

## CSE491/596 Lecture Fri. 10/9: Mapping Reductions and Undecidability

**Definition:** A language  $A$  **mapping reduces** (also called, **many-one reduces**) to a language  $B$  if there is a computable function  $f: \Sigma^* \rightarrow \Sigma^*$  such that for all  $x \in \Sigma^*$ ,

$$x \in A \iff f(x) \in B.$$

We then write  $A \leq_m B$ . Sometimes we add "via  $f$ " to emphasize that  $f$  does the reduction. Here is an elementary example that involves our pairing function  $\langle \cdot, \cdot \rangle$ . Recall the definitions of  $K_{TM}$  and  $A_{TM}$  via Gödel numbers as  $K_{TM} = \{i: i \in L(M_i)\}$  and  $A_{TM} = \{\langle i, x \rangle: x \in L(M_i)\}$ .

**Example:**  $K_{TM} \leq_m A_{TM}$  via  $f(i) = \langle i, i \rangle$  for all  $i$ .

Recall that when  $i$  and  $x$  are coded in binary, we can regard " $\langle i, x \rangle$ " as literally sandwiching them between the  $\langle$  and  $\rangle$  characters, then converting from ASCII to binary. In any event, the function  $f(i) = \langle i, i \rangle$  is not only computable, it is computable in linear time---hence in polynomial time. We write  $A \leq_m^p B$  when the reduction function is computable in polynomial time. This does not matter when we are studying **REC** and **RE**, but will be vital when we jump to **NP** and **P**. In point of fact, essentially all reductions we see will be polynomial-time computable.

If you don't use the Gödel numbers but identify programs  $M$  with string codes written as  $\langle M \rangle$ , then you would write  $f(\langle M \rangle) = \langle M, M \rangle$ . There is no need to write " $\langle M, \langle M \rangle \rangle$ "---just  $\langle M, M \rangle$  signifies that  $M$  is being packaged up as both program and data. The problem then becomes what to do with  $f(x)$  for strings  $x$  that are not valid codes? There are two main styles of handling this:

1. Consider any "non-compiling code" to be a code for the "null machine"  $M_0$ . So you would get  $f(x) = \langle M_0, M_0 \rangle$ .
2. If you know the target language  $B$  and a fixed string  $y_0$  that is not in  $B$ , then you can define  $f(x) = y_0$  for all "invalid"  $x$ .

In this case you can consider these styles to be the same by taking  $y_0 = \langle M_0, M_0 \rangle$ . When  $B = \Sigma^*$ , however, both ideas are not applicable.

3. A permissible third way is to *ignore* the issue of invalid codes and regard  $f$  as a computable function not from  $\Sigma^*$  to  $\Sigma^*$  but (in this case) from the type "One Turing machine" to the type "A Turing machine and a string".

Option 3 is AOK in practice but beware a curious fact: Officially since 1998, the set of valid C++ programs is no longer decidable. For every ANSI standard compiler there are C++ programs that employ "template metaprogramming" in ways that can proliferate like in "The Sorcerer's Apprentice" and make the compiler never halt---until the stack blows. But we may treat "TM" and "Java program"

etc. as basic types presumed decidable---which implies they can be put into a nondecreasing 1-to-1 correspondence with all strings (or all numbers), anyway.

Of course the definition of  $f$  being computable is that there is a total Turing machine computing it. Many sources reference that Turing machine. There are already the Turing machines being *analyzed* in problems like  $K_{TM}$  and  $A_{TM}$ . Worse, IMHO, reductions proofs in these sources also refer to hypothetical Turing machines that don't exist. I try to cut down the multiplicity by avoiding the last and portraying the reduction functions as *transformations of program code*. Here is an example. Define  $HP_{TM} = \{ \langle i, x \rangle : M_i(x) \downarrow \}$ . This is the language of the **Halting Problem**.

**Example:**  $A_{TM} \leq_m HP_{TM}$  via  $f(\langle M, x \rangle) = \langle M', x \rangle$  for all  $i$ , where  $M'$  is transformed from  $M$  as follows:

- We may presume  $M$  is in "good housekeeping" form with  $q_{acc}$  and  $q_{rej}$  its only halting states.
- Make  $M'$  by adding a loop  $(q_{rej}, c / c, S, q_{rej})$  for every  $c \in \Gamma$ .
- [ $M'$  is not in "good housekeeping form" but we can bolt on a new rejecting state  $q'_{rej}$  that is never reached to restore that form for cosmetic purposes.]

