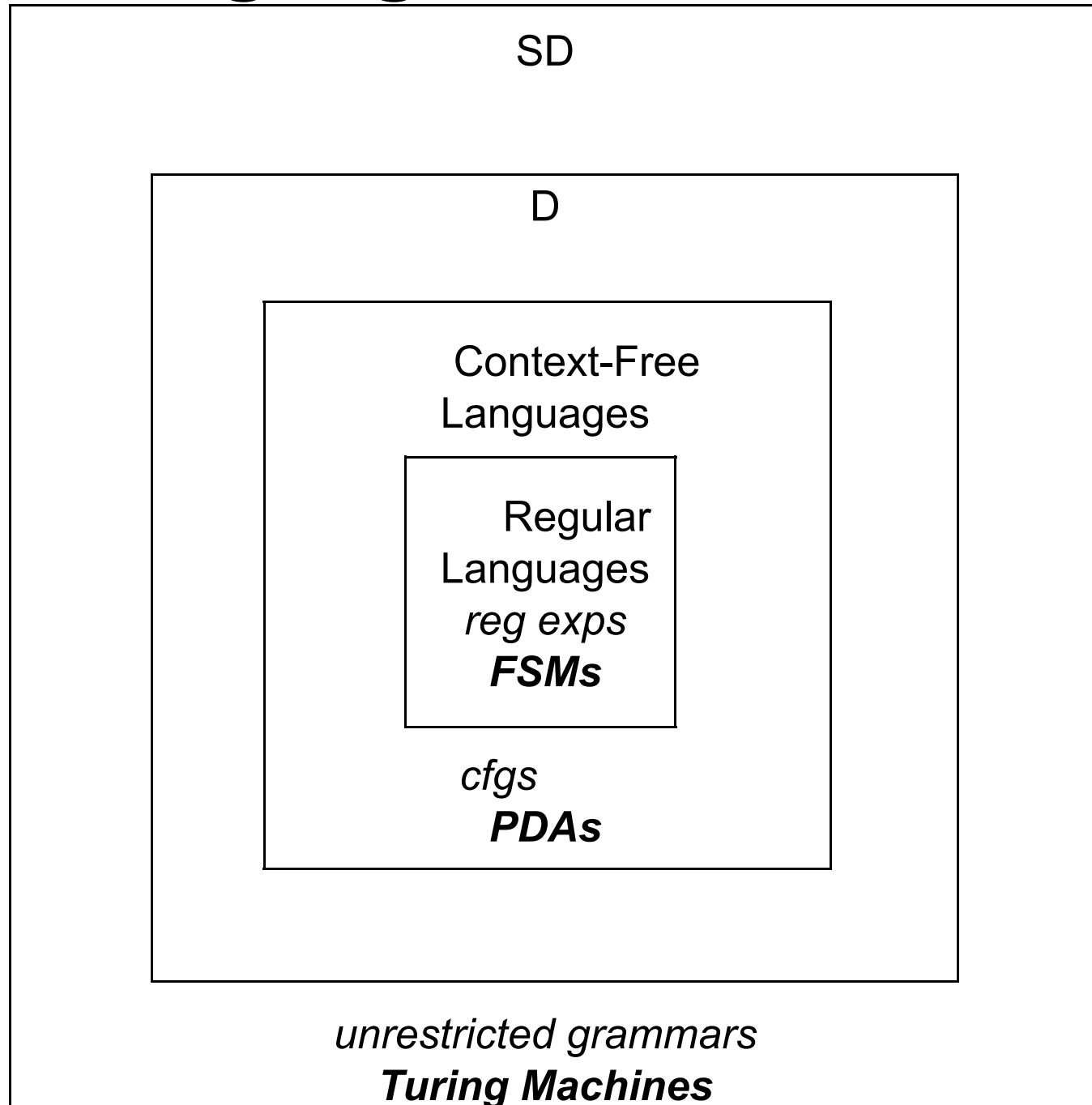




The Unsolvability of the Halting Problem

Chapter 19

Languages and Machines



D and SD

- A TM M with input alphabet Σ **decides** a language $L \subseteq \Sigma^*$ iff, for any string $w \in \Sigma^*$,
 - if $w \in L$ then M accepts w , and
 - if $w \notin L$ then M rejects w .

