

# CSE 105

# THEORY OF COMPUTATION

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Spring 2018

<http://cseweb.ucsd.edu/classes/sp18/cse105-ab/>

# Today's learning goals

Sipser Ch 4.1

- Explain what it means for a problem to be decidable.
- Justify the use of encoding.
- Give examples of decidable problems.

# Computational problems

A computational problem is **decidable** iff the language encoding the problem instances is decidable.

*We won't specify the encoding.*

To prove decidable, define TM  $M =$  "On input  $\langle \dots \rangle$ ,

1.

2. ... "

Show (1)  $L(M) = \dots$  and (2)  $M$  is a decider.

# Computational problems<sub>over $\Sigma$</sub>

**A<sub>DFA</sub>** "Is a given string accepted by a given DFA?"  
{  $\langle B, w \rangle$  | B is a DFA,  $w$  in  $\Sigma^*$ , and  $w$  is in  $L(B)$  }

**E<sub>DFA</sub>** "Is the language of a DFA empty?"  
{  $\langle A \rangle$  | A is a DFA over  $\Sigma$ ,  $L(A)$  is empty }

**EQ<sub>DFA</sub>** "Are the languages of two given DFAs equal?"  
{  $\langle A, B \rangle$  | A and B are DFA over  $\Sigma$ ,  $L(A) = L(B)$  }

# From last class

$M_1$  = "On input  $\langle B, w \rangle$ , where  $B$  is a DFA and  $w$  is a string:

1. Simulate  $B$  on input  $w$  (by keeping track of states in  $B$ , transition function of  $B$ , etc.)
2. If the simulation ends in an accept state of  $B$ , *accept*. If it ends in a non-accept state of  $B$ , *reject*. "

$M_2$  = "On input  $\langle A \rangle$ , where  $A$  is a DFA:

1. Mark the start state of  $A$ .
2. Repeat until no new states get marked:
  - i. Loop over states of  $A$  and mark any unmarked state that has an **incoming** edge from a marked state.
3. If no final state of  $A$  is marked, *accept*; otherwise, *reject*."

# Non-emptiness?

$E'_{DFA}$  "Is the language of a DFA non-empty?"

Is this problem decidable?

- A. Yes, using  $M_3$  in the handout.
- B. Yes, using  $M_4$  in the handout.
- C. Yes, both  $M_3$  and  $M_4$  work.
- D. Yes, but not using the machines in the handout.
- E. No.



# Proving decidability

**Claim:**  $EQ_{DFA}$  is decidable

**Proof:** WTS that  $\{ \langle A, B \rangle \mid A, B \text{ are DFA over } \Sigma, L(A) = L(B) \}$  is decidable. **Idea:** give high-level description

Step 1: construction

*Will we be able to simulate A and B?*

*What does set equality mean?*

*Can we use our previous work?*



# Proving decidability

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Step 1: construction

*Will we be able to simul*

*What does set equality*  $X = Y \text{ iff } ((X \cap Y^c) \cup (Y \cap X^c)) = \emptyset$

*Can we use our previous w*

# Proving decidability

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Step 1: construction

$$X = Y \text{ iff } ((X \cap Y^c) \cup (Y \cap X^c)) = \emptyset$$

*Very high-level:*

Build new DFA recognizing symmetric difference of  $L(A)$ ,  $L(B)$ . Check if this set is empty.

# Proving decidability

**Claim:**  $EQ_{DFA}$  is decidable

**Proof:** WTS that  $\{ \langle A, B \rangle \mid A, B \text{ are DFA over } \Sigma, L(A) = L(B) \}$  is decidable. **Idea:** give high-level description

## Step 1: construction

Define TM  $M_5$  by:  $M_5 =$  "On input  $\langle A, B \rangle$  where  $A, B$  DFAs:

1. Construct a new DFA,  $D$ , from  $A, B$  using algorithms for complementing, taking unions of regular languages such that  $L(D) =$  symmetric difference of  $L(A)$  and  $L(B)$ .
2. Run machine  $M_2$  on  $\langle D \rangle$ .
3. If it accepts, accept; if it rejects, reject."

# Proving decidability

## Step 1: construction

Define TM  $M_5$  by:  $M_5 =$  "On input  $\langle A, B \rangle$  where  $A, B$  DFAs

1. Construct a new DFA,  $D$ , from  $A, B$  using algorithms for complementing, taking unions of regular languages such that  $L(D) =$  symmetric difference of  $L(A)$  and  $L(B)$ .
2. Run machine  $M_2$  on  $\langle D \rangle$ .
3. If it accepts, accept; if it rejects, reject."

## Step 2: correctness proof

WTS (1)  $L(M_5) = EQ_{DFA}$  and (2)  $M_5$  is a decider.



# Computational problems

Which of the following computational problems are **decidable**?

- A.  $A_{\text{NFA}}$
- B.  $E_{\text{NFA}}$
- C.  $EQ_{\text{NFA}}$
- D. All of the above
- E. None of the above

# Computational problems

*Compare:*

- A.  $A_{\text{REX}} = A_{\text{NFA}} = A_{\text{DFA}}, E_{\text{REX}} = E_{\text{NFA}} = E_{\text{DFA}}, EQ_{\text{REX}} = EQ_{\text{NFA}} = EQ_{\text{DFA}}$
- B. They're all decidable, some are equal and some not.
- C. They're of different types so all are different.
- D. None of the above

# Techniques

*Sipser 4.1*

- **Subroutines:** can use decision procedures of decidable problems as subroutines in other algorithms
  - $A_{\text{DFA}}$
  - $E_{\text{DFA}}$
  - $EQ_{\text{DFA}}$
- **Constructions:** can use algorithms for constructions as subroutines in other algorithms
  - Converting DFA to DFA recognizing complement (or Kleene star).
  - Converting two DFA/NFA to one recognizing union (or intersection, concatenation).
  - Converting NFA to equivalent DFA.
  - Converting regular expression to equivalent NFA.
  - Converting DFA to equivalent regular expression.



# Next time

- Are all computational problems decidable?

For Monday, pre-class reading: Section 4.3, page 207-209.