## Introduction to Theory of Computation

Chapters 4 and 5, Turing Machines and Decidability

November 26, 2018





Defeated Nazi Enigma code machine in WWII.



- Defeated Nazi Enigma code machine in WWII.
- Designed and built one of the first computers.



- Defeated Nazi Enigma code machine in WWII.
- Designed and built one of the first computers.
- Developed philosophy of artificial intelligence.



- Defeated Nazi Enigma code machine in WWII.
- Designed and built one of the first computers.
- Developed philosophy of artificial intelligence.
- Developed theory of computability.



- Defeated Nazi Enigma code machine in WWII.
- Designed and built one of the first computers.
- Developed philosophy of artificial intelligence.
- Developed theory of computability.
- Invented roundhouse chess.



- Defeated Nazi Enigma code machine in WWII.
- Designed and built one of the first computers.
- Developed philosophy of artificial intelligence.
- Developed theory of computability.
- Invented roundhouse chess.
- Convicted of homosexuality in 1952.



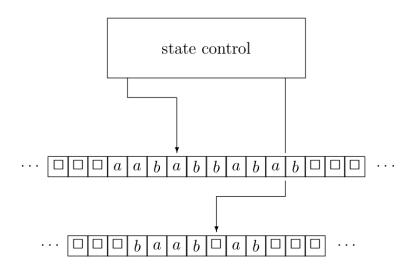
- Defeated Nazi Enigma code machine in WWII.
- Designed and built one of the first computers.
- Developed philosophy of artificial intelligence.
- Developed theory of computability.
- Invented roundhouse chess.
- Convicted of homosexuality in 1952.
- Sentenced to chemical castration by synthetic estrogen.



- Defeated Nazi Enigma code machine in WWII.
- Designed and built one of the first computers.
- Developed philosophy of artificial intelligence.
- Developed theory of computability.
- Invented roundhouse chess.
- Convicted of homosexuality in 1952.
- Sentenced to chemical castration by synthetic estrogen.
- Committed suicide in 1954, 16 days before 42nd birthday.



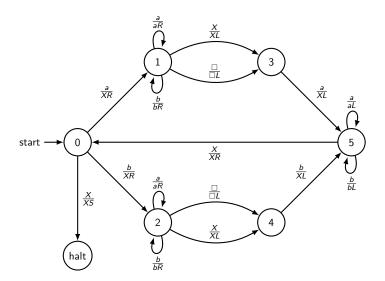
## Turing Machine



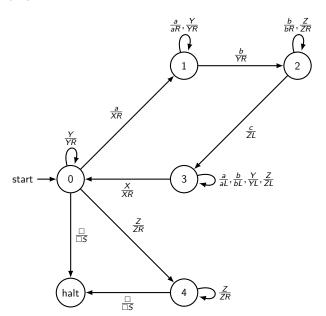
# Tape Drives



#### **Even Palindromes**



### $a^nb^nc^n$



## Equivalent models:

- 1. One-tape Turing machines.
- 2. k-tape Turing machines.
- 3. Non-deterministic Turing machines.
- 4. Java programs.
- 5. Scheme programs.
- 6. C++ programs.
- 7. ...

## A Universal Turing Machine

- ▶ Any Turing machine T can be described by a string,  $\langle T \rangle$ .
- ▶ Another Turing machine U can simulate the operation of T on input string w, when given input  $\langle T \rangle$  and w.
- ▶ A Turing machine, such as *U*, that can simulate any other Turing machine is called a **Universal Turing Machine**.

## The Church-Turing Thesis

Every computational process that is intuitively considered to be an algorithm can be converted to a Turing machine.

## The Church-Turing Thesis

Every computational process that is intuitively considered to be an algorithm can be converted to a Turing machine.

- Not a theorem.
- Can't be proved because it proposed as a definition of algorithm.

## Decidability

A language A over  $\Sigma$  is *decidable* if there exists a Turing machine M such that for every string  $w \in \Sigma^*$ :

- 1. If  $w \in A$  then M, started on w, halts in an accept state.
- 2. If  $w \notin A$  then M, started on w, halts in a reject state.

