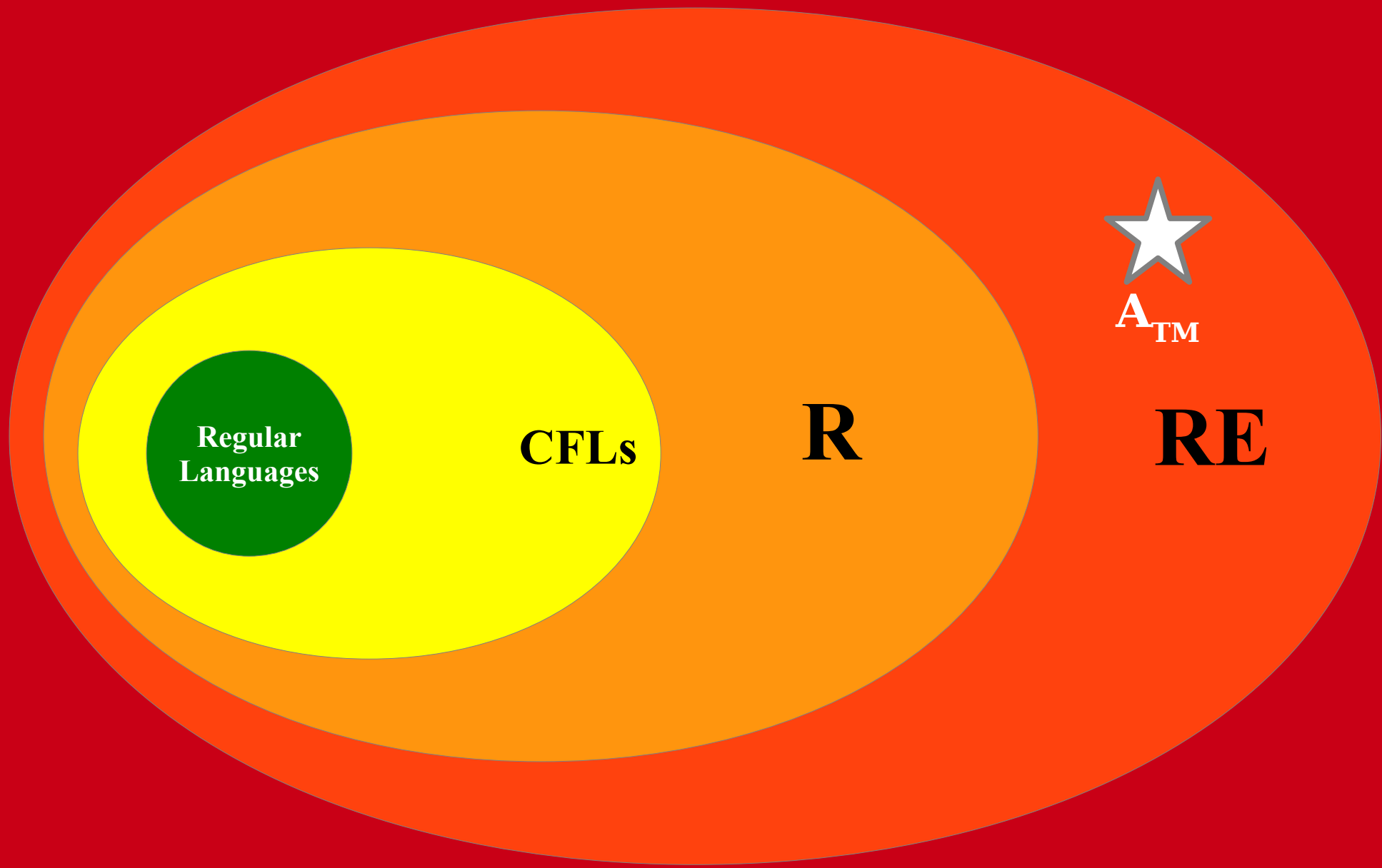


The Class RE



All Languages

More Undecidability Results

The Halting Problem

- The most famous undecidable problem is the **halting problem**, which asks:

**Given a TM M and a string w ,
will M halt* when run on w ?**

- As a formal language, this problem would be expressed as

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

- How hard is this problem to solve?

* i.e., accept or reject (“halting” execution, as opposed to infinite loop)

HALT ∈ RE

- **Claim:** *HALT* ∈ RE.
- **Idea:** We can just run TM *M* on *w*, and see if it halts. (*It might not, but that's ok, we just need a recognizer TM to show HALT ∈ RE.*)

```
bool checkHalt(TM M, string w) {  
    // This might infinite loop, and if it does, we will  
    // not reach the "if" code below this  
    bool result = M(w);  
  
    // whether result is true or false, at least M did halt,  
    // so we return true  
    if (result || !result) {  
        return true;  
    }  
}
```

HALT and A_{TM}

- Comparing recognizer TMs for *HALT* and A_{TM}

```
bool checkHalt(TM M, string w) {  
    // This might infinite loop  
    bool result = M(w);  
  
    // Accept both true and false  
    if (result || !result) {  
        return true;  
    }  
}
```

```
bool checkATM(TM M, string w) {  
    // This might infinite loop  
    bool result = M(w);  
  
    // Accept only true  
    if (result) {  
        return true;  
    } else {  
        return false;  
    }  
}
```

HALT \notin \mathbf{R}

- **Claim:** *HALT* \notin \mathbf{R} .
- If *HALT* is decidable, there would exist some *decider* function

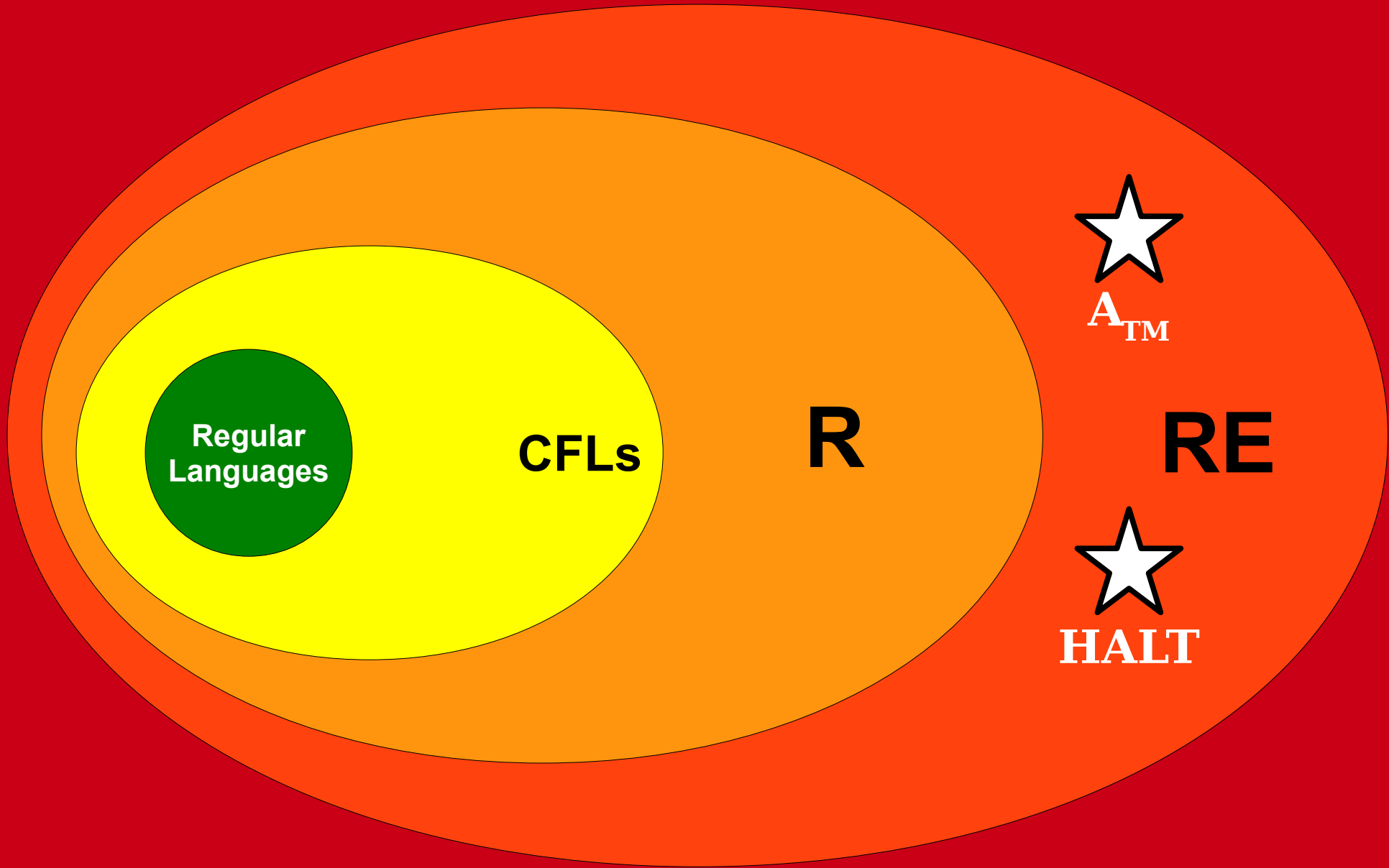
```
bool willHalt(TM M, string w)
```

that reports whether the program M will halt when run on the given input w .

- Then, we could do a trickster setup like we did for A_{TM} .

(skipping the formal proof for the sake of time, but it follows the same template as A_{TM} , but using this version of *trickster*)

```
bool trickster(string input) {
    string me = mySource();
    if (willHalt(me, input)) {
        while (true) {
            // loop infinitely
        }
    } else {
        return true;
    }
}
```



All Languages

The Class RE

- Languages L that are in RE, *but not R*, are those where:
 - We can build a TM M , where $\mathcal{L}(M) = L$
 - That TM M has the risk of getting stuck in an infinite loop for at least one input string that is not in L
- **Next:** Just like the class Regular was defined in multiple ways (DFAs, NFAs, RegExes), today we'll learn **another way** to define this class RE!

Verification

```
/* imagine 5000 lines of TM code */
```

Does this code HALT on input
“abbababababbbb”?

```
41 var errorObj = event.error;
42 if (errorObj && errorObj.stack && errorObj.stack.indexOf('dynamicAddScript') !== -1) {
43     var errorMessage = {
44         Message: event.message,
45         LineNo: event.lineno,
46         ColumnNo: event.colno,
47         Stack: errorObj.stack
48     }
49     e
50 }
51
52 if
53     w
54 }
55 }
56 window
57
58 var ezDynamic = document.createElement('script');
59 ezDynamic.type = 'text/javascript';
60 ezDynamic.innerHTML = script;
61 document.head.appendChild(ezDynamic);
62
63 window.removeEventListener('error', errorHandler);
64 if (window.ezFinishedStatic !== true || typeof window.ezstaticerrors !== 'undefined') {
65     d.Script = script;
66     d.ErrorMessages = (errorMessages || '') + (window.ezstaticerrors || '');
67     var dataTxt = JSON.stringify(d);
68     if (dataTxt.length > 0) {
69         var logXHR = new XMLHttpRequest()
70         logXHR.open('POST', '/ezais/log?cb=1', true);
71         logXHR.setRequestHeader('Content-Type', 'application/json');
72         logXHR.send(dataTxt);
```



Verification

```
41 var errorHandler = event.errorHandler;
42 if (errorObj && errorObj.stack && errorObj.stack.indexOf('dynamicAddScript') !== -1) {
43     var errorMessage = {
44         Message: event.message,
45         LineNo: event.lineno,
46         ColumnNo: event.colno,
47         Stack: errorObj.stack
48     };
49     /* imagine 5000 lines of TM code */
50 }
51
52 if (window.ezDynamic) {
53     window.ezDynamic.innerHTML = script;
54 }
55 }
56 window.ezDynamic.appendChild(ezDynamic);
57
58 var ezDynamic = document.createElement('script');
59 ezDynamic.type = 'text/javascript';
60 ezDynamic.innerHTML = script;
61 document.head.appendChild(ezDynamic);
62
63 window.removeEventListener('error', errorHandler);
64 if (window.ezFinishedStatic !== true || typeof window.ezstaticerrors !== 'undefined') {
65     d.Script = script;
66     d.ErrorMessages = (errorMessages || '') + (window.ezstaticerrors || '');
67     var dataTxt = JSON.stringify(d);
68     if (dataTxt.length > 0) {
69         var logXHR = new XMLHttpRequest();
70         logXHR.open('POST', '/ezais/log?cb=1', true);
71         logXHR.setRequestHeader('Content-Type', 'application/json');
72         logXHR.send(dataTxt);

```

Does this code HALT on input
“abbababababbbb”?

Reflection:

Hard for humans!
We know that TMs
are also not able to
answer this in the
general case without
the possibility of
looping (*HALT* in RE,
not R).

Verification

Idea:

What if I gave you a hint?

What if I told you that this code HALTs on this input after exactly 20 steps of execution.

Here's the catch: You don't know if my hint is truthful.

```
41 var errorObj = event.error;
42 if (errorObj && errorObj.stack && errorObj.stack.indexOf('dynamicAddScript') !== -1) {
43   var errorMessage = {
44     Message: event.message,
45     LineNo: event.lineno,
46     ColumnNo: event.colno,
47     Stack: errorObj.stack
48   }
49 }
50 }
51
52 if
53 w
54 }
55 }
56 window
```

```
/* imagine 5000 lines of TM code */
```

Does this code HALT on input
“abbababababbbb”?

If your only job was deciding if my hint is truthful, could you write a *decider* TM to do that? It should accept if the hint is true, and reject otherwise. If so, describe what your decider TM does.

```
58 var ezDynamic = document.createElement('script');
59 ezDynamic.type = 'text/javascript';
60 ezDynamic.innerHTML = script;
61
```

Verification

```
41 var errorObj = event.error;  
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59 ezDynamic.type = 'text/javascript';  
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61
```

`/* imagine 5000 lines of TM code */`

Does this code HALT on input
“abbababababbbb”?

If your only job was deciding if my hint is truthful, could you write a *decider* TM to do that? It should accept if the hint is true, and reject otherwise. If so, describe what your decider TM does.

Decider TM:

Run the code on the input for exactly 20 steps of execution.

If on the 20th step we observe it HALT, *accept*.

Otherwise *reject* (hint was not truthful).

Verification

```
/* imagine 5000 lines of TM code */
```

Does this code HALT on input
“abbababababbbb”?

Example:

Someone gives us the number of steps hint “20.” We run the TM on the input “abbababababbbb” and observe the TM **accepts** the input on step 20.



This $\langle M, w \rangle$ is in the language *HALT*.

Verification

```
/* imagine 5000 lines of TM code */
```

Does this code HALT on input
“abbababababbbb”?

Is this $\langle M, w \rangle$ in the
language HALT?

Example:

Someone gives us
the number of steps
hint “20.” We run
the TM on the input
“abbababababbbb”
and observe the TM
rejects the input on
step 20.

