Unsolvable Problems

Part Two

Outline for Today

- ***Recap from Last Time***
  - Where are we, again?
- ***A Different Perspective on RE***
  - What exactly does “recognizability” mean?
- ***Verifiers***
  - A new approach to problem-solving.
- ***Beyond RE***
  - Monstrously hard problems!

Recap from Last Time

Self-Referential Programs

- ***Claim:*** Any program can be augmented to include a method called `mySource()` that returns a string representation of its source code.
- ***Theorem:*** It it possible to build Turing machines that get their own encodings and perform arbitrary computations on them.

What does this program do?

```
bool willAccept(string program, string input) {
   /* … some implementation … */
}

int main() {
   string me = mySource();
   string input = getInput();

   if (willAccept(me, input)) {
      reject();
   } else {
      accept();
   }
}
```

What happens if…

… this program accepts its input?
It rejects the input!

… this program doesn't accept its input?
It accepts the input!

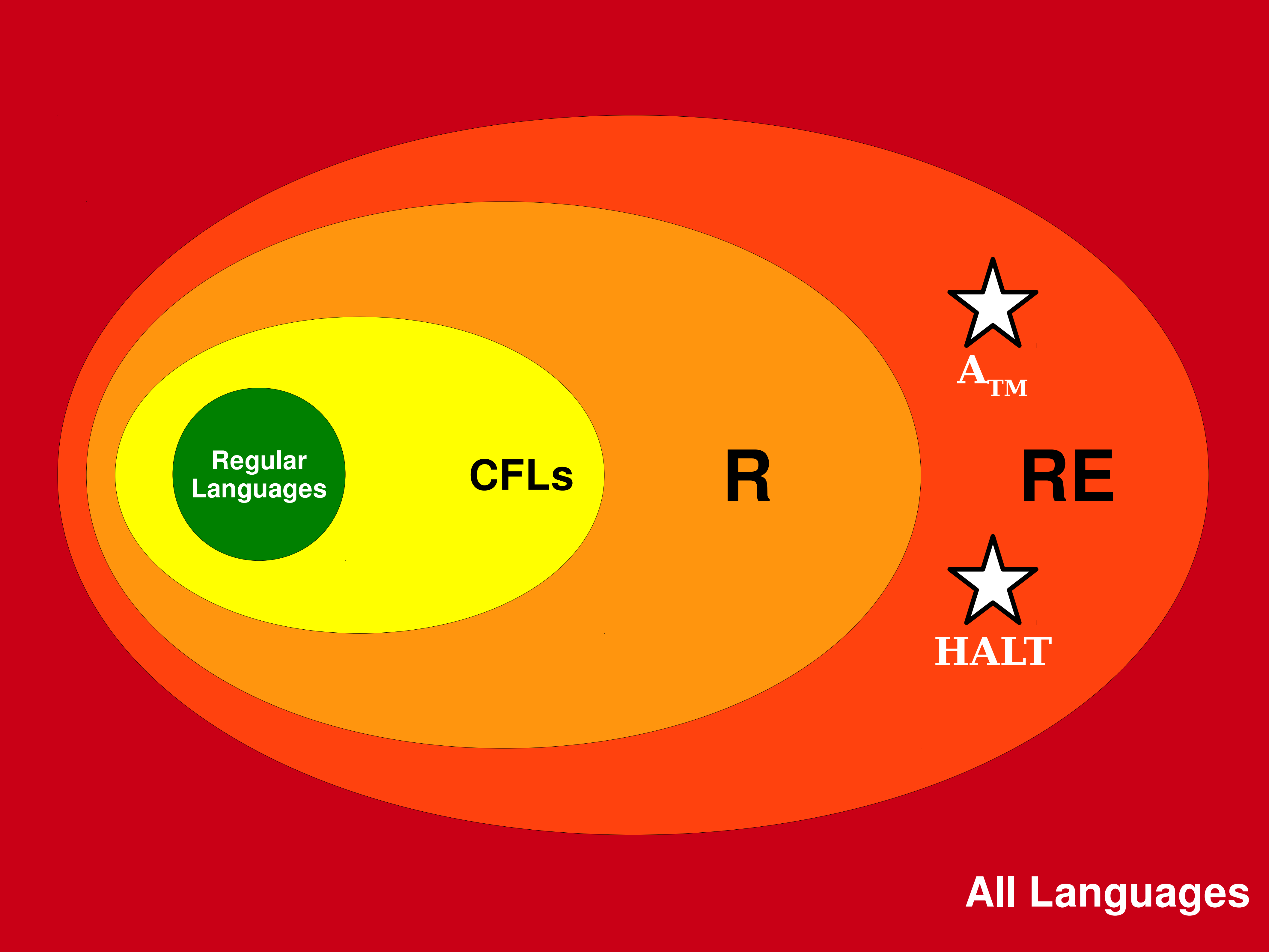
What does this program do?

```
bool willHalt(string program, string input) {
   /* … some implementation … */
}

int main() {
   string me = mySource();
   string input = getInput();

   if (willHalt(me, input)) {
      while (true) {
         // loop infinitely
      }
   } else {
      accept();
   }
}
```

What happens if…

… this program halts on this input?
It loops on the input!

… this program loops on this input?
It halts on the input!


Regular Languages
CFLs
R
RE
A_TM
HALT
All Languages

New Stuff!

Beyond **R** and **RE**

Beyond **R** and **RE**

- We've now seen how to use self-reference as a tool for showing undecidability (finding languages not in **R**).
- We still have not broken out of **RE** yet, though.
- To do so, we will need to build up a better intuition for the class **RE**.

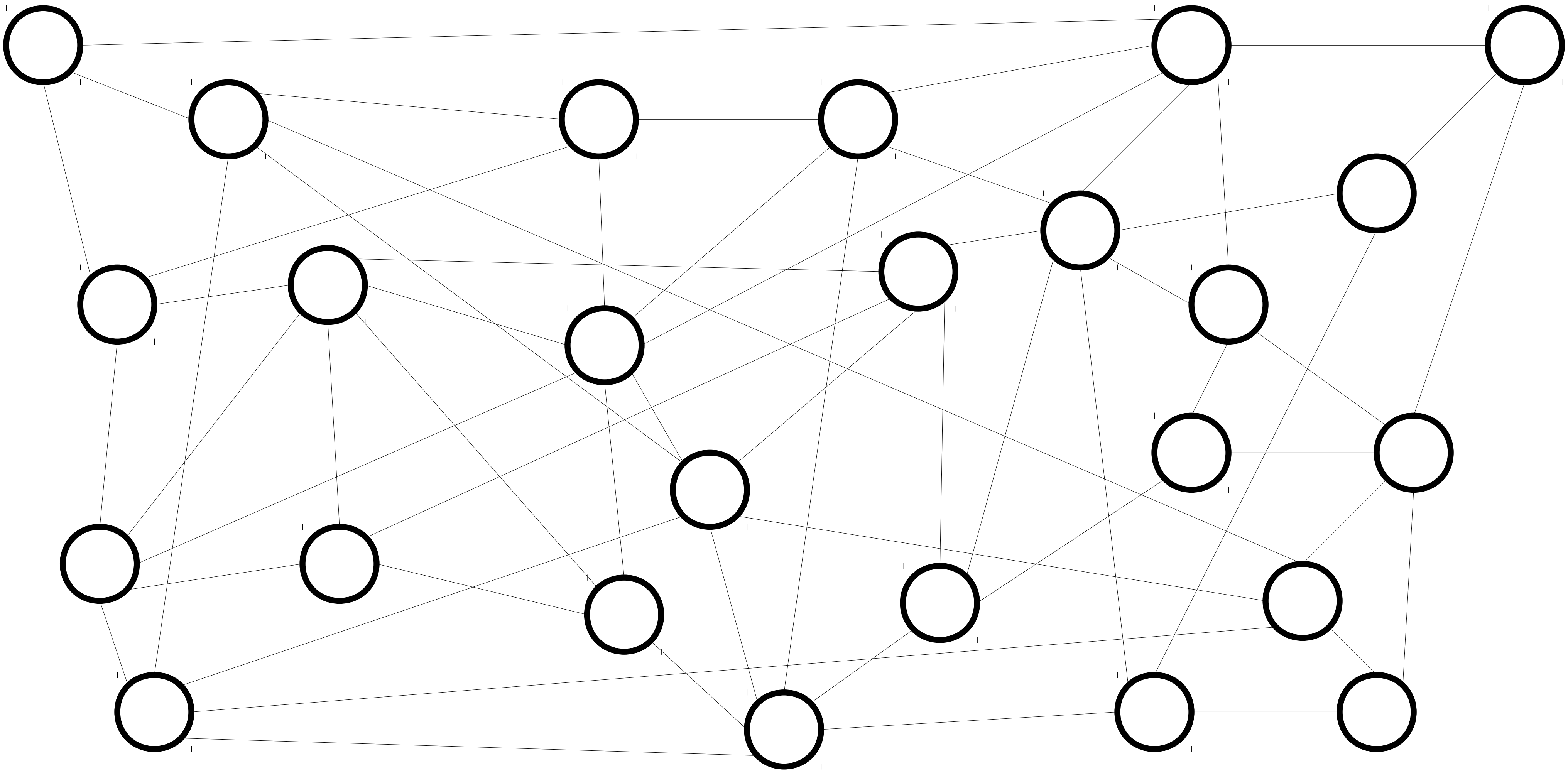
What exactly is the class **RE**?

RE, Formally

- Recall that the class **RE** is the class of all recognizable languages:

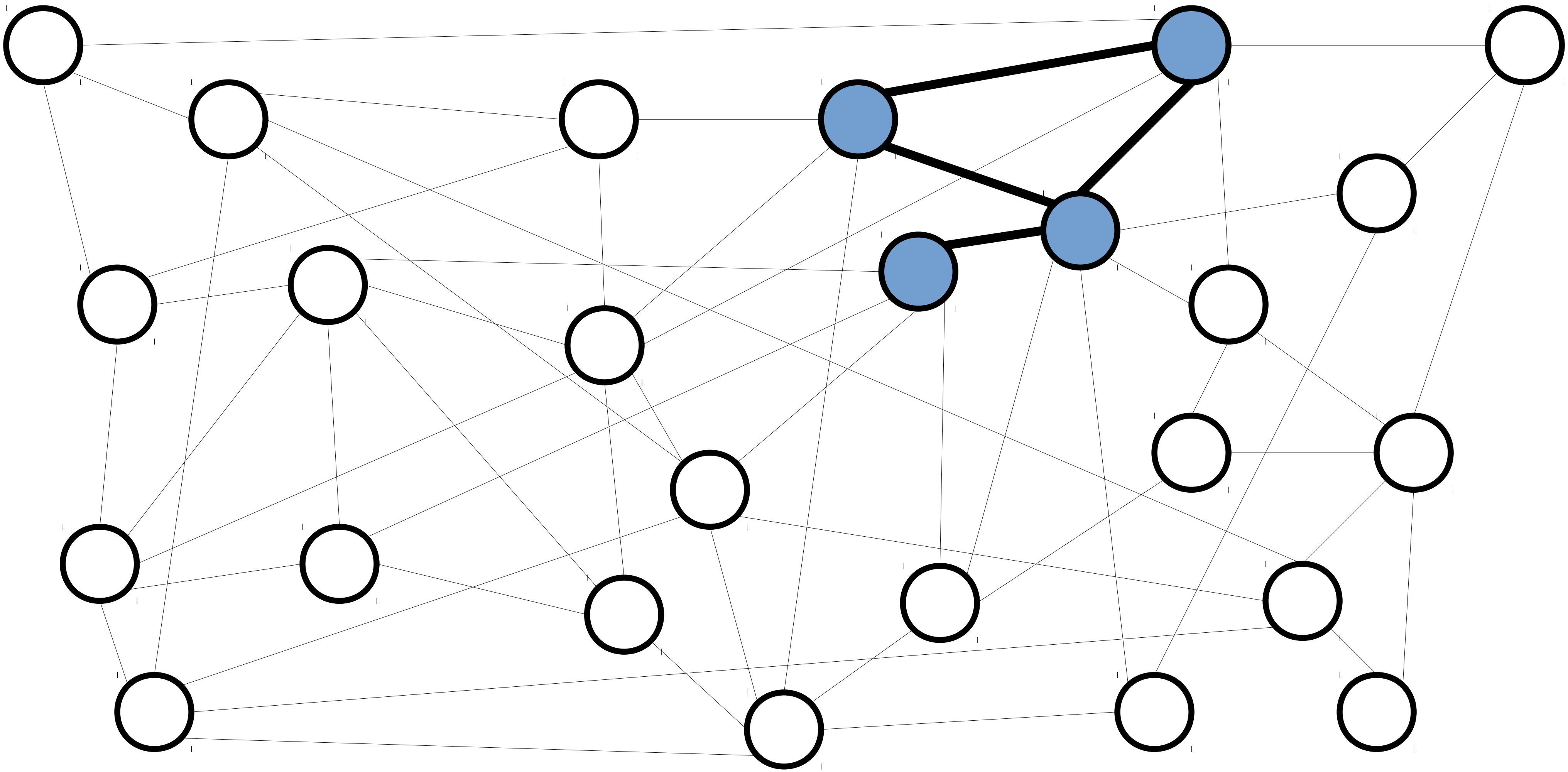
$$\textbf{RE} = \{ L \mid \text{there is a TM } M \text{ where } \mathscr{L}(M) = L \}$$

- Since **R** ≠ **RE**, there is no general way to "solve" problems in the class **RE**, if by "solve" you mean "make a computer program that can always tell you the correct answer."
- So what exactly *are* the sorts of languages in **RE**?



Does this graph contain a 4-clique?

Answer at **PollEv.com/cs103** or
text **CS103** to **22333** once to join, then **Y** or **N**.



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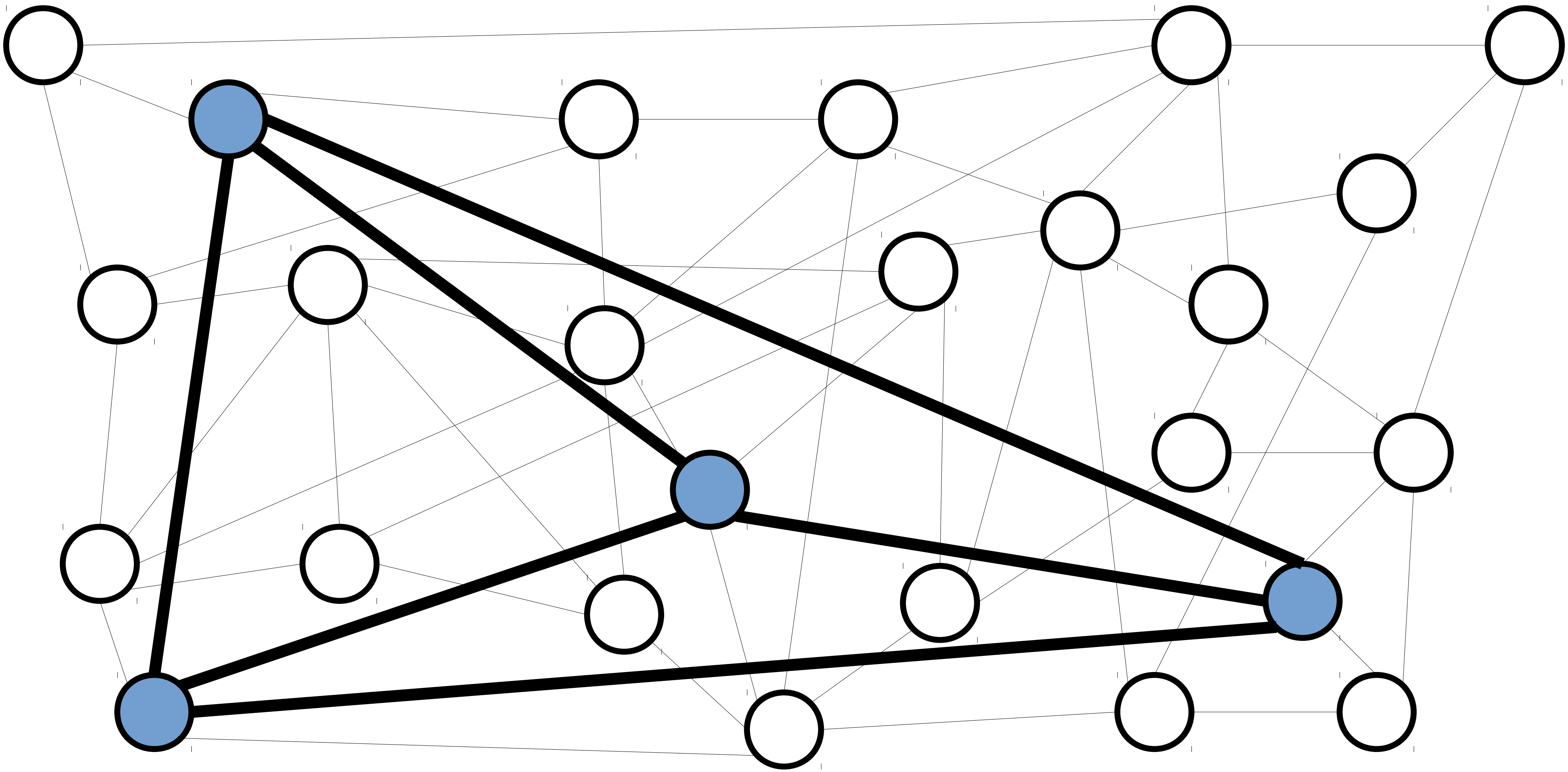

Does this graph contain a 4-clique?

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Key Intuition:

A language L is in **RE** if, for any string w, if you are *convinced* that $w \in L$, there is some way you could prove that to someone else.

Verification

		7		6		1		
					3		5	2
3			1		5	9		7
6		5		3		8		9
	1						2	
8		2		1		5		4
1		3	2		7			8
5	7		4					
		4		8		7		

Does this Sudoku puzzle
have a solution?

Verification

2	5	7	9	6	4	1	8	3
4	9	1	8	7	3	6	5	2
3	8	6	1	2	5	9	4	7
6	4	5	7	3	2	8	1	9
7	1	9	5	4	8	3	2	6
8	3	2	6	1	9	5	7	4
1	6	3	2	5	7	4	9	8
5	7	8	4	9	6	2	3	1
9	2	4	3	8	1	7	6	5

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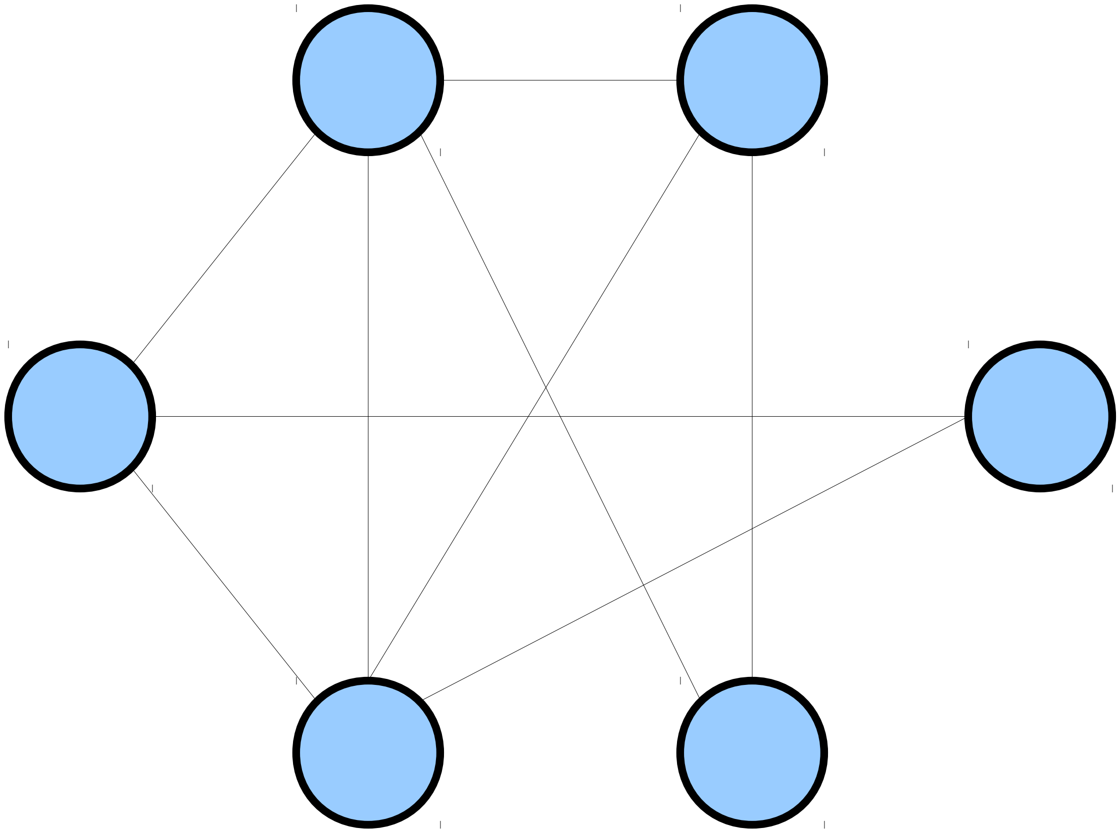
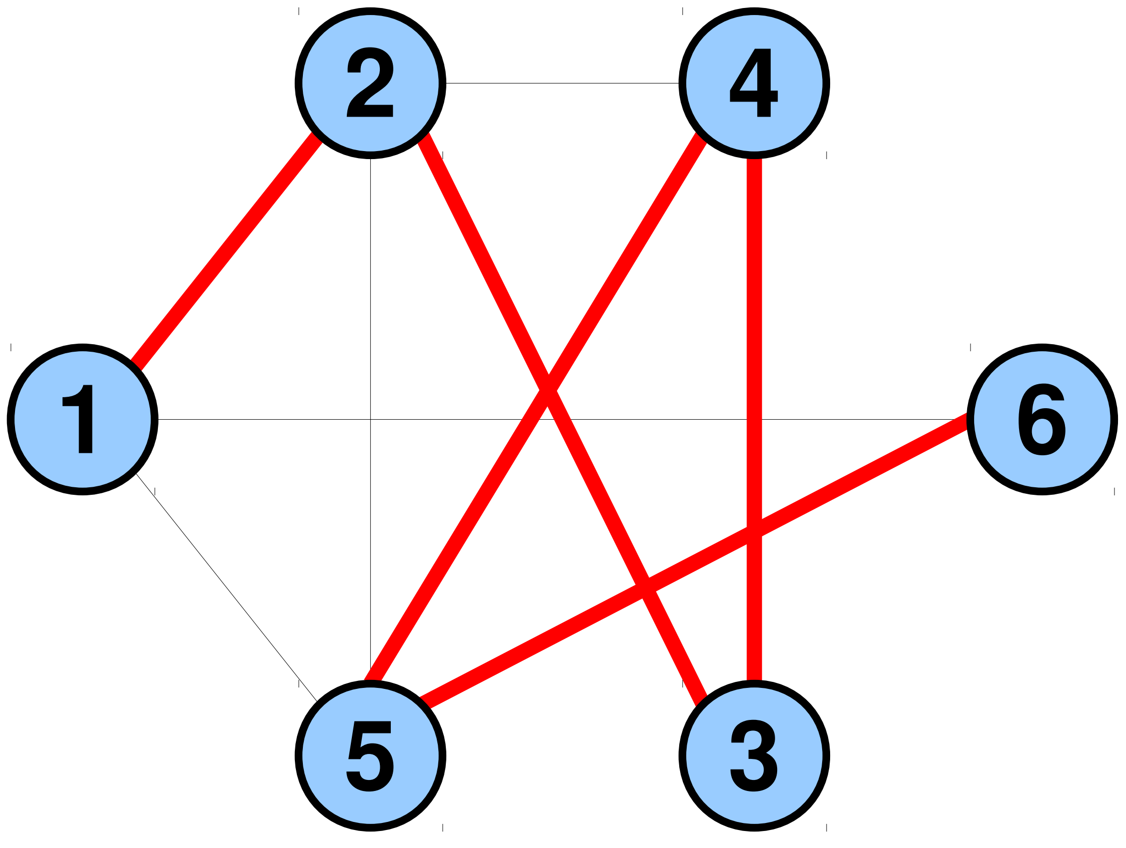


Does this graph have a ***Hamiltonian path*** (a simple path that passes through every node exactly once?)

Verification



Does this graph have a ***Hamiltonian path*** (a simple path that passes through every node exactly once?)

Verification

11

Does the hailstone sequence
terminate for this number?

Verification

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Try running fourteen steps of the Hailstone sequence.

Does the hailstone sequence terminate for this number?

Verification

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Try running fourteen steps of the Hailstone sequence.

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1		3	2		7			8
5	7		4					
		4		8		7		

Does this Sudoku puzzle
have a solution?

Verification

1	1	7	1	6	1	1	1	1
1	1	1	1	1	3	1	5	2
3	1	1	1	1	5	9	1	7
6	1	5	1	3	1	8	1	9
1	1	1	1	4	1	1	2	1
8	1	2	1	1	1	5	1	4
1	1	3	2	1	7	1	1	8
5	7	1	4	1	1	1	1	1
1	1	4	1	8	1	7	1	1

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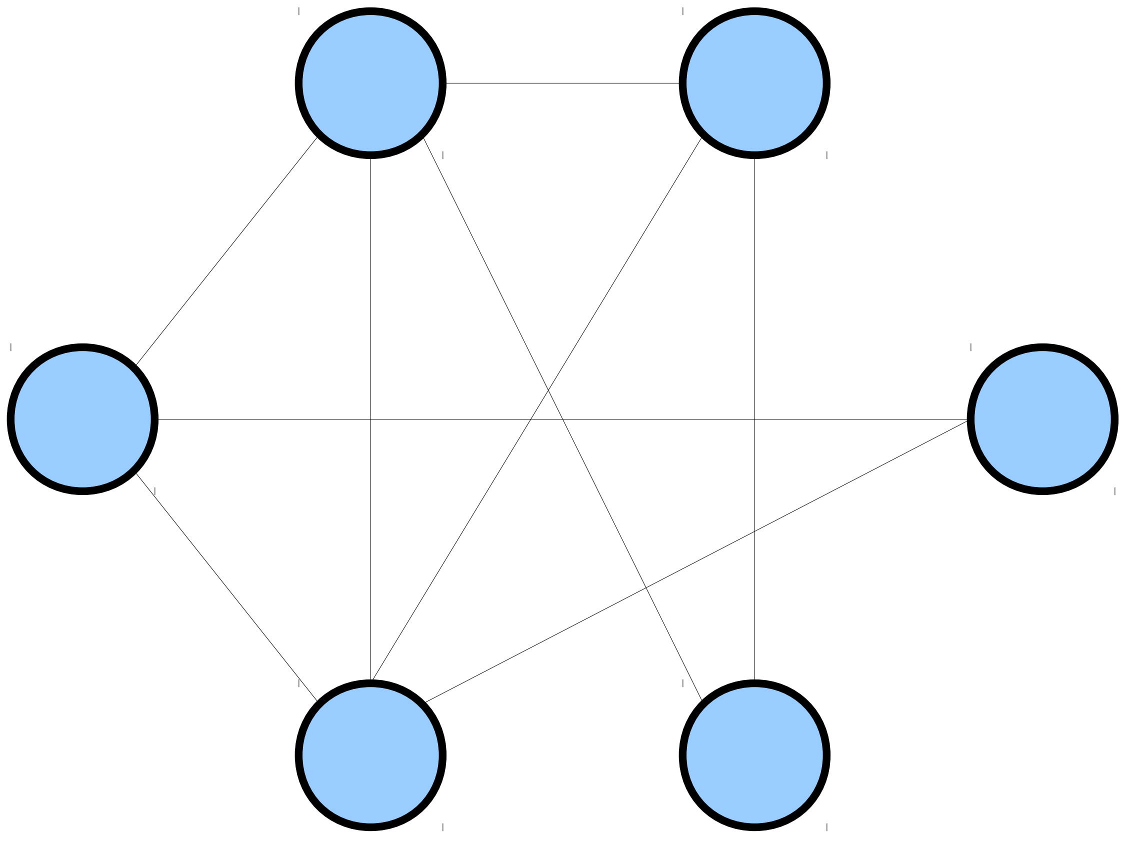
Verification



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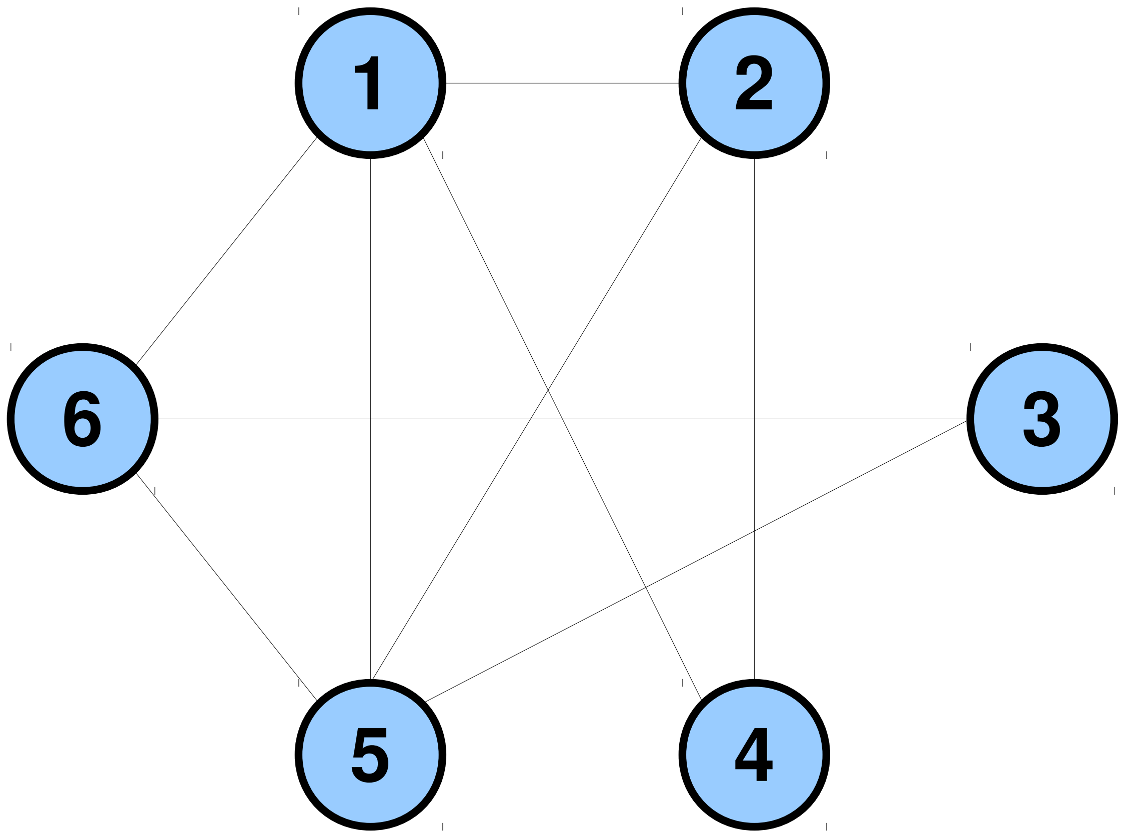

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Verification

- In each of the preceding cases, we were given some problem and some evidence supporting the claim that the answer is “yes.”
- Given the correct evidence, we can be certain that the answer is indeed “yes.”
- Given incorrect evidence, we aren't sure whether the answer is “yes.”
  - Maybe there's *no* evidence saying that the answer is “yes,” or maybe there is some evidence, but just not the evidence we were given.
- Let's formalize this idea.

