

Contents

Part I Theory and Methods

1 Preliminaries	3
1.1 Computability and the Behavior of Computing Programs	3
1.1.1 Deterministic Turing Machines	3
1.1.2 The Theory of Cellular Automata	4
1.1.3 Elementary Cellular Automata	4
1.1.4 Wolfram's Classification	5
1.2 Chance and Classical Probability Theory	7
1.2.1 Conditional Probability	8
1.2.2 Shannon's Information Theory	8
1.2.3 Noisy-Channel Coding Theorem and Redundancy	10
1.2.4 Bayes' Theorem	10
1.2.5 Data Compression	10
1.2.6 Compressibility of Cellular Automata	12
1.3 Kolmogorov Complexity and Algorithmic Probability	13
References	14
2 Enumerating and Simulating Turing Machines	17
2.1 The Complete Enumeration of (s, k)	18
2.2 Graphical Representation of Turing Machines	20
2.3 The Reduced Enumeration	20
2.4 From Reduced to Complete Enumeration	25
2.5 Simulating Turing Machines	27
2.6 Decoding the Enumeration	27
2.7 Detecting Non-halting Machines	27
2.7.1 Machines Without Transitions to the Halting State	27
2.7.2 Detecting Escapees	28
2.7.3 Detecting Cycles	29
2.8 Running Machines and Storing the Output Strings	29
2.8.1 Producing Random Machines	30
2.9 Halting and Runtime Distributions	30

2.9.1	Halting History of (2, 2) and (3, 2) Turing Machines	31
2.9.2	Returning the Runtime	31
2.9.3	Two-dimensional Turing Machines	34
	References	38
3	The Coding Theorem Method	39
3.1	The Limits of Statistical Compression Algorithms	40
3.1.1	The Problem of Short Strings	42
3.2	Approximating the Universal Distribution	42
3.3	The Empirical Distribution D	44
3.4	Methodology	46
3.4.1	Numerical Calculation of $D(4)$	46
3.4.2	Algorithmic Probability Tables	47
3.4.3	Derivation and Calculation of Algorithmic Complexity	55
3.4.4	Runtimes Investigation	57
3.5	Calculating $D(5)$	62
3.5.1	Setting the Runtime	62
3.6	A Glance at $D(5)$	62
3.7	Reliability of the Approximation of $D(5)$	63
3.7.1	Exponential Regression	65
3.7.2	The Exponential Fit	67
3.8	Features of $D(5)$	67
3.8.1	Lengths	67
3.8.2	Global Simplicity	68
3.8.3	Binomial Behavior	69
3.8.4	A Bayesian Approach	70
3.9	Comparing $D(4)$ and $D(5)$	73
3.9.1	Agreement in Probability	74
3.9.2	Agreement in Rank	74
3.10	Kolmogorov Complexity Calculation	76
3.10.1	Randomness in $D(5)$	78
3.10.2	Robustness of $K_{D(n)}$	79
3.11	Validation by the Number of Instructions Used	80
3.11.1	Logical Depth and $K_{D(5)}$	82
3.12	Summary	86
	References	88
4	Theoretical Aspects of Finite Approximations to Levin's Semi-measure	89
4.1	Algorithmic Information Measures	89
4.2	Turing Machines as a Prefix-Free Set of Programs	90
4.3	A Levin-Style Algorithmic Measure	92
4.3.1	Finite Approximations to m	93
4.3.2	Properties of m and m_k	94
4.4	Computing m_5	96
	References	100

