Chapter 4 - Decidability.

We know what an algorithm is - it is a TM.

The deciders - on all inputs, half and either ACCEPT.

Or REJECT.

TM recognizer - on all WEL, half and ACCEPT.

on all WGL, does not accept. REJECT on all WGL, does not accept. PREJECT loop

wywage

A DFA = { B, w | B is a DFA that accepts input string w}

eq < ({ 90,9,3 } { a,b} , 90, { (90,9,9,1), (90,b,90) } { 9,3 } }

eq < ({ 90,9,3 } { a,b} , 90, { (90,9,9,1), (90,b,90) } { 9,3 } }

Decision Problem:

Given: a DFA B, a string w Decide: Does B accept w?

Theorem 4.1 A pea is decidable (is a decidable language)

Proof: We propose that the following TM M decides A pea.

M = "on input < B, w >, where B is a DFA, w is a string:

1. Simulate B on input w.

2. If B occepts, ACCEPT.

If B ends in a non-accepting state REJECT."

Why this works:

- We already know that a TM can simulate another TM.
- A DFA is a restricted form of TM;

 (a TM that only moves head R, and does so once per transition; and it always halts when it reaches first L.)

.. M can indeed simulate B, and B aways halts on all inputs, on M halts on all inputs,
And M accepts (B,W) exactly when $W \in L(B)$.

ANFA = { (B, w) | B is an NFA that accepts w}

Theorem 4.2 A NFA is decidable.

Proof: A TM that decides ANFA is N, where:

N="on input (B, W) where B is an NFA and wa string:

- 1. Convert NFA B into DFA B' using The construction (algorithm) we covered in Thm 1.39
- 2. Run the TM M from Thm 4.1 on input $\langle B', w \rangle$.

2.1 if Maccepts, ACCEPT.
if M rejects, RESECT. "

Step 1 is doable, because the construction has a fruite It of steps.

Stop 2 is doable because a TM can run another TM as a subroutine.

And N is a decider, because M is a decider. Da

 $A_{REX} = \{ \langle R, w \rangle | R i = a reg expression that generates <math>w = 3$

Theorem 4.3 AREX is decidable.

Proof: The TM P decides AREX.

P="on imput < R, w>, where R is a reg. exp and w is a strong:

- 1. Convert R into a NFA X using the construction (alg) given in Thm 1.54.
- 2. Run N (the ANFA decider) on (X, W)
- 3. If N accepts, ACCEPT.

 If N rejects, REJECT. "

Since N is a decider, so is P.
P worrectly decides AREX.