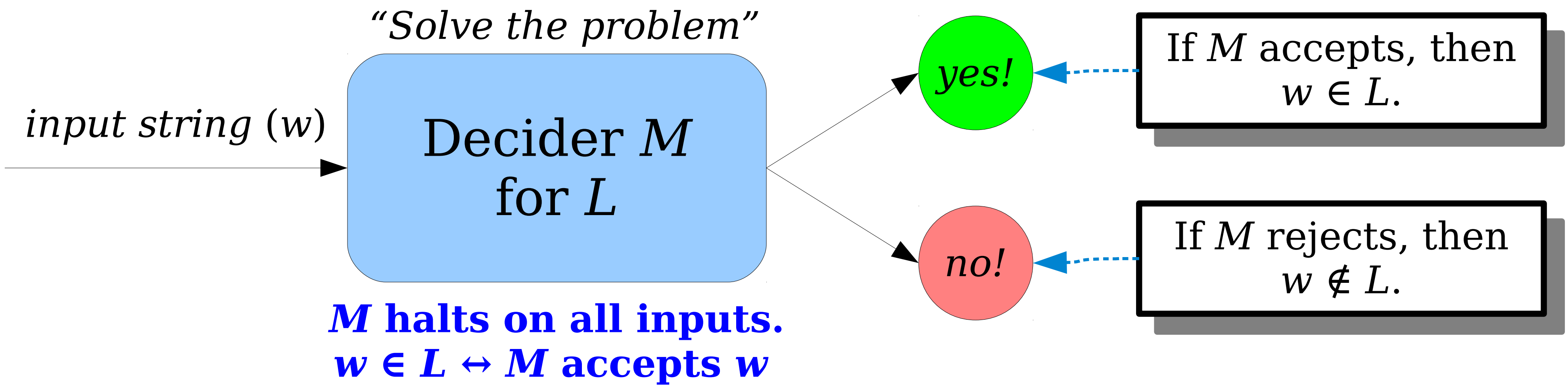
Verifiers

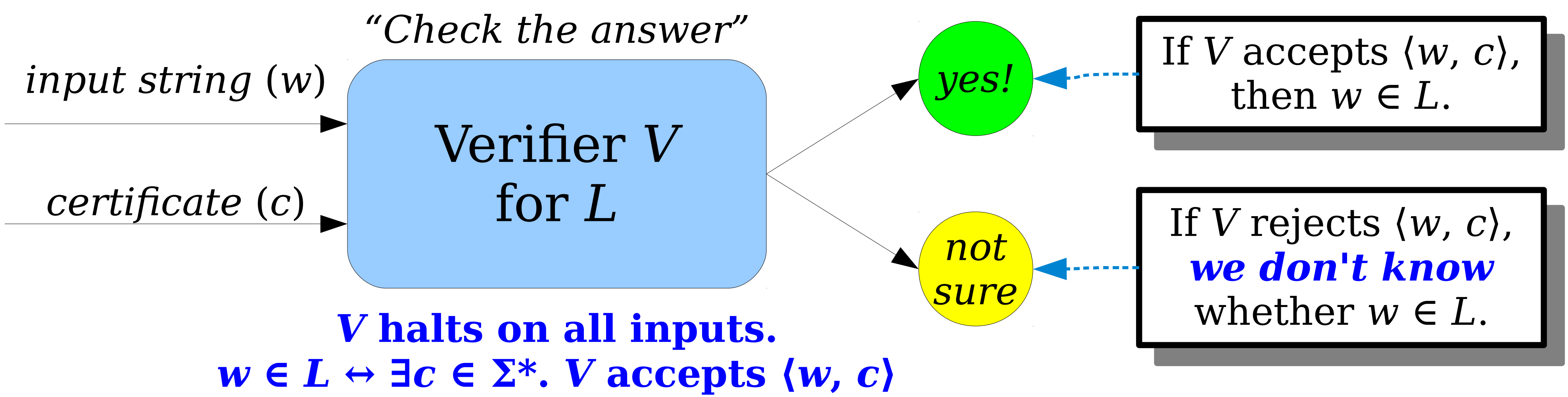
- A ***verifier*** for a language L is a TM V with the following properties:
  - V halts on all inputs.
  - For any string $w \in \Sigma^*$, the following is true:

$$\boldsymbol{w \in L \leftrightarrow \exists c \in \Sigma^*.\ V \text{ accepts } \langle w, c\rangle}$$

- A string c where V accepts $\langle w, c\rangle$ is called a ***certificate*** for w.
- Intuitively, what does this mean?

Deciders and Verifiers





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- Some notes about V:
  - If V accepts $\langle w, c \rangle$, then we're guaranteed $w \in L$.
  - If V does not accept $\langle w, c \rangle$, then either
    - $w \in L$, but you gave the wrong c, or
    - $w \notin L$, so no possible c will work.

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- Some notes about V:
  - Notice that c is existentially quantified. Any string $w \in L$ must have at least one c that causes V to accept, and possibly more.
  - V is required to halt, so given any potential certificate c for w, you can check whether the certificate is correct.

Verifiers

- A ***verifier*** for a language L is a TM V with the following properties:
  - V halts on all inputs.
  - For any string $w \in \Sigma^*$, the following is true:

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- Some notes about V:
  - Notice that $\mathscr{L}(V) \neq L$. *(Good question: what is $\mathscr{L}(V)$?)*
  - The job of V is just to check certificates, not to decide membership in L.

Verifiers

- A ***verifier*** for a language *L* is a TM *V* with the following properties:
  - *V* halts on all inputs.
  - For any string $w \in \Sigma^*$, the following is true:

$$\boldsymbol{w \in L \quad \leftrightarrow \quad \exists c \in \Sigma^*.\ V \text{ accepts } \langle w, c \rangle}$$

- Some notes about *V*:
  - Although this formal definition works with a string *c*, remember that *c* can be an encoding of some other object.
  - In practice, *c* will likely just be “some other auxiliary data that helps you out.”

Some Verifiers

- Let L be the following language:

$$L = \{ \langle n \rangle \mid n \in \mathbb{N} \text{ and the hailstone sequence terminates for } n \}$$

- Let's see how to build a verifier for L.

Verification

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Some Verifiers

- Let L be the following language:

$$L = \{ \langle n \rangle \mid n \in \mathbb{N} \text{ and the hailstone sequence terminates for } n \}$$

```
bool checkHailstone(int n, int c) {
    for (int i = 0; i < c; i++) {
        if (n % 2 == 0) n /= 2;
        else n = 3*n + 1;
    }
    return n == 1;
}
```

- Do you see why $\langle n \rangle \in L$ iff there is some c such that `checkHailstone(n, c)` returns true?
- Do you see why `checkHailstone` always halts?

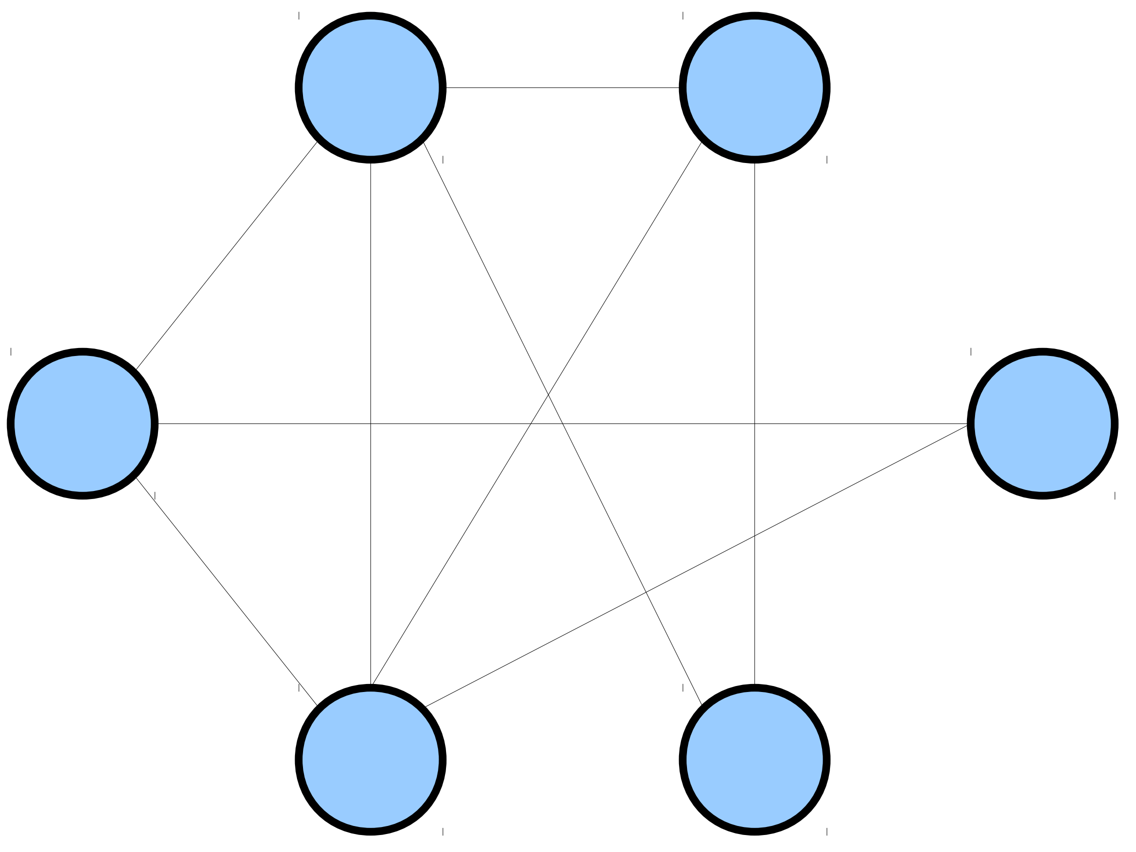
Some Verifiers

- Let L be the following language:

  $$L = \{ \langle G \rangle \mid G \text{ is a graph and } G \text{ has a Hamiltonian path } \}$$

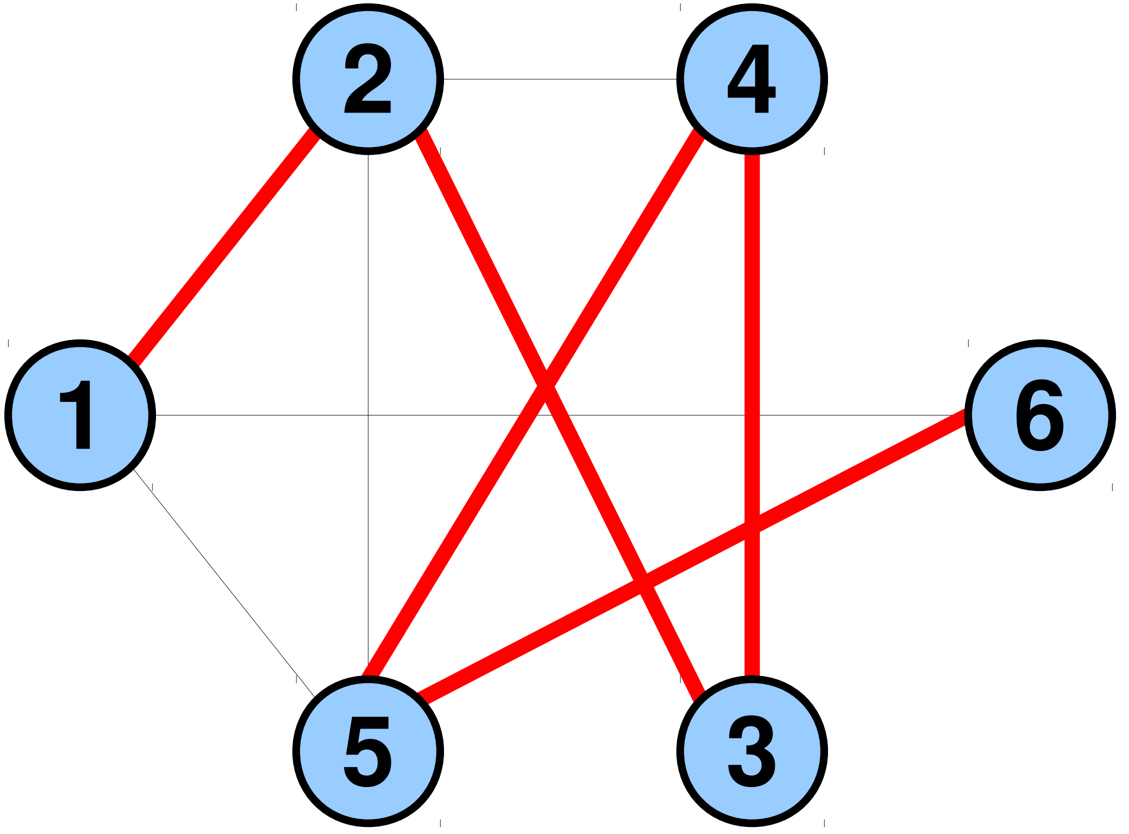
- (A Hamiltonian path is a simple path that visits every node in the graph.)
- Let's see how to build a verifier for L.

Verification



Is there a simple path that goes through every node exactly once?

Verification



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Some Verifiers

- Let L be the following language:

$$L = \{ \langle G \rangle \mid G \text{ is a graph with a Hamiltonian path } \}$$

```
bool checkHamiltonian(Graph G, vector<Node> c) {
   if (c.size() != G.numNodes()) return false;
   if (containsDuplicate(c)) return false;

   for (size_t i = 0; i < c.size() - 1; i++) {
       if (!G.hasEdge(c[i], c[i+1])) return false;
   }
   return true;
}
```

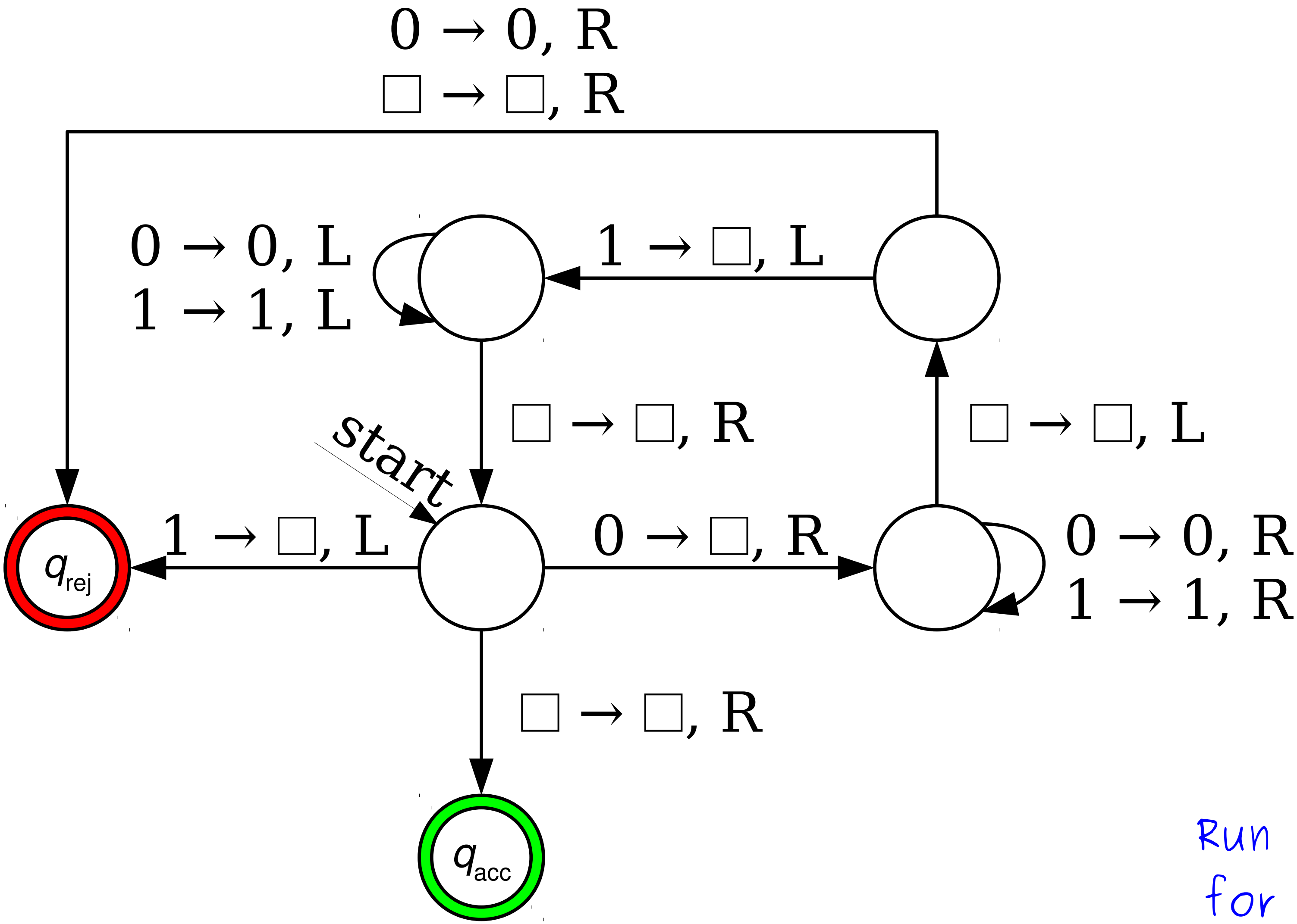
- Do you see why $\langle G \rangle \in L$ iff there is a c where `checkHamiltonian(G, c)` returns true?
- Do you see why `checkHamiltonian` always halts?

Some Verifiers

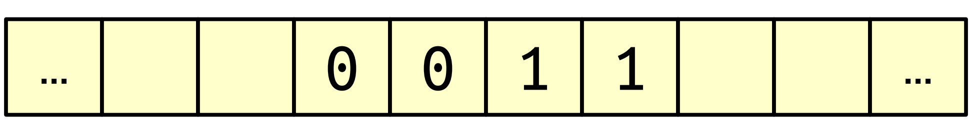
- Consider A_{TM}:

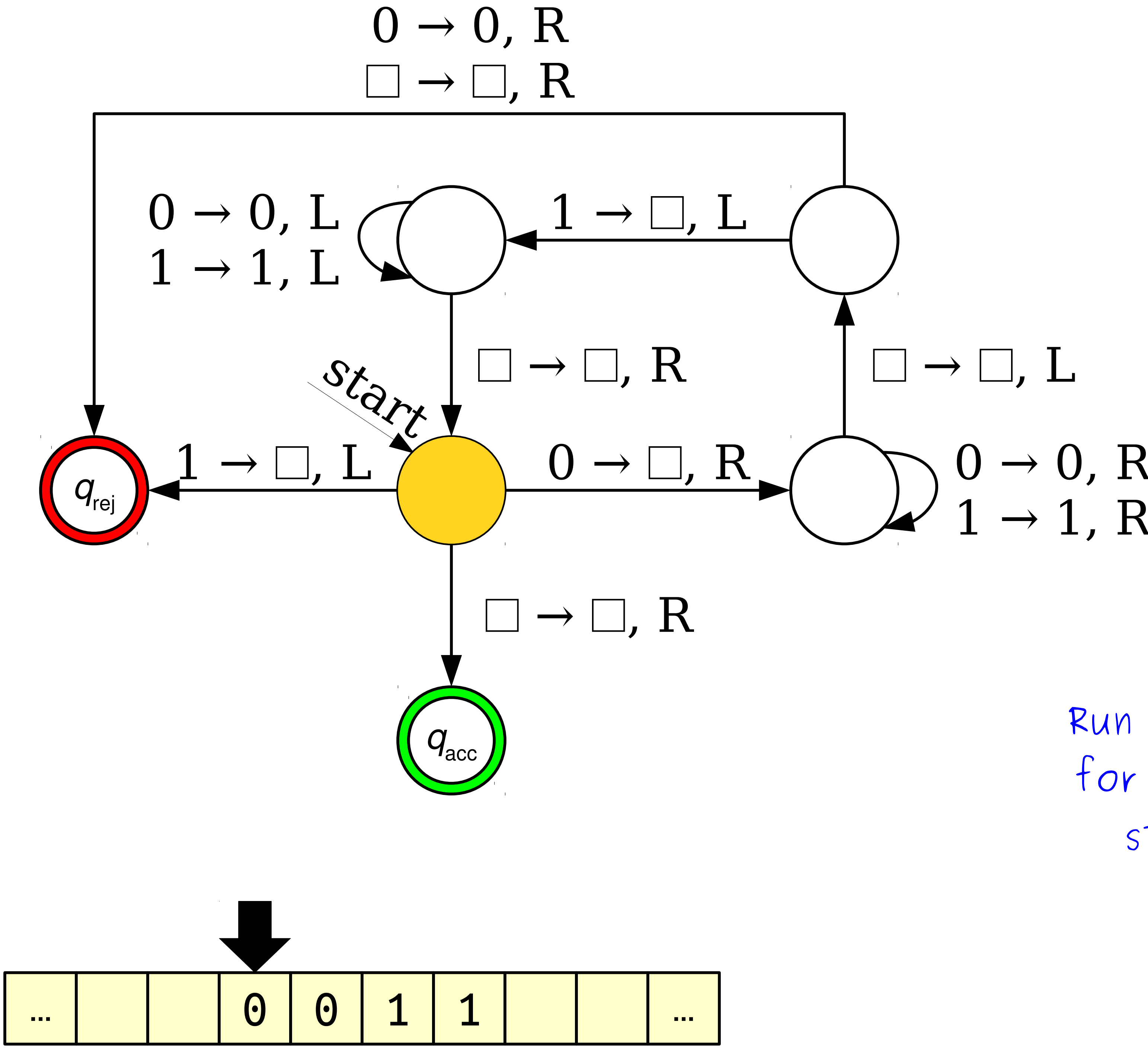
  $A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a TM and } M \text{ accepts } w \}$.

- This is a ***canonical*** example of an undecidable language. There's no way, in general, to tell whether a TM M will accept a string w.
- Although this language is undecidable, it's an **RE** language, and it's possible to build a verifier for it!



Run this TM for fifteen steps.





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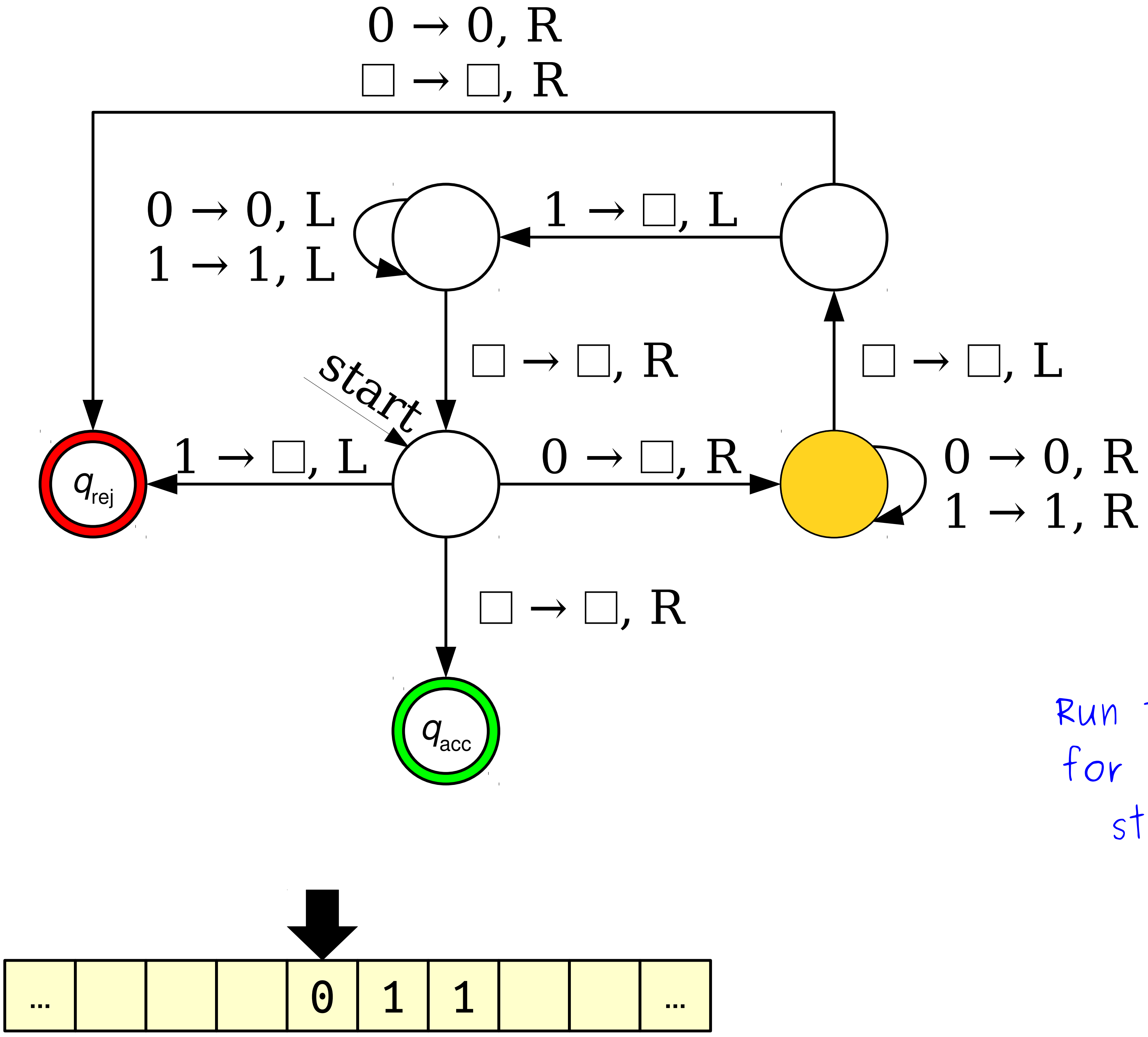