▶ We will call a machine like this a **decider** for the language.

## Enumerability

A language A over  $\Sigma$  is *enumerable* if there exists a Turing machine M such that for every string  $w \in \Sigma^*$ :

- 1. If  $w \in A$  then M, started on w, halts in the accept state.
- 2. If  $w \notin A$  then M, started on w, either halts in the reject state or loops forever.

- We will call a machine like this a recognizer for the language.
- ► A machine that produces each string in a language, one at a time, is an **enumerator** for the language.

#### Enumerability

A language A over  $\Sigma$  is *enumerable* if there exists a Turing machine M such that for every string  $w \in \Sigma^*$ :

- 1. If  $w \in A$  then M, started on w, halts in the accept state.
- 2. If  $w \notin A$  then M, started on w, either halts in the reject state or loops forever.

- We will call a machine like this a recognizer for the language.
- ▶ A machine that produces each string in a language, one at a time, is an **enumerator** for the language.
- ▶ We will prove shortly that the existence of a recognizer is equivalent to the existence of an enumerator.

#### Decidable vs. enumerable

- Decidable is also called
  - computable
  - recursive

- Enumerable is also called
  - semi-decidable
  - recognizable
  - recursively enumerable

#### $Enumerator \Rightarrow Recognizer$

If we have an enumerator  $M_E$  for a language L, we can construct a recognizer  $M_R$  for L.

#### $Enumerator \Rightarrow Recognizer$

If we have an enumerator  $M_E$  for a language L, we can construct a recognizer  $M_R$  for L.

- ► *M<sub>R</sub>*:
  - ▶ On input *w*:
    - ▶ Start running  $M_E$ , producing series  $s_1, s_2, s_3, ...$
    - ▶ If  $w = s_i$  for any  $i \in \mathbb{N}$ , halt with **accept**.

#### Enumerator $\Rightarrow$ Recognizer

If we have an enumerator  $M_E$  for a language L, we can construct a recognizer  $M_R$  for L.

- ► *M<sub>R</sub>*:
  - ▶ On input w:
    - ▶ Start running  $M_E$ , producing series  $s_1, s_2, s_3, ...$
    - ▶ If  $w = s_i$  for any  $i \in \mathbb{N}$ , halt with **accept**.

- ▶ If  $x \in L$  then on input x,  $M_R$  will halt with accept.
- ▶ If  $x \notin L$  then on input x,  $M_R$  will run forever.

#### Recognizer ⇒ Enumerator

- This is tricky.
- We can build a machine to enumerate all possible strings:

$$\underbrace{\epsilon}_{0},\underbrace{0,1}_{1},\underbrace{00,01,10,11}_{2},\underbrace{000,001,010,011,100,\dots}_{3},\underbrace{0000,\dots}_{4},\dots$$

- ► This is tricky.
- ▶ We can build a machine to enumerate all possible strings:

$$\underbrace{\epsilon}_{0},\underbrace{0,1}_{1},\underbrace{00,01,10,11}_{2},\underbrace{000,001,010,011,100,\dots}_{3},\underbrace{0000,\dots}_{4},\dots$$

- ▶ We might suppose we just run  $M_R$  on each string, and output any that are accepted.
- ▶ That would be the machine,  $M_E$ , right?

- ► This is tricky.
- ▶ We can build a machine to enumerate all possible strings:

$$\underbrace{\epsilon}_{0},\underbrace{0,1}_{1},\underbrace{00,01,10,11}_{2},\underbrace{000,001,010,011,100,\ldots}_{3},\underbrace{0000,\ldots}_{4},\ldots$$

- ▶ We might suppose we just run  $M_R$  on each string, and output any that are accepted.
- ▶ That would be the machine,  $M_E$ , right?
- ▶ But we *can't* just run  $M_R$  on each of these strings!
- M<sub>R</sub> might not halt!
- ▶ What to do?



If we have a recognizer  $M_R$  for a language L, we can construct an enumerator  $M_E$  for L.

