

---

CSC363H5 Winter 2016 Assignment 2

**Name:** Akhil Gupta

**SN:** 1000357071

| Question # | Score |
|------------|-------|
| 1          |       |
| 2          |       |
| 3          |       |
| 4          |       |
| 5          |       |
| Total      |       |

**Acknowledgements:**

"I declare that I have not used any outside help (excluding the textbook, the notes on the course website, the teaching assistants, and the instructor) in completing this assignment."

Name: Akhil Gupta

Date: February 7, 2016

- Q1.** In this question we give an alternative proof that *nondeterministic* Turing Machines compute exactly the languages in *SD*. (For the definition of a nondeterministic Turing Machine, check the Sipser book or the notes from Tutorial 2). Fix an alphabet  $\Sigma$ . Give a **direct** proof that for any language  $L$ , there is a nondeterministic Turing Machine  $M$  such that  $L = \mathcal{L}(M)$  if and only if there is a computable relation  $R \subseteq \Sigma^* \times \Sigma^*$  such that

$$x \in L \Leftrightarrow \exists y \in \Sigma^* : R(x, y).$$

Answer: (adapted from Professor Robert's Lecture 4 notes)

Let  $\Sigma = \{0, 1\}$ . First we prove the "if" direction. Let  $L$  be a semi-decidable language, and let  $M_0$  be a Non-Deterministic Turing Machine such that  $\mathcal{L}(M_0) = L$ . Theorem 2 from Tutorial 2 Notes states that:

For any language  $L$ ,  $L \in SD$  if and only if there is a Non-Deterministic Turing Machine that computes  $L$

For any  $(x, y) \in \Sigma^* \times \Sigma^*$ , define  $R$  by

$R(x, y) \Leftrightarrow y$  encodes all possible computations of  $M_0$  on  $x$ .

Next we show that  $x \in L$  if and only if  $(x, y) \in R$ .

If  $x \in L$ , then  $M_0$  accepts  $x$ , and so there must be some sequence of configurations that leads to the string  $y$  encoding an accepting computation of  $M_0$  on  $x$ . Thus if  $x \in L$  then there is a  $y$  such that  $R(x, y)$  holds. Conversely, if there is a  $y$  that encodes an accepting computation of  $M_0$  on  $x$ , then there must be some sequence of configurations that leads  $M_0$  to accept  $x$ . So if  $R(x, y)$  holds then  $x \in L$ .

The algorithm for  $R$  operates as follows:

1. On input  $x \in \Sigma^*$ .
2. Nondeterministically construct arbitrary strings  $y_1, y_2, y_3, \dots y \in \Sigma^*$  and encode all possible configurations of the Nondeterministic Turing Machine  $M_0$  i.e create a computational tree where the children nodes of a node are  $M_0$ 's next configurations
3. Repeat the following:
  - (a) Simulate  $M_0$  on  $x$  for one step, and check if the configuration of  $M_0$  on  $x$  is encoded at some branch of  $y$ 's computational tree. If not, reject.
  - (b) If this is the last configuration encoded in  $y$ , check that  $M_0$  has actually halted and that there is a sequence of configurations that leads to an accept state i.e.  $M_0$  accepts  $x$ . If so, accept. Otherwise, reject.

Clearly the algorithm above halts on all of its inputs i.e. all the branches of  $y$ 's computational tree halt, as it rejects as soon as the simulation of  $M_0$  on  $x$  does not find a match in  $y$ 's computational tree. Moreover, the algorithm only accepts if and only if there is a sequence of accept state configurations that leads to string  $y$  that encodes an accepting computation that  $M_0$  accepts  $x$ , and thus if and only if  $(x, y) \in R$ .

Now we prove the "only if" direction in the statement of the theorem. Suppose that such a decidable relation  $R$  exists, and we use the relation  $R$  to construct a Non-Deterministic Turing Machine  $M_0$  which recognizes the language  $L$ . Let  $M$  be the Non-Deterministic Turing Machine deciding  $R$ .

