

15-453

FORMAL LANGUAGES,  
AUTOMATA AND  
COMPUTABILITY

$A_{TM} = \{ (M,w) \mid M \text{ is a TM that accepts string } w \}$

$HALT_{TM} = \{ (M,w) \mid M \text{ is a TM that halts on string } w \}$

$E_{TM} = \{ M \mid M \text{ is a TM and } L(M) = \emptyset \}$

$REG_{TM} = \{ M \mid M \text{ is a TM and } L(M) \text{ is regular} \}$

$EQ_{TM} = \{ (M, N) \mid M, N \text{ are TMs and } L(M) = L(N) \}$

$ALL_{PDA} = \{ P \mid P \text{ is a PDA and } L(P) = \Sigma^* \}$

**ALL UNDECIDABLE**

Use Reductions to Prove

**Which are SEMI-DECIDABLE?**

# THE POST CORRESPONDENCE PROBLEM

**TUESDAY FEB 26**

# THE PCP GAME

<b>ba</b>
<hr/>
<b>a</b>

<b>a</b>
<hr/>
<b>ab</b>

<b>b</b>
<hr/>
<b>bc<b>b</b></b>

<b>b</b>
<hr/>
<b>a</b>

# THE PCP GAME

<b>ba</b>
<hr/>
<b>a</b>

<b>a</b>
<hr/>
<b>ab</b>

<b>b</b>
<hr/>
<b>bc<b>b</b></b>

<b>b</b>
<hr/>
<b>a</b>

<b>a</b>
<hr/>
<b>ab</b>

<b>ba</b>
<hr/>
<b>a</b>

$$\frac{aaa}{a}$$

$$\frac{a}{c}$$

$$\frac{a}{aa}$$

$$\frac{c}{a}$$

$$\frac{b}{ca}$$

$$\frac{a}{ab}$$

$$\frac{ca}{a}$$

$$\frac{abc}{c}$$

**abc**  

---

**ab**

**ca**  

---

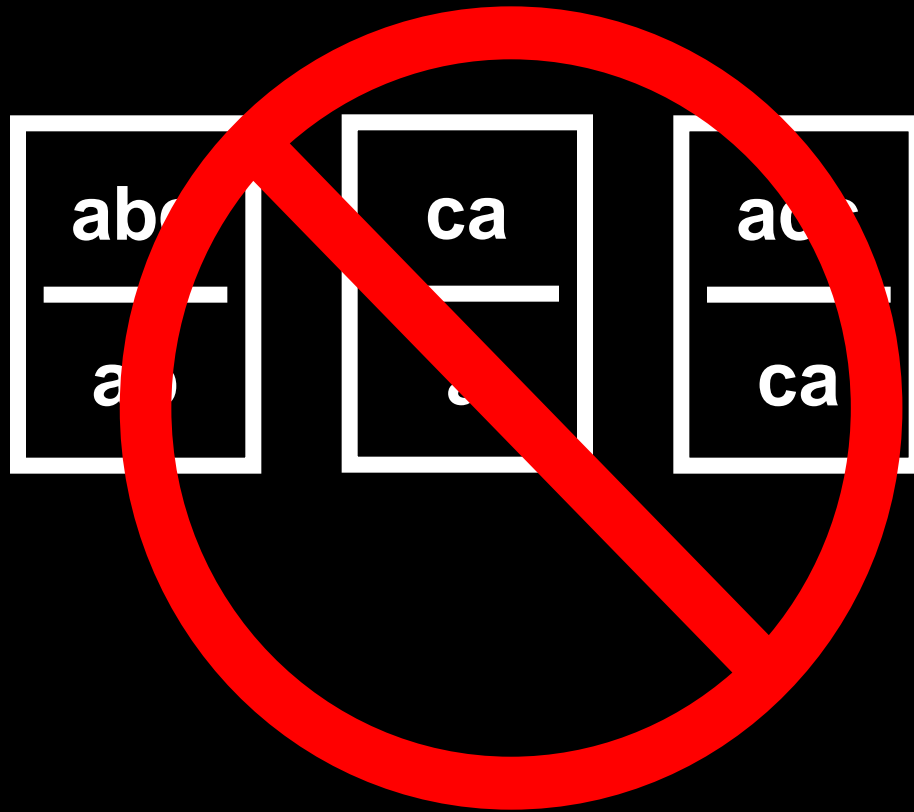
**a**

**acc**  

---

**ca**





# GENERAL RULE #1

**If every top string is longer than the corresponding bottom one, there can't be a match**

**caa**  

---

**a**

**acc**  

---

**a**

**b**  

---

**b**

**aab**  

---

**aa**

**c**  

---

**a**

## GENERAL RULE #2

**If there is a domino with the same string on the top and on the bottom, there is a match**

# POST CORRESPONDENCE PROBLEM

Given a collection of dominos, is there a match?

$PCP = \{ P \mid P \text{ is a set of dominos with a match} \}$

**PCP is *undecidable!***

# THE FPCP GAME

... is just like the PCP game except that a **match has to start with the first domino**

