“Every mathematical problem can be solved. We are convinced of that. After all, one of the things that attracts us most when we apply ourselves to a mathematical problem is precisely that within us we always hear the call: here is the problem, search for the solution, you can find it by pure thought, for in mathematics there is no ignorabimus.”

A Puzzle (“Post’s Correspondence Problem”)

Given a set of cards:
- N card types (can use as many of each type as possible).
- Each card has a top string and bottom string.

Example 1:

<table>
<thead>
<tr>
<th>BAB</th>
<th>A</th>
<th>AB</th>
<th>BA</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>ABA</td>
<td>B</td>
<td>ABA</td>
</tr>
</tbody>
</table>

| 0 | 1 | 2 | 3 |

Puzzle:
- Is it possible to arrange cards so that top and bottom strings are the same?

Solution 1:

<table>
<thead>
<tr>
<th>A</th>
<th>BA</th>
<th>BAB</th>
<th>AB</th>
<th>A</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABA</td>
<td>B</td>
<td>A</td>
<td>B</td>
<td>ABA</td>
</tr>
</tbody>
</table>

| 1 | 3 | 0 | 2 | 1 |

A Puzzle (“Post’s Correspondence Problem”)

Given a set of cards:
- N card types (can use as many of each type as needed).
- Each card has a top string and bottom string.

Example 2:

<table>
<thead>
<tr>
<th>A</th>
<th>ABA</th>
<th>B</th>
<th>A</th>
</tr>
</thead>
<tbody>
<tr>
<td>BAB</td>
<td>B</td>
<td>A</td>
<td>B</td>
</tr>
</tbody>
</table>

| 0 | 1 | 2 | 3 |

Puzzle:
- Is it possible to arrange cards so that top and bottom strings are the same?
A Puzzle ("Post's Correspondence Problem")

Given a set of cards:
- N card types (can use as many of each type as needed).
- Each card has a top string and bottom string.

Example 2:

<table>
<thead>
<tr>
<th></th>
<th>A</th>
<th>ABA</th>
<th>B</th>
<th>A</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td>N = 4</td>
</tr>
</tbody>
</table>

Puzzle:
- Is it possible to arrange cards so that top and bottom strings are the same?

Solution 2.

PCP Puzzle Contest

Contest:
- Additional restriction: string must start with 'S'.
- Be the first to solve this puzzle!
  - extra credit for first correct solution
- Check solution by putting STRING ONLY (blanks and line breaks OK) in a file solution.txt, then type `pcp126 < solution.txt`

Hopeless challenge for the bored:
- Write a program that reads a set of Post cards, and determines whether or not there is a solution.

Overview

Formal language.
- Rigorously express computational problems.
  - Ex: L = {2, 3, 5, 7, 11, 13, 17, ...}

Abstract machines recognize languages.
- Ex. Is 977 prime? Is 977 in L?
- Essence of computers.

This lecture:
- What is an "algorithm"?
- Is it possible, in principle, to write a program to solve any problem (recognize any language)?

Background

Abstract models of computation help us learn:
- Nature of machines needed to solve problems.
- Relationship between problems and machines.
- Intrinsic difficulty of problems.

As we make machines more powerful, we can recognize more languages.
- Are there languages that no machine can recognize?

- Are there limits on the power of machines that we can imagine?

Pioneering work in the 1930's. (Princeton == center of universe)
- Turing, Church, von Neumann, Gödel. (inspiration from Hilbert)
- Automata, languages, computability, complexity, logic, rigorous definition of "algorithm."
Undecidable Problems

Hilbert's 10th Problem.

“Devise a process according to which it can be determined by a finite number of operations whether a given multivariate polynomial has an integral root.”

- Example 1: \( f(x, y, z) = 6x^3yz^2 + 3xy^2 - x^3 - 10 \)

- Example 2: \( f(x, y) = x^2 + y^2 - 3 \)

- Example 3: \( f(x, y, z) = x^n + y^n - z^n \)

How can we assert such a mind-boggling statement?

