Exercício 4

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Introduction to the Theory of Computation

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Solução ✔ Certificado

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Here we can use procedure analogous to one in **Theorem 4.8** for determining, for each variable, whether it produces empty string ε. The decider M for language

$$A\varepsilon_{\mathrm{CFG}} = \{ \langle G \rangle \mid G \text{ is a CFG that generates } \varepsilon \}$$

first marks all ε symbols appearing alone on the right hand side of some rule. Then it repeatedly scans all the rules, and marks any variable for which there is a rule in which all symbols on the right hand side have already been marked, until no new marks are made. Finally, machine M *accepts* if starting variable is marked, and otherwise *rejects*.

Resultado   2 de 2

Find inspiration in **Theorem 4.8**.

Avaliar esta solução

‹ **Exercício 3**   ☆ ☆ ☆ ☆ ☆   **Exercício 5** ›