# FPCP

aaa
—
a

a
—
c

a
—
aa

c
—
a

# FPCP

<b>ba</b>
<hr/>
<b>a</b>

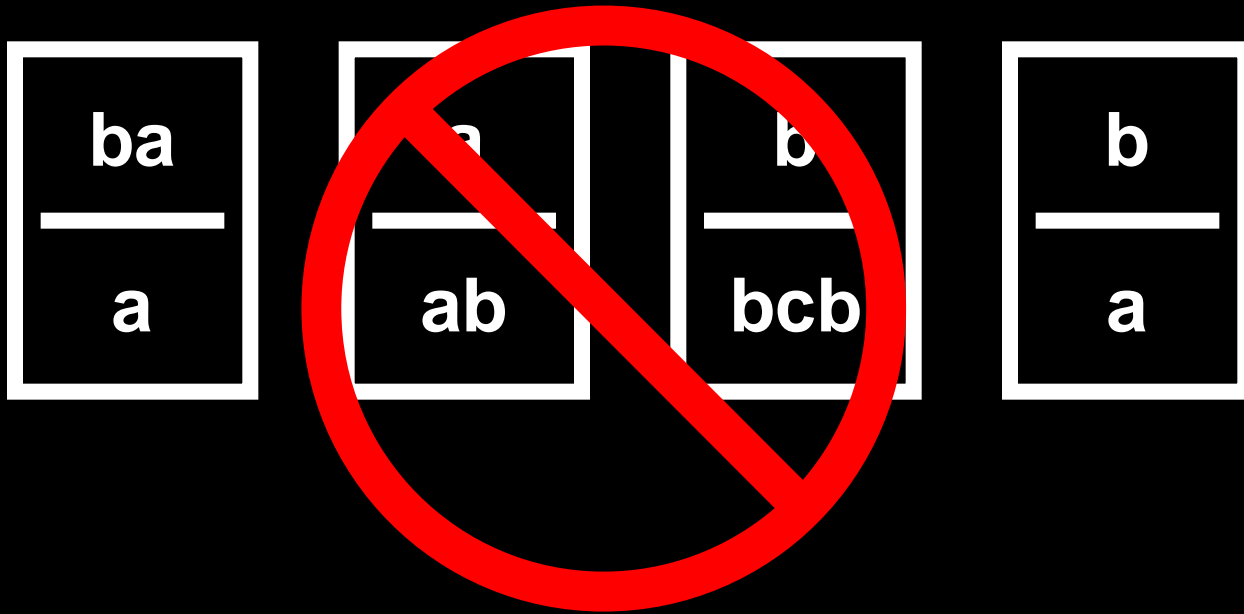
<b>a</b>
<hr/>
<b>ab</b>

<b>b</b>
<hr/>
<b>bc<b>b</b></b>

<b>b</b>
<hr/>
<b>a</b>



# FPCP



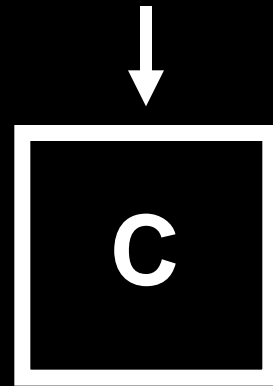
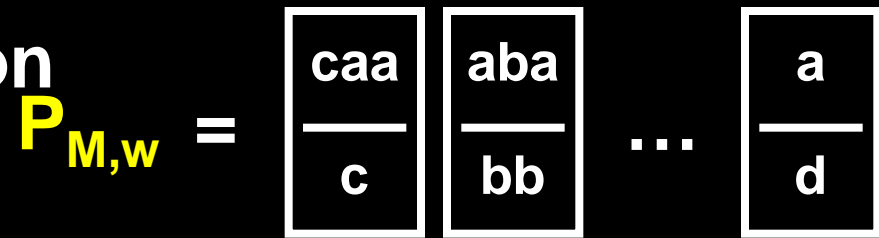
**Theorem:** FPCP is undecidable

**Proof:** Assume machine C decides FPCP

We will show how to use C to decide  $A_{TM}$

Given  $(M, w)$

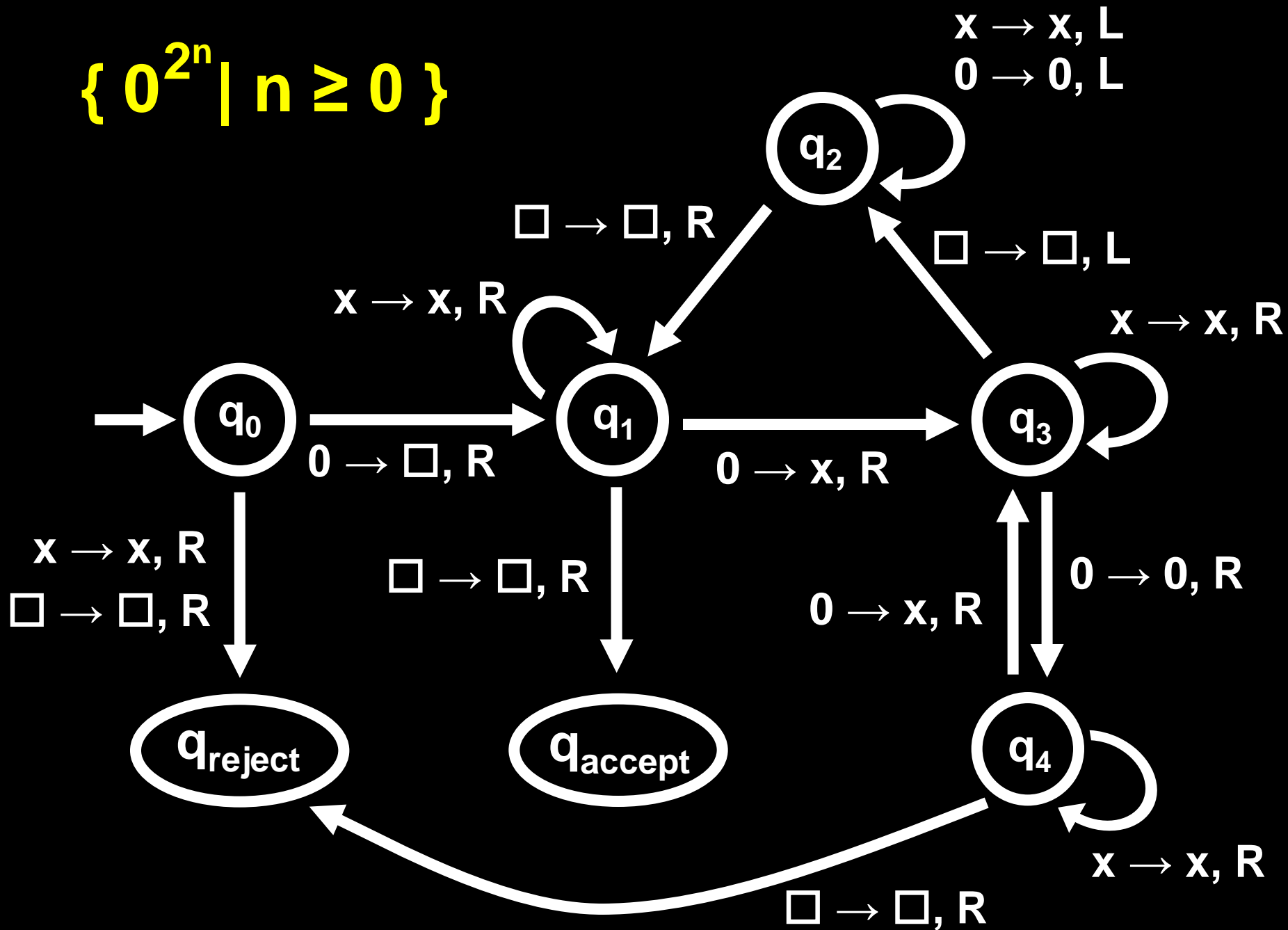
we will construct a set of dominos  $P_{M, w}$  where a match is an accepting computation history for  $M$  on  $w$



