# Algorithmic Learning Theory

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**Definition.**  $\mathbb{K} = \{e \in \mathbb{N} \mid \varphi_e(e) \downarrow \}.$ 

The Halting Set is computably enumerable.

- It is the domain of a PCF.
- It is the range of a CF (such a function enumerates it).

**Theorem.** The Halting Set is NOT computable.

## Indexed families of sets

An indexed family of sets  $\{A_i \mid i \in \mathbb{N}\} \subseteq CE$  is *computably indexable* there is a computable function f that, given i as input, outputs a program number for set  $A_i$ .

So, 
$$A_i = W_{f(i)}$$

**Example.** Let  $B_n = \{n\}$ .

**Example.** Let  $A_i = \{n \in \mathbb{N} \mid n \neq i\}.$ 

### Indexed families of sets

**Exercise.** Let  $D = \{d_0, d_1, \ldots, d_k\}$  be a non-empty finite set. Let

$$i_D = \sum_{j=0}^k 2^{d_j}.$$

Let  $A_i$  be the finite set encoded by i as in the scheme above.

Find a computable function that, for each i, outputs an index for  $A_i$ .

#### Definitions.

- 1. A language is a c.e. set.
- 2. A *text* is an infinite sequence of natural numbers.
- 3. The set of numbers appearing in text t is denoted rng(t).
- 4. We say t is a text for language L if rng(t) = L.
- 5. The set of all possible texts is denoted  $\mathcal{T}$ .

- t = (0, 0, 2, 2, 4, 4, 6, 6, ...) is a text for  $L = \{2n \mid n \in \mathbb{N}\}.$
- So is  $s = (2, 0, 6, 4, 10, 8, \ldots)$ .
- $t_4 = 2$ , and  $\overline{t_4} = (0, 0, 2, 2)$ .
- $t_0 = ()$ .

**Notations:** Let  $t \in \mathcal{T}$  and  $n \in \mathbb{N}$ .

•  $\overline{t_n}$  denotes the first n members of t.

• 
$$t_n$$
 is the *n*th member of  $t$ .

#### Definitions.

- 1. SEQ is the set of all finite sequences.
- 2.  $\mathcal{T}$  is the set of all infinite sequences.
- 3. For  $\sigma \in SEQ$ , we write  $lh(\sigma)$  for the length of  $\sigma$ , and  $rng(\sigma)$  for the set of members of  $\sigma$ .
- 4. For  $\sigma \in SEQ$  and  $t \in \mathcal{T}$ , we say  $\sigma \in t$  if and only if  $\sigma = \overline{t_{lh(\sigma)}}$ .

5. We can identify members of SEQ with numbers:  $\langle \sigma \rangle = \langle lh(\sigma), \langle \sigma_1 \langle \sigma_2, \ldots \rangle \rangle \rangle$ 

- t = (0, 0, 2, 2, 4, 4, 6, 6, ...) is a text for  $L = \{2n \mid n \in \mathbb{N}\}.$
- So is  $s = (2, 0, 6, 4, 10, 8, \ldots)$ .
- $t_4 = 2$ , and  $\overline{t_4} = (0, 0, 2, 2)$ .
- $t_0 = ()$ .
- If  $\sigma = (0, 0, 2, 2, 4)$ , then  $lh(\sigma) = 5$  and  $rng(\sigma) = \{0, 2, 4\}$ .
- If  $\sigma = (2,0)$ , then  $\langle \sigma \rangle = \langle 2, \langle 2,0 \rangle \rangle = \frac{1}{2}(2 + \langle 2,0 \rangle)(2 + \langle 2,0 \rangle + 1) + \langle 2,0 \rangle$ . Now,  $\langle 2,0 \rangle = \frac{1}{2}(2+0)(2+0+1) + 0 = 3$ , so if we plug in  $\langle \sigma \rangle = 18$

**Definition.** A learning function is an element  $\mathcal{F}$ , i.e., a function from  $\mathbb{N}$  to  $\mathbb{N}$ , where the domain is typically thought of as SEQ. It may be partial or total, computable or not.

 $\langle (1,3,7,5,4,6) \rangle \ \longrightarrow \mathsf{LEARNER} \longrightarrow \ e$ 

# Learning Languages

A child learning a language is playing the role of the learner in a more complex variant of this game.

