

# COMP30026 Models of Computation

## Undecidable Languages

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Lecture Week 11 Part 2

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# This Lecture is Being Recorded



# An Undecidable Language

Now let us study undecidable problems/languages.

We start by showing that it is undecidable whether a Turing machine accepts a given input string. That is,

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

is undecidable.

The main difference from the case of  $A_{CFG}$ , for example, is that a Turing machine may fail to halt.

# TM Acceptance Is Undecidable

## Theorem:

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

is undecidable.

**Proof:** Assume (for contradiction) that  $A_{TM}$  is decided by a TM  $H$ :

$$H\langle M, w \rangle = \begin{cases} \text{accept} & \text{if } M \text{ accepts } w \\ \text{reject} & \text{if } M \text{ does not accept } w \end{cases}$$

Using  $H$  we can construct a Turing machine  $D$  which decides whether a given machine  $M$  fails to accept its own encoding  $\langle M \rangle$ :

- 1 Input is  $\langle M \rangle$ , where  $M$  is some Turing machine.
- 2 Run  $H$  on  $\langle M, \langle M \rangle \rangle$ .
- 3 If  $H$  accepts, reject. If  $H$  rejects, accept.

# TM Acceptance

In summary:

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

But no machine can satisfy that specification!

Why? Because we obtain an absurdity when we investigate  $D$ 's behaviour when we run it on its own encoding:

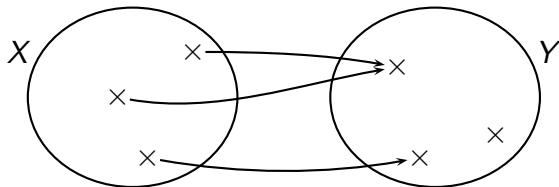
$$D(\langle D \rangle) = \begin{cases} \text{accept} & \text{if } D \text{ does not accept } \langle D \rangle \\ \text{reject} & \text{if } D \text{ accepts } \langle D \rangle \end{cases}$$

Hence neither  $D$  nor  $H$  can exist.

# Bijections Again

Recall that a function  $f : X \rightarrow Y$  is

- **surjective** (or **onto**) iff  $f[X] = Y$ .
- **injective** (or **one-to-one**) iff  $f(x) = f(y) \Rightarrow x = y$ .
- **bijective** iff it is both surjective and injective.



# Inverse Function

Given  $f : X \rightarrow Y$ , a function  $g : Y \rightarrow X$  is its **inverse** iff  $g \circ f = 1_X$  and  $f \circ g = 1_Y$ .

An inverse function, if it exists, is unique.

A function has an inverse iff it is bijective.

If  $f : X \rightarrow Y$  is a bijection, we denote its inverse by  $f^{-1} : Y \rightarrow X$ .

# Bijections and Enumerations

In Week 6 we looked at the bijection  $d : \mathbb{Z} \rightarrow \mathbb{N}$  defined by

$$d(n) = \begin{cases} 2n - 1 & \text{if } n > 0 \\ -2n & \text{if } n \leq 0 \end{cases}$$

Its inverse function  $e : \mathbb{N} \rightarrow \mathbb{Z}$  is

$$e(n) = \begin{cases} (n+1)/2 & \text{if } n \text{ is odd} \\ -n/2 & \text{if } n \text{ is even} \end{cases}$$

A bijection in  $\mathbb{N} \rightarrow X$  gives us an **enumeration** of the set  $X$ .

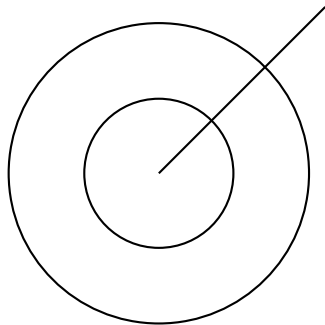
$e$  gives an enumeration of  $\mathbb{Z}$ , namely  $0, 1, -1, 2, -2, 3, -3, 4, \dots$



# Galileo's Paradox

$\mathbb{N}$  and the set of perfect squares are in a one-to-one relation:  $f$  defined by  $f(n) = n^2$  is a bijection.

{	0	1	2	3	4	5	...
	↑↓	↑↓	↑↓	↑↓	↑↓	↑↓	
{	0	1	4	9	16	25	...



Galileo: The outer circle has twice as many points as the inner circle, as the ratio between the circumferences is 2. Yet considering radial lines shows a one-to-one relation.



# Comparing Sizes of Sets: Cantor's Criterion

So what does 'equals' and 'less' mean for infinite cardinality?

How do we compare the "sizes" of infinite sets?



Cantor's criterion:

- $\text{card}(X) \leq \text{card}(Y)$  iff there is a **total, injective**  $f : X \rightarrow Y$ .
- $\text{card}(X) = \text{card}(Y)$  iff  
 $\text{card}(X) \leq \text{card}(Y)$  and  $\text{card}(Y) \leq \text{card}(X)$ .

As a consequence, there are (infinitely) many degrees of infinity.

# To Infinity and Beyond

$X$  is **countable** iff  $\text{card}(X) \leq \text{card}(\mathbb{N})$ .

$X$  is **countably infinite** iff  $\text{card}(X) = \text{card}(\mathbb{N})$ .

Examples:  $\mathbb{Z}$ ,  $\mathbb{N}^k$ , and  $\mathbb{N}^*$  (the set of all finite sequences of natural numbers) are all countably infinite.

Importantly,  $\Sigma^*$  is countable for all finite alphabets  $\Sigma$ , including the alphabet of printable characters on your keyboard.

