

# BU CS 332 – Theory of Computation

<https://forms.gle/GmpaSseFf4DfeHw78>



## Lecture 15:

- Undecidable and Unrecognizable Languages
- Reductions

Reading:

Sipser Ch 4.2, 5.1

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March 24, 2025

# Undecidability

**Last time:** Countability, uncountability, and diagonalization  
Existential proof that there are undecidable  
and unrecognizable languages

**Today:** An explicit undecidable language  
Reductions: Relate decidability / undecidability  
of different problems

# Specializing the proof

**Theorem:** Let  $X$  be the set of all TM deciders. Then there exists an undecidable language in  $P(\{0, 1\}^*)$

- 1) Consider the function  $\underline{L}: X \rightarrow P(\{0, 1\}^*)$
- 2) “Flip the diagonal” to construct a language  $UD \in P(\{0, 1\}^*)$  such that  $L(M) \neq UD$  for every  $M \in X$
- 3) Conclude that  $UD$  is undecidable, hence  $L$  is not onto

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# An explicit undecidable language

Does TM  $M_2$  accept on input  $\langle M_3 \rangle$ ?  
 If accepts, write Y  
 If rejects, write N

TM $M$	$M(\langle M_1 \rangle)$ ?	$M(\langle M_2 \rangle)$ ?	$M(\langle M_3 \rangle)$ ?	$M(\langle M_4 \rangle)$ ?		$D(\langle D \rangle)$ ?
$M_1$	<del>Y</del> N	N	Y	Y	...	
$M_2$	N	<del>N</del> Y	Y	Y		
$M_3$	Y	Y	<del>Y</del> N	N		
$M_4$	N	N	Y	<del>N</del> Y		
$\vdots$					$\ddots$	
$D$						<del>YN</del>   <del>NY</del>

$UD = \{ \langle M \rangle \mid M \text{ is a TM that does not accept on input } \langle M \rangle \}$

**Claim:**  $UD$  is undecidable. Assume FTSOC  $UD$  were decidable by some TM  $D$ .

Case 1:  $D(\langle D \rangle)$  accepts  $\Rightarrow$  by def of  $UD$ ,  $\langle D \rangle \notin UD \Rightarrow D$  messed up on input  $\langle D \rangle$

Case 2:  $D(\langle D \rangle)$  rejects  $\Rightarrow$  by def of  $UD$ ,  $\langle D \rangle \in UD \Rightarrow D$  messed up on input  $\langle D \rangle$

D decides UD means:  $\forall \langle M \rangle \in UD, D \text{ accepts } \langle M \rangle$   
 $\forall \langle M \rangle \notin UD, D \text{ rejects } \langle M \rangle$

# An explicit undecidable language

**Theorem:**  $UD = \{\langle M \rangle \mid M \text{ is a TM that does not accept on input } \langle M \rangle\}$  is undecidable

**Proof:** Suppose for contradiction that some TM  $D$  decides  $UD$

Two cases:

$n = D$

$D$  always halts by assumption

1)  $D$  accepts on input  $\langle D \rangle$   $\Rightarrow \langle D \rangle \notin UD$  (by def'n of  $UD$ )  
 $\Rightarrow D$  made a mistake on  $\langle D \rangle$

2)  $D$  rejects on input  $\langle D \rangle$   $\Rightarrow \langle D \rangle \in UD$  (by def'n of  $UD$ )  
 $\Rightarrow D$  made a mistake on  $\langle D \rangle$

In either case,  $D$  messes up on input  $\langle D \rangle$ , so  $D$  does not decide  $UD$

Since  $D$  was an arbitrary TM decider, conclude  $UD$  undecidable.

