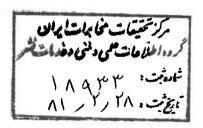
An Introduction to Formal Languages and Automata

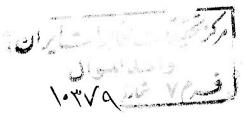
Third Edition

Peter Linz

University of California at Davis

مرکز تحقیقات مخابرات ایران کتابهای لانین المسلم ال







JONES AND BARTLETT PUBLISHERS

Sudbury, Massachusetts

BOSTON

ORONTO LONE

SINGAPORE

World Headquarters
Jones and Bartlett Publishers
40 Tall Pine Drive
Sudbury, MA 01776
978-443-5000
info@jbpub.com
www.ibpub.com

Jones and Bartlett Publishers Canada 2406 Nikanna Road Mississauga, ON L5C 2W6 CANADA Jones and Bartlett Publishers International Barb House, Barb Mews London W6 7PA UK

 $\mathbf{Q} \mathbf{A}$

267.3

Copyright © 2001 by Jones and Bartlett Publishers, Inc.

All rights reserved. No part of the material protected by this copyright notice may be reproduced or utilized in any form, electronic or mechanical, including photocopying, recording, or any information storage or retrieval system, without written permission from the copyright owner.

Library of Congress Cataloging-in-Publication Data

Linz, Peter.

An introduction to formal languages and automata / Peter Linz,--3rd ed.

p. cm.

Includes bibliographical references and index.

ISBN 0-7637-1422-4

1. Formal languages. 2. Machine theory. I. Title.

QA267.3 .L56 2000 511.3--dc21

00-062546

Chief Executive Officer: Clayton Jones Chief Operating Officer: Don W. Jones, Jr.

Executive Vice President and Publisher: Tom Manning

V.P., Managing Editor: Judith H. Hauck

V.P., College Editorial Director: Brian L. McKean

V.P., Design and Production: Anne Spencer V.P., Sales and Marketing: Paul Shebardson

V.P., Manufacturing and Inventory Control: Therese Bräuer

Senior Acquisitions Editor: Michael Stranz Development and Product Manager: Amy Rose

Marketing Director: Jennifer Jacobson

Production Coordination: Trillium Project Management

Cover Design: Night & Day Design Composition: Northeast Compositors Printing and Binding: Courier Westford Cover printing: John Pow Company, Inc.

Cover Image © Jim Wehtje

This book was typeset in Textures 2.1 on a Macintosh G4. The font families used were Computer Modern, Optima, and Futura. The first printing was printed on 50 lb. Decision 94 Opaque.

Printed in the United States of America

04 03 02 01

10 9 8 7 6 5 4 3 2



Preface

his book is designed for an introductory course on formal languages, automata, computability, and related matters. These topics form a major part of what is known as the theory of computation. A course on this subject matter is now standard in the computer science curriculum and is often taught fairly early in the program. Hence, the prospective audience for this book consists primarily of sophomores and juniors majoring in computer science or computer engineering.

Prerequisites for the material in this book are a knowledge of some higher-level programming language (commonly C, C++, or Java) and familiarity with the fundamentals of data structures and algorithms. A course in discrete mathematics that includes set theory, functions, relations, logic, and elements of mathematical reasoning is essential. Such a course is part of the standard introductory computer science curriculum.

The study of the theory of computation has several purposes, most importantly (1) to familiarize students with the foundations and principles of computer science, (2) to teach material that is useful in subsequent courses, and (3) to strengthen students' ability to carry out formal and rigorous mathematical arguments. The presentation I have chosen for this text fa-

vors the first two purposes, although I would argue that it also serves the third. To present ideas clearly and to give students insight into the material, the text stresses intuitive motivation and illustration of ideas through examples. When there is a choice, I prefer arguments that are easily grasped to those that are concise and elegant but difficult in concept. I state definitions and theorems precisely and give the motivation for proofs, but often leave out the routine and tedious details. I believe that this is desirable for pedagogical reasons. Many proofs are unexciting applications of induction or contradiction, with differences that are specific to particular problems. Presenting such arguments in full detail is not only unnecessary, but interferes with the flow of the story. Therefore, quite a few of the proofs are sketchy and someone who insists on completeness may consider them lacking in detail. I do not see this as a drawback. Mathematical skills are not the byproduct of reading someone else's arguments, but come from thinking about the essence of a problem, discovering ideas suitable to make the point, then carrying them out in precise detail. The latter skill certainly has to be learned, and I think that the proof sketches in this text provide very appropriate starting points for such a practice.

Students in computer science sometimes view a course in the theory of computation as unnecessarily abstract and of little practical consequence. To convince them otherwise, one needs to appeal to their specific interests and strengths, such as tenacity and inventiveness in dealing with hard-to-solve problems. Because of this, my approach emphasizes learning through problem solving.

