

# Introduction to Complexity and Computability:

## Homework 2

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### Homework Problem 1

Show that the following languages are partially decidable:

- (a)  $ETx = \{\langle M, x \rangle \mid M(x) \downarrow \text{ and at the end of computation the tape of } M \text{ is empty}\}$

Use a Universal Turing Machine to simulate  $M$  on  $x$ . If  $M(x) \downarrow$  then clear the tape of  $M$  and accept.

- (b)  $ETE = \{\langle M \rangle \mid (\exists x)(M(x) \downarrow \text{ and at the end of computation the tape of } M \text{ is empty})\}$

Run  $ETx$  on every possible input string  $x$ . Run the first Turing Machine  $ETx_1$  on input  $x_1$  for one step, then the TMs  $ETx_1$  and  $ETx_2$  for one step on input  $x_1$  and  $x_2$  respectively, and so on for every single  $x$ . If there is an  $x$  that is accepted by  $ETx$ , clear the tape of  $M$  and  $ETE$  accepts.

### Homework Problem 2

Show that the language  $ETx$  is not decidable.

The proof is by contradiction. Assume that  $ETx$  is decidable. Then there is a TM  $P$  that decides  $ETx$ . Then construct a TM  $Q$  to decide  $L_U$ , the universal language.

$Q$  proceeds as follows on the input  $\langle M, x \rangle$ :

1. Run  $P$  on  $\langle M, x \rangle$ .
2. If  $P$  rejects, reject.
3. If  $P$  accepts, simulate  $M$  on  $x$  until it halts and the tape of  $M$  is empty.
4. If  $M$  accepts, accept. If  $M$  rejects, reject.

If  $P$  decides  $ETx$ ,  $Q$  decides  $L_U$ . But  $L_U$  is undecidable, so  $ETx$  must also be undecidable.