That gives the **C**onstruction. Next, we observe that the (function  $f$  defined by the construction) is **C**omputable. As a code transformation, we just have to find  $q_{rej}$  in the code of  $M$  and add loops to it. So, in fact, *linear-time* computability is clear. It remains to show **C**orrectness. This means we need to show that for all machines  $M$  and inputs  $x$  to  $M$  (which are elements of the domain "a machine and a string"):

$$\langle M, x \rangle \in A_{TM} \iff \langle M', x \rangle \in HP_{TM}$$

since  $\langle M', x \rangle = f(\langle M, x \rangle)$ . Unpacking what membership in the languages of these problems signifies, this means we need to show---again, for all  $M$  and  $x$ :

$M$  accepts  $x \iff M'$  on input  $x$  halts.

Sometimes one can show an equivalence "directly" in one go, but often, and as a fallback, one can show the implications in each direction separately:

$M$  accepts  $x \implies M(x)$  goes to  $q_{acc} \implies M'(x)$  goes to  $q_{acc}$  as well  $\implies M'(x) \downarrow$ .

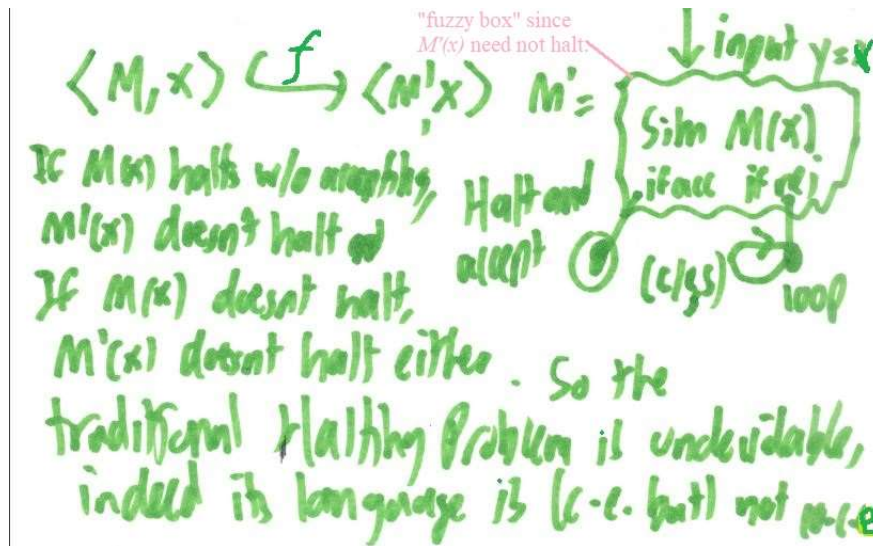
$M$  does not accept  $x \implies$  either  $M(x) \uparrow$  or  $M(x)$  goes to  $q_{rej} \implies M'(x) \uparrow$  either way.

For the second part, we could prefer doing the converse:

$M'(x) \downarrow \implies M'$  accepts  $x$  (because  $q_{acc}$  is the only place  $M'$  can halt  $\implies M$  accepts  $x$  too.

Thus  $x \in L(M) \iff M'(x) \downarrow$  so the reduction is correct.  $\square$

I like to diagram the constructions using little pictures:



**Q: Does the same  $f$  also reduce  $HP_{TM}$  back to  $A_{TM}$ ?**

This finally shows Turing's famous theorem the way he stated it:

**Corollary:** The (language of the) Halting Problem is undecidable.

We get it as a corollary of the following general theorem.

**Theorem 2:** Suppose  $A$  and  $B$  are languages and  $A \leq_m B$ . Then:

1. if  $B$  is decidable then  $A$  is decidable;
2. if  $B$  is c.e. then  $A$  is c.e.;
3. if  $B$  is co-c.e. then  $A$  is co-c.e.

Moreover, the relation  $\leq_m$  is transitive.

The items in this theorem are equivalent to their contrapositives:

**Theorem 2':** Suppose  $A$  and  $B$  are languages and  $A \leq_m B$ . Then:

1. if  $A$  is undecidable then  $B$  is undecidable;
2. if  $A$  is not c.e. then  $B$  is not c.e.;
3. if  $A$  is not co-c.e. then  $B$  is not co-c.e.

