

Any *algorithm* for a problem  $\mathcal{P}$ , (i) halts for every input and (ii) produces correct output for every input according to the description in  $\mathcal{P}$ . For the following well-known problems there cannot exist any algorithms since they are proven to be undecidable:

- *halting problem*: no algorithm can determine whether a program  $P$  halts on an input  $w$ ; here, both  $P$  and  $w$  are given as inputs to possible algorithm
- *program correctness*: no algorithm that can determine whether any given program will always produce the correct output for all possible inputs
- *Godel's first incompleteness theorem*: in any reasonable system capable of expressing basic arithmetic will contain some true statements unprovable within that system
- *busy beaver*: deciding whether a given TM is the longest-running among halting TMs with the same number of states and symbols
- *Kolmogorov complexity of a string*: for any binary string  $x$ , the minimal description  $d(x)$  of  $x$  is the shortest string  $\langle M, w \rangle$ , where TM  $M$  on input  $w$  halts with  $x$  on its tape (if several such strings exist,  $d(x)$  is the string that occurs first in the canonical ordering among them); given  $x$  and  $\ell$ , determining whether the Kolmogorov complexity  $|d(x)|$  of  $x$  is  $\ell$
- *Hilbert's tenth problem*: for any given polynomial equation  $E$  with integer coefficients and a finite number of unknowns, decide whether  $E$  has an integer solution
- *mortal matrix problem*: given a finite set  $S$  of  $n \times n$  matrices with integer entries, decide whether the zero matrix can be expressed as a finite product of matrices from  $S$ , for  $|S| \geq 6$  and  $n \geq 3$
- *a ray tracing problem*: for a 3-dimensional system of reflective or refractive objects, deciding if a ray beginning at a given position and direction eventually reaches a certain point
- deciding whether a particle of an ideal fluid in a three dimensional domain eventually reaches a certain region in space
- deciding whether two input *finite simplicial complexes are homeomorphic*, that is, continuously deformed into each other without tearing or gluing

References:

- wiki