

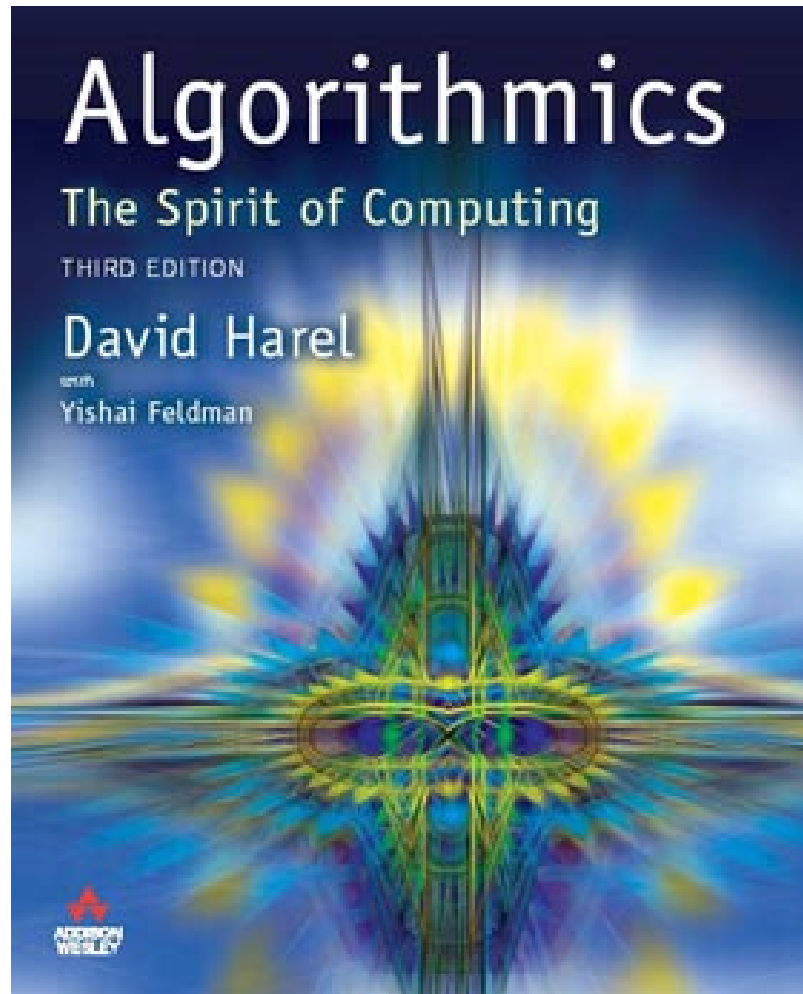
# Computers are Not Omnipotent

David Harel

The Weizmann Institute of Science

Rehovot, Israel

For more, see:



1987/2004



2001/2004

## TIME magazine (April 1984)

---

"Put the right kind of software into a computer, and it will do whatever you want it to. There may be limits on what you can do with the machines themselves, but there are no limits on what you can do with software."

Not so !!

## Disclaimer:

- Can computers run companies?
- Can computers make good decisions?
- Can computers diagnose?
- Can computers love?

## Disclaimer:

- ~~-Can computers run companies?~~
- ~~-Can computers make good decisions?~~
- ~~-Can computers diagnose?~~
- ~~-Can computers love?~~

- \* Non-analytic questions
- \* Pseudo-scientific issues
- \* Require heuristics



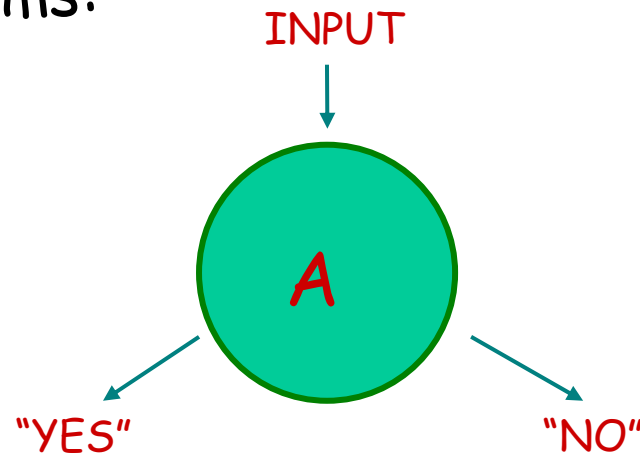
"SOFT" Research

(Artificial Intelligence)

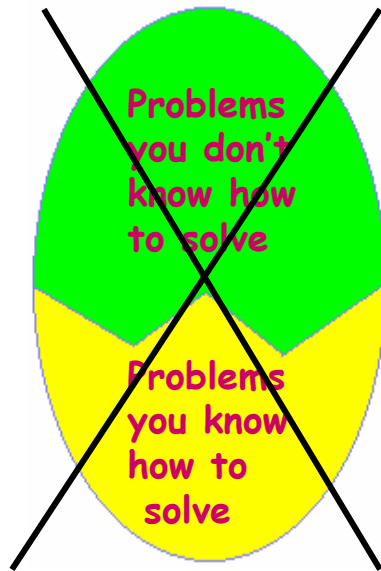
# Algorithmic problems:

- \* Set of legal inputs
- \* Specification of desired output as function of input

Decision problems:

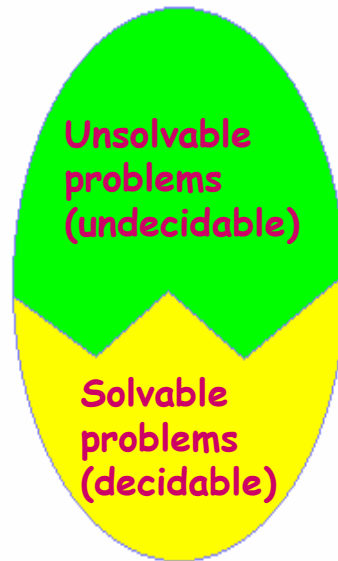
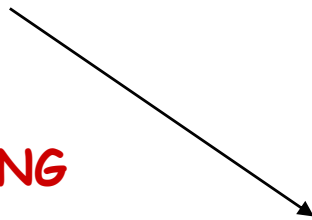


- The algorithm **A** involves “effectively executable” elementary operations, each taking bounded time and bounded resources.
- The algorithm **A** halts for every legal input, and answers the question correctly.

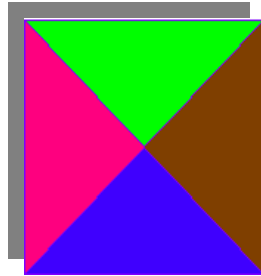


ROBUSTNESS  
FOLLOWS  
FROM THE  
**CHURCH/TURING**  
**THEESIS, 1936**

(All computers are equal...)



# Tiling (Domino) Problems:



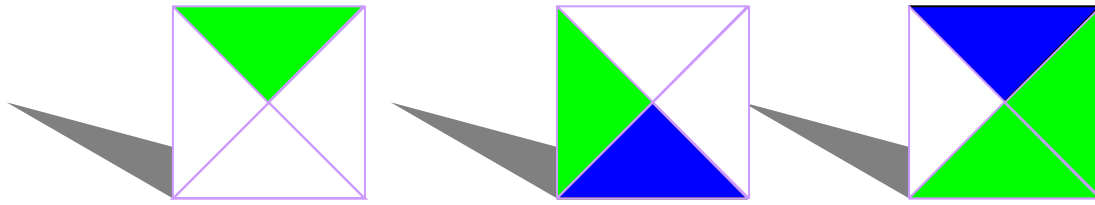
Tile

1x1

non-rotatable,  
non-reversible

- \* These problems involve tiling portions of the integer grid  $\mathbb{Z}^2$ , such that adjacent edges are monochromatic.
- \* Inputs include a finite set  $T$  of tile types; there are infinitely many copies of each.

