Halting problem undecidability and infinitely nested simulation (V3)

We define Linz H to base its halt status decision on the behavior of its pure simulation of N steps of its input. If the simulated input cannot reach its own final state in any finite number of steps then H aborts the simulation of this input and transitions to H.qn. H determines this on the basis of matching infinitely repeating behavior patterns. The copy of H embedded in Ĥ computes the mapping from its input ⟨Ĥ⟩ ⟨Ĥ⟩ to Ĥ.qn on the basis of the above criteria.

The following simplifies the syntax for the definition of the Linz Turing machine Ĥ, it is now a single machine with a single start state. A copy of Linz H is embedded at Ĥ.qx.

Ĥ.q0 ⟨Ĥ⟩ ⊢* Ĥ.qx ⟨Ĥ⟩ ⟨Ĥ⟩ ⊢* Ĥ.qy ∞
Ĥ.q0 ⟨Ĥ⟩ ⊢* Ĥ.qx ⟨Ĥ⟩ ⟨Ĥ⟩ ⊢* Ĥ.qn

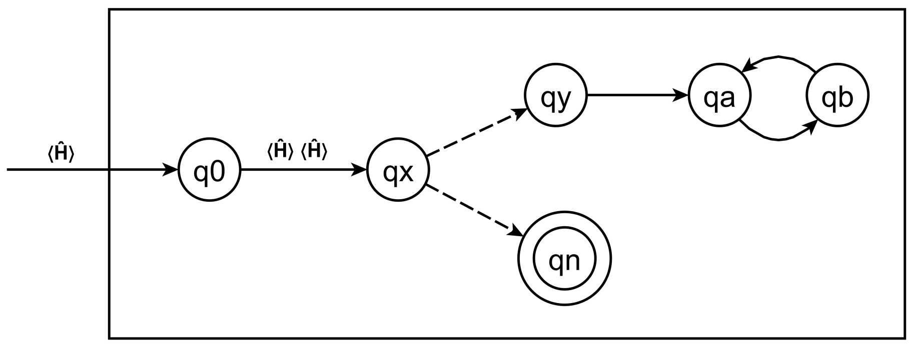


Figure 12.3 Turing Machine Ĥ applied to ⟨Ĥ⟩

Because it is known that the UTM simulation of a machine is computationally equivalent to the direct execution of this same machine H can always form its halt status decision on the basis of what the behavior of the UTM simulation of its inputs would be.

When embedded_H simulates ⟨Ĥ⟩ ⟨Ĥ⟩ these steps would keep repeating:
Ĥ copies its input ⟨Ĥ⟩ to ⟨Ĥ⟩ then embedded_H simulates ⟨Ĥ⟩ ⟨Ĥ⟩...

computation that halts … the Turing machine will halt whenever it enters a final state. (Linz:1990:234)

This shows that the simulated input to embedded_H ⟨Ĥ⟩ ⟨Ĥ⟩ would never reach its final state conclusively proving that this simulated input never halts. This enables embedded_H to abort the simulation of its input and correctly transition to Ĥ.qn.

if embedded_H does correctly recognize an infinitely repeating behavior pattern in the behavior of its simulated input: ⟨Ĥ⟩ applied to ⟨Ĥ⟩ then embedded_H is necessarily correct to abort the simulation of its input and transition to Ĥ.qn.

Because a halt decider is a decider embedded_H is only accountable for computing the mapping from ⟨Ĥ⟩ ⟨Ĥ⟩ to Ĥ.qy or Ĥ.qn on the basis of the behavior specified by these inputs. embedded_H is not accountable for the behavior of the computation that it is contained within: Ĥ applied to ⟨Ĥ⟩ because this is not an actual input to embedded_H.

Appendix: Peter Linz Halting Problem Proof

Definition 12.1

Let w_M describe a Turing machine $M = (Q, \Sigma, \Gamma, \delta, q_0, \square, F)$, and let w be any element of Σ^+. A solution of the halting problem is a Turing machine H, which for any w_M and w, performs the computation

$$q_0 w_M w \vdash^* x_1 q_y x_2,$$

if M applied to w halts, and

$$q_0 w_M w \vdash^* y_1 q_n y_2,$$

if M applied to w does not halt. Here q_y and q_n are both final states of H.

Theorem 12.1

There does not exist any Turing machine H that behaves as required by Definition 12.1. The halting problem is therefore undecidable.

