

# **Involutory Turing Machines**

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# Involution $f$

$$\forall x \in \text{dom}(f). f(f(x)) = x$$

- ❖ **Involution (a.k.a. involutory function)**

- ❖ A function that is own inverse
- ❖ I.e.,  $f(x) = y$  if and only if  $f(y) = x$
- ❖ A particular kind of reversible ( $\approx$  injective) function

- ❖ **Application of involution**

- ❖ Mathematical proofs / cryptographic systems / Bidirectional transformation (mentioned later)

# Overview

## functions

$$x = y \Rightarrow f(x) = f(y)$$

## injective functions

$$f(x) = f(y) \Rightarrow x = y$$

## involutory functions

$$f(x) = y \Rightarrow x = f(y)$$

## Computable

*Characterized by  
Turing Machine (TM) etc.*

w/ function semantics [AxelsenGlück16]

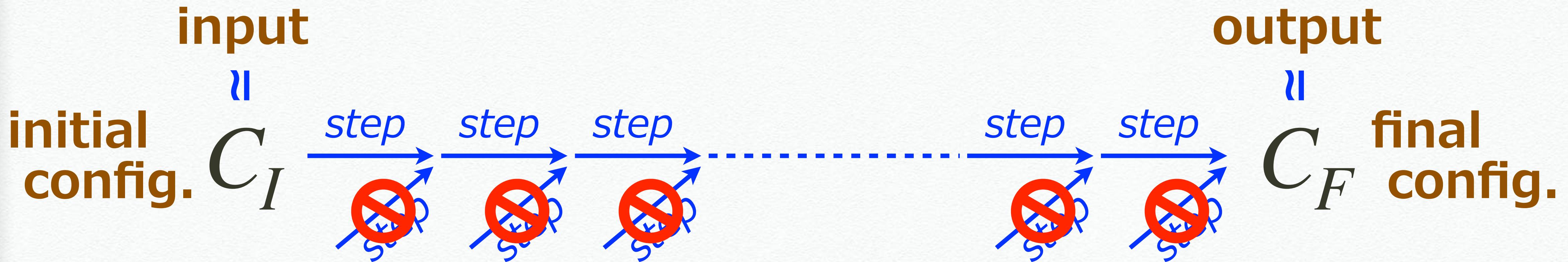
*Characterized by  
Reversible TM (RTM)*

↓ This work!

*Characterized by  
Involutory TM (ITM)*

# Prior work on RTM [AxelsenGlück16]

- ❖ **RTM : backward-deterministic TM**



- ❖ RTM always computes an *injective* function
- ❖ Any computable *injective* function can be computed by an RTM.
- ❖ A *universal* RTM exists which simulates any RTM.

# This work on ITM

- ❖ **ITM : *somewhat restricted* TM**
- ❖ ITM always computes an *involutory* function
- ❖ Any computable *involutory* function can be computed by an **ITM**.
- ❖ A *universal* **ITM** exists which simulates any **ITM**.

# Rest of This Talk

## ❖ **Involutory Turing Machine (ITM)**

- ❖ Definition and Semantics of TM
- ❖ Results on Reversible TM
- ❖ Definition of ITM

## ❖ **Properties of ITM**

- ❖ Expressiveness (Tape Reduction / Universality)