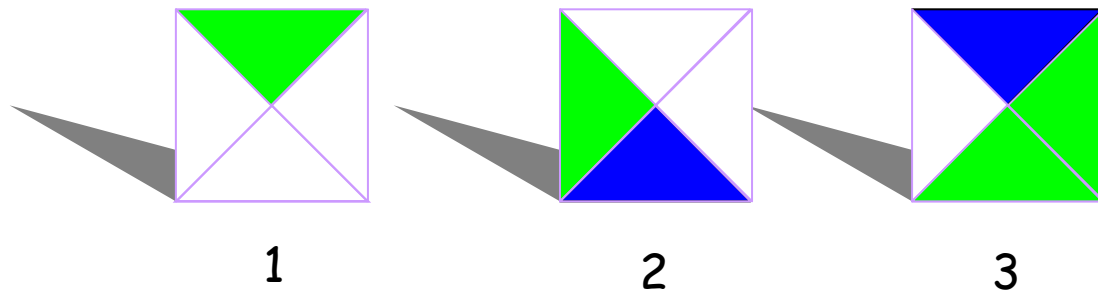




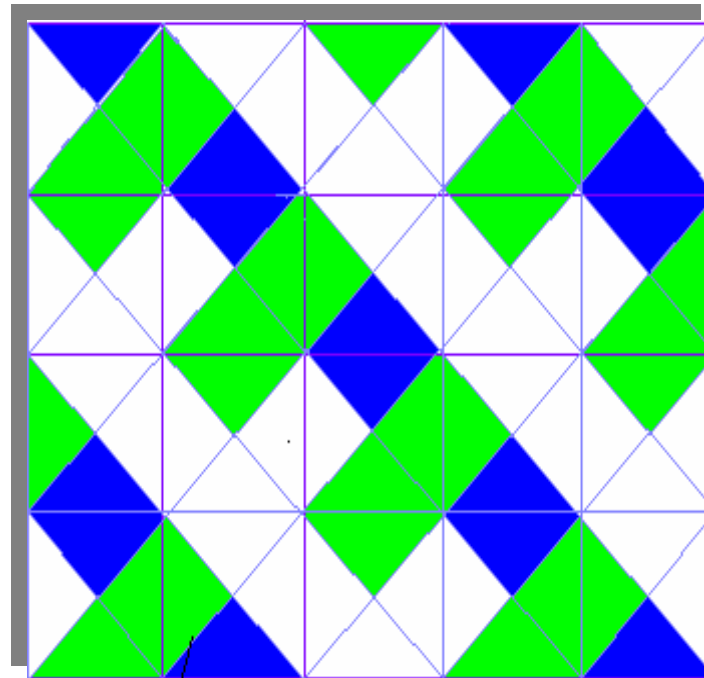
1

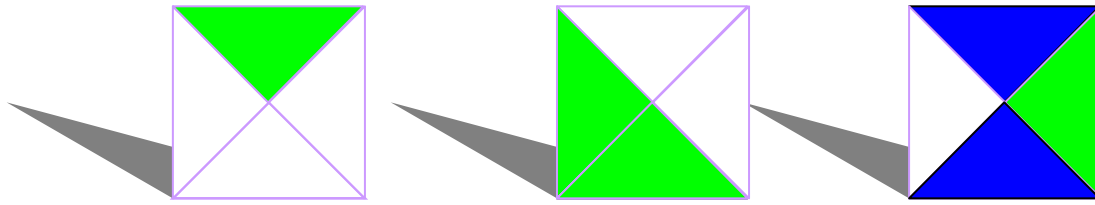
2

3



Can tile entire plane  $Z^2$

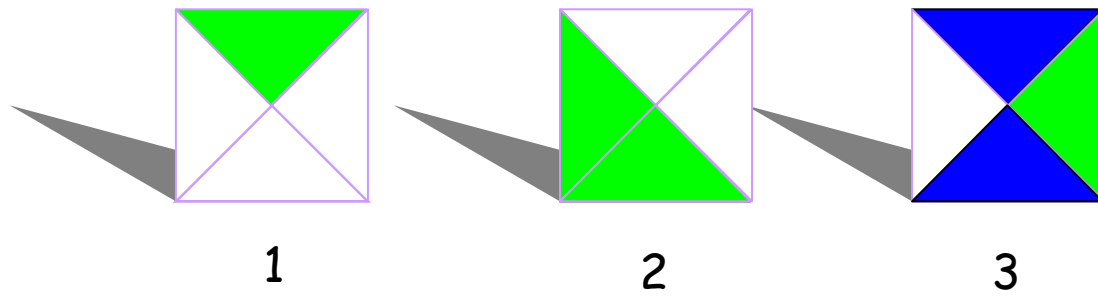




1

2

3

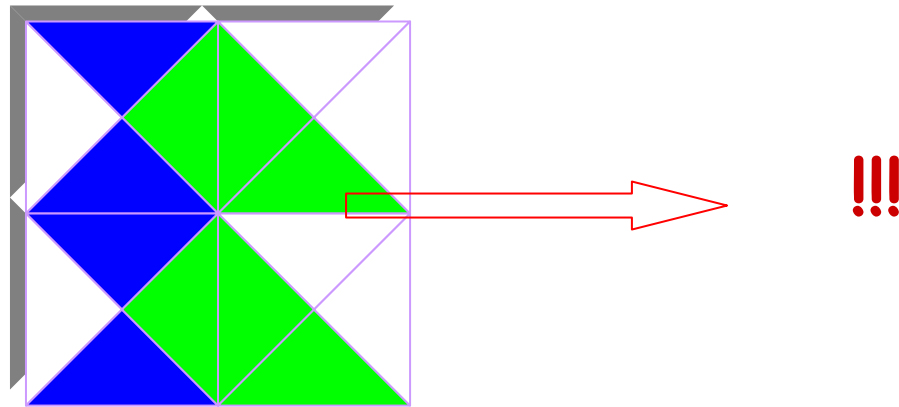


Can't tile even a 3x3 square !

Proof:

1. tile #3 must appear.

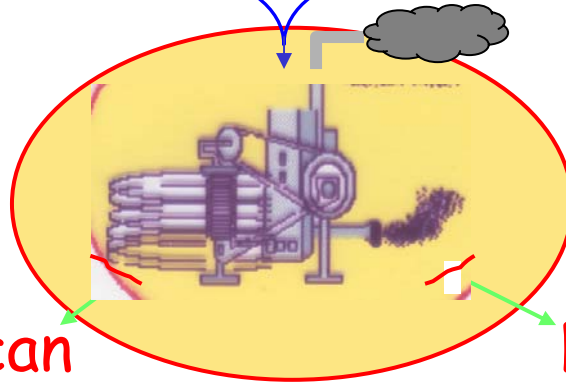
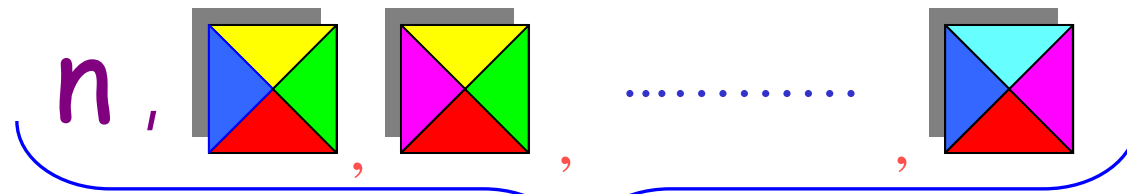
2.



# Basic unbounded tiling (domino) problem:

Given  $T$ , can  $T$  tile  $\mathbb{Z}^2$  ?

