

Top Hat
4456

Defⁿ: Two languages A and B are ^{many-one} mapping equivalent written $A \equiv_m B$, if $A \leq_m B$ and $B \leq_m A$.

AP ie A_{TM} = INST: $\langle M, w \rangle$
 Acceptance Problem QUES: Is $w \in L(M)$?

HP ie. HP_{TM} INST: $\langle M, w \rangle$
 Halting Problem QUES: Does $M(w) \downarrow$

A_{TM} ≤_m HP_{TM}: Map

$\langle M, w \rangle \mapsto \langle M', w \rangle$

We may assume where $M' =$ (q_{acc}, q_{rej})
 M is a DTM in the text's (q_{acc}, q_{rej}) form.

We can compute the code of M' given M since it just adds loop arcs



The reduction f is correct:
 $\langle M, w \rangle \in A_{TM} \Rightarrow M$ accepts w

$\Rightarrow M(w)$ goes to q_{acc}
 $\Rightarrow M'(w)$ goes to q_{acc} $\Rightarrow M'(w) \in HP_{TM}$
 $\Rightarrow f(\langle M, w \rangle) = \langle M', w \rangle \in HP_{TM}$

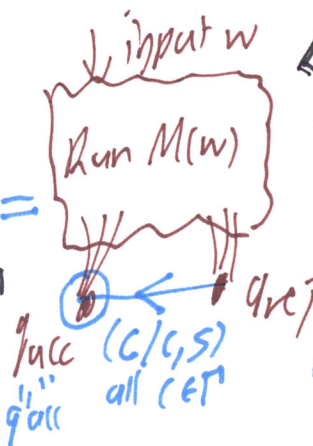
$\langle M, w \rangle \notin A_{TM} \Rightarrow M(w)$ goes to the old q_{rej} which is now a looping state
 OR $M'(w)$ never escapes the body of a

Thus $\langle M, w \rangle \in A_{TM} \Leftrightarrow \langle M', w \rangle \in HP_{TM}$, so $A_{TM} \leq_m HP_{TM}$.
 I.e. M accepts $w \Leftrightarrow M'$ halts on w .

HP_{TM} ≤_m A_{TM}. We need to map

$\langle M, w \rangle \mapsto \langle M'', w \rangle$

s.t. $\langle M, w \rangle \in HP_{TM} \Leftrightarrow \langle M'', w \rangle \in A_{TM}$
 i.e. $M(w) \downarrow \Leftrightarrow M''$ accepts w .



$\langle M, w \rangle \in HP_{TM} \equiv M(w) \downarrow$
 \Rightarrow the computation $M(w)$ comes out at q_{acc} or at q_{rej}
 $\Rightarrow M''(w)$ goes to q_{acc} $\Rightarrow M''$ accepts w . Whereas
 \bullet q_{rej} $\langle M, w \rangle \notin HP_{TM} \Rightarrow M''(w)$ still fails to halt within the body of a
 \bullet of $M \Rightarrow M''(w) \uparrow$
 $\Rightarrow M''$ does not accept w .

Thus $A_{TM} \equiv_m HP_{TM}$.

Historically, both have been called "the halting problem."

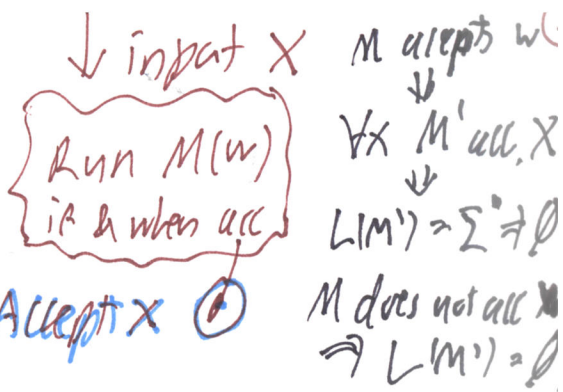
Similarly, A_{TM} ≡_m TOT = $\{ \langle M \rangle : \text{for all } x, M(x) \downarrow \}$
 i.e. M is total.

We showed $K_{TM} \leq_m A_{TM}$

via $f \langle M \rangle = \langle M, M \rangle$.

We showed $A_{TM} \leq_m NBTM$
and $A_{TM} \leq_m ALL_{TM}$

$\langle M, w \rangle \in A_{TM} \iff M' =$
① "The All-or-Nothing Switch" Accept x



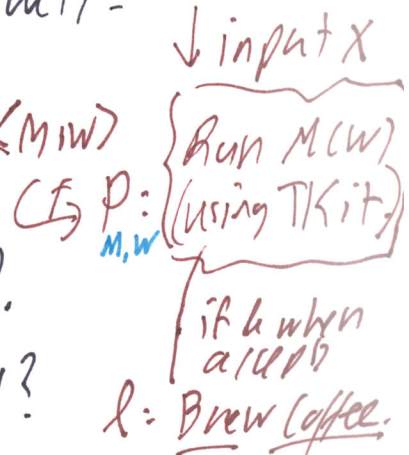
Also note that M' accepts its own code if and only if M accepts w .

$\therefore \langle M, w \rangle \in A_{TM} \iff \langle M' \rangle \in K_{TM}$. So $A_{TM} \leq_m K_{TM}$. $\therefore A_{TM} \equiv_m K_{TM}$
Historically, A_{TM} and K_{TM} are "stuffed together" as well.

A similar pattern causes many programming problems to be undecidable.

