## Post Correspondence Problem - Example

Here is an instance  $\langle M, w \rangle$  of  $A_{TM}$ .

- input string w = 0100
- machine M has set of states  $Q = \{q_0, q_1, q_2, \dots, q_7, q_a\}$
- machine M has start state  $q_0 \in Q$  and accept state  $q_a \in Q$
- machine M has tape alphabet  $\Gamma = \{0, 1, 2, 3, \sqcup\}$
- machine M has transition function  $\delta$ . A few of the transitions of M are:

$$\delta(q_0, 0) = (q_7, 2, R), \ \delta(q_7, 1) = (q_2, 3), \ \delta(q_2, 0) = (q_a, 0, R)$$

• machine M cleans up after itself: if it reaches state  $q_a$  it cleans the tape and sits at the first tape-square.

**Observation:** The configurations of M on w are:

 $\begin{array}{rcrcrc} C_0 &=& {\rm q_0}0100 \\ C_1 &=& 2{\rm q_7}100 \\ C_2 &=& 23{\rm q_2}00 \\ C_3 &=& 230{\rm q_a}0 \\ C_4 &=& 230{\rm q_a} \\ C_5 &=& 23{\rm q_a} \\ C_6 &=& 2{\rm q_a} \\ C_7 &=& {\rm q_a} \end{array}$ 

Hence the (accepting) computation history of M on w is

 $\#q_00100\#2q_7100\#23q_200\#230q_a0\#230q_a\#23q_a\#2q_a\#q_a\#\#$ 

The instance of **MPCP**, P' (which is a finite set of dominoes) is obtained by applying the 7 rules to  $\langle M, w \rangle$ .

1. Rule 1 adds  $\left[\frac{\#}{\#q_00100\#}\right]$  as the "first" domino of P'2. Rule 2 adds  $\left[\frac{q_00}{2q_7}\right]$ ,  $\left[\frac{q_71}{3q_2}\right]$  and  $\left[\frac{q_20}{0q_a}\right]$ 3. Rule 3 adds nothing (in our case) 4. Rule 4 adds  $\left[\frac{0}{0}\right]$ ,  $\left[\frac{1}{1}\right]$ ,  $\left[\frac{2}{2}\right]$ ,  $\left[\frac{3}{3}\right]$  and  $\left[\frac{11}{11}\right]$ 5. Rule 5 adds  $\left[\frac{\#}{\#}\right]$  and  $\left[\frac{\#}{1+\#}\right]$ 6. Rule 6 adds  $\left[\frac{0q_a}{q_a}\right]$ ,  $\left[\frac{q_a0}{q_a}\right]$ ,  $\cdots$   $\left[\frac{3q_a}{q_a}\right]$  and  $\left[\frac{q_a3}{q_a}\right]$ 7. Rule 7 adds  $\left[\frac{q_a\#\#}{\#}\right]$ Thus in this example, we have

$$P' = \left\{ \left[ \frac{\#}{\#q_0 0100\#} \right], \left[ \frac{q_0 0}{2q_7} \right], \left[ \frac{q_7 1}{3q_2} \right], \left[ \frac{q_2 0}{0q_a} \right], \left[ \frac{0}{0} \right], \cdots, \left[ \frac{\square}{\square} \right], \left[ \frac{\#}{\#} \right], \left[ \frac{\#}{\square\#} \right], \left[ \frac{0q_a}{q_a} \right], \cdots, \left[ \frac{q_a 3}{q_a} \right], \left[ \frac{q_a \# \#}{\#} \right] \right\}$$

**Claim:** Given M, w, construct P' using the rules. Then

P' has a match beginning with first domino  $\Leftrightarrow M$  has an accepting computation history on w.

In our example, M does accept w. The match in P' is just the accepting computation history:



which is essentially

 $\left[\frac{\#}{\#q_00100\#}\right] \left[\frac{q_00}{2q_7}\right] \left[\frac{1}{1}\right] \left[\frac{0}{0}\right] \left[\frac{0}{0}\right] \left[\frac{\#}{\#}\right] \left[\frac{2}{2}\right] \left[\frac{q_71}{3q_2}\right] \left[\frac{0}{0}\right] \cdots \left[\frac{q_a\#\#}{\#}\right]$ 

Conversely, if a match beginning with first domino does exist in P' then it must be the accepting computation history.