By a problem-solving approach, I mean that students learn the material primarily through problem-type illustrative examples that show the motivation behind the concepts, as well as their connection to the theorems and definitions. At the same time, the examples may involve a nontrivial aspect, for which students must discover a solution. In such an approach, homework exercises contribute to a major part of the learning process. The exercises at the end of each section are designed to illuminate and illustrate the material and call on students' problem-solving ability at various levels. Some of the exercises are fairly simple, picking up where the discussion in the text leaves off and asking students to carry on for another step or two. Other exercises are very difficult, challenging even the best minds. A good mix of such exercises can be a very effective teaching tool. To help instructors, I have provided separately an instructor's guide that outlines the solutions of the exercises and suggests their pedagogical value. Students need not be asked to solve all problems but should be assigned those which support the goals of the course and the viewpoint of the instructor. Computer science curricula differ from institution to institution; while a few emphasize the theoretical side, others are almost entirely oriented toward practical application. I believe that this text can serve either of these extremes, provided that the exercises are selected carefully with the students' background and interests in mind. At the same time, the instructor needs to inform the students about the level of abstraction that is expected of them. This is particularly true of the proof-oriented exercises. When I say "prove that" or "show that," I have in mind that the student should think about how a proof might be constructed and then produce a clear argument. How formal such a proof should be needs to be determined by the instructor, and students should be given guidelines on this early in the course.

The content of the text is appropriate for a one-semester course. Most of the material can be covered, although some choice of emphasis will have to be made. In my classes, I generally gloss over proofs, skimpy as they are in the text. I usually give just enough coverage to make the result plausible, asking students to read the rest on their own. Overall, though, little can be skipped entirely without potential difficulties later on. A few sections, which are marked with an asterisk, can be omitted without loss to later material. Most of the material, however, is essential and must be covered.

The first edition of this book was published in 1990, the second appeared in 1996. The need for yet another edition is gratifying and indicates that my approach, via languages rather than computations, is still viable. The changes for the second edition were evolutionary rather than revolutionary and addressed the inevitable inaccuracies and obscurities of the first edition. It seems, however, that the second edition had reached a point of stability that requires few changes, so the bulk of the third edition is identical to the previous one. The major new feature of the third edition is the inclusion of a set of solved exercises.

Initially, I felt that giving solutions to exercises was undesirable because it limited the number of problems that can be assigned for homework. However, over the years I have received so many requests for assistance from students everywhere that I concluded that it is time to relent. In this edition I have included solutions to a small number of exercises. I have also added some new exercises to keep from reducing the unsolved problems too much. In selecting exercises for solution, I have favored those that have significant instructional values. For this reason, I give not only the answers, but show the reasoning that is the basis for the final result. Many exercises have the same theme; often I choose a representative case to solve, hoping that a student who can follow the reasoning will be able to transfer it to a set of similar instances. I believe that solutions to a carefully selected set of exercises can help students increase their problem-solving skills and still leave instructors a good set of unsolved exercises. In the text, exercises for which a solution or a hint is given are identified with .

Also in response to suggestions, I have identified some of the harder exercises. This is not always easy, since the exercises span a spectrum of difficulty and because a problem that seems easy to one student may give considerable trouble to another. But there are some exercises that have posed a challenge for a majority of my students. These are marked with a single star (*). There are also a few exercises that are different from most in that they have no clear-cut answer. They may call for speculation,

suggest additional reading, or require some computer programming. While they are not suitable for routine homework assignment, they can serve as entry points for further study. Such exercises are marked with a double star $(\star\star)$.

Over the last ten years I have received helpful suggestions from numerous reviewers, instructors, and students. While there are too many individuals to mention by name, I am grateful to all of them. Their feedback has been invaluable in my attempts to improve the text.