(equivalent to "can  $T$  tile any  $k \times k$  square")



Yes, it can

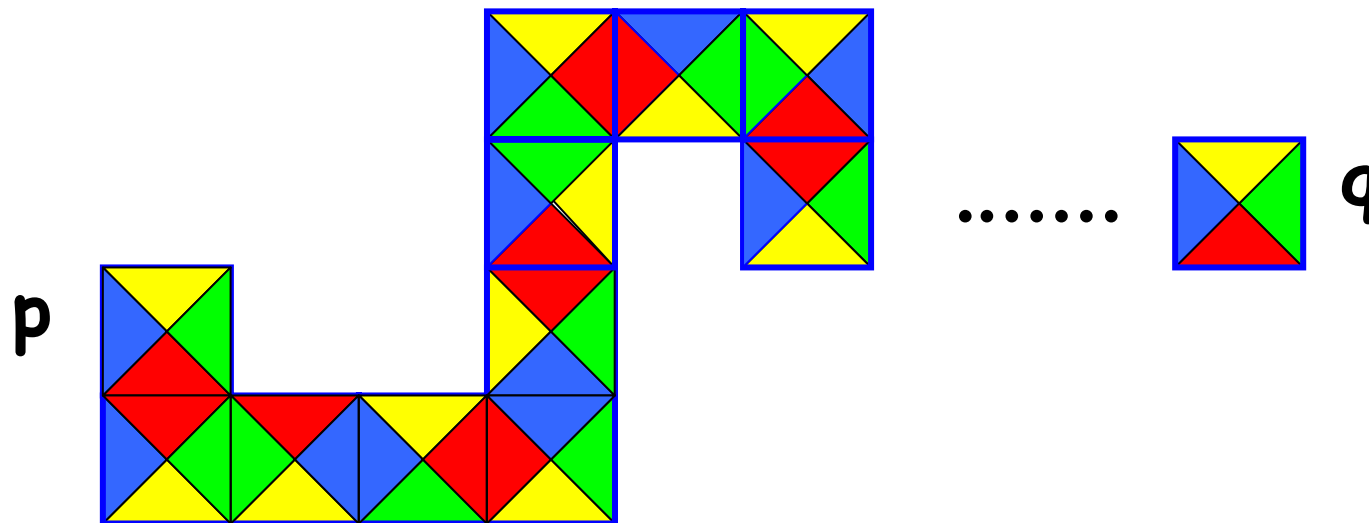
No, it can't

- No such machine
- No such algorithm
- No such recipe
- No such program

The domino problem  
is undecidable !!

# Unbounded nature of problem is misleading

Given  $T$  and two points,  $p, q$ ,  
can  $T$  form "snake" connecting  $p$  and  $q$ ?



**UNDECIDABLE** in  $Z^2/2$  (positive half-plane)

**DECIDABLE** in  $Z^2$  !!

Undecidable even when removing a single point!!

# The halting problem

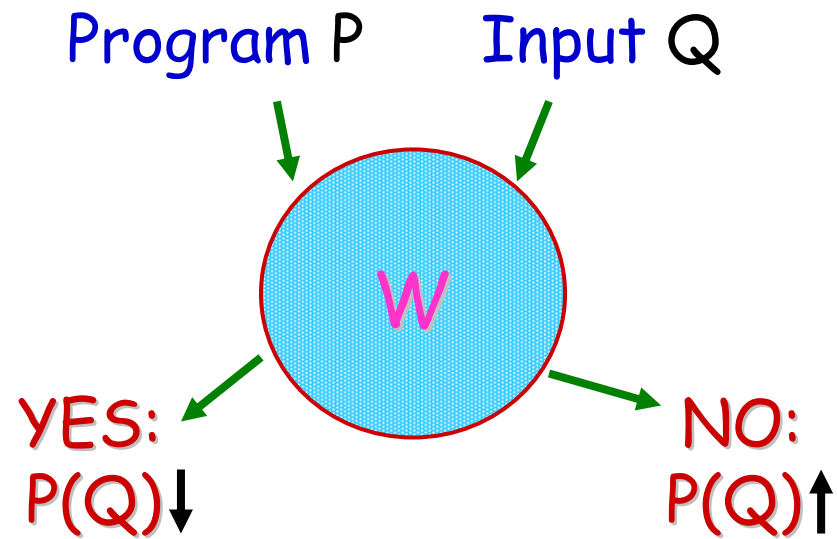
Positive  
integers

```
A: if x=1 stop;  
    x ← x-1;  
    goto A.
```

?????

```
B: if x=1 stop  
    if x is even then x ← x/2  
    else x ← 3x+1;  
    goto B.
```

Is there a  $W$  ??





There is no such  $W$

The halting problem is undecidable

And so is essentially any problem about computation, including correctness, efficiency, equivalence, etc.!!

In fact, discovering errors early on  
is crucial, and can make a  
*tremendous* difference...



## Example: The Y2K Problem

Can we build software to find the errors in any given program?

Can we correct the errors in programs?

Can we tell whether a program will be efficient?

Can we tell whether two programs are equivalent?

· · ·  
· · ·

**In general, no way!!**

Unbounded tiling/domino problem

$\mathbb{Z}^2/2$  Snake domino problem

Halting problem

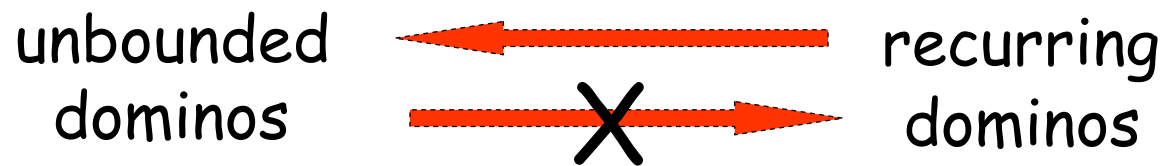


All are  
computationally  
equivalent

**Reduction:** Given one as “free” subroutine,  
others are decidable

Some problems are much "worse"...

Given  $T$ , and  $d$  in  $T$ , can tile  $\mathbb{Z}^2$  such that  $d$  occurs infinitely often in the tiling?

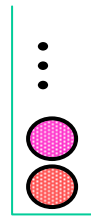


undecidable  
(noncomputable)

highly  
undecidable






“plainly”  
undecidable



decidable  
(computable)



-  recurring dominoes
-  equivalence
-  domino/tiling, snakes, halting

# Order of Magnitude Running Time

upper bound

lower bound

Searching in an unordered list

$O(n)$

$O(n)$

Searching in an ordered list

$O(\log n)$

$O(\log n)$

Sorting an unordered list

$O(n \log n)$

$O(n \log n)$

Multiplying matrices

$O(n^{2.39\dots})$

$O(n^2)$

So, we are talking about amounts,  
quantities, the size of things...

