

CS3102 Theory of Computation

www.cs.virginia.edu/~njb2b/cstheory/s2020

Warm up:

Recall:

- $ACCEPTS(w, x) = 1$ if w (as a TM description, call it $\mathcal{M}(w)$) accepts x , 0 otherwise

Why would $ACCEPTS$ be a useful function to implement?

Last Time

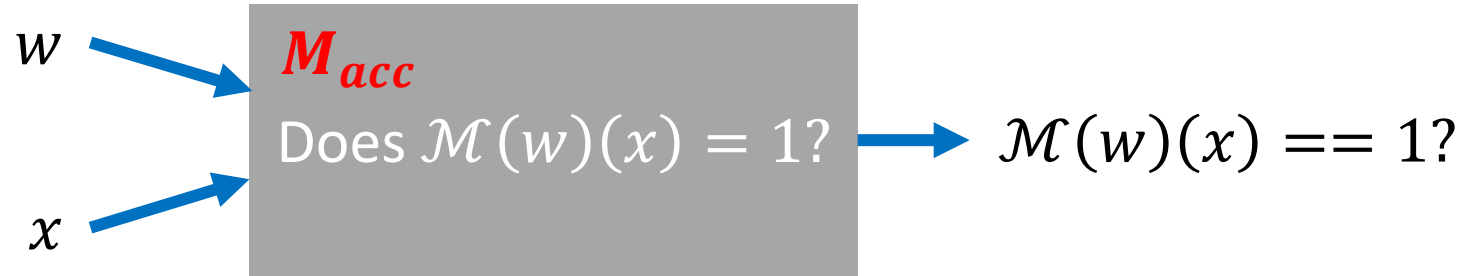
- An uncomputable problem
 - $ACCEPTS(w, x) = 1$ if w (as a TM description, call it $\mathcal{M}(w)$) accepts x , 0 otherwise
 - First attempt to solve:
 - Try running $\mathcal{M}(w)$, see what happens
 - Challenge: $\mathcal{M}(w)$ could not accept for two reasons
 - $\mathcal{M}(w)$ halts and returns 0
 - $\mathcal{M}(w)$ runs forever (how long do we wait to see?)

Proving *ACCEPTS* is uncomputable

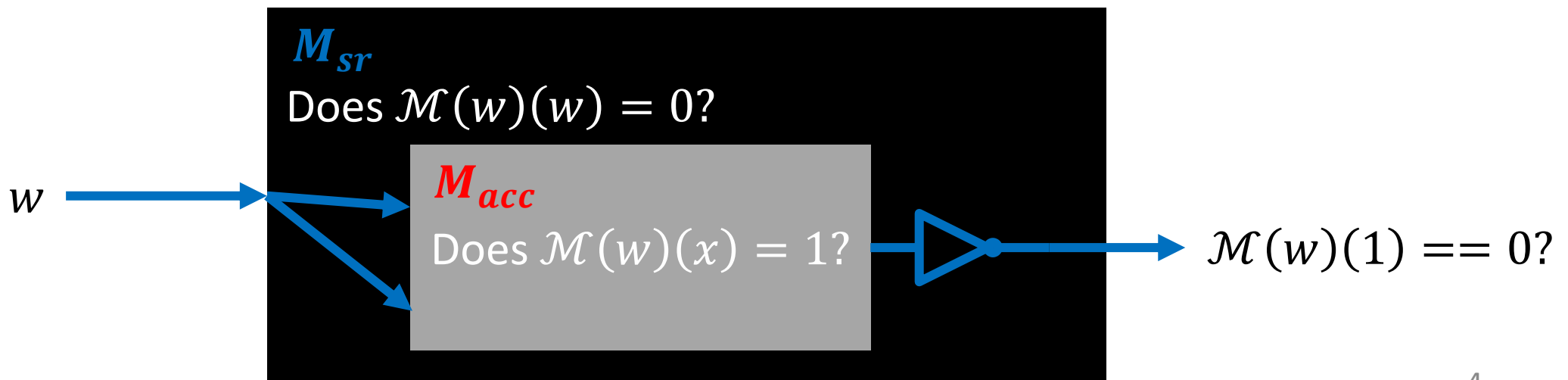
- Proof by contradiction:
 - Assume (toward contradiction) that there is an always-halting Turing machine to compute *ACCEPTS*
 - Show that we could use that Turing machine to build an impossible Turing machine
- What's the impossible machine?
 - *SelfReject* = The set of all Turing machine descriptions that don't accept themselves
 - $x \in \textit{SelfReject}$ if and only if $(\mathcal{M}(x))(x) = 0$

Using *ACCEPTS* to build *SelfReject*

Assume we have M_{acc}
which computes *ACCEPTS*:



We could then build M_{sr}
which computes *SelfReject*
like this:



Can M_{SR} exist?

