


# Turing Machines and Chomsky Hierarchy

**Formal Languages and Abstract Machines**

**Week 11**

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# Outline

- Review of last week 
- Universal Turing Machine
- Countable/uncountable Sets
- Linear Bounded Automata
- Chomsky Hierarchy and Recursively Enumerable Languages

The diagram consists of three concentric ellipses. The outermost ellipse is labeled 'Languages accepted by Turing Machines'. Inside it is an ellipse labeled 'Context-Free Languages'. Inside that is the innermost ellipse labeled 'Regular Languages'. Each level contains specific language examples.

Languages accepted by  
**Turing Machines**

$a^n b^n c^n$

$ww$

Context-Free Languages

$a^n b^n$

$ww^R$

Regular Languages

$a^*$

$a^* b^*$

# Acceptance

Accept Input



If machine halts  
in a final state

Reject Input



If machine halts  
in a non-final state

or

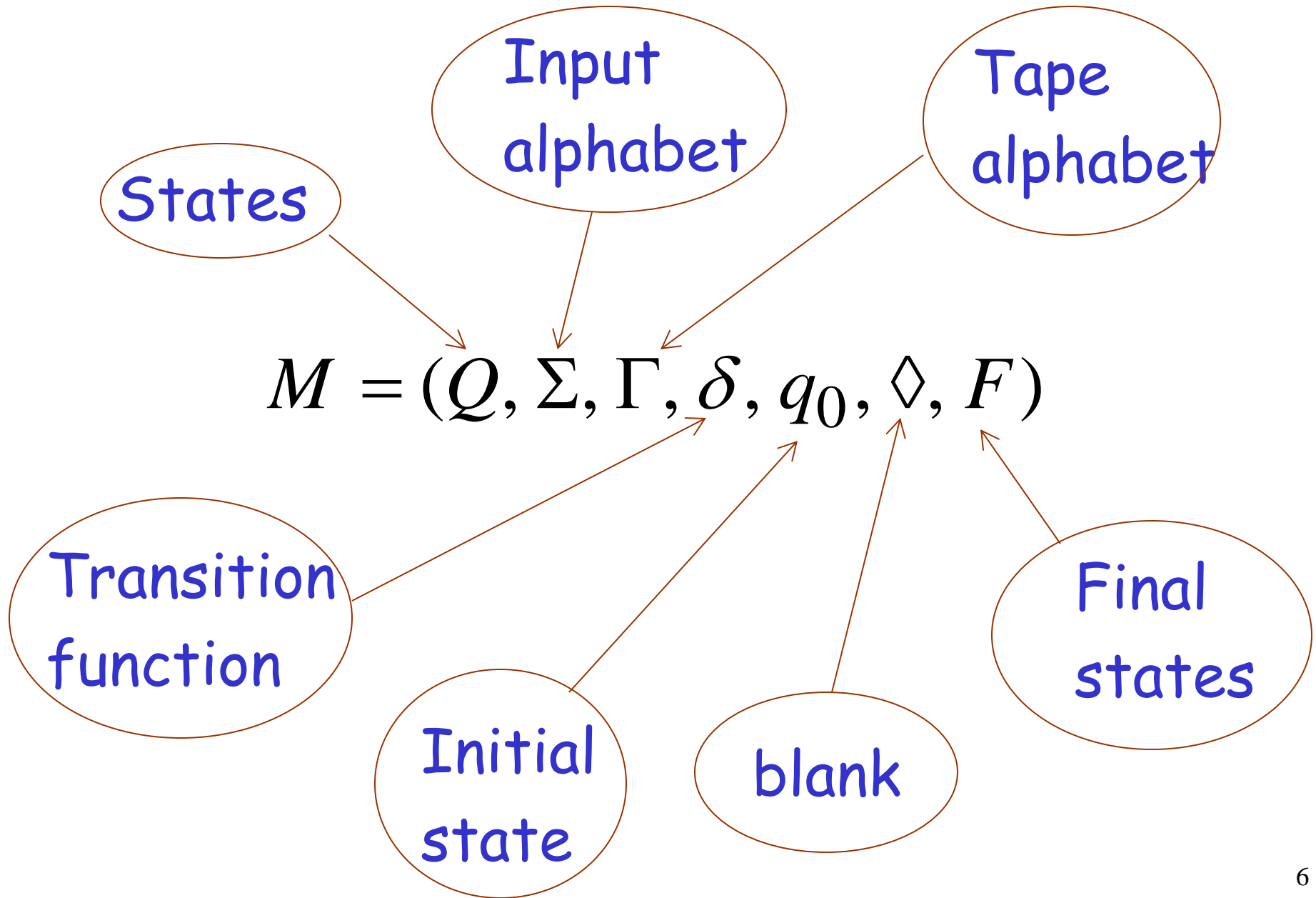
If machine enters  
an *infinite loop*

# Standard Turing Machine

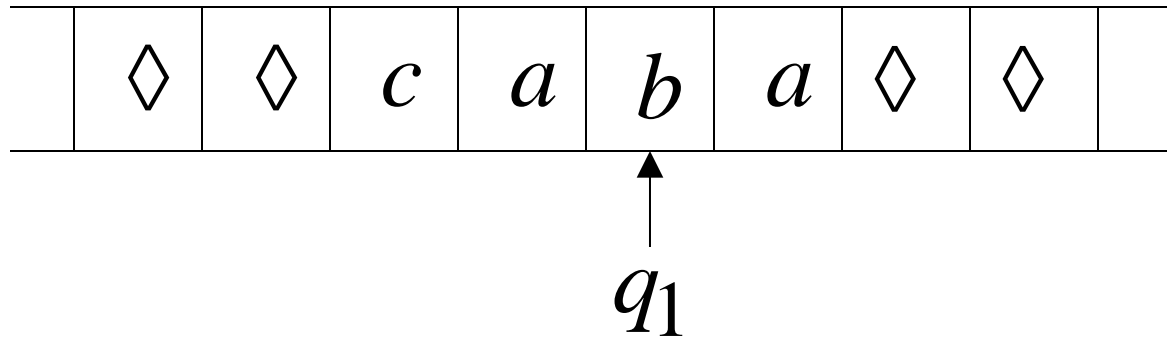
The machine we described is the standard:

- Deterministic
- Infinite tape in both directions
- Tape is the input/output file

# Turing Machine:



# Configuration



Instantaneous description:  $ca\ q_1\ ba$

# The Accepted Language

For any Turing Machine  $M$

$$L(M) = \{w : q_0 w \stackrel{*}{\rightarrow} x_1 q_f x_2\}$$



Initial state



Final state



In other words:

A function  $f$  is computable if  
there is a Turing Machine  $M$  such that:

$$q_0 w \stackrel{*}{\succ} q_f f(w)$$

Initial

Configuration

Final

Configuration

For all  $w \in D$  Domain

# Example

The function  $f(x, y) = x + y$  is computable

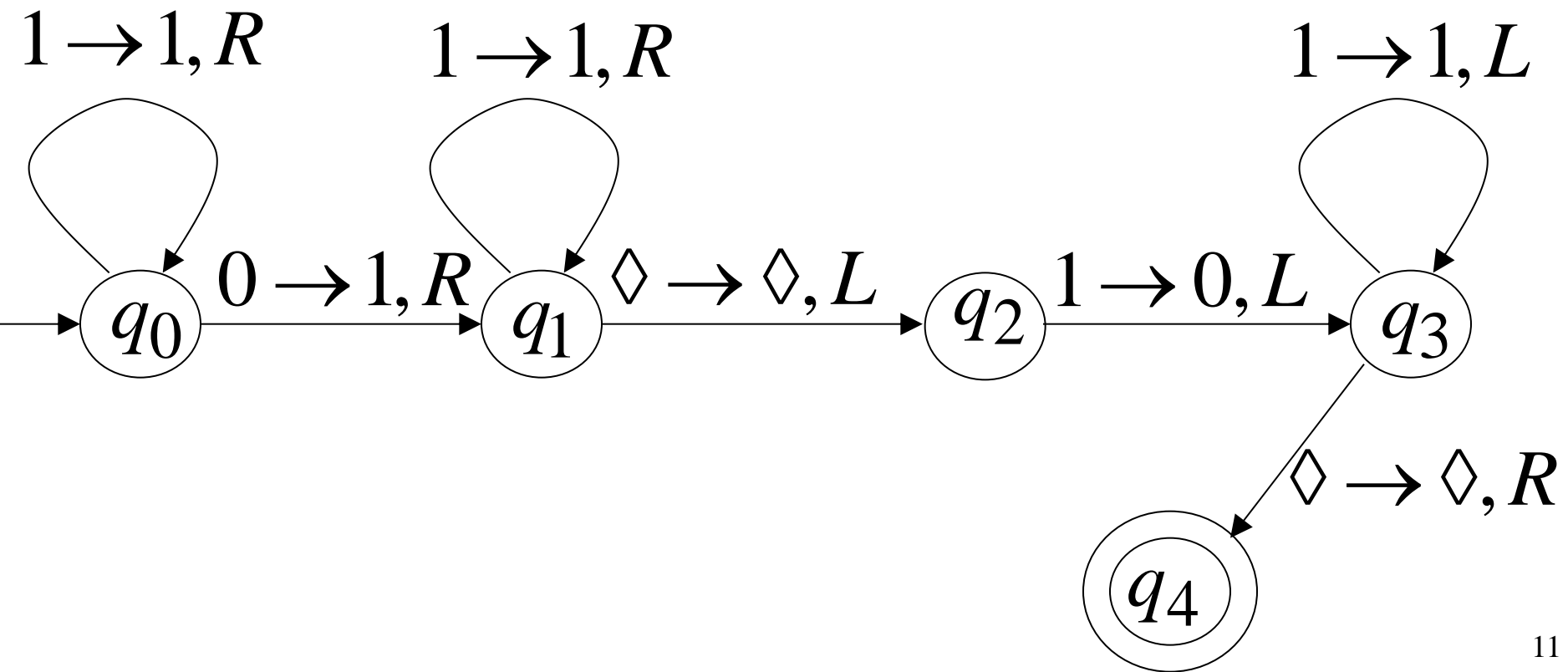
$x, y$  are integers

Turing Machine:

Input string:  $x0y$  unary

Output string:  $xy0$  unary

# Turing machine for function $f(x, y) = x + y$



# Turing Machine Pseudocode for $f(x) = 2x$

- Replace every 1 with \$
- Repeat:
  - Find rightmost \$, replace it with 1
  - Go to right end, insert 1

Until no more \$ remain

# Definition of Algorithm:

An algorithm for function  $f(w)$

is a

Turing Machine which computes  $f(w)$

# Algorithms are Turing Machines

When we say:

There exists an algorithm

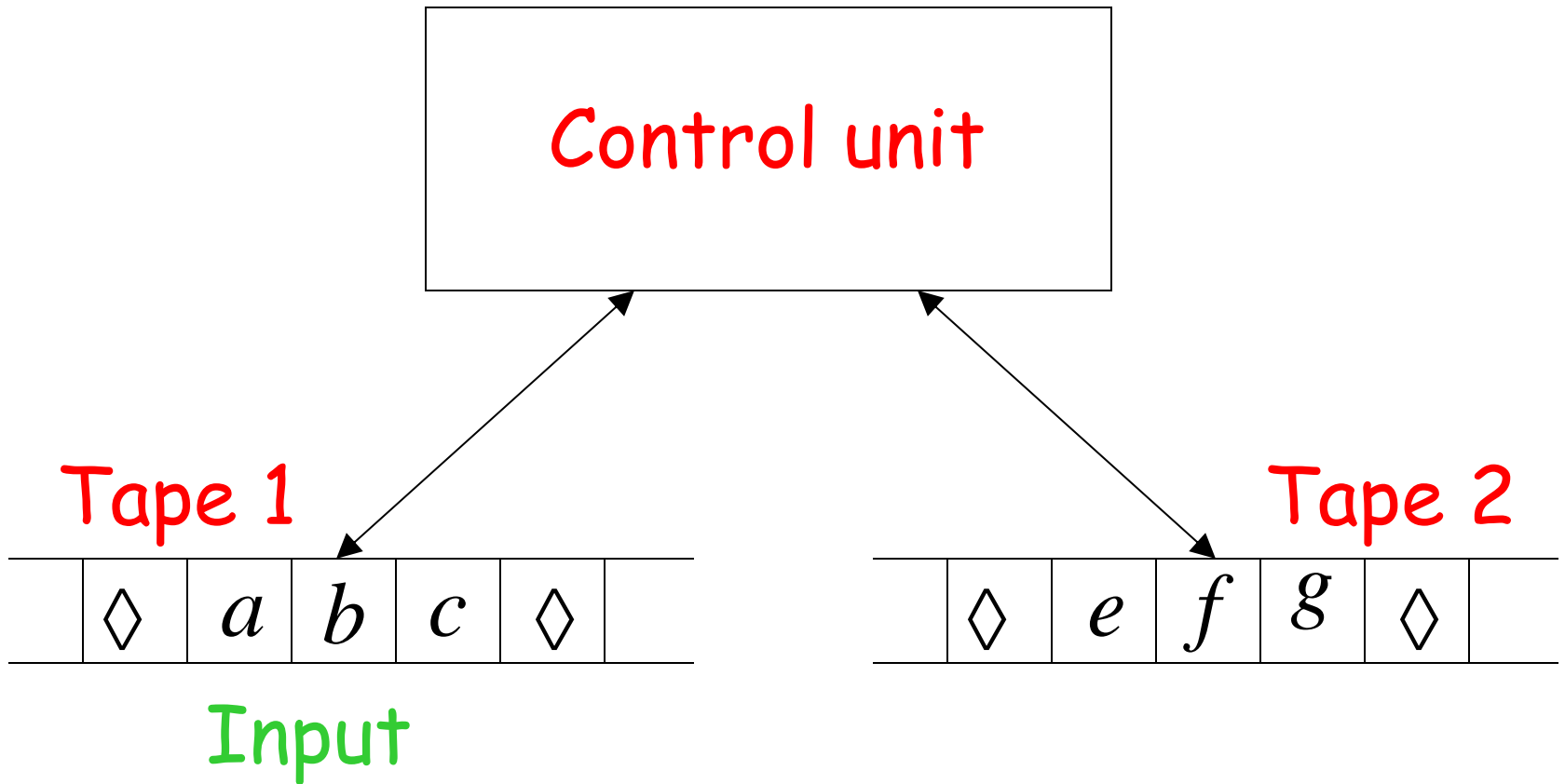
We mean:

There exists a Turing Machine  
that executes the algorithm

# Variations of the Standard Model

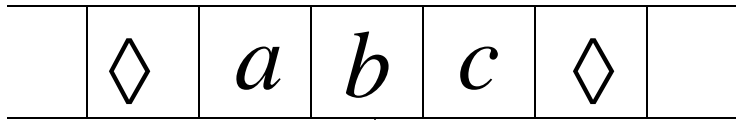
- Turing machines with:
- Stay-Option
  - Semi-Infinite Tape
  - Off-Line
  - Multitape
  - Multidimensional

# Multitape Turing Machines





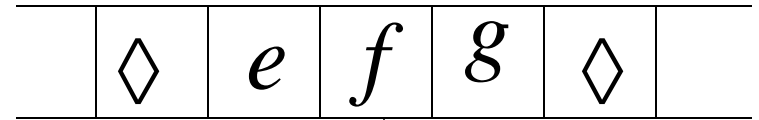
Tape 1



$q_1$

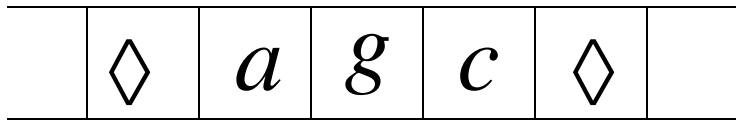
Time 1

Tape 2

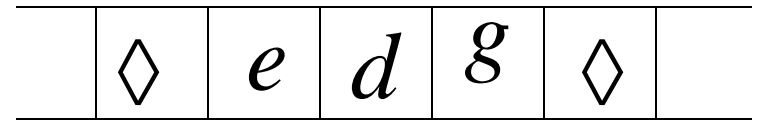


$q_1$

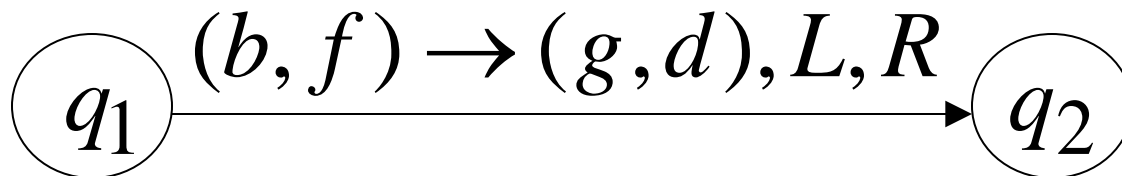
Time 2



$q_2$



$q_2$



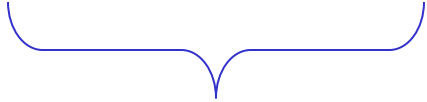
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# A limitation of Turing Machines:

Turing Machines are “hardwired”



they execute  
only one program

Real Computers are re-programmable

# Solution: Universal Turing Machine

## Attributes:

- Reprogrammable machine
- Simulates any other Turing Machine

Universal Turing Machine  
simulates any other Turing Machine  $M$

Input of Universal Turing Machine:

Description of transitions of  $M$

Initial tape contents of  $M$

Three tapes

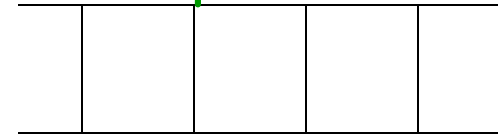


Tape 1



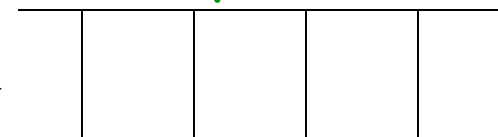
Description of  $M$

Tape 2



Tape Contents of  $M$

Tape 3



State of  $M$

Tape 1

--	--	--	--	--

Description of  $M$

We describe Turing machine  $M$   
as a string of symbols:

We encode  $M$  as a string of symbols

# Alphabet Encoding

Symbols:

*a*

*b*

*c*

*d*

...



Encoding:

1

11

111

1111



# State Encoding

States:  $q_1$        $q_2$        $q_3$        $q_4$        $\dots$



Encoding:

1

11

111

1111

# Head Move Encoding

Move:  $L$        $R$



Encoding:

1

11

# Transition Encoding

Transition:  $\delta(q_1, a) = (q_2, b, L)$

Encoding:

10101101101

separator

# Machine Encoding

Transitions:

$$\delta(q_1, a) = (q_2, b, L)$$

$$\delta(q_2, b) = (q_3, c, R)$$

Encoding:

1 0 1 0 1 1 0 1 1 0 1 0 0 1 1 0 1 1 1 0 1 1 1 0 1 1

separator

# Tape 1 contents of Universal Turing Machine:

encoding of the simulated machine  $M$   
as a binary string of 0's and 1's

A Turing Machine is described  
with a binary string of 0's and 1's

Therefore:

The set of Turing machines forms a language:

each string of the language is  
the binary encoding of a Turing Machine

# Language of Turing Machines

$L = \{$  010100101, (Turing Machine 1)  
00100100101111, (Turing Machine 2)  
111010011110010101, .....  
..... }

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Infinite sets are either:

Countable

or

Uncountable



## Countable set:

Any finite set

or

*Any Countably infinite set:*

There is a one to one correspondence

between

elements of the set

and

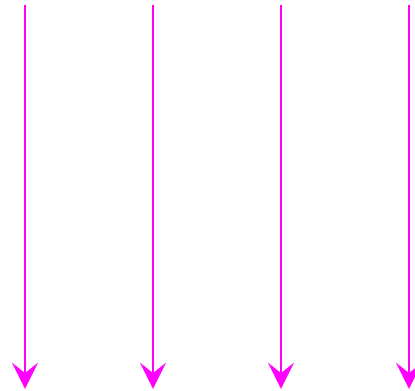
Natural numbers

Example: The set of even integers  
is countable

Even integers: 0, 2, 4, 6, ...

