



**What computers
just *cannot* do.**

COS 116, Spring 2010
Adam Finkelstein

“What computers can’t do.”

“Prof, what’s with all the negative thinking?!?”



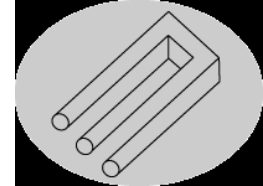
- An obvious motivation:
Understand the limits of technology



The power of negative thinking....

In Science....

Often, impossibility result \longrightarrow deep insight



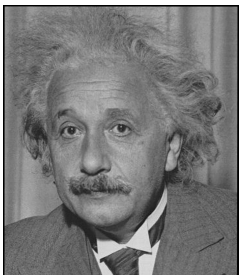
Examples



- 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]

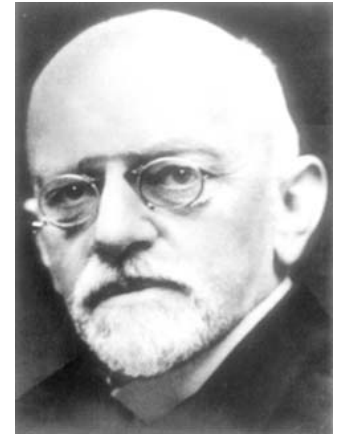
Math is axiomatic

Axioms – Set of statements

Derivation rules – finite set of rules for deriving new statements from axioms

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

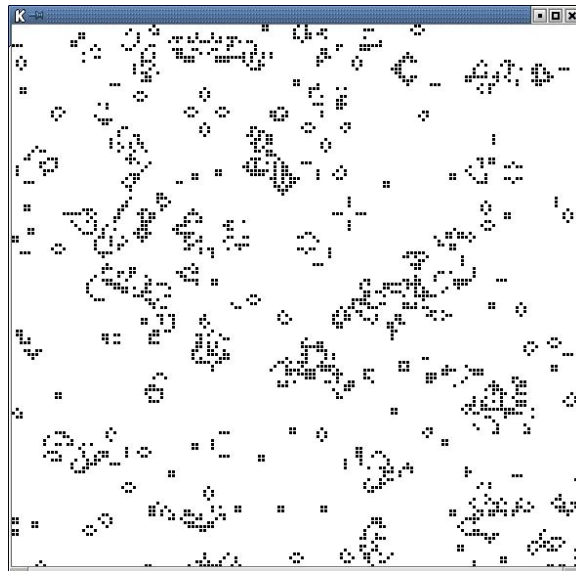
Mathematician – Person who tries to determine whether or not a statement is a theorem.



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.”

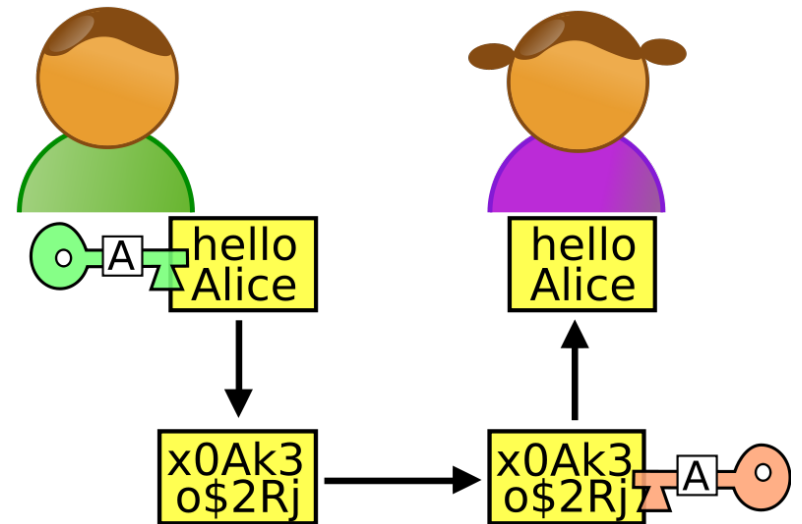


John Conway

In computer science.....



CAPTCHA (CMU Group)
Computer generated test that
Computers (at least with current
algorithmic knowledge) seem
unable to solve pass.



Cryptography

More Computer Science...

Automated Software Checking?

Windows Vista:

50-million line program



Can computers check whether or not it will ever crash?



Discussion Time

What is a computation?

Next:

How did Turing set about formalizing this age-old notion and what were the features of his model?

What is a computation?

A formalization of an age-old notion

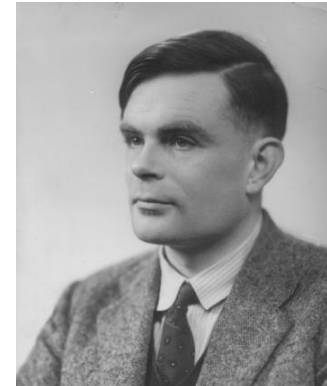


Basic Elements

- **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

... 0 0 0 0 0 0 1 1 1 1 0 0 0 0 0 0 0 ...



