

***CS 407 Theory of Computation
Spring 2018***

Main Text :

Elements of Theory of Computation, Papadimitriou & Lewis, Prentice Hall 1998

Auxiliary Texts :

1- Introduction to the Theory of Computation, Sipser, 1997 PWS

2- Computers and Intractability, Garey & Johnson, Freeman 2000

What is this course about ?

It is about problems and their solutions

*How do human species express themselves formally ?
(In particular problems and solutions)*

*As a sequence of symbols from an alphabet written from left to right
(or right to left or top to bottom etc.). Any such set of sequences is called a (written) language.*

PART 1 (Problems of solvability or decidability)

*Can we quantify the total number of possible problems (languages)
and the total number of candidate solutions (languages) ?*

What if the number of problems by far outnumber the number of solutions ?

PART 2 (Problems of computational complexity and intractability)

*How do we measure the complexity of a problem instance and its
solution in terms of the resources (time and space) it uses as a function of
the problem instance size ?*

What if the solution resource size explodes beyond imagination as the problem size grows ?

Can we write a **universal debugger (UD)** ?

UD is a computer program that takes **any** program **P** as an input and decides whether **P** gets stuck (halts in an undesirable state) . **Answer** : Impossible !!!

It is stipulated (with little justification) that the memory consists of images (pictures, sounds, smells, touches and all possible patterns of sense) that are stored in terms of a subgraphs of nodes (neurons) that are interconnected in a specific way by edges in the brain which itself consists of a much larger graph containing all the past knowledge of the individual.

Given a possible subgraph with **m** nodes and a total graph with **n** nodes ($m \leq n$) what is the computational effort of determining whether the total graph contains the subgraph ? **Answer** : possibly $2^{K.n} =$ **practically infinite** !!!

Three key concepts of the course :

DECIDABILITY, RECURSION and **NP-COMPLETENESS**

Instantaneous Description (ID) of a TM

$(q, u \underline{a} v) : q = \text{current state of the FSM},$

$a = \text{the symbol under the head} ; u \in \Sigma^* = \text{the string to the **left** of the head}$

$v \in \Sigma^* = \text{the string to the **right** of the head}$

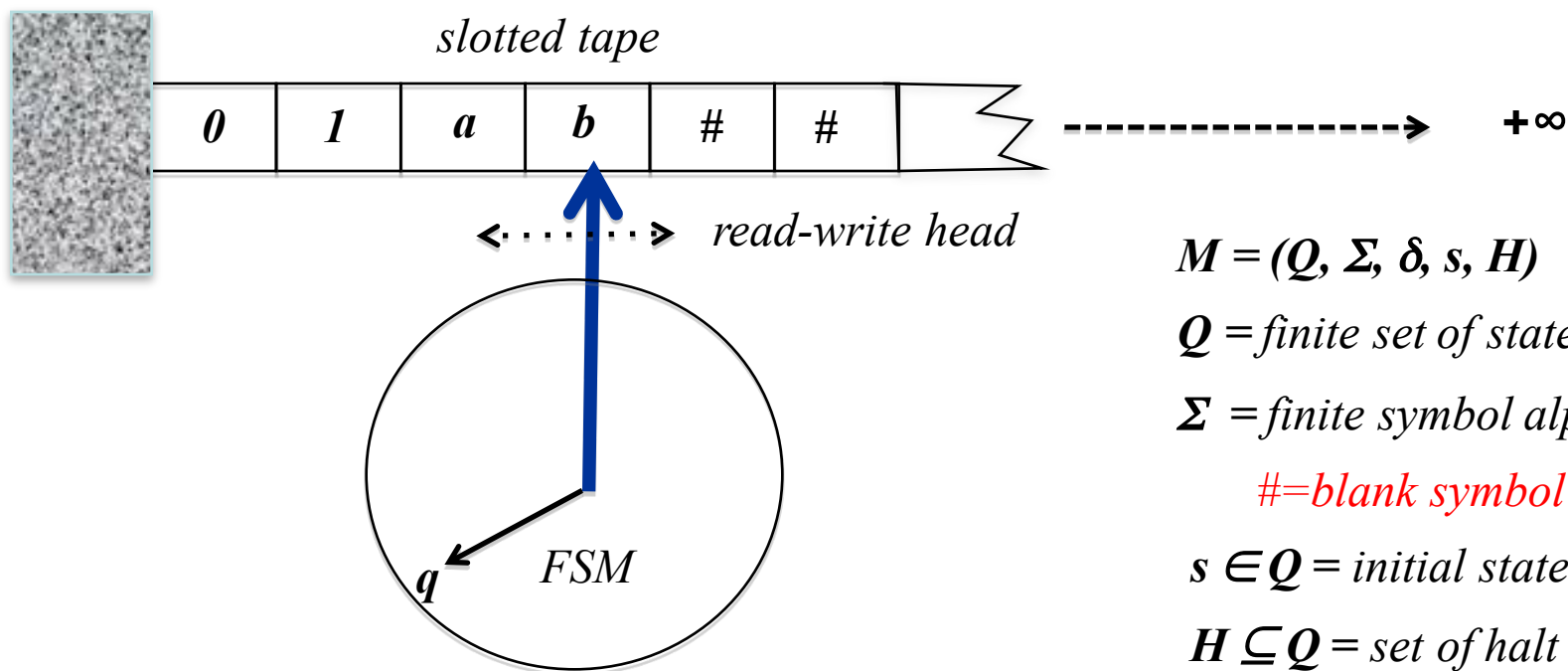
$(q, u \underline{a} v) \in Q \times (\Sigma^* \times \Sigma \times (\Sigma^* \cdot (\Sigma - \{\#\}) \cup e))$

