Turing completeness of Mersenne Twister

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1 Introduction

In this paper, I will prove Mersenne Twister turing complenetess. Mersenne Twister is by far the most popular PRNG¹ in use as of 2019. Mersenne Twister will be demonstrated as component of Seed esoteric programming language.

This revision of this document differs from the other one which is generally available. It contains a few corrections and language issues.

2 Seed programming language

Seed is a language based on random data. Programs only contain two instructions: length and random seed, separated by a space. To execute a Seed program, the seed is fed into a Mersenne Twister random number generator, and the randomness obtained is converted into a string of length bytes, which will be executed by a Befunge-98 interpreter (or compiler).².

An example Seed which generates 780 byte-long valid Befunge-98 code snippet follows.

780 983247832

According to the Esolang wiki - Since standard Befunge is considered to be a finite state machine, it is, strictly speaking, not Turing-complete; thus, Seed cannot be Turing-complete either. Befunge-98 is compiliant to Funge-98 standard. Wikipedia says:

The Befunge-93 specification restricts each valid program to a grid of 80 instructions horizontally by 25 instructions vertically. Program execution which exceeds these limits "wraps around" to a corresponding point on the other side of the grid; a Befunge program is in this manner topologically equivalent to a torus. Since a Befunge-93 program can only have a single stack and its storage

¹PseudoRandom Number Generator

²https://esolangs.org/wiki/Seed - accessed 16.06.2019

array is bounded, the Befunge-93 language is not Turing-complete (however, it has been shown that Befunge-93 is Turing Complete with unbounded stack word size). The later Funge-98 specification provides Turing completeness by removing the size restrictions on the program; rather than wrapping around at a fixed limit, the movement of a Funge-98 instruction pointer follows a model dubbed "Lahey-space" after its originator, Chris Lahey. In this model, the grid behaves like a torus of finite size with respect to wrapping, while still allowing itself to be extended indefinitely.³

This means, Befunge-98 is Turing complete, but Seed may not be, because we aren't able to generate all possible befunge programs, because Mersenne Twister has a period of $2^{19937} - 1$, but, if Mersenne Twister can generate befunge program being another Turing-complete language interpreter, Seed is Turing-complete too.

3 ByteByteJump

ByteByteJump is an extremely simple One Instruction Set Computer (OISC). Its single instruction copies 1 byte from a memory location to another, and then performs an unconditional jump. There are two possible ways to prove Turing completeness of ByteByteJump.

ByteByteJump is actually a variation of BitBitJump, that is operating on bits, not bytes, therefore proving BitBitJump is Turing complete can prove Turing completeness of ByteByteJump. Simulation is one way to prove Turing completeness - *If an interpreter for A can be implemented in B, then B can solve at least as many problems as A can.* Using BitBitJump assembler and standard library⁴, it's possible to create brainfuck interpreter:

```
# BitBitJump brainfuck (DBFI) interpreter by O. Mazonka
Z0:0 Z1:0 start
.include lib.bbj
:mem:0 0 0
mem mem
ip_start:mem ip:mem ip_end:0
mp_start:0 mp:0 mp_end:0
x:0 y:0 m1:-1
SPACE:32 MINUS:45 PLUS:43
TICK:39 EOL:10 Excl:33
LEFT:60 RIGHT:62 LB:91
RB:93 DOT:46 COMMA:44
start: .copy ZERO x
.in x
.ifeq x ZERO initgl chkex
chkex: .ifeq x Excl initgl storei
storei: .toref x ip
.add ip BASE ip
0 0 start
```

