

Unit

Unit-5:

① Halting problem \rightarrow Undecidable

PCP in Post Correspondence Problem (PCP)

- Undecidable Problem by Emil Leon.

- This is a Puzzle Problem
- PCP mean that no algorithm set of domino's can solve all instances of the problem.

$$\left[\begin{array}{c} ab \\ abc \end{array} \right] \left[\begin{array}{c} ba \\ abb \end{array} \right] \left[\begin{array}{c} b \\ ab \end{array} \right] \left[\begin{array}{c} abb \\ b \end{array} \right] \left[\begin{array}{c} a \\ bab \end{array} \right]$$

- we want to rearrange this.
- we can do this within the dominoes or we can include some repetitions.

$$\left[\begin{array}{c} ab \\ abc \end{array} \right] \left[\begin{array}{c} ba \\ abb \end{array} \right] \left[\begin{array}{c} a \\ bab \end{array} \right]$$

combine numerators, denominators
abbaa \Leftrightarrow abaabbab

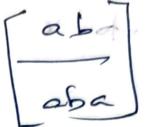
strings formed by combining numerators = strings formed by combining denominators.

numerator		denominator	
x	y	z	w
ab	aba		
ba	cbb		
b	ab		
abb	b		
a	bab		

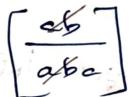
Take $\begin{bmatrix} xy \\ zy \end{bmatrix}$ $\begin{bmatrix} pqr \\ ddd \end{bmatrix}$ $\begin{bmatrix} dsl \\ dds \end{bmatrix}$
 strings formed by $X =$ strings formed by Y .
 To find strings \leftrightarrow add strings.

Domino Problem \leftrightarrow Keep in understanding undecidability & consistency theory.

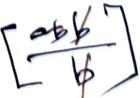
Take dominos which is half match in numerator & denominator.



Added dominos
chose matching domino.



now chose domino that has a in the numerator.



- we can have n no of solution
- choosing domino is user choice.
- dominos can be repeated

Combine strings in numerator
denominator

$\begin{array}{l} ababababbabbabb \\ \downarrow \\ ababababbabbabb \end{array}$

} both are equal.

Some times, we may get into undefined loops. recursive.

That type of PCP does not have solution for it.

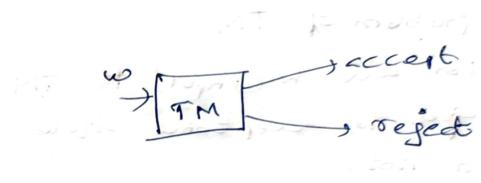
[d] [dd] [ddd]

[d] [dd] [ddd]

[d] [dd]

Recursive language → always halt.

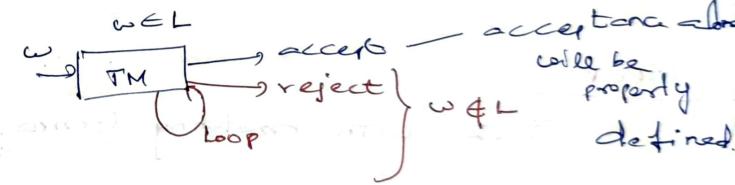
Both acc & rej
are properly defined



→ decidable language

→ there exists a TM that will always halt and decide whether a given string belongs to the language.

Recursive Enumerable lang. → the lang for which



only either accept or reject

→ semi-decidable lang.

① TM will accept a string if it belongs to the lang.

② May never halt if the string does not belong to the lang.

These languages are said to be Recursive lang.

PCP is Undecidable (Proof)

Acceptance problem of TM:

- For all w (input) the TM goes to acceptance state or not.

Modified PCP:

- Convert this acceptance problem of TM to PCP

MPCP

Starts with matching dominos

- $\begin{bmatrix} \# \\ \# \end{bmatrix}$ - one domino in the given PCP is always matched.

- This is the one modification we do

extra at $\$$ in PCP.

extra at $\$$ in PCP.

7 steps

Consider eg. prob of TM \rightarrow accept

to PCP.

TM: [check starting two symbols are ab]



$$TM = (Q, \Sigma, \delta, \Gamma, q_0, B, F)$$

$$\Sigma = \{a, b\}, \Gamma = \{a, b, B, x\}$$

To do: if $w = aba$.

Convert this TM design to PCP.

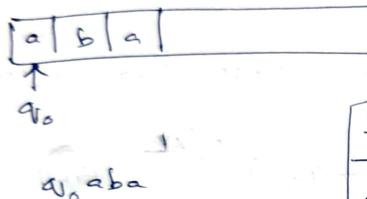
consider $w = aba$.

