CS420

Introduction to the Theory of Computation

Lecture 1: Introduction

Tiago Cogumbreiro

About the course

- **Intructor:** Tiago (蒂亚戈) Cogumbreiro
- **Classes:** M01-0207, McCormack
  4:00pm to 5:15pm, Monday, Wednesday
- **Office hours:** 1:00pm to 2:00pm, Monday, Wednesday, Friday

Course webpage

`cogumbreiro.github.io/teaching/cs420/s20/`

Syllabus

cogumbreiro.github.io/teaching/cs420/s20/syllabus.pdf

- Course divided into 4 modules
- 2 homework assignment + 1 mini-test per module (30mins)
- Final grade: 26% mini-tests + 70% homework + 4% participation
- ***Homework grade:*** average of **8 assignments** (possibly weighted)
- ***Participation grade:*** in-class quizzes, attendance classroom
- Classroom attendance is required!

	Grade		***Letter***
$95 \leq$	P		A
$90 \leq$	P	< 95	A-
$85 \leq$	P	< 90	B
$75 \leq$	P	< 85	B
$70 \leq$	P	< 75	B-
$65 \leq$	P	< 70	C+
$55 \leq$	P	< 65	C
$50 \leq$	P	< 55	C-
$45 \leq$	P	< 50	D+
$35 \leq$	P	< 45	D
$30 \leq$	P	< 35	D-
$30 \leq$	P		F

Course requirements

Checklist

- Install Coq 8.10: `coq.inria.fr`
- Sign in on Gradescope: `www.gradescope.com/courses/81793`
- Sign in on Piazza: `piazza.com/class/k5ubsxch57r196`
- Sign in on Estalee: `www.estalee.com`

Heads up

- Please, **register using your UMB email address**.
- Homework 1 is due February 10 at 11:59pm.

Course overview

Introduction to Theory of Computation

Formal Languages

> Understanding the limits of what computers and programs

- Regular languages
- Context-Free languages
- Turing-recognizable languages

A birdseye view of CS420

What are the limits of programs?

Limits of computation

- Different classes of machines
- The limits of each of these classes
- What properties each class enjoys

Limits of computation

- Different classes of machines
- The limits of each of these classes
- What properties each class enjoys

Classes of machines

Class of machine	***Applications***
Finite Automata	Parse regular expressions
Pushdown Automata	Parse structured data (programs)
Turing Machines	Any program

Techniques

- **State-machines**
  Structure concurrency/parallelism/User Interfaces; UML diagrams

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  Structure concurrency/parallelism/User Interfaces; UML diagrams
- **Regular expressions** (regex)
  String matching rules
- **Grammars**
  Data specification; Parsing data
- **Turing machines**
  Theory of computation

Techniques

- **State-machines**
  Structure concurrency/parallelism/User Interfaces; UML diagrams
- **Regular expressions** (regex)
  String matching rules
- **Grammars**
  Data specification; Parsing data
- **Turing machines**
  Theory of computation
- **Programs are proofs**
  Using a programming language to write formal proofs

Some applications of formal languages

Use Case 1: DFA/NFA

Using a DFA/NFA to structure hardware usage

Use Case 1: DFA/NFA

Using a DFA/NFA to structure hardware usage

- Arduino is an open-source hardware to design **microcontrollers**
- Programming can be difficult, because it is highly concurrent
- Finite-state-machines structures the logical states of the hardware
- **Input:** a string of hardware events
- String acceptance is not interesting in this domain

Example

> The FSM represents the logical view of a micro-controller with a light switch

Use Case 1

Declare states

```
#include "Fsm.h"
// Connect functions to a state
State state_light_on(on_light_on_enter, NULL, &on_light_on_exit);
// Connect functions to a state
State state_light_off(on_light_off_enter, NULL, &on_light_off_exit);
// Initial state
Fsm fsm(&state_light_off);
```

Source: platformio.org/lib/show/664/arduino-fsm

Use Case 1

Declare transitions

```
// standard arduino functions
void setup() {
  Serial.begin(9600);

  fsm.add_transition(&state_light_on, &state_light_off,
                     FLIP_LIGHT_SWITCH,
                     &on_trans_light_on_light_off);
  fsm.add_transition(&state_light_off, &state_light_on,
                     FLIP_LIGHT_SWITCH,
                     &on_trans_light_off_light_on);
}
```

