

Computability and decidability

→ Only Halting & TM are considered as Algorithm.

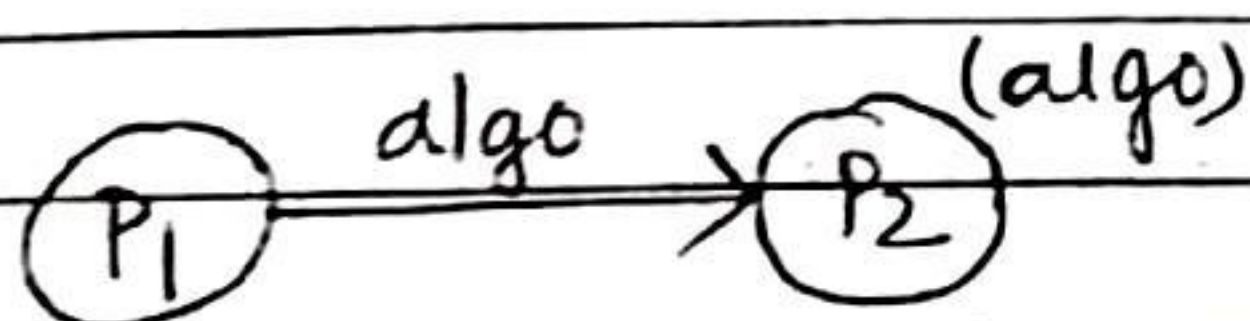
$\begin{cases} \text{TM - countable} \\ \text{HTM - countable - (Algo)} \end{cases}$

• diff between computability and decidability:

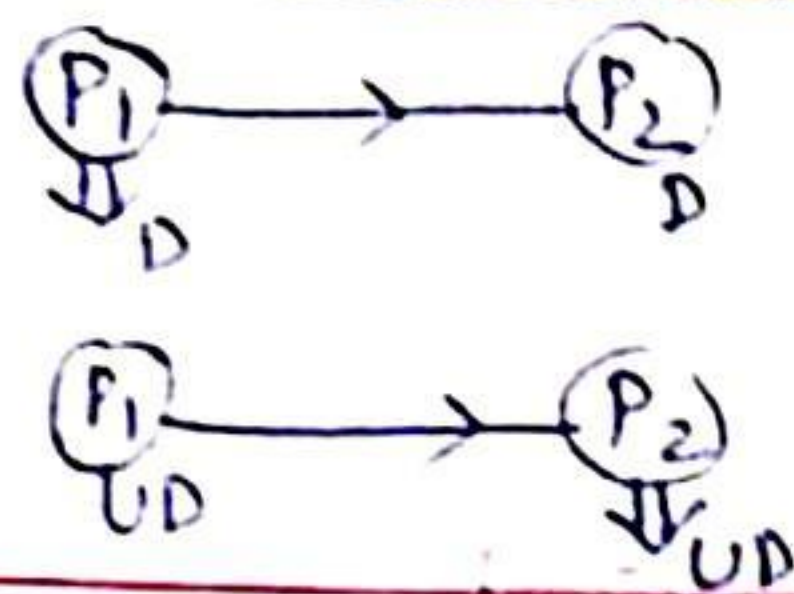
<u>Computability</u>	<u>Decidability</u>
<p>→ function</p> $f(n) = n^2 + 1$ <p>→ If there exists a TM to which ^{if the} input is given on its tape then again it produces output on the same tape and then it is going to halt for every input given, then that function is called computable.</p>	<p>→ <u>Problem</u>: a statement whose output will be either True or False.</p> <p>Ex - If 'n' a prime.</p> <p>Domain(D) = set of all natural numbers.</p> <p>Given an <u>instance</u> of a <u>problem</u> it is always <u>decidable</u>.</p>

and there is an algo to

→ If there is a problem P_1 convert into a problem P_2 such way that If the answer P_1 is true then P_2 should be true. And there is an algorithm ^{to solve P_2} such that it is as good as solve the problem of P_1 .



