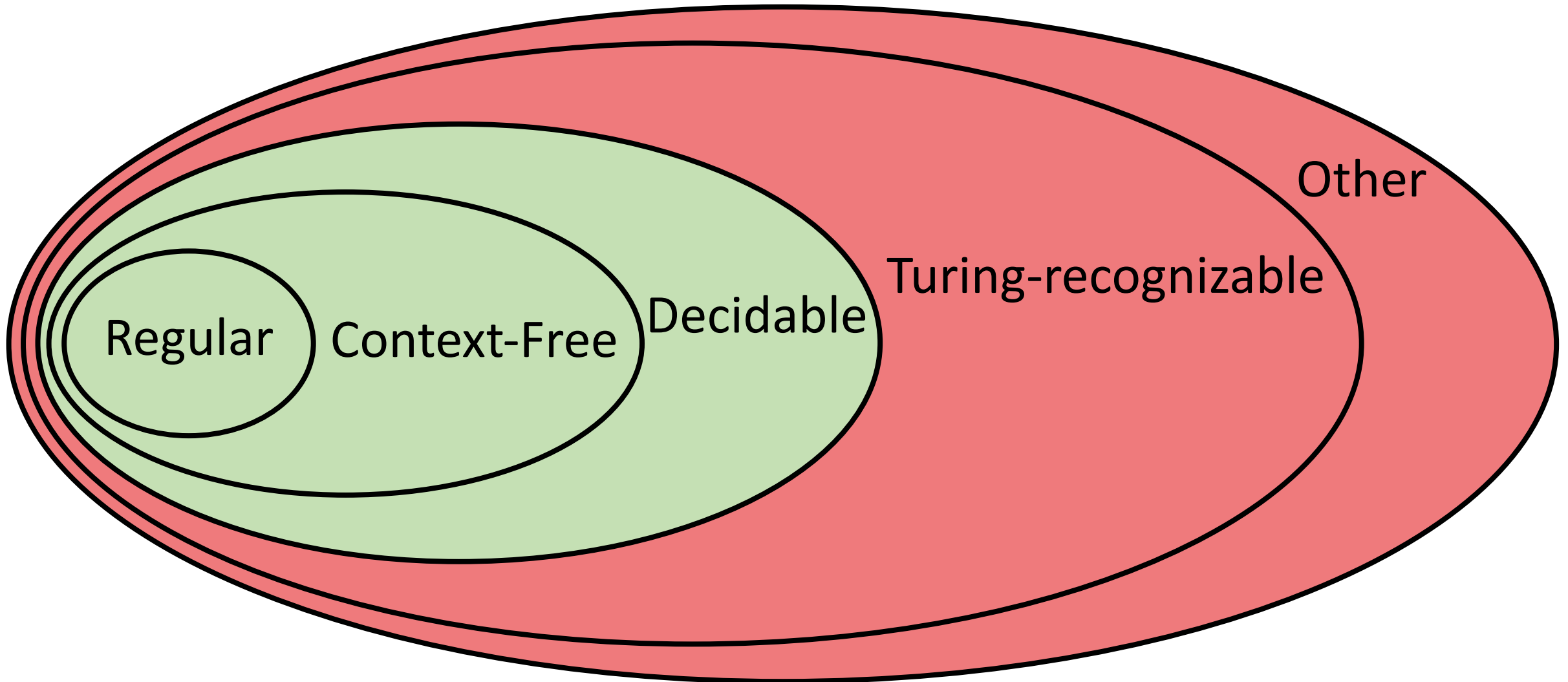


# Undecidability

## CSCI 338

# Computability Hierarchy



$A_{TM}$ 

Claim:  $A_{TM} = \{\langle M, \omega \rangle : M \text{ is a TM and } M \text{ accepts } \omega\}$  is decidable.

Proof:

?

A language  $L$  is decidable if there is a TM that recognizes  $L$  and rejects everything else. (i.e. halts on all input)

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Proof:

$M_5$  = on input  $\langle M, \omega \rangle$

1. Run  $M$  on  $\omega$ .
2. If  $M$  accepts, accept. If  $M$  rejects, reject.

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**What if  $M$  loops (doesn't terminate)?**

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Proof:

$M_\omega$  on input  $\langle M, \omega \rangle$

1. Run  $M$  on  $\omega$ .

2. If  $M$  accepts, accept. If  $M$  rejects, reject.

**Not a Decider!!!**

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TM  $N$

String encoding of  $N$

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What happens with  $D(\langle D \rangle)$ ?



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$\Rightarrow$  TM  $D$  cannot exist  $\Rightarrow$  TM  $H$  cannot exist  $\Rightarrow A_{TM}$  is undecidable

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Make a new TM  $D$ .

