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VALID COMPUTATIONS: This is a tool for establishing many undecidability results about context-free languages. Here is the headline for this section:

⇒ Given a TM and word $\langle M, w \rangle$ we can effectively construct a PDA (or a grammar) which recognizes (resp. generates) the COMPLEMENT of the set of valid computations of M on w . Ξ

What does "effectively construct" mean? It means that we can describe the PDA without knowing in advance whether M halts on w . What is a valid computation?

This requires a long answer but the short answer: it is a string which describes all the steps that M makes as it processes w . If M does not halt on w there is no such string. If M does halt on w there is at least one such string. If M is non-deterministic there may be many such strings.

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Long answer: (1) A configuration of a TM is a description of its state, its ~~seq~~ tape & the head position. We describe this as follows: suppose the tape contains $abbaab$, the state is q and the head is on the third square of the tape we write $abqbaab$. The name of the state is written just to the left of the symbol which the head is looking at.

(2) To define a computation we need a separation symbol $\# \notin \Gamma$ (Γ is the tape alphabet). We assume $Q \cap \Gamma \neq \emptyset$ & $\# \notin Q$.

Suppose $\delta(q, b) = (q', a, R)$ then we have the transition $abqbaab \rightarrow abaq'aab$

(2)

The q has become a q' , the b has changed to a a & the head has moved one step to the right.

We write consecutive configurations of the TM next to each other separated by $\#$ as follows
 $\# \dots \# \dots \# a b q' b a a b \# a b a q' a a b \# \dots$

The start configuration looks like

$$\# q_0 a_1 \dots a_n \#$$

$$\text{where } w = a_1 \dots a_n \in \Sigma^*$$

A valid computation for M, w is a sequence of configurations
~~where this~~ $\# \alpha_0 \# \alpha_1 \# \alpha_2 \# \dots \# \alpha_N \#$

where: (i) α_0 is the start configuration

(ii) α_N is a halting configuration, i.e. the state is either q_a or q_r

(iii) α_{n+1} follows from α_n according to the transition table of the Turing machine
 We call this $\text{VALCOMPS}(M, w)$

If M does not halt on w then there are no valid computation & $\text{VALCOMPS}(M, w) = \emptyset$.

$$\text{Let } \Delta = \text{PDA} \#$$

Δ is the alphabet with which we describe the computations of the TM; it is NOT the alphabet of the TM itself. Now if $\text{VALCOMPS}(M, w) = \emptyset$
 $\overline{\text{VALCOMPS}(M, w)} = \Delta^*$.

Here is the main point: we can describe a PDA P such that P accepts $\overline{\text{VALCOMPS}(M, w)}$ without knowing in advance whether ~~whether~~ M halts on w !!

Equivalently: we can describe a CFG G s.t.

$$L(G) = \overline{\text{VALCOMPS}(M, w)}.$$

If we can decide whether $L(G) = \Sigma^*$ we have solved the halting problem. If $L(G) \neq \Sigma^*$ then $M(w) \downarrow$. If $L(G) = \Sigma^*$ then $M(w) \uparrow$.

I will now describe the PDA, this will complete ^③ the reduction

$$\neg H_{TM} \leq_m \{ \langle G \rangle \mid L(G) = \Sigma^* \}$$

Here are the conditions that $VALCOMPS(M, w)$ must satisfy:

If $z \in VALCOMPS(M, w)$

- (a) z begins and ends with $\#$ and between each successive pair of $\#$ we must have a non-empty string ^{over} the alphabet $\Delta \setminus \{\#\}$. $z = \# \alpha_0 \# \alpha_1 \# \dots \# \alpha_N \#$
- (b) Each α_i must contain exactly one letter from Q
- (c) α_0 must be the start configuration
- (d) α_N must be a halt configuration
- (e) For each i $\alpha_i \rightarrow \alpha_{i+1}$ according to the rules of the TM transition table.

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Now conditions (a), (b), (c) & (d) can be checked by a DFA.

Thus we can safely ignore them as we can easily run these DFAs in parallel with our PDA. If any of these first 4 conditions are violated we accept the string (Recall we are checking $VALCOMPS(M, w)$).

