

# Theory of Computer Science

## F3. GOTO-Computability

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### F3.1 GOTO Programs

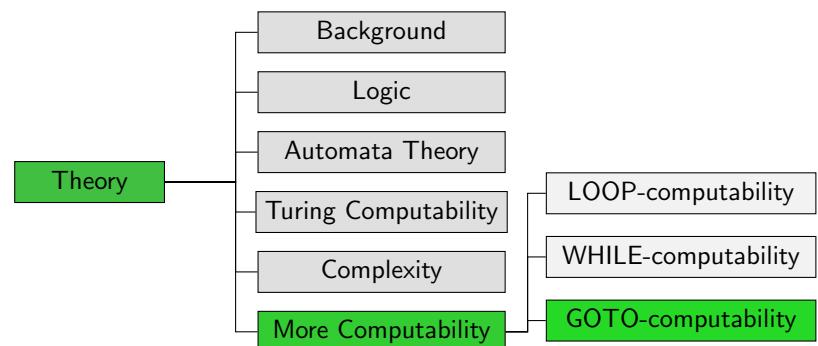
### F3.2 GOTO vs. WHILE

### F3.3 Turing vs. GOTO

### F3.4 Summary

## F3.1 GOTO Programs

## Course Overview



## Motivation

We now know:

- ▶ WHILE programs are strictly more powerful than LOOP programs.
- ▶ Deterministic Turing machines are at least as powerful as WHILE programs.

Are DTM<sub>s</sub> **strictly more powerful** than WHILE programs or **equally powerful**?

To answer this question, we make a detour over one more programming formalism.

## GOTO Programs: Syntax

### Definition (GOTO Program)

A **GOTO program** is given by a finite sequence  $L_1 : A_1, L_2 : A_2, \dots, L_n : A_n$  of **labels** and **statements**.

**Statements** are of the following form:

- ▶  $x_i := x_j + c$  for every  $i, j, c \in \mathbb{N}_0$  (**addition**)
- ▶  $x_i := x_j - c$  for every  $i, j, c \in \mathbb{N}_0$  (**modified subtraction**)
- ▶ HALT (end of program)
- ▶ GOTO  $L_j$  for  $1 \leq j \leq n$  (**jump**)
- ▶ IF  $x_i = c$  THEN GOTO  $L_j$  for  $i, c \in \mathbb{N}_0$ ,  $1 \leq j \leq n$  (**conditional jump**)

**German:** GOTO-Programm, Marken, Anweisungen, Programmende, Sprung, bedingter Sprung

## GOTO Programs: Semantics

### Definition (Semantics of GOTO Programs)

- ▶ Input, output and variables work exactly as in LOOP and WHILE programs.
- ▶ Addition and modified subtraction work exactly as in LOOP and WHILE programs.
- ▶ Execution begins with the statement  $A_1$ .
- ▶ After executing  $A_i$ , the statement  $A_{i+1}$  is executed. (If  $i = n$ , execution finishes.)
- ▶ exceptions to the previous rule:
  - ▶ HALT stops the execution of the program.
  - ▶ After GOTO  $L_j$  execution continues with statement  $A_j$ .
  - ▶ After IF  $x_i = c$  THEN GOTO  $L_j$  execution continues with  $A_j$  if variable  $x_i$  currently holds the value  $c$ .

## GOTO-Computable Functions

### Definition (GOTO-Computable)

A function  $f : \mathbb{N}_0^k \rightarrow \mathbb{N}_0$  is called **GOTO-computable** if a GOTO program that computes  $f$  exists.

**German:** GOTO-berechenbar

## F3.2 GOTO vs. WHILE

## GOTO-Computability vs. WHILE-Computability

### Theorem

Every GOTO-computable function is WHILE-computable.

If we allow IF statements, a single WHILE loop is sufficient for this.

(We will discuss the converse statement later.)

## GOTO-Computability vs. WHILE-Computability

### Proof sketch.

Given any GOTO program, we construct an equivalent WHILE program with a single WHILE loop (and IF statements).

### Ideas:

- ▶ Use a fresh variable to store the number of the statement to be executed next.
  - ~~ The variable of course has the form  $x_i$ , but for readability we write it as  $pc$  for “program counter”.
- ▶ GOTO is simulated as an assignment to  $pc$ .
- ▶ If  $pc$  has the value 0, the program terminates.

...

## GOTO-Computability vs. WHILE-Computability

### Proof sketch (continued).

Let  $L_1 : A_1, L_2 : A_2, \dots, L_n : A_n$  be the given GOTO program.

basic structure of the WHILE program:

```

 $pc := 1;$ 
WHILE  $pc \neq 0$  DO
  IF  $pc = 1$  THEN (translation of  $A_1$ ) END;
  ...
  IF  $pc = n$  THEN (translation of  $A_n$ ) END;
  IF  $pc = n + 1$  THEN  $pc := 0$  END
END
  ...

```

## GOTO-Computability vs. WHILE-Computability

### Proof sketch (continued).

Translation of the individual statements:

- ▶  $x_i := x_j + c$   
 $\rightsquigarrow x_i := x_j + c; pc := pc + 1$
- ▶  $x_i := x_j - c$   
 $\rightsquigarrow x_i := x_j - c; pc := pc + 1$
- ▶ HALT  
 $\rightsquigarrow pc := 0$
- ▶ GOTO  $L_j$   
 $\rightsquigarrow pc := j$
- ▶ IF  $x_i = c$  THEN GOTO  $L_j$   
 $\rightsquigarrow pc := pc + 1; \text{IF } x_i = c \text{ THEN } pc := j \text{ END}$



## Intermediate Summary

We now know:

- ▶ WHILE programs are strictly more powerful than LOOP programs.
- ▶ Deterministic Turing machines are at least as powerful as WHILE programs.
- ▶ WHILE programs are at least as powerful as GOTO programs.

We now show that GOTO programs are at least as powerful as DTMs, closing the cycle DTM–WHILE–GOTO.

## F3.3 Turing vs. GOTO

## Turing-Computability vs. GOTO-Computability

**Theorem (Turing-Computability vs. GOTO-Computability)**

*Every Turing-computable numerical function is GOTO-computable.*

**Proof.**

$\rightsquigarrow$  blackboard.



## Final Result

### Corollary

Let  $f : \mathbb{N}_0^k \rightarrow_p \mathbb{N}_0$  be a function.

The following statements are equivalent:

- ▶  $f$  is Turing-computable.
- ▶  $f$  is WHILE-computable.
- ▶  $f$  is GOTO-computable.

Moreover:

- ▶ Every LOOP-computable function is Turing-/WHILE-/GOTO-computable.
- ▶ The converse is not true in general.

## F3.4 Summary

## Summary

results of the investigation:

- ▶ another new model of computation: **GOTO programs**
- ▶ Turing machines, WHILE and GOTO programs are **equally powerful**.
  - ▶ Whenever we said “Turing-computable” or “computable” in parts D or E, we could equally have said “WHILE-computable” or “GOTO-computable”.
- ▶ LOOP programs are **strictly less powerful**.