Correspondence:

Positive integers: 1, 2, 3, 4, ...



$2n$  corresponds to  $n + 1$

Example: The set of rational numbers  
is countable

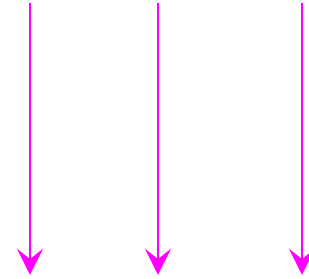
Rational numbers:  $\frac{1}{2}, \frac{3}{4}, \frac{7}{8}, \dots$

# Naïve Proof

Rational numbers:  $\frac{1}{1}, \frac{1}{2}, \frac{1}{3}, \dots$

Correspondence:

Positive integers: 1, 2, 3, ...



Doesn't work:

we will never count

numbers with nominator 2:

$\frac{2}{1}, \frac{2}{2}, \frac{2}{3}, \dots$

# Better Approach

$$\frac{1}{1} \qquad \frac{1}{2} \qquad \frac{1}{3} \qquad \frac{1}{4} \qquad \dots$$

$$\frac{2}{1} \qquad \frac{2}{2} \qquad \frac{2}{3} \qquad \dots$$

$$\frac{3}{1} \qquad \frac{3}{2} \qquad \dots$$

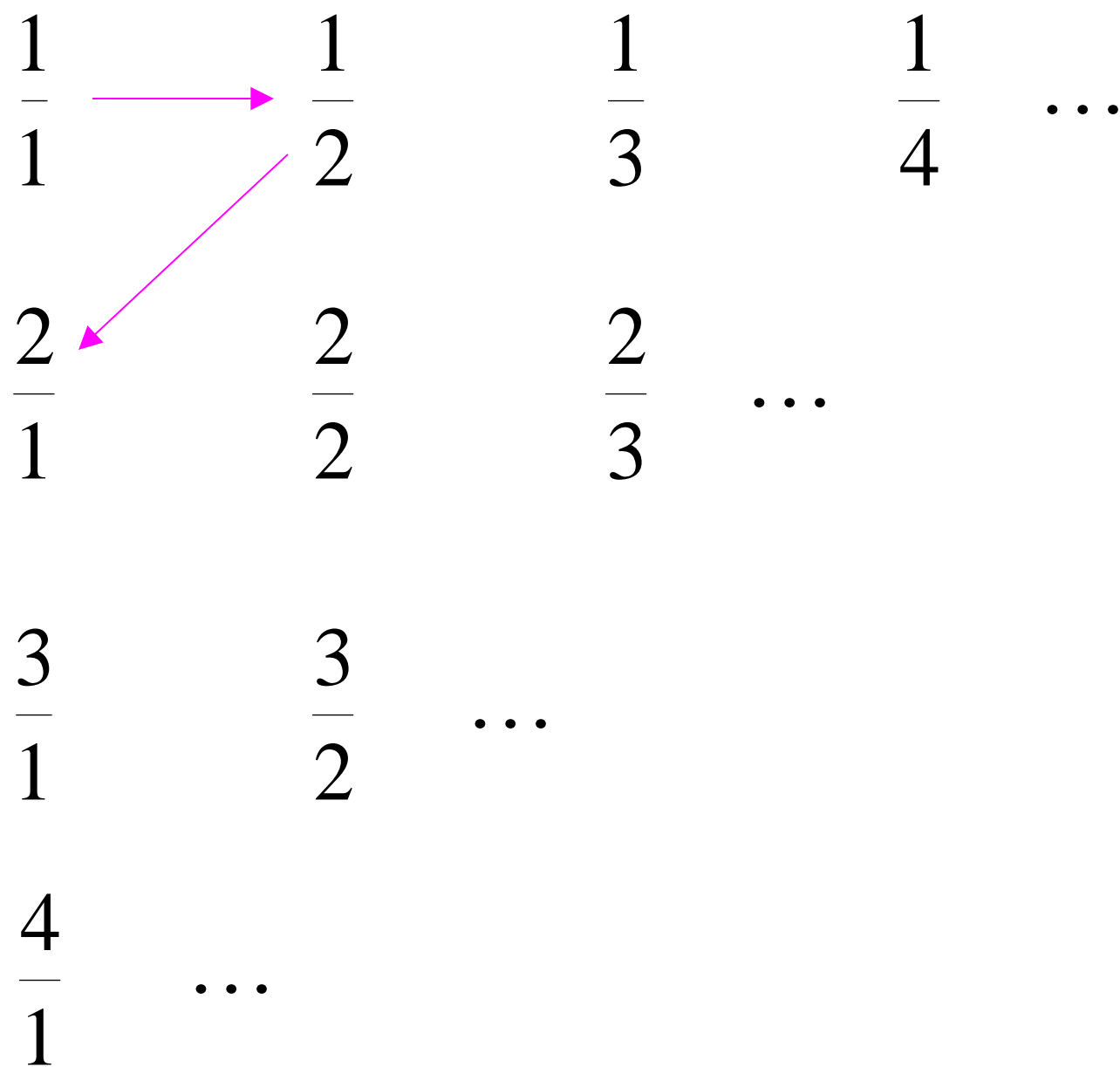
$$\frac{4}{1} \qquad \dots$$

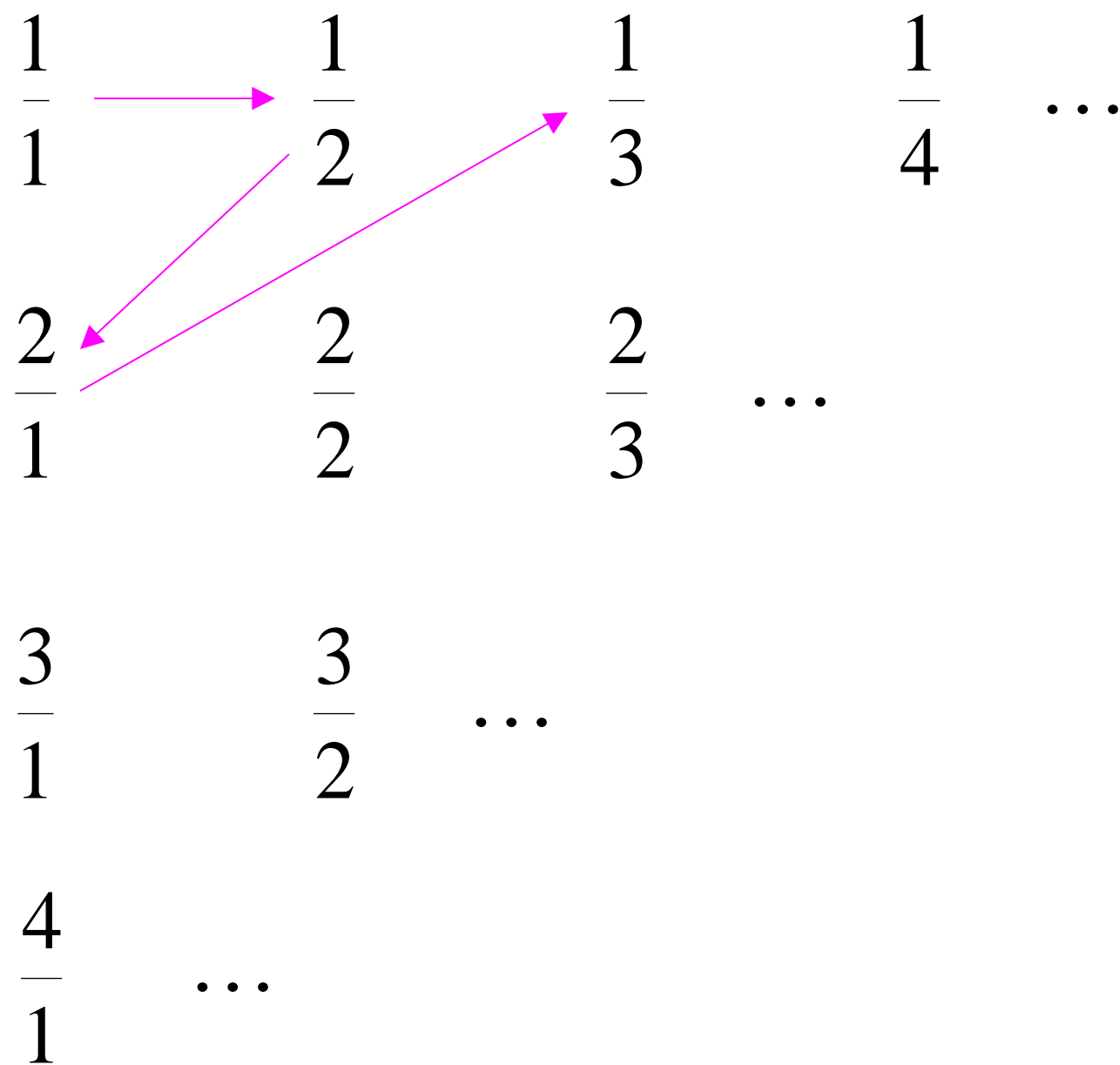
$$\frac{1}{1} \xrightarrow{\quad} \frac{1}{2} \qquad \frac{1}{3} \qquad \frac{1}{4} \qquad \dots$$

