

(Un)decidability, (Un)recognizability, and Reductions

Models of Languages and Computation

Overview

1 Clarifying Terms

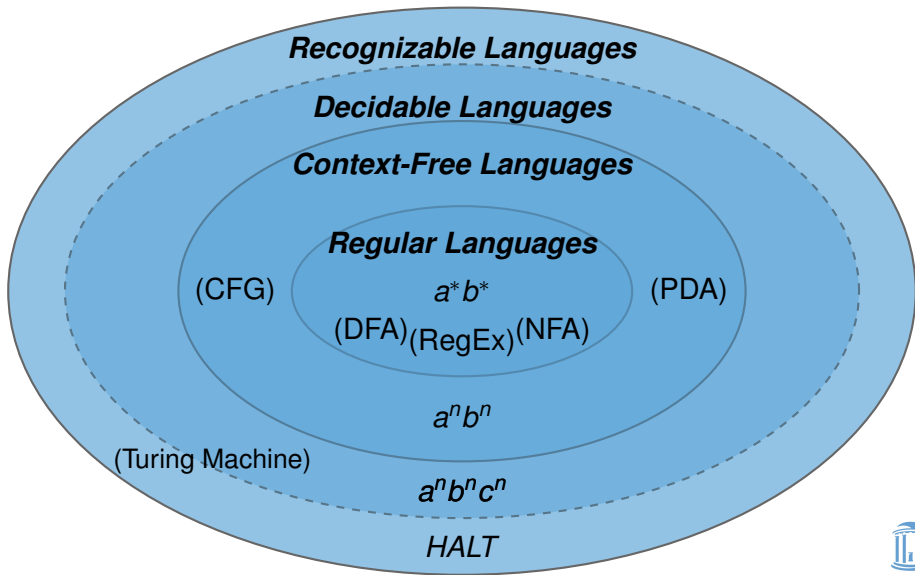
- Decides vs Recognizes (Machines)
- Decidable vs Recognizable (Languages)
- Mapping Reduction

2 Example Proofs

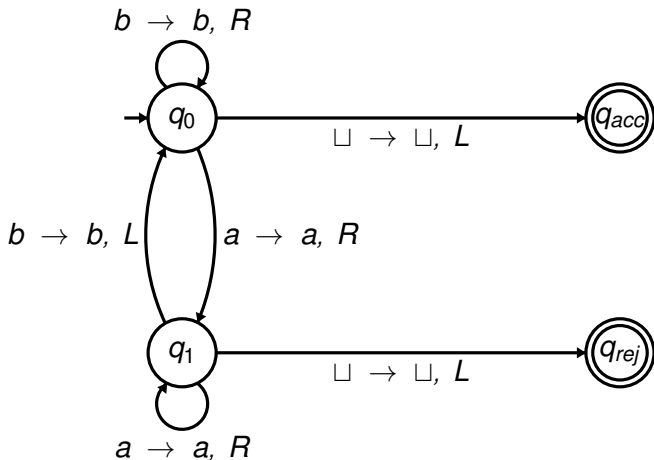
- Reduce One Decidable Language to Another
- $A_{TM} \leq_m REGULAR_{TM}$
- $HALT \leq_m VST$
- $A_{TM} \leq_m NE_{TM}$
- L_d is not recognizable
- $L_d \leq_m E_{TM}$



Languages So Far



Decides vs Recognizes (Machines)



Decides vs Recognizes (Machines)

Definition (Decides)

A Turing machine M **decides** a language L if

- For every string $w \in L$, M accepts w , and
- For every string $w \notin L$, M rejects w .



Decides vs Recognizes (Machines)

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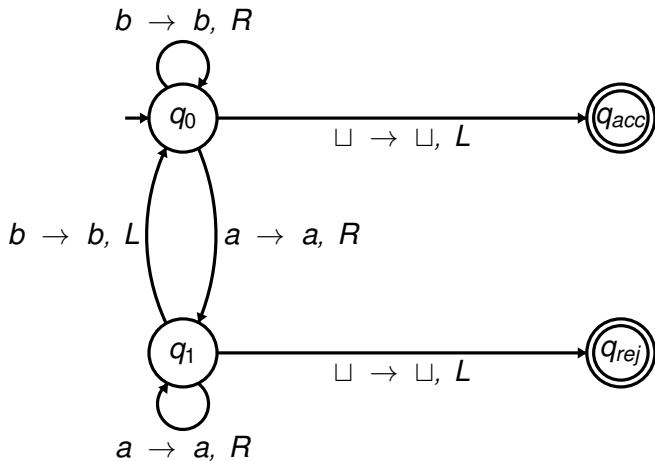
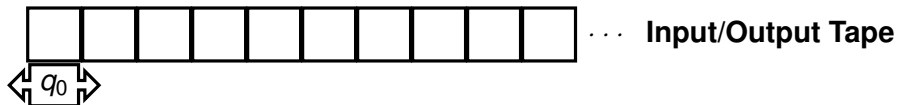
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Definition (Recognizes)

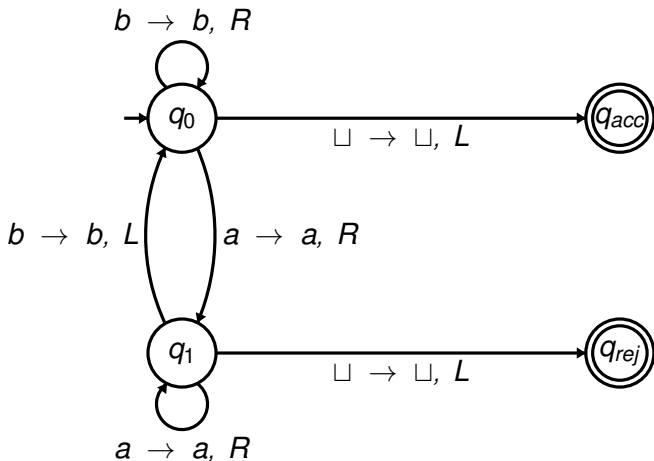
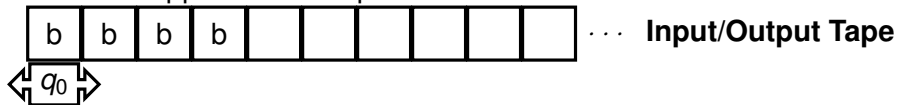
A Turing machine M **recognizes** a language L if

- For every string $w \in L$, M accepts w , and
- For every string $w \notin L$, M either rejects or goes into an infinite loop on w .

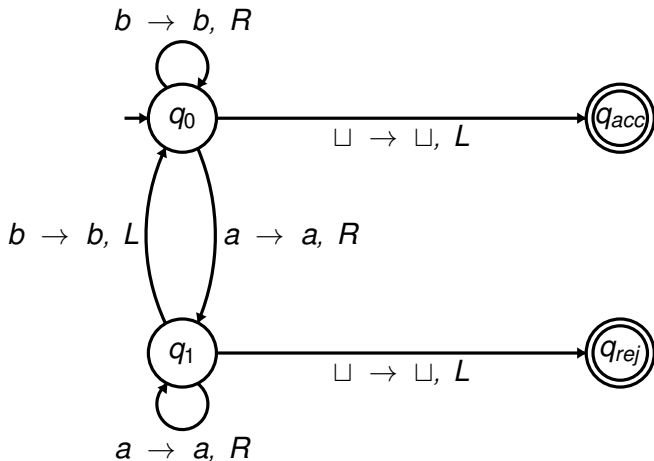
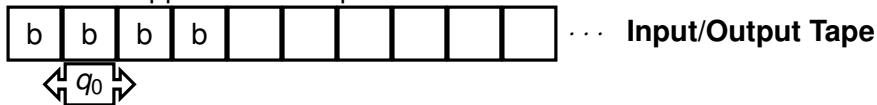




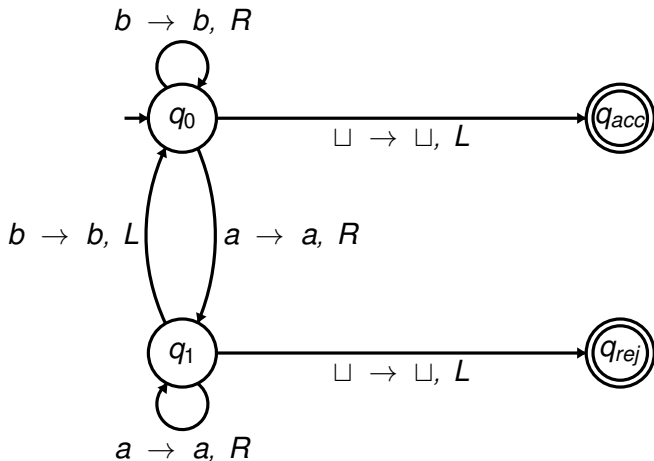
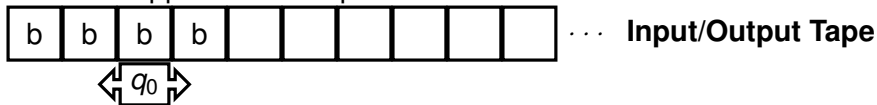
■ What happens to the input bbbb?



