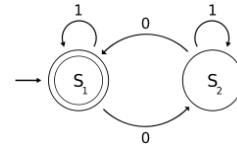


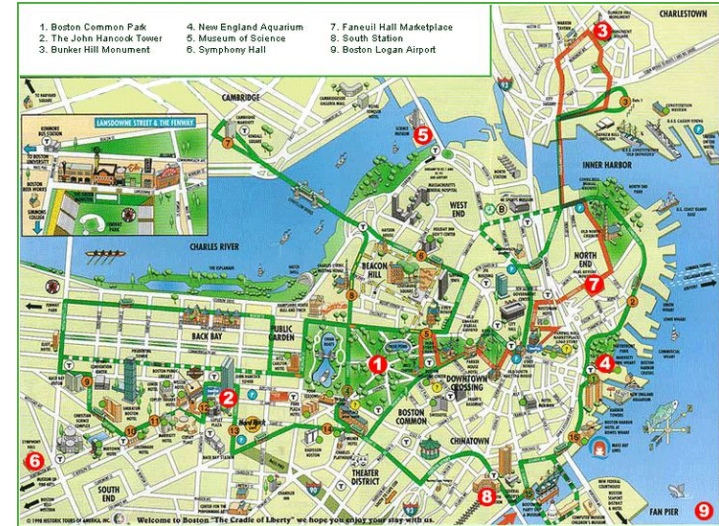
## Undecidable Problems About Languages

Sipser: Section 5.1 pages 215 - 226

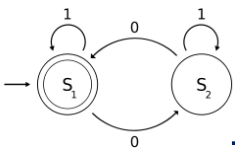
R - 1



## Reducibility

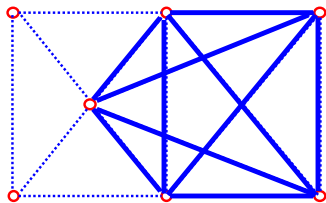


R - 2



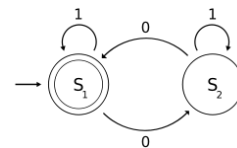
## Clique and Independent Set

$CLIQUE = \{ \langle G, k \rangle \mid G \text{ is a graph with a } k\text{-clique} \}$

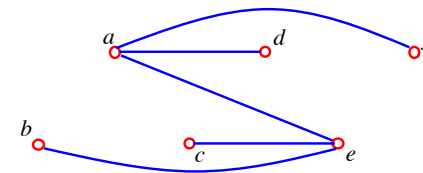
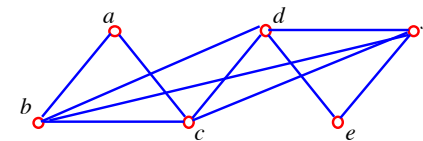


$INDEPENDENT = \{ \langle G, k \rangle \mid G \text{ is a graph containing an independent set of size } k \}$

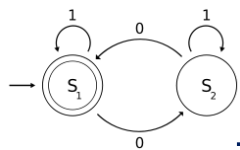
R - 3



## CLIQUE reduces to INDEPENDENT



R - 4



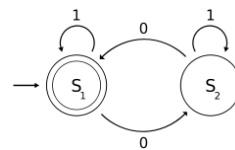
## Certified Impossible

---

**Theorem.**  $A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a TM and } M \text{ accepts } w \}$  is undecidable.

**Definition.**  $HALT_{TM} = \{ \langle M, w \rangle \mid M \text{ is a TM and } M \text{ halts on input } w \}$

R - 5



## The Halting Problem (Again!)

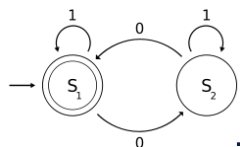
---

**Theorem.**  $HALT_{TM}$  is undecidable.

**Proof Idea.** We know  $A_{TM}$  is undecidable. We need to reduce one of  $HALT_{TM}$  or  $A_{TM}$  to the other.

Which way to go?

