

Foundations of Computing

Lecture 18 – Exam Review

Arkady Yerukhimovich

March 25, 2025

Outline

- 1 Lecture 17 Review
- 2 Turing Machines
- 3 Languages Recognized by TMs
- 4 Undecidable Languages
- 5 Proofs by Reduction
- 6 Kolmogorov Complexity

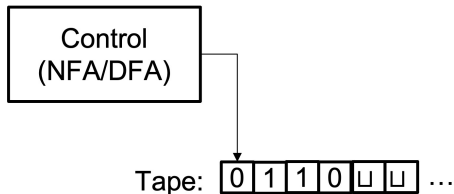
Lecture 17 Review

- Review of Reductions
- Types of Reductions – Mapping reductions, Turing reductions
- A brief intro into Kolmogorov complexity

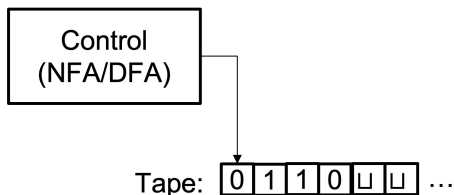
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The Turing Machine



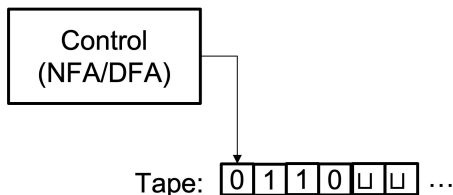
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Key Differences:

- A TM can read and write to its tape

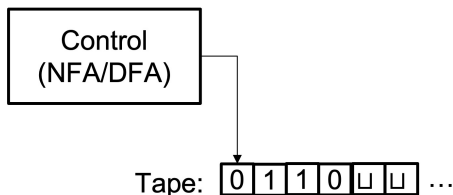
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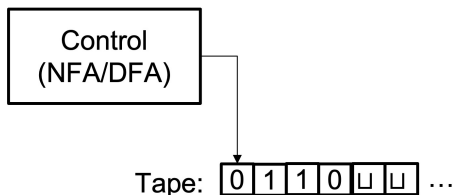
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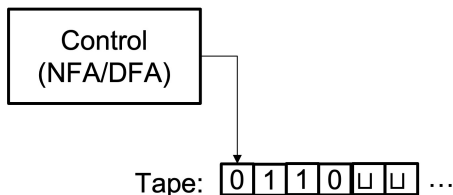
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- The read/write head can move to the right and to the left
- No separate input tape, input written onto memory tape at start
- The memory tape is infinite
- Control FA has accept and reject states. If entered, TM halts and outputs.

An Example: TM To Recognize $L = \{w\#w \mid w \in \{0,1\}^*\}$

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- 3 When all symbols to the left of $\#$ have been crossed off, check that no uncrossed-off symbols remain to the right of $\#$. If any symbols remain, reject, otherwise accept.

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- To prove that some problem cannot be solved by an algorithm, enough to reason about Turing Machines
- This means that Turing Machines give an abstraction to capture “feasible computation”

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A Turing machine M is a 7-tuple:

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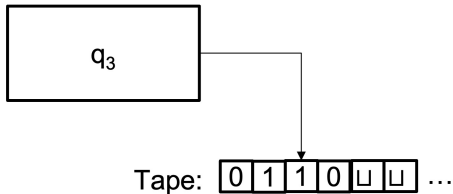
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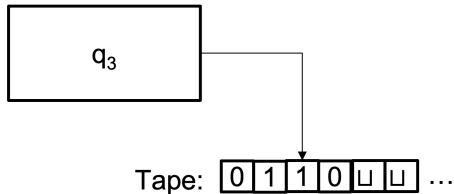
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Computing on a Turing Machine