Now for case (e) which I will sketch:

The crucial idea $\alpha_i \rightarrow \alpha_{i+1}$ means that α_i & α_{i+1} can differ only in a window of 3 symbols near the head position. For example if $\delta(q, a) = (p, b, L)$
 $\# \underline{a} b a \underline{q} a b b a \# \rightarrow \# a b \underline{p} a b b a \#$

In the valid computation this would look like
 $\dots \# a b \underline{a} q a b b a \# a b \underline{p} a b b a \# \dots$

I have underlined the 3 symbol window where they differ. Notice outside this window the symbols are identical. We call two pairs of 3 symbol sequences consistent if (i) they are identical &

neither 1 contains the head OR (ii) one or both contain the head & they differ according to the rules of the transition table of the TM.

There are only finitely many possible pairs of such consistent sequences & they can be remembered in the finite-state ~~mem~~ memory of the PDA. We need the stack to find the corresponding position in 2 consecutive configurations

... # $\underbrace{\quad}_{w_1}$ \underbrace{xxx}_{w_2} # $\underbrace{w_1'}_{yyy}$ $\underbrace{w_2'}_{yyy}$ # ...

The PDA is looking for an invalid string so it just has to guess one place where condition (c) is broken. It stacks w_1 on its stack, it remembers the string xxx in its memory it ignores w_2 & goes to the next #. Then it pops its stack while reading w_1' so it correctly finds the corresponding position & compares xxx with yyy . If they do NOT match it accepts.

WE ARE DONE!

Some points to remember:

1. Since we are looking for something that is not valid we only have to find one place where it is not according to the rules in (a)-(c). It is not possible to check $VALIDCOMPS(M, w)$ with a PDA because all rules must be respected everywhere.
2. You might be confused by the logic: how did we construct the PDA P when the HP is undecidable? Can't we use P to solve the HP by asking it to check if a given string is a valid computation? No! This will only tell you about one particular

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string. In order to know $M(w) \downarrow$ we need to know whether $L(G) = \Sigma^*$ or not.

- (3) We have an algorithm to answer $L(G) = \emptyset$?
 Can't we flip that and solve the halting problem?
 No! The opposite of $L(G) = \emptyset$ is $L(G) \neq \emptyset$;
 this is not the same as $L(G) = \Sigma^*$.

Our reduction is

$$\neg HP \leq_m \{ \langle G \rangle \mid L(G) = \Sigma^* \}$$

So if we could solve $L(G) = \Sigma^*$ we can solve the complement of the Halting Problem.

We can define a different type of valid computations. we call them $VALCOMPS2(M, w)$:

x_0 # x_1 # x_2 # x_3 # x_4 # x_5 # x_6 # x_7 # x_8 # x_9 # x_{10}

The \odot at the end means reverse if N is odd.

Now with 2 PDA's working independently we can have one check $x_i \rightarrow x_{i+1}$ for i odd &

the other one check $x_i \rightarrow x_{i+1}$ for i even.

If both say OK we have a string in $VALCOMPS2(M, w)$

The fact that consecutive configurations are reversed makes it easy for a stack machine to check the entire configurations. We need two machines because one of them cannot check off both the even & the odd case. Isn't this giving us the power of a 2 stack machine (AKA Turing machine)?
 No! The two PDA's are independent.

$VALCOMPS2(M, w) = L(G_1) \cap L(G_2)$ for two grammars. We have shown (in outline)

$$HP \leq_m \{ \langle G_1, G_2 \rangle \mid L(G_1) \cap L(G_2) \neq \emptyset \}.$$

Summary of results

1. Given a grammar G , is $L(G) = \Sigma^*$?
 2. Given 2 grammars G_1, G_2 is $L(G_1) \cap L(G_2) \neq \emptyset$?
- Neither one is computable (decidable).
- 1 is co CE & not CE
 2 is CE & not co CE.

Why is (1) co CE? Given a grammar G we have an algorithm which always terminates s.t. it answers $w \in L(G)$? for any $w \in \Sigma^*$. So we keep trying all the words in Σ^* . If one of them is rejected we will eventually find out so we can always give a NO answer if the answer is indeed "no". However if the answer is YES we will never find out for sure.

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Convince yourself that 2 is CE.