

Prelim I is in next lecture period! Does not cover the current topic of **Reductions**.

First, an annoying, necessary, but ultimately ignorable point:

$$D_{TM} = \{ \langle M \rangle : M \text{ does not accept } \langle M \rangle \}$$

$$= \{ x : x \text{ decodes as a valid Turing machine } M, \text{ such that } M \text{ does not accept } x \}$$

$$K_{TM} = \{ \langle M \rangle : M \text{ does accept } M \}$$

$$= \{ x : x \text{ decodes as a valid } M \text{ such that } M \text{ does accept } x \}$$

$D_{TM}$  is not literally the complement of  $K_{TM}$ , because neither set includes strings  $x$  that are not valid codes of TMs. Remedies:

- Throw all the invalid codes  $x$  into one set or the other. Then they become literally complementary after all.
- Regard invalid codes as giving the DTM  $M_0 = \begin{matrix} \downarrow \\ q_{acc} \end{matrix}$  which has  $L(M_0) = \emptyset$ . Like throwing invalid codes into  $D_{TM}$ .
- Enumerate TMs as  $M_0, M_1, M_2, M_3, \dots$  so that the binary number (or string)  $i$  is taken as the code for  $M_i$ . Using such **Gödel Numbers**, re-define  $D_{TM} = \{ i : i \notin L(M_i) \}$ ,  $K_{TM} = \{ i : i \in L(M_i) \}$ . Then complements



# The Best Way, IMHO:

(2)

• Regard "Just a Machine  $\langle M \rangle$ " as the Instance Type.  
 Complementation means within that type.

Other Instance Types: "A Machine and a String"  $\langle M, x \rangle$   
 "Two Machines"  $\langle M_1, M_2 \rangle$ .

✳ Reduction functions can count as  $f: \Sigma^* \rightarrow \Sigma^*$   
 even if we only expressly define them on an instance type.  
 This also enables a pictorial way of presenting reduction!

Example:  $A_{TM} \leq_m HP_{TM} = \{ \langle M, x \rangle : M(x) \downarrow \}$  "halts"

Construction. where  $x' = x$

$\langle M, x \rangle \xrightarrow{f} \langle M', x' \rangle$  where  $M' =$



Computable —  $f$  is a code translation, hence obviously computable.

Correctness: We need that for all  $M$  and  $x$ :

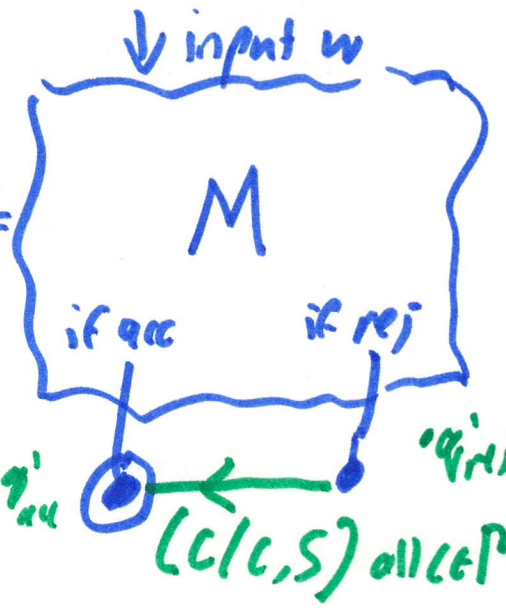
$$\langle M, x \rangle \in A_{TM} \Leftrightarrow f(\langle M, x \rangle) = \langle M', x \rangle \in HP_{TM}$$

ie.  $M$  accepts  $x \Rightarrow$  if and only if  $M'(x) \downarrow$ .  $M$  accepts  $x \Rightarrow M(x) \uparrow$ , so  $M'(x) \uparrow$ .  
 $M$  does not accept  $x \Rightarrow$  or  $M(x)$  gets to  $q_{acc}$ , when  $M'(x) \uparrow$  in the loop, so either way  $M'(x) \uparrow$ .  $\square$

Does the same construction also show  $HP_{TM} \leq_m A_{TM}$ ?

No, but this one does:

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



Correctness  
Logic: need

$M(w) \downarrow \Leftrightarrow M'' \text{ accepts } w$

Thus we have shown  $A_{TM} \leq_m HP_{TM}$  and  $HP_{TM} \leq_m A_{TM}$ .

Defn: Two languages A and B are mapping-equivalent written  $A \equiv_m B$ , if  $A \leq_m B$  and  $B \leq_m A$ .

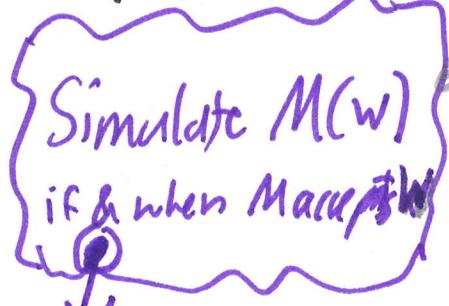
Example from Fri 10/14

$\langle P, C \rangle$

$\downarrow$  input  $x$  - (ignored)

$\langle M, w \rangle \xrightarrow{f} p :$

instance of  $A_{TM}$  problem



This can be coded in Java without using class C.

execute  $C := \text{new } C();$

Logical Goal:

$\langle M, w \rangle \in A_{TM}$   
M accepts w

$\Leftrightarrow \langle P, C \rangle \in \text{Useful Code}$   
there is an  $x$  st.  $P(x)$  creates a new C.