

Reducibility

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What we are going to discuss?

- Undecidable problems from language theory
 - Reductions via computation histories
- Mapping reducibility
 - Computable functions
 - Formal definition of mapping reducibility
- Post correspondence problem, or PCP

$ALL_{CFG} = \{\langle G \rangle | G \text{ is a CFG and } L(G) = \Sigma^* \}$



Theorem 5.13

Do not forget EQ_{CFG} is undecidable (Exercise 5.1).

Post Correspondence Problem, or PCP
$$\left\{ \left[\frac{b}{ca} \right], \left[\frac{a}{ab} \right], \left[\frac{ca}{a} \right], \left[\frac{abc}{c} \right] \right\}$$

$$\left\{ \left[\frac{a}{ab} \right] \left[\frac{b}{ca} \right] \left[\frac{a}{ab} \right] \left[\frac{abc}{c} \right]$$

$$\left[\frac{a}{ab} \right] \left[\frac{b}{ca} \right] \left[\frac{a}{ab} \right] \left[\frac{abc}{c} \right]$$

$$\left[\frac{a}{ab} \right] \left[\frac{a}{ab} \right] \left[\frac{abc}{c} \right]$$

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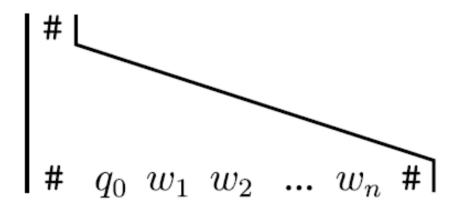
- We reduce it from A_{TM} with computation histories
 - Given a TM *M* and an input *w*, we construct an instance of PCP P where *M* accepts *w* if there is a match in *P*.
- How can we construct *P* so that a match is an accepting computation history for *M* on *w*?
 - Each domino links a position or positions in one configuration with the corresponding ones in the next configuration.
 - Some simplifications:



- 1. TM M on input w never tries to move its head off the left-hand end of tape
- 2. If $w = \varepsilon$, the string \sqcup is used in place of w in the construction
- 3. PCP is modified such that a match must start with the first domino $\left\lfloor \frac{t_1}{b_1} \right\rfloor$.

- Assume TM R decides PCP, then we construct a TM S which decides A_{TM} .
 - Let $M = (Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$
 - TM S needs to construct an instance of PCP P that has a match iff M accepts w.
 - At first, *S* constructs and instance of MPCP *P*′

1. The first domino is



- 2. For every $a, b \in \Gamma$ and every $q, r \in Q$ where $q \neq q_{\text{reject}}$, if $\delta(q, a) = (r, b, \mathbf{R})$, put $\left[\frac{qa}{br}\right]$ into P'.
- 3. For every $a, b \in \Gamma$ and every $q, r \in Q$ where $q \neq q_{\text{reject}}$, if $\delta(q, a) = (r, b, \mathbf{L})$, put $\left[\frac{cqa}{rcb}\right]$ into P'.
- 4. For every $a \in \Gamma$, put $\left[\frac{a}{a}\right]$ into P'.
- 5. Put $\left\lceil \frac{\#}{\#} \right\rceil$ and $\left\lceil \frac{\#}{\sqcup \#} \right\rceil$ into P'.

- 6. For every $a \in \Gamma$, put $\left[\frac{aq_{accept}}{q_{accept}}\right]$ and $\left[\frac{q_{accept}}{q_{accept}}\right]$ into P'.
- 7. Finally, add the following domino into P': $\frac{q_{\text{accept}}^{\#\#}}{\#}$

- The MPCP instance P' constructed so far has a match iff M accepts w.
- However, if we treat it as a PCP instance, it always has a match ...
 - What's that match?
- We need to convert MPCP P' into an instance of PCP P where a match in P exists iff M accepts w.
 - How?

Our trick

- For string $u = u_1 u_2 \dots u_n$, we define:
 - $\star u = * u_1 * u_2 * \cdots * u_n$
 - $\star u \star = \ast u_1 \ast u_2 \ast \cdots \ast u_n \ast$
 - $u \star = u_1 * u_2 * \cdots * u_n *$
- For MPCP instance $P' = \left\{\frac{t_1}{b_1}, \frac{t_2}{b_2}, \frac{t_3}{b_3}, \dots, \frac{t_k}{b_k}\right\}$, we construct the following PCP instance

$$P = \left\{ \frac{\star t_1}{\star b_1 \star}, \frac{\star t_1}{b_1 \star}, \frac{\star t_2}{b_2 \star}, \frac{\star t_3}{b_3 \star}, \dots, \frac{\star t_k}{b_k \star}, \frac{* \bowtie}{\bowtie} \right\}.$$