$$\frac{2}{1} \qquad \frac{2}{2} \qquad \frac{2}{3} \qquad \dots$$

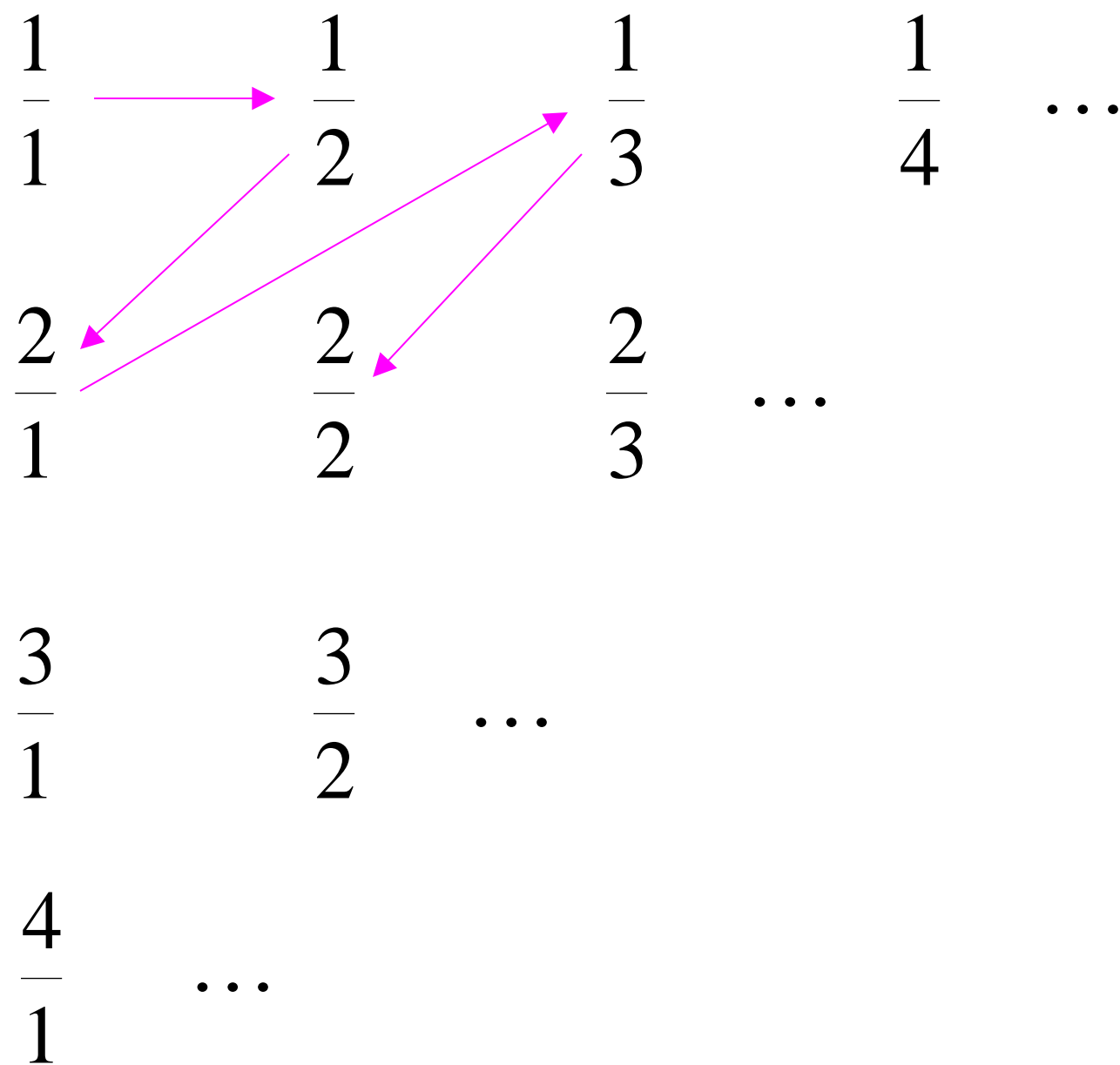
$$\frac{3}{1} \qquad \frac{3}{2} \qquad \dots$$

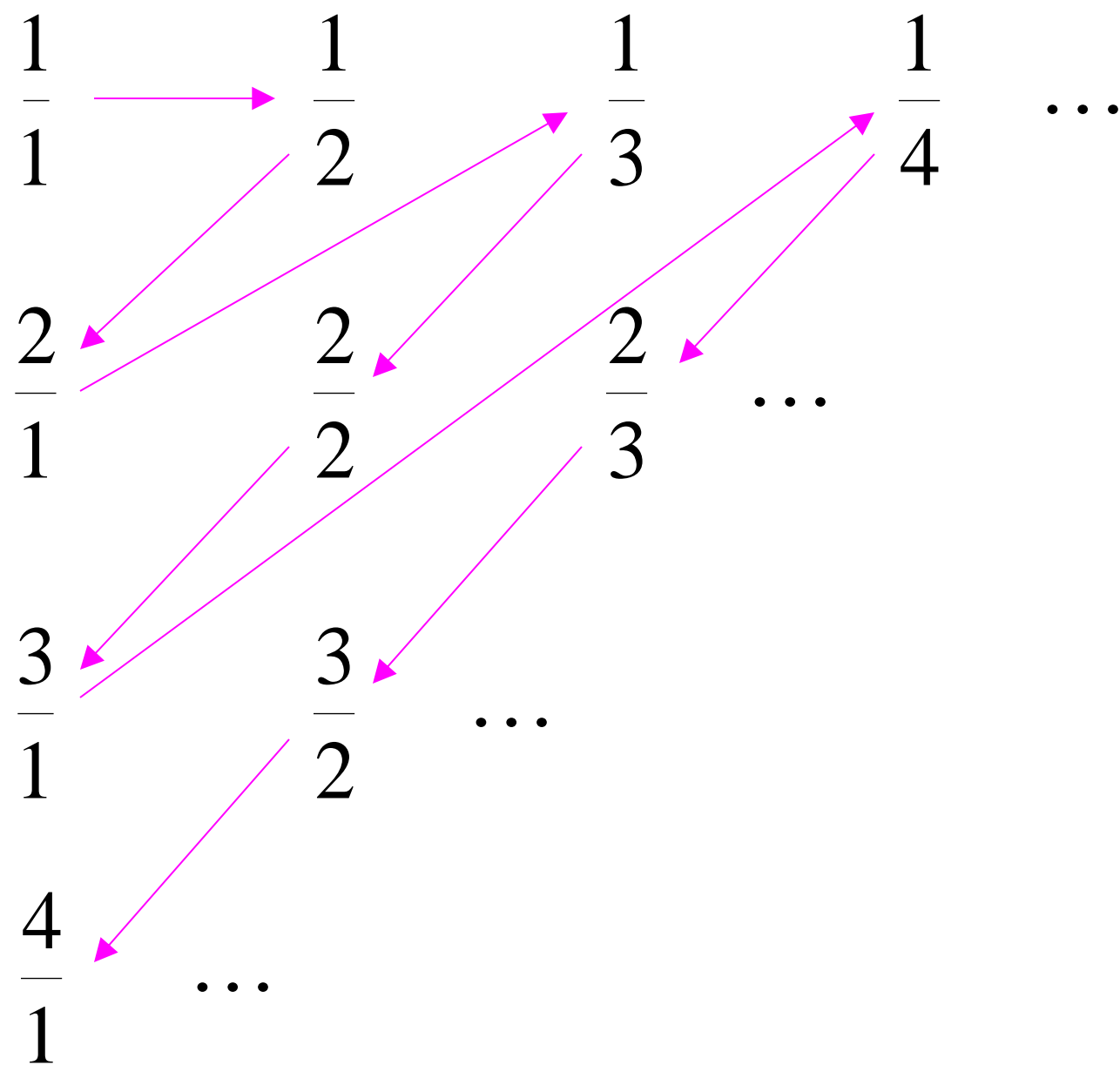
$$\frac{4}{1} \qquad \dots$$











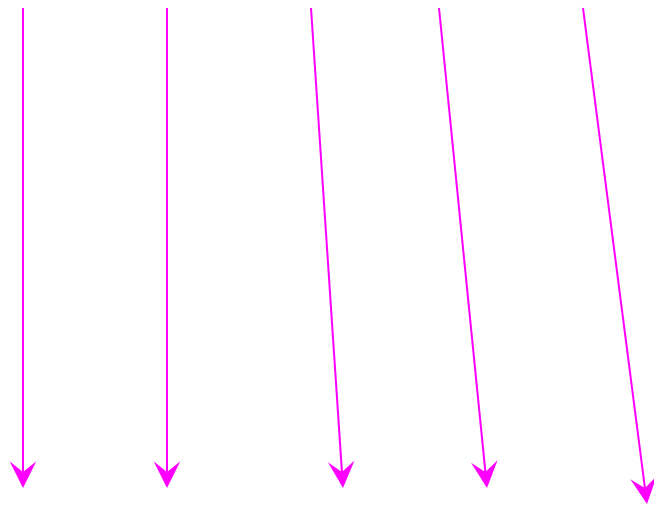
Rational Numbers:

$\frac{1}{1}, \frac{1}{2}, \frac{2}{1}, \frac{1}{3}, \frac{2}{2}, \dots$

Correspondence:

Positive Integers:

1, 2, 3, 4, 5, ...