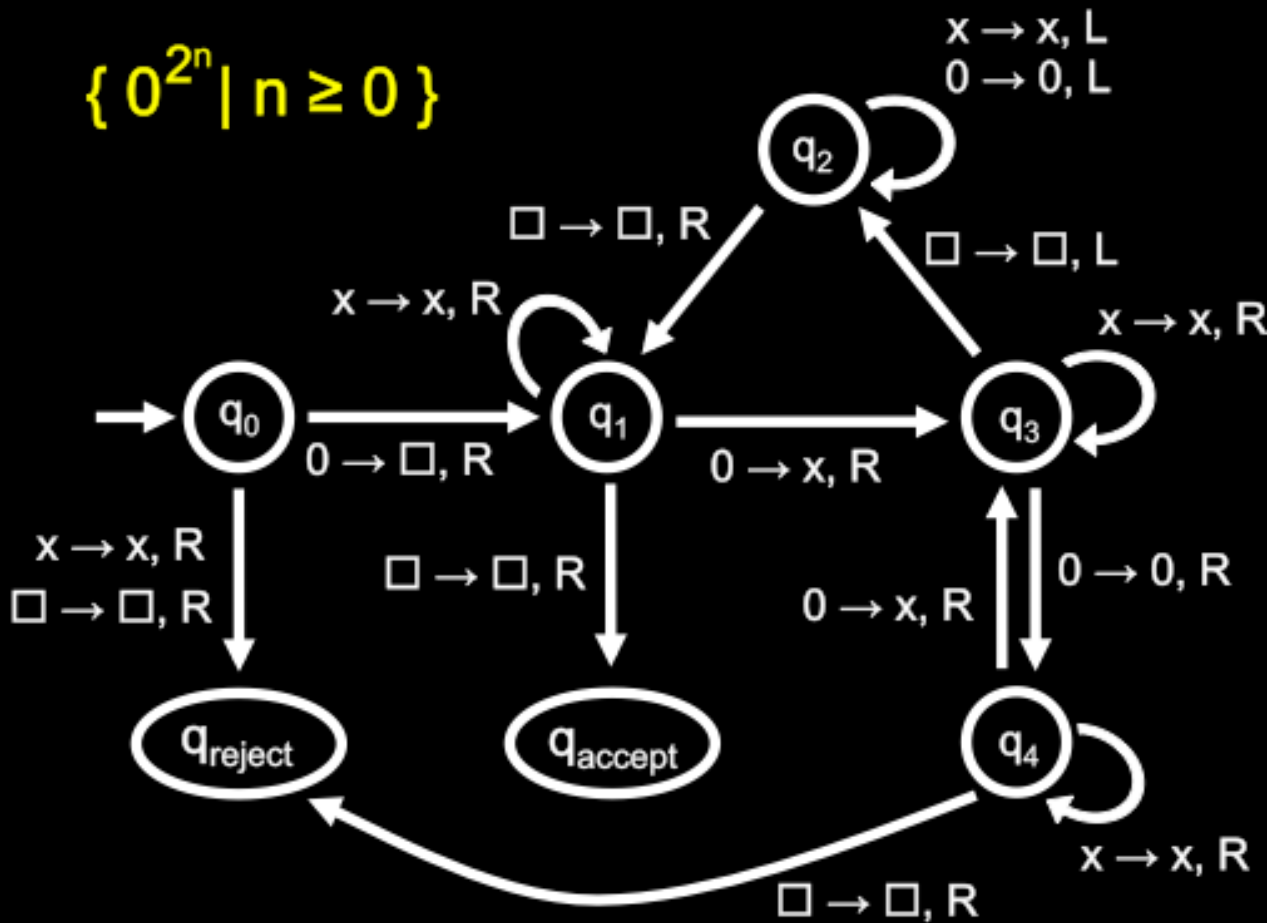
↓

$P_{M, w}$  has a match?

$\{0^{2^n} \mid n \geq 0\}$



$\{0^{2^n} \mid n \geq 0\}$



$q_0$  0000

$\square q_1$  000

$\square x q_3$  00

$\square x 0 q_4$  0

$\square x 0 x q_3$

$\square x 0 q_2 x$

$\square x q_2 0 x$

$\square q_2 x 0 x$

$q_2 \square x 0 x$

$\vdots$

$\# q_0 0000 \# \square q_1 000 \# \square x q_3 00 \# \square x 0 q_4 0 \# \square x 0 x q_3 \# \dots \#$

