

Rice's theorem

Every non-trivial property of r.e. languages is undecidable

$L_1 \subseteq L_2$ r.e.

Property holds for L_1
not for L_2

then this property not r.e.

$L_1 \subseteq L_2$ re

property does not hold for L_1
holds for L_2

then not co r.e.

M_1 recognizes L_1

M_2 recognizes L_2

$L_1 \subseteq L_2$

Input to the HP $M \# x$:

Construct M' :

On input 'y'

do in parallel

- (simulate M_1 on y
accept if M_1 accepts y)
- Simulate M on x and
check if it halts

- if yes
simulate M_2 on y
and accept if M_2
accepts y .

$$L(M') = \begin{cases} L_1 & \text{if } M \text{ does not halt on } x \\ L_2 & \text{if } M \text{ halts on } x. \end{cases}$$

L_2 has the property (does not have the property)
 L_1 does not (has)
property (does not) holds for $L(M')$

$\Leftrightarrow M$ halts on x
 $M \# x \in HP$

$L_1 \subseteq L_2$
false true

$HP \stackrel{(c)}{\leq}_m \text{property-testing}$.

therefore property-testing is not
co-r.e.

or $HP \leq_m \text{property}^c\text{-testing}$.

therefore property-testing not r.e.

Consider this property of being a
regular language.

$D = \{ \langle m \rangle \mid L(m) \text{ is regular} \}$

input: A TM M

Question: is $L(M)$ regular?

L_1

\subseteq

L_2

\emptyset

regular

palindromes

not regular.

Hence it is not r.e.

L_1	\subseteq	L_2
palindromes		Σ^*
not regular.		regular

it is not co-re.

Quiz 3	On Tuesday	17/10/2017
End Sem	On Saturday	21/10/2017

To cover

more undecidable problems
 - PCP, tiling?

more Turing powerful machine models
 - k-stack automata, counter machines,
 queue machines.

2-stack automata.

$$S \subseteq \left((Q \times (\Sigma \cup \{\epsilon\}) \times \Gamma \times \Gamma) \times (Q \times \Gamma^* \times \Gamma^*) \right)$$

Simulate 2-stack machines
using 3-counter machines

Γ is the stack alphabet
 $|\Gamma| = \gamma$

pushing a symbol d

$(\quad \underline{\underline{x\gamma}}) + d$

popping a symbol d

$(\quad - d) / \gamma$

use the
3rd
counter
for storing
intermediate
values.

$(\quad \underline{\quad n \quad m \quad l})$

$2^n \quad 3^m \quad \underline{\underline{5^l}}$

Simulate
3 counter machines
with
2 counter machines

- one counter representation of a 3-counter configuration.
- simulate operations on 3-counter machines by using the 2nd counter also as a temporary place holder (ex. decr ctr2 corresponds to dividing the number by 3)

