

Week 10 Tutorial

Beyond R and RE

Please evaluate this course on Axess.
Your feedback really makes a difference.

Part 1: ***Self-Reference***

An Undecidable Problem

- A **nontrivial** language is a language that isn't \emptyset and isn't Σ^* .
- Consider the following language:

$$L = \{ \langle M \rangle \mid M \text{ is a TM, } \mathcal{L}(M) \neq \emptyset, \\ \text{and } \mathcal{L}(M) \neq \Sigma^* \}$$

- This language is undecidable. Our goal is to prove this is the case.

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1. What's wrong with this proof?

Submit your answer on Gradescope.

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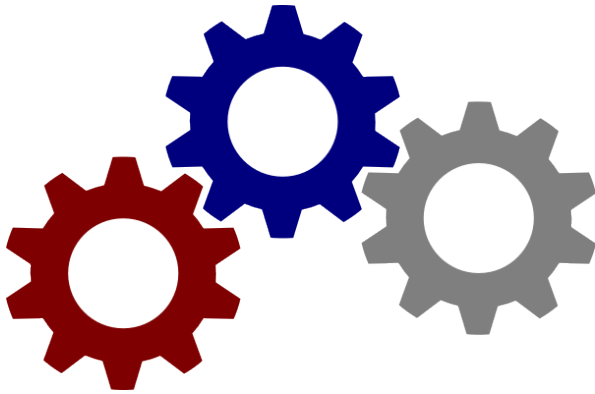
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Analogy Time!

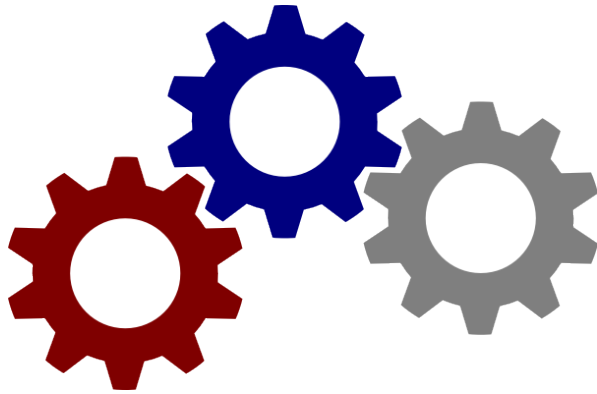
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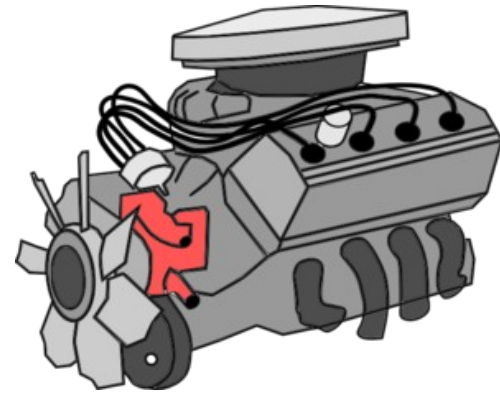


Engineering Prowess!

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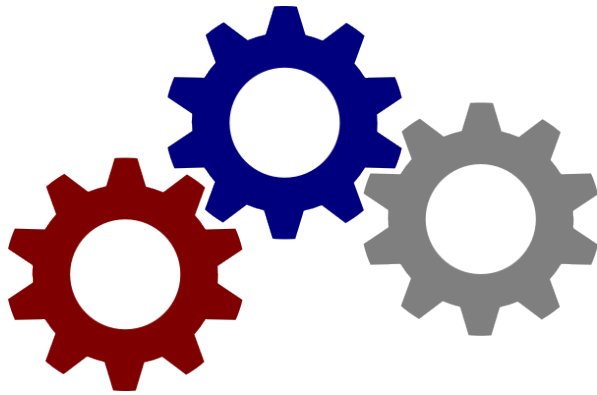


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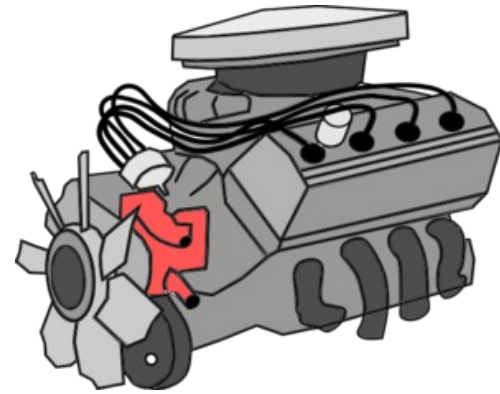


Awesome Engine!

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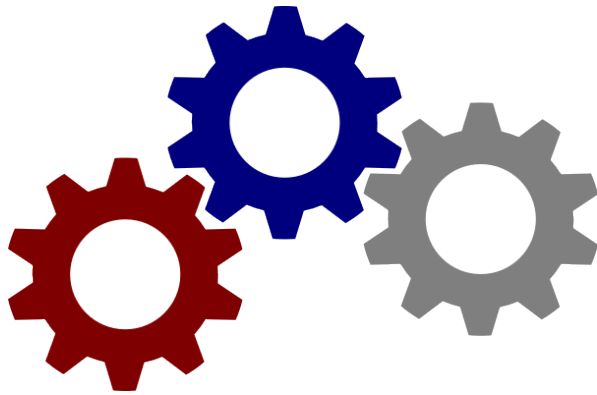
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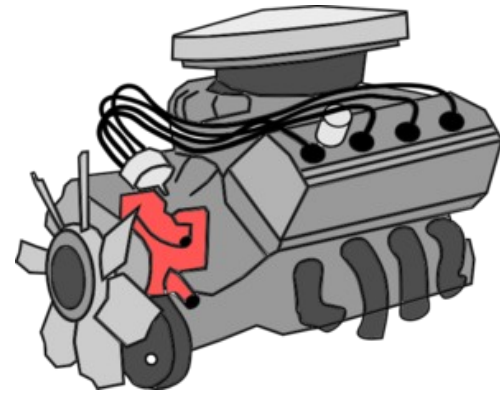
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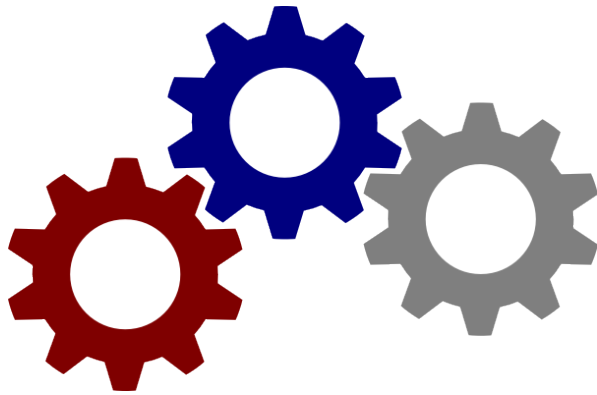


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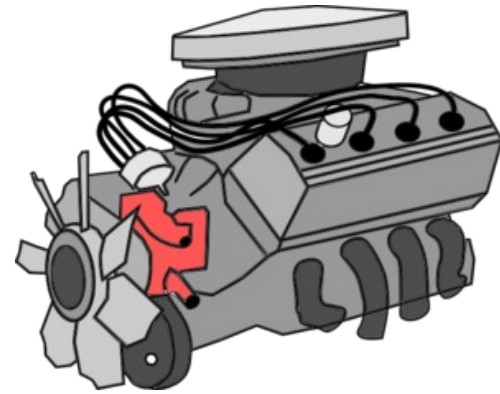
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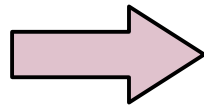
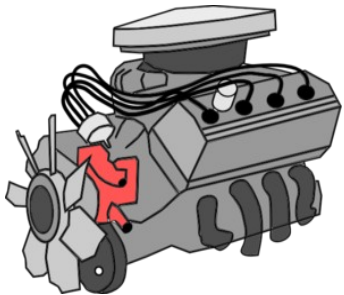