Start convention : $(s, e \underline{\#} w) ; \text{where } w \in \Sigma_0^* ; \Sigma_0 \subseteq \Sigma \text{ is the input alphabet}$

Computational notation : $(q, u \underline{a} v) \vdash_M^* (p, x \underline{b} y), \text{ a finite step } (*) \text{ computation}$

Introduction to Turing Machines

Turing Machine M



$$M = (Q, \Sigma, \delta, s, H)$$

Q = finite set of states

Σ = finite symbol alphabet

$\#$ = blank symbol

$s \in Q$ = initial state

$H \subseteq Q$ = set of halt states

usually $H = \{h_{\text{YES}}, h_{\text{NO}}\}$

$\delta: Q - H \times \Sigma \rightarrow Q \times \{\rightarrow(\text{right move}), \leftarrow(\text{left move}), \Sigma(\text{write})\}$

δ = transition function

Tabular Representation of the Transition Function

<i>current state</i>	<i>symbol under head</i>	<i>next state</i>	<i>action</i>
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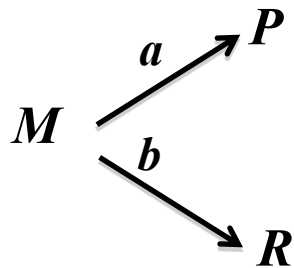
$$\text{no. of rows} = |Q-H|. |\Sigma|$$

Example : Clean-up TM : $(s, e \# w) \vdash^* (h, e \# e)$

<i>current state</i>	<i>symbol under head</i>	<i>next state</i>	<i>action</i>
<i>s</i>	<i>#</i>	<i>q_f</i>	<i>→</i>
<i>s</i>	<i>0</i>	<i>q_f</i>	<i>→</i>
<i>s</i>	<i>1</i>	<i>q_f</i>	<i>→</i>
<i>q_f</i>	<i>#</i>	<i>q_{b1}</i>	<i>←</i>
<i>q_f</i>	<i>0</i>	<i>q_f</i>	<i>→</i>
<i>q_f</i>	<i>1</i>	<i>q_f</i>	<i>→</i>
<i>q_{b1}</i>	<i>#</i>	<i>h</i>	<i>#</i>
<i>q_{b1}</i>	<i>0</i>	<i>q_{b2}</i>	<i>#</i>
<i>q_{b1}</i>	<i>1</i>	<i>q_{b2}</i>	<i>#</i>
<i>q_{b2}</i>	<i>#</i>	<i>q_{b1}</i>	<i>←</i>
<i>q_{b2}</i>	<i>0</i>	<i>q_{b1}</i>	<i>←</i>
<i>q_{b2}</i>	<i>1</i>	<i>q_{b1}</i>	<i>←</i>

The Composite Turing Machine

$M . N =$ If and when the TM M halts then control is passed to TM N sharing the same tape.



$=$ If and when the TM M halts then control is passed to TM P or R if current tape slot under the head has the symbol a or b respectively.

