

# Limits of Turing Machines

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- 1 Algorithms
- 2 Decidable Languages
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# Algorithm

## Definition

An *algorithm* is a computational process that is describable in terms of a Turing machine.



# Connected Graphs Example

$M =$  "On input  $hGi$ , the string encoding of a graph  $G$ :

- 0 Check that  $hGi$  is in the correct format
- 1 Select the first node in  $G$  and mark it.
- 2 Repeat the following until no new nodes are marked:
  - 3 For each node in  $G$ , mark it if it is attached by an edge to a node that is already marked.
- 4 Scan all the nodes of  $G$ , if they are all marked, *accept*; otherwise *reject*."



# Decidable Unions

Given two *decidable* languages  $L_1$  and  $L_2$  and corresponding Turing machines  $M_1$  and  $M_2$  the union of the languages can be decided by:

$M =$  "On input  $w$ :

- 0 Check that  $w$  is in the correct format.
- 1 Run  $M_1$  on  $w$ . If it accepts, *accept*.
- 2 Run  $M_2$  on  $w$ . If it accepts, *accept*.
- 3 Otherwise *reject*"



# Recognizable Unions

Given two *Turing recognizable* languages  $L_1$  and  $L_2$  and corresponding Turing machines  $M_1$  and  $M_2$  the union of the languages can be recognized by:

$M =$  "On input  $w$ :

- 0 Check that  $w$  is in the correct format.
- 1 Run  $M_1$  and  $M_2$  alternately on  $w$  step by step. If either accepts, *accept*.
- 2 If both halt or reject, *reject*."



# Decidable vs. Recognizable

## Definition

A Language is *Turning-decidable* or simply *decidable* if some Turing machine decides it; the machine always reaches an accept or reject state. Given any word there is a TM that can tell if the word is or is not in the language.





# Decidable vs. Recognizable

## Definition

A Language is *Turning-decidable* or simply *decidable* if some Turing machine decides it; the machine always reaches an accept or reject state. Given any word there is a TM that can tell if the word is or is not in the language.

## Definition

A Language is *Turning-recognizable* if some Turing machine recognizes it; in this case the machine reaches an accept state, reject state, or it may loop (fail to accept). There is a TM that accepts words in the language, but may fail to reach a verdict if a word is not in the language.



# Decidable Intersections

Given two *decidable* languages  $L_1$  and  $L_2$  and corresponding Turing machines  $M_1$  and  $M_2$  the intersections of the languages can be decided by:  
M= “On input  $w$ :

- 0 Check that  $w$  is in the correct format.
- 1 Run  $M_1$  and  $M_2$  on  $w$ . If they both accept, *accept*.
- 2 Otherwise *reject*”



# Decidable Intersections

Given two *decidable* languages  $L_1$  and  $L_2$  and corresponding Turing machines  $M_1$  and  $M_2$  the intersections of the languages can be decided by:  
M=“On input  $w$ :

- 0 Check that  $w$  is in the correct format.
- 1 Run  $M_1$  and  $M_2$  on  $w$ . If they both accept, *accept*.
- 2 Otherwise *reject*”

Why didn't we say “Run  $M_1$  and  $M_2$  alternately on  $w$  step by step?”



# Decidable Complements

Given a *decidable* language  $L_1$  and corresponding Turing machine  $M_1$  the complement of the languages can be decided by:

$M =$  "On input  $w$ :

- 0 Check that  $w$  is in the correct format.
- 1 Run  $M_1$  on  $w$ . If it accepts, *reject*.
- 2 Otherwise *accept*"



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# Deterministic Finite Automaton

## Theorem

*The set*

$A_{DFA} = \{ \langle B, w \rangle \mid B \text{ is a DFA that accepts string } w \}$

*is a decidable language.*



# Deterministic Finite Automaton

$M = \lambda$  On input  $\langle B; w \rangle$ , where  $B$  is a DFA and  $w$  is a string:

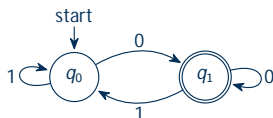
- 0 Check the format of the input.
- 1 Simulate  $B$  on input  $w$ .
- 2 If the simulation ends in an accept state, *accept*; otherwise, *reject*."