A language L is **decidable** (in D) iff there is a Turing machine that decides it.

- A TM M with input alphabet Σ **semidecides** L iff for any string $w \in \Sigma^*$,
 - if $w \in L$ then M accepts w
 - if $w \notin L$ then M does not accept w . M may reject or loop.

A language L is **semidecidable** (in SD) iff there is a Turing machine that semidecides it.

Defining the Universe

What is the complement of:

- $A_n B_n = \{a^n b^n : n \geq 0\}$
- $\{ \langle M, w \rangle : \text{TM } M \text{ halts on input string } w \}$.



Defining the Universe

$L1 = \{ \langle M, w \rangle : \text{TM } M \text{ halts on input string } w \}.$

$L2 = \{ \langle M \rangle : M \text{ halts on nothing} \}.$

$L3 = \{ \langle Ma, Mb \rangle : Ma \text{ and } Mb \text{ halt on the same strings} \}.$

For a string w to be in $L1$, it must:

- be syntactically well-formed.
- encode a machine M and a string w such that M halts when started on w .

Define the universe from which we are drawing strings to contain **only those strings that meet the syntactic requirements of the language definition.**

This convention has no impact on the decidability of any of these languages since the set of syntactically valid strings is in D .

A Different Definition of Complement

Our earlier definition:

$$\begin{aligned} \bar{L} &= \{x: x \text{ is not a syntactically well formed } \langle M, w \rangle \text{ pair} \} \\ &\quad \cup \\ &\quad \{ \langle M, w \rangle : \text{TM } M \text{ does not halt on input string } w \}. \end{aligned}$$

We will use a different definition:

Define the **complement** of any language L whose member strings include at least one Turing machine description to be with respect to a universe of strings that are of the same syntactic form as L .

Now we have:

$$\bar{L} = \{ \langle M, w \rangle : \text{TM } M \text{ does not halt on input string } w \}.$$



The Halting Language H

$H = \{ \langle M, w \rangle : \text{TM } M \text{ halts on input string } w \}$

Theorem: The language:

$H = \{ \langle M, w \rangle : \text{TM } M \text{ halts on input string } w \}$

- is **semidecidable**, but
- is **not decidable**.

Does This Program Halt?

1. Concatenate 0 to the end of input
2. Halt.



Does This Program Halt?

1. Concatenate 0 to the end of input
2. Move right
3. Go to 1.

Does This Program Halt?

times3(x: positive integer) =

While $x \neq 1$ do:

 If x is even then $x = x/2$.

 Else $x = 3x + 1$

25	29	34	40	8
76	88	17	20	4
38	44	52	10	2
19	22	26	5	1
58	11	13	16	

<http://www.numbertheory.org/php/collatz.html>

H is Semidecidable

Lemma: The language:

$$H = \{ \langle M, w \rangle : \text{TM } M \text{ halts on input string } w \}$$

is semidecidable.

Proof: The TM MH semidecides H :

$$MH(\langle M, w \rangle) =$$

1. Run M on w .
2. accept

MH halts iff M halts on w . Thus MH semidecides H .



The Unsolvability of the Halting Problem

Lemma: The language:

$$H = \{ \langle M, w \rangle : \text{TM } M \text{ halts on input string } w \}$$

is not decidable.

Proof: If H were decidable, then some TM MH would decide it. That is, MH behaves like this:

On input $\langle M, w \rangle$:

If $\langle M, w \rangle$ is not encoding a TM and string, then reject.

If M halts on input w

Then accept.

Else reject.

Trouble

Define *TM Trouble*:

