# On the power of recursive word-functions without concatenation 

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(1) Introduction
(2) Complexity
(3) Computing without concatenation

4 Conclusion

## (1) Introduction

## (2) Complexity

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## Well-known: Classical recursion (on natural numbers)

## Functions from $\mathbb{N}^{k}$ to $\mathbb{N}$ constructed from

- constant 0 function,
- successor function
- projections ( $\pi_{n}^{i}$ )
- composition $\operatorname{Comp}\left(g,\left(h_{i}\right)_{1 \leq i \leq k}\right)$
- recursion $f=\operatorname{Rec}(g, h)$ defined by:

$$
\begin{aligned}
f(0, \vec{y}) & =g(\vec{y}) \quad \text { and } \\
f(n+1, \vec{y}) & =h(n, f(n, \vec{y}), \vec{y})
\end{aligned}
$$

- (add minimisation to get all recursive functions)


## Pros

- simple
- relate to arithmetic


## Cons

- unfit for symbolic manipulation
- complexity blowup


## Recursion on string/words

- $\Sigma=\left\{\mathrm{a}_{1}, \mathrm{a}_{2}, \cdots, \mathrm{a}_{r}\right\}$
- $\varepsilon$ empty word

Functions from $\left(\Sigma^{*}\right)^{k}$ to $\Sigma^{*}$ constructed from

- constant $\widehat{\varepsilon}$,
- all left concatenation by one letter/symbol ${ }_{\mathrm{a}} \cdot(w)=\mathrm{a} \cdot w=\mathrm{a} w$
- projections ( $\pi_{n}^{i}$ )
- composition $\operatorname{Comp}\left(g,\left(h_{i}\right)_{1 \leq i \leq k}\right)$
- (left) recursion $f=\operatorname{Rec}\left(g,\left(h_{\mathrm{a}}\right)_{\mathrm{a} \in \Sigma}\right)$ defined by:

$$
\begin{aligned}
f(\varepsilon, \vec{y}) & =g(\vec{y}) \quad \text { and } \\
\forall \mathrm{a} \in \Sigma, \quad f(\mathrm{a} \cdot w, \vec{y}) & =h_{\mathrm{a}}(w, f(w, \vec{y}), \vec{y})
\end{aligned}
$$

- (what minimisation to get all recursive functions?)


## Observations

1 letter alphabet corresponds to $\mathbb{N}$ (in unary)

- everything matches


## $r$-adic encoding function from $\Sigma^{*}$ to $\mathbb{N}$

- $\Sigma=\left\{\mathrm{a}_{1}, \mathrm{a}_{2}, \cdots, \mathrm{a}_{r}\right\}$
- $\langle\varepsilon\rangle=0$
- $\mathrm{a}_{k} \cdot w,\left\langle\mathrm{a}_{k} \cdot w\right\rangle=k+r \cdot\langle w\rangle$
- division, modulo, multiplication, addition... are primitive recursive (on $\mathbb{N}$ )

Since the functions are the same (up to some encoding)...

- Why bother?


## Why bother? indeed

## Tropism

- culture and education stress on numbers, symbols are only to write sentences with
- proof by recursion and not induction (up to introducing measures like depth to do recursion)

Symbols are what is relevant

- in nowadays computations, computers...
- natural numbers are represented by sequences of symbols

Computability...

- is about symbol manipulation
- not natural numbers
- The term Recursive is getting replaced by computable (Soare, 2007)


## State of the art. . . ancient and number oriented - 1

- recursion on string, recursion on word, recursive string-functions, recursive word-functions
- recursion on representation: representation of natural numbers by words in shortlex/military order, non-trivial successor word-function
- peak in the 1960 's
- Most papers deal with hierarchies and is number-centric


## Cook and Kapron (2017)

- m-adic notation of numbers (digits exlude 0 ) and relations on weak classes
- primitives $\{n \mapsto 10 n+i\}_{0 \leq i \leq 9}$


## State of the art. . . ancient and number oriented - 2

## von Henke et al. (1975)

- survey on counterparts on words of classical results for primitive recursion on numbers


## Variations

- infinite alphabet (Vučkovi, 1970), computation over finite sequences of numbers encoded by numbers
- restriction to unitary word-functions is considered in (Asser, 1987; Santean, 1990; Calude and Sântean, 1990)
- the nowhere defined function is added to primitive recursive word-functions in Khachatryan (2015)


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## Complexity measure

## Needed

- formalism defines functions, not evaluation!
- what is a computation?
- what is the measure?


## Dynamical computation

- store every result of evaluation
- do not recompute


## Delayed evaluation

- compute value when need
- call by name


## Complexity classes

## Simulation of a Turing machine

- encoding: state $\$$ read symbol $\$$ word on left $\$$ word on right
- update in linear time

Class P is the same

- similar definition
- (one way) simulation of a Turing machine
- (other way) construction of the DAG in quasi-linear time

Same for higher classes

- NP (with certificate)
- EXP time...


