

Lecture  
Models of Computation  
(DIT310, TDA184)

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# Today

- ▶ Rice's theorem.
- ▶ Turing machines.

# Correction

Last week:

- ▶ How do we represent a  $\chi$ -computable function?
- ▶ Example:

$$\{f \in \mathbb{N} \rightarrow \mathbb{N} \mid f \text{ is } \chi\text{-computable}\}$$

- ▶ By the representation of one of the closed expressions witnessing the computability of the function.

# Correction

However, I want to allow *any* witness.

- ▶ Implementations of functions in

$$\{f \in \mathbb{N} \rightarrow \mathbb{N} \mid f \text{ is } \chi\text{-computable}\} \rightarrow \text{Bool}$$

are only required to function correctly for one particular witness of a given  $f$ .

# Correction

Note that

$$\{f \in \mathbb{N} \rightarrow \mathbb{N} \mid f \text{ is } \chi\text{-computable}\}$$

is equivalent to

$$\{f \in \mathbb{N} \rightarrow \mathbb{N} \mid e \in CExp, e \text{ implements } f\}.$$

Replace it with

$$\{(f, e) \mid f \in \mathbb{N} \rightarrow \mathbb{N}, e \in CExp, e \text{ implements } f\},$$

and define  $\ulcorner (f, e) \urcorner = \ulcorner e \urcorner$ .

# Rice's theorem

## Rice's theorem

Assume that  $P \in CExp \rightarrow Bool$  satisfies the following properties:

- ▶  $P$  is non-trivial:

There are expressions  $e_{\text{true}}, e_{\text{false}} \in CExp$  satisfying  $P e_{\text{true}} = \text{true}$  and  $P e_{\text{false}} = \text{false}$ .

- ▶  $P$  respects pointwise semantic equality:

$$\forall e_1, e_2 \in CExp.$$

if  $\forall e \in CExp. \llbracket e_1 \ e \rrbracket = \llbracket e_2 \ e \rrbracket$  then

$$P e_1 = P e_2$$

Then  $P$  is  $\chi$ -undecidable.

# Rice's theorem

The halting problem reduces to  $P$ :

$$\begin{aligned} \text{halts} = & \lambda e. \mathbf{case} \ P \ \lceil \ \lambda \_ . \mathbf{rec} \ x = x \ \rceil \ \mathbf{of} \\ & \{ \text{False}() \rightarrow \\ & \quad P \ \lceil \ \lambda x. (\lambda \_ . e_{\text{true}} \ x) \ (eval \ \_ \ \text{code} \ e \ \_) \ \rceil \\ & ; \text{True}() \rightarrow \\ & \quad \text{not} \ (P \ \lceil \ \lambda x. (\lambda \_ . e_{\text{false}} \ x) \ (eval \ \_ \ \text{code} \ e \ \_) \ \rceil) \\ & \} \end{aligned}$$



# Quiz

Which of the following problems are  $\chi$ -decidable?

- ▶ Is  $e \in CExp$  an implementation of the successor function for natural numbers?
- ▶ Is  $e \in CExp$  syntactically equal to  $\lambda n. \text{Suc}(n)$ ?

# Turing machines

# Intuitive idea

- ▶ A tape that extends arbitrarily far to the right.
- ▶ The tape is divided into squares.
- ▶ The squares can contain symbols, chosen from a finite alphabet.
- ▶ A read/write head, positioned over one square.
- ▶ The head can move from one square to an adjacent one.
- ▶ Rules that explain what the head does.

# Rules

- ▶ A finite set of states.
- ▶ When the head reads a symbol (blank squares correspond to a special symbol):
  - ▶ Check if the current state contains a matching rule, with:
    - ▶ A symbol to write.
    - ▶ A direction to move in.
    - ▶ A state to switch to.
  - ▶ If not, halt.

# Motivation

- ▶ Turing motivated his design partly by reference to what a human computer does.
- ▶ Please read his text.

