Not not to be or not to be?

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Theorem: Three points are either collinear or not.

Theorem: A non-constant polynomial has a complex root.

Theorem: Most functions are everywhere discontinuous.

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- Theorem: A non-constant polynomial has a complex root.
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- Theorem: Most functions are everywhere discontinuous.
- But such functions are irrelevant for computer science.

Branches of Math tailored for Comp. Science

- Theory of computability
- Computational complexity & algorithms
- Numerical analysis
- Domain theory
- Cryptography
- Queueing theory
- Finite model theory
- Machine learning
- Type theory

Did you ever ask yourself ...

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One way to do this is *realizability theory*.

Overview

- 1. Building a Realizability World
- 2. Life in a Realizability World
- 3. Practical Considerations

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- Two steps:
 - Find a category that describes our view of the world.
 category = objects + morphisms
 - Apply tools of categorical logic to study it.
 Take categorical logic course in the Philosophy Dept.

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- The *relative* view:
 - 1. Which data can be *represented*?
 - 2. How do we *compute* with data?

Relative Computability

• Data: contents of infinite RAM

• Computation: (finite) program

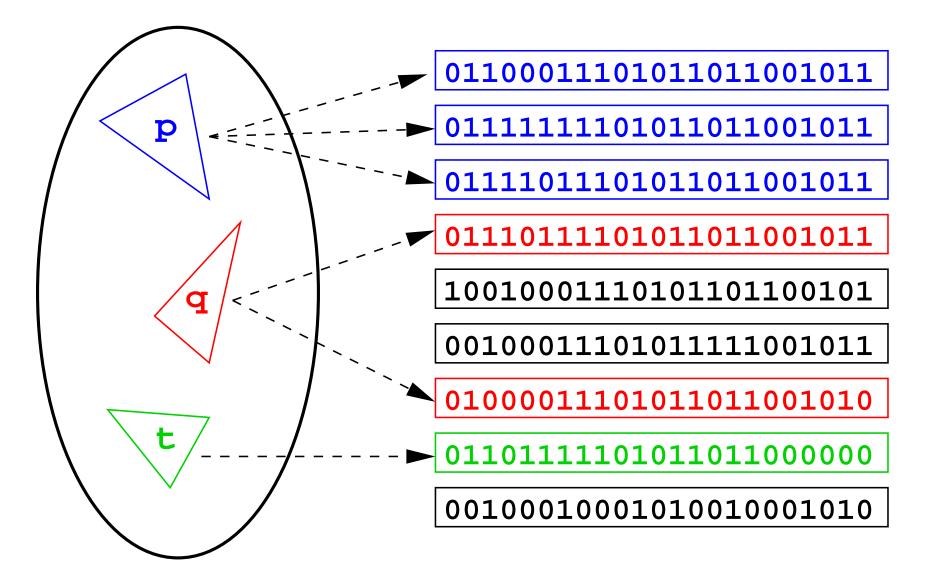
Relative Computability

- Data: contents of infinite RAM
 - *all* configurations possible, also non-computable
 - other sources of data (input streams) can be added
- Computation: (finite) program

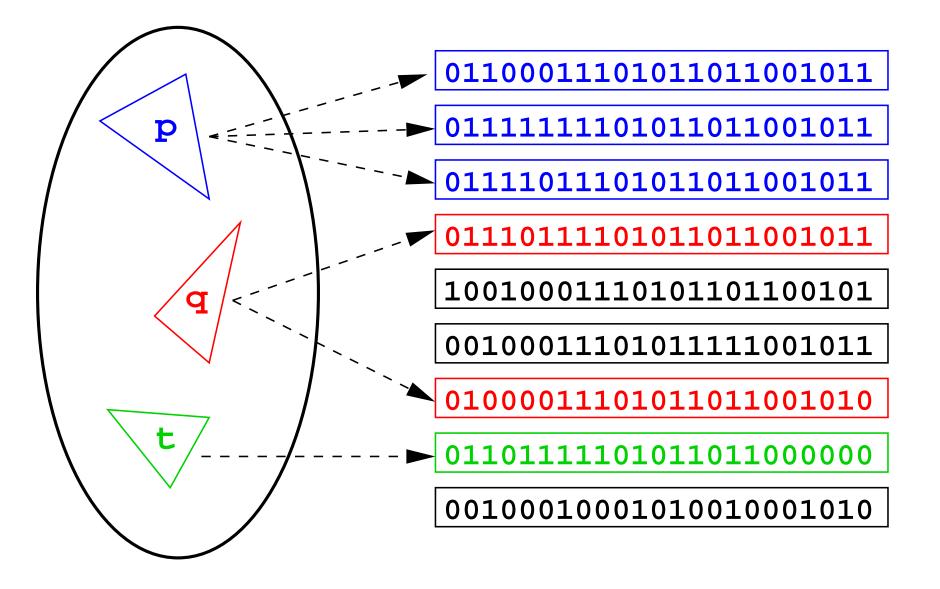
Relative Computability

- Data: contents of infinite RAM
 - all configurations possible, also non-computable
 - other sources of data (input streams) can be added
- Computation: (finite) program
 - any chosen general programming language
 - different language features give different worlds