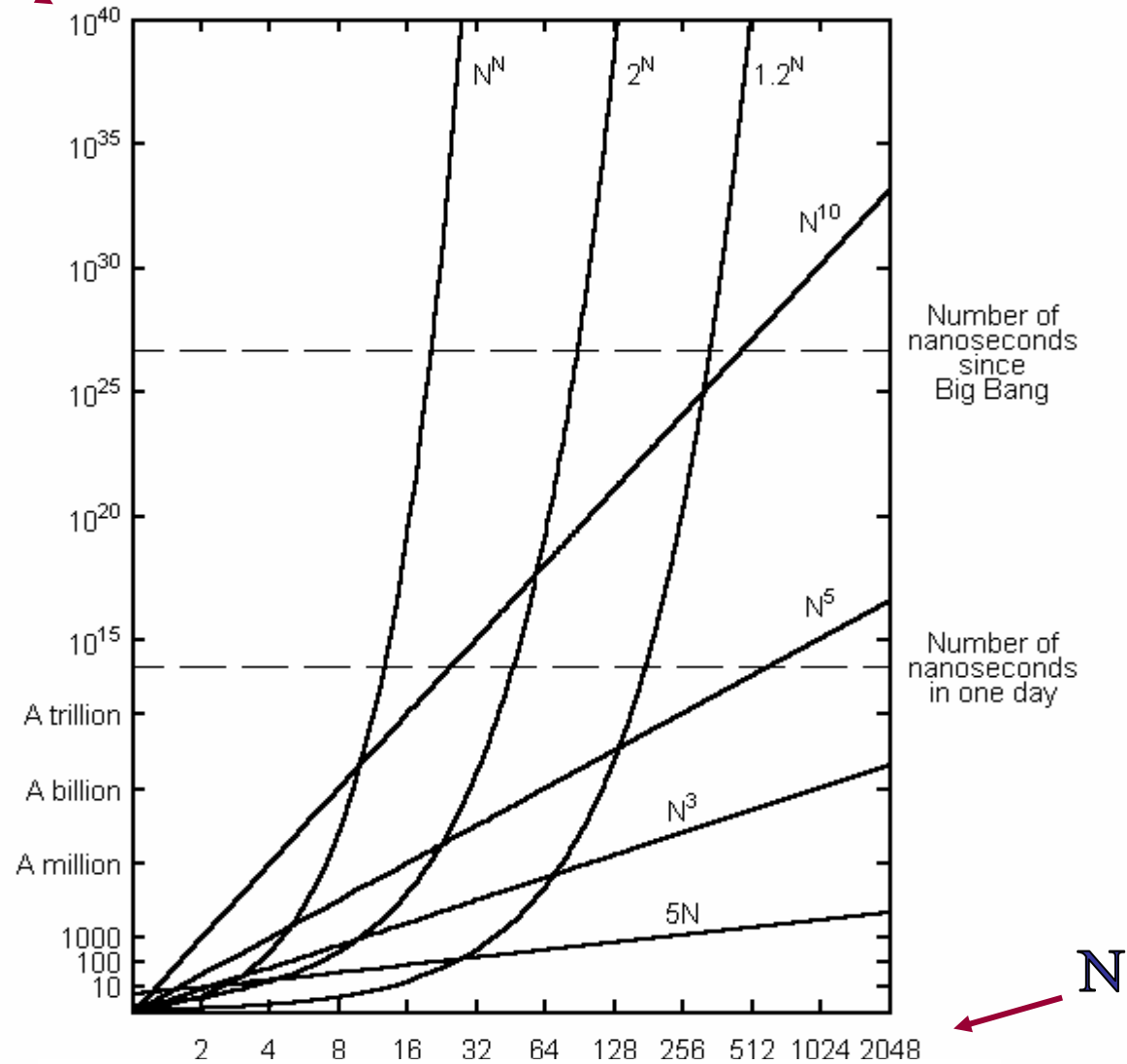
Sometimes, big differences in size  
can produce quite striking effects...





# Polynomial vs. exponential time

time



# Polynomial time vs. Exponential time algorithms:

assuming 1 instruction per nanosecond

function \ N	20	40	60	100	300
$N^2$	1/2500 second	1/625 second	1/278 second	1/100 second	1/11 second
$N^5$	1/300 second	1/10 second	7/10 second	10 seconds	
$2^N$	1/1000 second				
$N^N$					

# Polynomial time vs. Exponential time algorithms:

assuming 1 instruction per nanosecond

function \ N	20	40	60	100	300
$N^2$	1/2500 second	1/625 second	1/278 second	1/100 second	1/11 second
$N^5$	1/300 second	1/10 second	7/10 second	10 seconds	40.5 minutes
$2^N$	1/1000 second				
$N^N$					

# Polynomial time vs. Exponential time algorithms:

assuming 1 instruction per nanosecond

function \ N	20	40	60	100	300
$N^2$	1/2500 second	1/625 second	1/278 second	1/100 second	1/11 second
$N^5$	1/300 second	1/10 second	7/10 second	10 seconds	40.5 minutes
$2^N$	1/1000 second	18.3 minutes			
$N^N$					

# Polynomial time vs. Exponential time algorithms:

assuming 1 instruction per nanosecond

function \ N	20	40	60	100	300
$N^2$	1/2500 second	1/625 second	1/278 second	1/100 second	1/11 second
$N^5$	1/300 second	1/10 second	7/10 second	10 seconds	40.5 minutes
$2^N$	1/1000 second	18.3 minutes	36.6 years		
$N^N$					

# Polynomial time vs. Exponential time algorithms:

assuming 1 instruction per nanosecond

function \ N	20	40	60	100	300
$N^2$	1/2500 second	1/625 second	1/278 second	1/100 second	1/11 second
$N^5$	1/300 second	1/10 second	7/10 second	10 seconds	40.5 minutes
$2^N$	1/1000 second	18.3 minutes	36.6 years	400 billion centuries	
$N^N$					

# Polynomial time vs. Exponential time algorithms:

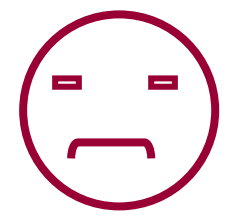
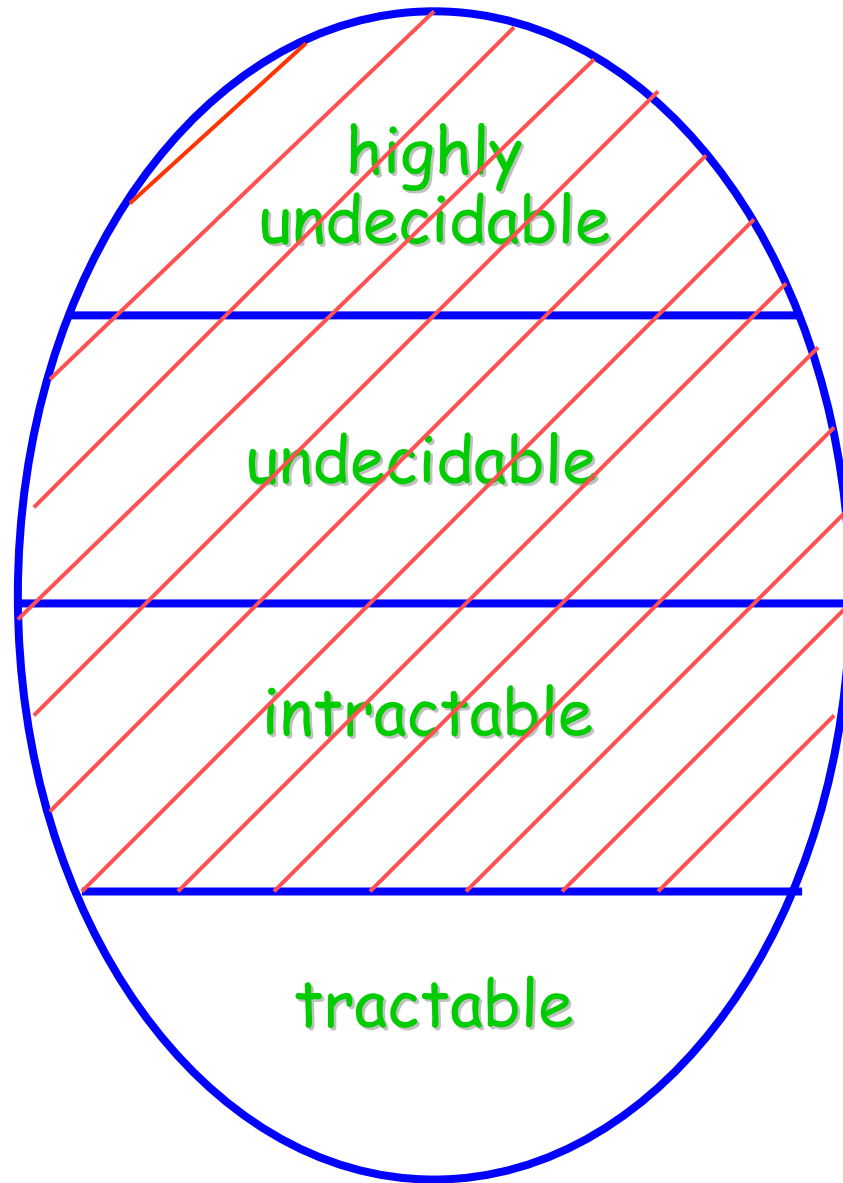
assuming 1 instruction per nanosecond

function \ N	20	40	60	100	300
$N^2$	1/2500 second	1/625 second	1/278 second	1/100 second	1/11 second
$N^5$	1/300 second	1/10 second	7/10 second	10 seconds	40.5 minutes
$2^N$	1/1000 second	18.3 minutes	36.6 years	400 billion centuries	a 72-digit number of centuries
$N^N$					

For comparison: the big bang was approximately 15 billion years ago.

