01204211 Discrete Mathematics Lecture 12a: Undecidability (1)¹

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¹Based partly on lecture notes of *Models of Computation* course by Jeff Erickson.

Non-context-free languages

While

$$\{\mathbf{0}^n\mathbf{1}^n\mid n\geq 0\}$$

is context free, the language

$$\{\mathbf{0}^n\mathbf{1}^n\mathbf{0}^n\mid n\geq 0\}$$

is not.

Can we write a python program to check if a string w belongs to the language $\{0^n1^n0^n \mid n > 0\}$?

Big question

Is there a python program that "solves" any possible problem? Can a computer solve any problem? Is there an algorithm that solves every problem? What is the limit of computation?

Answer by a counting argument

If there are "more" problems than any possible algorithms, then there should be some problem that algorithms cannot solve.

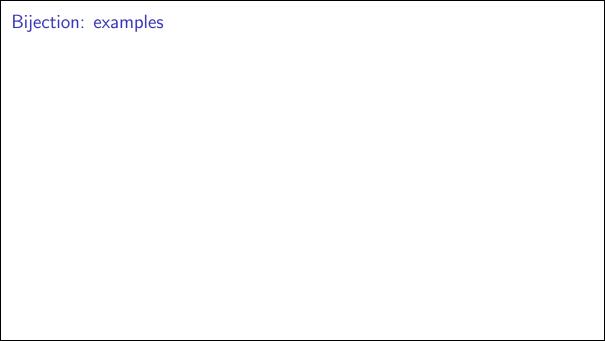
(Think of an algorithm as "a python program.)

However, there are infinitely many python programs and there are infinitely many problems. It is not obvious how to much such an argument formally.

Bijections

Definition

- ▶ A function $f: A \longrightarrow B$ from domain A to range B is **one-to-one** if for any $x \neq y \in A$, $f(x) \neq f(y)$.
- ▶ A function $f: A \longrightarrow B$ from domain A to range B is **onto** if for any $x' \in B$, there exists $x \in A$ such that f(x) = x'.
- ▶ A function $f: A \longrightarrow B$ is a **bijection** (or bijective) if it is one-to-one and onto.



Lemma 1

For any set A, there is no bijective function $f: A \longrightarrow 2^A$.

Proof.

We prove by contradiction. Assume that there exists a bijective function f from A to 2^A . We construct a set $B \subseteq A$ such that there is no $x \in A$ such that f(x) = B.

We define B as follows.

$$B = \{ x \in A \mid x \not\in f(x) \}.$$

Now suppose that there exists $x \in A$ such that f(x) = B. There are two cases to consider:

Case 1: $x \in B$.

Case 2: $x \notin B$.

In both case, we have a contradiction; therefore, our assumption is false. Thus, there is no bijection between A and 2^A .

Example: finite set

Let A=1,2,3,4,5,6,7. Consider function $f:A\longrightarrow 2^A$ defined as

f(1)	=	{}
f(2)	=	$\{1, 2, 3\}$
f(3)	=	$\{1, 2, 3, 4, 5, 6, 7\}$
f(4)	=	$\{1, 3, 5, 7\}$
f(5)	=	$\{2, 4, 6\}$
f(6)	=	{7}
f(7)	=	$\{1, 2, 3\}$

	1	2	3	4	5	6	7
1							
2							
3							
4							
5							
6							
7							
	2 3 4	1 2 3 4 5 5	1 2 3 4 5 5	1 2 3 4 5 5 5 5 5 6 6 7 6 7 6 7 6 7 6 7 6 7 6 7	1 2 3 4 5 5 5 5 6 6 7 6 7 7 7 7 7 7 7 7 7 7 7 7	1 2 3 4 5 5 5 5 6 6 7 7 7 7 7 7 7 7 7 7 7 7 7 7	1 2 3 4 5 5 5 5 6 6 7 7 7 7 7 7 7 7 7 7 7 7 7 7

B =

Example: infinite set

B =

Let $A = \mathbb{N} = \{1, 2, 3, 4, \ldots\}$. Consider function $f: A \longrightarrow 2^A$ defined as