Basic Turing Machines

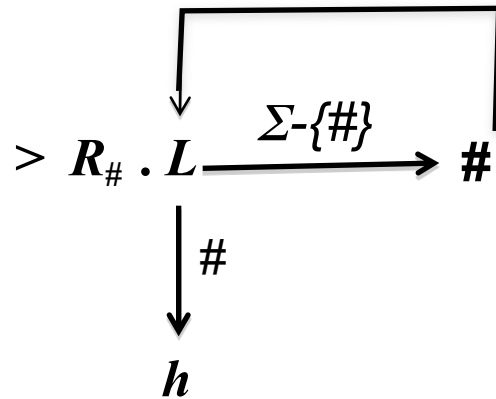
$R(L) =$ TM that moves one slot right(left) and halts.

$\sigma =$ TM that writes on the current tape slot the symbol σ and halts.

$R_A (L_A) =$ TM that keeps on moving the head **right (left)** as long as the symbol under the head is **NOT** in $A \subseteq \Sigma$ (a short hand notation is used as $\#$ instead of $\{\#\}$ as an instance of the set A)

$h, h_{YES}, h_{NO} =$ TM that is in halted state : neutral, YES or NO!

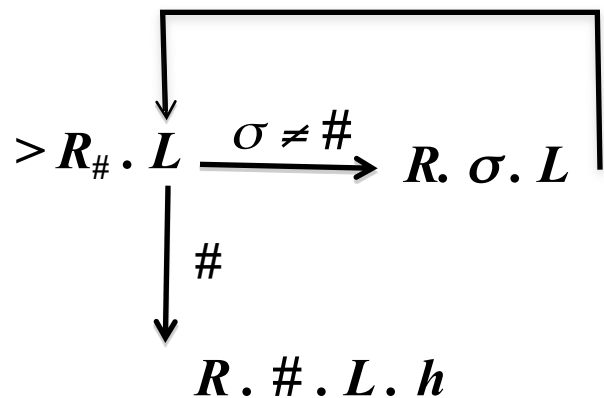
Clean-up TM revisited



Example : The right shift machine RS : $(s, e \underline{\#} w) \vdash_{RS}^ (h, e \underline{\#} \# w)$*

remove to
simplify

$(s, \underline{\#} w) \vdash_{RS}^* (h, \underline{\#} \# w)$



Tabular Representations

Clean-up machine C : $(s, \underline{\#} w) \vdash_{LS}^ (h, \underline{\#})$*

<i>TM</i>	<i>Condition</i>	<i>Next TM</i>
$R_{\#}$	-	B
$B = L$	$\sigma \neq \#$	$\#. B$
	$\sigma = \#$	h

Right Shift Machine RS : $(s, \underline{\#} w) \vdash_{RS}^ (h, \underline{\#} \# w)$*

<i>TM</i>	<i>Condition</i>	<i>Next TM</i>
$R_{\#}$	-	B
$B = L$	$\sigma \neq \#$	$R. \sigma. L. B$
	$\sigma = \#$	$R. \#. L. h$

Tabular Representations (Cont')

Left Shift Machine LS : $(s, \# w \underline{\#}) \vdash_{RS}^ (h, w \underline{\#})$*

<i>TM</i>	<i>Condition</i>	<i>Next TM</i>
$L_{\#}$	-	B
$B = R$	$\sigma \neq \#$	$L . \sigma . R . B$
	$\sigma = \#$	$L . \# . h$

Basic Definitions on Turing machines

A TM M with $H = \{h_{YES}, h_{NO}\}$ is said to **DECIDE** a language $L \subseteq \Sigma_0^*$ if:

$(s, \# w) \vdash_M^* (h_{YES}, u \underline{a} v)$, if $w \in L$

$(s, \# w) \vdash_M^* (h_{NO}, u \underline{a} v)$, if $w \notin L$

A TM M with $H = \{h\}$ is said to **compute** a function $f: \Sigma_0^* \rightarrow \Sigma_0^*$ if:

