

# **CSC363 Tutorial #8**

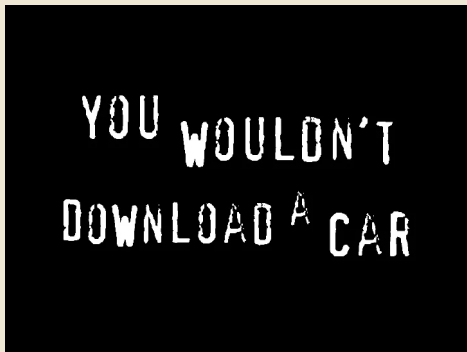
## **Nondeterministic Turing machines**

March 15, 2023

# Things covered in this tutorial

- ★ What's a nondeterministic Turing machine?
- ★ How do nondeterministic Turing machines accept/reject inputs?
- ★ How is nondeterminism useful to the concepts we learn in this course?

# Copyright infringement



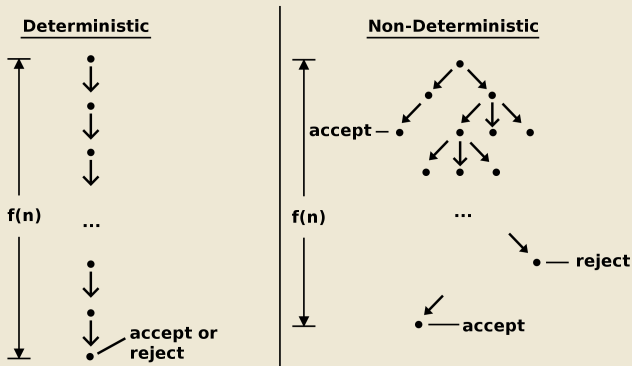
I've stolen most of the images in these slides.

# Nondeterminism

(Recall the difference between a DFA and an NFA, if you remember!)

Turing machines are *deterministic*: given an input, they have only one possible sequence of execution.

*Nondeterministic* Turing Machines (NTMs) have multiple possible sequences of execution.



I stole this image from Wikipedia. Thanks!

# (Deterministic) Turing Machines

**Task:** Fill in ....

A Turing Machine is a 7-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$  where:

- ★  $Q$  is ...
- ★  $\Sigma$  is ...
- ★  $\Gamma$  is ...
- ★  $\delta : \dots \rightarrow \dots$  is the transition function.
- ★  $q_0$  is ...
- ★  $q_{\text{accept}}$  is ...
- ★  $q_{\text{reject}}$  is ...

# (Deterministic) Turing Machines

A Turing Machine is a 7-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$  where:

- ★  $Q$  is the set of states.
- ★  $\Sigma$  is the *input alphabet*.
- ★  $\Gamma$  is the *tape alphabet* (and satisfies  $\Gamma \subseteq \Sigma$ ).
- ★  $\delta : (Q \times \Gamma) \rightarrow (Q \times \Gamma \times \{L, R\})$  is the transition function.
- ★  $q_0$  is the starting state.
- ★  $q_{\text{accept}}$  is the accept state.
- ★  $q_{\text{reject}}$  is the reject state.

# (Nondeterministic) Turing Machines

A Nondeterministic Turing Machine is a 7-tuple

$(Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$  where:

- ★  $Q$  is the set of states.
- ★  $\Sigma$  is the *input alphabet*.
- ★  $\Gamma$  is the *tape alphabet* (and satisfies  $\Gamma \subseteq \Sigma$ ).
- ★  $\delta \subseteq (Q \times \Gamma) \times (Q \times \Gamma \times \{L, R\})$  is the transition relation.
- ★  $q_0$  is the starting state.
- ★  $q_{\text{accept}}$  is the accept state.
- ★  $q_{\text{reject}}$  is the reject state.

**Task:** What changed, compared to the original Turing Machine definition?

# (Nondeterministic) Turing Machines

A Nondeterministic Turing Machine is a 7-tuple

$(Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$  where:

- ★  $Q$  is the set of states.
- ★  $\Sigma$  is the *input alphabet*.
- ★  $\Gamma$  is the *tape alphabet* (and satisfies  $\Gamma \subseteq \Sigma$ ).
- ★  $\delta \subseteq (Q \times \Gamma) \times (Q \times \Gamma \times \{L, R\})$  is the transition relation.
- ★  $q_0$  is the starting state.
- ★  $q_{\text{accept}}$  is the accept state.
- ★  $q_{\text{reject}}$  is the reject state.

