

Def: $L_1 \leq L_2$ if (Ch. 5)

L_1 's alphabet, Σ_1

L_2 's " " Σ_2

has $f: \Sigma_1^* \rightarrow \Sigma_2^*$

st.

① $\forall w \in \Sigma_1^+$

$w \in L_1 \Leftrightarrow f(w) \in L_2$

② f is computable by a Turing machine (in a finite amount time/steps on any input)

- Midterm in one week.
- Solutions to HW 3 released "immediately" after class
- Next week: Wednesday: look at some sample exam problems
- Cover: Undecidability of A_{TM} and recognizability " "

= Today: More abstractions ...

= Last time:

$$A_{TM} \leq Halt_{TM}$$

"reducibility"

So: If $Halt_{TM}$ were decidable (subjunctive)

then A_{TM} would be since

A_{TM} can be reduced to $Halt_{TM}$

i.e., $A_{TM} \leq Halt_{TM}$
 ↑ reduction

= Given A_{TM} undecidable

$\rightarrow Halt_{TM}$ "

\rightarrow Many other problems undecidable

= A is recognizable but undecidable,

Motivation:

Given a problem: M, w

is $\langle M, w \rangle \in A_{TM}$??

(we know undecidable)

It's not hard to take

$\langle M, w \rangle \xrightarrow{\text{compute}} \langle \tilde{M}, w \rangle$

If M on w accepts, so does \tilde{M}

" " " " doesn't halt, . . .

" " " " rejects, \tilde{M} doesn't halt

= $\rightarrow \langle M, w \rangle \in A_{TM} \Leftrightarrow \langle \tilde{M}, w \rangle \in Halt_{TM}$

e.g. fix alphabet Σ
 $P = \{ \text{all Turing machines over } \Sigma \}$

$L = \Sigma^*$
 $\text{Result}(p, i) = \begin{cases} \text{yes} \\ \text{no} \\ \text{noHalt} \end{cases}$
 $p \in P$
 $i \in L$

Usually P and L are of the same size (cardinality)
 If we standardize Turing machines
 $Q = \{1, \dots, a\}, \Sigma = \Sigma, \Gamma = \{1, \dots, c\}$

Then $\bar{L} = L^{\text{comp}}$ is unrecognizable.

Discuss: - These ideas abstractly (SG Hardat)
 - Variants of Turing machines (oracle, non-deterministic) ← Sipser Ch. 6 Ch. 3

SG of Uncomputability & Self-referencing

Abstractly: Set of programs, P
 " " inputs, L

Result: $P \times L \rightarrow \underbrace{\begin{cases} \text{accept} \\ \text{reject} \\ \text{doesn't halt} \end{cases}}_R$

Axiom (We have sets P, L and Result: $P \times L \rightarrow \{\text{yes, no, noHalt}\}$)

Definitions:

- ① a language is a subset of L
- ② any program $p \in P$ recognizes the language

$L_p = \{ i \in L \mid \text{Result}(p, i) = \text{yes} \}$

- ③ $p \in P$ is a decider if for all $i \in L$, $\text{Result}(p, i)$ is either "yes" or "no"

$P = \{ \text{Turing machines} \}$
 and L both countably infinite

Usually P, L are countably infinite

Example 2: $P \subseteq \{ C\text{-programs} \}$

$L = \{ \text{ASCII strings} \}$

(any C-program) (any input)
 result: stop, accept (Yes)
 " " reject (No)
 never stop

Remark: If

P and \mathcal{L} are countably infinite
OR

- EncodeProg: $P \rightarrow \mathcal{L}$ is injective

then

$$\{\text{Languages}\} = \text{Power}(\mathcal{L})$$

$2^{|\mathcal{L}|}$, Set of subsets
of \mathcal{L}

is larger than P

$$p \in P \rightsquigarrow L_p \subset \mathcal{L}$$

then there exist languages

that aren't recognized since $P < \text{Power}(\mathcal{L})$

$\mathcal{L} = \text{Languages} = \text{Power}(\mathcal{L})$ is uncountable

Ch 4: $M \rightsquigarrow \langle M \rangle$

$M, w \rightsquigarrow \langle M, w \rangle$

Axiom: There's a function

EncodeProg: $P \rightarrow \mathcal{L}$

$p \mapsto \langle p \rangle$ or
EncodeProg(p)

and function

EncodeProgInput: $P \times \mathcal{L} \rightarrow \mathcal{L}$

$(p, i) \mapsto \langle p, i \rangle$
or
EncodeProgInput(p, i)

Axiom

$P = \text{programs}, \mathcal{L} = \text{inputs}$

Define: \mathcal{L} , the set of languages
is Power(\mathcal{L}), i.e. set of all
subsets of \mathcal{L} .

If $|P| \leq |\mathcal{L}|$ then

$|\mathcal{L}| > |P|$ so for any map

$P \rightarrow \mathcal{L}$, there are languages
not in the image

$p \rightsquigarrow L_p = \{i \in \mathcal{L} \mid \text{Result}(p, i) = \text{yes}\}$