

Exams

- Why do exams exist?
 - Proctored, solo, and timed evaluation of your knowledge
 - Everyone takes the exam on their own, and limits resources for themselves
 - Doesn't work well
 - Everyone takes the exam during the normal class time
 - What happens if you have internet connectivity issues?
 - What will be the format of the exam so that you can take it, and have a readable digital version to submit?
 - Can I make the exam take longer than 75 minutes?
- What does the sudden move to online do to a class/students/professors/etc?
 - It stresses everybody out
 - Best I could hope for with the online format is that ya'll learn stuff
 - Exams are super stressful and they are “forcing factor” for learning rather than an exercise in learning
- What I'm going to do:
 - I'm going to assume that you want to learn the stuff
 - Trust that exercises and quizzes are sufficient opportunity for you to learn the stuff
 - Exam 2 and the final exam will be optional for all students

CS3102 Theory of Computation

www.cs.virginia.edu/~njb2b/cstheory/s2020

Warm up:

What did “Universality” mean in the context of Circuits?

What might “Universality” mean in the context of Turing Machines?

Turing Universality

- Your thoughts:
 - It solves all infinite functions
 - Fewer implementations than infinite functions
 - Countable number of implementations, but uncountably many infinite functions
 - Not possible
 - It can compute anything that's computable
 - Some infinite functions are computable
 - We used Turing machines to define computability
 - A thing is computable if an always-halting Turing machine can implement it

Last Time

- Church-Turing Thesis
 - Why are Turing Machines the “goto” model of computing?

What can a Turing Machine compute?

- For sure:
 - Any Java/Python program
- If the Church-Turing Thesis is Correct:
 - Anything that a human can compute
- Some evidence that it might be correct:
 - [Simulating a nematode](#)

Today

- What can't Turing Machines do?

Circuit Universality

- A set of gates is universal if they can be used to compute any finite function
- Conquence: A circuit to evaluate other

Circuits:

Defining EVAL

$$EVAL_{s,n,m}: \{0,1\}^{S(s)+n} \rightarrow \{0,1\}^m$$

Input: bit string representing a program (first $S(s)$ bits)
plus input values (remaining n bits)

Output: the result of running the represented program
on the provided input, or m 0's if there's a "compile
error"

Turing Universality

- Turing Machines are “Universal” in the sense that you can have a Turing Machine which can “simulate” any other Turing Machine
- Universal Turing Machine:
 - Input: The “description” of a machine and an input for that machine
 - Output: The same as the output the described machine would give for its input

Universal Turing Machine

Input:

Output

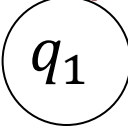
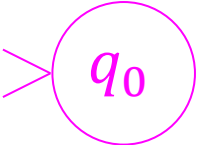
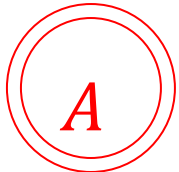


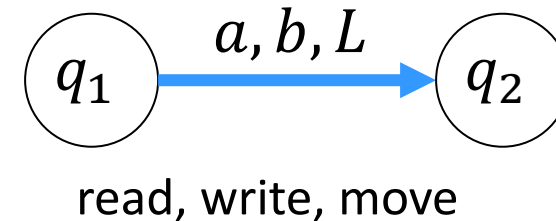
What does it need?

- What does a Universal Turing Machine need to have?
 - Memory in order to maintain the configuration of the machine you're simulating
 - Tape contents
 - Finite state “controller”
 - Current state
 - Current position on the tape
 - A way to take a transition
 - A way to keep going

Turing Machine

Basic idea: a **Turing Machine** is a finite state automaton that can optionally read from/write to an infinite **tape**.

