

Lec 16. Universal TM, diagonal method

Eunjung Kim

NONDETERMINISTIC TURING MACHINE

D shall simulate the nondeterministic TM N as follows.

- 1 **Initialization:** D initialize the simulation tape by erasing its contents and writing the initial input string to M by copying the contents in the input tape onto the simulation tape.

NONDETERMINISTIC TURING MACHINE

D shall simulate the nondeterministic TM N as follows.

- 1 **Initialization:** D initialize the simulation tape by erasing its contents and writing the initial input string to M by copying the contents in the input tape onto the simulation tape.
- 2 **Simulation** Given the content $s = (s_1, \dots, s_\ell)$ in the address tape, D reads s_i in the address tape, update the contents in the simulation tape accordingly.
 - If the simulation following the instructions of s ends in an accept state of N , then D accepts; this is when D terminates.

NONDETERMINISTIC TURING MACHINE

D shall simulate the nondeterministic TM N as follows.

- 1 **Initialization:** D initialize the simulation tape by erasing its contents and writing the initial input string to M by copying the contents in the input tape onto the simulation tape.
- 2 **Simulation** Given the content $s = (s_1, \dots, s_\ell)$ in the address tape, D reads s_i in the address tape, update the contents in the simulation tape accordingly.
 - If the simulation following the instructions of s ends in an accept state of N , then D accepts; this is when D terminates.
 - If the simulation meets an invalid move in s , ends in reject state or is completed, abort the current simulation.
- 3 **Next node in BFS tree:** update the current s in the address tape to represent the next one, and repeat the above.

NEXT NODE IN BFS TREE

SIMULATING S

NONDETERMINISTIC TURING MACHINE

We can further polish D as follows.

- While you're executing the instructions over all $s \in \{0, \dots, p\}^\ell$ of length ℓ , D remembers if there is any active branch of length ℓ ; i.e. all moves in s are valid and it did not end in a halting state.
- After executing the instruction $s \in p^\ell$, if there is no active branch, D rejects the input instead of increasing s .

Observe: D accepts/rejects a string $w \in \Sigma^*$ iff N accepts/rejects w .

HARDWIRED TM TO PROGRAMMABLE TM!

- TM is defined by its transition function.
- This means that one TM can compute (recognize or decide) a single function (language).
- One TM, useful for a single purpose only.
~~ hardwired as produced in the factory.
- But computer as we know is an all-round player with programs.
~~ stored-program computer, universal.
- Universal TM, the mathematical model that embodies this historic transition.

HARDWIRED TM TO PROGRAMMABLE TM!

KEY INSIGHT

TM is not only a computing device which ‘receives’ an input string.

A Turing machine itself can be an input string!!!

(once appropriately encoded as a string).

HARDWIRED TM TO PROGRAMMABLE TM!

KEY INSIGHT

TM is not only a computing device which ‘receives’ an input string.

A Turing machine itself can be an input string!!!

(once appropriately encoded as a string).

- Turing proved that a universal TM exists. A couple of legendary scientists and mathematicians including Turing himself realized this concept in the 1940's, the earliest versions of modern-day computers.

TURING MACHINE WHICH READS (THE ENCODING OF) ANOTHER TM

- Let's build an all-round TM U which reads an arbitrary TM M and an input w to M , and does what M would do on the input w .

TURING MACHINE WHICH READS (THE ENCODING OF) ANOTHER TM

- Let's build an all-round TM U which reads an arbitrary TM M and an input w to M , and does what M would do on the input w .

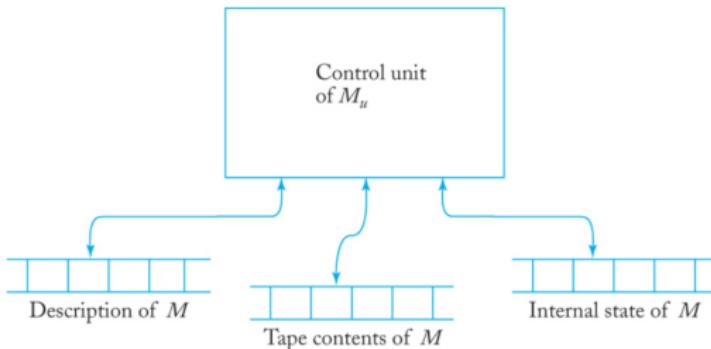


Figure 10.16, Peter Linz 2014.