Verification

```
/* imagine 5000 lines of TM code */
```

Does this code HALT on input
“abbababababbbb”?

Is this $\langle M, w \rangle$ in the
language HALT?



Example:

Someone gives us the number of steps hint “20.” We run the TM on the input “abbababababbbb” and observe the TM **rejects** the input on step 20.

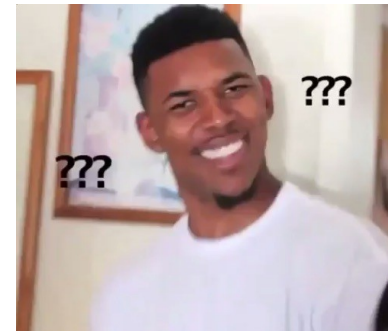
This $\langle M, w \rangle$ is in the language *HALT*.

Verification

```
/* imagine 5000 lines of TM code */
```

Does this code HALT on input
“abbababababbbb”?

Is this $\langle M, w \rangle$ in the
language HALT?



Example:

Someone gives us the number of steps hint “20.” We run the TM on the input “abbababababbbb” and observe the TM **has neither accepted nor rejected** the input after 20 steps (M would keep running if we let it, but we stop after 20 steps).

Is this $\langle M, w \rangle$ in the language *HALT*?

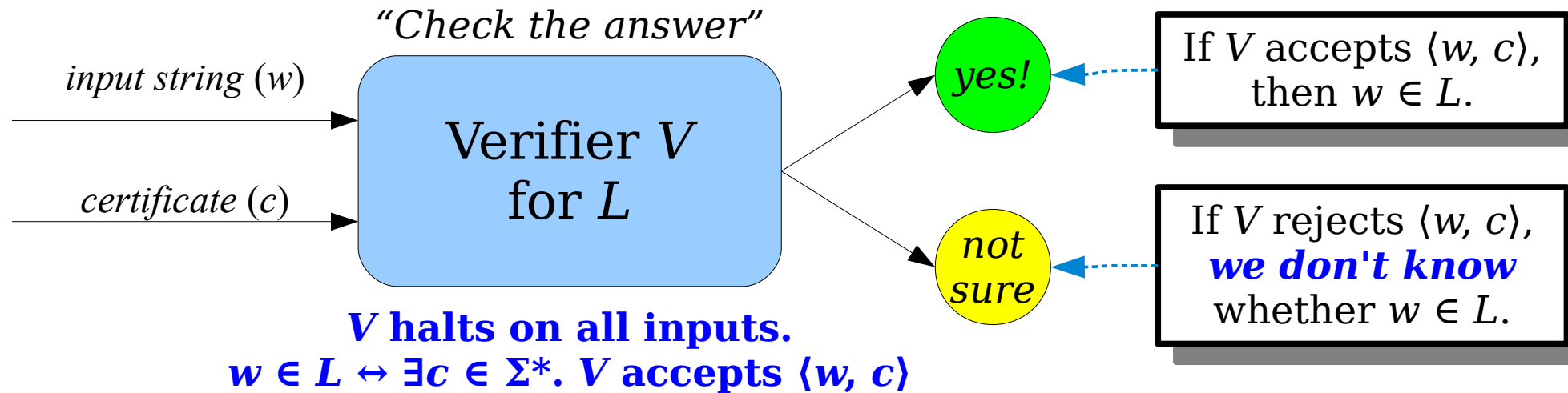
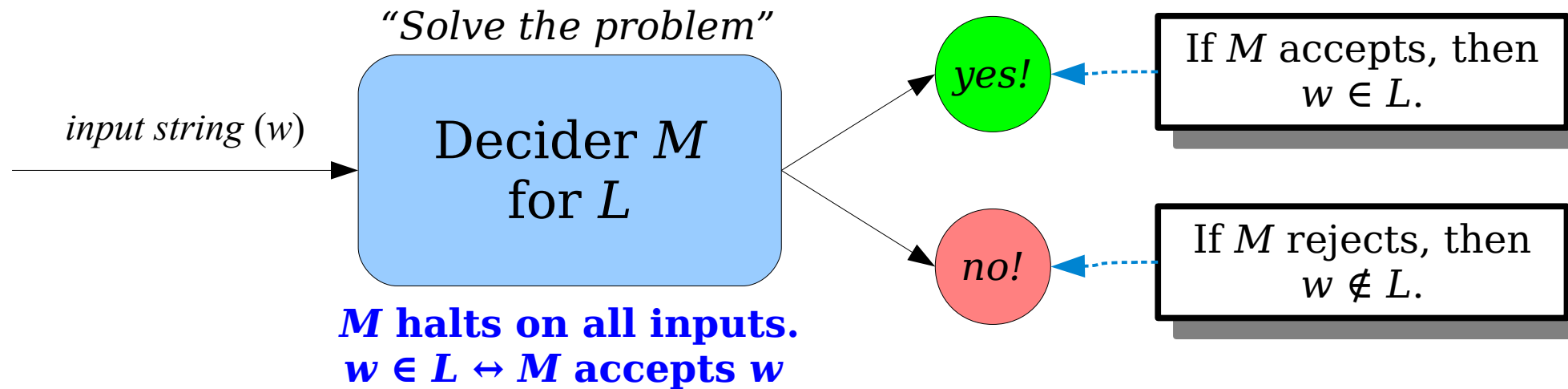
Verification

- In each of the preceding cases, we were given some TM M and some input string w , and some evidence/hint supporting the claim that M halts on w .
- Given a truthful evidence/hint, we can write a decider TM to see that the answer is indeed “yes,” M halts on w .
- Given false evidence, **we aren't immediately sure whether M halts on w .**
 - Maybe there's *no* evidence saying that the answer is “yes,” because the answer is no, M doesn't halt on w !
 - Or maybe there is some evidence, but just not the evidence we were given.
- Let's formalize this idea.

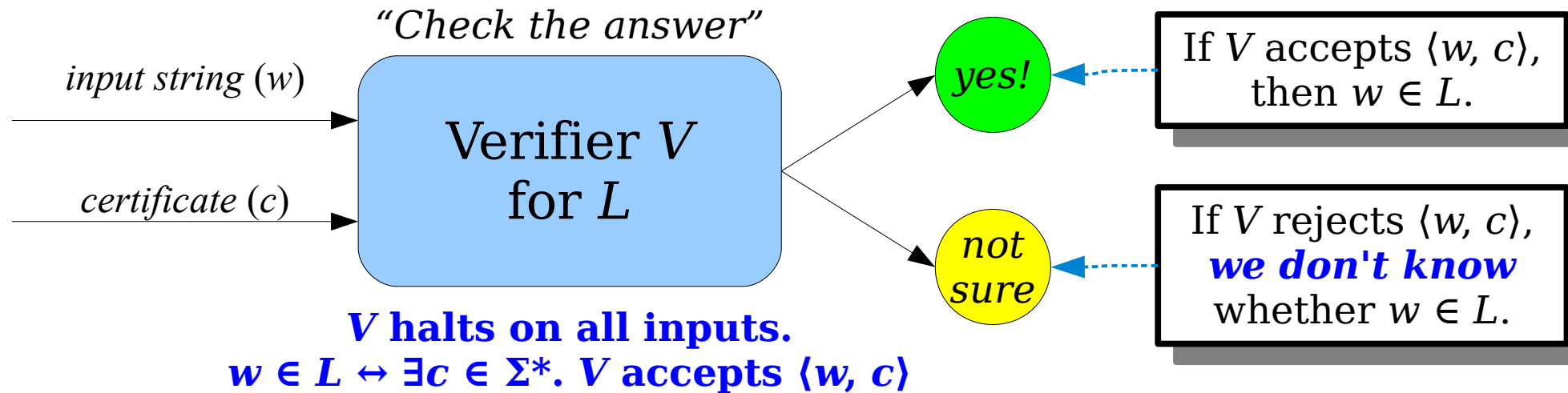
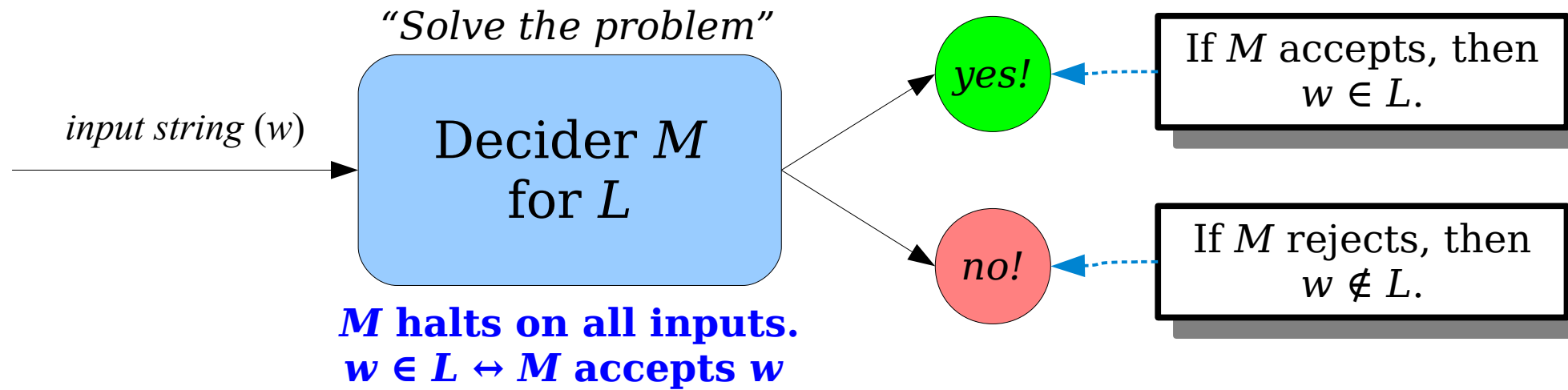
Verifiers

- 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:
$$w \in L \leftrightarrow \exists c \in \Sigma^*. V \text{ accepts } \langle w, c \rangle$$
- A string c where V accepts $\langle w, c \rangle$ is called a **certificate** for w .
 - This is the “evidence.”
- Intuitively, what does this mean?