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(3) Computing without concatenation

4 Conclusion
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[1] 0

## Strong limitation

## Lemma

- the output is a suffix of an input

Corollary

- paring is not possible anymore!
- indeed $\{\varepsilon, \mathrm{a}, \mathrm{aa}\} \times\{\varepsilon, \mathrm{a}, \mathrm{aa}\}$ has to be mapped one-to-one into $\{\varepsilon, a, a a\}$

Language decision

- $L=f^{-1}(\{\varepsilon\})$


## Multiple recursion

## Multiple recursion

- usually done with pairing
- add operator: The $(k+1)$-ary functions

$$
\left(f_{i}\right)_{1 \leq i \leq m}=\operatorname{Rec}^{m}\left(\left(g_{i}\right)_{1 \leq i \leq m},\left(h_{\mathrm{a}, i}\right)_{\mathrm{a} \in \Sigma, 1 \leq i \leq m}\right)
$$

are uniquely defined by $\forall i, 1 \leq i \leq m$ :

$$
\begin{aligned}
f_{i}(\varepsilon, \vec{y}) & =g_{i}(\vec{y}) \quad \text { and } \\
\forall \mathrm{a} \in \Sigma, \quad f_{i}(\mathrm{a} \cdot w, \vec{y}) & =h_{\mathrm{a}, i}\left(w, f_{1}(w, \vec{y}), \cdots, f_{m}(w, \vec{y}), \vec{y}\right)
\end{aligned}
$$

## Regular languages

- decided with this extra operator
- scheme: one function for each state


## Boolean operators - closure properties

- T identified with $\varepsilon$

Ternary operator / test function

- if $f_{\varepsilon}=\operatorname{Rec}\left(\pi_{2}^{1},\left(\pi_{4}^{4}, \pi_{4}^{4}\right)\right)$

Conjunction and disjunction

- $\wedge$ is and $_{\varepsilon}=\operatorname{Comp}\left(\mathrm{if}_{\varepsilon},\left(\pi_{2}^{1}, \pi_{2}^{2}, \pi_{2}^{1}\right)\right)$
- $V$ is $\operatorname{or}_{\varepsilon}=\operatorname{Comp}\left(i f_{\varepsilon},\left(\pi_{2}^{1}, \widehat{\varepsilon}, \pi_{2}^{2}\right)\right)$

Negation - non- $\varepsilon$ argument is needed

- $\neg$ is $\operatorname{Comp}\left(\mathrm{if}_{\varepsilon},\left(\pi_{2}^{1}, \pi_{2}^{2}, \widehat{\varepsilon}\right)\right)$ - arity is 2


## Equality test to palindrome decision

$\left.\left.\operatorname{Comp}\left(\operatorname{Rec}\left(\begin{array}{l|l|l|l}\pi_{2}^{1} & \operatorname{Comp}(\operatorname{Rec}(\mathrm{id} & \pi_{3}^{1} \\ & \left.\pi_{3}^{3}\right) & \pi_{4}^{2} \\ \pi_{4}^{4} \\ & \operatorname{Comp}(\operatorname{Rec}(\mathrm{id} & \pi_{3}^{3} & \pi_{4}^{1} \\ & \pi_{3}^{1} & \pi_{4}^{2} \\ \pi_{4}^{4}\end{array}\right)\right) \right\rvert\, \begin{array}{c}\pi_{2}^{1} \\ \pi_{2}^{2} \\ \pi_{2}^{1}\end{array}\right)$

- test if on is the reverse of the other!
- $\rightsquigarrow$ palindrome test
- algebraic language, non-ambiguous but not deterministic

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## Algebraic languages

$\mathrm{a}_{1}^{n} \mathrm{a}_{2}^{n}$

- non-ambiguous, deterministic
- read $\mathrm{a}_{1}$ and stack functions to remove $\mathrm{a}_{2}$
$a_{1}^{n} a_{2}^{n} a_{1}^{m} \cup a_{1}^{n} a_{2}^{m} a_{1}^{m}$
- ambiguous (non-deterministic)


## Non-algebraic languages

$$
\mathrm{a}_{1}^{n} \mathrm{a}_{2}^{n} \mathrm{a}_{1}^{n}=\mathrm{a}_{1}^{n} \mathrm{a}_{2}^{n} \mathrm{a}_{1}^{m} \cap \mathrm{a}_{1}^{n} \mathrm{a}_{2}^{m} \mathrm{a}_{1}^{m}
$$

$\mathrm{a}_{1}^{n} \mathrm{a}_{2}^{P(n)}$ with $P$ polynomial with positive coefficients
any boolean combination of the latter ones

- with prefixes and suffixes $\mathrm{a}_{3}^{*}$


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## Results

## With concatenation

- computability identical
- complexity compatible ( P and above)


## Without concatenation

- decide all rational languages with multiple recursion
- decide languages with polynomial conditions on exponents / repetitions (unary encoding of natural numbers)


## Perspectives - concatenation-less

- Test identity
- Polynomials in many variables, negative coefficients
- Regular languages without multiple recursion
- All algebraic languages (deterministic, non-ambiguous)
- Condition for not computability/decision

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