# Abstract syntax

# Abstract syntax

A Turing machine (one variant) is specified by giving the following information:

- ▶  $S$ : A finite set of states.
- ▶  $s_0 \in S$ : An initial state.
- ▶  $\Sigma$ : The input alphabet,  
a finite set of symbols with  $\sqcup \notin \Sigma$ .
- ▶  $\Gamma$ : The tape alphabet,  
a finite set of symbols with  $\Sigma \cup \{\sqcup\} \subseteq \Gamma$ .
- ▶  $\delta \in S \times \Gamma \rightarrow S \times \Gamma \times \{L, R\}$ :  
The transition “function”.

# Abstract syntax

$$\begin{array}{l} S \text{ is a finite set} \quad s_0 \in S \\ \Sigma \text{ is a finite set} \quad \sqcup \notin \Sigma \\ \Gamma \text{ is a finite set} \quad \Sigma \cup \{\sqcup\} \subseteq \Gamma \\ \delta \in S \times \Gamma \rightarrow S \times \Gamma \times \{\mathbf{L}, \mathbf{R}\} \\ \hline (S, s_0, \Sigma, \Gamma, \delta) \in TM \end{array}$$



# Operational semantics

# Positioned tapes

- ▶ Representation of the tape and the head's position:

$$Tape = List \Gamma \times List \Gamma$$

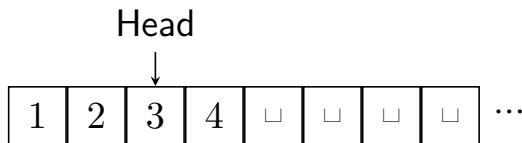
- ▶ Here  $(ls, rs)$  stands for

$$reverse\ ls \uplus rs$$

followed by an infinite sequence of blanks ( $\sqcup$ ).

# Positioned tapes

$([2, 1], [3, 4, \square, \square])$  stands for:



# The symbol under the head

The head is located over the first symbol in  $rs$  (or a blank, if  $rs$  is empty):

$$\begin{aligned} \text{head}_T &\in \text{Tape} \rightarrow \Gamma \\ \text{head}_T (ls, rs) &= \text{head } rs \end{aligned}$$

$$\begin{aligned} \text{head} &\in \text{List } \Gamma \rightarrow \Gamma \\ \text{head } [] &= \sqcup \\ \text{head } (x :: xs) &= x \end{aligned}$$

# Writing

Writing to the tape:

$$\begin{aligned} \textit{write} &\in \Gamma \rightarrow \textit{Tape} \rightarrow \textit{Tape} \\ \textit{write } x \textit{ (} ls, rs \textit{)} &= (ls, x :: \textit{tail } rs) \end{aligned}$$

The “tail” of a sequence:

$$\begin{aligned} \textit{tail} &\in \textit{List } \Gamma \rightarrow \textit{List } \Gamma \\ \textit{tail } [] &= [] \\ \textit{tail } (r :: rs) &= rs \end{aligned}$$

# Moving

Moving the head:

$$\text{move} \in \{\mathbf{L}, \mathbf{R}\} \rightarrow \text{Tape} \rightarrow \text{Tape}$$
$$\text{move } \mathbf{R} (ls, rs) = (\text{head } rs :: ls, \text{tail } rs)$$
$$\text{move } \mathbf{L} ([], rs) = ([], rs)$$
$$\text{move } \mathbf{L} (ls, rs) = (\text{tail } ls, \text{head } ls :: rs)$$

# Actions

Actions describe what the head will do:

$$Action = \Gamma \times \{L, R\}$$

Note:

$$\delta \in S \times \Gamma \rightarrow S \times Action$$

First write, then move:

$$act \in Action \rightarrow Tape \rightarrow Tape$$
$$act(x, d) t = move\ d\ (write\ x\ t)$$

# Quiz

Which of the following equalities are valid?

