

# Algorithms and Computability

## Lecture 10: Reductions

Christian Schilling (christianms@cs.aau.dk)

slides courtesy of Martin Zimmermann

# Last Time in Algorithms and Computability

We have seen

- Diagonalization
- Non-computability of the halting problem
- Closure properties of computable and computably-enumerable

# Encoding of Turing Machines

Let  $M = (Q, \Sigma, \Gamma, s, t, r, \delta)$  be a DTM. We assume without loss of generality that  $Q = \{1, 11, \dots, 1^{|Q|}\}$  and  $\Sigma = \{0, 1\}$ .

Also, let  $rep_\Gamma: \Gamma \rightarrow \{1, 11, \dots, 1^{|\Gamma|}\}$  be an encoding of  $\Gamma$  such that  $rep_\Gamma(0) = 1$ ,  $rep_\Gamma(1) = 11$ , and  $rep_\Gamma(\_) = 111$

Then,  $M$  is encoded by the word  $\ulcorner M \urcorner$  over  $\{0, 1\}$  defined as follows:

$$1^{|Q|} 0 1^{| \Gamma |} 0 s 0 t 0 r 0 w_\delta$$

where  $w_\delta$  is the list of encodings of transitions.

Each  $\delta(q, b) = (p, a, d)$  is encoded by

$$q 0 rep_\Gamma(b) 0 p 0 rep_\Gamma(a) 0 dir(d) 0$$

where  $dir(-1) = 1$  and  $dir(+1) = 11$

# The Halting Problem

- So, (the encoding of) a DTM can be the input for a DTM
- Thus, we can formulate decision problems about DTMs!
- A particular interesting (both practically and theoretically) problem is the **halting problem**:

$$\text{HP} = \{ \langle \ulcorner M \urcorner, w \rangle \mid M \text{ is a DTM that halts on input } w \}$$

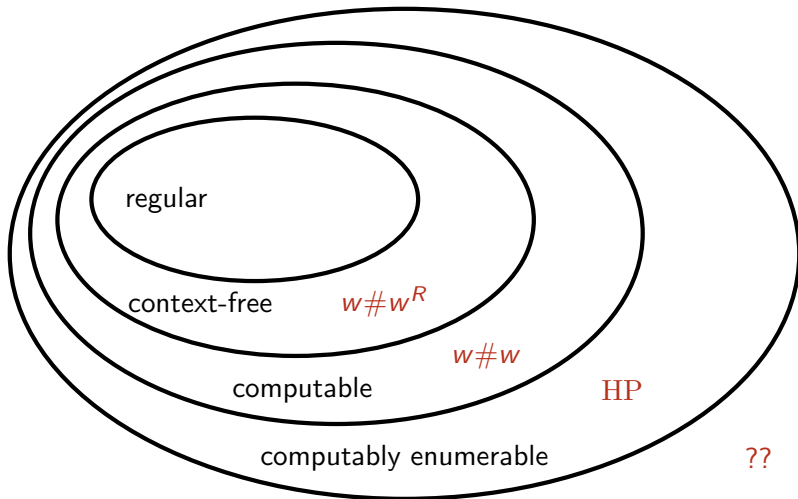
- Here,  $\langle \cdot, \cdot \rangle$  is a function that encodes two words  $x, y$  over  $\{0, 1\}$  by a single word  $\langle x, y \rangle$  over  $\{0, 1\}$ . See “Encoding pairs” in “Computability and Complexity” (page 89) for details

## Theorem (Turing 1936)

*The halting problem is not computable*

# Today

- How to show more problems non-computable?
- How to show that a problem is not computably-enumerable?



# Agenda

1. Intuition Behind Reductions
2. Reductions
3. Applications
4. More Non-computable Problems

# The Acceptance Problem for Turing Machines

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Given  $\ulcorner M \urcorner$ , let  $f(\ulcorner M \urcorner) = \ulcorner M' \urcorner$ , where  $M'$  is the DTM obtained from  $M$  by replacing every occurrence of  $r$  in a transition by  $t$



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- If  $M$  accepts  $w$ , then  $M'$  accepts  $w$
- If  $M$  rejects  $w$ , then  $M'$  accepts  $w$
- If  $M$  does not halt on  $w$ , then  $M'$  does not either

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$$\langle \ulcorner M \urcorner, w \rangle \in HP \iff \langle f(\ulcorner M \urcorner), w \rangle \in AP$$

- Can AP be computable?