$D =$

**No algorithm can determine (with a 'yes' or 'no') whether or not an algorithm or program will accept some input.**

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# Set of Turing Machines

Claim: The set of all possible Turing machines is countable.

Proof: ?

I.e. You can list all Turing machines in an ordered list.

# Set of Turing Machines

Claim: The set of all possible Turing machines is countable.

Proof: Encode each TM as a binary string and sort in lexicographic order.

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# Set of Turing Machines

Consider each TM  $M$  and its string representation  $\langle M \rangle$ :

	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\dots$
$M_1$					
$M_2$					
$M_3$					
$M_4$					
$\vdots$					

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Consider each TM  $M$  and its string representation  $\langle M \rangle$ :

	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	...
$M_1$	r	a	r	r	
$M_2$	a	r	r	a	
$M_3$	r	a	a	r	
$M_4$	r	r	a	r	...
$\vdots$			$\vdots$		

Result of running  
 $H$  on  $\langle M_2, \langle M_4 \rangle \rangle$

$H = \text{Decider for } A_{TM}$

# Set of Turing Machines

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	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\dots$	$\langle D \rangle$	$\dots$
$M_1$	r	a	r	r		a	
$M_2$	a	r	r	a		r	
$M_3$	r	a	a	r		a	
$M_4$	r	r	a	r	$\dots$	a	$\dots$
$\vdots$				$\vdots$	$\ddots$		
$D$	?	?	?	?		?	
$\vdots$				$\vdots$			$\ddots$

$H$  = Decider for  $A_{TM}$

$D$  = on input  $\langle N \rangle$ , for TM  $N$

1. Run  $H$  on  $\langle N, \langle N \rangle \rangle$ .
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$M_3$	r	a	a	r		a	
$M_4$	r	r	a	r	$\dots$	a	$\dots$
$\vdots$				$\vdots$	$\ddots$		
$D$	a	?	?	?		?	
$\vdots$			$\vdots$				$\ddots$

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$\vdots$			$\vdots$		$\ddots$		
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$M_4$	r	r	a	r	$\dots$	a	$\dots$
$\vdots$					$\ddots$		
$D$	a	a	r	a			
$\vdots$							$\ddots$

D is a TM, so it must be in the list and  $H$  is a decider, so every entry must be filled out as “accept” or “reject”.

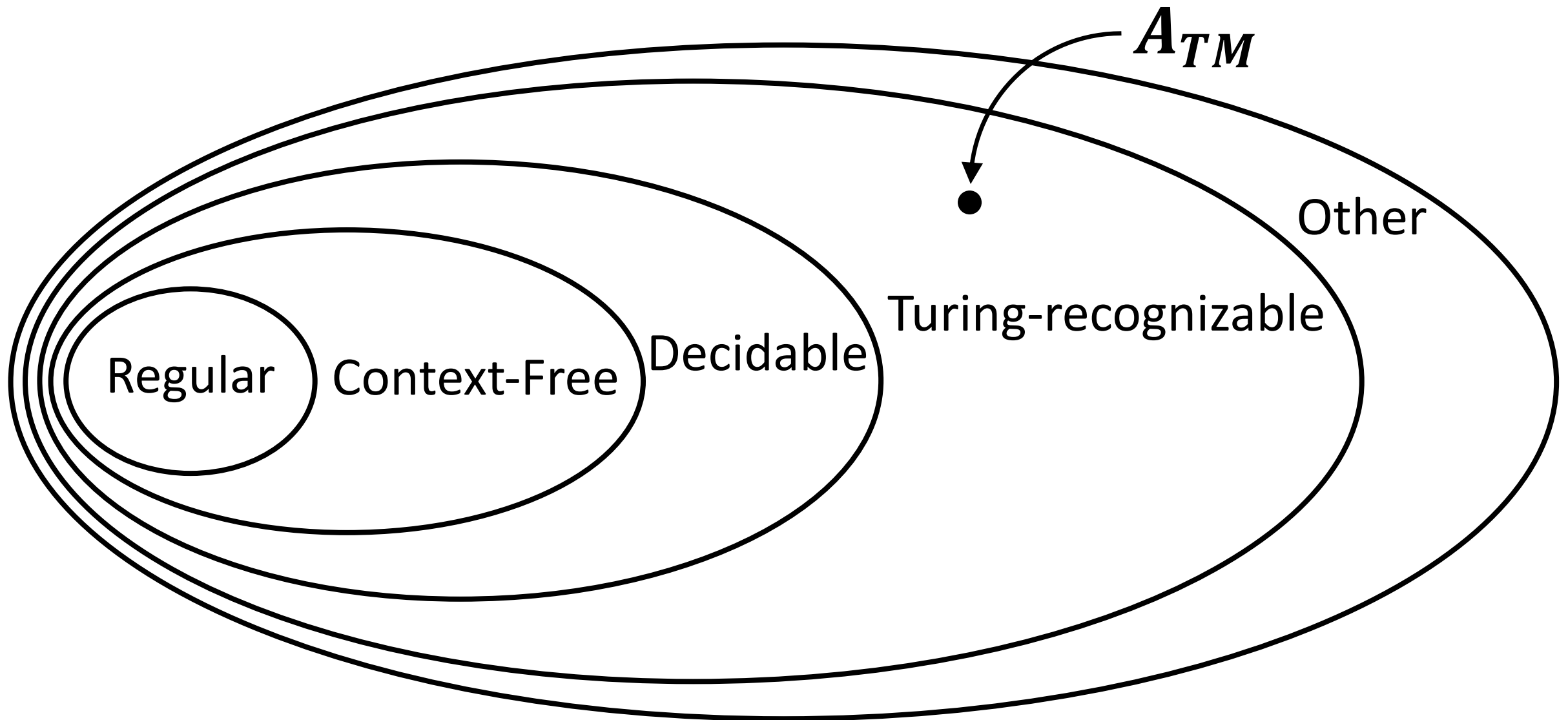
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2. If  $H$  accepts, reject.  
If  $H$  rejects, accept.