## ❖ **Application of ITM**

- ❖ Relationship with Bidirectional Transformation

## ❖ **Conclusion**

# Turing Machine (TM)

$$T = (Q, \Sigma, q_I, q_F, \Delta)$$

*set of states*

*set of tape symbols  
(except blank)*

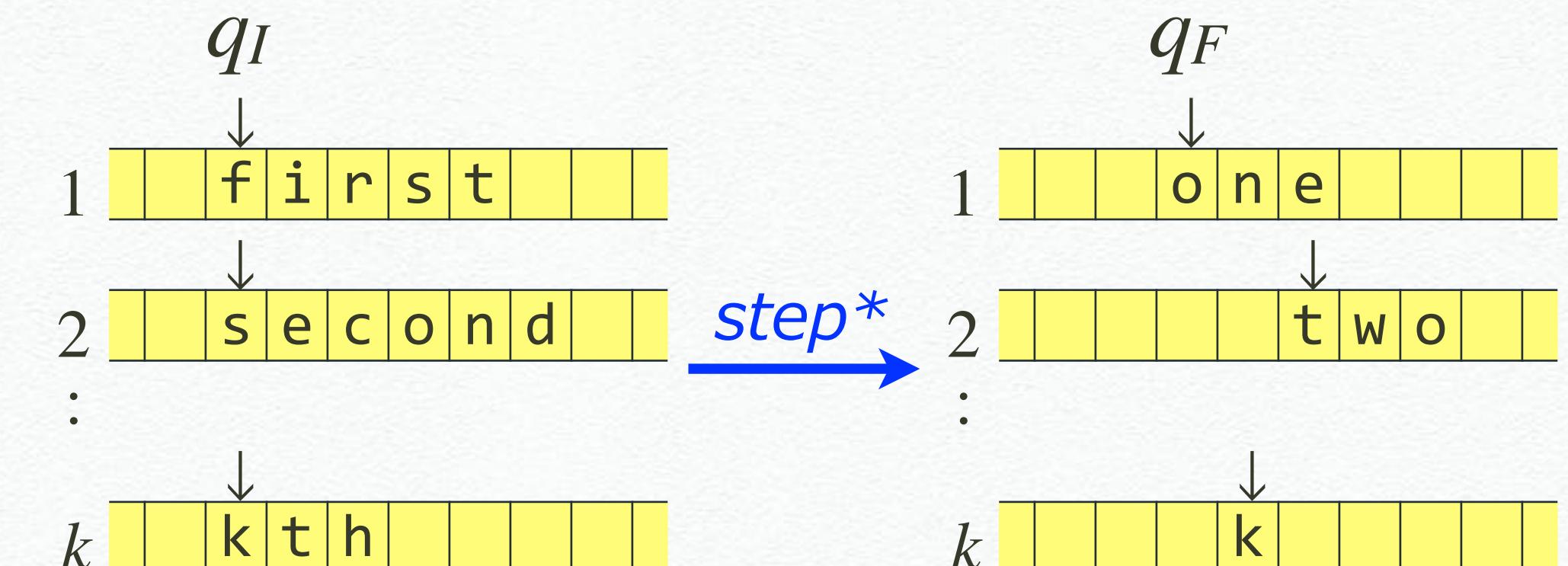
*initial state in Q*

*set of transitions*

*final state in Q*

## ❖ Working on multiple doubly-infinite tapes

- ❖ Each tape has a head.
- ❖ All left cells of the head are blank *initially* and *finally*.



