

# 1 Leon's ITCS Exam Notes

Basically adapted from Chris Dalziel's notes :)

## Finite Automata

### Definition: Finite Automata

A finite automaton takes a string as input and replies "yes" or "no". If an automaton  $A$  replies "yes" on a string  $S$  we say that  $A$  "accepts"  $S$ .

### Definition: Deterministic Finite Automata

A deterministic finite automaton (DFA) is a quintuple  $(Q, \Sigma, q_0, \delta, F)$  where

- $Q$  is a finite set of states
- $\Sigma$  is an alphabet
- $q_0 \in Q$  is the initial state
- $\delta : Q \times \Sigma \rightarrow Q$  is the transition function
- $F \subseteq Q$  is the set of final states

A DFA accepts a string  $w \in \Sigma^*$  iff  $\delta^*(q_0, w) \in F$ , where  $\delta^*$  is  $\delta$  applied successively for each symbol in  $w$ .

The language of a DFA  $A$  is the set of all strings accepted by  $A$ ,  $\mathcal{L} \subseteq \Sigma^*$  is the set of all strings accepted by  $A$ .

The transition function is a total function which gives exactly one next state for each input symbol, i.e. it is deterministic

### Definition: Nondeterministic Finite Automata

Non-determinism would mean that  $\delta$  can return more than one successor state, it instead returns a set of possible states - no states is an empty set. A NFA is a quintuple  $(Q, \Sigma, q_0, \delta, F)$  where:

- $Q$  is a finite set of states
- $\Sigma$  is an alphabet
- $q_0 \in Q$  is the initial state
- $\delta : Q \times \Sigma \rightarrow \mathcal{P}(Q)$  is the transition function
- $F \subseteq Q$  is the set of final states

The only difference between the definition of a DFA and that of an NFA is that in an NFA  $\delta$  returns an element from the powerset of  $Q$ ,  $\mathcal{P}(Q)$

Adding non-determinism doesn't change "expressivity". Given an NFA  $A$  there is an equivalent DFA  $D$  such that  $\mathcal{L}(D) = \mathcal{L}(A)$  and vice versa.

### Definition: $\epsilon$ -NFA

If we allow non-deterministic state changes that don't consume any input symbols, we can label silent moves using  $\epsilon$  - meaning the empty string. We define the  $\epsilon$  closure  $E(q)$  of a state  $q$  as the set of all states reachable from  $q$  by silent moves. That is,  $E(q)$  is the least set satisfying:

- $q \in E(q)$
- For any  $s \in E(q)$  we also have  $\delta(s, \epsilon) \subseteq E(q)$

DFA, NFA,  $\epsilon$ -NFA are all equal in expressive power

## Regular Languages

### Definition: Regular Languages

Any language which can be accepted by a finite automaton is called a regular language.

Regular languages are also those recognised by Regular Expressions

### Definition: Regular Language Closure Properties

For two languages  $L_1$  and  $L_2$ , the following operations satisfy the closure property, i.e. for a member  $x \in X$ , and an operation  $\phi$  we have that  $\phi(x) \in \mathbb{R}$  for all  $x$ .

- **Union:**  $L_1 \cup L_2$  is the language that includes all strings of  $L_1$  and all strings of  $L_2$ .
- **Intersection:**  $L_1 \cap L_2$  is the language that includes all strings of  $L_1$  that are not in  $L_2$ , and vice versa
- **Sequential Composition:**  $L_1 L_2$  is the language of strings that consist of strings in  $L_1$  followed by a string in  $L_2$ .
- **Kleene closure:**  $L^*$  is the language of strings that consist wholly of zero or more strings in  $L$ .

$$L^* = \bigcup_{i \in \mathbb{N}} L^i$$

- **Complement:**  $\bar{L}$  is the language of every string not in  $L$ .

### Definition: Regular Expressions

Regular characterise the regular languages, just like finite automata do. The following table shows the syntax and semantics of a regex.

Syntax	Semantics
$a$	$\llbracket a \rrbracket = \{a\}$
$\emptyset$	$\llbracket \emptyset \rrbracket = \emptyset$
$\epsilon$	$\llbracket \epsilon \rrbracket = \{\epsilon\}$
$R_1 \cup R_2$	$\llbracket R_1 \cup R_2 \rrbracket = \llbracket R_1 \rrbracket \cup \llbracket R_2 \rrbracket$
$R_1 \circ R_2$	$\llbracket R_1 \circ R_2 \rrbracket = \llbracket R_1 \rrbracket \llbracket R_2 \rrbracket$
$R^*$	$\llbracket R^* \rrbracket = \llbracket R \rrbracket^*$

### Definition: Generalised NFAs

A **generalised NFA**, or GNFA is an NFA where:

- Transitions have **regular expressions** on them instead of symbols
- There is only one unique final state
- The transition relation is **full**, except that the initial state has no incoming transitions, and the final state has no outgoing transitions

### Theorem 1: Pumping Lemma

If  $L \subseteq \Sigma^*$  is regular, then there is a **pumping length**  $p \in \mathbb{N}$  such that for any  $w \in L$  where  $|w| \geq p$ , we may split  $w$  into three pieces  $w = xyz$  satisfying three conditions:

- $xy^i z, \forall i \in \mathbb{N}$
- $|y| > 0$
- $|xy| \leq p$

Note that if the pumping lemma fails then the language is not regular, but the inverse is not necessarily true.