**Given  $(M,w)$ , we will construct an instance  $P$  of FPCP in 7 steps**

Assume  $M$  on  $w$  never attempts to move off left hand edge of tape

STEP 1

Put



into P

For start configuration

**START**

## STEP 2

If  $\delta(q,a) = (p,b,R)$  then add

$$\frac{qa}{bp}$$

## STEP 3

If  $\delta(q,a) = (p,b,L)$  then add

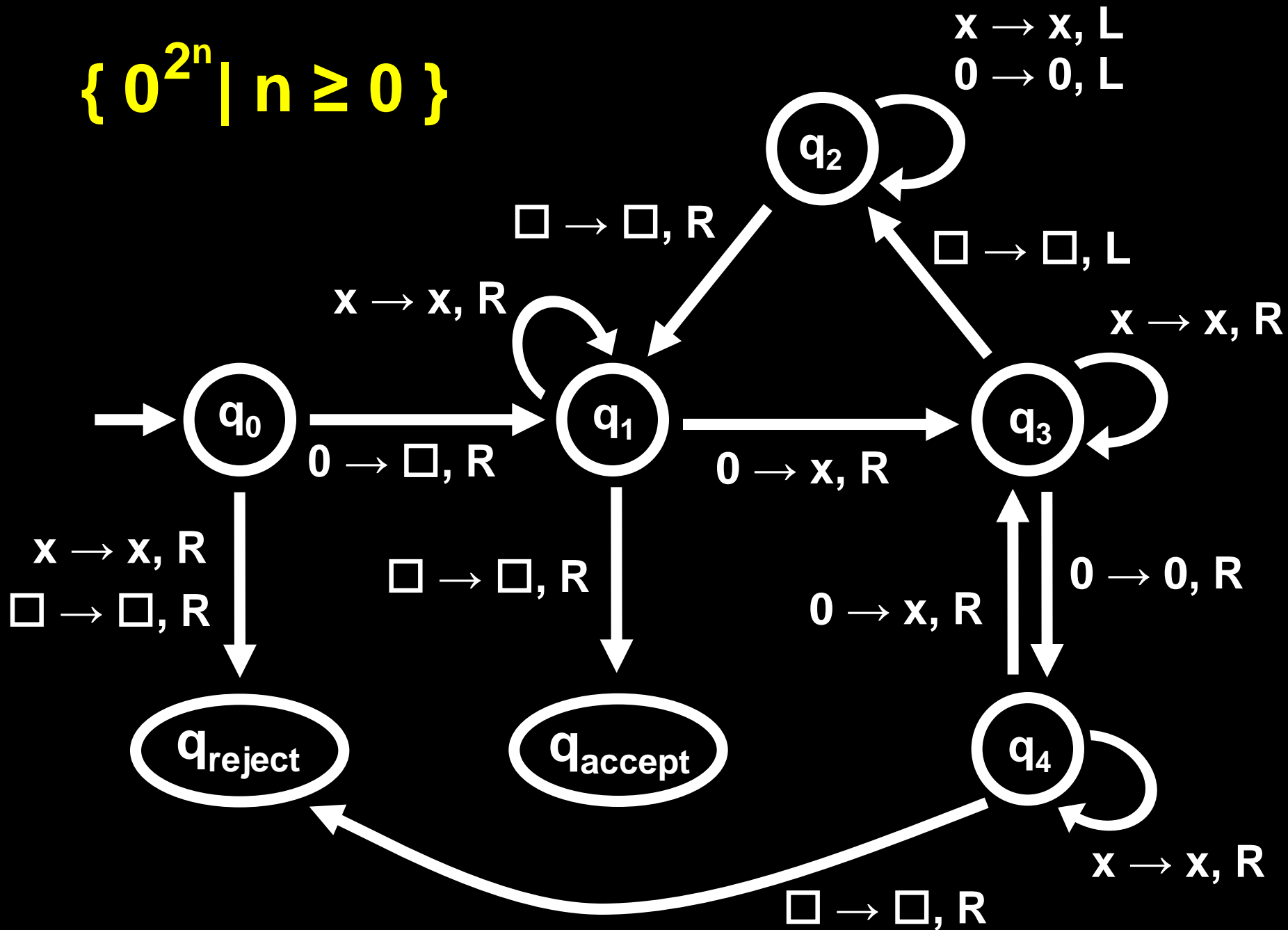
$$\frac{cqa}{pcb}$$

for all  $c \in \Gamma$

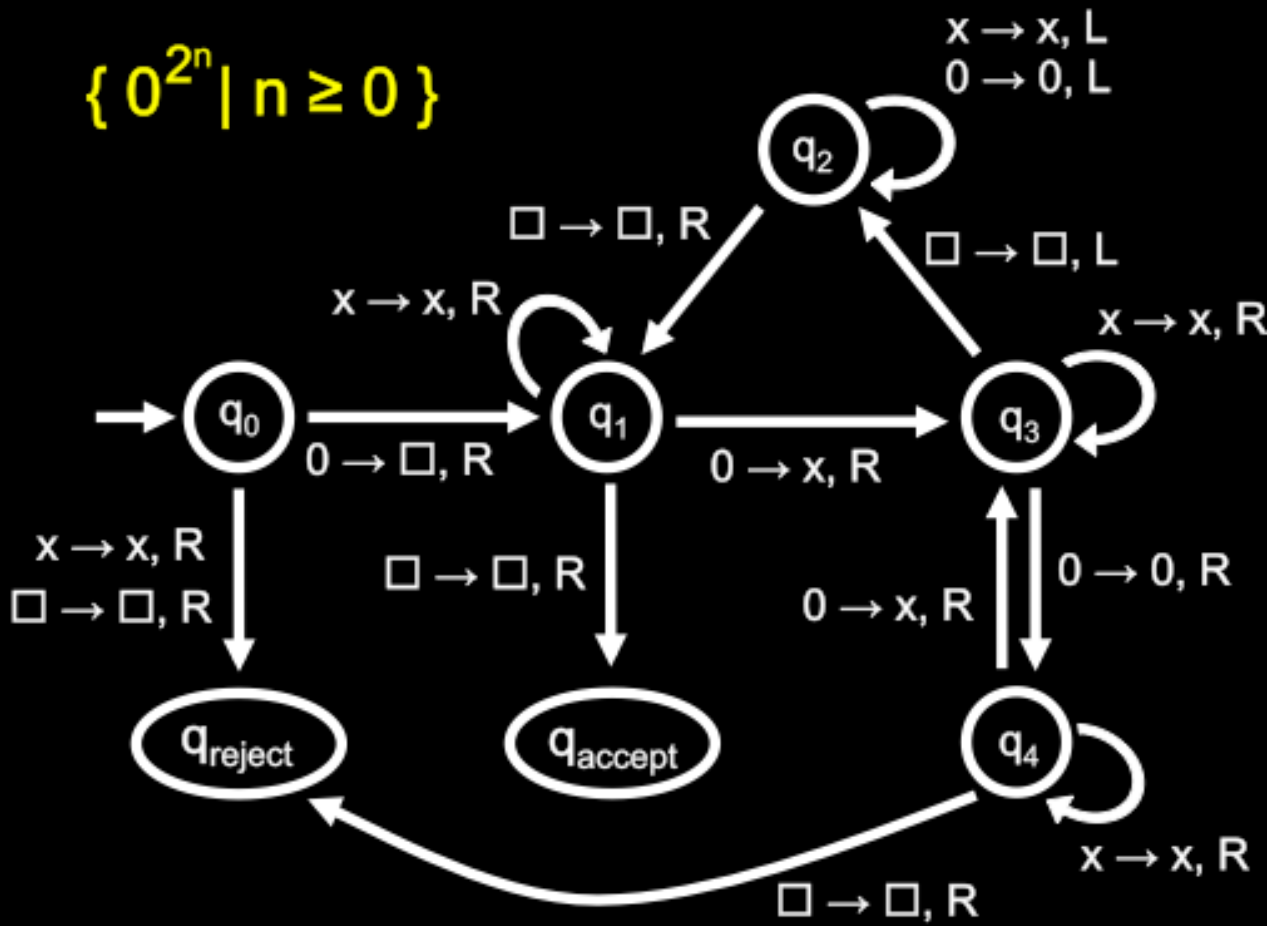
# RULES



$\{0^{2^n} \mid n \geq 0\}$



$\{0^{2^n} \mid n \geq 0\}$



<b>0</b> q <sub>2</sub> 0
_____
q <sub>2</sub> <b>0</b> 0

<b>x</b> q <sub>2</sub> 0
_____
q <sub>2</sub> <b>x</b> 0

<b>□</b> q <sub>2</sub> 0
_____
q <sub>2</sub> <b>□</b> 0

#
_____
#q <sub>0</sub> 0000#

q <sub>0</sub> 0
_____
□q <sub>1</sub>

q <sub>1</sub> 0
_____
xq <sub>3</sub>