- ▶  $act(0, L)(act(1, L)([], [])) = ([], [0, 1])$
- ▶  $act(0, L)(act(1, L)([], [])) = ([0, 1], [])$
- ▶  $act(0, L)(act(1, L)([], [])) = ([1, 0], [])$
- ▶  $act(0, R)(act(1, R)([], [])) = ([], [0, 1])$
- ▶  $act(0, R)(act(1, R)([], [])) = ([0, 1], [])$
- ▶  $act(0, R)(act(1, R)([], [])) = ([1, 0], [])$



# Small-step operational semantics

A configuration consists of a state and a tape:

$$\textit{Configuration} = \textit{State} \times \textit{Tape}$$

The small-step operational semantics relates configurations:

$$\frac{\delta (s, \textit{head}_T t) = (s', a)}{(s, t) \longrightarrow (s', \textit{act } a t)}$$

# Reflexive transitive closure

Zero or more small steps:

$$\frac{}{c \longrightarrow^* c} \qquad \frac{c_1 \longrightarrow c_2 \quad c_2 \longrightarrow^* c_3}{c_1 \longrightarrow^* c_3}$$

The machine halts if it ends up in a configuration  $c$  for which there is no  $c'$  such that  $c \longrightarrow c'$ .

# The machine's result

- ▶ The machine is started in state  $s_0$ .
- ▶ The head is initially over the left-most square.
- ▶ The tape initially contains a string of characters from the input alphabet  $\Sigma$  (followed by blanks).
- ▶ If the machine halts, then the result consists of the contents of the tape, up to the last non-blank symbol.
- ▶ (Last year I required the machine to halt with the head over the left-most square.)

# The machine's result

A relation between *List*  $\Sigma$  and *List*  $\Gamma$ :

$$\frac{(s_0, [], xs) \longrightarrow^* (s, t) \quad \nexists c. (s, t) \longrightarrow c}{xs \Downarrow \text{remove} (\text{list } t)}$$

# Constructing the result

The function *list* converts the representation of the tape to a list, and *remove* removes all trailing blanks:

$$\textit{list} \in \textit{Tape} \rightarrow \textit{List } \Gamma$$

$$\textit{list} (ls, rs) = \textit{reverse } ls \uplus rs$$

$$\textit{remove} \in \textit{List } \Gamma \rightarrow \textit{List } \Gamma$$

$$\textit{remove} [] = []$$

$$\textit{remove} (x :: xs) = \textit{cons}' x (\textit{remove } xs)$$

$$\textit{cons}' \in \Gamma \rightarrow \textit{List } \Gamma \rightarrow \textit{List } \Gamma$$

$$\textit{cons}' \sqcup [] = []$$

$$\textit{cons}' x xs = x :: xs$$

# Quiz

## Which properties does $\Downarrow$ satisfy?

- ▶ Is it deterministic (for every Turing machine)?

$$\forall xs \in List \Sigma. \forall ys, zs \in List \Gamma. \\ xs \Downarrow ys \wedge xs \Downarrow zs \Rightarrow ys = zs$$

- ▶ Is it total (for every Turing machine)?

$$\forall xs \in List \Sigma. \exists ys \in List \Gamma. xs \Downarrow ys$$

# The machine's partial function

The semantics as a partial function:

$$\begin{aligned} \llbracket - \rrbracket &\in \forall tm \in TM. List \Sigma_{tm} \rightarrow List \Gamma_{tm} \\ \llbracket tm \rrbracket xs = ys &\text{ if } xs \Downarrow_{tm} ys \end{aligned}$$

# Two examples



# An example

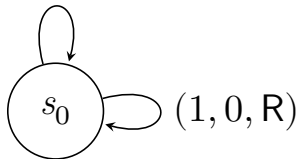
- ▶ Input alphabet:  $\{0, 1\}$ .
- ▶ Tape alphabet:  $\{0, 1, \sqcup\}$ .
- ▶ States:  $\{s_0\}$ .
- ▶ Initial state:  $s_0$ .

# Transition function

$$\delta(s_0, 0) = (s_0, 1, R)$$

$$\delta(s_0, 1) = (s_0, 0, R)$$

(0, 1, R)



# Quiz

What is the result of running this TM with 0101 as the input string?

