# COMS W3261 Computer Science Theory Lecture 15 The Universal Language

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#### Outline

- 1. Definition of an algorithm
- 2. The Church-Turing thesis
- 3. The diagonalization language  $L_d$  is not RE
- 4. Reducing one problem to another
- 5. The universal language  $L_u$  is RE but not recursive

## 1 Definition of Algorithm

- Surprisingly, there is no universally agreed-upon definition for the term "algorithm". Informally, we can think of an algorithm as a collection of well- defined instructions for carrying out some task.
- In *The Art of Computer Programming*, Donald Knuth states that an algorithm should have five properties.
  - 1. Finiteness: An algorithm must always terminate after a finite number of steps.
  - 2. Definiteness: Each step of an algorithm must be precisely defined.
  - 3. Input: An algorithm has zero or more inputs.
  - 4. Output: An algorithm has one or more outputs, quantities which have a specified relation to the inputs.
  - 5. Effectiveness: All of the operations to be performed in an algorithm can be done exactly and in a finite length of time.

- In this course we will use a Turing machine that halts on all inputs as the definition of an algorithm. The term decider is sometimes used for such a Turing machine.
  - A language L that can be recognized by an algorithm is said to be recursive
  - If a language L is recursive, we say L is decidable.
  - If a language L is not recursive, we say L is undecidable.
- In general, a Turing machine need not halt all inputs. An input on which
  a Turing machine never halts is not in the language defined by the Turing
  machine.
  - A language L that can be recognized by a Turing machine is said to be recursively enumerable.
  - The term Turing-recognizable language is sometimes used for a recursively enumerable language.
  - Note that a language may be undecidable because it is not recursively but is recursively enumerable or because it is not recursively enumerable.

#### 2 The Church-Turing Thesis

- A Turing machine can compute a function from an input to an output by reading the input, making a sequence of moves, and then halting, leaving only the output of the function on the tape.
- A recursive function is one that can be computed by a Turing machine that halts on all inputs.
- A partial-recursive function is one that can be computed by a Turing machine that need not halt on all inputs. The output of the function on an input for which the Turing machine does not halt is said to be undefined.
- The Church-Turing thesis says that any general way to compute will allow us to compute only the partial-recursive functions. The Church-Turing thesis is unprovable because there is no precise definition for "any general way to compute."
- An informal way of expressing the Church-Turing thesis is that any function that can be effectively computed can be computed by a Turing machine.

## 3 The Diagonalization Language $L_d$ is not Recursively Enumerable

- We can enumerate all binary strings.
- We can enumerate all Turing machines.
- We define  $L_d$ , the diagonalization language, as follows:
  - 1. Let  $w_1, w_2, w_3, \ldots$  be an enumeration of all binary strings.
  - 2. Let  $M_1, M_2, M_3, \ldots$  be an enumeration of all Turing machines.
  - 3. Let  $L_d = \{ w_i | w_i \text{ is not in } L(M_i) \}.$
- Theorem:  $L_d$  is not a recursively enumerable language.
- Proof:
  - Suppose  $L_d = L(M_i)$  for some TM  $M_i$ .
  - This gives rise to a contradiction. Consider what  $M_i$  will do on the input  $w_i$ .
    - \* If  $M_i$  accepts  $w_i$ , then by definition  $w_i$  cannot be in  $L_d$ .
    - \* If  $M_i$  does not accept  $w_i$ , then by definition  $w_i$  is  $inL_d$ .
  - Since  $w_i$  can neither be in  $L_d$  nor not be in  $L_d$ , we must conclude there is no Turing machine that can define  $L_d$ .

## 4 Reducing One Problem to Another

- If we have an algorithm to convert instance of a problem  $P_1$  to instances of a problem  $P_2$  that have the same answer, then we say that  $P_1$  reduces to  $P_2$ .
- A reduction from  $P_1$  to  $P_2$  must turn every instance of  $P_1$  with a yes answer to an instance of  $P_2$  with a yes answer, and every instance of  $P_1$  with a no answer to an instance of  $P_2$  with a no answer.
- We will frequently use this technique to show that problem  $P_2$  is ashard as problem  $P_1$ .
- The direction of the reduction is important.
- For example, if there is a reduction from  $P_1$  to  $P_2$  and if  $P_1$  is not recursive, then  $P_2$  cannot be recursive.
- Similarly, if there is a reduction from  $P_1$  to  $P_2$  and if  $P_1$  is not recursively enumerable, then  $P_2$  cannot be recursively enumerable.

# 5 The Universal Language $L_u$ is RE but not Recursive

- $L_u$ , the universal language, is the set of binary strings that encode a pair (M, w) consisting of a Turing machine and an input string accepted by that Turing machine. That is,
  - $-L_u = \{ (M, w) | M \text{ is an encoding of a Turing machine, } w \text{ is an encoding of a binary string, and } w \text{ is in } L(M) \}.$
- Theorem:  $L_u$  is recursively enumerable.
- Proof:
  - We can construct a Turing machine U, called the universal Turing machine, to recognize  $L_u$ .
  - It is easiest to think of U as a multi-tape TM.
    - 1. One tape holds the input with the encodings of M and w.
    - 2. A second tape is used to simulate M's input tape.
    - 3. A third tape is used to keep track of M's state.
    - 4. A fourth tape is used as a scratch tape.
  - To simulate a move of M, U searches for a transition on the current state of M (stored on tape 3) and the current state tape symbol of M (stored at the position on tape 2 scanned by U).
    - 1. U changes the contents of tape 3 to record the new state.
    - 2. U changes the tape symbol under M's simulated tape head on tape 2.
    - 3. U moves M's tape head left or right on tape 2.
  - If M enters its final state, U accepts the original input (M, w).
  - $-L_u=L(U).$
- Theorem:  $L_u$  is not recursive.
- Proof:
  - Suppose  $L_u$  were recursive. Then there exists a TM M that accepts the complement of  $L_u$ .
  - Then we can transform M into a TM M' that accepts  $L_d$  as follows:
    - \* M' transforms its input string w into a pair (w, w).
    - \* M' simulates M on (w, w) assuming the first w is an encoding of a TM  $M_i$  and the second w is an encoding of a binary string  $w_i$ . Since M accepts the complement of  $L_u$ , it will accept (w, w) iff  $M_i$  does not accept  $w_i$ .
  - Thus, M' accepts w iff w is in  $L_d$ . But we have previously shown there does not exist a TM that defines  $L_d$ .
  - We conclude  $L_u$  is not recursive.