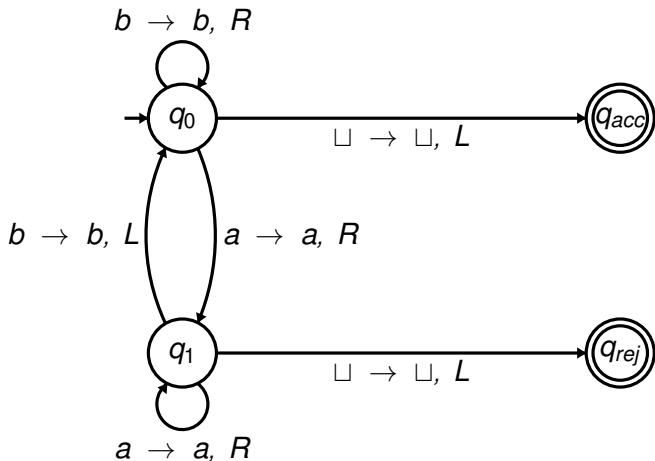
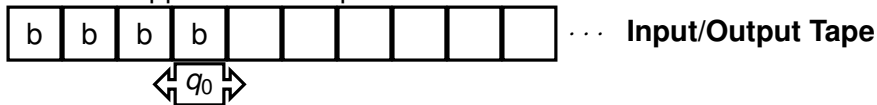
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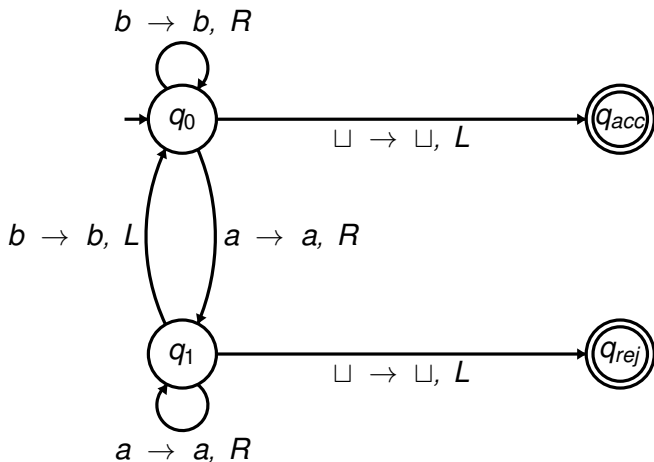
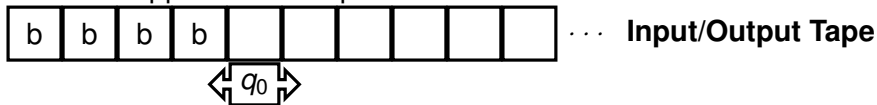
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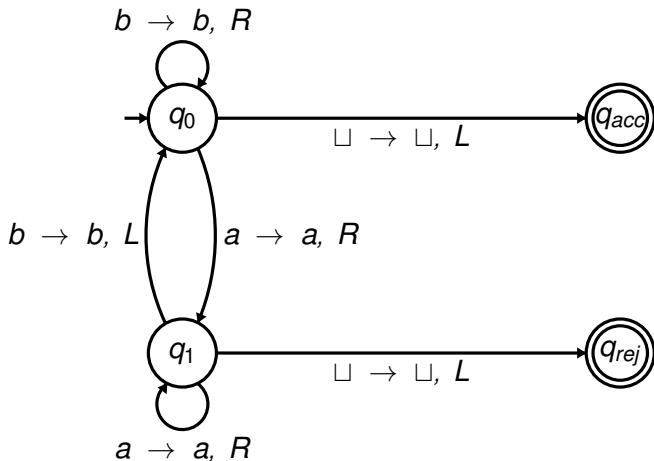
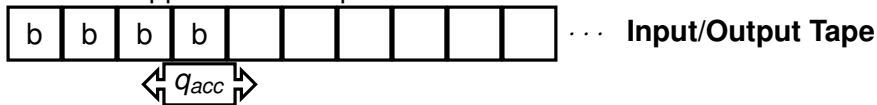
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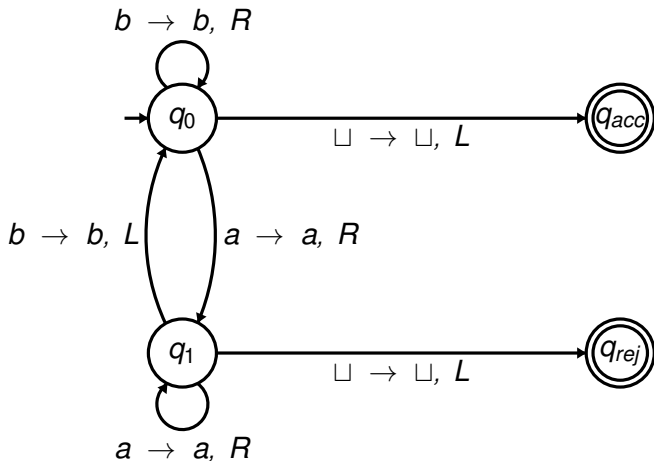
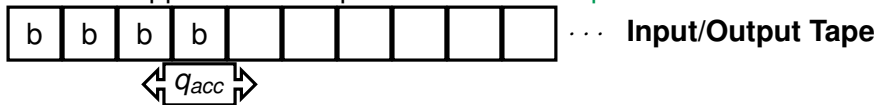
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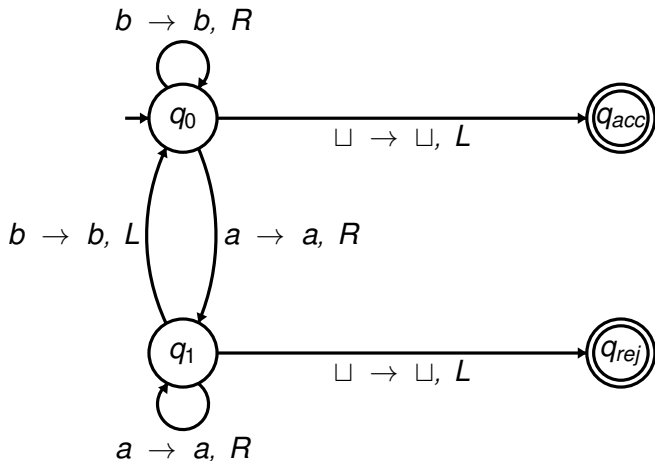
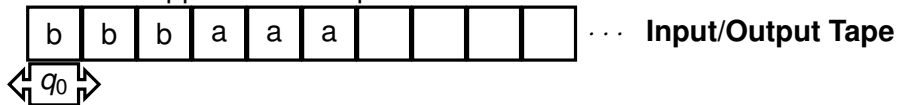
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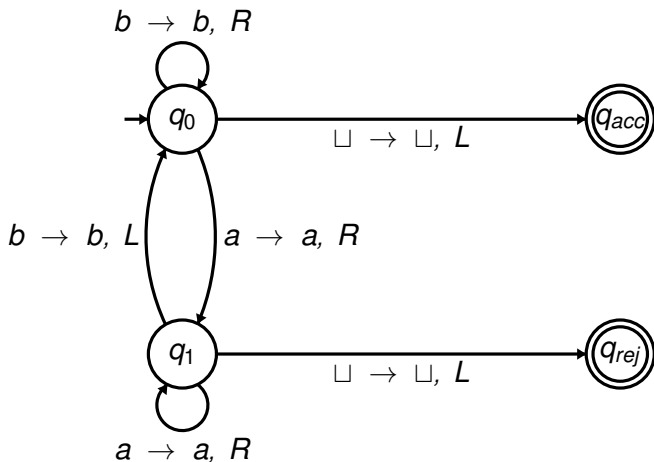
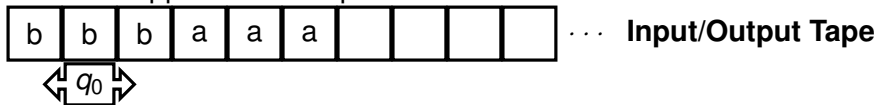
■ What happens to the input bbbb? We accept it