Source: platformio.org/lib/show/664/arduino-fsm

Use Case 1

Code that runs on before/after states

```
// Transition callback functions
void on_light_on_enter() {
  Serial.println("Entering LIGHT_ON");
}

void on_light_on_exit() {
  Serial.println("Exiting LIGHT_ON");
}

void on_light_off_enter() {
  Serial.println("Entering LIGHT_OFF");
}
// ...
```

Source: platformio.org/lib/show/664/arduino-fsm

Use Case 2

Regular Expressions: Input validation

Use Case 2

Regular Expressions: Input validation

HTML includes regular expressions to perform client-side form validation.

```
<input id="uname" name="uname" type="text"
       pattern="_([a-z]|[A-Z]|[0-9])+" minlength="4" maxlength="10">
```

- `_[a-zA-Z0-9]+`
- `[a-zA-Z0-9]` means any character beween `a` and `z`, or between `A` and `Z`, or between `0` and `9`
- `R+` means repeat `R` one or more times
- In this case, the username must start with an underscore `_`, and have one or more letters/numbers
- `minlength` and `maxlength` further restrict the string's length

Use Case 3

Regular Expressions: Text manipulation

Use Case 3

Regular Expressions: Text manipulation

Programming languages include regular expressions for fast and powerful text manipulation.

Example (JS)

```
let txt1 = "Hello World!";
let txt2 = txt1.replace(/[a-zA-Z]+/, "Bye"); // Replaces the first word by "Bye"
console.log(txt2);
// Bye World!
```

Use Case 4

Parsing JSON

Grammar for JSON

ANTLR is a parser generator.

- **Input:** a ***grammar***; **Output:** a parser, and data-structures that represent the parse tree (known as a Concrete Syntax Tree)
- The HTML DOM is an example of an ***Abstract*** Syntax Tree

```
json: value; // initial rule

obj: '{' pair (',' pair)* '}' | '{' '}'; // a sequence of comma-separated pairs

pair: STRING ':' value; // Example: "foo": 1

array: '[' value (',' value)* ']' | '[' ']'; // a sequence of comma-separated values

value: STRING | NUMBER | obj | array | 'true' | 'false' | 'null';
// ...
```

Source: raw.githubusercontent.com/antlr/grammars-v4/master/json/JSON.g4

A grammar for JSON integers

```
NUMBER: '-'? INT ('.' [0-9] +)? EXP?;

fragment INT: '0' | [1-9] [0-9]*; // fragment means do not generate code for this rule

fragment EXP : [Ee] [+\-]? INT;   // fragment means do not generate code for this rule
```

Source: raw.githubusercontent.com/antlr/grammars-v4/master/json/JSON.g4

A grammar for JSON

```
> ls *.java
JSONBaseListener.java JSONParser.java JSONVisitor.java
JSONBaseVisitor.java JSONLexer.java JSONListener.java
> cat JSONBaseListener.java
// Generated from ../JSON.g4 by ANTLR 4.7.2
import org.antlr.v4.runtime.tree.ParseTreeListener;

/**
 * This interface defines a complete listener for a parse tree produced by
 * {@link JSONParser}.
 */
public interface JSONListener extends ParseTreeListener {
        /**
         * Enter a parse tree produced by {@link JSONParser#json}.
         * @param ctx the parse tree
         */
        void enterJson(JSONParser.JsonContext ctx);
        /**
         * Exit a parse tree produced by {@link JSONParser#json}.
         * @param ctx the parse tree
         */
        void exitJson(JSONParser.JsonContext ctx);
```

CS420

- Study **algorithms** and **abstractions**
- Theoretical study of the **boundaries of computing**

Course schedule

1. Learn Coq programming
2. Regular languages
   - Design state machines
   - Prove properties on regular languages
3. Context-free languages
   - Design pushdown automata
   - Prove properties on regular languages
4. Turing-machines
   - Prove properties on computable and non-computable languages

On studying effectively for this content

Suggestions

- **Read the chapter before the class:**
  This way we can direct the class to specific details of a chapter, rather than a more topical end-to-end description of the chapter.
- **Attempt to write the exercises before the class:**
  We can guide a class to cover certain details of a difficult exercise.
- **Use the office hours and our online forum:** Coq is a unusual programming language, so you will get stuck simply because you are not familiar with the IDE or a quirk of the language

Module 1

`Basics.v`: Part 1

A primer on the programming language Coq

We will learn the core principles behind Coq

Enumerated type

A data type where the user specifies the various distinct values that inhabit the type.

