

COMP 761: Lecture 4 – Contradiction

David Rolnick

September 11, 2020

Problem

An infinite set of numbers is said to be *countable* if you can list them all. For example, the positive integers are countable:

$$1, 2, 3, 4, \dots$$

So are all the integers:

$$0, 1, -1, 2, -2, 3, -3, \dots$$

Are the real numbers countable? Why or why not?

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- If you get stuck, talk to your classmates (on Slack)!
- Also, office hours (mine are Mon 5pm and Fri 10am, Vincent's are Thu 10:30)

Proof by contradiction

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- Show that this would result in something wrong.
- Conclude that the thing you want is actually true.

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- Contradiction!

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This is a contradiction, and we conclude that there are infinitely many primes. ■

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In general, useful when there would be some particular interesting object to consider if the claim were false.

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- Proving that something doesn't exist (e.g. a largest prime number).
- Proving that some property always holds.
- A lot of other situations...

Preamble: Countability

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- Note that a countable set can contain another countable set.

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- But what about $1/3$?

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- Better way? Or does it not work?

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- Here is a way to visualize them:

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$2/1$	$2/2$	$2/3$	$2/4$	$2/5$	\dots
$3/1$	$3/2$	$3/3$	$3/4$	$3/5$	\dots
$4/1$	$4/2$	$4/3$	$4/4$	$4/5$	\dots
$5/1$	$5/2$	$5/3$	$5/4$	$5/5$	\dots
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- Is this helpful?

The rational numbers

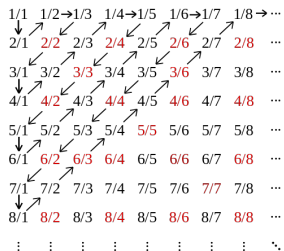
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- Is this helpful?
- We can count them all with a sort of zigzagging path

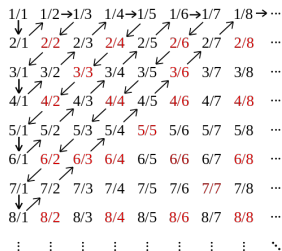
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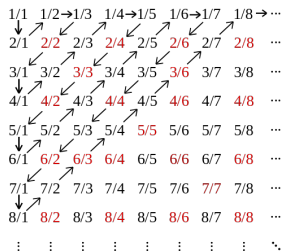
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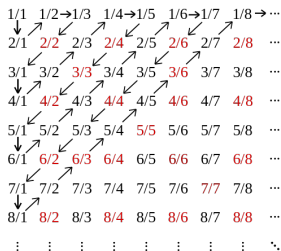
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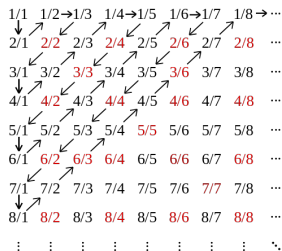
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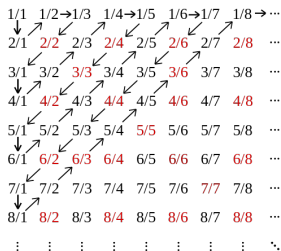
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- How to do the negative rationals?
- We can alternate between positive and negative to get both
- So \mathbb{Q} is countable! (not a formal proof)

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- Let's try to prove it isn't countable – how?
- Well, this class is on contradiction...
- Let's actually prove something stronger, that the set $[0, 1]$ of real numbers between 0 and 1 is uncountable.

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- Since we know real numbers have infinite representations, let's write that out:

$$x_1 = 0.x_{11}x_{12}x_{13}x_{14}\dots$$

$$x_2 = 0.x_{21}x_{22}x_{23}x_{24}\dots$$

$$x_3 = 0.x_{31}x_{32}x_{33}x_{34}\dots$$

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(those x_{ij} are digits)

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- How can we define y ?

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- It's different from every x_n in the n th digit!
- So it has to be a number that isn't in our list - contradiction.

Another problem

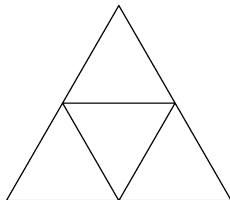
There are 5 points inside an equilateral triangle of side length 1. Prove that some two of them are at distance at most $1/2$ from each other.

What's bad about this proof?

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Suppose towards contradiction that this claim is not true. Then, every two points are at distance more than $1/2$.

Consider subdividing the triangle into 4 smaller equilateral triangles, each with side length $1/2$, as shown in the figure. By the Pigeonhole Principle, at least 2 out of the 5 points must lie in the same subtriangle. However, for each subtriangle, the maximum distance between points is $1/2$ – giving us a contradiction. We conclude that the result holds. ■



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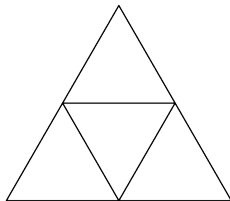
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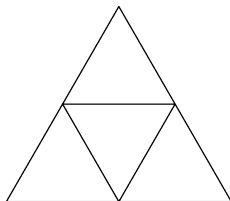
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Try not to write proofs where you assume the claim is false, but never use that fact. (It's not wrong, but it's unnecessary and can be confusing to the reader.)

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- You won't actually need to know what a Turing machine is, but...
- A *Turing machine* is a machine that transitions between a finite number of states based upon (i) the state where it currently is, (ii) the part of memory it is reading from at the moment.

Preamble: Turing machines

Warning: the next few slides compress a large chunk of a Theory of Computation course into a few minutes. I'm not expecting you to get it all.

- You won't actually need to know what a Turing machine is, but...
- A *Turing machine* is a machine that transitions between a finite number of states based upon (i) the state where it currently is, (ii) the part of memory it is reading from at the moment.
- A *state* can include directions to write to memory or move to a different part of memory.

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- When we talk about Turing machines, it's about things a computer *can* compute, not how fast or efficiently. Turing machines are a mathematical abstraction – they are used in working out whether something can be computed or not, not the best way of doing it.
- **All you need to know:** Given an input, a Turing machine can do one of three things: **accept** (output yes), **reject** (output no), or **loop** forever.

Problem

Prove there is no Turing machine that can do the following: Given M and w , where M is a Turing machine, **accept** (M, w) if M accepts w and **reject** (M, w) if M rejects w or if M loops forever.

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- But we want this simulator to be better – it should never loop.
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- Since we have the magic simulator H , we know how any Turing machine acts for input w .

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 A takes input M and outputs whatever M outputs when given its own description M as input.

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- It has to do the **opposite** of A , so what does A do.
- A would do **whatever its input B does when applied to itself**.
- So B has to do the opposite of what it does! Contradiction.

The Halting Problem

As a corollary, we can prove the famous Halting Problem, which says it's impossible to determine in general whether a Turing machine will loop forever or “halt” (i.e., accept or reject).

Theorem. There is no Turing machine that, given input (M, w) , outputs **accept** when M halts on input w and **reject** when M loops forever.

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- We just reject it.
- Since we knew the previous problem *couldn't be solved*, we get a contradiction.

Next time!

Other proof techniques
(invariants, monovariants, inequalities)