

# Theory of Computation: The Recursion Theorem

Arjun Chandrasekhar

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- ▶ This lecture got me my first full-time teaching job
- ▶ This lecture lead to one of my favorite teaching stories

# Pop quiz!

For extra credit: write a non-empty program that prints out its own source code (without using any I/O operations). You have 20 minutes.



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# Recall

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- ▶ Initially we proved this with Diagonalization
- ▶ Usually we prove this using reduction
  - ▶ If  $A$  is undecidable/unrecognizable, and  $A \leq_M B$ , then  $B$  is undecidable/unrecognizable
- ▶ Is there an alternative (perhaps easier) way to prove these results?

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- ▶ Describe Turing machines that analyze (and contradict) their own behavior
- ▶ Use the recursion theorem for concise impossibility proofs

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- ▶ In doing so, we will see why the simplicity of the TM model can be convenient!



# Idea behind a self-reproducing programs

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  - ▶ On the first assignment, you read a string description  $\langle D \rangle$  of a DFA and parsed it into an actual DFA object  $D$
  - ▶ On the second assignment, you read a string description  $\langle N \rangle$  of an NFA, converted it into an equivalent DFA object  $D$ , and output a string description  $\langle D \rangle$

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- ▶ Machine  $Q$  takes an input string  $w$  and creates a machine  $P_w$  that always prints out the same string  $w$
- ▶ Machine  $P_{\langle Q \rangle}$  is a Turing machine that ignores its input and always prints out  $\langle Q \rangle$ , i.e. a description of the machine  $Q$

Machines that only print one string



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Let  $P_w$  be a Turing machine that erases whatever is on the tape and prints out string  $w$ .

- ▶  $w$  is a constant that we decide on ahead of time
- ▶ Can a human construct this machine?
- ▶ Can we write a computer program to construct this machine?

# Machines that create single-string machines

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Let  $q(w) = \langle P_w \rangle$ . That is, the function  $q$  takes as input a string  $w$ . It outputs the description of a Turing machine  $P_w$  that always prints out the string  $w$ .

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- ▶ Is  $q$  a Turing-computable function?
- ▶ If you understand what  $q$  is doing and convince yourself that  $q$  is computable, then the proof of the recursion theorem will be straightforward

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  - ▶ Yes!
  - ▶ We can treat  $\langle P_{\text{computability}} \rangle$  like any other pre-determined string  $w$

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  - ▶ Substitute in  $w$  for the part where  $P$  prints out its output string
  - ▶ We basically convert  $w$  from a constant to a parameter of the method  $Q$

# A self-reproducing program



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Does that last step loop familiar?

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- ▶ SELF has reproduced its own description!

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$$\text{SELF} = \langle P_{\langle Q \rangle} Q \rangle$$

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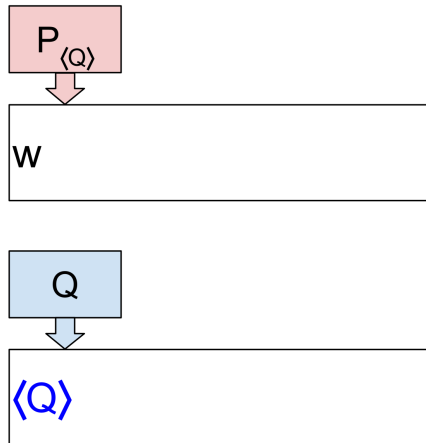


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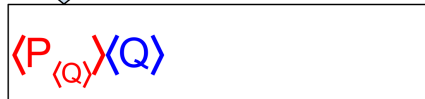
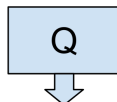
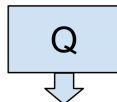


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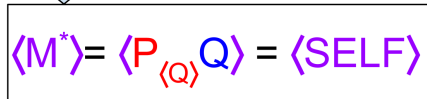
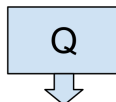
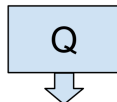


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$$\text{SELF} = \langle P_{\langle Q \rangle} Q \rangle$$

Initially  $P_{\langle Q \rangle}$  starts with control of the tape, with an input string  $w$

1.  $P_{\langle Q \rangle}$  erases  $w$  and prints  $\langle Q \rangle$  on the tape, then passes control to  $Q$
2.  $Q$  reads  $\langle Q \rangle$  on the tape. That is, it encounters its own description which was produced by  $P_{\langle Q \rangle}$
3.  $Q$  reads  $\langle Q \rangle$  and uses this to construct  $P_{\langle Q \rangle}$
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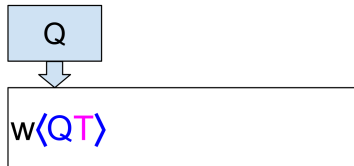


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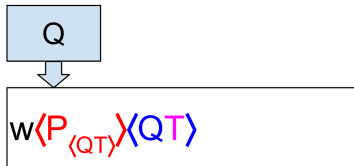
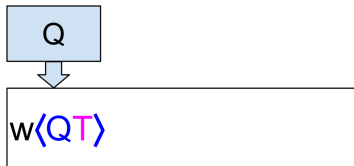


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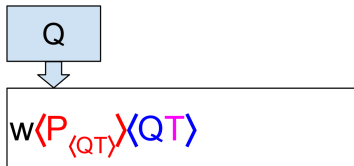


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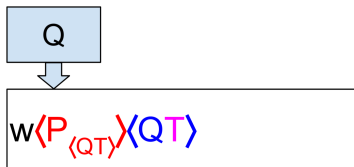
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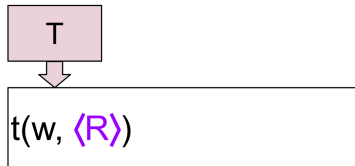


