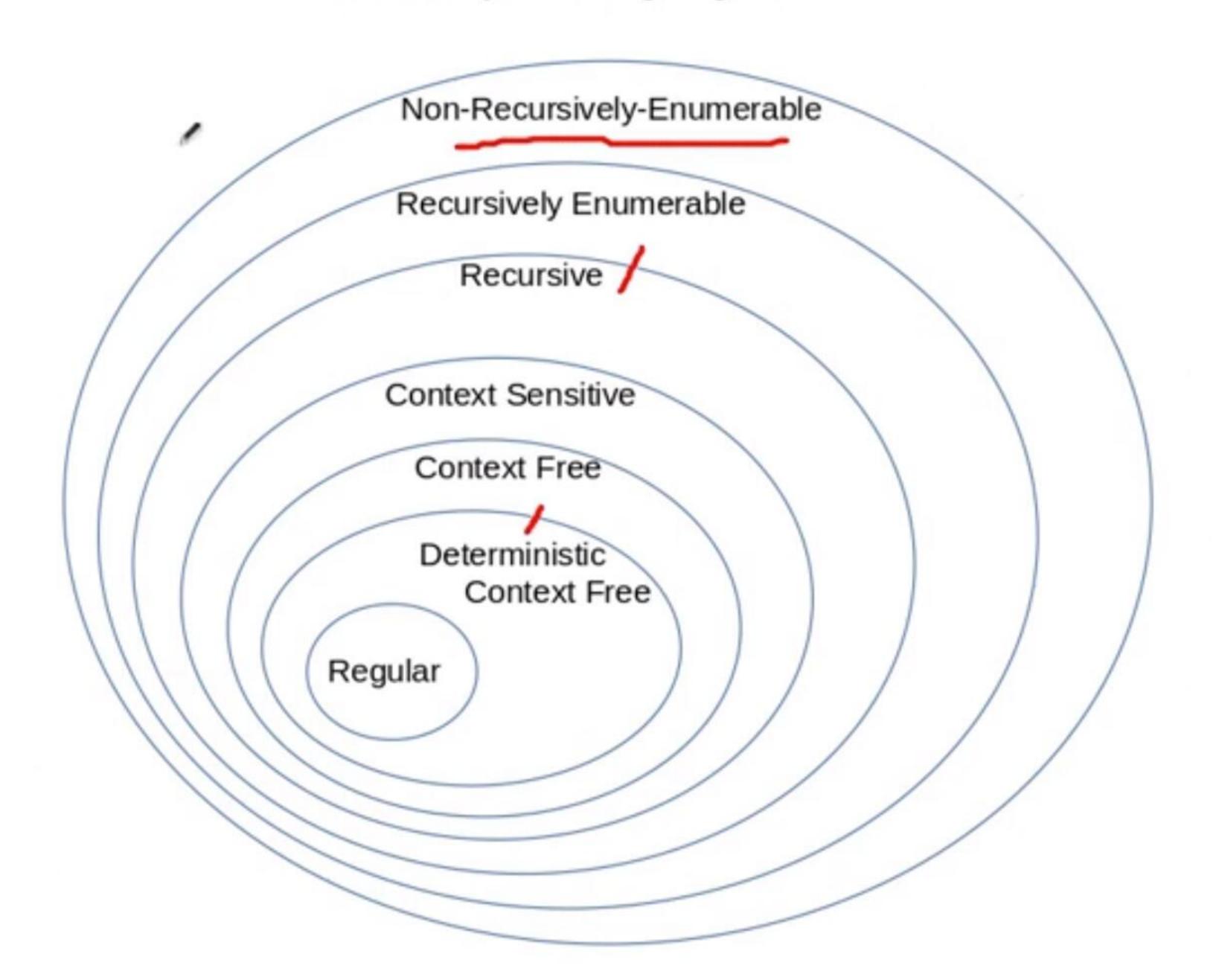
Hierarchy of Language Classes







- Suppose some languages are given and we know whether the given languages do or do not belong to certain classes.
- From the given languages, construct new languages using union / intersection / inversion / Keene's closure / quotient / homomorphism etc

For newly constructed languages, determine whether they do or do not belong to certain language classes.

Example: Let
$$L_1 = \{w \in \{0,1\}^* \mid w \text{ constains even no. of } 0s \}$$

 $L_2 = \{w \in \{0,1\}^* \mid w \text{ constains even no. of } 1s \}$

(Suppose we already know that L_1 and L_2 are regular)

Prove that $L_1 \cap L_2$ is regular.