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$$\langle \ulcorner M \urcorner, w \rangle \in HP \iff \langle f(\ulcorner M \urcorner), w \rangle \in AP$$

- Assume there is a halting DTM  $A$  for  $AP$
- Then, we can construct a DTM  $H$  that computes  $HP$ :
  1. Given input  $\langle \ulcorner M \urcorner, w \rangle$ , write  $\langle f(\ulcorner M \urcorner), w \rangle$  on tape
  2. Simulate  $A$  on that input (which will halt by assumption)
  3. If  $A$  accepts,  $H$  accepts as well
  4. If  $A$  rejects,  $H$  rejects as well
- However,  $H$  cannot exist, since  $HP$  is not computable.  
Thus,  $A$  cannot exist and  $AP$  cannot be computable either

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$$\langle \ulcorner M \urcorner, w \rangle \in AP \iff \langle f(\ulcorner M \urcorner), w \rangle \in HP$$

- There is a DTM  $H$  with  $L(H) = HP$  (see Exercise Sheet 3)
- We can construct a DTM  $A$  with  $L(A) = AP$ :
  1. Given input  $\langle \ulcorner M \urcorner, w \rangle$ , write  $\langle f(\ulcorner M \urcorner), w \rangle$  on tape
  2. Simulate  $H$  on that input
  3. If  $H$  accepts,  $A$  accepts as well
  4. If  $H$  rejects,  $A$  rejects as well
- $H$  halts on all accepted inputs, and hence so does  $A$
- Thus,  $AP$  is computably-enumerable as well



# The Usefulness of Reductions

In general, we have reduced instances of a problem  $A$  to instances of another problem  $B$  (using a function)

- If  $B$  is computable, then  $A$  is also computable
- If  $B$  is computably-enumerable, then  $A$  is also computably-enumerable

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The converse is also very useful:

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In the following, we formalize the notion of “reduction” and show some applications

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## Note

There are different notions of reductions for different applications. We focus here on one notion that is useful for our goals

# Agenda

1. Intuition Behind Reductions
- 2. Reductions**
3. Applications
4. More Non-computable Problems

## Caution

Let us “reduce” the halting problem

$$\text{HP} = \{ \langle \ulcorner M \urcorner, w \rangle \mid M \text{ is a DTM that halts on input } w \}$$

to the computable language  $O = \{1\} \subseteq \mathbb{B}^*$  by defining the following function  $f$ :

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## A problem:

- We can now compute whether a given input  $w$  is in HP by computing  $f(w)$  and checking whether it is in  $O$  or not
- But HP is not computable! Where is the issue?

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The case distinction solves a non-computable problem!



## Definition (See Def. 2.1.17 in “Computability and Complexity” for full definition)

A function  $f: \Sigma_1^* \rightarrow \Sigma_2^*$  is a computable function if and only if there exists a DTM  $M_f$  that on every input  $w \in \Sigma_1^*$

- always halts and accepts
- with just  $f(w)$  on its tape and
- the head at the first letter of  $f(w)$

# Computable Functions

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## Examples

- $f(w) = ww$  is computable
- $f(\lceil m \rceil \# \lceil n \rceil) = \lceil m \cdot n \rceil$  is computable (where  $\lceil n \rceil$  denotes the binary encoding of  $n \in \mathbb{N}$ )

## A More Interesting Example

$$f(w) = \begin{cases} \ulcorner M' \urcorner & \text{if } w = \ulcorner M \urcorner \text{ for some Turing machine } M \\ & \text{and } M' \text{ is the Turing machine obtained} \\ & \text{from } M \text{ by replacing every occurrence of its} \\ & \text{rejecting state in a transition by the accepting one} \\ \varepsilon & \text{if } w \text{ is not an encoding of a Turing machine} \end{cases}$$

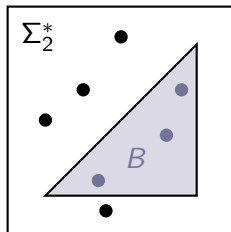
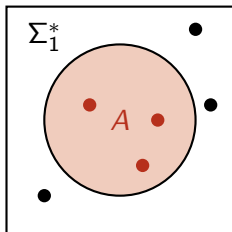
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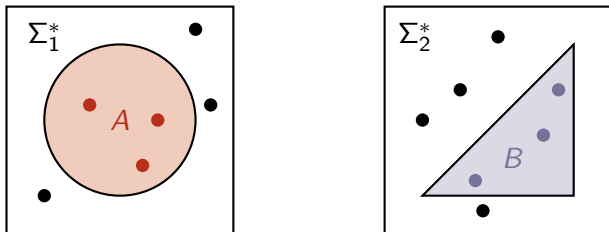
$f$  is computed by the following Turing machine. On input  $w$ :