Andrew Wiles, 1995

Undecidable Problems

Hilbert's 10th Problem.

Post's Correspondence Problem.

Halting Problem.

Write a C program that reads in another program and its inputs, and decides whether or not it goes into an infinite loop.

- infinite loop often signifies a bug

- Program 1.
  - 8 6 4 2 4 2 4 2 4 2 4 2 4 2 4
  - 9 7 5 3 1

- Program 2.
  - 8 4 2 1
  - 7 2 2 1 1 3 4 1 7 5 2 6 1 3 4 0 2 0 1 0 5 1 6 8 4 2 1

odd.c

```c

... while (x > 1) {
    if (x > 2)
        x = x - 2;
    else
        x = x + 2;
}
```

hailstone.c

```c

... while (x > 1) {
    if (x % 2 == 0)
        x = x / 2;
    else
        x = 3*x + 1;
}
```
Undecidable Problems

Hilbert’s 10th Problem.
Post’s Correspondence Problem.
Halting Problem.
Program Equivalence.
Optimal Data Compression.
Virus Identification.

Impossible to write C program to solve any of these problem!

TM : As Powerful As TOY Machine

Turing machines are strictly more powerful than FSA, PDA, LBA because of infinite tape memory.
- Power = ability to recognize languages.

Turing machines are at least as powerful as a TOY machine:
- Encode state of memory, PC, etc. onto Turing tape.
- Develop TM states for each instruction.
- Can do because all instructions:
  - examine current state
  - make well-defined changes depending on current state

Works for all real machines.
- Can simulate at machine level, gate level, . . . .

TM : Equal Power as TOY and C

Turing machines are equivalent in power to C programs.
- C program \(\Rightarrow\) TOY program (Lecture A2)
- TOY program \(\Rightarrow\) TM (previous slide)
- TM \(\Rightarrow\) C program (TM simulator, Lecture T2)

Works for all real programming languages.

Church-Turing Thesis

Church-Turing thesis (1936):
Q. Which problems can a Turing machine solve?
A. Any problem that any real computer can solve.

"Thesis" and not a mathematical theorem.

Implications:
- Provides rigorous definition for algorithm.
- Universality among computational models.
  - if a problem can be solved by TM, then it can be solved on EVERY general-purpose computer.
  - if a problem can't be solved by TM, then it can't be solve on ANY physical computer

Assumption: TOY machine and C program have unbounded amount of memory. Otherwise TM is strictly more powerful.
Evidence Supporting Church-Turing Thesis

Imagine TM with more power.
- Composition of TM's, multiple heads, more tapes, 2D tapes.
- Nondeterminism.

Different ways to define "computable."
- TM, RAM machine, circuits, grammar, \( \lambda \)-calculus, \( \mu \)-recursive functions, cellular automata, Conway's game of life.

Conventional computers.
- ENIAC, TOY, Pentium III, . . .

New speculative models of computation.
- DNA computers, quantum computers, soliton computers.

A More Powerful Computer

Post machine (PCP-286).
- Input: set of Post cards.
- Output.
  - YES light if PCP is solvable for these cards
  - NO light if PCP has no solution

PCP is strictly more powerful than:
- Turing machine.
- TOY machine.
- C programming language.
- iMac.
- Any conceivable super-computer.

Why doesn't it violate Church-Turing thesis?

TM: A General Purpose Machine

Each TM solves one particular problem.
- Ex: is the integer \( x \) prime?
- Analogy: computer algorithm.
- Similar to ancient special-purpose computers (Analytic Engine) prior to von Neumann stored-program computers.

Goal: "general purpose machine" that can solve many problems.
- Simulate the operations of any special-purpose TM.
- Analogy: computer than can execute any algorithm.
- How?

Representation of a Turing Machine

Special-purpose TM consists of 3 ingredients.
- TM program.
- Initial tape contents.
- Current TM state.
Universal Turing Machine

Universal Turing Machine (UTM),
- A specific TM that simulates operations of any TM.

