# Introduction to Automata Theory



## **Major Notions**

- Automata Theory and Formal Languages
- 2. Context-Free Grammars
- 3. Turing Machines



# Why Study Automata Theory and Formal Languages?

- Regular expressions (REs) are used in many systems.
  - E.g., UNIX, Linux, OS X,... a.\*b.
  - E.g., Document Type Definitions describe XML tags with a RE format like person (name, addr, child\*).



# Why Study Automata Theory and Formal Languages? (cont'd)

- Finite automata model protocols, electronic circuits.
  - Theory is used in model-checking.



## Why Context-Free Grammars?

- Context-free grammars (CFGs) are used to describe the syntax of essentially every modern programming language.
- Every modern complier uses CFG concepts to parse programs.
  - Role in describing natural languages.
- Document Type Definitions are CFG's.



## Why Turing Machines?

- When developing solutions to real problems, we encounter situations that software can not do.
  - Undecidable things no program can do it 100% of the time with 100% accuracy.
  - Intractable things there are programs, but no fast programs.



## What is Automata Theory?

- Study of abstract computing devices, or "machines"
- Automaton = an abstract computing device
  - Note: A "device" need not even be a physical hardware!
- A fundamental question in computer science:
  - Find out what different models of machines can do and cannot do
  - The theory of computation
- Computability vs. Complexity

(A pioneer of automata theory)

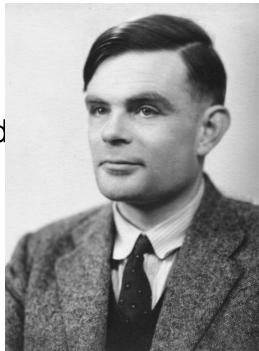


E H I N D

## Alan Turing (1912-1954)

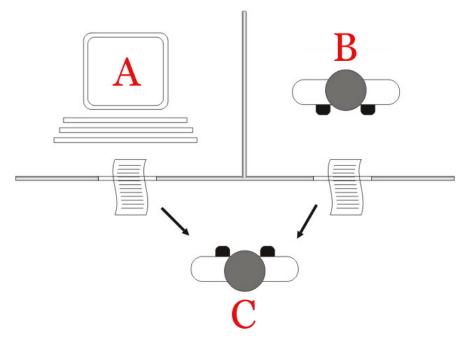
- Father of Modern Computer Science
- English mathematician
- Studied abstract machines called *Turing machines* even before computers existed

Heard of the Turing test?





## **Turing Test**



https://en.wikipedia.org

FYI: Ex Machina (movie)

# Theory of Computation: A Historical Perspective

1930s	<ul> <li>Alan Turing studies Turing machines</li> <li>Decidability</li> <li>Halting problem</li> </ul>	
1940-1950s	<ul> <li>"Finite automata" machines studied</li> <li>Noam Chomsky proposes the "Chomsky Hierarchy" for formal languages</li> </ul>	
1969	Cook introduces "intractable" problems or "NP-Hard" problems	
1970-	Modern computer science: compilers, computational & complexity theory evolve	

## Languages & Grammars

An alphabet is a set of symbols:

Or "words"

{0,1}

Sentences are strings of symbols:

A language is a set of sentences:

$$L = \{000,0100,0010,..\}$$

A grammar is a finite list of rules defining a language.

$$S \longrightarrow 0A$$
  $B \longrightarrow 1B$ 
 $A \longrightarrow 1A$   $B \longrightarrow 0F$ 
 $A \longrightarrow 0B$   $F \longrightarrow \varepsilon$ 