**Task:** What changed, compared to the original Turing Machine definition?

**Answer:**  $\delta$  is no longer a transition *function*! It is a transition *relation*.



# (Nondeterministic) Turing Machines

A Nondeterministic Turing Machine is a 7-tuple

$(Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$  where:

- ★  $Q$  is the set of states.
- ★  $\Sigma$  is the *input alphabet*.
- ★  $\Gamma$  is the *tape alphabet* (and satisfies  $\Gamma \subseteq \Sigma$ ).
- ★  $\delta \subseteq (Q \times \Gamma) \times (Q \times \Gamma \times \{L, R\})$  is the transition relation.
- ★  $q_0$  is the starting state.
- ★  $q_{\text{accept}}$  is the accept state.
- ★  $q_{\text{reject}}$  is the reject state.

**Task:** What changed, compared to the original Turing Machine definition?

# (Nondeterministic) Turing Machines

A Nondeterministic Turing Machine is a 7-tuple

$(Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$  where:

- ★  $Q$  is the set of states.
- ★  $\Sigma$  is the *input alphabet*.
- ★  $\Gamma$  is the *tape alphabet* (and satisfies  $\Gamma \subseteq \Sigma$ ).
- ★  $\delta \subseteq (Q \times \Gamma) \times (Q \times \Gamma \times \{L, R\})$  is the transition relation.
- ★  $q_0$  is the starting state.
- ★  $q_{\text{accept}}$  is the accept state.
- ★  $q_{\text{reject}}$  is the reject state.

**Task:** What changed, compared to the original Turing Machine definition?

**Answer:**  $\delta$  is no longer a transition *function*! It is a transition *relation*.

# (Nondeterministic) Turing Machines

~~$\delta: (Q \times \Gamma) \rightarrow (Q \times \Gamma \times \{L, R\})$  is the transition function.~~

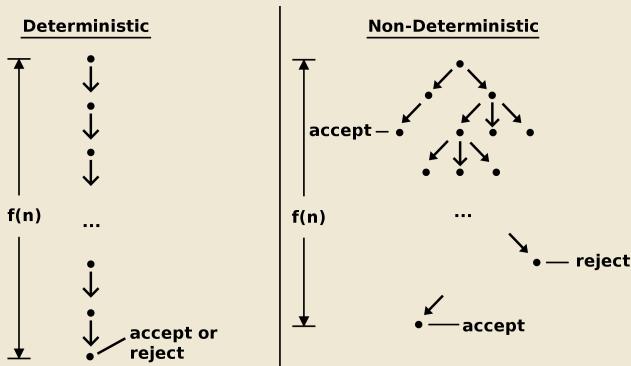
$\delta \subseteq (Q \times \Gamma) \times (Q \times \Gamma \times \{L, R\})$  is the transition relation.

# (Nondeterministic) Turing Machines

~~$\delta : (Q \times \Gamma) \rightarrow (Q \times \Gamma \times \{L, R\})$  is the transition function.~~

$\delta \subseteq (Q \times \Gamma) \times (Q \times \Gamma \times \{L, R\})$  is the transition relation.

Multiple possible transitions!



I stole this image from Wikipedia. Thanks!

# (Nondeterministic) Turing Machines

A NTM  $M$  **accepts** input  $x$  when  $M$  has *some* execution path that ends in  $q_{\text{accept}}$ . Otherwise:

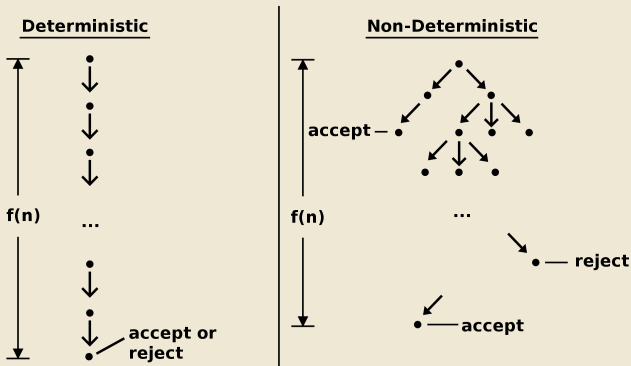
- ★ If all execution paths end in  $q_{\text{reject}}$ ,  $M$  **rejects** input  $x$ .
- ★ Otherwise, it loops.

# (Nondeterministic) Turing Machines

A NTM  $M$  **accepts** input  $x$  when  $M$  has *some* execution path that ends in  $q_{\text{accept}}$ . Otherwise:

- ★ If all execution paths end in  $q_{\text{reject}}$ ,  $M$  **rejects** input  $x$ .
- ★ Otherwise, it loops.

In some sense, think of NTMs like job applications. If you have one job offer, you're good! Otherwise :(



# Subset Sum

**Task:** Let  $S = \{5, 7, 11, 12, 14\}$ . Can you find a subset  $S' \subseteq S$  such that  $S'$  sums to 24? What about 27?

# Subset Sum

**Task:** Let  $S = \{5, 7, 11, 12, 14\}$ . Can you find a subset  $S' \subseteq S$  such that  $S'$  sums to 24? What about 27?

