

Last Class

Mapping Reductions

Defn Given $A, B \subseteq \Sigma^*$ we say that A is mapping reducible to B mapping reduction

iff \exists computable function $f: \Sigma^* \rightarrow \Sigma^*$
s.t. $\forall w \in \Sigma^*$
 $w \in A \iff f(w) \in B$

Notation: $A \leq_m B$

Idea: Roughly: A is (roughly) as easy as B
 B is (roughly) as hard as A
Let's make this precise:

Thm If $A \leq_m B$ and B is decidable
then A is decidable.

If $A \leq_m B$ and B is T-rec
then A is T-rec.

we will use this a lot Cor If $A \leq_m B$ and A is not decidable
then B is not decidable
(Similarly for not T-rec)

Defn $HALT_{TM} = \{ \langle M, w \rangle : M \text{ is a TM that halts on input } w \}$

Thm $HALT_{TM}$ is undecidable

Claim: $A_{TM} \leq_m HALT_{TM}$

want: $\langle M, w \rangle \xrightarrow{f} \langle M', w \rangle$

s.t. $\langle M, w \rangle \in A_{TM} \iff \langle M', w \rangle \in HALT_{TM}$

i.e. M accepts $w \iff M'$ halts on input w

Design for TM M' :
 map $\langle M, w \rangle \mapsto \langle M', w \rangle$
 clearly computable

Just like M except
 that instead of
 rejecting it goes
 into an infinite loop

Correctness:

$\langle M', w \rangle \in \text{HALT}_{TM} \Leftrightarrow M'$ halts on input w
 $\Leftrightarrow M'$ accepts w
 $\Leftrightarrow M$ accepts w

$E_{TM} = \{ \langle M \rangle \mid M \text{ is a TM with } L(M) = \emptyset \}$

Thm E_{TM} is undecidable

Proof =

We show that $A_{TM} \leq_m \overline{E_{TM}}$

Want: $\langle M, w \rangle \xrightarrow{f} \langle M', w \rangle$ machine depends on M and w .

sf. M accepts $w \iff L(M, w) \neq \emptyset$

Design TM M_w as follows:

we're hand-coded
 into the
 instruction for
 M_w
 or it's the code
 of M .

M_w : On input x
 Ignore x (e.g. erase it)
 Run M on input w and
 accept iff M accepts

The mapping f that takes input $\langle M, w \rangle$ to produce $\langle M_w \rangle$ is clearly computable.

By construction $L(M_w) = \begin{cases} \Sigma^* & \text{if } M \text{ accepts } w \\ \emptyset & \text{if } M \text{ does not accept } w \end{cases}$

$\langle M, w \rangle \in A_{TM} \Leftrightarrow M \text{ accepts } w$

$\Leftrightarrow L(M_w) \neq \emptyset$

$\Leftrightarrow \langle M, w \rangle \in \overline{E_{TM}}$

$\therefore A_{TM} \leq_m \overline{E_{TM}}$ and so $\overline{E_{TM}}$ is not decidable
($\therefore E_{TM}$ is not T-rec.) \square

Another problem:

$EQ_{TM} = \{ \langle M_1, M_2 \rangle : M_1, M_2 \text{ are TMs} \\ \& L(M_1) = L(M_2) \}$

Thm Neither EQ_{TM} nor $\overline{EQ_{TM}}$ is T-rec

Proof (a) EQ_{TM} is not T-rec:

Claim: $\overline{A_{TM}} \leq_m EQ_{TM}$

Want f s.t. $\langle M, w \rangle \xrightarrow{f} \langle M_1, M_2 \rangle$
and $\langle M, w \rangle \in \overline{A_{TM}} \Leftrightarrow L(M_1) = L(M_2)$

i.e. $M \text{ does not accept } w \Leftrightarrow L(M_1) = L(M_2)$

Idea: $\langle M, w \rangle \mapsto \langle M_w, M_\emptyset \rangle$

Clearly f
is computable

where
from reduction
for ETM

- M_w is the TM that ignores its input and runs M on input w
- M_\emptyset is a simple TM that always rejects

$$\text{Now } L(M_w) = \begin{cases} \Sigma^* & \text{if } M \text{ accepts } w \\ \emptyset & \text{if } M \text{ does not accept } w \end{cases}$$
$$L(M_\emptyset) = \emptyset$$