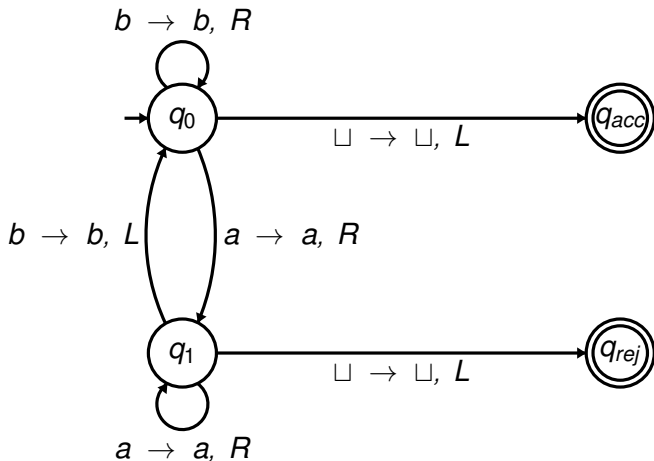
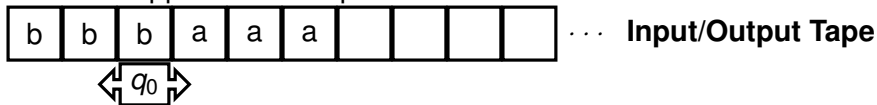
■ What happens to the input bbbaaa?



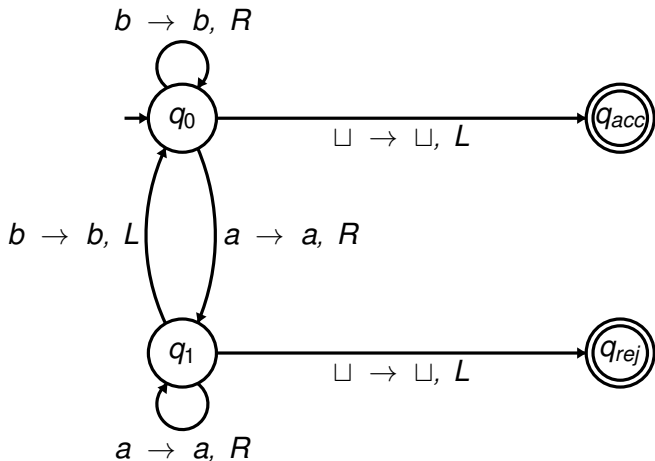
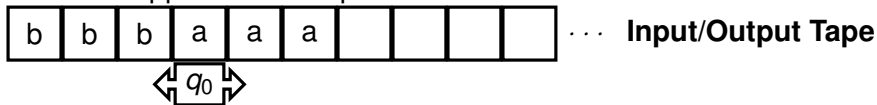
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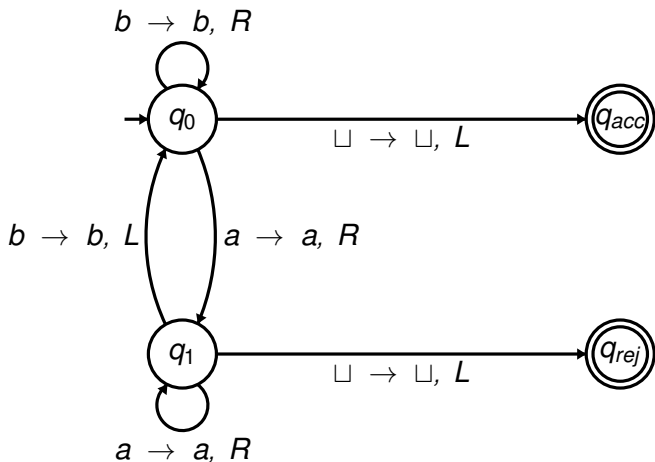
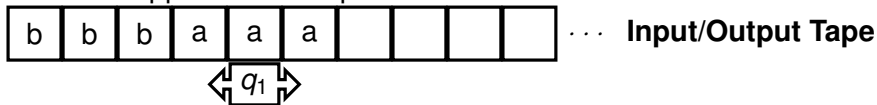
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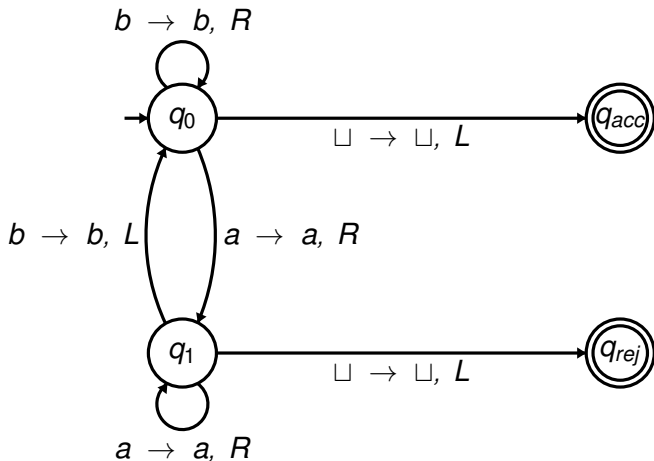
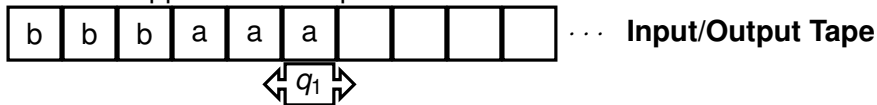
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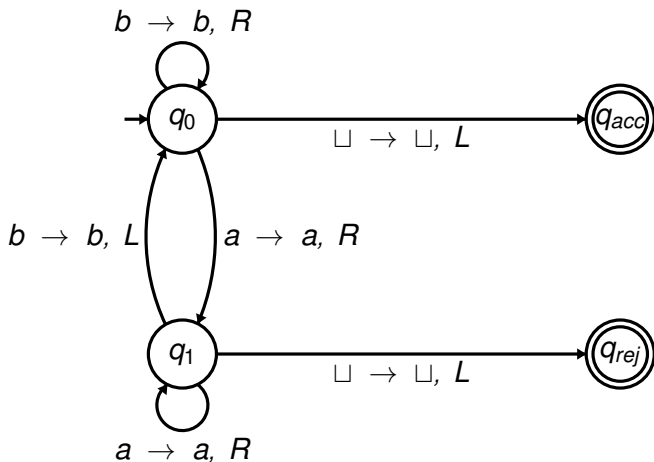
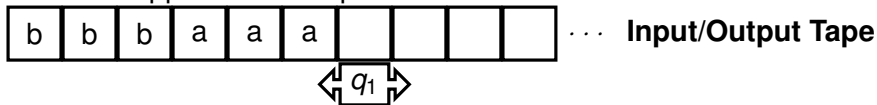
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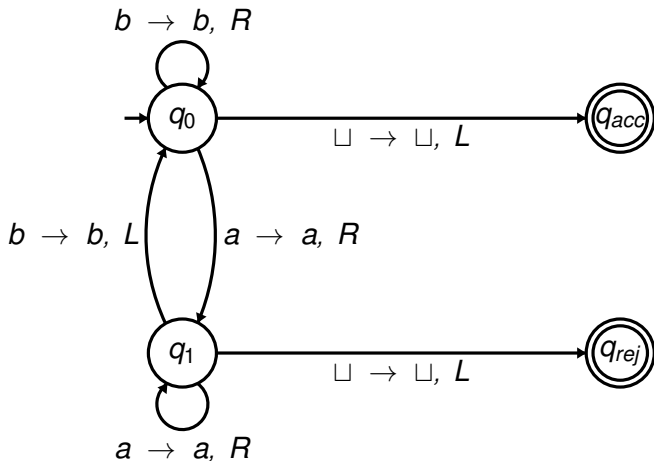
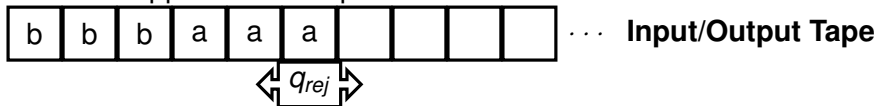
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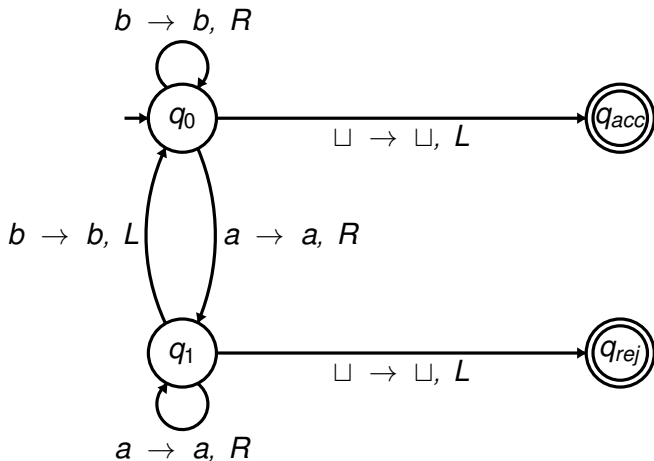
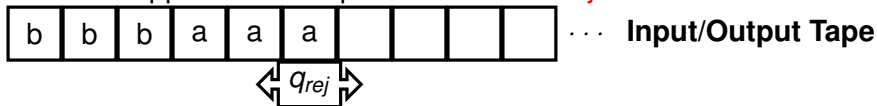
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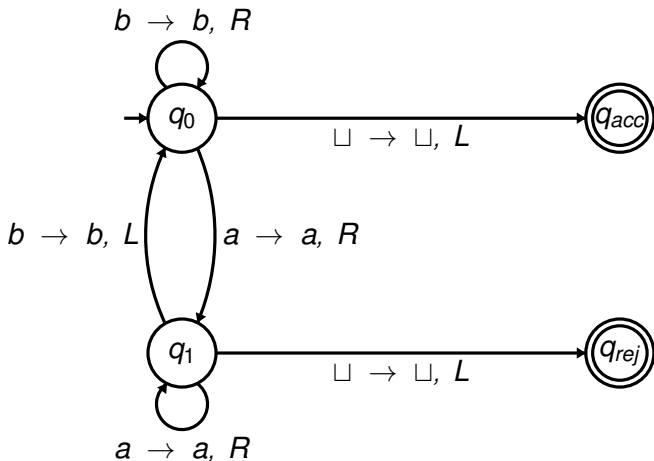
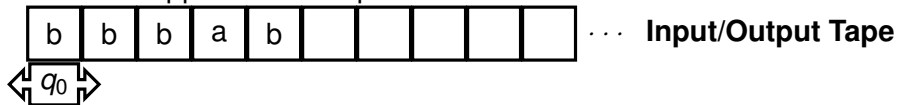
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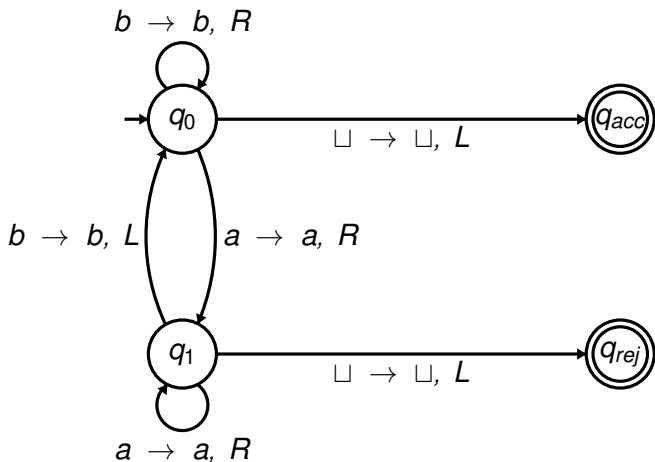
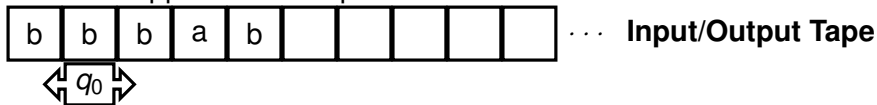
■ What happens to the input bbbaaa? **We reject it**