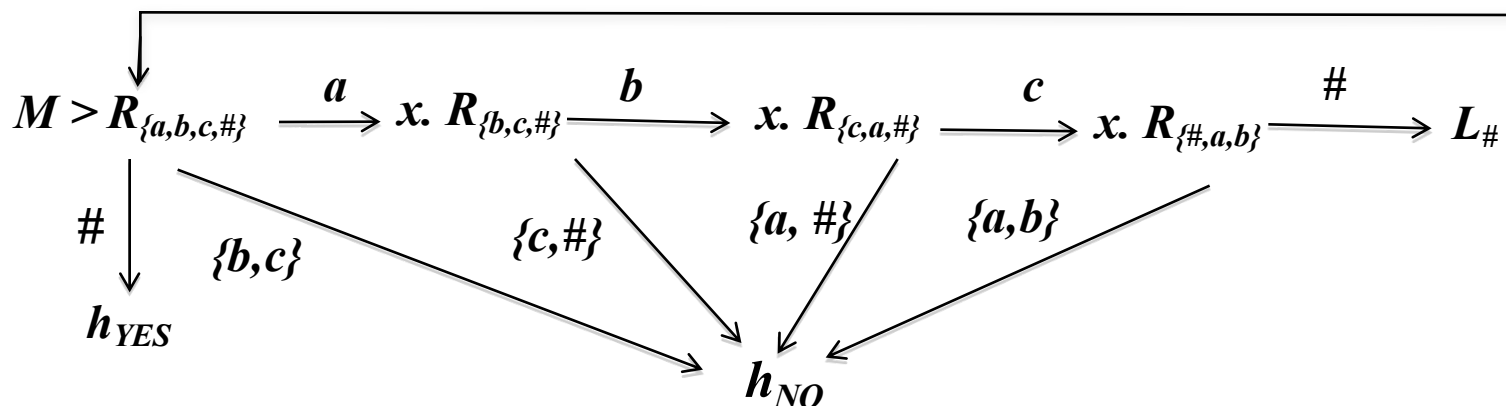
$(s, \# w) \vdash_M^* (h, u \underline{a} v)$, iff $u = e$; $a = \#$ and $v = f(w)$

A TM M with $H = \{h\}$ is said to **SEMIDEcide (ACCEPT)** a language $L \subseteq \Sigma_0^*$ if:

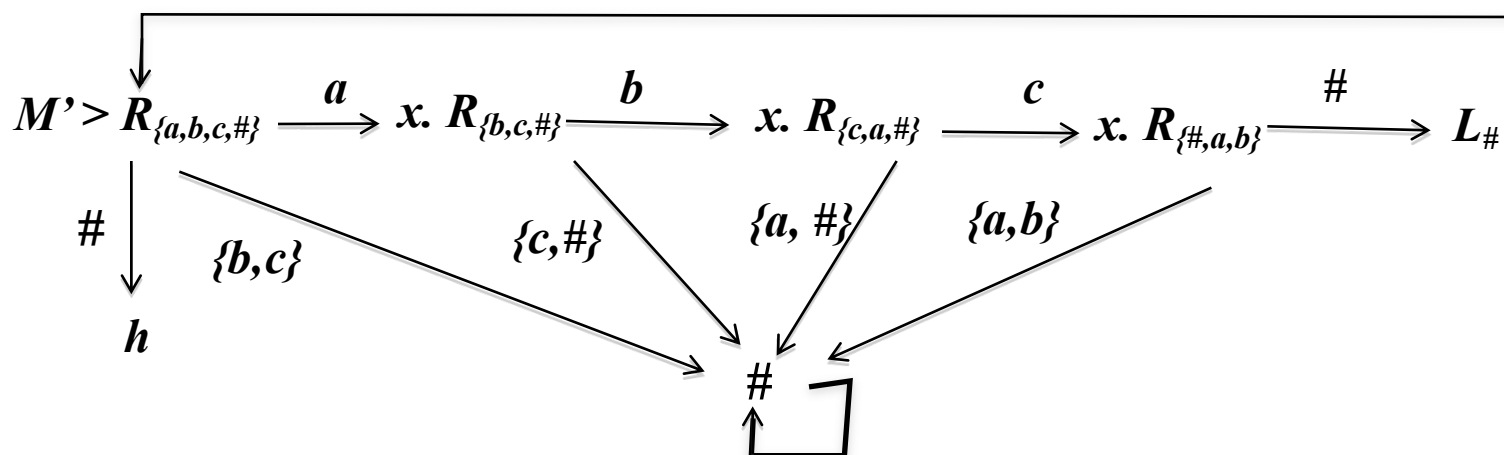
$(s, \# w) \vdash_M^* (h, u \underline{a} v)$, iff $w \in L$