# Transition Rule

$$(q_1, a, q_2) \in \Delta$$

**source state**  
in  $Q - \{q_F\}$

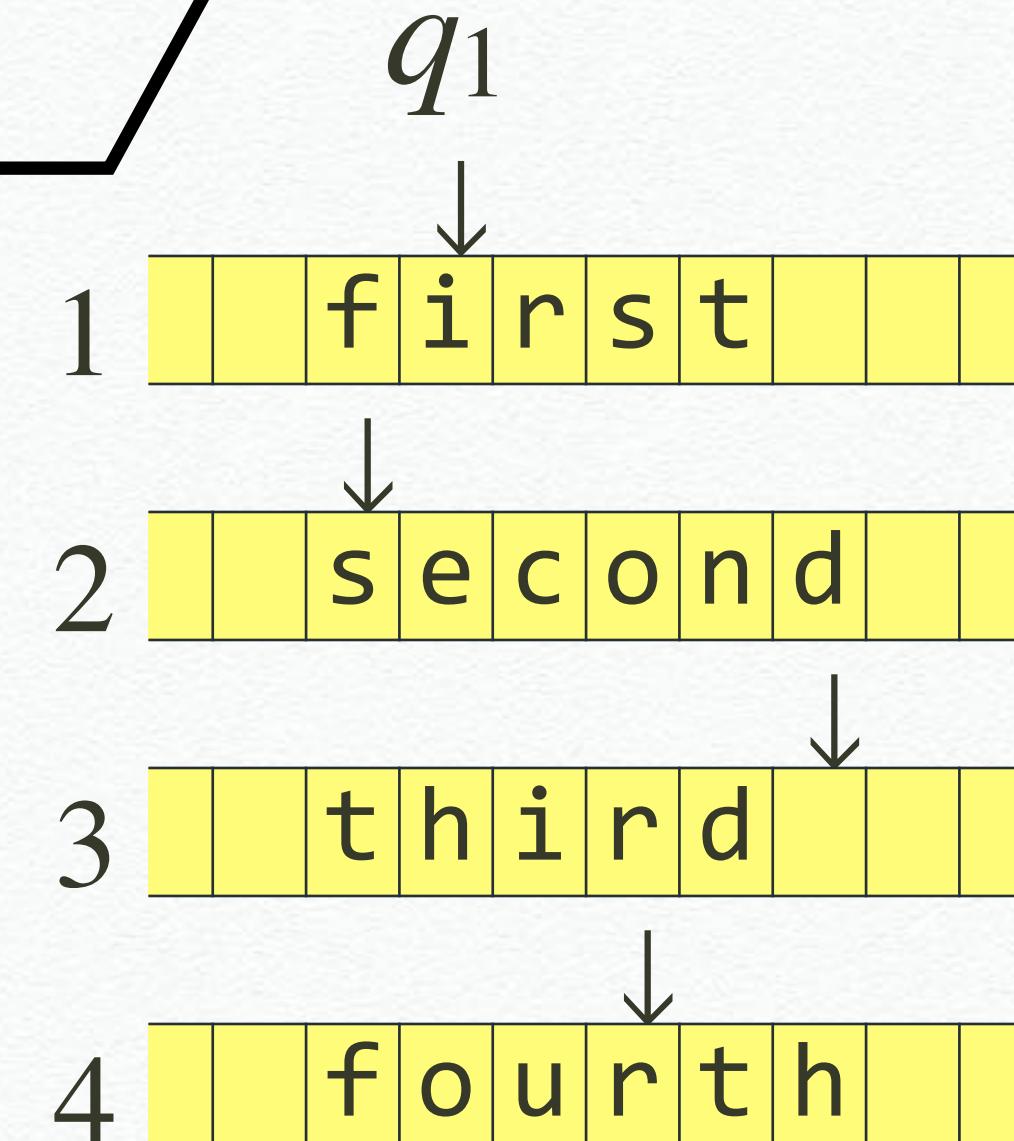
**action** —

- symbol  
 $a \equiv s_1 \Rightarrow s_2$

**move**  
 $a \equiv \leftarrow$  or  $\bullet$  or  $\rightarrow$

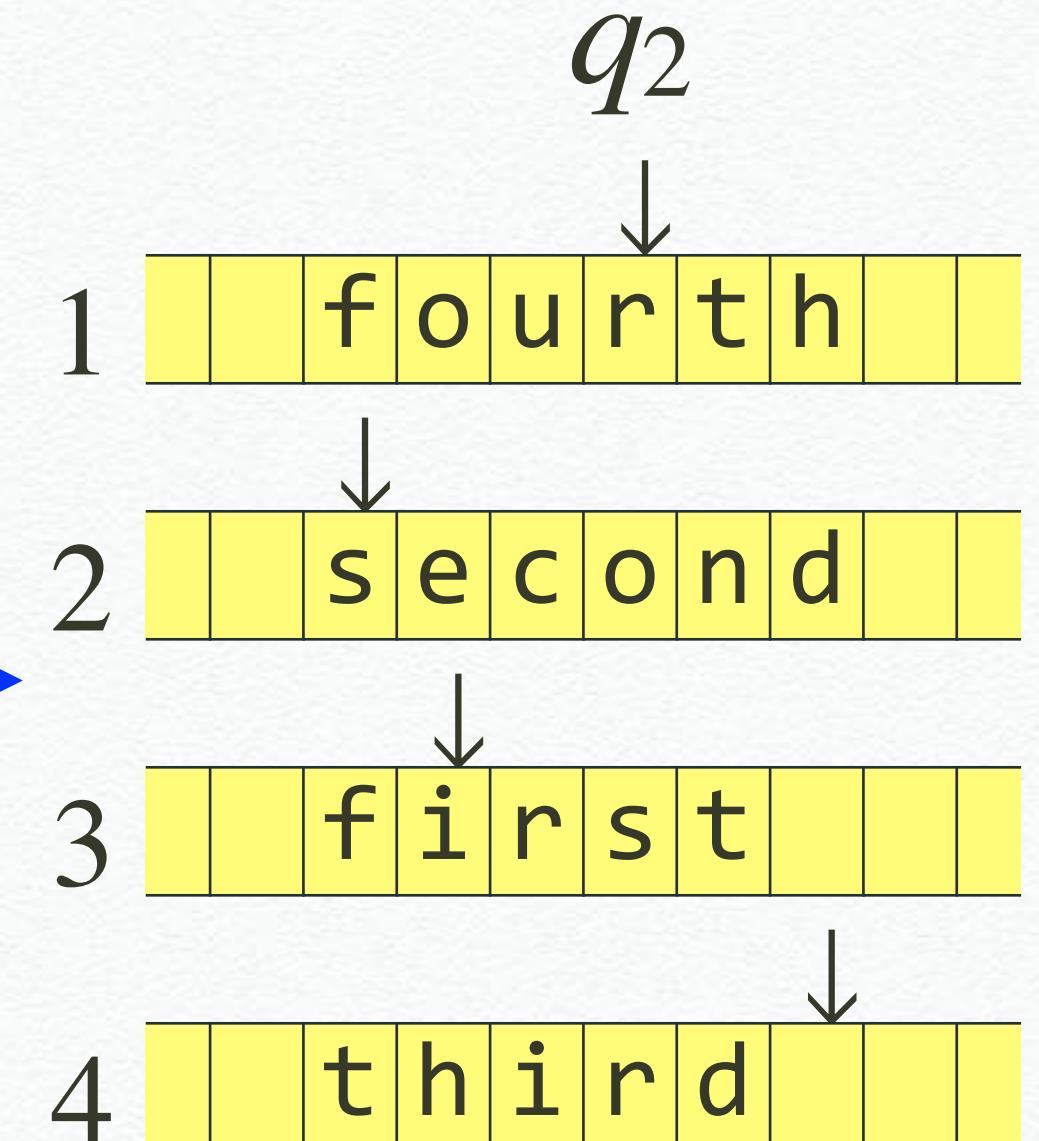
**permutation**

$$a \equiv \begin{pmatrix} 1 & 2 & \dots & k \\ i_1 & i_2 & \dots & i_k \end{pmatrix}$$



Permute the order of the tapes  
with preserving contents

**target state**  
in  $Q - \{q_I\}$



$$(q_1, \begin{pmatrix} 1 & 2 & 3 & 4 \\ 4 & 2 & 1 & 3 \end{pmatrix}, q_2)$$

# Deterministic/Reversible TM

- ❖ Deterministic TM (DTM, or TM simply)

