

Pre-lecture brain teaser

What do each of the reductions prove?

1. $u - v$ shortest path \leq_P All pairs shortest path

$$\langle G, u, v \rangle \longrightarrow \langle G \rangle$$

2. SAT \leq_P Longest path ¹

$$(NP-C) \longrightarrow (NP-Hard)$$

3. Shortest path \leq_P SAT ²

$$(P)$$

¹Given a graph $G = (V, E)$ and integer k , is there a simple path that uses at least k vertices.

²http://www.aloul.net/Papers/faloul_iceee06.pdf.

ECE-374-B: Lecture 22 - Decidability I

Instructor: Abhishek Kumar Umrawal

April 16, 2024

University of Illinois at Urbana-Champaign

Pre-lecture brain teaser

What do each of the reductions prove?

1. $u - v$ shortest path \leq_P All pairs shortest path

2. SAT \leq_P Longest path ³

3. Shortest path \leq_P SAT ⁴

³Given a graph $G = (V, E)$ and integer k , is there a simple path that uses at least k vertices.

⁴http://www.aloul.net/Papers/faloul_iceee06.pdf.

Cantor's diagonalization argument

Diagonalization Intro

Published in 1891 by George Cantor, is a proof that sought to answer the following question.

Are all infinite sets (\mathbb{N} , \mathbb{Q} , \mathbb{Z} , \mathbb{R} , \mathbb{C}) the same size?

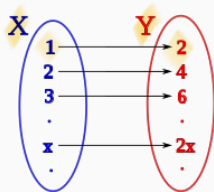
Diagonalization Intro

Published in 1891 by George Cantor, is a proof that sought to answer the following question.

Are all infinite sets (\mathbb{N} , \mathbb{Q} , \mathbb{Z} , \mathbb{R} , \mathbb{C}) the same size?

Let's say two sets are the same size if there is a 1-1 mapping between them.

bijection (1:1 correspondence)
 \Rightarrow invertibility



First we need an anchor point (\mathbb{N}). Let's say the set of natural numbers has a particular size \aleph_0 .

$$|\mathbb{N}| = \aleph_0 \quad \text{Aleph zero}$$

Countable Sets I

We say the set \mathbb{N} is countable because you can list out all its elements systematically, i.e., enumerate them.

$$\underline{1, 2, 3, 4, 5, 6, \dots} \quad (1)$$

$$\text{If: } f: S \rightarrow \mathbb{N}$$

1:1 map

$\Rightarrow S$ is countable.

Countable Sets I

We say the set \mathbb{N} is countable because you can list out all its elements systematically, i.e., enumerate them.

$$1, 2, 3, 4, 5, 6, \dots \quad (1)$$

Set of integers is also countable.

\mathbb{Z}

$$f: \mathbb{Z} \rightarrow \mathbb{N}$$

1:1 map

Can you obtain such an f ? YES!

\mathbb{Z} : All positive and negative integers and zero

Countable Sets II

Set of rational numbers is also countable.

$\mathbb{N} = 1, 2, 3, 4, 5, 6, \dots$

$\mathbb{Q} =$

$\mathbb{Z} \swarrow \mathbb{Z} \rightarrow$	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	...
<u>1</u>	$\frac{1}{1}$	$\frac{1}{2}$	$\frac{1}{3}$	$\frac{1}{4}$	$\frac{1}{5}$	$\frac{1}{6}$...
<u>2</u>	$\frac{2}{1}$	$\frac{2}{2}$	$\frac{2}{3}$	$\frac{2}{4}$	$\frac{2}{5}$	$\frac{2}{6}$...
<u>3</u>	$\frac{3}{1}$	$\frac{3}{2}$	$\frac{3}{3}$	$\frac{3}{4}$	$\frac{3}{5}$	$\frac{3}{6}$...
<u>4</u>	$\frac{4}{1}$	$\frac{4}{2}$	$\frac{4}{3}$	$\frac{4}{4}$	$\frac{4}{5}$	$\frac{4}{6}$...
<u>5</u>	$\frac{5}{1}$	$\frac{5}{2}$	$\frac{5}{3}$	$\frac{5}{4}$	$\frac{5}{5}$	$\frac{5}{6}$...
<u>6</u>	$\frac{6}{1}$	$\frac{6}{2}$	$\frac{6}{3}$	$\frac{6}{4}$	$\frac{6}{5}$	$\frac{6}{6}$...
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	

Focus on ordering numbers based on the diagonals.

