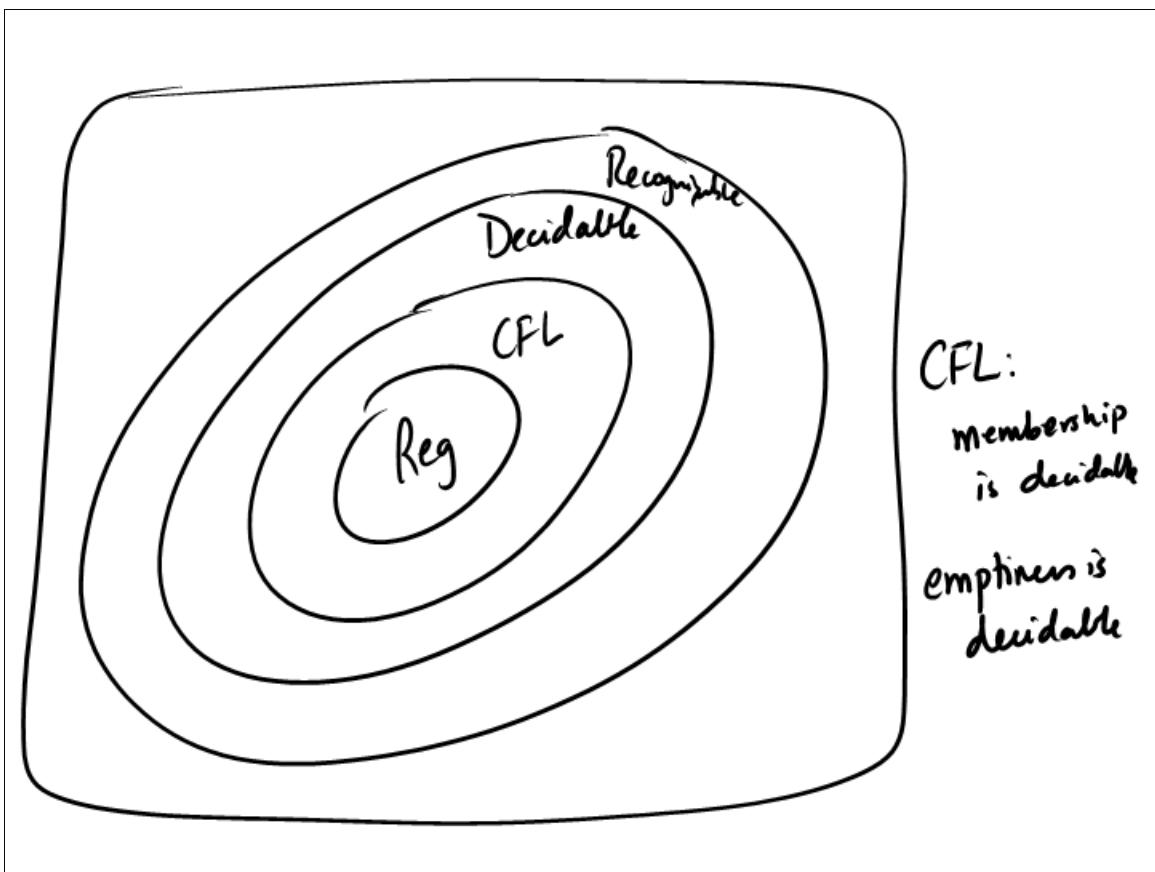


Undecidable problems on
Linear bounded TMs
&
Context-free languages.



	\subseteq	=	$=\Sigma^*$	
Reg	Dec	Dec	Dec	
CFL	Undec	Undec	Undec	

Linear-bounded Turing machines

A TM M is a linear-bdd TM

if M on any input w
takes only $O(|w|)$ space
to decide/halt.

$$f(n) = O(g(n))$$

if $\exists n_0 \cdot \forall n \geq n_0, f(n) \leq c g(n) + d$.

~~for some c, d~~

$L = \{ a^n b^n c^n \mid n \in \mathbb{N} \}$.

L is accepted by a LBTM.

CSL Context-sensitive lang.

$a \beta c \rightarrow DE$

$A_{\text{LSTM}} = \{ \langle M, w \rangle \mid M \text{ is a TM}$
 that accepts w
 in $|w|$ space

Run M
 on w

c_0 Config $\leq |w|$
 c_1
 c_2
 \vdots
 c_i →
 c_j
 \vdots
 c_n

TM can be in
 a finite no. of
 config.