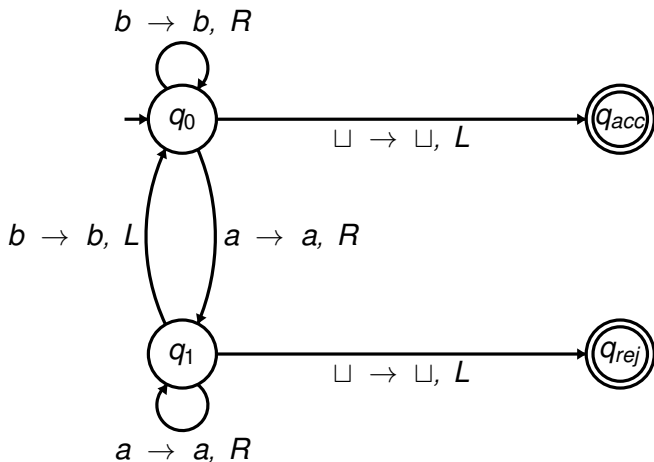
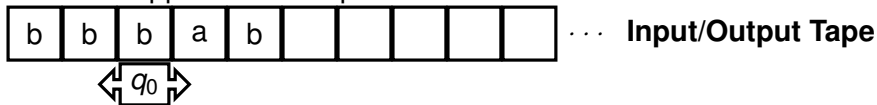
■ What happens to the input bbbab?