### Theorem 2: Myhill-Nerode Theorem

Let  $L \subseteq \Sigma^*$  and  $x, y \in \Sigma^*$ . If there exists a suffix string  $z$  such that  $xz \in L$ , but  $yz \notin L$  or vice versa, then  $x$  and  $y$  are **distinguishable** by  $L$ . If  $x$  and  $y$  are not distinguishable by  $L$ , then we say that  $x \equiv_L y$  - this is an equivalence relation. A regular language satisfies the following

- The number of equivalence classes  $\equiv_L$  is finite.
- The number of equivalence classes is equal to the number of states in the minimal DFA accepting  $L$  (not as important)

Therefore, to show a language is non-regular, show that it has infinite equivalence classes - that is, we find an infinite sequence  $u_0 u_1 \dots$  of strings such that for any  $i, j$  where  $i \neq j$ , there is a string  $w_{ij}$  such that  $u_i w_{ij} \in L$  but  $u_j w_{ij} \notin L$  or vice-versa

## Context-Free Languages

### Definition: Context-free Languages

By adding recursion to regexes we can begin to recognise some non-regular languages. All regular languages are also context free.

### Definition: Context-free Grammars

A language is context-free iff it is recognised by a Context-free Grammar (CFG), which is a 4-tuple  $(N, \Sigma, P, S)$  where:

- $N$  is a finite set of variables or non-terminals
- $\Sigma$  is a finite set of terminals
- $P \subseteq N \times (N \cup \Sigma)^*$  is a finite set of rules or productions
  - Typically productions are written  $A \rightarrow aBc$
  - Productions with common heads can be combined,  $A \rightarrow a$  and  $A \rightarrow Aa$  can be combined into  $A \rightarrow a \mid Aa$
- $S \in N$  is the starting variable

We use  $\alpha, \beta, \gamma$  to refer to sequences of terminals

We make a derivation step  $\alpha A \beta \Rightarrow_G \alpha \gamma \beta$  whenever  $(A \rightarrow \gamma) \in P$ ; The language of a CFG  $G$  is:

$$\mathcal{L}(G) = \{w \in \Sigma^* \mid S \Rightarrow_G^* w\}$$

Where  $\Rightarrow_G^*$  is the reflexive, transitive, closure of  $\Rightarrow_G$ .

Context-free grammars are ambiguous. They are closed under union, concatenation, and Kleene star, but not under intersection or complementation

### Definition: Eliminating Ambiguity

We want to eliminate ambiguity in CFGs while still accepting all the same strings. This can be done for our language of regular expressions:

- First defining atomic expressions:  $A \rightarrow (S) \mid \emptyset \mid \epsilon \mid a \mid b$
- Then ones which use Kleene Star:  $K \rightarrow A \mid A^*$
- Then ones which may use left-associative composition:  $C \rightarrow K \mid C \circ K$
- Finally expressions which use unions:  $S \rightarrow C \mid S \cup C$

The order of operations here is therefore bottom to top; unions come before compositions, which come before Kleene etc

### Definition: Push-down Automata

Push-down automata are to CFGs what finite automata are to regular expressions. They are implementationally identical to  $\epsilon$ -NFAs with the addition of a stack. The recursive element of CFGs is implemented using a standard last-in-first-out stack.

Transitions in a push-down automata take the form  $x, y \rightarrow z$  which is read as "consume the input  $x$ , popping  $y$  off the stack, and push  $z$  onto the stack". We can allow actions that don't consume, pop, or push by setting variables to  $\epsilon$ .

### Definition: Formal Def. of PDAs

A **push-down automaton** is a 6-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, F)$  where  $Q, \Sigma, \Gamma$  are all finite sets.  $\Gamma$  is the stack alphabet, and  $\delta$  now may take a stack symbol as input or return one as output:

$$\delta : Q \times \Sigma_\epsilon \times \Gamma_\epsilon \rightarrow \mathcal{P}(Q \times \Gamma_\epsilon)$$

All other components are as with  $\epsilon$ -NFAs

A string  $w$  is accepted by a PDA if it ends in a final state, i.e.  $\delta^*(q_0, w, \epsilon)$  gives a state  $q$  and a stack  $\gamma$  such that  $q \in F$ .

### Theorem 3: CFG to PDA

A language is context-free if and only if it is recognised by a push-down automaton. The proof is left as an exercise to the reader.