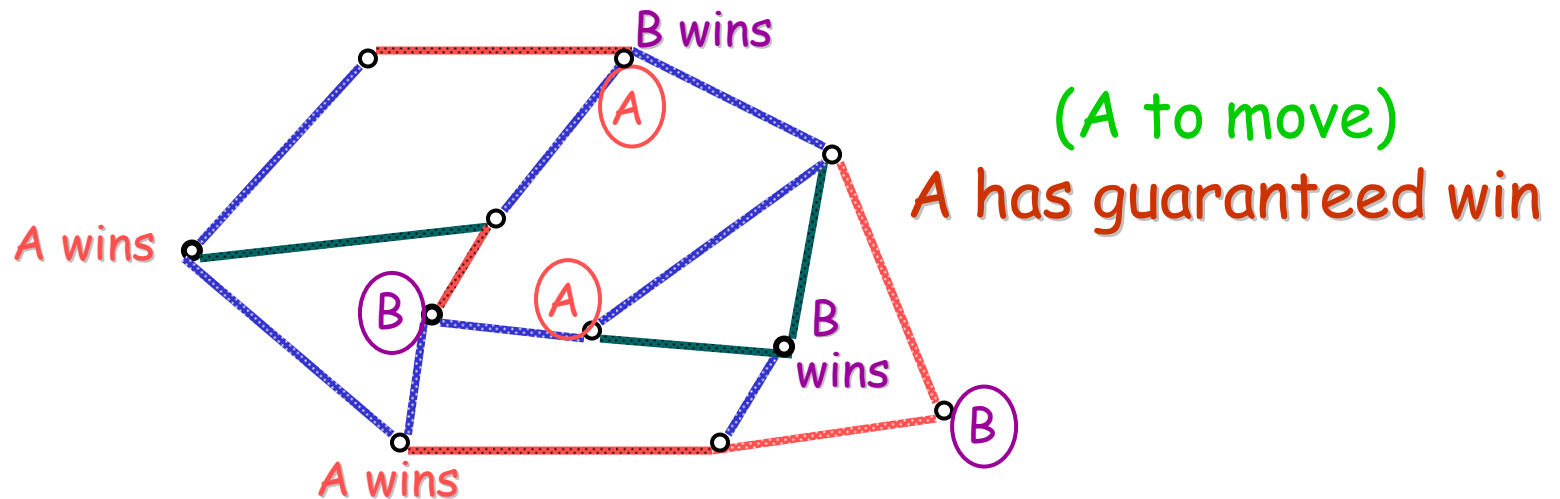
function \ N	20	40	60	100	300
$N^2$	1/2500 second	1/625 second	1/278 second	1/100 second	1/11 second
$N^5$	1/300 second	1/10 second	7/10 second	10 seconds	40.5 minutes
$2^N$	1/1000 second	18.3 minutes	36.6 years	400 billion centuries	a 72-digit number of centuries
$N^N$	3.3 billion years	a 46-digit number of centuries	an 89- digit number of centuries	a 182- digit number of centuries	a 725- digit number of centuries





# “Roadblock”

- Two players on a road network;
- “A wins” and “B wins” intersections;
- One turn: player travels in one of his/her cars along any single colored stretch, free of cars.



does Roadblock player have guaranteed win?

does chess player have guaranteed win?

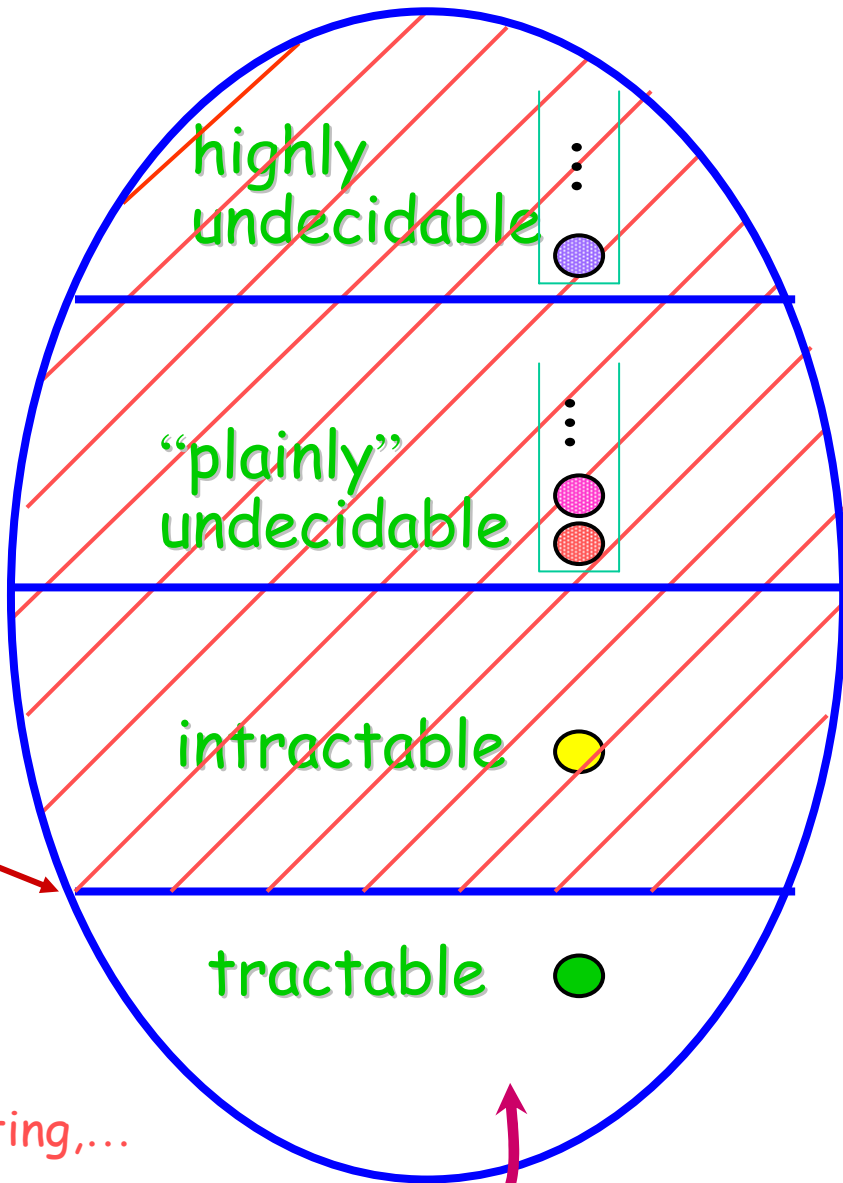
does checkers player have guaranteed win?

generalized to NxN boards

**ALL HAVE  $2^{O(N)}$  LOWER BOUNDS**

**Therefore INTRACTABLE !**

Robustness follows from refined thesis (All computers are polynomially equal !)



- recurring dominoes
- equivalence
- dominoes, snakes, halting
- roadblock, generalized chess
- matrix multiplication, sorting,...

primality testing is here too (as of 8/2002) !!