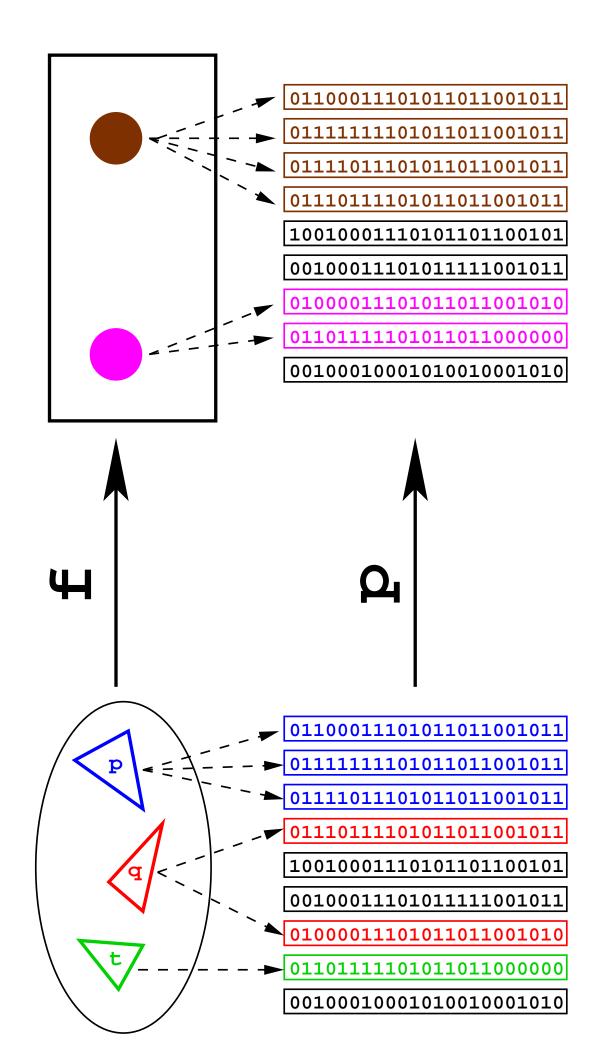
Modest Sets

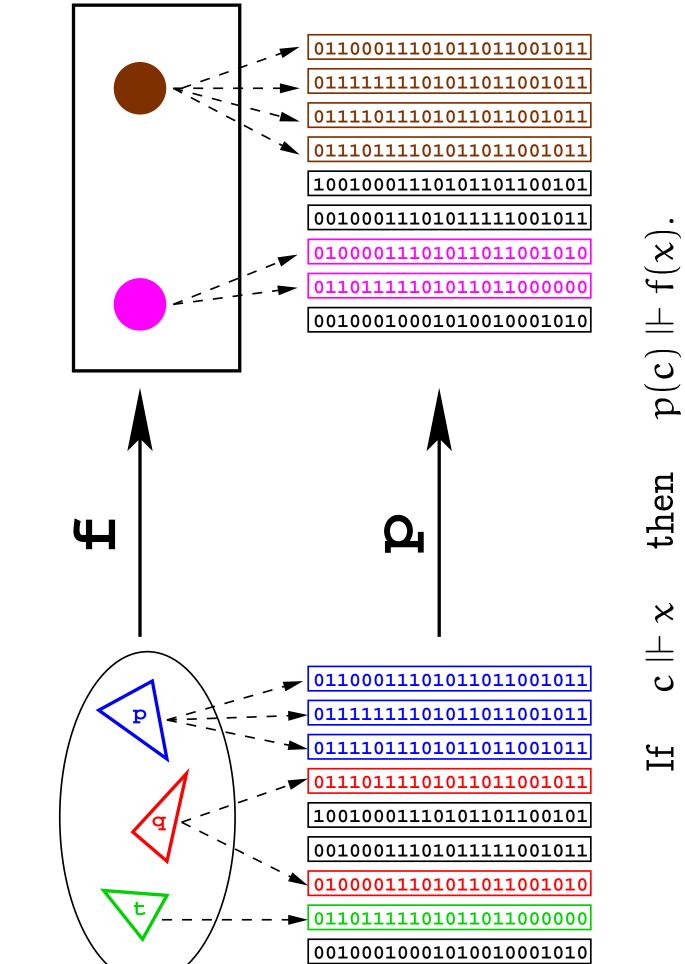


Modest Sets



 $c \Vdash x$ "c realizes (represents) x"





