

Undecidable Problems for CFGs

CSCI 3130 Formal Languages and Automata Theory

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Fall 2022

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Decidable vs undecidable

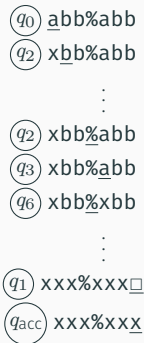
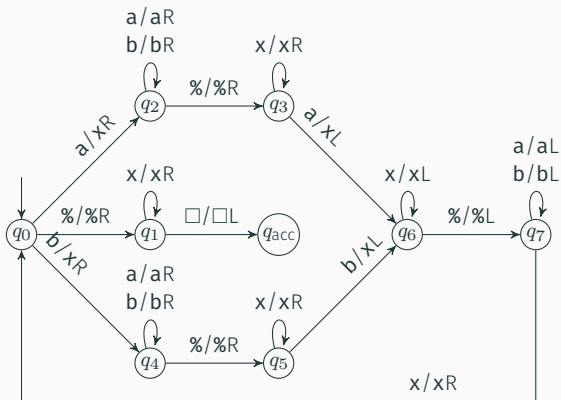
Decidable	Undecidable
DFA D accepts w	TM M accepts w
CFG G generates w	TM M halts on w
DFA D and D' accept the same inputs	TM M accepts some input
	TM M and M' accept the same inputs

CFG G generates all inputs?

CFG G is ambiguous?

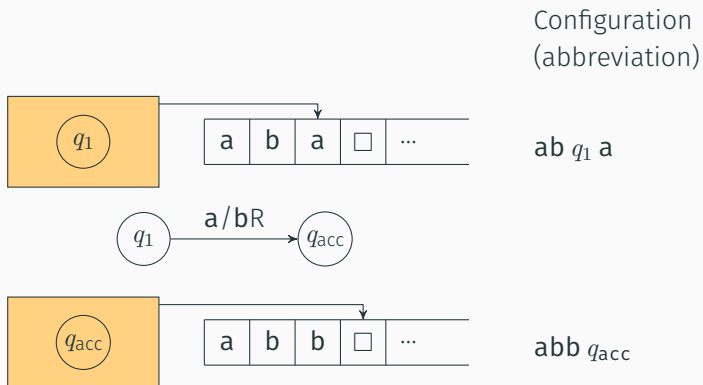
Representing computation

$$L_1 = \{w\%w \mid w \in \{a, b\}^*\}$$

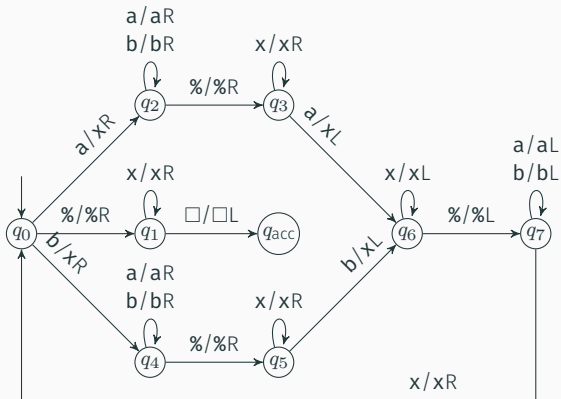


Configurations

A **configuration** consists of current state, head position, and tape contents



Computation history



```

q0 abb%abb
x q2 bb%abb
  :
  :
xbb q2 %abb
xbb% q3 abb
xbb q2 %xbb
  :
  :
xxx%xxx q1
xxx%xx qacc x
    
```

computation
history

Computation histories as strings

If M halts on w , the **computation history** of (M, w) is the sequence of configurations C_1, \dots, C_k that M goes through on input w

q_0	$ab\%ab$	
x	q_2	$b\%ab$
\vdots		
$xx\%xx$	q_1	
$xx\%x$	q_{acc}	x

$$\# \underbrace{q_0 ab\%ab}_C \# x \underbrace{q_1 b\%ab}_C \# \dots \# x x \% x \underbrace{q_{acc} x}_C \#$$