We proved:

the set of rational numbers is countable  
by describing an enumeration procedure

# Definition

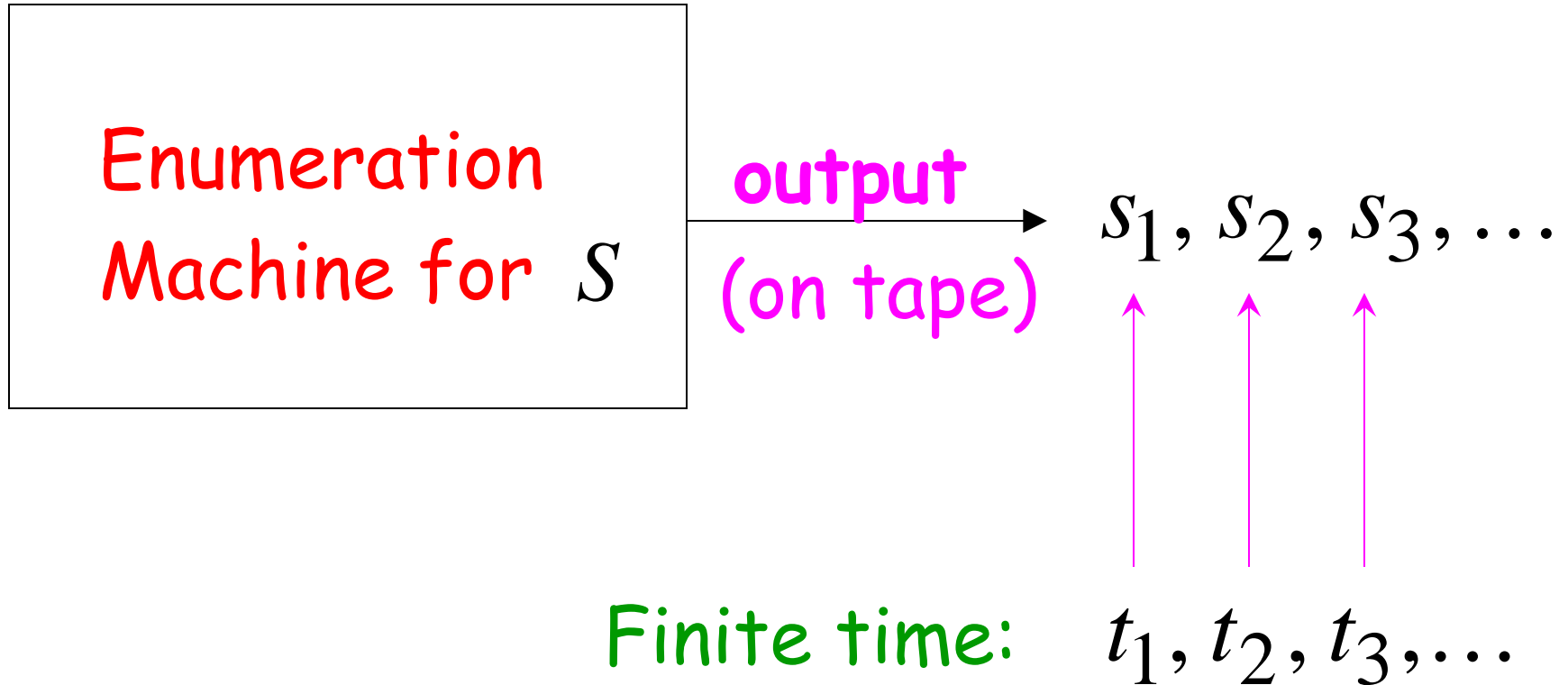
Let  $S$  be a set of strings

An **enumeration procedure** for  $S$  is a Turing Machine that generates all strings of  $S$  one by one

and

each string is generated in finite time

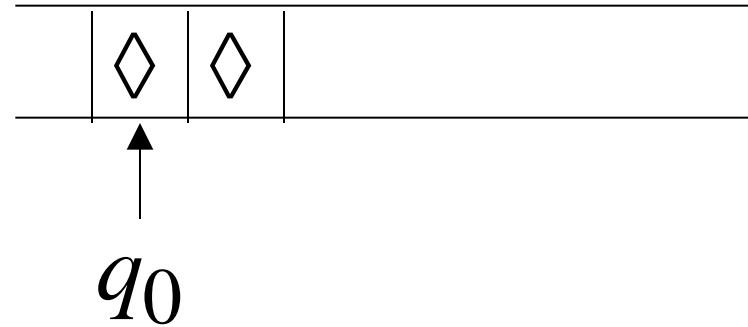
strings  $s_1, s_2, s_3, \dots \in S$



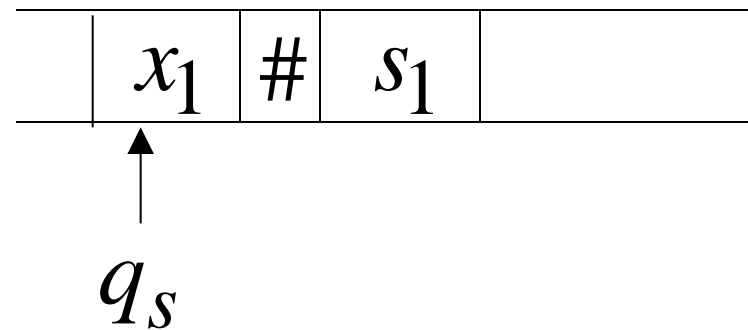
# Enumeration Machine

## Configuration

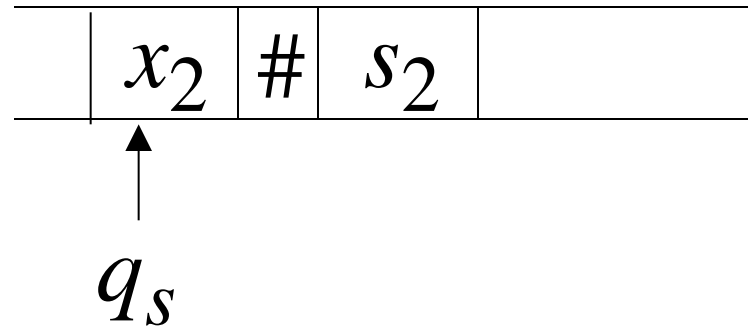
Time 0



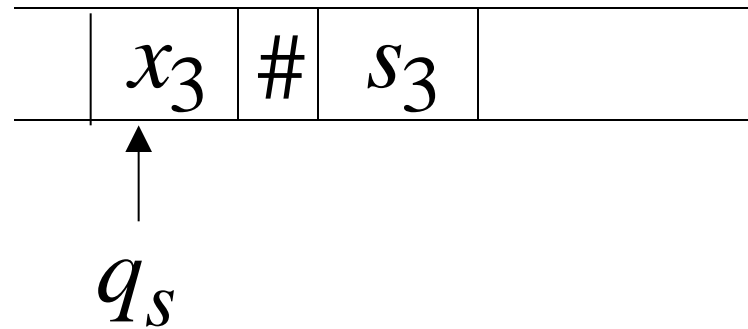
Time  $t_1$



Time  $t_2$



Time  $t_3$





## Observation:

If for a set there is an enumeration procedure, then the set is countable

Example:

The set of all strings  $\{a,b,c\}^+$   
is countable

Proof:

We will describe an enumeration procedure

## Naive procedure:

Produce the strings in lexicographic order:

*a*

*aa*

*aaa*

*aaaa*

.....

## Doesn't work:

strings starting with *b* will never be listed  
(violates the generation in finite time rule)

## Better procedure: Proper Order

1. Produce all strings of length 1
2. Produce all strings of length 2
3. Produce all strings of length 3
4. Produce all strings of length 4
- .....

Produce strings in  
**Proper Order:**

*a*  
*b*  
*c* } length 1

*aa*  
*ab*  
*ac*  
*ba*  
*bb*  
*bc*  
*ca*  
*cb*  
*cc* } length 2

*aaa*  
*aab*  
*aac*  
..... } length 3

**Theorem:** The set of all Turing Machines is countable

**Proof:** Any Turing Machine can be encoded with a binary string of 0's and 1's

Find an enumeration procedure for the set of Turing Machine strings

# Enumeration Procedure:

## Repeat

1. Generate the next binary string of 0's and 1's in proper order
2. Check if the string describes a Turing Machine
  - if **YES**: print string on output tape
  - if **NO**: ignore string

**Definition:** A set is uncountable  
if it is not countable



## Theorem:

Let  $S$  be an infinite countable set

The powerset  $2^S$  of  $S$  is uncountable

## Proof:

Since  $S$  is countable, we can write

$$S = \{s_1, s_2, s_3, \dots\}$$



Elements of  $S$

Elements of the powerset have the form:

$$\{s_1, s_3\}$$

$$\{s_5, s_7, s_9, s_{10}\}$$

.....

We encode each element of the power set with a binary string of 0's and 1's

Powerset element	Encoding				
	$s_1$	$s_2$	$s_3$	$s_4$	$\dots$
$\{s_1\}$	1	0	0	0	$\dots$
$\{s_2, s_3\}$	0	1	1	0	$\dots$
$\{s_1, s_3, s_4\}$	1	0	1	1	$\dots$

Let's assume (for contradiction)  
that the powerset is countable.

Then: we can enumerate  
the elements of the powerset

Powerset  
element

Encoding

$t_1$	1	0	0	0	0	...
-------	---	---	---	---	---	-----

$t_2$	1	1	0	0	0	...
-------	---	---	---	---	---	-----

$t_3$	1	1	0	1	0	...
-------	---	---	---	---	---	-----

$t_4$	1	1	0	0	1	...
-------	---	---	---	---	---	-----

...

Take the powerset element  
whose bits are the complements  
in the diagonal

# Cantor's Diagonal Argument

$t_1$       1   0   0   0   0   ...

$t_2$       1   1   0   0   0   ...

$t_3$       1   1   0   1   0   ...