We shall prove theorems like - Intersection of any two regular language is also regular

These sort of properties are called closure properties of a language class.





Prove equivalence of different types of computational models.

Example: Prove that, for all NFA there is an equivalent DFA for all CFG there is an equivalent PDA ... etc

Prove that certain language cannot be accepted by any model of specific type.

Example: Prove that, there does not exist any finite automata which can accept

the language, $\{0^i1^i\mid i\in\mathbb{N}\}$

Prove that certain type of models are more powerful than other type of models

Example: Prove that PDAs are more powerful than DFAs.

(Notice that, it is sufficient to prove that $\{0^i1^i\mid i\in\mathbb{N}\}$ is accepted by some PDA)



Given a language, construct a particular type of model which accepts that language

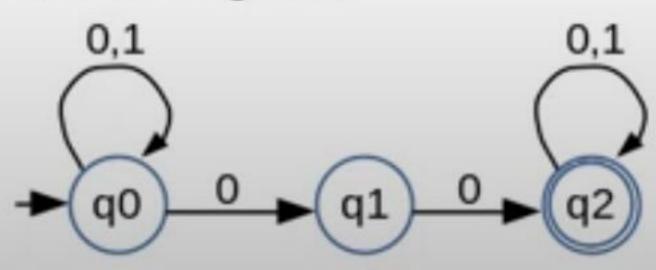
Example : Let $L=\{x\in\{0,1\}^*\mid x$ contains equal number of 0's and 1's $\}$

Construct a Context Free Grammar which accepts L

Construct a Pushdown Automata which accepts L

Given a model M construct another different type of model M' s.t. L(M')=L(M)

Example: Construct a DFA which is equivalent to the following NFA









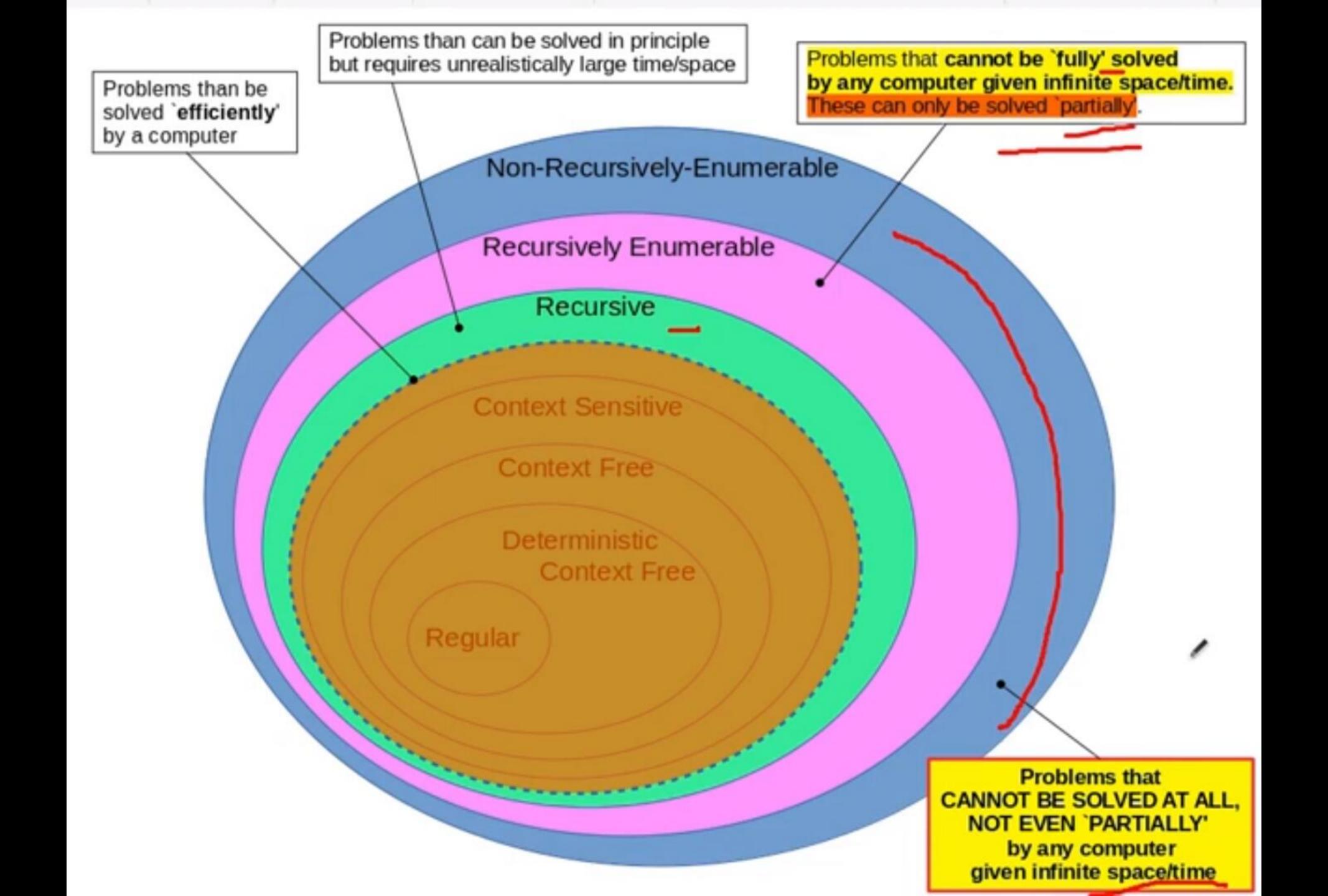
Prove that two languages (defined in different ways) are actually same.

