

To use the pumping lemma to prove that a given set A is nonregular, we need to establish that $(\neg P)$ holds of A . Because of the alternating “for all/there exists” form of $(\neg P)$, we can think of this as a game between you and a demon. You want to show that A is nonregular, and the demon wants to show that A is regular. The game proceeds as follows:

1. The demon picks k . (If A really is regular, the demon’s best strategy here is to pick k to be the number of states of a DFA for A .)
2. You pick x, y, z such that $xyz \in A$ and $|y| \geq k$.
3. The demon picks u, v, w such that $y = uvw$ and $v \neq \epsilon$.
4. You pick $i \geq 0$.

You win if $xuv^iwz \notin A$, and the demon wins if $xuv^iwz \in A$.

The property $(\neg P)$ for A is equivalent to saying that you have a *winning strategy* in this game. This means that by playing optimally, you can always win no matter what the demon does in steps 1 and 3.

If you can show that you have a winning strategy, you have essentially shown that the condition $(\neg P)$ holds for A , therefore by Theorem 11.2, A is not regular.

We have thus reduced the problem of showing that a given set is nonregular to the puzzle of finding a winning strategy in the corresponding demon game. Each nonregular set gives a different game. We’ll give several examples in Lecture 12.

Warning: Although there do exist stronger versions that give necessary and sufficient conditions for regularity (Miscellaneous Exercise 44), the version of the pumping lemma given here gives only a necessary condition; there exist sets satisfying (P) that are nonregular (Miscellaneous Exercise 43). You cannot show that a set *is* regular by showing that it satisfies (P) . To show a given set *is* regular, you should construct a finite automaton or regular expression for it.

(Pumping lemma for CFLs) *For every CFL A , there exists $k \geq 0$ such that every $z \in A$ of length at least k can be broken up into five substrings $z = uvwxy$ such that $vx \neq \epsilon$, $|vwx| \leq k$, and for all $i \geq 0$, $uv^iwx^iy \in A$.*

Rule applied	Sentential forms in a leftmost derivation of x in G	Configurations of M in an accepting computation of M on input x
	S	$(q, [[[]] []], S)$
(iii)	$[SB$	$(q, [[]] []], SB)$
(iv)	$[[SBSB$	$(q, [] [[]], SBSB)$
(ii)	$[[[BBSB$	$(q, [] [[]], BBSB)$
(v)	$[[[] BSB$	$(q, [] [[]], BSB)$
(v)	$[[[]] SB$	$(q, [] [], SB)$
(ii)	$[[[]] BB$	$(q, [] [], BB)$
(v)	$[[[]] [] B$	$(q, [] [], B)$
(v)	$[[[]] []]$	$(q, [] [], \epsilon)$

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type bConst = True | False
type bExpr = Constant of bConst
| Variable of string
| And of bExpr * bExpr
| Or of bExpr * bExpr
| Not of bExpr

let sample1 = And(Not(Variable "a"), Not(Variable "b"))
let sample2 = Or(Not(Variable "a"), And(Variable "b", Constant(True)))
let sample3 = And(Variable "a", Not(Variable "a"))

(* Aww yeah, using that function from a long time ago to get rid of duplicates *)
let rec evalConst (const) = getUniqueSet(
  match bexpr with
  | Constant c => []
  | Variable v => if v = var then sub else Variable v
  | And (a1, a2) => append(vars(a1), vars(a2))
  | Or (a1, a2) => append(vars(a1), vars(a2))
  | Not n => Not(sub(n))
)

let rec subst (bexpr, var, sub) = match bexpr with
  | Constant c => Constant c
  | Variable v => if v = var then sub else Variable v
  | And (a1, a2) => And(subst(a1, var, sub), subst(a2, var, sub))
  | Or (a1, a2) => Or(subst(a1, var, sub), subst(a2, var, sub))
  | Not n => Not(subst(n, var, sub))

let evalConst(const) = match const with
  | True => true
  | False => false
  | _ => false

let rec eval (bexpr) =
  if vars(bexpr) = [] then None
  else if evalConst(bexpr) then Some True
  else Some False

type 'a nfa = {nfa_states : 'a list;
  nfa_alphabet : char list;
  nfa_start : 'a;
  nfa_delta : ('a * char * 'a list) list;
  nfa_final : 'a list}

let cross (xs, ys) = match xs with
  | [] => []
  | ::> append(elementCrossH, ys), cross(t, ys));
  let getTransition(deltas, state, input) = match deltas with
    | [] => transitionError(input)
    | ::> transitionError(input)
  let (start, tran, terminal) = h in
  if start = state && tran = input then
    terminal
  else
    getTransition(t, state, input)
  transition (dfa, state, input) =
  Transition(dfa.delta, state, input);

