0$ , then 0.5 is the solution.
3. If  $f(0.5) < 0$ , then recursively work on the interval  $[0.5, 1]$ .
4. If  $f(0.5) > 0$ , then recursively work on the interval  $[0, 0.5]$ .

Not computable!

## *m*-IVT: Algorithm that works

### Trisection

1. Compute  $f(0.3)$  and  $f(0.7)$ .
2. Simultaneously search for a bound away from 0.
3. If proof of  $f(0.3) < 0$  has been found, recursively work on the interval  $[0.3, 1]$ .
4. If proof of  $f(0.3) > 0$  has been found, recursively work on the interval  $[0, 0.3]$ .
5. If proof of  $f(0.7) < 0$  has been found, recursively work on the interval  $[0.7, 1]$ .
6. If proof of  $f(0.7) > 0$  has been found, recursively work on the interval  $[0, 0.7]$ .

# Results

## Theorem

*m*-IVT is computable.

## Theorem

IVT is not computable.

# Philosophical Differences

## *Polish school*

uncomputable points exist  
reals are represented by infinite sequences  
effective analysis compatible with classical analysis

vs

## *Russian school*

uncomputable points do not exist  
reals are represented by finite sequences  
effective analysis incompatible with classical analysis

# The Textbook



K. Weihrauch

*Computable Analysis.*

Springer, 2000.