The machine  $M_0$  will run the following algorithm:

1. On input  $x \in \Sigma^*$ .
2. For each  $y \in \Sigma^*$  in  $y$ 's computational tree (from the algorithm above).
  - (a) Simulate  $M$  on the input  $(x, y)$ . If there exists some sequence of accept states that leads to  $x$ , then

$M$  accepts, Otherwise continue.

Since  $R$  is decidable the nondeterministic machine  $M$  halts on all inputs i.e. all branches halt on all inputs, so each simulation step in the for loop will halt. The algorithm above accepts  $x \in \Sigma^*$  if and only if there is a  $y \in \Sigma^*$  in  $y$ 's computational tree such that  $R(x, y)$  holds; by assumption, this is equivalent to  $x \in L$ . If no such  $y$  exists, then the algorithm will never halt. Thus  $\mathcal{L}(M_0) = \mathcal{L}$  and so  $L \in SD$ .

**Q2.a** Let  $\Sigma = \{0, 1\}$ . For each of the following languages  $L \subseteq \Sigma^*$ , classify  $L$  with respect to  $D$ ,  $SD$ ,  $coSD$ . That is, for each language  $L$  and for each class  $C \in \{D, SD, coSD\}$ , prove that  $L$  is in  $C$  or that  $L$  is not in  $C$ . **You may not use Rice's Theorem.**

1.  $L_1 = \{(\langle M \rangle, \langle i \rangle) \mid M \text{ is a TM, } i \in \mathbb{N}, M \text{ accepts all strings of length } i\}$

Answer: We need to show that for all  $i \in \mathbb{N}$ ,  $M$  accepts all strings of length  $i$ . According to Professor Robert's A1Q4 Solutions, if we are given  $\langle i \rangle$ , we can compute  $f(i)$  ( $f$  is a computable function). So if we can compute  $f(i)$ , we can also do a little more work and get  $i$ . Hence, in order to solve this, we will reduce the Halting Problem to  $L_1$ . The Halting Problem is defined as

$$\{(\langle M \rangle, w) \mid M \text{ is a TM and } M \text{ halts on } w\}$$

We know that the Halting Problem  $\in SD$ , therefore, we will prove that  $L_1 \in SD$ .

Let  $(\langle M, w \rangle)$  be any pair such that  $M$  is a TM, and we show how to construct a Turing Machine  $M'_{(M, w)}$  such that  $(\langle M, w \rangle) \in \overline{\text{HALT}} \Leftrightarrow (\langle M'_{(M, w)} \rangle) \in L_1$ .

Consider the following algorithm  $M'_{(M, w)}$  which is computable from the pair  $(\langle M \rangle, w)$ .

Algorithm for  $M'_{(M, w)}$ :

1. On input  $x \in \Sigma^*$ , skip the input and write  $w$ .
2. Simulate  $M$  on  $w$  for at most  $i$  steps ( $i$  can be computed from  $\langle i \rangle$ ).
3. Accept if and only if  $|w| = i$ .

If  $(\langle M, w \rangle) \in \text{HALT}$ , then  $M$  halt on  $w \Leftrightarrow$  the algorithm  $M'_{(M, w)}$  accepts all input including all strings of length  $i \Leftrightarrow (\langle M'_{(M, w)} \rangle) \in L_1$ . If  $(\langle M, w \rangle) \notin \text{HALT}$ , then  $M$  does not halt on  $w \Leftrightarrow$  the algorithm  $M'_{(M, w)}$  does not accept any input particularly ones of length  $i \Leftrightarrow (\langle M'_{(M, w)} \rangle) \notin L_1$ . It follows that  $\text{HALT} \leq_m L_1$ , and since  $\text{HALT} \in SD$ , this shows that  $L_1 \in SD$ . Since  $L_1 \in SD$ , it immediately shows that  $L_1 \notin coSD$  and  $\notin D$  since  $D = SD \cap coSD$ .