PCP \Rightarrow dominos.

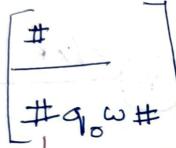
If PCP have solution \Rightarrow TM also have a solution.

Step 1:

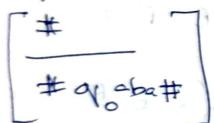
Create domino out of this transition.



Second form:



Starting domino:



\Rightarrow first domino as
per modified version
of PCP.

Step 2: Take all transitions with
right move.

$$\delta(q_0, a) = (q_1, X, R)$$

domino here describes 1D.

$$\begin{array}{c|c} | a | & | X | \\ \downarrow & \downarrow \\ q_0 & q_1 \end{array} =$$

$$q_0 a = X q_1$$

$$\left[\begin{array}{c|c} q_0 a \\ \hline X q_1 \end{array} \right]$$

Numerator contains \rightarrow before
transition
denominator contains \rightarrow after
transition

Step 3: left side Transition

$$\delta(q_1, b) = (q_2, Y, L)$$

$$\begin{array}{c|c} | Y | b | & | X | \\ \downarrow & \downarrow \\ q_1 & q_2 \end{array} =$$

VER

$$Y q_1 b = q_2 Y X$$

Relab S, X

For all possible tape symbols with domino

$$\left[\frac{ax_1, b}{a_2 ax} \right] \left[\frac{bx_1, b}{a_2 bx} \right] \left[\frac{Bx_1, b}{a_2 BX} \right] \left[\frac{x_1, b}{a_2 XX} \right]$$

Step 4:-

For all possible tape symbols,
create domino.

$$\Gamma = \{a, b, B, X\}$$

$$\left[\frac{a}{a} \right] \left[\frac{b}{a} \right] \left[\frac{B}{a} \right] \left[\frac{X}{X} \right]$$

Step 5:-

For all possible $\Gamma = \{a, b, B, X\}$

$a_2 \rightarrow$ only accepting state.

Creating domino for all accepting states.

$$\left[\frac{a_2 a_2}{a_2} \right] \left[\frac{a_2 a}{a_2} \right] \left[\frac{ba_2}{a_2} \right] \left[\frac{aa_2 b}{a_2} \right]$$

$$\left[\frac{Ba_2}{a_2} \right] \left[\frac{a_2 B}{a_2} \right] \left[\frac{x a_2}{a_2} \right] \left[\frac{a_2 X}{a_2} \right]$$

↑
Domino's created after accepting state

Step 6:-

Create 2 diff dominoes

$$\left[\frac{\#}{\#} \right] \left[\frac{\#}{B\#} \right]$$

whenever
& you have
Blank state
Create
domino like
this.

Step 7:-

$$\left[\frac{a_2 \# \#}{\#} \right]$$

- Final domino
that we will
create.

There are the 7 steps that are used to convert given TM problem to PCP problem.

How to solve this domino? & find solution for the PCP problem.

Solution:

$$\left[\begin{array}{c} \# \\ \# a_1 a_2 b a_1 \# \end{array} \right] \left[\begin{array}{c} a_1 a_2 \\ \xrightarrow{\quad X a_1 \quad} \\ X a_1 \end{array} \right] \left\{ \begin{array}{l} \\ \\ \end{array} \right. \text{ round 1}$$

$$\left[\begin{array}{c} b \\ \overline{b} \end{array} \right] \left[\begin{array}{c} a \\ \overline{a} \end{array} \right] \left[\begin{array}{c} \# \\ \# \end{array} \right]$$

$$\left[\begin{array}{c} \# \\ \# X a_1 b a_1 \# \end{array} \right] \text{ use (step 3)}$$

$$\left[\begin{array}{c} \# \\ \# a_1 a_2 b a_1 \# \end{array} \right] \left[\begin{array}{c} a_1 a_2 \\ \xrightarrow{\quad X a_2 \quad} \\ X a_2 \end{array} \right] \left[\begin{array}{c} a \\ \overline{a} \end{array} \right] \left[\begin{array}{c} \# \\ \# \end{array} \right]$$

$$\left[\begin{array}{c} \# \\ \# X a_2 \# \end{array} \right]$$

(use step 5)
here, because we reached a_2 state
find a_2

$$\left[\begin{array}{c} \# \\ \# X a_2 \# \end{array} \right] \left[\begin{array}{c} X a_2 \\ \xrightarrow{\quad X \quad} \\ X \end{array} \right] \left[\begin{array}{c} a \\ \overline{a} \end{array} \right] \left[\begin{array}{c} \# \\ \# \end{array} \right]$$