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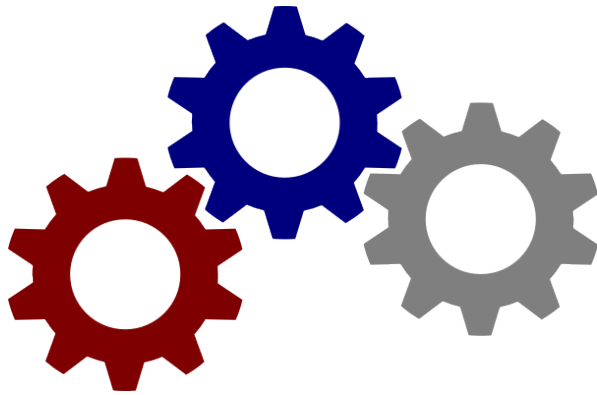


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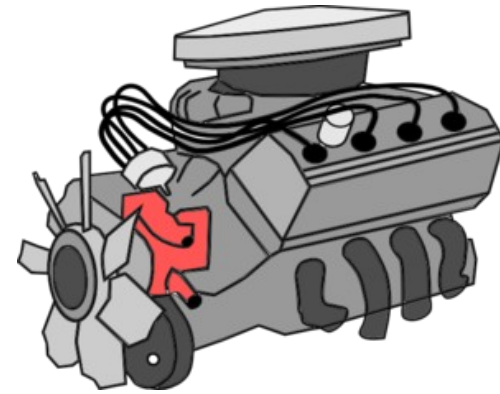
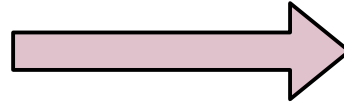
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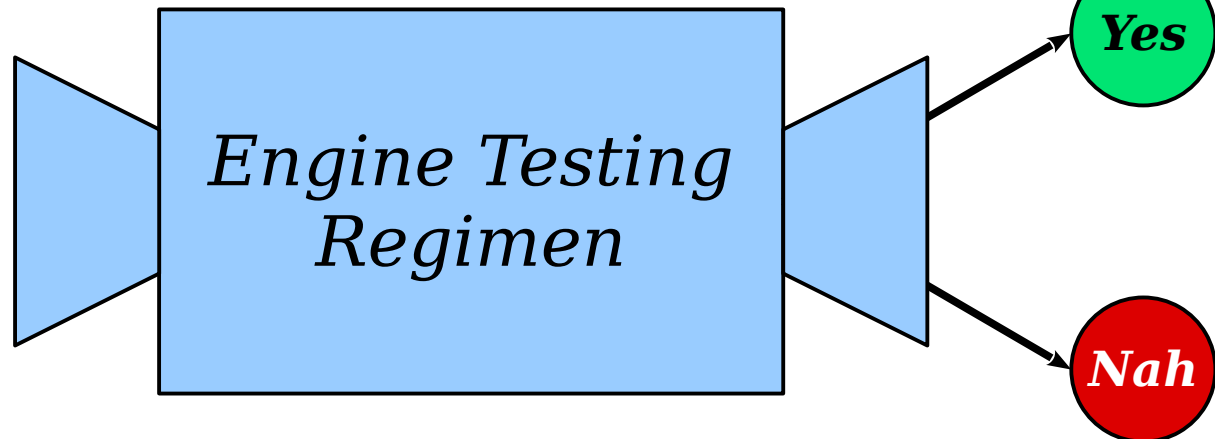
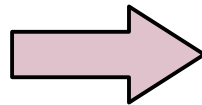
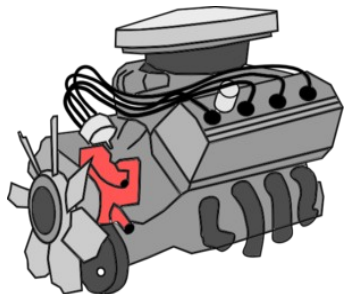


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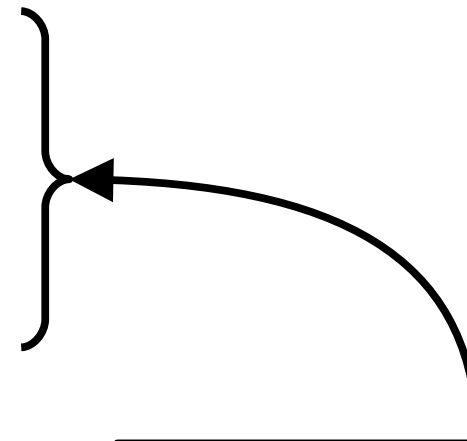
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```



Engineering Problem:

Build a TM whose language isn't \emptyset or Σ^* .

Notice that $\mathcal{L}(M) \neq \emptyset$, since M accepts the string aa .
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Therefore, M is a decider, since given any input the machine either accepts or rejects.

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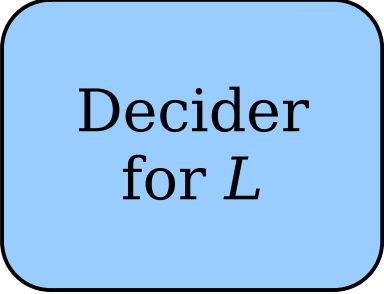
Regulatory Problem:

Design a procedure to test whether a TM indeed has a language that isn't \emptyset or Σ^* .

Engineering Problem:

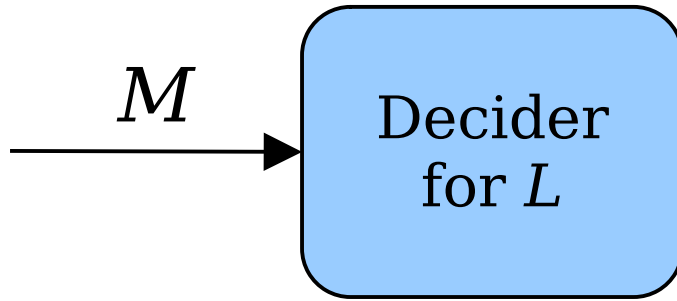
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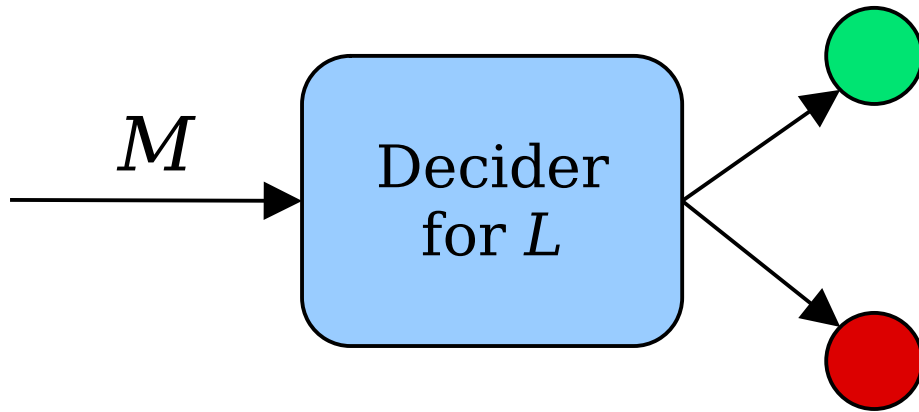


