

CMSC 28100

Introduction to  
**Complexity Theory**

Spring 2024

Instructor: William Hoza



# Python script $\Rightarrow$ Turing machine

- Basic idea:
  - Variable  $\Rightarrow$  **Tape** (assuming the variable holds a list of bits)
  - List index  $\Rightarrow$  **Head**
  - Line of code  $\Rightarrow$  **State**

# Turing machines as a programming language

- You can think of the Turing machine model as a primitive programming language
- From a programming perspective, the model is **extremely inconvenient and annoying**, because it has so few features!
- However, our goal is to prove **impossibility** results
- The model has few features, which will make our lives **easier**, not harder

# The Church-Turing Thesis

- Let  $L$  be a language

## **Church-Turing Thesis:**

There exists an “algorithm” / “procedure” for figuring out whether a given string is in  $L$  if and only if there exists a Turing machine that decides  $L$ .

← Intuitive notion

← Mathematically precise notion

# Turing machines vs. your laptop

- **OBJECTION:**

- “My laptop is a **single** device that can run **arbitrary** computations.
- I don’t use one laptop for email, a second laptop for Zoom, a third laptop for Tetris, and a fourth laptop for photo editing. I just use **one laptop for everything**.
- In contrast, a single Turing machine **only solves one problem**.
- If  $M$  decides one language, then it can’t also decide a different language.
- Therefore, Turing machines don’t properly model my laptop.”

# Code as data

- The response to this objection is based on the principle of viewing “code as data”
- A Turing machine  $M$  can be encoded as a string  $\langle M \rangle$

# Encoding a Turing machine as a string

- Example: Problem set 1, problem 4

Download

	Symbols					
	>	_	0	1	#	\$
a		(o, _, R)	(b, _, R)	(c, _, R)	(d, _, R)	
b		(o, 0, R)	(b, 0, R)	(c, 0, R)	(d, 0, R)	
c		(o, 1, R)	(b, 1, R)	(c, 1, R)	(d, 1, R)	
d		(o, #, R)	(b, #, R)	(c, #, R)	(d, #, R)	
e						
f						
g						
h						
i						
j						



turing-machine.json

```
... {"a": {">": null, "_": ["o", "_",  
"R"], "0": ["b", "_", "R"], "1":  
["c", "_", "R"], "#": ["d", "_",  
"R"], "$": null, "&": null, "%":  
null}, "b": {">": null, "_": ["o",  
"0", "R"], "0": ["b", "0", "R"],  
"1": ["c", "0", "R"], ...
```

↶ A text file (string) that encodes a Turing machine

# Encoding a Turing machine as a string

- For a Turing machine  $M = (Q, \Sigma, \Gamma, \diamond, \sqcup, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$ , we could define  $\langle M \rangle \in \{0, 1, \#, \&, \$, \%\}^*$  as follows
  - Assume WLOG that  $Q = \{0, 1, 2, \dots, m\}$  and  $\Gamma = \{m + 1, \dots, m + k\}$
  - Assume WLOG that  $q_0 = 0$ ;  $q_{\text{accept}} = m - 1$ ; and  $q_{\text{reject}} = m$
  - Assume WLOG that  $\diamond = m + 1$ ;  $\sqcup = m + 2$ ; and  $\Sigma = \{m + 3, m + 4, \dots, m + 2 + r\}$
  - We let  $\langle M \rangle = \langle m \rangle \# \langle r \rangle \# \langle k \rangle \# \langle \delta \rangle$ , where  $\langle \delta \rangle$  is the list of all entries in the transition table, where rows are separated by & symbols, cells within a row are separated by \$ symbols, and the individual components of each entry are separated by % symbols



# Analyzing a given Turing machine

- Given the encoding  $\langle M \rangle$  of a Turing machine  $M$ , one can try to answer various questions about  $M$ 
  - How many states does  $M$  have?
  - How big is the tape alphabet of  $M$ ?
  - Does  $M$  accept  $###11$  within 10000 steps?