# A more useful undecidable language

$A_{\text{TM}} = \{\langle M, w \rangle \mid M \text{ is a TM that accepts input } w\}$

**Theorem:**  $A_{\text{TM}}$  is undecidable *Computational problem: Given TM  $M$ , input  $w$ , does  $M$  accept  $w$ ?*

**Proof:** Assume for the sake of contradiction that TM  $H$  decides  $A_{\text{TM}}$ :

$$H(\langle M, w \rangle) = \begin{cases} \text{accept} & \text{if } M \text{ accepts } w \\ \text{reject} & \text{if } M \text{ does not accept } w \end{cases}$$

**Idea:** Show that  $H$  can be used to construct a decider for the (undecidable) language  $UD$  -- a contradiction.

# A more useful undecidable language

$A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a TM that accepts input } w \}$

Proof (continued):  $\langle M, w \rangle \in A_{TM} \Leftrightarrow$  TM  $M$  accepts input  $w$   
 $\langle M, w \rangle \notin A_{TM} \Leftrightarrow$  TM  $M$  does not accept input  $w$

Suppose, for contradiction, that  $H$  decides  $A_{TM}$

Consider the following TM  $D$ :

“On input  $\langle M \rangle$  where  $M$  is a TM:

1. Run  $H$  on input  $\langle M, \langle M \rangle \rangle$
2. If  $H$  accepts, **reject**. If  $H$  rejects, **accept**.”

Claim:  $D$  decides  $UD = \{ \langle M \rangle \mid \text{TM } M \text{ does not accept } \langle M \rangle \}$

- $\langle M \rangle \in UD \Rightarrow M$  does not accept input  $\langle M \rangle$  (by def. of  $UD$ )
    - $\Rightarrow \langle M, \langle M \rangle \rangle \notin A_{TM}$
    - $\Rightarrow H$  rejects on input  $\langle M, \langle M \rangle \rangle$  since  $H$  decides  $A_{TM}$
    - $\Rightarrow D$  accepts on input  $\langle M \rangle$ . ✓
  - $\langle M \rangle \notin UD \Rightarrow M$  accepts input  $\langle M \rangle$  (by def. of  $UD$ )
    - $\Rightarrow \langle M, \langle M \rangle \rangle \in A_{TM}$
    - $\Rightarrow H$  accepts on input  $\langle M, \langle M \rangle \rangle$  since  $H$  decides  $A_{TM}$
- ...but this language is undecidable!  $\Rightarrow D$  rejects on input  $\langle M \rangle$ . ✓

# Unrecognizable Languages

**Theorem:** A language  $L$  is decidable if and only if  $L$  and  $\bar{L}$  are both Turing-recognizable.

**Corollary:**  $\overline{A_{TM}}$  is unrecognizable

Proof: know  $A_{TM}$  is undecidable  $\Rightarrow$  either  $A_{TM}$  or  $\bar{A}_{TM}$  is recognizable (by TM)

$\bar{A}_{TM} = \{ \langle M, w \rangle \mid \text{TM } M \text{ does not accept input } w \}$   $\Rightarrow \bar{A}_{TM}$  unrecognizable

