

# Lecture 25: Language Hierarchies: Decidable & Semi-Decidable

CSCI 101  
Spring, 2019

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## Decision Problems for Regular Languages

- For FSMs/Regular languages, most things decidable:
  - $A_{FSM} = \{\langle M, w \rangle \mid M \text{ is an FSM and } w \in L(M)\}$
  - $E_{FSM} = \{M \mid M \text{ is a FSM and } L(M) = \emptyset\}$
  - $TOTAL_{FSM} = \{M \mid M \text{ is a FSM and } L(M) = \Sigma^*\}$
  - $EQUAL_{FSM} = \{\langle M, N \rangle \mid M, N \text{ are FSMs and } L(M) = L(N)\}$

## Decision Problems for CFGs

- Not for PDAs/CFGs:
    - $A_{CFG} = \{\langle G, w \rangle \mid G \text{ is a CFG and } w \in L(G)\}$
    - $E_{CFG} = \{G \mid G \text{ is a CFG and } L(G) = \emptyset\}$
    - $Finite_{CFG} = \{G \mid G \text{ is a CFG and } L(G) \text{ is finite}\}$
    - $TOTAL_{CFG} = \{G \mid G \text{ is a CFG and } L(G) = \Sigma^*\}$
    - $EQUAL_{CFG} = \{\langle G, G' \rangle \mid G, G' \text{ are CFGs and } L(G) = L(G')\}$
    - ....
- Not Decidable!*
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## $TOTAL_{CFG}$ is the key!

- Assume  $TOTAL_{CFG}$  is undecidable and show others undecidable.
- $EQUAL_{CFG} = \{\langle G, G' \rangle \mid G, G' \text{ are CFGs \& } L(G) = L(G')\}$ 
  - Let  $G_{Tot}$  be a fixed grammar s.t.  $L(G_{Tot}) = \Sigma^*$
  - Suppose *Oracle* decides  $EQUAL_{CFG}$
  - To decide if  $G$  total, ask oracle about  $\langle G, G_{Tot} \rangle$ .
  - If yes, then  $G$  is total. If no, then not.
  - By contradiction,  $EQUAL_{CFG}$  is undecidable

## Minimizing PDA's

- $\text{MIN}_{\text{PDA}} = \{ \langle M_1, M_2 \rangle : M_2 \text{ is a minimization of } M_1 \}$  is undecidable.
  - Proof: Suppose Oracle to solve  $\text{MIN}_{\text{PDA}}$ .  
Let  $P_a$  be PDA with one state that accepts everything (never push anything on stack).
  - Given cfg  $G$ , construct equivalent PDA  $P$  s.t.  $L(P) = L(G)$ .
  - Submit  $\langle P, P_a \rangle$  to Oracle and get answer to  $L(P) = L(G) = \Sigma^*$

## Other Undecidable

- Is  $L(G)$  inherently ambiguous?
- Is  $L(G) \cap L(G') = \emptyset$ ?
- If  $L(G) \subseteq L(G')$ ?
- Is complement of  $L(G)$  a cfl?
- Is  $L(G)$  regular?

## Total<sub>CFG</sub> is Undecidable

- Recall: Configuration of TM  $M$  is a 4 tuple:
  - $M$ 's current state
  - nonblank portion of the tape before the read head,
  - the character under the read head,
  - the nonblank portion of the tape after the read head

## Computation

- A computation of  $M$  is a sequence of configurations:  
 $C_0, C_1, \dots, C_n$  for some  $n \geq 0$  such that:
  - $C_0$  is the initial configuration of  $M$ ,
  - $C_n$  is a halting configuration of  $M$ , and:
  - $C_0 \vdash_M C_1 \vdash_M C_2 \vdash_M \dots \vdash_M C_n$ .
- Computation history is sequence of configurations.

## Proof

- **Theorem:**  $\text{Total}_{\text{CFG}}$  is undecidable
  - Proof: Reduction via halting
  - Given  $M, w$ , build grammar  $G$  generating language  $L$  composed of all strings in  $\Sigma^*$  except any representing a (halting) computation history of  $M$  on  $w$ .
  - Suppose *Oracle* solves  $\text{Total}_{\text{CFG}}$ . Run on  $G$ .
    - If says yes, then  $M$  doesn't halt on  $w$
    - If says no, then exist halting computation from  $w$ .
    - Contradiction!

## Recognizing Computation Histories

- Build PDA rather than CFG and then convert.
- For  $s$  to be computation history of  $M$  on  $w$ :
  - It must be a syntactically valid computation history.
  - $C_0$  must correspond to  $M$  being in its start state, with  $w$  on the tape, and with the read head to the left of  $w$ .
  - The last configuration must be a halting configuration.
  - Each configuration after  $C_0$  must be derivable from the previous one according to the rules in  $\delta_M$ .

## Invalid Computation Histories

- Recognizing valid computations hard!
  - Can get as intersection of two cfls!
- Invalid easier! PDA can guess one of the following fails (use non-determinism!)
  - Invalid syntax for configuration sequence.
  - $C_0$  not rep. opening config (bad state or input)
  - Last configuration not halting
  - Successor config not follow from previous according to transition function.

## Recognizing Invalid Computations

- Last check can be done easily if have extra tape on TM (or extra read head)
- To check last point (transitions incorrect) with pda, must save a configuration on stack in order to check next.
- But elements popped off stack in opposite order added (LIFO). How to compare??