The computation history can be written as a string h over alphabet $\Gamma \cup Q \cup \{\#\}$

accepting history: M accepts $w \Leftrightarrow q_{acc}$ appears in h

rejecting history: M rejects $w \Leftrightarrow q_{rej}$ appears in h

Undecidable problems for CFGs

$ALL_{CFG} = \{\langle G \rangle \mid G \text{ is a CFG that generates all strings}\}$

The language ALL_{CFG} is undecidable

We will argue that

If ALL_{CFG} can be decided, so can $\overline{A_{TM}}$

$\overline{A_{TM}} = \{\langle M, w \rangle \mid M \text{ is a TM that rejects or loops on } w\}$

Undecidable problems for CFGs



G generates all strings if M rejects or loops on w

G fails to generate some string if M accepts w

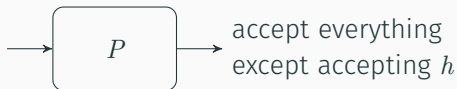
The **alphabet** of G will be $\Gamma \cup Q \cup \{\#\}$

G will generate all strings **except**
accepting computation history of (M, w)

First we construct a PDA P , then convert it to CFG G

Undecidability via computation histories

candidate computation history h of (M, w)



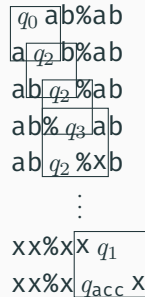
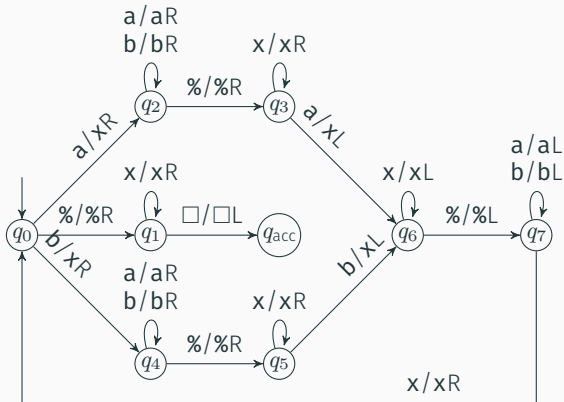
$\#q_0ab\%ab\#xq_1b\%ab\#\dots\#xx\%xq_{acc}x\# \Rightarrow$ Reject

$P =$ on input h (try to spot a **mistake** in h)

- If h is **not** of the form $\#w_1\#w_2\#\dots\#w_k\#$, **accept**
- If $w_1 \neq q_0w$ or w_k does **not** contain q_{acc} , **accept**
- If two consecutive blocks $w_i\#w_{i+1}$ do **not** follow from the transitions of M , **accept**

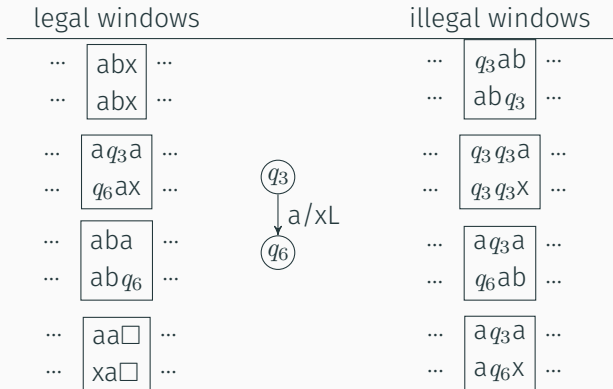
Otherwise, h must be an accepting history, **reject**

Computation is local



Changes between configurations always occur around the head

Legal and illegal transitions windows



Implementing P

If two consecutive blocks $w_i\#w_{i+1}$ do **not** follow from the transitions of M , **accept**

| #xb% q_3 ab
| #xb q_5 %xb

For every position of w_i :

- Remember offset from $\#$ in w_i on stack

- Remember first row of window in state

After reaching the next $\#$:

- Pop offset from $\#$ from stack as you consume input

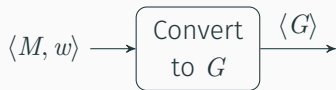
- Remember second row of window in state

