

Lecture 11

The Halting Problem

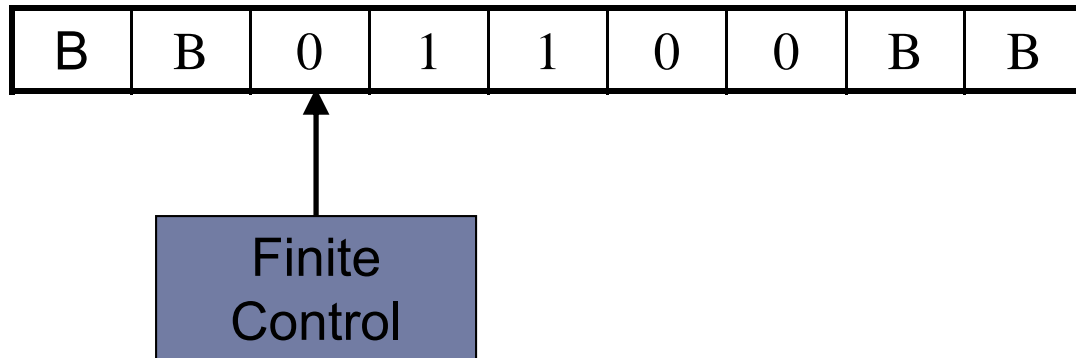
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Announcements

- ▶ Homework assignment due on Wed
- ▶ Any questions about the assignment?

Last Time

- ▶ Turing machine
 - ▶ Theoretical model of a computing machine
 - ▶ As powerful as any other computing device
 - ▶ <http://www.youtube.com/watch?v=E3keLeMwfHY>



This Time

- ▶ The Halting Problem

Limits of Turing Machines

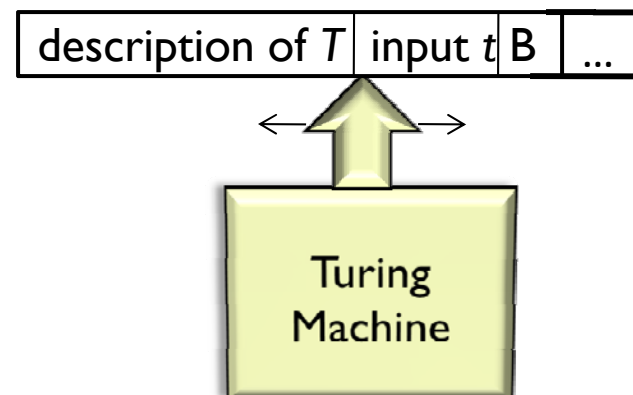
- ▶ There are limits to the power of TMs
 - ▶ A TM continues until it reaches accept state or reject state where it will halt
 - ▶ If it never reaches one, then it continues computing forever
- ▶ There exist problems that TMs cannot solve
 - ▶ These problems contain no effective procedure and no recursive computation exists
- ▶ The problems unsolvable by TMs are also unsolvable by any equivalent formal programming systems

Intro to the Halting Problem

- ▶ The best known problem that is unsolvable by a TM is the Halting Problem:
 - ▶ “Given an arbitrary Turing Machine T as input and equally arbitrary tape t , decide whether T halts on t .”
- ▶ Basically TM that takes a TM T as its input, and simulates T running on input t , and returns or decides whether or not T halts on t
- ▶ Can a TM accept a TM as input?
 - ▶ Universal Turing Machine

Universal Turing Machine

- ▶ Represents the set of all possible TMs, and all possible effective procedures
 - ▶ Takes input in the form (dT, t)
 - ▶ Mimics the actions of an arbitrary TM T by reading its description dT off the tape, and simulates its behavior on t
 - ▶ Produces the same result as T
- ▶ Simple TMs can also take descriptions of other TM as input



Proof of Undecidability

1. Prove that the following is undecidable
 - ▶ The problem of testing whether a Turing Machine M accepts a given input string w
 - ▶ Language ATM:
 $\{(M,w) \mid M \text{ is a TM and } M \text{ accepts } w\}$
2. Use the previous result to prove that the Halting Problem is undecidable

Recognizable vs Decidable

- ▶ Recognizable

- ▶ If there is a TM M such that M halts in an accept state for an input x iff x is in the language

- ▶ Decidable

- ▶ If there is a TM M such that M halts in an accept state for an input x iff x is in the language, and such that M halts in a reject state for an input x iff x is not in the language

Recognizable vs Decidable

- ▶ ATM is recognizable using the following TM
 - ▶ Simulate M on input w
 - ▶ If M enters its accept state, then accept; if M enters its reject state, then reject
- ▶ Does not decide since M might not halt on w

Step 1 of the Proof

- ▶ Prove that the following is undecidable
 - ▶ The problem of testing whether a Turing Machine accepts a given input string
 - ▶ Language ATM:
 $\{(M,w) \mid M \text{ is a TM and } M \text{ accepts } w\}$

Step 2 of the Proof

- ▶ Use the previous result to prove that the Halting Problem is undecidable

Halting Problem in a Programming Lang.

- ▶ Assume halting problem is decidable
 - ▶ We have a function `halts(f, i)` that returns true if function `f` halts on input `i`, and false otherwise

- ▶ Then, we define a function

```
test(f) {  
    if (halts(f, f))  
        while (true);  
    else  
        return;  
}
```

- ▶ Invoke `test(test)`

Halting Problem in a Programming Lang.

```
if (halts(test, test))  
    while (true);  
else  
    return;
```

- ▶ **Two cases:**
 - ▶ `halts(test, test)` returns true but test loops forever – contradiction
 - ▶ `halts(test, test)` returns false but test returns – contradiction
- ▶ Hence halting problem is undecidable

Consequences: Rice's Theorem

- ▶ Henry Gordon Rice, PhD thesis [1951]
- ▶ Essence
 - ▶ Any interesting question about the behavior of a program is undecidable
- ▶ Examples
 - ▶ Does this assertion always hold?
 - ▶ Is x always positive?
 - ▶ Which locations can pointer p point to?
 - ▶ What is a strong enough loop invariant?
 - ▶ ...

Proof by Reduction from Halting Problem

- ▶ Assume `always_pos(f, x)` is decidable
- ▶ Reduce solving `halts` to solving `always_pos`

```
function solve_halts() {  
    int x := 1;  
    f(i);  
    x := -1;  
}
```
- ▶ Invoke `always_pos(solve_halts, x)`
 - ▶ If returns true then `f(i)` loops forever, otherwise `f(i)` halts
- ▶ Hence `always_pos(f, x)` is undecidable

Next Time

- ▶ Complexity