**Answer:** There is a subset that sums to 24, namely  $\{5, 7, 12\}$ . There are no subsets that sum to 27, on the other hand.



# Subset Sum

**Task:** Let  $S = \{5, 7, 11, 12, 14\}$ . Can you find a subset  $S' \subseteq S$  such that  $S'$  sums to 24? What about 27?

**Answer:** There is a subset that sums to 24, namely  $\{5, 7, 12\}$ . There are no subsets that sum to 27, on the other hand.

This is a specific case of the **subset sum problem**. Given a finite set of natural numbers  $S$  and a *target*  $t \in \mathbb{N}$ , can we find a  $S' \subseteq S$  such that  $S'$  sums to  $t$ ?

# Subset Sum

**Task:** Let  $S = \{5, 7, 11, 12, 14\}$ . Can you find a subset  $S' \subseteq S$  such that  $S'$  sums to 24? What about 27?

**Answer:** There is a subset that sums to 24, namely  $\{5, 7, 12\}$ . There are no subsets that sum to 27, on the other hand.

This is a specific case of the **subset sum problem**. Given a finite set of natural numbers  $S$  and a *target*  $t \in \mathbb{N}$ , can we find a  $S' \subseteq S$  such that  $S'$  sums to  $t$ ?

**Task:** Write a function `subset_sum(S, t)` that returns `True` iff  $S$  has a subset that sums to  $t$ , using pseudocode.

# Subset Sum

**Task:** Write a function `subset_sum(S, t)` that returns `True` iff  $S$  has a subset that sums to  $t$ , using pseudocode.

**Answer:**

```
subset_sum(S, t):  
    for every subset  $S'$  of  $S$ :  
        if  $S'$  sums to  $t$ :  
            return True  
    return False
```

What is the runtime of `subset_sum(S, t)`, in terms of  $|S|$  (the size of  $S$ )?

# Subset Sum

**Task:** Write a function `subset_sum(S, t)` that returns `True` iff  $S$  has a subset that sums to  $t$ , using pseudocode.

**Answer:**

```
subset_sum(S, t):  
    for every subset  $S'$  of  $S$ :  
        if  $S'$  sums to  $t$ :  
            return True  
    return False
```

What is the runtime of `subset_sum(S, t)`, in terms of  $|S|$  (the size of  $S$ )?  $O(2^{|S|})$ .



# Subset Sum

**Task:** Write a function `subset_sum(S, t)` that returns `True` iff  $S$  has a subset that sums to  $t$ , using pseudocode. This time, make sure that the algorithm runs in polynomial time!

# Subset Sum

**Task:** Write a function `subset_sum(S, t)` that returns True iff  $S$  has a subset that sums to  $t$ , using pseudocode. This time, make sure that the algorithm runs in polynomial time!

**Answer:**



(we don't know if it's possible or not)

# Subset Sum

**Task:** Write a function `subset_sum(S, t)` that returns `True` iff  $S$  has a subset that sums to  $t$ , using pseudocode. This time, make sure that the algorithm runs in polynomial time!

# Subset Sum

**Task:** Write a function `subset_sum(S, t)` that returns True iff  $S$  has a subset that sums to  $t$ , using pseudocode. This time, make sure that the algorithm runs in polynomial time!

**Answer:**



(we don't know if it's possible or not)



# Subset Sum: Nondeterministic Solution

Wait! What about the following code? Does this solve subset sum?

```
def subset_sum_2(S, t):  
    choose a random subset S' of S  
    if S' sums to t:  
        return True  
    return False
```

# Subset Sum: Nondeterministic Solution

Wait! What about the following code? Does this solve subset sum?

```
def subset_sum_2(S, t):  
    choose a random subset S' of S  
    if S' sums to t:  
        return True  
    return False
```

No :(

Remember that Turing machines are *deterministic*: TMs can't generate a random number.

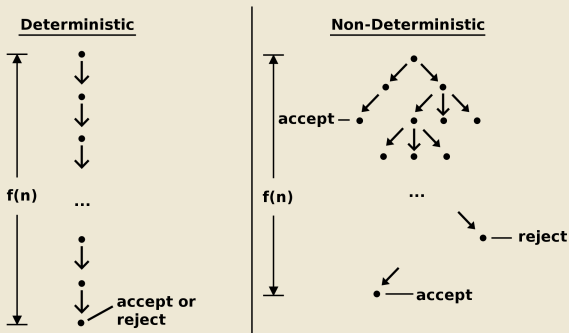
# Subset Sum: Nondeterministic Solution

```
def subset_sum_2(S, t):  
    choose a random subset S' of S  
    if S' sums to t:  
        return True  
    return False
```

# Subset Sum: Nondeterministic Solution

```
def subset_sum_2(S, t):  
    choose a random subset S' of S  
    if S' sums to t:  
        return True  
    return False
```

But this pseudocode is valid for a *nondeterministic* Turing machine.