  let rec getDeltas (dfa1, dfa2, startState, alphabet) = match alphabet with
    | [] => []
    | ::> let (first, second) = startState in
      (startState, symbol, (transition(dfa1, first, symbol), transition(dfa2, second, symbol))) ::>
      getDeltas(dfa1, dfa2, startState, t)
  let getDeltas(dfa1, dfa2, alphabet, crossed) = match crossed with
    | [] => []
    | ::> append(getDeltas(dfa1, dfa2, h, alphabet), getDeltas(dfa1, dfa2, alphabet, t))
  let getUniqueSet(set) = match set with
    | [] => []
    | ::> if setIn(h, t) then getUniqueSet(t)
    else h :: getUniqueSet(t);
  let union (dfa1, dfa2) =
    alphabet = append(dfa1.alphabet, dfa2.alphabet);
    states = cross(dfa1.states, dfa2.states);
    start = (dfa1.start, dfa2.start);
    ita = getUniqueSet(getDeltas(dfa1, dfa2, append(dfa1.alphabet, dfa2.alphabet),
      cross(dfa1.states, dfa2.states)), cross(dfa2.final, dfa1.states));
    final = append(cross(dfa1.final, dfa2.states), cross(dfa2.final, dfa1.states))

  rec nfa_hasFinal (nfa, states) = match states with
    | [] => false
    | ::> if setIn(h, nfa.nfa_final) then true else nfa_hasFinal(nfa, t);
  rec getTransition(deltas, state, input) = match deltas with
    | [] => []
    | ::> let (start, tran, terminals) = h in
      if start = state && tran = input then
        terminals
      else
        getTransition(t, state, input)
  singleTransition (nfa, state, input) =
  getTransition(nfa.nfa_delta, state, input);

  rec nfa_transition (nfa, states, input) = match states with
    | [] => []
    | ::> Int.nfa_start;
    | ::> nfa_transition(nfa, states, a)
  let newStates = nfa_transition(nfa, states, h) in
  nfa_extendedTransition(nfa, newStates, t)

  nfa_accept (nfa, input) =
  nfa_hasFinal(nfa, nfa_extendedTransition(nfa, [nfa.nfa_start], explode(input)))

rings containing at least three occurrences of a:
  @a@a@a@;

rings containing an a followed later by a b; that is, strings of the form
zybz for some x, y, z:
  @a@b@;

1 single letters except a:
  # ∼ a;

rings with no occurrence of the letter a:
  (# ∼ a)*;

ngs in which every occurrence of a is followed sometime later by
occurrence of b; in other words, strings in which there are either
occurrences of a, or there is an occurrence of b followed by no
urrence of a; for example, aab matches but bba doesn't:
  (# ∼ a)* + @b(# ∼ a)*.

he alphabet is {a, b}, then this takes a much simpler form:
  ε + @b.

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type 'a dfa = {states : 'a list;
  alphabet : char list;
  start : 'a;
  delta : ('a * char * 'a list);
  final : 'a list}

let isolatedBs = (* lang
  | alphabet = ['a'; 'b'];
  | states = ["start"; "readb"; "sink"];
  | start = "start";
  | delta = [("start", 'a', "start");
    ("start", 'b', "readb");
    ("readb", 'a', "start");
    ("readb", 'b', "sink");
    ("sink", 'a', "sink");
    ("sink", 'b', "sink")];
  | final = ["start"; "readb"]]

let rec getTransition(deltas, state, input) = match deltas with
  | [] => transitionError(input)
  | ::> let (start, tran, terminal) = h in
    if start = state && tran = input then
      terminal
    else
      getTransition(t, state, input)

let transition (dfa, state, input) =
  getTransition(dfa.delta, state, input);

let rec extendedTransition (dfa, state, cs) = match cs with
  | [] => dfa.start
  | ::> a) -> getTransition(dfa.delta, state, a)
  | ::> h::t =>
    let newState = getTransition(dfa.delta, state, h) in
    extendedTransition(dfa, newState, t)

let accept (dfa, input) =
  setIn(extendedTransition(dfa, dfa.start, explode(input)), dfa.final)

let rec mapT f t =
  match t with
  | EmptyTree -> EmptyTree
  | Node (v, l, r) -> Node (f v, mapT f l, mapT f r)

let rec foldT f t b =
  match t with
  | EmptyTree -> b
  | Node (v, l, r) -> f v (foldT f l b) (foldT f r b)

let size t = foldT (fun v l r -> 1 + l + r) t 0
let sum t = foldT (fun v l r -> v + l + r) t 0

let max(a, b) = if a > b then a else b

let rec height t = match t with
  | EmptyTree -> 0
  | Node (v, l, r) -> 1 + max(height l, height r)