→ this procedure is called reducibility means converting



one problem to another problem using Algorithm or halting Turing machine.

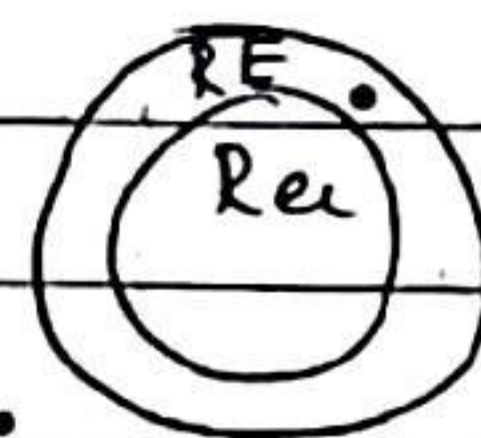
- ***
- If P_2 is Decidable, then P_1 is Decidable.
 - If problem P_1 is undecidable, then P_2 ^{should be} undecidable.
already proven to be definitely

• Turing machine halting problem: Given the description of a TM ' m ' and an i/p ' w ', does ' m ' when started with ' w ' as its i/p eventually halt?

Theorem: If the halting problem were decidable, then every RE (Recursively enumerable) language would be recursive consequently, the halting problem is undecidable ^{at least}.

→ already proved there is no language which is RE and which not Recursive language.

→ Halting problem ^{for} TM is undecidable.



• Some undecidable problems based on TM halting:

→ The state entry problem is given a TM, a state $q \in Q$ and $w \in \Sigma^+$, decide whether or not the state q is ever entered when M is applied to ' w '. This is undecidable.

→ Given a TM M , whether or not M halts if started with a blank tape This undecidable.

→ Almost any problem related to RE Language is undecidable.

post correspondence problem — (undecidable)

→ Given two sequences of 'n' strings on some alphabet Σ , say $A = w_1 w_2 w_3 w_4 \dots w_n$ and $B = v_1 v_2 v_3 \dots v_n$, we say there exists a pc-solution for pair (A, B) if there is a non empty sequence of integers i_1, i_2, \dots, i_K such that

$$w_{i_1} w_{i_2} \dots w_{i_K} = v_{i_1} v_{i_2} \dots v_{i_K}$$

PC problem is to devise an algorithm that will tell us for any (A, B) , whether or not there exist a pc-solution.

Ex-

A =	w_1	w_2	w_3
	a	ab	bba

B =	v_1	v_2	v_3
	bba	aa	bb

pc-solution is $(3, 2, 3, 1)$

$$\{w_3 w_2 w_3 w_1 = \underline{bba} \underline{ab} \underline{bba} \underline{a}$$

$$\{v_3 v_2 v_3 v_1 = \underline{bb} \underline{aa} \underline{bb} \underline{baa}$$

• Complexity classes:

P-class: The set of all languages that are accepted by some deterministic TM in polynomial time $O(n^k)$.

NP-class: The set of all languages accepted by non-deterministic TM in polynomial time P's NP.

* * • Decidability Table —

Problem	* RL	* DCFL	* CFL	* CSL	* Rec L	* REL
1) Does $w \in L$? (membership problem)	D	D	D	D	D	UD
* 2) Is $L = \emptyset$? (emptiness problem)	D	D	D	UD	UD	UD
* 3) Is $L = \Sigma^*$? (completeness problem)	D	D	UD	UD	UD	UD
* 4) Is $L_1 = L_2$? (subset equality problem)	D	UD	UD	UD	UD	UD
5) Is $L_1 \subseteq L_2$? (subset problem)	D	UD	UD	UD	UD	UD
6) $L_1 \cap L_2 = \emptyset$	D	UD	UD	UD	UD	UD
7) Is L finite or not? (finiteness)	D	D	D	UD	UD	UD
* 8) Is complement of L a language of some type or not?	D	D	UD	D	D	UD
9) Is intersection of two languages of same type.	D	UD	UD	UD	UD	UD
* 10) Is L regular language	D	D	UD	UD	UD	UD