

CLARIFICATIONS AND NOTES

PART 1

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Undecidable Problems: A Note

That a problem Π is undecidable does not mean that all instances of Π are undecidable.

- A decider may exist for some instances of Π .
- HP is proved to be undecidable by a diagonalization argument.
- Restrict the instance $M \# w$ for HP to those TMs M which do **not** have transitions of the form $\delta(p, a) = (q, b, L)$.
- The heads of these machines always move right.
- Given such an M , and any input w for M , it is decidable whether M halts on w .
- A limited-time simulation of M on w can decide this.

A Specific Example

Consider a TM K with the specifications:

- $Q = \{s, t, r\}$.
- $\Sigma = \{0, 1\}$.
- $\Gamma = \{\triangleright, 0, 1, \square\}$.
- Transition function:

$$\delta(s, \triangleright) = (s, \triangleright, R),$$

$$\delta(s, 0) = (t, 0, R),$$

$$\delta(s, 1) = (r, 1, R),$$

$$\delta(s, \square) = (r, \square, R).$$

- $\mathcal{L}(K) = \{w \in \{0, 1\}^* \mid w \text{ starts with } 0\}$.
- K halts on all inputs in two steps.

The General Case

- M is a TM with no transitions with left head movement.
- w is an input for M .
- Run M for $|w| + 1 + |Q|$ steps.
- If M halts by that time, accept.
- If not, reject.
 - After the first $|w| + 1$ steps, the head of M leaves the input.
 - Subsequently, the head can only scan blanks.
 - If M runs for another $|Q|$ iterations, some state must be repeated.
 - M has started looping, and will not halt.

Can a reduction $HP \leq_m \Pi$ map all instances of HP to only easy instances of Π ?

- **No.**
 - The easy instances of Π have a decider D .
 - The reduction followed by running D decides HP.
 - HP is already proved to be undecidable by diagonalization.
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- Although reductions are many-to-one maps, using them is perfectly legitimate to prove the undecidability of new problems.

A Fact about CFLs

It is undecidable whether the complement of a CFL L is again a CFL.

- Use the reduction that maps $M \# w$ to $L = \overline{\text{VALCOMP}(M, w)}$.
- If M does not halt on w :
 - There are no valid computation histories.
 - $\text{VALCOMP}(M, w) = \emptyset$.
 - $L = \overline{\text{VALCOMP}(M, w)} = \Delta^*$.
 - $\bar{L} = \emptyset$ is a CFL.
- If M halts on w :
 - There are valid computation histories.
 - $\bar{L} = \text{VALCOMP}(M, w) \neq \emptyset$ should be a non-CFL.
- **But, a non-empty $\text{VALCOMP}(M, w)$ may be a CFL, even regular.**

More about a Non-Empty VALCOMP(M, w)

- VALCOMP(M, w) $\neq \emptyset$ must be infinite.
- It is infinite for two reasons:
 - We are allowed to repeat the halting configuration (at the end) as many times as we want.
 - In each configuration, we can append as many blank symbols (\square to be more precise) as we want.
- This alone does not prove that VALCOMP(M, w) is not a CFL.

A Regular VALCOMP(M, w)

- Consider the machine K with
 - $Q = \{s, t, r\}$.
 - $\Sigma = \{0, 1\}$, and $\Gamma = \{\triangleright, 0, 1, \square\}$.
 - $\delta(s, \triangleright) = (s, \triangleright, R)$, $\delta(s, 0) = (t, 0, R)$,
 $\delta(s, 1) = (r, 1, R)$, $\delta(s, \square) = (r, \square, R)$.
- Let the input to K be 0.
- Consider the regular expressions:
 - $C_0 = \begin{matrix} \triangleright 0 & \left(\begin{matrix} \square \\ - \end{matrix} \right)^* \\ s & - \end{matrix}$.
 - $C_1 = \begin{matrix} \triangleright 0 & \left(\begin{matrix} \square \\ - \end{matrix} \right)^* \\ - & s \end{matrix}$.
 - $C_2 = \begin{matrix} \triangleright 0 & \square & \left(\begin{matrix} \square \\ - \end{matrix} \right)^* \\ - & - & t \end{matrix}$.
- $\text{VALCOMP}(K, 0) = \mathcal{L}\left(\# C_0 \# C_1 \# C_2 \# (C_2 \#)^*\right)$.

A Generic Construction

- **Input:** $M \# w$.
- **Output:** $N \# w$.
 - N is a nondeterministic Turing machine.
 - $\mathcal{L}(N) = \mathcal{L}(M)$.
 - M has valid computation histories on $w \iff N$ has valid computation histories on w .
- The conversion:
 - Mark the accept state t and the reject state r of M as non-halting.
 - Add a new accept state t' and a new reject state r' .
 - Add a new tape symbol \blacksquare .
 - Add the transitions $\delta(t, \triangleright) = \{(t, \triangleright, R)\}$, $\delta(r, \triangleright) = \{(r, \triangleright, R)\}$,
 $\delta(t, *) = \{(t, \blacksquare, R), (t', \blacksquare, R)\}$ and $\delta(r, *) = \{(r, \blacksquare, R), (r', \blacksquare, R)\}$.
- $\text{VALCOMP}(N, w)$ is **not** a CFL irrespective of $\text{VALCOMP}(M, w)$.

A Strong Variant of Ogden's Lemma

- Let L be a CFL.
- There exists a constant k .
- Take any $z \in L$ such that
 - z has d **distinguished** positions,
 - z has e **excluded** positions,
 - $d \geq k(e + 1)$.

- Then,

$$z = uvwxy$$

such that

1. vwx contains at most d distinguished positions,
2. vx contains at least one distinguished position,
3. vx contains **no** excluded positions,
4. $z_i = uv^iwx^iz \in L$ for all $i \geq 0$.

A Non-Empty VALCOMP(N, w) is not Context-Free

- Take a sufficiently long valid computation history

$\# C_0 \# C_1 \# C_2 \# \dots \# C_L \#$.

- No configuration with trailing blanks (unless the head is there).
- Mark the $\#$'s as **excluded** positions.
- Mark all other positions as **distinguished**.
- L is chosen such that $d \geq k(e + 1)$ is satisfied.
- vx does not contain any $\#$.
- v or x , whichever is non-empty, must be inside a single configuration.
- Pump in or pump out vx once.
- (At least) once inconsistency is introduced.
- $z_0, z_2 \notin L$, a contradiction.

$\overline{\text{VALCOMP}(M, w)} \neq \Delta^*$ is not a DCFL

- A string $\alpha = \#C_0\#C_1\#C_2\#\dots\#C_N\# \in \Delta^*$ may be in $\overline{\text{VALCOMP}(M, w)}$ for many reasons *simultaneously*.
- Syntactic reasons
 - C_0 is not the start configuration.
 - Some configurations contain multiple (or no) states.
 - C_N is not a halting configuration.
- Semantic reasons
 - Multiple inconsistencies among consecutive pairs of configurations.
- α may have multiple parse trees.
- Any grammar for $\overline{\text{VALCOMP}(M, w)} \neq \Delta^*$ is ambiguous.
- **A DCFL is inherently unambiguous.**