Lecture Models of computation (DIT311, TDA184)

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Today

- ▶ Representing Turing machines.
- ► A self-interpreter (a universal Turing machine).
- ▶ The halting problem.
- A Turing machine that is a χ interpreter.
- ▶ The Post correspondence problem.
- Some history.

Representing Turing

machines

States

Assume that $S = \{s_0, ..., s_n\}$. Note that S is always non-empty.

$$\lceil S \rceil = \lceil n \rceil$$

$$\lceil s_k \rceil = \lceil k \rceil$$

Alphabets

Directions

$$\lceil \mathsf{L} \rceil = [0]$$
$$\lceil \mathsf{R} \rceil = [1]$$

The transition function

▶ A rule δ (s,x) = (s',x',d) is represented by $\lceil s \rceil + \lceil x \rceil + \lceil s' \rceil + \lceil x' \rceil + \lceil d \rceil.$

► The transition function is represented by the representation of a list containing all of its rules (ordered in some way).

Turing machines and strings

 \blacktriangleright A Turing machine $(S,s_{initial},\Sigma,\Gamma,\delta)\in\mathit{TM}$ is represented by

$$\lceil S \rceil + \lceil s_{initial} \rceil + \lceil \Sigma \rceil + \lceil \Gamma \rceil + \lceil \delta \rceil.$$

lacktriangle A pair consisting of a Turing machine tm and a corresponding input string xs is represented by

$$\lceil tm \rceil + \lceil xs \rceil$$
.

▶ Note that this encoding only uses two non-blank symbols, 0 and 1.

Quiz

- 1. None
- 2. $S = \{s_0\}, \ \Sigma = \{c_1\}, \ \Gamma = \{c_1, c_2, \bot\}, \ \delta \ (s_0, c_1) = (s_0, c_1, \mathsf{L})$
- 3. $S = \{s_0\}$, $\Sigma = \{c_1, c_2\}$, $\Gamma = \{c_1, c_2, \sqcup\}$, $\delta \ (s_0, c_1) = (s_0, c_2, \mathsf{R})$

Selfinterpreter

Self-interpreter

A self-interpreter or universal Turing machine eval can simulate arbitrary Turing machines with arbitrary input:

$$\begin{split} & \Sigma_{eval} = \{0,1\} \\ & \forall \ tm \in \ TM. \ \forall \ xs \in List \ \Sigma_{tm}. \\ & \llbracket eval \rrbracket \ \ulcorner \ (tm,xs) \ \urcorner = \ulcorner \ \llbracket tm \rrbracket \ xs \ \urcorner \end{split}$$

Implementation sketch

Possibly buggy:

- ► Let us use three tapes in the implementation. Can convert to a one-tape machine later.
- ▶ Mark the left end of the input tape.
- Move the input string to the second tape. Mark the left end and the head's position.
- Write the initial state to the third tape. Mark the left end.

Implementation sketch

- Simulate the input TM, using the rules on the first tape.
- ▶ If the simulation halts, write the result to the first tape and halt.

The halting problem

The halting problem

```
\begin{array}{l} halts \in \{\,(tm,xs) \mid tm \in \mathit{TM}, xs \in \mathit{List}\,\Sigma_{tm}\} \to \mathit{Bool} \\ halts \,(tm,xs) = \\ & \quad \text{if} \, \llbracket tm \rrbracket \, xs \text{ is defined then} \\ & \quad \text{true} \\ & \quad \text{else} \\ & \quad \text{false} \end{array}
```

This function is not Turing-computable.

The halting problem

The halting problem can also be viewed as a language:

```
 \left\{ \lceil (tm, xs) \rceil \mid tm \in TM, xs \in List \Sigma_{tm}, \\ \llbracket tm \rrbracket \ xs \text{ is defined} \right\}
```

This language is Turing-undecidable.

(Note the difference between this definition and the previous one.)

The halting problem (with self-application)

```
\{\lceil tm \rceil \mid tm \in TM, \llbracket tm \rrbracket \lceil tm \rceil \text{ is defined} \}
```

This language is Turing-undecidable. Proof sketch:

- ▶ Assume that the TM *halts* decides it.
- ▶ Define a TM *terminv* in the following way:
 - ► Simulate *halts* with *terminv*'s input.
 - ▶ If *halts* accepts, loop forever.
 - ▶ If *halts* rejects, halt.
- ▶ Note that terminv applied to $\lceil terminv \rceil$ halts iff it does not halt.

