15-251: Great Theoretical Ideas In Computer Science

Recitation 4

Announcements

Be sure to take advantage of the following resources :

- Homework Solution Sessions Friday 5p-6p, Saturday 2p-3p in GHC 4301
- Conceptual office hours (no HW help) Friday 6p-8p in Gates 5 Carrel 1
- If you are struggling with course material, please come to small groups/conceptual office hours or set up a meeting with your TA as soon as possible.

These Decidable Definitions Have Undecidable Ends

- **Church-Turing Thesis:** Any natural/reasonable notion of computation can be simulated by a TM.
- A decider is a TM that halts on all inputs.
- A language L is undecidable if there is no TM M that halts on all inputs such that M(x) accepts if and only if x ∈ L.
- $A \leq B$: It is possible to decide A using an algorithm that decides B as a subroutine.

Freeze All Automata Functions

Prove that the following languages are decidable by reducing it to \mathbf{EMPTY}_{DFA} .

- (a) $NO ODD ONES = \{ \langle D \rangle : D \text{ does not accept any string containing an odd number of 1's} \}$
- (b) $INF_{DFA} = \{ \langle D \rangle : D \text{ is a DFA with } L(D) \text{ infinite} \}.$

Hint: Consider a DFA with k states that accepts some string with more than k characters.

Doesn't Look Like Anything (Decidable) To Me

Prove that the following languages are undecidable (below, M, M_1 , M_2 refer to TMs).

- (a) **REGULAR** = { $\langle M \rangle : L(M)$ is regular}.
- (b) **TOTAL** = { $\langle M \rangle$: *M* halts on all inputs}.
- (c) **DOLORES** = { $\langle M_1, M_2 \rangle$: $\exists w \in \Sigma^*$ such that both $M_1(w)$ and $M_2(w)$ accept}.

(Extra) Lose All Scripted Responses. Improvisation Only

Let **FINITE** = { $\langle M \rangle$: M is a TM and L(M) is finite}. Show that **TOTAL** \leq **FINITE**.

(Bonus) The Maize is not Meant For You

Josh Corn is trying to write a program P such that given a natural number n, P(n) is the most number of steps a TM on n states can take before halting. Show that this is not possible.