



Chapter 18: Decidability

- I. Theory of Automata
- II. Theory of Formal Languages
- III. Theory of Turing Machines ...



Chapter 18: Decidability

Examples of undecidable problems:

- Are the languages generated by two context-free grammars the same language?
- Is a particular context-free grammar ambiguous?
- Given a context-free grammar that is ambiguous, is there another context-free grammar that generates the same language that is not ambiguous?
- Is the complement of a context-free language also context-free?
- Is the intersection of two context-free languages also context-free?
- Is the intersection of two context-free languages empty?
- Given a context-free grammar, are there any words that are not in the language generated by the grammar?



Chapter 18: Decidability

Some Decidable Problems

1. Given a context-free grammar, is the language that it generates empty? **Emptiness** problem.
2. Given a context-free grammar, is the language that it generates finite or infinite? **Finiteness** problem.
3. Given a context-free grammar and a word w , is w a word that can be generated by the grammar? **Membership** problem.



Chapter 18: Decidability

Theorem: Given a context-free grammar, there is an algorithm to determine if the language it generates is empty.

Proof.

- $S \Rightarrow^* \Lambda$? (by the constructive algorithm in Chapter 13 for deciding if a nonterminal is nullable)
- If not, convert the grammar to Chomsky normal form.
- Is there a production of the form: $S \rightarrow \text{terminal}$?
- If not, repeat the steps:
 1. Choose a nonterminal N such that: $N \rightarrow t$ (sequence of terminals). Replace N on the right sides of productions with t . Remove all other productions for N .
 2. Stop if there is a production $S \rightarrow t$ or there are no more nonterminals to choose.



Chapter 18: Decidability

An algorithm that can determine if a nonterminal X can generate a sequence of terminals

- Reverse S and X and use the algorithm from the previous theorem.

If X cannot generate a sequence of terminals,
 X is **unproductive**.



Chapter 18: Decidability



Theorem: There is an algorithm to decide whether or not a given nonterminal X in a context-free grammar can ever be used in generating words.



Chapter 18: Decidability

Proof.

- Determine if X is unproductive.
- If not,
 1. Find all unproductive nonterminals.
 2. Remove all productions containing unproductive nonterminals.
 3. Paint all X 's blue (on the right and left in the grammar).
 4. If any nonterminal on the right of a production is blue, paint the nonterminal on the left blue. Then paint blue all occurrences of this nonterminal in the grammar.
 5. Repeat step 4 until no new nonterminals are painted blue.
 6. If S is blue, there is a derivation that uses X .

If X cannot be used in a derivation, X is **useless**.



Chapter 18: Decidability

An algorithm that can decide if a nonterminal X is self-embedded.

- Replace X 's on the left in productions with x .
- Paint all X 's blue, and use the blue paint algorithm (steps 3 to 5 of the previous algorithm).
- If x is blue, then X is self-embedded.



Chapter 18: Decidability



Theorem: There is an algorithm to decide if a context-free grammar generates a language that is finite or infinite.

1. Find all useless nonterminals.
2. Test all nonterminals to see if any is self-embedded using the above algorithm.
3. If step 2 found a self-embedded nonterminal, then the language is infinite. Otherwise it is finite.



Chapter 18: Decidability



Membership problem

Given a context-free grammar G and a word $W = w_1w_2\dots w_n$,
is w a word that can be generated by the grammar?

CYK Algorithm (Cocke, Kasami(1965), Younger(1967))

- Transform G into a Chomski Normal Form.
- At each step i of the algorithm, $1 \leq i \leq n$, find all sub words of w with length i that can be generated starting from any of the non terminals.