Example: Let $A, B \subset \Sigma^*$. Prove that $(A \cup B)^* = (A^*B^*)^*$

Given a language and a model prove that the model accepts the given language.

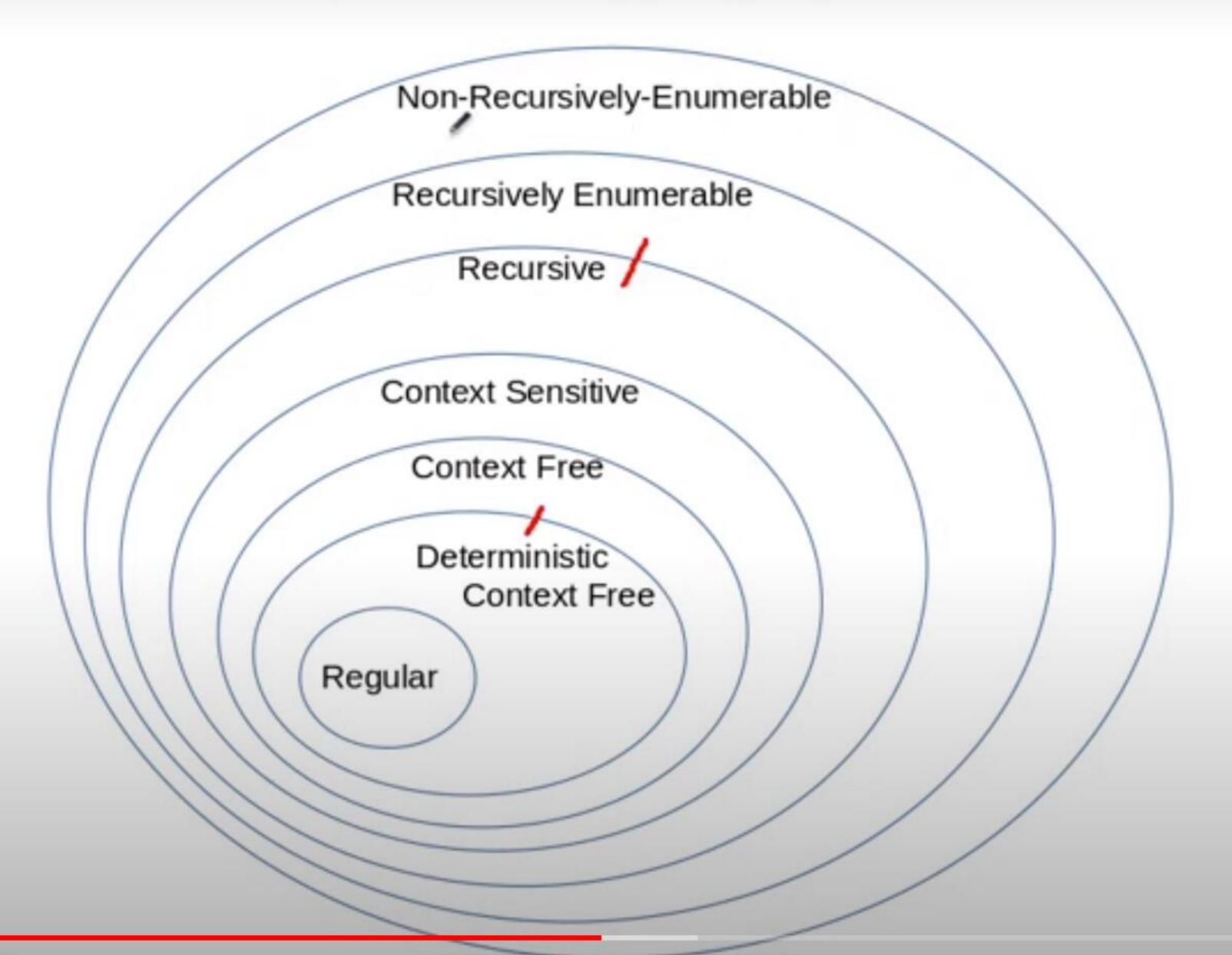
Example : Let $L=\{x\in\{0,1\}^*\mid x$ is binary representation of an integer divisible by $3\}$

