cse 311: foundations of computing

## Fall 2015 Lecture 29: Reductions and Turing machines



- **Given:** CODE(**P**) for any program **P** 
  - input **x**

Output: true if P halts on input x false if P does not halt on input x (or CODE(P) is not a valid program)

It isn't possible to write a program that solves the Halting Problem.



```
public static void D(x) {
    if (H(x,x) == true) {
        while (true); /* don't halt */
    }
    else {
        return; /* halt */
    }
}
```

H solves the halting problem implies that H(CODE(D),x) is **true** iff D(x) halts, H(CODE(D),x) is **false** iff not

Suppose D(CODE(D)) halts.
Then, we must be in the second case of the if.
So, H(CODE(D), CODE(D)) is false
Which means D(CODE(D)) doesn't halt

Suppose D(CODE(D)) doesn't halt.
Then, we must be in the first case of the if.
So, H(CODE(D), CODE(D)) is true.
Which means D(CODE(D)) halts.



Consider a language  $L \subseteq \Sigma^*$ We say that L is **undecidable** if there is no Java program that takes  $x \in \Sigma^*$  as input and outputs **true** if  $x \in L$ **false** otherwise

HALTING = { (C, x) : C = CODE(P) and P halts on input x }

**Theorem:** HALTING is undecidable.

**Strategy:** To show that some other language *L* is undecidable, we could show that if we could decide *L*, we could also decide HALTING. Since HALTING is undecidable, it must be that *L* is also undecidable!

#### Define the language:

HaltsNoInput

= { P : P is a program that halts when run with no input }

**Goal:** Show that if we could decide HaltsNoInput, we could also decide HALTING.

HaltsNoInput = { P : P is a program that halts when run with no input }

### equivalence of programs is undecidable

EQUIV = { (P, Q) : programs P and Q have same behavior on every input }

### division by zero

DivByZero = { (Q, x) : Q attempts to divide by 0 when run on input x }

- Does Java (or any programming language) cover all possible computation? Every possible algorithm?
- There was a time when computers were people who did calculations on sheets paper to solve computational problems



• Computers as we known them arose from trying to understand everything these people could do.

# 1930's:

How can we formalize what algorithms are possible?

- Turing machines (Turing, Post)
  - basis of modern computers
- Lambda Calculus (Church)
  - basis for functional programming
- µ-recursive functions (Kleene)
  - alternative functional programming basis

#### **Church-Turing Thesis:**

Any reasonable model of computation that includes all possible algorithms is equivalent in power to a Turing machine

#### Evidence

- Intuitive justification
- Huge numbers of equivalent models to TM's based on radically different ideas

#### • Finite Control

- Brain/CPU that has only a finite # of possible "states of mind"
- Recording medium
  - An unlimited supply of blank "scratch paper" on which to write & read symbols, each chosen from a finite set of possibilities
  - Input also supplied on the scratch paper
- Focus of attention
  - Finite control can only focus on a small portion of the recording medium at once
  - Focus of attention can only shift a small amount at a time

#### • Recording medium

- An infinite read/write "tape" marked off into cells
- Each cell can store one symbol or be "blank"
- Tape is initially all blank except a few cells of the tape containing the input string
- Read/write head can scan one cell of the tape starts on input
- In each step, a Turing machine
  - Reads the currently scanned symbol
  - Based on current state and scanned symbol
     Overwrites symbol in scanned cell
     Moves read/write head left or right one cell
     Changes to a new state
- Each Turing Machine is specified by its finite set of rules

## Turing machines

	_	0	1
s <sub>1</sub>	(1, L, s <sub>3</sub> )	(1, L, s <sub>4</sub> )	(0, R, s <sub>2</sub> )
s <sub>2</sub>	(0, R, s <sub>1</sub> )	(1, R, s <sub>1</sub> )	(0, R, s <sub>1</sub> )
s <sub>3</sub>			
S <sub>4</sub>			



Ideal Java/C programs:

 Just like the Java/C you're used to programming with, except you never run out of memory Constructor methods always succeed malloc in C never fails

Equivalent to Turing machines except a lot easier to program:

- Turing machine definition is useful for breaking computation down into simplest steps
- We only care about high level so we use programs

Original Turing machine definition:

- A different "machine" M for each task
- Each machine M is defined by a finite set of possible operations on finite set of symbols

M has a finite description as a sequence of symbols, its "code" denoted <M>

You already are used to this idea with the notion of the program code or text but this was a new idea in Turing's time.

- A Turing machine interpreter **U** 
  - On input <M> and its input x, U outputs the same thing as M does on input x
  - At each step it decodes which operation M would have performed and simulates it.
- One Turing machine is enough
  - Basis for modern stored-program computer

Von Neumann studied Turing's UTM design



# Rice's theorem ("can't tell a book by its cover")

Not *every* problem on programs is undecidable! Which of these is decidable?

- Input CODE (P) and x
   Output: true if P prints "ERROR" on input x after less than 100 steps
   false otherwise
- Input CODE(P) and x
   Output: true if P prints "ERROR" on input x
   after more than 100 steps
   false otherwise

Compilers Suck Theorem (informal):

Any "non-trivial" property the **input-output behavior** of Java programs is undecidable.

- Can't rely on the idea of improved compilers and programming languages to eliminate major programming errors
  - truly safe languages can't possibly do general computation
- Document your code
  - there is no way you can expect someone else to figure out what your program does with just your code; since in general it is provably impossible to do this!

#### What's next?

Foundations II: Probability, statistics, and uncertainty.

The **final exam** is Monday, Dec 14, 2015 **Notes:** One page of notes allowed, front and back. **Review session:** 

• Sunday at 2pm in EEB 105



#### And then...

TODAY Dec 11	50° <sup>€</sup> ∕ <sub>38°</sub>	Partly Cloudy	/ 10%	NNE 7 mph	73%	
SAT Dec 12	44°/ <sub>42°</sub>	Rain	100%	SSE 13 mph	82%	
SUN Dec 13	46°⁄ <sub>38°</sub>	PM Showers	₫ 50%	SSW 14 mph	81%	
MON Dec 14	43°/ <sub>35°</sub>	Partly Cloudy	/ 20%	ESE 4 mph	79%	
TUE Dec 15	42*/ <sub>38*</sub>	Partly Cloudy	/ 20%	SSE 5 mph	80%	
WED Dec 16	44°/ <sub>40°</sub>	Showers	₫ 50%	SSE 8 mph	84%	
THU Dec 17	46°/ <sub>40°</sub>	Showers	₫ 60%	5 10 mph	87%	
FRI Dec 18	46°⁄ <sub>38°</sub>	Showers	<b>√</b> 60%	5 12 mph	85%	
SAT Dec 19	44°/ <sub>35°</sub>	AM Clouds/PM Sun	/ 20%	SSE 5 mph	84%	
SUN Dec 20	42°/36°	PM Showers	/ 40%	SSE 5 mph	80%	