

# Verified Programming of Turing Machines In Coq

## Final Bachelor Talk

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# Motivation

- Turing machines build traditional foundation of the theory of computation and complexity
- simple (but not quite simplistic)
- many different models
- usually not formally verified

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  - use each tape as a register for an arbitrary encodable type
- **Level 4:** call-by-value  $\lambda$ -calculus
  - functional language ☺️

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- $\text{Tape}_\Sigma$ : Type of tapes over alphabet  $\Sigma$
- $\text{TM}_\Sigma^n$ : Type of  $n$ -tape Turing machines over finite alphabet  $\Sigma$ 
  - finite type of states  $Q$
  - initial state  $init : Q$
  - final states  $halt : Q \rightarrow \mathbb{B}$
  - transition function  $\delta : Q \times (\mathcal{O}(\Sigma))^n \rightarrow Q \times (\mathcal{O}(\Sigma) \times \text{Move})^n$

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  - transition function  $\delta : Q \times (\mathcal{O}(\Sigma))^n \rightarrow Q \times (\mathcal{O}(\Sigma) \times \text{Move})^n$
- $M(t) \triangleright^k (q, t')$ :  $M$  terminates in  $k$  steps in the configuration  $(q, t')$ , given the input tapes  $t$

# Level 1: Labelled Turing Machines

- $M : \text{TM}_{\Sigma}^n(L)$ : pair of a machine and a state labelling function:

$$(M' : \text{TM}_{\Sigma}^n, \text{lab} : Q_{M'} \rightarrow L)$$

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(There is also a notion for running time)

# Primitive Machines

Machines that terminate after 0 or 1 transitions, e.g.:

- Write( $s$ ) :  $\text{TM}_{\Sigma}^1(1)$ , s.t.  
Write( $s$ )  $\models (\lambda t (-, t'). t'[0] = \text{wr } (t'[0]) s)$
- Read :  $\text{TM}_{\Sigma}^1(\mathcal{O}(\Sigma))$ , s.t.  
Read  $\models (\lambda t (\ell, t'). t' = t \wedge \ell = \text{current}(t[0]))$

## Level 2: Control-Flow

### Sequential composition:

Let  $M_1 : \text{TM}_{\Sigma}^n(L_1)$  and  $M_2 : \text{TM}_{\Sigma}^n(L_2)$ , then  $M_1; M_2 : \text{TM}_{\Sigma}^n(L_2)$ .



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#### Lemma

If  $M_1 \models R_1$  and  $M_2 \models R_2$ , then

with  $R|_y := \lambda x z. R \times (y, z)$

$$M_1; M_2 \models \bigcup_{\ell:L_1} (R_1|_{\ell} \circ R_2)$$

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### Conditional:

Let  $M_1 : \text{TM}_{\Sigma}^n(\mathbb{B})$  and  $M_2, M_3 : \text{TM}_{\Sigma}^n(L)$ , then

If  $M_1$  Then  $M_2$  Else  $M_3 : \text{TM}_{\Sigma}^n(L)$ .

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#### Lemma

If  $M_1 \models R_1$ ,  $M_2 \models R_2$ , and  $M_3 \models R_3$ , then

$$\text{If } M_1 \text{ Then } M_2 \text{ Else } M_3 \models (R_1|_{\text{true}} \circ R_2) \cup (R_1|_{\text{false}} \circ R_3)$$

## Level 2: Control-Flow

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#### Lemma (Correctness of While $M$ )

If  $M \models R$ , then  $\text{While } M \models \text{WhileRel } R$ , which is defined inductively:

$$\frac{R \ t \ (\lfloor \ell \rfloor, t')}{\text{WhileRel } R \ t \ (\ell, t')} \quad \frac{R \ t \ (\emptyset, t') \quad \text{WhileRel } R \ t' \ (\ell, t'')}{\text{WhileRel } R \ t \ (\ell, t')}$$

## Level 2: Lifting

- Problem: How to combine machines with different number of tapes and alphabets?

