# What computers just cannot do.

COS 116, Spring 2012 Adam Finkelstein

### "What computers can't do."

"Prof, what's with all the negative thinking?!?"



An obvious motivation: Understand the limits of technology

#### The power of negative thinking....

# In Science....

Often, impossibility result ----- deep insight



#### **Examples**

Impossibility of trisecting angle with ruler and compass (Galois)

Group Theory → and much of modern math



Nothing travels faster than light

Relativity and modern physics

#### In Mathematics..... "Can mathematicians be replaced by machines?" [Hilbert, 1900]

#### Math is axiomatic

Axioms – Set of statements

<u>Derivation rules</u> – finite set of rules for deriving new statements from axioms

<u>Theorems</u> – Statements that *can* be derived from axioms in a finite number of steps

<u>Mathematician</u> – Person who tries to determine whether or not a statement is a theorem.



# Understanding complex systems (or even simple systems)....

Can a simple set of mathematical equations "solve" problems like:

"Given starting configuration for the game of life, determine whether or not cell (100,100) is ever occupied by a critter."





John Conway

### In computer science.....

CAPTCHA

Security Check		
Text in the box:	A <u>hello</u> A <u>Alice</u>	hello Alice
morning Upon	×0Ak3	
Type the two words:		

Cryptography

### More Computer Science...

Automated Software Checking?

Windows Vista:

50-million line program



Can computers check whether or not it will ever crash?



# What is a computation? (need to know this to know what can/cannot be computed)

Next:

How did Turing set about formalizing this age-old notion and what were the features of his model? What is a computation? (see reading by Davis)

#### **Basic Elements**

Scratch Pad



- Step-by-step description of what to do ("program"); should be finite!
- At each step:
  - Can only scan a fixed number of symbols
  - Can only write a fixed number of symbols

# Turing's model



- 1 dimensional unlimited scratchpad ("infinite tape")
- Only symbols are 0 or 1 (tape has a finite number of 1s)
- Can only scan/write one symbol per step

Program looks like

1. PRINT 0 2. GO LEFT 3. GO TO STEP 1 IF 1 SCANNED 4. PRINT 1 5. GO RIGHT 6. GO TO STEP 5 IF 1 SCANNED 7. PRINT 1 8. GO RIGHT 9. GO TO STEP 1 IF 1 SCANNED 10. STOP

The Doubling Program

## Example: What does this program do?

PRINT 0
GO RIGHT
GO TO STEP 1 if 1 SCANNED
GO TO STEP 2 if 0 SCANNED

#### http://ironphoenix.org/tril/tm/

## Let's try another...

State: H		
Start Stop	Resume Step Speed: Fast	
Load new program:	Palindrome Detector	
Machine name	Palindrome Detector	
Initial tape position		
Initial characters on tape	BABBBAABBBAB	
Programming 1,_ 2,#,> 2,A 3,_,> 2,B 4,_,> 2,_ 7,_,< 3,A 3,A,> 3,B 3,B,> 3,_ 5,_,< 4,A 4,A,> 4,B 4,B,> 4,_ 6,_,< 5,A 11,_,<	Clear Program Install Program Running Machine halted: Halt state reached 102 total transitions 3 non-blank characters on tape	



# Can this computational model do every computation that pseudocode can?

How do we implement arithmetic instructions, arrays, loops?

#### Surprising facts about this simple model

It can do everything that pseudocode can do

Hence it can "simulate" any other physical system, and in particular simulate any other physically realizable "computer."

[CHURCH-TURING THESIS"]

THIS MODEL CAPTURES THE NOTION OF "COMPUTATION" ----TURING Recall: Numbers and letters can be written in binary.

A program can also be represented by a string of bits!

# "Code" for a program

= Binary Representation



Many conventions possible (e.g., ASCII) Davis' convention:

Code	Instruction
000	PRINT 0
001	PRINT 1
010	GO LEFT
011	GO RIGHT
101001	GO TO STEP i IF 0 IS SCANNED
110 <u>1 1</u> 0	GO TO STEP I IF 1 IS SCANNED
<sup>i</sup> 100	STOP

 $P \leftrightarrow Code(P)$ 



## Universal Program U



#### U "simulates" what P would do on that data

(Sometimes also known as "interpreter")

### Automated Bug Checking Revisited

#### Halting Problem $\bigvee$ Let P = program such that code(P) = V. **IDEAS**??? Does P halt on data D?

<u>Trivial Idea:</u> Simulate P using universal program U. If P halts, will eventually detect.

Problem: But if P never halts, neither does the simulation.

# Next Week: Halting Problem is unsolvable by another program

Read this proof in the Davis article, and try to understand.

Ponder the meaning of "Proof by contradiction." How convincing is such a proof?

"When something's not right, it's wrong..." -Bob Dylan

Homework for next week will be posted this afternoon. Includes: Write a Turing-Post program that prints the bit sequence 101 infinitely often, as well as its binary code Thurs: Digital audio (guest: Prof. Fiebrink)