Decider
for L

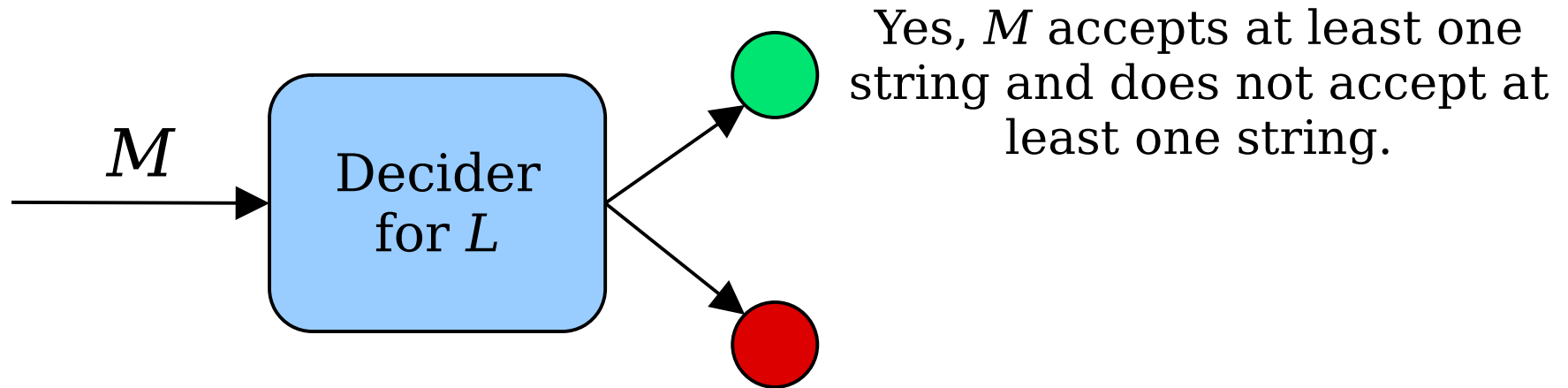
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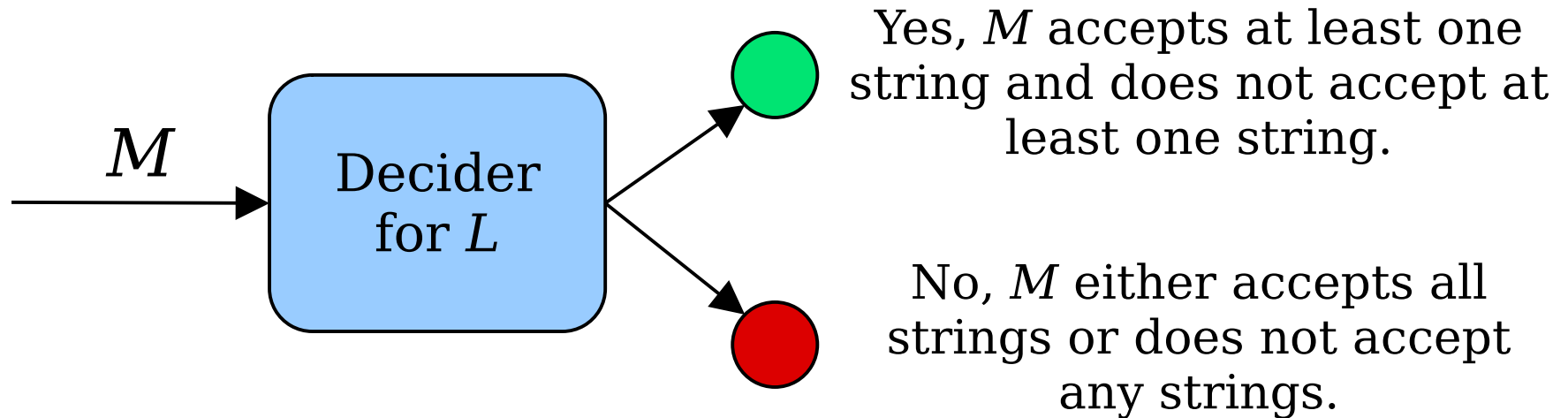
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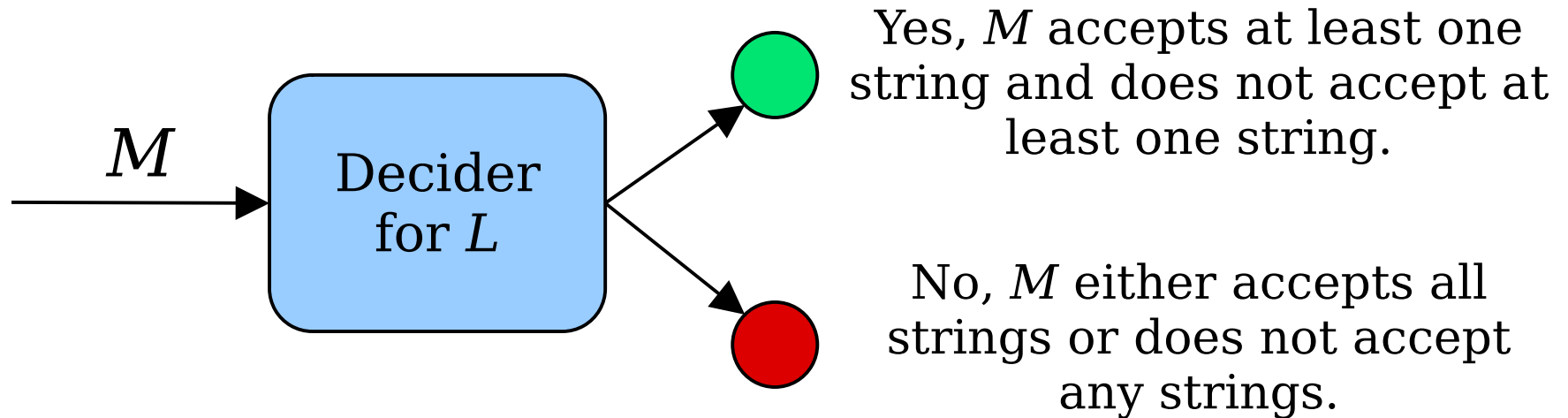
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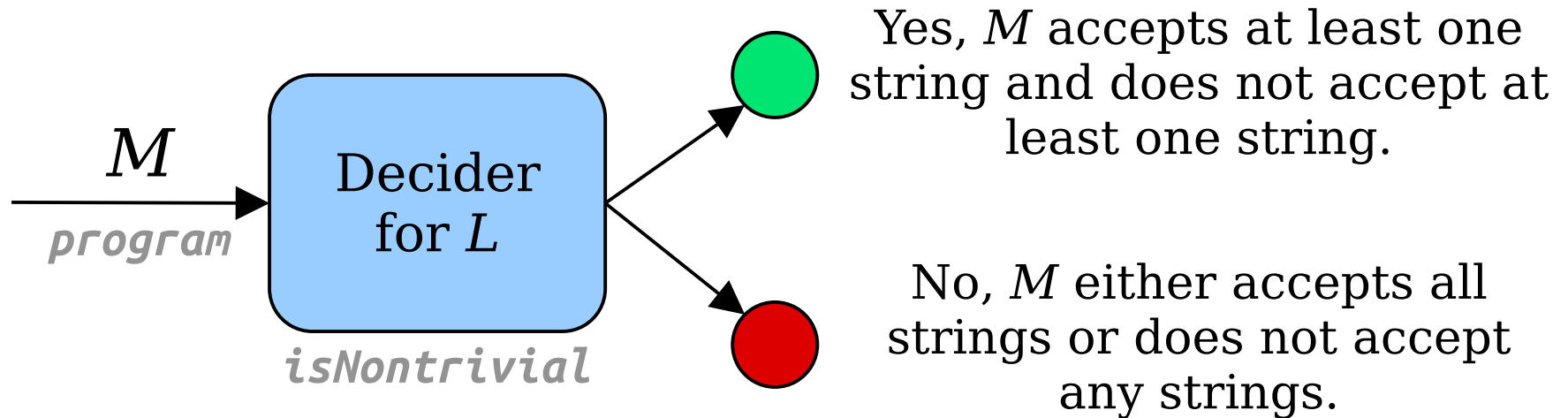