Deciders and Verifiers

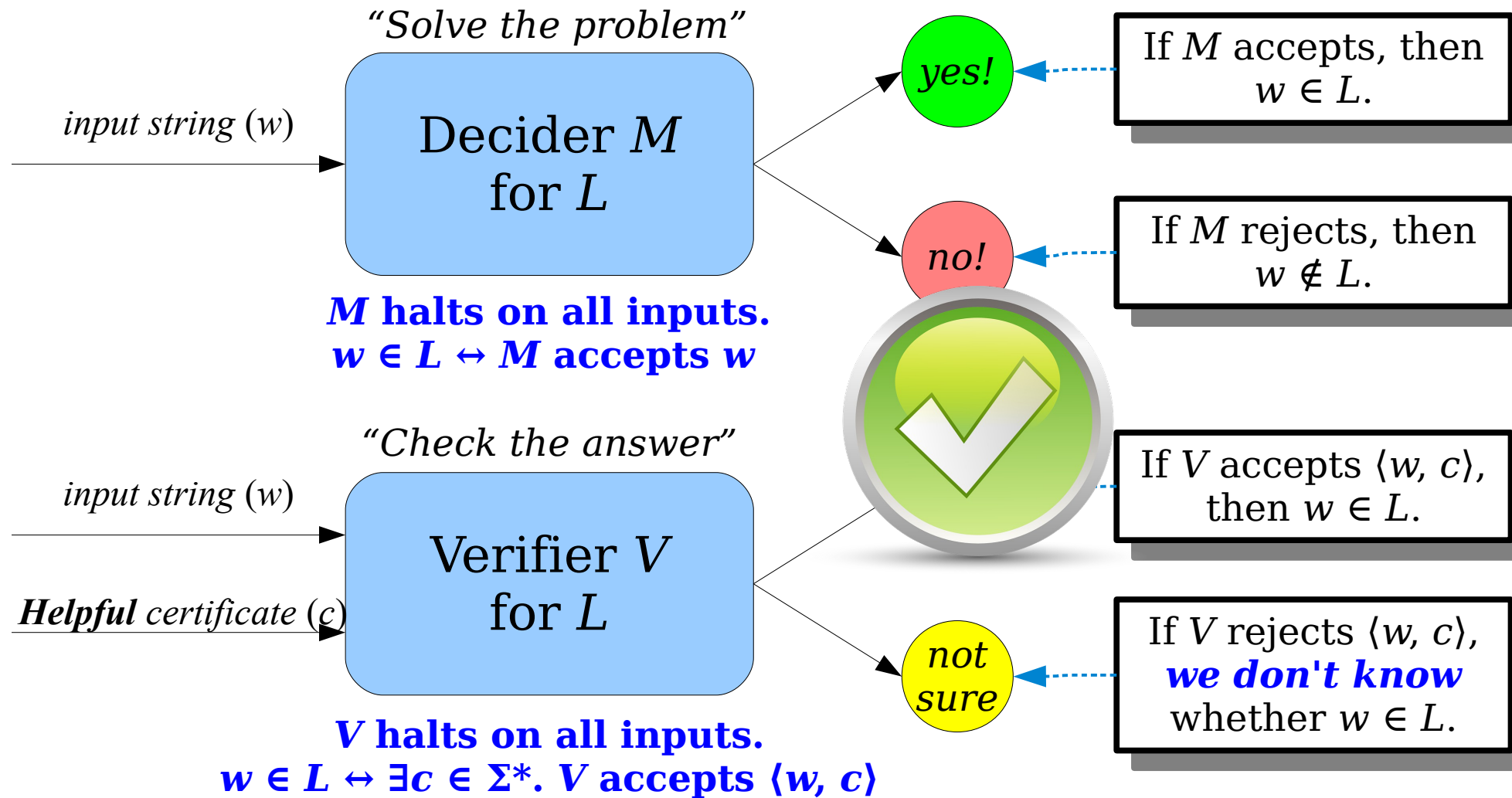


Deciders and Verifiers

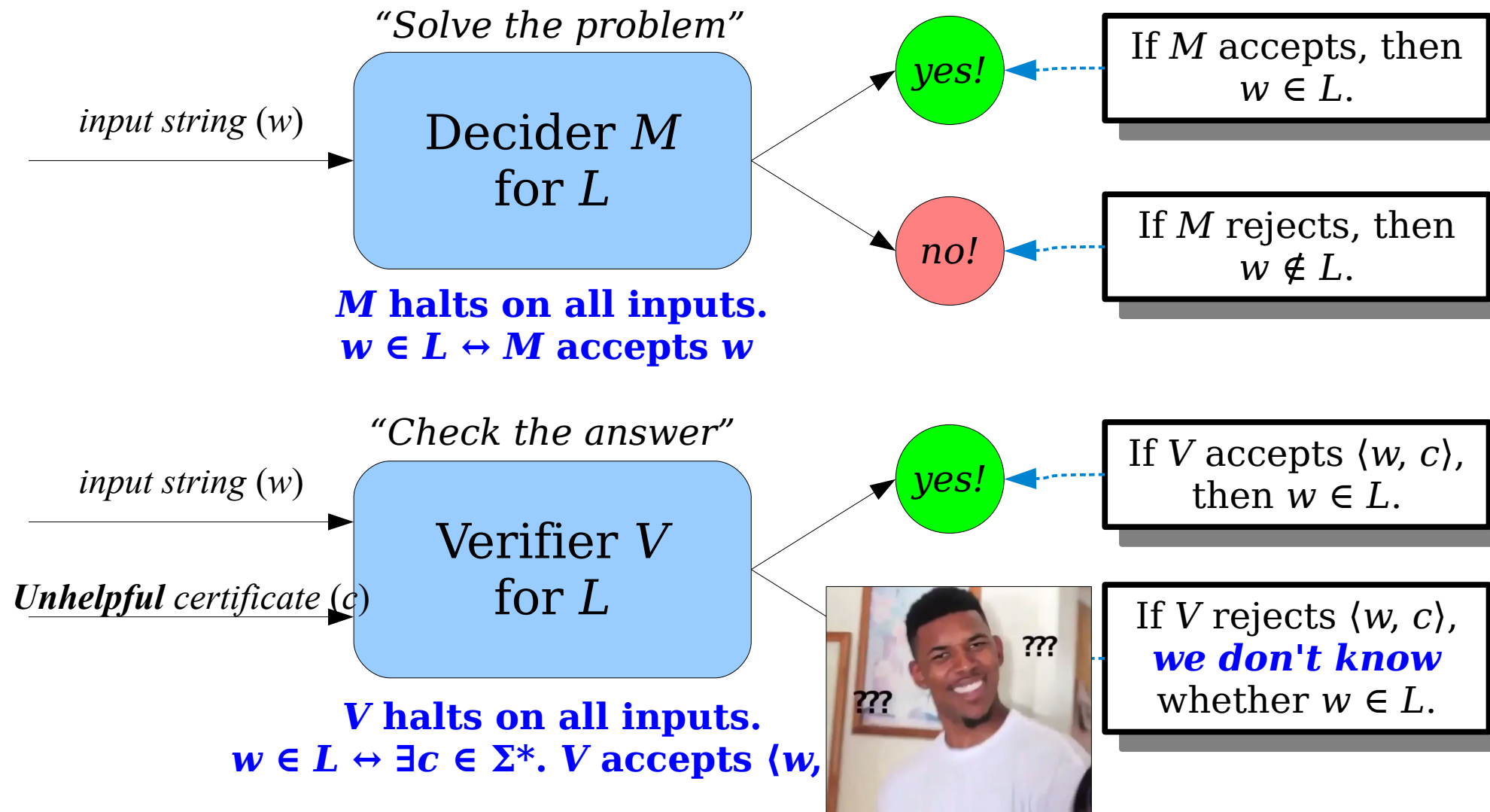


"certificate" is the official term for a "hint"

Deciders and Verifiers



Deciders and Verifiers



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:

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

- 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.

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:

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

- More notes about V :
 - Notice that c is existentially quantified.
 - Notice V is required to halt *always* (like a decider).

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:

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

- More notes about V :
 - Notice that $\mathcal{L}(V) \neq L$. (*Good question to hold on to for a second: what is $\mathcal{L}(V)$?*)
 - 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:

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

- A note about c :
 - Figuring out what would make a good certificate (should it be a number of steps to take, an equation-solving variable assignment, a set of graph nodes, an array of numbers to fill in a whole Sudoku board?) is custom work to do for each different language L .

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;  
        if (n == 1) return true;  
    }  
    return n == 1;  
}
```

Some Verifiers

Does this always halt?

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

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

Some Verifiers

For one given $\langle n \rangle \in L$ (say 11), how many different values of c will work to cause the verifier to accept?

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

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

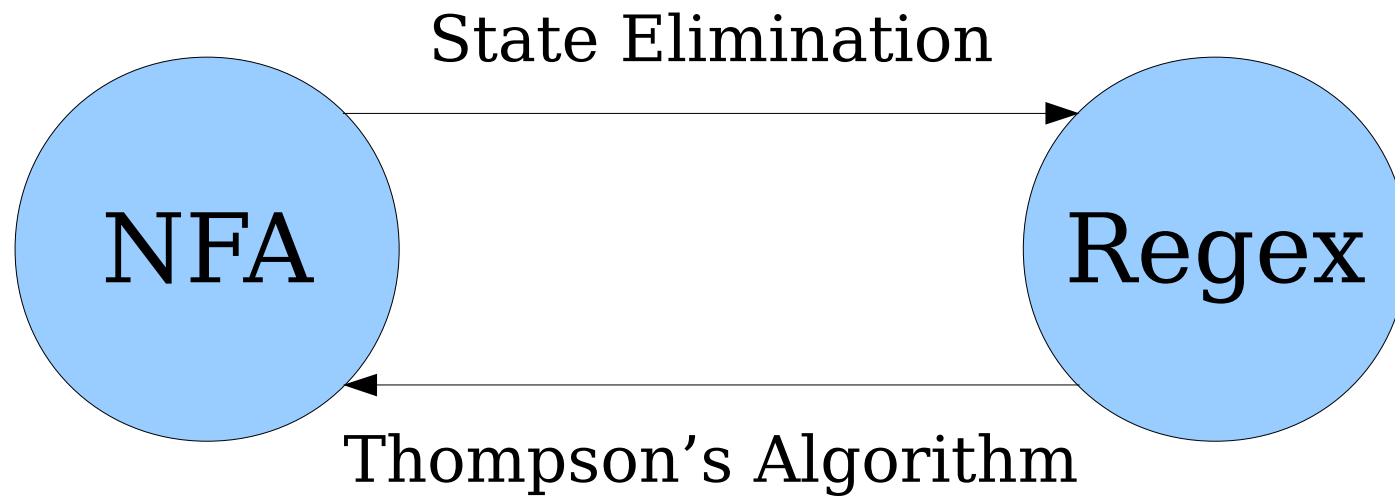
How many of these statements are true of $\mathcal{L}(V)$?

- $\mathcal{L}(V) = L$
- $\mathcal{L}(V) \subseteq L$
- $L \subseteq \mathcal{L}(V)$

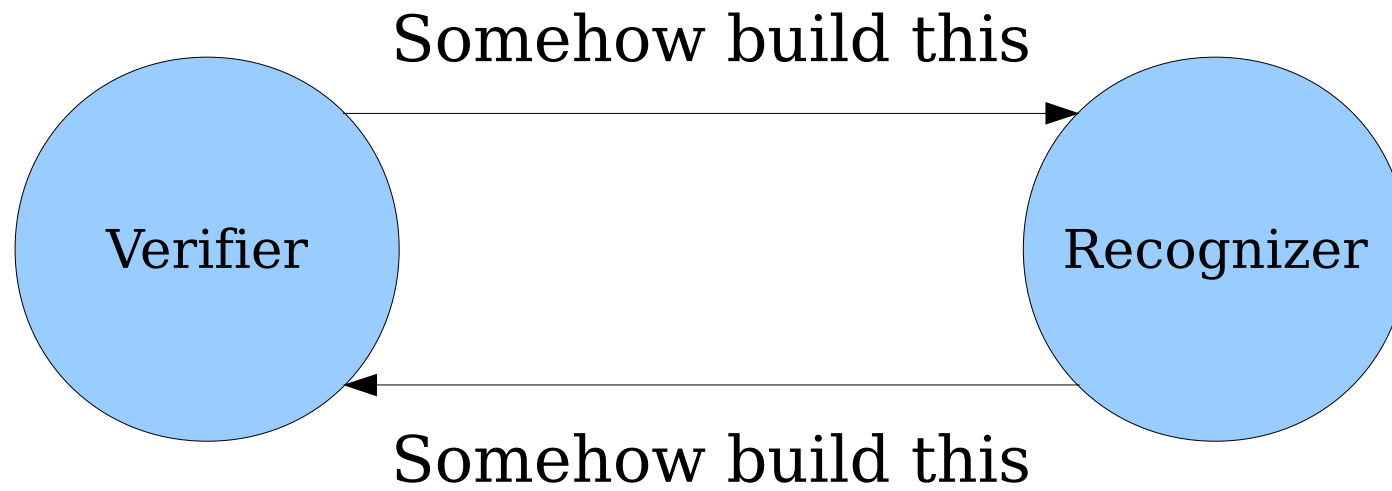
$L = \{ \langle n \rangle \mid n \in \mathbb{N} \text{ and the hailstone sequence terminates for } n \}$

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

Where We've Been



Where We're Going Today



Verifier for A_{TM} ?

- Consider A_{TM} :

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

- This is our standard 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!**

What would make a good certificate for a verifier for A_{TM} ?

- Consider A_{TM} :

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

- 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!**

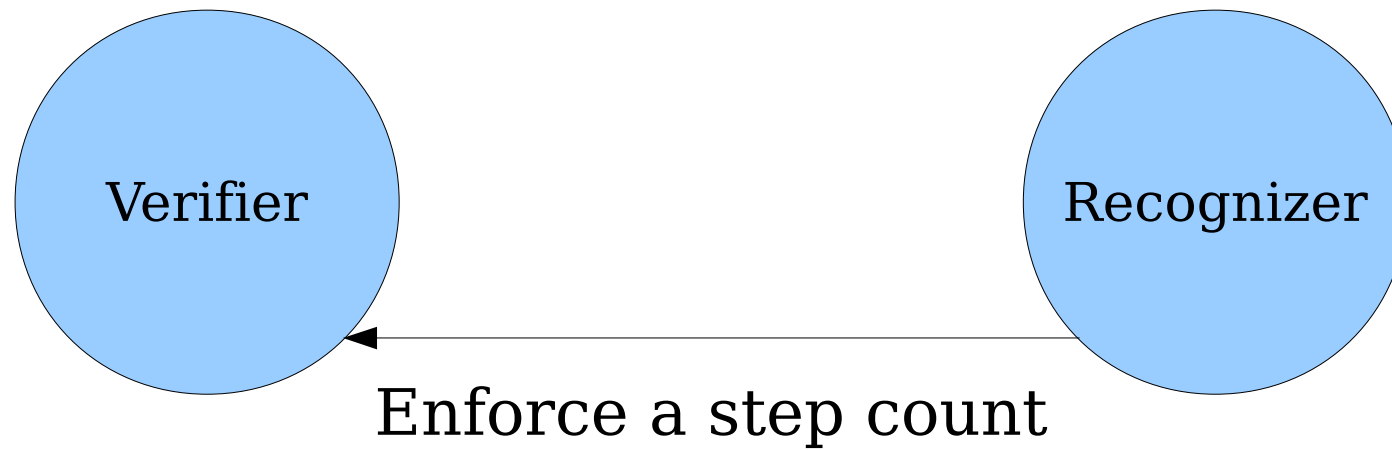
A Verifier for A_{TM}

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

```
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?

Equivalence of Verifiers and Recognizers



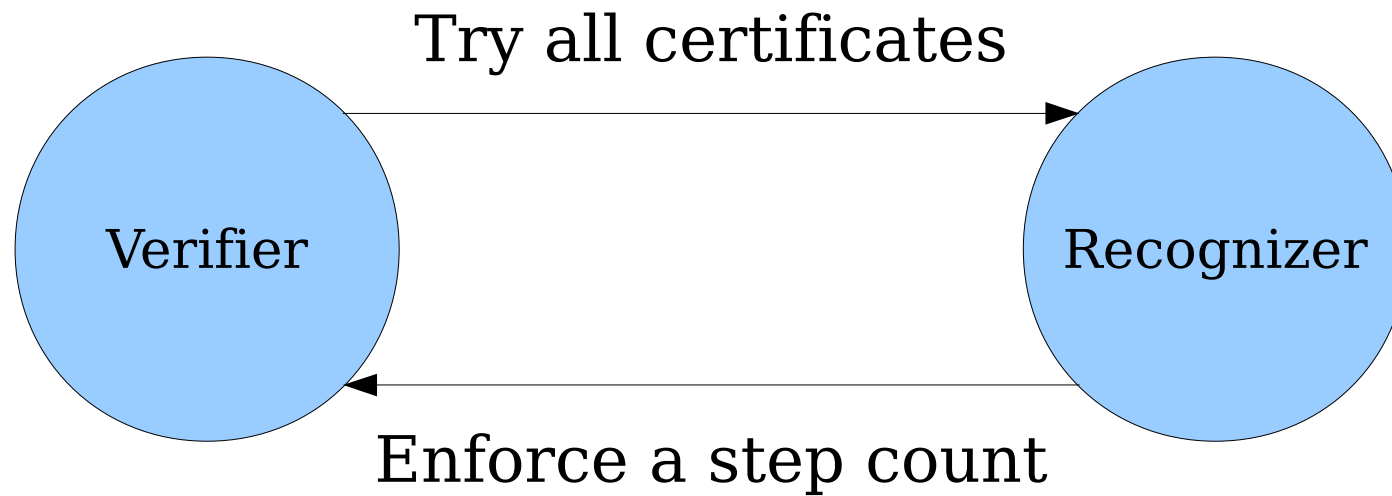
What languages are verifiable?