Conversely: $L(M_\emptyset) = L(M_w) \Leftrightarrow M \text{ does not accept } w.$

(b) \overline{EQ}_{TM} is not T-rec

Claim: $\overline{A}_{TM} \leq_m \overline{EQ}_{TM}$

ie $A_{TM} \leq_m EQ_{TM}$

Want f with $\langle M, w \rangle \mapsto \langle M_1, M_2 \rangle$

st. $M \text{ accepts } w \Leftrightarrow L(M_1) = L(M_2)$

Similar idea: $\langle M, w \rangle \xrightarrow{f} \langle M_w, M_{\Sigma^*} \rangle$

Clearly f
is computable

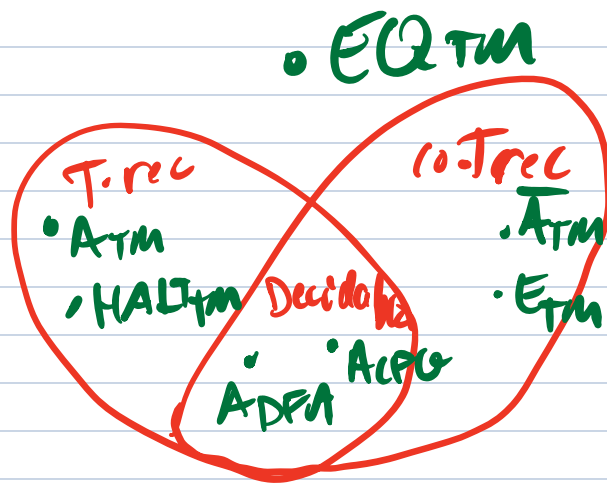
where M_{Σ^*} is a TM with input alphabet Σ that always accepts

$$\therefore L(M_{\Sigma^*}) = \Sigma^*$$

$$\text{and } L(M_w) = \Sigma^* = L(M_{\Sigma^*}) \\ \text{iff } M \text{ accepts } w.$$

\therefore Reduction is correct \blacksquare

The picture now:



Another property: Can we replace M by a DFA?

$\text{REGULAR}_{\text{TM}} = \{ \langle M \rangle : M \text{ is a TM} \\ \text{s.t. } L(M) \text{ is regular} \}$

$\text{IRREGULAR}_{\text{TM}} = \{ \langle M \rangle : M \text{ is a TM} \\ \text{s.t. } L(M) \text{ is not regular} \}$

The IRREGULAR_{TM} is not decidable

Proof We show $ATM \leq_m IRREGULAR_{TM}$

We use the fact that \emptyset is regular
and $\{0^n 1^n : n \geq 0\}$ is not

and design a TM M'_w s.t.

regular $\xrightarrow{\hspace{10em}}$
 $L(M'_w) = \begin{cases} \emptyset & \text{if } M \text{ doesn't accept } w \\ \{0^n 1^n : n \geq 0\} & \text{if } M \text{ does accept } w. \end{cases}$
not regular $\xrightarrow{\hspace{10em}}$

M'_w : On input x :

Run M on input w

If M accepts w

Check to see if x
is of the form

$0^n 1^n$ for some n

and accept if it is.

else

reject.

Like M_w
except that
we don't ignore x

and only
accept if

it is the
right form

Can easily compute $\langle M'w \rangle$ for $\langle M, w \rangle$.