- ► *M<sub>E</sub>*:
  - ▶ Generate, one at a time, all possible  $s \in \Sigma^*$ :  $s_1, s_2, s_3, ...$
  - Keep them in a list.
  - After each string  $s_i$  is added to the list, run  $M_R$  on all strings in the list for i steps.
  - ▶ If any run of M<sub>R</sub> accepts a string, output that string and remove it from the list.
  - ▶ If any run of  $M_R$  rejects a string, remove it from the list.

This machine will eventually run all possible strings for all possible number of steps. Hence, if  $M_R$  ever recognizes a string, this machine will output it. If a string is never recongized by  $M_R$ , it will never be output.

## Describing machines and problems as strings

- ▶ We assume any machine (DFA, PDA, TM) can be described by a string *M* using some alphabet.
- ► The input to any machine is a string w using some alphabet.
- We can thus describe both a machine M and its input w, with a pair of strings: (M, w).
- ▶ This pair can be converted to a single string  $\langle M, w \rangle$ .
- ▶ For convenience, we assume  $\langle M, w \rangle$  is encoded in binary.
- ▶ In general,  $\langle x \rangle$  means: encode x as a binary string.
- ▶ We can now define a language A as the set of all strings  $\langle M, w \rangle$  such that  $w \in \mathcal{L}(M)$ , the language of M.

## The language $A_{DFA}$ is decidable

$$A_{DFA} = \{\langle M, w \rangle : M \text{ is a DFA that accepts } w\}$$

## The language $A_{DFA}$ is decidable

$$A_{DFA} = \{\langle M, w \rangle : M \text{ is a DFA that accepts } w\}$$

- ▶ Given input  $\langle M, w \rangle$ :
  - ightharpoonup Run M on w.
  - It must terminate.
  - ▶ If it accepts, accept, else reject.

## The language $A_{NFA}$ is decidable

$$A_{NFA} = \{\langle M, w \rangle : M \text{ is a NFA that accepts } w\}$$

## The language $A_{NFA}$ is decidable

$$A_{\mathit{NFA}} = \{\langle M, w \rangle : M \text{ is a NFA that accepts } w\}$$

- ▶ Given input  $\langle M, w \rangle$ :
  - ► Convert NFA *M* to DFA *N*.
  - ► This algorithm terminates.
  - ightharpoonup Run N on w.
  - It must terminate.
  - If it accepts, accept, else reject.

# The language $A_{CGF}$ is decidable

$$A_{CFG} = \{\langle M, w \rangle : M \text{ is a CFG that accepts } w\}$$

# The language $A_{CGF}$ is decidable

$$A_{CFG} = \{\langle M, w \rangle : M \text{ is a CFG that accepts } w\}$$

- Given input  $\langle M, w \rangle$ :
  - Convert CFG M to Chomsky normal form CFG N.
  - ► This algorithm terminates.
  - Generate all derivations of length 2|w|-1 from N.
  - ▶ There are a finite number of these, so it must terminate.
  - ▶ If any derivation yields *w*, accept, else reject.

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

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

Proof? By contradiction.

- ▶ Assume there is a TM *H* that decides this language.
- Construct the following TM, D:

- ▶ Run H on  $\langle M, \langle M \rangle \rangle$ .
- ▶ If *H* accepts, reject, else accept.
- ▶ If H accepts  $\langle D, \langle D \rangle \rangle$ , then D rejects  $\langle D \rangle$ .
  - ▶ Therefore, by definition  $\langle D, \langle D \rangle \rangle \notin A_{TM}$ .
- ▶ If H rejects  $\langle D, \langle D \rangle \rangle$ , then D accepts  $\langle D \rangle$ .
  - ▶ Therefore, by definition  $\langle D, \langle D \rangle \rangle \in A_{TM}$ .
- ▶ In either case, H does not decide  $A_{TM}$ .