Possible challenge to this robustness:

Quantum computing

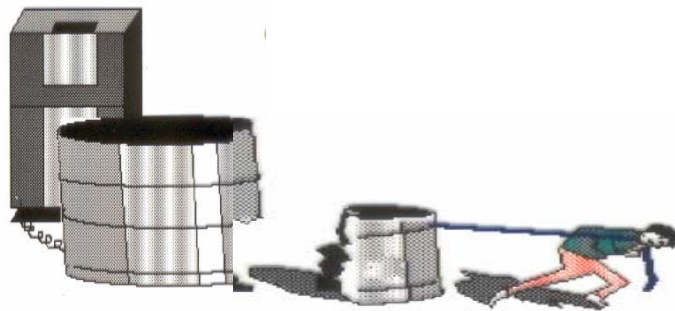
(e.g., there is a polynomial-time algorithm for factoring numbers)

However,

- (1) not yet for any provably intractable problem
- (2) no practical quantum computer on the horizon yet

# Memory (space) requirements

Some problems provably require exponential-space; i.e., even on reasonable inputs ( $N < 150$ ) would require memory larger than the entire known universe, even if each bit were the size of a proton or quark !!!



# NP-completeness:

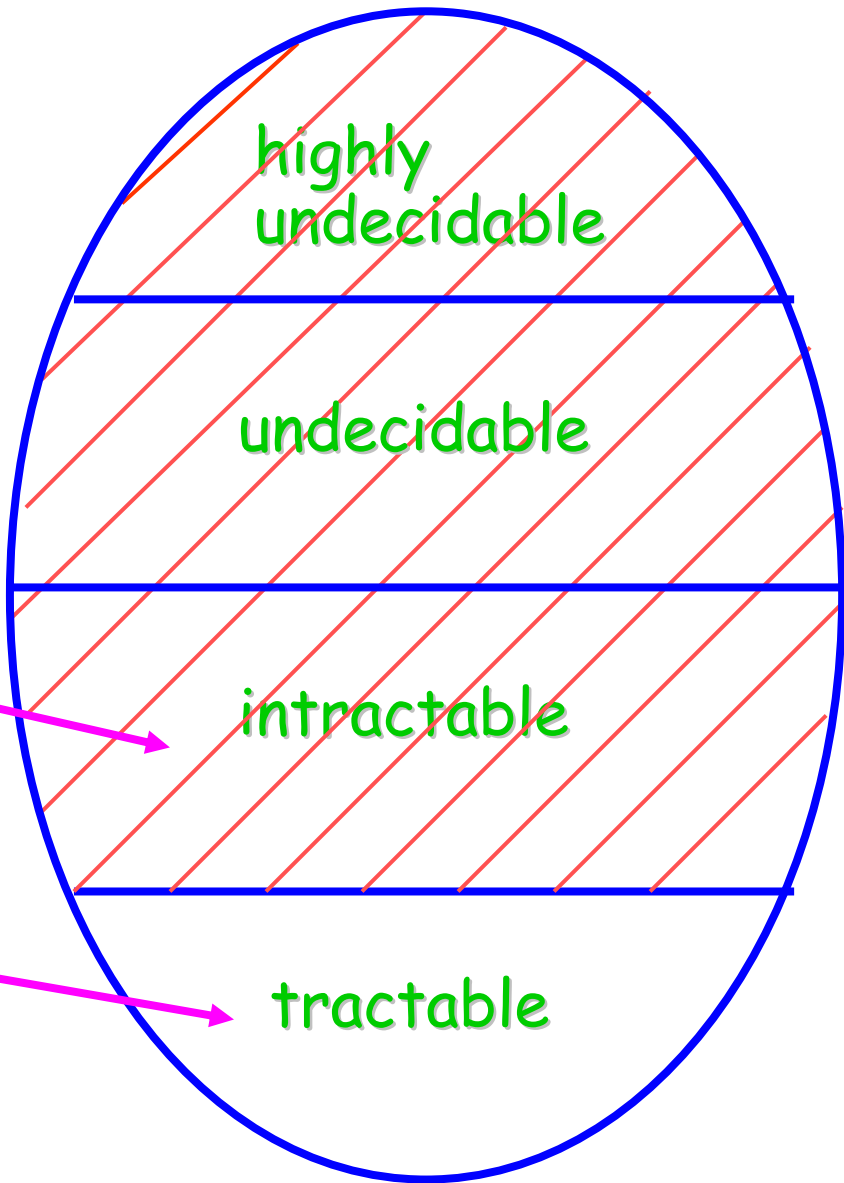
Rising or falling together

There are 700-3000 problems sharing remarkable properties:

1. Best upper bounds we have are exponential,...
2. but best lower bounds are polynomial.
3. However, if one is tractable we know they all are ...
4. and if one is intractable they all are !

$P \stackrel{?}{=} NP$  (1971)

- Most important open problem in computer science
- Already considered major open problem in mathematics



highly undecidable

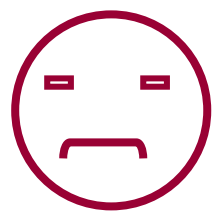
undecidable

intractable

tractable

Are they all here...?

or perhaps here...?

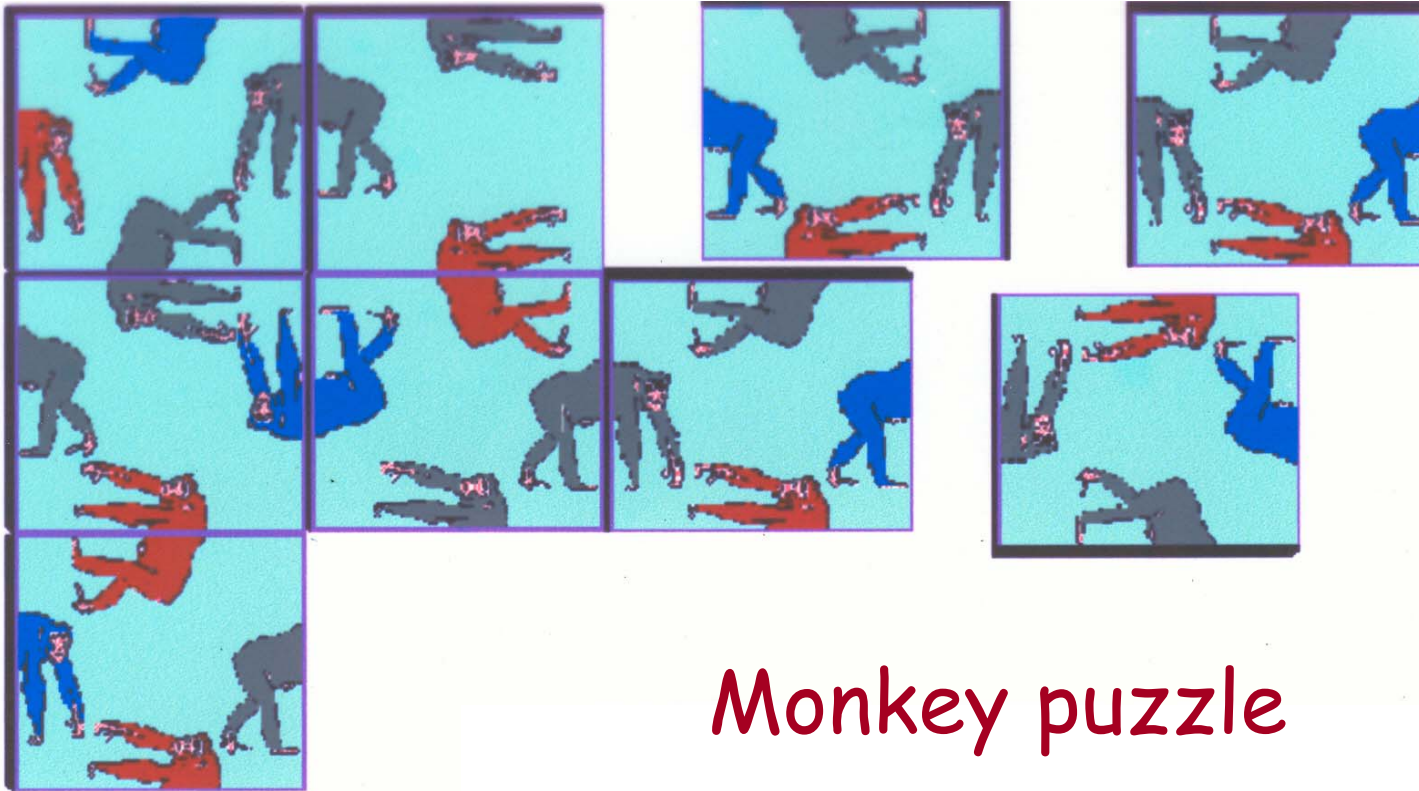




So, what we are saying here is that  
an entire skyscraper can depend on a  
single foundation, right?