$t_4$       1   1   0   0   1   ...

New element:  $t = 0011\dots$

(binary complement of diagonal)



The new element  $t$  must be some  $t_i$   
in the powerset

However, that's impossible:

By construction,  $t$  differs  
from each  $t_i$ , since their  $n$ th digits differ

Hence,  $t$  cannot occur in the enumeration.

There is something we can't count.

Contradiction!!!

Since we have a contradiction:

The powerset  $2^S$  of  $S$  is uncountable

# An Application: Languages

Example Alphabet :  $\{a, b\}$

The set of all Strings:

$$S = \{a, b\}^* = \{\lambda, a, b, aa, ab, ba, bb, aaa, aab, \dots\}$$

infinite and countable

Example Alphabet :  $\{a, b\}$

The set of all Strings:

$$S = \{a, b\}^* = \{\lambda, a, b, aa, ab, ba, bb, aaa, aab, \dots\}$$

infinite and countable

A language is a subset of  $S$  :

$$L = \{aa, ab, aab\}$$

Example Alphabet :  $\{a, b\}$

The set of all Strings:

$$S = \{a, b\}^* = \{\lambda, a, b, aa, ab, ba, bb, aaa, aab, \dots\}$$

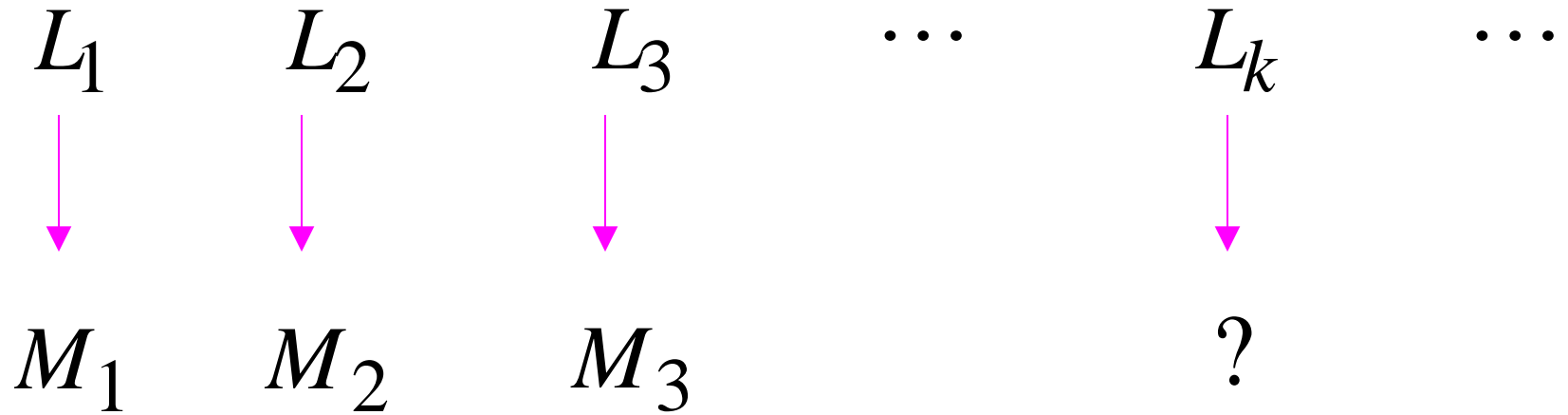
infinite and countable

The powerset of  $S$  contains all languages:

$$2^S = \{ \underbrace{\{\lambda\}}_{L_1}, \underbrace{\{a\}}_{L_2}, \underbrace{\{a, b\}}_{L_3}, \underbrace{\{aa, ab, aab\}}_{L_4}, \dots \}$$

uncountable

Languages: **uncountable**



Turing machines: **countable**

There are more languages  
than Turing Machines

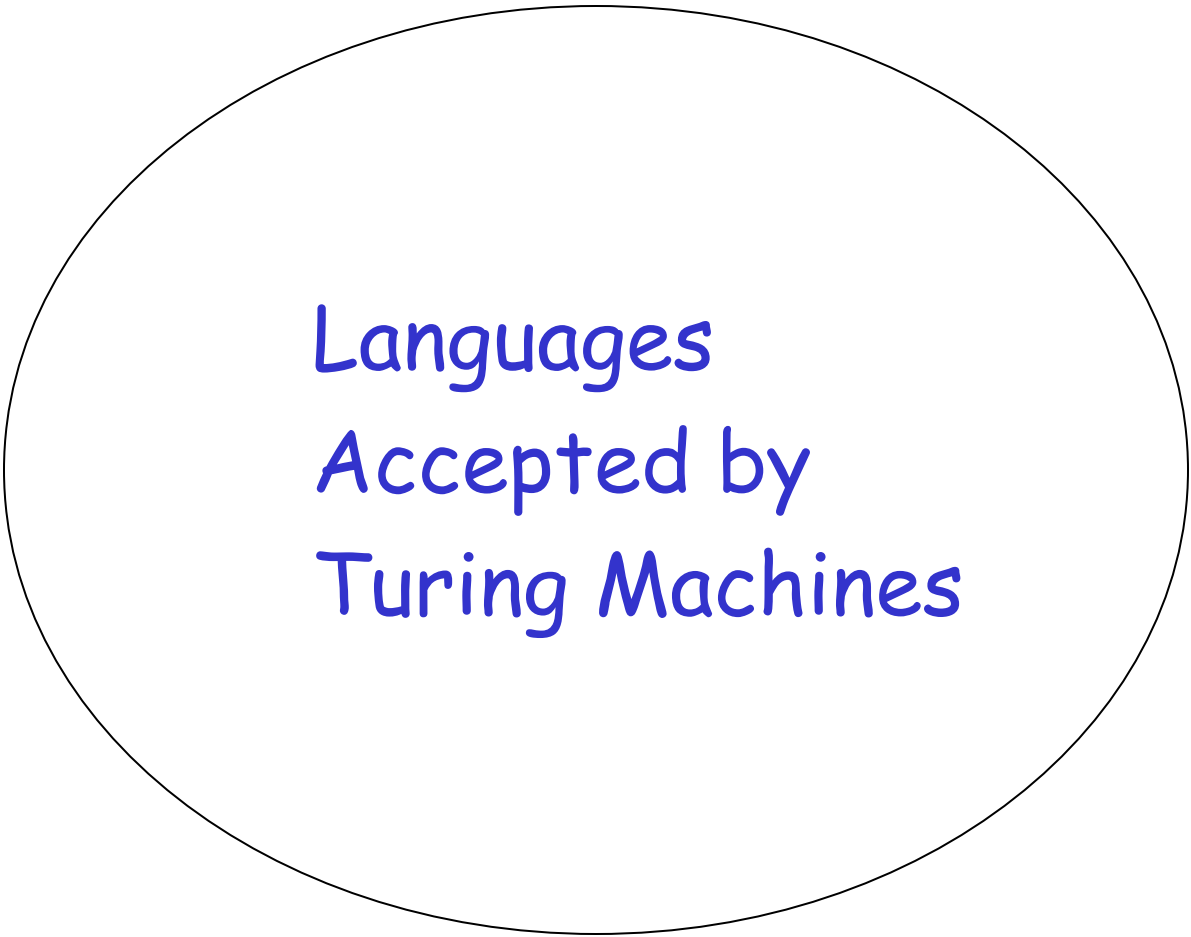
## Conclusion:

There are some languages not accepted  
by Turing Machines

(These languages cannot be described  
by algorithms)

# Languages not accepted by Turing Machines

$L_k$



Languages  
Accepted by  
Turing Machines



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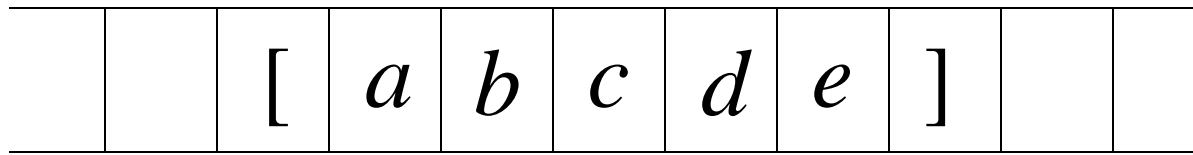


Linear Bounded Automata (LBAs)  
are the same as Turing Machines  
with one difference:

The input string tape space  
is the only tape space allowed to use

# Linear Bounded Automaton (LBA)

Input string



Left-end  
marker

Working space  
in tape

Right-end  
marker

All computation is done between end markers

We define LBA's as NonDeterministic

**Open Problem:**

NonDeterministic LBA's  
have same power with  
Deterministic LBA's ?

Example languages accepted by LBAs:

$$L = \{a^n b^n c^n\}$$


$$L = \{a^{n!}\}$$

LBA's have more power than NPDA's

LBA's have also less power  
than Turing Machines

# Context-Sensitive Grammars:

Productions

$$u \rightarrow v$$


A diagram illustrating a production rule in a context-sensitive grammar. The rule is  $u \rightarrow v$ . Below the rule, there are two phrases: "String of variables and terminals" on the left and "String of variables and terminals" on the right. A green arrow points from the left phrase to the  $u$  in the rule, and another green arrow points from the right phrase to the  $v$  in the rule.