³https://en.wikipedia.org/wiki/Befunge - accessed 16.06.2019

⁴http://mazonka.com/bbj/bbjasm.cpp and http://mazonka.com/bbj/lib.bbj - accessed 16.06.2019

```
initgl: .copy ip ip_end
.copy ip mp_start
.copy ip mp
.copy ip mp_end
.add mp_end BASE mp_end
.copy ip_start ip
loop: 0 0
.deref ip x
.ifeq x PLUS plus chk_ms
plus: .plus
0 0 next_ip
chk_ms: .ifeq x MINUS minus chk_lt
minus: .minus
0 0 next_ip
chk_lt: .ifeq x LEFT left chk_rt
left: .left
0 0 next_ip
chk_rt: .ifeq x RIGHT right chk_dt
right: .right
0 0 next_ip
chk_dt: .ifeq x DOT dot chk_cm
dot: .deref mp x
.out x
0 0 next_ip
chk_cm: .ifeq x COMMA comma chk_lb
comma: .copy ZERO x
.in x
.toref x mp
0 0 next_ip
chk_lb: .ifeq x LB lb chk_rb
lb: .1b
0 0 next_ip
chk_rb: .ifeq x RB rb next_ip
rb: .rb
0 0 next_ip
next_ip: 0 0
.add ip BASE ip
.ifeq ip ip_end exit loop
exit: 0 0 -1
.def plus : mp x
.deref mp x
.inc x
.toref x mp
.end
.def minus : mp x
.deref mp x
.dec x
.toref x mp
```

```
.end
.def right : mp BASE mp_end x ZERO
.add mp BASE mp
.iflt mp mp_end ret incend
incend: .add mp_end BASE mp_end
.copy ZERO x
.toref x mp
ret: 0 0
.end
.def left : mp BASE
.sub mp BASE mp
.end
.def lb : ip mp x y ZERO ONE BASE LB RB
.deref mp x
.ifeq x ZERO gort ret
gort: .copy ONE y
loop: .add ip BASE ip
.deref ip cmd
.ifeq cmd LB incy chk_rb
chk_rb: .ifeq cmd RB decy loop
incy: .inc y
0 0 loop
decy: .dec y
.iflt ZERO y loop ret
cmd:0 0
ret: 0 0
.end
.def rb : ip mp x y ZERO ONE BASE LB RB
.deref mp x
.ifeq x ZERO ret golt
golt: .copy ONE y
loop: .sub ip BASE ip
.deref ip cmd
.ifeq cmd RB incy chk_lb
chk_lb: .ifeq cmd LB decy loop
incy: .inc y
0 0 loop
decy: .dec y
.iflt ZERO y loop ret
cmd:0 0
ret: 0 0
.end
.def dump : ip_start x y BASE ip_end mp_start mp_end SPACE ip mp TICK EOL
.copy ip_start y
dumpi: .deref y x
.out x
```

```
.ifeq y ip outi noi
outi: .out TICK
noi: .add y BASE y
.ifeq y ip_end dumpmst dumpi
dumpmst: 0 0
.copy mp_start y
dumpm: .deref y x
.out SPACE
.ifeq y mp outm nom
outm: .out TICK
nom: .prn x
.add y BASE y
.ifeq y mp_end ret dumpm
ret:
      .out EOL
.end
```

To prove Turing completness of Brainfuck, we will use the same rule. Daniel Cristofani wrote generic Turing machine emulator written in Brainfuck:

```
+++>++>>+[>>, [>+++++<[[->]<<]<[>]>]>-[<+++++>>-[<---->>-[->]<]]<[<
-<[<]+<+[>]<<++>>>|<|-]+<<+++>+>[-[<<+>>--[<<++>>+>|-[<<+>>+>+>+>|-[<<+>>>+<-[><--]><|->-[<<++>>+>+>|-[<<+>>>+<-[><--]<|<->->-[<<++>>>+<-[><--]<|<->>>+++<-[<-|>>>+++>|-[<<+>>>+<-[<|>>>+++>|-[<<+>>>+<-[><-->>>+++<-[<-|>>>+++>|-[<<+>>>+<-[<-|>>>+++>|-[<-|>>>+++>|-[<-|>>>+++>|-[<-|>>>+++>|-[<-|>>>+++>|-[<-|>>>+++>|-[<-|>>>+++>|-[<-|>]>]>[-[---[-<]]>]>[-|--[-<]]>]>[-|--[-<|]>]>[>+++[[>+++++>-]<]>]>[-|--|->|
```