# Deterministic Finite Automaton

$M = \langle \text{On input } \langle B; w \rangle, \text{ where } B \text{ is a DFA and } w \text{ is a string:}$

- 0 Check the format of the input.
- 1 Simulate  $B$  on input  $w$ .
- 2 If the simulation ends in an accept state, *accept*; otherwise, *reject*."

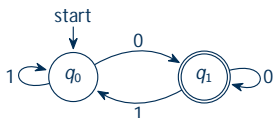




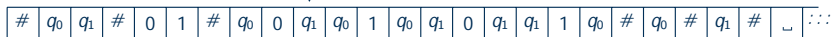
# Deterministic Finite Automaton

$M = \langle \text{On input } \langle B; w \rangle, \text{ where } B \text{ is a DFA and } w \text{ is a string:} \rangle$

- 0 Check the format of the input.
- 1 Simulate  $B$  on input  $w$ .
- 2 If the simulation ends in an accept state, *accept*; otherwise, *reject*."



Machine  $\langle B \rangle$



Word  $w$



# Nondeterministic Finite Automaton

## Theorem

*The set*

$A_{NFA} = \{ \langle hB, wi \rangle \mid B \text{ is an NFA that accepts string } w \}$

*is a decidable language.*

$N =$  "On input  $\langle hB, wi \rangle$ , where  $B$  is a NFA and  $w$  is a string:

- ① Convert  $B$  to a DFA  $C$ .
- ② Run  $M$  from the previous theorem on input  $\langle hC, wi \rangle$ .
- ③ If the simulation ends in an accept state, *accept*; otherwise, *reject*."



# Regular Expressions

## Theorem

*The set*

$A_{REG} = \{ \langle hB, wi \rangle \mid B \text{ is a regex that accepts string } w \}$

*is a decidable language.*

P= "On input  $\langle hB, wi \rangle$ , where  $B$  is a RegEx and  $w$  is a string:

- 1 Convert  $B$  to a NFA  $C$ .
- 2 Run  $N$  from the previous theorem on input  $\langle hC, wi \rangle$ .
- 3 If the simulation ends in an accept state, *accept*; otherwise, *reject*."



# Empty Languages

## Theorem

The set

$$E_{DFA} = \{ \langle hAi \rangle \mid A \text{ is a DFA and } L(A) = \emptyset \}$$

is a decidable language.

T= “On input  $\langle hAi \rangle$ , the string encoding of DFA  $A$ :

- 1 Select the start state in  $A$  and mark it.
- 2 Repeat the following until no new states are marked:
  - 3 For each state in  $A$ , mark it if there is a transition from a marked state.
- 4 Scan the accept states of  $A$ , if any are marked, *reject*; otherwise *accept*.”



# Equal Languages

## Theorem

The set

$$EQ_{DFA} = \{ \langle A, B \rangle \mid A \text{ and } B \text{ are DFAs and } L(A) = L(B) \}$$

is a decidable language.

- Note, DFAs are closed under *unions*, *intersections*, and *compliments*.
- Construct the *symmetric difference* of  $A$  and  $B$ ,  $C = A \text{ XOR } B$  or

$$L(C) = (L(A) \setminus \overline{L(B)}) \cup (\overline{L(A)} \setminus L(B)).$$

- Check if  $C$  is empty using  $T$  from the previous theorem.



## CFLs

## Theorem

The set

$A_{CFG} = \{ \langle hG, w \rangle \mid G \text{ is a CFG that generates the string } w \}$

is a decidable language.

$S =$  "On input  $\langle hG, w \rangle$ , where  $G$  is a CFG and  $w$  is a string:

- 1 Convert  $G$  to Chomsky Normal Form.
- 2 List all derivations with  $2n - 1$  steps,  $n = |w|$ ; except for  $n=0$ , then list derivations with one step. (Why  $2n - 1$ ?)
- 3 If  $w$  is generated, *accept*; otherwise *reject*."