		1	2	3	4	5	6	7	
$f(1) = \{\}$	1								
$f(2) = \{1, 2, 3\}$	2								
$f(3) = \{1, 2, 3, 4, 5, 6, 7, \ldots\}$	3								
$f(4) = \{1, 3, 5, 7, \ldots\}$	4								
$f(5) = \{2,4,6,\ldots\}$	5								
$f(6) = \{7\}$	6								
$f(7) = \{1, 2, 3, 11, 12, 13, 21, 22, 23, \ldots\}$	7								
: :	:								
•	'	'	'			1	'	'	

The previous lemma informally states that there are "more" subsets than the number of elements in the set. Let's think about:

A set of all python programs, and

► A set of all languages.

Since each python program "solves" at most one language, there are not "enough" python programs to solve all possible language.

But what exactly is a problem that cannot be "solved"?

Decision problems

- ightharpoonup Given an integer x, is x odd?
- ightharpoonup Given a string w, is w palindrome?
- Given a string w, is $w \in \{0^n 1^n \mid n \ge 0\}$?
- ightharpoonup Given a map, a starting position s, a destination t, and an integer k, does there exist a path from s to t with distance at most k?
- ightharpoonup Given a program P and input string w, when running P with w as an input, does P terminate?

Decision problems and languages

For this problem:

Given an integer x, is x odd?

we can define a corresponding language

$$L_E = \{, \dots, -6, -4, -2, 0, 2, 4, 6, \dots\}.$$

To solve this problem, given x, we can ask if $x \in L_E$.

Programs and inputs

```
$ python le.py
                                           10
                                           yes
                                           $ python le.py
                                           nο
                                           $ python le.py
                                           fjdsklfjsdf
x = int(input())
                                           Traceback (most recent call last):
if x \% 2 == 0:
                                             File "le.py", line 1, in <module>
    print('ves')
                                               x = int(input())
else:
                                           ValueError: invalid literal for int()
    print('no')
                                           with base 10: 'fjdsklfjsdf'
                                           $ python le.py < le.py</pre>
                                           Traceback (most recent call last):
                                             File "le.py", line 1, in <module>
```

Nice programs

We can systematically modify any python program ${\cal P}$ so that

- ▶ P contains a main function that works with the input as a string.
- \triangleright P never crashes. (If the original P crashes, the modified P outputs no.)

x = int(input())
if x % 2 == 0:
 print('yes')
else:
 print('no')

When running a program

When you run a program P with input x, there are three possible outcomes:

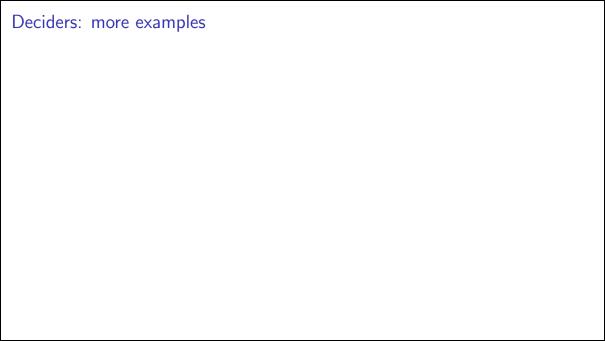
- P terminates and outputs yes,
- ▶ P terminates and outputs **no**, and
- ▶ *P* does not terminate. (It runs forever.)

Remarks: if P crashes (even after modification), we treat it as if it terminates and outputs **no**.

Deciders

We say that a python program P decides the language L if for any input string x, P when running with x as an input,

- P always terminates,
- ightharpoonup P outputs **yes**, if $x \in L$, and
- ightharpoonup P outputs **no**, if $x \not\in L$.



Language A

Let ${\mathbb P}$ be the set of all python programs. Let the language A be

 $\{P\in\mathbb{P}\mid \text{when running }P\text{ with }P\text{ as an input, }P\text{ terminates}\}$

We use a function call notation P(x) when referring to the execution of program P with input x.