This means, Brainfuck and BitBitJump are Turing-complete, and may possibly prove that Byte-ByteJump is Turing-compelete too. Another method to prove Turing-completeness of ByteByte-Jump has been partly presented by Esolangs wiki. It's possible to simulate one SUBLEQ instruction tick in ByteByteJump. Suppose we have the following values stored in memory:

Address	1	Value
00080000087F	-+- 	01
0008800008FF	•	02
01XXYY	•	XX
02XXYY	•	YY
ОЗХХҮҮ	İ	XX-YY

Then the following ByteByteJump program (using 3-byte addresses) will take the byte value at address 100h, subtract the byte value at address 200h, store the resulting byte value at address 300h, and jump to address 400h if the result was negative (ξ = 80h). Addresses which differ between the big-endian and little-endian versions are marked as bold.

Below is the previous ByteByteJump example rewritten in ByteByte/Jump machine code. Instruction words which differ between the big-endian and little-endian versions are marked as bold.

```
        Big-endian version
        | Little-endian version

        000000: 000100 00000D
        | 000000: 000100 00000D

        000006: 000200 00000E
        | 000006: 000200 00000C

        00000C: 030000 800300 000017 | 00000C: 030000 800300 000015

        000015: 000800 00001B
        | 000015: 000800 00001D

        00001B: 002724 000023
        | 00001B: 002724 000021

        000021: 800000
        | 000021: 800000

        000024: 800400
        | 000027: .....
```

The ByteByteJump version takes up 63 bytes, while the ByteByte/Jump version takes up 39 bytes. At address 00000C in the ByteByte/Jump program, notice the use of multiple (in this case 2) destinations for the move instruction. This proves that ByteByteJump can compute as much as SUBLEQ can, so if SUBLEQ is turing complete, ByteByteJump is too.

The following SUBLEQ assembly ⁵ program is a Brainfuck interpreter:

```
top:top top sqmain
_interpret:
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; bp 0
bp; sp bp
c2 sp
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; t1 0
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; t2 0
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
```