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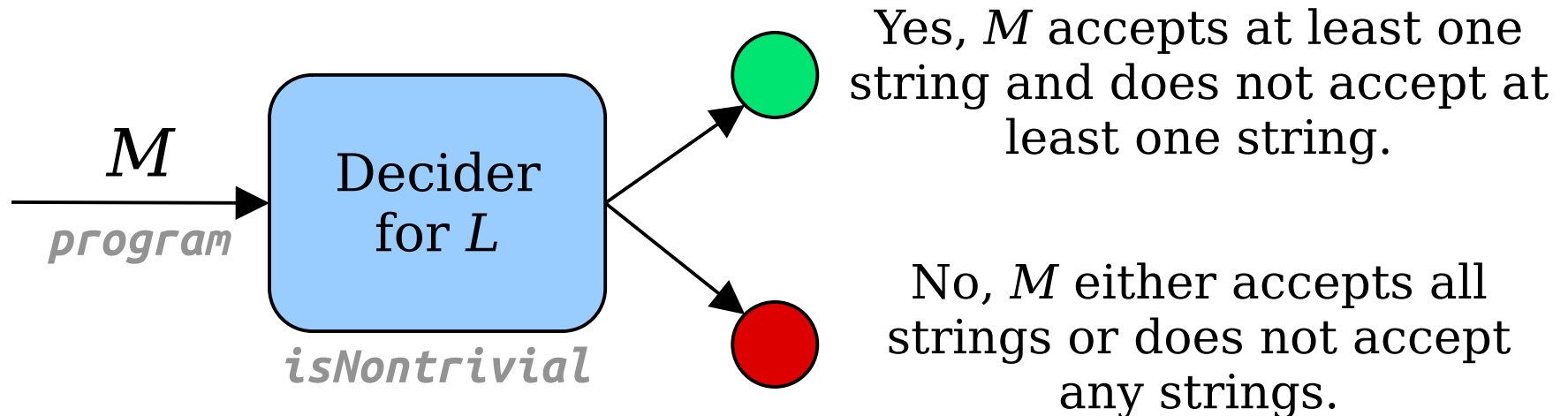
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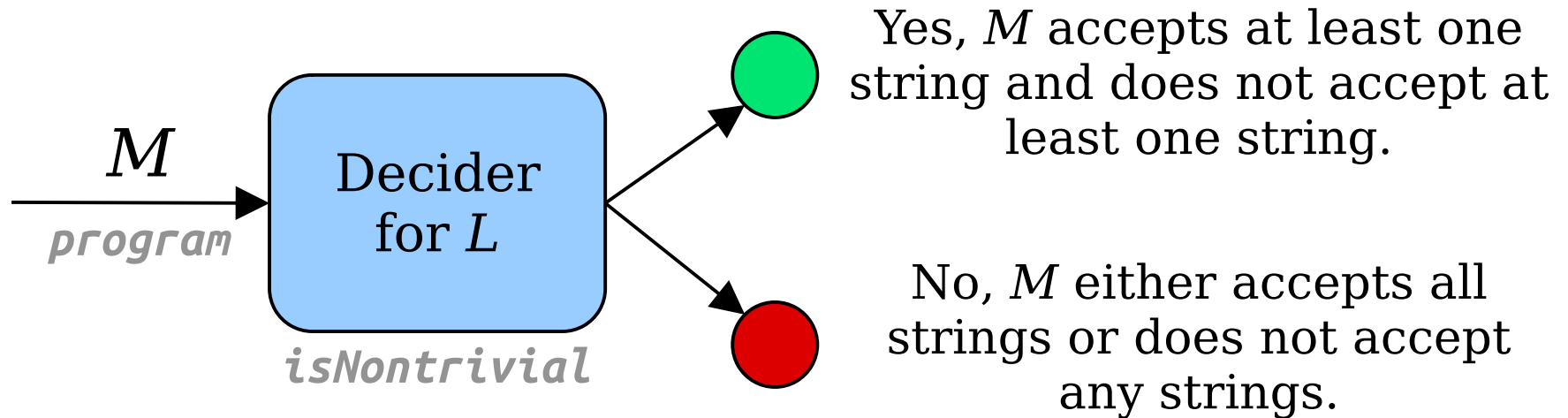
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Goal: Use self-reference to show that this decider cannot exist.

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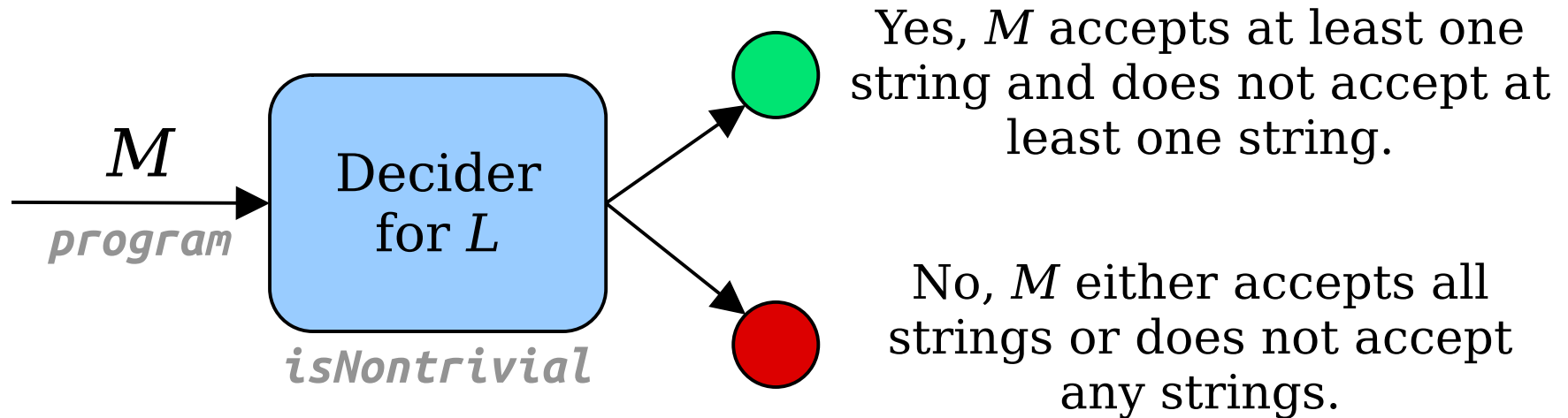


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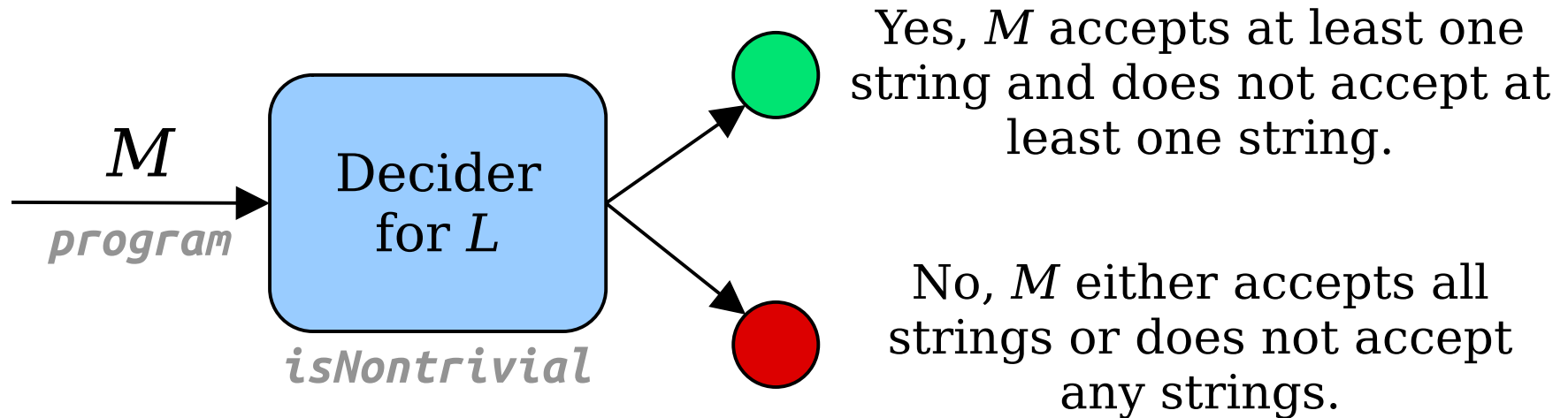