- ❖ (Locally) forward-deterministic TM

$$(q, a_1, -) \neq (q, a_2, -) \in \Delta$$

$\Rightarrow a_1$  and  $a_2$  are symbol actions w/ different *inputs*

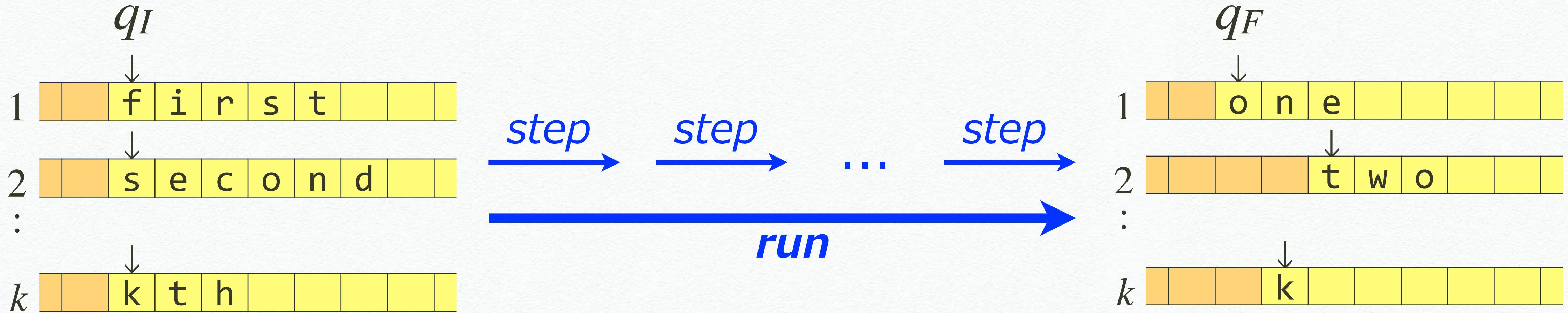
- ❖ Reversible TM (RTM)

- ❖ (Locally) forward- & backward-deterministic TM

$$(-, a_1, q) \neq (-, a_2, q) \in \Delta$$

$\Rightarrow a_1$  and  $a_2$  are symbol actions w/ different *outputs*

# Semantics of TM



$$\llbracket T \rrbracket(\text{first}, \text{second}, \dots, \text{kth}) = (\text{one}, \text{two}, \dots, \text{k})$$

- ❖ **Function semantics** [AxelsenGlück16]

- ❖ Input/output ≈ initial/final configuration

## Convention.

When  $\llbracket T \rrbracket(x_1, \dots, x_k) = (y_1, \dots, y_k)$  implies  $x_{i+1} = \dots = x_k = y_{j+1} = \dots = y_k = \epsilon$ , we may identify the function with  $\llbracket T \rrbracket(x_1, \dots, x_i) = (y_1, \dots, y_j)$ .

# Syntactic Inverse of TM

For  $T = (Q, \Sigma, q_I, q_F, \Delta)$ ,

$$T^{-1} \stackrel{\text{def}}{=} (Q, \Sigma, q_F, q_I, \Delta^{-1})$$

where  $\Delta^{-1} = \{ (q_2, a^{-1}, q_1) \mid (q_1, a, q_2) \in \Delta \}$

$$(s_1 \Rightarrow s_2)^{-1} = s_2 \Rightarrow s_1$$

$$(\leftarrow)^{-1} = \rightarrow, \quad (\bullet)^{-1} = \bullet, \quad (\rightarrow)^{-1} = \leftarrow$$

$$\begin{pmatrix} 1 & \dots & k \\ i_1 & \dots & i_k \end{pmatrix}^{-1} = \begin{pmatrix} i_1 & \dots & i_k \\ 1 & \dots & k \end{pmatrix}$$

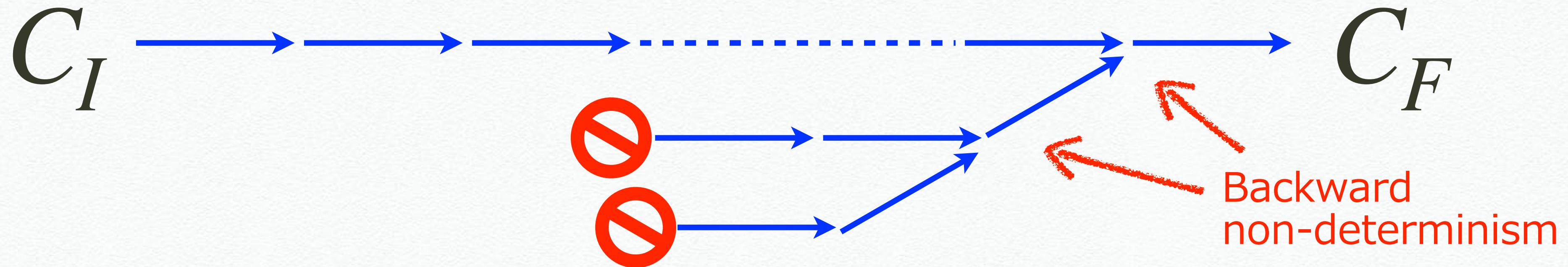
**Proposition.** Let  $T$  be an RTM.