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  $\langle w, c \rangle$ ) return true;  
        }  
        i++;  
    }  
}
```

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

Equivalence of Verifiers and Recognizers



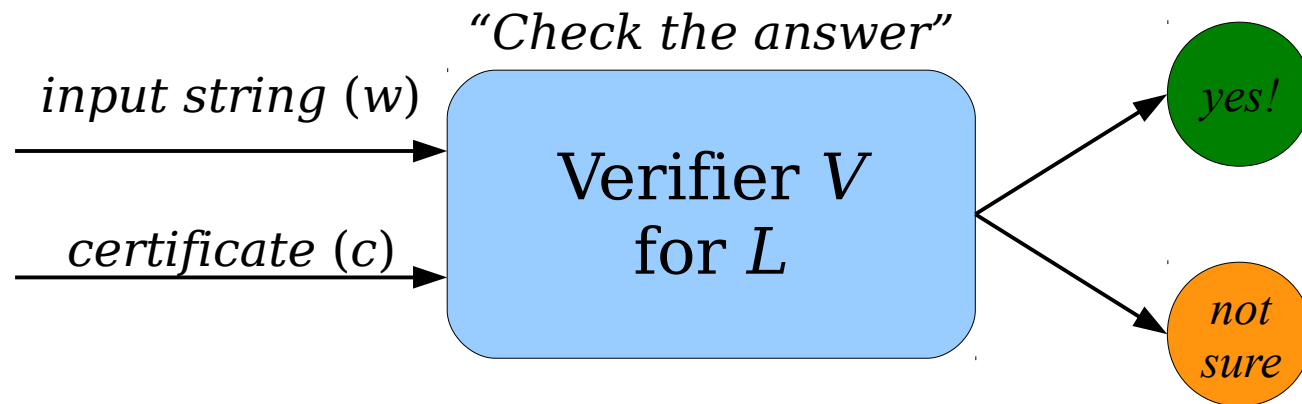
Theorem: If L is a language, then there is a verifier for L if and only if $L \in \mathbf{RE}$.

Verifiers and **RE**

- **Theorem:** If there is a verifier V for a language L , then $L \in \mathbf{RE}$.
- **Proof goal:** Given a verifier V for a language L , find a way to construct a recognizer M for L .

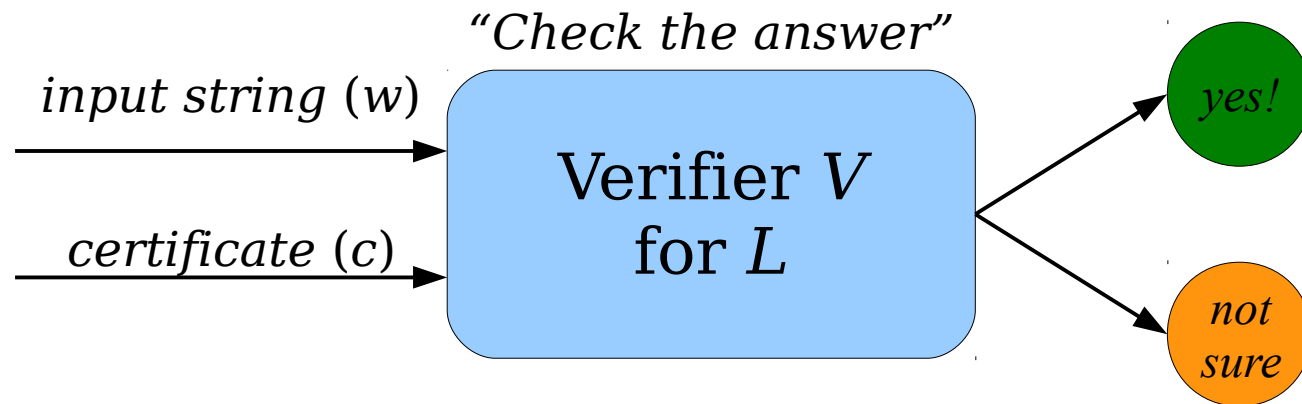
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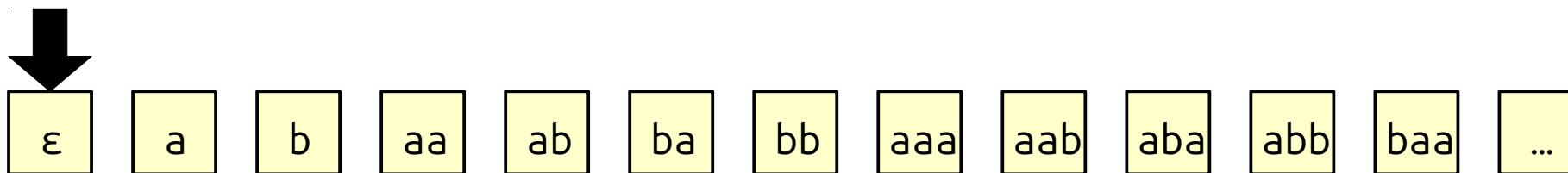


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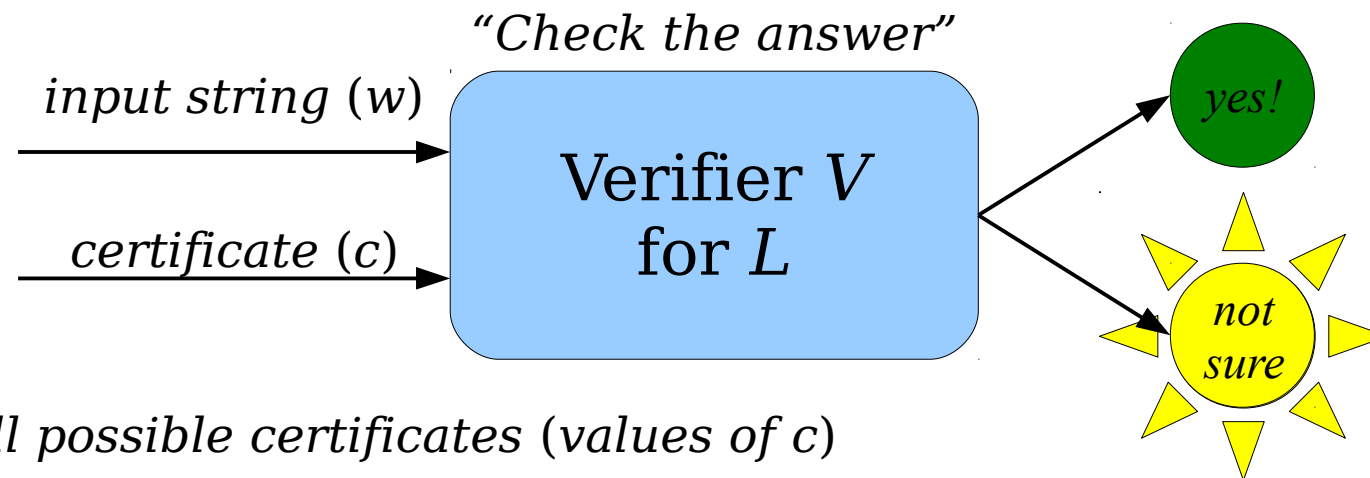


We will try all possible certificates (values of c)

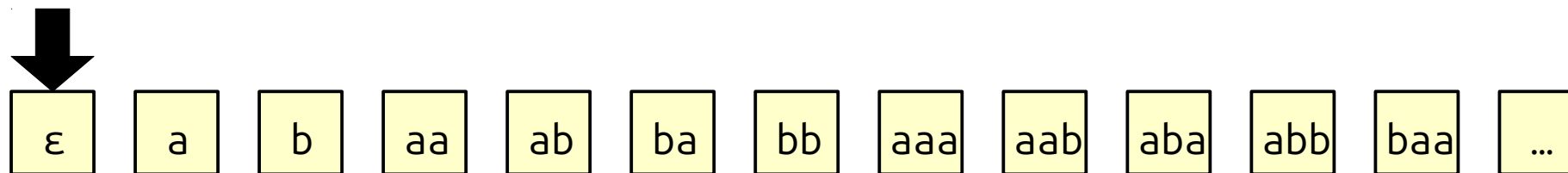


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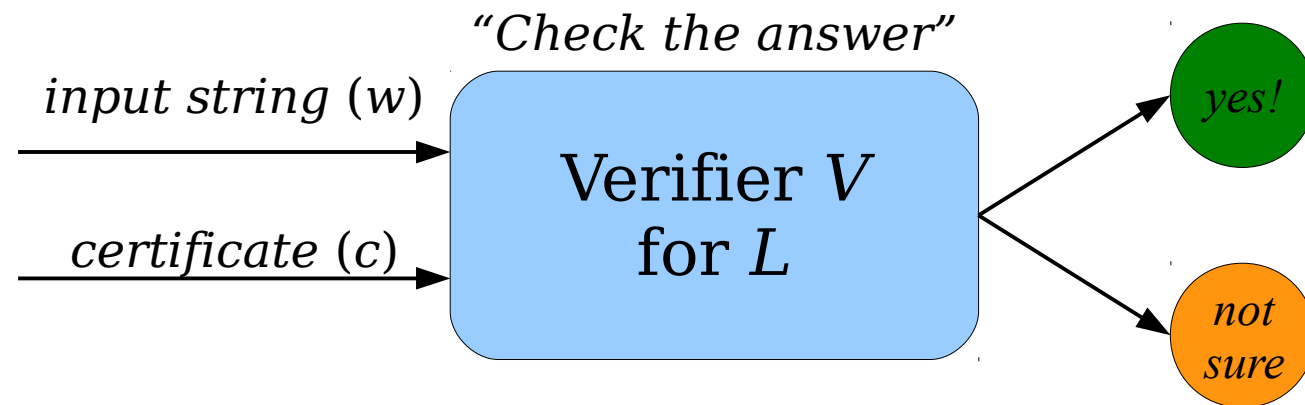


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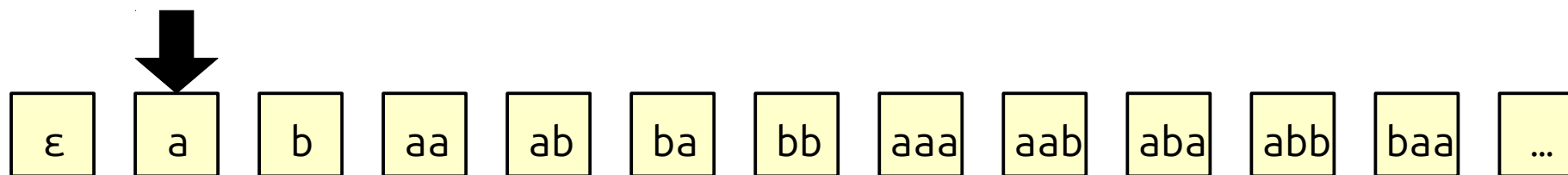


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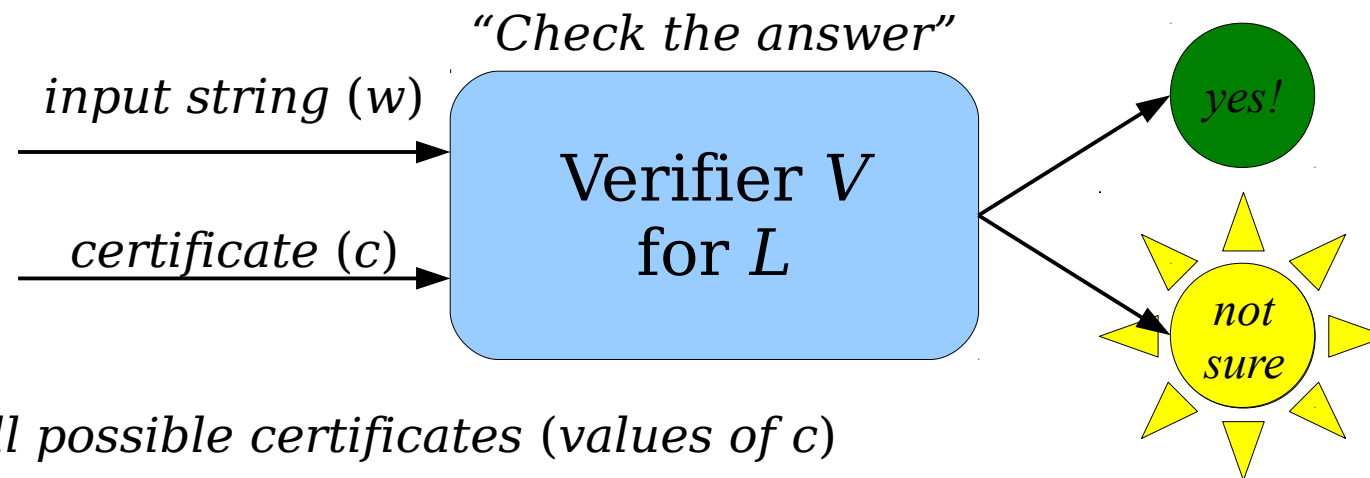


