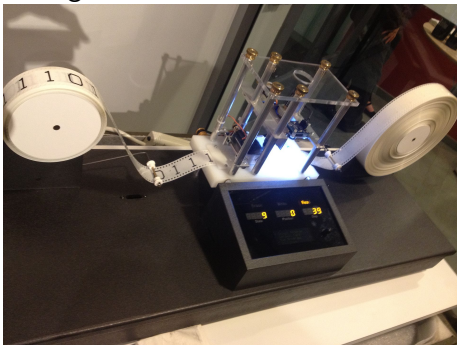


COS210 - Theoretical Computer Science
Decidable and Undecidable Languages: Part 3

Difference between M and $\langle M \rangle$

Turing machine M



String $\langle M \rangle$ that describes M

$$q_0 0 \$ \rightarrow q_0 R \$ \$ \$$$

$$q_0 0 S \rightarrow q_0 R \$ \$ \$$$

$$q_0 1 \$ \rightarrow q_0 N \$$$

$$q_0 1 S \rightarrow q_1 R \epsilon$$

$$q_0 \square \$ \rightarrow q_0 N \epsilon$$

$$q_0 \square S \rightarrow q_0 N S$$

$$q_1 0 \$ \rightarrow q_1 N \$$$

$$q_1 0 S \rightarrow q_1 N S$$

$$q_1 1 \$ \rightarrow q_1 N \$$$

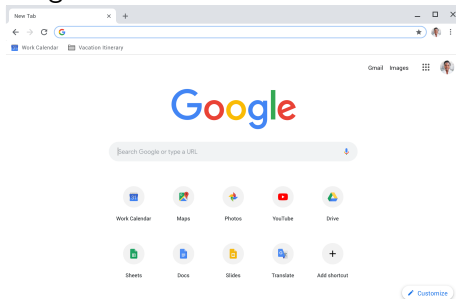
$$q_1 1 S \rightarrow q_1 R \epsilon$$

$$q_1 \square \$ \rightarrow q_1 N \epsilon$$

$$q_1 \square S \rightarrow q_1 N S$$

Difference between P and $\langle P \rangle$

Program P



Source code $\langle P \rangle$ of the program

```
QModelIndex start;  
if (currentIndex().isValid())  
    start = currentIndex();  
else  
    start = d->model->index(0, 0, d->root);  
  
bool skipRow = false;  
bool keyboardTimeWasValid = d->keyboardInputTime.isValid();  
qint64 keyboardInputTimeElapsed = d->keyboardInputTime.restart();  
if (search.isEmpty() || !keyboardTimeWasValid  
    || keyboardInputTimeElapsed > QApplication::keyboardInterval()) {  
    d->keyboardInput = search;  
    skipRow = currentIndex().isValid(); //if it is not valid we should real  
} else {  
    d->keyboardInput += search;  
}
```

Set of Turning Machines

We have seen two examples of **undecidable languages**:

$A_{TM} = \{\langle M, w \rangle : M \text{ is a } \mathbf{Turing machine} \text{ that } \mathbf{accepts } w\}$

$Halt = \{\langle P, w \rangle : P \text{ is a } \mathbf{program} \text{ that } \mathbf{terminates} \text{ on input } w\}$

We want to show that there are many languages involving Turing machines that are undecidable

For this will define \mathcal{T} to be the language of all binary encodings of all Turing machines, or:

$\mathcal{T} = \{\langle M \rangle : M \text{ is a Turing machine with input alphabet } \{0, 1\}\}$

\mathcal{T} is actually **decidable** under any reasonable encoding of a Turing machine:

It is possible to determine within a limited amount of time whether a string is a valid encoding of a Turing machine or not

Set of Turning Machines

The question that is slightly harder is, given a subset $\mathcal{P} \subset T$:

- Is the language \mathcal{P} **decidable**?
- In particular, can we build a **decision procedure** that will tell us if a given Turing machine M is in \mathcal{P} or not
- This is where **Rice's Theorem** becomes useful

Rice's Theorem

Theorem (Rice's Theorem)

Let \mathcal{P} be a subset of \mathcal{T} such that:

- ① $\mathcal{P} \neq \emptyset$ (at least one $\langle M \rangle$ is contained in \mathcal{P})
- ② \mathcal{P} is a **proper subset** of \mathcal{T} ($\mathcal{P} \neq \mathcal{T}$)
- ③ For any two Turing machines M_1 and M_2 with $L(M_1) = L(M_2)$
 - ▶ **either both** encodings $\langle M_1 \rangle$ and $\langle M_2 \rangle$ are in \mathcal{P}
 - ▶ **or none** of the encoding $\langle M_1 \rangle$ and $\langle M_2 \rangle$ is in \mathcal{P}

Then the language \mathcal{P} is **undecidable**

Rice's Theorem

\mathcal{P} can be seen as the set of machines that **satisfy a certain property**:

- Conditions 1 says that **at least one** Turing machine satisfies the property
- Condition 2 says that **not all** Turing machines satisfy the property
- Condition 3 says that for any machine M , whether M satisfies the property or not **depends on the language** $L(M)$

We can distinguish between two different **types of properties**:

- **Semantic properties** (undecidable) are about the machine's behaviour. For instance, does the machine machine accept the input 1011?
- **Syntactic properties** (decidable) are about the structure of a machine. For instance, does the machine have five state?