## CFLs

## Theorem

The set

$$E_{CFG} = \{ \langle hGi \rangle \mid G \text{ is a CFG and } L(G) = \epsilon \}$$

is a decidable language.

R= "On input  $\langle hGi \rangle$ , the string encoding of CFG  $G$ :

- 1 Mark the terminals in  $G$ .
- 2 Repeat the following until no new variables get marked:
  - 3 Mark any variable  $A$  where  $A \rightarrow U_1 U_2 \dots U_k$  is in  $G$  and the  $U_i$  are all marked.
- 4 If the start variable of  $G$  is not marked, *accept*; otherwise *reject*."



## CFLs

## Theorem

*The set*

*$EQ_{CFG} = \{ \langle G, H \rangle \mid G \text{ and } H \text{ are CFGs and } L(G) = L(H) \}$*

*is not a decidable language.*





## CFLs

## Theorem

*The set*

*$EQ_{CFG} = \{ \langle G, H \rangle \mid G \text{ and } H \text{ are CFGs and } L(G) = L(H) \}$*

*is not a decidable language. (Proof held until after Chapter 5.)*



## CFLs

## Theorem

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- Recall, CFLs are not necessarily closed under intersections and complementation.



## CFLs

## Theorem

*The set*

$EQ_{CFG} = \{ \langle G, H \rangle \mid G \text{ and } H \text{ are CFGs and } L(G) = L(H) \}$

*is not a decidable language. (Proof held until after Chapter 5.)*

- Recall, CFLs are not necessarily closed under intersections and complementation.
- $L(G) = \{ a^m b^n c^n \mid m, n \geq 0 \}$



## CFLs

## Theorem

The set

$$EQ_{CFG} = \{ \langle G, H \rangle \mid G \text{ and } H \text{ are CFGs and } L(G) = L(H) \}$$

is not a decidable language. (Proof held until after Chapter 5.)

- Recall, CFLs are not necessarily closed under intersections and complementation.
- $L(G) = \{ a^m b^n c^n \mid m, n \geq 0 \}$
- $L(H) = \{ a^n b^n c^m \mid m, n \geq 0 \}$



## CFLs

## Theorem

The set

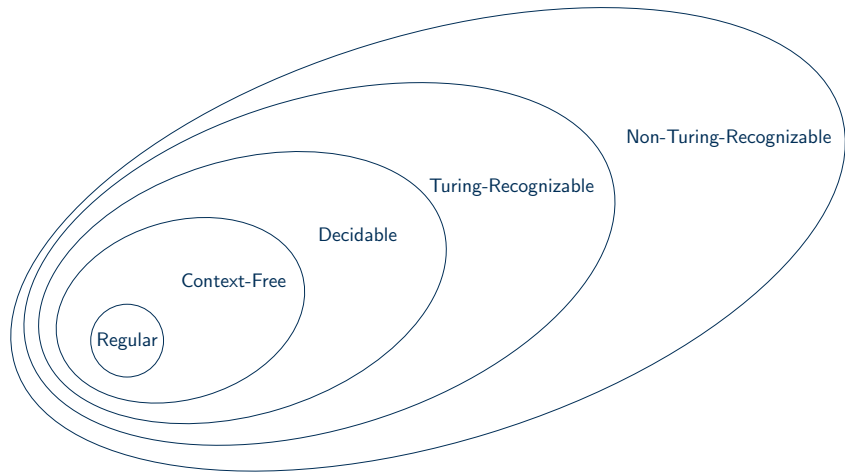
$$EQ_{CFG} = \{ \langle G, H \rangle \mid G \text{ and } H \text{ are CFGs and } L(G) = L(H) \}$$

is not a decidable language. (Proof held until after Chapter 5.)