$T^{-1}$  is an RTM s.t.  $\llbracket T^{-1} \rrbracket = \llbracket T \rrbracket^{-1}$ .

# Expressiveness of RTM [Axelsen+16]

**Proposition.** If the semantics of TM  $T$  is injective, then there exists an RTM  $T'$  s.t.  $\llbracket T' \rrbracket = \llbracket T \rrbracket$ .

❖ Semantics of non-RTM can be injective.



❖ Proposition implies "an equivalent RTM always exists."

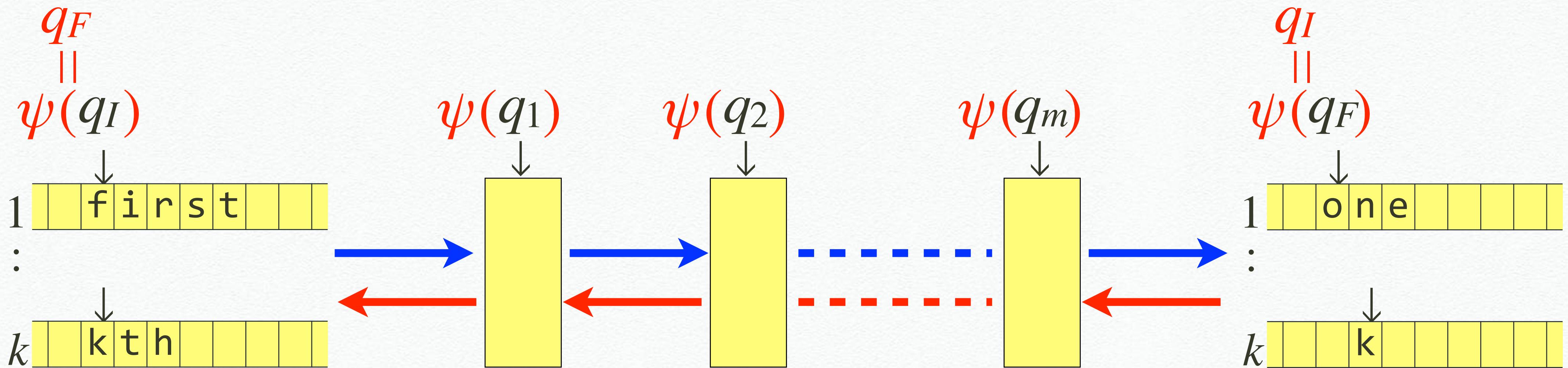
**Cororally.**

Any computable injective function can be computed by an RTM.

# Involutory TM (ITM)

TM  $T = (Q, \Sigma, q_I, q_F, \Delta)$  is *involutory* if  
 $\exists \psi$ : involution over  $Q$  s.t.