- Let w_{SR} be the description of M_{SR}
 - $\mathcal{M}(w_{SR}) = M_{SR}$
- What should be $M_{SR}(w_{SR})$?
 - If $M_{SR}(w_{SR}) = 1$:
 - Since M_{SR} computes *SelfReject* we conclude that w_{SR} is rejected by whatever machine it describes.
 - Since w_{SR} describes M_{SR} , it must have been that $M_{SR}(w_{SR}) = 0$
 - If $M_{SR}(w_{SR}) = 0$:
 - Since M_{SR} computes *SelfReject* we conclude that w_{SR} is accepted by whatever machine it describes.
 - Since w_{SR} describes M_{SR} , it must have been that $M_{SR}(w_{SR}) = 1$
 - There's no answer that makes sense!
- Conclusion: M_{SR} can't be an always-halting Turing machine, so M_{acc} can't exist

How to show things aren't computable

1. Ask “can I have an always-halting Turing machine M_p for language/function/problem P ?”
 2. Show that, if M_p exists, it can be used to make an impossible machine M_{imp}
- How do we know a machine is impossible?

Option 1: It contradicts itself (e.g. M_{SR})

Option 2: Someone has done this before (e.g. M_{acc})

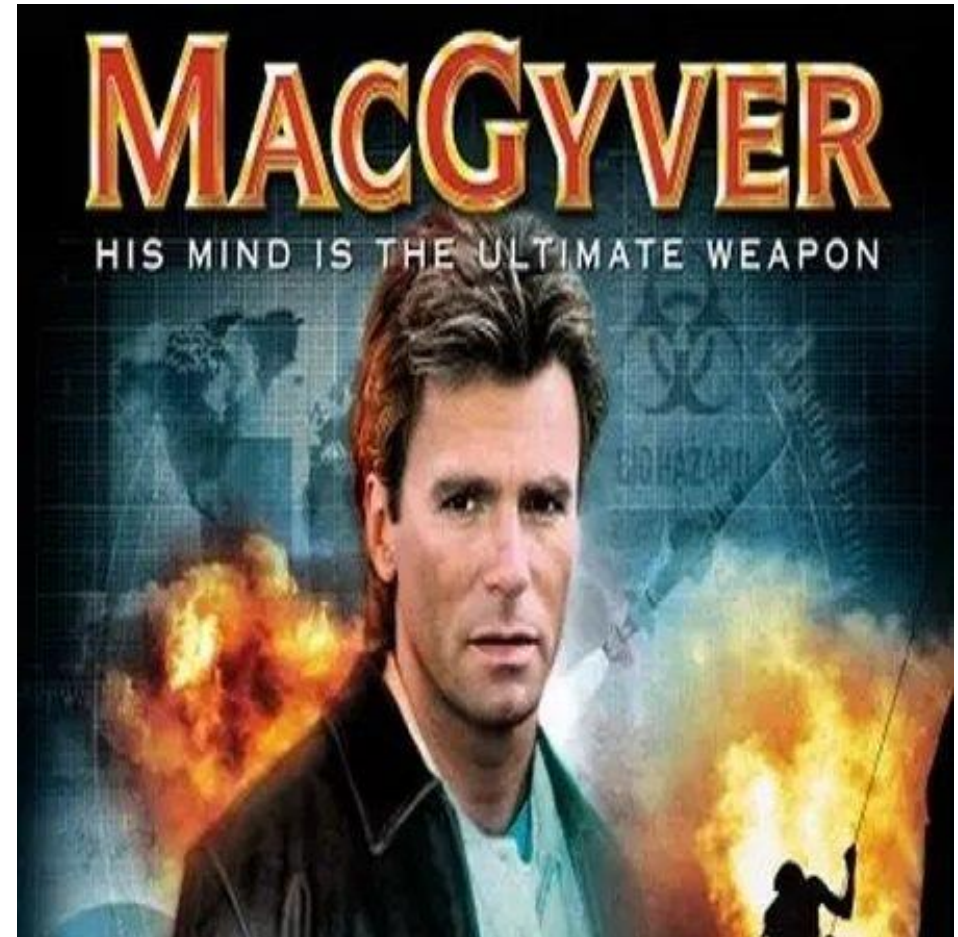
Proving Other Problems are Uncomputable

- Reduction
 - Convert some problem into a known uncomputable one (using only computable steps)

Proof by Reduction

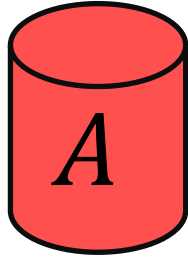
Shows how two different problems relate to each other

MOVIE TIME!