- If U can simulate any other TM, with U we can do any computation that any TM M can do by loading (reading) M and an input to M ; instead of using various of TM's for various purposes, we use a single TM U - a universal TM.

TURING MACHINE WHICH READS (THE ENCODING OF) ANOTHER TM

- Let's build an all-round TM U which reads an arbitrary TM M and an input w to M , and does what M would do on the input w .

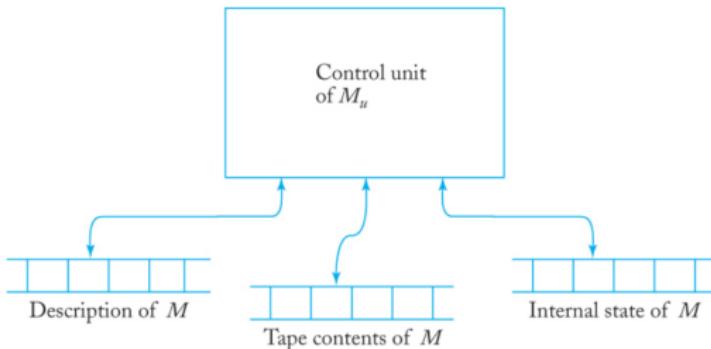


Figure 10.16, Peter Linz 2014.

- If U can simulate any other TM, with U we can do any computation that any TM M can do by loading (reading) M and an input to M ; instead of using various of TM's for various purposes, we use a single TM U - a universal TM.

ENCODING A TURING MACHINE

ENCODING OF TM

- 1 Consider TM $M = (Q, \Sigma, \Gamma, \delta, q_0, q_{accept}, q_{reject})$.
- 2 Codifying each component of M .
 - $Q = \{q_1, \dots, q_s\}$
 - q_1 is interpreted as the start state, q_2 accept state, q_3 reject state.
 - $\Gamma = \{a_1, \dots, a_t\}$.
 - Left header move is associated with 1, Right header move with 2.
- 3 A transition $\delta(q_h, a_i) = (q_j, a_k, L)$ is represented as a 5-tuple of numbers; $(h, i, j, k, 1)$
- 4 5-tuple expression of a transition as a $\{0, 1\}$ -string: $0^h 1 0^i 1 0^j 1 0^k 1 0$
- 5 TM is expressed as a $\{0, 1\}$ string by
 - encoding each transition using the above scheme
 - concatenation all transitions, each transition separated by 11 (a pair of 1's).

ENCODING TM: EXAMPLE

TM $M = (\{q_1, q_2, q_3\}, \{0, 1\}, \{0, 1, B\}, \delta, q_1, q_{accept} = q_2, q_{reject} = q_3)$.

$$\delta(q_1, 1) = (q_3, 0, R)$$

0100100010100

$$\delta(q_3, 0) = (q_1, 1, R)$$

0001010100100

$$\delta(q_3, 1) = (q_2, 0, R)$$

00010010010100

$$\delta(q_3, B) = (q_3, 1, L)$$

0001000100010010

010010001010011000101010010011000100100101001100010001000100010010

UNIVERSAL TURING MACHINE

(RATHER INFORMAL) DEFINITION

Let τ be an encoding scheme of TM and an input string.

A Turing machine U is called a **universal Turing machine** with encoding scheme τ if it **accepts a string s** if and only

- 1 $s = \tau(M) \circ \tau(w)$ for some TM M and a string w over the alphabet of M , and
- 2 M accepts w .

UNIVERSAL TURING MACHINE

Kurt Gödel showed that there exists a universal Turing machine U .

U has 3 tapes.

- 1 Input tape: the encoding of M and the encoding of an input w to M (separated by 111) is loaded here. Never altered.
- 2 Simulation tape: whatever happens in the (single) tape of M is simulated (replicated) here.
- 3 State tape: the state of M during the execution on w is written here.

