# BU CS 332 – Theory of Computation

Lecture 15:

- Undecidability
- Reductions

Reading: Sipser Ch. 4, 5.1

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$$H(\langle M, w \rangle) = \begin{cases} \text{accept} & \text{if } M \text{ accepts } w \\ \text{reject} & \text{if } M \text{ does not accept } w \end{cases}$$

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Define  
$$\overline{H}(\langle M, w \rangle) = \begin{cases} \text{reject} & \text{if } M \text{ accepts } w \\ \text{accept} & \text{if } M \text{ does not accept } w \end{cases}$$

Consider  $H(\langle \overline{H}, w \rangle)$ : Has to run forever...



## An unrecognizable Language

- Theorem: A language L is decidable if and only if L and  $\overline{L}$  are both Turing-recognizable.
  - $(L \in \mathbf{R})$  if and only if both  $L \in \mathbf{RE}$  and  $\overline{L} \in \mathbf{RE}$
  - **Corollary:** If *L* is Turing-recognizable and undecidable then  $\overline{L}$  is not Turing-recognizable.
  - (If  $L \in \mathbf{RE}$  and  $L \notin \mathbf{R}$  then  $\overline{L} \notin \mathbf{RE}$ )

R = REA CO-RE

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## Classes of Languages: updated view



# A specific unrecognizable Language

Theorem: A language L is decidable if and only if L and  $\overline{L}$  are both Turing-recognizable.

**Corollary:** If *L* is Turing-recognizable and undecidable then  $\overline{L}$  is not Turing-recognizable.

Define:

- **R** = decidable languages
- *RE* = Turing-recognizable languages
- **co** $RE = \{L \mid \overline{L} \text{ is Turing recognizable}\}$

## Enumerators



- Starts with two blank tapes
- Prints strings to printer
- $L(E) = \{ \text{strings eventually printed by } E \}$
- May never terminate (even if language is finite)
- May print the same string many times

# Enumerable = Turing-Recognizable - RF

Theorem: A language is Turing-recognizable ⇔ some enumerator enumerates it

# Reductions



# A reduction from problem A to problem B is an algorithm for problem A which uses an algorithm for problem B as a subroutine

If such a reduction exists, we say "A reduces to B" to solve  $x \in A$  $x = \sqrt{2} \times \frac{2}{6} B^{1}$ 

A

## Two uses of reductions

Positive uses: If A reduces to B and B is decidable, then A is also decidable

 $EQ_{\text{DFA}} = \{\langle \overline{D}_1, \overline{D}_2 \rangle | D_1, D_2 \text{ are DFAs and } L(D_1) = L(D_2)\}$ Theorem: *EQ*<sub>DFA</sub> is decidable **Proof:** The following TM decides  $EQ_{DFA}$ On input  $\langle D_1, D_2 \rangle$ , where  $\langle D_1, D_2 \rangle$  are DFAs: 1. Construct a DFAD that recognizes the symmetric difference  $L(D_1) \triangle L(D_2)$ 2. Run the decider for  $(E_{DFA})$  on (D) and return its output CS332 - Theory of Computation 10/27/2020 13

#### Two uses of reductions

Negative uses: If A reduces to B and A is undecidable, then B is also undecidable

- $A_{TM} = \{\langle M, w \rangle \mid M \text{ is a TM that accepts input } W \}$ Suppose H decides  $A_{TM}$ 
  - Consider the following TM D. On input  $\langle M \rangle$  where M is a TM:
  - 1. Run H on input (M, (M))
  - 2. If *H* accepts, accept. If *H* rejects, reject.

Claim: *D* decides  $SA_{TM} = \{\langle M \rangle \mid M \text{ is a TM that accepts on input } \langle M \rangle \}$ 

## Two uses of reductions

 ∧ Negative uses: If A reduces to B and A is undecidable, then B is also undecidable

Proof template:

- 1. Suppose to the contrary that *B* is decidable
- 2. Using B as a subroutine, construct an algorithm deciding A
- 3. But *A* is undecidable. Contradiction!

# Halting Problem

 $HALT_{TM} = \{ \langle M, w \rangle | M \text{ is a TM that halts on input } w \}$ Theorem: *HALT*<sub>TM</sub> is undecidable Proof: Suppose for contradiction that there exists a decider for  $HALT_{TM}$ . We construct a decider for  $A_{TM}$  as follows: On input  $\langle M, w \rangle$ : 1. Run  $(\underline{H})$  on input  $(\underline{M}, w)$ If H rejects, reject 2. If H accepts, simulate M on w 3. 4. If *M* accepts, accept. Otherwise, reject

This is a reduction from  $A_{TM}$  to  $HALT_{TM}$ 

# Empty language testing for TMs



## Context-free language testing for TMs

 $CFL_{TM} = \{\langle M \rangle | M \text{ is a TM and } L(M) \text{ is context} - \text{free} \}$ Theorem: *CFL*<sub>TM</sub> is undecidable **Proof:** Suppose for contradiction that there exists a decider R for  $CFL_{TM}$ . We construct a decider for  $A_{TM}$  as follows: On input  $\langle M, w \rangle$ : 1. Construct a TM *M*' as follows: if HUD scapp the E (M) E CFL ron Mar) - if reject, the reject. if accept: Her cleapt X i P X = UKW. else rejet. else L (M) 2. Run R on input  $\langle M' \rangle$ 3. If *R* accepts, accept. Otherwise, reject This is a reduction from  $A_{TM}$  to  $CFL_{TM}$ 

# Context-free language testing for TMs

 $CFL_{TM} = \{\langle M \rangle | M \text{ is a TM and } L(M) \text{ is context} - \text{free} \}$ **Theorem:**  $CFL_{TM}$  is undecidable

**Proof:** Suppose for contradiction that there exists a decider R for  $CFL_{TM}$ . We construct a decider for  $A_{TM}$  as follows: On input  $\langle M, w \rangle$ :

1. Construct a TM *M*' as follows:

M' = "On input x,  $1. \text{ If } x \in \{0^n 1^n 2^n \mid n \ge 0\}, \text{ accept}$  2. Run TM M on input w 3. If M accepts, accept."  $2. \text{ Run } R \text{ on input } \langle M' \rangle$  3. If R accepts, accept. Otherwise, reject

This is a reduction from  $A_{\text{TM}}$  to  $CFL_{\text{TM}}$