**Proof of Theorem:**

$\Rightarrow$  Assume  $L$  decidable  $\Rightarrow L$  is recognizable

$\hookrightarrow \bar{L}$  is decidable  $\Rightarrow \bar{L}$  is recognizable



# Unrecognizable Languages

**Theorem:** A language  $L$  is decidable if and only if  $L$  and  $\bar{L}$  are both Turing-recognizable.

**Proof continued:**  $\Leftarrow$  Suppose both  $L$  and  $\bar{L}$  recognizable, by TMs  $M_1$  and  $M_2$  resp.

Goal: Use  $M_1, M_2$  to construct a decider  $N$  for  $L$

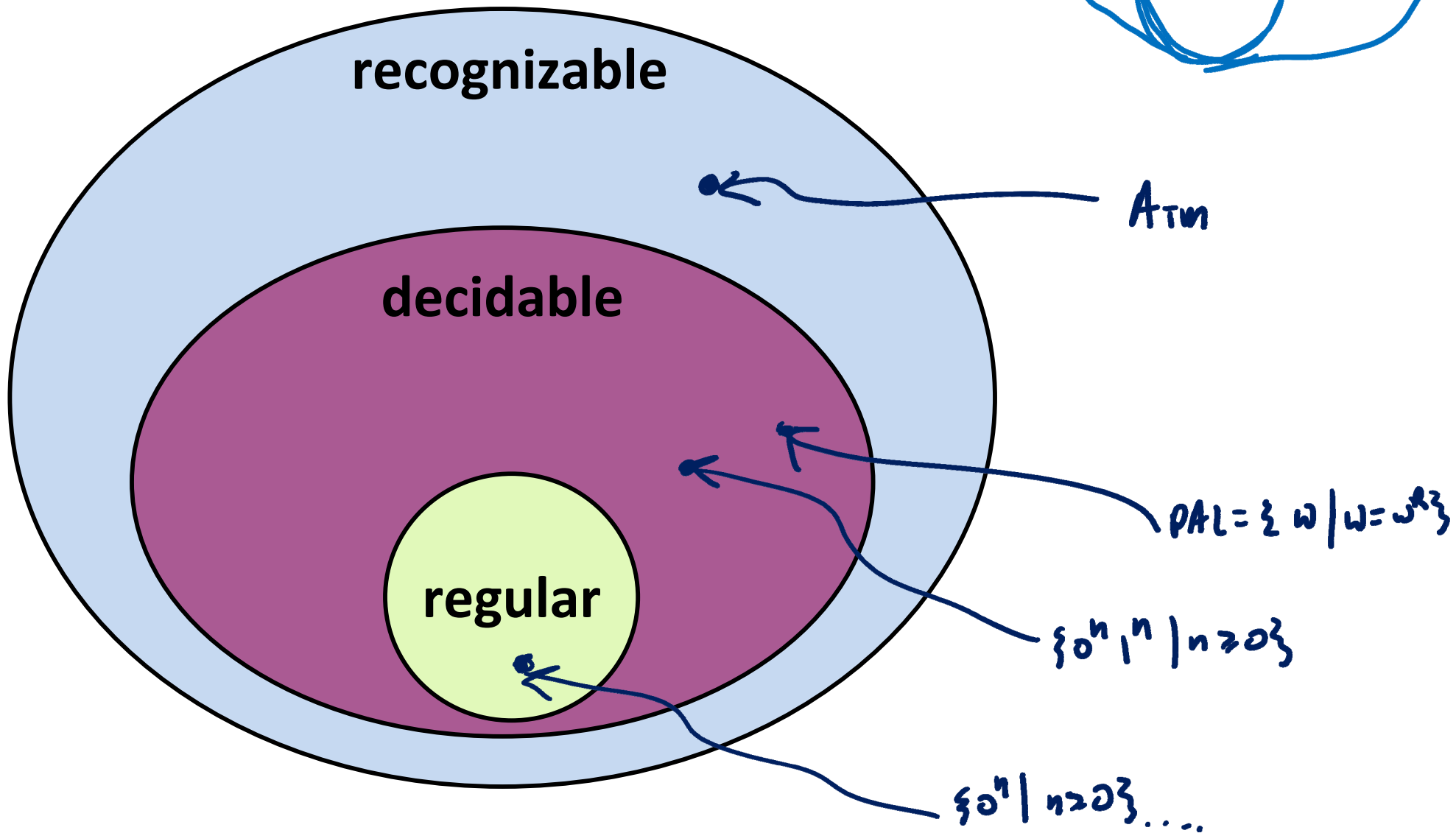
TM  $N$ :

On input  $w$ :

1) Repeat until termination:

- Run  $M_1$  for one additional step on input  $w$ . If accepts, accept.
- Run  $M_2$  for one step on input  $w$ . If accepts, reject.

# Classes of Languages



# Reductions

# Scientists vs. Engineers

A computer scientist and an engineer are stranded on a desert island. They find two palm trees with one coconut on each. The engineer climbs a tree, picks a coconut and eats.



The computer scientist climbs the second tree, picks a coconut, climbs down, climbs up the first tree and places it there, declaring success.