1. If  $w$  does not encode a Turing machine, empty the tape and accept
2. Otherwise, replace every occurrence of  $r$  in  $w_\delta$  by  $t$  and accept

# Mapping Reduction



# Mapping Reduction

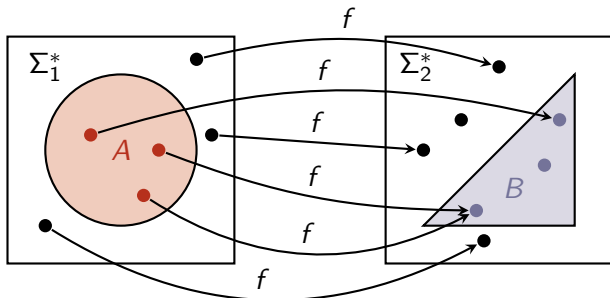


## Definition

Let  $A \subseteq \Sigma_1^*$  and  $B \subseteq \Sigma_2^*$  be languages. We say that  $A$  is **mapping reducible** to  $B$ , written  $A \leq_m B$ , if and only if

1. there is a computable function  $f: \Sigma_1^* \rightarrow \Sigma_2^*$  such that
2. for every  $w \in \Sigma_1^*$ :  $w \in A \Leftrightarrow f(w) \in B$

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## Quiz 1

Let  $E = \{w \in \{0, 1, \dots, 9\}^+ \mid w \text{ is even}\}$

and  $O = \{w \in \{0, 1, \dots, 9\}^+ \mid w \text{ is odd}\}$

Show that  $E \leq_m O$



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Show that  $E \leq_m O$

Choose  $f(w) = w + 1$  and show that  $w \in E \iff f(w) \in O$

## Quiz 2

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What if you could also show  $\text{HP} \leq_m L$ ?

Then HP would be computable

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## A Convention to Save Space

- In the following, we may write things like

*“ $\ulcorner M \urcorner$  accepts  $w$ ”*

- What we mean is

*“ $\ulcorner M \urcorner$  is the encoding of a Turing machine  $M$  and  $M$  accepts  $w$ ”*

$$\text{HP} \leq_m \text{AP}$$

## Theorem

$$\text{HP} \leq_m \text{AP}$$



$$f(w) = \begin{cases} \lceil M' \rceil & \text{if } w = \lceil M \rceil \text{ and } M' \text{ is obtained from } M \\ & \text{by replacing every occurrence of } r \text{ by } t \\ \varepsilon & \text{if } w \text{ is not an encoding of a Turing machine} \end{cases}$$

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## Proof

- $f$  is computable. Hence,  $g$  defined below is also computable:

$$g(w) = \begin{cases} \langle f(\ulcorner M \urcorner), w' \rangle & w = \langle \ulcorner M \urcorner, w' \rangle \text{ such that } w' \text{ is an input for } M \\ \varepsilon & \text{otherwise} \end{cases}$$

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$$f(w) = \begin{cases} \ulcorner M' \urcorner & \text{if } w = \ulcorner M \urcorner \text{ and } M' \text{ is obtained from } M \\ & \text{by replacing every occurrence of } r \text{ by } t \\ \varepsilon & \text{if } w \text{ is not an encoding of a Turing machine} \end{cases}$$

## Proof

- $f$  is computable. Hence,  $g$  defined below is also computable:

$$g(w) = \begin{cases} \langle f(\ulcorner M \urcorner), w' \rangle & w = \langle \ulcorner M \urcorner, w' \rangle \text{ such that } w' \text{ is an input for } M \\ \varepsilon & \text{otherwise} \end{cases}$$

- We show  $w \in \text{HP} \Leftrightarrow g(w) \in \text{AP}$ :

- Let  $w \notin \text{HP}$

1. If  $g(w) = \varepsilon$ , then  $g(w) \notin \text{AP}$
2. Otherwise,  $w = \langle \ulcorner M \urcorner, w' \rangle$  s.t.  $M$  does not halt on  $w'$ 
  - Then,  $f(\ulcorner M \urcorner) = \ulcorner M' \urcorner$  does not halt on  $w'$