$$\left[\begin{array}{c} \# \\ \# X a_2 \# \end{array} \right] \left[\begin{array}{c} X a_2 \\ \xrightarrow{\quad a_2 \quad} \\ a_2 \end{array} \right] \left[\begin{array}{c} \# \\ \# \end{array} \right]$$

$$\left[\begin{array}{c} \# \\ \# X a_2 \# \end{array} \right] \left[\begin{array}{c} a_2 \\ \xrightarrow{\quad a_2 \quad} \\ a_2 \end{array} \right] \left[\begin{array}{c} \# \\ \# \end{array} \right]$$

$$\left[\begin{array}{c} \# \\ \# a_2 \# \end{array} \right] \text{ (use step 7)}$$

$$\left[\begin{array}{c} \# \\ \hline \# q_2 \# \end{array} \right] \rightarrow \left[\begin{array}{c} q_2 \# \# \\ \hline \# \end{array} \right]$$

: No remaining element left.

If acceptor of TM is decidable,
the PCP is also decidable.

PCP

TM problem is undecidable, \Rightarrow so
problem of PCP is undecidable.

① PCP
 $\left[\begin{array}{c} T \\ \hline TH \end{array} \right] \left[\begin{array}{c} H \\ \hline TH \end{array} \right] \left[\begin{array}{c} HTH \\ \hline HT \end{array} \right] \left[\begin{array}{c} TT \\ \hline T \end{array} \right]$

This may end in recursive infinite loop

$$\left[\begin{array}{c} 1 \\ \hline III \end{array} \right] \left[\begin{array}{c} 10111 \\ \hline 10 \end{array} \right] \left[\begin{array}{c} 10 \\ \hline 0 \end{array} \right]$$

$$\left[\begin{array}{c} 10111 \\ \hline 10 \end{array} \right]$$

② ① ② ①

$$\left[\begin{array}{c} 101HT \\ \hline XH \end{array} \right] \left[\begin{array}{c} X \\ \hline HT \end{array} \right] \left[\begin{array}{c} 10111 \\ \hline X0 \end{array} \right]$$

② ① ③ ①

$$\left[\begin{array}{c} X \\ \hline HT \end{array} \right] \left[\begin{array}{c} X \\ \hline HX \end{array} \right] \left[\begin{array}{c} 10 \\ \hline 0 \end{array} \right]$$

Solution: when dominos arranged in row sequence

2 1 1 3

$$\left[\frac{101111110}{10} \right] \quad \left[\frac{x}{111} \right] \quad \left[\frac{x}{111} \right] \quad \left[\frac{10}{6} \right]$$

(2) (1) (1) (3)

The string formed, on numerator

$$\boxed{\begin{array}{l} x = 101111110 \\ y = 101111110 \end{array}}$$

- A domino's can be repeated any no. of time.
- sometimes domino's can be excluded to find solution.

$$\left[\frac{T}{TH} \right] \quad \left[\frac{H}{TH} \right] \quad \left[\frac{HTH}{HT} \right] \quad \left[\frac{TT}{T} \right]$$

solution:-

$$12 \ 13 \ 3 \ 3 \ 2 \} \quad (+ \text{ domino is not used})$$

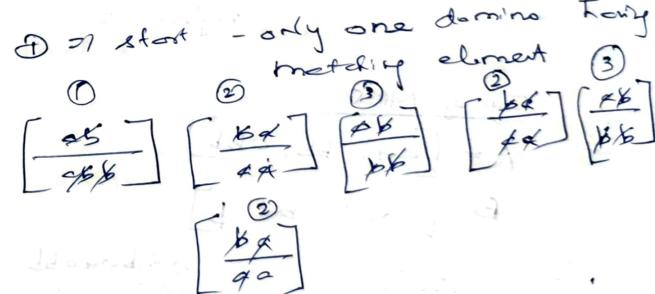
42

$$\left[\frac{1}{111} \right] \quad \left[\frac{10111}{10} \right] \quad \left[\frac{10}{0} \right]$$

	x	y	
x_1	1	111	y_1
x_2	10111	10	y_2
x_3	10	0	y_3

$$\left[\frac{ab}{abb} \right] \quad \left[\frac{ba}{aac} \right] \quad \left[\frac{ab}{bb} \right]$$