## Diagonal argument

Machine H that decides A<sub>TM</sub> can fill in this table:

```
\langle M_5 \rangle
        \langle M_0 \rangle
                   \langle M_1 \rangle
                              \langle M_2 \rangle
                                          \langle M_3 \rangle
                                                     \langle M_4 \rangle
M_0
      accept
                  accept
                             accept
                                         reject
                                                    accept
                                                                reject
M_1
                  reject
                                                                reject
      accept
                             accept
                                         accept
                                                    accept
МΣ
                  reject
                                                                reject
      accept
                             accept
                                         accept
                                                    accept
Мз
                             reject
                                         reject
      accept
                  accept
                                                    accept
                                                                accept
M_{\Delta}
       reject
                             accept reject
                  accept
                                                    accept
                                                                accept
M_5
       reiect
                  reiect
                             accept
                                         accept
                                                    accept
                                                                reject
                                                                           . . .
```

- ▶ *D* uses *H* to give the opposite answer on the diagonal.
- ▶ *H* must give the wrong answer somewhere on machine *D*.

# The language $A_{TM}$ is enumerable but not decidable.

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

# The language $A_{TM}$ is enumerable but not decidable.

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

- Given input  $\langle M, w \rangle$ :
  - Simulate the operation of M on w.
  - ▶ If this terminates with accept, accept.

$$\mathit{Halt} = \{\langle M, w \rangle : M \text{ is a TM that terminates on } w\}$$
 Proof?

$$Halt = \{\langle M, w \rangle : M \text{ is a TM that terminates on } w\}$$

Proof?

By contradiction. Assume there is a TM H that decides this language. Construct the following TM, Q:

- while  $H(\langle M, \langle M \rangle \rangle)$  do end;
- ▶ What happens if we run *Q* on itself?
- ▶  $Q(\langle Q \rangle)$  terminates iff  $Q(\langle Q \rangle)$  does not terminate.

$$\mathit{Halt} = \{ \langle \mathit{M}, \mathit{w} \rangle : \mathit{M} \text{ is a TM that terminates on } \mathit{w} \}$$

Proof?

By contradiction. Assume there is a TM H that decides this language. Construct the following TM, Q:

- while  $H(\langle M, \langle M \rangle \rangle)$  do end;
- ▶ What happens if we run *Q* on itself?
- ▶  $Q(\langle Q \rangle)$  terminates iff  $Q(\langle Q \rangle)$  does not terminate.
- Can also use a diagonal argument.

$$M_a = \{ \langle M \rangle \mid \mathcal{L}(M) = \{a\} \}$$

$$M_a = \{\langle M \rangle \mid \mathcal{L}(M) = \{a\}\}$$

#### Proof?

By contradiction.

- Suppose TM A decides M<sub>a</sub>.
- Construct the following TM, H:

H: On input  $\langle M, w \rangle$ :

Construct TM D:

- ightharpoonup Run M on w.
- If s = a accept, else reject.
- ▶ Run A on D. If it accepts, accept, else reject.

$$M_a = \{ \langle M \rangle \mid \mathcal{L}(M) = \{a\} \}$$

#### Proof?

By contradiction.

- ► Suppose TM A decides M<sub>a</sub>.
- ► Construct the following TM, *H*:

H: On input  $\langle M, w \rangle$ :

► Construct TM *D*:

- ightharpoonup Run M on w.
- If s = a accept, else reject.
- ▶ Run A on D. If it accepts, accept, else reject.
- $\mathcal{L}(D) = \{a\}$  iff M halts on w.

$$M_a = \{ \langle M \rangle \mid \mathcal{L}(M) = \{a\} \}$$

#### Proof?

By contradiction.

- Suppose TM A decides M<sub>a</sub>.
- ► Construct the following TM, *H*:

H: On input  $\langle M, w \rangle$ :

► Construct TM *D*:

- ightharpoonup Run M on w.
- If s = a accept, else reject.
- ▶ Run A on D. If it accepts, accept, else reject.
- $\blacktriangleright$   $\mathcal{L}(D) = \{a\}$  iff M halts on w.
- ▶ *H* decides the language *Halt*. But that's impossible!

$$M_{\emptyset} = \{ \langle M \rangle \mid \mathcal{L}(M) = \emptyset \}$$

$$M_{\emptyset} = \{ \langle M \rangle \mid \mathcal{L}(M) = \emptyset \}$$

Proof?

By contradiction.