*Example : A TM M that **decides** the language $L = \{a^n b^n c^n ; n \geq 0\}$*

Let $\Sigma = \{a, b, c, x, \#\}$

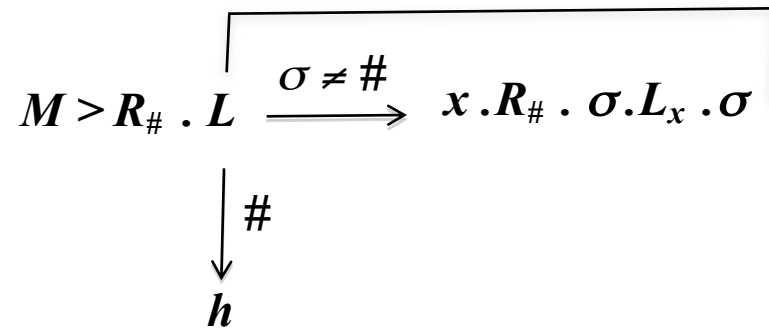


*Example : A TM M' that **semidecides** the language $L = \{a^n b^n c^n ; n \geq 0\}$*



Example : a TM M that computes the function

$$f(w) = w.w^R ; (s, e \# w) \vdash_M^* (h, e \# w.w^R)$$

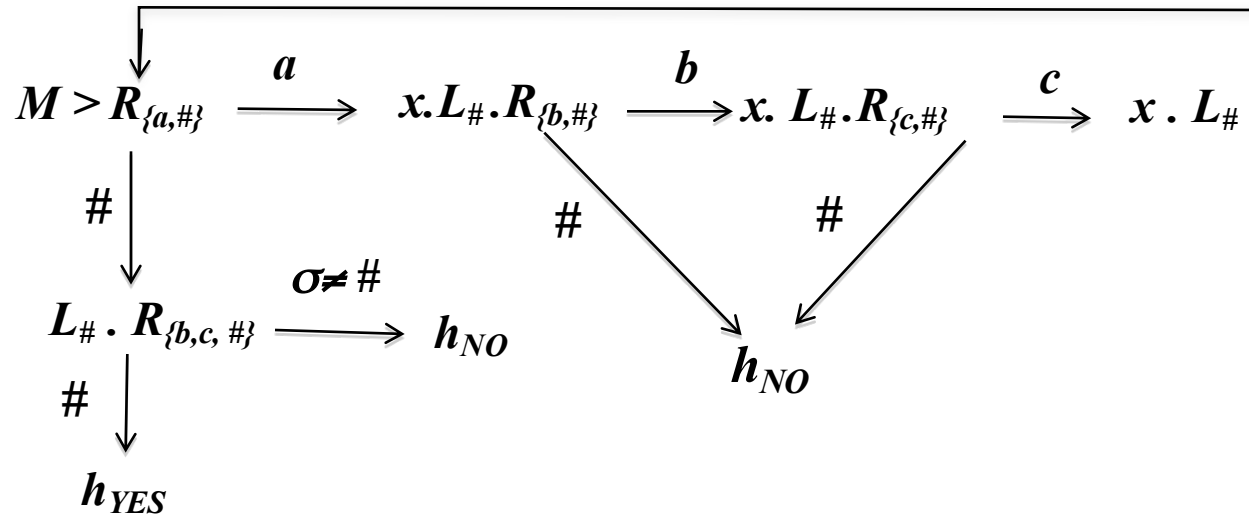


where $w \in \Sigma_0^*$, $x \notin \Sigma_0$ and $\Sigma = \Sigma_0 \cup \{x, \#\}$

<i>TM</i>	<i>Condition</i>	<i>Next TM</i>
$R_{\#}$	-	B
$B = L$	$\sigma \neq \#$	$x . R_{\#} . \sigma . L_x . \sigma . B$
	$\sigma = \#$	h