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# Computability Hierarchy



# Halting Problem

Claim:  $HALT_{TM} = \{\langle M, \omega \rangle : M \text{ is a TM and } M \text{ halts on } \omega\}$  is undecidable.

Proof:

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Proof:

We are going to show that a decider for  $HALT_{TM}$  can be used to build a decider for  $A_{TM}$ .

$A_{TM} = \{\langle M, \omega \rangle : M \text{ is a TM and } M \text{ accepts } \omega\}$

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Build a TM  $S$  that decides  $A_{TM}$ :

?

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1. Run  $H$  on  $\langle M, \omega \rangle$ .
2. If  $H$  rejects, reject (i.e.  $M$  does not halt on  $\omega$ ).
3. If  $H$  accepts, run  $M$  on  $\omega$  until it halts.

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2. If  $H$  rejects, reject (i.e.  $M$  does not halt on  $\omega$ ).
3. If  $H$  accepts, run  $M$  on  $\omega$  until it halts.
4. If  $M$  accepts, accept. If  $M$  rejects, reject.

$$A_{TM} = \{\langle M, \omega \rangle : M \text{ is a TM and } M \text{ accepts } \omega\}$$

# Halting Problem

Claim:  $HALT_{TM} = \{\langle M, \omega \rangle : M \text{ is a TM and } M \text{ halts on } \omega\}$  is undecidable.

Proof: Suppose  $HALT_{TM}$  is decidable and let TM  $H$  be its decider.

Build a TM  $S$  that decides  $A_{TM}$ :

$S$  = on input  $\langle M, \omega \rangle$

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$S$  is a decider for  $A_{TM}$ , which is a contradiction.

$\therefore HALT_{TM}$  is undecidable.

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**$S$  is a decider for**  $A_{TM}$ , **which is a contradiction.**

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There is sort of a undecidability proof “blueprint”, but it is not as helpful.

# Halting Problem

Claim:  $HALT_{TM} = \{\langle M, \omega \rangle : M \text{ is a TM and } M \text{ halts on } \omega\}$  is undecidable.

**New problem**



Proof: **Suppose**  $HALT_{TM}$  is decidable and let TM  $H$  be its decider.

**Build a TM  $S$  that decides  $A_{TM}$ :**

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**✱  $HALT_{TM}$  is undecidable.**



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**$S$  is a decider for  $A_{TM}$ , which is a contradiction.**

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

**Known undecidable problem**

There is sort of a undecidability proof “blueprint”, but it is not as helpful.

# Halting Problem

Claim:  $HALT_{TM} = \{\langle M, \omega \rangle : M \text{ is a TM and } M \text{ halts on } \omega\}$  is undecidable.

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Known undecidable problem

Input to known problem

There is sort of a undecidability proof “blueprint”, but it is not as helpful.



# Halting Problem

Claim:  $HALT_{TM} = \{\langle M, \omega \rangle : M \text{ is a TM and } M \text{ halts on } \omega\}$  is undecidable.

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**$S$  is a decider for  $A_{TM}$ , which is a contradiction.**

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

**Known undecidable problem**

**Input to known problem**

**Decider  
for  
known  
problem**

There is sort of a undecidability proof “blueprint”, but it is not as helpful.

# Halting Problem

Claim:  $HALT_{TM} = \{\langle M, \omega \rangle : M \text{ is a TM and } M \text{ halts on } \omega\}$  is undecidable.