...

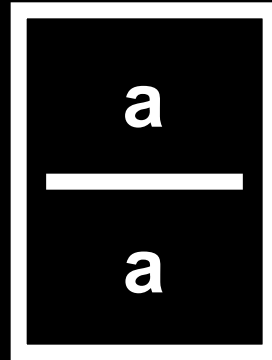
<b>0</b> q <sub>3</sub> □
_____
q <sub>2</sub> <b>0</b> □

<b>x</b> q <sub>3</sub> □
_____
q <sub>2</sub> <b>x</b> □

<b>□</b> q <sub>3</sub> □
_____
q <sub>2</sub> <b>□</b> □

STEP 4

add

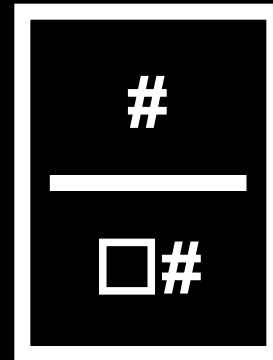
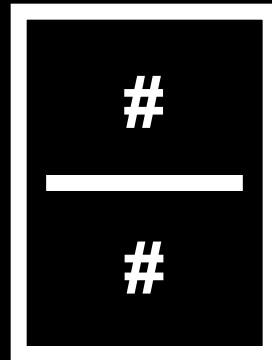


for all  $a \in \Gamma$

For tape cells not adjacent to head

STEP 5

add



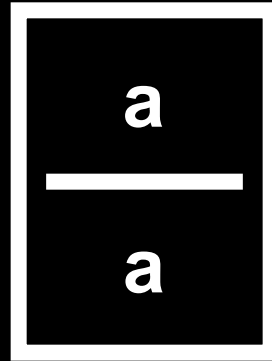
For configuration separator

To simulate the blanks on the right hand side of tape

**CONTINUE**

STEP 4

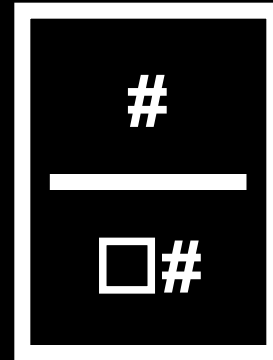
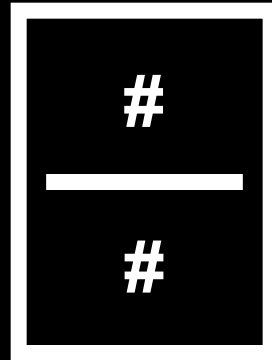
add



for all  $a \in \Gamma$

STEP 5

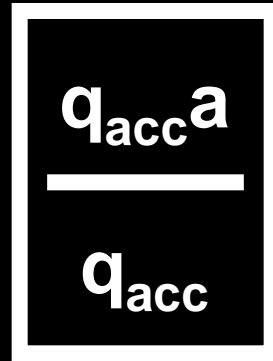
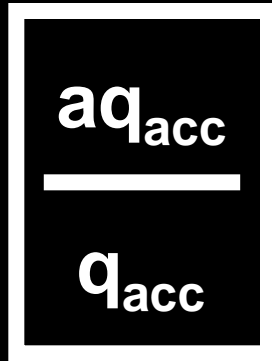
add



Adds  
pseudo-  
steps after  
TM halts  
(catch up)