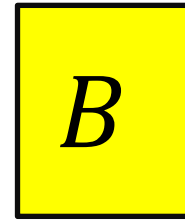


Reduction Proofs

Opening a door



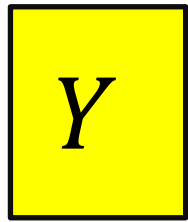
reduces to



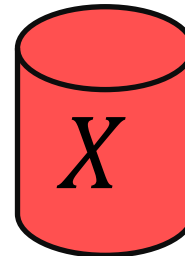
Lighting a fire



Alcohol, wood, matches



can be used to make



Keg cannon
battering ram



that can solve B

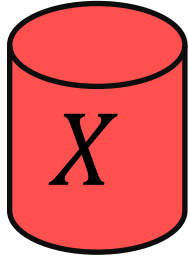
that can solve A

A is not a harder problem than B

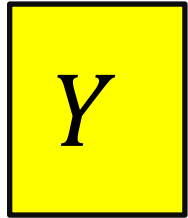
$$A \leq B$$

The name “reduces” is confusing: it is in the *opposite* direction of the making

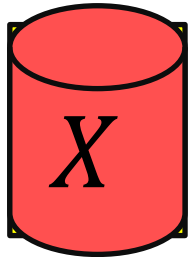
Proof of Impossibility by Reduction



1. X isn't possible
(e.g., X = some way to open the door)

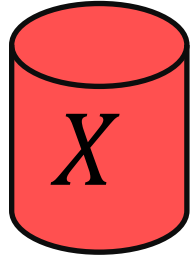


2. Assume Y is possible
(Y = some way to light a fire)

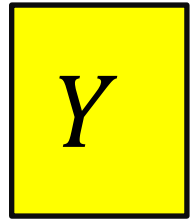


3. Show how to use Y to perform X .
4. X isn't possible, but Y could be used to perform X
conclusion: Y must not be possible either

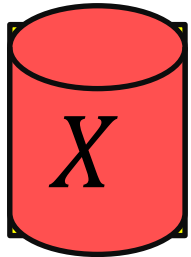
Proof of Impossibility by Reduction



1. Take X that does not exist.
e.g., X = Some TM that computes *ACCEPTS*



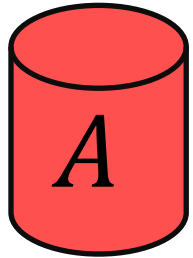
2. Assume Y exists.
 Y = Some TM that computes B



3. Show how to use Y to perform X .
4. X doesn't exist, but Y could be used to make X
 - conclusion: Y must not exist either, so B is impossible