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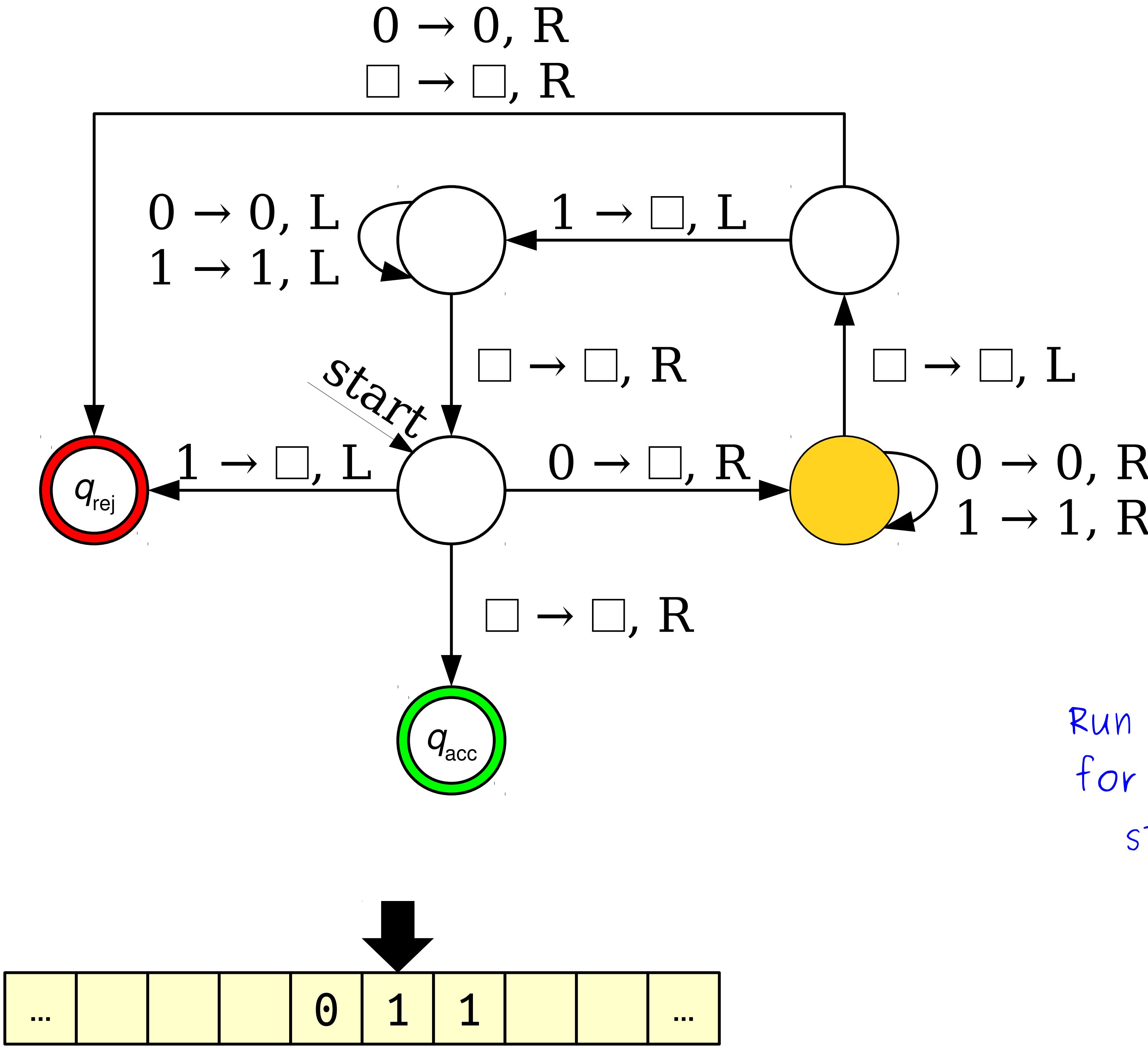

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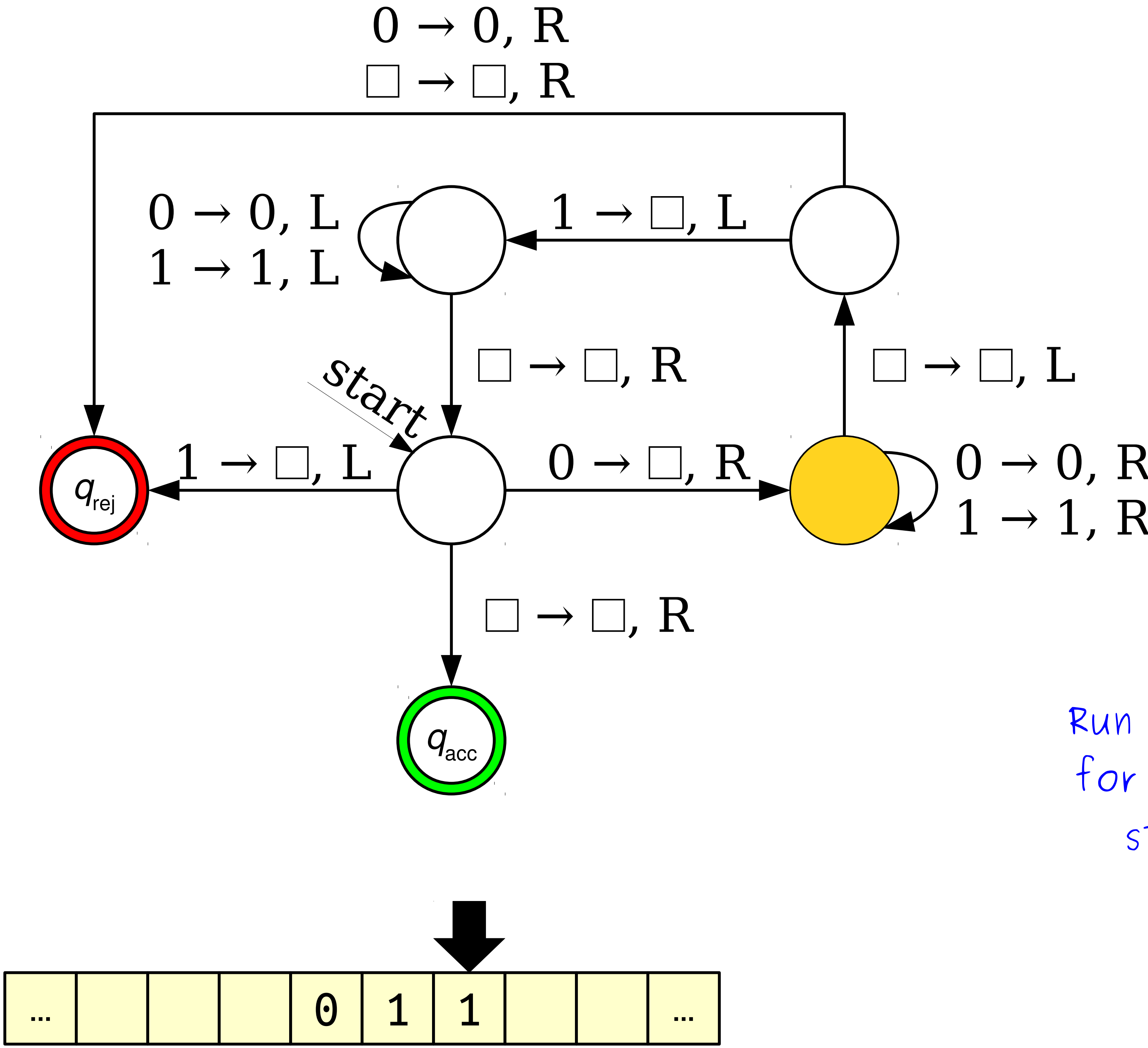

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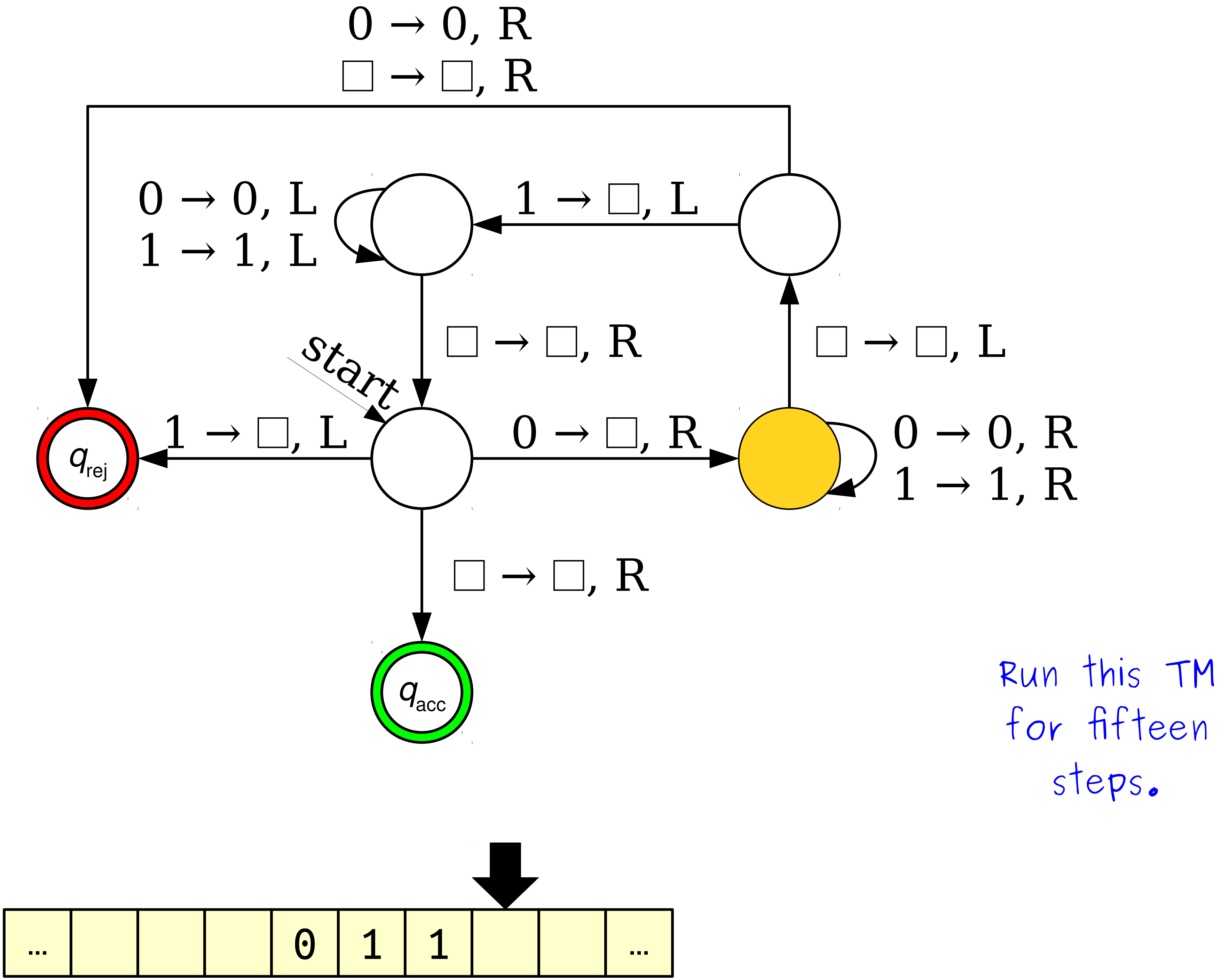
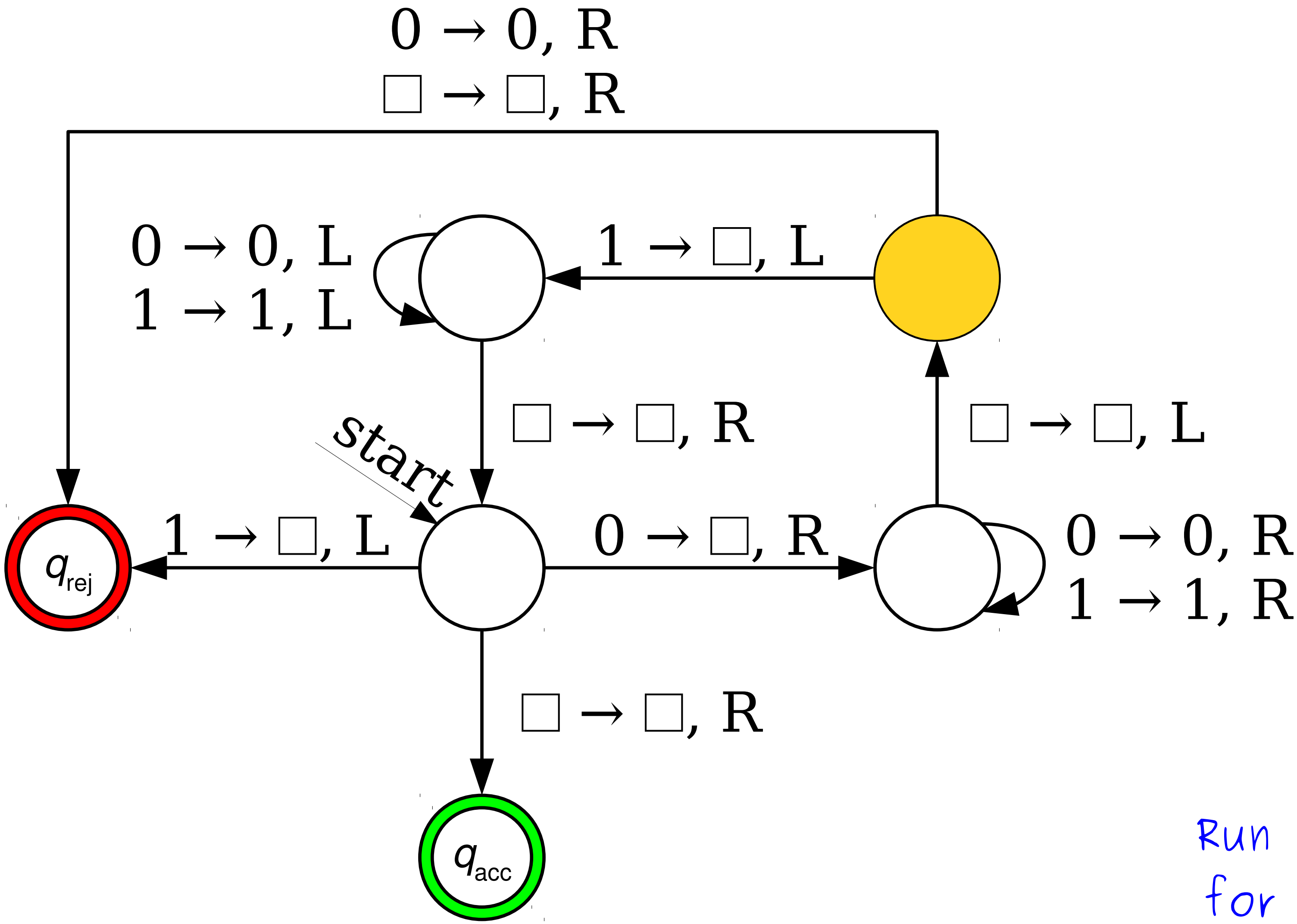

0 → 0, R
□ → □, R
0 → 0, L
1 → 1, L
1 → □, L
□ → □, R
□ → □, L
start
q_{rej}
1 → □, L
0 → □, R
0 → 0, R
1 → 1, R
□ → □, R
q_{acc}
Run this TM for fifteen steps.
…
0
1
1
…



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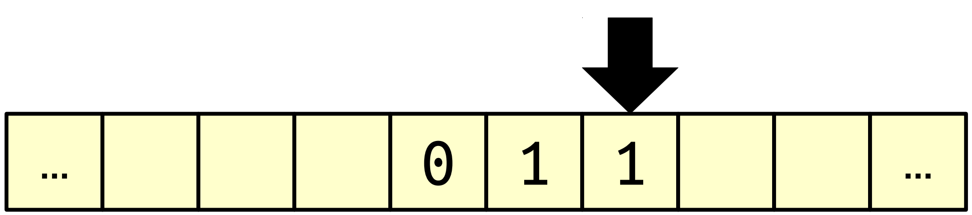

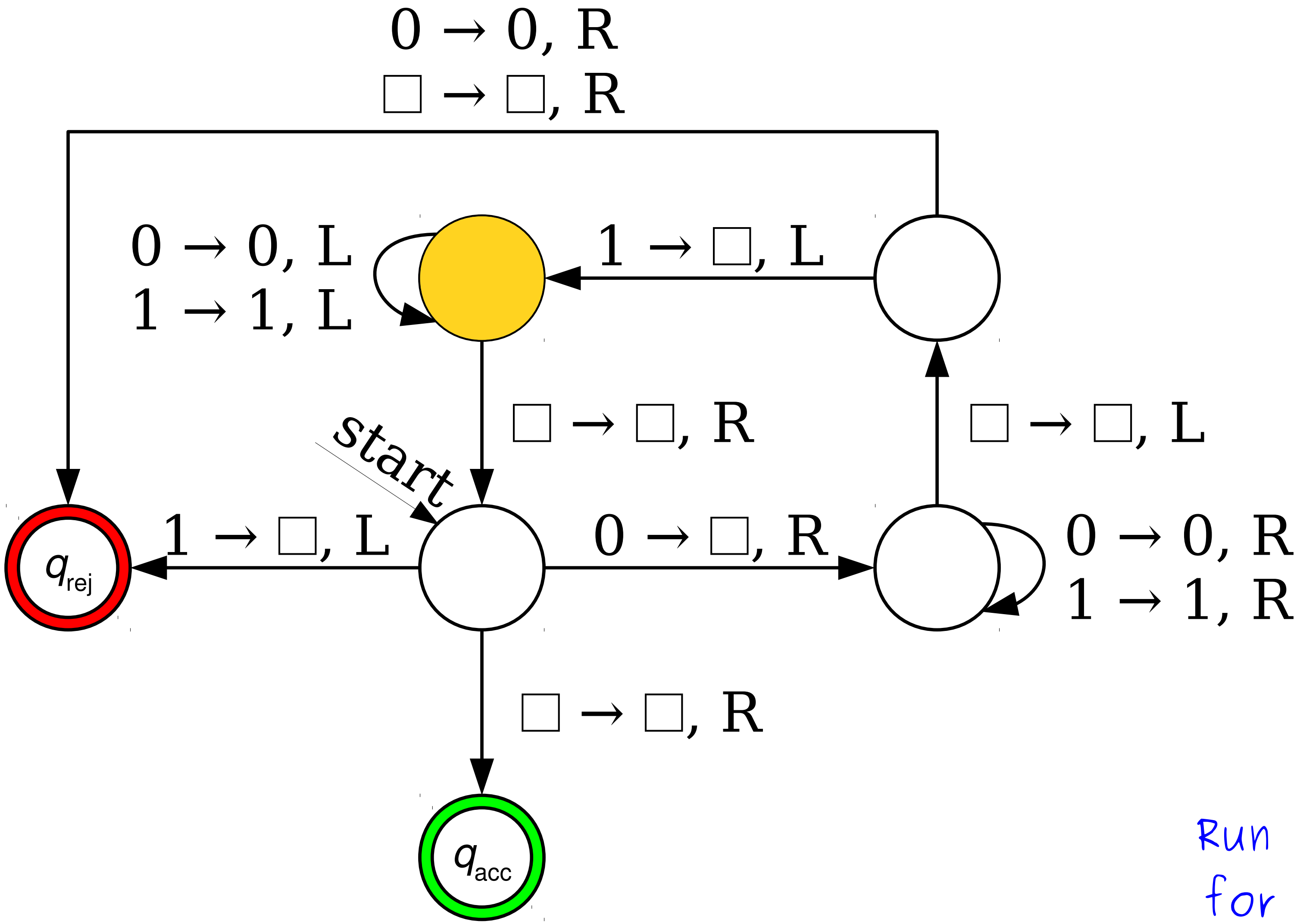

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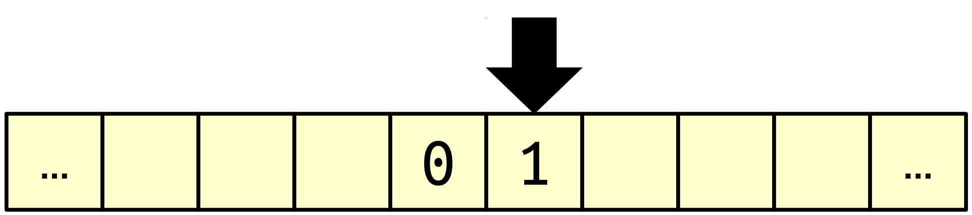

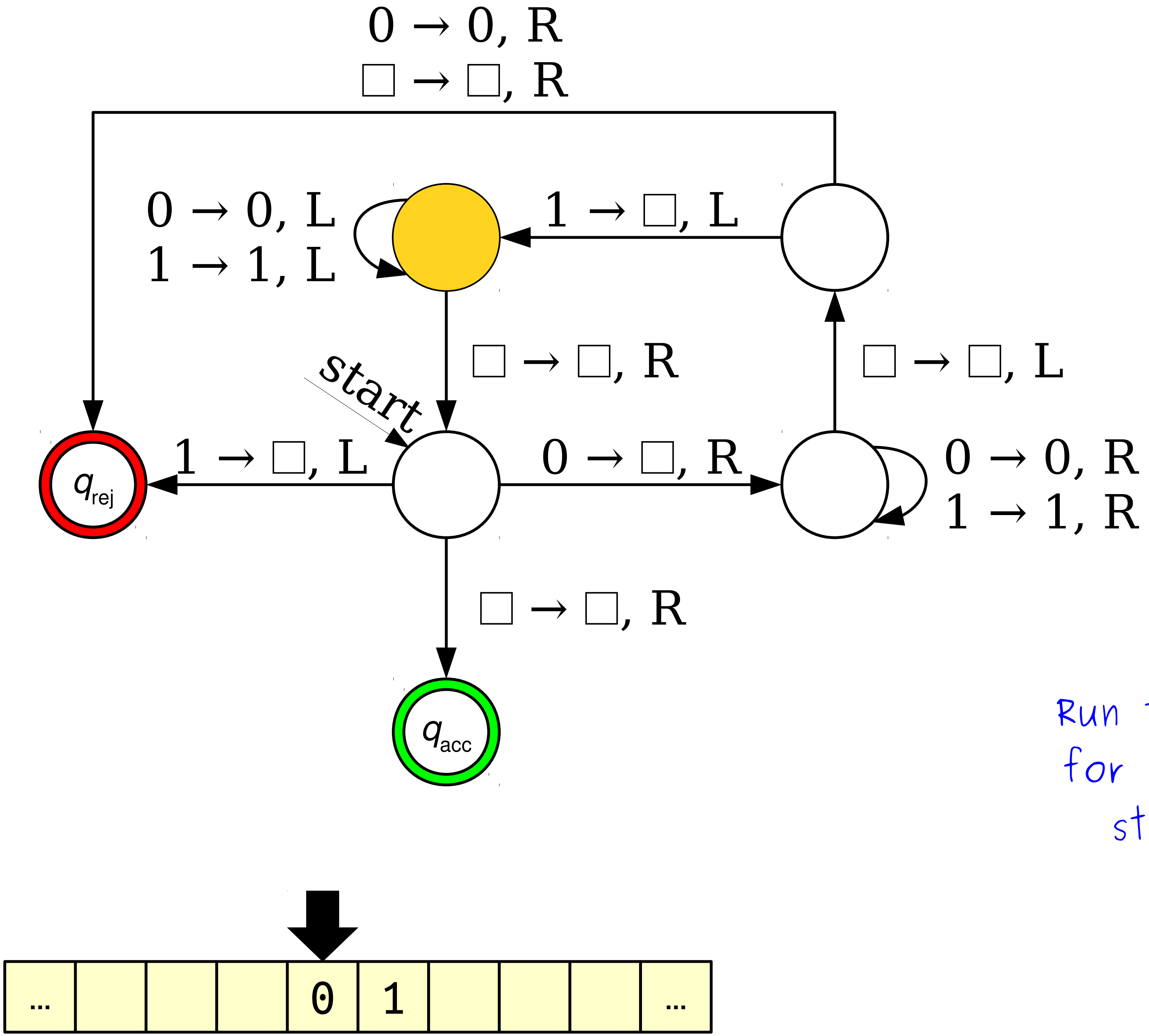

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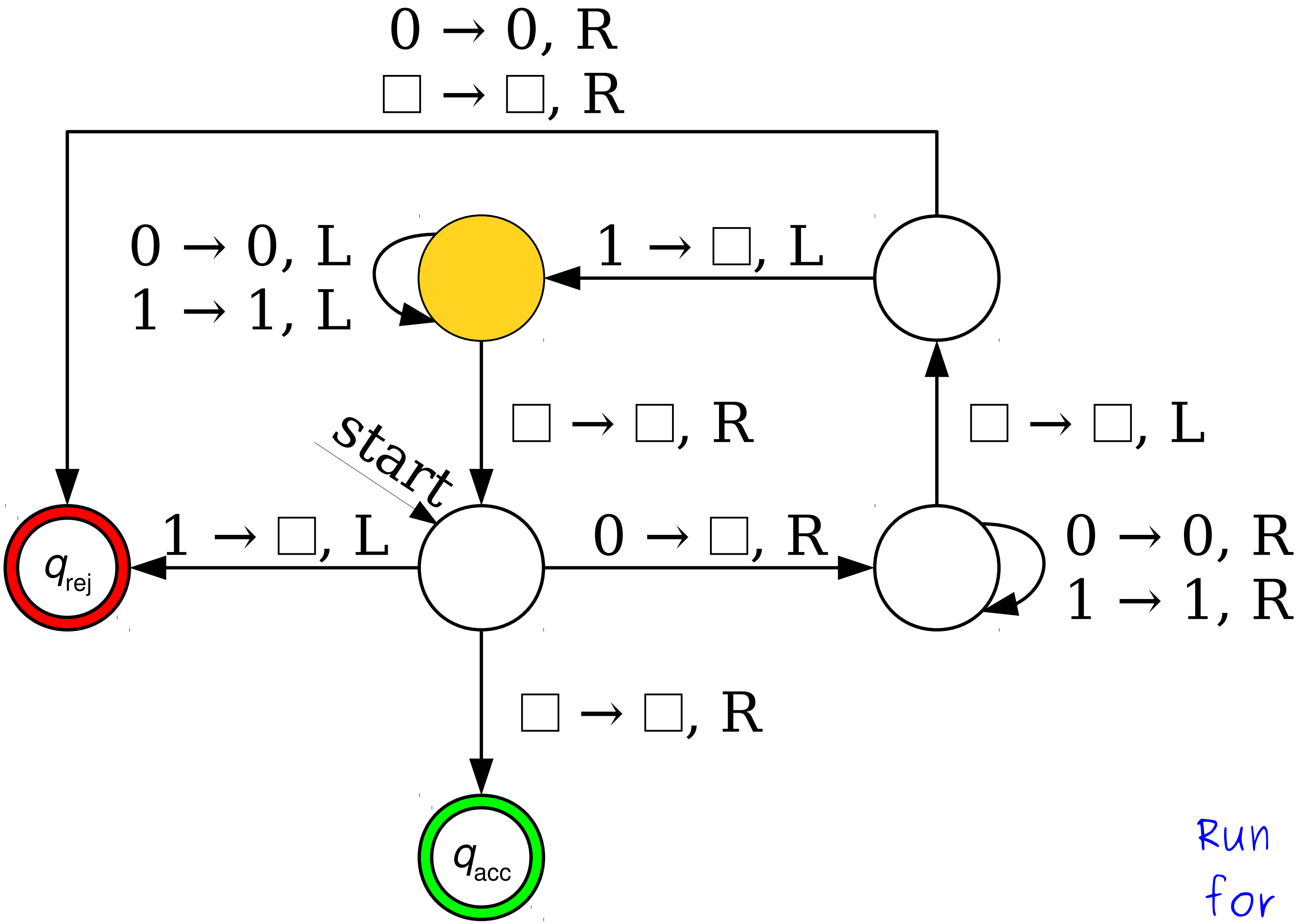

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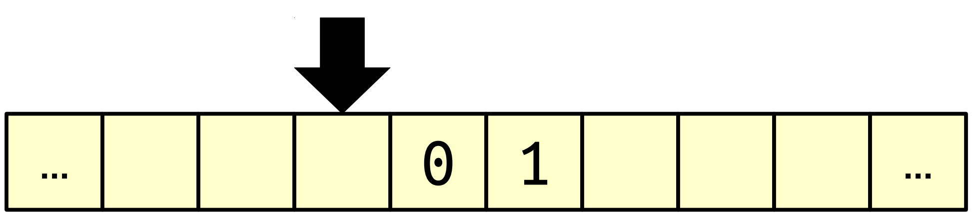

