

ambiguous context free language.

5



✓ Pumping lemma for CFL

Let L be an infinite context free language. Then there exist some positive integer ' n ' such that any $w \in L$ with $|w| \geq n$ can be decomposed as

$$w = uvxyz$$

with

$$|vxy| \leq n$$

and

$$v \neq \epsilon$$

Such that $uv^i xy^i z \in L$, for all $i \geq 0$

4/10/2017 Application of Pumping lemma

✓ Pumping lemma for CFL is used to check whether the language is context free or not

eg: To check the language is regular or not.

Q: Find out the language $L = \{a^n b^n c^n / n \geq 1\}$ is

Context free or not?

Solutions-

Step 1: let assume L is context free language
Then L must satisfy pumping lemma for CFL

Step 2: choose a +ve number n of the pumping lemma

Step 3: Take $w = a^n b^n c^n \in L$ ($\therefore |w| = 3n \geq n$)

Step 4: Decompose w into $uvxyz$ such that

$$|vxy| \leq n \text{ and } v \neq \epsilon$$

$$w = \underbrace{a_1 a_2 \dots a_n}_{vxy} \underbrace{b_1 b_2 \dots b_n}_{vxy} \underbrace{c_1 c_2 \dots c_n}_{vxy}$$

Here we can't split w such a way that vxy contains both a 's and c 's, since last a and first c are at least $n+1$ position apart
There are two cases

CASE - I

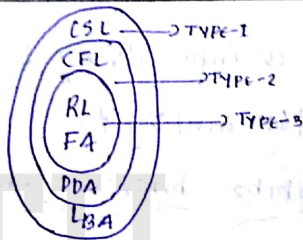
vxy has no c . Then after pumping vxy
 $\therefore uv^2 xy^2 z$ not an element of L

CASE-II

Wxy has no 'a' then after pumping v^2xy will be $uv^2xy^2 \notin L$

CONTRADICTION to our assumption. Hence L is not CFL.

Context Sensitive Language and Context Sensitive Grammar:



Context Sensitive Grammar is also known as

Type-1 Grammar.

• Type-1 Grammar (Context Sensitive Grammar) generates context sensitive languages.

• A context sensitive Grammar $G = \{V, T, S, P\}$ is defined as $V =$ set of variable

$T =$ Set of terminals $= \Sigma$

$S =$ Starting symbol of the production

$P =$ The production of the form $\alpha A \beta \rightarrow \alpha \gamma \beta$

where $A \in V, \alpha \beta \in (V \cup T)^*, \gamma \in (V \cup T)^+$

The strings α and β may be empty

* The rule $S \rightarrow \epsilon$ is allowed if S doesn't appear on the righthand side of any rule

* The language generated by these grammars are recognised by a linear bounded automaton

Example

Let $G = \{V, T, S, P\}$ where

$V = \{S, A, B\}$

$T = \{a, b, c\}$

$S = S$

$P = \begin{cases} S \rightarrow AB \\ AB \rightarrow AbBC \\ A \rightarrow a \\ B \rightarrow bcb \\ B \rightarrow b \end{cases}$

LINEAR BOUNDED AUTOMATA

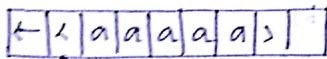
A LBA is a single TAPE non deterministic Turing machine. Turing m/c with two Tape Special symbols left end marker and right end marker '<' and '>'

The transition in LBA should satisfy these conditions

- 1) It shouldn't replace the end marked symbol by any other symbols.

It shouldn't write own cell beyond the marker symbol.

The initial configuration of LBA will be $\langle q_0 a a a a \dots a \rangle$



Formal definition

Formally a LBA is non deterministic Turing automata,

$$M = (Q, \Sigma, \Gamma, \delta, q_0, F, \langle, \rangle)$$

where

Q = set of states

Σ = set of input symbol, alphabet

Γ = set of all tape symbols

$\Sigma \subset \Gamma$ proper subset

δ = set of all transitions

q_0 = set of initial state

F = set of final state

\langle = left end marker

\rangle = right end marker

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Turing Machine

Turing machine is called as mathematical model of a computer in theoretical concept it is implemented in 1936 by Allen Turing

Formal definition:

A Turing machine is defined as \neq tuple

$$M = \{Q, \Sigma, \Gamma, \delta, q_0, F\}$$

whose components have the following meaning.