⁵http://mazonka.com/subleq/sqasm.cpp - accessed 16.06.2019

```
?+6; sp ?+2; t3 0
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; t4 0
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; t5 0
t1; t2; bp t1; c1 t1; t1 t2
t1; t3; bp t1; c2 t1; t1 t3
?+23; ?+21; ?+24; t3 Z; Z ?+10; Z ?+8
Z ?+11; Z; O; t2 Z; Z O; Z
t1; t2; bp t1; c4 t1; t1 t2
?+23; ?+21; ?+24; t2 Z; Z ?+10; Z ?+8
Z ?+11; Z; O; c3 Z; Z O; Z
11:
t2; t1; bp t2; c5 t2; t2 t1
t2; t3; ?+11; t1 Z; Z ?+4; Z; 0 t2; t2 t3
t1; t2; bp t1; c4 t1; t1 t2
t1; t4; ?+11; t2 Z; Z ?+4; Z; O t1; t1 t4
t2; t1; t3 t2; t4 t2; t2 t1
t2; t4; ?+11; t1 Z; Z ?+4; Z; 0 t2; t2 t4
t1; t4 Z; Z t1 ?+3; Z Z ?+9; Z; t4 t1; t4 t1
Z t1 13
t2; t4; bp t2; c5 t2; t2 t4
t2; t3; ?+11; t4 Z; Z ?+4; Z; 0 t2; t2 t3
t4; t2; bp t4; c4 t4; t4 t2
t4; t5; ?+11; t2 Z; Z ?+4; Z; 0 t4; t4 t5
t2; t4; t3 t2; t5 t2; t2 t4
t2; t5; ?+11; t4 Z; Z ?+4; Z; 0 t2; t2 t5
t4; t2; bp t4; dec t4; t4 t2
?+23; ?+21; ?+24; t2 Z; Z ?+10; Z ?+8
Z ?+11; Z; O; t5 Z; Z O; Z
t2; t3; bp t2; dec t2; t2 t3
t2; t5; ?+11; t3 Z; Z ?+4; Z; 0 t2; t2 t5
t3; t5 Z; Z t3; Z; c14 t3 ?+3
t3 t3 ?+9; t3 Z ?+3; Z Z ?+3; inc t3
Z t3 121
t1; t2; bp t1; c2 t1; t1 t2
t2 Z; ?+9; Z ?+5; Z; inc 0
Z Z 122
121:
t5; t2; bp t5; dec t5; t5 t2
t5; t3; ?+11; t2 Z; Z ?+4; Z; 0 t5; t5 t3
t2; t3 Z; Z t2; Z; c13 t2 ?+3
t2 t2 ?+9; t2 Z ?+3; Z Z ?+3; inc t2
Z t2 119
```

```
t1; t2; bp t1; c2 t1; t1 t2
t2 Z; ?+9; Z ?+5; Z; dec 0
Z Z 120
119:
t3; t5; bp t3; dec t3; t3 t5
t3; t2; ?+11; t5 Z; Z ?+4; Z; 0 t3; t3 t2
t5; t2 Z; Z t5; Z; c12 t5 ?+3
t5 t5 ?+9; t5 Z ?+3; Z Z ?+3; inc t5
Z t5 117
t1; t2; bp t1; c2 t1; t1 t2
t1; t3; ?+11; t2 Z; Z ?+4; Z; O t1; t1 t3
t3 Z; ?+9; Z ?+5; Z; inc 0
Z Z 118
117:
t2; t3; bp t2; dec t2; t2 t3
t2; t5; ?+11; t3 Z; Z ?+4; Z; 0 t2; t2 t5
t3; t5 Z; Z t3; Z; c11 t3 ?+3
t3 t3 ?+9; t3 Z ?+3; Z Z ?+3; inc t3
Z t3 115
t1; t2; bp t1; c2 t1; t1 t2
t1; t3; ?+11; t2 Z; Z ?+4; Z; 0 t1; t1 t3
t3 Z; ?+9; Z ?+5; Z; dec 0
Z Z 116
115:
t5; t2; bp t5; dec t5; t5 t2
t5; t3; ?+11; t2 Z; Z ?+4; Z; 0 t5; t5 t3
t2; t3 Z; Z t2; Z; c10 t2 ?+3
t2 t2 ?+9; t2 Z ?+3; Z Z ?+3; inc t2
Z t2 113
t1; t2; bp t1; c2 t1; t1 t2
t1; t3; ?+11; t2 Z; Z ?+4; Z; 0 t1; t1 t3
t2; t1; ?+11; t3 Z; Z ?+4; Z; 0 t2; t2 t1
t1 (-1)
Z Z 114
113:
t3; t5; bp t3; dec t3; t3 t5
t3; t2; ?+11; t5 Z; Z ?+4; Z; 0 t3; t3 t2
t5; t2 Z; Z t5; Z; c9 t5 ?+3
t5 t5 ?+9; t5 Z ?+3; Z Z ?+3; inc t5
Z t5 111
t1; (-1) t1
t2; t3; bp t2; c2 t2; t2 t3
t2; t4; ?+11; t3 Z; Z ?+4; Z; 0 t2; t2 t4
?+23; ?+21; ?+24; t4 Z; Z ?+10; Z ?+8
```

```
Z ?+11; Z; O; t1 Z; Z O; Z
Z Z 112
111:
t1; t2; bp t1; dec t1; t1 t2
t1; t3; ?+11; t2 Z; Z ?+4; Z; 0 t1; t1 t3
t2; t3 Z; Z t2; Z; c7 t2 ?+3
t2 t2 ?+9; t2 Z ?+3; Z Z ?+3; inc t2
t3; Z t2 19
t1; t4; bp t1; c2 t1; t1 t4
t1; t5; ?+11; t4 Z; Z ?+4; Z; O t1; t1 t5
t4; t1; ?+11; t5 Z; Z ?+4; Z; O t4; t4 t1
t5; t1 Z; Z t5 ?+3; Z Z ?+9; Z; t1 t5; t1 t5
Z t5 19; inc t3;
19:
Z t3 110
t1; t2; bp t1; c6 t1; t1 t2
?+23; ?+21; ?+24; t2 Z; Z ?+10; Z ?+8
Z ?+11; Z; 0; dec Z; Z 0; Z
14:
t1; t2; bp t1; c6 t1; t1 t2
t1; t3; ?+11; t2 Z; Z ?+4; Z; O t1; t1 t3
t2; t3 Z; Z t2; Z; c3 t2
Z t2 15
t1; t2; bp t1; c5 t1; t1 t2
t1; t3; ?+11; t2 Z; Z ?+4; Z; 0 t1; t1 t3
t2; t1; bp t2; c4 t2; t2 t1
t1 Z; ?+9; Z ?+5; Z; dec 0
t2; t4; ?+11; t1 Z; Z ?+4; Z; 0 t2; t2 t4
t1; t2; t3 t1; t4 t1; t1 t2
t1; t4; ?+11; t2 Z; Z ?+4; Z; O t1; t1 t4
t2; t1; bp t2; dec t2; t2 t1
?+23; ?+21; ?+24; t1 Z; Z ?+10; Z ?+8
Z ?+11; Z; O; t4 Z; Z O; Z