So A_{LSTM} is
 decidable. $n = |w|$

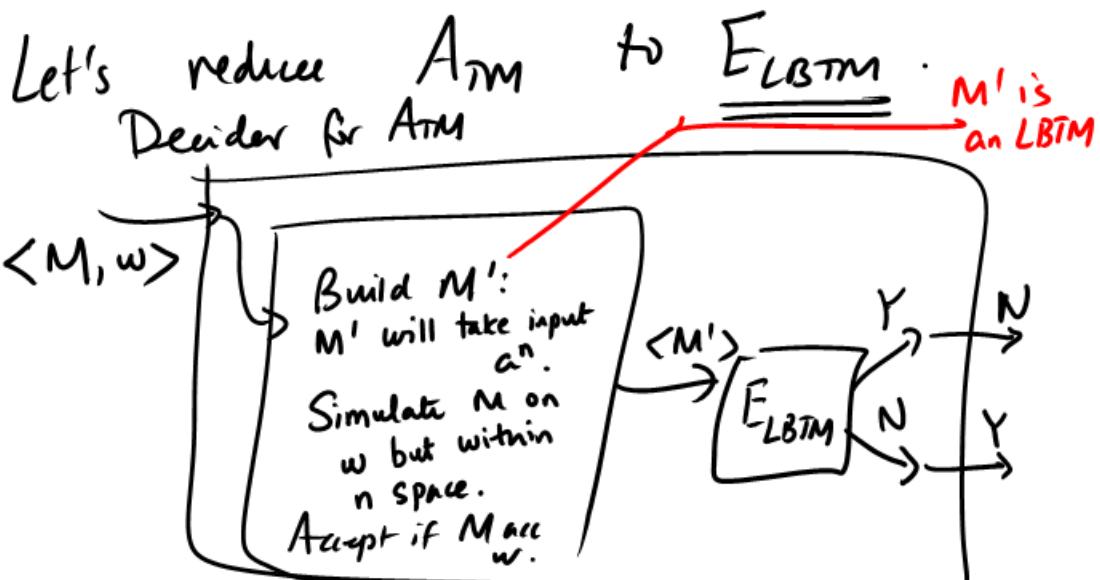
$k^n \cdot n \cdot |Q|$
 \uparrow
 tape head

$$E_{LBTM} = \{ \langle M \rangle \mid M \text{ acc. some } w \text{ in } (w\text{l space}) \}$$

is not decidable!

$$w = \epsilon \quad a \quad aa \quad b \quad bb \dots$$

↓



If M accepts w , $L(M') = \{a^i \mid M \text{ acc } w \text{ in } i \text{ space}\}$
hence $L(M') \neq \emptyset$

If M does not accept w , $L(M') = \emptyset$

a a - - - a | ~~10\$~~

$$\text{ALL}_{\text{CFG}} = \left\{ \langle G \rangle \mid L(G) = \Sigma^* \right\}$$

is undecidable!

Input
 $\langle M, w \rangle$

Construct G such that
 $L(G) = \Sigma^*$ iff M does not accept w .

G is going to check runs of the
TM M on w .

A configuration of a TM is
encoded as a finite word
in $T^* Q T^*$.

An encoding $a_1 \dots a_i q^{q_{i+1} \dots a_n}$
means : $\begin{cases} \text{tape content is } a_1 \dots a_i a_{i+1} \dots a_n^\infty \\ \text{TM is in state } q \\ \text{the tape head points to the } (i+1)^{\text{th}} \text{ cell.} \end{cases}$

A run of a TM (or a trace)

is a sequence of configurations
separated by "\$", that is a valid sequence
of moves of the TM

$c_0 \$ c_1 \$ c_2 \dots c_n$

An accepting run is a run

$c_0 \$ \dots c_n$ where
 c_n is an accepting halting config
(i.e. $q \in Q_{acc}$).

A TM M accepts w
iff there is an accepting run

$c_0 \# c_1 \dots c_n$

where $c_0 = q_0 w$

We'll build a CFG G
s.t. $L(G) = \{ r \mid r \text{ is not}$
 an acc. run
 $\text{of } M \text{ on } w\}$

So $L(G) = \Sigma^*$ iff M does not acc w.

Given M and w

construct CFG G

s.t. $L(G) = \{r \mid r \text{ is not an accepting run of } M \text{ on } w\}$.

First, build G_1 that accepts r if it is
not a sequence of configs of M .
i.e. if $r \notin (T^* Q T^* \$)^*$.

Also, build G_2 that checks whether
a) C_0 is the initial config encoding w
b) $-C_n$, the last config, is accepting.
If not, G_2 will accept.

So assume $r = C_0 \$ C_1 \$ \dots \$ C_n$
where $C_0 = q_0 w$ & C_n is acceptj.
 r does not encode an acceptj run
of M on w
iff

$$\exists i. \quad C_i \not\vdash_M C_{i+1}$$

Sub-problem

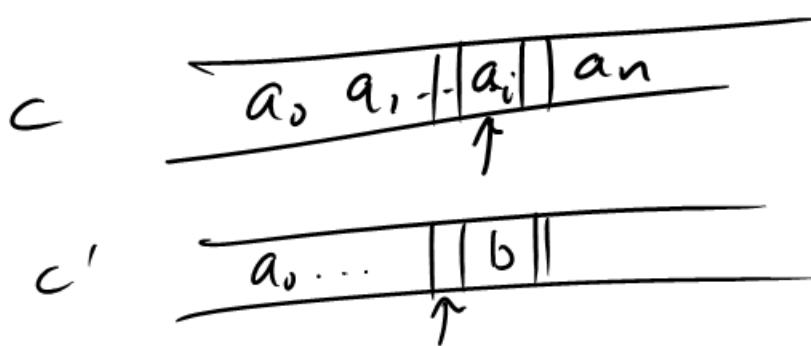
$c \neq c'$
Can a CPh decide if c'
is not the next config of c ?
No!

