# A different way of simulating Turing machines with matrices

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### SAMSA'25

A different way of simulating Turing machines with matrices



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  - Freeness Problem: Is ⟨S⟩ free, i.e., is there a matrix M ∈ ⟨S⟩ that can be generated in two different ways?

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Consider instead restrictions to:

- dimensions of matrices (e.g., at most 2);
- number of generators (e.g., 2 generators);
- number systems used (e.g., natural numbers);
- types of matrices (e.g., upper triangular);

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#### Restricted Freeness Instance

Is the semigroup generated by  $A = \begin{pmatrix} 2 & 0 \\ 0 & 3 \end{pmatrix}$  and  $B = \begin{pmatrix} 3 & 5 \\ 0 & 5 \end{pmatrix}$  free?

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 $AB^{10}A^2BA^2BA^{10} = B^2A^6B^2A^2BABABA^2B^2A^2BAB^2$ 

with no shorter relations.









### Towards the undecidability

Turing machines have an undecidable halting problem: (u, (q, a), v) →\* (ε, (q<sub>h</sub>, ⋆), ε)?



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### Post Correspondence Problem (Post'46)

Given two morphisms  $g, h : A^* \to B^*$ . Does there exist a word  $w \in A^*$  such that g(w) = h(w)?  Turing machines have an undecidable halting problem: (u, (q, a), v) →\* (ε, (q<sub>h</sub>, ⋆), ε)?



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A computation of a Turing-complete model can be simulated with two morphisms.

$$\frac{g(w)}{h(w)} = \frac{\#}{\#conf_0} \quad \frac{\#}{\#} \quad \frac{conf_0}{conf_1} \frac{\#}{\#} \frac{conf_1}{conf_2} \frac{\#}{\#} \cdots \frac{\#}{\#} \frac{conf_{halt} \#}{\#}$$

Constructed in such way that words are equal if and only if the machine halts.

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• The next aim is to find an embedding  $\{1,2\}^*\times\{1,2\}^*\hookrightarrow\mathbb{K}^{d\times d}$ 

• Define  $\sigma: \{1,2\}^* \to \mathbb{N}$ : For a word  $w_1 w_2 \cdots w_k \in \{1,2\}^*$ ,  $\sigma(w_1 w_2 \cdots w_k) = 3^{k-1} w_1 + 3^{k-2} w_2 + \ldots + 3^0 w_k.$ 

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- Now  $\sigma(uv) = 3^{|v|}\sigma(u) + \sigma(v)$ , for all  $u, v \in \{1, 2\}^*$ .

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- Define  $\gamma:\{1,2\}^*\times\{1,2\}^*\to\mathbb{N}^{3\times3}$  be the mapping

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• This is a morphism and one can define such matrix  $\gamma(g(a), h(a))$  for each letter *a* of the PCP instance.

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- Suggests decidability as virtually all undecidability results rely on such an embedding.
- Does not mean that the decidability will be straightforward.

Theorem (Ko, Niskanen, Potapov'18)

There is no embedding from  $\{a, b\}^* \times \{a, b\}^*$  into  $SL(3, \mathbb{Z})$ .

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Proof idea:

- {a, b}\* × {a, b}\* has relations like (a, ε)(ε, a) = (ε, a)(a, ε) and (a, ε)(b, ε) ≠ (b, ε)(a, ε).
- For a hypothetical embedding  $\gamma$ ,  $\gamma(a,\varepsilon)\gamma(\varepsilon,a) = \gamma(\varepsilon,a)\gamma(a,\varepsilon)$  etc.
- Solving these equations shows that any assignment  $\gamma(a, \varepsilon) = M \in SL(3, \mathbb{Z})$  contradicts some relation.

1st component	binary	unary	binary
2nd component	semigroup	free group	free group
Ø			$U(n,\mathbb{C})$
binary semigroup	$\mathbb{C}^{2 imes 2}$ , $\mathrm{SL}(3,\mathbb{Z})$	$\mathbb{Z}^{2  imes 2}$	$\mathbb{Z}^{3  imes 3}$
unary free group			$\mathbb{Z}^{2 \times 2}$
binary free group			$\mathbb{Z}^{3 \times 3}$

#### The identity problem

Let  $S \subseteq \mathbb{K}^{d \times d}$  be a finite set of matrices and let I be the identity matrix. Does  $I \in \langle S \rangle$  hold?

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  - Uses  $f \colon \operatorname{FG}(\Sigma_2) \hookrightarrow \mathbb{Z}^{2 \times 2}$  as blocks in a 4-by-4 matrix.
  - Now,  $\gamma(u, v) = \begin{pmatrix} f(u) & \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix} \\ \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix} & f(v) \end{pmatrix}$  can be used to simulate a computation of the PCP.

- Typically building sequences of words is encoded into the model.
- The whole computation is stored.
- For this addition dimensions are required.

TM:



### Simulation:





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### Simulation:



|--|

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- $\bullet$  Let  ${\mathcal M}$  be a TM.
- Map a configuration (u, (q, a), v) to a pair of words (u(q, a), v<sup>R</sup>), where (q, a) is treated as a single letter.

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- Define  $\gamma: \{a_1,\ldots,a_m\}^* \times \{a_1,\ldots,a_m\}^* \to \mathbb{N}^{3 \times 3}$  be the mapping

$$\gamma(u, v^R) = egin{pmatrix} n^{|u|} & 0 & 0 \ 0 & n^{|v|} & 0 \ \sigma(u) & \sigma(v^R) & 1 \end{pmatrix},$$

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Each letter a<sub>j</sub> is mapped to ∏<sup>m</sup><sub>i=1</sub> p<sub>i</sub>, where p<sub>i</sub> are prime numbers.

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- Each letter a<sub>j</sub> is mapped to ∏<sup>m</sup><sub>i=1</sub> p<sub>i</sub>, where p<sub>i</sub> are prime numbers.
- For each transition of the TM define matrices that update  $n^{|u|}, n^{|v|}, \sigma(u)$  and  $\sigma(v^R)$  appropriately.

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- Multiplying by a "correct" matrix keeps the result integral; but "incorrect" does not guarantee a non-integer matrix.

Allow to test for rationality.

- Disallows applying transitions with the wrong source, p, ,
  when the configuration is q, when the head is moving left.
- Allows to go to a state with an incorrect letter being read
  (p, instead of p, ) when the head is moving left.

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  (p, instead of p, ) when the head is moving left.
- Moving over this location is no longer possible.
- The encoding ensures that it cannot be corrected.

### Differences from the standard embedding

- Simulation is more direct.
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- Sometimes a choice of embedding matters.
- Knowing whether an embedding exists or not can be used as a guide.
- Question: Where else can this be applied?

### Thank you for your attention!