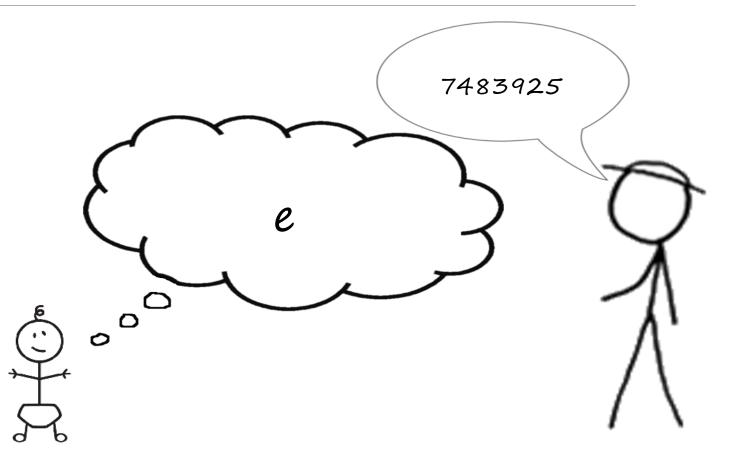
- A language is a set of grammatically correct sentences.
- The child will be given clues in the form of sentences that are in that set.
- The child will try to figure out what is in that set (by guessing the grammatical rules of the language).



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### Identification of texts

**Definitions.** Let  $f \in \mathcal{F}$  and  $t \in \mathcal{T}$ .

- 1. f is said to be *defined on* t just in case  $f(\overline{t_n}) \downarrow$  for all  $n \in \mathbb{N}$ .
- 2. Let  $e \in \mathbb{N}$ . f is said to converge on t to e just in case f is defined on t and for all but finitely many  $n \in \mathbb{N}$ ,  $f(\overline{t_n}) = e$ .
- 3. f is said to *identify* t just in case there is an  $e \in \mathbb{N}$  such that f converges on t to e and  $rng(t) = W_e$ .

# Identification of texts

#### Examples.

- Let t = (2, 4, 6, 6, 6, ...)
- Let  $s = (0, 1, 2, 3, 4, 5, \ldots)$
- Let r = (2, 2, 2, 3, 3, 3, 4, 4, 4, ...)

• Let  $f(\sigma)$  = the least index for  $rng(\sigma)$ .

• Let 
$$g(\sigma) = 5$$
.

• Let  $h(\sigma)$  = the smallest *i* so that  $rng(\sigma) \subseteq W_i$ .

# Identification of languages

**Definitions.** Let  $f \in \mathcal{F}$  and  $L \in RE$ .

f is said to *identify* L just in case f identifies every text for L.

- 1. Let  $L = \{2, 4, 6\}$ . Which learning functions identify L?
- 2. What does g identify?

#### 3. Let $n_0$ be an index for $L = \{0, 1\}$ . Does h identify L?

• Let 
$$f(\sigma)$$
 = the least index for  $rng(\sigma)$ .

• Let 
$$g(\sigma) = 5$$

 $h(\sigma) = \begin{cases} n_0 & \text{if } \sigma \text{ does not end in a 1} \\ lh(\sigma) & \text{otherwise} \end{cases}$ 

# Identification of collections of languages

**Definitions.** Let  $f \in \mathcal{F}$ , and  $\mathcal{L} \subseteq RE$  be a collection of languages.

f is said to *idenfity*  $\mathcal{L}$  just in case f identifies every  $L \in \mathcal{L}$ .

 $\mathcal{L}$  is said to be *identifiable* just in case there is some learning function f that identifies it.

- The empty collection of languages is identifiable.
- Every singleton collection of languages  $\{L\}$  is identifiable.

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"...questions about the identifiabity of collections of more than one language are often nontrivial, for many such questions receive negative answers... Such is the consequence of requiring a single learning function to determine which of several languages is inscribed in a given text."

Systems that Learn, OSB

## Identification of collections of languages

#### **Examples.**

**Proposition.**  $RE_{FIN} = \{A \subset \mathbb{N} \mid A \text{ is finite.}\}$  is identifiable.

**Proposition.** Let  $\mathcal{L} = \{\mathbb{N} - \{x\} \mid x \in \mathbb{N}\}$ . Then  $\mathcal{L}$  is identifiable.

**Proposition.** Every finite collection of languages is identifiable.