- Finite set of states: $Q = \{q_0, q_1, q_2, \dots, q_k\}$ 
- Input alphabet: Σ
- **Tape** alphabet (includes \emptyset, ∇): Γ
- **Transition** function: $\delta: Q \times \overset{\text{Read}}{\Gamma} \rightarrow Q \times \overset{\text{Write}}{\Gamma} \times \overset{\text{Move}}{\{L, R, S, H\}}$
- **Initial** state: $q_0 \in Q$ 
- **Final** states: $F \in Q$ 

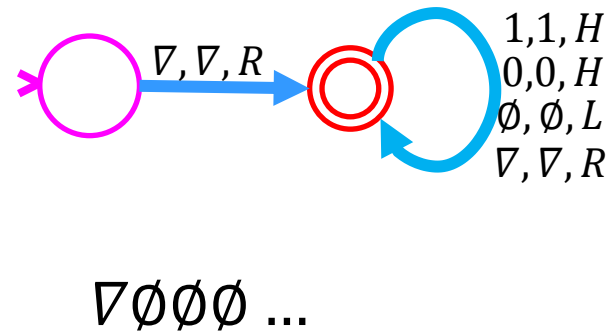


Turing Machine is $M = (Q, \Sigma, \Gamma, \delta, q_0, F)$

Some Turing Machines never return

- In this case they run forever
- 3 behaviors
 - Return 1
 - Return 0
 - Run forever
- This is necessary for computation

```
while(true){  
    twiddle(thumbs);  
}
```



```
while(x != 1){  
    if(x%2 == 0){  
        x = x / 2;  
    }  
    else{  
        x = 3x+1;  
    }  
}
```

What is Computable?

- Definition:
 - A function/language is computable provided there is some **always-halting Turing machine** for it
 - Function: computable provided there is an **always-halting Turing machine** which, when run on a tape containing only the input, always halts with only the corresponding output on the tape
 - Language: computable provided there is an **always-halting Turing machine** which, when run on a tape containing only the input, always halts and returns 1 if that string was in the language, and 0 otherwise
- Assertion:
 - This definition is the most powerful definition of computability that is physically possible
 - Why...?

What can't be computed?

- Turing machines are really powerful
 - They can do complicated functions
- Turing machines are so powerful, you can use them to describe “nonsense”
 - Nonsense- paradox
- “colorful green ideas sleep furiously”
- “this statement is false” <- build a TM that says exactly this

The *ACCEPTS* function

- “Reject” = Returns 0
- “Accept” = Returns 1
- $M(x)$ = the TM described by “source code” string x
- $ACCEPTS(x, w) = \begin{cases} 1 & \text{if } x \text{ running on } w \text{ returns 1} \\ 0 & \text{otherwise} \end{cases}$
 - Situations in which we return 0:
 - When x doesn’t halt
 - When x returns 0
 - What we have to do:
 - Recognize when a machine is in an infinite loop

Self-Rejecting Function

- $SelfReject(x) = \begin{cases} 1 & \text{when } x \text{ is a TM source code which rejects its own input} \\ 0 & \text{otherwise} \end{cases}$
- $SelfReject = \{w \in \{0,1\}^* \mid w \text{ represents a TM, and } w \notin L(M(w))\}$
 - The set of all Turing machine source codes such that the described machine rejects its own description.
- X is the source code of a machine, SelfReject will accept x provided that x running on x rejects

Implementing *SelfReject* With *ACCEPTS*

- Idea: run *ACCEPTS* and flip the output
- Pseudocode for *SelfReject*(w):
 - 1) Let $a = \text{ACCEPTS}(w, w)$
 - 2) If $a = 1$:
 Return 0
 - 3) Else:
 Return 1

What's the problem?

- *SelfReject* says “reject anything that accepts itself”, “accept anything that rejects itself”
- Let w_{SR} be the description of *SelfReject*
 - What is $SelfReject(w_{SR})$?
- Option1: $SelfReject(w_{SR}) = 1$
 - In words, w_{SR} accepted itself, and so by definition of SR, it should have been that $SR(w_{sr}) = 0$
- Option 2: $SelfReject(w_{SR}) = 0$
 - In other words w_{SR} is rejected by itself, and so by definition of SR, we conclude that it should be that $SelfReject(w_{SR}) = 1$
- Conclusion is, that any implementation of *SelfReject* can't produce an output that makes sense, therefore any implementation of *Self Reject* must not be able to provide an output for w_{SR}

$w_{SR} \in SelfReject?$

Option 1: $w_{SR} \in SelfReject$ **Option 2:** $w_{SR} \notin SelfReject$