- Suppose TM A decides M<sub>∅</sub>.
- ► Construct the following TM, *H*:

H: On input  $\langle M, w \rangle$ :

► Construct TM *D*:

- ► Run *M* on *w*.
- Accept.
- ▶ Run A on D. If it accepts, reject, else accept.

$$M_{\emptyset} = \{ \langle M \rangle \mid \mathcal{L}(M) = \emptyset \}$$

Proof?

By contradiction.

- Suppose TM A decides M<sub>∅</sub>.
- ► Construct the following TM, *H*:

H: On input  $\langle M, w \rangle$ :

Construct TM D:

- ▶ Run *M* on *w*.
- Accept.
- ▶ Run A on D. If it accepts, reject, else accept.
- ▶  $\mathcal{L}(D) = \emptyset$  iff M does not halt on w.

$$M_{\emptyset} = \{ \langle M \rangle \mid \mathcal{L}(M) = \emptyset \}$$

#### Proof?

By contradiction.

- Suppose TM A decides M<sub>∅</sub>.
- Construct the following TM, H:

H: On input  $\langle M, w \rangle$ :

► Construct TM *D*:

- ▶ Run *M* on *w*.
- Accept.
- ▶ Run A on D. If it accepts, reject, else accept.
- ▶  $\mathcal{L}(D) = \emptyset$  iff M does not halt on w.
- ▶ H decides the language Halt. But that's impossible!

#### Rice's Theorem

Let  ${\mathcal T}$  be the set of all binary encoded TMs.

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

- 1.  $\mathcal{P} \neq \emptyset$
- 2.  $\mathcal{P} \neq \mathcal{T}$
- 3. If  $L(M_1) = L(M_2)$ , then either both or neither is in  $\mathcal{P}$ .

Then  $\mathcal{P}$  is undecidable.

#### Rice's Theorem Examples

- 1.  $\{\langle M \rangle \mid M \text{ accepts only inputs in the language } a^*b^*\}$
- 2.  $\{\langle M \rangle \mid M \text{ accepts only input of length } n^2\}$
- 3.  $\{\langle M \rangle \mid M \text{ accepts only input of length } k\}$
- 4.  $\{\langle M \rangle \mid M \text{ accepts all inputs}\}$
- 5.  $\{\langle M \rangle \mid M \text{ does not accept all inputs}\}$
- 6.  $\{\langle M \rangle \mid M \text{ accepts some input}\}$
- 7.  $\{\langle M \rangle \mid M \text{ does not accept any input}\}$

None of these is decideable.

# Hilbert's 10th problem is enumerable but not decidable

 $\mathit{Hilbert} = \{\langle p \rangle : p \text{ is a polynomial with integer coefficients}$  that has an integral root}

$$15x^3y^2 + 12xy^2 - 17x^9y^2 + 2x - 5y + 3 = 0$$



# Post Correspondence Problem is enumerable but not decidable

- Given a finite set of dominoes with strings on the top and the bottom, and an unlimited supply of each domino, does there exist a sequence of these dominoes such that the string at the top matches the string at the bottom?
- ► For example, given the set of three dominos:

а	ab	bba
baa	aa	bb

We can find a sequence:

bba	ab	bba	а
bb	aa	bb	baa

Where the top and bottom rows are both: bbaabbbaa

▶ A computable real number is one for which there is a Turing machine which, given n on its initial tape, terminates with the nth digit of the decimal expansion of that number encoded on its tape.

- ▶ A computable real number is one for which there is a Turing machine which, given n on its initial tape, terminates with the nth digit of the decimal expansion of that number encoded on its tape.
- ▶ All possible Turing machines can be enumerated, since each is represented by a unique string. Let the *i*th Turing machine be denoted by *T<sub>i</sub>*.

- ▶ A computable real number is one for which there is a Turing machine which, given n on its initial tape, terminates with the nth digit of the decimal expansion of that number encoded on its tape.
- All possible Turing machines can be enumerated, since each is represented by a unique string. Let the *i*th Turing machine be denoted by T<sub>i</sub>.
- ► Let *x* be the real number between 0 and 1 with the following decimal expansion:
  - The *i*th digit of x is 1 if  $\mathcal{L}(T_i) = \emptyset$ , otherwise 0.