MacGyver's Reduction

Problem **know** is impossible



Opening a door

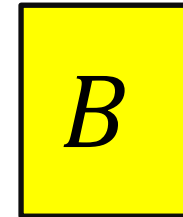


Solution for **A**

Keg cannon battering ram



Problem we **think** is impossible



Lighting a fire



If

Solution for **B**
Alcohol, wood, matches

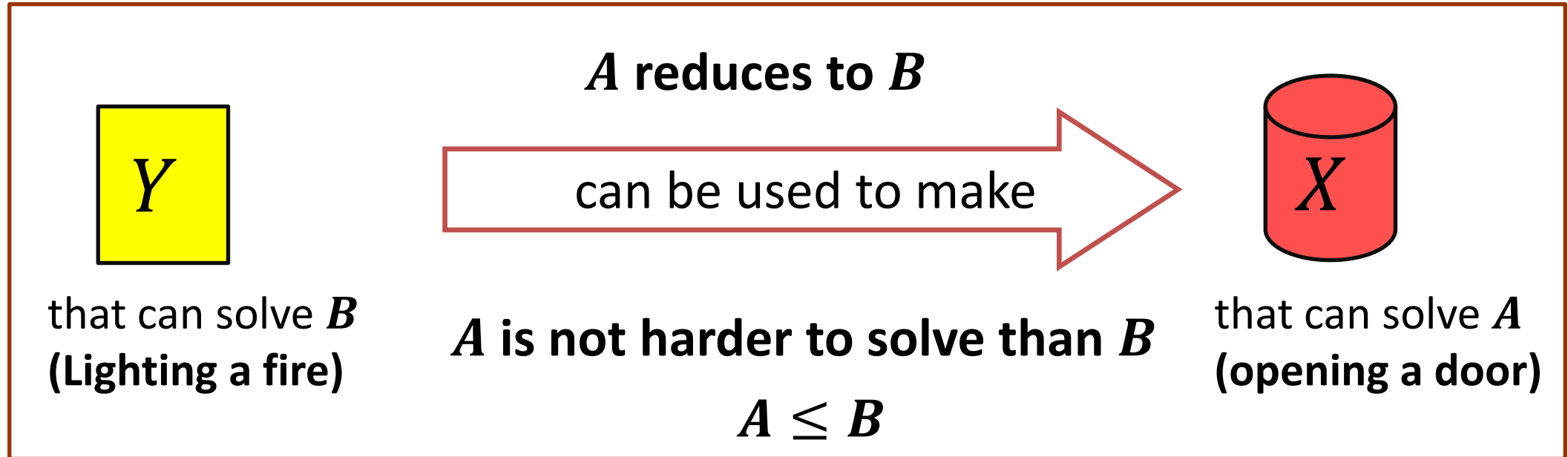


Aim duct at door, insert keg

Put fire under the Keg

Reduction

Converse?



Does this mean B is equally as hard as A ? $A = B$

No!

Solving Y is only one way to solve X

There may be an easier way



Common Reduction Traps

- Be careful: the **direction** matters a great deal
 - Using a solver for B to solve A shows A is not harder than B

A Reduces to B

- The transformation must use only things you **can do**:
 - Otherwise it may be that B exists, but some other step doesn't!
 - Example:
 - A witch/wizard could open the door by waving a wand and casting a magic spell
 - MacGyver can't do magic, and is in a room that cannot be opened
 - Can we conclude that MacGyver can't wave a wand?

What “Can Do” Means

- Tools used in a reduction are limited by what you are proving
- Undecidability:
 - You are proving something about all TMs:
 - The transformation “can do” things a terminating TM “can do”

Spoiler alert!

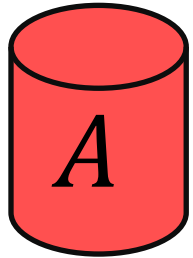
- Complexity:
 - You are proving something about time required:
 - The time it takes to do the transformation is limited

Example

- $HALT(w, x) = \begin{cases} 1 & \text{if } \mathcal{M}(w)(x) \text{ halts} \\ 0 & \text{if } \mathcal{M}(w)(x) \text{ runs forever} \end{cases}$
 - Does the machine halt on this input?
- To show $HALT$ is uncomputable:
 - Show how to use a TM for $HALT$ to solve an uncomputable problem
 - Show $HALT \geq ACCEPTS$
 - Show $ACCEPTS$ reduces to $HALT$

HALT Reduction

Problem **know** is impossible

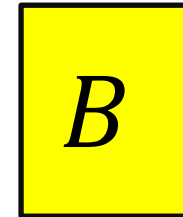


ACCEPTS

Does $\mathcal{M}(w)$
accept x ?