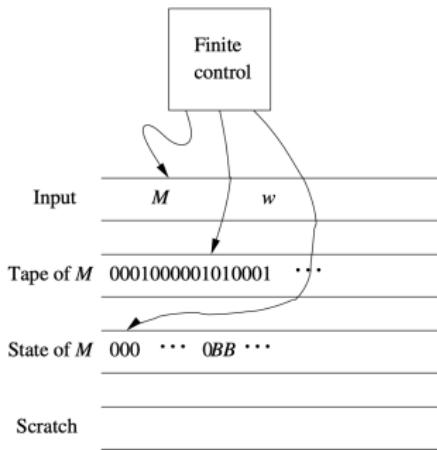


Figure 1.61, Sipser 2012.

ALL LANGUAGES TM-RECOGNIZABLE?

No. A fundamental consequence of uncountability of \mathbb{R} , the set of real numbers, and the fact that TM has a finite description.

OUTLINE

Consider the alphabet $\{0, 1\}$.

- 1 $\{0, 1\}^*$ have the same size as \mathbb{N} .
- 2 the collection of all languages over $\{0, 1\}$ have the same size as $2^{\mathbb{N}}$.
- 3 $2^{\mathbb{N}}$ is uncountable while \mathbb{N} is countable.
- 4 the collection of all Turing machines have the same size as \mathbb{N}
- 5 at least one language over $\{0, 1\}$ does NOT admit TM recognizing it.

COUNTABLE VERSUS UNCOUNTABLE

THE SIZE OF A SET

- A function φ from A to B is a **bijection** if it is **one-to-one** (injection) and **onto** (surjection).
- We say that **two sets A and B** have the same size if there is a bijection from A to B .
- A set is **countable** if it is finite or has a bijection to \mathbb{N} .
- A set is **uncountable** if it is not countable.

COUNTABLE SETS

Having a bijection from \mathbb{N} to a set A is equivalent to **listing** all elements of A (the list can be infinite).

- $2\mathbb{N}$
- \mathbb{Z}
- $\{0, 1\}^*$
- Σ^* for any finite set Σ
- the set of all rational numbers

COUNTABLE SETS: RATIONAL NUMBERS

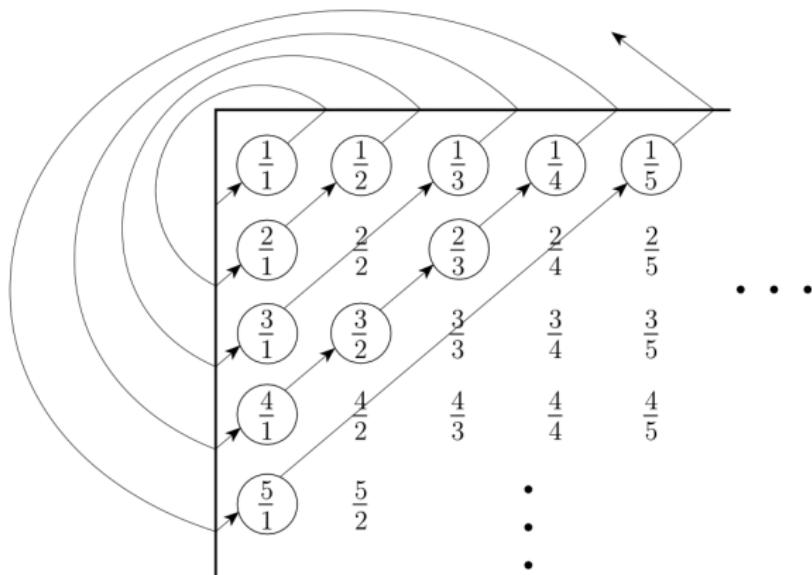


Figure 4.16, Sipser 2012.

