



How to decide whether two regular expressions define the same language? (can we?) How to decide whether two finite automata accept the same language? (can we?)

. . .

How to decide whether a language defined by a finite automaton have a finite number of words? Infinite? None? (can we?)

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Chapter 11: Decidability



Three important questions:

- Do two regular expressions define the same 1. language?
- Do two finite automata accept the same language? 2.
- Does the language defined by a finite automaton 1. have a finite number of words? Infinite? None?

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2

3

Definition: A problem is called a decision problem if its solution is either YES or NO.

Definition: a decision problem is decidable, or effectively solvable, if there is an algorithm that can find the answer for any input in a finite number of steps.

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2.

#### Chapter 11: Decidability



- Do two regular expressions define the same language?
- Do two finite automata accept the same language?

## Problems 1 and 2 are equivalent:

- It is enough to transfer the two regular expressions into equivalent finite automata (it could be done in a finite number of steps) and then resolve Problem 2.
- Or we can transfer the two finite automata into regular expressions (it could be done in a finite number of steps) and then resolve Problem 2.

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5

6

#### Problem 2: Finite algorithm

From two finite automata that accept languages L1 and L2, we construct a finite automaton that accepts

 $(L_1 \cap L_2`) + (L_2 \cap L_1`)$ 

 $\mathbf{L}_1$  et  $\mathbf{L}_2$  are equivalent if and only if the language  $(L_1 \cap L_2') + (L_2 \cap L_1')$  is empty.

Method 1: Convert this finite automaton into a regular expression (using the finite algorithm defined in the proof of Kleene's theorem). If you end up with a regular expression then the language is not empty, otherwise it is empty.

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Then the finite automaton does not accept any word Dr. Nejib Zaguia CSI3104-W11





<u>Method 2:</u> Answer the question: is there any path from - to +?

Algorithm:

- 1. Mark the start state. (Paint it blue.)
- From every blue state, follow every arrow that goes out of the state, and paint the destination state blue. Delete each arrow that was followed.
- 3. Repeat step 2 until there are no new blue states.
- If there is any final state that is blue, then there are words in the language accepted by the finite automaton. If not, the language is empty.
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The language is empty.

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9





 $\underline{\text{Method 3.}}$  Try all words with N and fewer letters. If the finite automaton accepts none of them, then the language accepted by this automaton is empty.

a.b a.b a ŀ

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10













Problem 3. Does the language defined by a finite automaton have a finite number of words? Infinite? None?

### none? algorithm from method 2.

### finite or infinite?

Theorem. Let F be a finite automaton with N states.

- 1. If F accepts a word w such that  $N \le \text{length}(w) < 2N$ , then the language accepted by F is infinite.
- 2. If the language accepted by F is infinite, then F accepts a word w such that N  $\leq$  length(w) < 2N.

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13

<u>Theorem.</u> There is an algorithm that can decide whether a finite automaton accepts a finite or infinite language.

# Algorithm:

It is enough to check all words of length between N and 2N. There is a finite number of tests to be done, and every check needs a finite number of steps.

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14