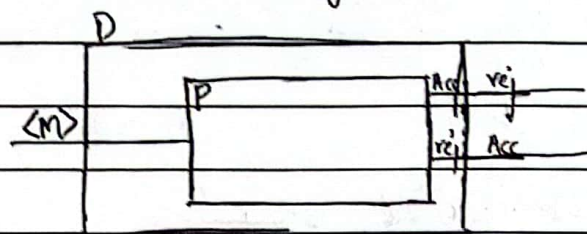


1) Let us assume $P()$ exists and halts for every input.

2) We use that to create a new machine D .

3) D takes as input $\langle m \rangle$ and uses as $P()$ as a subroutine, such that if $P()$ accepts, D rejects and if $P()$ rejects, D accepts.

$$D(\langle m \rangle) = \begin{cases} \text{accept} & \text{if } P(\langle m \rangle) = \text{rej} \\ \text{reject} & \text{if } P(\langle m \rangle) = \text{acc} \end{cases}$$



Now let us take the case where $\langle m \rangle = \langle D \rangle$ since $\langle m \rangle$ could be the encoding of ~~this~~ any machine.

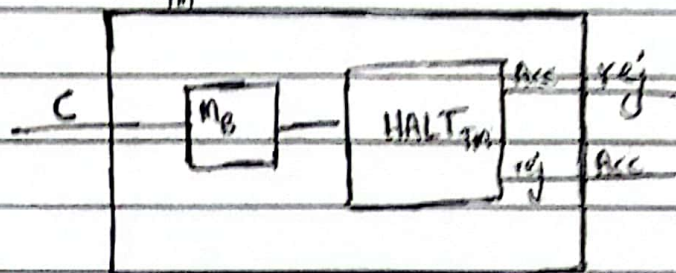
⇒ Now if $P(\langle D \rangle)$ returns ~~true~~ accept, that means $D(\langle D \rangle)$ returns reject, implying that $\langle D \rangle \notin L(D)$, which means $P(\langle D \rangle)$ should've returned reject.

⇒ Similarly if $P(\langle D \rangle)$ returned reject, that means $D(\langle D \rangle)$ returns accept, implying ~~$\langle D \rangle \notin L(D)$~~ $\langle D \rangle \in L(D)$, which means $P(\langle D \rangle)$ should've returned accept.

⇒ So $P(\langle D \rangle)$ can't accept, reject or go into a loop without violating its conditions. Since we have reached a contradiction, our previous assumption of $L(P)$ being decidable is wrong and the machine P cannot exist.

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2) We create a new machine $TILE_{TM}$ which uses the $HALT_{TM}$ as a subrouting in the following way.



M_B does the following writes the encoding for the following program on the tape:

```

for i from 1 to  $\infty$  {
    check  $\leftarrow$  false
    for j from 1 to  $|C|^{i^2}$  {
        combination  $\leftarrow$  generate-new-pattern(i)
        if (is-legal(combination)) {
            check  $\leftarrow$  true
            break from inner loop.
        }
    }
    if (not check) return true
    i++
}

```

Number of $i \times i$ combinations possible from set C

creates new pattern of $i \times i$ tiles

checks if no coinciding borders have the same color

Halting condition

This code halting \Rightarrow There exists an i for which now combination of $i \times i$ tiling's from C is legal which would mean $C \in L(TILE_{TM})$.

This program never halting \Rightarrow a legal combination exists $\forall n \in \mathbb{Z}^+$ $\therefore C \in L(TILE_{TM})$

\therefore We have shown that $TILE \leq_T HALT$

3) a) Since the COUNT problem takes as input a fixed integer n , we have to consider a finite number of n -state Turing machines.

Our program works in the following way. (i starts at 0)

```
for all  $n$ -state TMs {  
  Create = new TM  
  Temp  $\leftarrow$  Create-new-TM( $n$ )  
  if (HALTTM(Temp, BLANK))  
     $i++$ ;  
}  
return  $i$ ;
```

$\therefore \text{COUNT} \leq_T \text{HALT}$

3)b) We create HALT_{TM} using COUNT_{TM} ~~such that~~ in the following way.

~~We count the number of states given as in~~

⇒ We modify input $\langle M, w \rangle$ such that we create a new machine M_w which has w hard coded so it runs ~~on~~ starting on a blank tape.

⇒ We ~~in~~ count the number of states in M_w and create all valid TM's with these many states and start simulating all including M_w on a blank tape.

⇒ We input the No. of states into COUNT_{TM} to get $H(n)$.

⇒ We keep count of number of machines that have halted.

⇒ When $H(n) = \text{No. machines halted}$ (which is guaranteed to happen by def of COUNT_{TM}), ~~at~~ we check if M_w has halted or not.

⇒ If M_w has halted, return true, else return false.

∴ $\text{HALT} \leq_T \text{COUNT}$

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3)c) Let M be a machine ~~that~~ constructed in the following way

$\Rightarrow M$ takes input $\langle n, a \rangle$.

\Rightarrow it ~~it~~ creates all possible TMs with n -states.

\Rightarrow As soon as a or more turing machines halt, it ~~return~~ halts and returns accept.

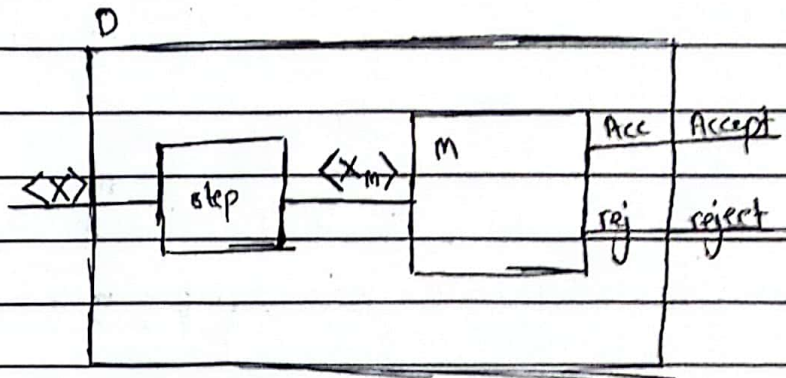
This means that if $\langle n, a \rangle \in L$ there must be atleast a out of ~~these~~ ^{all} n -state machines that will halt, implying $M(\langle n, a \rangle) = \text{Accept}$.

$\therefore L$ is Turing-Recognizable

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4) Let's assume FTSOC, there does exist a TM M .

We create a new TM D as follows.



Step 2

Write the encoding for a program that does as follows:

- ⇒ Takes input string s .
- ⇒ Runs the encoding $\langle x \rangle$ on itself for $|s|$ steps.
- ⇒ If the simulation does not halt in $|s|$ steps, return accept.
- ⇒ If simulation halts ~~return reject~~ and accepts, we accept, if it rejects then we reject;

If X halts on $\langle x \rangle$, there must exist a finite number of steps n that it halts in. Which means any string s , such that $|s| > n$ will be rejected by X_M making its language finite.

So $\langle x \rangle \in L(x) \rightarrow L(x_M)$ is finite

and $\langle x \rangle \notin L(x) \rightarrow L(x_M) = \Sigma^* \leftarrow$ infinite