(1) (2) (3)

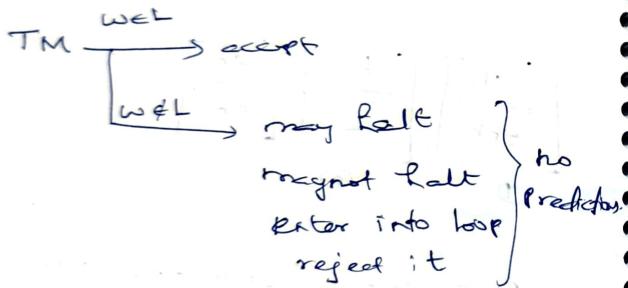


1 2 3 2 3 ②

d) entering into loop, when you give such type of input to Automate system it may not halt.

Here we call this PCP as Undecidable.

Undecidable



Eg. of NPCP

$$A = [aa, bb, abb]$$

$$B = [aab, bba, b]$$

Sol:

1213

abbbaabb
aabbaabb

MPCP: same as PCP, but the TMs for solutions must start with the first pair in the first step and so on for next.

Construct a TM to identify the employee ID of an Institution.

The ID's are formed in such a way that it starts with a digit followed by a letter and it is then followed by zero or more

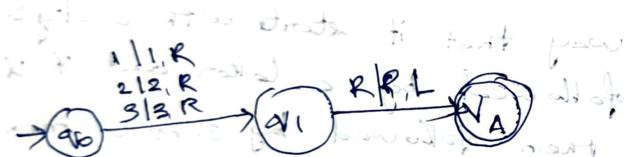
letter or digit. 1, 2 and 3 are the only allowed digits that can be included, and 'R' is the only letter allowed. (ie $\Sigma = \{1, 2, 3, R\}^*$).

① Construct a TM to identify the valid ID's

- ③ construct the MPBP instance for the above TM
- ④ check whether the string '2R13' has solution or accepted using MPBP instance.

$\Gamma = \{1, 2, 3, R, B\}$. Therefore, substitution in the 32 tape positions

Step 1: In first step we 2GT and T



It is a simple MPBP. Tapes are needed



Step 1:

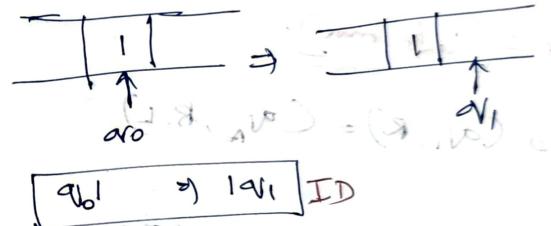
At $\delta(q_0, \#) = \#q_0\#$ and $\delta(q_1, \#) = q_1\#$

$w = 2R13$ — input

$\begin{bmatrix} \# \\ \#q_02R13\# \end{bmatrix}$

Step 2: (right move)

For transition 1:



$q_01 \Rightarrow 1q_1$ ID

$\begin{bmatrix} q_01 \\ 1q_1 \end{bmatrix} \rightarrow \begin{bmatrix} 1 \\ 1 \end{bmatrix}$

For transition 2:

$\begin{bmatrix} 2 \\ 1 \end{bmatrix} \Rightarrow \begin{bmatrix} 1 \\ 2 \end{bmatrix}$

$q_12 \Rightarrow 2q_1$ ID

$\delta(q_1, 2) = (q_1, 2R)$

$$\left[\frac{av_0^2}{2aR} \right] \rightarrow ②$$

$$\left[\frac{2av_0^2}{aA^2R} \right]$$

1st For S:-

$$\left[\frac{av_0^3}{3aR^2} \right] \rightarrow ③$$

comes up in the

1st attempt not

Step 3 [left max].

$$\delta(av_{11}, R) = (av_A, R, L)$$

$$\left[\begin{matrix} R \\ R \end{matrix} \right] \xrightarrow{av_1} \left[\begin{matrix} R \\ R \end{matrix} \right] \left[\begin{matrix} 1 \\ 1 \\ 1 \end{matrix} \right]$$

av_AΓR.
After transition

Before
Transition

$$\left[\begin{matrix} R \\ R \end{matrix} \right]$$

$$S = \{1, 2, 3, R, B\}$$

$$(S, \delta) = (S, \delta')$$

$$\left[\begin{matrix} 1 \\ av_{11}R \end{matrix} \right] \left[\begin{matrix} 2av_1R \\ av_A^2R \end{matrix} \right] \left[\begin{matrix} 3av_1R \\ av_A^3R \end{matrix} \right]$$

$$\left[\begin{matrix} R \\ av_{11}R \end{matrix} \right] \left[\begin{matrix} B \\ av_A BR \end{matrix} \right]$$