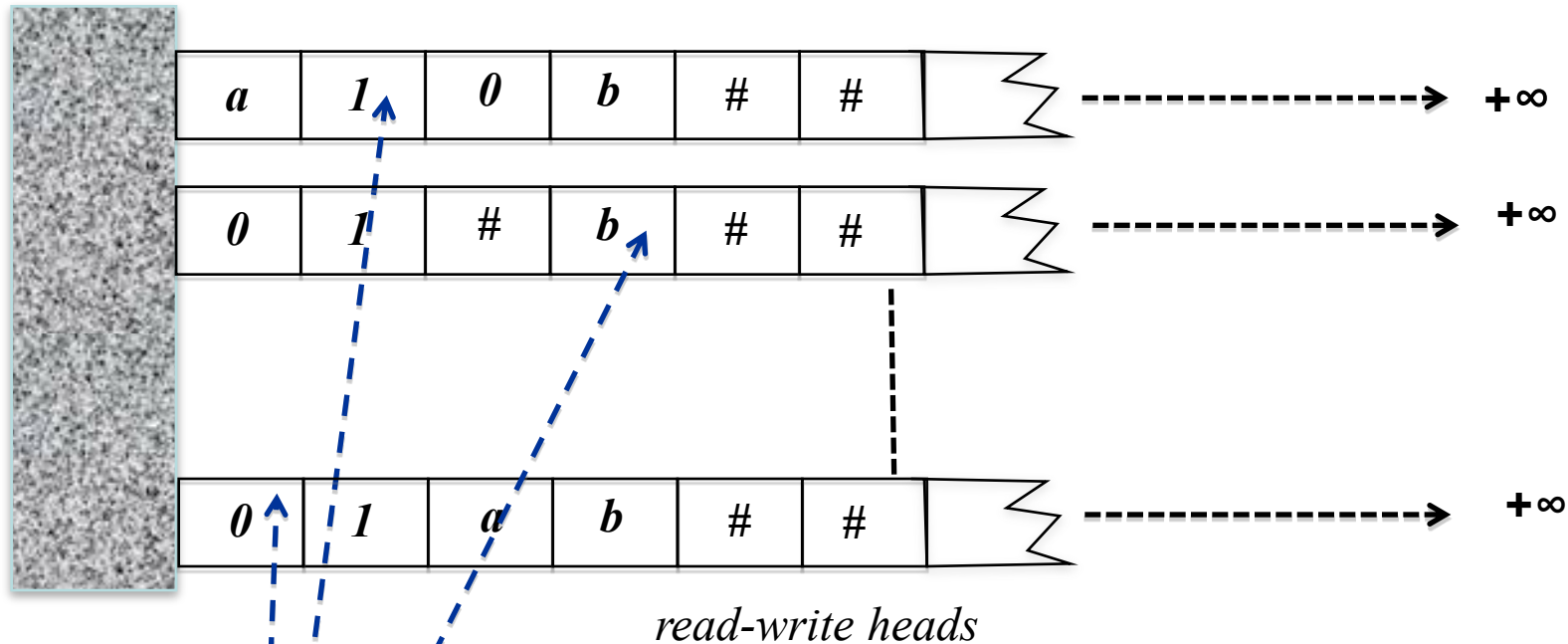
Example : A TM M that **decides** the language $L = \{\omega \in \{a,b,c\}^* \mid \#as = \#bs = \#cs\}$

Let $\Sigma = \{a,b,c,x,\#\}$



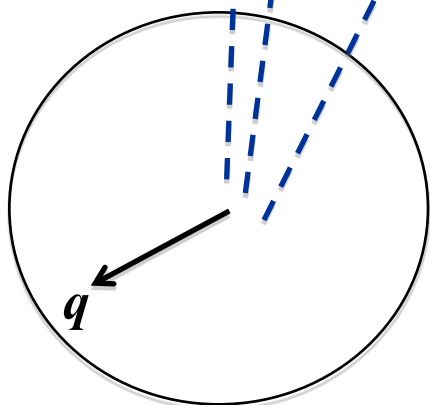
Multitape TM

k slotted tapes ; k heads



$$\delta: Q \times H \times \Sigma^k \rightarrow Q \times \{\rightarrow(\text{right move}), \leftarrow(\text{left move}), \Sigma(\text{write})\}^k$$

FSM



Instantaneous Description (ID) of a Multitape TM

$(q ; u_1 \underline{a}_1 v_1, \dots, u_k \underline{a}_k v_k) : q = \text{current state of the FSM},$

$a_j = \text{the symbol under head } j; u_j \in \Sigma^* = \text{the string to the left of head } j$