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# Halting Problem

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Proof: Suppose  $HALT_{TM}$  is decidable and let TM  $H$  be its decider.

Build a TM  $S$  that decides  $A_{TM}$ :

**Used  $HALT_{TM}$  decider to make decider for  $A_{TM}$   
DID NOT use  $A_{TM}$  decider to make decider for  $HALT_{TM}$**

3. If  $H$  accepts, run  $M$  on  $\omega$  until it halts.
4. If  $M$  accepts, accept. If  $M$  rejects, reject.

$S$  is a decider for  $A_{TM}$ , which is a contradiction.

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# Undecidability “Direction”

**Fact: Magic Wands  
Cannot Exist**

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**Use?**

Hypothetical SuperSaw 2.0

**Do?**

Build a magic wand

**Conclude?**

**?**

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SuperSaw 2.0 saw cannot exist

# Undecidability “Direction”

**Fact: Magic Wands  
Cannot Exist**

**Use?**

**Something Assumed to Exist**

Hypothetical SuperSaw 2.0

**Do?**

**Something Impossible**

Build a magic wand

**Conclude?**

**Assumed Thing Cannot Exist**

SuperSaw 2.0 saw cannot exist

# Undecidability “Direction”

**Fact: Magic Wands  
Cannot Exist**

**Use?**

**Something Assumed to Exist**

$HALT_{TM}$  Decider

**Do?**

**Something Impossible**

Build an  $A_{TM}$  Decider

**Conclude?**

**Assumed Thing Cannot Exist**

**?**



# Undecidability “Direction”

**Fact: Magic Wands  
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**Use?**

**Something Assumed to Exist**

$HALT_{TM}$  Decider

**Do?**

**Something Impossible**

Build an  $A_{TM}$  Decider

**Conclude?**

**Assumed Thing Cannot Exist**

$HALT_{TM}$  Decider can't exist

# Undecidability “Direction”

**Fact: Magic Wands  
Cannot Exist**

**Use?**

Magic Wand

**Something Assumed to Exist**

$HALT_{TM}$  Decider

**Do?**

Bake a Cake

**Something Impossible**

Build an  $A_{TM}$  Decider

**Conclude?**

?

**Assumed Thing Cannot Exist**

$HALT_{TM}$  Decider can't exist

# Undecidability “Direction”

**Fact: Magic Wands  
Cannot Exist**

<b>Use?</b>	Magic Wand	<b>Something Assumed to Exist</b> $HALT_{TM}$ Decider
<b>Do?</b>	Bake a Cake	<b>Something Impossible</b> Build an $A_{TM}$ Decider
<b>Conclude?</b>	<b>Nothing</b>	<b>Assumed Thing Cannot Exist</b> $HALT_{TM}$ Decider can't exist

# Undecidability “Direction”

**Fact: Magic Wands  
Cannot Exist**

**Use?**

Magic Wand

**Something Assumed to Exist**

$HALT_{TM}$  Decider

**Do?**

Go Back in Time

**Something Impossible**

Build an  $A_{TM}$  Decider

**Conclude?**

**Assumed Thing Cannot Exist**

$HALT_{TM}$  Decider can't exist

# Undecidability “Direction”

**Fact: Magic Wands  
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<b>Use?</b>	Magic Wand	<b>Something Assumed to Exist</b> $HALT_{TM}$ Decider
<b>Do?</b>	Go Back in Time	<b>Something Impossible</b> Build an $A_{TM}$ Decider
<b>Conclude?</b>	<b>Nothing</b>	<b>Assumed Thing Cannot Exist</b> $HALT_{TM}$ Decider can't exist

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<b>Use?</b>	<b>Something Impossible</b> Magic Wand	<b>Something Assumed to Exist</b> $HALT_{TM}$ Decider
<b>Do?</b>	<b>Any Task</b> Go Back in Time	<b>Something Impossible</b> Build an $A_{TM}$ Decider
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<b>Use?</b>	<b>Something Impossible</b> $A_{TM}$ Decider	<b>Something Assumed to Exist</b> $HALT_{TM}$ Decider
<b>Do?</b>	<b>Any Task</b> Build $HALT_{TM}$ Decider	<b>Something Impossible</b> Build an $A_{TM}$ Decider
<b>Conclude?</b>		<b>Assumed Thing Cannot Exist</b> $HALT_{TM}$ Decider can't exist



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<b>Do?</b>	<b>Any Task</b> Build $HALT_{TM}$ Decider	<b>Something Impossible</b> Build an $A_{TM}$ Decider
<b>Conclude?</b>	<b>Nothing</b>	<b>Assumed Thing Cannot Exist</b> $HALT_{TM}$ Decider can't exist

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$\therefore$   **$HALT_{TM}$  is undecidable.**