Rice's Theorem: Examples

Consider the following languages:

- $\mathcal{P}_1 = \{\langle M \rangle : M \text{ is a Turing machine and } \epsilon \in L(M)\}$
- $\mathcal{P}_2 = \{\langle M \rangle : M \text{ is a Turing machine and } L(M) = \{1011, 001100\}\}$
- $\mathcal{P}_3 = \{\langle M \rangle : M \text{ is a Turing machine and } L(M) \text{ is regular}\}$
- $\mathcal{P}_4 = \{\langle M \rangle : M \text{ is a Turing machine and } L(M) = \emptyset\}$

We will show that the language \mathcal{P}_3 satisfies the conditions of Rice's Theorem

Can you show that other languages satisfy the conditions of Rice's Theorem as well?

Rice's Theorem: Examples

$\mathcal{P}_3 = \{\langle M \rangle : M \text{ is a Turing machine and } L(M) \text{ is a **regular language**}\}$

First, we show that \mathcal{P}_3 is not empty by providing an element of \mathcal{P}_3

- We know how to construct a DFA that accepts the language $L = \{10\}$
- Hence, the L **regular**
- We also know how to construct a Turing machine M with $L(M) = L$
- Therefore $\langle M \rangle \in \mathcal{P}_3$ and $\mathcal{P}_3 \neq \emptyset$

Second, we show that $\mathcal{P}_3 \neq \mathcal{T}$ by providing an element that is not in \mathcal{P}_3

- We know that the language $L' = \{a^n b^n : n \geq 1\}$ is **not regular**
- We know how to construct a Turing machine M' with $L(M') = L'$
- Therefore $\langle M' \rangle \notin \mathcal{P}_3$ and $\mathcal{P}_3 \neq \mathcal{T}$

Rice's Theorem: Examples

$\mathcal{P}_3 = \{\langle M \rangle : M \text{ is a Turing machine and } L(M) \text{ is a **regular language**}\}$

Finally, we show that if $L(M_1) = L(M_2)$ then either both $\langle M_1 \rangle$ and $\langle M_2 \rangle$ are in \mathcal{P}_3 , or both are not in \mathcal{P}_3

- We know that if $L(M_1) = L(M_2)$ then $L(M_1)$ is regular if and only if $L(M_2)$ is regular
- Hence, either both languages are regular and both $\langle M_1 \rangle$ and $\langle M_2 \rangle$ are in \mathcal{P}_3
- Or both languages are not regular and both $\langle M_1 \rangle$ and $\langle M_2 \rangle$ are not in \mathcal{P}_3

Rice's Theorem: Proof Idea

Theorem (Rice's Theorem)

Let \mathcal{P} be a subset of \mathcal{T} such that:

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- ② \mathcal{P} is a **proper subset** of \mathcal{T} ($\mathcal{P} \neq \mathcal{T}$)
- ③ For any two Turing machines M_1 and M_2 with $L(M_1) = L(M_2)$
 - ▶ **either both** encodings $\langle M_1 \rangle$ and $\langle M_2 \rangle$ are in \mathcal{P}
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Then the language \mathcal{P} is **undecidable**

Rice's Theorem: Proof Idea

Reduction to the Halting problem:

- Assume that a language \mathcal{P} that satisfies the Conditions 1, 2 and 3 of Rice's theorem is decidable
- Then there exists a Turing machine M that decides \mathcal{P}
- It is then possible to construct another machine M' that makes use of M and decides the Halting problem
- But we know that the Halting problem is undecidable
- Contradiction
- A language \mathcal{P} that satisfies the Conditions 1, 2 and 3 of Rice's theorem is undecidable

Enumerability

A language A is **enumerable**, if there exists an algorithm with the following property:

- If $w \in A$, then the algorithm **terminates and accepts** on input w
- if $w \notin A$, then either
 - ▶ the algorithm **terminates and rejects** on input w
 - ▶ or it **does not terminate** on input w and does not tell us that $w \notin A$

Theorem

Every decidable language is enumerable

Not all undecidable languages are enumerable, but some are

Hilbert's Problem

Hilbert's problem asks whether the language:

$$Hilbert = \{ \langle p \rangle : p \text{ is a polynomial equation that has an integer solution} \}$$

is decidable or not

Example for p :

$$12x^3y^7z^5 + 7x^2y^4z - x^4 + y^2z^7 - z^3 + 10 = 0$$

- In 1970 it was proven that the language *Hilbert* is **undecidable**
- We can prove that *Hilbert* is **enumerable** by defining an algorithm that enumerates equations with integer solutions

Hilbert's problem

The *HILBERT* algorithm is given by:

Algorithm *HILBERT*($\langle p \rangle$):

$n :=$ the number of variables in p ;

for each $(x_1, x_2, \dots, x_n) \in \mathbb{Z}^n$

do $R := p(x_1, x_2, \dots, x_n)$;

if $R = 0$

then terminate and accept

Example for p : $12x^3y^7z^5 + 7x^2y^4z - x^4 + y^2z^7 - z^3 + 10 = 0$

HILBERT will iterate over solution candidates for x, y, z :

$(0, 0, 0), (0, 0, 1), (0, 0, -1), \dots$

Hilbert's problem

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do $R := p(x_1, x_2, \dots, x_n)$;

if $R = 0$

then terminate and accept

If the equation p has an **integer solution**, then *HILBERT* will eventually find it and **terminate**

This is true because the set of solution candidates \mathbb{Z}^n is **countable**