### Theorem 4: Pumping CFLs intro

Suppose a CFG has  $n$  non-terminals, and we have a parse tree of height  $k > n$ . Then the same non-terminal  $V$  must have appeared as its own descendant in the tree

- **Pumping down:** Cut the tree at the higher occurrence of  $V$  and replace it with the subtree at the lower occurrence of  $V$
- **Pumping up:** Cut at the lower occurrence and replace it with a fresh copy of the higher occurrence

### Theorem 5: Pumping Lemma for CFLs

If  $L$  is context-free then there exists a pumping length  $p \in \mathbb{N}$  such that if  $w \in L$  with  $|w| \geq p$  then  $w$  may be split into **five** pieces  $w = uvxyz$  such that

- $uw^i xy^i z \in L$  for all  $i \in \mathbb{N}$
- $|vy| > 0$
- $|vxy| \leq p$

### Definition: Chomsky Grammars

Context-free grammars are a special case of Chomsky Grammars. Chomsky grammars are similar to CFGs, except that the left-hand side of a production may be any string that includes at least one non-terminal. An example is shown below

$$\begin{aligned} S &\rightarrow abc \mid aAbc \\ Ab &\rightarrow bA \\ Ac &\rightarrow Bbcc \\ bB &\rightarrow Bb \\ aB &\rightarrow aaA \mid aa \end{aligned}$$

Such a grammar is called **context-sensitive**

### Definition: The Chomsky Hierarchy

A grammar  $G = (N, \Sigma, P, S)$  is of type:

0. (or **computably enumerable**) in the general case
1. (or **context sensitive**) if  $|\alpha| \leq |\beta|$  for all productions  $\alpha \rightarrow \beta$ , except we also allow  $S \rightarrow \epsilon$  if  $S$  does not occur on the RHS of any rule
2. (or **context free**) if all productions are of the form  $A \rightarrow \alpha$  (i.e. a CFG)
3. (or **right-linear/regular**) if all productions are of the form  $A \rightarrow w$  or  $A \rightarrow wB$ , where  $w \in \Sigma$  and  $B \in N$

## Algorithms for Languages

### Theorem 6: Emptiness for Regular Languages

Can we write a program to determine if a given regular language is empty?

Given a finite-automaton this is an instance of graph reachability, so we can use a depth-first search.

### Theorem 7: Emptiness for Context-free languages

Can we write a program to determine if a given context-free language is empty?

Given a CFG for our language, we can perform the following process:

1. Mark the terminals and  $\epsilon$  as generating
2. Mark all non-terminals which have a production with only generating symbols in their right hand side as generating
3. Repeat until nothing new is marked
4. Check if  $S$  is marked as generating or not

### Theorem 8: Equivalence of DFA

Is it possible to write a program to determine if two discrete finite automata are equivalent?

Given two DFA for  $L_1$  and  $L_2$ , we can use our standard constructions to produce a DFA of the symmetric set difference:

$$(L_1 \cap \bar{L}_2) \cup (L_2 \cap \bar{L}_1)$$

# Register Machines

## Definition: Register Machines

A **register machine**, or RM, consists of:

- A fixed number  $m$  of registers  $R_0 \dots R_{m-1}$ , which each holds a natural number
- A fixed program  $P$  which is a sequence of  $n$  instructions  $I_0 \dots I_{n-1}$

Each instruction is one of the following:

- **INC(i)**: which increments the register  $R_i$  by one
- **DECJZ(i, j)**: which decrements register  $R_i$  unless  $R_i = 0$  in which case it jumps to instruction  $I_j$

RMs can compute anything any other computer can

## Definition: Pairing Functions for RMs

A **pairing function** is an injective function  $\mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$ . An example is  $f(x, y) = 2^x 3^y$ . We write  $\langle x, y \rangle_2$  for  $f(x, y)$ . If  $z = \langle x, y \rangle_2$ , let  $z_0 = x$  and  $z_1 = y$ . This lets us encode multiple values into a single value, and a 2-tuple pairing function is enough to cram an arbitrary sequence of natural numbers into one  $\mathbb{N}^* \rightarrow \mathbb{N}$

## Theorem 9: Church-Turing Thesis

The Church-Turing thesis states that any problem is computable by any model of computation iff it is computable by a **Turing machine**. For our purposes this matters for RMs, TMs, and  $\lambda$ -calculus. Other examples are combinator calculus, general recursive functions, pointer machines, counter machines, cellular automata, queue automata, enzyme-based DNA computers, Minecraft, Magic the Gathering, and others.

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### Example : Regular Expressions

At least one 0:

$$(0 \cup 1)^* 0 (0 \cup 1)^*$$

At least one 1 and at least one 0:

$$((0 \cup 1)^* 0 1 (0 \cup 1)^*) \cup ((0 \cup 1)^* 1 0 (0 \cup 1)^*)$$