Countable Sets III

Is the set of complex integers countable?

↳ $x + iy$ where $x, y \in \mathbb{N}$
 $i = \sqrt{-1}$

$\mathbb{N} \downarrow \mathbb{N} \rightarrow$	1	2	3	4	5	6	...
1	$1+1i$	$1+2i$	$1+3i$...			
2	$2+1i$	$2+2i$	$2+3i$...			
3	\vdots	\vdots	\vdots				
4							
5							
6							
\vdots							

Countable Sets IV

Is \mathbb{R} countable?

1	0.	9	8	2	1	2	...
2	0.	4	8	6	8	5	...
3	0.	1	7	3	7	9	
4	0.	0	6	7	2	7	
5	0.	3	2	3	4	8	
6	0.	0	3	2	7	0	
⋮							

How do we draw a 1-1 mapping between \mathbb{N} and \mathbb{R} ?

Countable Sets IV

Is \mathbb{R} countable?

Arrangement (w.l.g.)

Focus on $[0, 1)$

Q. $D \in$ Arrangement?

NO!

1 0. 9 8 2 1 2 ...

2 0. 4 8 6 8 5 ...

3 0. 1 7 3 7 9

4 0. 0 6 7 2 7

5 0. 3 2 3 4 8

6 0. 0 3 2 7 0

⋮

D 0. 0 9 4 2 9 ...

You can not count the real numbers II

$$I = (0, 1), \mathbb{N} = \{1, 2, 3, \dots\}. \quad (\text{R1Y})$$

Claim (Cantor)

$|\mathbb{N}| \neq |I|$, where $I = (0, 1)$.

Proof.

Write every number in $(0, 1)$ in its decimal expansion. E.g.,

$$1/3 = 0.33333333333333333333 \dots$$

Assume that $|\mathbb{N}| = |I|$. Then there exists a one-to-one mapping $f: \mathbb{N} \rightarrow I$. Let β_i be the i^{th} digit of $f(i) \in (0, 1)$.

$$d_i = \text{any number in } \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9\} \setminus \{d_{i-1}, \beta_i\}$$

$$D = 0.d_1d_2d_3 \dots \in (0, 1).$$

D is a well defined unique number in $(0, 1)$,

But there is no j such that $f(j) = D$. A contradiction. □

“Most General” computer?

- DFA's are simple model of computation.
- Accept only the regular languages.
- Is there a kind of computer that can accept any language, or compute any function?
- Recall counting argument. Set of all languages:
 $\{L \mid L \subseteq \{0,1\}^*\}$ is ~~countably infinite~~ / uncountably infinite
- Set of all programs: Σ^*
 $\{P \mid P \text{ is a finite length computer program}\}$:
is countably infinite / ~~uncountably infinite~~.

“Most General” computer?

- DFA are simple model of computation.
- Accept only the regular languages.
- Is there a kind of computer that can accept any language, or compute any function?
- Recall counting argument. Set of all languages:
 $\{L \mid L \subseteq \{0, 1\}^*\}$ is ~~countably infinite~~ / uncountably infinite
- Set of all programs:
 $\{P \mid P \text{ is a finite length computer program}\}$:
is countably infinite / ~~uncountably infinite~~.
- **Conclusion:** There are languages for which there are no programs.

Program Diagonalization

How do we know that there are languages that cannot be represented by programs? Use Cantor!

