## Better living through functional programming (COS 326)

	Random Prefixe	Random Prefixes Test				
	Nickname	Calls per secon	a		Nickname	Calls per second
1	challah	231189.66		1	challah	231189.66
2	the grinch	60735.56		2	the grinch	60735.56
3	123456789	59518.38 d	f generate_telescoping_CPS_table(rows):	3	123456789	59518.38
4	#champ	51578.12 <	<pre>S = '<center>Telescoping Pretixes Test<ta /th&gt;Calls per second'</ta </center></pre>	4	#champ	51578.12
5	autocomplete	33098.12		5	autocomplete	33098.12
6	joshrunningyourcode	2395.08	<pre>i = 1; cows sort(key-lambda x: x[3] reverse-Tru</pre>	6	joshrunningyourcode	2319.79
	L		for row in rows:		Talasaaning Drafi	vos Tost
	Telescoping Prefi	xes Test	<pre>s = s + "%d<pre>%s</pre>&lt;</pre>		Telescoping Pren	
	Nickname	Calls per seco	'OW[0], FOW[3]) i - i+1:		Nickname	Calls per second
1	challah	723996.09	(	1	challah	723996.09
2	the grinch	541355.08	s = s + ""	2	the grinch	541355.08
3	123456789	470856.03	return s	3	123456789	470856.03
4	#champ	446242.35 d	<pre>f generate_highPrefixMatch_CPS_table(rows):</pre>	4	#champ	446242.35
5	autocomplete	330398.84	<pre>s = '<center>Large Np Test</center></pre>	5	autocomplete	330398.84
6	joshrunningyourcode	113575.12		6	joshrunningyourcode	114296.54
			i = 1:		Larga No T	aat
Large Np Test		est	for row in rows:			
	Nickname	Calls per seco	<pre>s = s + "%d<pre>%s</pre>&lt;</pre>		Nickname	Calls per second
1	challah	0.00	-ow[0], row[4])	1	123456789	73451.33
2	the grinch	69250.92	i = i+1;	2	the grinch	69250.92
3	123456789	73451.33	s = s + ""	3	#champ	68245.55
4	#champ	68245.55		4	autocomplete	48475.83
5	autocomplete	48475.83		5	challah	0.00
6	joshrunningyourcode	0.00		6	joshrunningyourcode	0.00

# **REALLY HARD PROBLEMS**

Beyond complexity classes

What if P=NP?

## Dealing with NP (or harder) problems

# Algorithms

Robert Sedgewick | Kevin Wayne

http://algs4.cs.princeton.edu

#### Desiderata. Classify problems according to computational requirements.

complexity	order of growth	examples
linear	Ν	min, max, median, Burrows-Wheeler transform,
linearithmic	N log N	sorting, element distinctness, convex hull, closest pair,
quadratic	N <sup>2</sup>	?
÷	÷	:
exponential	C <sup>N</sup>	?

Frustrating news. Huge number of problems have defied classification.

#### Desiderata. Classify problems according to computational requirements.

complexity	order of growth	examples
linear	Ν	min, max, median,
linearithmic	N log N	sorting, convex hull,
M(N)	?	integer multiplication, division, square root,
MM(N)	?	matrix multiplication, Ax = b, least square, determinant,
÷	÷	÷
NP-complete	probably not N <sup>b</sup>	3-SAT, IND-SET, ILP,

Good news. Can put many problems into equivalence classes.

## Handling NP Completeness

#### The bad news

• You've proven that your problem of interest is NP Complete.

#### The good news

- There are a few things you can try:
  - Accept a non-optimal answer.
  - Prune the search space.
  - Take advantage of special structure in the problem.

## Approximation

#### Approach 1: Approximate Heuristics

- Accept incorrect answers
  - TSP, always go to closest city next



http://en.wikipedia.org/wiki/Travelling\_salesman\_problem

## Approximation

#### **Approach 1: Approximate Heuristics**

- Accept incorrect answers
  - Polygon approximation problem: Find colored 50 triangles that best represent an image. Use genetic algorithm to make choice.









http://rogeralsing.com/2008/12/07/genetic-programming-evolution-of-mona-lisa/

549291.jpg

343336.jpg

7

## **Smarter Searching**

#### Approach 2: Exact Heuristics

- Use a smarter (but still worst case intractable) solution technique
  - TSP: Brute force, but rule out clearly inferior solutions to best known solutions (branch and bound)



Checks 129 out of 360 possible permutations <u>http://en.wikipedia.org/wiki/Travelling\_salesman\_problem</u>

## Smarter Searching: N-queens problem

Q. How many ways are there to place *N* queens on an *N*-by-*N* board so that no queen can attack any other?



int[]  $a = \{ 2, 7, 3, 6, 0, 5, 1, 4 \};$ 

Representation. No 2 queens in the same row or column  $\Rightarrow$  permutation. Additional constraint. No diagonal attack is possible.