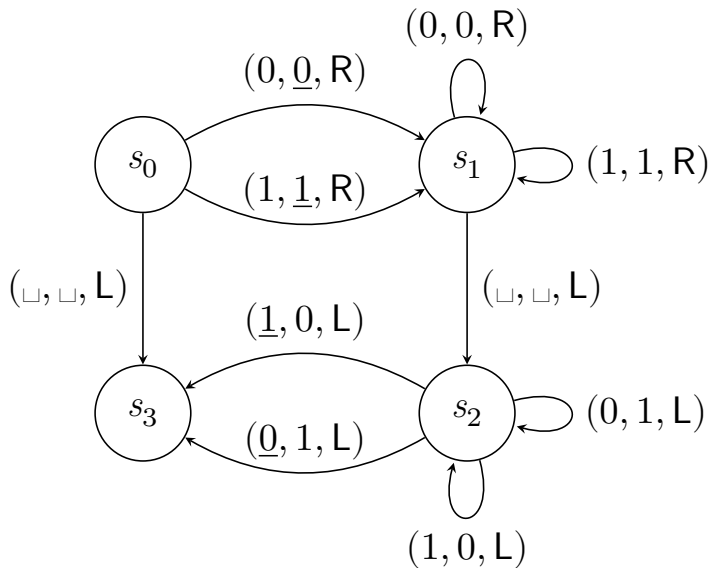
- ▶ No result
- ▶ 0000
- ▶ 1111
- ▶ 0101
- ▶ 1010
- ▶ 0101□
- ▶ 1010□

# Another example

One way to make sure that the head ends up over the left-most square:

- ▶ Input alphabet:  $\{0, 1\}$ .
- ▶ Tape alphabet:  $\{0, 1, \underline{0}, \underline{1}, \sqcup\}$ .
- ▶ States:  $\{s_0, s_1, s_2, s_3\}$ .
- ▶ Initial state:  $s_0$ .

# Transition function



Accepting  
states

# Accepting states

Turing machines with *accepting states*:

$$\begin{array}{l} S \text{ is a finite set} \quad s_0 \in S \quad A \subseteq S \\ \Sigma \text{ is a finite set} \quad \sqcup \notin \Sigma \\ \Gamma \text{ is a finite set} \quad \Sigma \cup \{\sqcup\} \subseteq \Gamma \\ \delta \in S \times \Gamma \rightarrow S \times \Gamma \times \{L, R\} \\ \hline (S, s_0, A, \Sigma, \Gamma, \delta) \in TM \end{array}$$

# Is the string accepted?

A relation on *List*  $\Sigma$ :

$$\frac{(s_0, [], xs) \longrightarrow^* (s, t) \quad \nexists c. (s, t) \longrightarrow c}{\text{Accept } xs} \quad s \in A$$



# Is the string rejected?

A relation on *List*  $\Sigma$ :

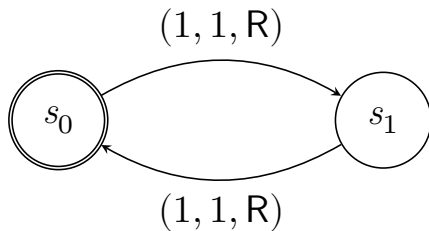
$$\frac{(s_0, [], xs) \longrightarrow^* (s, t) \quad \nexists c. (s, t) \longrightarrow c \quad s \notin A}{\text{Reject } xs}$$

Note that if the TM fails to halt, then the string is neither accepted nor rejected.

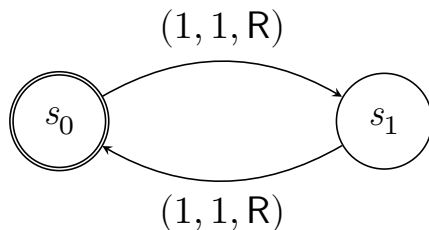
# An example

- ▶ Input alphabet:  $\{1\}$ .
- ▶ Tape alphabet:  $\{1, \sqcup\}$ .
- ▶ States:  $\{s_0, s_1\}$ .
- ▶ Initial state:  $s_0$ .
- ▶ Accepting states:  $\{s_0\}$ .

# Transition function



# Transition function



- Quiz: Which strings are accepted by this Turing machine?

# Variants

# Variants

Equivalent (in some sense) variants:

- ▶ Possibility to stay put.
- ▶ A tape without a left end.
- ▶ Multiple tapes.
- ▶ Only two symbols, other than the blank one.