We restate the definition of A as

 $\{P \in \mathbb{P} \mid P(P) \text{ terminates}\}.$

Not a decider for A

```
Input: python program P (as a string)
```

- 1. Load module P as Pmod
- 2. Call Pmod.main(P)

3. print('yes')

we reach this line, # only if M.main(P) terminates

Lemma 2

There is no python program that decides A.

Proof.

We prove by contradiction. Assume that there is a python program P that decides A. We describe a python program B that reads a string Q as an input as follows:

```
Program B
Input Q
1. Load P as module Pmod
2. if Pmod.main(Q) == 'yes':  # when Pmod outputs yes
3. while True: pass  # loop forever
4. else:  # when Pmod outputs no
5. quit()  # halt
```

Given program Q as an input, B loops forever when It terminates when

Proof.

We know that

- ightharpoonup B(Q) loops when Q(Q) terminates, and
- ightharpoonup B(Q) terminates when Q(Q) loops.

Does running B using B as an input terminate?

Let's try to plug in Q = B. We have

- ightharpoonup B(B) loops when B(B) terminates, and
- \triangleright B(B) terminates when B(B) loops.

Since either ${\cal B}({\cal B})$ loops or terminates, and we cannot be in any of the cases, we obtain a contradiction.

Therefore, we conclude that program P does not exist.

Undecidability

If we believe that anything that a computer can do can be written as a python program, and there is no python program that decides A, when we say that

A is undecidable.

Language A will be very important later on, we give it a proper name as Accept .

The proof as a table

List all python programs in \mathbb{P} as P_1, P_2, P_3, \ldots

	P_1	P_2	P_3	P_4	P_5	P_6	P_7	
P_1								
P_2								
P_3								
P_4								
P_5								
$\begin{array}{c c} P_4 \\ \hline P_5 \\ \hline P_6 \end{array}$								
:								
(B)								

What does B do on each input program P_i ?

Another language HALT

Let

 $HALT = \{(P, w) \mid P \text{ is a python program such that } P(w) \text{ terminates} \}$

We shall prove that HALT is also undecidable (if we believe that python programs represent all possible computation).

Lemma 3

Program C

HALT is undecidable.

Proof.

6.

7.

8.

9.

We prove the lemma by contradiction. Assume that there is a python program ${\cal P}$ that decides ${\it Halt}$.

We construct a program ${\cal C}$ as follows

```
Input Q
1. Load P as module Pmod
2. if Pmod.main(Q,Q) == 'yes':
3. Load Q as module Qmod
4. if Qmod.main(Q) == 'yes':
5. print('yes')
```

print('no')

print('no')

else

else

Proof.

We prove the lemma by contradiction. Assume that there is a python program P that decides HALT .

We construct a program C as follows

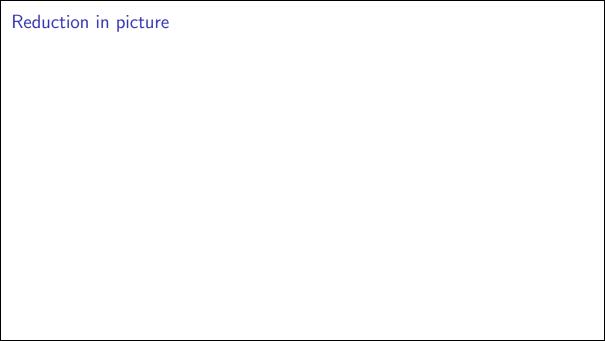
```
Program C
Input Q
1.    if P(Q,Q) == 'yes':
2.        if Q(Q) == 'yes':
3.             print('yes')
4.        else
5.             print('no')
6.        else
7.        print('no')
```

Given program P, we can construct a program C that decides ${\it Accept}$. However, we know that ${\it Accept}$ is undecidable; thus, we reach a contradiction.

We conclude that there does not exist a python program P that decides HALT .

Reduction

- ightharpoonup We show that if HALT is decidable, then ACCEPT is also decidable.
- ► However, ACCEPT IS UNDECIDABLE.
- ▶ We conclude that HALT is also undecidable.



Python as computation

Do you believe in this assumption:

Anything that a computer can do can be written as a python program.

Turing machines

Anything that a computer can do can be carried out using Turing machines.

Any possible computation can be performed by Turing machines.