

## Computability Theory: Decidability and Recognizability

- Encoding Turing Machines and the Universal TM
- Computability
- Halt: Undecidable Problems using Diagonalization
- Accept: Undecidable Problems using Diagonalization
- Turing Reductions
- Mapping Reductions
- Undecidable and Unrecognizable Problems
- Rice Theorem

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# Reduction

## Turing Reduction

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Reduction is a general method to prove undecidability

Reduce an undecidable problem to  $X$  to prove undecidability of  $X$

We want to prove that a language  $L$  is undecidable. We prove that if  $L$  is decidable, then so is  $A_{TM}$

$$A_{TM} \leq L$$

pronounced as  $A_{TM}$  is reducible to  $L$

This is impossible as we know  $A_{TM}$  is undecidable

$A \leq B$  means  $B$  is at least as hard as  $A$

▷ technically called Turing reduction

**Note that the other direction, does not prove that  $L$  is undecidable**

## Reduction: $A_{TM} \leq HALT$

Using reduction we show that halting problem is undecidable

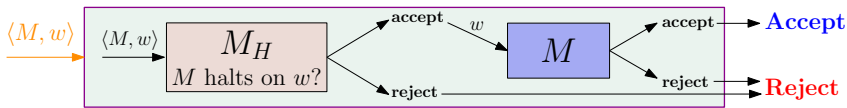
$HALT = \{\langle M, w \rangle : M \text{ halts on input } w\}$  is undecidable

**Proof:** Suppose  $HALT$  is decidable and  $M_H$  is the decider TM

Using  $M_H$  (the decider) we construct a TM  $M_A$  to decide  $A_{TM}$

Run  $M_H$  on  $\langle M, w \rangle$  and

- $M_A(\langle M, w \rangle)$ :
- If  $M_H$  accepts, run  $M$  on  $w$  until it halts and output as  $M$  does
  - If  $M_H$  rejects, then reject



$M_A$  on input  $\langle M, w \rangle$ , runs  $M_H$  and (possibly)  $M$  to decide whether  $M$  accepts  $w$