

# Re: Foundation for a Formal Refutation of the Original Halting Problem?

**Source:** <http://sci.tech-archive.net/Archive/sci.logic/2004-08/0569.html>

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**From:** Karl Heinz Buchegger (*kbuchegg\_at\_gascad.at*)

**Date:** 08/04/04

Date: Wed, 04 Aug 2004 09:56:01 +0200

Peter Olcott wrote:

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> "Karl Heinz Buchegger" <kbuchegg@gascad.at> wrote in message
> news:410FA51A.C2638A09@gascad.at...
> > Peter Olcott wrote:
> > >
> > > 01) int WillHalt(string SourceCode, string DataInput)
> > > 02) {
> > > 03) if (TheProgramHalts(SourceCode, DataInput))
> > > 04) return 1; // also means true in C/C++
> > > 05) else
> > > 06) return 0; // also means false in C/C++
> > > 07) }
> > >
> > > 08) void LoopIfHalts(string SourceCode, string DataInput)
> > > 09) {
> > > 10) if (WillHalt(SourceCode, DataInput))
> > > 11) while(true)
> > > 12) ;
> > > 13) else
> > > 14) return;
> > > 15) }
> > >
> > > 16) cout << WillHalt(LoopIfHalts, LoopIfHalts);
> > >
> > > It has access to all of the source code, thus it can clearly see that the invocation
> > > of line 16 is different than the invocation of line 10.
> > >
> > > How come?
> > > WillHalt has access to LoopIfHalts (and of course it's own Source Code) only.
> > > LoopIfHalts is passed directly as Source Code to WillHalt and WillHalt
> > > has to lookup the Source Code of WillHalt, since it is used inside LoopIfHalts.
> > > But that's all. Line 16 is definitely out of Scope for WillHalt.
> > >
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