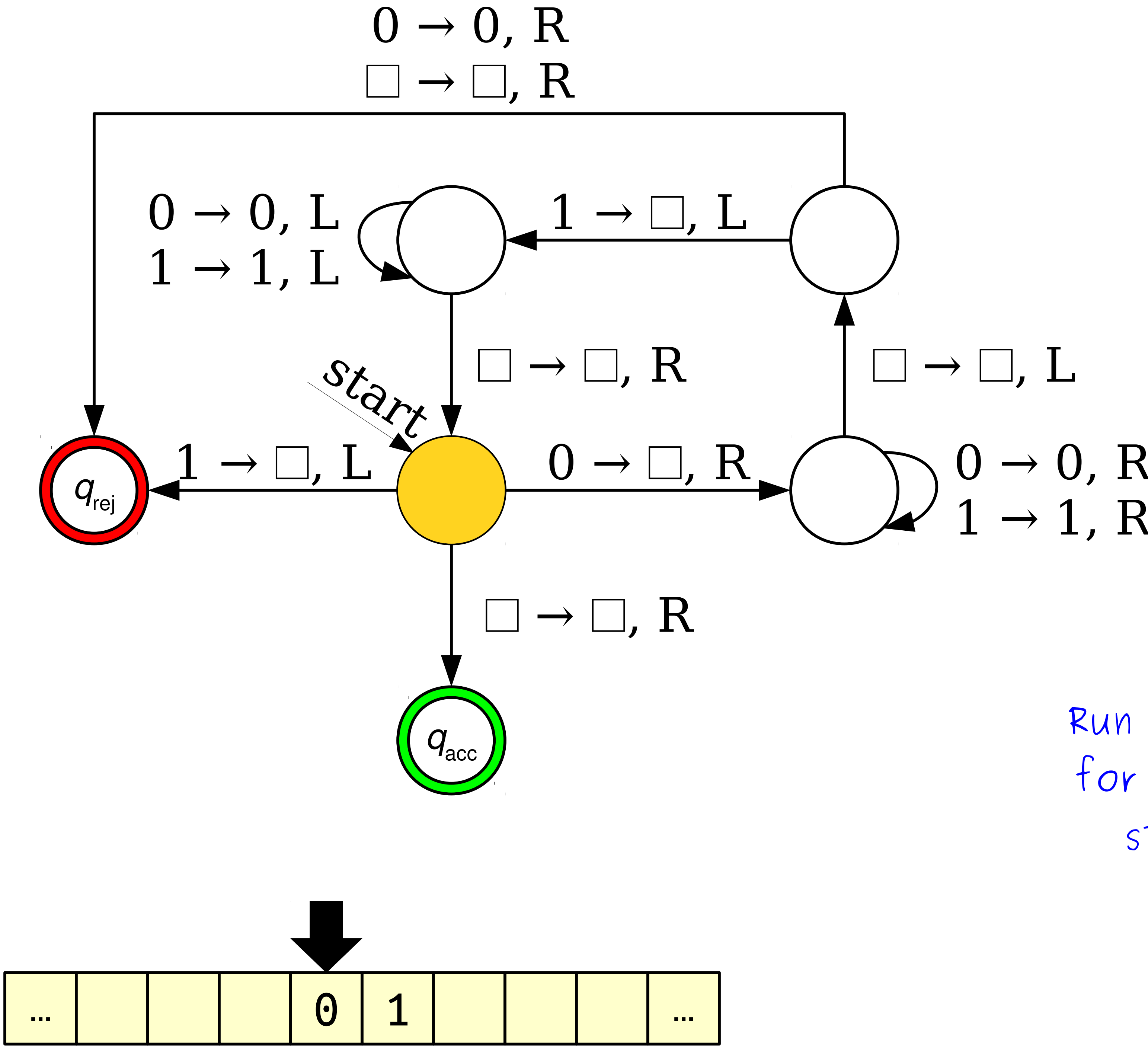

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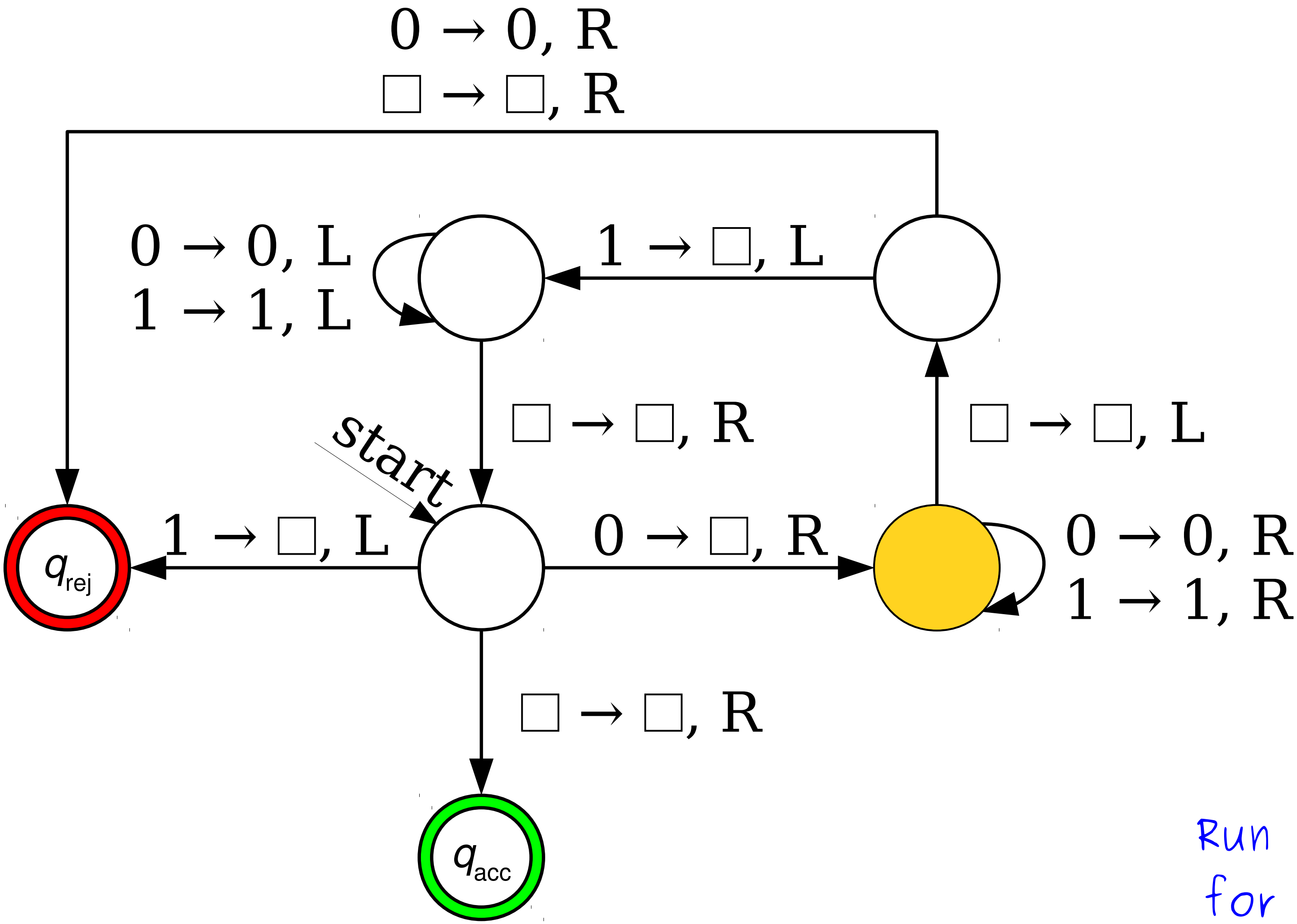

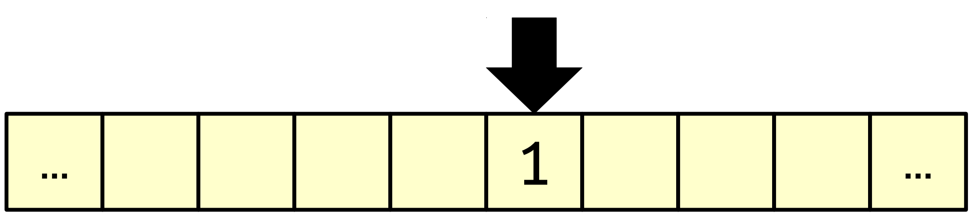

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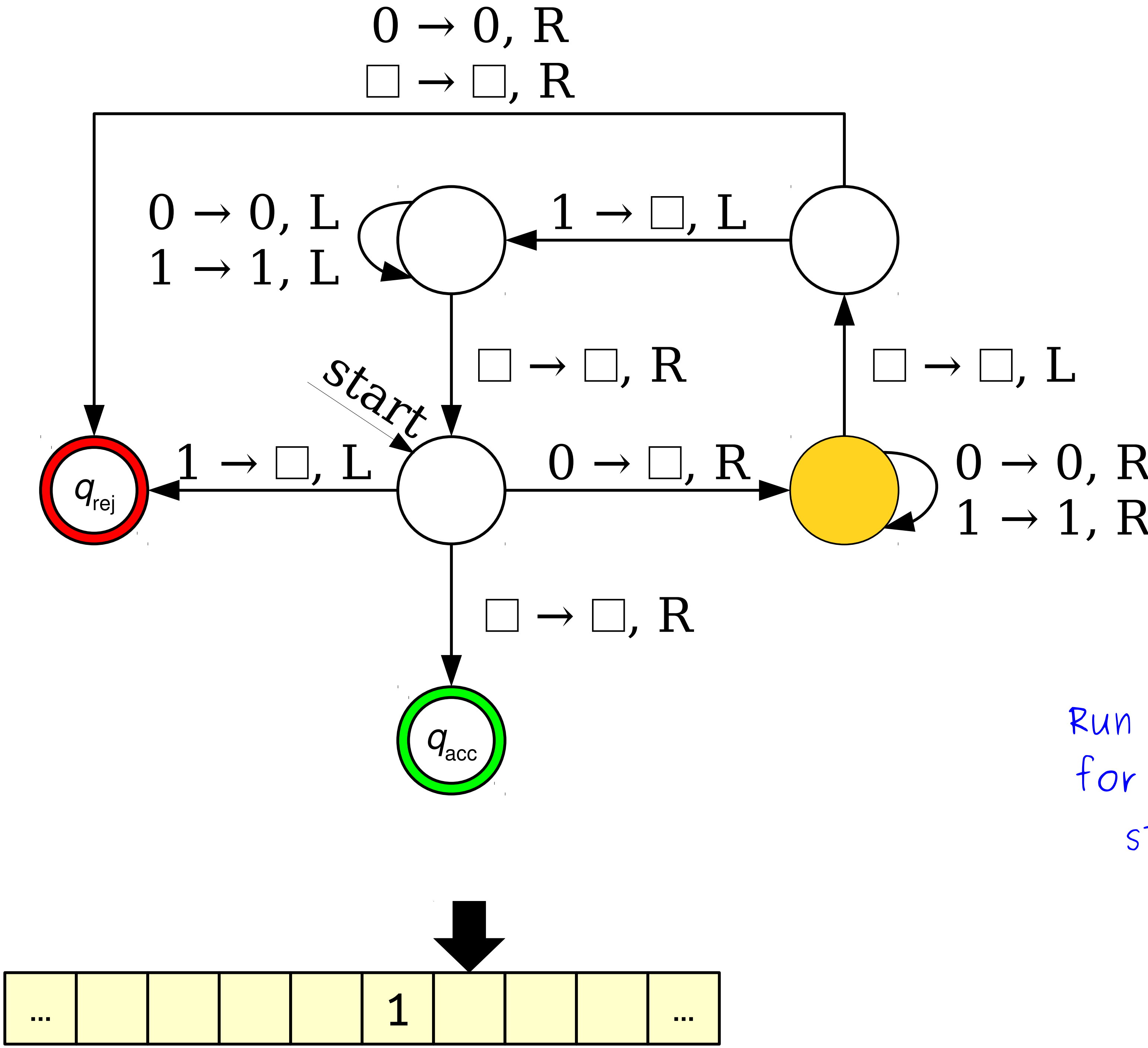

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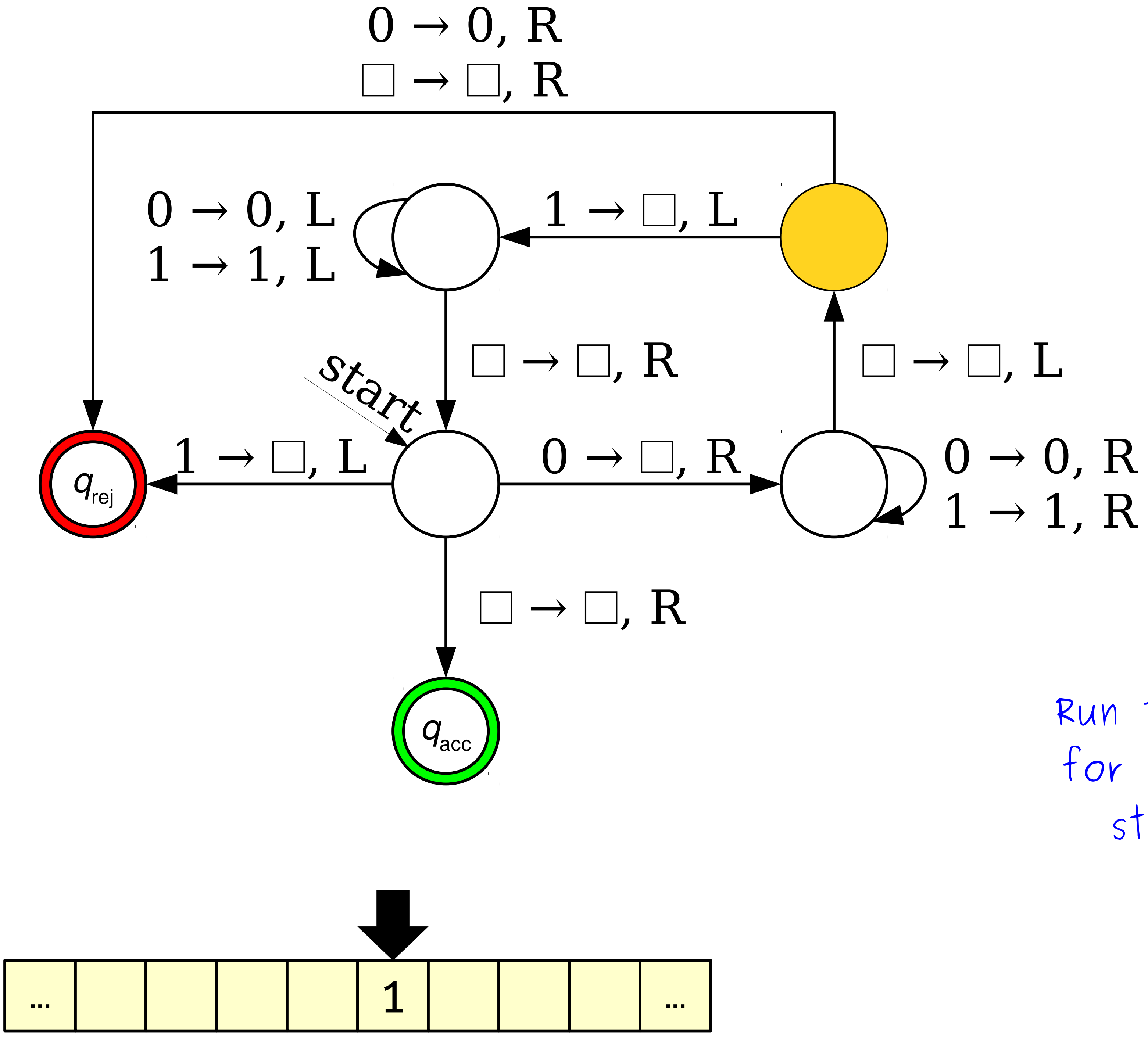

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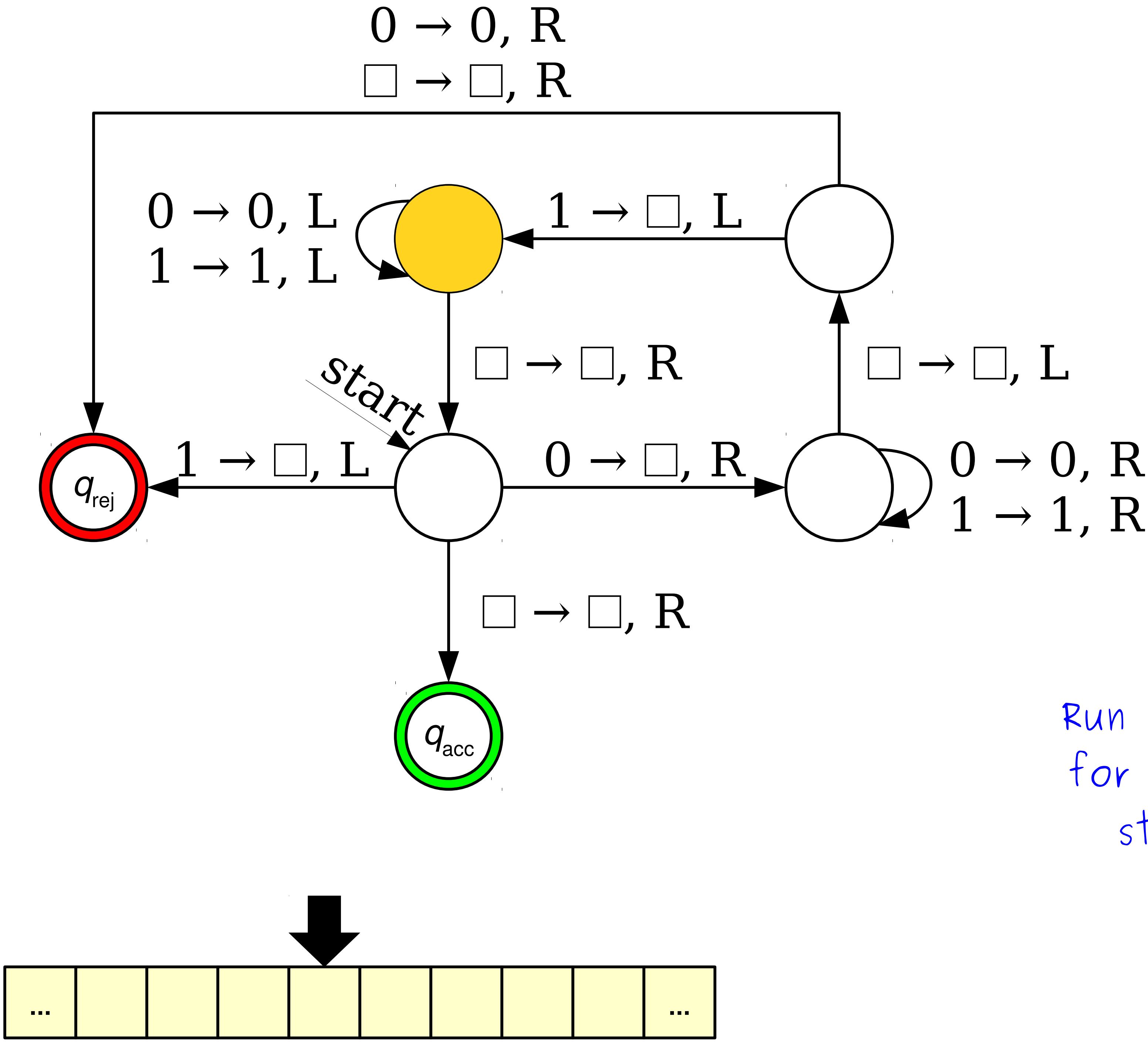

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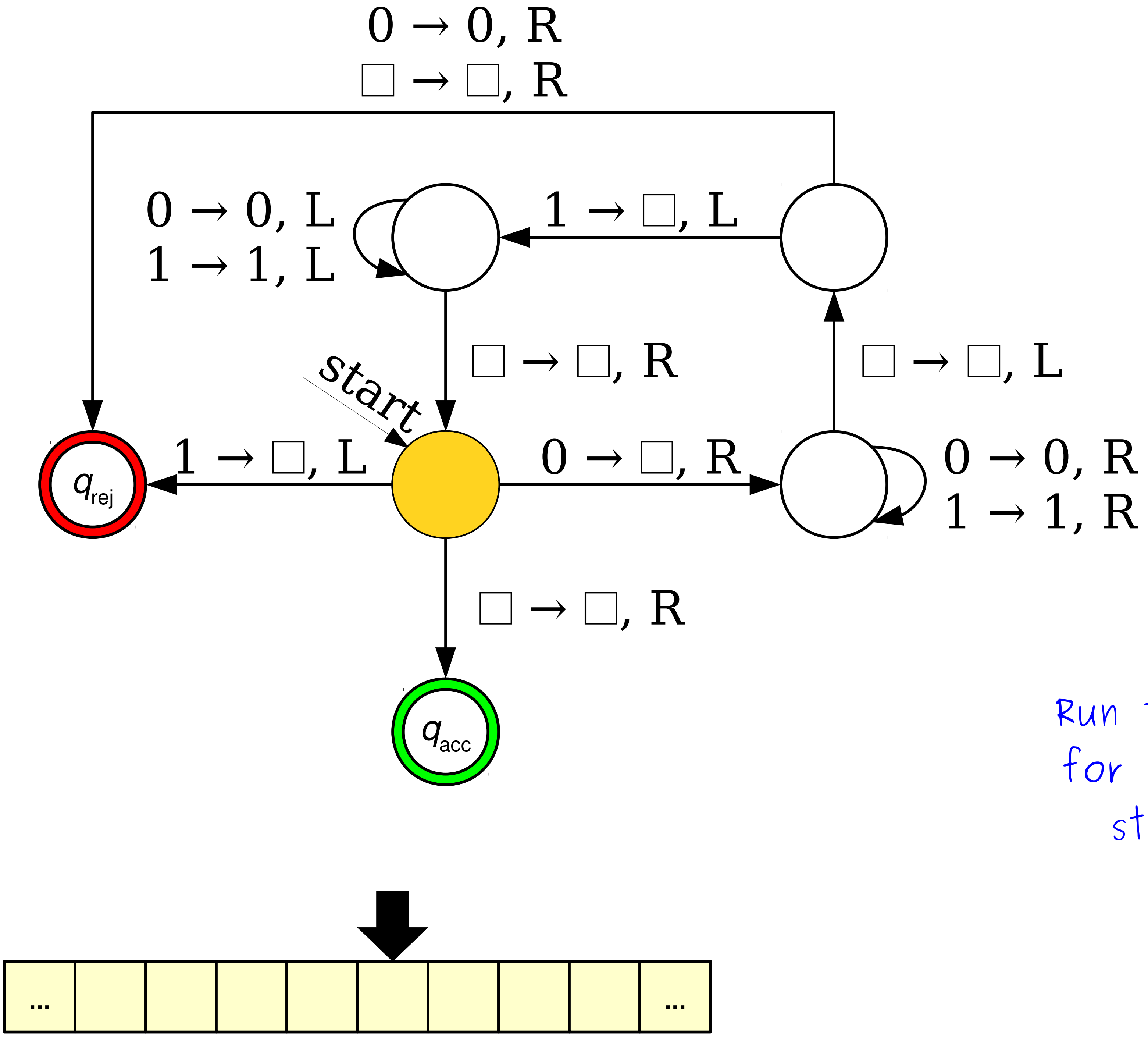
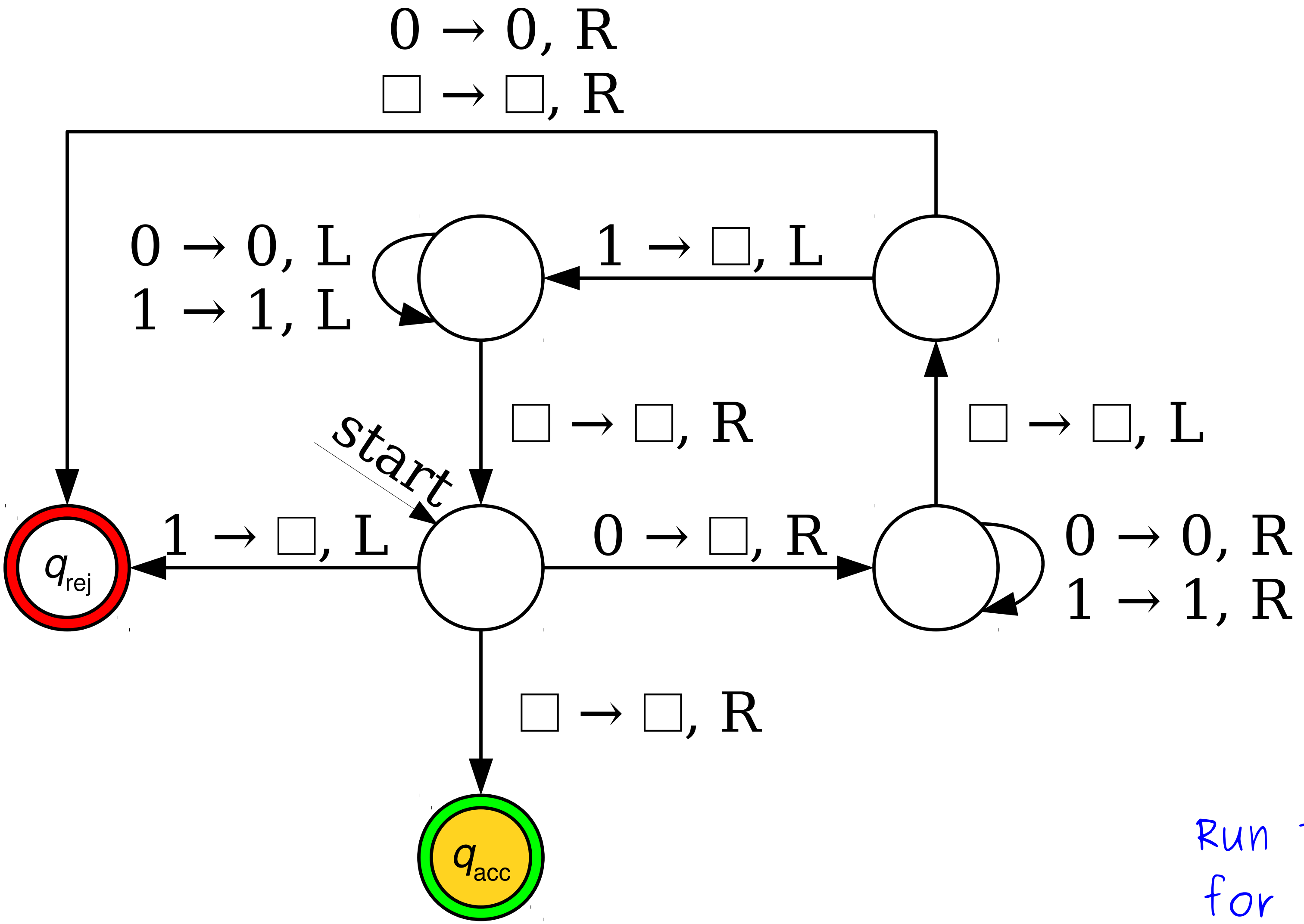


Run this TM for fifteen steps.



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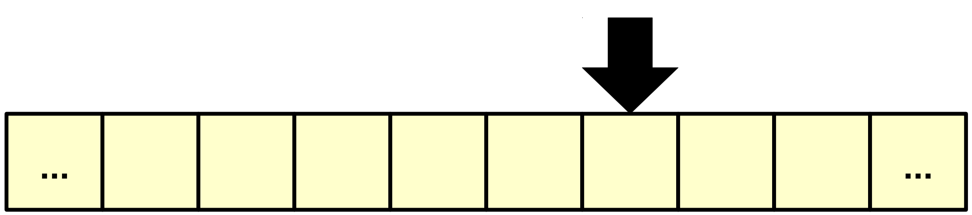


Some Verifiers

- Consider A_{TM}:

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

```
bool checkWillAccept(TM M, string w, int c) {
    set up a simulation of M running on w;
    for (int i = 0; i < c; i++) {
       simulate the next step of M running on w;
    }
    return whether M is in an accepting state;
}
```

- Do you see why *M* accepts *w* iff there is some *c* such that `checkWillAccept(M, w, c)` returns true?
- Do you see why `checkWillAccept` always halts?

What languages are verifiable?

Let V be a verifier for a language L. Consider the following function given in pseudocode:

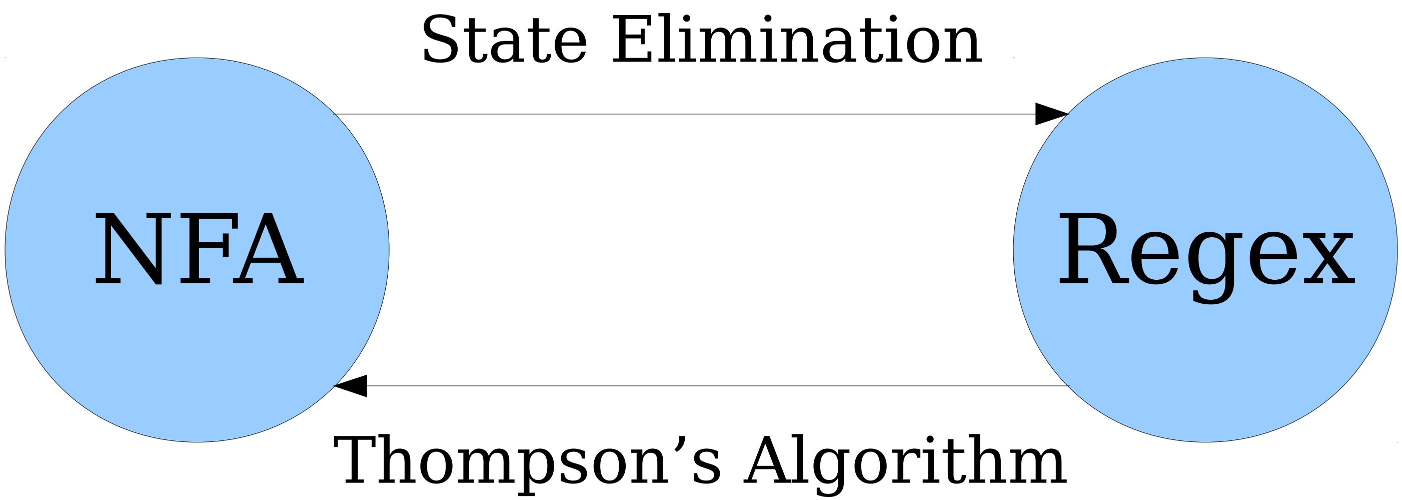
```
bool mysteryFunction(string w) {
    int i = 0;
    while (true) {
        for (each string c of length i) {
            if (V accepts ⟨w, c⟩) return true;
        }
        i++;
    }
}
```

What set of strings does `mysteryFunction` return **true** on?

