Fundamentele Informatica 3

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9. Undecidable Problems
9.3. More Decision Problems Involving Turing Machines

Decision problem: problem for which the answer is 'yes' or 'no':

Given . . . , is it true that . . . ?

Self-Accepting: Given a TM T, does T accept the string $e(T)$?

Definition 9.3. Decidable Problems

If P is a decision problem, and e is a reasonable encoding of instances of P over the alphabet Σ, we say that P is *decidable* if $Y(P) = \{e(I) \mid I \text{ is a yes-instance of } P\}$ is a recursive language.

Definition 9.6. Reducing One Decision Problem to Another, and Reducing One Language to Another

Suppose P_1 and P_2 are decision problems. We say P_1 is reducible to P_2 ($P_1 \leq P_2$)
• if there is an algorithm
• that finds, for an arbitrary instance I of P_1, an instance $F(I)$ of P_2,
• such that for every I the answers for the two instances are the same, or I is a yes-instance of P_1 if and only if $F(I)$ is a yes-instance of P_2.

(similar for languages)

Theorem 9.7.

(statement about languages)

Suppose P_1 and P_2 are decision problems, and $P_1 \leq P_2$.
If P_2 is decidable, then P_1 is decidable.

Two more decision problems:

Accepts: Given a TM T and a string x, is $x \in L(T)$?

Halts: Given a TM T and a string x, does T halt on input x ?

Theorem 9.8 Both *Accepts* and *Halts* are undecidable.

9.3. More Decision Problems Involving Turing Machines

Accepts: Given a TM T and a string x, is $x \in L(T)$?
Instances are . . .

Halts: Given a TM T and a string x, does T halt on input x ?
Instances are . . .

Self-Accepting: Given a TM T, does T accept the string $e(T)$?
Instances are . . .

Now fix a TM T:
T-*Accepts*: Given a string x, does T accept x ?
Instances are . . .
Exercise 11.7. Decidable or undecidable ?

Theorem 9.9. The following five decision problems are undecidable.

1. *Accepts*-Λ: Given a TM T, is $\Lambda \in L(T)$?

Proof.

1. Prove that *Accepts* $\leq$ *Accepts*-Λ . . .

Reduction from *Accepts* to *Accepts*-Λ.

Instance of *Accepts* is (T_1, x) for TM T_1 and string x.
Instance of *Accepts*-Λ is TM T_2.

$T_2 = F(T_1, x) =$

$$\textit{Write}(x) \to T_1$$

T_2 accepts Λ, if and only if T_1 accepts x.

If we had an algorithm/TM A_2 to solve *Accepts*-Λ,
then we would also have an algorithm/TM A_1 to solve *Accepts*,
as follows:

A_1:
Given instance (T_1, x) of *Accepts*,
1. construct $T_2 = F(T_1, x)$;
2. run A_2 on T_2.

A_1 answers 'yes' for (T_1, x),
if and only if A_2 answers 'yes' for T_2,
if and only T_2 accepts Λ,
if and only if T_1 accepts x.

Theorem 9.9. The following five decision problems are undecidable.

2. *AcceptsEverything*:
   Given a TM T with input alphabet Σ, is $L(T) = \Sigma^*$?

Proof.

2. Prove that *Accepts*-Λ $\leq$ *AcceptsEverything* . . .

Theorem 9.9. The following five decision problems are undecidable.

3. *Subset*: Given two TMs T_1 and T_2, is $L(T_1) \subseteq L(T_2)$?

Proof.

3. Prove that *AcceptsEverything* $\leq$ *Subset* . . .

Theorem 9.9. The following five decision problems are undecidable.

4. *Equivalent*: Given two TMs T_1 and T_2, is $L(T_1) = L(T_2)$

Proof.

4. Prove that *Subset* $\leq$ *Equivalent* . . .

Theorem 9.9. The following five decision problems are undecidable.

5. *WritesSymbol*:
   Given a TM T and a symbol a in the tape alphabet of T,
   does T ever write a if it starts with an empty tape ?

Proof.

5. Prove that *Accepts*-Λ $\leq$ *WritesSymbol* . . .

AtLeast10MovesOn-Λ:
Given a TM T, does T make at least ten moves on input Λ ?

WritesNonblank: Given a TM T, does T ever write a nonblank symbol on input Λ ?

Theorem 9.10.
The decision problem *WritesNonblank* is decidable.

Proof. . .

Definition 9.11. A Language Property of TMs

A property R of Turing machines is called a *language property* if, for every Turing machine T having property R, and every other TM T_1 with $L(T_1) = L(T)$, T_1 also has property R.

A language property of TMs is *nontrivial* if there is at least one TM that has the property and at least one that doesn't.

In fact, a language property is a property *of the languages accepted by* TMs.

Exercise 9.23. Show that the property "accepts its own encoding" is not a language property of TMs.

Definition 7.33. An Encoding Function (continued)

For each move m of T of the form $\delta(p, \sigma) = (q, \tau, D)$

$$e(m) = 1^{n(p)}01^{n(\sigma)}01^{n(q)}01^{n(\tau)}01^{n(D)}0$$

We list the moves of T in some order as $m_1, m_2, \ldots, m_k$, and we define

$$e(T) = e(m_1)0e(m_2)0\ldots 0e(m_k)0$$

Theorem 9.12. Rice's Theorem
If R is a nontrivial language property of TMs, then the decision problem

P_R: Given a TM T, does T have property R ?

is undecidable.

Proof. . .

Examples of decision problems to which Rice's theorem can be applied:

1. *Accepts-L*: Given a TM T, is $L(T) = L$? (assuming . . .)
2. *AcceptsSomething*:
   Given a TM T, is there at least one string in $L(T)$?
3. *AcceptsTwoOrMore*:
   Given a TM T, does $L(T)$ have at least two elements ?
4. *AcceptsFinite*: Given a TM T, is $L(T)$ finite ?
5. *AcceptsRecursive*:
   Given a TM T, is $L(T)$ recursive ? (note that . . .)

All these problems are undecidable.

Rice's theorem cannot be applied (directly)

• if the decision problem does not involve just one TM
Equivalent: Given two TMs T_1 and T_2, is $L(T_1) = L(T_2)$

• if the decision problem involves the *operation* of the TM
WritesSymbol: Given a TM T and a symbol a in the tape alphabet of T, does T ever write a if it starts with an empty tape ?
WritesNonblank: Given a TM T, does T ever write a nonblank symbol on input Λ ?

• if the decision problem involves a *trivial* property
Accepts-NSA: Given a TM T, is $L(T) =$ *NSA* ?