t2; t3; bp t2; dec t2; t2 t3
t2; t1; ?+11; t3 Z; Z ?+4; Z; 0 t2; t2 t1
t3; t1 Z; Z t3; Z; c8 t3 ?+3
t3 t3 ?+9; t3 Z ?+3; Z Z ?+3; inc t3
Z t3 17
t1; t2; bp t1; c6 t1; t1 t2
t2 Z; ?+9; Z ?+5; Z; dec 0
Z Z 18
17:
t1; t2; bp t1; dec t1; t1 t2
t1; t3; ?+11; t2 Z; Z ?+4; Z; 0 t1; t1 t3
```

```
t2; t3 Z; Z t2; Z; c7 t2 ?+3
t2 t2 ?+9; t2 Z ?+3; Z Z ?+3; inc t2
Z t2 16
t1; t2; bp t1; c6 t1; t1 t2
t2 Z; ?+9; Z ?+5; Z; inc 0
16:
18:
Z Z 14
15:
110:
112:
114:
116:
118:
120:
122:
12:
t4; t2; bp t4; c4 t4; t4 t2
t2 Z; ?+9; Z ?+5; Z; inc 0
Z Z 11
13:
?+8; sp ?+4; t5; 0 t5; inc sp
?+8; sp ?+4; t4; 0 t4; inc sp
?+8; sp ?+4; t3; 0 t3; inc sp
?+8; sp ?+4; t2; 0 t2; inc sp
?+8; sp ?+4; t1; 0 t1; inc sp
sp; bp sp
?+8; sp ?+4; bp; 0 bp; inc sp
?+8; sp ?+4; ?+7; 0 ?+3; Z Z 0
_main:
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; bp 0
bp; sp bp
c15 sp
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; t1 0
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; t2 0
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; t3 0
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; t4 0
```

```
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; t5 0
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; t6 0
t1; t2; bp t1; c15 t1; t1 t2
?+23; ?+21; ?+24; t2 Z; Z ?+10; Z ?+8
Z ?+11; Z; 0; dec Z; Z 0; Z
123:
t1; t2; bp t1; c15 t1; t1 t2
t1; t3; ?+11; t2 Z; Z ?+4; Z; 0 t1; t1 t3
t2; t3 Z; Z t2 ?+3; Z Z ?+9; Z; t3 t2; t3 t2
Z t2 125
t3; (-1) t3
t1; t4; bp t1; dec t1; t1 t4
t1; t5; bp t1; c16 t1; t1 t5
t1; t6; ?+11; t5 Z; Z ?+4; Z; 0 t1; t1 t6
t5 Z; ?+9; Z ?+5; Z; inc 0
t5; t1; t4 t5; t6 t5; t5 t1
?+23; ?+21; ?+24; t1 Z; Z ?+10; Z ?+8
Z ?+11; Z; O; t3 Z; Z O; Z
t2; t1; bp t2; dec t2; t2 t1
t2; t3; bp t2; c16 t2; t2 t3
t2; t4; ?+11; t3 Z; Z ?+4; Z; 0 t2; t2 t4
t3; t4 Z; Z t3; Z; dec t3
t4; t2; t1 t4; t3 t4; t4 t2
t4; t3; ?+11; t2 Z; Z ?+4; Z; 0 t4; t4 t3
t2; t3 Z; Z t2; Z; c17 t2 ?+3
t2 t2 ?+9; t2 Z ?+3; Z Z ?+3; inc t2
t3; inc t3; Z t2 ?+3; Z Z 126
t4; t1; bp t4; dec t4; t4 t1
t4; t5; bp t4; c16 t4; t4 t5
t4; t6; ?+11; t5 Z; Z ?+4; Z; O t4; t4 t6
t5; t6 Z; Z t5; Z; dec t5
t6; t4; t1 t6; t5 t6; t6 t4
t6; t5; ?+11; t4 Z; Z ?+4; Z; 0 t6; t6 t5
t4; t5 Z; Z t4; Z; c18 t4 ?+3
t4 t4 ?+9; t4 Z ?+3; Z Z ?+3; inc t4
Z t4 ?+3; Z Z 126; t3;
126:
Z t3 127
t1; t2; bp t1; c15 t1; t1 t2
?+23; ?+21; ?+24; t2 Z; Z ?+10; Z ?+8
Z ?+11; Z; O; c3 Z; Z O; Z
127:
```

```
124:
Z Z 123
125:
t1; t2; bp t1; dec t1; t1 t2
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+9; sp ?+5; t2 Z; Z 0; Z
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; ?+2 0 _interpret; . ?;
c5 sp
?+8; sp ?+4; t6; 0 t6; inc sp
?+8; sp ?+4; t5; 0 t5; inc sp
?+8; sp ?+4; t4; 0 t4; inc sp
?+8; sp ?+4; t3; 0 t3; inc sp
?+8; sp ?+4; t2; 0 t2; inc sp
?+8; sp ?+4; t1; 0 t1; inc sp
sp; bp sp
?+8; sp ?+4; bp; 0 bp; inc sp
?+8; sp ?+4; ?+7; 0 ?+3; Z Z 0
sqmain:
dec sp; ?+11; sp ?+7; ?+6; sp ?+2; 0
?+6; sp ?+2; ?+2 0 _main; . ?; inc sp
Z Z (-1)
. c5:-2 c3:0 c17:10 c18:13 c4:2 c2:20 c6:3 c1:4 c12:43 c9:44 c11:45 c10:46 c16:501
 (wrapped) c15:502 c13:60 c14:62 c8:91 c7:93
. t1:0 t2:0 t3:0 t4:0 t5:0 t6:0
. inc:-1 Z:0 dec:1 ax:0 bp:0 sp:-sp
   The interpreter was built from following C code <sup>6</sup>:
void interpret(char * input) {
    char current_char;
    int i, loop;
    unsigned char tape[16] = {0};
    unsigned char * ptr = tape;
    for (i = 0; input[i] != 0; i++) {
        current_char = input[i];
```