Program Diagonalization

How do we know that there are languages that cannot be represented by programs? Use Cantor! Recall a program can be represented by a string where:

- \underline{M} is the Turing machine (program), and
- $\langle \underline{M} \rangle$ is the string representation of the TM M .

Program Diagonalization

Define $f(i, j) = 1$ if M_i accepts $\langle M_j \rangle$, else 0.

	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\langle M_5 \rangle$	$\langle M_6 \rangle$...
M_1	0	1	1	1	1	1	
M_2	1	1	0	0	0	0	
M_3	0	0	0	1	0	0	
M_4	1	1	1	0	1	1	
M_5	1	0	0	0	1	0	
M_6	0	1	0	1	1	0	
\vdots							

Program Diagonalization

Let's define a new program[↑] as follows.
/machine M_D , that induces a language D given

$$D = \{\langle M \rangle \mid M \text{ does not accept } \langle M \rangle\}$$

Program Diagonalization

Let's define a new program as follows.

$$D = \{\langle M \rangle \mid M \text{ does not accept } \langle M \rangle\}$$

	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\langle M_5 \rangle$	$\langle M_6 \rangle$...	$\langle M_D \rangle$
M_1	<u>0</u>	1	1	1	1	1		1
M_2	1	<u>1</u>	0	0	0	0		1
M_3	0	0	<u>0</u>	1	0	0		1
M_4	1	1	1	<u>0</u>	1	1		0
M_5	1	0	0	0	<u>1</u>	0		0
M_6	0	1	0	1	1	<u>0</u>		1
⋮								
M_D	<u>1</u>	<u>0</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>1</u>	$1/0$ <input type="checkbox"/> ?	

Recap of decidability

Recursive vs. Recursively Enumerable

- Recursively enumerable (aka RE) languages:

$$L = \{L(M) \mid M \text{ some Turing machine}\}.$$

YES ✓

NO ~ (Maybe)

- Recursive / decidable languages:

$$L = \{L(M) \mid M \text{ some Turing machine that halts on all inputs}\}.$$

YES ✓

NO ✓

Recursive vs. Recursively Enumerable

- Recursively enumerable (aka RE) languages: (bad)

$$L = \{L(M) \mid M \text{ some Turing machine}\}.$$

- Recursive / decidable languages: (good)

$$L = \{L(M) \mid M \text{ some Turing machine that halts on all inputs}\}.$$

Recursive vs. Recursively Enumerable

- Recursively enumerable (aka RE) languages: (bad)

$$L = \{L(M) \mid M \text{ some Turing machine}\}.$$

- Recursive / decidable languages: (good)

$$L = \{L(M) \mid M \text{ some Turing machine that halts on all inputs}\}.$$

- Fundamental questions:
 - What languages are RE?
 - Which are recursive?
 - What is the difference?
 - What makes a language decidable?

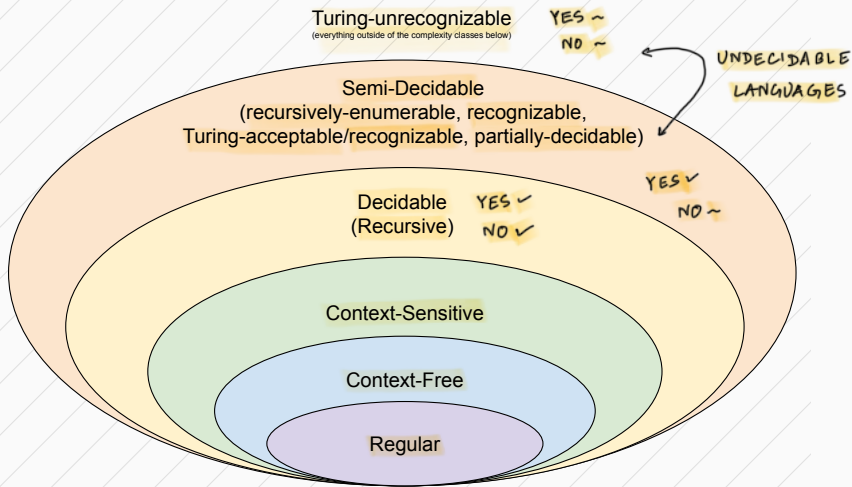
Decidable vs recursively-enumerable

A semi-decidable problem (equivalent of recursively enumerable) could be:

- **Decidable** - equivalent of recursive (TM always accepts or rejects).
- **Undecidable** - Problem is not recursive (doesn't always halt on negative)

There are undecidable problems that are not semi-decidable (recursively enumerable).