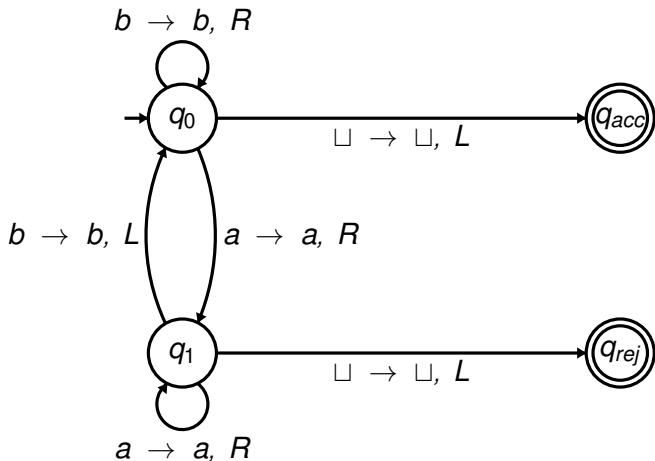
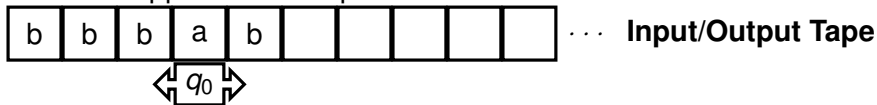
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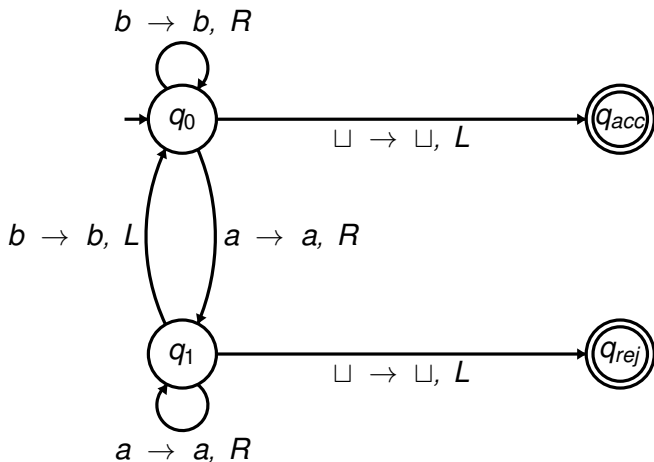
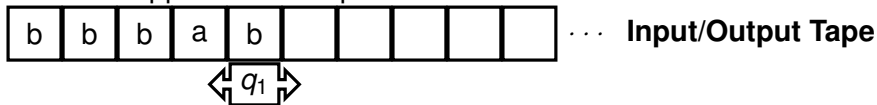
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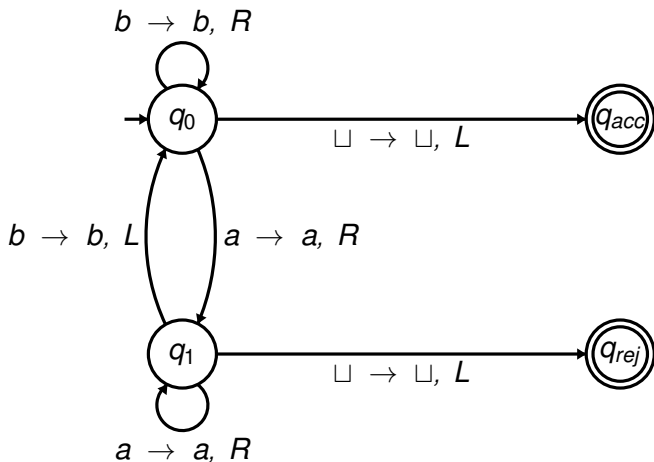
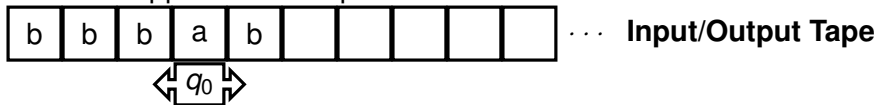
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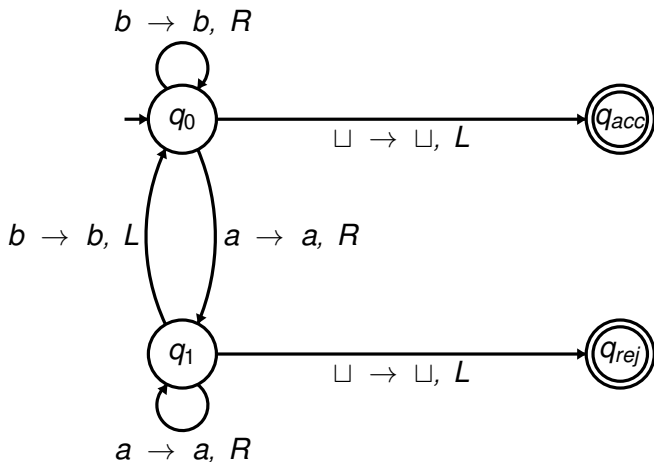
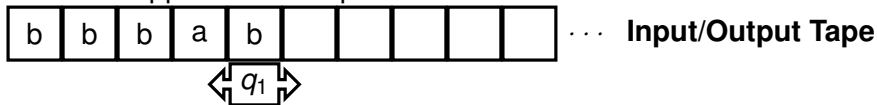
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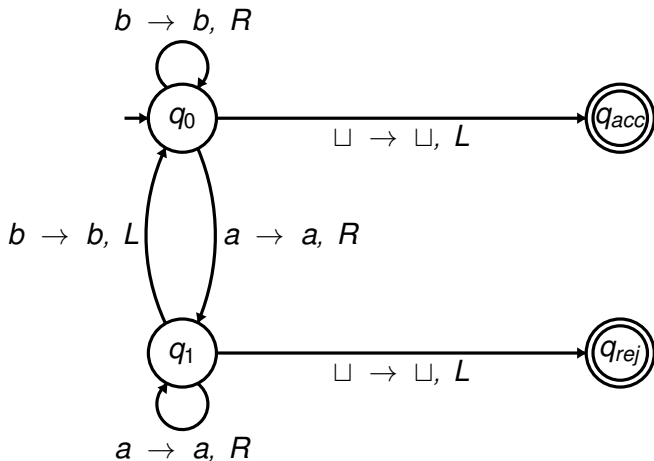
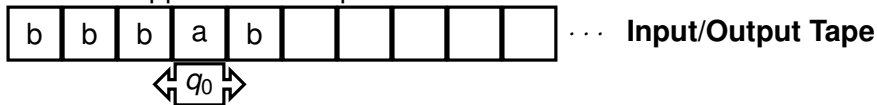
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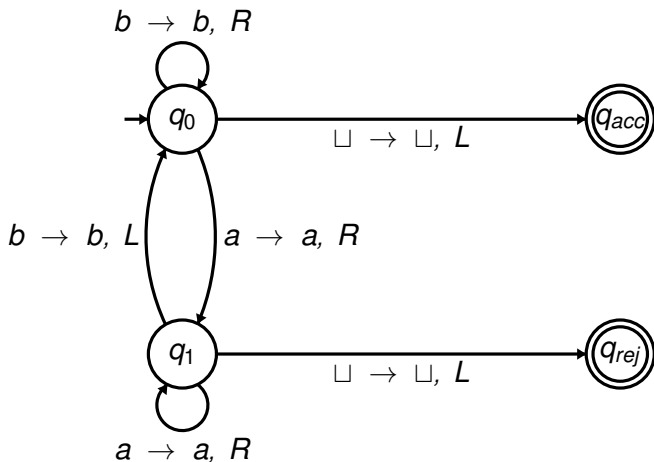
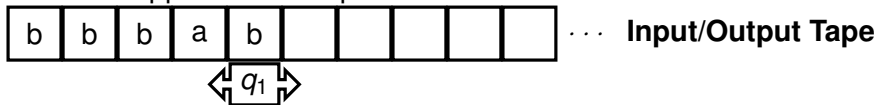
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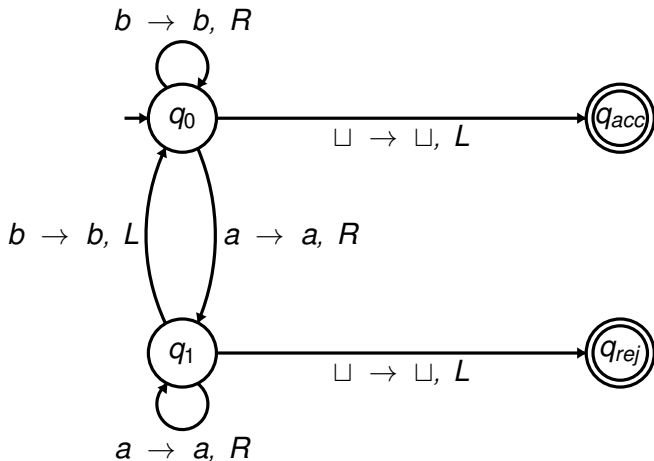
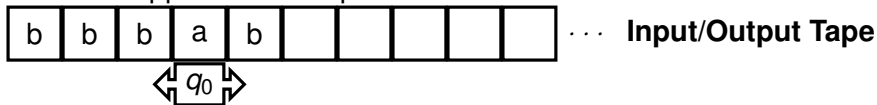
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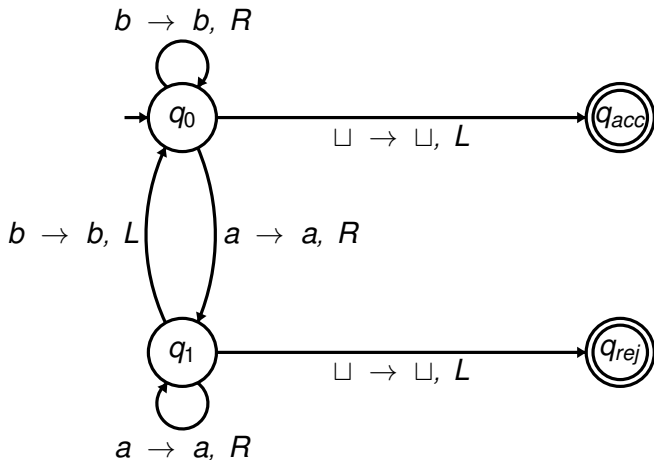
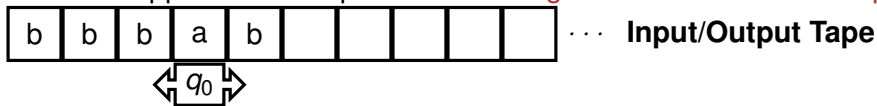
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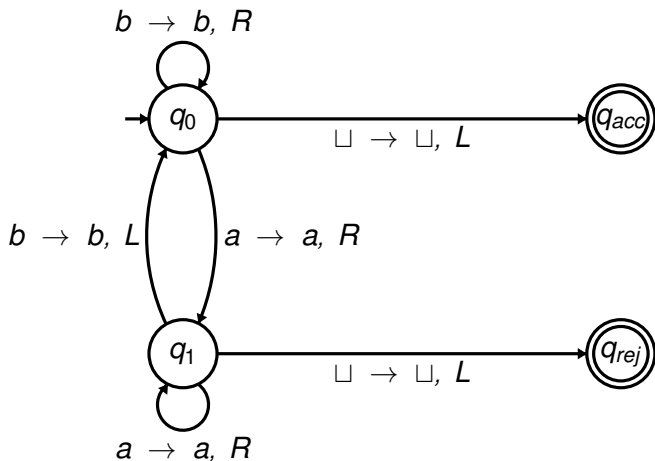
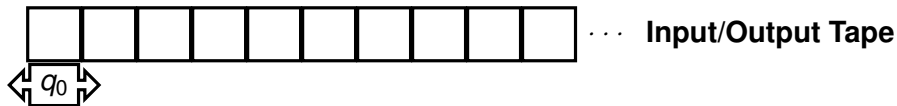
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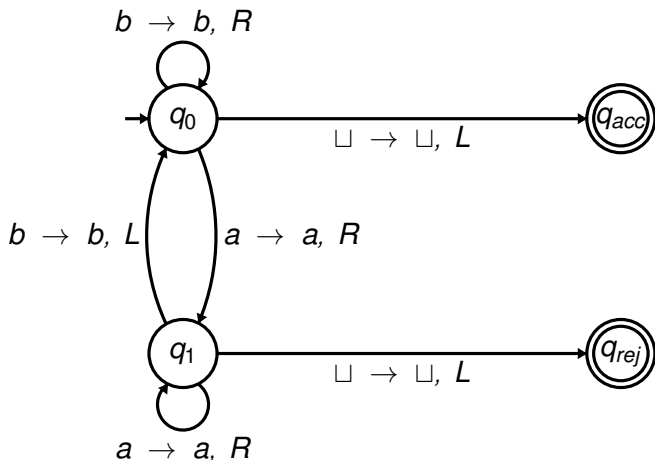
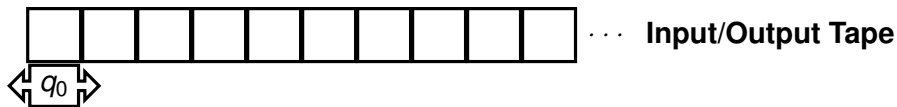
■ What happens to the input bbbab? We get stuck in an infinite loop