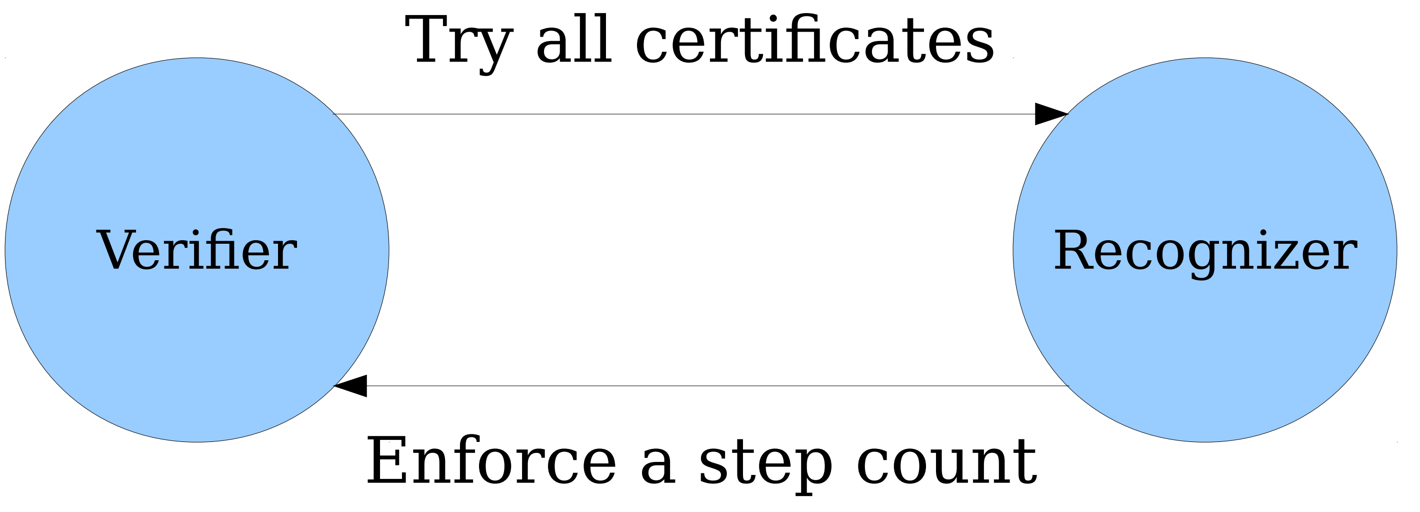
Answer at **PollEv.com/cs103** or
text **CS103** to **22333** once to join, then **your answer**.

Theorem: If L is a language, then there is a verifier for L if and only if $L \in \mathbf{RE}$.

Where We've Been



Where We're Going



Verifiers and **RE**

- ***Theorem:*** If there is a verifier V for a language L, then $L \in \mathbf{RE}$.
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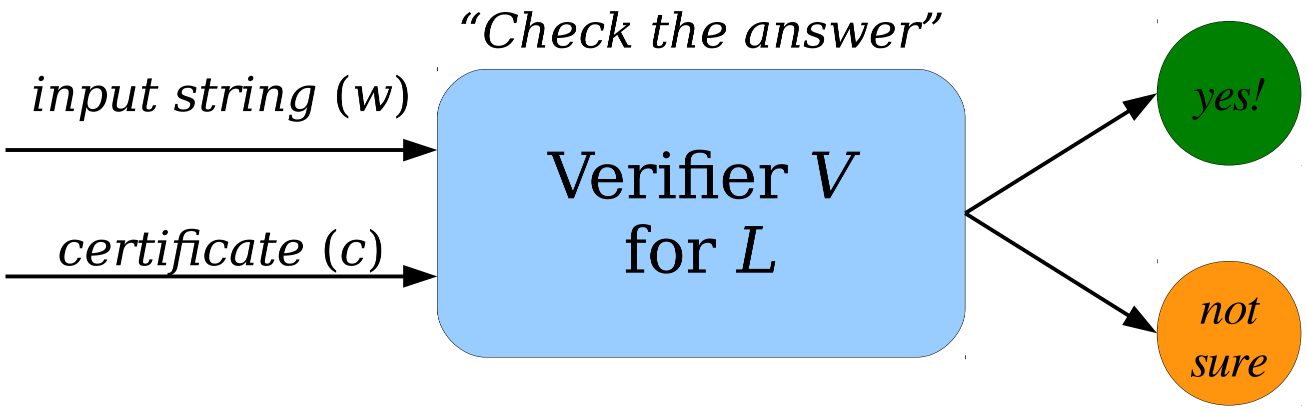

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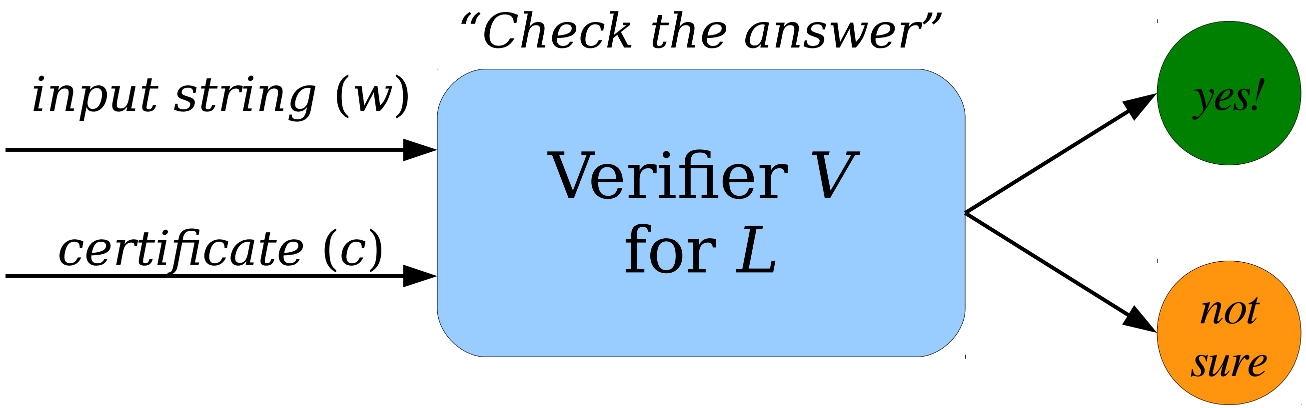

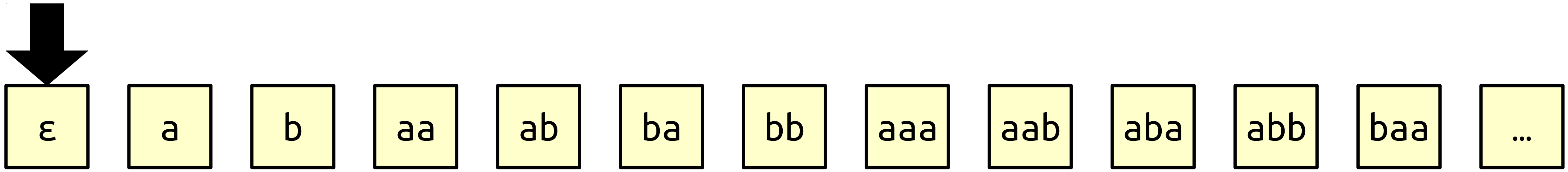

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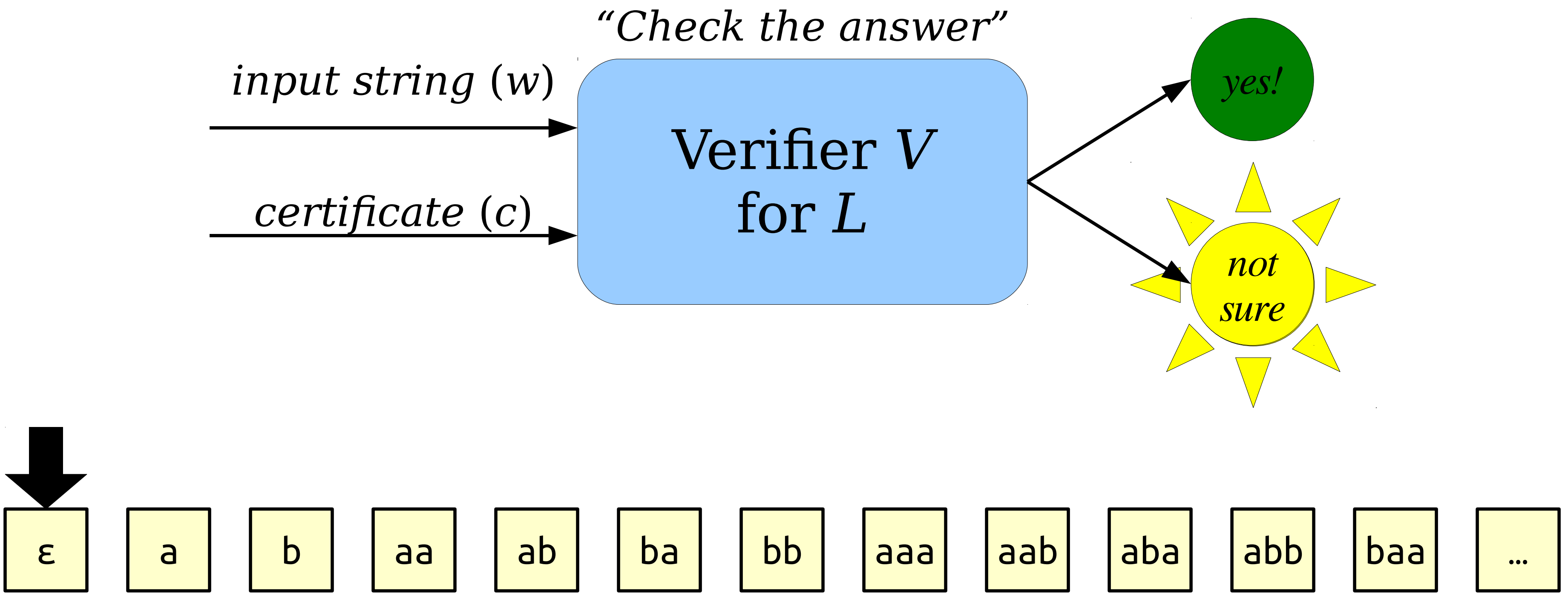

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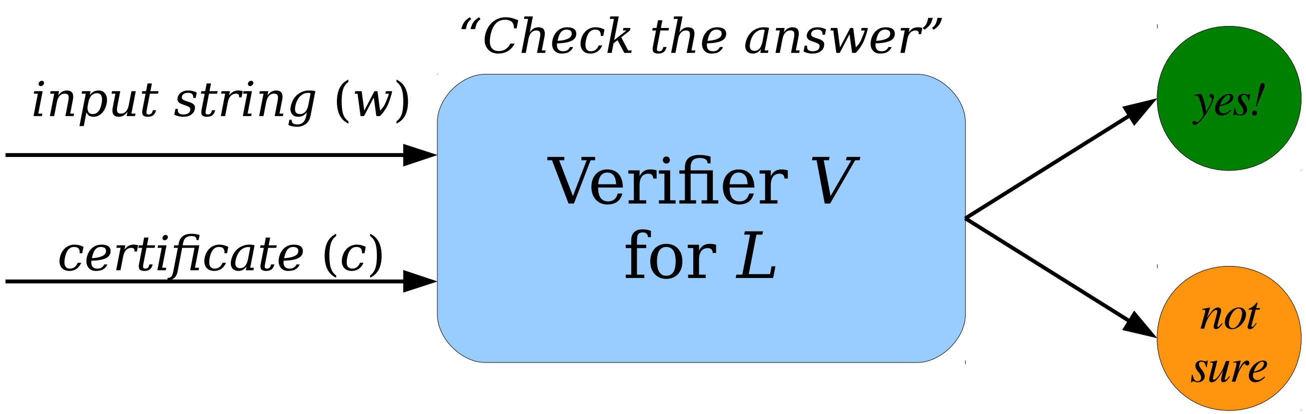

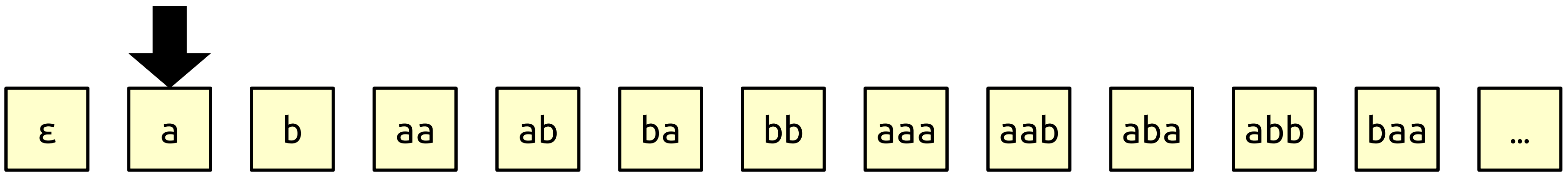

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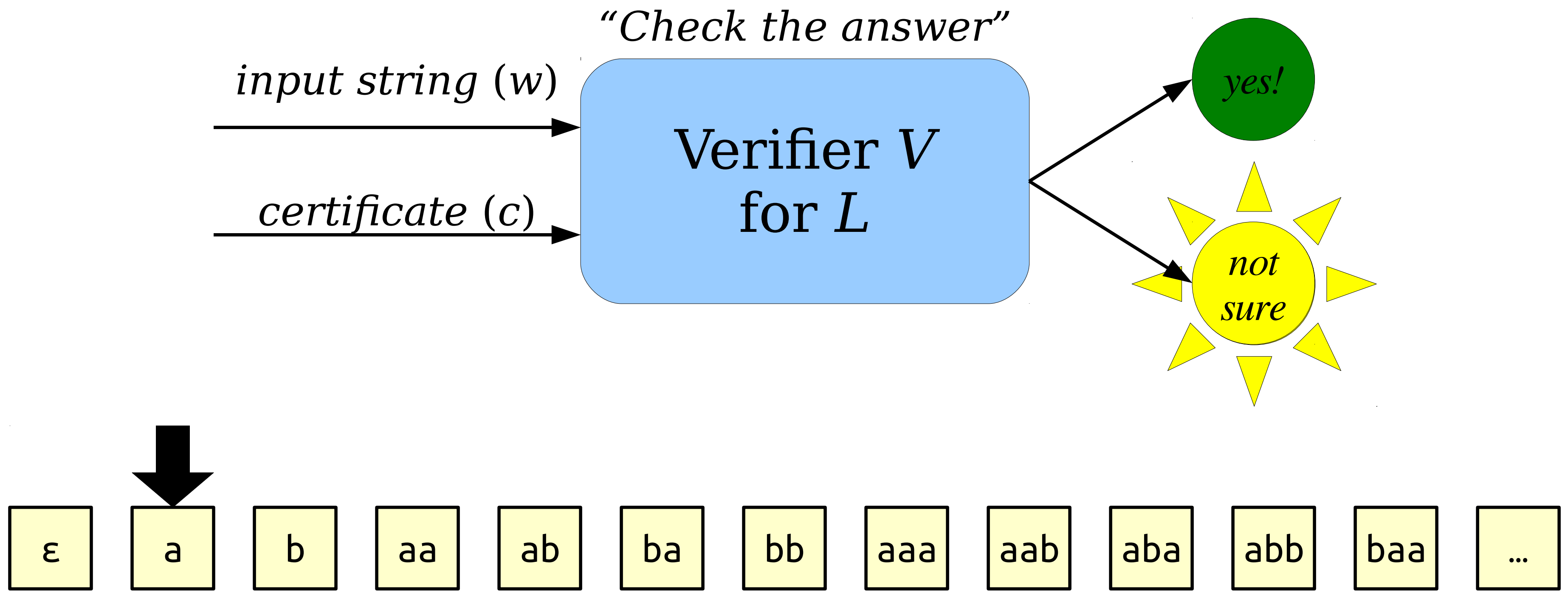

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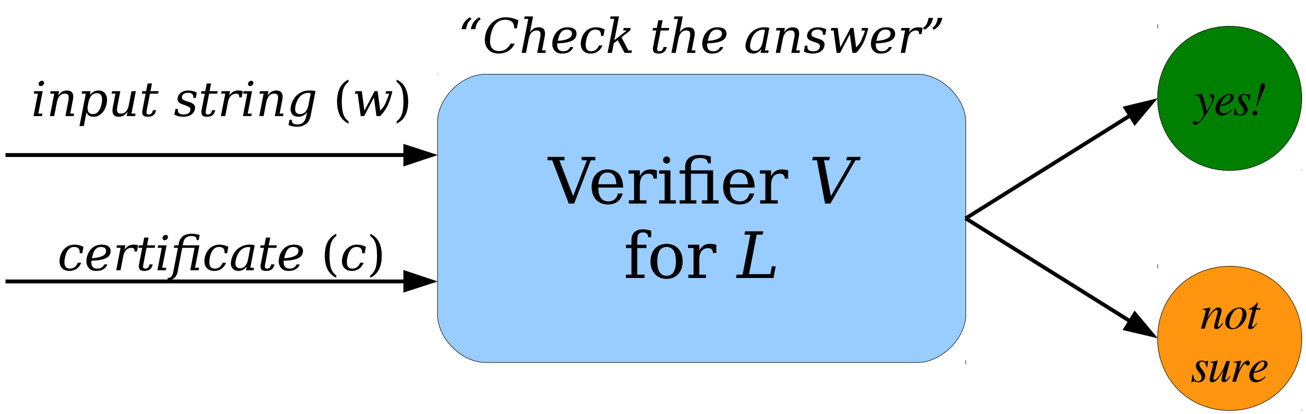

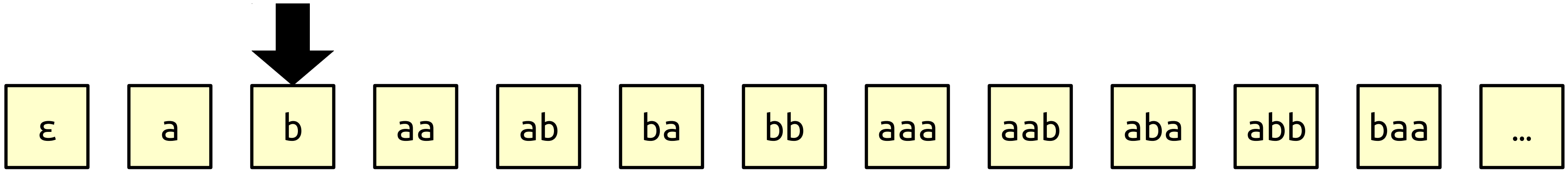

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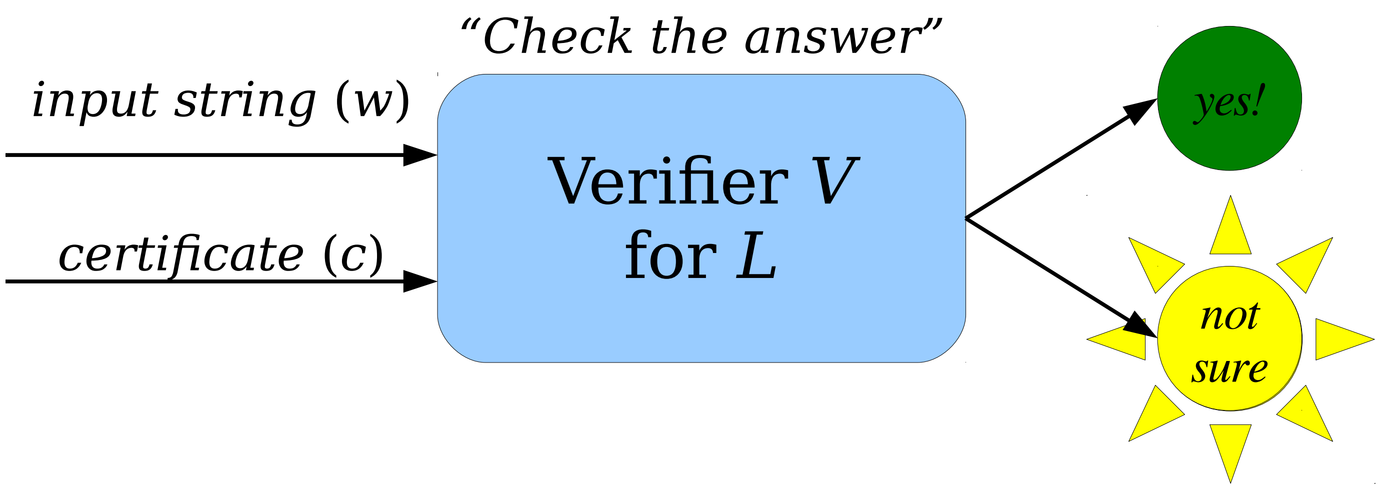

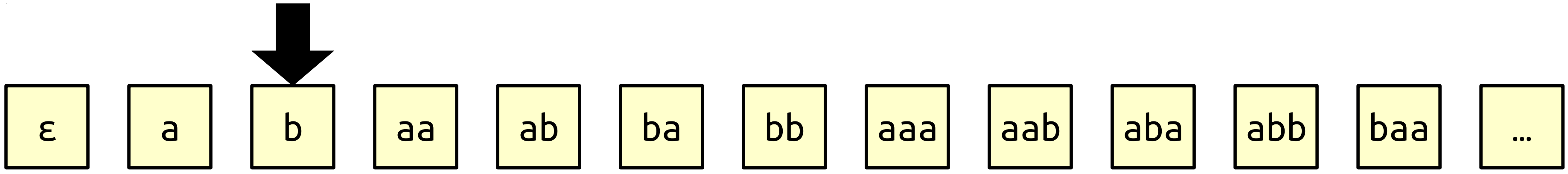

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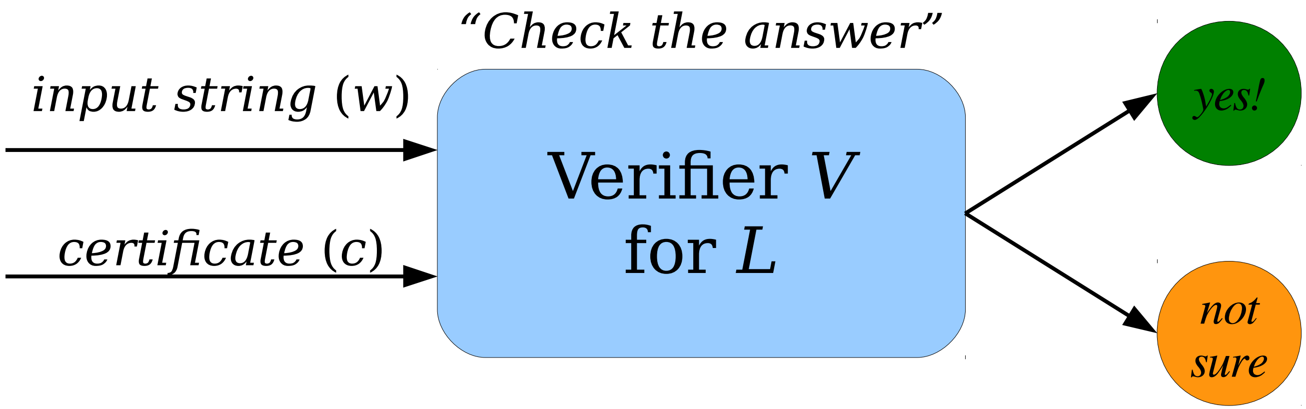

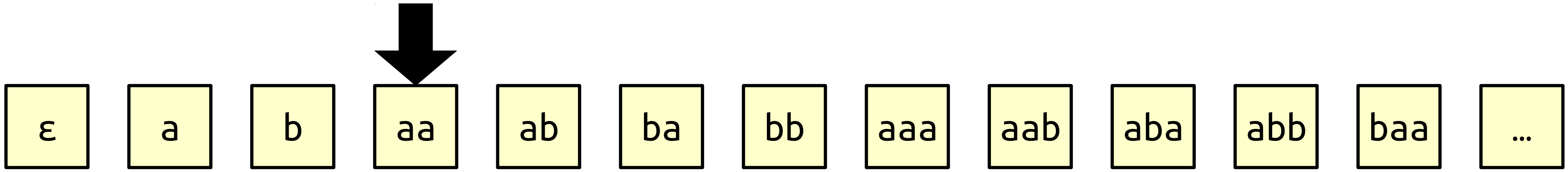

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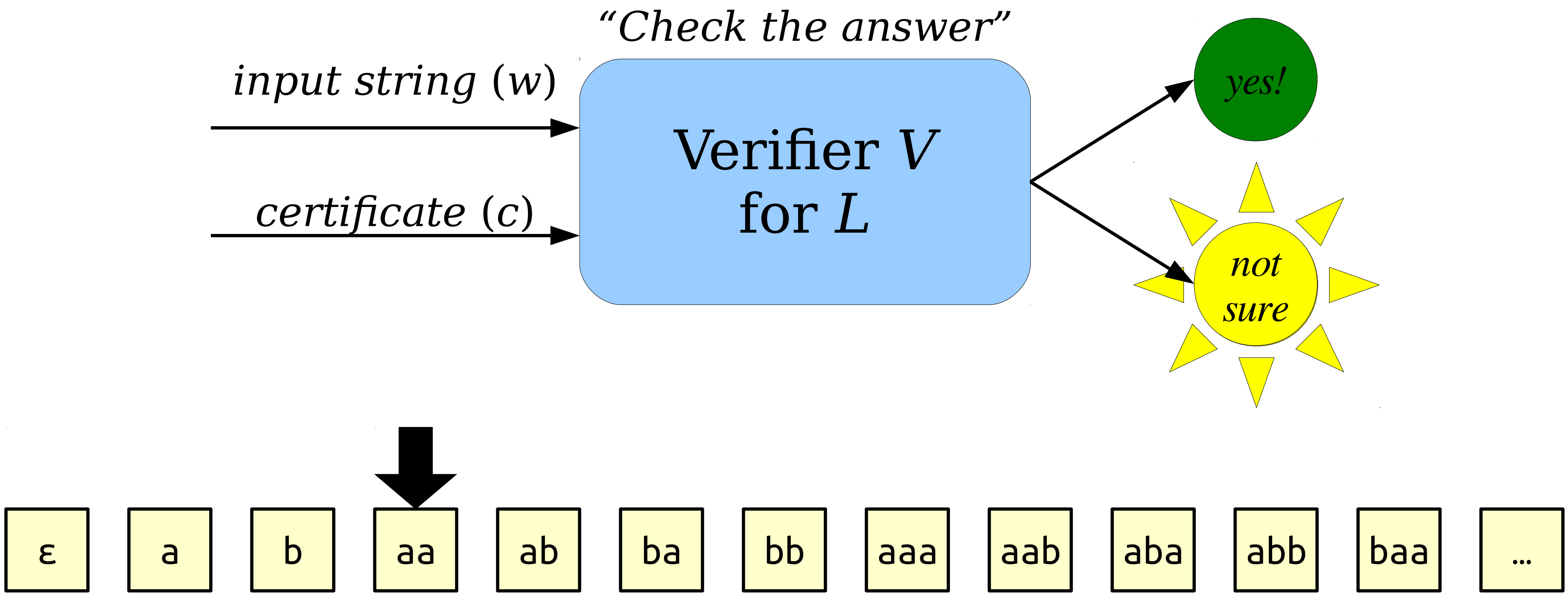

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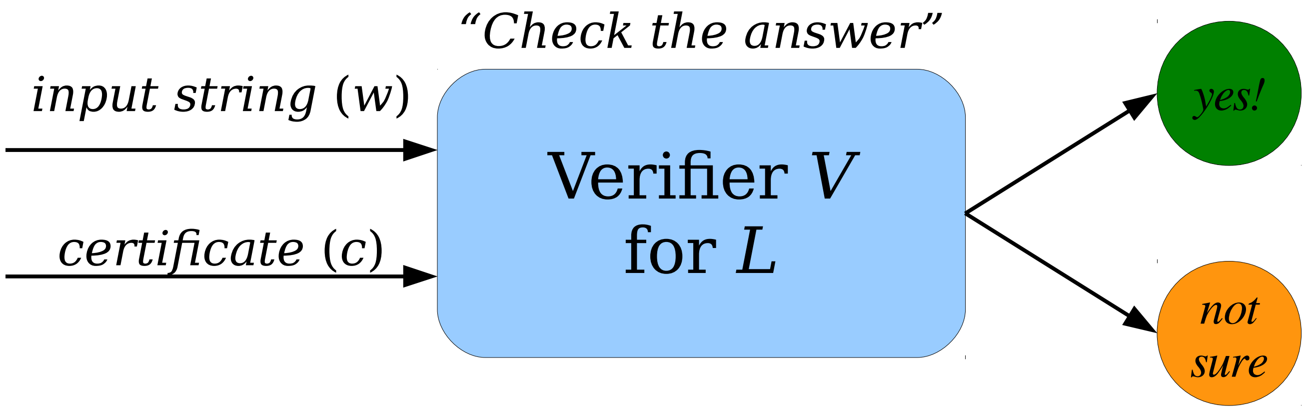