M_{acc} computes *ACCEPT*

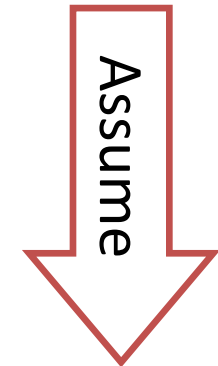
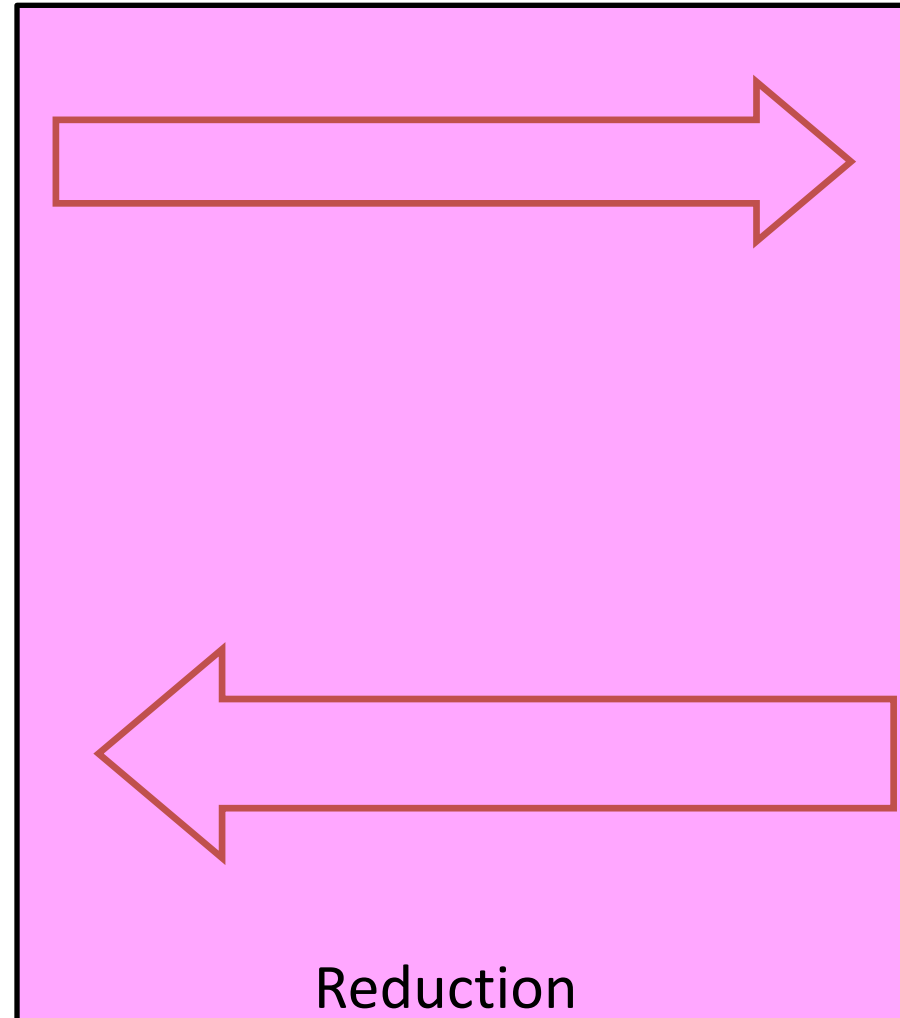
Problem we **think** is impossible



HALT

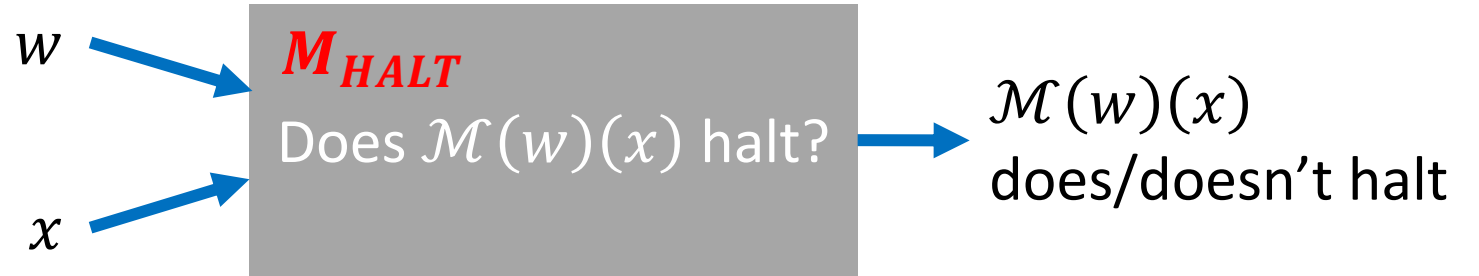
Does $\mathcal{M}(w)$
halt on input x ?