Q = finite set of states

Σ = " " input symbols called alphabet

Γ = complete set of tape symbols, $\Sigma \subset \Gamma$

δ = transition function, that takes arguments $\delta(q, a)$ and returns a triple (p, y, d) $\delta: Q \times \Gamma \rightarrow Q \times \Gamma \times \{R, L\}$

where, q is the current state

a is state symbol

p - next state

- γ - replacing symbol of y
 d - direction either left or right
 B - B is the blank symbol $B \in \Sigma$
 q_0 - starting state
 F - final or accepting state

Informal definition:

$\{B B B 0 0 0 1 1 B B B B B\}$

← R/W head

Finite control unit

The m/c consists of fc which can be any one of finite set of states. There is a tape divided into cells, each cell can hold any of a finite no. of symbols. The input which is a finite length of string symbols chosen from the input alphabet Σ which is placed on tape all other tape cells extending infinitely to the left and right. A blank is a tape symbol but not a i/p symbol. A Tape head is always positioned at one of the tape cell. The Turing m/c is said to be scanning that cell if it reads any symbol from

that cell.

- A move of a Turing m/c is the function of state of the finite control and tape symbol scanned.

Q Turing machine that accepts $L = \{a^n b^n \mid n \geq 1\}$

$B B a a a b b b B B$

$\Sigma = \{a, b\}$ $\Gamma = \{a, b, X, Y, B\}$ $q_0 \rightarrow X$
 $b \rightarrow Y$

$\delta(q_0, a) = (q_1, X, R)$

$B B X a a b b b B B$

$\delta(q_1, a) = (q_1, a, R)$

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

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

$\delta(q_2, X) = (q_0, X, R)$

$(q_1, Y) = (q_1, Y, R)$

$(q_2, Y) = (q_2, Y, L)$ $B B X X X Y Y Y B B$

Informal Description of TM (ID)

An ID is used to represent one move or more than one move in Turing machine m/c

can use '↑' this symbol to represent a move in TM and '↑*' to represent multiple moves.

We shall use the string,

$x_1 x_2 x_3 \dots x_{i-2} x_{i-1} q x_i x_{i+1} \dots x_n$ to represent

an ID. In which,

(*) q is the ~~current~~ current state of the Turing m/c

* The tape head is scanning i^{th} symbol from the left

* $x_1 x_2 x_3 \dots x_n$ is the portion of the tape b/w leftmost and rightmost blank.

A move in ID ^{is} can be represented ⁱⁿ as below

CASE-1 :-

If $\delta(q, x_i) = (p, y, R)$ then next move can be represented as

$x_1 x_2 x_3 \dots x_{i-2} x_{i-1} \boxed{q x_i} x_{i+1} \dots x_n \vdash x_1 x_2 \dots x_{i-1} \boxed{p x_{i+1}} x_{i+2} \dots x_n$

CASE-1

If $\delta(q, x_i) = (p, y, L)$ then next move can be represented as

$x_1 x_2 x_3 \dots x_{i-2} x_{i-1} q x_i x_{i+1} \dots x_n \vdash$

B	x_1	x_2	...	x_{i-1}	x_i	x_{i+1}	x_{i+2}	...	x_n	B	B
---	-------	-------	-----	-----------	-------	-----------	-----------	-----	-------	---	---