## Boustrophedon??

- Solve by writing every other configuration backwards, so can compare via stack.
  - This text is written
  - ot yaw yzarc siht ni
  - show Boustrophedon style.
- Assume computation history written in Boustrophedon style
- Exists iff regular history exists!

## Invalid Computation History

- If guessing particular step of computation is wrong in  $C_0 C_1^R C_2 \dots$ 
  - Keep track of which direction going
  - Push  $C_i$  (possibly reversed) onto stack
  - Compare  $C_{i+1}$  to make sure that there is an error
    - In copying unchanged portion of configuration or
    - In changing part reflecting transition.
- Hence whether  $L(G) = \Sigma^*$  is undecidable.

## Unrestricted Grammars

## Unrestricted Grammars

- An unrestricted, or type 0 grammar  $G$  is a quadruple  $(V, \Sigma, R, S)$ , where:
  - $V$  is an alphabet,
  - $\Sigma$  (the set of terminals) is a subset of  $V$ ,
  - $R$  (the set of rules) is a finite subset of  $(V^+ \times V^*)$ ,
  - $S$  (the start symbol) is an element of  $V - \Sigma$ .
- The language generated by  $G$  is:  
 $\{w \in \Sigma^* : S \Rightarrow_G^* w\}$ .

## Example 1:

- $A^n B^n C^n = \{a^n b^n c^n, n \geq 0\}$ 
  - $S \rightarrow aBSc$
  - $S \rightarrow \epsilon$
  - $Ba \rightarrow aB$
  - $Bc \rightarrow bc$
  - $Bb \rightarrow bb$
- Proof:
  - Gives only strings in  $A^n B^n C^n$  :
  - All strings in  $A^n B^n C^n$  are generated:

## Example 2

- $\{w \in \{a, b, c\}^* : \#_a(w) = \#_b(w) = \#_c(w)\}$ 
  - $S \rightarrow ABCS$
  - $S \rightarrow \epsilon$
  - $AB \rightarrow BA$
  - $BC \rightarrow CB$
  - $AC \rightarrow CA$
  - $BA \rightarrow AB$
  - $CA \rightarrow AC$
  - $CB \rightarrow BC$
  - $A \rightarrow a$
  - $B \rightarrow b$
  - $C \rightarrow c$

## Example 3

- $WW = \{ww : w \in \{a, b\}^*\}$ 
  - *Idea: Generate  $wCw^R\#$  and then reverse last part*

$$WW = \{ww : w \in \{a, b\}^*\}$$

- $S \rightarrow T\#$  /\* Generate the wall exactly once.
- $T \rightarrow aTa$  /\* Generate  $wCw^R$ .
- $T \rightarrow bTb$  /\*
- $T \rightarrow C$  /\*
- $C \rightarrow CP$  /\* Generate a pusher P
- $Paa \rightarrow aPa$  /\* Push one character to the right to get ready to jump.
- $Pab \rightarrow bPa$  /\*
- $Pba \rightarrow aPb$  /\*
- $Pbb \rightarrow bPb$  /\*
- $Pa\# \rightarrow \#a$  /\* Hop a character over the wall.
- $Pb\# \rightarrow \#b$  /\*
- $C\# \rightarrow \epsilon$

## Computability

- Theorem: A language is generated by an unrestricted grammar if and only if it is in SD.
- Proof:
- (Grammar  $\Rightarrow$  TM): by construction of an NDTM.
- (TM  $\Rightarrow$  grammar): by construction of a grammar that mimics the behavior of a semi-deciding TM.

## Proof of Equivalence

- (Grammar  $\Rightarrow$  TM): by construction of a two-tape NDTM.
  - Suppose  $S \Rightarrow^* w$ .  
 $w$  is on tape 1. Start  $w/S$  on tape 2.
  - Tape 2 simulates derivation.
  - Non-deterministically choose production to apply to contents of tape 2. Rewrite string as appropriate.
  - After each step see if matches input. If yes, halt.
  - Semi-decides  $L(G)$ .

## Proof of Equivalence

- (TM  $\Rightarrow$  Grammar): Construct grammar  $G$  to simulate TM  $M$ .
  - Phase 1 generates a candidate string for acceptance. Phase 2 will then simulate the TM computation on the string. Phase 3 will clean up the tape, so tape only contains original candidate string.
  - Problem: Original string got replaced during simulation!
  - Solution: Duplicate it on odd cells of tape and only compute on the evens, preserving odds.

## Proof of Equivalence

- (TM  $\Rightarrow$  Grammar): Construct grammar  $G$  to simulate TM  $M$ .
  - Phase 1: Generate a candidate string for acceptance.
    - Generate a string of form  
 $\# \square \square q_0 \square \square a_1 a_2 a_3 a_4 \square \square \#$   
representing input  $a_1 a_2 a_3$  and  $q_0$  is encoding of start state
  - Phase 2: If  $\delta(p,a) = (q,b,\rightarrow)$  add rule:
    - $p' z a \rightarrow z b q'$  where  $p', q'$  are codes of states  $p, q$
    - If  $\delta(p,a) = (q,b,\leftarrow)$  add  $x y p' z a \rightarrow q' x y z b$