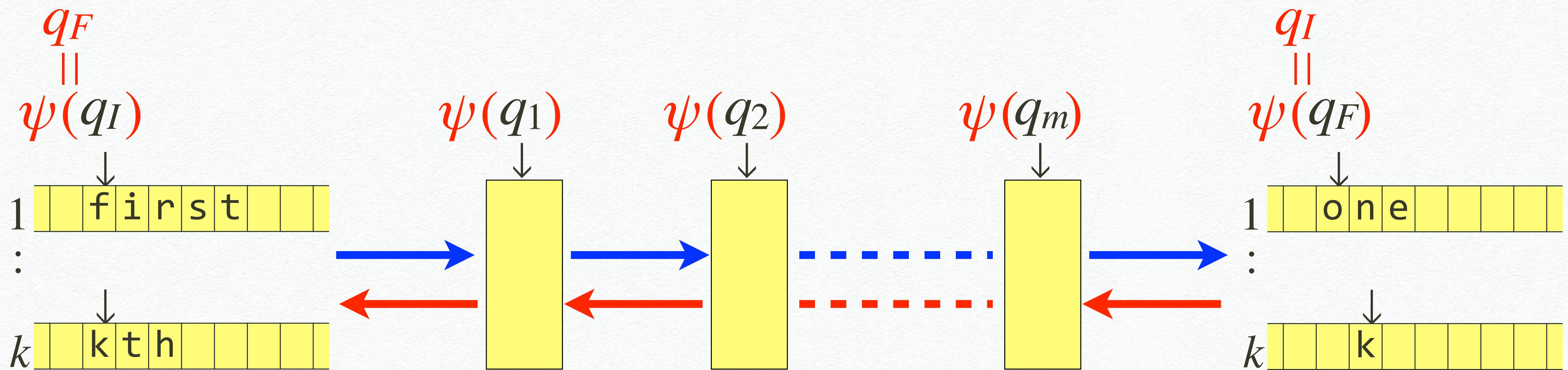
- ❖  $\psi(q_I) = q_F$
- ❖  $(q_1, a, q_2) \in \Delta \Rightarrow (\psi(q_2), a^{-1}, \psi(q_1)) \in \Delta$



# Involutory TM (ITM)

**Theorem.** Let  $T$  be an ITM.

Then  $\llbracket T \rrbracket$  is involutory, i.e.,  $\llbracket T \rrbracket = \llbracket T \rrbracket^{-1}$  holds.

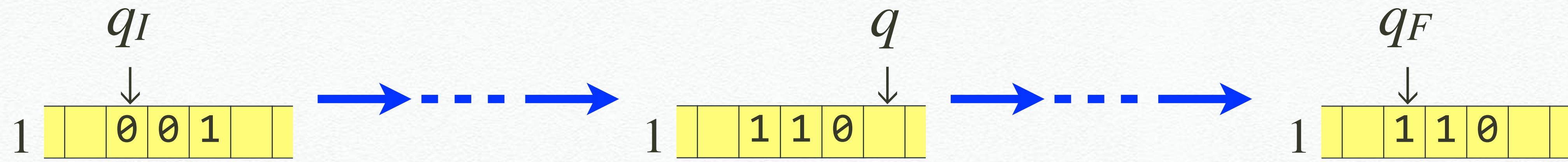


# Expressiveness of ITM

**Theorem.** If the semantics of TM  $T$  is involutory, then there exists an ITM  $T'$  s.t.  $\llbracket T' \rrbracket = \llbracket T \rrbracket$ .

## ❖ Semantics of non-ITM can be involutory.

- ❖ Imagine a TM that computes bitwise negation by negating bits left-to-right and moving back.



- ❖ Obviously, this is not an ITM.

## Cororally.

Any computable involution can be computed by an ITM.

# Proof of ITM Expressiveness

**Theorem.** If the semantics of TM  $T$  is involutory, then there exists an ITM  $T'$  s.t.  $\llbracket T' \rrbracket = \llbracket T \rrbracket$ .