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- Solution: Two **lifting** operators:
  - Tapes-lift (increase the number of tapes)
  - Alphabet-lift (increase the alphabet)
  - Lift all sub-machines to the same number of tapes and alphabet, before applying the control-flow operators



# Tapes-lift

- Let  $M : \text{TM}_{\Sigma}^m(L)$  and  $I : \mathbb{F}_m \hookrightarrow \mathbb{F}_n$ .
- Then  $\uparrow_I M : \text{TM}_{\Sigma}^n$ .

# Tapes-lift

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- Then  $\uparrow_I M : \text{TM}_{\Sigma}^n$ .

## Lemma

If  $M \models R$ , then  $\uparrow_I M \models \uparrow_I R$  with

$$\begin{aligned} \uparrow_I R := & \lambda t (I, t'). R (I^{-1} t) (I, I^{-1} t') \wedge \\ & (\forall i \notin \text{img } I. t'[i] = t[i]) \end{aligned}$$

## Level 3: Encoding Values

- Idea: think of tapes as **registers**, that
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  - For example,  $encode(n) := S^n \# [0]$
  - Obvious problem: ambiguity
- Inductive types  $\Sigma_X$  to *minimally encode*  $X$  on, e.g.
  - $\Sigma_{\mathbb{N}} ::= S \mid 0$
  - $\Sigma_{X+Y} ::= \text{INL} \mid \text{INR} \mid (x : \Sigma_X) \mid (y : \Sigma_Y)$   
(if  $X$  is minimally encodable on  $\Sigma_X$  and  $Y$  on  $\Sigma_Y$ )

## Level 3: Value-Containment

Let  $X$  be encodable on  $\Sigma$ .

### Definition ( $\Sigma^+$ )

$\Sigma^+ ::= \text{START} \mid \text{STOP} \mid \text{UNKNOWN} \mid (x : \Sigma_X)$

### Definition (tape-containment)

Let  $t : \text{Tape}_{\Sigma^+}$  and  $x : X$ .

$$t \simeq x := \exists ! s. t = (l s \text{ START } \text{encode}(x) \text{ STOP})$$

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### Definition (right tape)

$$\text{isRight}(t) := \exists s \text{ ls}. t = (ls \underset{\uparrow}{s})$$

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## Auxiliary Machines

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## Constructors & Deconstructors

- ConstrO  $\models (\lambda t (-, t'). \text{isRight } t[0] \rightarrow t'[0] \simeq 0)$
- ConstrS  $\models (\lambda t (-, t'). \forall n. t[0] \simeq n \rightarrow t'[0] \simeq S n)$
- CaseNat :  $\text{TM}_{\Sigma_{\mathbb{N}}}^1(\mathbb{B})$

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- Bindings: implemented as a linked list of closures (“heap”)

$$Com ::= VAR(n : \mathbb{N}) \mid APP \mid LAM \mid RET$$
$$Pro := \mathcal{L}(Com)$$
$$Clos := \mathbb{N} \times Pro$$
$$Heap := \mathcal{L}(\mathcal{O}(Clos \times \mathbb{N}))$$

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- Configurations  $(T, V, H)$ : *control closure stack*  $T$ , *argument closure stack*  $V$ , *heap*  $H$

# Heap Machine: APP Rule

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- pop two closures from the argument stack:  $g$  and  $(b, Q)$
- push new closure  $(g, b)$  to the heap
- push  $(c, Q)$  to the control stack ( $c$  is the address to the new heap entry)

# Heap Machine Simulator: Step

Step :  $\text{TM}_{\Sigma^+}^{11}(\mathcal{O}(1))$  simulates single steps of heap machines:

## Lemma (Correctness of Step)

Step  $\models$  *StepRel* with

*StepRel* :=

$\lambda t (l, t'). \forall T \forall H. t[0] \simeq T \rightarrow t[1] \simeq V \rightarrow t[2] \simeq H \rightarrow (\forall (i : \mathbb{F}_8). \text{isRight } t[3 + i]) \rightarrow$

if  $l = \emptyset$  then  $\exists T' \forall V' H'. (T, V, H) \succ (T', V', H') \wedge$

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(We also have a running time relation for Step.)