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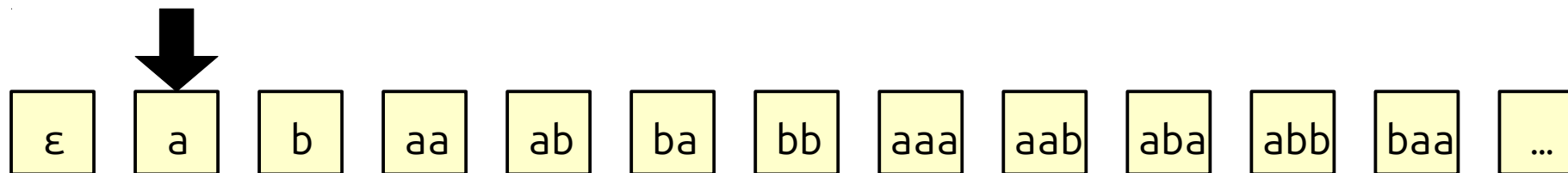


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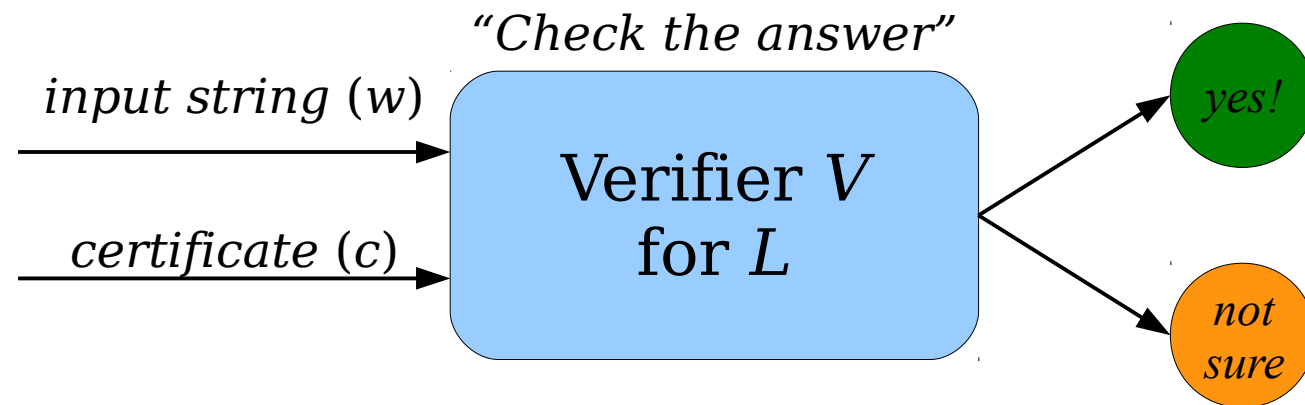


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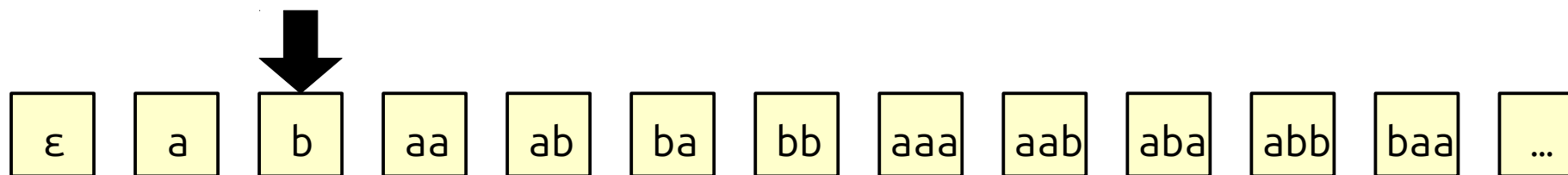


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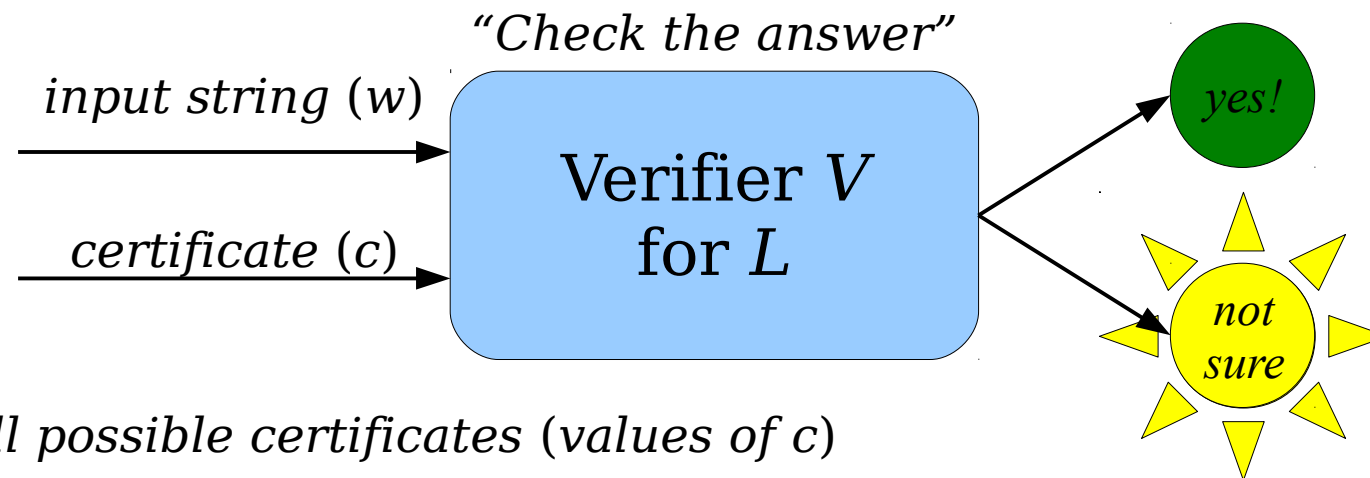


We will try all possible certificates (values of c)

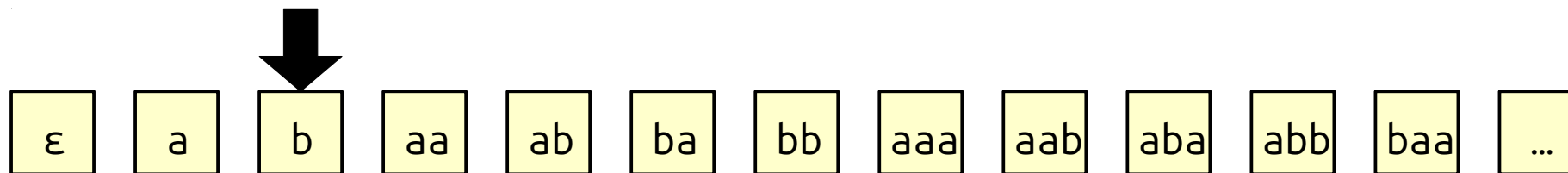


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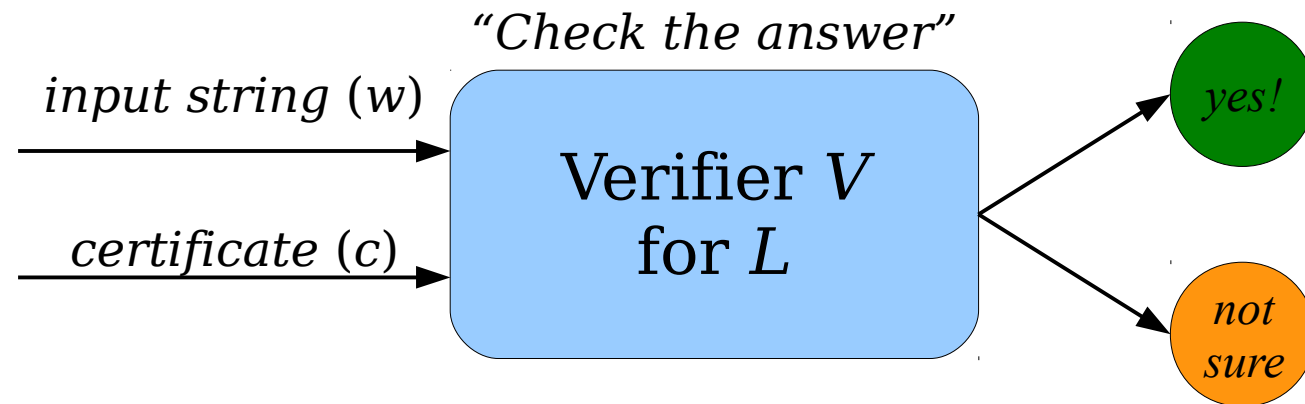


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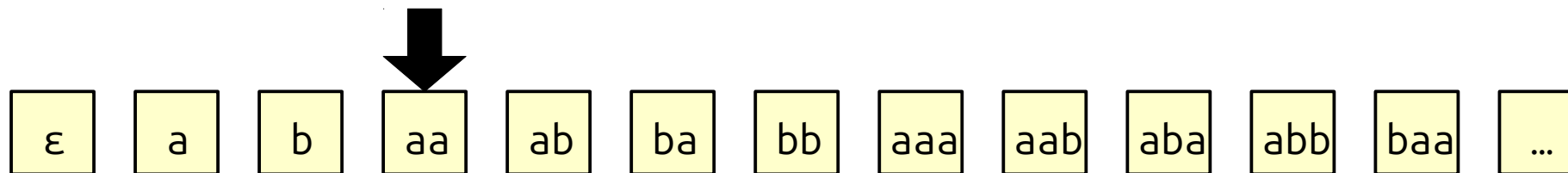


Verifiers and **RE**

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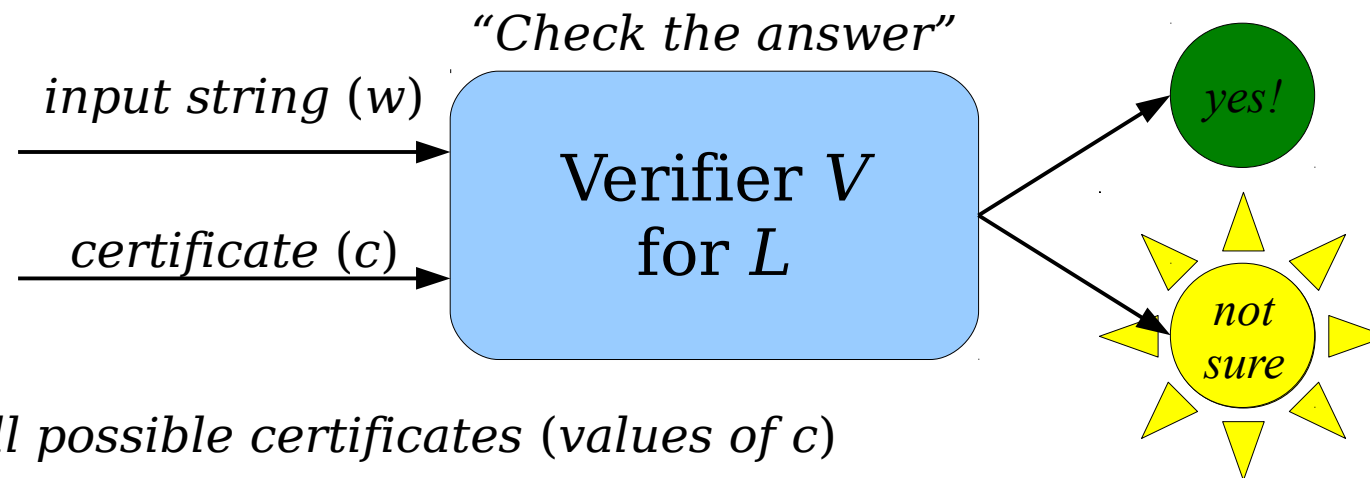


We will try all possible certificates (values of c)

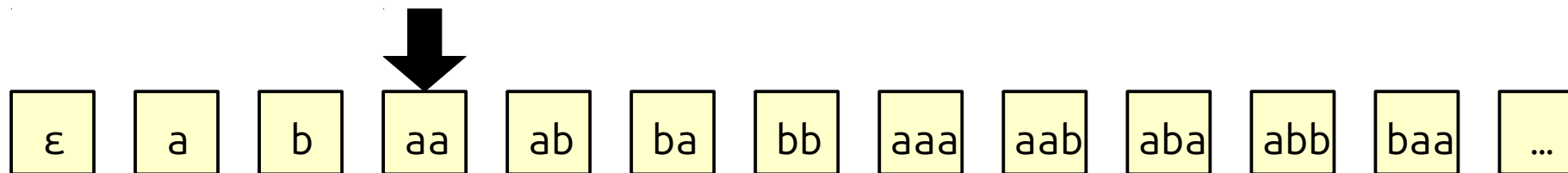


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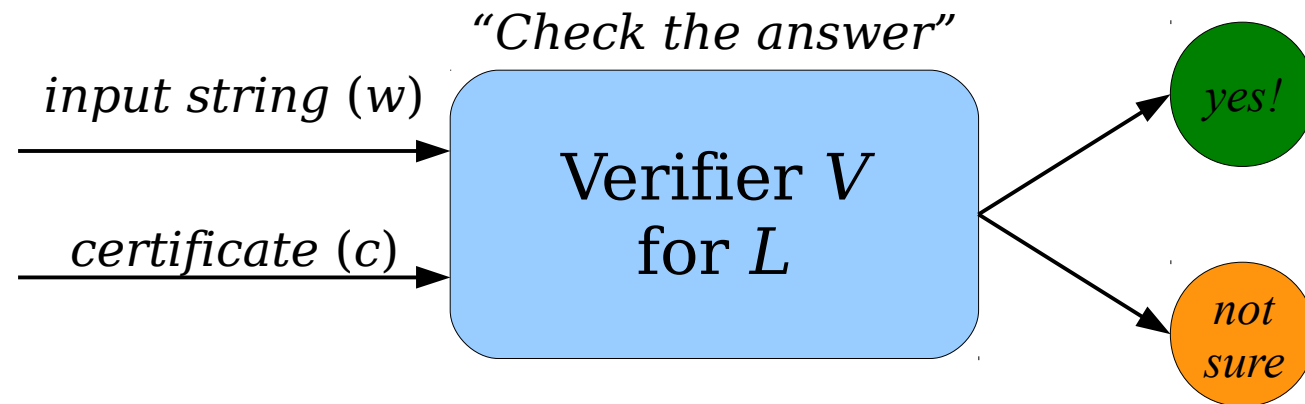


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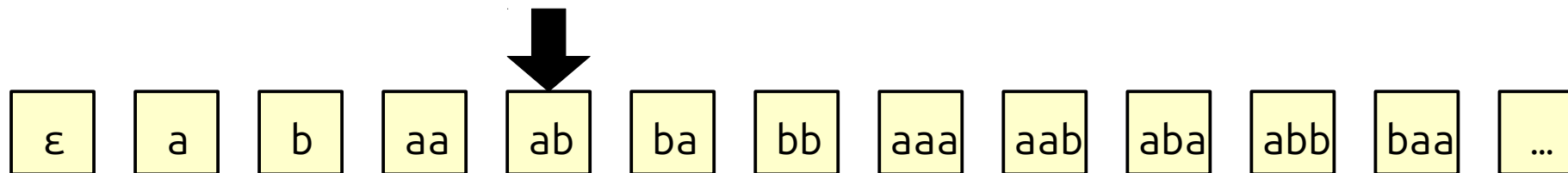


