## Decidable Languages

#### Recall that:

A language L is Turing-Acceptable if there is a Turing machine M that accepts L

Also known as: Turing-Recognizable or Recursively-enumerable languages

### For any string w:

$$w \in L \longrightarrow M$$
 halts in an accept state

$$w \notin L \longrightarrow M$$
 halts in a non-accept state or loops forever

### Definition:

A language L is decidable if there is a Turing machine (decider) M which accepts L and halts on every input string

Also known as recursive languages

#### For any string w:

$$w \in L \longrightarrow M$$
 halts in an accept state

$$w \notin L \implies M$$
 halts in a non-accept state

Every decidable language is Turing-Acceptable

# Sometimes, it is convenient to have Turing machines with single accept and reject states

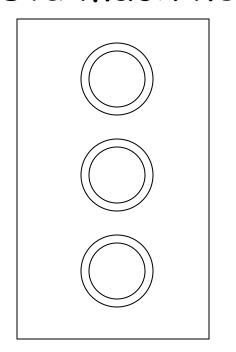


These are the only halting states

That result to possible halting configurations

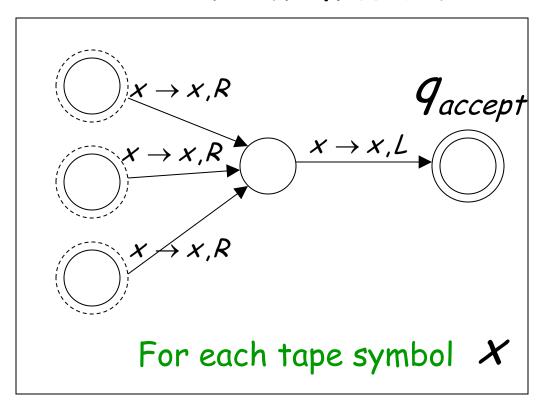
# We can convert any Turing machine to have single accept and reject states

#### Old machine



Multiple accept states

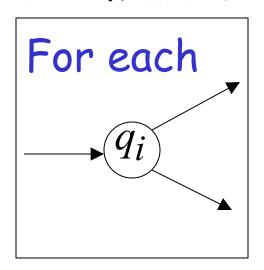
#### New machine



One accept state

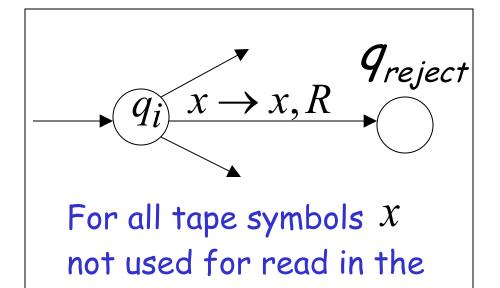
## Do the following for each possible halting state:

#### Old machine



Multiple reject states

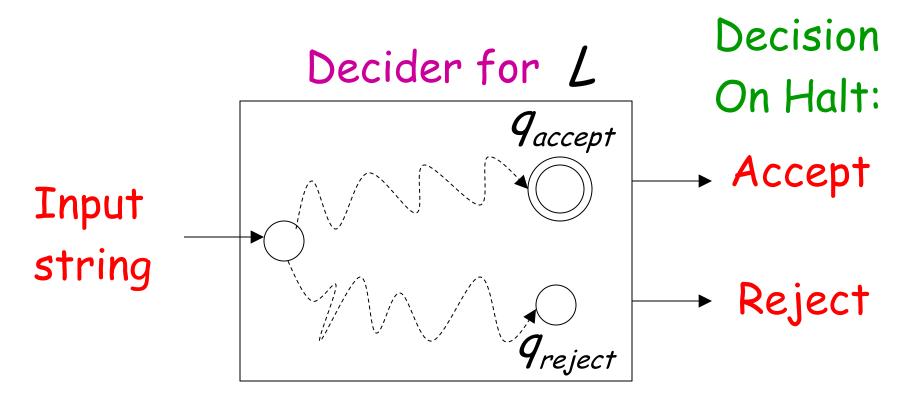
#### New machine



One reject state

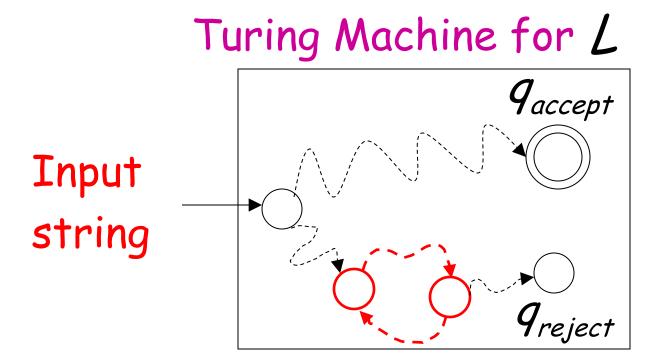
other transitions of  $q_i$ 

## For a decidable language L:



For each input string, the computation halts in the accept or reject state

### For a Turing-Acceptable language L:



It is possible that for some input string the machine enters an infinite loop Problem: Is number x prime?

### Corresponding language:

$$PRIMES = \{1, 2, 3, 5, 7, ...\}$$

We will show it is decidable

Decider for PRIMES:

On input number X:

Divide x with all possible numbers between 2 and  $\sqrt{x}$ 

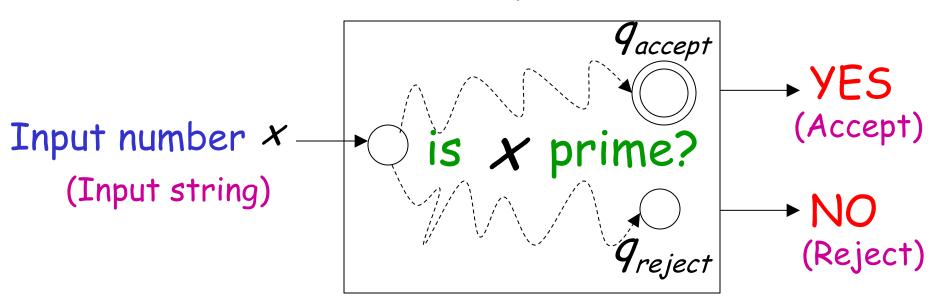
If any of them divides X

Then reject

Else accept

# the decider for the language solves the corresponding problem

#### Decider for PRIMES



#### Theorem:

If a language L is decidable, then its complement  $\overline{L}$  is decidable too

#### Proof:

Build a Turing machine M' that accepts  $\overline{L}$  and halts on every input string (M') is decider for  $\overline{L}$ 

## Transform accept state to reject and vice-versa

MM' $q'_{reject}$  $q_{accept}$  $q'_{accept}$ **q**reject

## Turing Machine M'

On each input string w do:

- 1. Let M be the decider for L
- 2. Run M with input string w If M accepts then reject If M rejects then accept

Accepts  $\overline{L}$  and halts on every input string

### Undecidable Languages

An undecidable language has no decider: each Turing machine that accepts L does not halt on some input string

## Non Turing-Acceptable $\overline{L}$