# Heap Machine Simulator: Loop

Define Loop := While Step.

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(We also have a running time relation for Loop.)

# Heap Machine: Halting Problem

## Theorem (Halting problem reduction)

*The halting problem of heap machines reduces to the halting problem of multi-tape Turing machines.*

# Conclusion

- We have a framework for programming and verifying multi-tape Turing machines in Coq
- We made programming structural and compositional
- The notion of value-containment gives the advantages of register machines (but we are not restricted to natural numbers)
- As a case-study, we programmed a simulator for the heap machine

## Related Work



A. Asperti, W. Ricciotti  
*Formalizing Turing Machines*  
WoLLIC 2012



A. Asperti, W. Ricciotti  
*A formalization of multi-tape Turing machines*  
Theoretical Computer Science, 2015



Xu, Jian and Zhang, Xingyuan and Urban, Christian  
*Mechanising Turing Machines and Computability Theory in Isabelle/HOL*  
ITP 2013



Alberto Ciaffaglione  
*Towards Turing computability via coinduction*  
Science of Computer Programming, 2016



F. Kunze, Y. Forster, G. Smolka  
*Formal Small-step Verification of a Call-by-value Lambda Calculus Machine*  
arXiv preprint, 2018

# Future Work

- Show that the running time function of Loop is polynomial in the size of the encoding of the initial state
- Enrich correctness relations with commitments over space-usage
- Formalise reduction from multi-tape Turing machines to single-tape Turing machines and to Turing machines with binary alphabet

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**Thank you!**

Project home page:

<https://www.ps.uni-saarland.de/~wuttke/bachelor/>

# Code Complexity 1

Module	Spec	Proof
Preliminary (incl. loop and relations)	176	84
Definition of Turing machines	430	194
Primitive Machines	122	34
Control-flow operators	425	383
Lifting	362	193
Simple Machines	380	278
Value containment	394	119
Copying and writing values	411	288
Alphabet-Lift with values	133	147
Deconstructors and constructors	486	482
Notations and tactics for compound or programmed machines	165	15
MapSum	47	110
Addition and Multiplication machines	181	298
List functions machines	326	456
Heap machine simulator	981	1040
Total	5019	4121



## Code Complexity 2

Library code lines: 153 spec and 2638 proof.

- discrete & finite types
- retractions (injective function with partial inverse function)
- inhabited types

Loop has:

- 30 symbols
- 11537 states

# A Relational Notion For Time Complexity

Let  $M : \text{TM}_{\Sigma}^n$  and  $T \subseteq \text{Tape}_{\Sigma}^n \times \mathbb{N}$ .

$$M \downarrow T := \forall t k. T t k \rightarrow \exists c. M(t) \triangleright^k c$$

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## Lemma (Anti-monotonicity)

If  $M \downarrow T'$  and  $T \subseteq T'$ , then  $M \downarrow T$ .

## Some Running Time Relations

Lemma (Running time of  $M_1; M_2$ )

If  $M_1 \models R_1$ ,  $M_1 \downarrow T_1$ , and  $M_2 \downarrow T_2$ , then

$$M_1; M_2 \downarrow (\lambda t k. \exists k_1 k_2. T_1 t k_1 \wedge 1 + k_1 + k_2 \leq k \wedge \forall t' \ell. R_1 t (\ell, t') \rightarrow T_2 t' k_2)$$

Lemma (Running time of While  $M$ )

If  $M \models R$  and  $M \downarrow T$ , then  $\text{While } M \downarrow \text{While } T \ R \ T$ , which is defined co-inductively:

$$\frac{T t k_1 \quad \forall \ell t'. R t ([\ell], t') \rightarrow k_1 \leq k}{\forall t'. R t (\emptyset, t') \rightarrow \exists k_2. \text{While } T \ R \ T t' k_2 \wedge 1 + k_1 + k_2 \leq k} \text{While } T \ R \ T t k$$