Challenge. Enumerate (or even count) the solutions. - unlike N-rooks problem, nobody knows answer for N > 30

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## 4-queens search tree



## 4-queens search tree (pruned)



## Wake up

## Approach 3:

• Wake up and realize that it was all just a dream.

## Dealing with intractable problems

#### Approach 4: Take advantage of special structure

• Realize that your problem is actually a special, solvable case.

#### Example

- Hamiltonian Path
  - NP-Complete in general.
  - Easy to show that it's in P if the graph is a straight line or tree.

# **REALLY HARD PROBLEMS**

Dealing with NP (or harder) problems

# Algorithms

Beyond complexity classes

What if P=NP?

Robert Sedgewick  $\parallel$  Kevin Wayne

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## P = NP

#### Does P = NP?

- Equivalently: Is any NP Complete problem also in P?
- Equivalently: Efficiently verifiable  $\Rightarrow$  efficiently solvable?



Reminder: NP may as well have been called VP for "Verifiable in Polynomial Time"

## P = NP?

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- Equivalently: Efficiently verifiable  $\Rightarrow$  efficiently solvable?



Hardest problems in NP

## P = NP

#### Consensus Opinion (Bill Gasarch poll, 2002)

- 9 Yes
- 61 No
- 4 Independent of axiomatic systems typically used in considering the problem.

## Why is opinion generally negative?

- Someone would have proved it by now.
  - "The only supporting arguments I can offer are the failure of all efforts to place specific NP-complete problems in P by constructing polynomial-time algorithms." - Dick Karp
  - "For God's sake, let's keep it open for another 100 years! NSF needs to be convinced that theoretical CS is still relevant and supports it." Ming Li
- Creation of solutions seems philosophically more difficult than verification.
- Mathematical reasons: Way beyond scope of course (and my understanding)

## Solving NP Complete Problems

#### One approach

- Does nature solve any NP complete problems?
- If so, do any such problems admit a polynomial time simulator?

#### **Classic Example**

• Soap bubbles and Steiner Trees.



Like Minimum Spanning Trees but you can make up new nodes!

## Soap Bubbles and Steiner Trees



Figure 2: Commonly reported soap film configurations for 6-pin regular hexagon.

http://arxiv.org/pdf/0806.1340v1.pdf

## Soap Bubbles mean P=NP?

The Clay Mathematics Institute offers a \$1 million prize for a solution to the P=?NP problem. We look forward to receiving our award — but concede that the expected format of a solution is an object-level proof, not a meta-level argument like what we provide...

... the fact of the matter is that the analog process we exploit is a painfully simple macroscopic phenomenon — as we say, a "normal" physical process. The burden of proof is surely on those who would maintain that the formal machinery of digital physics is insufficient to model something as straightforward as submerging nails in, and retrieving them from, a bucket of soapy water.." — Bringsjord and Taylor (2004)

http://arxiv.org/pdf/cs/0406056.pdf

#### The problem

- Soap bubbles aren't always right.
  - Fall into local optima just like heuristic approaches to finding Steiner trees.

## **Protein Folding**

#### The HP model of protein folding is NP-complete.

- Incorrect but useful analogy: Imagine a shoelace with a bunch of positive and negative charges stuck to various points.
- Simulation tries to figure out final state of charged shoelace if you shake it and let it float into space.

#### Mistake in simulation

- Wrong shape.
- Wrong function prediction.

#### Mistakes occur in nature

- Bad news for cows (mad cow disease!)
- Bad news for computing (Billions of years of evolution. No solution!)
- Bad news for you.





## But what if P = NP?

"[A linear or quadratic-time procedure for what we now call NPcomplete problems would have] consequences of the greatest magnitude. [For such an procedure] would clearly indicate that, despite the unsolvability of the Entscheidungsproblem, the mental effort of the mathematician in the case of yes-or-no questions could be completely replaced by machines." — Kurt Gödel



## One of these things, is not like the other..

#### Millenium Prize Problems

- Hodge Conjecture
- Poincare Conjecture (solved!)
- Riemann Hypothesis
- Yang-Mills existence and mass gap
- Navier-Stokes existence and smoothness
- Birch and Swinnerton-dyer conjecture
- P=NP
  - If true, proof might allow you to trivially solve all of the other problems.

## What if P = NP?

"I have heard it said, with a straight face, that a proof of P = NP would be important because it would let airlines schedule their flights better, or shipping companies pack more boxes in their trucks!

If [P = NP], then we could quickly find the smallest Boolean circuits that output (say) a table of historical stock market data, or the human genome, or the complete works of Shakespeare. It seems entirely conceivable that, by analyzing these circuits, we could make an easy fortune on Wall Street, or retrace evolution, or even generate Shakespeare's 38th play. For broadly speaking, that which we can compress we can understand, and that which we can understand we can predict.