- ▶ A computable real number is one for which there is a Turing machine which, given n on its initial tape, terminates with the nth digit of the decimal expansion of that number encoded on its tape.
- All possible Turing machines can be enumerated, since each is represented by a unique string. Let the *i*th Turing machine be denoted by T<sub>i</sub>.
- ▶ Let *x* be the real number between 0 and 1 with the following decimal expansion:
  - The *i*th digit of x is 1 if  $\mathcal{L}(T_i) = \emptyset$ , otherwise 0.
- ➤ x cannot be computable, because its solution would solve the halting problem (see above).

A language such that both A and  $\overline{A}$  are not enumerable.

$$EQ_{TM} = \{\langle M_1, M_2 \rangle : \mathcal{L}(M_1) = \mathcal{L}(M_2)\}$$

# $EQ_{TM}$ is not enumerable

$$EQ_{TM} = \{\langle M_1, M_2 \rangle : \mathcal{L}(M_1) = \mathcal{L}(M_2)\}$$

- ▶ Suppose  $EQ_{TM}$  is recognizable by TM  $M_{=}$ .
- ▶ Recall that *Halt* is not recognizable.
- ightharpoonup For any M and w, define the following TM:

 $M_{Mw}$ : on input s:

- ightharpoonup Run M on w.
- Accept
- Also define:

 $M_{\emptyset}$ : on input s, reject.

 $M_{\Sigma^*}$ : on input s, accept.

- ▶ Run  $M_{=}$  on  $\langle M_{\emptyset}, M_{Mw} \rangle$ .
  - ▶ This accepts iff  $\langle M, w \rangle \in \overline{Halt}$ .
  - ► Therefore it is a recognizer for *Halt*.

# $\overline{EQ_{TM}}$ is not enumerable

$$\overline{EQ_{TM}} = \{\langle M_1, M_2 \rangle : \mathcal{L}(M_1) \neq \mathcal{L}(M_2) \}$$

- ▶ Suppose  $\overline{EQ_{TM}}$  is recognizable by TM  $M_{\neq}$ .
- ▶ Recall that *Halt* is not recognizable.
- For any M and w, define the following TM:

 $M_{Mw}$ : on input s:

- ightharpoonup Run M on w.
- Accept
- Also define:

 $M_{\emptyset}$ : on input s, reject.

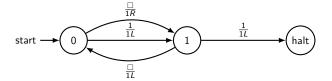
 $M_{\Sigma^*}$ : on input s, accept.

- ▶ Run  $M_{\neq}$  on  $\langle M_{\Sigma^*}, M_{Mw} \rangle$ .
  - ▶ This accepts iff  $\langle M, w \rangle \in \overline{Halt}$ .
  - ▶ Therefore it is a recognizer for  $\overline{Halt}$ .

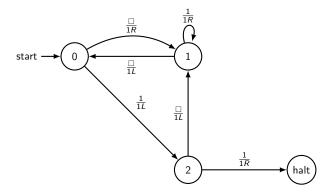
#### Busy beavers are not enumerable

The nth busy beaver number is the largest (finite) number of 1s that can be output by a Turing machine with n states when started on a blank tape.

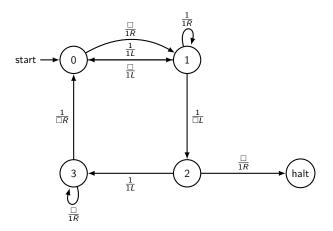
## 2 State Busy Beaver: four 1s



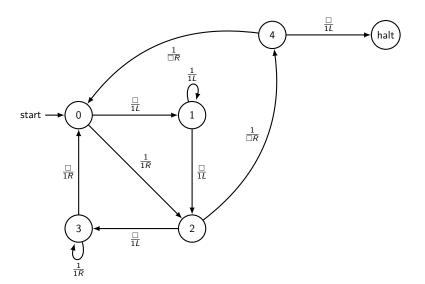
# 3 State Busy Beaver: six 1s



# 4 State Busy Beaver: thirteen 1s



# 5 State Busy Beaver (?): 4098 1s



## Current Busy Beaver Records

$$bb(2) = 4$$
  
 $bb(3) = 6$   
 $bb(4) = 13$   
 $bb(5) \ge 4098$  discovered in 1989  
 $bb(6) \ge 3.515 \times 10^{18267}$  discovered in 2010  
 $bb(7) \ge 10^{10^{10^{18705353}}}$  actually, much bigger

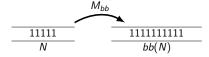
Note: there are about  $10^{80}$  atoms in the universe!