STEP 6

add



for all  $a \in \Gamma$

$$\frac{\#}{\#q_00000\#}$$

$$\frac{q_00}{\square q_1}$$

$$\frac{q_10}{xq_3}$$

$$\frac{q_1x}{xq_1}$$

$$\frac{q_0x}{xq_r}$$

$$\frac{q_0\square}{\square q_r}$$

$$\frac{q_1\square}{\square q_a}$$

$$\frac{q_2\square}{\square q_1}$$

$$\frac{q_3x}{xq_3}$$

$$\frac{q_30}{0q_4}$$

$$\frac{q_40}{xq_3}$$

$$\frac{q_4x}{xq_4}$$

$$\frac{q_4\square}{\square q_r}$$

$$\frac{0q_20}{q_200}$$

$$\frac{\square q_20}{q_2\square 0}$$

$$\frac{xq_20}{q_2x0}$$

$$\frac{0q_3\square}{q_20\square}$$

$$\frac{xq_3\square}{q_2x\square}$$

$$\frac{\square q_3\square}{q_2\square\square}$$

$$\frac{0q_3x}{q_20x}$$

$$\frac{xq_3x}{q_2xx}$$

$$\frac{\square q_3x}{q_2\square x}$$

$$\frac{x}{x}$$

$$\frac{0}{0}$$

$$\frac{\square}{\square}$$

$$\frac{\#}{\#}$$

$$\frac{\#}{\square\#}$$

$$\frac{0q_{acc}}{q_{acc}}$$

$$\frac{q_{acc}0}{q_{acc}}$$

$$\frac{xq_{acc}}{q_{acc}}$$

$$\frac{q_{acc}x}{q_{acc}}$$

$$\frac{\square q_{acc}}{q_{acc}}$$

$$\frac{q_{acc}\square}{q_{acc}}$$

$$\frac{\#}{\#q_00000\#}$$

$$\frac{q_00}{\square q_1}$$

$$\frac{0}{0}$$

$$\frac{0}{0}$$

$$\frac{0}{0}$$

$$\frac{\#}{\#}$$

$$\frac{\square}{\square}$$

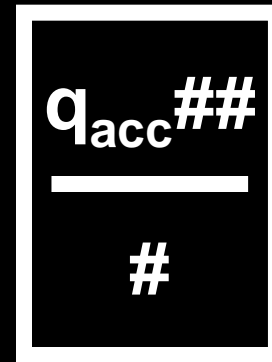
$$\frac{q_10}{xq_3}$$

$$\frac{0}{0}$$

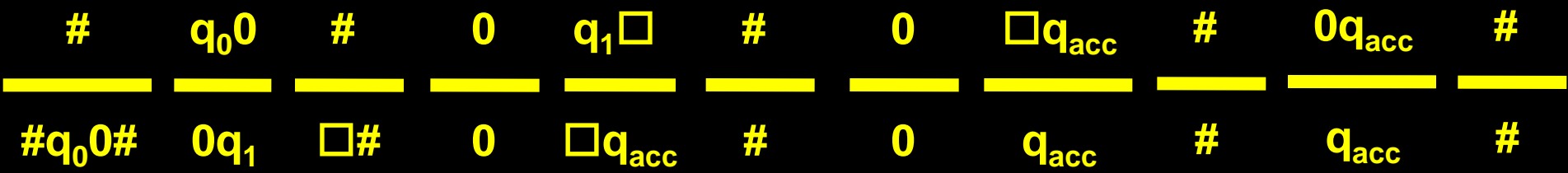
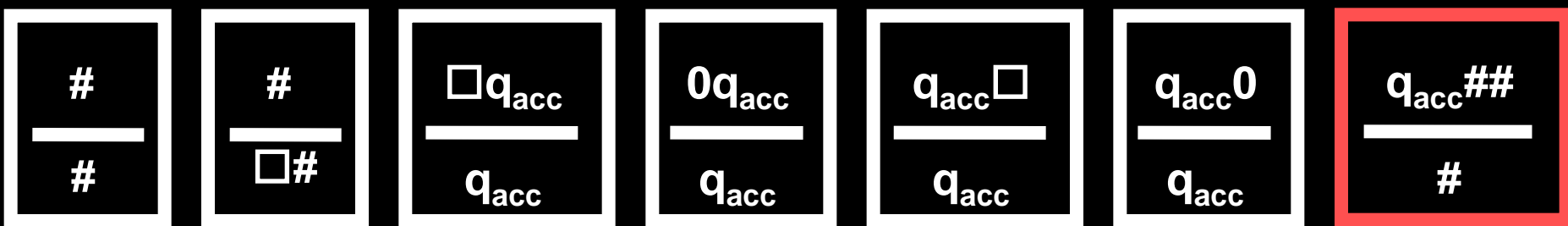
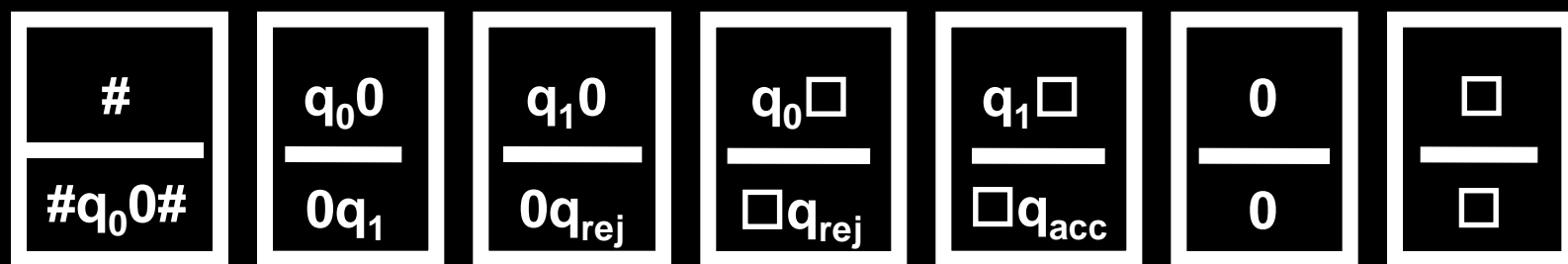
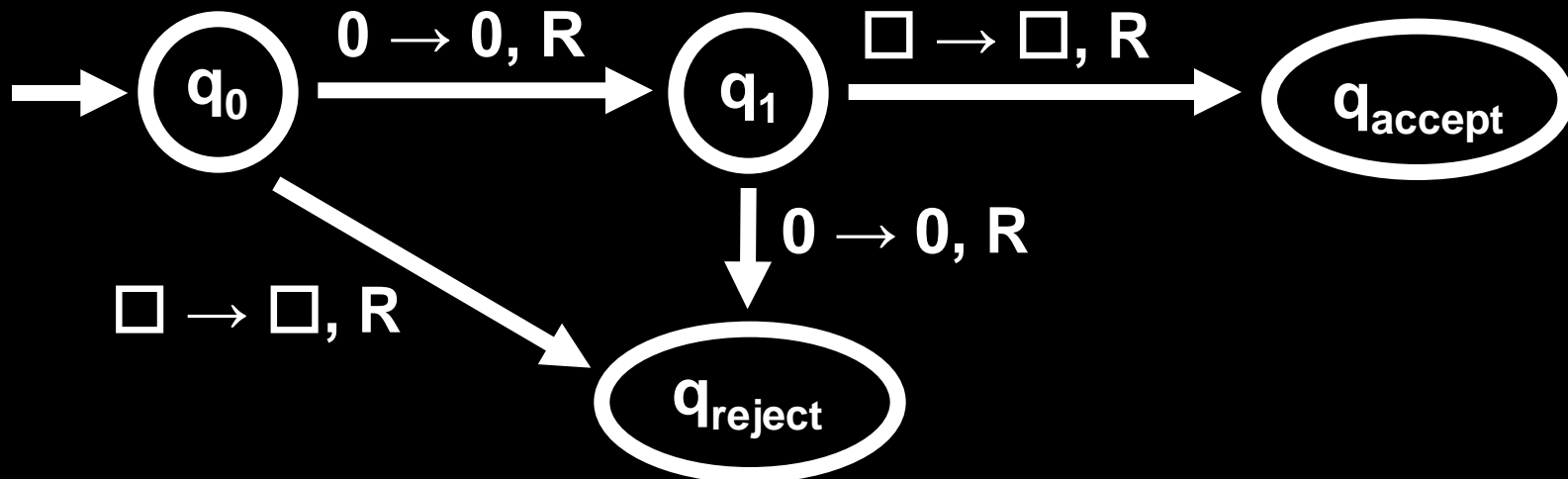
$$\frac{0}{0}$$