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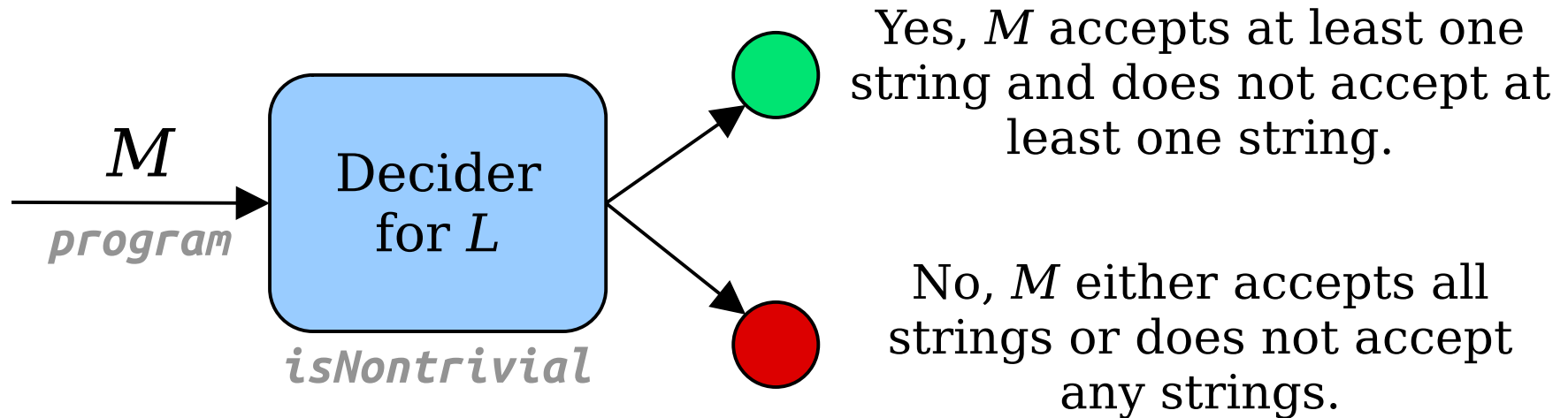


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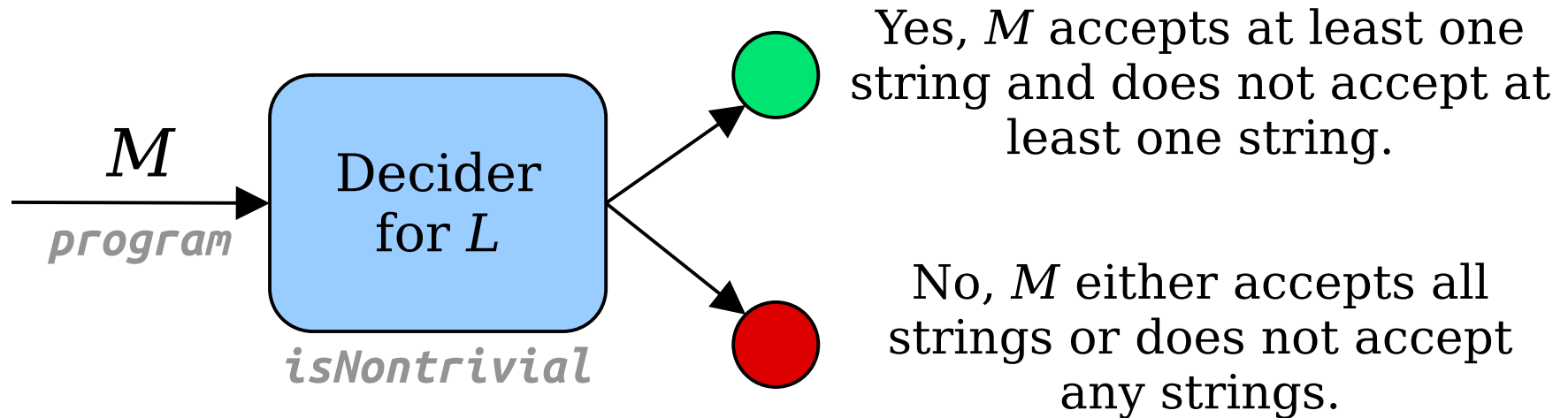
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    if (isNontrivial(me)) {

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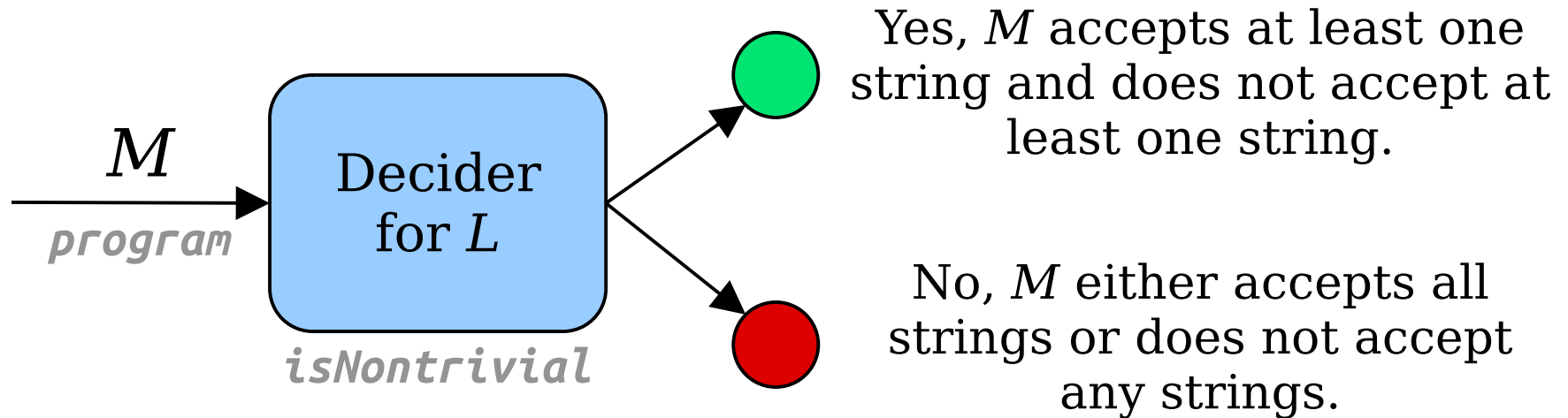
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Program P design specification:

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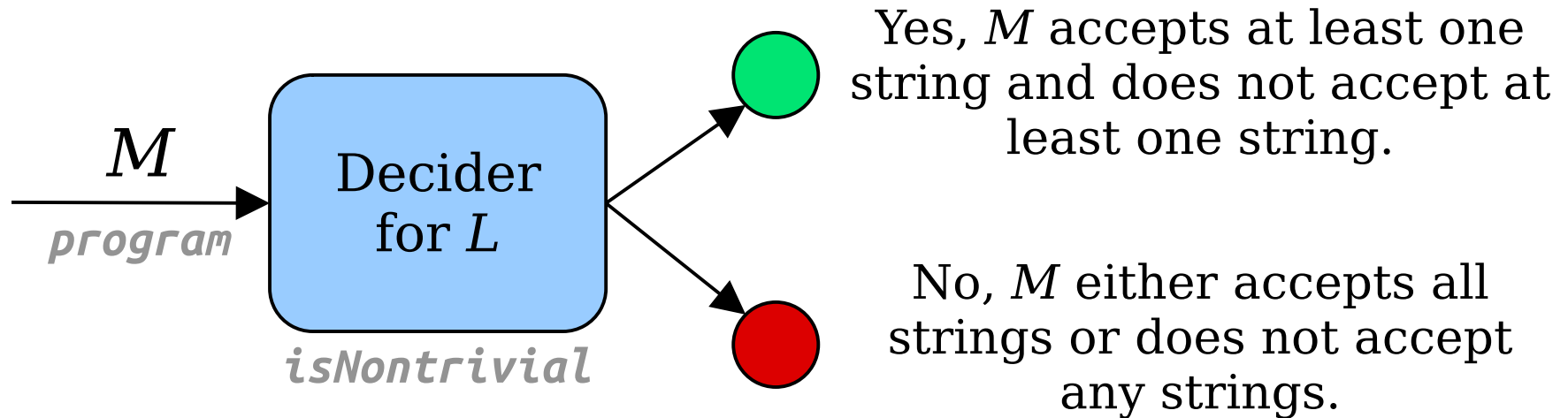
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Program P design specification:

If P accepts at least one string and doesn't accept at least one string:

If P accepts all strings or does not accept any strings:

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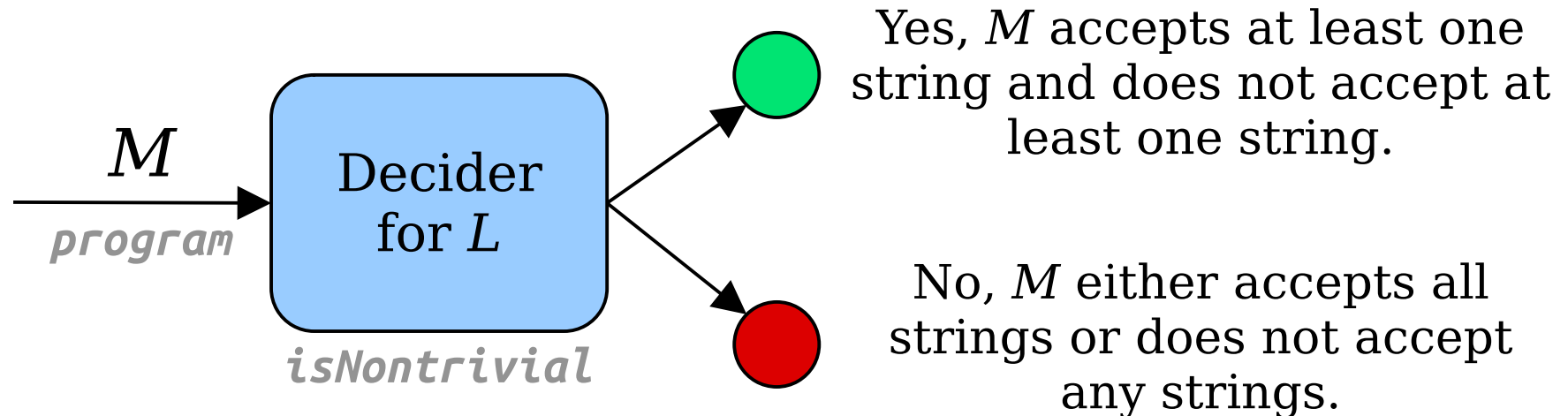
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Program P design specification:

If P accepts at least one string and doesn't accept at least one string:
 P must accept all strings or accept no strings at all.

If P accepts all strings or does not accept any strings:
 P must accept at least one string and not accept at least one string.

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2. Complete program P .

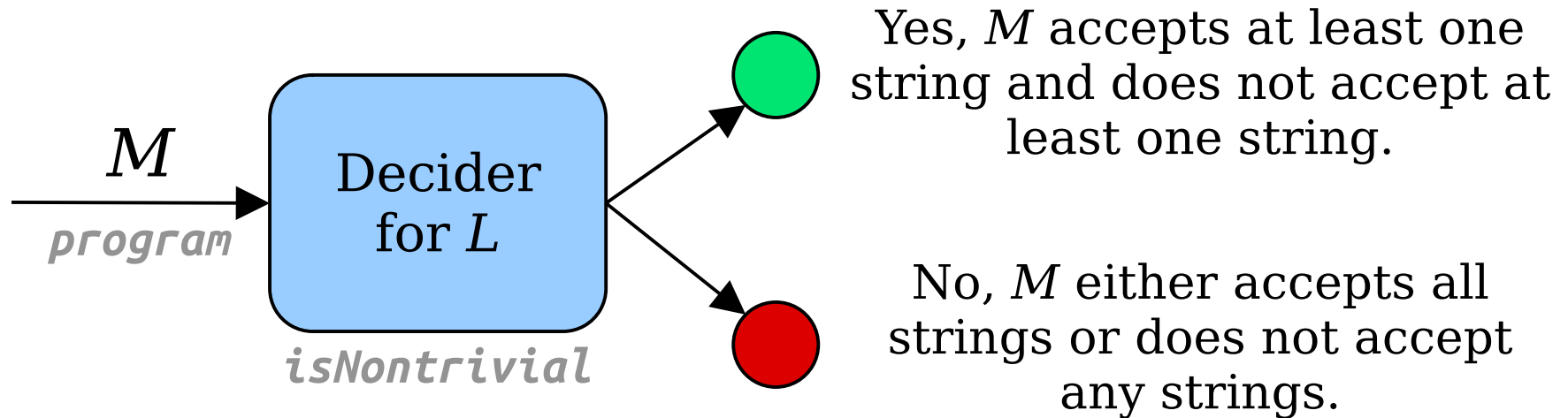
**Submit your answer
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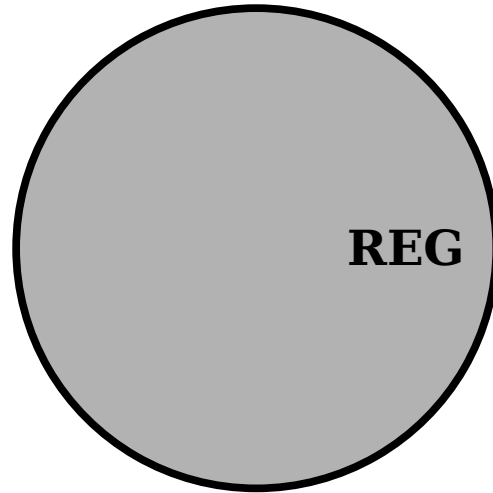
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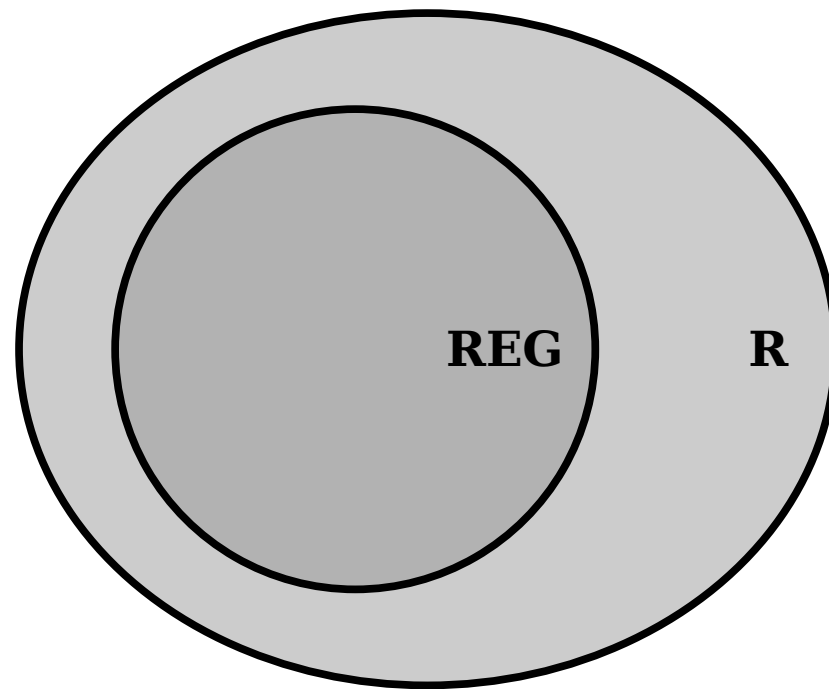
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Part 2: ***The Lava Diagram***