How to create.
- Encode 3 ingredients of TM using 3 tapes.
- UTM simulates the TM.
  - read tape 1
  - read tape 3
  - consult tape 2 for what to do
  - write tape 1 if necessary
  - move head 1
  - write tape 3

UTM simulates the TM.
- Like the fetch-increment-execute cycle of TOY.
  - tape 1 = data memory
  - tape 2 = program memory
  - tape 3 = program counter

Can reduce 3-tape TM to single tape one.

Implications of Universal Turing Machine

Existence of UTM has profound implications.
- "Invention" of general-purpose computer.
  - stimulated development of stored-program computers
    (von Neumann machines)
- "Invention" of software.
- Universal framework for studying limitations of computing devices.
- Can simulate any machine (including itself)!

Halting Problem

Halting problem.
- Devise a TM that reads in another TM (encoded in binary) and its initial tape, and determines whether or not that TM would ever reach a yes or no state.
- Write a C program that reads in another program and its inputs, and determines whether or not it goes into an infinite loop.

Theorem (Alan Turing, 1937). Halting problem is undecidable.
- No TM can solve the halting problem.
  (not possible to write a C program either)

Proof intuition.
- Self-reference.
- Grelling’s paradox.
Grelling's paradox:
- Divide all adjectives into two categories:
  - autological: self-descriptive
  - heterological: not self-descriptive

- How do we categorize heterological?
  - suppose it's autological

Now, heterological is a self-descriptive word, so it should go in the autological category.

- How do we categorize heterological?
  - not possible
  - we can't have words with these meanings!
  (or we can't partition adjectives into these two groups)
Assume the existence of Halt(f, x) that takes as input: any function f and its input x, and outputs yes if f(x) halts, and no otherwise.

- We prove Halt(f, x) can’t exist by contradiction.
- Note: Halt(f, x) always returns yes or no. (infinite loop not possible)

```c
#define YES 1
#define NO 0

int Halt(char f[], char x[]) {
    if (???)
        return YES;
    else
        return NO;
}
```

Construct program Strange(f) as follows:
- calls Halt(f, f)
- halts if Halt(f, f) outputs no
- goes into infinite loop if Halt(f, f) outputs yes

In other words:
- if f(f) does not halt then Strange(f) halts
- if f(f) halts then Strange(f) does not halt

```c
void Strange(char f[]) {
    if (Halt(f, f) == NO)
        return;
    else
        while(1)
            // infinite loop
}
```

Halting problem is "not artificial."
- Undecidable problem reduced to simplest form to simplify proof.
- Closely related to practical problems.
  - Hilbert’s 10th problem, Post’s correspondence problem, program equivalence, optimal data compression

How to show new problem X is undecidable?
- Use fact that Halting problem is undecidable.
- Design algorithm to solve Halting problem, using (alleged) algorithm for X as a subroutine.
- See Reduction in Lecture T5.
Implications

Practical:
- Work with limitations.
- Recognize and avoid unsolvable problems.
- Learn from structure.
  - same theory tells us about efficiency of algorithms (see T5)

Philosophical (caveat: ask a philosopher):
- We "assume" that any step-by-step reasoning will solve any technical or scientific problem.
- "Not quite" says the halting problem.
- Anything that is like (could be) a computer has the same flaw:
  - logic (Gödel)
  - physical machines (rods/gears)
  - human brain?
  - matter, universe???

Summary

What is an algorithm?
- Formally: a Turing machine.

Turing's key ideas:
- Computing is the same as manipulating symbols.
  - can encode numbers as strings
- Existence of general-purpose computer (UTM).
  - programmable machine

What is a general-purpose computer (UTM)?
- Can be "programmed" to implement any algorithm.
- iMac, Dell, Sun UltraSparc, TOY (assuming unlimited memory).

Is it possible, in principle, to write a program to solve any problem?
- No.