String of variables  
and terminals

String of variables  
and terminals

and:  $|u| \leq |v|$

The language  $\{a^n b^n c^n\}$

is context-sensitive:

$$S \rightarrow abc \mid aAbc$$

$$Ab \rightarrow bA$$

$$Ac \rightarrow Bbcc$$

$$bB \rightarrow Bb$$

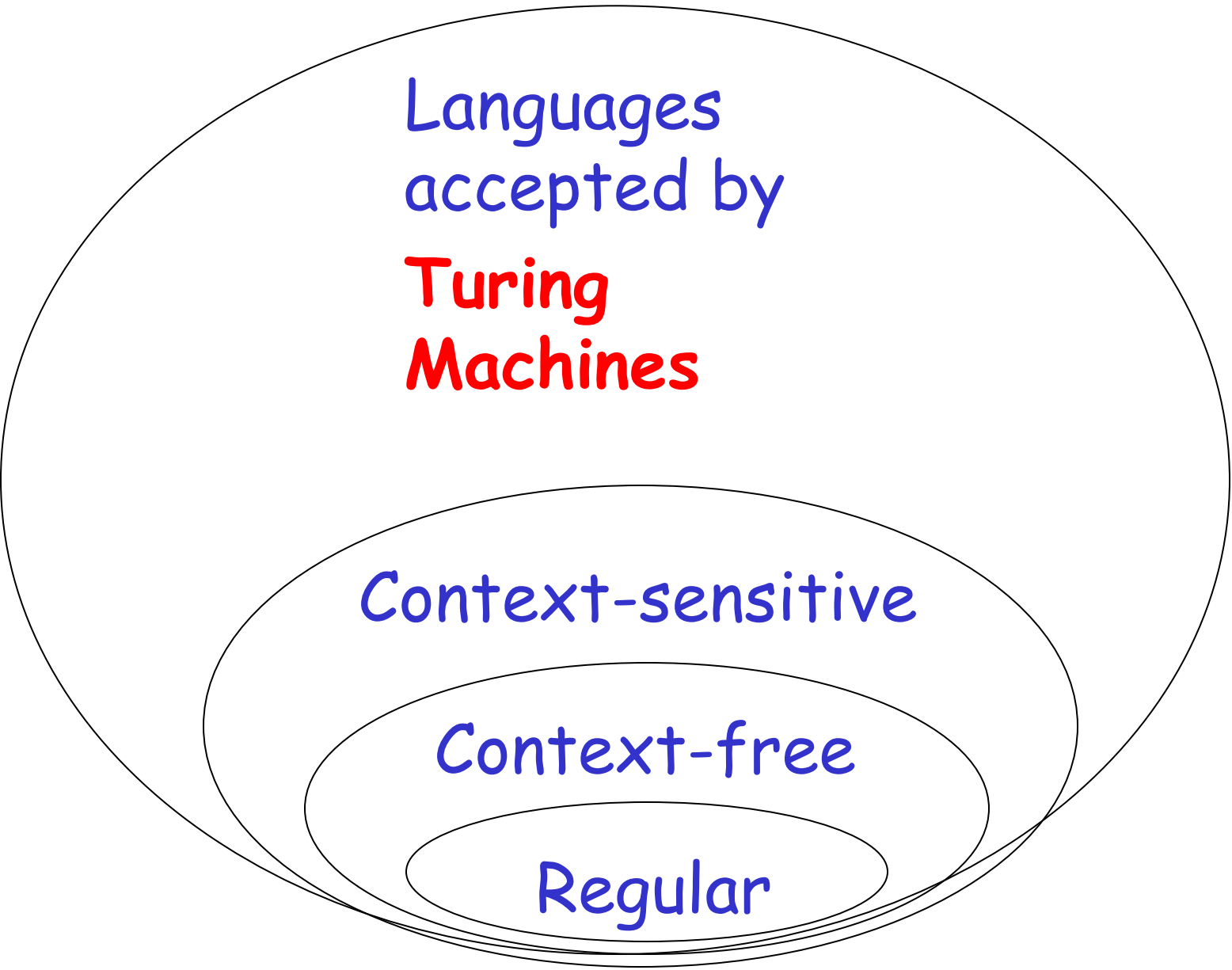
$$aB \rightarrow aa \mid aaA$$

## Theorem:

A language  $L$  is context sensitive  
if and only if

$L$  is accepted by a Linear-Bounded automaton






Languages  
accepted by  
**Turing  
Machines**

Context-sensitive

Context-free

Regular

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# The Chomsky Hierarchy

Non-recursively enumerable

Recursively-enumerable

Context-sensitive

Context-free

Regular

# Unrestricted Grammars:

Productions

$$u \rightarrow v$$

String of variables  
and terminals

String of variables  
and terminals

Example unrestricted grammar:

$$S \rightarrow aBc$$

$$aB \rightarrow cA$$

$$Ac \rightarrow d$$

# Recursively Enumerable Languages

## Definition:

A language is **recursively enumerable** if some Turing machine accepts it

Let  $L$  be a recursively enumerable language  
and  $M$  the Turing Machine that accepts it

For string  $w$  :

if  $w \in L$  then  $M$  halts in a final state

if  $w \notin L$  then  $M$  halts in a non-final state  
or loops forever



We will prove:

There is a specific language  
which is not recursively enumerable  
(not accepted by any Turing Machine)

A Language which  
is not  
Recursively Enumerable

# Non Recursively Enumerable



Recursively Enumerable

We want to find a language that  
is not Recursively Enumerable

This language is not accepted by any  
Turing Machine

Consider alphabet  $\{a\}$

Strings:  $a, aa, aaa, aaaa, \dots$

$a^1 \quad a^2 \quad a^3 \quad a^4 \quad \dots$

Consider Turing Machines  
that accept languages over alphabet  $\{a\}$

They are countable:

$M_1, M_2, M_3, M_4, \dots$

Example language accepted by  $M_i$

$$L(M_i) = \{aa, aaaa, aaaaaa\}$$

$$L(M_i) = \{a^2, a^4, a^6\}$$

Alternative representation

	$a^1$	$a^2$	$a^3$	$a^4$	$a^5$	$a^6$	$a^7$	$\dots$
$L(M_i)$	0	1	0	1	0	1	0	$\dots$

	$a^1$	$a^2$	$a^3$	$a^4$	$\dots$
$L(M_1)$	0	1	0	1	$\dots$
$L(M_2)$	1	0	0	1	$\dots$
$L(M_3)$	0	1	1	1	$\dots$
$L(M_4)$	0	0	0	1	$\dots$



Consider the language

$$L = \{a^i : a^i \in L(M_i)\}$$

$L$  consists from the 1's in the diagonal

	$a^1$	$a^2$	$a^3$	$a^4$	$\dots$
$L(M_1)$	0	1	0	1	$\dots$
$L(M_2)$	1	0	0	1	$\dots$
$L(M_3)$	0	1	1	1	$\dots$
$L(M_4)$	0	0	0	1	$\dots$

$$L = \{a^3, a^4, \dots\}$$

Consider the language  $\overline{L}$

$$L = \{a^i : a^i \in L(M_i)\}$$

$$\overline{L} = \{a^i : a^i \notin L(M_i)\}$$

$\overline{L}$  consists of the 0's in the diagonal

	$a^1$	$a^2$	$a^3$	$a^4$	$\dots$
$L(M_1)$	0	1	0	1	$\dots$
$L(M_2)$	1	0	0	1	$\dots$
$L(M_3)$	0	1	1	1	$\dots$
$L(M_4)$	0	0	0	1	$\dots$

$$\overline{L} = \{a^1, a^2, \dots\}$$

# Theorem:

Language  $\overline{L}$  is not recursively enumerable

**Proof:**

Assume for contradiction that  
 $\overline{L}$  is recursively enumerable

There must exist some machine  $M_k$   
that accepts  $\overline{L}$

$$L(M_k) = \overline{L}$$

	$a^1$	$a^2$	$a^3$	$a^4$	$\dots$
$L(M_1)$	0	1	0	1	$\dots$
$L(M_2)$	1	0	0	1	$\dots$
$L(M_3)$	0	1	1	1	$\dots$
$L(M_4)$	0	0	0	1	$\dots$

Question:  $M_k = M_1$ ?

	$a^1$	$a^2$	$a^3$	$a^4$	$\dots$
$L(M_1)$	0	1	0	1	$\dots$
$L(M_2)$	1	0	0	1	$\dots$
$L(M_3)$	0	1	1	1	$\dots$
$L(M_4)$	0	0	0	1	$\dots$

Answer:  $M_k \neq M_1$

$$a^1 \in L(M_k)$$

$$a^1 \notin L(M_1)$$



	$a^1$	$a^2$	$a^3$	$a^4$	$\dots$
$L(M_1)$	0	1	0	1	$\dots$
$L(M_2)$	1	0	0	1	$\dots$
$L(M_3)$	0	1	1	1	$\dots$
$L(M_4)$	0	0	0	1	$\dots$

Question:  $M_k = M_2$  ?

	$a^1$	$a^2$	$a^3$	$a^4$	$\dots$
$L(M_1)$	0	1	0	1	$\dots$
$L(M_2)$	1	0	0	1	$\dots$
$L(M_3)$	0	1	1	1	$\dots$
$L(M_4)$	0	0	0	1	$\dots$

Answer:  $M_k \neq M_2$

$$a^2 \in L(M_k)$$

$$a^2 \notin L(M_2)$$

	$a^1$	$a^2$	$a^3$	$a^4$	$\dots$
$L(M_1)$	0	1	0	1	$\dots$
$L(M_2)$	1	0	0	1	$\dots$
$L(M_3)$	0	1	1	1	$\dots$
$L(M_4)$	0	0	0	1	$\dots$

Question:  $M_k = M_3$  ?