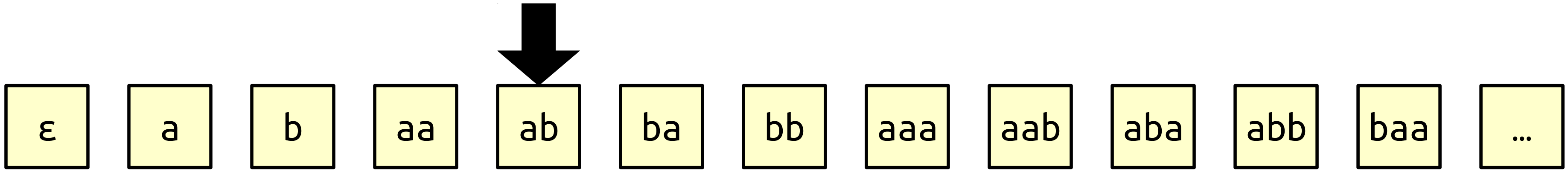

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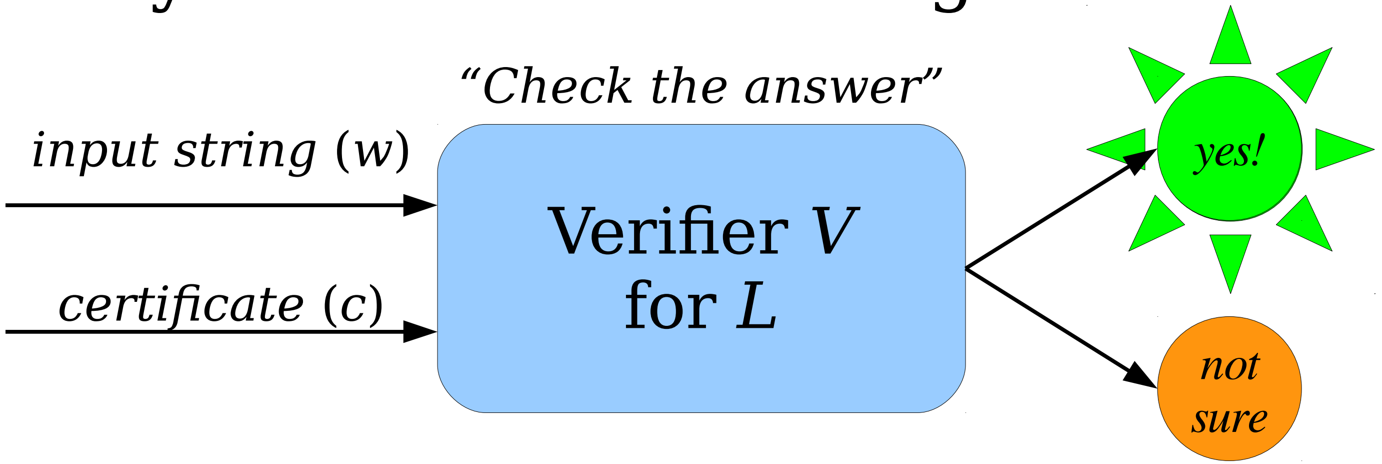

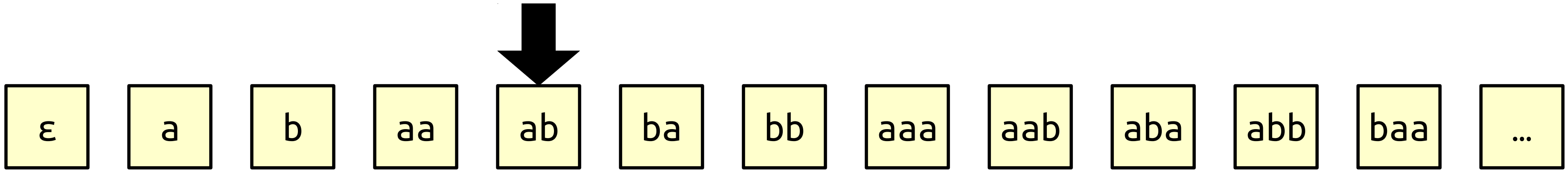

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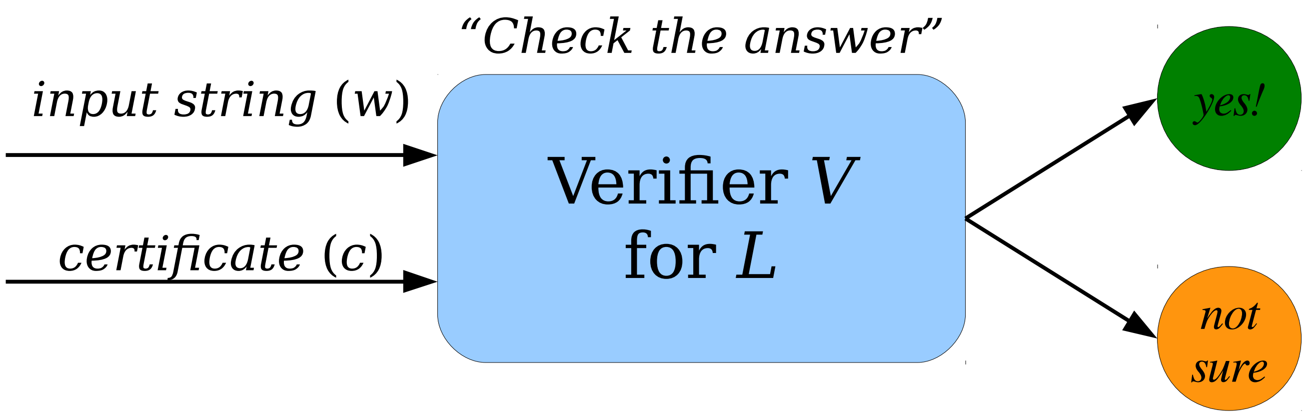

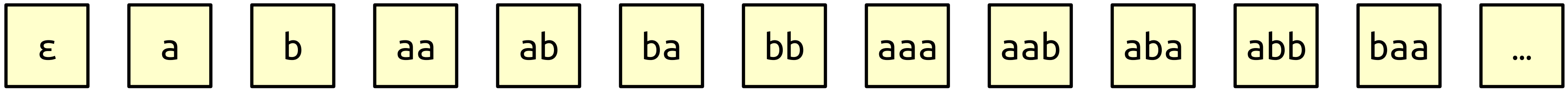

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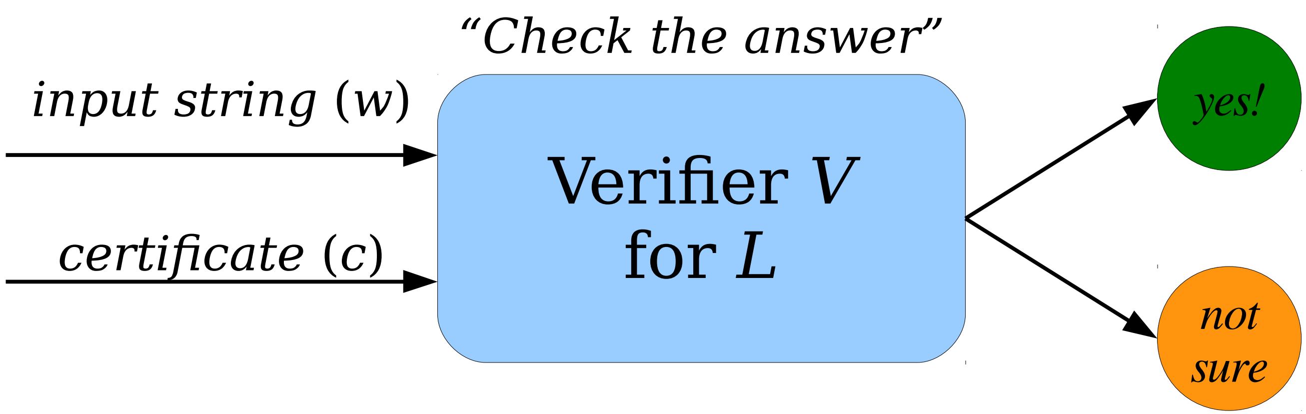

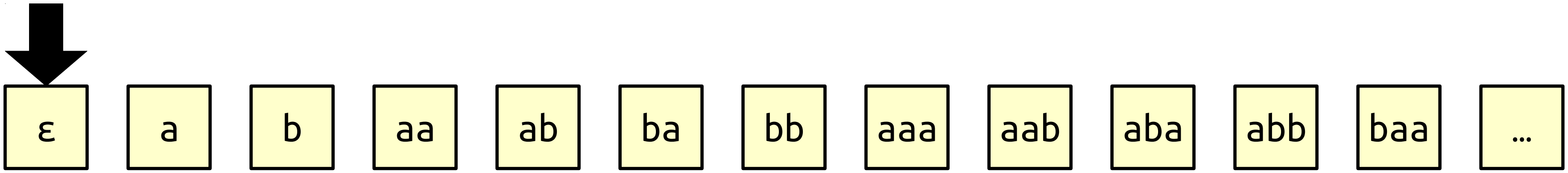

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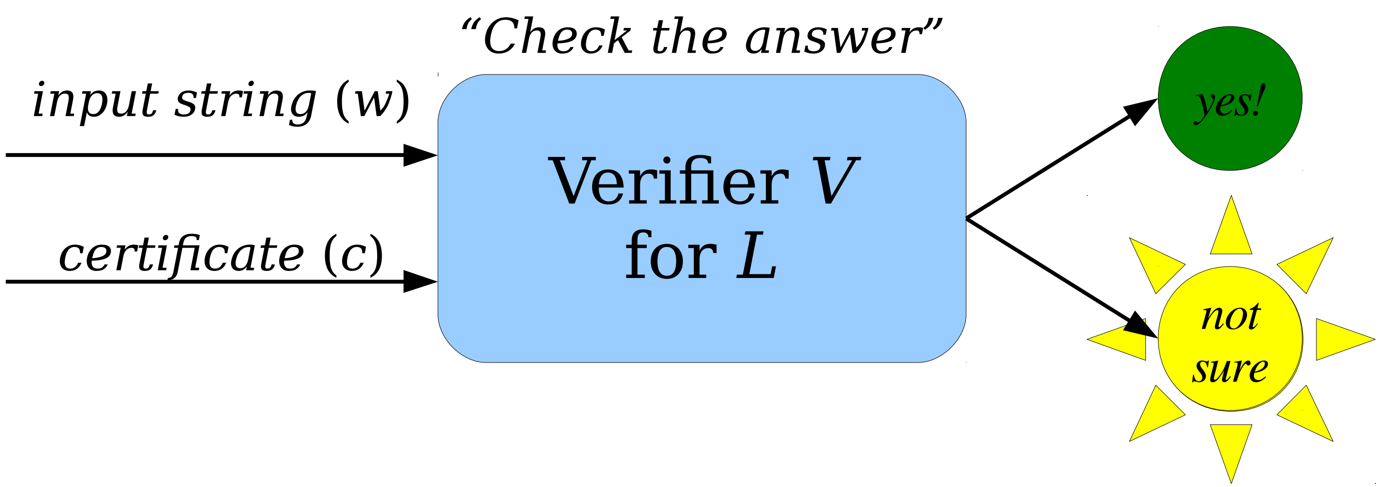

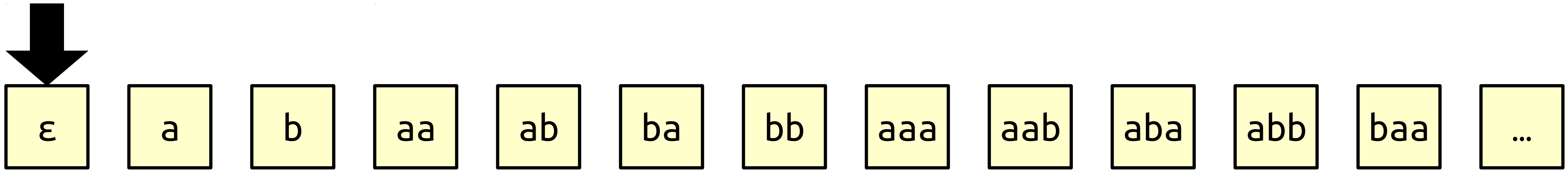

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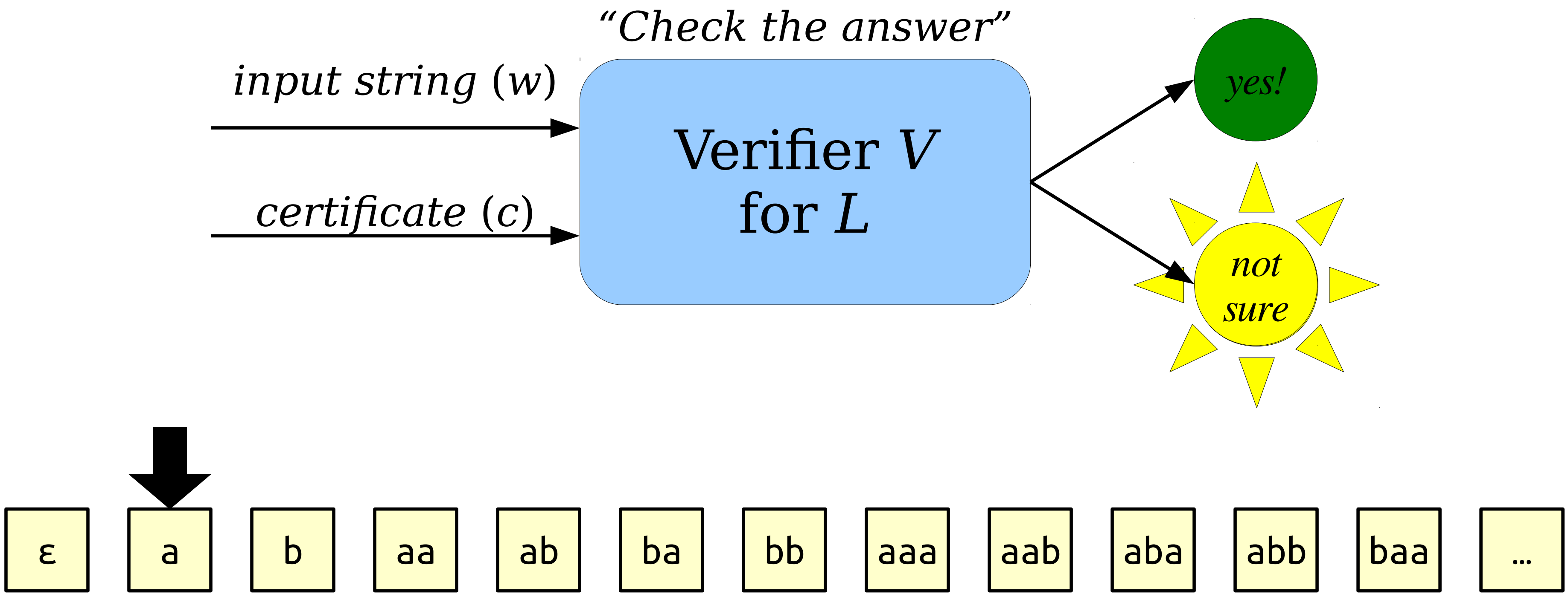

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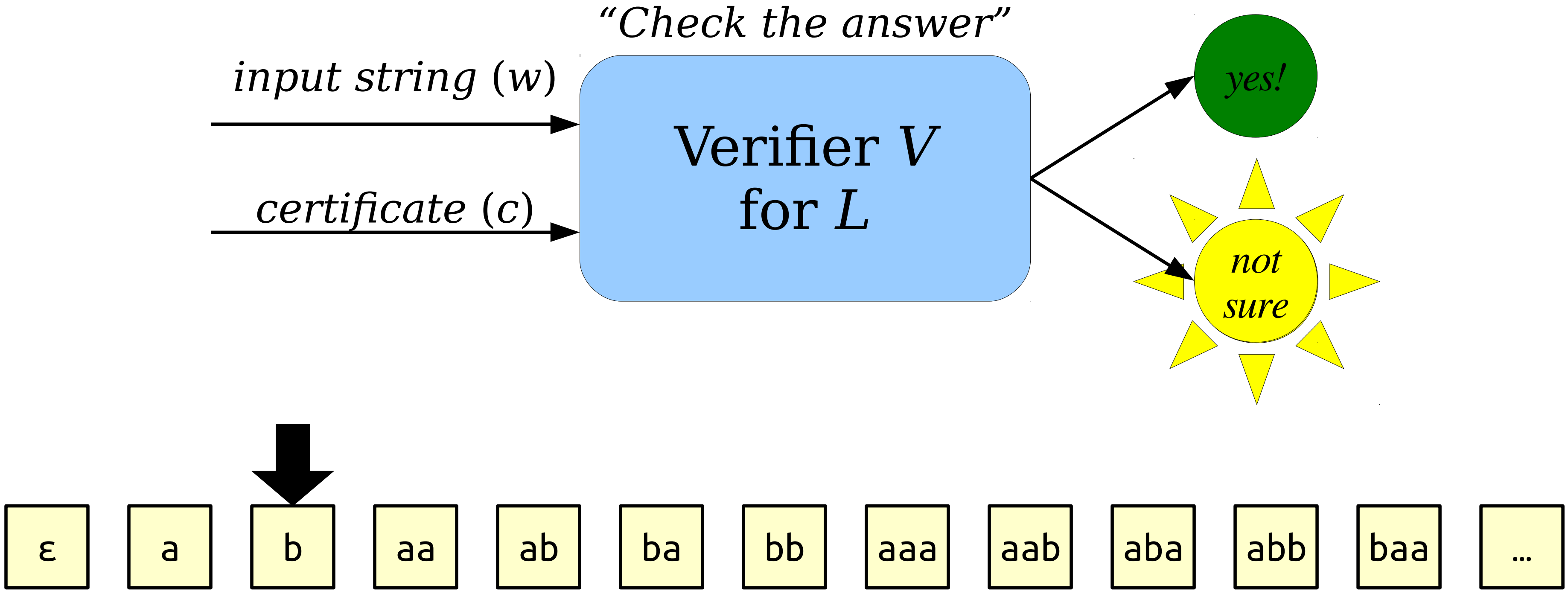

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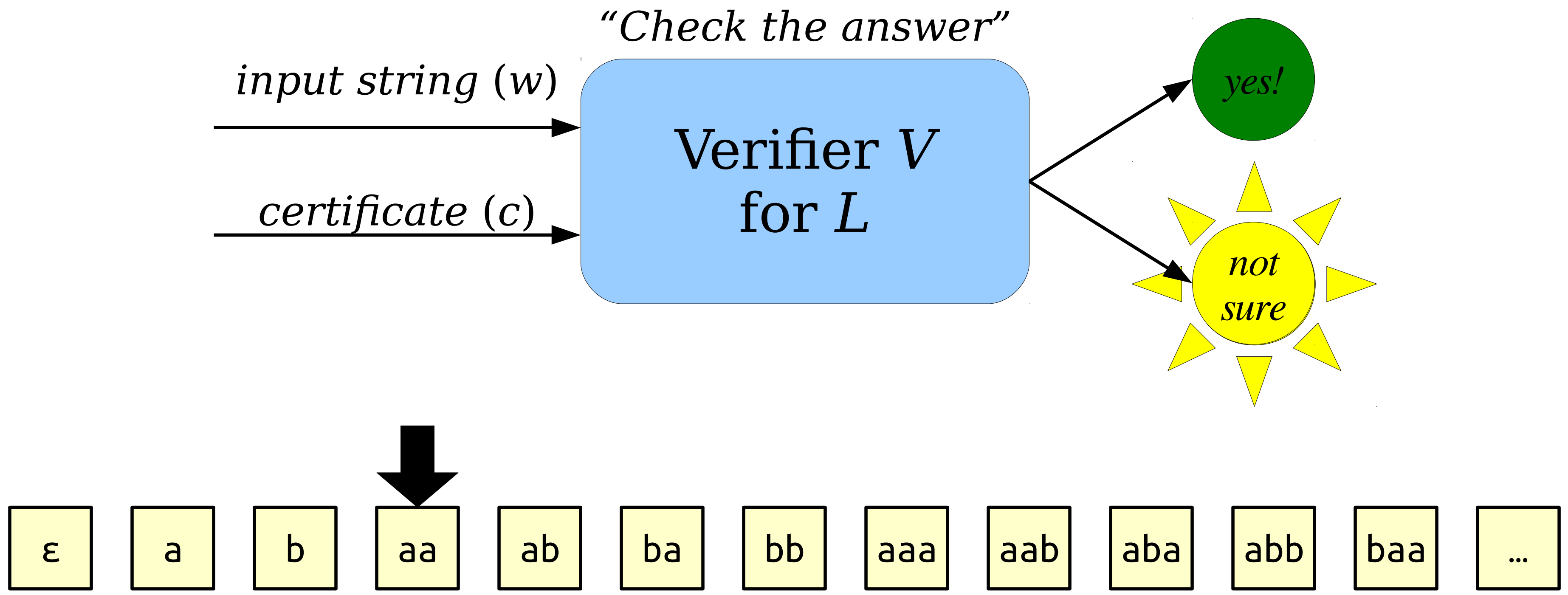

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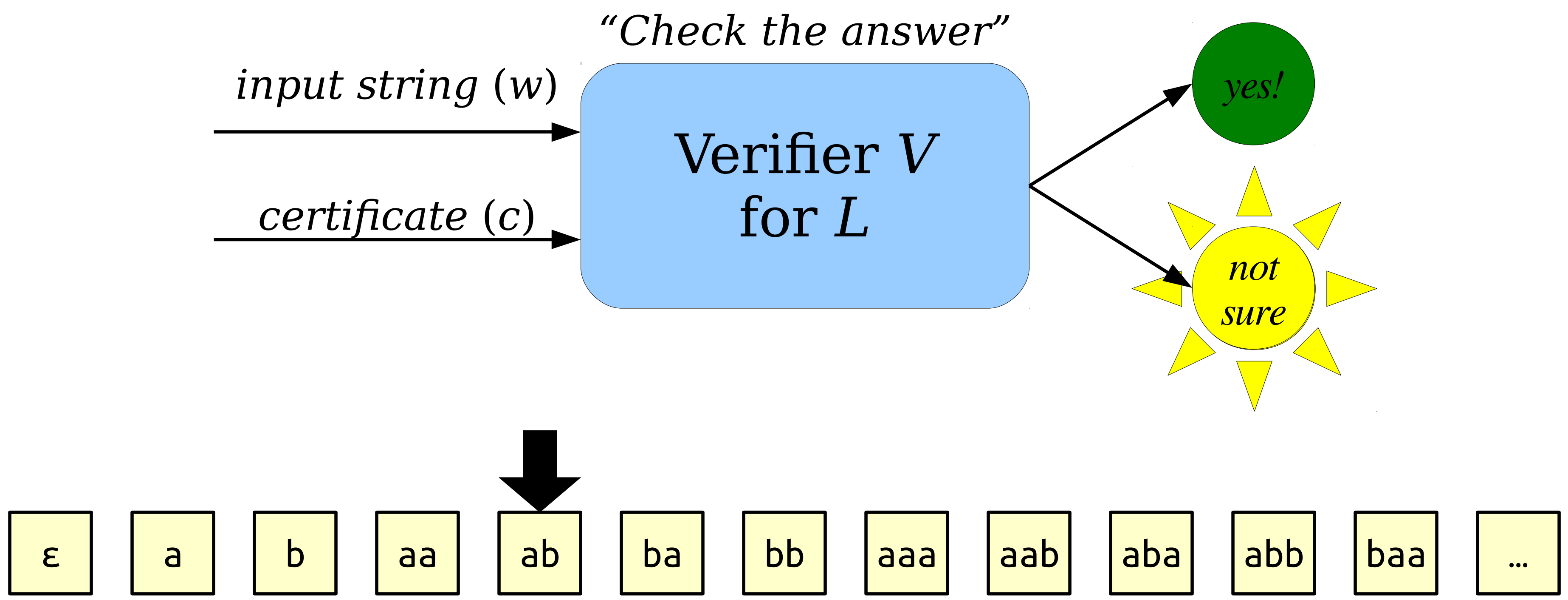

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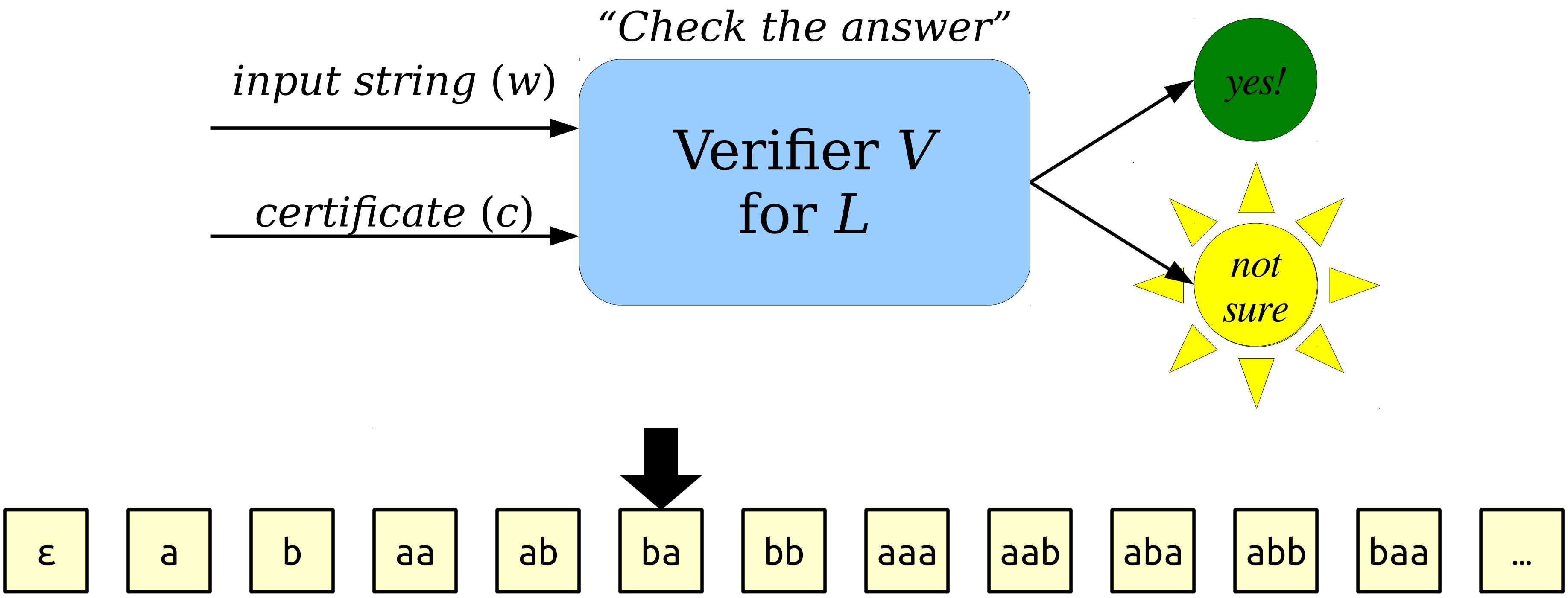

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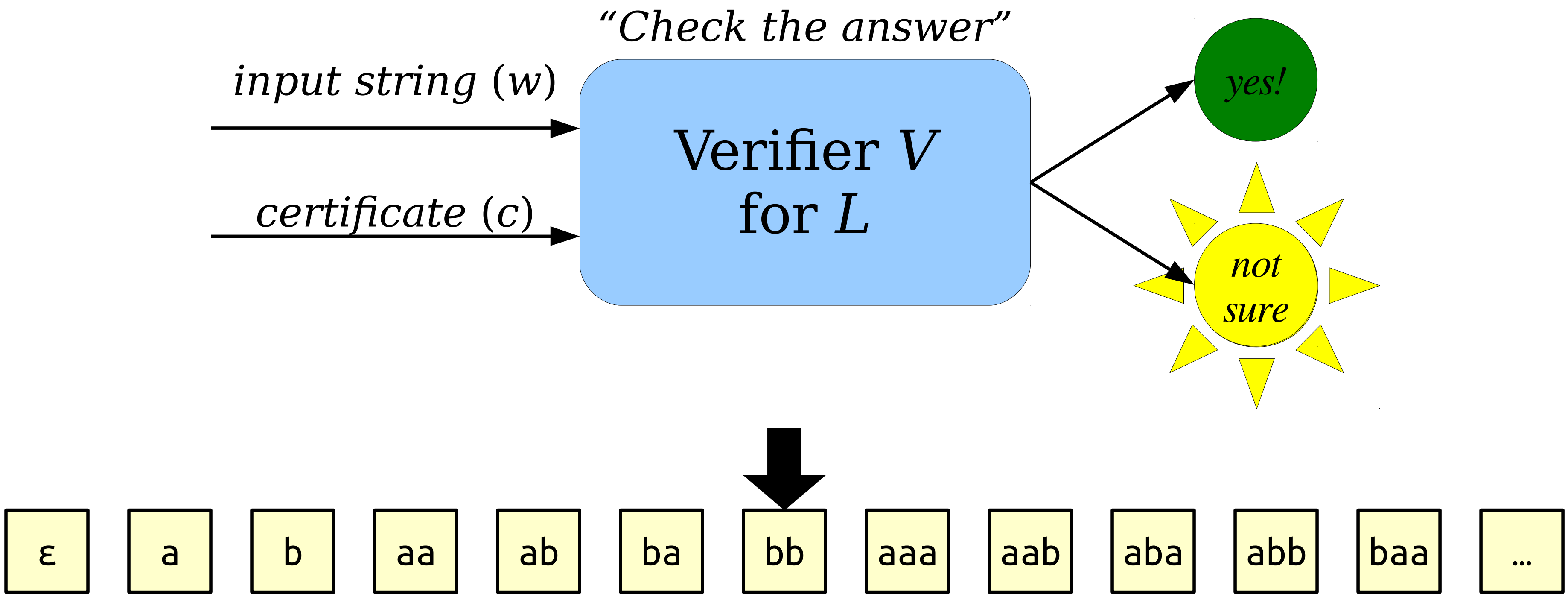

