#### CMSC 28100

## Introduction to Complexity Theory

Spring 2025 Instructor: William Hoza



# Which problems

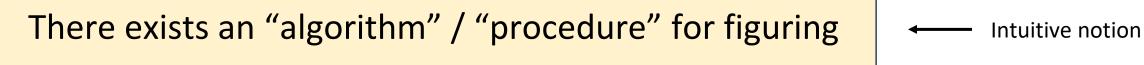
# can be solved

through computation?

## The Church-Turing Thesis

• Let  $Y \subseteq \{0, 1\}^*$ 

#### **Church-Turing Thesis:**

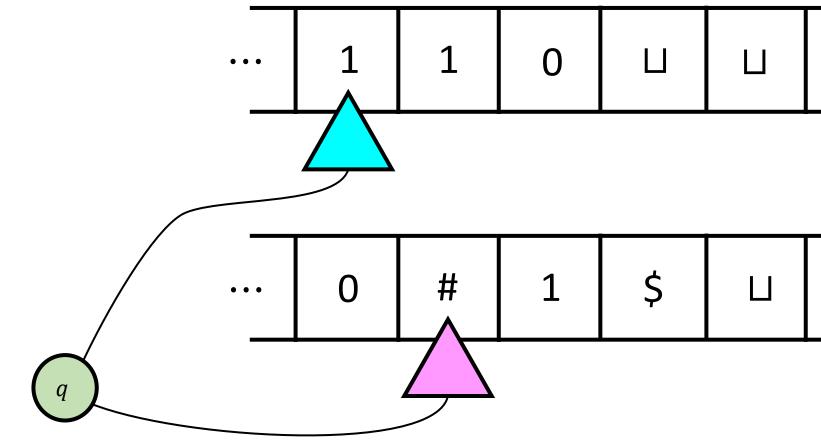


out whether a given string is in Y if and only if there

exists a Turing machine that decides Y.

\_ Mathematically precise notion

#### Multi-tape Turing machines



## Multi-tape Turing machines

• Let k be any positive integer and let Y be a language

**Theorem:** There exists a k-tape TM that decides Y if and only if there exists a 1-tape TM that decides Y

## TMs can simulate all "reasonable" machines

- We could add various other bells and whistles to the basic TM model
  - The ability to observe the two neighboring cells
  - The ability to "teleport" back to the initial cell in a single step



- A two-dimensional tape
- None of these changes has any effect on the power of the model

## The Church-Turing Thesis

• Let  $Y \subseteq \{0, 1\}^*$ 

#### **Church-Turing Thesis:**

There exists an "algorithm" / "procedure" for figuring Intuitive notion

out whether a given string is in Y if and only if there

exists a Turing machine that decides Y.

Mathematically precise notion

## Turing machines vs. your laptop

• **OBJECTION**:

- "Each individual Turing machine can only solve one problem.
- My laptop is a single device that can run arbitrary computations.
- Therefore, Turing machines don't properly model my laptop."



#### Code as data

- The response to this objection is based on the "code as data" idea
- A Turing machine M can be encoded as a binary string  $\langle M \rangle$
- Plan: We will show how to simulate a Turing machine M, given its encoding  $\langle M \rangle$

## Universal Turing machines

**Theorem:** There exists a Turing machine U such that for every Turing machine M and every input  $w \in \{0, 1\}^*$ :

- 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  $\langle M, w \rangle$ .
- One super-algorithm that contains all other algorithms inside it!

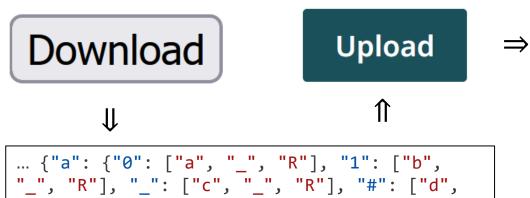
#### Example: Exercise 4

		1	-	Symbols	
	0			#	\$
а	(a, _, R)	(b, _, R)	(c, _, R)	(d, _, R)	
b	(y, 0, R)	(b, 0, R)	(c, 1, R)	(d, #, R)	
С	(y, 1, R)	(b, 1, R)	(c, _, R)	(d, #, R)	
d	(y, #, R)	(c, #, L)	(b, #, L)	(a, 0, L)	
е					
f					

#### M

 $\langle M \rangle$ 

#### ₩



"\_", "R"], "\$": null, "&": null, "%": null,

"@": null}, "b": {"0": ["y", "0", "R"], "1": ["b", "0", "R"], "\_": ["c", "1", "R"], "#":

#### Autograder Results

#### 1) Inputs that are not edge cases (0/5.5)

Running the machine on "01"... Timeout

Test Failed: 'Timeout' != 'Accept'

- Timeout
- + Accept

#### 2) Edge case: Strings of zeroes (0/0.5)

Running the machine on "0"... Timeout

Test Failed: 'Timeout' != 'Reject'

- Timeout
- + Reject

["d", ...

