

Foundations of Computing

Lecture 16

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Outline

- 1 Lecture 15 Review
- 2 Proof by Reduction
- 3 Where Are We Now?
- 4 Reduction Types

Lecture 15 Review

- Countable and Uncountable Sets
 - Diagonalization
- Proving A_{TM} is Undecidable

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Another Way to Prove Undecidability

Reductions Between Problems

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$A \leq B$ means that:

- problem A is no harder than problem B .
- Equivalently, problem B is no easier than problem A

Main Observation

Suppose that $A \leq B$, then:

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- Suppose that B is decidable
- Since $A \leq B$, there exists an algorithm (i.e., a reduction) that uses a solution to B to solve A
- But, this means that A is decidable by running the reduction using the decider machine for B .

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- Run $D(\langle M, w \rangle)$
- If D rejects – $M(w)$ doesn't halt – halt and reject
- if D accepts – $M(w)$ halts – Simulate $M(w)$ until it halts, and output whatever M outputs

Other Undecidable Languages

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- If we can decide whether M' recognizes a regular language or not, can use that to decide whether M accepts w or not

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- 2 Run D on input $\langle M' \rangle$
- 3 Output what D outputs

Other Undecidable Languages – Exercise

$$EMPTY - STRING_{TM} = \{\langle M \rangle \mid M \text{ is a TM and } M(\epsilon) = 1\}$$

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Summary

Algorithms

Algorithms are critical for understanding decidability of problems

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- 1 To show that a problem is decidable – give an algorithm that always terminates and outputs the answer
- 2 To show that a problem is undecidable – give an algorithm (a reduction) that shows that this problem can be used to solve one of the undecidable problems

What About Turing-Unrecognizable Problems?

Question

Can reductions help us determine if a language is Turing-unrecognizable?

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but A_{TM} is Turing-recognizable

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Recall: $\overline{A_{TM}}$ is Turing-unrecognizable

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Solution

We need to restrict what our reductions can do.

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Mapping Reductions

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Language A is mapping reducible to language B ($A \leq_m B$) if there is a computable function $f : \Sigma^* \rightarrow \Sigma^*$, where for every w ,

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- Such reductions are also called:
 - many-one reductions
 - Karp reductions (when only considering poly-time reductions)

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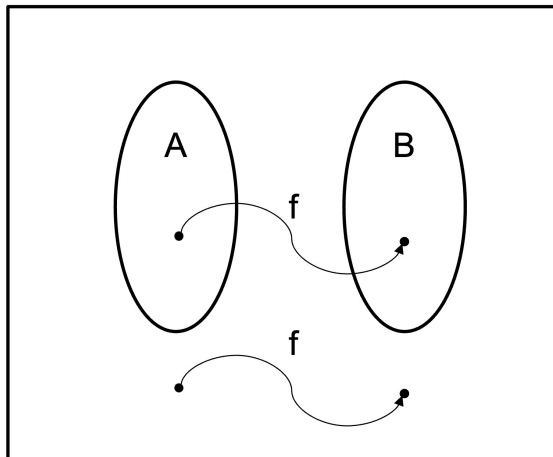
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- Works by mapping input $\in A$ to input $\in B$ and vice-versa

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- For example, in the proof that $L_{TM} \leq L_{E_{TM}}$, we flipped the result of R deciding $L_{E_{TM}}$

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- ④ If $A \leq_T B$
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 - If A is not Turing-recognizable, cannot say if B is Turing-recognizable