Examples?

Enumerated type

A data type where the user specifies the various distinct values that inhabit the type.

Examples?

- boolean
- 4 suits of cards
- byte
- int32
- int64

Declare an enumerated type

```
Inductive day : Type :=
  | monday : day
  | tuesday : day
  | wednesday : day
  | thursday : day
  | friday : day
  | saturday : day
  | sunday : day.
```

- `Inductive` defines an (enumerated) type by cases.
- The type is named `day` and declared as a `: Type` (Line 1).
- Enumerated types are delimited by the assignment operator (`:=`) and a dot (`.`).
- Type `day` consists of 7 cases, each of which is is tagged with the type (`day`).

Printing to the standard output

`Compute` prints the result of an expression (terminated with dot):

```
Compute monday.
```

prints

```
     = tuesday
     : day
```

Interacting with the outside world

- Programming in Coq is different most popular programming paradigms
- Programming is an **interactive** development process
- The IDE is very helpful: workflow similar to using a debugger
- It's a REPL on steroids!
- `Compute` evaluates an expression, similar to `printf`

Inspecting an enumerated type

```
match d with
| monday ⇒ tuesday
| tuesday ⇒ wednesday
| wednesday ⇒ thursday
| thursday ⇒ friday
| friday ⇒ monday
| saturday ⇒ monday
| sunday ⇒ monday
end
```

Inspecting an enumerated type

```
match d with
| monday ⇒ tuesday
| tuesday ⇒ wednesday
| wednesday ⇒ thursday
| thursday ⇒ friday
| friday ⇒ monday
| saturday ⇒ monday
| sunday ⇒ monday
end
```

- `match` performs **pattern matching** on variable `d`.
- Each pattern-match is called a ***branch***; the branches are delimited by keywords `with` and `end`.
- Each ***branch*** is prefixed by a mid-bar (|) (⇒), a pattern (eg, `monday`), an arrow (⇒), and a return value

Pattern matching example

```
Compute match monday with
| monday ⇒ tuesday
| tuesday ⇒ wednesday
| wednesday ⇒ thursday
| thursday ⇒ friday
| friday ⇒ monday
| saturday ⇒ monday
| sunday ⇒ monday
end.
```

Create a function

```
Definition next_weekday (d:day) : day :=
  match d with
  | monday ⇒ tuesday
  | tuesday ⇒ wednesday
  | wednesday ⇒ thursday
  | thursday ⇒ friday
  | friday ⇒ monday
  | saturday ⇒ monday
  | sunday ⇒ monday
  end.
```

Create a function

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Definition next_weekday (d:day) : day :=
  match d with
  | monday ⇒ tuesday
  | tuesday ⇒ wednesday
  | wednesday ⇒ thursday
  | thursday ⇒ friday
  | friday ⇒ monday
  | saturday ⇒ monday
  | sunday ⇒ monday
  end.
```

- `Definition` is used to declare a function.
- In this case `next_weekday` has one parameter `d` of type `day` and returns (`:`) a value of type `day`.
- Between the assignment operator (`:=`) and the dot (`.`), we have the body of the function.

Example 2

```
Compute (next_weekday friday).
```

yields (Message pane)

```
     = monday
     : day
```

`next_weekday friday` is the same as `monday` (after evaluation)

Your first proof

```
Example test_next_weekday:
  next_weekday (next_weekday saturday) = tuesday.
Proof.
  simpl.       (* simplify left-hand side *)
  reflexivity. (* use reflexivity since we have tuesday = tuesday *)
Qed.
```

Your first proof

```
Example test_next_weekday:
  next_weekday (next_weekday saturday) = tuesday.
Proof.
  simpl.       (* simplify left-hand side *)
  reflexivity. (* use reflexivity since we have tuesday = tuesday *)
Qed.
```

- `Example` prefixes the name of the proposition we want to prove.
- The return type (`:`) is a (logical) **proposition** stating that two values are equal (after evaluation).
- The body of function `test_next_weekday` uses the `ltac` proof language.
- The dot (`.`) after the type puts us in proof mode. (Read as "defined below".)
- This is essentially a unit test.