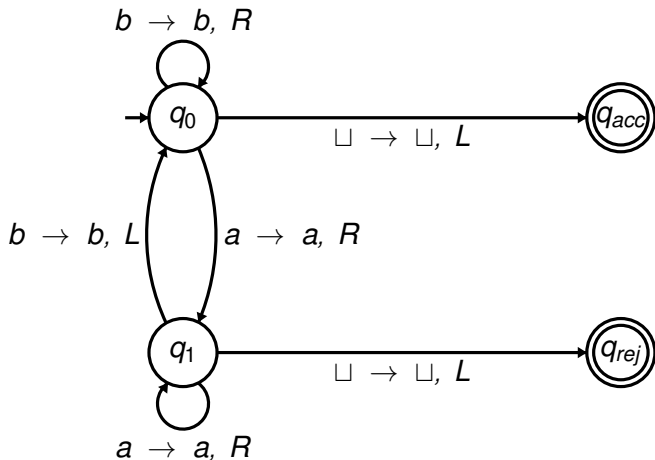
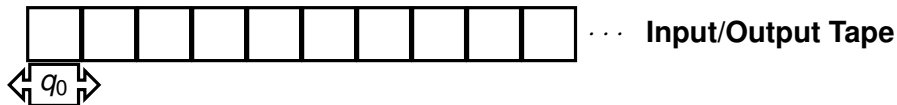
■ What language does this machine recognize?



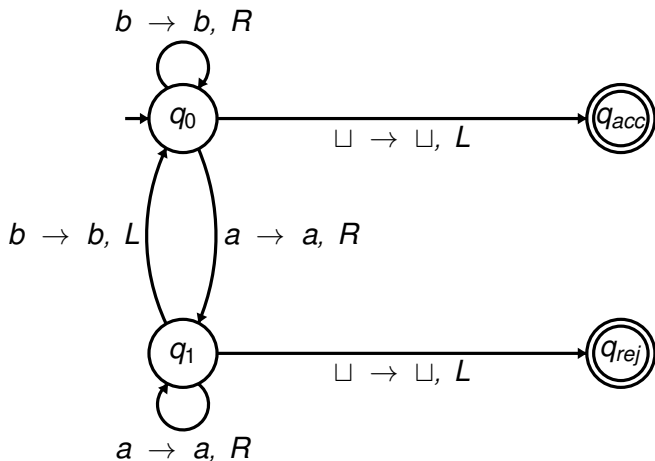
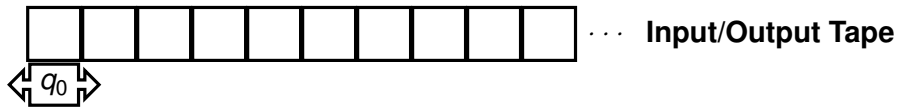
- What language does this machine recognize? $\{b^n \mid n \geq 0\}$



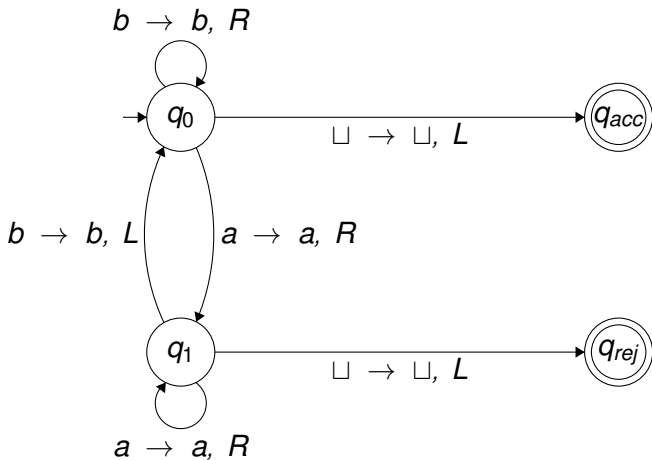
■ Is this machine a decider?



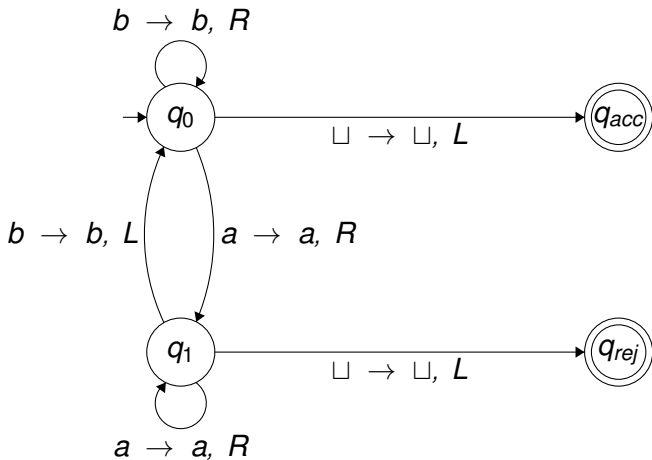
■ Is this machine a decider? **No**, since it loops infinitely on bbbab



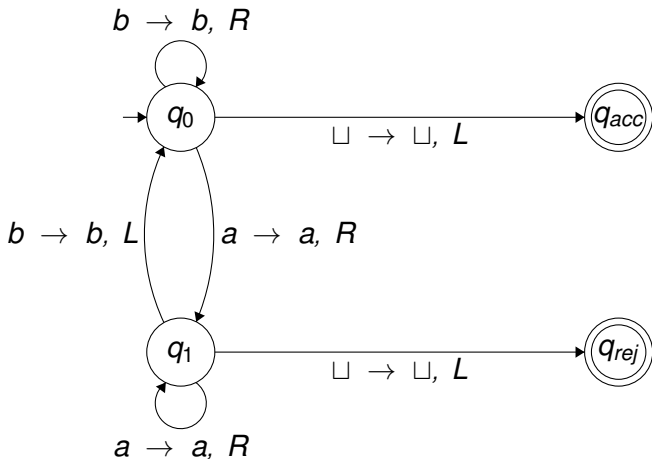
- This machine does **not decide** $\{b^n \mid n \geq 0\}$