Realized Functions

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Computation-aware Sets and Functions

Foundation of classical mathematics:

sets & functions

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Foundation of classical mathematics:

sets & functions

Foundation of *computation-aware* mathematics:

modest sets & realized functions

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- 3. Inductive sets (lists, trees, ...)
- 4. Cartesian product $A \times B$
- 5. Function space $A \rightarrow B$

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where:

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- exponent $e \in \mathbb{Z}$
- *signed* binary digit representation:

$$x = 2^e \cdot \sum_{k=0}^{\infty} \frac{d_i}{2^{k+1}}$$

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The Particle Physics of Realizability

"Everything is made of tiny invisible realizers."

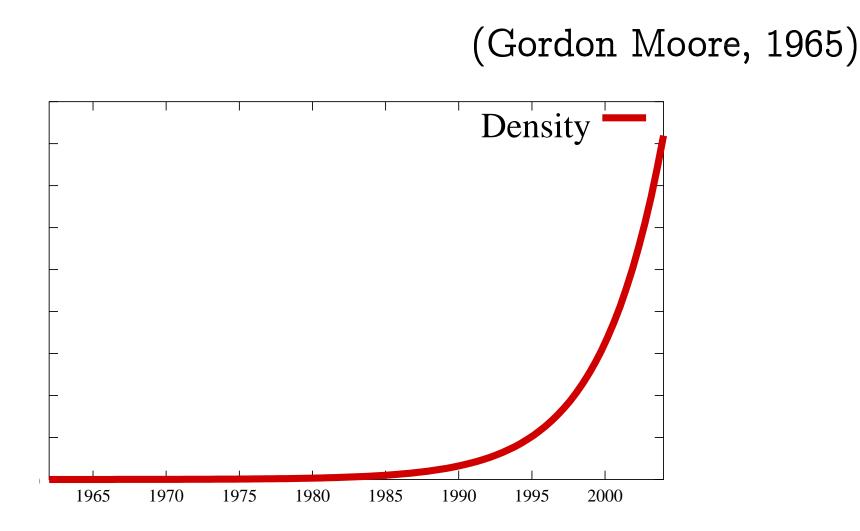
The Particle Physics of Realizability

"Everything is made of tiny invisible realizers."

"The two basic realizers are S and K." Kxy = x Sxyz = (xz)(yz)

The Cosmology of Realizability

"The universe is becoming denser at an exponential rate."



The Language of Realizability

Computational understanding of truth:

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is a program p such that, for $\langle d, e \rangle \Vdash_{\mathbb{R}} x$,

$$p(d, e) = 0 \quad \text{if } x < 0$$
$$p(d, e) = 1 \quad \text{if } x \ge 0$$

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This is a good thing!

Markov's Principle

If elements of a set A can be enumerated and $\varphi(x)$ is a semi-decidable predicate then

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Witnessed by a program which iterates through all elements x_1, x_2, \ldots of A and tests $\varphi(x_i)$ until one is found to hold.

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Such a witness exists only if we can use a throw-catch programming construct, or a similar control mechanism.

The "not not" translation

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ClassicalIntuitionistic $\varphi \Longrightarrow \psi$ $\neg \neg (\varphi^* \Longrightarrow \psi^*)$ $\varphi \land \psi$ $\neg \neg (\varphi^* \land \psi^*)$ $\varphi \lor \psi$ $\neg \neg (\varphi^* \lor \psi^*)$ $\exists x. \phi(x)$ $\neg \neg \exists x. \phi(x)^*$ $\forall x. \phi(x)$ $\neg \neg \forall x. \phi(x)^*$

Not not a Classic Masterpiece

Not not, not to not be, or not to be: not that is not the question: Not not, whether not 'tis not nobler in the mind to suffer The slings and arrows of outrageous fortune, Or not to not take arms against a sea of troubles, And not by not opposing not not end them?

(not not Hamlet)

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Finite combinatorics is pretty much the same.

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We prove correctness of an implementation by showing it realizes the desired specification.

A Question for Hardware Designers

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Would negative digits be useful in hardware implementation of floating point arithmetic?

A Challenge for Computational Geometers

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Prove theorems without using the dichotomy

$$\forall x \in \mathbb{R}. (x < 0 \lor x \ge 0)$$

Use instead

$$\forall \epsilon > 0. \, \forall x \in \mathbb{R}. \, (x < \epsilon \lor x > -\epsilon)$$

A Task for Programming Language Designers

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A Task for Programming Language Designers

Ordinary if-then-else control mechanism is inappropriate for exact arithmetic.

Design practical data structures for real numbers *and* invent new control mechanisms for programming with them.

In Conclusion

The world of realizability is *your* world.