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- ▶ When constructing a Turing machine  $M$ , you can include the command "Obtain  $M$ 's description  $\langle M \rangle$ " as part of the pseudocode
- ▶ Whatever you were going to do with  $\langle M \rangle$ , the recursion theorem tells us that there exists a machine that finds a way to put its own description on the tape before processing that description

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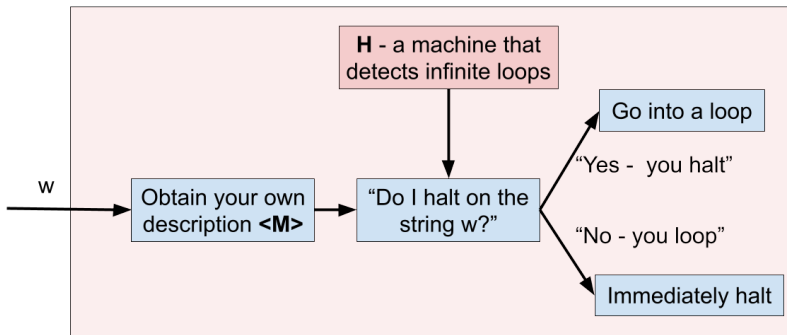
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$M$  halts on input  $w$  if  $H$  says it should loop, and loops if  $H$  says it should halt.

# HALT is undecidable: another proof

**HALT = {<M, w> | M halts on w}**

A paradoxical machine **M**



If we can decide HALT, we create a paradoxical machine

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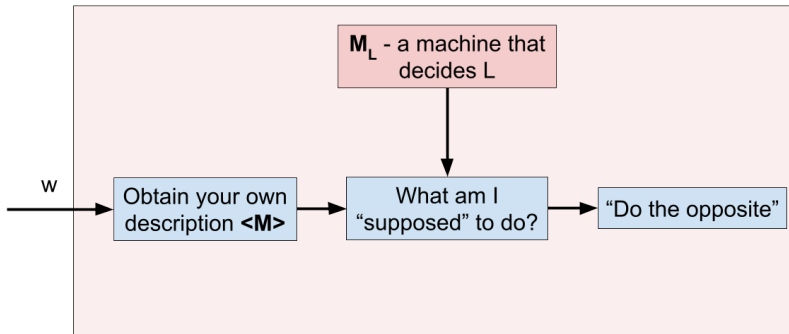
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3. Conclude that  $D$  is not deciding  $L$  correctly

# Recursion theorem recipe

**$L$  = an undecidable language**

A paradoxical machine  **$M$**



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Let's try proving this using the recursion theorem

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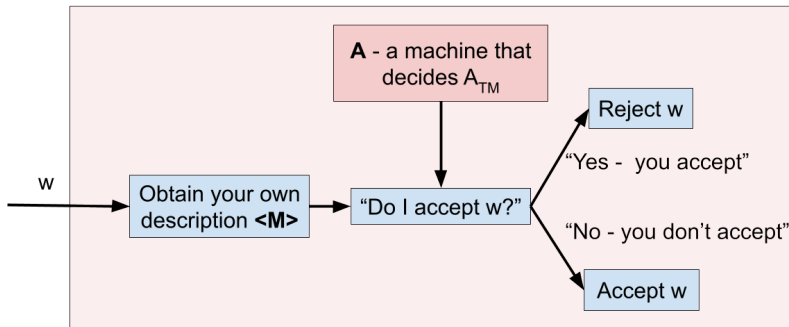
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$M$  accepts  $w$  if  $A$  says it should reject, and rejects if  $A$  says it should accept.

# $A_{TM}$ is undecidable: an alternate proof

$$A_{TM} = \{ \langle M, w \rangle \mid M \text{ accepts } w \}$$

A paradoxical machine **M**



If we can decide  $A_{TM}$ , we create a paradoxical machine

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  - ▶ “Can this TM be converted to a DFA?”

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- ▶ Hint 1: Use the recursion theorem
- ▶ Hint 2: Make a machine that is regular when it shouldn't be, and vice-versa

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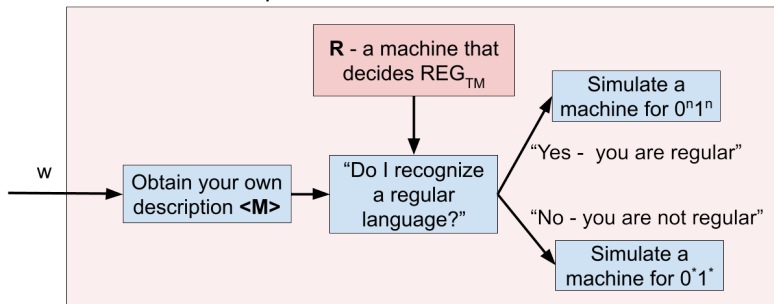
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- ▶ If  $M$  says  $A$  is not regular, it recognizes  $0^* 1^*$  - a regular language.
- ▶ Thus,  $R$  is not deciding  $\text{REG}_{\text{TM}}$  correctly

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$\text{REG}_{\text{TM}} = \{ \langle M \rangle \mid L(M) \text{ is regular} \}$

A paradoxical machine **M**



If we can decide  $\text{REG}_{\text{TM}}$ , we create a paradoxical machine

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i.e., there is no machine with a shorter description than  $M$  that recognizes the same language.



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- ▶ We want to know if  $M$  is minimal
  - ▶ “Can this source code be rewritten more concisely?”

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- ▶ Thus, our enumerator did not enumerate  $\text{MIN}_{\text{TM}}$  correctly.