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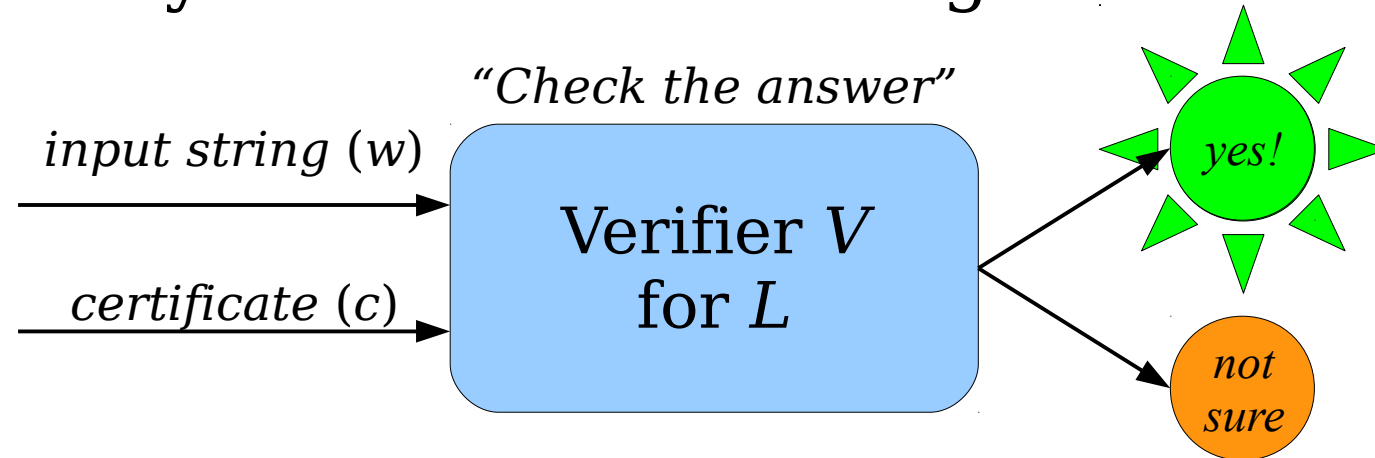


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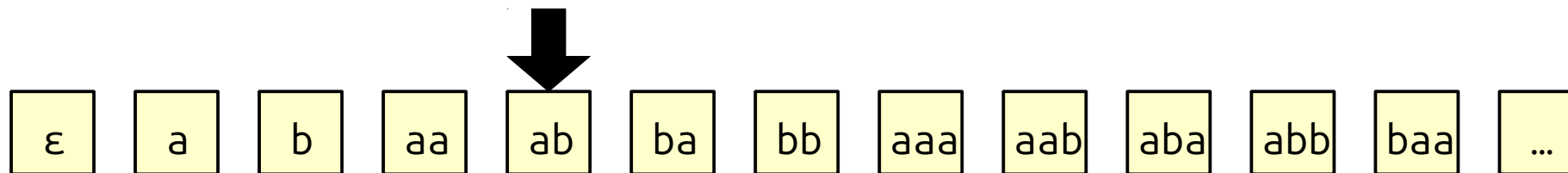


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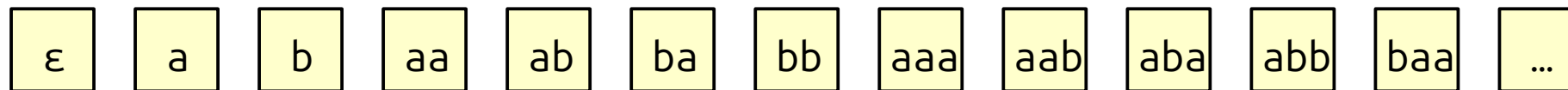
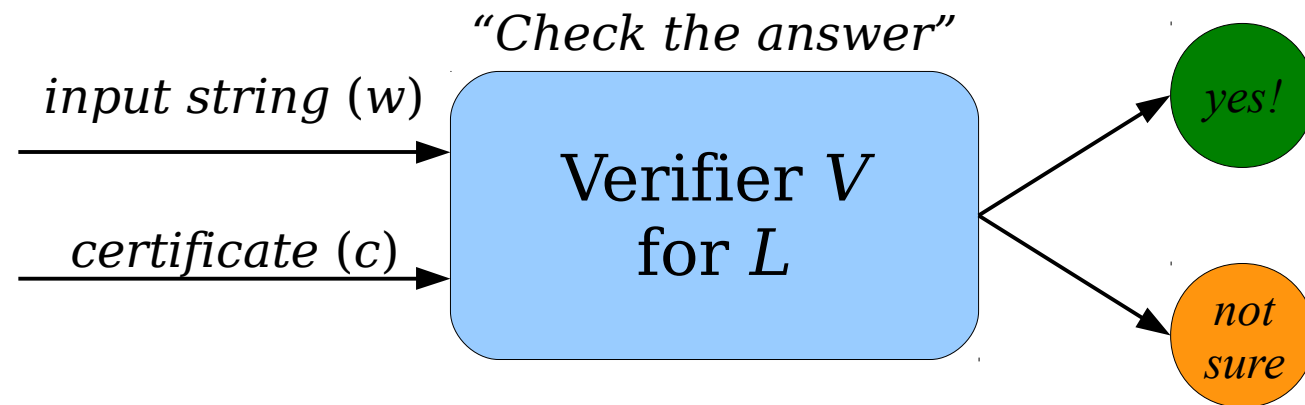


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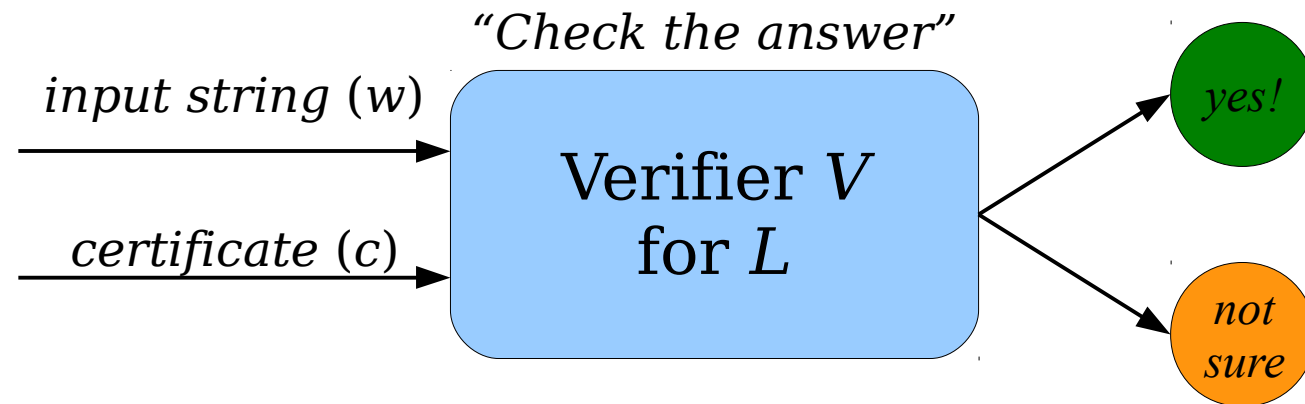
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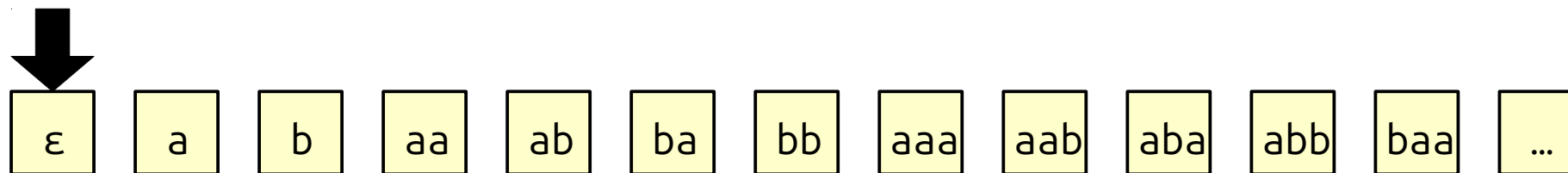


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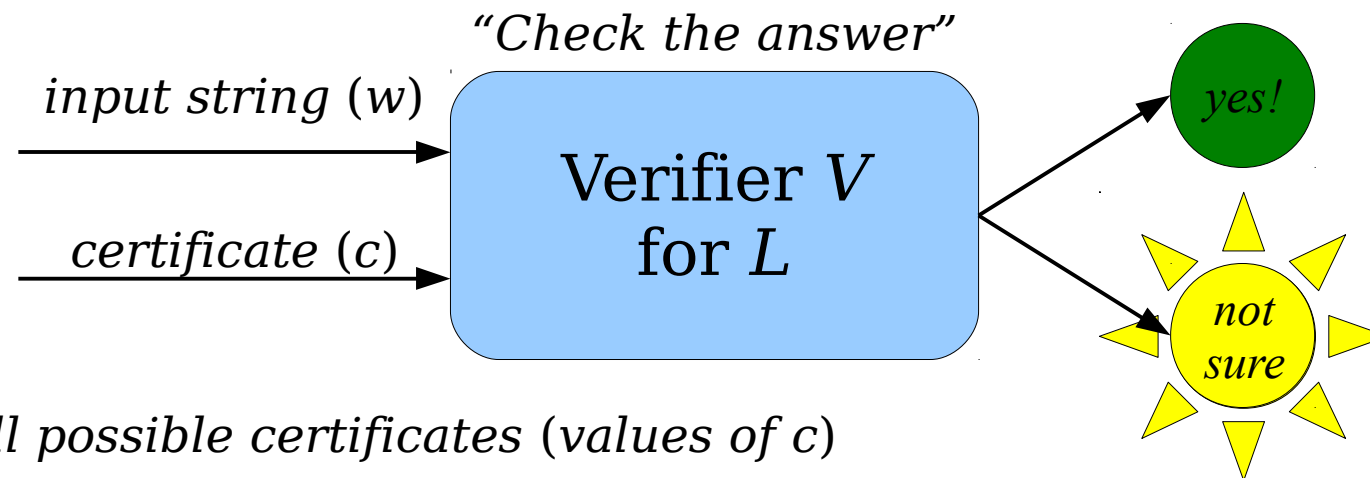


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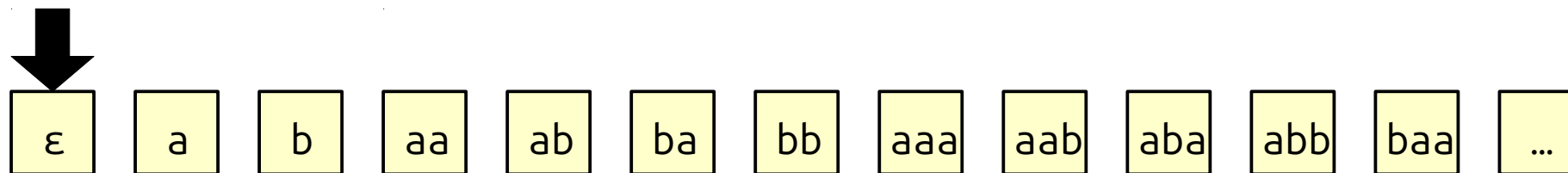


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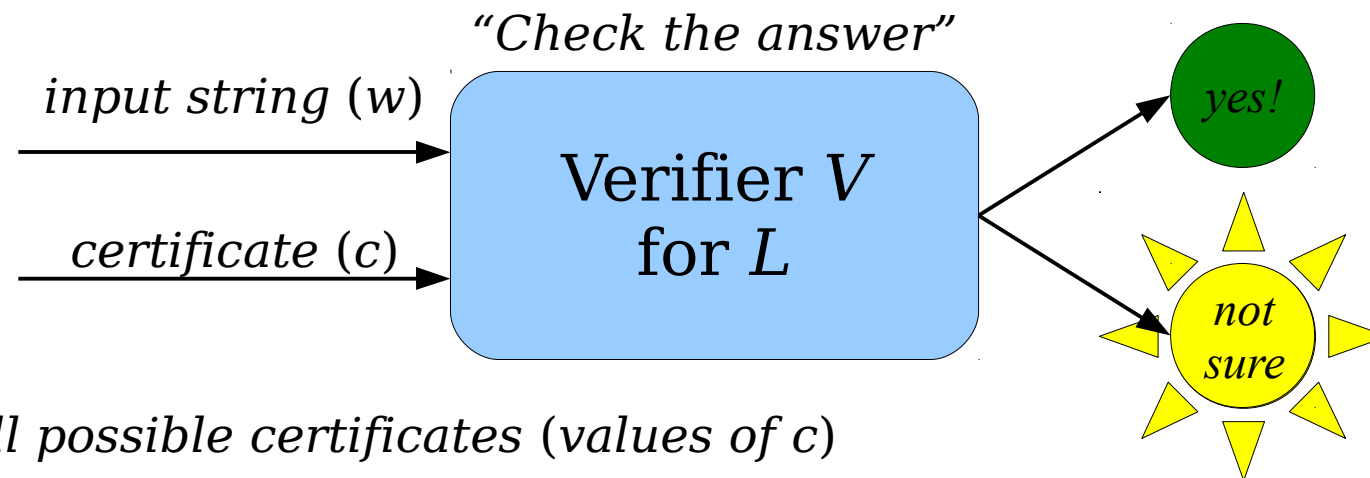


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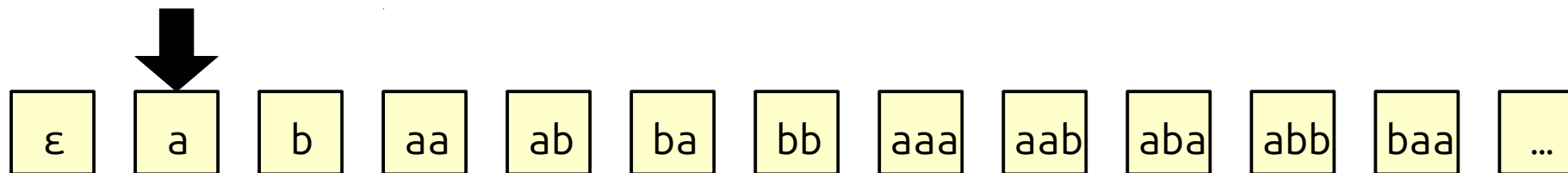


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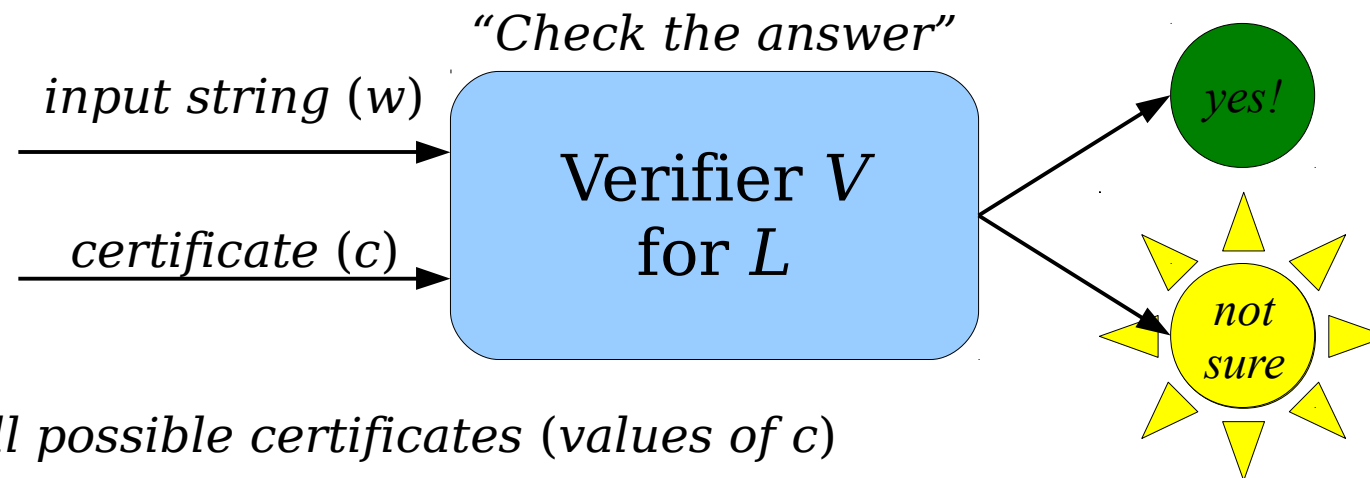


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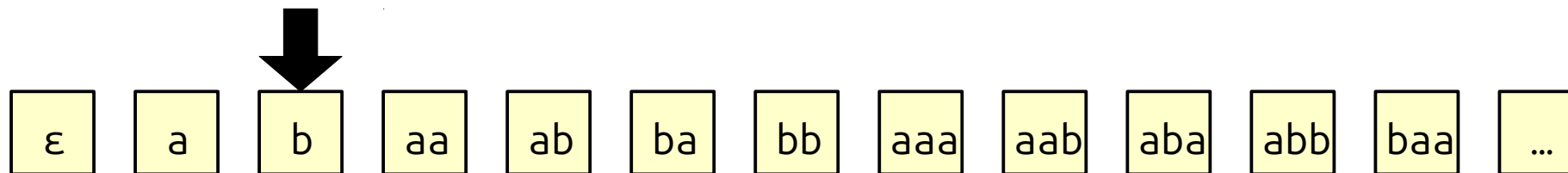


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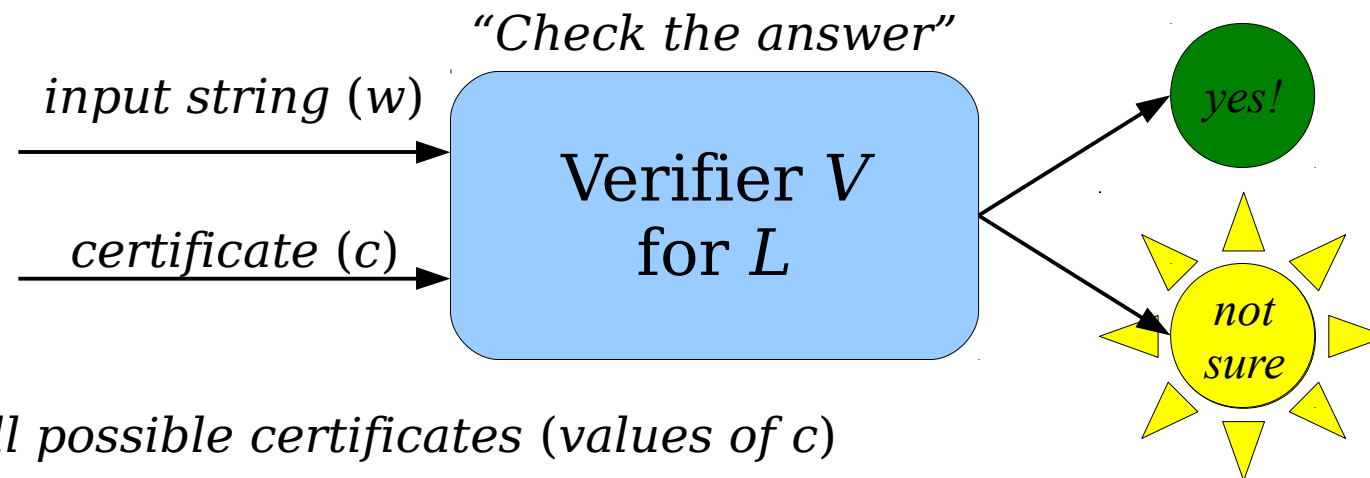