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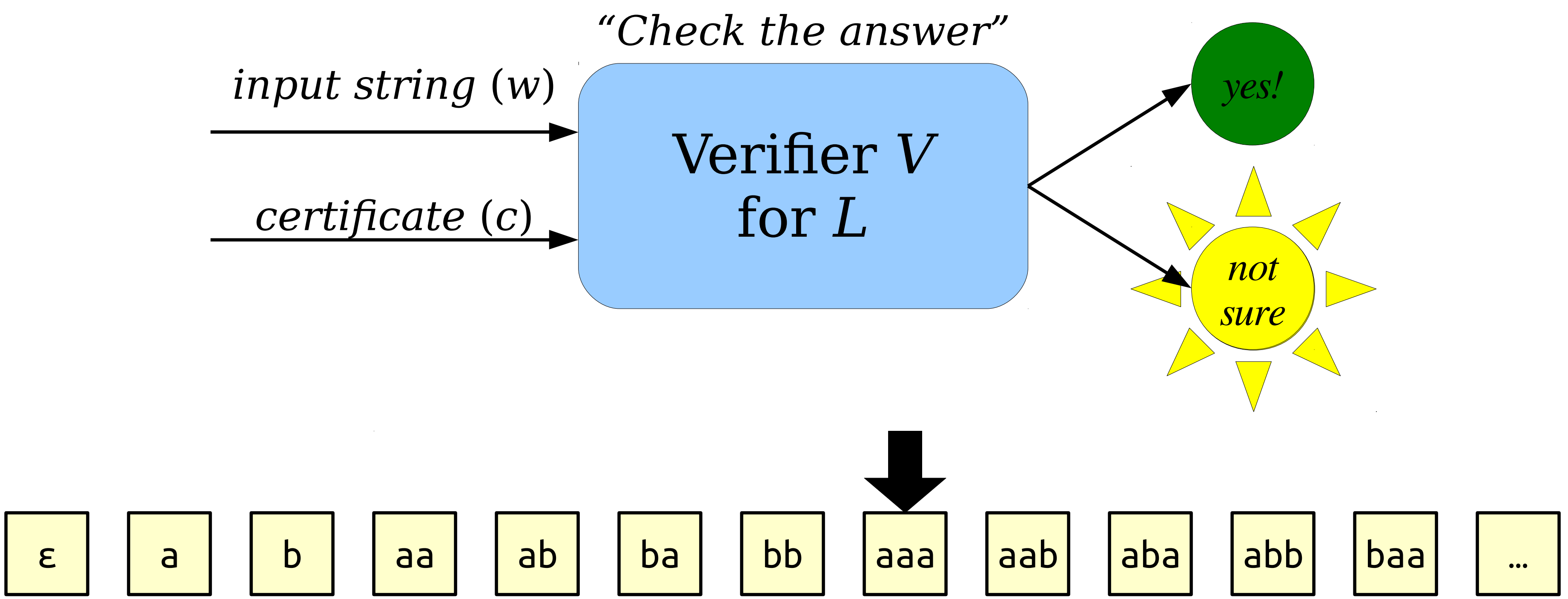

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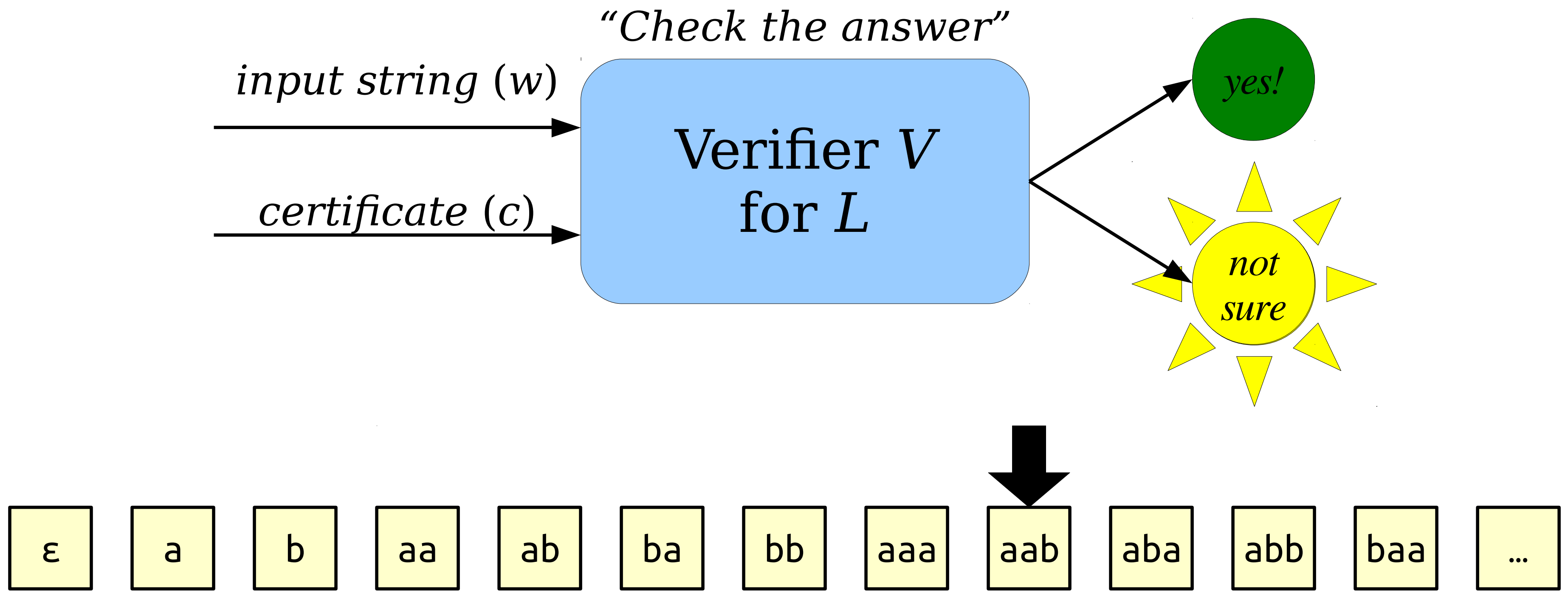

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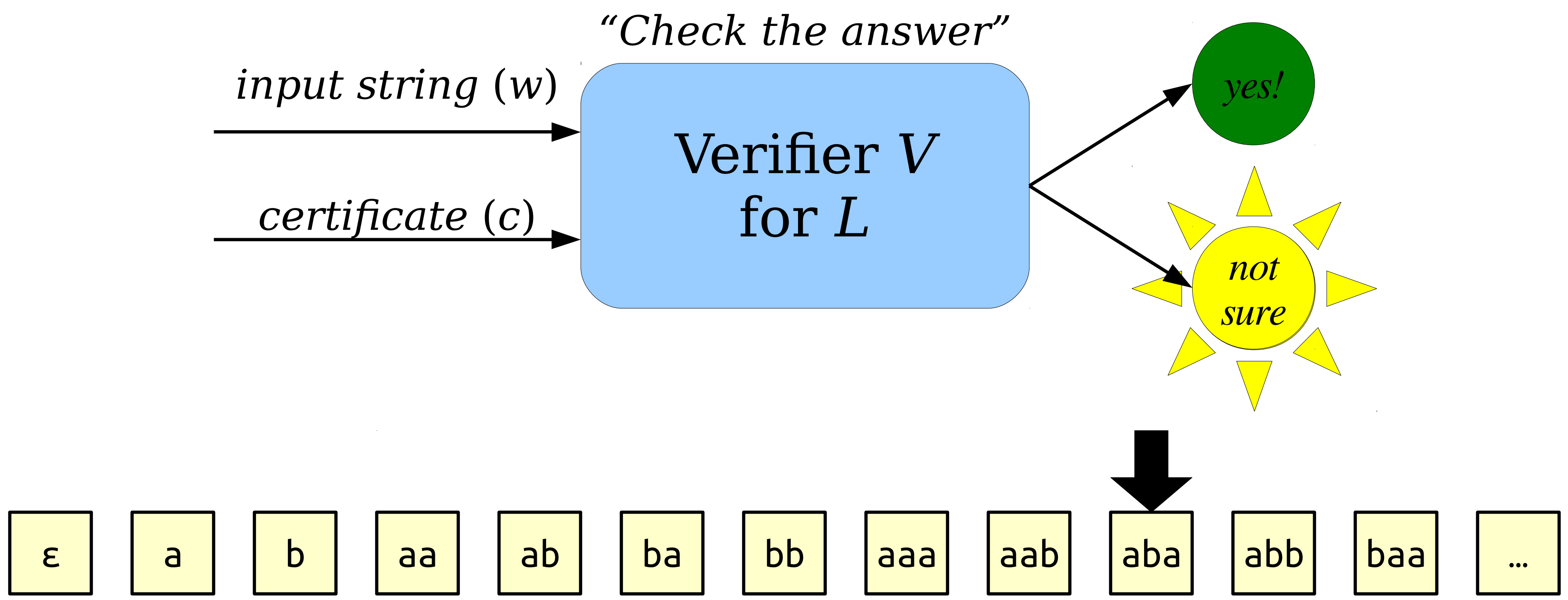

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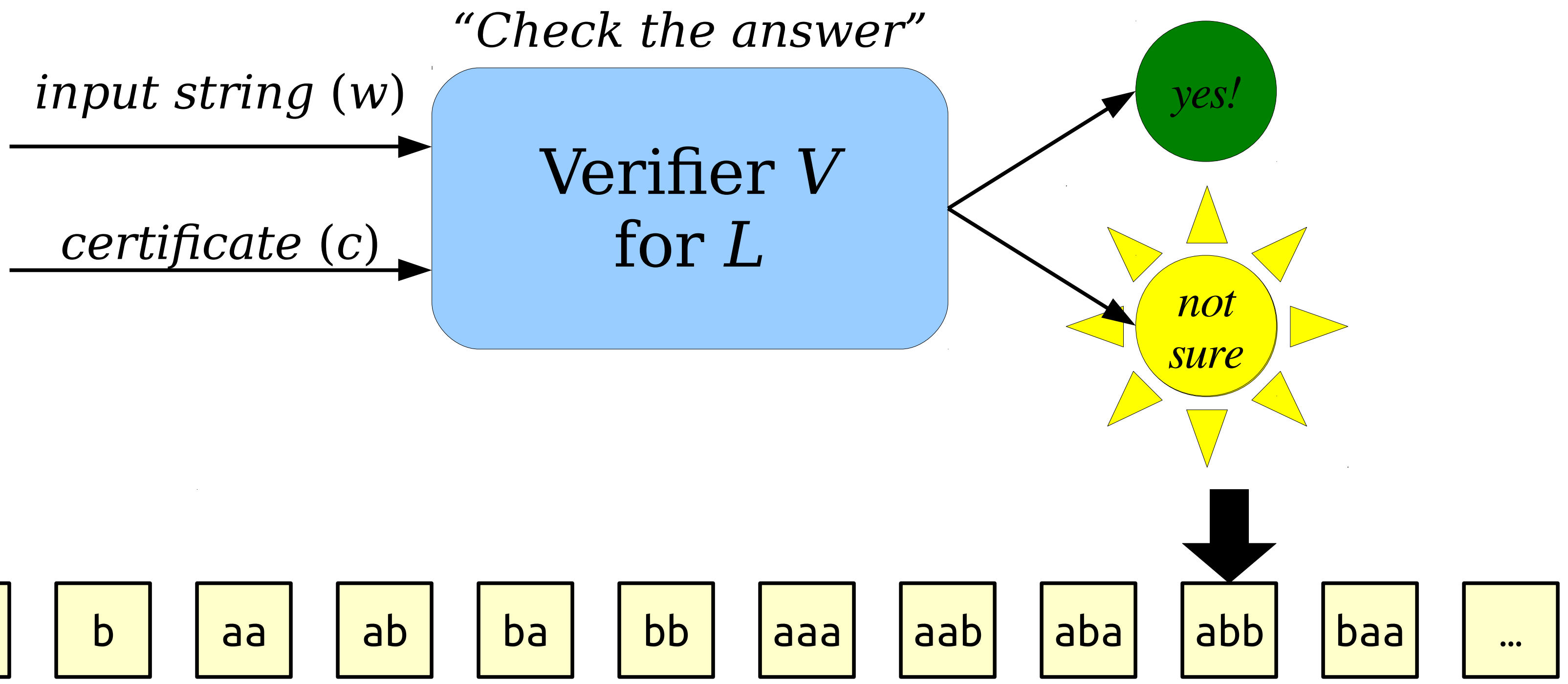

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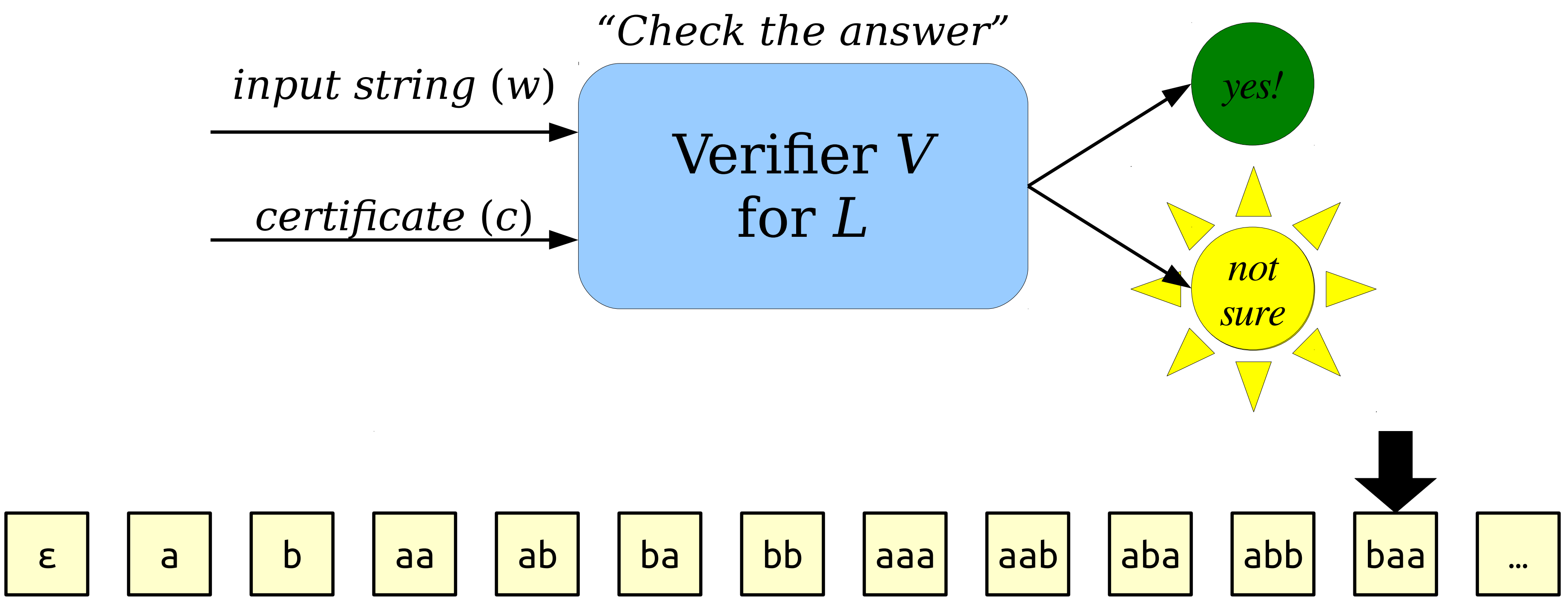

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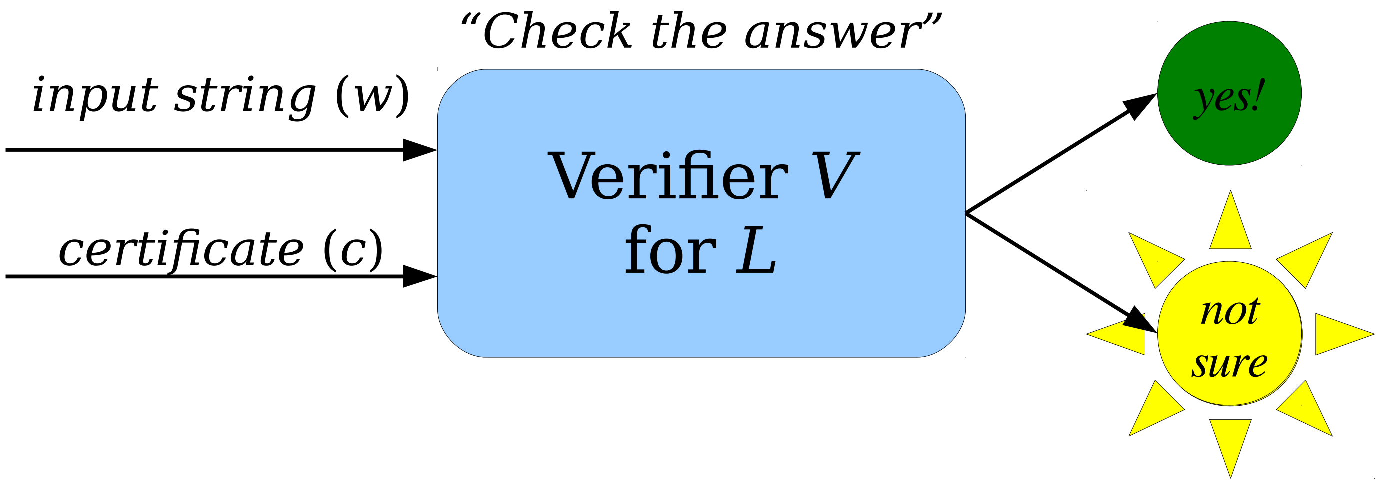
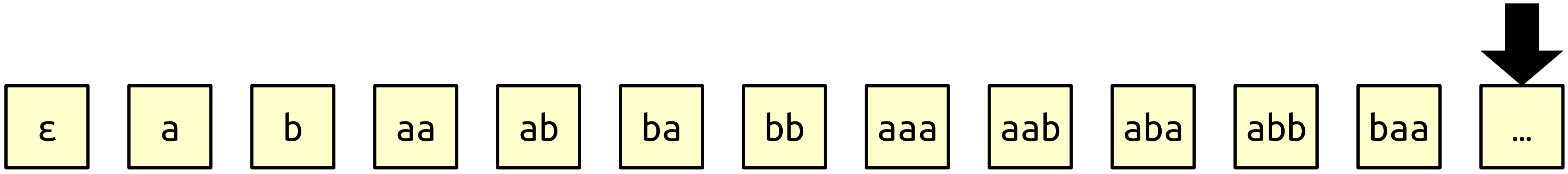




Verifiers and **RE**

- ***Theorem:*** If V is a verifier for L, then $L \in$ **RE**.
- ***Proof sketch:*** Consider the following program:

```
bool isInL(string w) {
   int i = 0;
   while (true) {
      for (each string c of length i) {
          if (V accepts ⟨w, c⟩) return true;
      }
      i++;
   }
}
```

If $w \in L$, there is some $c \in \Sigma^*$ where V accepts $\langle w, c\rangle$. The function `isInL` tries all possible strings as certificate, so it will eventually find c (or some other certificate), see V accept $\langle w, c\rangle$, then return true. Conversely, if `isInL(w)` returns true, then there was some string c such that V accepted $\langle w, c\rangle$, so $w \in L$. ■

Verifiers and **RE**

- ***Theorem:*** If $L \in$ **RE**, then there is a verifier for L.
- ***Proof goal:*** Beginning with a recognizer M for the language L, show how to construct a verifier V for L.
- The challenges:
  - A recognizer M is not required to halt on all inputs. A verifier V must always halt.
  - A recognizer M takes in one single input. A verifier V takes in two inputs.
- We'll need to find a way of reconciling these requirements.

Recall: If M is a recognizer for a language L, then M accepts w iff $w \in L$.

Key insight: If M accepts a string w, it always does so in a finite number of steps.

Idea: Adapt the verifier for A_{TM} into a more general construction that turns any recognizer into a verifier by running it for a fixed number of steps.

Verifiers and **RE**

- ***Theorem:*** If $L \in$ **RE**, then there is a verifier for L.
- ***Proof sketch:*** Consider the following program:

```
bool checkIsInL(string w, int c) {
    set up a simulation of M running on w;
    for (int i = 0; i < c; i++) {
        simulate the next step of M running on W;
    }
    return whether M is in an accepting state;
}
```

Notice that `checkIsInL` always halts, since each step takes only finite time to complete. Next, notice that if there is a c where `checkIsInL(w, c)` returns true, then M accepted w after running for c steps, so $w \in L$. Conversely, if $w \in L$, then M accepts w after some number of steps (call that number c). Then `checkIsInL(w, c)` will run M on w for c steps, watch M accept w, then return true. ■

RE and Proofs

- Verifiers and recognizers give two different perspectives on the "proof" intuition for **RE**.
- Verifiers are explicitly built to check proofs that strings are in the language.
  - If you know that some string w belongs to the language and you have the proof of it, you can convince someone else that $w \in L$.
- You can think of a recognizer as a device that "searches" for a proof that $w \in L$.
  - If it finds it, great!
  - If not, it might loop forever.

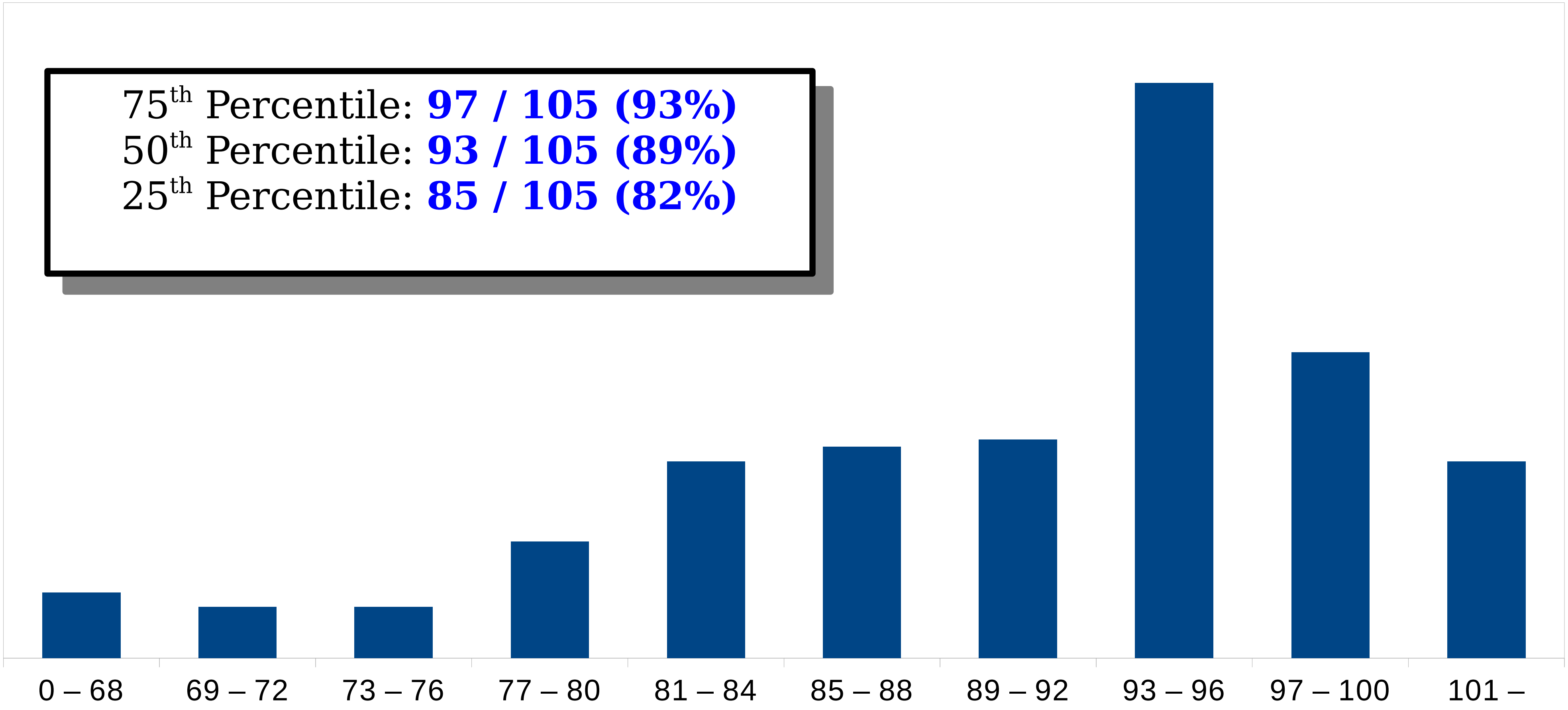
RE and Proofs

- If the **RE** languages represent languages where membership can be proven, what does a non-**RE** language look like?
- Intuitively, a language is *not* in **RE** if there is no general way to prove that a given string $w \in L$ actually belongs to L.
- In other words, even if you knew that a string was in the language, you may never be able to convince anyone of it!

Time-Out for Announcements!

Problem Set Seven Graded

75th Percentile: **97 / 105 (93%)**
50th Percentile: **93 / 105 (89%)**
25th Percentile: **85 / 105 (82%)**



Problem Set Nine

- Problem Set Eight was due today at 2:30PM.
  - You *can* use late days here to extend the deadline as far as Sunday at 2:30PM, but we don't recommend this.
- Problem Set Nine goes out today. It's due next Friday at 2:30PM.
  - Play around with the limits of **R** and **RE** languages – the upper extent of computation!
  - See how everything fits together!
- Due to university policies, ***no late submissions will be accepted for PS9***. Please budget at least two hours before the deadline to submit the assignment.

The Last Two Guides

- We've posted two final guides to the course website:
  - The ***Guide to Self-Reference***, which talks about proofs of undecidability via self-reference.
  - The ***Guide to the Lava Diagram***, which provides an intuition for how different classes of languages relate to one another.
- Give these a read – there's a ton of useful information in there!

Final Exam Logistics

- Our final exam is Monday, March 19th from 3:30PM – 6:30PM, location Hewlett 200 & 201 (no special last name assignments).
  - Sorry about how soon that is – the registrar picked this time, not us. If we had a choice, it would be on the last day of finals week.
- The exam is cumulative. You're responsible for topics from PS1 – PS9 and all of the lectures.
- As with the midterms, the exam is closed-book, closed-computer, and limited-note. You can bring one double-sided sheet of 8.5" × 11" notes with you to the exam, decorated any way you'd like.
- Students with OAE accommodations: if we don't yet have your OAE letter, please send it to us ASAP.

Preparing for the Exam

- We’ve posted ***six*** practice final exams, with solutions, to the course website.
- These exams are essentially the final exams we’ve given out in the last six quarters, with a few tweaks and modifications.
- Practice Final 1 and Practice Final 6 are the two most recent exams and should give you the best indicator of the expected topic coverage.
- And don’t forget that Extra Practice Problems 3 is available online. After today’s lecture, you know enough to take on any of those questions, including the starred ones.

Back to CS103!

Finding Non-**RE** Languages

Finding Non-**RE** Languages

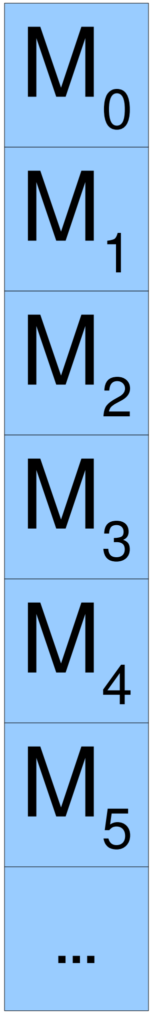
- Right now, we know that non-**RE** languages exist, but we have no idea what they look like.
- How might we find one?