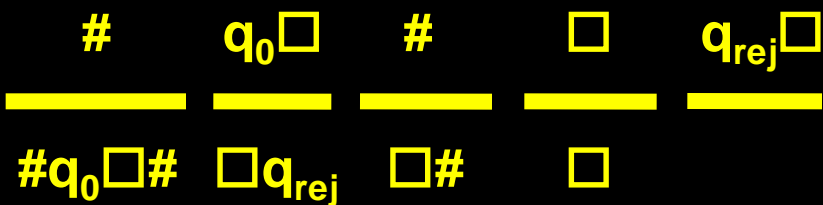
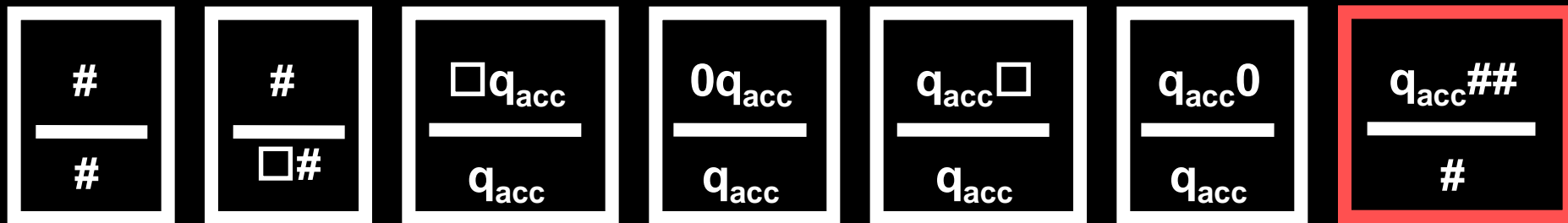
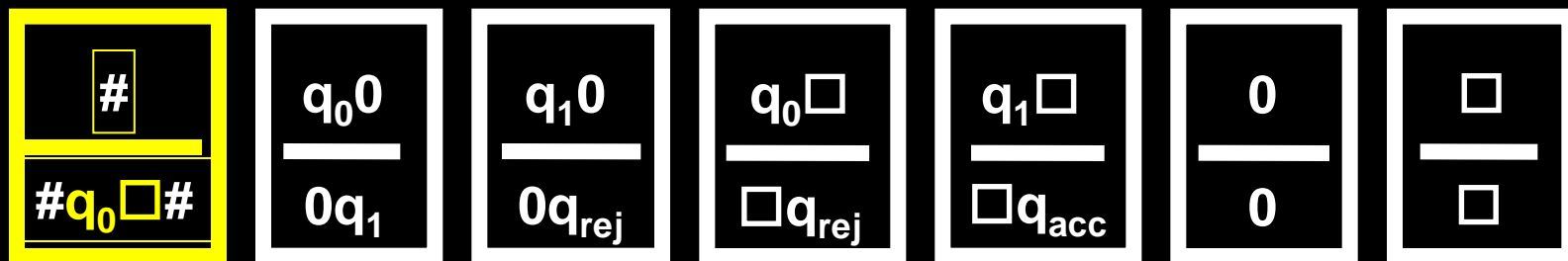
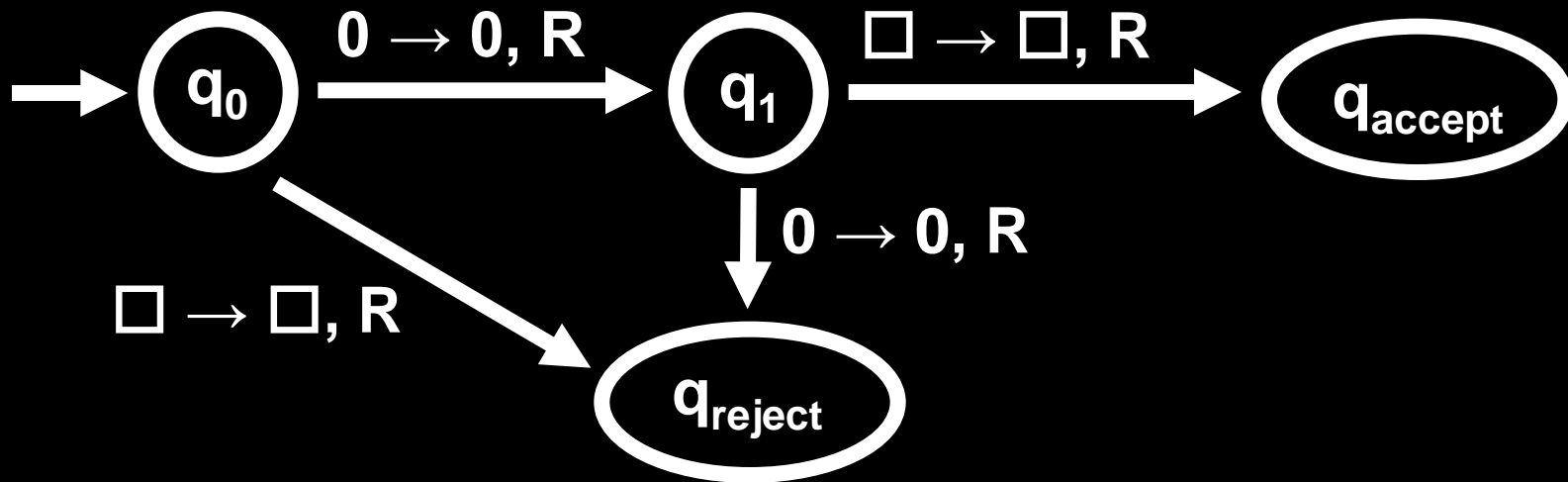
STEP 7