So if we could solve the general case—if knowing something was tantamount to knowing the shortest efficient description of it—then we would be almost like gods. [Assuming  $P \neq NP$ ] is the belief that such power will be forever beyond our reach." — Scott Aaronson





For more: The Golden Ticket: P, NP, and the Search for the Impossible by Lance Fortnow

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Beyond complexity classes

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## Can machines think?

#### AI-Complete problems

- Communication in natural language
- Translation of natural language
- Writing a play
- Programming
- Theorem proving (can be formalized into an NP complete problem)

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#### Proof of concept

- Brains
- Bad API

## The Turing test

#### Separate the scientific question from the philosophical question





http://cmst1a0970733.blogspot.com/2009/10/collective-computer-intelligence-mark.html

http://www.cosc.canterbury.ac.nz/csfieldguide/student/Artificial%20intelligence.html

#### John Searle

- Incredibly famous professor in the philosophy of mind (and language).
- Goal:
  - Debunk the Turing test (and similar) as proof of intelligence.



#### Imagine a box with a computer inside.

- You slip messages in Chinese into a slot in a box.
- The machine reads the Chinese, processes it according to some set of rules, and prints out a response.
- The Chinese room behaves exactly as if it were a native Chinese speaker.
- Does the machine truly understand Chinese (Strong AI), or is it just simulating understanding (weak AI)?



我爸是李刚!

Karl Gottlieb von Windisch's 1784 book Inanimate Reason

#### Observation

• The human mind can simulate a Turing machine (equivalent to: it is possible to manually simulate Java code).

#### Imagine a box with a guy inside.

- You slip messages in Chinese to a monolingual Anglophone in a box.
- The guy has:
  - A printout of the source code of the Chinese room computer program.
  - An enormous supply of pencils, erasers, paper, and filing cabinets.
- When he receives a message, the guy mechanically follows the rules, writes out the resulting response, and slips it back to you.
- Since the guy in the box doesn't understand Chinese (or what he's saying), then the computer doesn't either: it's just simulating intelligence.



## Josh's Searle's Chinese Room

#### Imagine a box with a humanoid robot inside.

- You slip messages in Chinese to a humanoid robot inside a box.
- The robot has:
  - A printout of the source code of the Chinese room computer program.
  - An enormous supply of pencils, erasers, paper, and filing cabinets.
  - Minimal complexity: Ability to OCR characters and follow rules in book.
- When he receives a message, the robot mechanically follows the rules, writes out the resulting response, and slips it back to you.
- Does the humanoid robot understand Chinese?
  - My opinion: No, and it's irrelevant!



## The Chinese Room

#### What the Chinese Room Purports to Prove

- The Turing Test doesn't prove intelligence.
- Argument:
  - Turing: If a digital computer mechanically generates good conversation, then the computer IS sentient.
  - Searle: Since a man can unthinkingly generate good conversation according to same mechanical rules, then a computer doing the same thing is NOT sentient (because the man wasn't thinking).
- My opinion: The man in the Chinese Room is acting as a non-sentient component of a sentient system.
  - The 'smarts' of the system are all in the rulebook (which is going to be fantastically complex).

"[The field of cognitive science ought to be redefined as] the ongoing research program of showing Searle's Chinese Room Argument to be false." — Pat Hayes

## Can humans think?

#### Possible consequences if the Chinese Room (or similar) arguments are right

- Just because YOUR brain is providing me with a good conversation doesn't prove anything!
- You might just be pretending to be sentient.
  - Philosophical zombie.

"*Intellect:* By convention there is sweetness, by convention bitterness, by convention color, in reality only atoms and the void.

Senses: Foolish intellect! Do you seek to overthrow us, while it is from us that you take your evidence?" — Democritus (circa 450 BC), dialogue between the intellect of senses

## The Hug Paradox

#### Josh Hug believes brains are just mechanical machines.

- Josh Hug would also not volunteer to be deconstructed and then reconstructed.
  - He would be perfectly willing to have his brains cells replaced by precise electronic analogues, one by one, at a reasonable rate (say entire brain in one day).
  - If replacement process was done in big enough chunks: Hell no!
  - There is clearly an error in Josh Hug's thinking.





## Deep into the fringes

#### The Chinese Lookup Table

- Suppose we have an enormous lookup table that encodes every possible stream of Chinese conversation of duration 20 years or less.
- Features:
  - More atoms than the universe (obscenely so!).
  - Indistinguishable from a sentient being (for 20 years at least).
- Would such a lookup table think?

#### Things to ponder

- Lookup in a symbol table is boring (i.e. simple operation).
  - Gut feeling: Doesn't seem like this could imply consciousness.
- Kolmogorov complexity of this lookup table is massive compared to a representation of human intelligence.
  - Consciousness and compression are somehow linked [??].
- Chance of generating a good lookup table randomly is non-zero!

Disclaimer: This is probably a common concept in the Philosophy of Mind. I didn't do my homework to see what people think about this.