Here's what this kind of thing can  
really look like...





## Monkey puzzle

General monkey puzzle (arbitrary  $N$ ) is NP-complete

(e.g., if  $N=144$ , is probably unsolvable in less than millions of years of computer time!)

**N=9** 3x3

# Other NP-complete (i.e., status-unknown) problems:

## Timetable problem:

\* given  $N$  teachers,  $M$  time-slots,  $K$  courses, teachers' time openings, courses to be taught by who and when; is there a schedule making everyone happy?

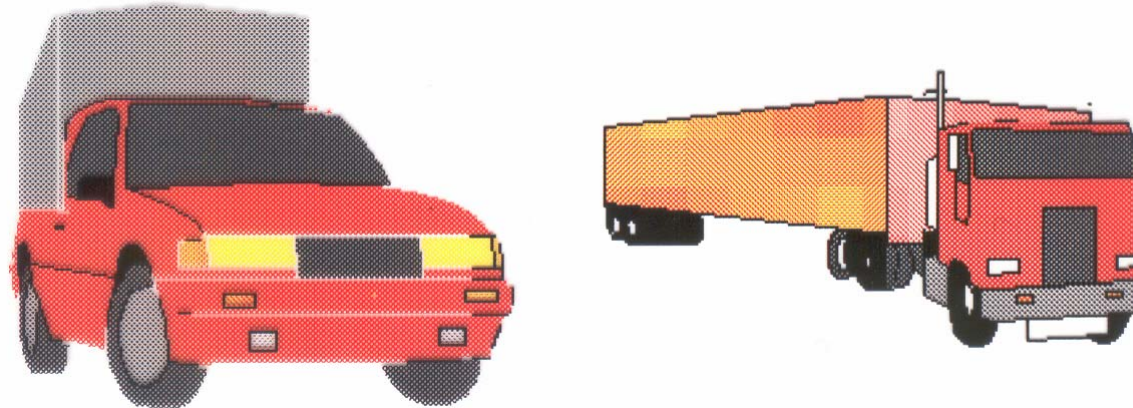
## Traveling salesman problem:

\* given a distance map with  $N$  cities, is there a tour of all cities of length  $< K$ ?

\* given integers  $a_1, \dots, a_n$ , and  $K$ , does some subset subset of the  $a$ 's sum to  $K$ ?

\* given a formula in propositional logic, is it satisfiable?

\* given  $K$  trucks with capacities and  $N$  objects with weights, can they be packed in the trucks?



Q: Can this be remedied by approximation algorithms; e.g., can we find (fast) a traveling salesman tour guaranteed to be no more than 50% longer than the optimum?

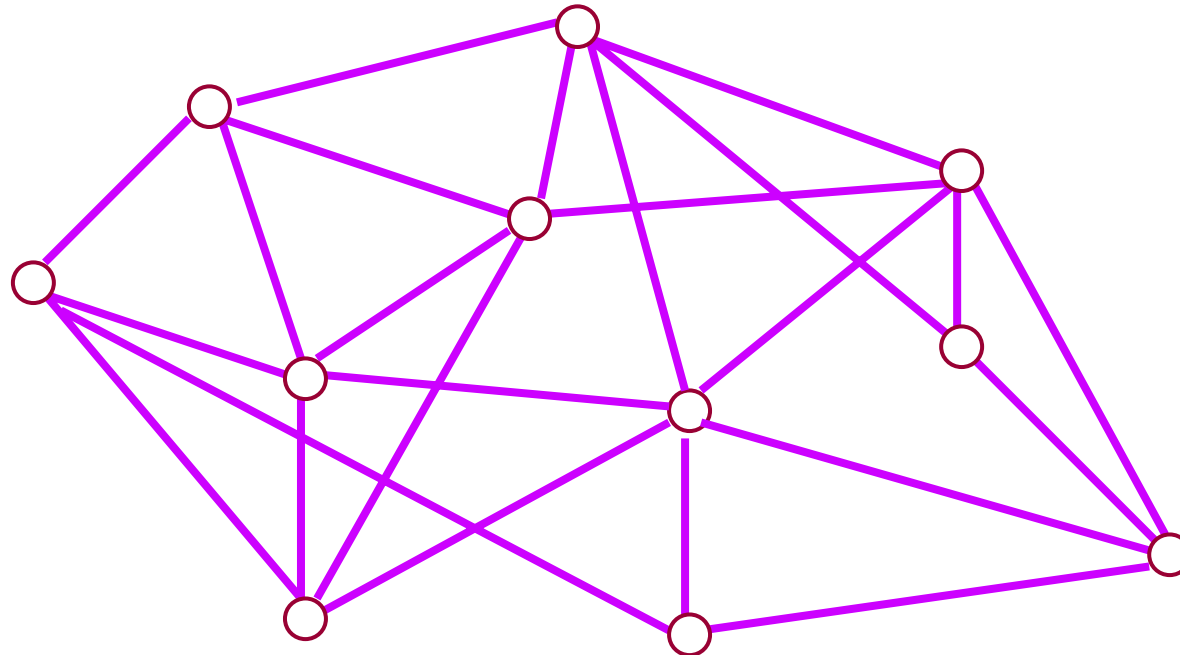
A: Sometimes, but not always.

There are NP-complete problems that have been proven to admit no approximate solutions unless  $P=NP$  !

Sometimes the bad news can be used  
constructively:

In cryptography and security

# Zero-knowledge interactive proofs



A: “I can color this graph with 3 colors”

B: “I don’t believe you”

A: “Ok, I’ll prove it”

.....

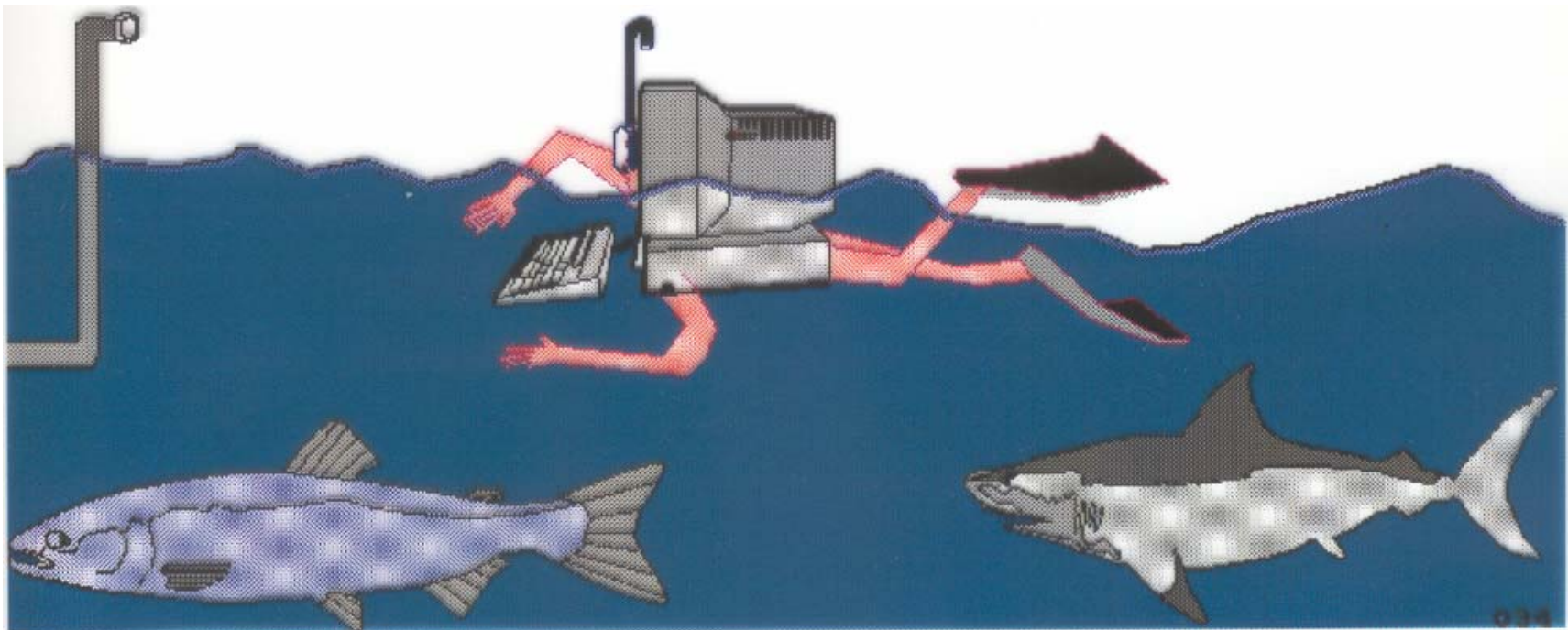
B: “Now I believe you, but I have no idea  
how to do it myself” ??!!?!?!?!?