let height' t = foldT (fun v l r -> 1 + max(l, r)) t 0

let rec fringe t = match t with
  | EmptyTree -> []
  | Node (v, l, r) -> match l, r with
    | EmptyTree, EmptyTree -> [v]
    | EmptyTree, Node(v2, l2, r2) -> fringe r2
    | Node(v1, l1, r1), EmptyTree -> fringe l1
    | Node(v1, l1, r1), Node(v2, l2, r2) -> (fringe l1) @ (fringe r2)

```

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let predicate_opt p = fun x -> if p x then Some(x) else None
let map_opt f = fun x -> match x with Some x -> Some(f x) | _ -> None
let comb_opt f = fun x y -> match x, y with Some x, Some y -> Some(f x y) | _ -> None
let default v = fun x -> match x with Some x -> x | _ -> v
let compose_opt f g = fun x ->
  match f x with
  | Some a -> match g a with Some b -> Some b | _ -> None
  | _ -> None
let at_least n p xs = (List.fold_right (fun x y -> if p x then 1 + y else y) xs 0) > n
(* Assuming positive integers *)
let max_list xs = match List.fold_right (fun x y -> if x > y then x else y) xs 0 with
  | 0 -> None
  | a -> Some(a)
let map_funcs fs x = List.fold_right (fun a b -> (a (x)) :: b) (fs) []
let map_cross fs xs = List.fold_right (fun a b -> (map_funcs fs a) @ b) xs []

let rec fold_right comb xs base =
  match xs with
  | [] -> base
  | x :: xs' -> comb x (fold_right comb xs' base)
x matches α ∪ β if x matches either α or β:
  L(α ∪ β) = L(α) ∪ L(β);
x matches α ∩ β if x matches both α and β:
  L(α ∩ β) = L(α) ∩ L(β);
x matches αβ if x can be broken down as x = yz such that y matches α and z matches β:
  L(αβ) = L(α)L(β)
  = {yz | y ∈ L(α) and z ∈ L(β)};
x matches ∼α if x does not match α:
  L(∼α) = ∼L(α)
  = Σ* − L(α);
x matches α* if x can be expressed as a concatenation of zero or more
strings, all of which match α:
  L(α*) = {x1x2...xn | n ≥ 0 and xi ∈ L(α), 1 ≤ i ≤ n}
  = L(α)0 ∪ L(α)1 ∪ L(α)2 ∪ ...
  = L(α)*
The null string ε always matches α*, since ε is a concatenation of zero
strings, all of which (vacuously) match α.
x matches α+ if x can be expressed as a concatenation of one or more
strings, all of which match α:
  L(α+) = {x1x2...xn | n ≥ 1 and xi ∈ L(α), 1 ≤ i ≤ n}
  = L(α)1 ∪ L(α)2 ∪ L(α)3 ∪ ...
  = L(α)+.

```

(Pumping lemma) Let A be a regular set. Then the following property holds of A :

(P) There exists $k \geq 0$ such that for any strings x, y, z with $xyz \in A$ and $|y| \geq k$, there exist strings u, v, w such that $y = uv$, $v \neq \epsilon$, and all $i \geq 0$, the string $xuv^iwz \in A$.

Informally, if A is regular, then for any string in A and any sufficiently long substring y of that string, y has a nonnull substring v of which you can pump in as many copies as you like and the resulting string is still in A .

We have essentially already proved this theorem. Think of k as the number of states of a DFA accepting A . Since y is at least as long as the number of states, there must be a repeated state while scanning y . The string v is the substring between the two occurrences of that state. We can pump as many copies of v as we want (or delete v —this would be the case $i = 0$) and the resulting string is still accepted.

Games with the Demon

The pumping lemma is often used to show that certain sets are nonregular. For this purpose we usually use it in its contrapositive form:

(Pumping lemma, contrapositive form) Let A be a set of strings. Suppose that the following property holds of A .

(¬P) For all $k \geq 0$ there exist strings x, y, z such that $xyz \in A$, $|y| \geq k$, and for all u, v, w with $y = uv$ and $v \neq \epsilon$, there exists an $i \geq 0$ such that $xuv^iwz \notin A$.

Then A is not regular.

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<stmt> ::= <if-stmt> | <while-stmt> | <begin-stmt> | <assg-stmt>
<if-stmt> ::= if <bool-exp> then <stmt> else <stmt>
<while-stmt> ::= while <bool-exp> do <stmt>
<begin-stmt> ::= begin <stmt-list> end
  <stmt-list> ::= <stmt> | <stmt>; <stmt-list>
  <assg-stmt> ::= <var> := <arith-exp>
  <bool-exp> ::= <arith-exp> <compare-op> <arith-exp>
  <compare-op> ::= < | > | ≤ | ≥ | = | ≠
  <arith-exp> ::= <var> | <const> | (<arith-exp> <arith-op> <arith-exp>)
  <arith-op> ::= + | − | * | /
  <const> ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
  ... and so on

```