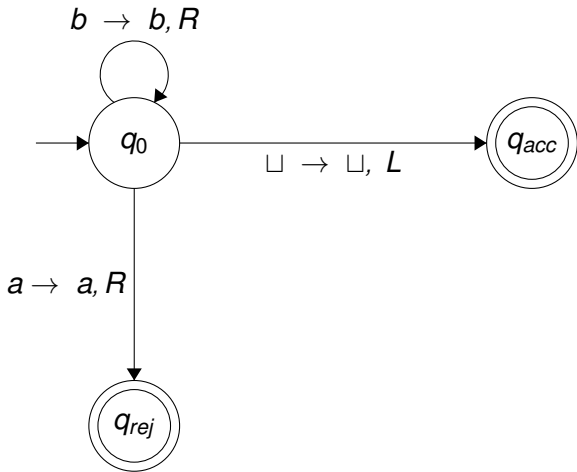
- This machine does **not decide** $\{b^n \mid n \geq 0\}$
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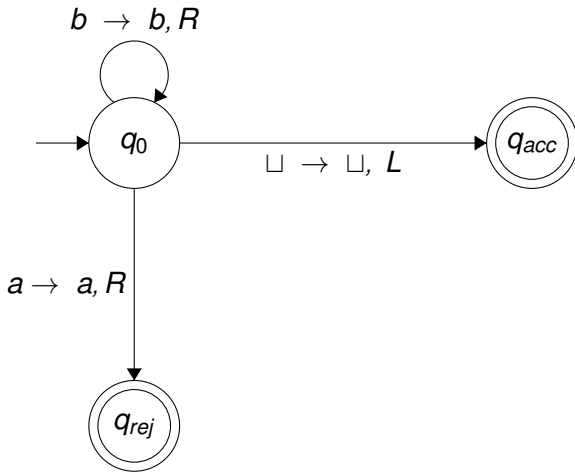
- This machine does **not decide** $\{b^n \mid n \geq 0\}$
- This machine does **recognize** $\{b^n \mid n \geq 0\}$
- IMPORTANT: Even though this particular machine does not decide $\{b^n \mid n \geq 0\}$, some other machine might decide it



- The following machine **decides** $\{b^n \mid n \geq 0\}$



- The following machine **decides** $\{b^n \mid n \geq 0\}$
- So, $\{b^n \mid n \geq 0\}$ is a **decidable language**



Decidable vs Recognizable (Languages)



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A language L is **decidable** if and only if there exists a Turing machine M that **decides** L .



Decidable vs Recognizable (Languages)

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Definition (Recognizable)

A language L is **recognizable** if and only if there exists a Turing machine M that **recognizes** L .



Mapping Reduction



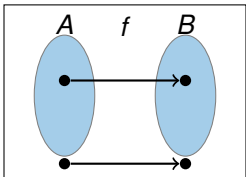
Mapping Reduction

What $A \leq_m B$ means conceptually:



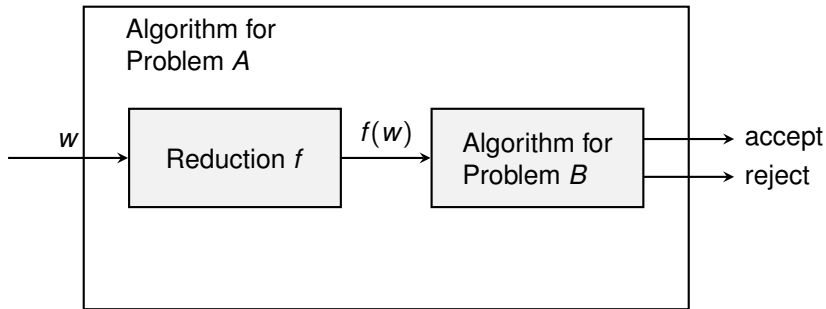
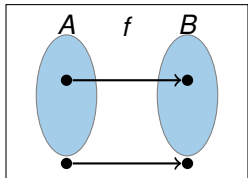
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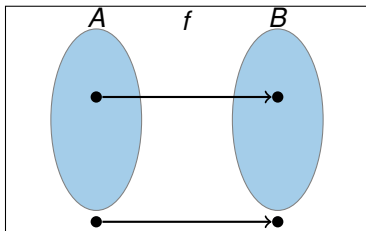
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Mapping Reduction

Definition

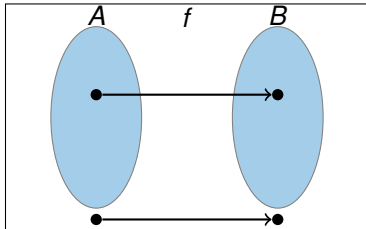
A function $f : \Sigma^* \rightarrow \Sigma^*$ is **computable** if there exists a Turing machine M that on every input w , halts with $f(w)$ on the tape.



Mapping Reduction

Definition

A **mapping reduction** from a language A to a language B is a computable function $f : \Sigma^* \rightarrow \Sigma^*$ such that $w \in A \iff f(w) \in B$. We say that A is **reducible to** B , and we denote it by $A \leq_m B$.

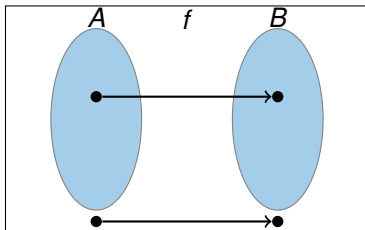


Mapping Reduction

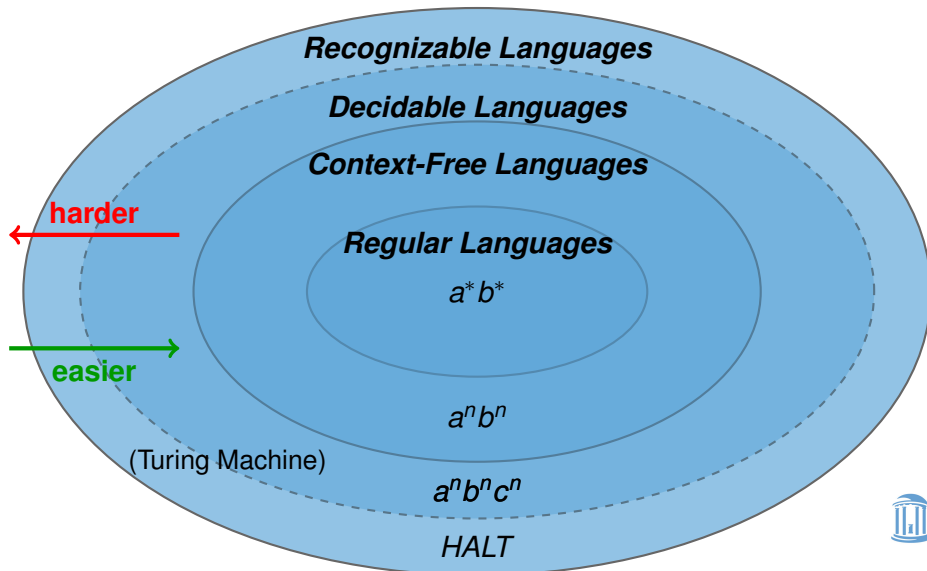
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- Informally, $A \leq_m B$ means “Problem A is no harder than B ,” and all decidable problems are equally difficult under mapping reductions (e.g., regular vs. context-free languages).



Mapping Reductions



Suppose we have $X \leq_m Y$



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Conclusion (choose the smallest one that must be true):

Options:

- A: Decidable
- B: Undecidable
- C: Recognizable
- D: Unrecognizable
- W: Cannot tell



Suppose we have $X \leq_m Y$

Conclusion (choose the smallest one that must be true):

1 X is decidable. Y is ____

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Suppose we have $X \leq_m Y$

Conclusion (choose the smallest one that must be true):

- 1 X is decidable. Y is **(W)**
- 2 Y is decidable. X is **(A)**

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Suppose we have $X \leq_m Y$

Conclusion (choose the smallest one that must be true):

- 1 X is decidable. Y is **(W)**
- 2 Y is decidable. X is **(A)**
- 3 X is undecidable. Y is ____

Options:

- A: Decidable
- B: Undecidable
- C: Recognizable
- D: Unrecognizable
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- 6 Y is recognizable. X is **(C)**
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Conclusion (choose the smallest one that must be true):

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Decidable Languages: Mapping Reduction Example

Theorem

Let

$$X = \{w \in \{0, 1\}^* \mid \#0s \text{ in } w \text{ is even}\}$$

and

$$Y = \{w \in \{0, 1\}^* \mid \#0s \text{ in } w \text{ is divisible by } 6\}.$$

Then $X \leq_m Y$.



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Proof Idea.

- We will define a mapping $f : \{0, 1\}^* \rightarrow \{0, 1\}^*$ such that
$$w \in X \iff f(w) \in Y$$



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- We will define a mapping $f : \{0, 1\}^* \rightarrow \{0, 1\}^*$ such that $w \in X \iff f(w) \in Y$
- Idea: for each 0 in w , remove it from its position and append 3 zeros at the end; leave 1's unchanged



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- Idea: for each 0 in w , remove it from its position and append 3 zeros at the end; leave 1's unchanged (e.g., $0101 \rightarrow 11000000$)



Mapping Reduction: Even 0s \rightarrow #0s divisible by 6

We will map the input w to the string obtained by replacing each 0 in w with three 0s at the end and leaving 1's unchanged.