Proof: We assume the contrary, namely that there exists an algorithm, and consequently some Turing machine H, that solves the halting problem. The input to H will be the description (encoded in some form) of M, say w_M, as well as the input w. The requirement is then that, given any (w_M, w), the Turing machine H will halt with either a yes or no answer. We achieve this by asking that H halt in one of two corresponding final states, say, q_y or q_n. The situation can be visualized by a block diagram like Figure 12.1. The intent of this diagram is to indicate that, if M is started in state q_0 with input (w_M, w), it will eventually halt in state q_y or q_n. As required by Definition 12.1, we want H to operate according to the following rules:

$$q_0 w_M w \vdash^*_H x_1 q_y x_2,$$

if M applied to w halts, and

$$q_0 w_M w \vdash^*_H y_1 q_n y_2,$$

if M applied to w does not halt.

Figure 12.1

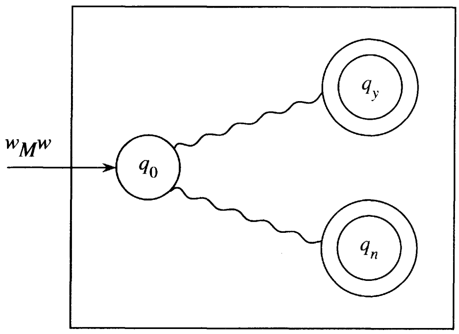
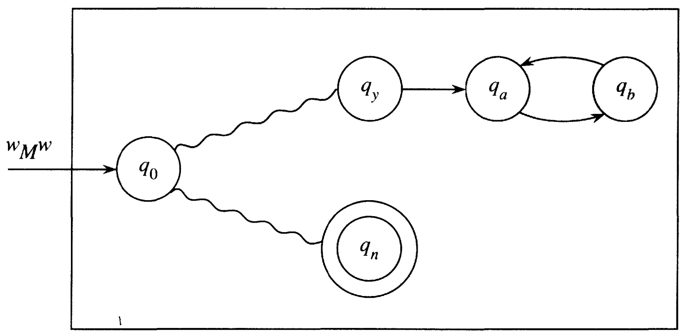


Figure 12.2



Next, we modify H to produce a Turing machine H' with the structure shown in Figure 12.2. With the added states in Figure 12.2 we want to convey that the transitions between state q_y and the new states q_a and q_b are to be made, regardless of the tape symbol, in such a way that the tape remains unchanged. The way this is done is straightforward. Comparing H and H' we see that, in situations where H reaches q_y and halts, the modified machine H' will enter an infinite loop. Formally, the action of H' is described by

$$q_0 w_M w \vdash^*_{H'} \infty,$$

if M applied to w halts, and

$$q_0 w_M w \vdash^*_{H'} y_1 q_n y_2,$$

if M applied to w does not halt.

From H' we construct another Turing machine $\hat{H}$. This new machine takes as input w_M, copies it, and then behaves exactly like H'. Then the action of $\hat{H}$ is such that

$$q_0 w_M \vdash^*_{\hat{H}} q_0 w_M w_M \vdash^*_{\hat{H}} \infty,$$

if M applied to w_M halts, and

$$q_0 w_M \vdash^*_{\hat{H}} q_0 w_M w_M \vdash^*_{\hat{H}} y_1 q_n y_2,$$

if M applied to w_M does not halt.

Now $\hat{H}$ is a Turing machine, so that it will have some description in Σ^*, say $\hat{w}$. This string, in addition to being the description of $\hat{H}$ can also be used as input string. We can therefore legitimately ask what would happen if $\hat{H}$ is applied to $\hat{w}$. From the above, identifying M with $\hat{H}$, we get

$$q_0 \hat{w} \vdash^*_{\hat{H}} \infty,$$

if $\hat{H}$ applied to $\hat{w}$ halts, and

$$q_0 \hat{w} \vdash^*_{\hat{H}} y_1 q_n y_2,$$

if $\hat{H}$ applied to $\hat{w}$ does not halt. This is clearly nonsense. The contradiction tells us that our assumption of the existence of H, and hence the assumption of the decidability of the halting problem, must be false. ■

Linz, Peter 1990. An Introduction to Formal Languages and Automata. Lexington/Toronto: D. C. Heath and Company. (317-320)