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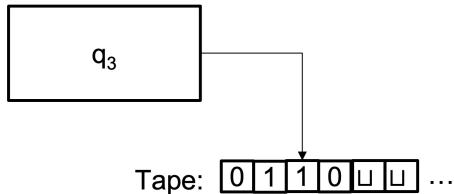
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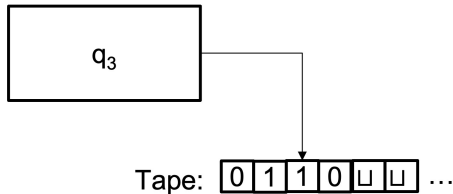
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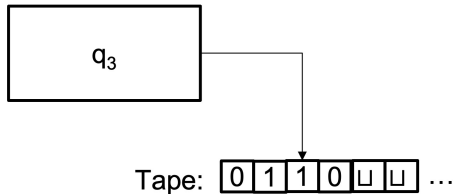
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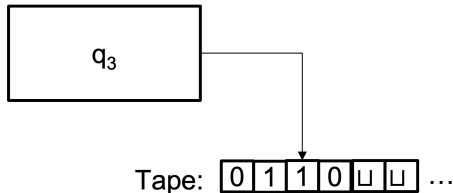
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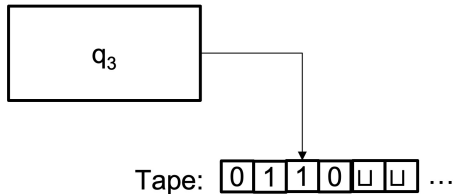
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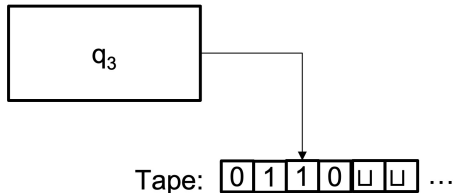
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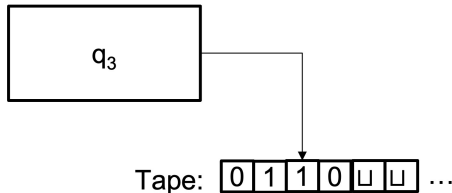
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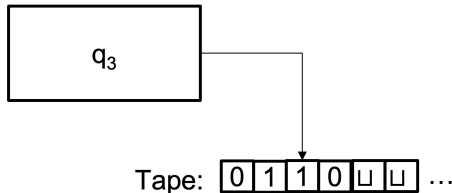
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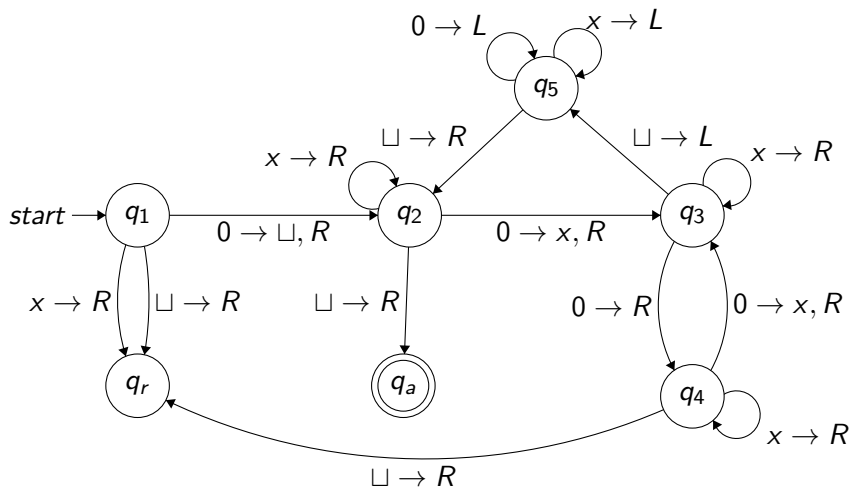
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Full Specification: Running M on $w = 0000$



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- M halts on all inputs, accepting those in L and rejecting those not in L

Take Away

You should be able to show that a language is decidable or Turing-recognizable by designing a TM algorithm.