- In both cases above,  $g(w) = \langle f(\ulcorner M \urcorner), w' \rangle \notin \text{AP}$

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$f$  is computable. We show  $w \in \text{AP} \Leftrightarrow f(w) \in \text{HP}$ :

- Let  $w \in \text{AP}$
- Then,  $w = \langle \ulcorner M \urcorner, w' \rangle$  such that  $M$  accepts  $w'$
- Then,  $M'$  accepts  $w'$  as well, and in particular halts on  $w'$
- Thus,  $f(w) = \langle \ulcorner M' \urcorner, w' \rangle \in \text{HP}$

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■ Let  $w \notin \text{AP}$

1. If  $f(w) = \varepsilon$ , then  $f(w) \notin \text{HP}$
  2. Otherwise,  $w = \langle \ulcorner M \urcorner, w' \rangle$  such that  $M$  does not accept  $w'$ 
    - Hence, either  $M$  rejects  $w'$  or  $M$  does not halt on  $w'$
    - In both cases,  $f(\langle \ulcorner M \urcorner, w' \rangle) = \langle \ulcorner M' \urcorner, w' \rangle$ ,  
and  $M'$  does not halt on  $w'$
- In both cases above,  $f(w) = \langle \ulcorner M' \urcorner, w' \rangle \notin \text{HP}$

# Agenda

1. Intuition Behind Reductions
2. Reductions
3. Applications
- 4. More Non-computable Problems**

# Main Theorem

## Theorem

*Let  $A \leq_m B$ . Then:*

- *If  $B$  is computable, then  $A$  is computable*

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- If  $B$  is computable, then  $A$  is computable
- If  $A$  is not computable, then  $B$  is not computable
- If  $B$  is computably-enumerable, then  $A$  is computably-enumerable