And let
$$M$$
 be the DFA $\stackrel{0}{=}\stackrel{1}{=}\stackrel{1}{=}\stackrel{0}{=}\stackrel{1}{=}\stackrel{0}{=}\stackrel{1}{=}$ Prove that $L(M)=L$







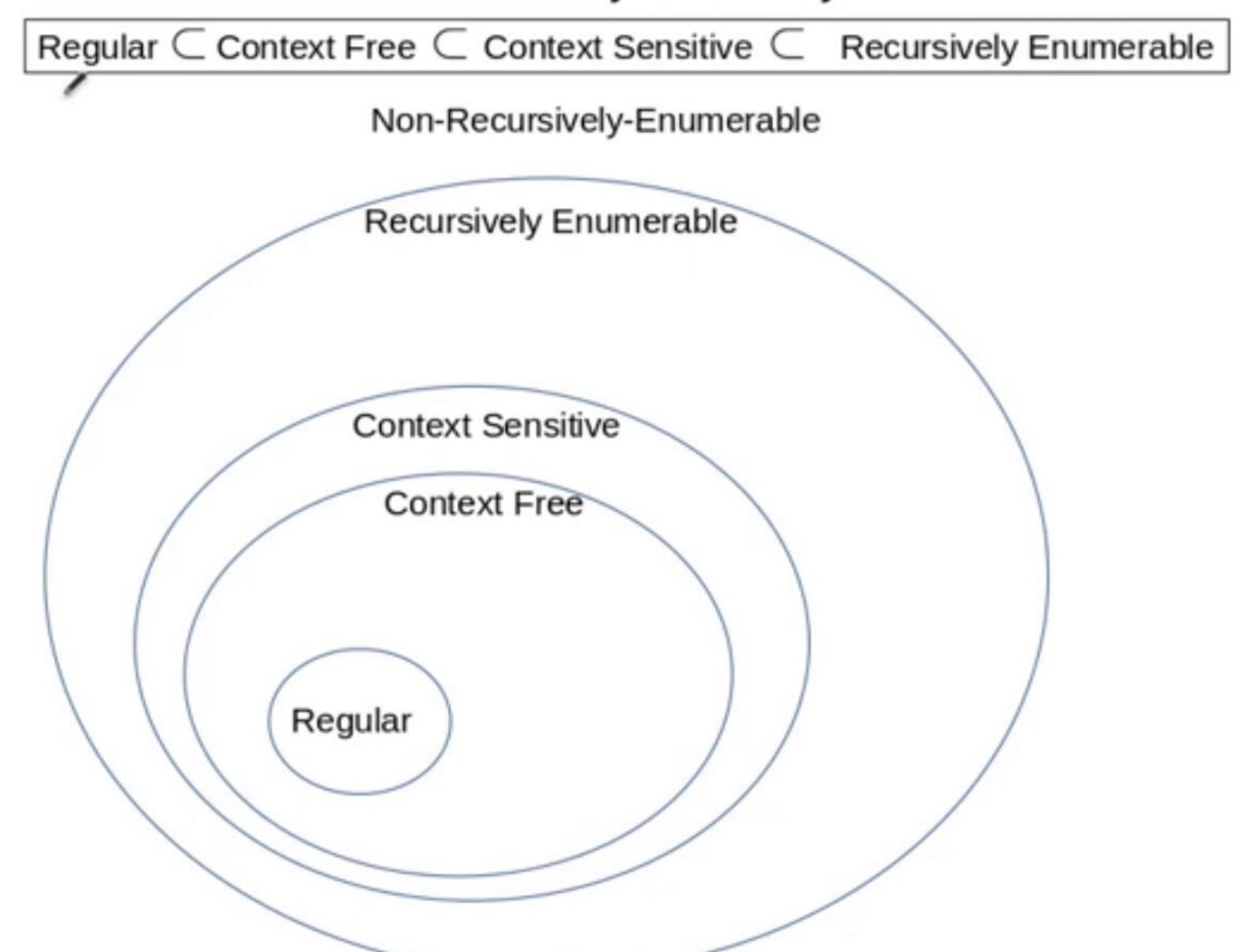








Chomsky Hierarchy



Different Models of Computation

Corresponding Language Class

Equivalent Deterministic Finite Automata Nondeterministic Finite Automata Regular Expression, Regular Grammar	Regular language
Equivalent { Deterministic Pushdown Automata Deterministic Context Free Grammar }	Deterministic Context Free Language
Equivalent { Nondeterministic Pushdown Automata Nondeterministic Context Free Grammar }	Context Free Language
Equivalent { Linear Bounded automata Context Sensitive Grammer }	Context Sensitive Language
Turing Machine that halt on all input	Recursive Language
Equivalent { Deterministic Turing Machine Nondeterministic Turing Machine Unrestricted Grammer }	Recursively Enumerable Language

Problems that cannot be solved by any computer given infinite space and time



Such languages exist !!!

Hierarchy of Different Models / Language Classes

Q. What do we mean by - "PDAs are (strictly) more powerful than DFAs (or NFAs)"?

A. If a language is accepted by some DFA then it is also accepted by some PDA but there exists a language which is accepted by a PDA and there does not exist any DFA that can accept it.

$$\forall$$
 DFA D , \exists some PDA P s.t. $L(D) = L(P)$ but... \exists a PDA P s.t. \forall DFA D , $L(D) \neq L(P)$



The class of CFLs is a strict superset of the class of Regular languages



Set of problems that PDA/CFG can solve is a strict superset of the set of problems that Finite Automata can solve





Equivalence of Different Models Contd.

Similarly PDAs and CFGs are equivalent in power.

Set of all languages accepted by PDAs = Set of all languages accepted by CFGs This set of languages is called the class of Context Free Languages or CFL

> represents class of problems that PDA/CFGs can solve

