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## Decidability

## Here are some interesting examples of decidable languages:

Every regular language is decidable.

Every context-free language is decidable.

 $A_{DFA} = \{ \langle B, w \rangle \mid B \text{ is a DFA that accepts } w \} \text{ is decidable.}$ 

 $A_{NFA} = \{ \langle B, w \rangle \mid B \text{ is a NFA that accepts } w \} \text{ is decidable.}$ 

 $A_{REX} = \{ \langle R, w \rangle \mid R \text{ is a regex that generates } w \} \text{ is decidable.}$ 

 $A_{CFG} = \{ \langle G, w \rangle \mid G \text{ is a CFG that generates } w \} \text{ is decidable.}$ 

 $E_{DEA} = \{ \langle A \rangle \mid A \text{ is a DFA and } L(A) = \emptyset, \text{ i.e., a DFA that accepts no strings, an empty language, is decidable.}$ 

 $EQ_{DFA} = \{ \langle A,B \rangle \mid A \text{ and } B \text{ are DFAs and } L(A) = L(B) \} \text{ is decidable.}$ 

 $E_{CFG} = \{ \langle G \rangle \mid G \text{ is a CFG and L(G)} = \emptyset \text{ is decidable.} \}$ 

## Here are a few examples of languages that are NOT decidable:

 $EO_{CFG} = \{ \langle G, H \rangle \mid G \text{ and } H \text{ are CFGs and } L(G) = L(H) \} \text{ is NOT decidable.}$ 

 $A_{TM} = \{ \langle M, w \rangle \mid M \text{ is a TM that accepts } w \} \text{ is NOT decidable.}$ 

 $HALT_{TM} = \{ \langle M, w \rangle \mid M \text{ is a TM that halts on } w \} \text{ is NOT decidable.}$ 

This last ones regard the **Halting Problem**. It is very important and means that no algorithm exists that can verify that any given program does what it should, let alone ever halt.

Importantly,  $A_{TM}$  is Turing-recognizable (obvious), but it's complement  $A_{TM}$  is not Turing-recognizable. It can't be -- if it were, we could build a decider, but  $A_{TM}$  is not decidable. **This would make a nice final exam question, wouldn't it!**This is another way of saying Turing-recognizable languages are not closed under complements, see @147.

## Below are some of the proofs of the above:

 $A_{DFA}$ : M = "On input <B,w>, simulate B on w (it replicates the DFA's states and runs it on w). If the simulation ends in an accept state, accept. Else reject."

 $A_{NFA}$ : P = "On input <R,w>, convert R into a DFA, B, using the GNFA procedure then run TM M above on <B,w> accepting or rejecting as M would."

 $E_{DFA}$ : T = "On input <A>, in a breadth-first manner, mark reachable states from the start state. If no accept state is ever marked, then it will never accept and the language is empty so accept, else reject."

 $EQ_{DFA}: F$  = "First, recognize that the symmetric difference,  $L(C) = (L(A) \cap L(B)^C) \cup (L(A)^C \cap L(B)^C)$ , is empty if and only if L(A) = L(B). Thus, we first construct C using the well-known DFA closure constructions. Then we run the above machine T on <C>. If T accepts, accept; if it rejects, reject."

 $A_{TM}$ : Suppose by contradiction it is decidable, let H be the decider. On input <M,w> H accepts when M accepts w, and rejects when M does not accept w (reject or loop). Construct D(<M>), which runs H on <M,<M>> and does the opposite: rejects when M accepts <M>, accepts when M does not accept <M>. Now if we run, D on <D> it contradicts itself: accept if

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D does not accept <D>, reject if D accepts <D>. Thus neither D nor H can exist, so  $A_{TM}$  is undecidable. **This would make** a nice final exam question, wouldn't it!

 $HALT_{TM}$ : Suppose by contradiction it is decidable, let R be the decider. Now we can decide  $A_{TM}$  by first running R in <M,w> to first check if it halts. If it halts, then go ahead and run it and accept or reject as it normally would (it is safe to run); if not, just reject (don't run it because it will loop). But deciding  $A_{TM}$  is not possible since it is undecidable! This contradiction means  $HALT_{TM}$  is undecidable. **This would make a nice final exam question, wouldn't it!**