Peter Linz

Contents

Chapter 1 Introduction to the Theory of Computation 1

1.1 Mathematical Preliminaries and Notation 3

Sets 3

Functions and Relations 5

Graphs and Trees 7

Proof Techniques 9

1.2 Three Basic Concepts 15

Languages 15

Grammars 19

Automata 25

*1.3 Some Applications 29

Chapter 2 Finite Automata 35

2.1 Deterministic Finite Accepters 36

Deterministic Accepters and Transition Graphs 36

Languages and Dfas 38

Regular Languages 42

2.2 Nondeterministic Finite Accepters 47

Definition of a Nondeterministic Accepter 48

Why Nondeterminism? 52

2.3	Accepters 55		
*2.4	Reduction of the Number of States in Finite Automata 62		
Chapter 3	Regular Languages and Regular Grammars 71		
3.1	Regular Expressions 71		
	Formal Definition of a Regular Expression 72		
	Languages Associated with Regular Expressions 73		
3.2	Connection Between Regular Expressions and Regular		
	Languages 78 Regular Expressions Denote Regular Languages 78		
	Regular Expressions for Regular Languages 81		
	Regular Expressions for Describing Simple Patterns 85		
3.3	Regular Grammars 89		
3.3	Right- and Left-Linear Grammars 89		
	Right-Linear Grammars Generate Regular Languages 91		
	Right-Linear Grammars for Regular Languages 93		
	Equivalence Between Regular Languages and Regular		
	Grammars 95		
C1 4 4	Describer of Describer Lawrence (00)		
Chapter 4	Properties of Regular Languages 99		
4.1	Closure under Simple Set Operations 100 Closure under Simple Set Operations 100		
	Closure under Simple Set Operations 100 Closure under Other Operations 103		
4.2	Elementary Questions about Regular Languages 111		
4.3	Identifying Nonregular Languages 114		
1.0	Using the Pigeonhole Principle 114		
	A Pumping Lemma 115		
Chapter 5	Context-Free Languages 125		
5.1	Context-Free Grammars 126		
	Examples of Context-Free Languages 127		
	Leftmost and Rightmost Derivations 129		
	Derivation Trees 130 Relation Between Sentential Forms and Derivation		
	Trees 132		
5.2	Parsing and Ambiguity 136		
	Parsing and Membership 136		
	Ambiguity in Grammars and Languages 141		
5.3	Context-Free Grammars and Programming		
	Languages 146		

Chapter 6	Simplification of Context-Free Grammars 149
6.1	Methods for Transforming Grammars 150
	A Useful Substitution Rule 150
	Removing Useless Productions 152
	Removing λ -Productions 156
	Removing Unit-Productions 158
6.2	Two Important Normal Forms 165
	Chomsky Normal Form 165
	Greibach Normal Form 168
*6.3	A Membership Algorithm for Context-Free Grammars 172
Chapter 7	Pushdown Automata 175
7.1	Nondeterministic Pushdown Automata 176
	Definition of a Pushdown Automaton 176
	A Language Accepted by a Pushdown Automaton 179
7.2	Pushdown Automata and Context-Free Languages 184
	Pushdown Automata for Context-Free Languages 184
	Context-Free Grammars for Pushdown Automata 189
7.3	Deterministic Pushdown Automata and Deterministic Context-
4= 4	Free Languages 195
*7.4	Grammars for Deterministic Context-Free Languages 200
Chapter 8	Properties of Context-Free Languages 205
8.1	Two Pumping Lemmas 206
	A Pumping Lemma for Context-Free Languages 206
	A Pumping Lemma for Linear Languages 210
8.2	Closure Properties and Decision Algorithms for Context- Free Languages 213
	Closure of Context-Free Languages 213
	Some Decidable Properties of Context-Free
	Languages 218
Chapter 9	Turing Machines 221
9.1	The Standard Turing Machine 222
	Definition of a Turing Machine 222
	Turing Machines as Language Accepters 229
	Turing Machines as Transducers 232
9.2	Combining Turing Machines for Complicated Tasks 238
9.3	Turing's Thesis 244

Chapter 10	Other Models of Turing Machines 249
10.1	Minor Variations on the Turing Machine Theme 250
	Equivalence of Classes of Automata 250
	Turing Machines with a Stay-Option 251
	Turing Machines with Semi-Infinite Tape 253
	The Off-Line Turing Machine 255
10.2	Turing Machines with More Complex Storage 258
	Multitape Turing Machines 258
	Multidimensional Turing Machines 261
10.3	Nondeterministic Turing Machines 263
10.4	A Universal Turing Machine 266
10.5	Linear Bounded Automata 270
Chapter 11	A Hierarchy of Formal Languages and Automata
11.1	Recursive and Recursively Enumerable Languages 276
11.1	Languages That Are Not Recursively Enumerable 278
	A Language That Is Not Recursively Enumerable 279
	A Language That Is Recursively Enumerable But Not
	Recursive 281
11.2	Unrestricted Grammars 283
11.3	Context-Sensitive Grammars and Languages 289
	Context-Sensitive Languages and Linear Bounded
	Automata 290
	Relation Between Recursive and Context-Sensitive
	Languages 292
11.4	The Chomsky Hierarchy 295
Chapter 12	Limits of Algorithmic Computation 299
12.1	Some Problems That Cannot Be Solved By Turing
	Machines 300
	The Turing Machine Halting Problem 301
	Reducing One Undecidable Problem to Another 304
12.2	Undecidable Problems for Recursively Enumerable
10.0	Languages 308
12.3	The Post Correspondence Problem 312

12.4 Undecidable Problems for Context-Free Languages 318

275

Chapter 13	Other Models of	Computation	323
------------	-----------------	-------------	-----

- 13.1 Recursive Functions 325

 Primitive Recursive Functions 326
 Ackermann's Function 330
- 13.2 Post Systems 334
- 13.3 Rewriting Systems 337

 Markov Algorithms 339

 L-Systems 340

Chapter 14 An Introduction to Computational Complexity 343

- 14.1 Efficiency of Computation 344
- 14.2 Turing Machines and Complexity 346
- 14.3 Language Families and Complexity Classes 350
- 14.4 The Complexity Classes P and NP 353

Answers to Selected Exercises 357

References 405

Index 407