Q Construct TM that accept language $L = \{a^n b^n \mid n \geq 1\}$

B	a	a	b	b	B	B
---	---	---	---	---	---	---

↑ q_0

B	x	a	b	b		
---	---	---	---	---	--	--

↑ q_1

B	x	a	y	b		
---	---	---	---	---	--	--

↑ q_2

B	x	a	y	b		
---	---	---	---	---	--	--

↑ q_2

B	x	a	y	b		
---	---	---	---	---	--	--

↑ q_0

B	x	x	y	b		
---	---	---	---	---	--	--

↑ q_1

	x	x	y	b		
--	---	---	---	---	--	--

↑ q_1

	x	x	y	y		
--	---	---	---	---	--	--

↑ q_2

	x	x	y	y		
--	---	---	---	---	--	--

↑ q_2

	x	x	y	y		
--	---	---	---	---	--	--

↑ q_0

	x	x	y	y		
--	---	---	---	---	--	--

↑ q_0

	x	x	y	y	B	B
--	---	---	---	---	---	---

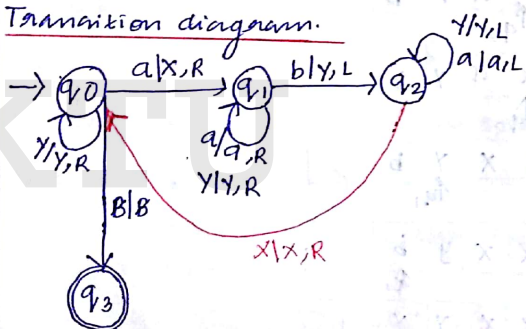
$a^n b^n$
 $a \rightarrow a$
 $b \rightarrow b$
 $a \rightarrow a$
 $b \rightarrow b$

* q_0 is
when
 $a^n b^n$
 $a^n b^n$



Transition Table.					
States ↓	Tape Alphabet				
	a	b	x	y	B
→ q_0	$(q_0/x, R)$	—	—	$(q_0/y, R)$	$(q_3/B, R)^H$
q_1	$(q_1/a, R)$	$(q_2/y, L)$	—	$(q_1/y, R)$	—
q_2	$(q_2/a, L)$	—	$(q_0/x, R)$	$(q_2/y, L)$	—
* q_3	—	—	—	—	—

Transition diagram.



Instantaneous description of a string 'aabb'

$w = 'aabb'$

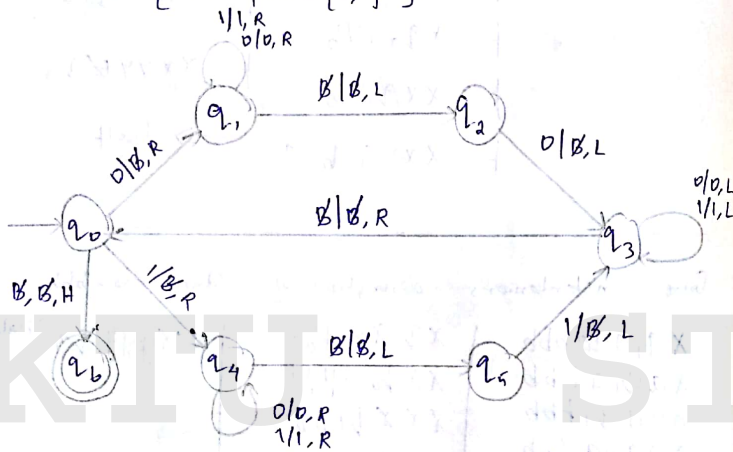
Initial configuration = $q_0 w$

$q_0 aabb \vdash x q_1 a b b \nearrow \vdash x q_2 x y y$
 $\vdash x a q_1 b b \vdash x x q_0 y y$
 $\vdash x a_2 a y b \vdash x x y q_1 y$
 $\vdash q_2 x a y b \vdash x x y y q_0 B$
 $\vdash x q_0 a y b \vdash x x y y B q_3$
 $\vdash x x q_1 y b \Rightarrow \text{Halt}$
 $\vdash x x y q_1 b \nearrow$

Give instantiations description of string aabb

$x q_1 a a b b b$	$x q_2 x a y y b$	$x x y y y q_3 \rightarrow \text{Halt}$
$x a q_1 a b b b$	$x x q_0 a y y b$	
$x a a q_1 b b b$	$x x x q_1 y y b$	
$x a q_2 a y b b$	$x x x y a_1 y b$	
$q_2 x a a y b b$	$x x x y y q_1$	
$x q_0 a a y b b$	$x x x y q_2 y y$	
$x x q_1 a y b b$	$x x x q_2 y y y$	
$x x a q_1 b b$	$x x q_2 x y y y$	
$x x a q_2 y y b$	$x x x q_0 y y y$	
$x x q_0 a y y b$	$x x x y q_0 y y$	
	$x x x y y q_0 y$	
	$x x x y y y q_0 B$	