Step 4: $S = \{1, 2, 3, R, B\}$

for all tape symbols.

$$\left[\begin{matrix} 1 \\ 1 \end{matrix} \right] \left[\begin{matrix} 2 \\ 2 \end{matrix} \right] \left[\begin{matrix} 3 \\ 3 \end{matrix} \right] \left[\begin{matrix} R \\ R \end{matrix} \right] \left[\begin{matrix} B \\ B \end{matrix} \right]$$

Step 5: 1 - Accepting state.

$$\left[\begin{matrix} R \\ av_A \end{matrix} \right] \left[\begin{matrix} R \\ av_A \end{matrix} \right]$$

$$\left[\begin{matrix} 1 \\ av_A \end{matrix} \right] \left[\begin{matrix} av_A \\ av_A \end{matrix} \right] \left[\begin{matrix} 2 \\ av_A \end{matrix} \right] \left[\begin{matrix} av_A^2 \\ av_A \end{matrix} \right]$$

$$\left[\begin{matrix} 3 \\ av_A \end{matrix} \right] \left[\begin{matrix} av_A^3 \\ av_A \end{matrix} \right] \left[\begin{matrix} R \\ av_A \end{matrix} \right] \left[\begin{matrix} av_A R \\ av_A \end{matrix} \right]$$

$$\left[\begin{matrix} B \\ av_A \end{matrix} \right] \left[\begin{matrix} av_A B \\ av_A \end{matrix} \right]$$

Step 6:

$$\left[\begin{array}{c} \# \\ \# \end{array} \right] \left[\begin{array}{c} \# \\ B \# \end{array} \right]$$

For all
problems step
6 & 7 are
same.

Step 7:

$$\left[\begin{array}{c} \sqrt{A} \# \# \\ \# \end{array} \right]$$

Eg: $w = 2RIB$

$$\left[\begin{array}{c} \# \\ \# 90.2 RIB \# \end{array} \right]$$

$$\left[\begin{array}{c} \sqrt{0.2} \\ 2 \sqrt{A} \# \end{array} \right]$$

$$\left[\begin{array}{c} R \\ R \end{array} \right] \left[\begin{array}{c} 1 \\ 1 \end{array} \right] \left[\begin{array}{c} S \\ S \end{array} \right]$$

$$\left[\begin{array}{c} \# \\ \# \end{array} \right]$$

$$\left[\begin{array}{c} 2 \sqrt{A} RIB \\ 2 \sqrt{A} RIB \# \end{array} \right] \left[\begin{array}{c} 2 \sqrt{A} RIB \\ \sqrt{A}^2 R \end{array} \right] \left[\begin{array}{c} 1 \\ 1 \end{array} \right] \left[\begin{array}{c} S \\ S \end{array} \right]$$

$$\left[\begin{array}{c} A \# \\ A \# \end{array} \right] \left[\begin{array}{c} A \# \\ A \# \end{array} \right] \left[\begin{array}{c} A \# \\ A \# \end{array} \right]$$

$$\left[\begin{array}{c} \sqrt{A} 2 RIB \# \\ \# \end{array} \right] \left[\begin{array}{c} \sqrt{A}^2 \\ \sqrt{A} \end{array} \right] \left[\begin{array}{c} R \\ R \end{array} \right] \left[\begin{array}{c} S \\ S \end{array} \right] \left[\begin{array}{c} \# \\ \# \end{array} \right]$$

$$\left[\begin{array}{c} \sqrt{A} RIB \# \\ \# \end{array} \right] \left[\begin{array}{c} \sqrt{A} R \\ \sqrt{A} \end{array} \right] \left[\begin{array}{c} S \\ S \end{array} \right] \left[\begin{array}{c} \# \\ \# \end{array} \right]$$

$$\left[\begin{array}{c} \# \\ \# 90.2 RIB \# \end{array} \right] \left[\begin{array}{c} \sqrt{A} \\ \sqrt{A} \end{array} \right] \left[\begin{array}{c} S \\ S \end{array} \right] \left[\begin{array}{c} \# \\ \# \end{array} \right]$$

$$\left[\begin{array}{c} \# \\ \# \sqrt{A}^3 \# \end{array} \right] \left[\begin{array}{c} \sqrt{A}^2 \\ \sqrt{A} \end{array} \right] \left[\begin{array}{c} \# \\ \# \end{array} \right]$$

$$\left[\begin{array}{c} \# \\ \# \end{array} \right] \left[\begin{array}{c} \sqrt{A} \# \# \\ \# \end{array} \right]$$

