Mathematics for Computer Science

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Noncomputable Sets

Computable strings in $\{0,1\}^\omega$

An infinite string s in $\{0,1\}^\omega$ is computable iff some procedure computes its digits.

(Procedure applied to argument n returns nth digit of s.)

{ASCII}* is countable

Only countably many finite ASCII strings. (List them in order of length.)

Procedures can be expressed in ASCII, so only countably many procedures.

Noncomputable strings in $\{0,1\}^\omega$

So only countably many computable infinite binary strings.

But $\{0,1\}^\omega$ is uncountable, so there must be noncomputable strings in $\{0,1\}^\omega$
—in fact, uncountably many!

The Halting Problem

There is no test procedure for halting of arbitrary procedures.

The Halting Problem is not decidable by computational procedures

The Halting Problem

String procedure P takes a String argument:

P("no") returns 2

P("albert") returns "meyer"

P("&&%99!!") causes an error

P("what now?") runs forever.

The Halting Problem

Let s be the ASCII string defining P.

Say s HALTS iff

P(s) returns something.

The Halting Problem

Suppose there was a procedure Q that decided HALTS:

Q(s) returns "yes" if s HALTS

returns "no" otherwise

The Halting Problem

Modify Q to Q':

Q'(s) returns "yes"
if Q(s) returns "no"

Q'(s) returns nothing
if Q(s) returns "yes"

The Halting Problem

So

s HALTS iff

Q'(s) returns nothing

The Halting Problem

Let t be the text for Q'

So by def of HALTS:

t HALTS iff Q'(t) returns

and by def of Q':

Q'(t) returns iff NOT(t HALTS)

The Halting Problem

CONTRADICTION:

t HALTS iff NOT(t HALTS)

There can't be such a Q:

it is impossible to write a procedure that decides whether strings HALT

The Type-checking Problem

There is no string procedure that type-checks perfectly, because:
Suppose C was a type-checking procedure: for program text s
C(s) returns "yes" if s would cause a run-time type error
returns "no" otherwise.

The Type-checking Problem

Use C to get a HALTS Tester H:
to compute H(s), construct a new program text, s', that acts like a slightly modified interpreter for s. Namely:

The Type-checking Problem

- s' skips any command that would cause s to make a run-time type error.
- s' purposely makes a type-error when it finds that s HALTS.

The Type-checking Problem

Then compute C(s') and return the same value.
So s HALTS
iff s' makes run-time type error
iff C(s') = "yes"
iff H(s) = "yes"

The Type-checking Problem

Then compute C(s′) and return the same value.

So s does not HALT

iff s′ makes no run-time error

iff C(s′) = "no"

iff H(s) = "no"

The Type-checking Problem

H solves the Halting Problem, a contradiction.

So C must not error check correctly.

No run-time properties are decidable

The same reasoning shows that there is no perfect checker for essentially any property of procedure outcomes.