Godel and Computability





Halting Problems Hockey Team

One-Slide Summary

- A proof of X in a formal system is a sequence of steps starting with axioms. Each step must use a valid rule of inference and the final step must be X.
- All interesting logical systems are incomplete: there are true statements that cannot be proven within the system.
- An algorithm is a (mechanizable) procedure that always terminates.
- A problem is decidable if there exists an algorithm to solve it. A problem is undecidable if it is not possible for an algorithm to exists that solves it.
- The halting problem is undecidable.

Outline

- Gödel's Proof
- Unprovability
- Algorithms
- Computability
- The Halting Problem



Surprise Quiz?

Can this be a true statement:

Q: You will have a surprise quiz some day next week.

If the quiz is Wednesday, it is not a surprise. Q is false.

Since the quiz can't be Wednesday, if is not a surprise quiz if it is on Monday. Q is false.

Your quiz score is (max last-quiz next-quiz)

Proof - General Idea

- Theorem: In any interesting axiomatic system, there are statements that cannot be proven either true or false.
- Proof: Find such a statement

Gödel's Statement

G: This statement does not have any proof in the system.

Possibilities:

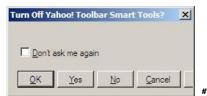
- 1. G is true $\Rightarrow G$ has no proof System is incomplete
- 2. G is false \Rightarrow G has a proof System is inconsistent

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Finishing The Proof

- Turn G into a statement in the Principia Mathematica system
- Is PM powerful enough to express "This statement does not have any proof in the PM system."?



How to express "does not have any proof in the system of PM"

- What does "have a proof of S in PM" mean?
 - There is a sequence of steps that follow the inference rules that starts with the initial axioms and ends with S
- What does it mean to "not have any proof of S in PM"?
 - There is no sequence of steps that follow the inference rules that starts with the initial axioms and ends with S

Can PM express unprovability?

- There is no sequence of steps that follows the inference rules that starts with the initial axioms and ends with S
- Sequence of steps:

$$T_0, T_1, T_2, ..., T_N$$

 $T_{
m 0}$ must be the axioms $T_{
m N}$ must include S Every step must follow from the previous using an inference rule

Can we express "This statement"?

- Yes!
 - That's the point of the TNT Chapter in GEB
- We can write turn every statement into a number, so we can turn "This statement does not have any proof in the system" into a number

Gödel's Proof

G: This statement does not have any proof in the system of PM.

If *G* is provable, PM would be inconsistent. If *G* is unprovable, PM would be incomplete. PM can express *G*.

Thus, PM cannot be complete and consistent!

Generalization

All logical systems of any complexity are incomplete: there are statements that are *true* that cannot be proven within the system.

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#1:

Practical Implications

- Mathematicians will never be completely replaced by computers
 - There are mathematical truths that cannot be determined mechanically
 - We can build a computer that will prove only true theorems about number theory, but if it cannot prove something we do not know that that is not a true theorem.

What does it mean for an axiomatic system to be complete and consistent?

Derives **all** true statements, and **no** false statements starting from a finite number of axioms and following mechanical inference rules.

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What does it mean for an axiomatic system to be complete and consistent?

It means the axiomatic system is weak.

Indeed, it is so weak, it cannot express: "This statement has no proof."

Pick one:

some false statements

Derives
some, but not all true
statements, and no false
statements starting from a
finite number of axioms
and following mechanical
inference rules.

incomplete

*Incomplete*Axiomatic System

Derives
all true
statements, and some false
statements starting from a
finite number of axioms
and following mechanical
inference rules.

Inconsistent
Axiomatic System

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Inconsistent Axiomatic System

Derives
all true
statements, and some false
statements starting from a
finite number of axioms
and following mechanical
inference rules.

some false statements

Algorithms

What's an algorithm?

A procedure that always terminates.

What's a procedure?

A precise (mechanizable) description of a process.

Once you can prove one false statement, everything can be proven! false ⇒ anything

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Computability

- Is there an algorithm that solves a problem?
- Computable (decidable) problems:
 - There is an algorithm that solves the problem.
 - Make a photomosaic, sorting, drug discovery, winning chess (it doesn't mean we know the algorithm, but there is one)
- Uncomputable (undecidable) problems:
 - There is no algorithm that solves the problem.
 - There might be a procedure, but it doesn't always terminate.

Are there any uncomputable problems?



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The Halting Problem

Input: a specification of a procedure *P*

Output: If evaluating an application of *P* halts, output true. Otherwise, output false.

Alan Turing (1912-1954)

- Codebreaker at Bletchley Park
 - Broke Enigma Cipher
 - Perhaps more important than Lorenz
- Published On Computable Numbers ... (1936)
 - Introduced the Halting Problem
 - Formal model of computation
 (now known as "Turing Machine
- After the war: convicted of homosexuality (then a crime in Britain), committed suicide eating cyanide apple

5 years after Gödel's proof!

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Halting Problem

Define a procedure halts? that takes a procedure specification and evaluates to #t if evaluating an application of the procedure would terminate, and to #f if evaluating an application of the would not terminate.

```
(define (halts? proc) ... )
```

Examples

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Halting Examples

Halting Examples

Goldbach Conjecture (see GEB, p. 394): Every even integer can be written as the sum of two primes.

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Can we define halts??

 We could try for a really long time, get something to work for simple examples, but could we solve the problem - make it work for all possible inputs?



Informal Proof

```
(define (paradox)
(if (halts? paradox)
(loop-forever)
#t))
```

If paradox halts, the if test is true and it evaluates to (loop-forever) - it doesn't halt!

If paradox doesn't halt, the if test if false, and it evaluates to #t. It halts!

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Proof by Contradiction

Goal: Show that A is false.

- 1. Show X is nonsensical.
- 2. Show that if you have A you can make X.
- 3. Therefore, A must not exist.

```
X = paradox
A = halts? algorithm
```

How convincing is our Halting Problem proof?

```
(define (paradox)
  (if (halts? 'paradox)
      (loop-forever)
    #t))
```

If contradict-halts halts, the if test is true and it evaluates to (loop-forever) - it doesn't halt!

If contradict-halts doesn't halt, the if test if false, and it evaluates to #t. It halts!

This "proof" assumes Scheme exists and is consistent! Scheme is too complex to believe this...we need a simpler model of computation (in two weeks).

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Homework

- Read Chapter 16
- Read Obituary
- PS6 Due Mon Mar 23