Similarly LBAs and CSGs are equivalent in power.

Set of all languages accepted by LBAs = Set of all languages accepted by CSGs

This set of languages is called the class of Context Sensitive Languages or CSL

> represents class of problems that LBA/CSGs can solve

Similarly DTMs, NTMs and Unrestricted Grammar are all equivalent in power.

Set of all languages accepted by DTMs

This set of languages is called the = Set of all languages accepted by NTMs class of Recursively Enumerable Languages or RE languages

> represents class of problems that TMs can solve





Equivalence of Different Models

Q. What do we mean by - "DFAs and NFAs are equivalent" ?

A. A language is accepted by some DFA if and only if it is accepted by some NFA

$$\forall$$
 DFA D , \exists some NFA N s.t. $L(D) = L(N)$ and... \forall NFA N , \exists some DFA D s.t. $L(D) = L(N)$

In this sense DFA, NFA, Regular Expression, Regular Grammar are all equivalent in power.

Set of all languages accepted by DFAs

- = Set of all languages accepted by NFAs
- = Set of all languages expressible as Regular Expression
- = Set of all languages accepted by Regular Grammar

This <u>set of languages</u> is called the class of Regular Languages

Since each language corresponds to a computational problem, the class of regular languages represents the class of problems that can be solved using finite automata.



Different Models of Computation

Equivalent Deterministic Finite Automata, Nondeterministic Finite Automata, Regular Expression, Regular Grammar powerful or NFA or DFA Equivalent Deterministic Pushdown Automata, Deterministic Context Free Grammar Strictly more or DPDA Equivalent (Nondeterministic) Pushdown Automata, (Nondeterministic) Context Free Grammar or PDA or CFG Equivalent Linear Bounded Automata, Context Sensitive Grammar or LBA or CSG Equivalent Deterministic Turing Machine, Nondeterministic Turing Machine, Unrestricted Grammar or NTM or DTM