 $^{^6 \}rm https://gist.github.com/maxcountryman/1699708$ - accessed 16.06.2019

```
if (current_char == '>') {
            ++ptr;
        } else if (current_char == '<') {</pre>
            --ptr;
        } else if (current_char == '+') {
            ++*ptr;
        } else if (current_char == '-') {
            --*ptr;
        } else if (current_char == '.') {
            putchar(*ptr);
        } else if (current_char == ',') {
            *ptr = getchar();
        } else if (current_char == ']' && *ptr) {
            loop = 1;
            while (loop > 0) {
                current_char = input[--i];
                if (current_char == '[') {
                    loop--;
                } else if (current_char == ']') {
                    loop++;
            }
        }
   }
}
int main(void) {
    char buf[500];
    char c, r = 1;
    for(;r;) {
        buf[c++] = getchar();
        if(buf[c-1] == 10 || buf[c-1] == 13)
    }
    interpret(buf);
}
```

It's able to hold up to 500 program bytes (just enough to simulate Cristofani's Turing machine emulator) and 16 memory cells. That may not be enough, but the size can be flexibly changed. The resulting subleq code is pretty big⁷. Turing-completeness of Brainfuck was proven before, therefore to prove Turing-completeness of Seed, it's required to create ByteByteJump interpreter in Befunge-98, and then transform it to Seed.