- Recall, CFLs are not necessarily closed under intersections and complementation.
- $L(G) = \{ a^m b^n c^n j m, n \geq 0 \}$
- $L(H) = \{ a^n b^n c^m j m, n \geq 0 \}$
- $L(G) \cap L(H) = \{ a^n b^n c^n j n \mid n \geq 0 \}$  is not context-free by the pumping lemma



# Hierarchy of Languages



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# Cardinality: Naive Definition

## Definition

The *cardinality* of a set is the number of elements in the set and two sets have the same cardinality if they have the same number of elements.

$$A = \{1, 2, 3, 4, 5\}$$

$$B = \{a, b, c, d, e\}$$

$$C = \{!, @, \#, \$, \%, \wedge\}$$

$$N = \{1, 2, 3, 4, \dots\}$$

$$Z = \{0, 1, 2, 3, \dots\}$$

$$Q = \{a/b \mid a, b \in Z \text{ and } b \neq 0\}$$





# Cardinality: Improved Definition

## Definition

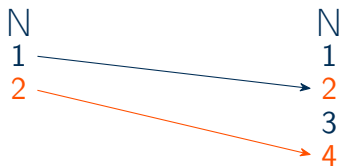
The *cardinality* of a finite set is the number of elements in the set. A set is *in nite* if there is a one-to-one correspondence between the set and a proper subset of the set. And, two sets have the same cardinality if there exists a one-to-one correspondence between their elements.