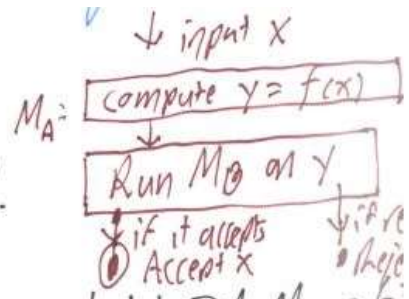
So to apply it, note we showed that  $A = K_{TM}$  is undecidable because it is the complement of  $D_{TM}$  which is not even c.e. The first "B" we use is  $A_{TM}$ . By  $K_{TM} \leq_m A_{TM}$  we get that the Acceptance Problem is undecidable---moreover, its language is (c.e. but) not co-c.e. Then by transitivity we continue with  $B = HP_{TM}$  to get that the Halting Problem is undecidable too. [Most sources follow

history by showing the Halting Problem to be undecidable "from the beginning", with the diagonalization embedded among other stuff in the proof, but I was confused when I read it that way as a teenager.]

To prove Theorem 2, we can draw more pictures:

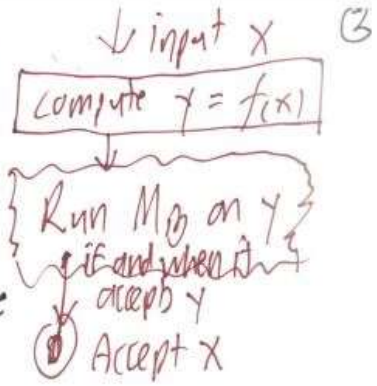
Lemma: Suppose  $A \leq_m B$ . Then:

- (a) If  $B$  is decidable, then so is  $A$ .
- (b) If  $B$  is recognizable, then so is  $A$ .
- (c) If  $B$  is co-c.e. then so is  $A$ .



Proof: (a) By  $B$  being decidable, we can take a total TM  $M_B$  s.t.  $L(M_B) = B$ . Goal: build a total TM  $M_A$  such that  $L(M_A) = A$ .  
 Then  $M_A$  is total and  $M_A$  accepts  $x \iff M_B$  accepts  $y (= f(x))$   
 So  $M_A$  accepts  $x \iff x \in A$  and  $M_A$  is total  $\iff f(x) \in B$  by  $L(M_B) = B$   
 total, so  $A$  is decidable.  $\iff x \in A$  by  $A \leq_m B$ .

(b) Suppose  $B$  is merely c.e. Then we can take  $M_B$  s.t.  $L(M_B) = B$ , but  $M_B$  might not be total. Can diagram using "fuzzy box".

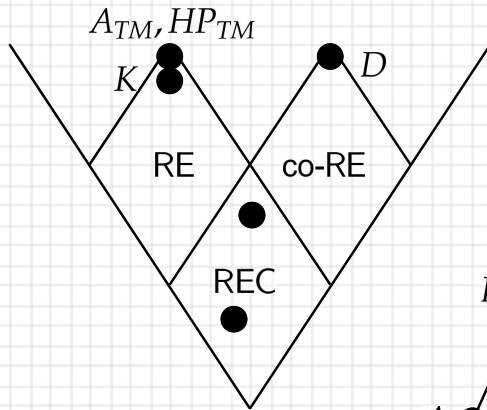


Then  $M_A$  might not be total either, but we still have  $M_A$  accepts  $x \iff M_B$  accepts  $y \iff y \in B \iff x \in A$ .  
 So  $L(M_A) = A$ , so  $A$  is recognizable/c.e./re./etc.

(c) Suppose  $B$  is c-o-c.e. This means  $\tilde{B}$  is c.e. By  $A \leq_m B$ , we also have  $\tilde{A} \leq_m \tilde{B}$ . By part (b),  $\tilde{A}$  is c.e. Thus  $A$  is co-c.e.  $\square$

The last bit uses the equivalence of  $x \in A \iff f(x) \in B$  to  $x \notin A \iff f(x) \notin B$ . The import of these facts can be conveyed by the last convention in our class "landscape" diagram:

neither c.e. nor co-c.e.



This diagram conveys some extra information:

- ⊙ REC is closed under complements,
- ⊙  $RE \cap co-RE = REC$ , and
- ⊙ All three classes are closed downward under *computable many-one/mapping reductions*.