 $^{^7}$ https://pastebin.com/TEgwuLsb - accessed 16.06.2019

4 Proof

The following code is a ByteByteJump reference implementation written in C:

```
a[99], b, c;
main() {
    for (; b<99; b++)
        scanf("%d",&a[b]);

    for (; !c<0; c++) {
        if (a[c]<0)
            a[c]=getchar();
        if (a[c+1]<0)
            putchar(a[c+1]);

        a[c+1]=a[c];
        c=a[c+2]
    }
}</pre>
```

If elements were listed in counter-order they are pushed, A is equal to *(pc) and is first, B is second and is equal to *(pc+1) and C is third and is equal to *(pc+2), following Befunge code will perform ByteByteJump instruction tick⁸:

```
v@0~$<
>:o'!|
v'0:\<
>:r >'$\@
v_$:^
>:,0@
```

The problem here is, the registers are immutable, so the place marked with apostrophe needs to implement some kind of storing register values once again.

Finally, the Seed code looks such:

 $45\ 14759728162827650584261424512858419005895877927172867170454220018091585985218474762085902733\\08382625106805960994384051908698807672588439507895879458904274584488610673759294967291035323690\\73598527090939875456796063044252947656841133103916443894914738745604947766408251854117733611553\\00990850990369822774005176483867432996215272027868894139015703661427796383218596643499838024600$

⁸If anything is wrong, please contact me!

And it's 4 637 bytes big. Given all these step-by-step chaining lemmas, the final and proven thesis is, Seed language is Turing-complete, and Mersenne Twister can generate valid Befunge-98

program, that will be capable of simulating any algorithm's logic can be constructed.

5 How did the reversing happen?

The reversal has been done step by step - first, my generator was very naive, so the program size was quite large, then I've managed to reverse Mersenne Twister in an even more efficient way, and finally, I've managed to write a pruning bruteforce program, that generated such piece of code as above. There are a couple of ways to bruteforce a program (the most common one is a naive bruteforce, a quite slow one).

6 Sources

This paper wouldn't be possible to write (or be significantly harder to) without work of Oleg Mazonka (his BitBitJump, ByteByteJump and Subleq work), Daniel B. Cristofani (for his Brainfuck universal Turing machine emulator), Esolang Wiki and Wikipedia proofreaders and content creators (for great explaining, a lot of effort and time put into the wiki), Mersenne Twister crackers preceding me (it would be significantly harder to get such score on my crack), Chris Pressey (for Befunge),

7 Elegant proofs (2021)

Back in 2019, when I wrote this paper, my technology wasn't advanced enough to conduct a full-featured, convincing proof. From the current perspective, I think there are a couple of better ways to conduct the proof. One of them is implementing the Collatz function (Befunge-93 example):

Obviously, this program won't work with bounded integers. A solution to this problem would be using fingerprints, or implementing arbitrary-precision numbers in Befunge (for example: Befunge-98 can shell out to Perl, so for example an I/D machine interpreter in Perl (which is around 12 bytes) can be used as a part of the proof). The Befunge code can later be compiled using techniques outlined in my PRNG cracking paper, which was hosted on my website and previously cited by Wikipedia.