The halting problem is undecidable

Proof sketch:

- ▶ Assume that the TM *halts* decides it.
- ▶ We can then implement a TM for the halting problem with self-application:
 - ▶ If the input is not $\lceil tm \rceil$ for some $tm \in TM$, reject.
 - ▶ If it is $\lceil tm \rceil$, write ??? on the tape.
 - ▶ Run *halts*.

Quiz

What does ??? stand for?

```
    tm
    ftm
    ftm
    tm
    tm
    tm
    tm
    tm
    tm
    tm
```

X interpreter

A χ interpreter

The χ semantics is Turing-computable:

lacktriangle X programs can be represented as strings in some finite alphabet Σ :

► There is a TM *chi* satisfying the following properties:

$$\Sigma_{chi} = \Sigma$$

$$\forall e \in CExp. [[chi]]_{\mathsf{TM}} \lceil e^{\mathsf{TM}} = \lceil [[e]]_{\chi} \rceil^{\mathsf{TM}}$$

Recursion

- How can recursion be implemented?
- ▶ One idea: An explicit stack on a separate tape.

Implementation sketch

- ▶ Come up with a small-step semantics for χ .
- Use small steps also for substitution.
- Make sure that every small step can be simulated on a TM.
- ▶ The design can be based on some abstract machine for the λ -calculus, perhaps the CEK machine.

Every χ -computable partial function in $\mathbb{N} \rightharpoonup \mathbb{N}$ is Turing-computable

Proof sketch:

▶ If $f \in \mathbb{N} \rightharpoonup \mathbb{N}$ is χ -computable, then

$$\forall \ m \in \mathbb{N}. \, [\![e^{\,\lceil\, m^{\,\neg\chi}]\!]_{\chi} = {}^{\lceil} f \, m^{\,\neg\chi}$$

for some $e \in \mathit{CExp}$.

- ▶ The following TM implements *f*:
 - ► Convert input: $\lceil m \rceil^{\mathsf{TM}} \mapsto \lceil e \lceil m \rceil^{\mathsf{TM}}$.
 - Simulate the χ interpreter.
 - ► Convert output: $\lceil \lceil n \rceil^{\chi} \rceil^{\mathsf{TM}} \mapsto \lceil n \rceil^{\mathsf{TM}}$.

The Post

correspondence problem

The Post correspondence problem

Definition (for a set Σ with at least two members):

- Given: $x_1,...,x_n \in List \Sigma \times List \Sigma$.
- ▶ Goal: Find $k \ge 1$ and $i_1, ..., i_k \in \{1, ..., n\}$ such that

Examples on Wikipedia.

Quiz

Is the Post correspondence problem solvable for the given pairs of strings?

- ► A: (001,00), (01,10).
- ► B: (01,001), (010,01).

The Post correspondence problem

- Undecidable.
- Note that there is no reference to Turing machines (or χ expressions) in the statement of the problem.
- Proof idea:
 - Construct pairs such that a TM halts iff the problem is solvable.
 - ► The resulting string (if any) encodes the TM's computation history.
- ► Sipser's Introduction to the Theory of Computation (available online via Chalmers' library) contains a readable proof.

Ambiguity

- Undecidable: Is a context-free grammar ambiguous?
- ► The Post correspondence problem can be reduced to this one.

Ambiguity

Proof sketch (taken from Sipser):

- Given: Pairs $(t_1, b_1), ..., (t_n, b_n)$.
- ► Define a CFG with three non-terminals, and Start as the starting non-terminal:

- (Here 1, ..., n are fresh terminals.)
- ► This grammar is ambiguous iff the given instance of the Post correspondence problem has a solution.

Brief and incomplete historical overview

Maybe not entirely correct, I'm not an expert on the history of the subject.

- ▶ 1800s, 1900s: Mathematics is made more formal.
- ▶ 1900: Hilbert's problems, including the Entscheidungsproblem (mentioned as part of problem ten).
- ▶ 1930: Gödel's completeness theorem. Semi-decision procedure.

Brief and incomplete historical overview

- ▶ 1931: Gödel's incompleteness theorems.
- ▶ 1936, Church: The Entscheidungsproblem is undecidable. The untyped λ -calculus.
- ▶ 1937, Turing: Turing machines, equivalence to the λ -calculus.
- ▶ 1946, Post: The Post correspondence problem.
- ▶ Mid-1900s: The Church-Turing thesis.
- ▶ 1970, Matiyasevitch (building on the work of others): Hilbert's tenth problem is undecidable.

Summary

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- ▶ A self-interpreter (a universal Turing machine).
- ▶ The halting problem.
- A Turing machine that is a χ interpreter.
- ▶ The Post correspondence problem.
- Some history.

Next week

- ► Summary of the course.
- ▶ Old exam questions.