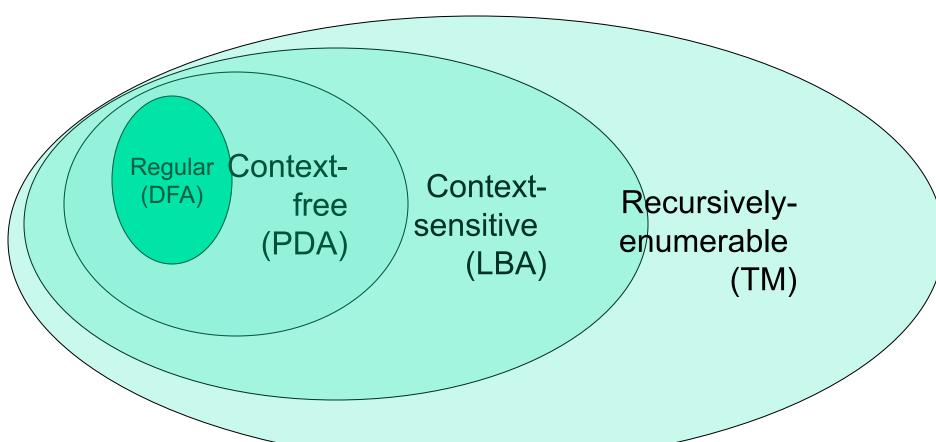
- Languages: "A language is a collection of sentences of finite length all constructed from a finite alphabet of symbols"
- Grammars: "A grammar can be regarded as a device that enumerates the sentences of a language" - nothing more, nothing less
- N. Chomsky, Information and Control, Vol 2, 1959



## The Chomsky Hierachy



A containment hierarchy of classes of formal languages





## 4

### **Alphabet**

## An alphabet is a finite, non-empty set of symbols

- We use the symbol ∑ (sigma) to denote an alphabet
- Examples:
  - Binary:  $\sum = \{0,1\}$
  - All lower case letters: ∑ = {a,b,c,..z}
  - Alphanumeric: ∑ = {a-z, A-Z, 0-9}
  - DNA molecule letters: ∑ = {a,c,g,t}
  - **.** . . .

## Strings

A string or word is a finite sequence of symbols chosen from ∑

- Empty string is ε (or "epsilon")
- Length of a string w, denoted by "|w|", is equal to the number of (non- ε) characters in the string

• 
$$E.g.$$
,  $x = 010100$ 

$$|x| = 6$$

• 
$$x = 01 \epsilon 0 \epsilon 1 \epsilon 00 \epsilon$$

$$|x| = ?$$

xy = concatenation of two strings x and y



## Powers of an alphabet

Let ∑ be an alphabet.

- $\sum^{k}$  = the set of all strings of length k

## 4

## Languages

L is a said to be a language over alphabet  $\Sigma$ , only if  $L \subseteq \Sigma^*$ 

 $\rightarrow$  this is because  $\Sigma^*$  is the set of all strings (of all possible length including 0) over the given alphabet  $\Sigma$ 

#### **Examples**:

Let L be *the* language of <u>all strings consisting of *n* 0's followed by *n* 1's:</u>

$$L = \{\epsilon, 01, 0011, 000111, \ldots\}$$

Let L be *the* language of <u>all strings of with equal number of</u> 0's and 1's:

$$L = \{ \epsilon, 01, 10, 0011, 1100, 0101, 1010, 1001, \ldots \}$$

Canonical ordering of strings in the language

#### **Definition:** Ø denotes the Empty language

Let L = {ε}; Is L=Ø?





## The Membership Problem

Given a string  $w \in \Sigma^*$  and a language L over  $\Sigma$ , decide whether or not  $w \in L$ .

#### Example:

Let w = 100011

Q) Is w ∈ the language of strings with equal number of 0s and 1s?



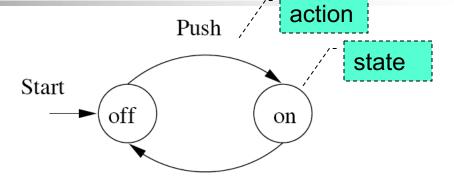
### Finite Automata

- Some Applications
  - Software for designing and checking the behavior of digital circuits
  - Lexical analyzer of a typical compiler
  - Software for scanning large bodies of text (e.g., web pages) for pattern finding
  - Software for verifying systems of all types that have a finite number of states (e.g., stock market transaction, communication/network protocol)