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## Corollary

AP is not computable, but computably-enumerable

# Collatz

Recall Lecture 1: Does the following algorithm return True for every possible input  $n \geq 1$ ?

```
1 def collatz(n):  
2     while(n > 1):  
3         if n%2 == 0:  
4             n = n/2  
5         else:  
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7     return True
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## Note

If we were able to compute whether a DTM halts on every input, we could use it to solve the Collatz problem. However...

# Non-computable Problems

The following problems are all non-computable:

- $HP = \{\langle \ulcorner M \urcorner, w \rangle \mid M \text{ halts on input } w\}$
- $AP = \{\langle \ulcorner M \urcorner, w \rangle \mid w \in L(M)\}$
- $NEP = \{\ulcorner M \urcorner \mid L(M) \neq \emptyset\}$
- $UHP = \{\ulcorner M \urcorner \mid M \text{ halts on every input}\}$
- $EQP = \{\langle \ulcorner M \urcorner, \ulcorner M' \urcorner \rangle \mid L(M) = L(M')\}$
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There are many more in logics, automata theory, math, etc.

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There are many more in logics, automata theory, math, etc.

- Given six  $3 \times 3$  integer matrices, can they be multiplied in some order (with possible repetitions) to yield the zero matrix?



# Rice's Theorem

In a very specific sense, **every** interesting question about Turing machines is not computable!

## Definition

Let  $L \subseteq \Sigma^*$

- $L$  is nontrivial if  $L \neq \emptyset$  and  $L \neq \Sigma^*$
- $L$  is semantic if  $\lceil M \rceil \in L$  and  $L(M) = L(M')$  implies  $\lceil M' \rceil \in L$  (membership of Turing-machine encodings in  $L$  only depends on the accepted language)

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## Examples

- $\{\lceil M \rceil \mid M \text{ accepts } 09022024\}$  is nontrivial and semantic
- $\{\lceil M \rceil \mid M \text{ accepts at least ten words } w \text{ with } |w| > 11\}$  is nontrivial and semantic
- $\{\lceil M \rceil \mid M \text{ has at least twenty states}\}$  is nontrivial but not semantic

# Rice's Theorem

In a very specific sense, **every** interesting question about Turing machines is not computable!

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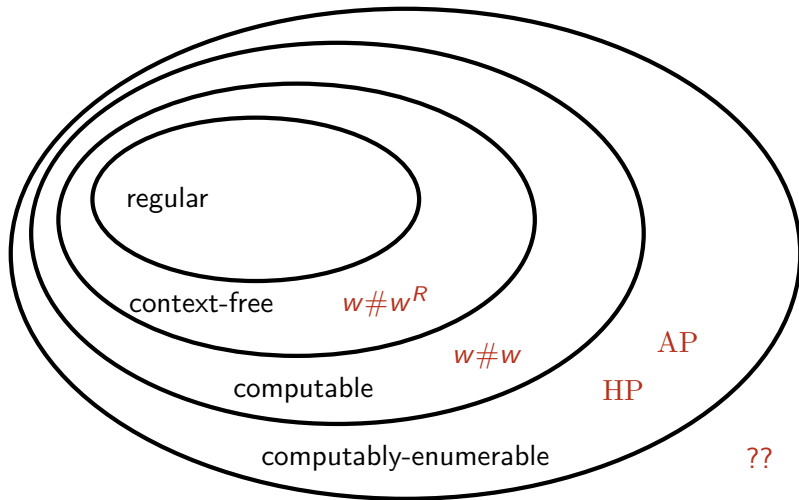
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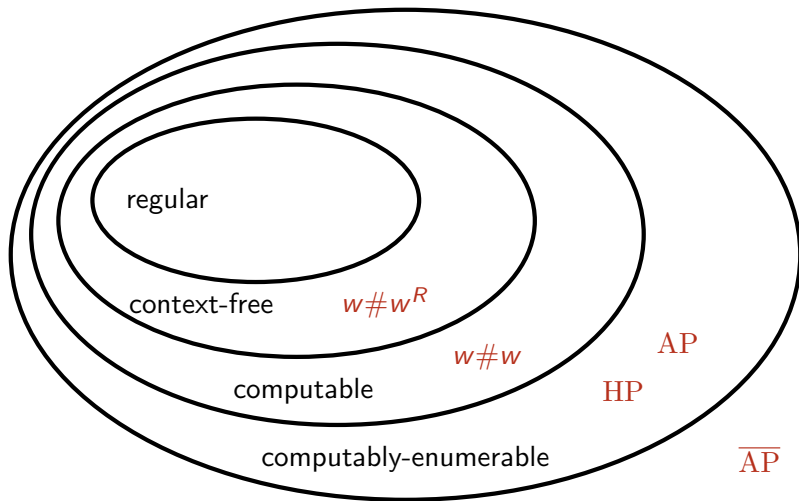
## Theorem (Rice 1951)

*Every nontrivial semantic language is non-computable*

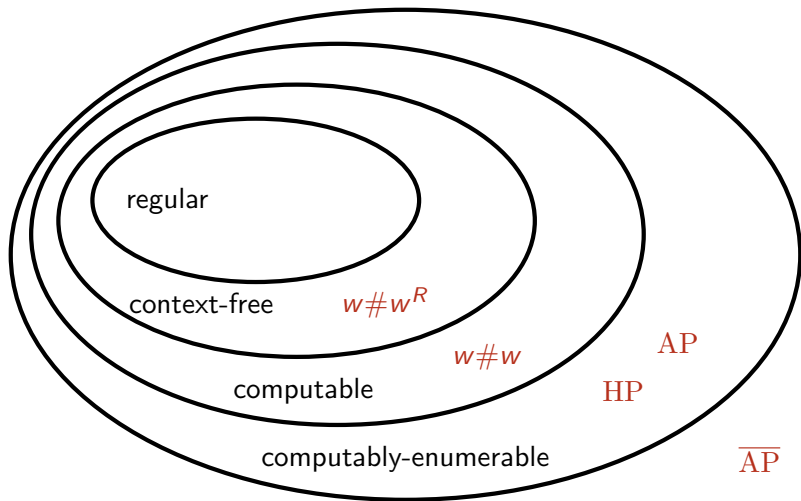
# Exercise



## Exercise



## Exercise



**Note:** AP is computably-enumerable. Thus, computably-enumerable languages are not closed under complementation (cf. Lecture 9)

# Conclusion

We have seen

- (Mapping) Reductions,
- More non-computable problems and how to prove them non-computable via reductions, and
- Rice's theorem: everything “interesting” about Turing machines is not computable
- Consequence: everything “interesting” about programs is not computable

## Reading

In “Computability and Complexity”:

- Section 2.8 on reductions