Important TM Notation / Observations

- TM always takes a string as input
 - Sometimes we want to talk about a TM taking another type of input (e.g., a graph, a FA, a TM)
 - To do so, we must serialize the object into a string
 - Notation: $\langle G \rangle$

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- Can use multiple tapes if it's useful
- Can give a machine as an input to another machine
 - All machines we have seen can be written as finite tuples, e.g. $(Q, \Sigma, \Gamma, \delta, q_0, q_{accept}, q_{reject})$
 - So, we can write this as a string and pass it to a TM
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 - TM can then run the machine from this description
 - A TM that accepts any TM and runs it is called a *universal TM*

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- ① Full specification
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③ Algorithm specification

- Give algorithm in pseudocode
- Don't explicitly spell out what happens on the tape

Turing Machine Variants

- Multi-tape Turing Machine
- Nondeterministic Turing Machine

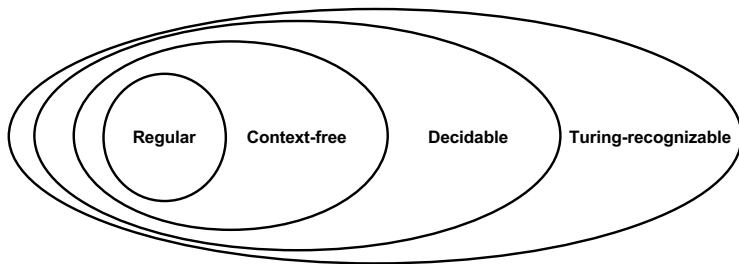
What You Need to Know

- Be able to explain what the variant is
- Know whether it is equivalent to standard TM
- Be able to explain why

We have seen many examples of decidable languages:

- Languages about strings
- Languages about DFAs/NFAs/CFGs – know which ones are decidable and which are not, why
- Be comfortable with TM's that take another machine as input

Relationships Among Language Classes



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- A set that is not countable is *uncountable*

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Idea: For all $i \in \mathcal{N}$, make $x_i \neq f(i)_i$
- Contradiction – f is not mapping between \mathcal{R} and \mathcal{N}

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Correctness:

- For any input $\langle M, w \rangle \in A_{TM}$, M is a TM, and $M(w)$ halts and outputs 1.

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Proof: By construction of machine $M_{A_{TM}}$

$M_{A_{TM}}$: On input $\langle M, w \rangle$,

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- Note that $M_{A_{TM}}$ may not halt on all inputs – doesn't decide A_{TM}

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- Now consider what happens if we run D on $\langle D \rangle$

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

How Is This a Diagonalization?

	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	\dots	$\langle D \rangle$	\dots
M_1	<u>accept</u>	reject	accept		accept	
M_2	reject	<u>reject</u>	reject	\dots	accept	\dots
M_3	accept	accept	<u>accept</u>		reject	
\vdots		\vdots		\ddots		
D	reject	accept	reject		?	

- We have defined D to do the opposite of what M_i does on input $\langle M_i \rangle$
- But what does D do on input $\langle D \rangle$??

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- But, this means that A is decidable by running the machine for B as needed by the reduction

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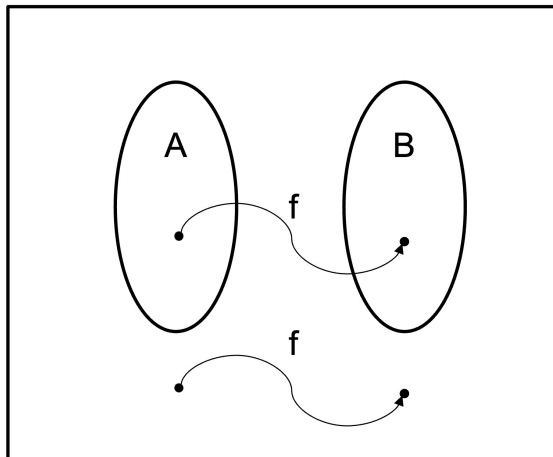
Reduction Types

Know the difference between:

- Mapping reductions
- Turing reductions

Know what each one implies

Mapping Reductions



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Language A is Turing reducible to language B ($A \leq_T B$) if can use a decider for B to decide A .

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- The reduction may make multiple calls to decider for B and may not directly use the result.

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$k(x) \leq \log n + x \cdot 2^n$

- $K(x)$ is the minimal description of x
- This captures the “amount of information” in x

What You Need to Know

- Basic definition of Kolmogorov complexity
- Be able to find rough bounds on Kolmogorov complexity
- Don't need to be able to prove anything