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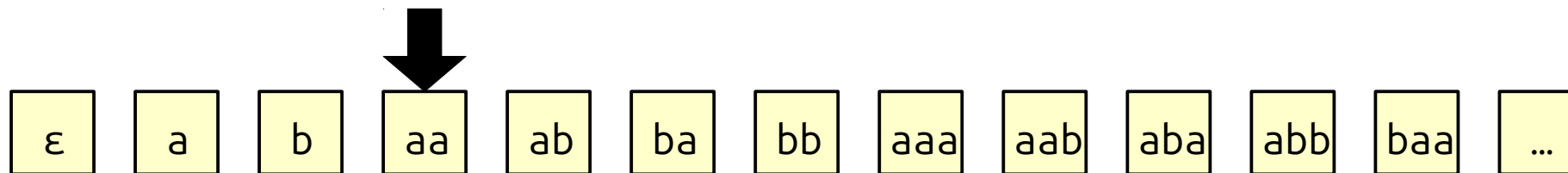


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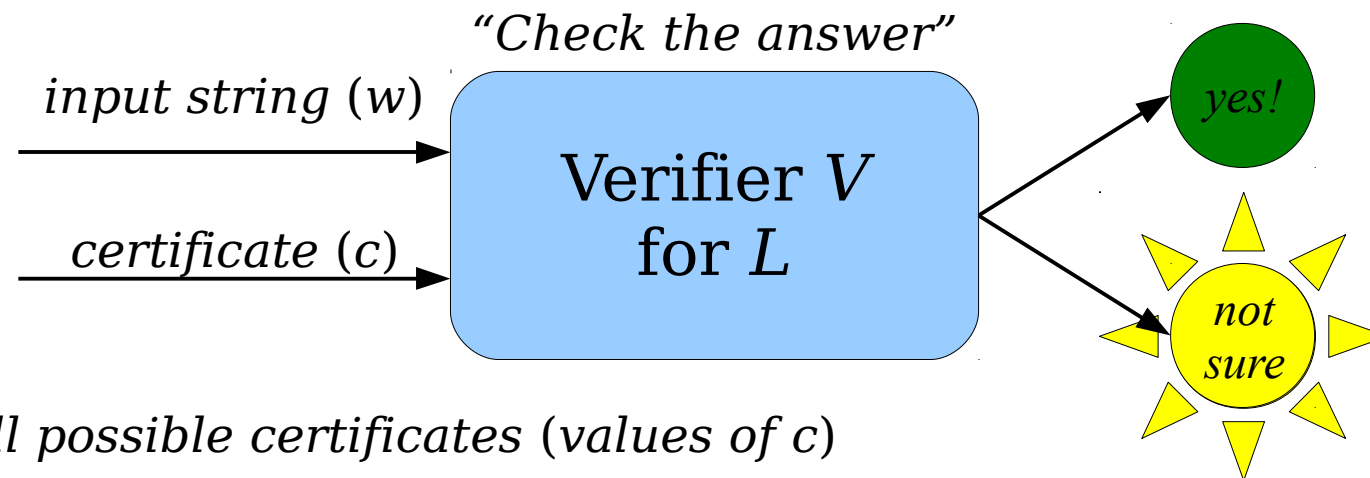


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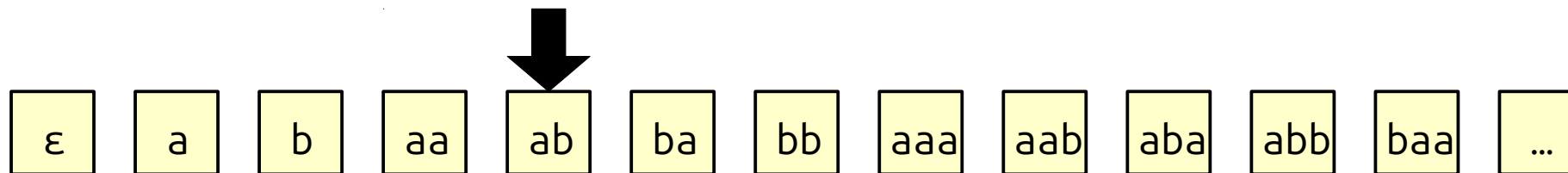


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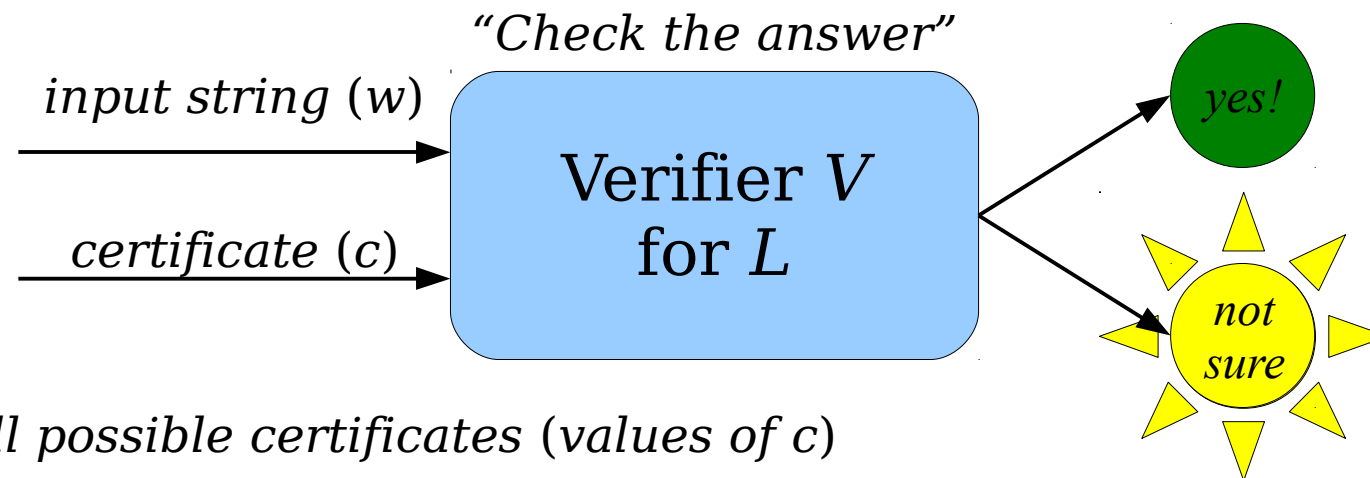


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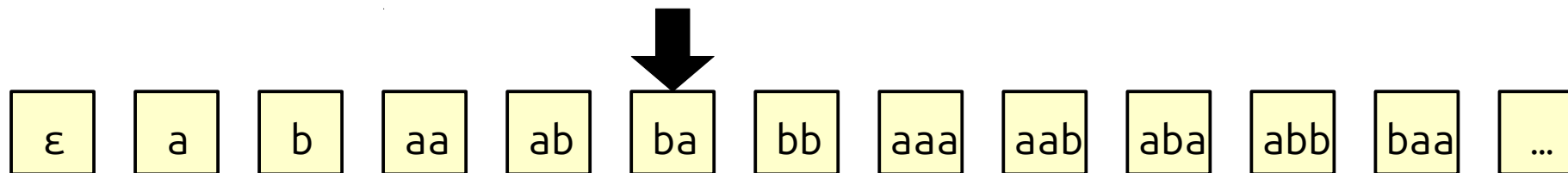


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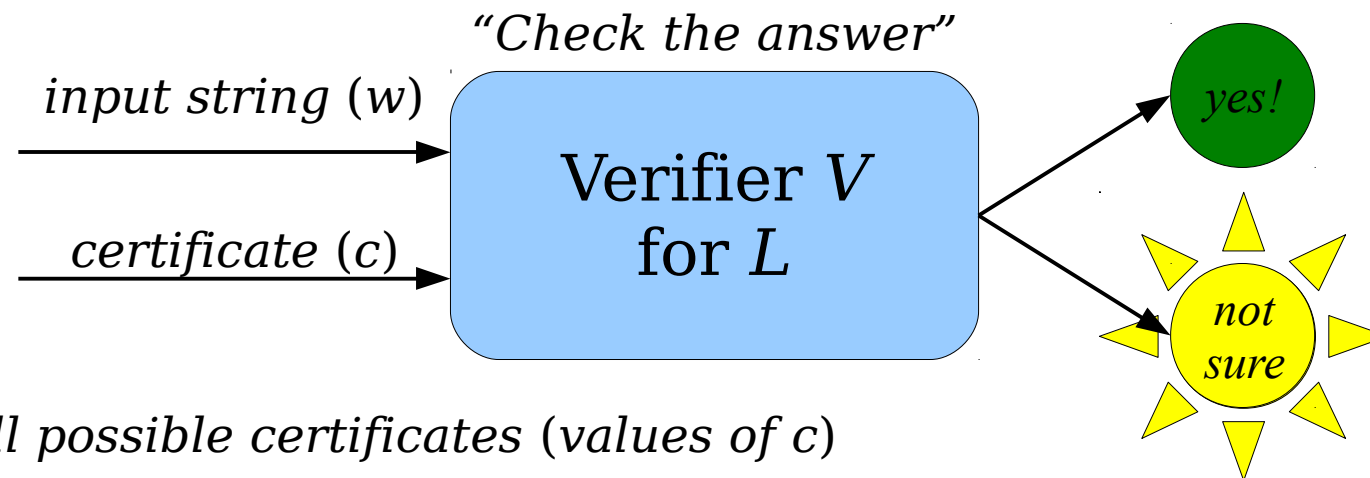


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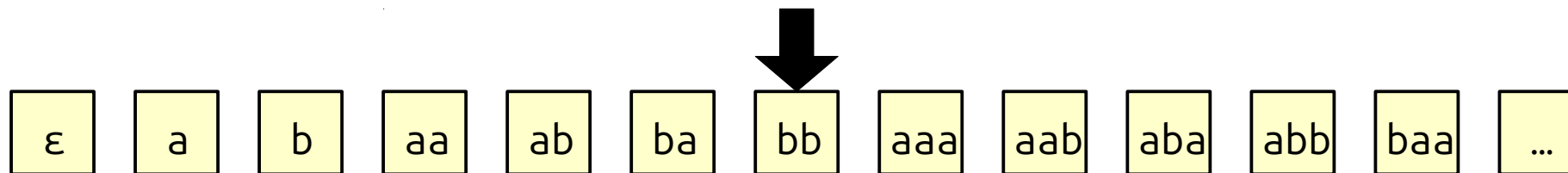


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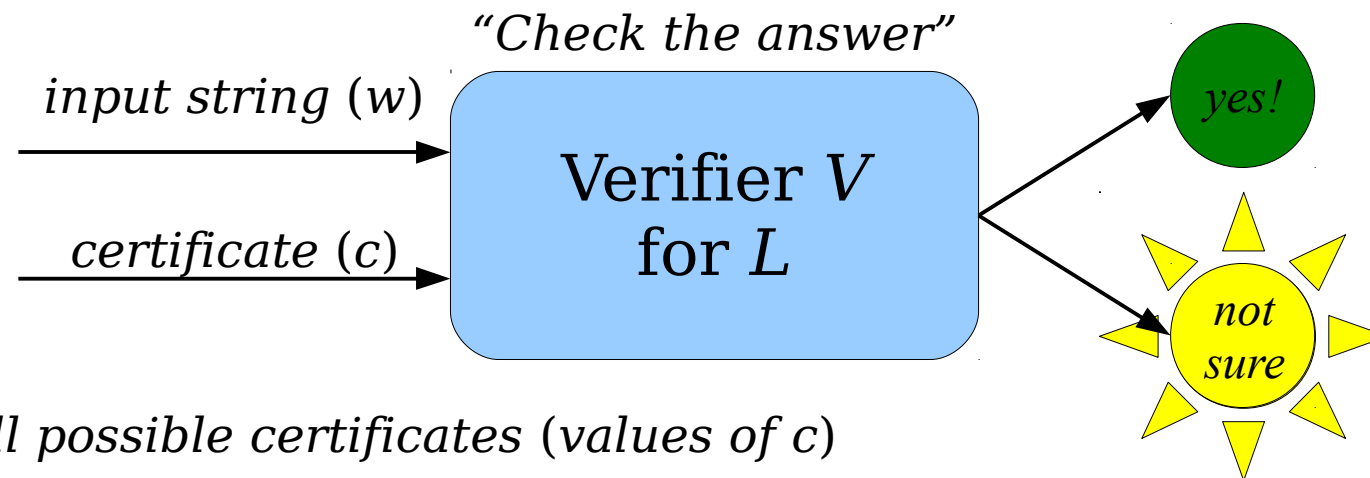


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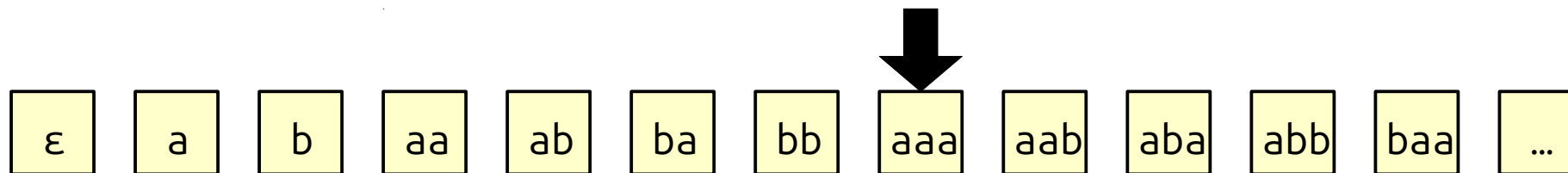


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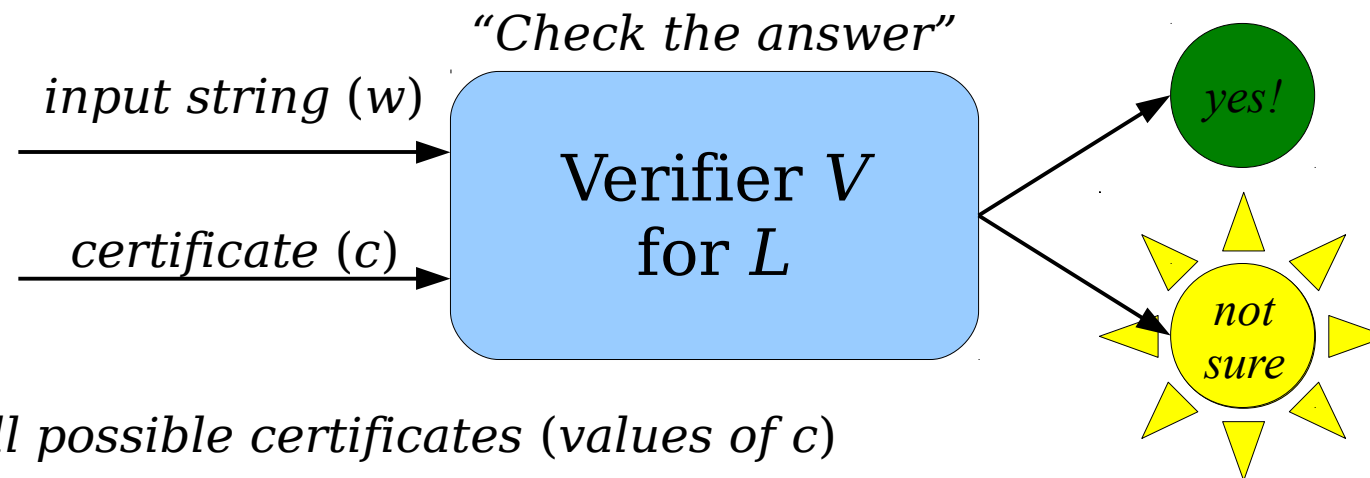


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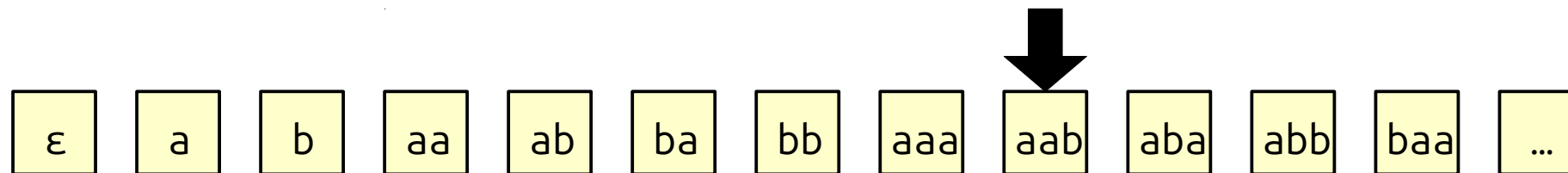


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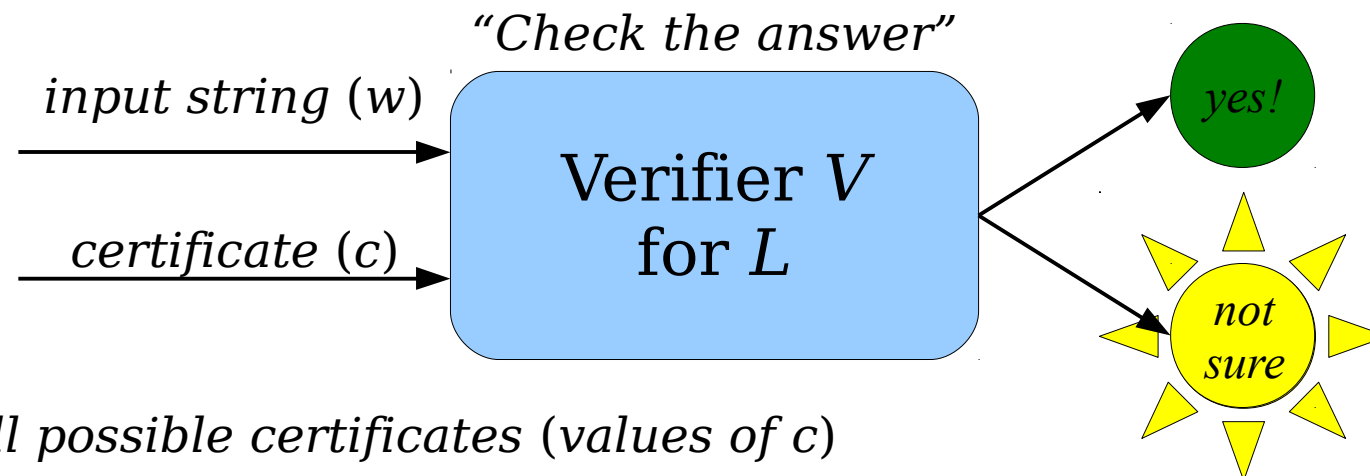