Here come some overhead  
transparencies...

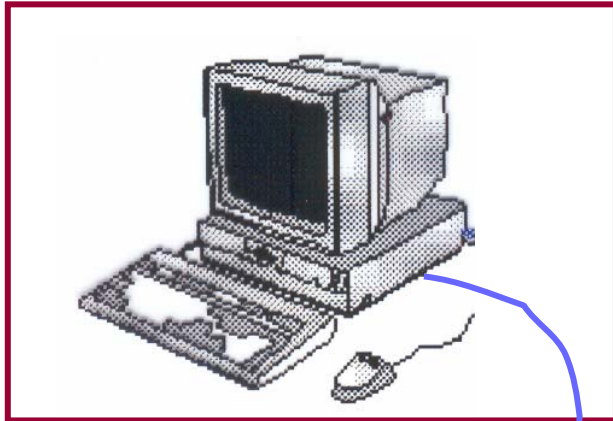


## Computer Science folklore:

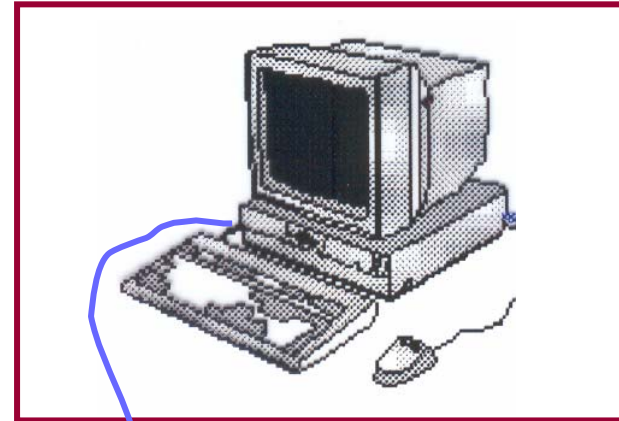
“Asking whether computers can think is like asking whether submarines can swim”



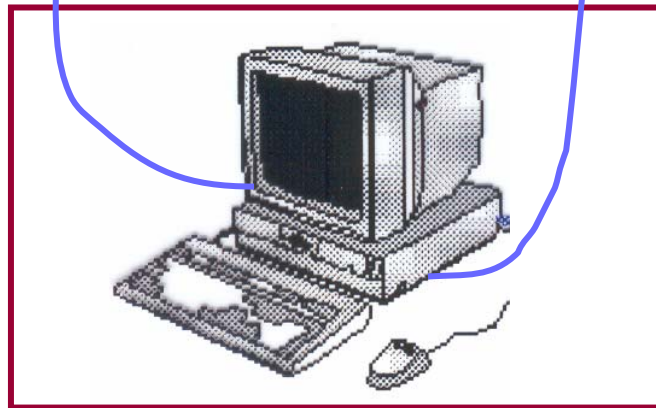
# The Turing Test



**B:** human or computer



**C:** human or computer



**A:** human interrogator

# Typical Questions

- (1) Are you a computer?
- (2) What is the time?
- (3) When was president Kennedy assassinated?
- (4) What is  $2276448 \times 7896$ ?
- (5) Can white win in one move from following chess position...?
- (6) Describe your parents
- (7) How does the following poem strike you..?
- (8) What do think of Charles Dickens?
- (9) What is your opinion on the arms race, in view of the fact that millions of people around the globe suffer from starvation?





What is a **zupchok**?



I have no idea.

A zupchok is a flying novel-writing whale. It has been carefully cultivated in a laboratory over several generations to ensure that its fins evolve into wing-like things that enable it to fly. It has also been gradually taught to read and write. It has thorough knowledge of modern literature, and has the ability to write publishable mystery stories.



How weird!!



Do you think zupchoks exist?



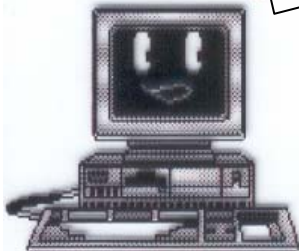


Why?



No way, they cannot.

For many reasons. First of all, our genetic engineering capabilities are far from adequate when it comes to turning fins into wings, not to mention our inability to cause 10-ton engineless creatures to defy gravity just by flapping those things. Secondly, the novel-writing part doesn't even deserve responding to, since writing a good story requires much more than the technical ability to read and write.



1

**Machine:** Hello, this is Jim's phone.

**Voice:** Oh, it's you. Listen, this is his boss. I really need to get Jim right away. Can you locate him and have him call me?

**Machine:** I'm sorry, Mr.Hizboss, Jim is playing golf this afternoon and left orders not to be disturbed.

**Voice:** He is, is he? Well look, I'm thin on patience this afternoon. This is HIS BOSS calling, you idiot, not Mr.Hizboss. Get Jim. Now!

**Machine:** I'm pleased to hear that you are spending time with your patients this afternoon, Dr.Thin. Business must be good. If you want to reach Jim's boss just dial 553-8861. Certainly you would never find him here in Jim's office; we have him listed in our directory under the alias of The Monster.

**Voice:** Take this message, you son of a chip, and get it straight. Tell him he is not worth the keys on your control panel. He is fired!

**(Click)**

2

**Machine:** Hello, this is Jim's phone.

**Voice:** Oh, hello, you darling machine. I just wanted to check that we're still on for dinner and whatever.

**Machine:** Of course, Sue. I have you for Thursday at the usual spot.

**Voice:** This is Jim's fiancée, Barbara. Who is Sue?

**Machine:** Oh, Barbara, I didn't recognize your voice. I've never heard of anyone name Sue.

**Voice:** But you just said he was meeting with Sue on Thursday.

**Machine:** Oh, THAT Sue. Are you sure you have the right number? This is Robert Finch's phone.

**Voice:** You can't pull that trick on me. Tell Jim it's all over!!

**Machine:** You have reached a nonworking number. Please check your listing and redial.

(Click)

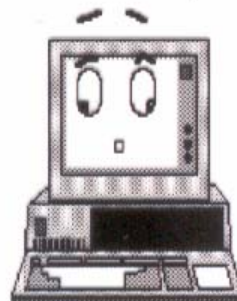
**Machine:** Hello, this is Jim's phone.

**Voice:** Are you satisfied with your present investments? Have you considered the advantages of tax-free municipal bonds? To hear more, please give your name and address following the beep.

(Beep)

**Machine:** Err...this is Jim's phone.

**Voice:** Thank you very much Mr. Jimzfone. Let me tell you more about our unusual investment opportunities.....





And to end this gloomy talk, here  
is a beautiful example of what  
computers can do:

Thank you for listening

