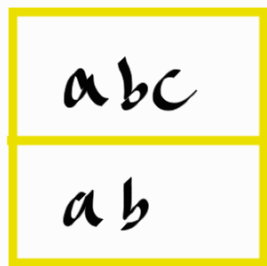


# Practical undecidability problems.

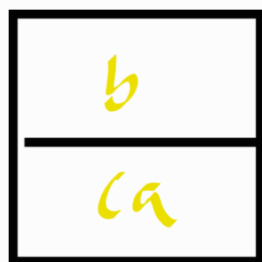
## Post correspondence problem (PCP)

- you are given some domino cards, with string written below and above the mid-line at each card.

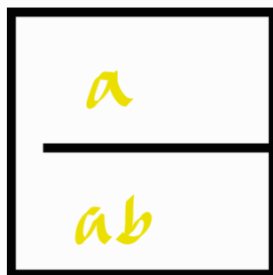


- stack cards one by one, so that the strings above match strings below.
- You can use the same card any number of times including zero times.
- You can think of this as having infinite copies of each domino.

Ex:



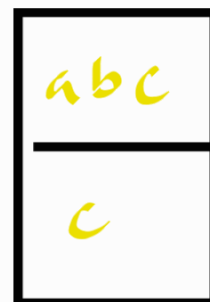
card 1



card 2

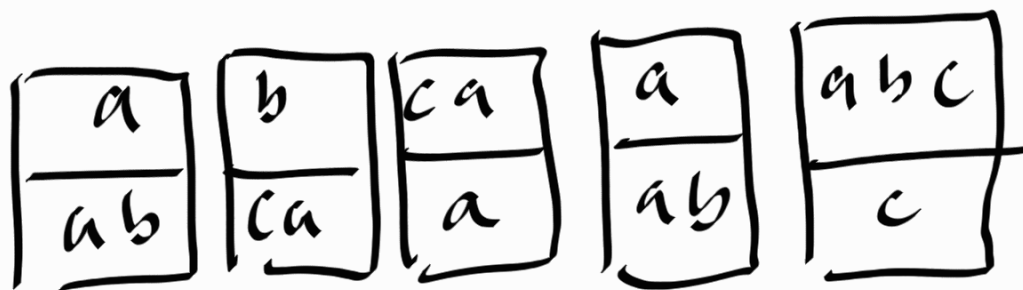


card 3



card 4

2 1 3 2 4



Ex 2'

aaq
aa

1

abb
bba

2

aa
aaa

3

1

3

aaq
aa

aa
aaa

3

2 1

aa
aaa

abb
bba

aaa
aa

aa abb aaa  
aa abb aaa

Ex 3:

bb
b

1

bbq
aa

2

abbb
baaa

3

no solution

Theorem PCP is undecidable

Proof is too long

Another practical problem that is undecidable.

1. Write the shortest program to solve a problem.

# Mapping Reducibility

— Map Reductions  $\leq, \alpha, \leq_m$

## Definitions

A function  $f: \Sigma^* \rightarrow \Sigma^*$  is a computable function if some TM  $M$ , on every input  $w$ , halts with  $f(w)$  on its tape.

A TM computes a function by starting with the input to the function on the tape and halting with the output of the function on the tape.

Ex: Arithmetic operations on integers are computable functions.

## Definition

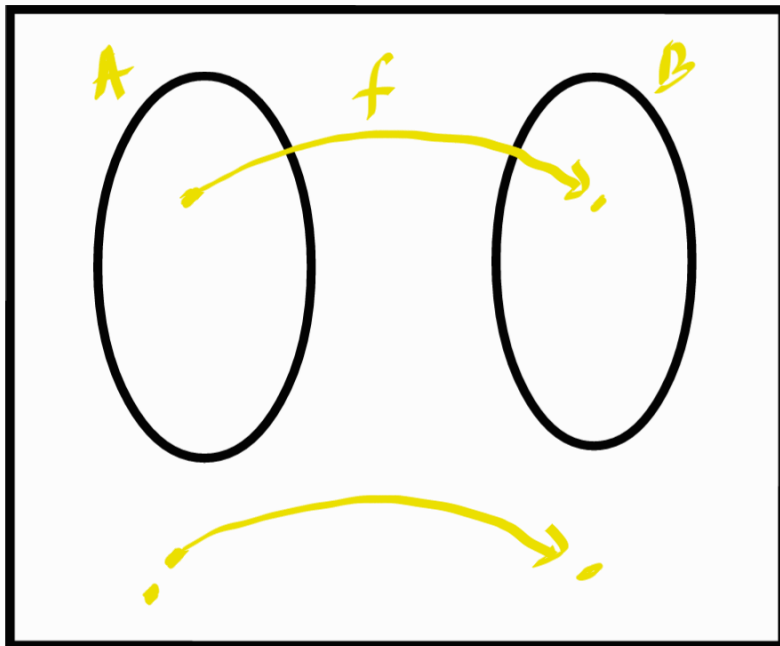
### Mapping Reducibility

A language  $A$  is mapping reducible to language  $B$ , written as  $A \leq_m B$ ,

If there is a computable function  $f: \Sigma^* \rightarrow \Sigma^*$ , where every  $w$

$$w \in A \iff f(w) \in B$$

The function  $f$  is called the reduction from  $A$  to  $B$ .



All previous reductions are map reductions.

\* In a map reduction, you solve an instance of  $A$  by calling a solution to  $B$  only once.

Theorem 5.22

If  $A \leq_m B$  and  $B$  is decidable, then  $A$  is decidable.

Corollary 5.23

If  $A \leq_m B$ , and  $A$  is undecidable, then  $B$  is undecidable.

Theorem 5.28

If  $A \leq_m B$  and  $B$  is Turing-recognizable, then  $A$  is Turing-recognizable.