	$a^1$	$a^2$	$a^3$	$a^4$	$\dots$
$L(M_1)$	0	1	0	1	$\dots$
$L(M_2)$	1	0	0	1	$\dots$
$L(M_3)$	0	1	1	1	$\dots$
$L(M_4)$	0	0	0	1	$\dots$

$$a^3 \notin L(M_k)$$

$$a^3 \in L(M_3)$$

Answer:  $M_k \neq M_3$

Similarly:  $M_k \neq M_i$  for any  $i$

Because either:

$$a^i \in L(M_k)$$

or

$$a^i \notin L(M_k)$$

$$a^i \notin L(M_i)$$

$$a^i \in L(M_i)$$

Therefore, the machine  $M_k$  cannot exist

Therefore, the language  $\bar{L}$   
is not recursively enumerable

End of Proof

## Observation:

There is no algorithm that describes  $\overline{L}$

(otherwise  $\overline{L}$  would be accepted by  
some Turing Machine)

Non Recursively Enumerable

$\overline{L}$

Recursively Enumerable



# Turing acceptable languages and Enumeration Procedures

We will prove:

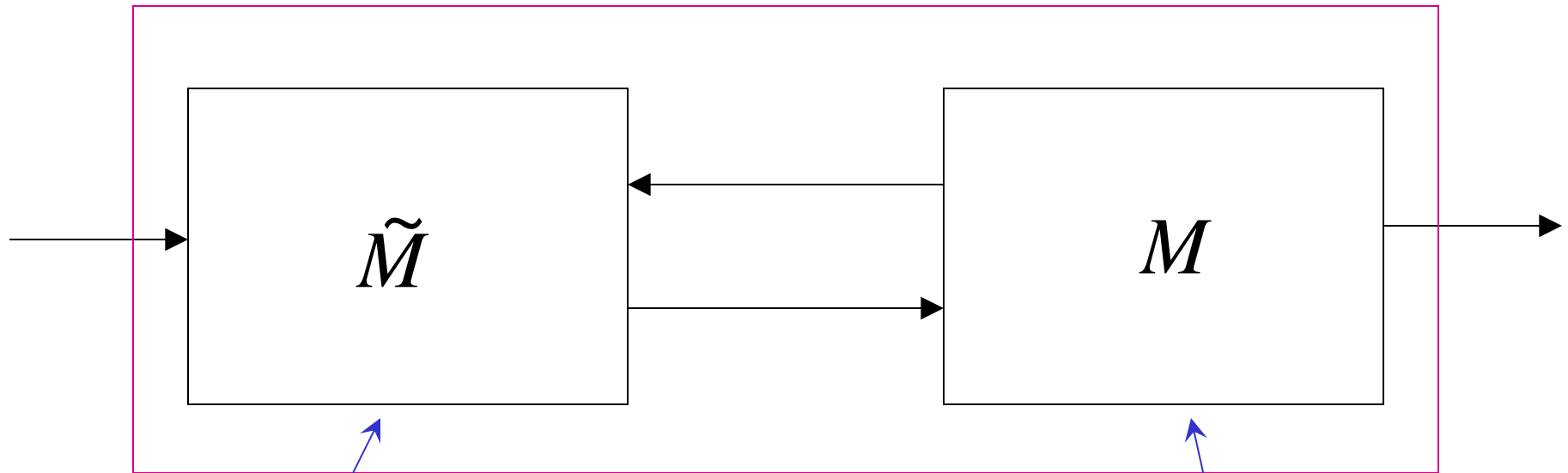
- A language is recursively enumerable if and only if there is an enumeration procedure for it

## Theorem:

If language  $L$  is recursively enumerable then there is an enumeration procedure for it

Proof:

## Enumeration Machine



Enumerates all  
strings of input alphabet

Accepts  $L$

If the alphabet is  $\{a, b\}$  then  
 $\tilde{M}$  can enumerate strings as follows:

$a$   
 $b$   
 $aa$   
 $ab$   
 $ba$   
 $bb$   
 $aaa$   
 $aab$

# NAIVE APPROACH

## Enumeration procedure

Repeat:  $\tilde{M}$  generates a string  $w$

$M$  checks if  $w \in L$

YES: print  $w$  to output

NO: ignore  $w$

Problem: If  $w \notin L$   
machine  $M$  may loop forever

# BETTER APPROACH

$\tilde{M}$  Generates first string  $w_1$

$M$  executes first step on  $w_1$

$\tilde{M}$  Generates second string  $w_2$

$M$  executes first step on  $w_2$   
second step on  $w_1$

$\tilde{M}$  Generates third string  $w_3$

$M$  executes first step on  $w_3$

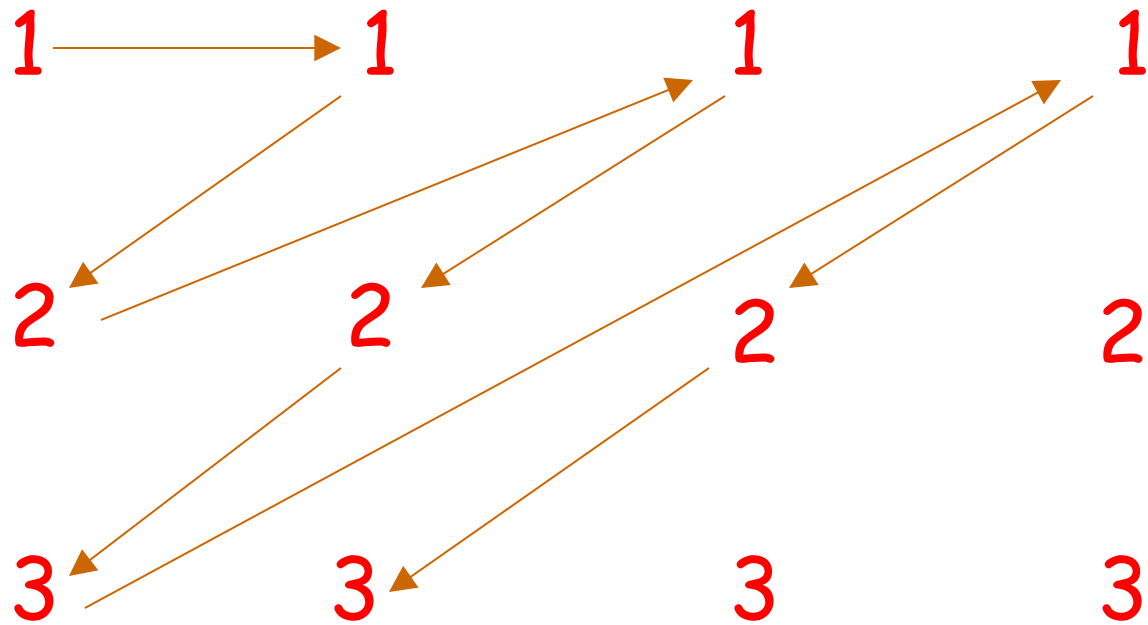
second step on  $w_2$

third step on  $w_1$

And so on.....



$w_1$        $w_2$        $w_3$        $w_4$        $\dots$



Step  
in  
string

...

If for any string  $w_i$   
machine  $M$  halts in a final state  
then it prints  $w_i$  on the output

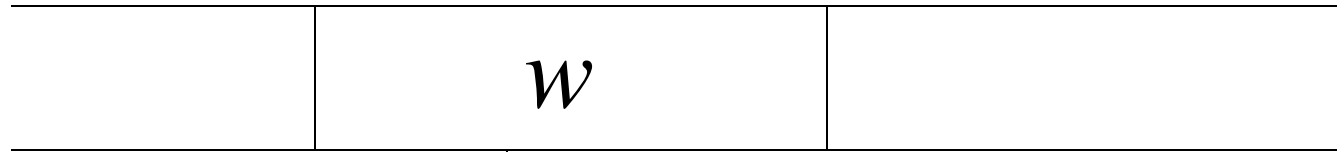
End of Proof

# Theorem:

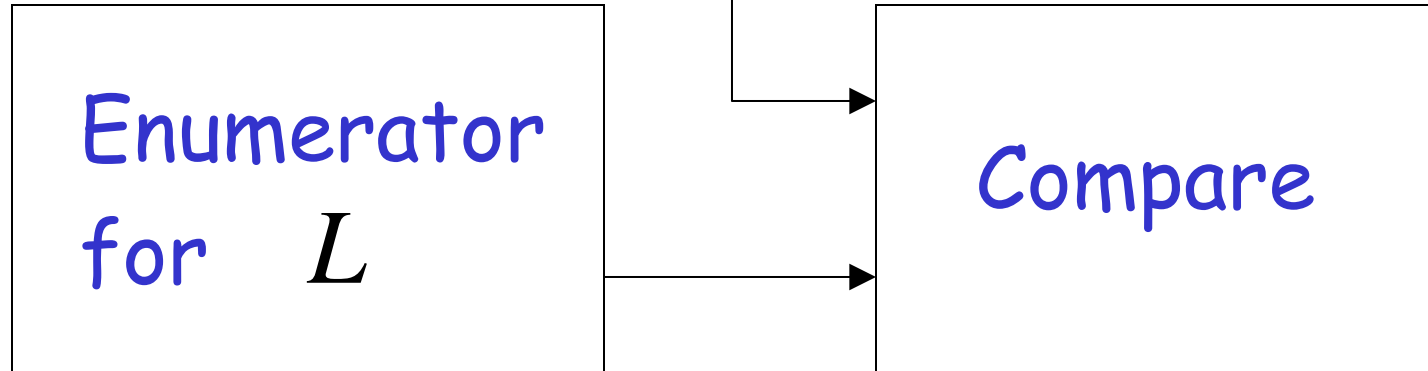
If for language  $L$   
there is an enumeration procedure  
then  $L$  is recursively enumerable

**Proof:**

Input Tape



Machine that  
accepts  $L$



# Turing machine that accepts $L$

For input string  $w$

Repeat:

- Using the enumerator,  
generate the next string of  $L$
- Compare generated string with  $w$   
If same, accept and exit loop

End of Proof

We have proven:

A language is recursively enumerable  
if and only if  
there is an enumeration procedure for it

## Theorem:

A language  $L$  is recursively enumerable  
if and only if  $L$  is generated by an  
unrestricted grammar

# The Chomsky Hierarchy

Non-recursively enumerable

Recursively-enumerable

Context-sensitive

Context-free

Regular