5	Validation and Generalization of CTM	101
5.1	Multidimensional Complexity	101
5.2	Deterministic Two-Dimensional Turing Machines	101
5.3	An Approximation to the Universal Distribution	102
5.4	Evaluating 2-Dimensional Kolmogorov Complexity	105
5.5	Cross-Validation of the Coding Theorem Method by Compressibility	110
5.6	Limitations of Lossless Compression Approaches	110
5.7	CTM and Compression on Strings of Length 10 to 15	111
5.8	Comparing 1-Dimensional Strings in $(4, 2)_{2D}$ to $(4, 2)$	114
5.9	Comparison of CTM and Compression of Cellular Automata	117
	References	123
6	The Block Decomposition Method	125
6.1	The Use and Misuse of Lossless Compression	125
6.1.1	Building Upon Entropy Rate	126
6.2	The Block Decomposition Method	127
6.2.1	l -Overlapping String Block Decomposition	128
6.2.2	2- and w -Dimensional Complexity	129
6.2.3	BDM Upper and Lower Absolute Bounds	131
6.3	Dealing with Object Boundaries	132
6.3.1	Recursive BDM	133
6.3.2	Periodic Boundary Conditions	133
6.4	Error Estimation	134
6.4.1	BDM Convergence Towards Shannon Entropy	136
6.5	Normalized BDM	137
6.6	Behaviour of CTM to BDM Transition	139
6.6.1	Smooth BDM (and 'Add Col')	141
6.6.2	Weighted Smooth BDM with Mutual Information	142
6.7	A Logical Depth-Based Measure	143
6.8	BDM Asymptotic Time Complexity and Scalability	145
6.9	Algorithmic Complexity of Integer Sequences	146
6.10	Summary	148
	References	149
7	Conditional BDM	151
7.1	Introduction	151
7.1.1	On the Second Term	152
7.2	Joint and Mutual BDM	152
7.3	The Relationship Between Conditional, Joint and Mutual Information	153
7.4	Properties and Relationship with Entropy	154
7.4.1	The Impact of Partition Strategy	155
7.4.2	Conditional BDM as an Extension of Conditional Entropy	155
7.5	Numerical Results	157

7.5.1	Conditional BDM Compared to Conditional Entropy over Biased Distributions	157
7.5.2	Conditional BDM over Different Partition Sizes	158
7.6	Distance to Conditional Kolmogorov Complexity	159
7.7	Hybrid Classical and Algorithmic Conditional BDM	160
	References	161

Part II Applications

8	Applications to Graph and Network Complexity	165
8.1	Introduction	165
8.2	Preliminaries	166
8.3	Applying BDM to Graphs	167
8.3.1	Complexity and Graph Vertex Order	168
8.3.2	Complexity and Edge Density	169
8.3.3	Graph Duality	171
8.4	Testing BDM and Boundary Condition Strategies	172
8.5	Graph Automorphisms and Kolmogorov Complexity	176
8.6	Applying BDM to Real-World Natural and Social Networks	179
8.7	The Algorithmic Randomness of Synthetic Complex Networks	180
8.7.1	Network Connectedness and Complexity	181
8.7.2	Topological Characterization of Artificial Complex Networks	184
	References	188
9	Algorithmic Complexity in Cognition	191
9.1	Working Memory and Intelligence	191
9.1.1	Participants	193
9.1.2	Task	193
9.1.3	Results	194
9.1.4	Discussion	196
9.2	Randomness	197
9.2.1	The Usual Measures of Randomness	198
9.2.2	Understanding Random “Biases”	202
9.2.3	Applications	205
9.2.4	Comments	212
9.3	Development	213
9.3.1	Methods	215
9.3.2	Modulating Factors	218
9.3.3	Experiment	219
9.3.4	Results and Discussion	220
9.4	Aesthetic Preferences	223
9.4.1	General Method	225
9.4.2	Results	228
9.4.3	Conclusive Discussion	229

9.5	Visual Cognition	230
9.5.1	Method	232
9.5.2	Results and Discussion	233
9.6	Conspiracy Theories	235
9.6.1	General Method	236
9.6.2	Experiment 1	237
9.6.3	Experiment 2	240
9.6.4	Experiment 3	241
9.6.5	General Discussion	244
9.7	The Emergence of Grammar	245
9.7.1	Method	247
9.7.2	Results	247
9.7.3	Discussion	251
	References	253
	Appendix: Source Code of the Turing Machine Simulator	257
	Index	265