Problem (Language) Space



Un-/Decidable anchor

Like in the case of NP-complete-ness, we need an anchor point to compare languages to to determine whether they are decidable (or not)!

Introduction to the halting theorem

The halting problem

Halting problem: Given a program Q , if we run it would it stop?

The halting problem

Halting problem: Given a program Q , if we run it would it stop?

Q: Can one build a program P , that always stops, and solves the halting problem.

Theorem (“Halting theorem”)

There is no program that always stops and solves the halting problem.

Intuition, why solving the Halting problem is really hard

Definition

An integer number n is a weird number if

- the sum of the proper divisors (including 1 but not itself) of n the number is $> n$,
- no subset of those divisors sums to the number itself.

70 is weird. Its divisors are 1, 2, 5, 7, 10, 14, 35.

$1 + 2 + 5 + 7 + 10 + 14 + 35 = 74$. No subset of them adds up to 70.

Intuition, why solving the Halting problem is really hard

Definition

An integer number n is a weird number if

- the sum of the proper divisors (including 1 but not itself) of n the number is $> n$,
- no subset of those divisors sums to the number itself.

70 is weird. Its divisors are 1, 2, 5, 7, 10, 14, 35.

$1 + 2 + 5 + 7 + 10 + 14 + 35 = 74$. No subset of them adds up to 70.

Open question: Are there any odd weird numbers?

Intuition, why solving the Halting problem is really hard

Definition

An integer number n is a weird number if

- the sum of the proper divisors (including 1 but not itself) of n the number is $> n$,
- no subset of those divisors sums to the number itself.

70 is weird. Its divisors are 1, 2, 5, 7, 10, 14, 35.

$1 + 2 + 5 + 7 + 10 + 14 + 35 = 74$. No subset of them adds up to 70.

Open question: Are there any odd weird numbers?

Write a program P that tries all odd numbers in order, and check if they are weird. The program stops if it found such number.

Intuition, why solving the Halting problem is really hard

Definition

An integer number n is a weird number if

- the sum of the proper divisors (including 1 but not itself) of n the number is $> n$,
- no subset of those divisors sums to the number itself.

70 is weird. Its divisors are 1, 2, 5, 7, 10, 14, 35.

$1 + 2 + 5 + 7 + 10 + 14 + 35 = 74$. No subset of them adds up to 70.

Open question: Are there any **odd weird** numbers?

- * Write a program P that tries all odd numbers in order, and check if they are weird. The program stops if it found such number.
-

If **can solve halting problem** \implies **can resolve this open problem**.

If you can halt, you can prove or disprove anything... (RM)

- Consider any math claim C .
- **Prover** algorithm P_C :
 - (A) Generate sequence of all possible proofs (sequence of strings) into a pipe/queue.

If you can halt, you can prove or disprove anything...

- Consider any math claim C .
- **Prover** algorithm P_C :
 - (A) Generate sequence of all possible proofs (sequence of strings) into a pipe/queue.
 - (B) $\langle p \rangle \leftarrow$ pop top of queue.

If you can halt, you can prove or disprove anything...

- Consider any math claim C .
- **Prover** algorithm P_C :
 - (A) Generate sequence of all possible proofs (sequence of strings) into a pipe/queue.
 - (B) $\langle p \rangle \leftarrow$ pop top of queue.
 - (C) Feed $\langle p \rangle$ and $\langle C \rangle$, into a proof verifier (“easy”).

If you can halt, you can prove or disprove anything...