Q) Construct Turing machine that accepts Language,
 $L = \{ww^R \mid w \in \{0,1\}^*\}$



- $q_0 \rightarrow$ If 0 comes, make it as B and move right. state to q_1 .
~~q0~~ \rightarrow If 1 comes, make it as B and move right. state to q_1 .
 $q_1 \rightarrow$ Skips 1's with 1's and 0's with 0's and move right until it finds B.
 $q_2 \rightarrow$ If 0 comes, replace 0 with B and move left state to q_3 .
 $q_4 \rightarrow$ same as q_1 .
 $q_5 \rightarrow$ If 1 comes, make it as blank. state to q_1 .

$q_3 \rightarrow$ If B, then replace it with B and move right. state to q_0 .

State	Tape Symbol		
	0	1	B
$\rightarrow q_0$	(q_1, B, R)	(q_1, B, R)	(q_6, B, H)
q_1	$(q_1, 0, R)$	$(q_1, 1, R)$	(q_2, B, L)
q_2	(q_3, B, L)		
q_3	$(q_3, 0, L)$ $(q_3, 0, L)$	$(q_3, 1, L)$ $(q_3, 1, L)$	
q_4	$(q_4, 0, R)$	$(q_4, 1, R)$	(q_5, B, L)
q_5		(q_5, B, L)	
q_6			

Example

$$L = \{a^n b^n c^n \mid n \geq 1\}$$

$$(q_0, a) = (q_1, X, R)$$

$$B a a a b b b c c c B$$

$$(q_0, a) = (q_1, X, R)$$

$$(q_0, y) = (q_0, y, R)$$

$$(q_0, B) = (q_f, B, \text{Halt})$$

$$(q_0, z) = (q_0, z, R)$$

$$(q_1, a) = (q_1, a, R)$$

$$(q_1, y) = (q_1, y, R)$$

$(q_1, b) = (q_2, Y, R)$

$(q_2, b) = (q_2, b, R)$

$(q_3, z) = (q_2, z, R)$

$(q_2, c) = (q_3, z, L)$

$(q_3, z) = (q_3, z, L)$

$(q_3, b) = (q_3, b, L)$

$(q_3, Y) = (q_3, Y, L)$

$(q_3, a) = (q_3, a, L)$

$(q_3, X) = (q_3, X, R)$

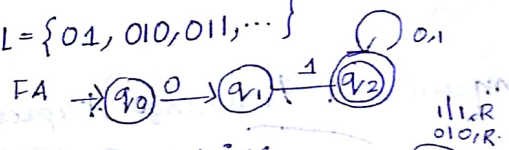
Transition table

	Tape Alphabet						
	a	b	c	X	Y	Z	B
q_0	(q_1, X, R)	(q_2, b, R)			(q_0, Y, R)	(q_0, Z, R)	(q_1, B, R)
q_1	(q_1, a, R)	(q_2, Y, R)			(q_1, Y, R)		
q_2		(q_2, b, R)	(q_3, z, L)			(q_2, Z, R)	
q_3		(q_3, b, L)				(q_3, Z, L)	

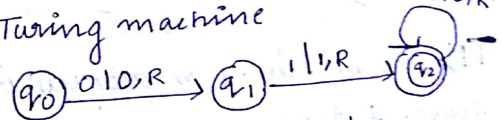
Q Construct TM that accept $L = \{w \neq w^R / w \in \{a, b\}^*\}$

Q Construct TM that starts with 01

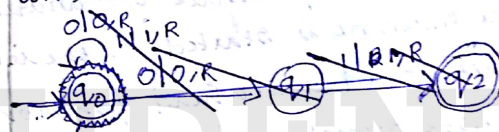
A $L = \{01, 010, 011, \dots\}$



Turing machine



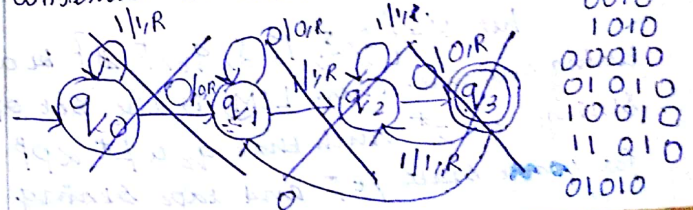
Q Construct TM that ~~starts~~ ends with 0,1