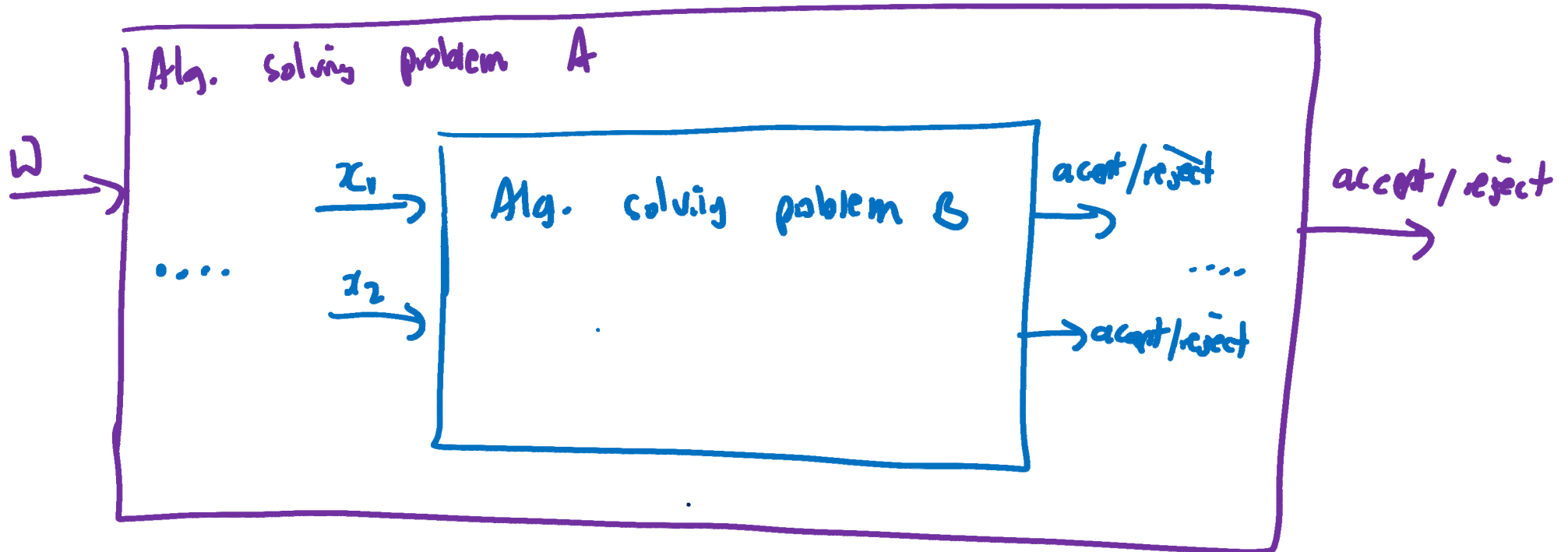
“Now we’ve reduced the problem to one we’ve already solved.”  
(Please laugh)

# Reductions

Eat coconut from Tree 2 - Eat coconut from Tree 1

A **reduction** from problem  $A$  to problem  $B$  is an algorithm solving problem  $A$  which uses an algorithm solving problem  $B$  as a subroutine

If such a reduction exists, we say “ $A$  reduces to  $B$ ”



# Two uses of reductions

**Positive uses:** If  $A$  reduces to  $B$  and  $B$  is decidable, then  $A$  is also decidable

$E_{DFA} = \{ \langle D \rangle \mid D \text{ is a DFA and } L(D) = \emptyset \}$

$EQ_{DFA} = \{ \langle D_1, D_2 \rangle \mid D_1, D_2 \text{ are DFAs and } L(D_1) = L(D_2) \}$

**Theorem:**  $EQ_{DFA}$  is decidable

**Proof:** The following TM decides  $EQ_{DFA}$

↙ Reduction from  $EQ_{DFA}$  to  $E_{DFA}$

On input  $\langle D_1, D_2 \rangle$ , where  $\langle D_1, D_2 \rangle$  are DFAs:

1. Construct a DFA  $D$  that recognizes the symmetric difference  $L(D_1) \Delta L(D_2)$
2. Run the decider for  $E_{DFA}$  on  $\langle D \rangle$  and return its output

# Two uses of reductions

**Negative uses:** If  $A$  reduces to  $B$  and  $A$  is undecidable, then  $B$  is also undecidable

$UD = \{ \langle M \rangle \mid \text{TM } M \text{ does not accept input } \langle M \rangle \}$

$A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a TM that accepts input } w \}$

Suppose  $H$  decides  $A_{TM}$

Consider the following TM  $D$ .