- Consider any math claim C .
- **Prover** algorithm P_C :
 - (A) Generate sequence of all possible proofs (sequence of strings) into a pipe/queue.
 - (B) $\langle p \rangle \leftarrow$ pop top of queue.
 - (C) Feed $\langle p \rangle$ and $\langle C \rangle$, into a proof verifier (“easy”).
 - (D) If $\langle p \rangle$ valid proof of $\langle C \rangle$, then stop and accept.
 - (E) Go to (B).
- P_C halts $\iff C$ is true and has a proof.
- If halting is decidable, then can decide if any claim in math is true.

Turing machines...

TM = Turing machine = program.

Reminder: Undecidability

Definition

Language $L \subseteq \Sigma^*$ is undecidable if no program P , given $w \in \Sigma^*$ as input, can always stop and output whether $w \in L$ or $w \notin L$.

(Usually defined using **TM** not programs. But equivalent.)
(?)

Reminder: The following language is undecidable.

Decide if given a program M , and an input w , does M accept w .
Formally, the corresponding language is

$$\underline{A}_{TM} = \left\{ \langle M, w \rangle \mid M \text{ is a } TM \text{ and } M \text{ accepts } w \right\}.$$

Reminder: The following language is undecidable.

Decide if given a program M , and an input w , does M accept w .
Formally, the corresponding language is

$$A_{TM} = \left\{ \langle M, w \rangle \mid M \text{ is a } TM \text{ and } M \text{ accepts } w \right\}.$$

Definition

A decider for a language L , is a program (or a TM) that always stops, and outputs for any input string $w \in \Sigma^*$ whether or not $w \in L$.

A language that has a decider is decidable.

Reminder: The following language is undecidable.

Decide if given a program M , and an input w , does M accept w .
Formally, the corresponding language is

$$A_{TM} = \left\{ \langle M, w \rangle \mid M \text{ is a } TM \text{ and } M \text{ accepts } w \right\}.$$

Definition

A decider for a language L , is a program (or a TM) that always stops, and outputs for any input string $w \in \Sigma^*$ whether or not $w \in L$.

A language that has a decider is decidable.

Turing proved the following.

Theorem

A_{TM} is undecidable.

The halting problem

A_{TM} is not TM decidable!

$$A_{TM} = \left\{ \langle M, w \rangle \mid M \text{ is a } TM \text{ and } M \text{ accepts } w \right\}.$$

Theorem (The halting theorem.)

A_{TM} is not Turing decidable.

A_{TM} is not TM decidable!

$$A_{TM} = \left\{ \langle M, w \rangle \mid M \text{ is a } TM \text{ and } M \text{ accepts } w \right\}.$$

Theorem (The halting theorem.)

A_{TM} is not Turing decidable.

Proof: Assume A_{TM} is TM decidable.

A_{TM} is not TM decidable!

$$A_{TM} = \left\{ \langle M, w \rangle \mid M \text{ is a TM and } M \text{ accepts } w \right\}.$$

Theorem (The halting theorem.)

A_{TM} is not Turing decidable.

Proof: Assume A_{TM} is TM decidable.

Halt: TM deciding A_{TM} . **Halt** always halts, and works as follows.

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

Halting theorem proof continued 1

We build the following new function.

```
Flipper( $\langle M \rangle$ )  
  res  $\leftarrow$  Halt( $\langle M, \langle M \rangle \rangle$ )  
  if res is accept then  
    reject  
  else  
    accept
```

Halting theorem proof continued 1

We build the following new function.

```
Flipper( $\langle M \rangle$ )  
  res  $\leftarrow$  Halt( $\langle M, \langle M \rangle \rangle$ )  
  if res is accept then  
    reject  
  else  
    accept
```

Flipper always stops.

$$\mathbf{Flipper}(\langle M \rangle) = \begin{cases} \text{reject} & M \text{ accepts } \langle M \rangle \\ \text{accept} & M \text{ does not accept } \langle M \rangle. \end{cases}$$