add



**END**





X



Given  $(M, w)$ , we can construct an instance of FPCP that has a match if and only if  $M$  accepts  $w$

Can convert an instance of **FPCP** into one of **PCP**:

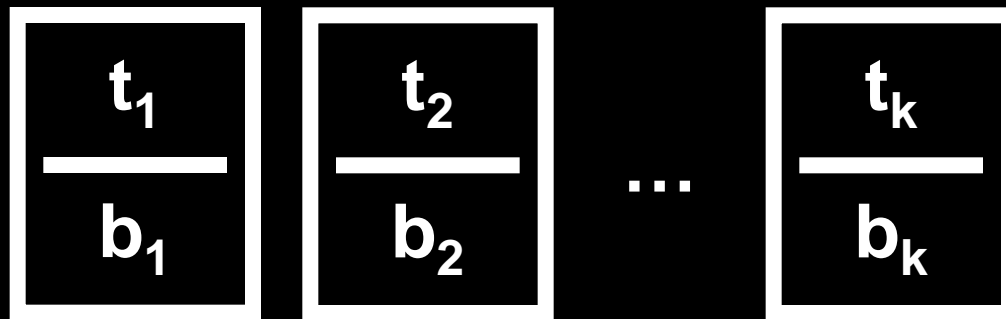
Let  $u = u_1u_2\dots u_n$ , define:

$$\star u = \star u_1 \star u_2 \star u_3 \star \dots \star u_n$$

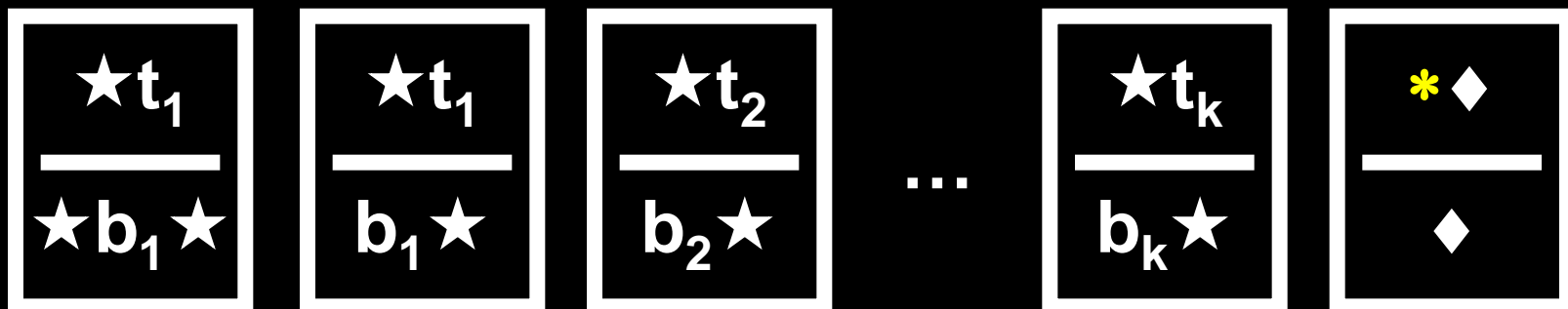
$$u \star = u_1 \star u_2 \star u_3 \star \dots \star u_n \star$$

$$\star u \star = \star u_1 \star u_2 \star u_3 \star \dots \star u_n \star$$

**FPCP:**



**PCP:**



Given  $(M, w)$ , we can construct an instance of PCP that has a match if and only if  $M$  accepts  $w$

[WWW.FLAC.WS](http://WWW.FLAC.WS)

**Read Chapters 5.2 and 5.3 of the book for next time**