By construction,

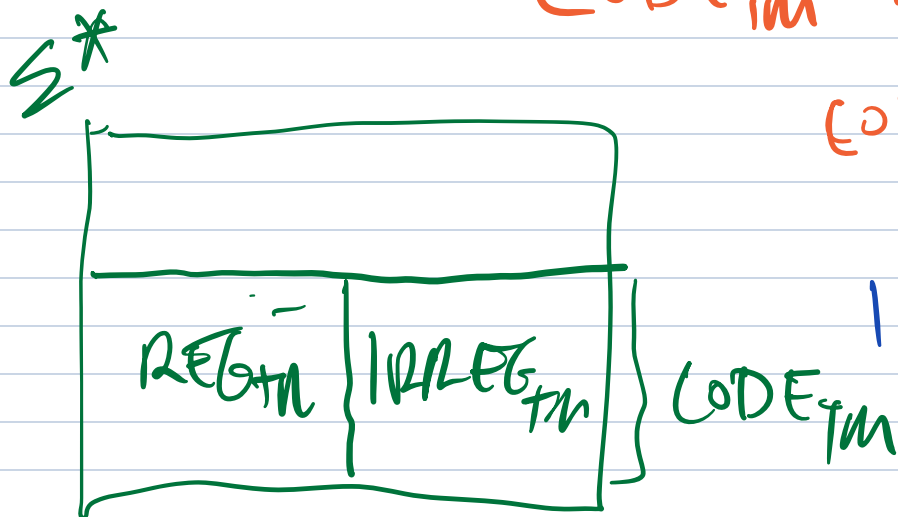
$M \text{ accepts } w \Leftrightarrow L(M'w)$ is not
regular
as required ~~is~~

Cor REGULAR_{TM} is not decidable

Proof: Note that REGULAR_{TM} is 'almost'
the complement of IRREGULAR_{TM}:
only difference is that both
only contain codes of TMs.

Define $\text{CODE}_{\text{TM}} = \{ \langle M \rangle : M \text{ is a TM} \}$

CODE_{TM} is decidable -



$\text{IRREG}_{\text{TM}} = \text{CODE}_{\text{TM}} \cap \overline{\text{IRREG}_{\text{TM}}}$

If $REGULAR_{TM}$ were decidable
we could decide $!REGULAR_{TM}$
by the follows:

Check if input is a TM code
if not, reject

else

Run decider for $REGULAR_{TM}$
and do the opposite:



E_{TM} , $REGULAR_{TM}$, $!REGULAR_{TM}$
are each defined by
properties of languages.

We show Rice's Theorem which
says that figuring ^(almost) any
interesting property of $L(M)$

is undecidable

Defⁿ Any property of languages P defines a language

$$P_{TM} = \{ \langle M \rangle : M \text{ is a TM s.t. } L(M) \text{ has property } P \}$$

P_{TM}
hard

Examples of properties P :

- " $= \emptyset$ " empty
- "regular"

$P_{TM} = \text{CODE}_{TM}$ ← "Turing-recognizable"

decidable

$P_{TM} = \emptyset$ ← "not T-rec"

"trivial properties"

Defⁿ We say that a property P is non-trivial iff

- There is a TM M_1 s.t.
 $L(M_1)$ has property P
- There is a TM M_0 s.t.
 $L(M_0)$ does not have property P

Rice's Theorem: For any non-trivial property P
 P_{TM} is undecidable.

ie. Can't tell I/O behaviour just from looking at the code.

Proof: We split this into two cases:

Case 1: ϕ does not have property P ,
this was the case for $P = \text{"irregular"}$
and the proof will be almost
the same except we use the
TM M_1 .

Claim $A_{TM} \leq_m P_{TM}$:

$\langle M, w \rangle \xrightarrow{f} \langle M''_w \rangle$

M''_w : On input x

Run M on input w .

IF M accepts w

Run M_1 on input x

and accept iff M_1 accepts
else reject

Map
is clearly
computable

By definition:

$$L(M_w'') = \begin{cases} L(M_1) & \text{if } M \text{ accepts } w \\ \emptyset & \text{if } M \text{ does not accept } w \end{cases}$$

has property P
does not have property P .