**Q2.b**

2.  $L_2 = \{(\langle M \rangle, x) \mid M \text{ is a TM and } M \text{ halts on } x \text{ with } 11111 \text{ written on the tape}\}$

Answer: We solve this problem by reducing the Halting Problem to  $L_2$ . The Halting Problem is defined as

$$\{(\langle M \rangle, w) \mid M \text{ is a TM and } M \text{ halts on } w\}$$

We know that the Halting Problem  $\in SD, \notin D$ , therefore, we will prove that  $L_2 \in SD, \notin D$ .

Let  $(\langle M \rangle, w)$  be any pair such that  $M$  is a TM, and we show how to construct a Turing Machine  $M'_{(M, w)}$  such that  $(\langle M \rangle, w) \in \text{HALT} \Leftrightarrow (\langle M'_{(M, w)} \rangle) \in L_2$ .

Consider the following algorithm  $M'_{(M, w)}$  which is computable from the pair  $(\langle M \rangle, w)$ .

Algorithm for  $M'_{(M, w)}$ :

1. On input  $x \in \Sigma^*$ .
2. Skip the input and write  $w$  on the tape. Then simulate  $M$  on  $w$ .

3. Halt and accept if any of the simulations have 11111 written on its tape and blanks everywhere else, else reject.

If  $(\langle M \rangle, w) \in \text{HALT}$ , then  $M$  halts on  $w$  so the algorithm  $M'_{(M,w)}$  halts on input  $x$  with 11111 written on the tape.

This means  $M'_{(M,w)} \in L_2$ . On the other hand, if  $M'_{(M,w)} \in L_2$ , then by definition of  $M'_{(M,w)}$ , it is easy to see that  $M'_{(M,w)}$  halts on any input if and only if  $M$  halts on  $w$ . Thus  $(\langle M \rangle, w) \in \text{HALT}$ . It follows that  $\text{HALT} \leq_m L_2$ , and since  $\text{HALT} \in SD$  and  $\notin D$ , this shows that  $L_2 \in SD$  and  $\notin D$ . Since  $L_2 \in SD$ , it immediately shows that  $L_2 \notin coSD$  as well since  $D = SD \cap coSD$  (from Professor Robert's lecture notes).

Q2.c

3.  $L_3 = \{\langle M \rangle \mid M \text{ is a TM and } \exists i \in \mathbb{N} : M \text{ accepts all strings of length } i\}$

Answer: We need to show that there exists some  $i \in \mathbb{N}$  for which  $M$  accepts all strings of length  $i$ . In order to solve this, we will reduce the  $\overline{\text{Halting Problem}}$  to  $L_3$ . The  $\overline{\text{Halting Problem}}$  is defined as

$$\{(\langle M \rangle, w) \mid M \text{ is a TM and } M \text{ does not halt on } w\}$$

We know that the  $\overline{\text{Halting Problem}} \notin SD$ , therefore, we will prove that  $L_3 \notin SD$ .

Let  $(\langle M, w \rangle)$  be any pair such that  $M$  is a TM, and we show how to construct a Turing Machine  $M'_{(M,w)}$  such that  $(\langle M, w \rangle) \in \overline{\text{HALT}} \Leftrightarrow (\langle M'_{(M,w)} \rangle) \in L_3$ .

Consider the following algorithm  $M'_{(M,w)}$  which is computable from the pair  $(\langle M \rangle, w)$ .

Algorithm for  $M'_{(M,w)}$ :

1. On input  $x \in \Sigma^*$ .
2. Skip  $x$  and write  $w$ . Then simulate  $M$  on  $w$  for all inputs for at most  $|x|$  steps.
3. Reject if  $M$  halts on  $w$  within  $|x|$  steps and accept otherwise.

If  $(\langle M, w \rangle) \in \overline{\text{HALT}}$ , then  $M$  does not halt on  $w \Leftrightarrow$  the algorithm  $M'_{(M,w)}$  accepts all input including all strings of length  $i \Leftrightarrow (\langle M'_{(M,w)} \rangle) \in L_3$ . On the other hand, if  $M'_{(M,w)} \in L_3$ , then by definition of  $M'_{(M,w)}$ , it is easy to see that  $M'_{(M,w)}$  halts and accepts all input of length  $i$  if and only if  $M$  halts on  $w \Leftrightarrow (\langle M \rangle, w) \in \overline{\text{HALT}}$ . It follows that  $\overline{\text{HALT}} \leq_m L_3$ , and since  $\overline{\text{HALT}} \notin SD$ , this shows that  $L_3 \notin SD$ . Since  $L_3 \notin SD$ , it immediately shows that  $L_3 \in coSD$  and  $\notin D$  since  $D = SD \cap coSD$ .