Halting theorem proof continued 2

$$\text{Flipper}(\langle M \rangle) = \begin{cases} \text{reject} & M \text{ accepts } \langle M \rangle \\ \text{accept} & M \text{ does not accept } \langle M \rangle. \end{cases}$$

Flipper is a **TM** (duh!), and as such it has an encoding $\langle \text{Flipper} \rangle$.
Run **Flipper** on itself.

$$\text{Flipper}(\langle \text{Flipper} \rangle) = \begin{cases} \underline{\text{reject}} & \text{Flipper} \text{ accepts } \langle \text{Flipper} \rangle \\ \underline{\text{accept}} & \text{Flipper} \text{ does not accept } \langle \text{Flipper} \rangle. \end{cases}$$

↪ **confusion!**

Halting theorem proof continued 2

$$\text{Flipper}(\langle M \rangle) = \begin{cases} \text{reject} & M \text{ accepts } \langle M \rangle \\ \text{accept} & M \text{ does not accept } \langle M \rangle. \end{cases}$$

Flipper is a **TM** (duh!), and as such it has an encoding $\langle \text{Flipper} \rangle$.
Run **Flipper** on itself.

$$\text{Flipper}(\langle \text{Flipper} \rangle) = \begin{cases} \text{reject} & \text{Flipper} \text{ accepts } \langle \text{Flipper} \rangle \\ \text{accept} & \text{Flipper} \text{ does not accept } \langle \text{Flipper} \rangle. \end{cases}$$

This is can't be correct.

A_{TM} is undecidable!

Halting theorem proof continued 2

$$\text{Flipper}(\langle M \rangle) = \begin{cases} \text{reject} & M \text{ accepts } \langle M \rangle \\ \text{accept} & M \text{ does not accept } \langle M \rangle. \end{cases}$$

Flipper is a **TM** (duh!), and as such it has an encoding $\langle \text{Flipper} \rangle$.
Run **Flipper** on itself.

$$\text{Flipper}(\langle \text{Flipper} \rangle) = \begin{cases} \text{reject} & \text{Flipper} \text{ accepts } \langle \text{Flipper} \rangle \\ \text{accept} & \text{Flipper} \text{ does not accept } \langle \text{Flipper} \rangle. \end{cases}$$

This is can't be correct.

Assumption that **Halt** exists is false. \implies A_{TM} is not **TM**
decidable. □

Unrecognizable

Definition

Language L is **TM** decidable if there exists M that always stops, such that $L(M) = L$.

TM recognizable

Definition

Language L is **TM** decidable if there exists M that always stops, such that $L(M) = L$.

Definition

Language L is **TM** recognizable if there exists M that stops on some inputs, such that $L(M) = L$.

TM recognizable

Definition

Language L is **TM** decidable if there exists M that always stops, such that $L(M) = L$.

Definition

Language L is **TM** recognizable if there exists M that stops on some inputs, such that $L(M) = L$.

Theorem (Halting)

$A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a TM and } M \text{ accepts } w \}$ is **TM** recognizable, but not decidable.

TM recognizable

Lemma

If L and $\bar{L} = \Sigma^* \setminus L$ are both TM recognizable, then \underline{L} and $\underline{\bar{L}}$ are decidable.

TM recognizable

Lemma

If L and $\bar{L} = \Sigma^* \setminus L$ are both TM recognizable, then L and \bar{L} are decidable.

Proof.

M : TM recognizing L .

$$L \cap \bar{L} = \emptyset$$

$$L \cup \bar{L} = \Sigma$$

M_c : TM recognizing \bar{L} .

Given input x , using UTM simulating running M and M_c on x in parallel. One of them must stop and accept. Return result.

$\implies L$ is decidable.



