# List of decision problems

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6. september 2019

## 1 The theory

A decision problem is something that takes an input and asks a question, we wish to determine whether it is possible to make a general algorithm that can answer this question.

### 1.1 Reduces to, $P_1 \leq P_2$

We say a decision problem  $P_1 = (I_1, Q_1)$  reduces to another problem  $P_2 = (I_2, Q_2)$  iff  $\exists F : I_1 \to I_2$  such that  $\forall i \in I_1 : i$  is a yes instance of  $Q_1$  iff F(i) is a yes instance of  $Q_2$ .

### 1.2 Reduction theorem

Given two problems and a reduction  $P_1 \leq P_2$  we get two very important results:

**Decideable** if  $P_2$  is decideable then so is  $P_1$ ,

"if you live inside something solveable, then you too are solveable"

**Undecideable** if  $P_1$  is undecideable then so is  $P_2$ ,

"if something unsolveable lives inside of you, there is no salvation in more data"

### 1.3 Language property

A property R on TMs is a language property if

$$\forall M, T \in TM : \mathcal{L}(M) = \mathcal{L}(T) \Rightarrow (R(M) \iff R(T))$$

And non trivial if there exists two TM's such that R(M) and  $\neg R(T)$ , i.e. there is a language with the property and one without it.

#### 1.3.1 Rice theorem

Every non-trivial language property of Turing machines is undecideable.

### 1.3.2 Examples

### 2 The list

In order to decide whether something is decideable or not, it is very important to have a good list of results to use for our deductions. What follows are lists of problems handled in the lectures

and exercise classes of "Beregnelighed & Logik" at Aarhus university in the spring of 2019. Each will be of the form: Name I: input Q: question Notation:

TM = set of turing machines

CFG = set of context free grammars

REC = set of recursive languages

RECE = set of recursive enumerable languages

REG = set of regular languages

### 2.1 Decideable problems

I: 
$$G \in CFG, w \in \Sigma_G^*$$
 Q:  $w \in \mathcal{L}(G)$ ? (2.1)

I: 
$$G \in CFG$$
 Q:  $\mathcal{L}(G) = \emptyset$ ? (2.2)

I: 
$$G_1, G_2 \in CFG$$
 Q:  $\mathcal{L}(G_1) \cup \mathcal{L}(G_2) = \emptyset$ ? (2.3)

I: Q: (2.4)

### 2.2 Undecideable problems

Halting	I: $T \in TM, w \in \Sigma_T$ ,	Q: does T halt on $w$ ?	(2.5)
Self-Accept	$I \colon M \in TM$	Q: Does M halt on $e(M)$ ?	(2.6)
Accepts	I: $\mathcal{M} \in \mathcal{TM}, \mathcal{w} \in \Sigma_M^*$	Q: Does M accept w?	(2.7)
Halts	I: $\mathcal{M} \in \mathcal{TM}, \mathcal{w} \in \Sigma_M^*$	Q: Does M halt on w?	(2.8)
Accept- $\Lambda$	$I\colon M\in TM$	$Q:\Lambda \in \mathcal{L}(M)$ ?	(2.9)
Accepts All	$I\colon M\in TM$	$Q: \mathcal{L}(M) = \Sigma_M^*?$	(2.10)
Subset	$I{:}\ M_1{,}M_2\in TM$	$Q:in\mathcal{L}(M_1)\subset\mathcal{L}(M_2)$ ?	(2.11)
Equivalent $\Lambda$	$I{:}\ M_1{,}M_2\in TM$	$Q:\mathcal{L}(M_1) = \mathcal{L}(M_2)$	(2.12)
WriteSym	I: $M \in TM, a \in \Sigma_M^*$	Q: will M write a?	(2.13)
PCP	I: A,B:  A  =  B	$Q: \exists J: \Pi_{j \in J} A_{i_j} = \Pi_{j \in i} A_{i_j}?$	(2.14)
MPCP	I: A,B:  A  =  B	Q: $\exists J : A_1 \Pi_{j \in J} A_{i_j} = B_1 \Pi_{j \in i} A_{i_j}$ ?	(2.15)
${\bf AmbiCFG}$	I: $G \in CFG$	Q: is $G$ ambiguous?	(2.16)

KitchenTiling I: set of tiles Q: can we tile ANY square with matching sides? (2.17)

### 2.3 Reductions

$$Accepts \leq MPCP \leq PCP \tag{2.18}$$

$$SelfAccept \leq Accept \leq Halts \tag{2.19}$$

$$Accept \le Accept-\Lambda \le writeSym$$
 (2.20)

$$Accept-\Lambda \leq AcceptAll \leq Subset \leq Equivvalent$$
 (2.21)

$$PCP \leq AmbiCFG$$
 (2.22)

$$\int_{a}^{b} f(x)dx = \lim_{y \to b} \lim_{z \to a} \int_{z}^{y} f(x)dx$$
$$= (\lim_{y \to b} F(b)) - (\lim_{z \to a} F(a))$$