M_{halt} computes *HALT*

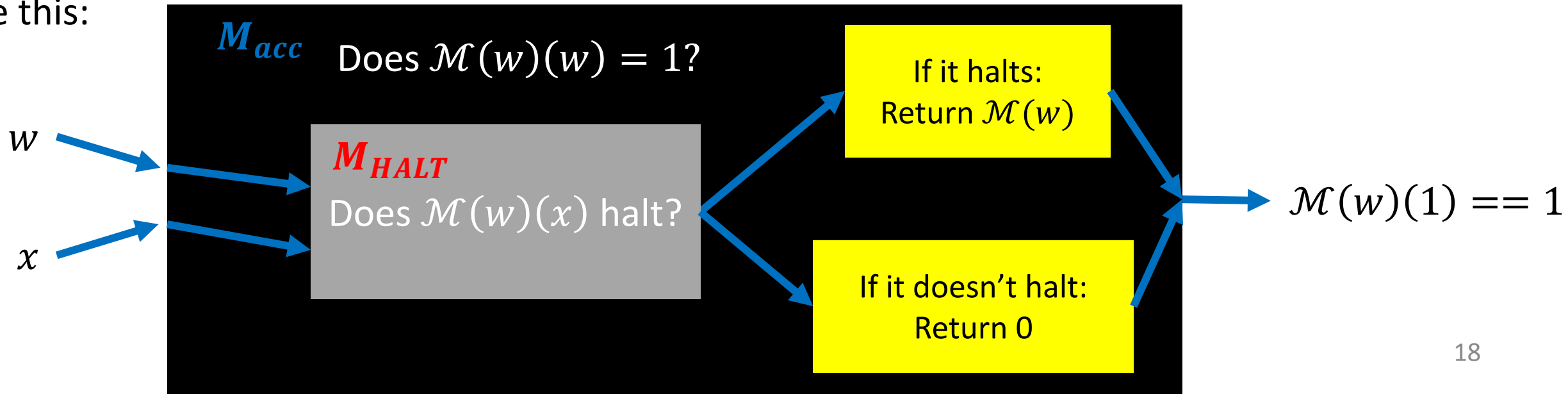


Using *HALT* to build *ACCEPTS*

Assume we have M_{HALT}
which computes *HALT*:

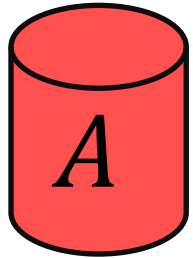


We could then build M_{acc}
which computes *ACCEPTS*
like this:



HALT Reduction

Problem **know** is impossible

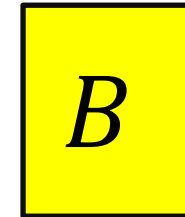


ACCEPTS

Does $\mathcal{M}(w)$
accept x ?

M_{acc} computes *ACCEPT*

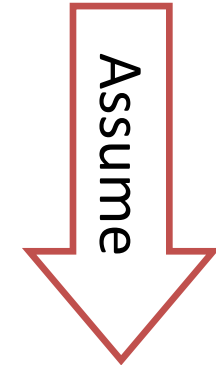
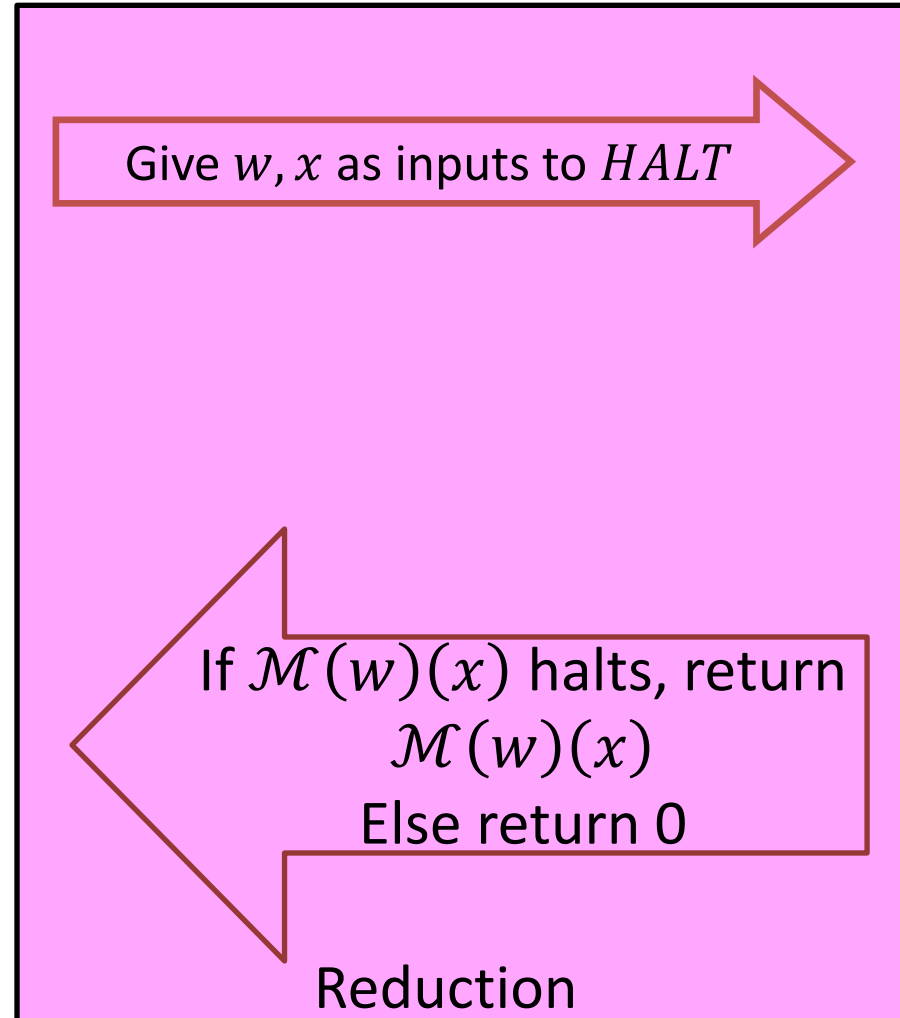
Problem we **think** is impossible



HALT

Does $\mathcal{M}(w)$
halt on input x ?

