COL 352 Introduction to Automata and Theory of Computation

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Lecture 30: Rice's Theorem (Part 2)

Definition

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Let P be a non-trivial property of Turing recognizable languages. Let $\mathcal{L}_P = \{M \mid L(M) \in P\}$. Then \mathcal{L}_P is undecidable.

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 if M halts on $w \longrightarrow \langle N \rangle \in \mathcal{L}_P$ if M does not halt on $w \longrightarrow \langle N \rangle \notin \mathcal{L}_P$

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Since P is non-trivial, there exists a TM M_1 s.t. $L(M_1)$ has Property P.

we assume that \varnothing does not have property P

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we assume that \varnothing does not have property P^1 on input x {  \{ \qquad \qquad \text{Write down } x \text{ on the tape.}  Run M on w if M halts on w, then run M_1 on x and accept if and only if M_1 accepts x
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¹We will remove this assumption later.

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Use Rice's theorem on $\mathcal{L}_{\overline{P}}$ to prove undecidibility.

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Use Rice's theorem on $\mathcal{L}_{\overline{P}}$ to prove undecidibility.

Conclude undecidibility of \mathcal{L}_P .

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▶ **Observation:** If a machine M does not halt on input w then any final state is "useless".

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- ▶ **Observation:** If a machine M does not halt on input w then any final state is "useless".
- Given an input M, x for HALT, construct M_x that halts on every input (final state is useful!) if and only if M halts on x.

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is not Turing recognizable.

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