

CSE 105

THEORY OF COMPUTATION

"Winter" 2018

<http://cseweb.ucsd.edu/classes/wi18/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_{over Σ}

A_{DFA} "Is a given string accepted by a given DFA?"
{ $\langle B, w \rangle$ | B is a DFA, w in Σ^* , and w is in $L(B)$ }

E_{DFA} "Is the language of a DFA empty?"
{ $\langle A \rangle$ | A is a DFA over Σ , $L(A)$ is empty }

EQ_{DFA} "Are the languages of two given DFAs equal?"
{ $\langle A, B \rangle$ | A and B are DFA over Σ , $L(A) = L(B)$ }

From last week

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 hadnout.
- 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

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 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

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

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

Very high-level:

Build new DFA recognizing symmetric difference of A, 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 A and 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 A and 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_{NFA}
- B. E_{NFA}
- C. EQ_{NFA}
- D. All of the above
- E. None of the above

Computational problems

Compare:

- A. $A_{\text{REG}} = A_{\text{NFA}} = A_{\text{DFA}}, E_{\text{REG}} = E_{\text{NFA}} = E_{\text{DFA}}, EQ_{\text{REG}} = EQ_{\text{NFA}} = EQ_{\text{DFA}}$
- 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_{DFA}
 - E_{DFA}
 - EQ_{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 Wednesday, pre-class reading: Section 4.3, page 207-209.