- 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?

1. PRINT 0
2. GO RIGHT
3. GO TO STEP 1 if 1 SCANNED
4. GO TO STEP 2 if 0 SCANNED

<http://ironphoenix.org/tril/tm/>

Let's try another...

The screenshot shows a Turing Machine simulator interface. At the top, the state is 'H'. Below this are control buttons: 'Start', 'Stop', 'Resume', and 'Step'. A 'Speed' dropdown menu is set to 'Fast'. The central part of the interface is a tape, represented by a row of cells. The first four cells contain the characters 'Y', 'E', 'S', and a red square, indicating the current head position. Below the tape are controls for loading a program, with 'Palindrome Detector' selected. The machine name is also 'Palindrome Detector'. The initial tape position is set to 0. The initial characters on the tape are 'BABBBAAABBBAB'. The 'Programming' section contains a list of transitions: 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, _ , <. The 'Clear Program' and 'Install Program' buttons are visible. The output window shows 'Running...' followed by 'Machine halted: Halt state reached, 102 total transitions, 3 non-blank characters on tape'. A 'Clear Message Box' button is at the bottom.



Discussion Time

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’s convention:

Code	Instruction
000	PRINT 0
001	PRINT 1
010	GO LEFT
011	GO RIGHT
1010...01	GO TO STEP i IF 0 IS SCANNED
1101...10	GO TO STEP i IF 1 IS SCANNED
100	STOP

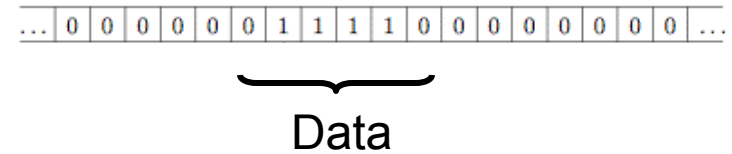
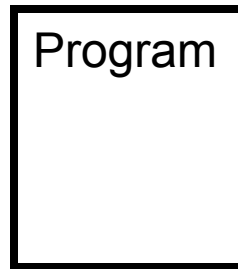
P \longleftrightarrow Code (P)



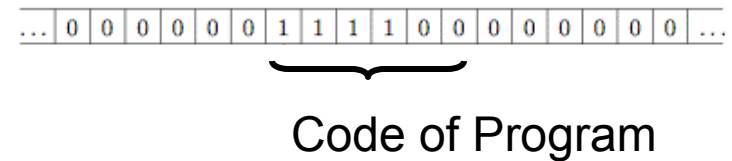
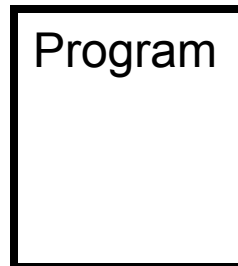
Programs and Data

A False Dichotomy!

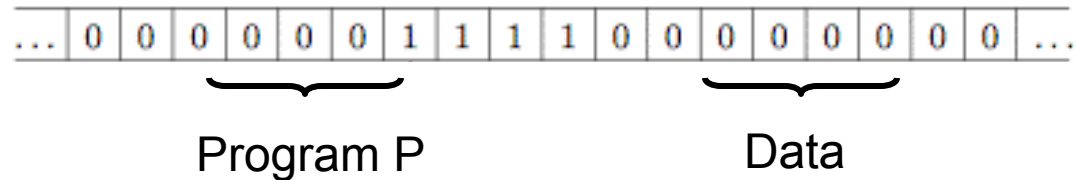
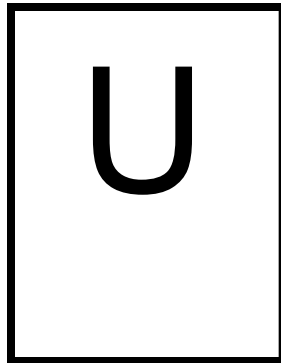
Usual viewpoint -



But can have -



Universal Program U

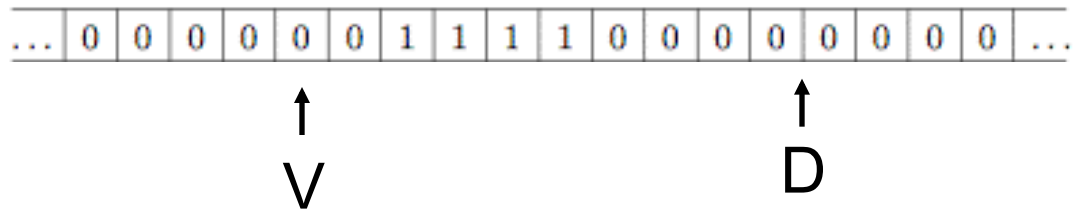


- U “simulates” what P would do on that data

(Sometimes also known as “interpreter”)

Automated Bug Checking Revisited

Halting Problem



Let P = program such that $\text{code}(P) = V$. **IDEAS???**
Does P halt on data D ?

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

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



Next Time: 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 Tues 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