TM \rightarrow accepting criteria
PCR \rightarrow also enters into accepting state

PCD

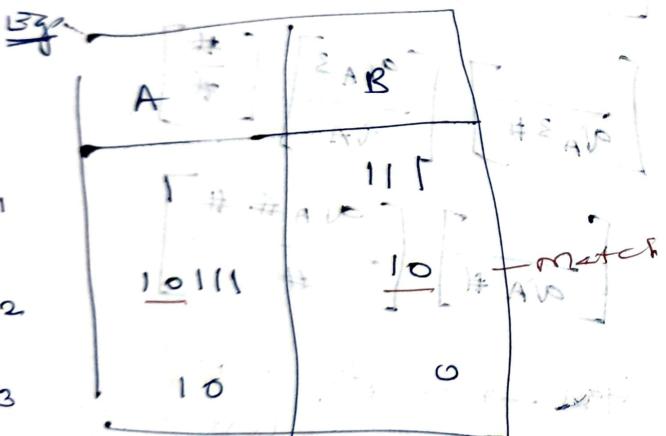
$$A = w_1, w_2, \dots, w_n \quad \left. \begin{array}{l} \text{list of equal} \\ \text{length} \end{array} \right\}$$

$$B = x_1, x_2, \dots, x_n$$

$$w_1, w_2, \dots, w_n \equiv x_1, x_2, \dots, x_n$$

Eq has solution if

$$w_1, w_2, \dots, w_n = x_1, x_2, \dots, x_n$$



2 1 1 3

$$101111110$$

$$101111110$$

solution obtained.

Eq 2

$$\begin{array}{ccc} 1 & \underline{10} & \underline{101} \\ 2 & 011 & 11 \\ 3 & 101 & 011 \end{array}$$

133..

$$10101101$$

$$10101101$$

No solution.

4

11



MCQ:

Given list A. & B, of K strings

A = $w_1, w_2 \dots w_K$

B = $x_1, x_2 \dots x_K$ does there
exist a sequence of integers
 $i_1, i_2 \dots i_K$ such that

$$w_1 w_{i_1} w_{i_2} \dots w_{i_K} = x_1 x_{i_1} x_{i_2} \dots x_{i_K}$$

EE: $w_1 = 110$ $w_2 = 101$

A sol is required to start
with the first string of
each list. $\{0\}, \{1\}, \{0\}$

Binary Encoding - Description of TM.

Universal TM:

Capable of simulating other
Turing machine.

$$TM = \{ Q, \Sigma, \Gamma, \delta, q_0, S, F \}$$

has to encode

moves \rightarrow separator for each element.

$$TM = \{ q_0, q_{accept}, \{0, 1\}, \{0, 1, B\}, \delta \}$$

$$\delta(q_0, 0) = (q_0, 0, R), \delta(q_0, 1) = (q_0, 1, L)$$

$\delta(q_0, B) = (q_{accept}, 1, L), q_0, B,$

accept state $\rightarrow q_{accept}$.

TM \rightarrow enter Accept state

UTM \rightarrow also

~~$$TM = \{ 101100, 101100, 101, 101100010 \}$$~~

Each and every element is represented in terms of no. of bytes.

$$TM = \left\langle \frac{101100}{\alpha} \frac{101100}{\Sigma} \frac{00101101100}{\Gamma} \frac{101010110}{\delta} \right\rangle$$

1011010110110 + 101101101101

001001110011
δ → B → acc? 10 }
acc

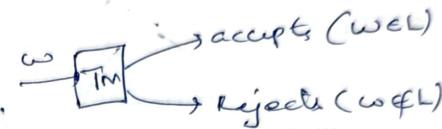
$\langle M, w \rangle$ } - UTM representation
- machine

Thus Binary encoding is used in UTM.

UTM - which can make other TM to work inside.

UTM - can simulate any other machine.

Properties of Recursive language



Accept & reject stat are properly defined. we call those lang as recursive lang. TM accept or reject

Union, {
Intersection,
Complement}.

① Union of 2 RL;
(L₁ ∪ L₂) Both Long ages are recursive.
Union of both also recursive.

L₁ - palindrom

L₂ - starts with q, ends with p.
A word in standard form is palindrom.