Complement language for A_{TM}

$$\overline{A_{TM}} = \Sigma^* \setminus \left\{ \langle M, w \rangle \mid M \text{ is a } TM \text{ and } M \text{ accepts } w \right\}.$$

Complement language for A_{TM}

$$\overline{A_{TM}} = \Sigma^* \setminus \left\{ \langle M, w \rangle \mid M \text{ is a } TM \text{ and } M \text{ accepts } w \right\}.$$

But don't really care about invalid inputs. So, really:

$$\overline{A_{TM}} = \left\{ \langle M, w \rangle \mid M \text{ is a } TM \text{ and } M \text{ does **not** accept } w \right\}.$$

Complement language for A_{TM} is not TM-recognizable

Theorem

The language

$$\overline{A_{TM}} = \left\{ \langle M, w \rangle \mid M \text{ is a TM and } M \text{ does not accept } w \right\}.$$

is not TM recognizable.

A_{TM} : undecidable but recognizable [we know] + Last Lemma!

Complement language for A_{TM} is not TM-recognizable

Theorem

The language

$$\overline{A_{TM}} = \left\{ \langle M, w \rangle \mid M \text{ is a } TM \text{ and } M \text{ does not accept } w \right\}.$$

is not TM recognizable.

Proof.

A_{TM} is TM-recognizable.

If $\overline{A_{TM}}$ is TM-recognizable

Complement language for A_{TM} is not TM-recognizable (R14)

Theorem

The language

$$\overline{A_{TM}} = \left\{ \langle M, w \rangle \mid M \text{ is a TM and } M \text{ does not accept } w \right\}.$$

is not TM recognizable.

Proof.

A_{TM} is TM-recognizable.

If $\overline{A_{TM}}$ is TM-recognizable

\implies (by Lemma)

A_{TM} is decidable. A contradiction. □

Reductions (NEXT LECTURE!)

Reduction

Meta definition: Problem **X** reduces to problem **B**, if given a solution to **B**, then it implies a solution for **X**. Namely, we can solve **Y** then we can solve **X**. We will done this by $\mathbf{X} \implies \mathbf{Y}$.

Reduction

Meta definition: Problem **X** reduces to problem **B**, if given a solution to **B**, then it implies a solution for **X**. Namely, we can solve **Y** then we can solve **X**. We will done this by $X \implies Y$.

Definition

oracle ORAC for language L is a function that receives as a word w , returns **TRUE** $\iff w \in L$.

Reduction

Meta definition: Problem **X** reduces to problem **B**, if given a solution to **B**, then it implies a solution for **X**. Namely, we can solve **Y** then we can solve **X**. We will done this by $X \implies Y$.

Definition

oracle ORAC for language L is a function that receives as a word w , returns **TRUE** $\iff w \in L$.

Lemma

A language X reduces to a language Y , if one can construct a **TM** decider for X using a given oracle ORAC_Y for Y .

We will denote this fact by $X \implies Y$.

Reduction proof technique

- **Y**: Problem/language for which we want to prove undecidable.

Reduction proof technique

- **Y**: Problem/language for which we want to prove undecidable.
- Proof via reduction. Result in a proof by contradiction.

Reduction proof technique

- **Y**: Problem/language for which we want to prove undecidable.
- Proof via reduction. Result in a proof by contradiction.
- L : language of **Y**.

Reduction proof technique

- **Y**: Problem/language for which we want to prove undecidable.
- Proof via reduction. Result in a proof by contradiction.
- L : language of **Y**.
- Assume L is decided by **TM** M .

Reduction proof technique

- **Y**: Problem/language for which we want to prove undecidable.
- Proof via reduction. Result in a proof by contradiction.
- L : language of **Y**.
- Assume L is decided by **TM** M .
- Create a decider for known undecidable problem **X** using M .

Reduction proof technique

- **Y**: Problem/language for which we want to prove undecidable.
- Proof via reduction. Result in a proof by contradiction.
- L : language of **Y**.
- Assume L is decided by **TM** M .
- Create a decider for known undecidable problem **X** using M .
- Result in decider for **X** (i.e., A_{TM}).