Reduction from  $UD$  to  $A_{TM}$

On input  $\langle M \rangle$  where  $M$  is a TM:

1. Run  $H$  on input  $\langle M, \langle M \rangle \rangle$
2. If  $H$  accepts, **reject**. If  $H$  rejects, **accept**.

**Claim:** If  $H$  decides  $A_{TM}$  then  $D$  decides

$UD = \{ \langle M \rangle \mid M \text{ is a TM that does not accept input } \langle M \rangle \}$

# Two uses of reductions

**Negative uses:** If  $A$  reduces to  $B$  and  $A$  is undecidable, then  $B$  is also undecidable

## Template for undecidability proof by reduction:

1. Suppose to the contrary that  $B$  is decidable
2. Using a decider for  $B$  as a subroutine, construct an algorithm deciding  $A$
3. But  $A$  is undecidable. Contradiction!



# Halting Problem

**Computational problem:** Given a program (TM) and input  $w$ , does that program halt (either accept or reject) on input  $w$ ?

**Formulation as a language:**

$$HALT_{TM} = \{ \langle M, w \rangle \mid M \text{ is a TM that halts on input } w \}$$

**Ex.**  $M =$  “On input  $x$  (a natural number written in binary):

For each  $y = 1, 2, 3, \dots$ :

If  $y^2 = x$ , **accept**. Else, continue.”

Is  $\langle M, 101 \rangle \in HALT_{TM}$ ?

- a) Yes, because  $M$  accepts on input 101
- b) Yes, because  $M$  rejects on input 101
- c) No, because  $M$  rejects on input 101
- d) No, because  $M$  loops on input 101**



# Halting Problem

**Computational problem:** Given a program (TM) and input  $w$ , does that program halt (either accept or reject) on input  $w$ ?

**Formulation as a language:**

$$HALT_{TM} = \{\langle M, w \rangle \mid M \text{ is a TM that halts on input } w\}$$

**Ex.**  $M =$  “On input  $x$  (a natural number in binary):

For each  $y = 1, 2, 3, \dots$  :

If  $y^2 = x$ , **accept**. Else, continue.”

$M' =$  “On input  $x$  (a natural number in binary):

For each  $y = 1, 2, 3, \dots, x$  :

If  $y^2 = x$ , **accept**. Else, continue.

**Reject.**”

$\langle m', 101 \rangle \in$   
 $HALT_{TM}.$

# Halting Problem

Reduce from  $A_{TM}$  to  $HALT_{TM}$

$HALT_{TM} = \{ \langle M, w \rangle \mid M \text{ is a TM that halts on input } w \}$

**Theorem:**  $HALT_{TM}$  is undecidable

**Proof:** Suppose for contradiction that there exists a decider  $H$  for  $HALT_{TM}$ . We construct a decider  $V$  for  $A_{TM}$  as follows:

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

1. Run  $H$  on input  $\langle M, w \rangle$
2. If  $H$  rejects, **reject**
3. If  $H$  accepts, run  $M$  on  $w$
4. If  $M$  accepts, **accept**  
Otherwise, **reject**.

- $\langle M, w \rangle \in A_{TM} \Rightarrow M$  accepts input  $w$   
 $\Rightarrow H$  accepts input  $\langle M, w \rangle$  ✓  
 $\Rightarrow$  proceed to line 3,  $V$  accepts in line 4 ✓
- $\langle M, w \rangle \notin A_{TM}$ 
  - a)  $M$  loops on  $w \Rightarrow$   
 $H$  rejects input  $\langle M, w \rangle$   
 $\Rightarrow V$  rejects in line 2 ✓
  - b)  $M$  rejects on  $w \Rightarrow$   
 $H$  accepts  $\langle M, w \rangle$   
 $\Rightarrow$  proceed to line 3,  $V$  rejects in line 4 ✓

Use  $H$  to test whether  $M$  will make a decision on  $w$  or not

Run  $M$  on  $w$

This is a reduction from  $A_{TM}$  to  $HALT_{TM}$