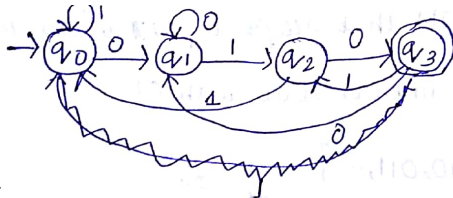
$L = \{01, 001, 101, 0001, 0101, 1001, 1101\}$



Construct TM that ends with ~~010~~ 010



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%%



Turing machine as language Accepters :-

TM can be viewed as accepters in the following sense. A string w is written on the tape with blanks filling out the unused portions. The machine is started in the initial state q_0 with read-write head position on the leftmost symbol of w . If after a sequence of moves the Turing machine enters a final state and halt, then w is considered as accepted otherwise rejected.

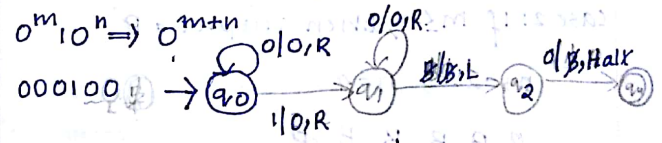
→ Language of Turing Machine:

Let $M = \{Q, \Sigma, \Gamma, \delta, q_0, F, B\}$ be a Turing machine. Then $L(M)$ is the set of strings $w \in \Sigma^*$ such that $q_0 w \vdash^* \alpha p \beta$ for some state $p \in F$ and tape string

α and β then that string is accepted by Turing machine. $L(M) = \{w \in \Sigma^* \mid q_0 w \vdash^* \alpha p \beta \text{ for some } p \in F \text{ and } \alpha, \beta \in \Gamma^*\}$

Digital Turing Machine As Transducers

- It is an abstract computer.



Q Construct a TM to compute proper subtraction of two numbers. Proper sub is defined by

$$m - n = \begin{cases} m - n & \text{if } m \geq n \\ 0 & \text{if } m < n \end{cases}$$

input: $\underbrace{B0000}_m - \underbrace{010}_n \dots B$

Proper Subtraction

$$m - n = \begin{cases} m - n & \text{if } m \geq n \\ 0 & \text{if } m < n \end{cases}$$

Input representation = $0^m 10^n$, eg. $0^5 10^3$

Tape configuration = $B 00000 10000 B B$

output

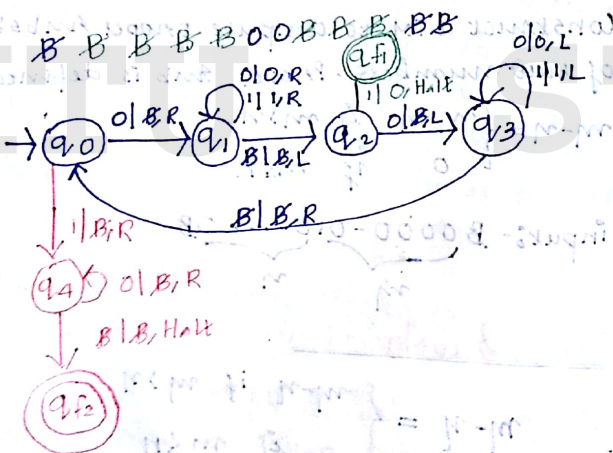
case 1: if $m > n$ then output = 0^{m-n}

$B B B B 0 0 B B B B$

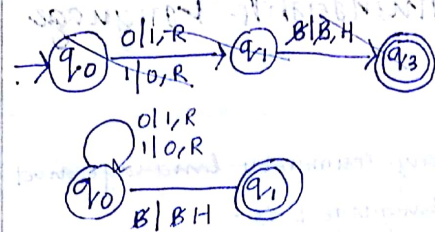
case 2: if $m \leq n$, then output = B^n

$m=2$ & $n=4$

$B B B B B B$



Construct TM that produce is complement of a given binary number



Q Construct TM that produce 2's complement of the binary string.