If window is **illegal**, accept; Otherwise reject

The computation history method

$ALL_{CFG} = \{\langle G \rangle \mid G \text{ is a CFG that generates all strings}\}$

If ALL_{CFG} can be decided, so can $\overline{A_{TM}}$

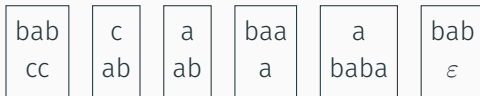


G accepts all strings **except** accepting computation history of (M, w)

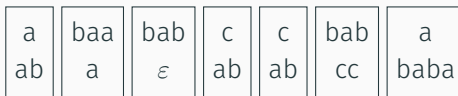
We first construct a PDA P , then convert it to CFG G

Post Correspondence Problem

Input: A finite set of tiles, each containing a pair of strings



Given an infinite supply of tiles from a particular set, can you match top and bottom?



Top and bottom are both abaababccbaba

Undecidability of PCP

$$\text{PCP} = \{ \langle C \rangle \mid$$

C is a collection of tiles that contains a top-bottom match $\}$

Next lecture we will show (using computation history method)

The language PCP is undecidable

Ambiguity of CFGs

$AMB = \{ \langle G \rangle \mid G \text{ is an ambiguous CFG} \}$

The language AMB is undecidable

We will argue that

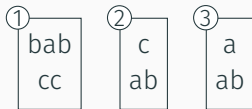
If AMB can be decided, then so can PCP

C (collection of tiles) \mapsto G (CFG)

If C can be matched, then G is ambiguous

If C cannot be matched, then G is unambiguous

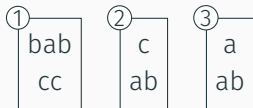
First, let's number the tiles



Encoding the tiles in a grammar

C (collection of tiles) \mapsto G (CFG)

Example:



Terminals: $a, b, c, 1, 2, 3$

Variables: S, T, B

Productions:

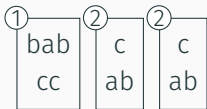
	$S \rightarrow T \mid B$	
$T \rightarrow babT1$	$T \rightarrow cT2$	$T \rightarrow aT3$
$B \rightarrow ccB1$	$B \rightarrow abB2$	$B \rightarrow abB3$
$T \rightarrow bab1$	$T \rightarrow c2$	$T \rightarrow a3$
$B \rightarrow cc1$	$B \rightarrow ab2$	$B \rightarrow ab3$

In general:

yields $T \rightarrow \alpha Tn$ $T \rightarrow \alpha n$
 $B \rightarrow \beta Bn$ $B \rightarrow \beta n$

Matching sequence implies ambiguous grammar

Each sequence of tiles gives a pair of derivations



$S \Rightarrow T \Rightarrow \text{bab}T1 \Rightarrow \text{bab}cT21 \Rightarrow \text{bab}cc221$

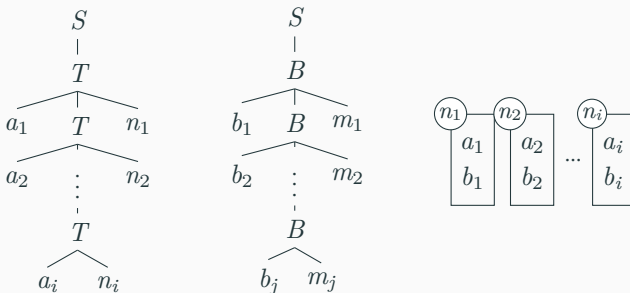
$S \Rightarrow B \Rightarrow \text{cc}B1 \Rightarrow \text{ccab}B21 \Rightarrow \text{ccabab}221$

If the tiles **match**, these two derive the same string
(with different parse trees)

Ambiguous grammar implies matching sequence

C (collection of tiles) \mapsto G (CFG)

- If C can be matched, then G is ambiguous ✓
- If C cannot be matched, then G is unambiguous ✓
- If G is ambiguous, then the two parse trees look like



Therefore $n_1 n_2 \dots n_i = m_1 m_2 \dots m_j$, and there is a match