## Universal Turing machines

**Theorem:** There exists a single Turing machine U such that for every Turing machine M and every input  $w \in \{0, 1\}^*$ :

- 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  $\langle M, w \rangle$ .
- To properly prove it, we need to clarify how  $\langle M \rangle$  is defined

#### Encoding a Turing machine as a string

- To encode a Turing machine  $M = (Q, q_0, q_{accept}, q_{reject}, \Sigma, \sqcup, \delta)$ :
  - WLOG,  $|Q| = |\Sigma| = 2^k$  for some  $k \in \mathbb{N}$
  - WLOG,  $Q=\{0,1\}^k$  ,  $q_0=0^k$  ,  $q_{\rm accept}=1^{k-1}0$  , and  $q_{\rm reject}=1^k$
  - Encode  $b \in \Sigma$  as  $\langle b \rangle \in \{0, 1\}^k$ , with  $\langle 0 \rangle = 0^k$ ,  $\langle 1 \rangle = 10^{k-1}$ , and  $\langle \sqcup \rangle = 1^k$
  - Encode  $(q, b, D) \in Q \times \Sigma \times \{L, R\}$  as  $\langle q, b, d \rangle = q \langle b \rangle \langle D \rangle \in \{0, 1\}^{2k+1}$
  - Then  $\langle M \rangle = 1^k 0 \langle \delta \rangle$ , where  $\langle \delta \rangle$  is the list of  $\langle \delta(q, b) \rangle$  for all  $(q, b) \in Q \times \Sigma$

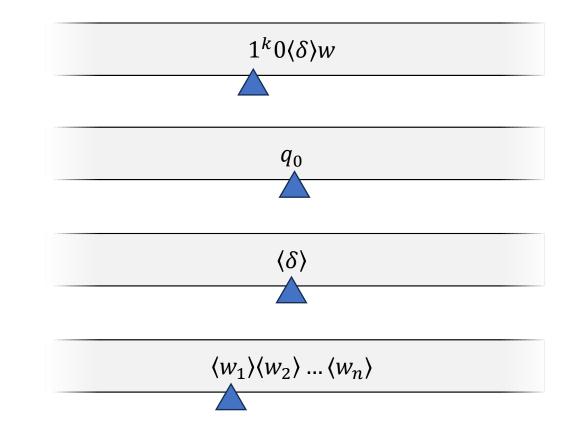
## Universal Turing machines

**Theorem:** There exists a single Turing machine U such that for every Turing machine M and every input  $w \in \{0, 1\}^*$ :

- If M accepts w, then U accepts  $\langle M, w \rangle \coloneqq \langle M \rangle w$ .
- 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: Next two slides

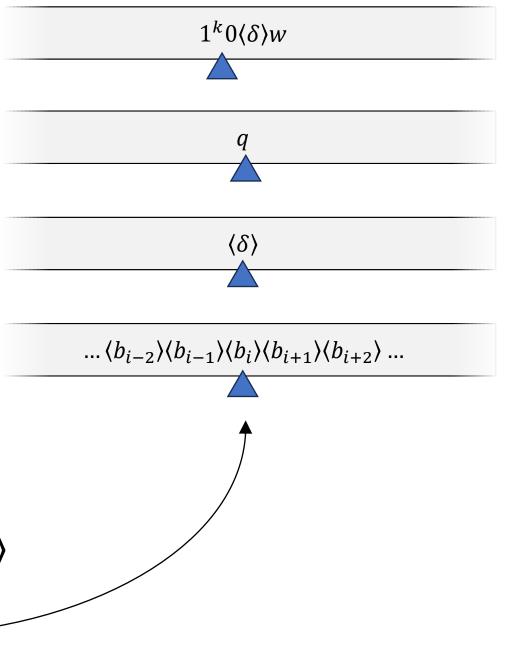
## Initializing the simulation

- *U* is given  $\langle M, w \rangle = 1^k 0 \langle \delta \rangle w$
- Initialize a tape containing  $q_0 = 0^k$
- Initialize a tape containing  $\langle \delta \rangle$ 
  - Note: To figure out where  $\langle \delta \rangle$  ends and w starts, count to  $2^{2k}$
- Initialize a tape containing  $\langle w_1 \rangle \langle w_2 \rangle \dots \langle w_n \rangle$ 
  - Note:  $\langle w_i \rangle = w_i 0^{k-1}$