R - 6



## $HALT_{TM}$ is undecidable

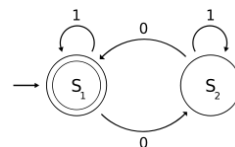
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**Proof.** Suppose  $R$  decides  $HALT_{TM}$ . Define

$S =$  "On input  $\langle M, w \rangle$ , where  $M$  is a TM and  $w$  a string:

1. Run TM  $R$  on input  $\langle M, w \rangle$ .
2. If  $R$  rejects, then *reject*.
3. If  $R$  accepts, simulate  $M$  on input  $w$  until it halts.
4. If  $M$  enters its accept state, *accept*. If  $M$  enters its reject state, *reject*."

R - 7



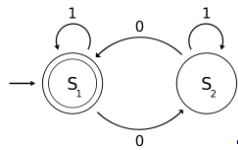
## Does $M$ Accept Anything at All?

---

**Definition.**  $E_{TM} = \{ \langle M \rangle \mid M \text{ is a TM and } L(M) = \emptyset \}$

**Theorem.**  $E_{TM}$  is undecidable.

R - 8



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

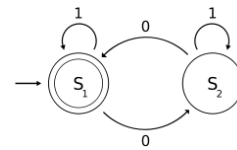
**Proof.** Given an input  $\langle M, w \rangle$  we construct a machine  $M_w$  as follows:

$M_w =$  "On input  $x$ :

1. If  $x \neq w$ , *reject*.
2. If  $x = w$ , run  $M$  on input  $w$  and *accept* if  $M$  does."

to be continued ...

R - 9



## The Proof Continues

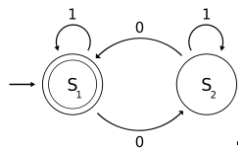
**Proof continued.**

Suppose TM  $R$  decides  $E_{TM}$ . Define

$S =$  "On input  $\langle M, w \rangle$ :

1. Use the description of  $M$  and  $w$  to construct  $M_w$ .
2. Run  $R$  on input  $\langle M_w \rangle$ .
3. If  $R$  accepts, *reject*. If  $R$  rejects, *accept*."

R - 10



## With Power Comes Uncertainty

$M$  accepts  $w$

$L(M) = \emptyset$

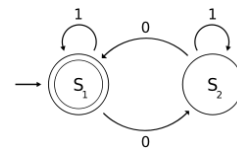
$L(M_1) = L(M_2)$

Turing machines

Pushdown machines

Finite machines

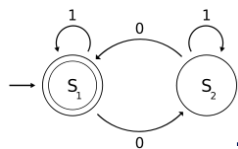
R - 11



## It's Even Worse Than You Thought

**Rice's Theorem.** Any nontrivial property of the languages recognized by Turing machines is undecidable.

R - 12

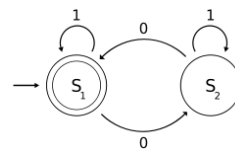


For Example

**Definition.**  $REGULAR_{TM} = \{ \langle M \rangle \mid M \text{ is a TM and } L(M) \text{ is regular} \}$ .

**Theorem.**  $REGULAR_{TM}$  is undecidable.

R - 13



$REGULAR_{TM}$  is undecidable

**Proof.**

Let  $R$  be a TM that decides  $REGULAR_{TM}$ . Define

$S =$  "On input  $\langle M, w \rangle$ :

1. Construct TM

$M_2 =$  "On input  $x$ :

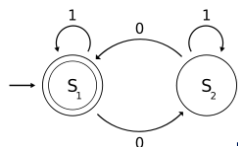
1. If  $x$  has the form  $0^n 1^n$ , *accept*.

2. Otherwise, run  $M$  on input  $w$  and *accept* if  $M$  accepts  $w$ .

2. Run  $R$  on input  $\langle M_2 \rangle$ .

3. If  $R$  accepts, *accept*. Otherwise, if  $R$  rejects, *reject*."

R - 14



Problems

- Let  $EQ_{TM} = \{ \langle M_1, M_2 \rangle \mid M_1 \text{ and } M_2 \text{ are TMs and } L(M_1) = L(M_2) \}$ . Show that  $EQ_{TM}$  is undecidable by reducing  $E_{TM}$  to  $EQ_{TM}$ .

- Consider the problem of determining whether a two-tape TM ever writes a nonblank symbol on its second tape when run on input  $w$ . Formulate this problem as a language and show that it is undecidable. (Hint: create an intermediary TM  $T$  that writes a nonblank symbol on its second tape iff  $M$  accepts  $w$ .)

R - 15