UNCOUNTABLE SETS

\mathbb{R} AND $2^{\mathbb{N}}$ ARE UNCOUNTABLE

- 1 Suppose the contrary; let φ be a bijection from \mathbb{N} to $2^{\mathbb{N}}$ (or to \mathbb{R}).
- 2 Goal: construct an element $X \in 2^{\mathbb{N}}$ (or $x \in \mathbb{R}$) which is not listed by φ
~~~ contradiction.
- 3 Constructing such an element is possible via **diagonal argument**.

$\varphi$  lists all real numbers in  $[0, 1]$ , i.e. a bijection from  $\mathbb{N}$  to  $[0, 1]$ .

- Rows are indexed by  $1, 2, \dots$ , i.e.  $\mathbb{N}$
- $i$ -th row corresponds to the real number  $\varphi(i)$ , with  $j$ -th entry being the  $j$ -th digit after the decimal separator.
- Diagonalization step: construct a new real number which is not listed by  $\varphi$  by **perturbing all the diagonal entries**.

# DIAGONAL ARGUMENT FOR UNCOUNTABILITY OF $[0, 1]$

|     |   |   |   |   |   |   |     |
|-----|---|---|---|---|---|---|-----|
| 0.8 | 1 | 3 | 4 | 2 | 0 | 8 | ... |
| 0.0 | 1 | 1 | 2 | 1 | 9 | 0 | ... |
| 0.2 | 0 | 3 | 1 | 4 | 1 | 3 | ... |
| 0.7 | 0 | 3 | 4 | 4 | 1 | 3 | ... |
| 0.1 | 0 | 2 | 7 | 4 | 9 | 3 | ... |
| 0.3 | 1 | 0 | 3 | 6 | 0 | 1 | ... |
| 0.2 | 4 | 3 | 1 | 4 | 7 | 7 | ... |
| :   | : | : | : | : | : | : | ... |

~ consider a real number  $x = 0.\overline{8134407} \dots = 0.7243186\dots$

The perturbation on each digit can be arbitrary (just avoid using 0 and 9).

$x$  is not listed by  $\varphi$ !

# DIAGONAL ARGUMENT FOR UNCOUNTABILITY OF $2^{\mathbb{N}}$

Diagonal argument: suppose  $\varphi$  lists all elements in  $2^{\mathbb{N}}$ .

- Rows and columns are indexed by  $1, 2, \dots$ , i.e.  $\mathbb{N}$
- $i$ -th row corresponds to (the indicator vector of) the set  $\varphi(i)$  in  $2^{\mathbb{N}}$ , with  $j$ -th entry being 1 if and only if  $j$  is in the set.
- Diagonalization step: construct a new set which is not listed by  $\varphi$  by flipping all the diagonal entries.

|   |   |   |   |   |   |   |     |
|---|---|---|---|---|---|---|-----|
| 0 | 0 | 1 | 1 | 1 | 0 | 1 | ... |
| 0 | 1 | 1 | 1 | 1 | 1 | 0 | ... |
| 1 | 0 | 1 | 1 | 0 | 1 | 0 | ... |
| 1 | 0 | 1 | 0 | 1 | 1 | 0 | ... |
| 0 | 0 | 1 | 1 | 1 | 0 | 1 | ... |
| 0 | 1 | 0 | 1 | 1 | 0 | 1 | ... |
| 1 | 1 | 1 | 1 | 0 | 0 | 0 | ... |
| : | : | : | : | : | : | : | ..  |

Consider the set

$$X = \bar{0}1\bar{1}0\bar{1}0\bar{0}\dots = 1001011\dots$$

$\rightsquigarrow X$  is not listed by  $\varphi$ !

# COUNTABLE OR UNCOUNTABLE?

Use the fact that if there is a bijection between  $A$  and  $B$ , then there is a bijection between  $2^A$  and  $2^B$ .

- The collection of all languages over  $\{0, 1\}$ ?
- $\{\tau(M) \in \{0, 1\}^* : M \text{ is a Turing machine}\}$  for a fixed encoding scheme  $\tau$ ?
- The collection of all languages over  $\{0, 1\}$  recognizable by some Turing machine?

# LANGUAGE UNRECOGNIZABLE BY TM

- The collection of all languages over  $\{0, 1\}$ ? **Uncountable**.
- $\{\tau(M) \subseteq \{0, 1\}^*: M \text{ is a Turing machine}\}$ ? **Countable**.
- The collection of all languages over  $\{0, 1\}$  recognizable by some Turing machine? **Countable**.

# LANGUAGE UNRECOGNIZABLE BY TM

- The collection of all languages over  $\{0, 1\}$ ? **Uncountable**.
- $\{\tau(M) \subseteq \{0, 1\}^*: M \text{ is a Turing machine}\}$ ? **Countable**.
- The collection of all languages over  $\{0, 1\}$  recognizable by some Turing machine? **Countable**.

## UNRECOGNIZABLE

There is a language that cannot be recognized by any Turing machine.