$\therefore \langle M, w \rangle \in A_{TM} \Leftrightarrow L(M_w'') \in P_{TM}$ as
 $A_{TM} \in P_{TM}$ so P_{TM} is undecidable. required:

Case 2: \emptyset has property P

In this case we consider the complement
of property P , \overline{P}
 \overline{P} is also not trivial (swap M_0, M_1)

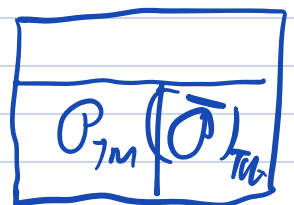
By Case 1, $(\overline{P})_{TM}$ is not decidable

We now apply the same idea as in

the proof for $REDUCTION_{TM}$. If we could
decide P_{TM} then we could decide

$$(\overline{P})_{TM} = CODE_{TM} \cap \overline{P_{TM}}$$

which we cannot.



Reduction Summary:

Reduction

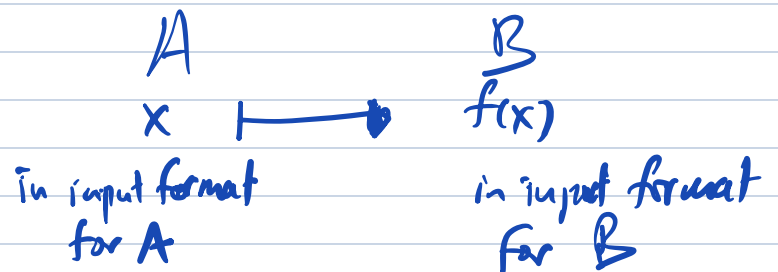
Thy If $A \leq_m B$ Then

- if B is decidable then A is too
- if A is undecidable then B is too
- if B is T-rec then A is too
- if A is not T-rec then B also isn't T-rec

Steps to showing $A \leq_m B$

Step 0: Figuring things out:

Look for:



$$\text{st. } \begin{aligned} x \in A &\Rightarrow f(x) \in B \\ x \notin A &\Rightarrow f(x) \notin B \end{aligned}$$

Write-up: Step 1: What is f ?

Step 2: Why is f computable?

Step 3: Why does f satisfy $x \in A \Leftrightarrow f(x) \in B$?

Correctness I.
Can do both
steps together

$$\left\{ \begin{array}{l} (a) x \in A \Rightarrow f(x) \in B \\ (b) x \notin A \Rightarrow f(x) \notin B \end{array} \right.$$

Today a new method that can let us show problems for weaker models than TM, are also undecidable

$\left\{ \begin{array}{l} \text{Accepting} \\ \text{Rejecting} \end{array} \right\}$ Computation History of TM M
 on input w .

Recall = configuration $C \in \Gamma^* Q \Gamma^*$
 upav.

where M accepts $w \Leftrightarrow \underbrace{q_0 w t_M^* D}_{\text{upav.}}, D \in \Gamma^* q_{\text{accept}} \Gamma^*$

$\exists t, C_0 = q_0 w, C_1, \dots, C_t = D$ s.t.

$$C_0 \vdash_M C_1 \vdash_M C_2 \vdash_M \dots \vdash_M C_t$$

- That is
- $C_0 = q_0 w$
 - $C_i \vdash_M C_{i+1}$ for $i < t$
 - $C_t \in \Gamma^* q_{\text{accept}} \Gamma^*$

Def^v Let $\# \notin \Gamma \cup Q$. An accepting computation history of M on input w is a string $x \in (\Gamma \cup Q \cup S \#)^*$ s.t.

$$x = \# C_0 \# C_1 \# \dots \# C_t \# \quad \text{for some } t$$

where

- $C_0 = q_0 w$
- $C_i \vdash_M C_{i+1}$ for $i < t$
- $C_t \in \Gamma^* q_{\text{accept}} \Gamma^*$

if M accepts w there is precisely one such string
 if M doesn't accept w there is no such string.