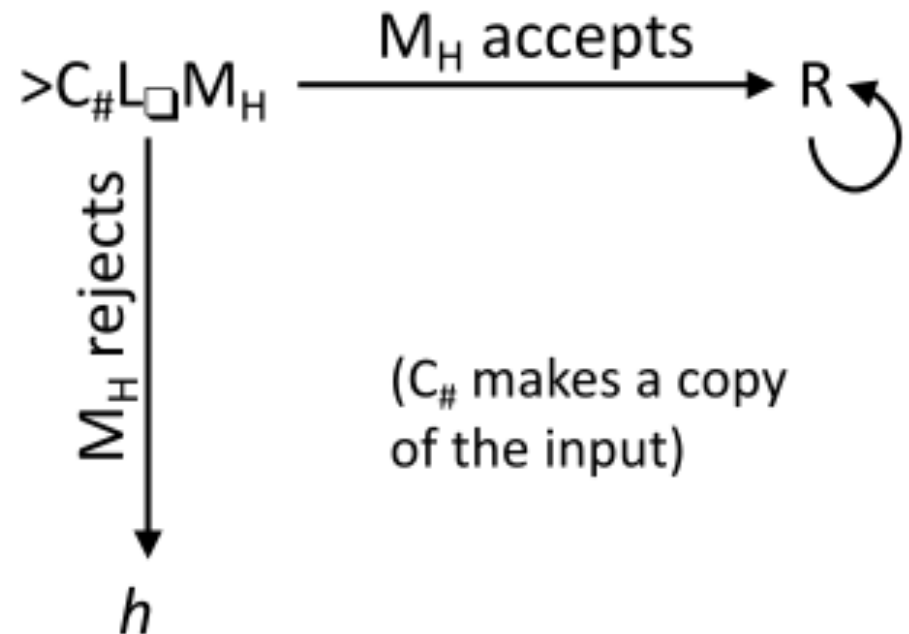
On input x :

Run M_H on $\langle x, x \rangle$

If M_H accepts, then loop.

Else, halt.

(See picture at right.)



Let's run now *Trouble*($\langle \textit{Trouble} \rangle$). This runs M_H on $\langle \textit{Trouble}, \textit{Trouble} \rangle$, which decides the behavior of *Trouble* on $\langle \textit{Trouble} \rangle$. There are two possibilities:

1. *Trouble* halts. Then M_H accepts, so *Trouble* loops, a contradiction.
2. *Trouble* does not halts. Then M_H rejects, so *Trouble* halts, a contradiction.

Viewing the Halting Problem as Diagonalization

- Lexicographically enumerate Turing machines: $TM_i, i = 1, 2, 3, \dots$
- Lexicographically enumerate all possible inputs: $ij, j = 1, 2, 3, \dots$
- Build the table $[i, j] = 1$ if TM_i halts on j and 0 otherwise
- MH can be used to fill in any cell in the table

	$i1$	$i2$	$i3$...	$\langle Trouble \rangle$...
$TM1$	1					
$TM2$		1				
$TM3$					1	
...				1		
$Trouble$			1			1
...	1	1	1			
...				1		

If $\text{table}[Trouble, Trouble] = 1$, then MH says that $Trouble$ halts on $Trouble$, so $Trouble$ loops, a contradiction.

If $\text{table}[Trouble, Trouble] = 0$, then MH says that $Trouble$ does not halt on $Trouble$, so $Trouble$ halts, a contradiction.

If H were in D

$H = \{ \langle M \rangle, w : \text{TM } M \text{ halts on input string } w \}$

Theorem: If H were in D then every SD language would be in D .

Proof: Let L be any SD language. There exists a TM ML that semidecides it.

If H were also in D , then there would exist an O that decides it.

If H were in D

To decide whether w is in $L(ML)$:

$M'(w: \text{string}) =$

1. Run O on $\langle ML, w \rangle$.
2. If O accepts (i.e., ML will halt), then:
 - 2.1. Run ML on w .
 - 2.2. If it accepts, accept. Else reject.
3. Else reject.

So, if H were in D , all SD languages would be.



Back to the Entscheidungsproblem

Theorem: The Entscheidungsproblem is unsolvable.

Proof: (Due to Turing)

1. If we could solve the problem of determining whether a given Turing machine ever prints the symbol 0, then we could solve the problem of determining whether a given Turing machine halts.
2. But we can't solve the problem of determining whether a given Turing machine halts, so neither can we solve the problem of determining whether it ever prints 0.
3. Given a Turing machine M , we can construct a logical formula F that is true iff M ever prints the symbol 0.
4. If there were a solution to the Entscheidungsproblem, then we would be able to determine the truth of any logical sentence, including F and thus be able to decide whether M ever prints the symbol 0.
5. But we know that there is no procedure for determining whether M ever prints 0.
6. So there is no solution to the Entscheidungsproblem.

Language Summary