We'll encoder runs of a TM as
 $c_0 \# c_1^r \# c_2 \# c_3^r \dots c_n^{(r)}$

Sub problems

$c \# c'$

Can a CFG check if c' is
not the next config of c .



$C: \underline{a_1 \dots a_{i-1} a_i} q \underline{a_{i+1} a_{i+2} \dots a_n}$

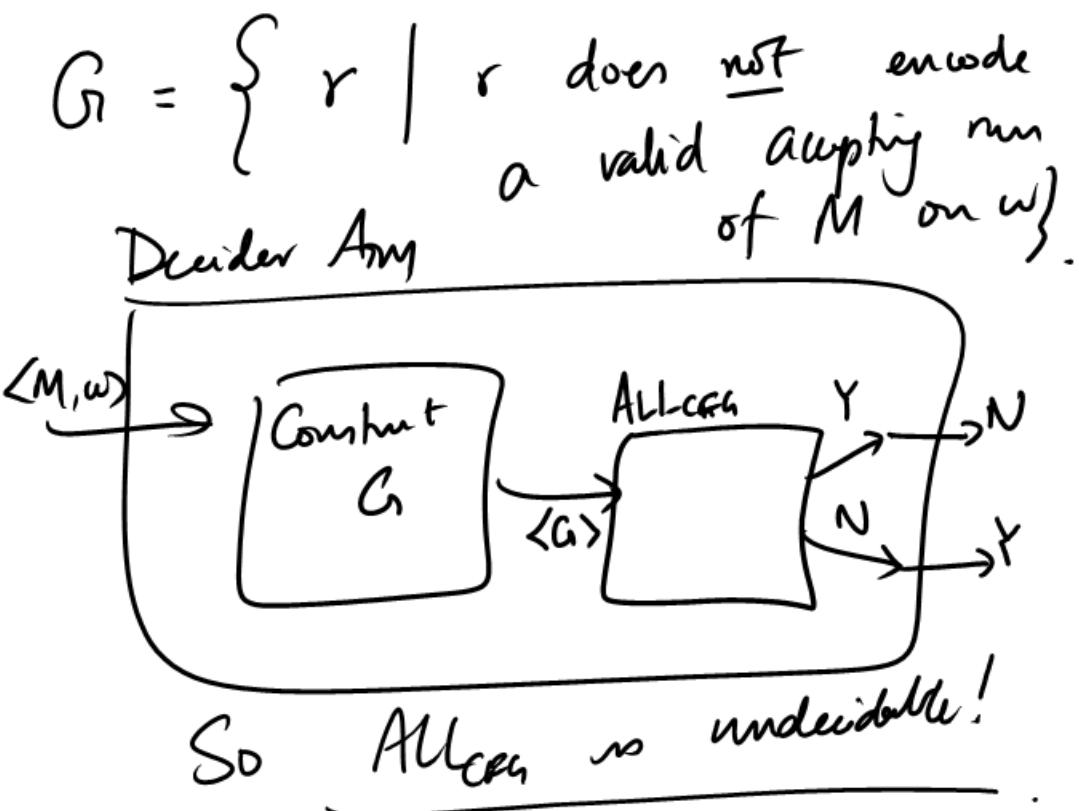
$C': \underline{a_1 \dots a_{i-1}} q' \underline{a_i b} \underline{a_{i+2} \dots a_n}$

$C': \underline{a_1 \dots a_{i-1} a_i b} q' \underline{a_{i+2} \dots a_n}$

$a_1 \dots a_i \underbrace{d, d_2, d_3}_{\$} a_{i+1} \dots a_n$

$\$ \underline{a_n \dots a_{i+1} e_1 e_2 e_3} a_i \dots a_i$

$G: \begin{array}{l} S \rightarrow aSa \mid TV \\ T \rightarrow \text{all pairs } d, d_2, d_3, e_1, e_2, e_3 \\ V \rightarrow aVa \mid \$ \end{array}$



$$L_{\text{IntCFG}} = \{ \langle G_1, G_2 \rangle \mid L(G_1) \cap L(G_2) \neq \emptyset \}$$

is undecidable.

$$L_{\text{EQCFG}} = \{ \langle G_1, G_2 \rangle \mid L(G_1) = L(G_2) \}$$

Because even setting $L(G_2) = \Sigma^*$ makes problem undecidable.

$$L = \{ \langle G, D \rangle \mid L(D) \subseteq L(G) \}$$

D is a DFA

is undecidable.

$c_1 \# c_2 \# c_3 \dots$

$G_1 : c_1 \vdash c_2$
 $c_3 \vdash c_4$

\vdots

$G_2 : c_2 \vdash c_3$
 $c_4 \vdash c_4$

\vdots