$v_j \in \Sigma^* = \text{the string to the right of head } j$

$(q ; u_1 \underline{a}_1 v_1, \dots, u_k \underline{a}_k v_k) \in Q \times (\Sigma^* \times \Sigma \times (\Sigma^* \cdot (\Sigma - \{\#\}) \cup e))^k$

Start convention : $(s, \underline{\#} w, \dots, \underline{\#}) ; \text{ where } w \in \Sigma_0^* ; \Sigma_0 \subseteq \Sigma \text{ is the input alphabet}$

Computational notation :

$(q ; u_{11} \underline{a}_{11} v_{11}, \dots, u_{k1} \underline{a}_{k1} v_{k1}) \vdash_M^* (p ; u_{1m} \underline{a}_{1m} v_{1m}, \dots, u_{km} \underline{a}_{km} v_{km}) ,$

An (m-step) finite step () computation*

Fact

Every multitape TM can be simulated by a standard TM

For a given k -tape TM M_k there is a corresponding standard TM M such that :

- If M_k **decides** a language L then M **decides** the language L*
- If M_k **semidecides** a language L then M **semidecides** the language L*
- If M_k **computes** a function $f: (s, \underline{\#} w, \dots, \underline{\#}) \vdash_{M_k}^* (h, \underline{\#} f(w), \dots, \underline{\#})$*

*Then M **computes** the function f , $(s, \underline{\#} w) \vdash_M^* (h, \underline{\#} f(w))$*

Nondeterministic TM (NDTM)

$$\delta : Q \times \Sigma \rightarrow 2^{Q \times \{\rightarrow(\text{right move}), \leftarrow(\text{left move}), \Sigma(\text{write})\}}$$

Every nondeterministic TM can be simulated by a standard TM ?

Definitions

A nondeterministic TM M is said to **decide** a language L if

1- There is an integer K such that there is no configuration C such that

$(s, \# w) \vdash_M^K C$ (i.e. All computations **halt** with YES or NO before K steps !)

2- $w \in L$ **iff** there is at least one computation : $(s, \# w) \vdash_M^* (h_{YES}, u \underline{a} v)$

A nondeterministic TM M is said to **semidecide** a language L if

1- There is no integer K that satisfies 1- above

2- $w \in L$ **iff** there is a computation : $(s, \# w) \vdash_M^* (h_{YES}, u \underline{a} v)$






A nondeterministic TM M is said to **compute** a function f if :

1- Condition 1- of decidability above holds

2- $(s, \# w) \vdash_M^* (h_{YES}, u \underline{a} v)$ **iff** $u=e$; $a=\#$; $v = f(w)$

Example A two-tape NDTM that decides the language

$L = (\omega \in \Sigma_0^* \mid \omega = u.u ; u \in \Sigma_0^*) ; \text{ start at } (s ; \# \omega, \#) ; d \notin \Sigma_0$

	<i>TM</i>	<i>Condition</i>	<i>Next TM</i>
Immediately accept if $\omega = e$ 	R^1	$\sigma^1 = \#$	h_{YES}
Move head to a midpoint nondeterministically ; copy first entry of 2nd half to 2 nd tape 1 st entry and delete it with d ; if $\#$ is reached then reject ! 	$A = R^1$	$\sigma^1 = x \neq \#$	A
		$\sigma^1 = x \neq \#$	$R^2. x^2. d^1 . B$
		$\sigma^1 = \#$	h_{NO}
Copy entire 2nd half of 1 st tape to 2 nd tape meanwhile replacing copied entries with d 	$B = R^1 R^2$	$\sigma^1 = x \neq \#$	$x^2. d^1 . B$
		$\sigma^1 = \#$	C
Replace all d s with $\#$ in tape 1 and after that move heads 1 and 2 to leftmost $\#$ to make them ready for comparison 	$C = L^1$	$\sigma^1 = d$	$\#^1 . C$
		$\sigma^1 \neq d$	$L_{\#}^1 . L_{\#}^2 . D$
Compare contents of 1 st tape and 2 nd tape ; if equal accept with h_{YES} ; if different reject with h_{NO} ! 	$D = R^1 R^2$	$\sigma^1 = \sigma^2 \neq \#$	D
		$\sigma^1 = \sigma^2 = \#$	h_{YES}
		<i>else</i>	h_{NO}

