

CPSC 351 — Tutorial Exercise #8

Proving Undecidability

These questions are intended to give you practice in establishing **oracle reductions** and — primarily — **many-one reductions** — between languages.

1. Let Σ be an alphabet, let $L \subseteq \Sigma^*$, and consider the language

$$L \circ L = \{\omega_1 \cdot \omega_2 \mid \omega_1, \omega_2 \in L\} \subseteq \Sigma^*.$$

Prove that $L \circ L \preceq_0 L$.

The following problem — which involves a many-one reduction — is of the difficulty, and length, that would be appropriate for a question on a **test** in CPSC 351.

2. Let $A, B \subseteq \Sigma^*$ for $\Sigma = \{a, b, c\}$, and let $x_{\text{Yes}}, x_{\text{No}} \in \Sigma^*$, such that the following properties are satisfied.
 - (i) $B = \{\mu \in \Sigma^* \mid \mu \in A \text{ and } \mu \text{ ends with "c"}\}$.
 - (ii) B is **unrecognizable**.
 - (iii) $x_{\text{Yes}} \in A$ and $x_{\text{No}} \notin A$.

Give a **many-one reduction** to show that A is **unrecognizable** as well.

This final problem — which also involves a many-one reduction — is of the difficulty, and length, that would be appropriate for a question on an **assignment** in CPSC 351.

3. Consider the following decision problem.

The Rejection Problem

Instance: A Turing machine

$$M = (Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$$

and an input string $\omega \in \Sigma^*$ for M .

Question: Does M **reject** M ?

Let us use the same alphabet Σ_{TM} and encoding for Turing machines and input strings as in Lecture #8, so that the decidable language $L_{\text{TM}+1} \subseteq \Sigma_{\text{TM}}^*$, introduced in that lecture, is the *language of instances* of this decision problem. Let $\text{Reject}_{\text{TM}} \subseteq L_{\text{TM}+1}$ be the *language of Yes-instances* of this decision problem.

Prove that the Rejection Problem is undecidable — that is, prove that the above language, $\text{Reject}_{\text{TM}}$, is undecidable.

A *hint* for this problem is available in a separate file — but you should spend at least a little bit of time trying to solve this problem, without looking at it, before you use this hint.