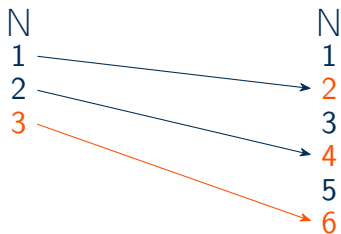


# N to 2N

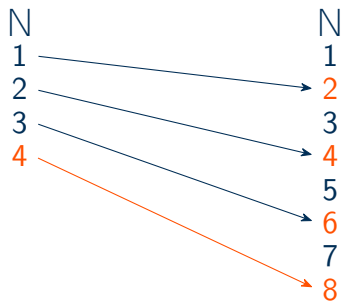


## N to 2N

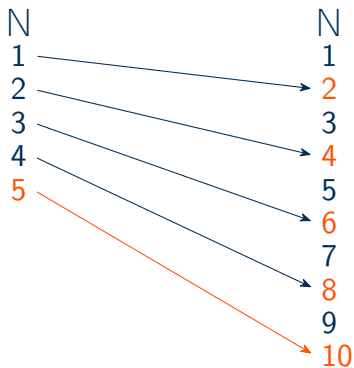


$N$  to  $2N$ 

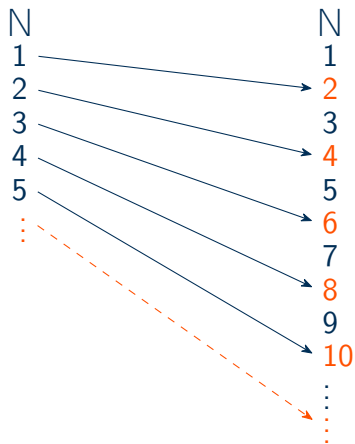
## N to 2N



## N to 2N



## N to 2N



## N to Z

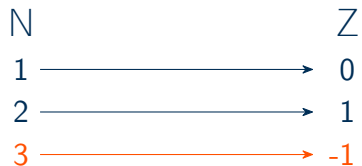




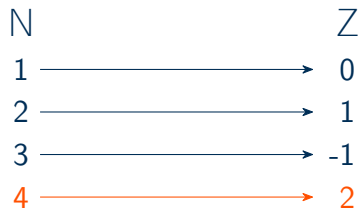
## N to Z



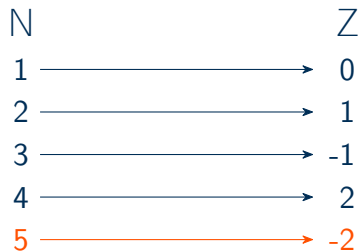
## N to Z



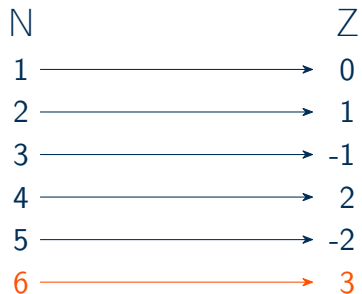
## N to Z



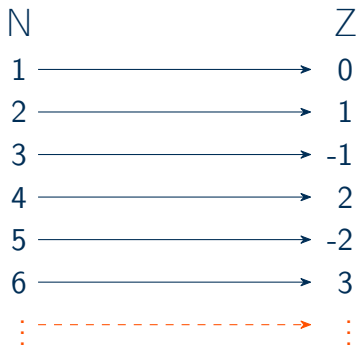
## N to Z



## N to Z



## N to Z

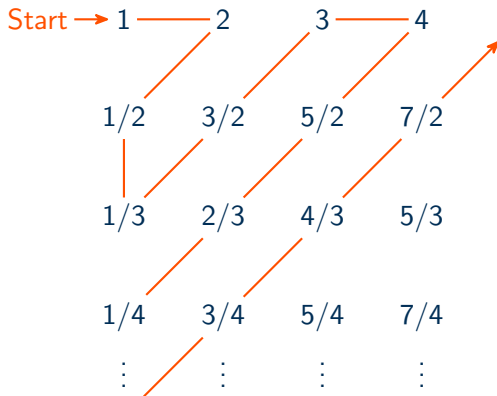


N to  $Q^+$ 

1	2	3	4
$1/2$	$3/2$	$5/2$	$7/2$
$1/3$	$2/3$	$4/3$	$5/3$
$1/4$	$3/4$	$5/4$	$7/4$
$\vdots$	$\vdots$	$\vdots$	$\vdots$



# $\mathbb{N}$ to $\mathbb{Q}^+$





## Cantor Diagonalization

N	R
1	0.65395501314
2	0.73800613014
3	0.05050813247
4	0.10810350448
5	0.04587954758
6	0.66716666577
7	0.73243627345
8	0.27311930829
9	0.17177211903
10	0.45518277788
⋮	⋮



## Cantor Diagonalization

N	R
1	0.65395501314
2	0.73800613014
3	0.05050813247
4	0.10810350448
5	0.04587954758
6	0.66716666577
7	0.73243627345
8	0.27311930829
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10	0.45518277788
⋮	⋮



## Cantor Diagonalization

N	R
1	0.65395501314
2	0.73800613014
3	0.05050813247
4	0.10810350448
5	0.04587954758
6	0.66716666577
7	0.73243627345
8	0.27311930829
9	0.17177211903
10	0.45518277788
⋮	⋮

New Number:

$$x = 0.7$$



## Cantor Diagonalization

N	R
1	0.65395501314
2	0.73800613014
3	0.05050813247
4	0.10810350448
5	0.04587954758
6	0.66716666577
7	0.73243627345
8	0.27311930829
9	0.17177211903
10	0.45518277788
⋮	⋮

New Number:

$$x = 0.74$$



## Cantor Diagonalization

N	R
1	0.65395501314
2	0.73800613014
3	0.05050813247
4	0.10810350448
5	0.04587954758
6	0.66716666577
7	0.73243627345
8	0.27311930829
9	0.17177211903
10	0.45518277788
⋮	⋮

New Number:

$$x = 0.741$$



## Cantor Diagonalization

N	R
1	0.65395501314
2	0.73800613014
3	0.05050813247
4	0.10810350448
5	0.04587954758
6	0.66716666577
7	0.73243627345
8	0.27311930829
9	0.17177211903
10	0.45518277788
⋮	⋮

New Number:

$$x = 0.7412$$



## Cantor Diagonalization

N	R
1	0.65395501314
2	0.73800613014
3	0.05050813247
4	0.10810350448
5	0.04587954758
6	0.66716666577
7	0.73243627345
8	0.27311930829
9	0.17177211903
10	0.45518277788
⋮	⋮

New Number:

$$x = 0.74128$$



## Cantor Diagonalization

N	R
1	0.65395501314
2	0.73800613014
3	0.05050813247
4	0.10810350448
5	0.04587954758
6	0.66716666577
7	0.73243627345
8	0.27311930829
9	0.17177211903
10	0.45518277788
⋮	⋮

