

$$L_{\emptyset} = \{ \langle M \rangle \in \Sigma^* \mid L(M) = \emptyset \}$$

$$L_{\neq \emptyset} = \{ \langle M \rangle \in \Sigma^* \mid L(M) \neq \emptyset \}$$

Using a pair generator and listing all strings in some canonical order we showed that $L_{\neq \emptyset}$ is r.e.

How about L_{\emptyset} ?

Note - that if L_{\emptyset} is r.e. $\Rightarrow L_{\emptyset}$ is recursive

recursive / decidable same
computable

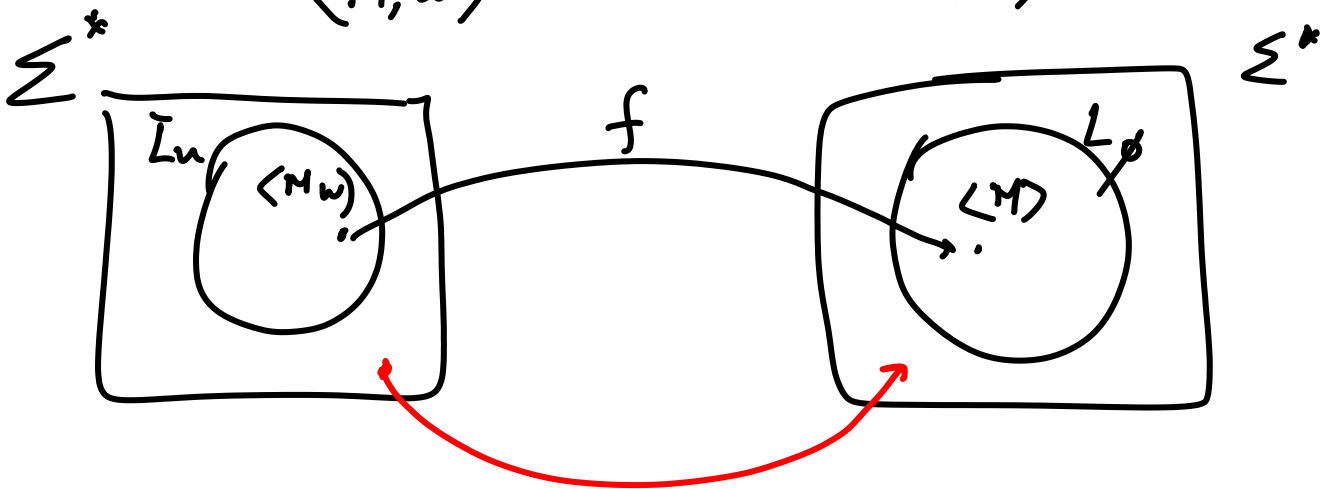
Claim L_\emptyset is non-r.e.;

Consider some known non-r.e. lang L and $L \leq_f L_\emptyset$

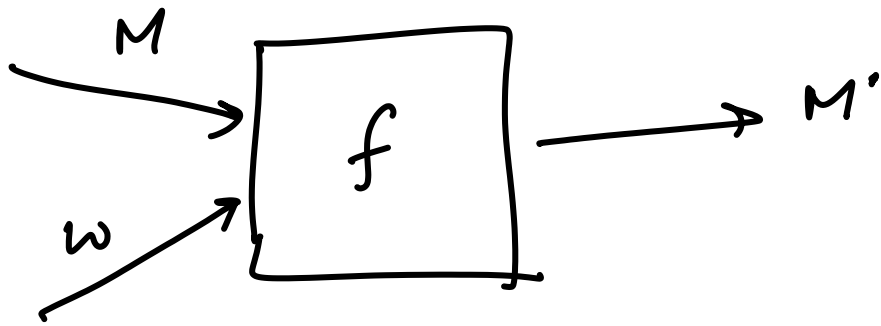
$\{L_d, \bar{L}_u\}$

f : many-one TM
computable
total function

$\bar{L}_u \leq L_\emptyset$
 $(M, w) \quad (M')$



- ① If M doesn't accept w then $f(M, w) = (M')$ must satisfy $(M') \in L_\emptyset$
- ② " M accepts w then $(M') \notin L_\emptyset$



Currying function

$g(x, y)$ convert it to $g_x(y)$

(transform a 2 input to a 1 input fun by fixing one parameter)

$g_x(y) : g_{xy}$ with no input

$f(M, w)$ can be transformed to $f_M(w)$

and can be further transformed to $f_{M,w}$

Can be done using a program (Turing compu)

Initially f is similar the function
for M_u and then transformed
into $\boxed{M_u^{M,w}}$: code 1

Next we stitch another code 2

code 2 : If M accept w
then read the input and
accept it

Code 1
code 2 : $\langle M' \rangle$

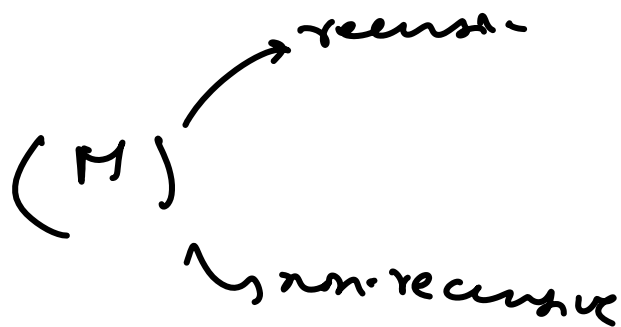
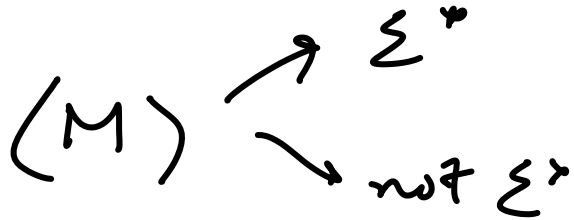
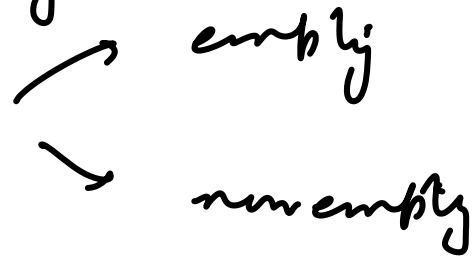
- M' :
- 1 It initially ignores the input x
 - 2 Runs M on w
 - 3 If M accepts w , it accepts x
 - 4 If M doesn't accept w , then x is not accepted

M accepts $w \rightarrow L(M') = \Sigma^*$

M doesn't accept $w \rightarrow L(M') = \emptyset$

Property of r.e. languages

✓ $\langle M \rangle$
undecidable



Any non-trivial property of r.e. languages is undecidable

RICE'S THEOREM

Not all machines satisfy the property

Some $\langle M \rangle$ should satisfy and some $\langle M \rangle$ shouldn't satisfy