$\mathcal{P}(\mathbb{N})$ ,  $\mathbb{N} \rightarrow \mathbb{N}$ , and  $\mathbb{Z} \rightarrow \mathbb{Z}$  are **uncountable**, as can be shown by **diagonalisation**.

# Diagonalisation Showing $\mathbb{Z} \rightarrow \mathbb{Z}$ Is Uncountable

**Theorem:** There is no bijection  $h : \mathbb{N} \rightarrow (\mathbb{Z} \rightarrow \mathbb{Z})$ .

**Proof:** Assume  $h$  exists. Then

$$h(0), h(1), h(2), \dots, h(n), \dots$$

contains every function in  $\mathbb{Z} \rightarrow \mathbb{Z}$ , without duplicates.

Now construct  $f : \mathbb{Z} \rightarrow \mathbb{Z}$  as follows:

$$f(n) = h(n)(n) + 1$$

Then  $f \neq h(n)$  for all  $n$ , so we have a contradiction.

# Why This Is Called Diagonalisation

Here is some hypothetical listing of all the functions  $h(0), h(1), \dots$  that make up  $\mathbb{Z} \rightarrow \mathbb{Z}$ :

	0	1	2	3	4	5	...
$h(0)$	19	3	42	0	7	9	...
$h(1)$	42	42	42	42	42	42	...
$h(2)$	42	43	44	45	46	47	...
$h(3)$	6	93	17	84	6	93	...
$h(4)$	45	18	-8	-5	63	-9	...
$\vdots$							

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$\vdots$							

$f$  is defined in such a way that it cannot possibly be in the listing:

	0	1	2	3	4	5	...
$f$	20	43	45	85	64	...	...

# Algorithms vs Functions

Consider the set of **algorithms** that realise functions  $f : \mathbb{Z} \rightarrow \mathbb{Z}$ .

How large is that set?

It is infinite, but we can enumerate it. It is contained in  $\Sigma^*$ , where  $\Sigma$  is the set of (printable) characters on my keyboard and as we have seen, that set is **countable**.

So there cannot be any more, say, **Haskell functions**, of type `Integer -> Integer` than there are integers. Namely, each Haskell function is represented finitely, as a finite sequence of symbols from a finite alphabet.

# Algorithms vs Functions

However, we saw that  $\mathbb{Z} \rightarrow \mathbb{Z}$  is **not** countable.

In other words, there are number-theoretic functions (in fact, lots of them) that do not have a corresponding algorithm.

So are there any “important” functions that are not computable?

As it turns out, **yes**, very much so!



# Problems that Have No Algorithmic Solution

Some undecidable problems:

- Are two given CFGs equivalent?
- Are there strings that a given CFG cannot generate?
- Is a given CFG unambiguous?
- Will a given Python program halt for all input?
- Will it halt on input 42?
- Will a given Java program ever throw a certain exception?

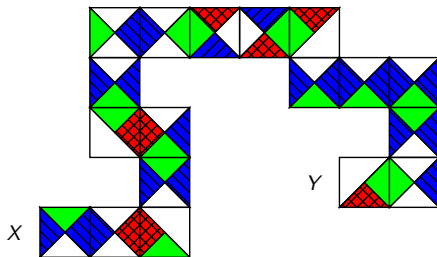
Next week we will explore some other undecidable problems.

# Domino Snakes

Consider a finite set of **types** of tiles  $\boxtimes$ .

There are infinitely many tiles of each type.

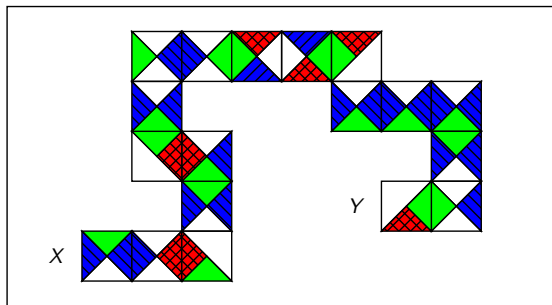
Can points  $X$  and  $Y$  in the plane be connected?



The (unconstrained) problem is **decidable**.

# Domino Snakes

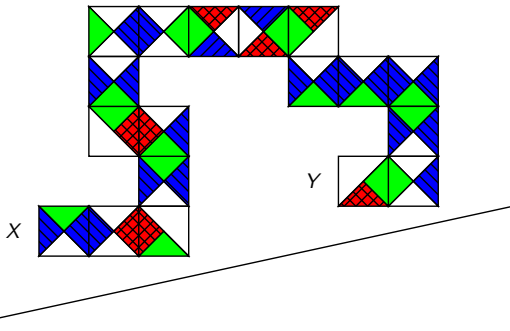
Can  $X$  and  $Y$  be connected?



In finite segment of plane: also **decidable**.

# Domino Snakes

Can points  $X$  and  $Y$  be connected?



In half-plane: **Undecidable!**

Intuition is sometimes a poor guide to decidability.

# Busy Beavers (Not Examinable)

We have made a video available (optional viewing) with an interesting example of an uncomputable function. It involves some fascinating Turing machines called **busy beavers**, and it includes a proof of the undecidability of Turing machine halting-on-empty-input.

There are also a couple of other (optional) Turing machine related videos.

You'll find them in the Week 11 Canvas module (where we will also leave the slides from the busy beaver video).

# Coming Up in the Next Two Weeks

Next week we will use the technique of **reduction** to find a bunch of interesting undecidable problems.

We will also have a review of what we achieved this semester.

We plan to run the practice exam on Tuesday 3 November from 15:00 to 18:30, on Grok.

We also plan to have a Zoom catch-up mega-tute and feedback session on Friday 6 November (using this lecture Zoom link).

Make sure you know when the actual exam is.