New Number:

$$x = 0.741287$$





## Cantor Diagonalization

N	R
1	0.65395501314
2	0.73800613014
3	0.05050813247
4	0.10810350448
5	0.04587954758
6	0.66716666577
7	0.73243627345
8	0.27311930829
9	0.17177211903
10	0.45518277788
⋮	⋮

New Number:

$$x = 0.7412873$$



## Cantor Diagonalization

N	R
1	0.65395501314
2	0.73800613014
3	0.05050813247
4	0.10810350448
5	0.04587954758
6	0.66716666577
7	0.73243627345
8	0.27311930829
9	0.17177211903
10	0.45518277788
⋮	⋮

New Number:

$$x = 0.74128731$$



## Cantor Diagonalization

N	R
1	0.65395501314
2	0.73800613014
3	0.05050813247
4	0.10810350448
5	0.04587954758
6	0.66716666577
7	0.73243627345
8	0.27311930829
9	0.17177211903
10	0.45518277788
⋮	⋮

New Number:

$$x = 0.741287318$$



## Cantor Diagonalization

N	R
1	0.65395501314
2	0.73800613014
3	0.05050813247
4	0.10810350448
5	0.04587954758
6	0.66716666577
7	0.73243627345
8	0.27311930829
9	0.17177211903
10	0.45518277788
⋮	⋮

New Number:

$$x = 0.7412873187\dots$$



## Cantor Diagonalization

N	R
1	0.65395501314
2	0.73800613014
3	0.05050813247
4	0.10810350448
5	0.04587954758
6	0.66716666577
7	0.73243627345
8	0.27311930829
9	0.17177211903
10	0.45518277788
⋮	⋮

New Number:

$$x = 0.7412873187 \dots$$

Avoiding 0's and 9's when  
replacing digits since

$$0.19999 \dots = 0.20000 \dots$$



# Power Sets

$$N = \{1, 2, 3, 4, 5, \dots\}$$

$$P(N) = \{ \emptyset, \{1\}, \{2\}, \{3\}, \{4\}, \{5\}, \{1, 2\}, \{1, 3\}, \{1, 4\}, \{1, 5\}, \{2, 3\}, \{2, 4\}, \{2, 5\}, \{3, 4\}, \{3, 5\}, \{4, 5\}, \{1, 2, 3\}, \{1, 2, 4\}, \{1, 2, 5\}, \{1, 3, 4\}, \{1, 3, 5\}, \{1, 4, 5\}, \{2, 3, 4\}, \{2, 3, 5\}, \{2, 4, 5\}, \{3, 4, 5\}, \{1, 2, 3, 4\}, \{1, 2, 3, 5\}, \{1, 2, 4, 5\}, \{1, 3, 4, 5\}, \{2, 3, 4, 5\}, \{1, 2, 3, 4, 5\} \}$$



# Power Sets

$$N = \{1, 2, 3, 4, 5, \dots\}$$

$$P(N) = \{s_1, s_2, s_3, s_4, s_5, \dots\}$$



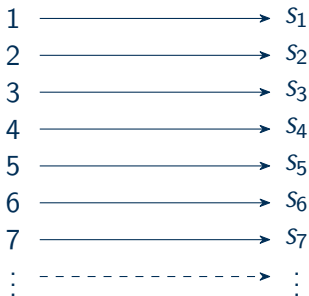




# Power Sets

$$\mathbb{N} = \{1, 2, 3, 4, 5, \dots\}$$

$$\mathcal{P}(\mathbb{N}) = \{S_1, S_2, S_3, S_4, S_5, \dots\}$$



Define a new set  $X$  as follows

$$X = \{n \mid n \notin S_n\}$$

Thus, if

- $1 \in S_1$ , then  $1 \notin X$





# Power Sets

$$N = \{1, 2, 3, 4, 5, \dots\}$$

$$P(N) = \{S_1, S_2, S_3, S_4, S_5, \dots\}$$



Define a new set  $X$  as follows

$$X = \{n \in N \mid n \notin S_n\}$$

Thus, if

- $1 \in S_1$ , then  $1 \notin X$
- $1 \notin S_1$ , then  $1 \in X$
- $2 \in S_2$ , then  $2 \notin X$