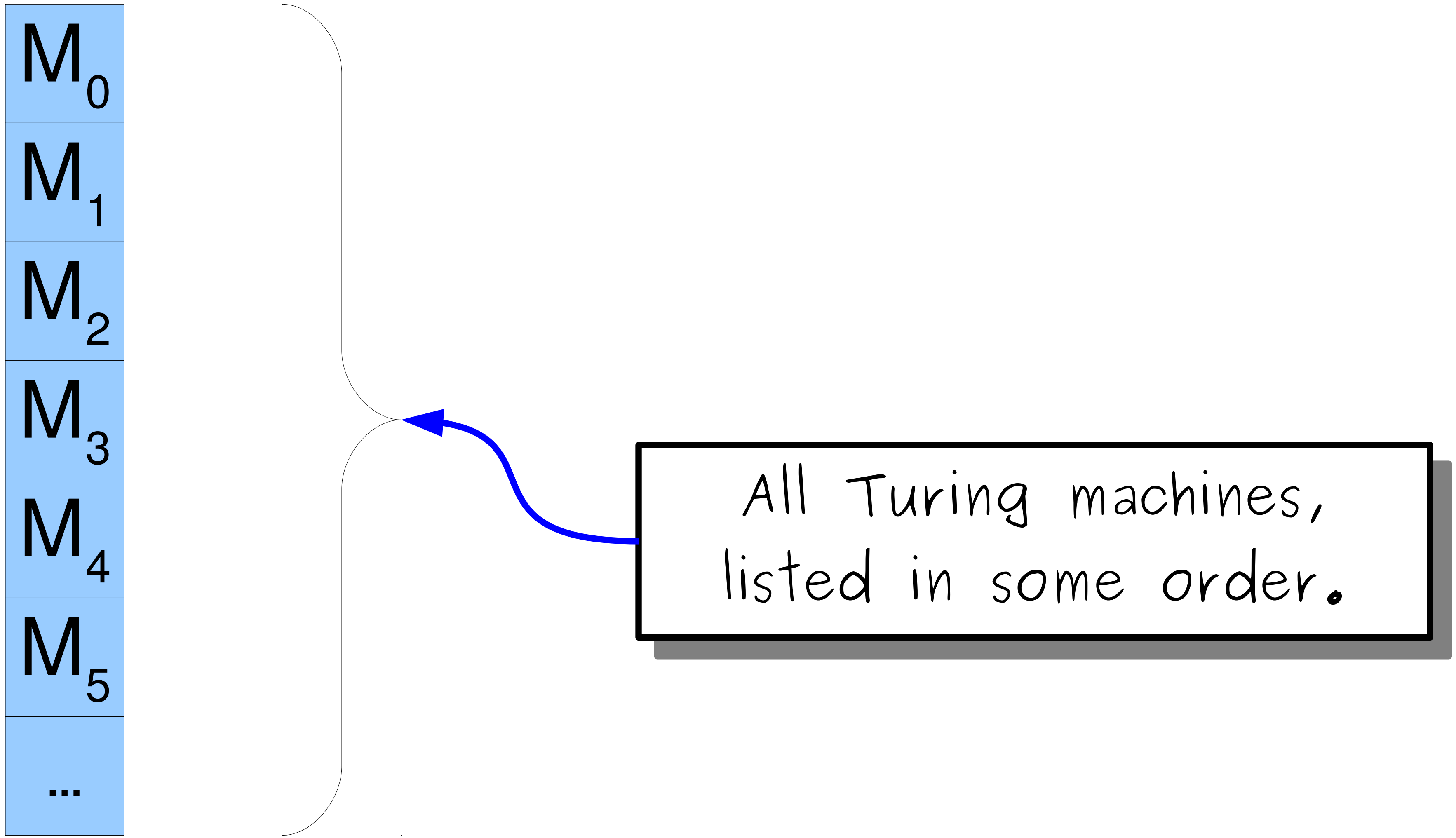
Languages, TMs, and TM Encodings

- Recall: The language of a TM M is the set

$$\mathscr{L}(\boldsymbol{M}) = \{ \boldsymbol{w} \in \boldsymbol{\Sigma^*} \mid \boldsymbol{M} \textbf{ accepts } \boldsymbol{w} \}$$

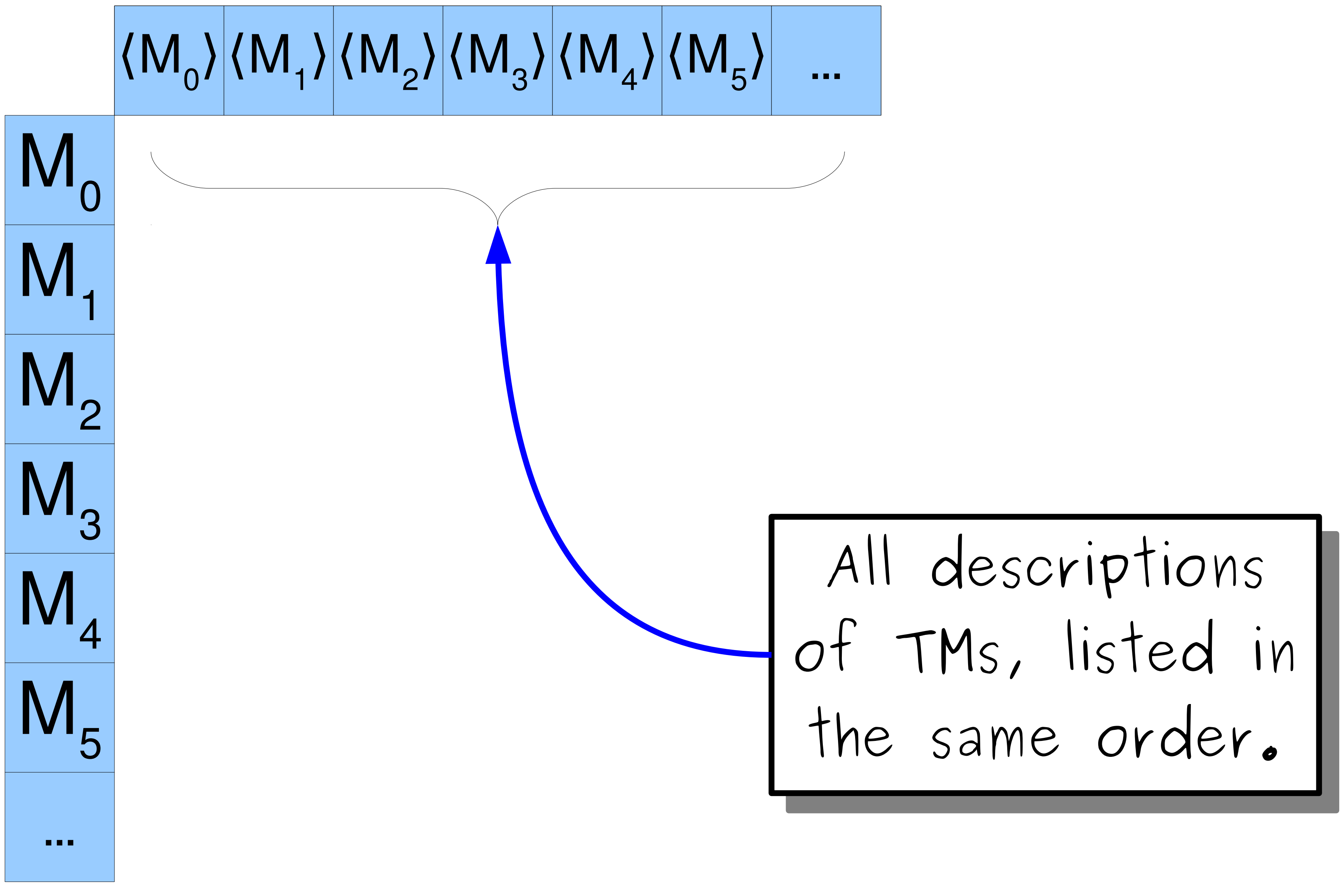
- Some of the strings in this set might be descriptions of TMs.
- What happens if we list off all Turing machines, looking at how those TMs behave given other TMs as input?


M_0
M_1
M_2
M_3
M_4
M_5
...



M0
M1
M2
M3
M4
M5
...
All Turing machines, listed in some order.

	$\langle M_0 \rangle$	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\langle M_5 \rangle$	...
M_0							
M_1							
M_2							
M_3							
M_4							
M_5							
...							


⟨M0⟩ ⟨M1⟩ ⟨M2⟩ ⟨M3⟩ ⟨M4⟩ ⟨M5⟩ ...
M0
M1
M2
M3
M4
M5
...
All descriptions of TMs, listed in the same order.

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	...
M_0	Acc	No	No	Acc	Acc	No	...
M_1							
M_2							
M_3							
M_4							
M_5							
...							

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	...
M_0	Acc	No	No	Acc	Acc	No	...
M_1	Acc	Acc	Acc	Acc	Acc	Acc	...
M_2							
M_3							
M_4							
M_5							
...							

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3							
M_4							
M_5							
…							

	$\langle M_0 \rangle$	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\langle M_5 \rangle$	...
M_0	Acc	No	No	Acc	Acc	No	...
M_1	Acc	Acc	Acc	Acc	Acc	Acc	...
M_2	Acc	Acc	Acc	Acc	Acc	Acc	...
M_3	No	Acc	Acc	No	Acc	Acc	...
M_4							
M_5							
...							

	$\langle M_0 \rangle$	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\langle M_5 \rangle$	...
M_0	Acc	No	No	Acc	Acc	No	...
M_1	Acc	Acc	Acc	Acc	Acc	Acc	...
M_2	Acc	Acc	Acc	Acc	Acc	Acc	...
M_3	No	Acc	Acc	No	Acc	Acc	...
M_4	Acc	No	Acc	No	Acc	No	...
M_5							
...							

	$\langle M_0 \rangle$	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\langle M_5 \rangle$	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…							

	$\langle M_0 \rangle$	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\langle M_5 \rangle$	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

What are we going to do next?

Answer at **PollEv.com/cs103** or
text **CS103** to **22333** once to join, then **your answer**.

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	...
M_0	Acc	No	No	Acc	Acc	No	...
M_1	Acc	Acc	Acc	Acc	Acc	Acc	...
M_2	Acc	Acc	Acc	Acc	Acc	Acc	...
M_3	No	Acc	Acc	No	Acc	Acc	...
M_4	Acc	No	Acc	No	Acc	No	...
M_5	No	No	Acc	Acc	No	No	...
...	...	...	...	...	...	...	...

	$\langle M_0 \rangle$	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\langle M_5 \rangle$	…
M_0	**Acc**	No	No	Acc	Acc	No	…
M_1	Acc	**Acc**	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	**Acc**	Acc	Acc	Acc	…
M_3	No	Acc	Acc	**No**	Acc	Acc	…
M_4	Acc	No	Acc	No	**Acc**	No	…
M_5	No	No	Acc	Acc	No	**No**	…
…	…	…	…	…	…	…	**…**

Acc	Acc	Acc	No	Acc	No	…

	$\langle M_0 \rangle$	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\langle M_5 \rangle$	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

Flip all "accept" to "no" and vice-versa

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

What TM has this behavior?

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	...
M_0	Acc	No	No	Acc	Acc	No	...
M_1	Acc	Acc	Acc	Acc	Acc	Acc	...
M_2	Acc	Acc	Acc	Acc	Acc	Acc	...
M_3	No	Acc	Acc	No	Acc	Acc	...
M_4	Acc	No	Acc	No	Acc	No	...
M_5	No	No	Acc	Acc	No	No	...
...	...	...	...	...	...	...	...

No	No	No	Acc	No	Acc	...

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	...
M_0	Acc	No	No	Acc	Acc	No	...
M_1	Acc	Acc	Acc	Acc	Acc	Acc	...
M_2	Acc	Acc	Acc	Acc	Acc	Acc	...
M_3	No	Acc	Acc	No	Acc	Acc	...
M_4	Acc	No	Acc	No	Acc	No	...
M_5	No	No	Acc	Acc	No	No	...
...	...	...	...	...	...	...	...

No	No	No	Acc	No	Acc	...

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

	$\langle M_0 \rangle$	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\langle M_5 \rangle$	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

	$\langle M_0 \rangle$	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\langle M_5 \rangle$	...
M_0	Acc	No	No	Acc	Acc	No	...
M_1	Acc	Acc	Acc	Acc	Acc	Acc	...
M_2	Acc	Acc	Acc	Acc	Acc	Acc	...
M_3	No	Acc	Acc	No	Acc	Acc	...
M_4	Acc	No	Acc	No	Acc	No	...
M_5	No	No	Acc	Acc	No	No	...
...	...	...	...	...	...	...	...

No	No	No	Acc	No	Acc	...

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	...
M_0	Acc	No	No	Acc	Acc	No	...
M_1	Acc	Acc	Acc	Acc	Acc	Acc	...
M_2	Acc	Acc	Acc	Acc	Acc	Acc	...
M_3	No	Acc	Acc	No	Acc	Acc	...
M_4	Acc	No	Acc	No	Acc	No	...
M_5	No	No	Acc	Acc	No	No	...
...	...	...	...	...	...	...	...

No	No	No	Acc	No	Acc	...

	$\langle M_0 \rangle$	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\langle M_5 \rangle$	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

No TM has this behavior!

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	...
M_0	Acc	No	No	Acc	Acc	No	...
M_1	Acc	Acc	Acc	Acc	Acc	Acc	...
M_2	Acc	Acc	Acc	Acc	Acc	Acc	...
M_3	No	Acc	Acc	No	Acc	Acc	...
M_4	Acc	No	Acc	No	Acc	No	...
M_5	No	No	Acc	Acc	No	No	...
...	...	...	...	...	...	...	...

No	No	No	Acc	No	Acc	...

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

"The language of all TMs that do not accept their own description."

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

{ ⟨*M*⟩ | *M* is a TM that does not accept ⟨*M*⟩ }

	⟨M_0⟩	⟨M_1⟩	⟨M_2⟩	⟨M_3⟩	⟨M_4⟩	⟨M_5⟩	…
M_0	Acc	No	No	Acc	Acc	No	…
M_1	Acc	Acc	Acc	Acc	Acc	Acc	…
M_2	Acc	Acc	Acc	Acc	Acc	Acc	…
M_3	No	Acc	Acc	No	Acc	Acc	…
M_4	Acc	No	Acc	No	Acc	No	…
M_5	No	No	Acc	Acc	No	No	…
…	…	…	…	…	…	…	…

No	No	No	Acc	No	Acc	…

{ ⟨*M*⟩ | *M* is a TM and ⟨*M*⟩ ∉ $\mathscr{L}$(*M*) }

Diagonalization Revisited

- The ***diagonalization language***, which we denote $\boldsymbol{L_D}$, is defined as

$$\boldsymbol{L_D = \{ \langle M \rangle \mid M \textbf{ is a TM and } \langle M \rangle \notin \mathscr{L}(M) \}}$$

- That is, L_D is the set of descriptions of Turing machines that do not accept themselves.

$L_D = \{ \langle M \rangle \mid M \text{ is a TM and } \langle M \rangle \notin \mathscr{L}(M) \}$

Theorem: $L_D \notin \mathbf{RE}$.

$L_D = \{ \langle M \rangle \mid M \text{ is a TM and } \langle M \rangle \notin \mathscr{L}(M) \}$

Theorem: $L_D \notin \mathbf{RE}$.

Proof: By contradiction; assume that $L_D \in \mathbf{RE}$.

L_D = { ⟨M⟩ | M is a TM and ⟨M⟩ $\notin \mathscr{L}(M)$ }

Theorem: $L_D \notin$ **RE**.

Proof: By contradiction; assume that $L_D \in$ **RE**. Then there must be some recognizer R such that $\mathscr{L}(R) = L_D$.

$L_D = \{ \langle M \rangle \mid M$ is a TM and $\langle M \rangle \notin \mathscr{L}(M) \}$

Theorem: $L_D \notin \mathbf{RE}$.

Proof: By contradiction; assume that $L_D \in \mathbf{RE}$. Then there must be some recognizer R such that $\mathscr{L}(R) = L_D$.

Let M be an arbitrary TM. Since $\mathscr{L}(R) = L_D$, we know that

$$\langle M \rangle \in L_D \text{ iff } \langle M \rangle \in \mathscr{L}(R). \qquad (1)$$

$$L_D = \{ \langle M \rangle \mid M \text{ is a TM and } \langle M \rangle \notin \mathscr{L}(M) \}$$

Theorem: $L_D \notin \mathbf{RE}$.

Proof: By contradiction; assume that $L_D \in \mathbf{RE}$. Then there must be some recognizer R such that $\mathscr{L}(R) = L_D$.

Let M be an arbitrary TM. Since $\mathscr{L}(R) = L_D$, we know that

$$\langle M \rangle \in L_D \text{ iff } \langle M \rangle \in \mathscr{L}(R). \qquad (1)$$

Because $\mathcal{L}(R) = L_D$, we know that a string belongs to one set if and only if it belongs to the other.

$L_D = \{ \langle M \rangle \mid M$ is a TM and $\langle M \rangle \notin \mathscr{L}(M) \}$

Theorem: $L_D \notin \mathbf{RE}$.

Proof: By contradiction; assume that $L_D \in \mathbf{RE}$. Then there must be some recognizer R such that $\mathscr{L}(R) = L_D$.

Let M be an arbitrary TM. Since $\mathscr{L}(R) = L_D$, we know that

$$\langle M \rangle \in L_D \text{ iff } \langle M \rangle \in \mathscr{L}(R). \qquad (1)$$

From the definition of L_D, we see that $\langle M \rangle \in L_D$ iff $\langle M \rangle \notin \mathscr{L}(M)$.

$L_D = \{ \langle M \rangle \mid M \text{ is a TM and } \langle M \rangle \notin \mathscr{L}(M) \}$

Theorem: $L_D \notin \mathbf{RE}$.

Proof: By contradiction; assume that $L_D \in \mathbf{RE}$. Then there must be some recognizer R such that $\mathscr{L}(R) = L_D$.

Let M be an arbitrary TM. Since $\mathscr{L}(R) = L_D$, we know that

$$\langle M \rangle \in L_D \text{ iff } \langle M \rangle \in \mathscr{L}(R). \qquad (1)$$

From the definition of L_D, we see that $\langle M \rangle \in L_D$ iff $\langle M \rangle \notin \mathscr{L}(M)$. Combining this with statement (1) tells us that

$$\langle M \rangle \notin \mathscr{L}(M) \text{ iff } \langle M \rangle \in \mathscr{L}(R). \qquad (2)$$

$L_D = \{ \langle M \rangle \mid M \text{ is a TM and } \langle M \rangle \notin \mathscr{L}(M) \}$

Theorem: $L_D \notin$ **RE**.

Proof: By contradiction; assume that $L_D \in$ **RE**. Then there must be some recognizer R such that $\mathscr{L}(R) = L_D$.

Let M be an arbitrary TM. Since $\mathscr{L}(R) = L_D$, we know that

$$\langle M \rangle \in L_D \text{ iff } \langle M \rangle \in \mathscr{L}(R). \qquad (1)$$

From the definition of L_D, we see that $\langle M \rangle \in L_D$ iff $\langle M \rangle \notin \mathscr{L}(M)$. Combining this with statement (1) tells us that

$$\langle M \rangle \notin \mathscr{L}(M) \text{ iff } \langle M \rangle \in \mathscr{L}(R). \qquad (2)$$

We've replaced the left-hand side of this biconditional with an equivalent statement.

$L_D = \{ \langle M \rangle \mid M \text{ is a TM and } \langle M \rangle \notin \mathscr{L}(M) \}$

Theorem: $L_D \notin$ **RE**.

Proof: By contradiction; assume that $L_D \in$ **RE**. Then there must be some recognizer R such that $\mathscr{L}(R) = L_D$.

Let M be an arbitrary TM. Since $\mathscr{L}(R) = L_D$, we know that

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> A nice consequence of a universally-quantified statement is that it should work in all cases.

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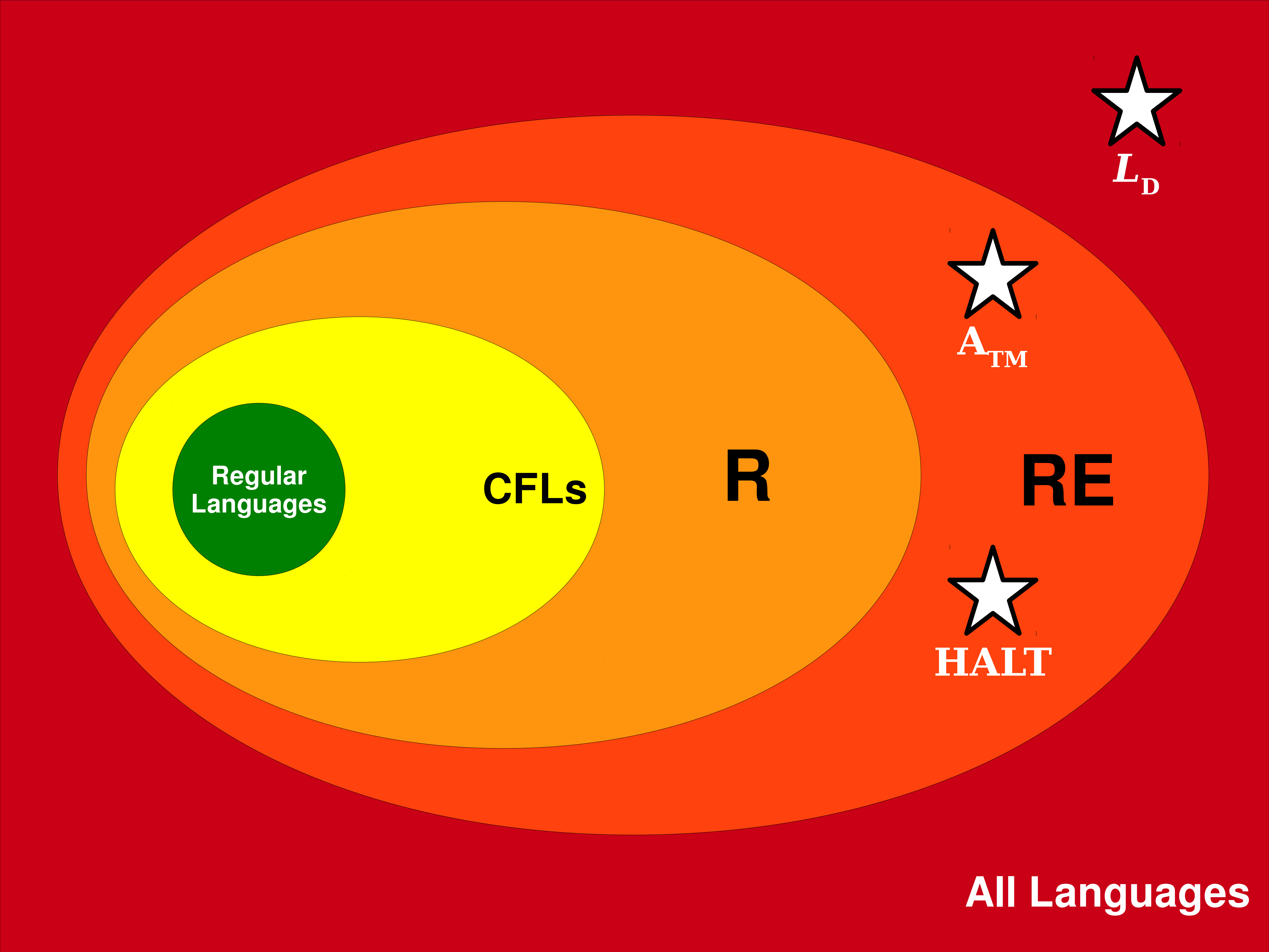


L_D
A_{TM}
Regular Languages
CFLs
R
RE
HALT
All Languages

What This Means

- On a deeper philosophical level, the fact that non-**RE** languages exist supports the following claim:

There are statements that are true but not provable.

- Intuitively, given any non-**RE** language, there will be some string in the language that *cannot* be proven to be in the language.
- This result can be formalized as a result called ***Gödel's incompleteness theorem***, one of the most important mathematical results of all time.
- Want to learn more? Take Phil 152 or CS154!

What This Means

- On a more philosophical note, you could interpret the previous result in the following way:

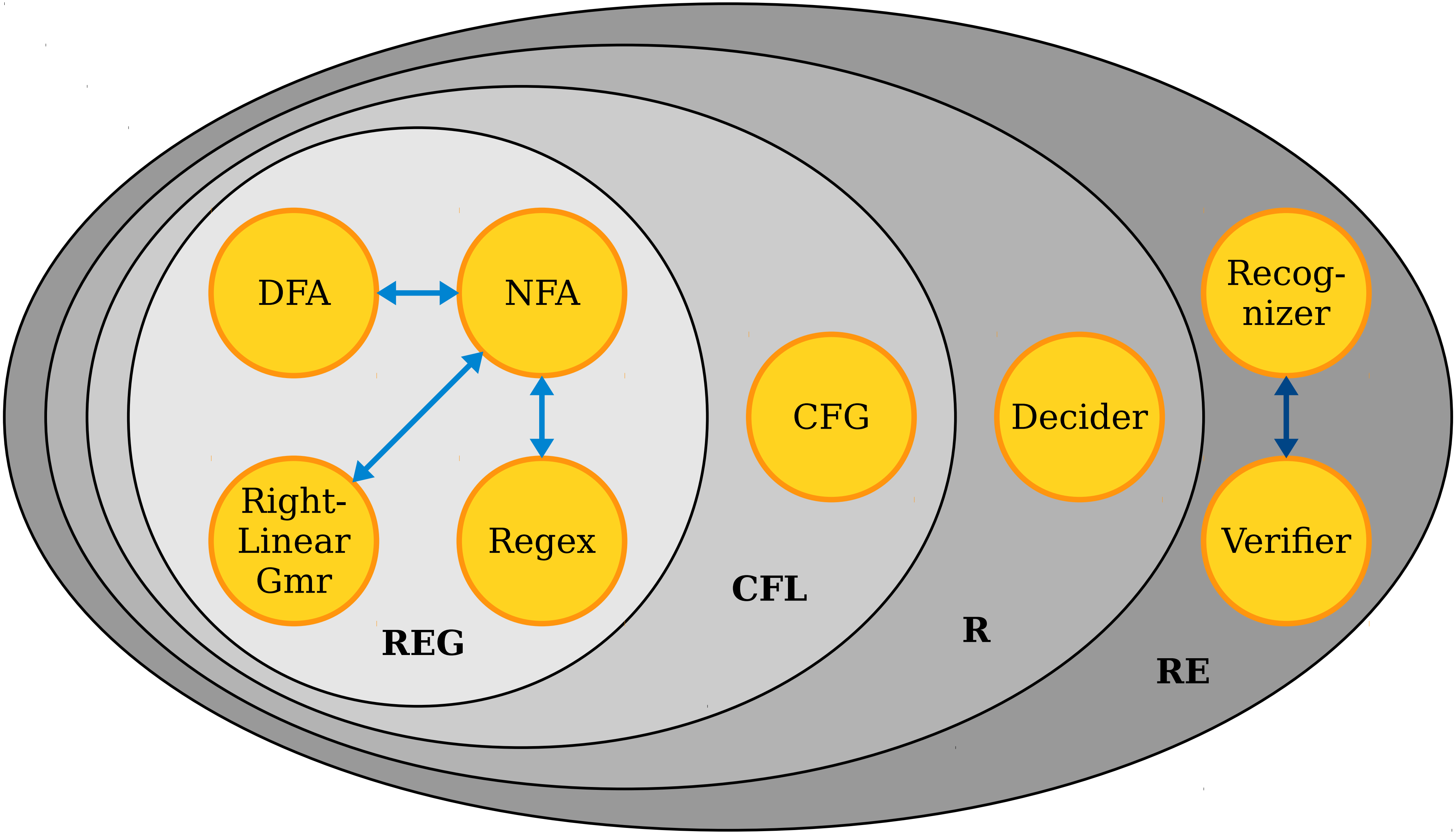
  There are inherent limits about what mathematics can teach us.

- There's no automatic way to do math. There are true statements that we can't prove.
- That doesn't mean that mathematics is worthless. It just means that we need to temper our expectations about it.

Where We Stand

- We've just done a crazy, whirlwind tour of computability theory:
  - ***The Church-Turing thesis*** tells us that TMs give us a mechanism for studying computation in the abstract.
  - ***Universal computers*** – computers as we know them – are not just a stroke of luck. The existence of the universal TM ensures that such computers must exist.
  - ***Self-reference*** is an inherent consequence of computational power.
  - ***Undecidable problems*** exist partially as a consequence of the above and indicate that there are statements whose truth can't be determined by computational processes.
  - ***Unrecognizable problems*** are out there and can be discovered via diagonalization. They imply there are limits to mathematical proof.

The Big Picture



Where We've Been

- The class **R** represents problems that can be solved by a computer.
- The class **RE** represents problems where “yes” answers can be verified by a computer.

Where We're Going

- The class **P** represents problems that can be solved *efficiently* by a computer.
- The class **NP** represents problems where “yes” answers can be verified *efficiently* by a computer.

Next Time

- ***Introduction to Complexity Theory***
  - Not all decidable problems are created equal!
- ***The Classes P and NP***
  - Two fundamental and important complexity classes.
- ***The $P \stackrel{?}{=} NP$ Question***
  - A literal million-dollar question!