I stole this image from Wikipedia. Thanks!

# Subset Sum: Nondeterministic Solution

```
def subset_sum_2(S, t):  
    choose a random subset S' of S  
    if S' sums to t:  
        return True  
    return False
```

Note that this NTM accepts  $(S, t)$  iff there is a subset of  $S$  that sums to  $t$ .

A NTM  $M$  **accepts** input  $x$  when  $M$  has *some* execution path that ends in  $q_{\text{accept}}$ . Otherwise:

- ★ If all execution paths end in  $q_{\text{reject}}$ ,  $M$  **rejects** input  $x$ .
- ★ Otherwise, it loops.

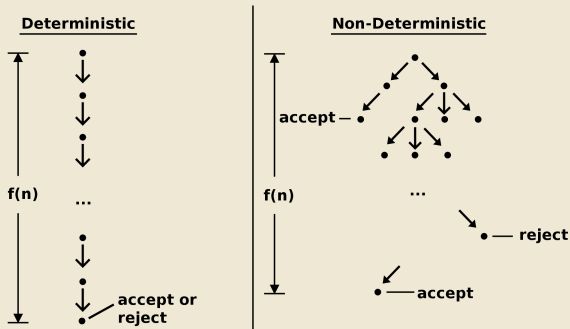
What is the *runtime* of this NTM?

# Runtime of a NTM

The **runtime** of a NTM is the maximum runtime of any execution sequence.

# Runtime of a NTM

The **runtime** of a NTM is the maximum runtime of any execution sequence.



I stole this image from Wikipedia. Thanks!

In other words, it's  $f(n)$  in the above diagram.

# Runtime of a NTM

```
def subset_sum_2(S, t):  
    choose a random subset S' of S  
    if S' sums to t:  
        return True  
    return False
```

**Task:** Does the above NTM run in polynomial time?



# Runtime of a NTM

```
def subset_sum_2(S, t):  
    choose a random subset S' of S  
    if S' sums to t:  
        return True  
    return False
```

**Task:** Does the above NTM run in polynomial time?

**Answer:** Yes!

# Runtime of a NTM

```
def subset_sum_2(S, t):  
    choose a random subset S' of S  
    if S' sums to t:  
        return True  
    return False
```

**Task:** Does the above NTM run in polynomial time?

**Answer:** Yes!

**Conclusion:**

- ★ The subset sum problem can be solved in polynomial time by a NTM.
- ★ We don't know if subset sum can be solved in polynomial time by a TM.

# P versus NP?

# P versus NP?

- ★ P is the set of all languages decidable in polynomial time by a Turing machine.

# P versus NP?

- ★ P is the set of all languages decidable in polynomial time by a Turing machine.
- ★ NP is the set of all languages decidable in polynomial time by a nondeterministic Turing machine.

$P \subseteq NP$  because

# P versus NP?

- ★ P is the set of all languages decidable in polynomial time by a Turing machine.
- ★ NP is the set of all languages decidable in polynomial time by a nondeterministic Turing machine.

$P \subseteq NP$  because every Turing machine is a nondeterministic Turing machine.

# P versus NP?

- ★ P is the set of all languages decidable in polynomial time by a Turing machine.
- ★ NP is the set of all languages decidable in polynomial time by a nondeterministic Turing machine.

$P \subseteq NP$  because every Turing machine is a nondeterministic Turing machine.

**P versus NP problem:** Is  $P = NP$ ?

# Examples of problems in NP

The following languages are in NP, but we don't know if any of them are in P.

- ★ Subset Sum.
- ★ Boolean Satisfiability Problem.
- ★ Graph Isomorphism Problem.
- ★ Vertex Cover Problem.
- ★ Knapsack Problem.
- ★ Hamiltonian Path Problem.
- ★ Generalized Sudoku.



# Examples of problems in NP

The following languages are in NP, but we don't know if any of them are in P.

- ★ Subset Sum.
- ★ Boolean Satisfiability Problem.
- ★ Graph Isomorphism Problem.
- ★ Vertex Cover Problem.
- ★ Knapsack Problem.
- ★ Hamiltonian Path Problem.
- ★ Generalized Sudoku.

Showing that any one of those problems is not in P will net you \$1 million USD.

# Last question of the day!

**Question:** Suppose  $L$  is decidable by a NTM. Is  $L$  decidable by a TM (disregarding runtime)?

# Last question of the day!

**Question:** Suppose  $L$  is decidable by a NTM. Is  $L$  decidable by a TM (disregarding runtime)?

**Answer:** Yes.

```
def simulate_NTM(ntm, input):  
    while True:  
        execute ntm(input) one step.  
        if there are multiple possible transitions,  
            spawn a thread here to simulate each possible transition
```