The first model we use this for is that
 linear bounded automata

Defⁿ A Linear Bounded Automaton (LBA) is exactly like a (1-tape) TM except that

- it can never move outside the original cells containing the input
- right move from right end stays where it is just like at left end.

(formal parts are the same as TM except that execution is different)

Note: This is deterministic. The non-deterministic version of LBA's are equivalent to "context-sensitive languages"

- these have rules of form $aA \rightarrow aAw$ instead of $A \rightarrow w$
- substitution can only happen in certain contexts

Now we see that problems about LBAs can be much easier than for TMs,

$$A_{LBA} = \{ \langle M, w \rangle : M \text{ is an LBA st. } w \in L(M) \}$$

Thm A_{LBA} is decidable

Proof

Obvious alg to try:

On input $\langle M, w \rangle$:

Simulate M on input w step by step

if M accepts then accept

M rejects then reject

Problem: What if M runs forever?

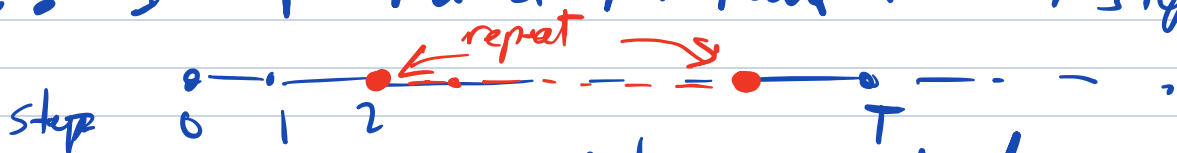
Key idea to fix this: Use bound on size of tape to bound # of possible configurations of M .

Let $n = |w|$. Can specify configuration of M on input w

- state $\in Q$
- head position $\in \{1, 2, \dots, n\}$
- tape contents $\in \Gamma^n$

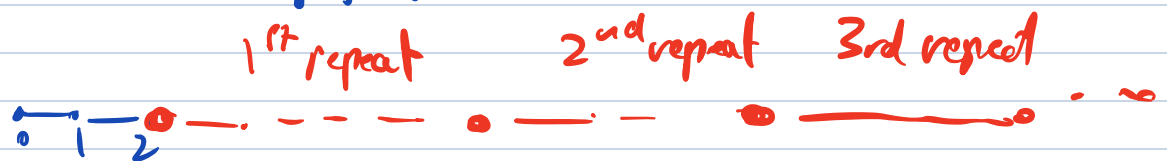
$$\text{total } T = |Q| \cdot n \cdot |\Gamma|^n = T_M(n)$$

\therefore If computation of M runs for $\geq T$ steps



then there must be a repeated configuration (pigeonhole principle).

But then the computation will run forever



\therefore Decider for ALBA:

On input $\langle M, w \rangle$ where M is a LBA:

Simulate M on input w step by step for up to T steps

- if M accepts then accept
- if M rejects then reject
- if M reached T steps then reject

$E_{LBA} = \{ \langle M \rangle : M \text{ is an LBA with } L(M) = \emptyset \}$

Thm E_{LBA} is undecidable

Proof: We prove that $A_{TM} \leq \overline{E_{LBA}}$
 $\langle M, w \rangle \mapsto \langle K_{M,w} \rangle$
 $K_{M,w}$ is an LBA

We want

$M \text{ accepts } w \Rightarrow L(K_{M,w}) \neq \emptyset$
 $M \text{ doesn't accept } w \Rightarrow L(K_{M,w}) = \emptyset$

idea: Design $K_{M,w}$ to check whether its input is an accepting computation history of M on input w

If M does accept w , $L(K_{M,w})$ will contain such a history

If M doesn't accept w , $K_{M,w}$ won't accept any string

$K_{M,w}$: Input alphabet = $(Q \cup \Gamma \cup \{\#\})$ for M
 On input x

- Check that x begins and ends with $\#$ and has strings in $\Gamma^* Q \Gamma^*$ between every pair of $\#$.
- Check that x begins with $\#q_0 w \#$
- Check that each $\#C_i \#C_{i+1}\#$ satisfies $C_i \vdash_M C_{i+1}$
- Check that x ends with $\#C\#$ where $C \in \Gamma^* Q_{\text{accept}} \Gamma^*$

Two consecutive strings that differ in only a few positions like checking $\{x \# x' : x \in \Gamma^*\}$ as in TM from week 1

All the computation can be done without moving off x .
 so an CBA can do them.
 (Know how w and rules of M hardwired.)