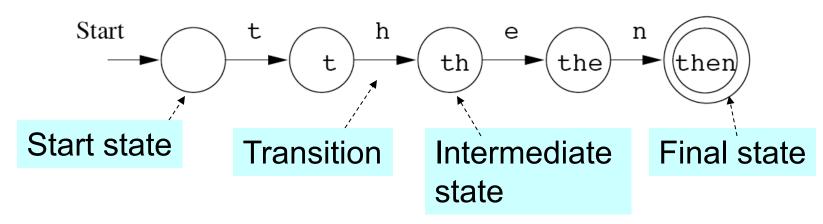
## Finite Automata: Examples

On/Off switch



Push

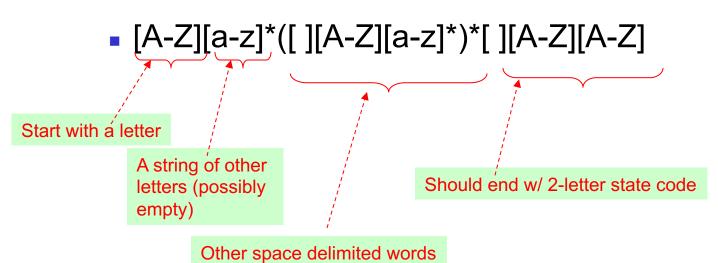
Modeling recognition of the word "then"





## Structural expressions

- Grammars
- Regular expressions
  - E.g., unix style to capture city names such as "Palo Alto CA":



(part of city name)



## The Chomsky Hierarchy



## The Chomsky Hierarchy

Regular

Contextfree

Contextsensitive

Recursivelyenumerable

Grammar	Languages	Automaton	Production Rules
Type-0	Recursively enumerable $\mathcal{L}_0$	Turing machine	$\alpha \to \beta$
Type-1	Context sensitive $\mathcal{L}_1$	Linear-bounded non-deterministic Turing machine	$\alpha A \beta \to \alpha \gamma \beta$
Type-2	Context-free $\mathcal{L}_2$	Non- deterministic push down automaton	$A  o \gamma$
Type-3	Regular $\mathcal{L}_3$	Finite state automaton	$A \rightarrow a$ and $A \rightarrow aB$



Classification using the structure of their rules:

Type-0 grammars: there are no restriction on the rules;

Type-1 grammars/Context sensitive grammars: the rules for this type have the next form:

$$uAv \rightarrow upv$$
,  $u, p, v \in V_G^*$ ,  $p \neq \lambda$ ,  $A \in V_N$ 

or  $A \rightarrow \lambda$  and in this case A does not belong to any right side of a rule.

Remark. The rules of the second form have sense only if A is the start symbol.



#### Remarks

A grammar is *Type 1 monotonic* if it contains no rules in which the left-hand side consists of more symbols than the right-hand side. This forbids, for instance, the rule,  $.NE \rightarrow and N$ , where N, E are non-term. symb.; and is a terminal symb  $(3 = |.NE| \ge |and N| = 2)$ .



#### Remarks

- A grammar is Type 1 context-sensitive if all of its rules are context-sensitive. A rule is context-sensitive if actually only one (non-terminal) symbol in its left-hand side gets replaced by other symbols, while we find the others back undamaged and in the same order in the right-hand side.
- Example: Name Comma Name End → Name and Name End meaning that the rule Comma → and may be applied if the left context is Name and the right context is Name End. The contexts themselves are not affected. The replacement must be at least one symbol long; this means that context-sensitive grammars are always monotonic.

Classification using the structure of their rules:

Type-2 grammars/Context free grammars: the rules for this type are of the form:

$$A \to p, p \in V_G^*, A \in V_N$$

Type-3 grammars/regular grammars: the rules for this type have one of the next two forms:

$$A, B, C \in V_N, p, q \in V_T^*$$

Rule  $A \to \lambda$  is allowed if A does not belongs to any right side of a rule.



## Summary

- Automata theory & a historical perspective
- Chomsky hierarchy
- Finite automata
- Alphabets, strings/words/sentences, languages
- Membership problem
- Chomsky hierarchy