# COL 352 Introduction to Automata and Theory of Computation

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Lecture 27: Reductions 2

# Recap

Undecidability

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$$A_M = \{\langle M, w \rangle \mid w \in L(M)\}$$
 
$$E_M = \{\langle M \rangle \mid L(M) = \emptyset\}$$
 
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### Reduction via computation histories

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For a TM M on input w,  $C_1, C_2, \ldots, C_r$  is the accepting computation history (aka accepting run) of M on w if  $C_1$  is the start configuration and  $C_r$  is an accepting configuration. Similarly define rejecting computation history (rejecting run). Define graph of configurations.

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- Versatile technique used to prove (un)decidability.
- (Un) decidability = reachability problem on configuration graph.
- Used in the proof of Hilbert's 10th problem (testing integer roots of polynomials) and is a useful technique.

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- ▶ Verifying exercise: The following algorithms from the previous reading exercise  $(A_{DFA}, A_{CFG}, E_{DFA}, E_{CFG})$  can be implemented using a LBA.
- Let

$$A_{LBA} = \{(M, w) \mid M \text{ accepts } w\}$$

• Is  $A_{LBA}$  undecidable?

# Membership for LBA is decidable

#### Lemma

Given an LBA with q states and  $|\Gamma| = g$  there are exactly,  $qng^n$  distinct configurations of the LBA.

Configurations are strings specified by Q, head position and tape contents.

An easy algorithm for  $A_{LBA}$ : On input  $\langle M, w \rangle$ 

- Simulate M on w for  $qng^n$  steps or until it halts.
- lacktriangle If M halts accept (with accept/reject based on M) else reject

What about  $E_{LBA}$ ?

$$E_{LBA} = \{ \langle M \rangle \mid L(M) = \emptyset \}$$

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- ▶  $C_{i+1}$  cannot be too different from  $C_i$ : except the spots near the head of the machine (easy to verify from the code of M mark with dots, zig-zag).

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### Here is the algorithm

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

- Construct LBA B
- $\bigcirc$  Run R on  $\langle B \rangle$
- If R rejects, accept, else if R accepts, reject.

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▶ If M does not accept w, then no matter what x is,  $N_{M,w}$  will accept x, i.e.  $L(N_{M,w}) = \Sigma^*$ .