We can do something similar to show problems for CFG's are hard:

Problem: CFG's can't produce $\{x \# x : x \in \{0,1\}^*\}$
 so we can't use same form of accepting computation history but they can generate $\{x \# x^R : x \in \{0,1\}^*\}$ which will be good enough.

Defn A reversing accepting computation history of M on input w is a string x of the form

$$\#C_0 \#C_1^R \#C_2 \#C_3^R \#C_4 \# \dots \#C_t$$

R if t is odd

Defn $\text{INTER}_{CFG} = \{ \langle G_1, G_2 \rangle : G_1, G_2 \text{ are CFGs and } L(G_1) \cap L(G_2) \neq \emptyset \}$

ie. G_1 and G_2 can generate a string in common

Thm INTER_{CFG} is undecidable.

Proof $ATM \leq_m \text{INTER}_{CFG}$
 $\langle M, w \rangle \mapsto \langle G_1, G_2 \rangle$

Idea: Create two CFGs
 G_1, G_2

whose only possible strings in common
 would be a reversing accepting
 computation history.

$q_0 w$
 $C_0 \# C_1^R \# C_2 \# C_3^R \# C_4 \# \dots \# C_n$

Why same ideas as for $\{x \# x^R = x \in \{0,1\}^*\}$
 to generate strings of form
 $C \# D^R$ where $C \# D$
 or $C^R \# D$ where $C \# D$

$G_1 = G_{even}$ will generate all strings of above
 form

$C_{2i} \#_m C_{2i+1}$ for all i (C_{2i-1} and C_{2i}
 may be unrelated)

and C_i contains q_{accept}

$G_2 = G_{odd}$ will generate all strings of above
 form

$C_0 = q_0 w$

$C_{2i+1} \#_m C_{2i+2}$ for all i (C_{2i} and C_{2i+1}
 may be unrelated)

and C_i contains q_{accept}

may be
 easy to
 compute

Only possible strings generated by both G_1, G_2
 are reversing accepting computation histories.
 One exists iff M accepts w .



$ALL_{CFG} = \{ \langle G \rangle : G \text{ is a CFG st. } L(G) = \Sigma^* \}$

Then ALL_{CFG} is undecidable

Proof Claim $A_{TM} \leq_m \overline{ALL_{CFG}}$

Idea: On input $\langle M, w \rangle$ design CFG
- That generates all strings in
 $(P \cup Q \cup \{ \# \})^*$
That are not reversing
accepting computation histories.

\uparrow
 $M \text{ accepts } w \Leftrightarrow \text{this is not } \Sigma^*$

Note: Can easily get CFG G for
 $\{ x \# y^R : x \neq y \}$
(which is the same as $\{ x^R \# y : x \neq y \}$)

If a string $\# C_0 \# C_1^R \# \dots \# C_t^R$
is not an accepting computation history
then it satisfies one of the following

- it doesn't begin with $\# q_0 w^R$
(easy to generate)
- it doesn't end with $\# u$ except $\forall \#$
for $u, v \in P^*$ (easy to generate)

Use ideas from

• there is some i st.
 $\# C_i \# C_{i+1}^R \#$ doesn't satisfy
 $C_i \text{ TM } C_{i+1}$
or
 $\# C_i^R \# C_{i+1} \#$ doesn't satisfy
 $C_i \text{ TM } C_{i+1}$

The Grammar $\langle G \rangle$ created for inputs $\langle M, w \rangle$
just needs rules to generate each
of these cases.
which can be done as sketched
above \square