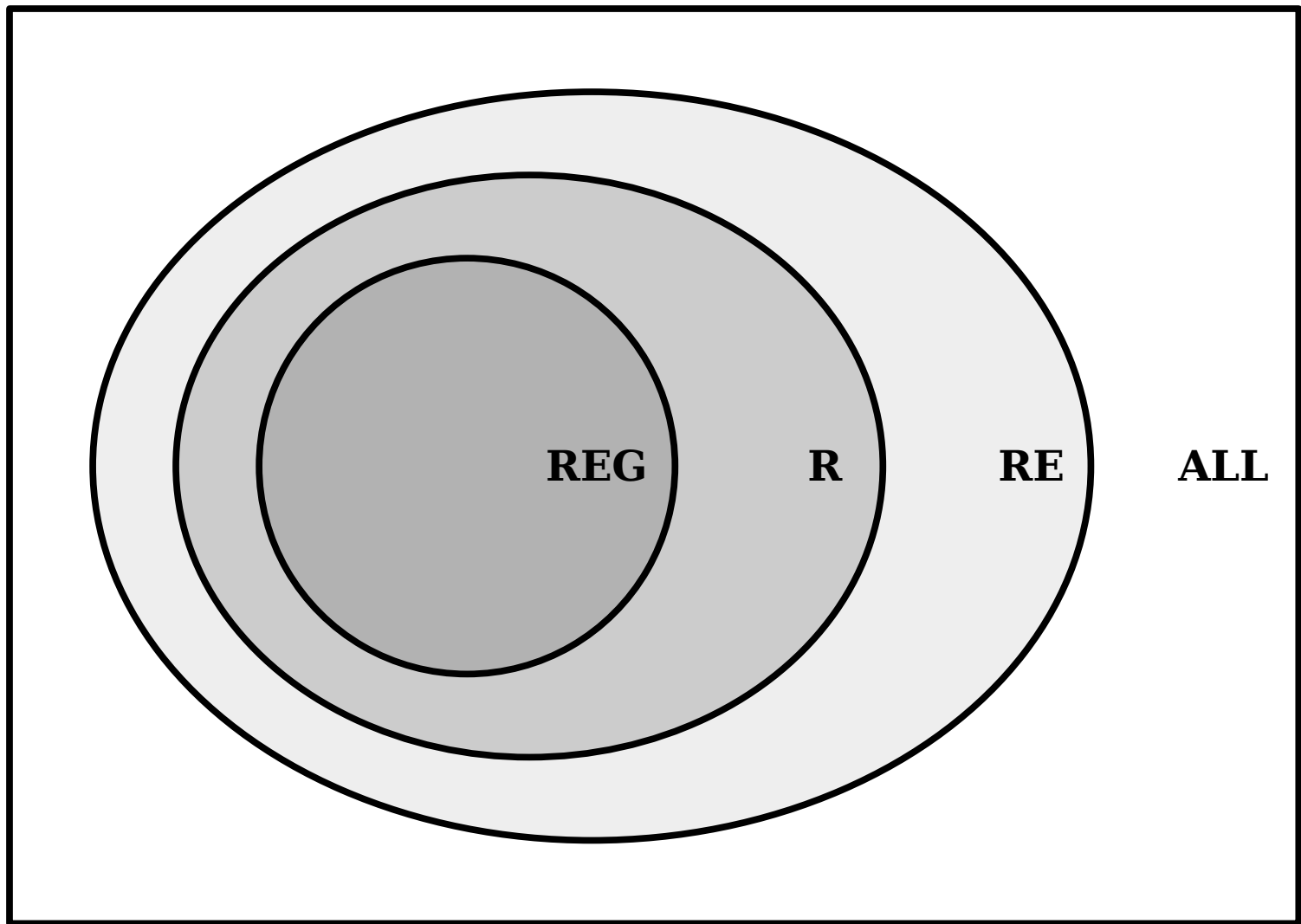
ALL

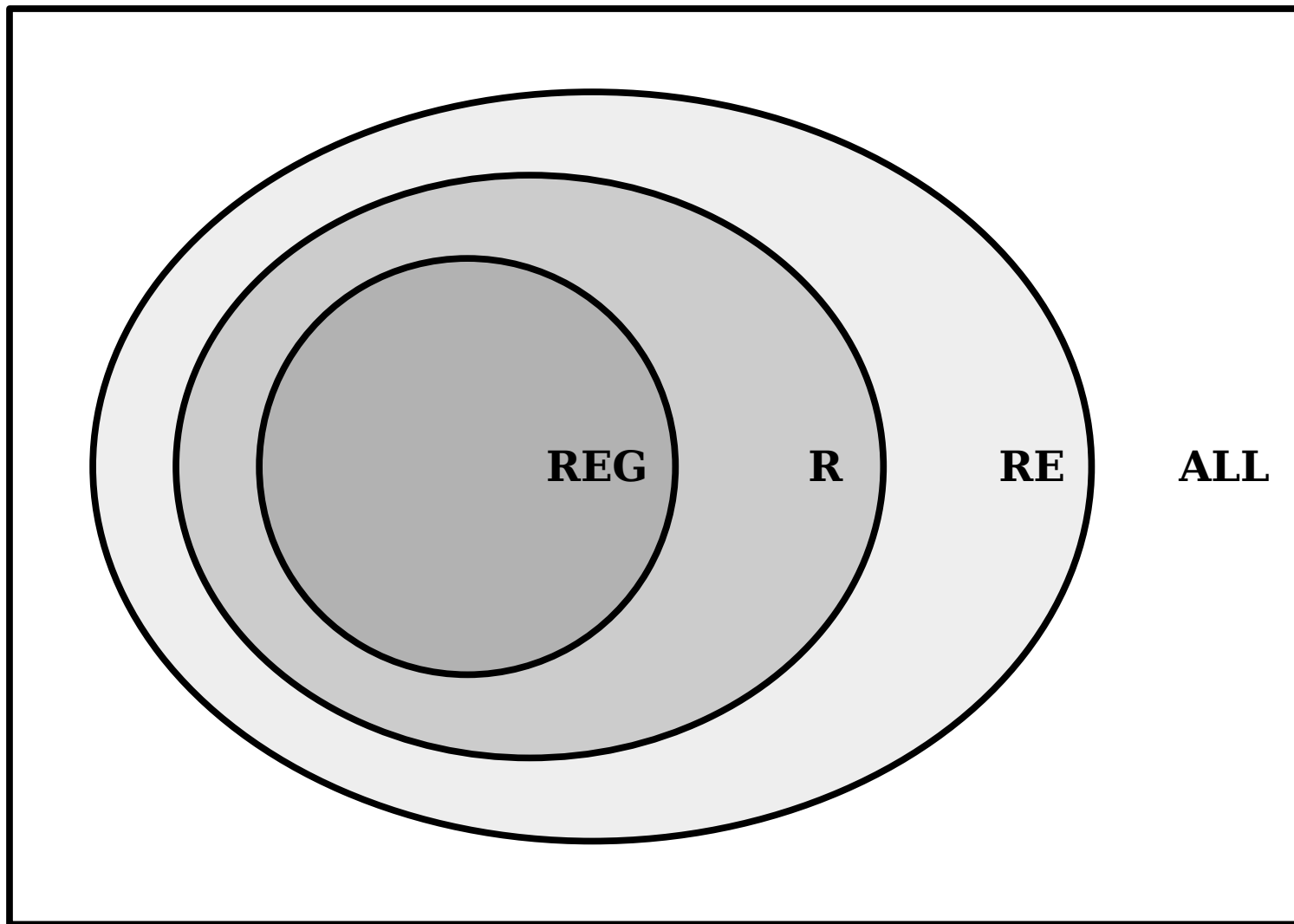


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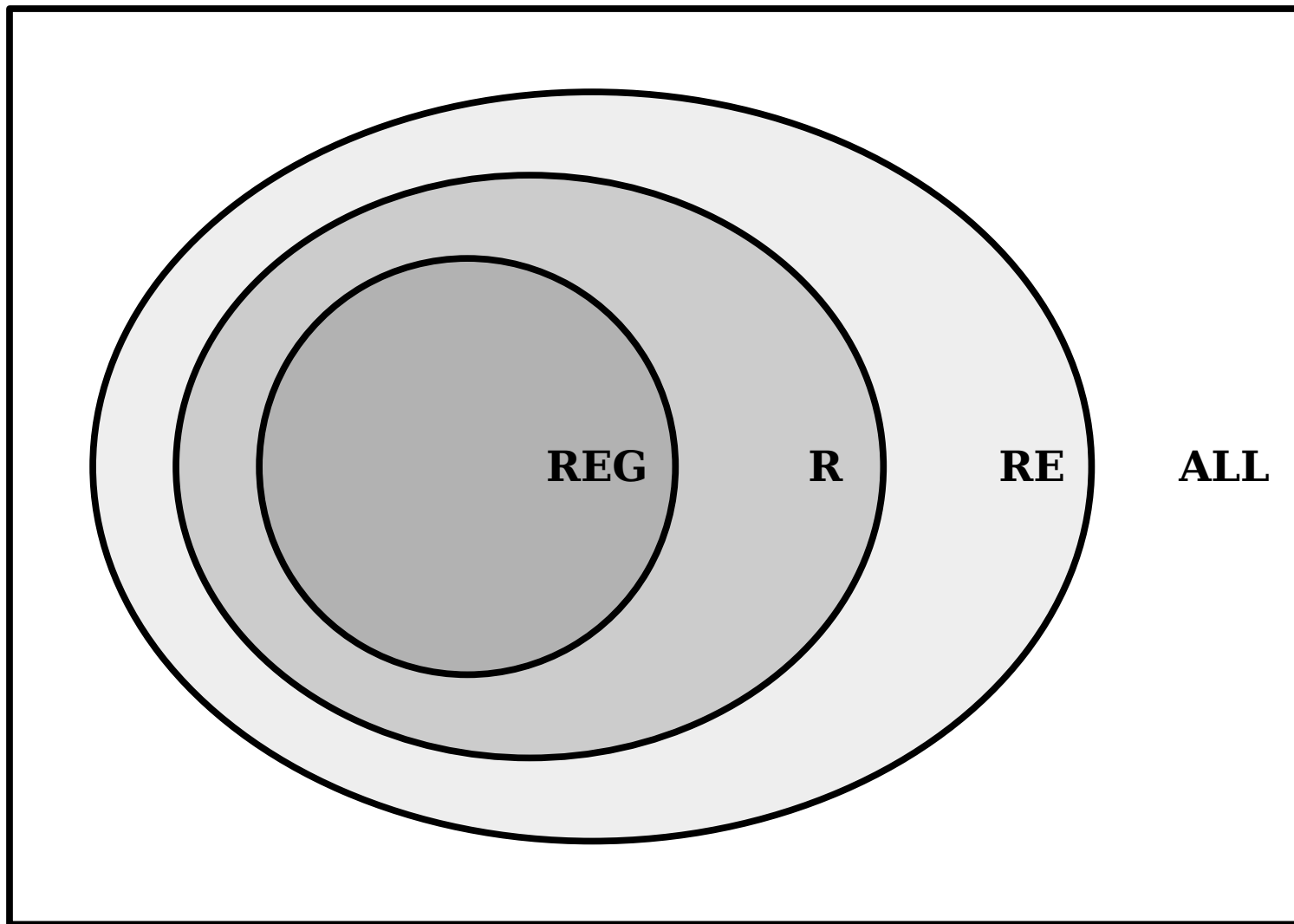




$L_1 = \{ \langle M \rangle \mid M \text{ is a TM and } M \text{ accepts cocoa} \}$

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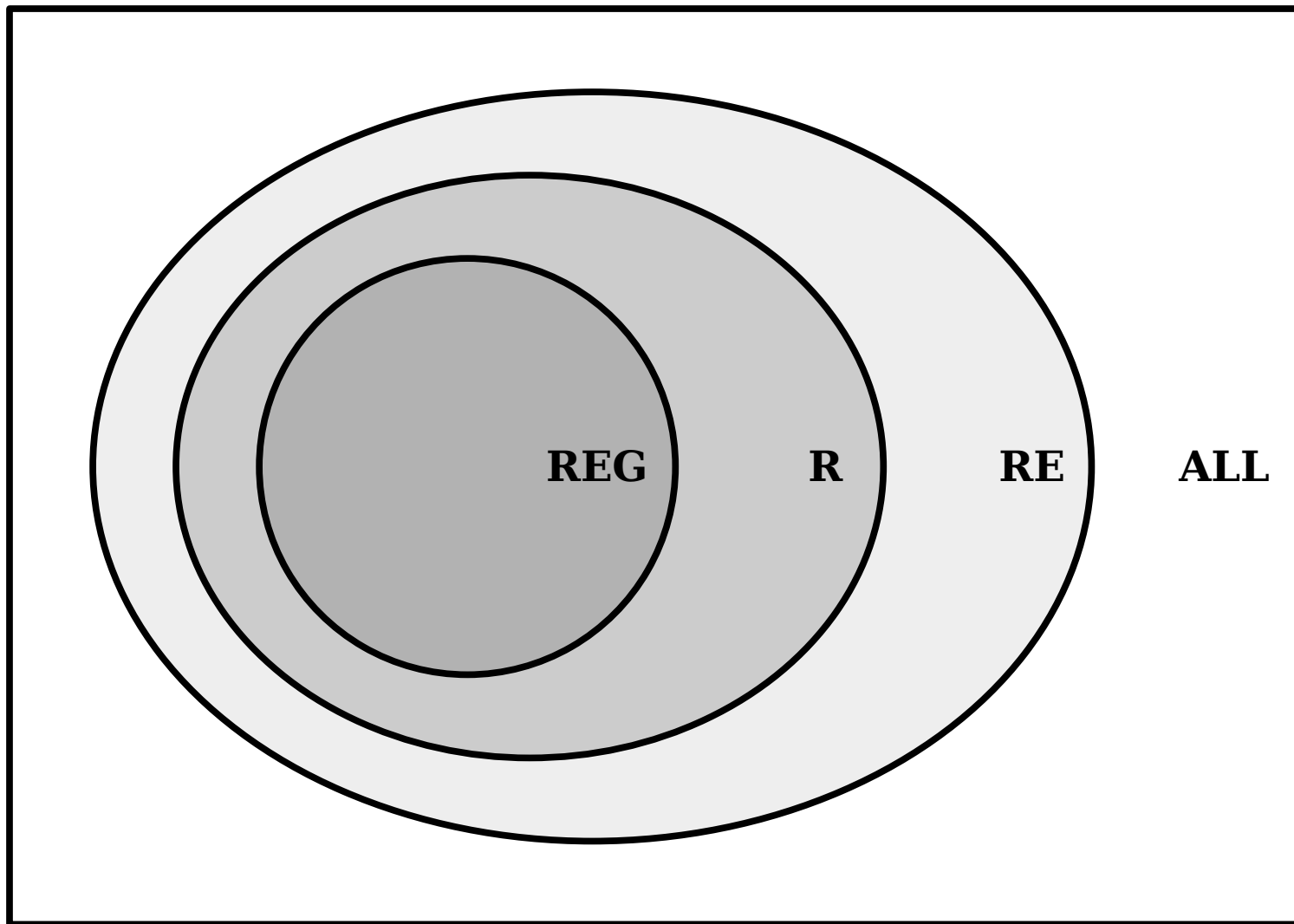
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3. Place these languages in the Lava Diagram.

Submit your answer on Gradescope.



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Thanks for Calling In!

It's been great meeting you this quarter.
Stay safe, stay healthy, and stay in touch!

Enjoy the break!