

CS 273

4/26/07

- Undecidability of CFG ambiguity from PCP
- Algorithms for automata and CFLs

Ambiguous CF_L = $\{ \langle G \rangle \mid G \text{ is a } CF_L \text{ and } L(G) \text{ is ambiguous} \}$

Ambiguous CF_L is undecidable

Reduction is from PCP

Post's Correspondence Problem (PCP)

Σ
 k dominos $t_j, b_j \in \Sigma^*$

$$\left[\begin{array}{c} t_1 \\ b_1 \end{array} \right], \left[\begin{array}{c} t_2 \\ b_2 \end{array} \right] \dots \left[\begin{array}{c} t_k \\ b_k \end{array} \right]$$

are there indices i_1, \dots, i_l

$i_1, i_2, \dots, i_l \in \{1, 2, \dots, k\}$ s.t.

$$t_{i_1} t_{i_2} \dots t_{i_l} = b_{i_1} b_{i_2} \dots b_{i_l} ?$$

Given dominos

$$\begin{bmatrix} t_1 \\ b_1 \end{bmatrix} \begin{bmatrix} t_2 \\ b_2 \end{bmatrix} \dots \begin{bmatrix} t_k \\ b_k \end{bmatrix}$$

fixes idea:

$$G = (V, E, R, S)$$

$$S \rightarrow T \mid B$$

$$T \rightarrow t_1 T \mid t_2 T \mid \dots \mid t_k T$$

$$B \rightarrow b_1 B \mid b_2 B \mid \dots \mid b_k B \mid b_1$$

$t_1 \mid t_2 \dots \mid t_k$
 $b_2 \mid \dots \mid b_k$

add new symbols

a_1, a_2, \dots, a_k to Σ

$$G = (V, \Sigma', R, S)$$

where $\Sigma' = \Sigma \cup \{a_1, a_2, \dots, a_k\}$
↑
from PCP

$$S \rightarrow T \mid B$$

$$T \rightarrow t_1 T a_1 \mid t_2 T a_2 \mid \dots \mid t_k T a_k \\ | t_1 a_1 \mid t_2 a_2 \mid \dots \mid t_k a_k$$

$$B \rightarrow b_1 B a_1 \mid b_2 B a_2 \mid \dots \mid b_k B a_k \\ | b_1 a_1 \mid b_2 a_2 \mid \dots \mid b_k a_k$$

Suppose $T \xrightarrow{*} w$
and $B \xrightarrow{*} w$

Suppose Ambiguous_{CF} is
decidable.

Let R be a decider for it
~~Let~~ create M - a decider for
PCP.

M : on input x &

1. Check if x is a valid
PCP instance

2. From x create $\langle G_x \rangle$
as described.

3. If R accepts $\langle G_x \rangle$
accept x

4. If R rejects $\langle G_x \rangle$
reject x .

Algorithms

Decidability \Leftrightarrow Algorithms

Efficient algorithms

polynomial time solvability

on input of length n

algorithm runs in $\text{poly}(n)$
time

$O(n)$ — linear time

$O(n^2)$ — quadratic

$O(n^3)$ — cubic

Algorithms for automata

① Given DFA M and w
is $w \in L(M)$?

$O(|w|)$ time

a) input is w

b) input is $\langle M, w \rangle$

② Given w and NFA M
does $w \in L(M)$?

give $\langle M, w \rangle$

a) convert M into a DFA M'
run w on M'

$O(2^s \cdot |w| \cdot s^2)$

$s = \#$ of states of M

$O(|w| \cdot s + 2^s \cdot s^2)$

b) $w = w_0 w_1 w_2 \dots w_n$
 $S_i =$ set of states of M
reachable from q_0
after reading
 $w_0 w_1 \dots w_i$

Given S_i

compute S_{i+1}

$$S_{i+1} = E \left(\bigcup_{q \in S_i} \delta(q, w_{i+1}) \right)$$

$O(s^3)$

check if $S_n \cap F \neq \emptyset$

$O(|w| s^3)$

Decision algorithms

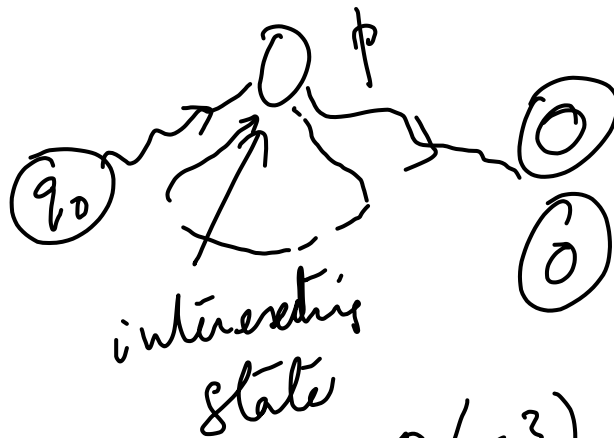
Given $\langle M \rangle$ where M is a DFA

① Is $L(M) = \emptyset$?

linear time

use BFS/DFS on
transition graph

② Is $L(M)$ finite?



$O(s^3)$ time

③ $\langle M_1, M_2 \rangle$

is $L(M_1) = L(M_2)$?

M_3 is

④ $\langle M_1, M_2 \rangle$

$L(M_1) \cap L(M_2) = \emptyset$?

~~M_3~~ create M_3 using product construction.

a $L(M_3) = L(M_1) \cap L(M_2)$

check ~~M_3~~ if $L(M_3) = \emptyset$

③ $\angle(M_1, M_2)$

$$L(M_1) = L(M_2)$$

create M_3 using product
construction

$$\text{s.t. } L(M_3) = L(M_1) - L(M_2)$$

check if $L(M_3) = \emptyset$

create M_4 using product

$$\text{construction s.t. } L(M_4) = L(M_2) - L(M_1)$$

check if $L(M_4) = \emptyset$

$L(M_1) = L(M_2)$ iff

$$L(M_3) = \emptyset \text{ and } L(M_4) = \emptyset$$

Context Free Languages

Decidable/Efficient

CFG \rightarrow PDA

PDA \rightarrow CFG

G \rightarrow CNF form

$O(n^2)$

$w \in L(G)$?

$O(n^3)$ CYK

$L(G) = \emptyset$?

$L(G)$ is finite?

Undecidable

ALL CFG

$L(G) = \Sigma^*$

$L(G)$ is ambiguous

$L(G_1) = L(G_2)$?

$L(G_1) \cap L(G_2) = \emptyset$?

$L(G)$ is inherently ambiguous.

$$\text{Q } L(G) = \emptyset ?$$

$$G = (V, \Sigma, R, S)$$

$$L(G) = \{ w \mid S \xRightarrow{*} w \}$$

Defn: $A \in V$ is generating
iff $\exists w \in \Sigma^*$ s.t.
 $A \xRightarrow{*} w$

Compute all generating variables
and check if S is one of
them.

$$X = \Sigma$$

Repeat

for each $A \notin X$

if $A \rightarrow \alpha$ is a rule
and every symbol in α is
in X

add A to X

Until X does not change

Suppose $A \rightarrow B C a$

$B \xrightarrow{*} x$ and $C \xrightarrow{*} y$

$\Rightarrow A \xrightarrow{*} x y a$

$$S \rightarrow AB$$

$$A \rightarrow a$$

$$X = \{a\}$$

$$X = \{a, A\}$$