M_{halt} computes *HALT*



Conclusion

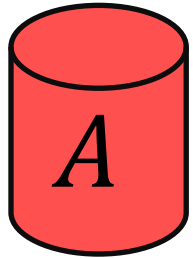
- *ACCEPTS* is not computable
- If *HALT* was computable, an implementation could be used to compute *ACCEPTS*
- So it must be that *HALT* is not computable

Example: *FINITE*

- $FINITE(w) = \begin{cases} 1 & \text{if } L(\mathcal{M}(w)) \text{ is finite} \\ 0 & \text{if } L(\mathcal{M}(w)) \text{ is infinite} \end{cases}$
- To show *FINITE* is uncomputable
 - Show how to use a TM for *FINITE* to solve *HALT*
 - $FINITE \geq HALT$
 - *HALT* reduces to *FINITE*

FINITE Reduction

Problem **know** is impossible

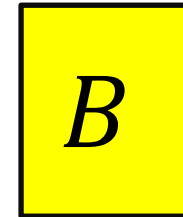


HALT

Does $\mathcal{M}(w)$
halt on input x ?

M_{HALT} computes *HALT*

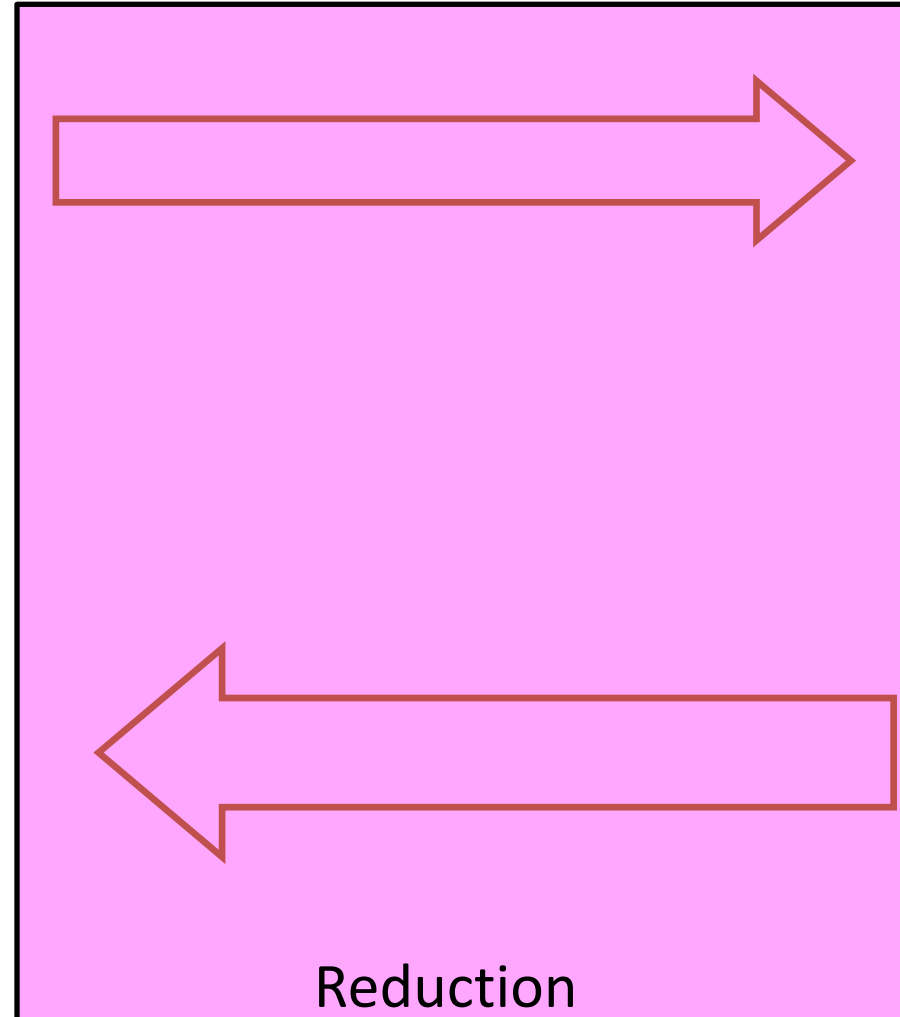
Problem we **think** is impossible



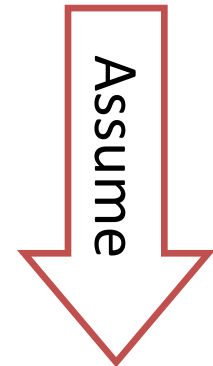
FINITE

Is $L(\mathcal{M}(w))$ finite?

M_{finite} computes *FINITE*