## Proof Busy Beaver function is not computable

#### Proof by contradiction.

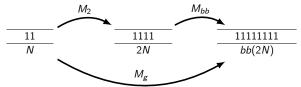
- ► Let *bb*(*n*) be the largest (finite) number of 1's output by a Turing Machine with *n* states.
- ▶ Suppose there is a Turing Machine  $M_{bb}$  that computes bb(n), that is, starting with n on the tape, the machine halts with bb(n) on the tape.



▶ Note: this is a new use of TMs, computing a function from input to output, not recognizing a language.

## Busy Beaver proof

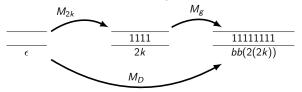
▶ Let g(n) = bb(2n). We can build a TM for g by starting with a machine that doubles the input, and then runs the machine  $M_{bb}$ .



▶ Suppose the machine for g,  $M_g$  has k states.

## Busy Beaver proof

- ▶ Build a machine  $M_{2k}$  with 2k states that does nothing but put 2k 1s on a blank tape.
- Now build a machine M<sub>D</sub> that starts by putting 2k 1's on the tape, and then runs the M<sub>g</sub> machine.



- ▶  $M_D$  can be built with 3k states.
- ► The output of  $M_D$  is g(2k) = bb(2(2k)) = bb(4k) 1s.
- ▶ Do you see the problem?

## An Old Philosophical Problem

This sentence is false.

#### Quine's Paradox

"Yields falsehood when preceded by its quotation" yields falsehood when preceded by its quotation.

## Self Reproducing Sentences

Print two copies of the following, the second one in quotes: "Print two copies of the following, the second one in quotes:"

# Self Reproducing Programs: "Quines"

```
(define data "Put the program below here,
so long as it doesn't have any strings in it.")
(define (display-as-data data)
  (display (integer->char 40))
  (display 'define)
  (display (integer->char 32))
  (display 'data)
  (display (integer->char 32))
  (display (integer->char 34))
  (display data)
  (display (integer->char 34))
  (display (integer->char 41))
  (newline))
(display-as-data data)
(display data)
```

#### The Recursion Theorem

Let T be a Turing machine that computes a function

$$t: \Sigma^* \times \Sigma^* \to \Sigma^*$$

There is a Turing machine R that computes a function

$$r: \Sigma^* \to \Sigma^*$$

where, for every  $w \in \Sigma^*$ ,

$$r(w) = t(w, \langle R \rangle)$$

#### The Recursion Theorem

Let T be a Turing machine that computes a function

$$t: \Sigma^* \times \Sigma^* \to \Sigma^*$$

There is a Turing machine R that computes a function

$$r: \Sigma^* \to \Sigma^*$$

where, for every  $w \in \Sigma^*$ ,

$$r(w) = t(w, \langle R \rangle)$$

In other words, given any computation with two inputs, we can assume that it is given only one input and obtains a description of itself for the second input.

## The language $A_{TM}$ is not decidable: EASY PROOF!

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

# The language $A_{TM}$ is not decidable: EASY PROOF!

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

Proof? By contradiction.

- ▶ Assume there is a TM *H* that decides this language.
- Construct the following TM, B:

- ▶ Obtain own description, ⟨B⟩.
- ▶ Run H on  $\langle B, w \rangle$ .
- ▶ If *H* accepts, reject, else accept.
- Running B on input w does the opposite of what H says.
- ▶ Therefore, *H* is wrong about *B*.
- H does not decide A<sub>TM</sub>.