# Power Sets

$$N = \{1, 2, 3, 4, 5, \dots\}$$

$$P(N) = \{S_1, S_2, S_3, S_4, S_5, \dots\}$$



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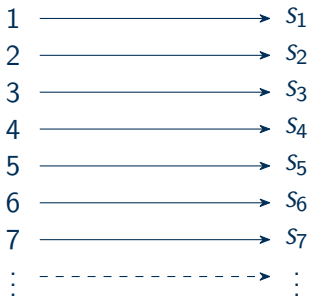
- $1 \in S_1$ , then  $1 \notin X$
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- $2 \in S_2$ , then  $2 \notin X$
- $2 \notin S_2$ , then  $2 \in X$



# Power Sets

$$N = \{1, 2, 3, 4, 5, \dots\}$$

$$P(N) = \{S_1, S_2, S_3, S_4, S_5, \dots\}$$



Define a new set  $X$  as follows

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Thus, if

- $1 \in S_1$ , then  $1 \notin X$
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- $2 \in S_2$ , then  $2 \notin X$
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- $3 \in S_3$ , then  $3 \notin X$



# Power Sets

$$N = \{1, 2, 3, 4, 5, \dots\}$$

$$P(N) = \{S_1, S_2, S_3, S_4, S_5, \dots\}$$



Define a new set  $X$  as follows

$$X = \{n \mid n \notin S_n\}$$

Thus, if

- $1 \in S_1$ , then  $1 \notin X$
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- etc.

And therefore  $\exists n : X \notin S_n$ .





# A Theorem on Power Sets

## Theorem

*Given a set  $S$ , the cardinality of  $\mathcal{P}(S)$  is always greater than the cardinality of  $S$ ; there are infinitely many infinities.*



# Table of Contents

- 1 Algorithms
- 2 Decidable Languages
- 3 Uncountability and Power Sets
- 4 Undecidable Languages**
- 5 Next Class



# $A_{TM}$ is Undecidable

## Theorem

*Given the set*

*$A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a Turing Machine and } M \text{ accepts } w \}$ ,*

*$A_{TM}$  is undecidable.*



# $A_{TM}$ is Undecidable

## Theorem

Given the set

$A_{TM} = \{ \langle hM, w \rangle \mid M \text{ is a Turing Machine and } M \text{ accepts } w \}$ ,

$A_{TM}$  is undecidable.

$U =$  " On input  $\langle hM, w \rangle$ , where  $M$  is a TM and  $w$  is a string:

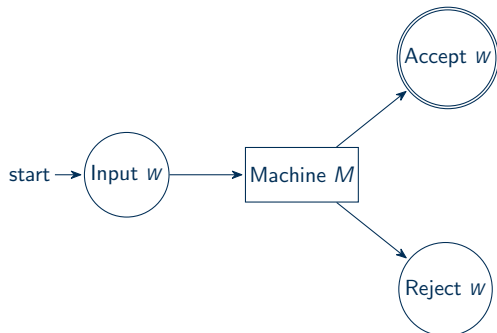
- 1 Simulate  $M$  on  $w$ .
- 2 If  $M$  ever enters its accept state, *accept*; If  $M$  ever enters its reject state, *reject*."

This is a *universal Turing machine* and shows that  $A_{TM}$  is **recognizable**.



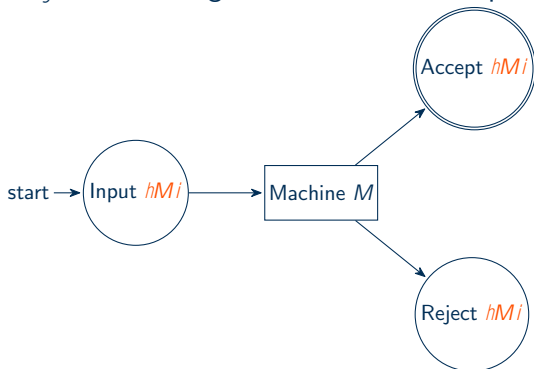
# An Undecidable Language

- $A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a Turing Machine and } M \text{ accepts } w \}$



# An Undecidable Language

- $A_{TM} = \{ \langle hM, w \rangle \mid M \text{ accepts } w \}$  is a Turing Machine and  $M$  accepts  $w$



(Think C++ compiler written in C++.)