Representing  
inductively  
defined sets

# Natural numbers

One method:

$$\lceil \_ \rceil \in \mathbb{N} \rightarrow \text{List } \{1\}$$

$$\lceil \text{zero} \rceil = []$$

$$\lceil \text{suc } n \rceil = 1 :: \lceil n \rceil$$



# Natural numbers

Another method:

$$\ulcorner \_ \urcorner \in \mathbb{N} \rightarrow \text{List } \{0, 1\}$$

$$\ulcorner \text{zero} \urcorner = 0 :: []$$

$$\ulcorner \text{suc } n \urcorner = 1 :: \ulcorner n \urcorner$$

This method is used below.

# Lists

Assume that members of  $A$  can be represented using a function  $\ulcorner \_ \urcorner \in A \rightarrow List \Sigma$  that is *splittable*:

- ▶ It is injective.
- ▶ There is a function

$$split \in List \Sigma \rightarrow List \Sigma \times List \Sigma$$

such that, for any  $x \in A$ ,  $xs \in List \Sigma$ ,

$$split (\ulcorner x \urcorner \uparrow\uparrow xs) = (\ulcorner x \urcorner, xs).$$

# Lists

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such that, for any  $x \in A$ ,  $xs \in List \Sigma$ ,

$$split (\ulcorner x \urcorner \uparrow xs) = (\ulcorner x \urcorner, xs).$$

Note that *split* can only be defined for one of the presented methods for representing natural numbers.

# Lists

Representation of *List A*:

$$\ulcorner \_ \urcorner \in \text{List } A \rightarrow \text{List } (\Sigma \cup \{0, 1\})$$

$$\ulcorner [] \urcorner = 0 :: []$$

$$\ulcorner x :: xs \urcorner = 1 :: \ulcorner x \urcorner \uplus \ulcorner xs \urcorner$$

This function is splittable.

# Quiz

Which list of natural numbers does  
11110101110100 stand for?

- ▶ None
- ▶ [3, 0, 2]
- ▶ [3, 0, 2, 0]
- ▶ [3, 2, 0]
- ▶ [4, 1, 3, 1]
- ▶ [4, 1, 3, 1, 0]

# Pairs

Assume that members of  $A$  and  $B$  can be represented using functions  $\ulcorner \_ \urcorner^A \in A \rightarrow \text{List } \Sigma$  and  $\ulcorner \_ \urcorner^B \in B \rightarrow \text{List } \Sigma$  that are splittable.

Representation of  $A \times B$ :

$$\begin{aligned}\ulcorner \_ \urcorner &\in A \times B \rightarrow \text{List } \Sigma \\ \ulcorner (x, y) \urcorner &= \ulcorner x \urcorner^A \uparrow\uparrow \ulcorner y \urcorner^B\end{aligned}$$

This function is also splittable.

# Turing- computability

## Turing-computable functions

Assume that we have methods for representing members of the sets  $A$  and  $B$  as elements of  $List \Sigma$ , where  $\Sigma$  is a finite set.

A partial function  $f \in A \rightarrow B$  is *Turing-computable* (with respect to these methods) if there is a Turing machine  $tm$  such that:

- ▶  $\Sigma_{tm} = \Sigma$ .
- ▶  $\forall a \in A. \llbracket tm \rrbracket \ulcorner a \urcorner = \ulcorner f a \urcorner$ .



# Languages

- ▶ A language over an alphabet  $\Sigma$  is a subset of *List*  $\Sigma$ .

## Turing-decidable

A language  $L$  over  $\Sigma$  is *Turing-decidable* if there is a Turing machine  $tm$  such that:

- ▶  $\Sigma_{tm} = \Sigma$ .
- ▶  $\forall xs \in List \Sigma$ . if  $xs \in L$  then  $Accept_{tm} xs$ .
- ▶  $\forall xs \in List \Sigma$ . if  $xs \notin L$  then  $Reject_{tm} xs$ .

## Turing-recognisable

A language  $L$  over  $\Sigma$  is *Turing-recognisable* if there is a Turing machine  $tm$  such that:

- ▶  $\Sigma_{tm} = \Sigma$ .
- ▶  $\forall xs \in List \Sigma. xs \in L$  iff  $Accept_{tm} xs$ .

# Summary

- ▶ Rice's theorem.
- ▶ Turing machines:
  - ▶ Abstract syntax.
  - ▶ Operational semantics.
  - ▶ Variants.
  - ▶ Representing inductively defined sets.
  - ▶ Turing-computability.