

2. Let Σ be a finite alphabet and let L_1 and L_2 be two languages over Σ . Assume you have access to two routines $\text{IsStringIn}L_1(u)$ and $\text{IsStringIn}L_2(u)$. The former routine decides whether a given string u is in L_1 and the latter whether u is in L_2 . Using these routines as black boxes describe an efficient algorithm that given an arbitrary string $w \in \Sigma^*$ decides whether $w \in (L_1 \cup L_2)^*$. To evaluate the running time of your solution you can assume that calls to $\text{IsStringIn}L_1(u)$ and $\text{IsStringIn}L_2(u)$ take constant time. Note that you are not assuming any property of L_1 or L_2 other than being able to test membership in those languages.

Solution: boolean values $\text{belong}[1], \text{belong}[2], \dots, \text{belong}[n]$ are used to indicate whether the substring $w[i, \dots, n] \in (L_1 \cup L_2)^*$. The outer loop goes from the end of the string w to the start of the string w , and i indicates the index. The inner loop goes from i^{th} position to the end of the string w , and j also indicates the index. $j = n$ is a special case. When $j \neq n$ and $\text{belong}[j+1] = \text{TRUE}$ which means substring $w[j+1, \dots, n] \in (L_1 \cup L_2)^*$ so that we only need to check whether $w[i, \dots, j] \in L_1 \mid \mid w[i, \dots, j] \in L_2$ or not. If it is in either L_1 or L_2 , we set $\text{belong}[i] = \text{TRUE}$ which means the substring $w[i, \dots, n] \in (L_1 \cup L_2)^*$. At the end, if $\text{belong}[1] = \text{TRUE}$, then $w \in (L_1 \cup L_2)^*$

```
FUNCTION(w):  
  boolean belong[1,2,...,n]  
  for i ← n down to 1  
    belong[i] = FALSE  
    for j ← i to n  
      if (j==n)  
        if (IsStringInL1(w[i,...,n]) || IsStringInL2(w[i,...,n]))  
          belong[i] = TRUE  
          break  
      else  
        if (belong[j+1] && (IsStringInL1(w[i,...,j]) || IsStringInL2(w[i,...,j])) )  
          belong[i] = TRUE  
          break  
  return belong[1]
```

The resulting algorithm runs in $O(n^2)$ time. ■