Reduction

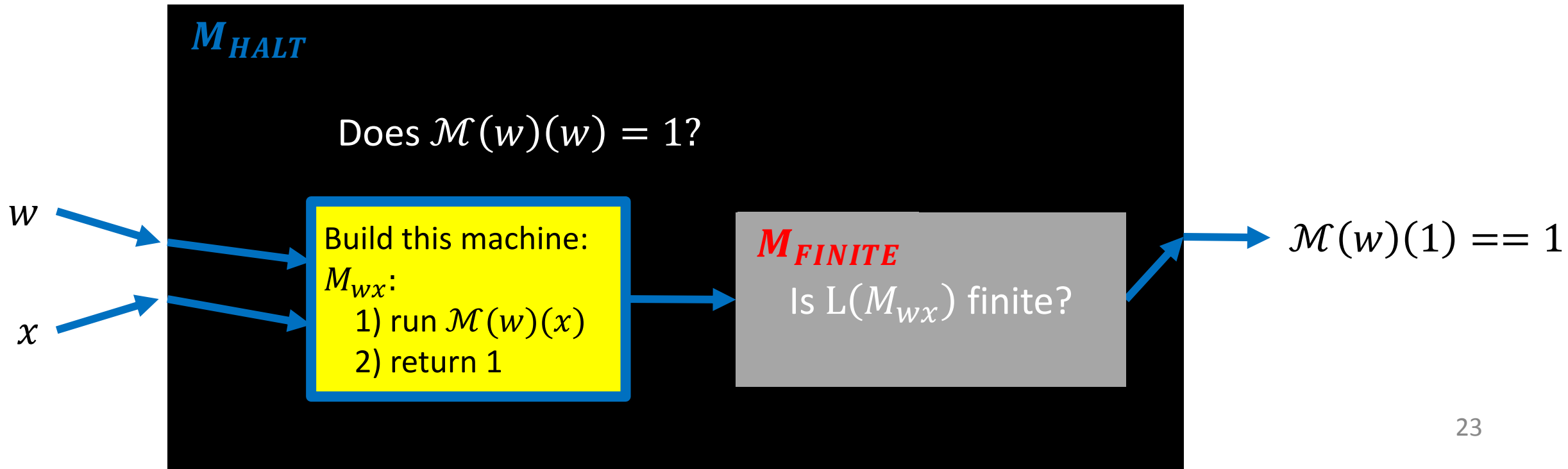


Using *HALT* to build *ACCEPTS*

Assume we have M_{FINITE}
which computes *FINITE*:



We could then build M_{HALT}
which computes *HALT* like
this:



What's the Language of M_{wx} ?

- If $\mathcal{M}(w)(x)$ halts:
 - M_{wx} always returns 1
 - $L(M_{wx}) = \Sigma^*$
 - $L(M_{wx})$ is infinite
- If $\mathcal{M}(w)(x)$ doesn't halt:
 - M_{wx} gets “stuck” in step 1 and never returns
 - $L(M_{wx}) = \emptyset$
 - $|L(M_{wx})| = 0$

Build this machine:

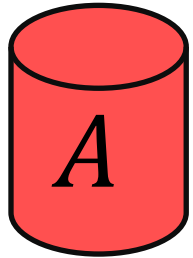
M_{wx} :

1) run $\mathcal{M}(w)(x)$

2) return 1

FINITE Reduction

Problem **know** is impossible

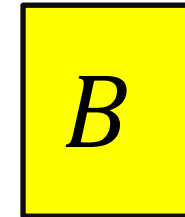


HALT

Does $\mathcal{M}(w)$
halt on input x ?

M_{HALT} computes *HALT*

Problem we **think** is impossible



FINITE

Is $L(\mathcal{M}(w))$ finite?

M_{finite} computes *FINITE*