# An Undecidable Language

- $A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a Turing Machine and } M \text{ accepts } w \}$
- Suppose there's a *decider*  $H$  for  $A_{TM}$

$$H(\langle M, w \rangle) = \begin{cases} \text{accept} & \text{if } M \text{ accepts } w \\ \text{reject} & \text{if } M \text{ does not accept } w \end{cases}$$



# An Undecidable Language

- $A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a Turing Machine and } M \text{ accepts } w \}$
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- Define  $D(\langle M, w \rangle) = H(\langle M, \langle M, w \rangle \rangle)$

$$D(\langle M, w \rangle) = \begin{cases} \text{accept} & \text{if } M \text{ does not accept } \langle M, w \rangle \\ \text{reject} & \text{if } M \text{ accepts } \langle M, w \rangle \end{cases}$$





# An Undecidable Language

- $A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a Turing Machine and } M \text{ accepts } w \}$
- Suppose there's a decider  $H$  for  $A_{TM}$
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$$D(\langle D, \langle D, \langle D, \dots \rangle \rangle \rangle) = \begin{cases} \text{accept} & \text{if } D \text{ does not accept } \langle D, \langle D, \langle D, \dots \rangle \rangle \rangle \\ \text{reject} & \text{if } D \text{ accepts } \langle D, \langle D, \langle D, \dots \rangle \rangle \rangle \end{cases}$$



# An Undecidable Language

- $A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a Turing Machine and } M \text{ accepts } w \}$
- Suppose there's a decider  $H$  for  $A_{TM}$
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- ) Neither  $D$  nor  $H$  can exist and so  $A_{TM}$  is undecidable



Machine  $D$ 

	$\langle M_1 \rangle$	$\langle M_2 \rangle$	$\langle M_3 \rangle$	$\langle M_4 \rangle$	$\dots$	$\langle D \rangle$
$M_1$	<i>accept</i>	<i>reject</i>	<i>accept</i>	<i>accept</i>		<i>accept</i>
$M_2$	<i>reject</i>	<i>accept</i>	<i>accept</i>	<i>reject</i>		<i>reject</i>
$M_3$	<i>accept</i>	<i>accept</i>	<i>reject</i>	<i>reject</i>		<i>reject</i>
$M_4$	<i>accept</i>	<i>accept</i>	<i>accept</i>	<i>accept</i>		<i>accept</i>
$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\dots$	
$D$	<i>reject</i>	<i>reject</i>	<i>accept</i>	<i>reject</i>		?



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$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\dots$	
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*Some languages are not Turing-Recognizable.*



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- $j \Sigma^j < 1$  implies  $j \Sigma^j$  is countable
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- $L$  is uncountable
- ) Some languages are not Turing-recognizable



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- $\exists A \in L : f(A) = b_1 b_2 b_3 b_4 \dots \in B$

$$b_i = \begin{cases} 0 & s_i \notin A \\ 1 & s_i \in A \end{cases}$$



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$$b_i = \begin{cases} 0 & s_i \notin A \\ 1 & s_i \in A \end{cases}$$

- $\chi_A = f(A)$  is called the *characteristic sequence of A*



# Decidability vs. Recognizably

## Definition

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## Theorem (contrapositive)

*A language is non-decidable if and only if it is not Turing-recognizable or not co-Turing-recognizable.*



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## Theorem (contrapositive)

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## Corollary

*The language  $\overline{A_{TM}}$  is non-Turing-recognizable.*



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- 1 Algorithms
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# Next Class

- Some Undecidable Problems



# Next Class

- Some Undecidable Problems
- Specific Undecidable Problem



# Next Class

- Some Undecidable Problems
- Specific Undecidable Problem
- Mapping Reducibility



# Limits of Turing Machines

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