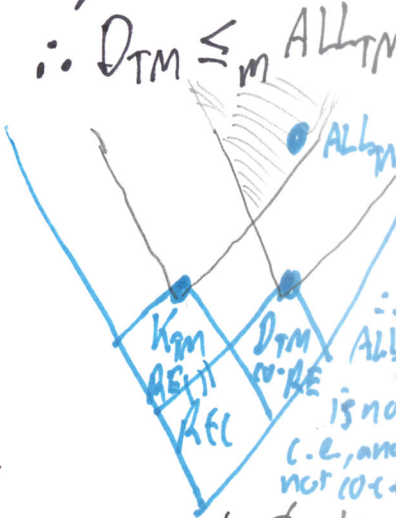
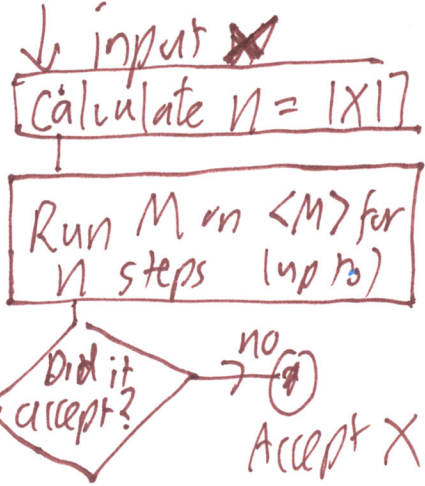
Show $A_{TM} \leq_m UC_{Java}$.

"USEFUL CODE?" UC_{Java}
INST: A Java program P and a particular line l in P .
Ques: Is there an input x for which line l gets executed?



$\langle M, w \rangle \in A_{TM} \Rightarrow$ for all x , $P(x)$ reaches line l . But "Waiting for..." Reduction
 $\langle M, w \rangle \notin A_{TM} \Rightarrow$ for all x , $P(x)$ never reaches line l , so it never gets executed.

A Third Reduction ③ "Delay Flip-Switch"
Design Pattern. $\langle M \rangle \in K_{TM}$ not A_{TM} .



This code construction is computable. Analysis:

$\langle M \rangle \in K_{TM} \Rightarrow M$ accepts $\langle M \rangle \Rightarrow M$ accepts $\langle M \rangle$ within some number t steps
 \Rightarrow for all x st. $|x| \geq t$, M' sees the acceptance and hence rejects x .
 $\Rightarrow L(M')$ is finite, so in particular $\Rightarrow L(M') \neq \Sigma^*$. Whereas,
 $\langle M \rangle \notin K_{TM}$, i.e. $\langle M \rangle \in D_{TM}$, $\Rightarrow M$ never accepts $\langle M \rangle \Rightarrow$ for all x , however long, $M'(x)$ never sees acceptance $\Rightarrow \forall x M'$ accepts x ; $L(M') = \Sigma^*$.

Theorem: For all $A \in RE$, $A \leq_m A_{TM}$, and so by transitivity, $A \leq_m K_{TM}$.

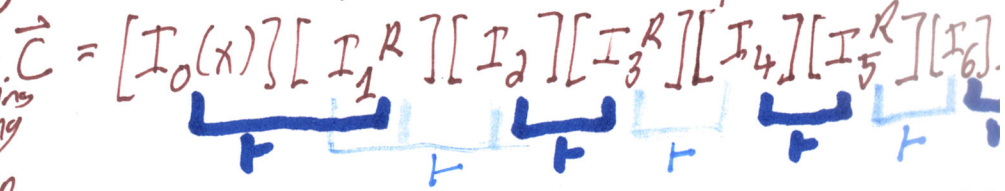
Proof: By $A \in RE$, we can take a TM M_A such that $L(M_A) = A$. Then map any $x \in \Sigma^*$ to $f(x) = \langle M_A, x \rangle$. *M_A is fixed, so this just appends x to*

Then $x \in A \iff M_A \text{ accepts } x \iff \langle M_A, x \rangle \in A_{TM}$. So f reduces A to A_{TM} .

Def'n: A language B is complete for a class \mathcal{C} if $B \in \mathcal{C}$ and for all $A \in \mathcal{C}$, $A \leq_m B$. $\therefore A_{TM}$ and K_{TM} are RE-complete.

ALL_{TM} is RE-hard since every $A \in RE$ reduces to it, but not complete because $ALL_{TM} \notin RE$.

PREVIEW of next week: ① If we write every second ID in a computation backward



then the language of valid ^{accepting} _{halting} computations — by a given TM M on some input x — becomes an intersection

$L(D_1) \cap L(D_2)$ of two DCFs. The DPs

D_1 checks $I_t \vdash_m I_{t+1}$ for even t , while (given I_t, I_{t+1}) D_2 checks $I_t \vdash_m I_{t+1}$ for odd t . Checking $I_t \vdash_m I_{t+1}$ is mostly like checks marked pair/frame except for the one or two places where M made changes according to its δ . And check last ID has had

Then $M \in E_{TM} \iff L(M) = \emptyset \iff M \text{ has no valid accepting comp's} \iff L(D_1) \cap L(D_2) = \emptyset \iff \sim(L(D_1) \cap L(D_2)) = \sim L(D_1) \cup \sim L(D_2) = \Sigma^*$. ID has 9 acc

Now $\sim L(D_1) \cup \sim L(D_2)$ is the union of two DCFs, hence it is a CFL. By chaining theorems in the text, we can build a CFG G for it. And "we can build" means there is a computable function f such that $f(\langle M \rangle) = \langle G \rangle$. Thus $E_{TM} \leq_m ALL_{CFG}$.

P and NP are like DEC and RE under polynomial-time reductions \leq_m^P . But we don't know if $NP \neq$