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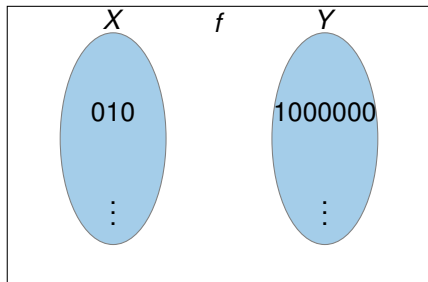
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Hence, $w \in X \iff f(w) \in Y$.



Some Properties of the Reduction f

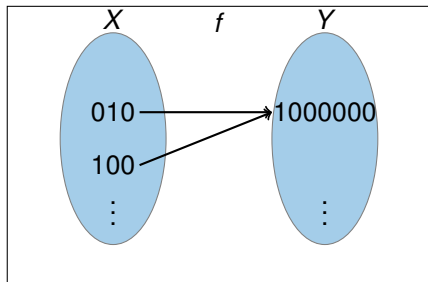
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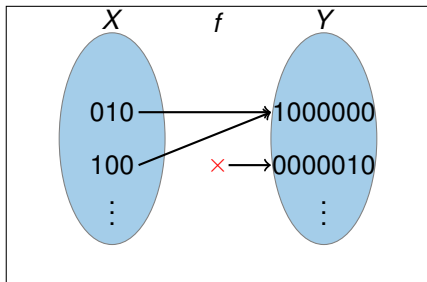
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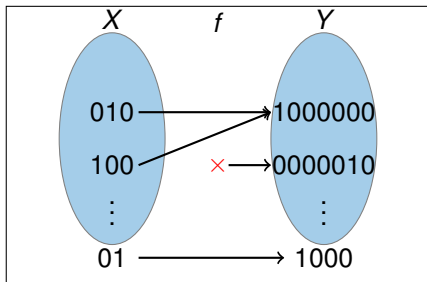
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- 1 f does not need to be one-to-one (e.g., 010 and 100 both map to 1000000)
- 2 f does not need to be onto (e.g., nothing maps to 0000010 even though it has 6 zeros)
- 3 We need: All elements in X map to elements in Y , and all elements not in X map outside Y



Undecidability of REGULAR

Theorem

The language

$$REGULAR = \{\langle M \rangle \mid L(M) \text{ is regular}\}$$

is undecidable.



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- We want the outputs of f to be of the form:
 - $\langle N \rangle$ where N is a Turing machine
- Again, we want $\langle M, w \rangle \in A_{TM} \iff f(\langle M, w \rangle) \in REGULAR$



Construction of N for $f(\langle M, w \rangle)$

We will map the input $\langle M, w \rangle$ to the following Turing machine N :



Construction of N for $f(\langle M, w \rangle)$

We will map the input $\langle M, w \rangle$ to the following Turing machine N :

On input x :

 If x is of the form $0^n 1^n$ then

 accept x

 else

 run M on w

 accept x if and only if M accepts w



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■ If $\langle M, w \rangle \in A_{TM}$



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We will map the input $\langle M, w \rangle$ to the following Turing machine N :

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 If x is of the form $0^n 1^n$ then

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 else

 run M on w

 accept x if and only if M accepts w

- If $\langle M, w \rangle \in A_{TM}$
 - Then M accepts w .



Construction of N for $f(\langle M, w \rangle)$

We will map the input $\langle M, w \rangle$ to the following Turing machine N :

On input x :

 If x is of the form $0^n 1^n$ then

 accept x

 else

 run M on w

 accept x if and only if M accepts w

- If $\langle M, w \rangle \in A_{TM}$
 - Then M accepts w .
 - Then N accepts everything.



Construction of N for $f(\langle M, w \rangle)$

We will map the input $\langle M, w \rangle$ to the following Turing machine N :

On input x :

 If x is of the form $0^n 1^n$ then

 accept x

 else

 run M on w

 accept x if and only if M accepts w

- If $\langle M, w \rangle \in A_{TM}$
 - Then M accepts w .
 - Then N accepts everything. So, $L(N) = \Sigma^*$, which is regular.



Construction of N for $f(\langle M, w \rangle)$

We will map the input $\langle M, w \rangle$ to the following Turing machine N :

On input x :

 If x is of the form $0^n 1^n$ then

 accept x

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- If $\langle M, w \rangle \in A_{TM}$
 - Then M accepts w .
 - Then N accepts everything. So, $L(N) = \Sigma^*$, which is regular.
 - So, $\langle N \rangle \in REGULAR$.



Construction of N for $f(\langle M, w \rangle)$

We will map the input $\langle M, w \rangle$ to the following Turing machine N :

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 - Then N accepts everything. So, $L(N) = \Sigma^*$, which is regular.
 - So, $\langle N \rangle \in REGULAR$.
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We will map the input $\langle M, w \rangle$ to the following Turing machine N :

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 - Then N accepts everything. So, $L(N) = \Sigma^*$, which is regular.
 - So, $\langle N \rangle \in REGULAR$.
- If $\langle M, w \rangle \notin A_{TM}$
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 - Then M accepts w .
 - Then N accepts everything. So, $L(N) = \Sigma^*$, which is regular.
 - So, $\langle N \rangle \in REGULAR$.
- If $\langle M, w \rangle \notin A_{TM}$
 - Then M does not accept w .
 - Then N accepts strings if and only if they are of the form $0^n 1^n$.



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We will map the input $\langle M, w \rangle$ to the following Turing machine N :

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 accept x

 else

 run M on w

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- If $\langle M, w \rangle \in A_{TM}$
 - Then M accepts w .
 - Then N accepts everything. So, $L(N) = \Sigma^*$, which is regular.
 - So, $\langle N \rangle \in REGULAR$.
- If $\langle M, w \rangle \notin A_{TM}$
 - Then M does not accept w .
 - Then N accepts strings if and only if they are of the form $0^n 1^n$. So, $L(N) = \{0^n 1^n \mid n \geq 0\}$, which is not regular.



Construction of N for $f(\langle M, w \rangle)$

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 - So, $\langle N \rangle \notin REGULAR$.



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 - So, $\langle N \rangle \notin REGULAR$.
- Hence, $\langle M, w \rangle \in A_{TM} \iff \langle N \rangle \in REGULAR$



Undecidability of VST

Theorem

The language

$$VST = \{ \langle M, w, q \rangle \mid \text{Turing Machine } M \text{ visits state } q \text{ on input } w \}$$

is undecidable.



Undecidability of VST

Theorem

The language

$$VST = \{ \langle M, w, q \rangle \mid \text{Turing Machine } M \text{ visits state } q \text{ on input } w \}$$

is undecidable.

Proof Idea.

- We will provide a reduction f from $HALT = \{ \langle M, w \rangle \mid M \text{ halts on } w \}$ to VST (i.e., $HALT \leq_m VST$)



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- We want the inputs of f to be of the form:



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is undecidable.

Proof Idea.

- We will provide a reduction f from $HALT = \{ \langle M, w \rangle \mid M \text{ halts on } w \}$ to VST (i.e., $HALT \leq_m VST$)
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Construction of $\langle N, s, q \rangle$ for $f(\langle M, w \rangle)$

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Undecidability of NE_{TM}

Theorem

The language $NE_{TM} = \{\langle M \rangle \mid L(M) \neq \emptyset\}$ is undecidable.



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(Temporary Detour from Reductions)

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- So, no machine D can recognize L_d .



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- If $\langle M \rangle \in L_d$
 - Then M does not accept $\langle M \rangle$.



Construction of $\langle N \rangle$ for $f(\langle M \rangle)$

We will map the input $\langle M \rangle$ to $\langle N \rangle$ where N is the following Turing machine:

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 - Then N does not accept anything.



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```
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```

- If $\langle M \rangle \in L_d$
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 - Then N does not accept anything. So, $L(N) = \emptyset$.



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 - So, $\langle N \rangle \in E_{TM}$.
- If $\langle M \rangle \notin L_d$
 - Then M accepts $\langle M \rangle$.
 - Then N accepts everything. So, $L(N) = \Sigma^*$, which is not empty.



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 - Then N does not accept anything. So, $L(N) = \emptyset$.
 - So, $\langle N \rangle \in E_{TM}$.
- If $\langle M \rangle \notin L_d$
 - Then M accepts $\langle M \rangle$.
 - Then N accepts everything. So, $L(N) = \Sigma^*$, which is not empty.
 - So, $\langle N \rangle \notin E_{TM}$.
- Hence, $\langle M \rangle \in L_d \iff \langle N \rangle \in E_{TM}$