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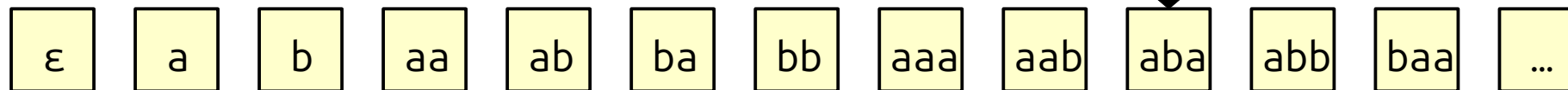


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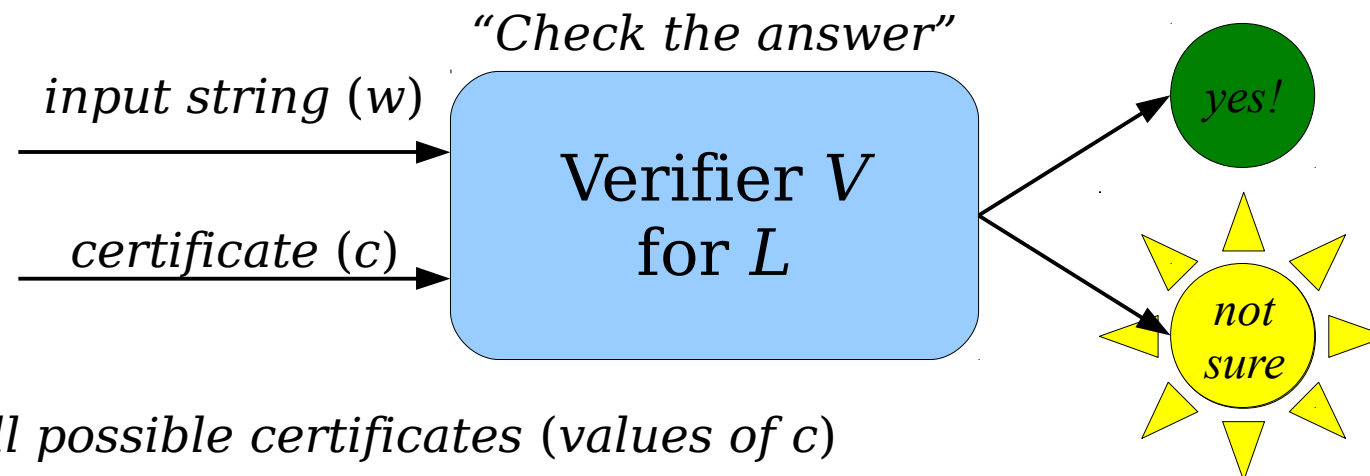


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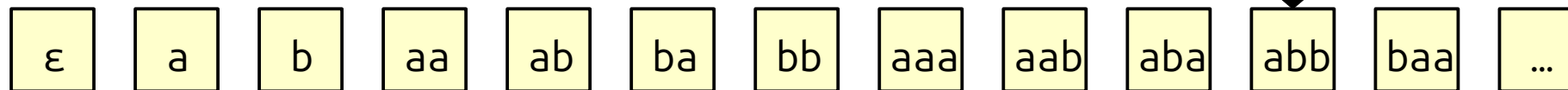


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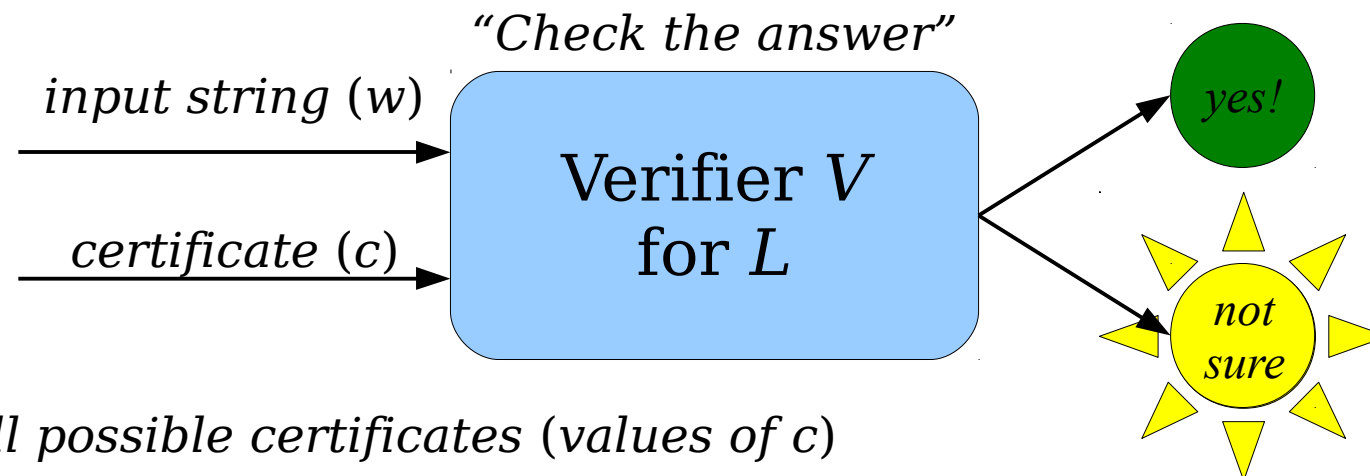


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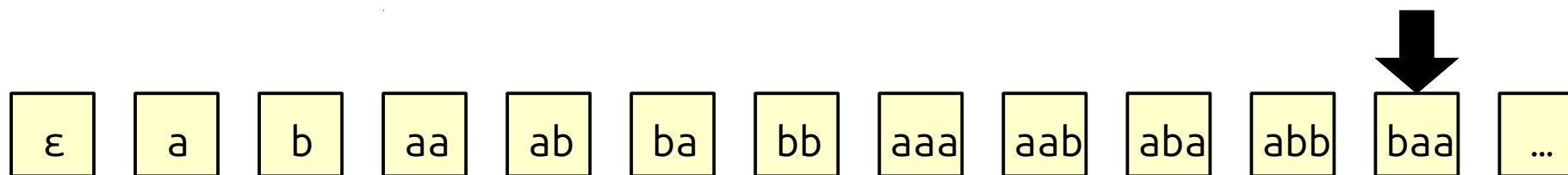


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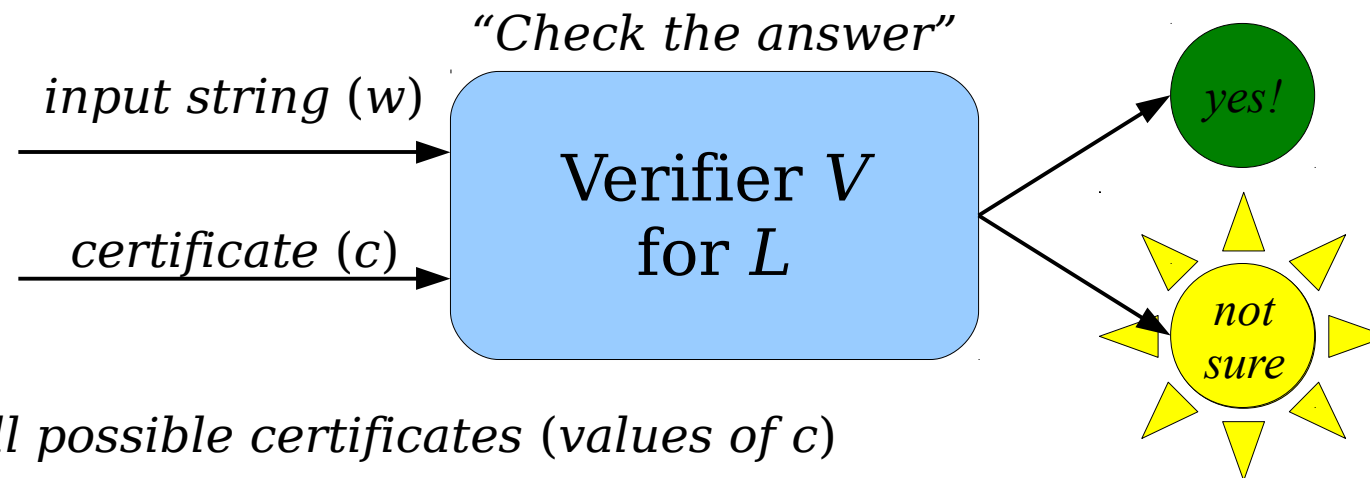


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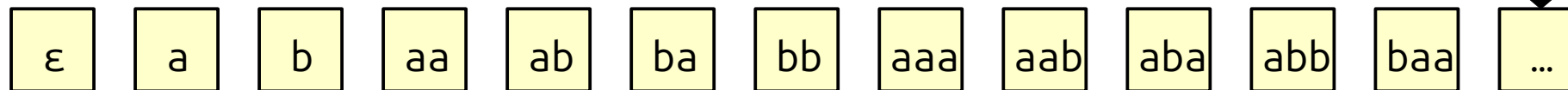


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Verifiers and RE

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

- **Proof:**
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++;  
    }  
}
```

ng

If $w \in L$ there is some $c \in \Sigma^*$ where V

Verifiers and **RE**

- **Theorem:** If $L \in \mathbf{RE}$, 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

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 $L \in \mathbf{RE}$, 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!