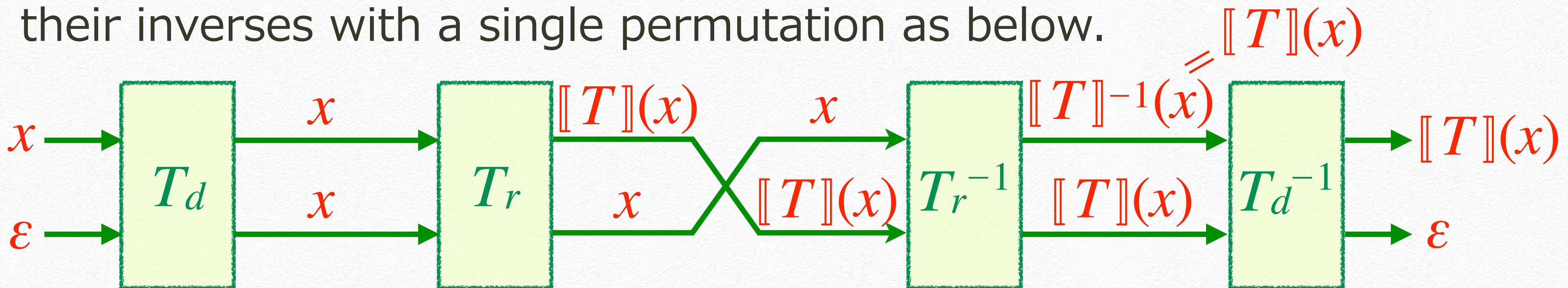
**Proof sketch.**

Let  $T$  be a TM s.t.  $\llbracket T \rrbracket$  is involutory.

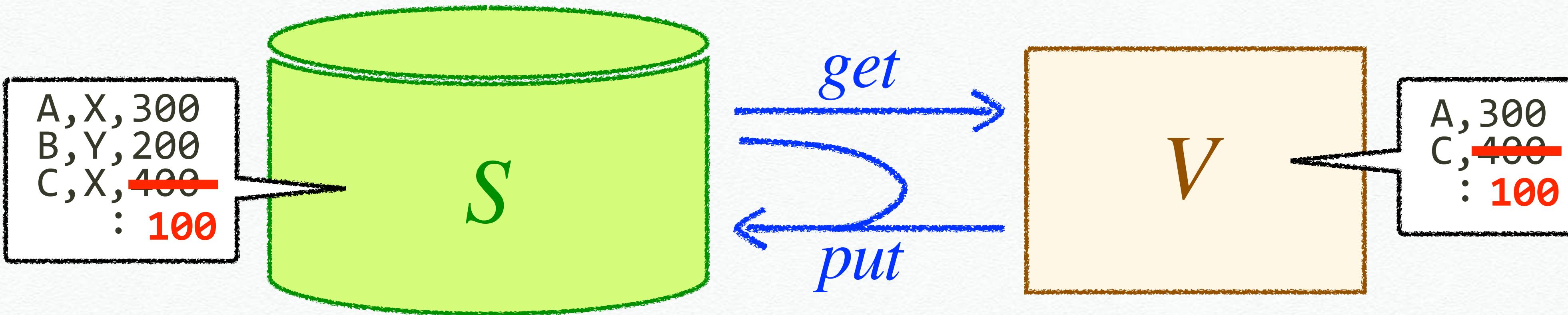
Let  $d$  and  $r$  be functions s.t.  $d(x, \varepsilon) = (x, x)$  and  $r(x, y) = (\llbracket T \rrbracket(x), y)$ .

Due to their injectivity, we have RTMs  $T_d$  and  $T_r$  s.t.  $\llbracket T_d \rrbracket = d$ ,  $\llbracket T_r \rrbracket = r$ .

An ITM  $T'$  we want is obtained by concatenating  $T_d$ ,  $T_r$  and their inverses with a single permutation as below.



# Applications to BX



- ❖ **BX: bidirectional transformation**
  - ❖ Pair of  $get: S \rightarrow V$  and  $put: S \times V \rightarrow S$
  - ❖ Characterized by  $pg: S \times V \rightarrow S \times V$  such that  $pg(s, v) = (put(s, v), get(s))$
- ❖ **Consistency forces involutoriness of  $pg$** 
  - ❖  $pg(pg(s, v)) = (s, v)$  holds ( $\asymp$  for very-well-behaved lens)

# Conclusion

- ❖ **Involutory Turing machine is presented.**
  - ❖ ITM always computes involution.
  - ❖ Any computable involution is computed by an ITM.
    - ❖ Permutation rule plays an important role for this.
  - ❖ Universal involutory Turing machine exists.
    - ❖ It can be efficiently constructed by Bennet's trick.
- ❖ **The work is motivated by my BX research.**
  - ❖ Exact computational model of BX is coming soon.