# Analyzing TMs

```
@weight(0.5)
@number("3")
def test3(self):
    """Run the machine on input ###11"""
    val = simulate(self.transition, "###11", 10000)
    self.assertEqual(val, "Accept")
```

- Example: The autograder for problem set 1, problem 4

```
def simulate(transition, input, steps):
    SYMBOLS = [ ">", "_", "0", "1", "#", "$", "&", "%" ]
    STATES = [ "a", "b", "c", "d", "e", "f", "g", "h", "i", "j", "k", "l", "m", "n", "o", "p" ]

    state = STATES[0]
    tape = [SYMBOLS[0]] + list(input)
    headPosition = 1

    for i in range(steps):
        if (headPosition >= len(tape)):
            tape.append(SYMBOLS[1])

        symb = tape[headPosition]
        arr = transition[state][symb]
        if arr == None:
            return "No transition available"

        state = arr[0]
        tape[headPosition] = arr[1]
        headPosition = headPosition + 1 if arr[2] == "R" else headPosition - 1

    :
```

# Simulating one step

- For every Turing machine  $M$  and configuration  $C$  of  $M$ , define

$$\text{STEP}(\langle M, C \rangle) = \langle M, \text{NEXT}(C) \rangle$$

**Lemma:** There exists a Turing machine  $S$  that computes STEP. That is, given  $\langle M, C \rangle$  as input, the machine  $S$  halts, and its final configuration is  $\diamond q_{\text{accept}} \text{STEP}(\langle M, C \rangle)$ , possibly followed by some number of  $\sqcup$  symbols.

- (Proof left as an exercise)

# Universal Turing

What is the universal Turing machine's input alphabet?

**A:** A fixed, constant-size alphabet that doesn't depend on anything

**B:** Whatever  $M$ 's input alphabet is

**C:** The union of  $M$ 's input alphabet and the alphabet for encoding  $M$

**D:** The union of all possible alphabets

Respond at [PollEv.com/whoza](https://www.pollEv.com/whoza) or text "whoza" to 22333

**Theorem:** There exists a Turing machine  $U$  such that for every Turing machine  $M$  and every input  $w$ ,

- If  $M$  accepts  $w$ , then  $U$  accepts  $\langle M, w \rangle$ .
  - If  $M$  rejects  $w$ , then  $U$  rejects  $\langle M, w \rangle$ .
  - If  $M$  loops on  $w$ , then  $U$  loops on  $\langle M, w \rangle$ .
- **Proof sketch:** (1) Construct  $C = \diamond q_0 w$ . (2) Alternate between updating  $C \leftarrow \text{NEXT}(C)$  and checking whether  $C$  is a halting configuration

# Universal Turing machines

- A universal Turing machine can be “programmed” to do anything that is computationally possible
- This is why you don’t need separate laptops for separate computational tasks
- If you are stranded on an alien planet and you are trying to build a computer, your job is to build a universal Turing machine

# The Church-Turing Thesis

- Let  $L$  be a language

## **Church-Turing Thesis:**

There exists an “algorithm” / “procedure” for figuring out whether a given string is in  $L$  if and only if there exists a Turing machine that decides  $L$ .

← Intuitive notion

← Mathematically precise notion

# Note on standards of rigor

- Going forward, when we want to **construct** a Turing machine (e.g., for an existence proof), we will simply describe what it does in plain English, as if we are giving instructions to a human being
  - Each plain English description **can be formalized as a Turing machine**, but this is tedious
  - You should follow this convention on **problem set 3** and beyond
- Nevertheless, the Turing machine model is extremely valuable for us, because it tells us what an **arbitrary** algorithm looks like!

Which problems  
can be solved  
through computation?



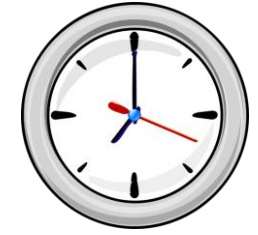
What are Turing machines  
capable of?

What are Turing machines  
NOT capable of?

# Decidable and undecidable

- Let  $L$  be a language
- We say that  $L$  is **decidable** if there exists a Turing machine  $M$  that decides  $L$
- Otherwise, we say that  $L$  is **undecidable**

# Computability vs. Complexity



- For now, **we don't care how long it takes** to decide  $L$ 
  - “Computability Theory.” **Possible vs. Impossible**
  - As long as  $M$  has a **finite** running time on every input, we're satisfied
- Later, we will study what happens when we **do** care how long it takes
  - “Complexity Theory.” **Tractable vs. Intractable**
  - We will also consider other **computational resources** besides time

Which languages are decidable?