Reduction proof technique

- **Y**: Problem/language for which we want to prove undecidable.
- Proof via reduction. Result in a proof by contradiction.
- L : language of **Y**.
- Assume L is decided by **TM** M .
- Create a decider for known undecidable problem **X** using M .
- Result in decider for **X** (i.e., A_{TM}).
- Contradiction **X** is not decidable.

Reduction proof technique

- **Y**: Problem/language for which we want to prove undecidable.
- Proof via reduction. Result in a proof by contradiction.
- L : language of **Y**.
- Assume L is decided by **TM** M .
- Create a decider for known undecidable problem **X** using M .
- Result in decider for **X** (i.e., A_{TM}).
- Contradiction **X** is not decidable.
- Thus, L must be not decidable.

Reduction implies decidability

Lemma

Let X and Y be two languages, and assume that $X \implies Y$. If Y is decidable then X is decidable.

Proof.

Let T be a decider for Y (i.e., a program or a **TM**). Since X reduces to Y , it follows that there is a procedure $T_{X|Y}$ (i.e., decider) for X that uses an oracle for Y as a subroutine. We replace the calls to this oracle in $T_{X|Y}$ by calls to T . The resulting program T_X is a decider and its language is X . Thus X is decidable (or more formally **TM** decidable). □

The contrapositive...

Lemma

Let X and Y be two languages, and assume that $X \implies Y$. If X is undecidable then Y is undecidable.

Halting

The halting problem

Language of all pairs $\langle M, w \rangle$ such that M halts on w :

$$A_{\text{Halt}} = \left\{ \langle M, w \rangle \mid M \text{ is a } TM \text{ and } M \text{ stops on } w \right\}.$$

Similar to language already known to be undecidable:

$$A_{TM} = \left\{ \langle M, w \rangle \mid M \text{ is a } TM \text{ and } M \text{ accepts } w \right\}.$$

On way to proving that Halting is undecidable...

Lemma

The language A_{TM} reduces to A_{Halt} . Namely, given an oracle for A_{Halt} one can build a decider (that uses this oracle) for A_{TM} .

On way to proving that Halting is undecidable...

Proof.

Let $ORAC_{Halt}$ be the given oracle for A_{Halt} . We build the following decider for A_{TM} .

```
AnotherDecider- $A_{TM}$ ( $\langle M, w \rangle$ )  
   $res \leftarrow ORAC_{Halt}(\langle M, w \rangle)$   
  // if  $M$  does not halt on  $w$  then reject.  
  if  $res = \text{reject}$  then  
    halt and reject.  
  //  $M$  halts on  $w$  since  $res = \text{accept}$ .  
  // Simulating  $M$  on  $w$  terminates in finite time.  
   $res_2 \leftarrow \text{Simulate } M \text{ on } w.$   
  return  $res_2.$ 
```

This procedure always return and as such its a decider for A_{TM} .



The Halting problem is not decidable

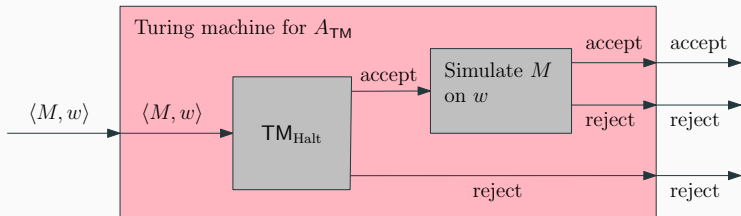
Theorem

The language A_{Halt} is not decidable.

Proof.

Assume, for the sake of contradiction, that A_{Halt} is decidable. As such, there is a TM, denoted by TM_{Halt} , that is a decider for A_{Halt} . We can use TM_{Halt} as an implementation of an oracle for A_{Halt} , which would imply that one can build a decider for A_{TM} . However, A_{TM} is undecidable. A contradiction. It must be that A_{Halt} is undecidable. □

The same proof by figure...



... if A_{Halt} is decidable, then A_{TM} is decidable, which is impossible.

More reductions next time