Example A two-tape TM that adds two “binary coded” integers

$(s ; \# \omega_1 \# \omega_2, \#) \vdash (h, \# \text{ “}\omega_1 + \omega_2\text{”}, \#)$

Copy ω_1 into the 2nd tape and replace copied entries and # with 0s ; move heads 1 and 2 to rightmost least significant digits to start addition

Start addition of digits with the result replacing the content of 1st tape digit ; if there is a carry digit move to C ; else continue with B ; stop if # is reached in tape 2 with head 1 in leftmost #

Carry account continues \dashrightarrow Carry account disappears \dashrightarrow

Carry account is terminated ; result in tape 1 \dashrightarrow

Carry account propagates to left digits \dashrightarrow

TM	Condition	Next TM
A = $R^1 R^2$	$\sigma^1 = x \neq \#$	$0^1 x^2 \mathbf{A}$
	$\sigma^1 = \#$	$0^1 R^1 \# L^1 L^2 \mathbf{B}$
B	$\sigma^1 \sigma^2 = 01 \vee 10$	$1^1 \#^2 L^1 L^2 \mathbf{B}$
	$\sigma^1 \sigma^2 = 00$	$0^1 \#^2 L^1 L^2 \mathbf{B}$
	$\sigma^1 \sigma^2 = 11$	$0^1 \#^2 L^1 L^2 \mathbf{C}$
	$\sigma^2 = \#$	$L^1 \# h$
C	$\sigma^1 \sigma^2 = 01 \vee 10$	$0^1 \#^2 L^1 L^2 \mathbf{C}$
	$\sigma^1 \sigma^2 = 00$	$1^1 \#^2 L^1 L^2 \mathbf{B}$
	$\sigma^1 \sigma^2 = 11$	$1^1 \#^2 L^1 L^2 \mathbf{C}$
	$\sigma^2 = \#$	D
D	$\sigma^1 = 0$	$1^1 L^1 \# h$
	$\sigma^1 = 1$	$0^1 L^1 \mathbf{D}$

The Universal Turing Machine

Coding Alphabet = $\{ (,) , \$, ' , ' , 0 , 1 , \# \}$

$\#$ = *blank character*

Binary Encoding Convention :

States : $0 \rightarrow \text{HALT}_{\text{Yes}} ; 1 \rightarrow \text{HALT}_{\text{No}} ; \dots$

Input/Action : $0 \rightarrow \text{Right Move} ; 1 \rightarrow \text{Left Move} ; \dots$

Tape representation (xx denotes encoded character)

Tape 1 is input tape $\rightarrow \# \text{xx,xx}, \dots \text{xx} \$ \text{head position } \text{xx}, \dots \text{xx} \#$

Tape 2 is transition table $\rightarrow \# (q_1, a_1, q'_1, \text{action}_1) \dots (q_n, a_n, q'_n, \text{action}_n) \#$

Tape 3 is current state $\rightarrow \# \text{xx} \#$

The Halting Problem

A simple-minded CS formulation of the ‘Halting Problem’

*Let X, Y be codes that may be interpreted both as **data** and an **executable program***

$\text{halts}(X, Y)$ is a predicate function with arguments as codes X and Y and is true iff X as a program halts on the data Y .

*Now consider the program **diagonal** with input data X as below :*

***diagonal** (X)*

a** : if $\text{halts}(X, X)$ then go to **a** ; else **halt

*What does **diagonal** (**diagonal**) do ?*

***diagonal**(**diagonal**) halts **if and only if** : $\text{halts}(\text{diagonal}, \text{diagonal})$ is false*

***if and only if** **diagonal**(**diagonal**) does not halt ! A logical contradiction !*

The Halting Problem

Given a UTM U with alphabet Σ_U every TM and its input can be encoded by symbols in Σ_U

If M is the TM and ω is its input then let $\langle M \rangle$ and $\langle \omega \rangle$ denote their corresponding encodings for U , which are strings in Σ_U^ .*

Let $H_0 \subseteq \Sigma_U^$ be defined as below :*

$H_0 := \{ u \in \Sigma_U^ \mid u = \langle M, \omega \rangle = \text{legitimate joint encoding of a TM and its input ; } M \text{ halts on } \omega \}$*

Theorem

H_0 is a semidecidable but not a decidable language