part d) is on the next page  $\rightarrow$

Q2.d

4.  $L_4 = \{\langle M \rangle \mid M \text{ is a TM and there is an } x \in \Sigma^* \text{ beginning with 0 such that } M \text{ does not accept } x\}$

Answer: We have to show that there exists some  $x \in \Sigma^*$  beginning with 0 such that  $M$  does not accept  $x$ . In order to solve this, we will reduce the  $\overline{\text{Halting Problem}}$  to  $L_4$ . The  $\overline{\text{Halting Problem}}$  is defined as

$$\{(\langle M \rangle, w) \mid M \text{ is a TM and } M \text{ does not halt on } w\}$$

We know that the  $\overline{\text{Halting Problem}} \notin SD$ , therefore, we will prove that  $L_4 \notin SD$ .

Let  $(\langle M, w \rangle)$  be any pair such that  $M$  is a TM, and we show how to construct a Turing Machine  $M'_{(M,w)}$  such that  $(\langle M, w \rangle) \in \overline{\text{HALT}} \Leftrightarrow (\langle M'_{(M,w)} \rangle) \in L_4$ .

Consider the following algorithm  $M'_{(M,w)}$  which is computable from the pair  $(\langle M \rangle, w)$ .

Algorithm for  $M'_{(M,w)}$ :

1. On input  $x \in \Sigma^*$ .
2. Simulate  $M$  on  $w$ .
3. If  $M$  halts on  $w$ ,  $M'_{(M,w)}$  accepts.

If  $(\langle M, w \rangle) \in \overline{\text{HALT}}$ , then  $M$  does not halt on  $w \Leftrightarrow$  the algorithm  $M'_{(M,w)}$  does not accept any input particularly ones beginning with 0  $\Leftrightarrow (\langle M'_{(M,w)} \rangle) \in L_4$ . If  $(\langle M, w \rangle) \notin \overline{\text{HALT}}$ , then  $M$  halts on  $w \Leftrightarrow$  the algorithm  $M'_{(M,w)}$  accepts any input particularly ones beginning with 0  $\Leftrightarrow (\langle M'_{(M,w)} \rangle) \notin L_4$ . It follows that  $\overline{\text{HALT}} \leq_m L_4$ , and since  $\overline{\text{HALT}} \notin SD$ , this shows that  $L_4 \notin SD$ .

The complement of  $L_4 = \{\langle M \rangle \mid M \text{ does not encode a TM or for all } x \in \Sigma^* \text{ beginning with 0, } M \text{ accepts } x\}$ .

We now prove that  $\overline{L_4} \notin SD$ . Assume that  $\langle M \rangle$  is a well-formed encoding of a turing machine then according to the description of the language, it accepts all strings in  $\Sigma^*$  beginning with 0  $\Leftrightarrow \overline{L_4}$  contains infinitely many strings i.e.  $\mathcal{L}(\overline{L_4}) = \text{infinite}$ . So now we have to prove  $\overline{L_4} = \{\langle M \rangle \mid M \text{ is a TM and } \mathcal{L}(\overline{L_4}) = \text{infinite}\} \notin SD$ . From Professor Robert's tutorial 5 notes, we proved that  $\text{INF} \notin SD$  via a reduction from  $A_{TM}^*$ .

( $\text{INF} = \{\langle M \rangle \mid M \text{ is a TM that accepts infinitely many strings}\}$ ).

So now we have that  $L_4 \notin SD$  and  $\overline{L_4} \notin SD$ , it immediately shows that  $L_4 \notin coSD$  and subsequently  $\notin D$  since  $D = SD \cap coSD$ . Therefore,  $L_4 \notin SD, \notin coSD$ , and therefore  $\notin C$ .