#### Advancing the simulation

- Until the simulation reaches a halt state:
- 1. Find  $\langle \delta(q, b_i) \rangle = \langle q', b', D \rangle$  within  $\langle \delta \rangle$ 
  - Idea: Treat  $q\langle b_i \rangle$  as a number N in binary
  - Count to N
- 2. Replace q with q' and replace  $\langle b_i \rangle$  with  $\langle b' \rangle$
- 3. Move this head k cells in direction D -



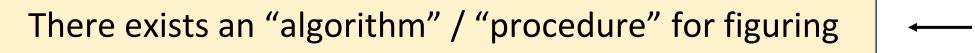
#### Interpretation of universal Turing machines

- A universal Turing machine can be "programmed" to do anything that is computationally possible
- This is why you don't need a separate laptop for each task
- If you want to build a computer from scratch in some post-apocalyptic future, then your job is to build a universal Turing machine

## The Church-Turing Thesis

• Let  $Y \subseteq \{0, 1\}^*$ 

#### **Church-Turing Thesis:**



out whether a given string is in Y if and only if there

exists a Turing machine that decides Y.

Mathematically

Intuitive notion

precise notion

# Which problems

# can be solved

# through computation?

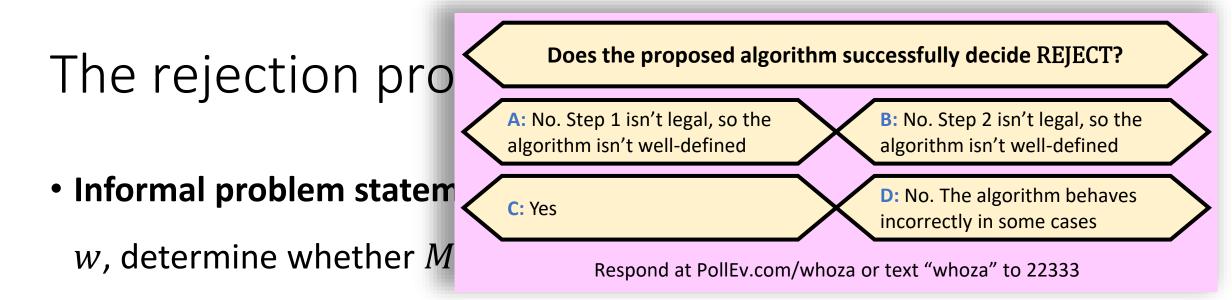
# What are Turing machines capable of?

# Which languages are decidable?

#### Contrived vs. natural

- SELF-REJECTORS = { $\langle M \rangle$  : *M* is a self-rejecting Turing machine}
- We proved that SELF-REJECTORS is undecidable
- **OBJECTION:** "SELF-REJECTORS seems like a very contrived example."
- **RESPONSE:** There are other undecidable languages that are

natural/well-motivated/interesting!



• The same problem, formulated as a language:

REJECT = { $\langle M, w \rangle$  : *M* is a Turing machine that rejects *w*}

• Attempted algorithm:

Given  $\langle M, w \rangle$ :

1. Simulate *M* on *w*.

2. If it rejects, accept. Otherwise, reject.

## The rejection problem is undecidable

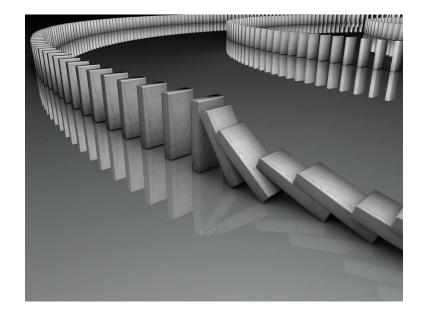
• REJECT = { $\langle M, w \rangle$ : *M* is a Turing machine that rejects *w*}

Theorem: REJECT is undecidable.

• How should we prove it?

#### Reductions

• We already proved that SELF-REJECTORS is undecidable



• Plan: Let's show that if **REJECT** were decidable, then

**SELF-REJECTORS** would also be decidable – a contradiction

• "Proof by reduction"

# Proof that **REJECT** is undecidable

• Assume for the sake of contradiction that there is

some Turing machine R that decides REJECT

• Let's construct a new TM S that decides SELF-REJECTORS

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Given the input \langle M \rangle:
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- 1. "Copy and paste" to construct the string  $\langle M, \langle M \rangle \rangle$
- 2. Simulate *R* on  $\langle M, \langle M \rangle \rangle$
- 3. If *R* accepts, accept. If *R* rejects, reject.

- If  $\langle M \rangle \in$  SELF-REJECTORS,
- then R accepts  $\langle M, \langle M \rangle \rangle$ , and therefore S accepts  $\langle M \rangle \checkmark$ • If  $\langle M \rangle \notin$  SELF-REJECTORS,

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