

CS 334 ~ PS 6

#1. We design our 2 stack PDA to do the following.

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"I, please my honor I
have altered by the
Stevens Honor System"

Step 1: push \$ to both stacks

Step 2: while (!#):

read & push character to stack 1 :

Step 3: @ #, don't push & move to step 4

Step 4: while (pop(stack 1) != \$):

don't read
push the popped symbol to stack 2

Step 5: When \$ popped, start reading each symbol again, popping from stack 2 as you go.

If (pop != read):

reject. X

else if (pop(\$)): accept. ✓

else:

repeat reading & popping

#1b. Exact same description as 1a, except instead of checking for # each time @ step 2; non-deterministically transition to step 4 after each read & push.

#1c. We construct a 2PDA for each $n \in \mathbb{Z}^+$, let the 2PDA be A_n where A_n accepts α^n .

We construct A_n as follows.

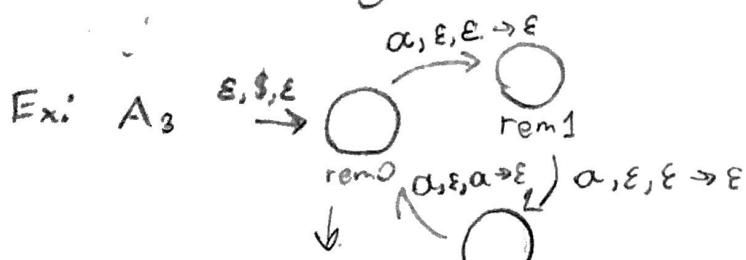
Step 1: Push $\$$ to both stacks.

Step 2: Read α & push an α on stack 1, then non-deterministically (ϵ transition) go to Step 3

Step 3: Pop an α off stack 1. Do nothing with it.

Step 4: Pop α 's off stack 1, and push them to stack 2 until you pop the $\$$.

Step 5: At this point, we have $n-1$ α 's in stack 2. From this "state" we have n states each taking a read, representing each possible remainder of n & following a cycle back to our state of rem 0.



If we go from rem $n-1 \rightarrow$ rem 0, pop from stack 2.

If we pop a $\$$ in rem 0, we accept. Otherwise reject.
This will only accept when we pop $n-1$ multiples of α , in other words our remaining $(\alpha^{n-1})^\omega$ symbols.

Our final 2PDA will take the union of each A_n , or $L = \bigcup_{n=1}^{\infty} A_n$, and since PDA's are closed under union L will accept $\{\alpha^i : i \geq 1\}$.
(The union just nondeterministically goes to each of these PDA's, and accepts if one of them (the one for i) accepts)

1 do. Key is 2 stacks of PDA2 can be used to hold all previous terminals & all terminals to the right of current never already seen.

If we can show a PDA2 can simulate each state & transition of a TM, then it will accept the same language.

1) We do this as follows:

1) Start by pushing \$ to left stack. This will be used to represent the first left space.

2) Have the 2PDA push every element to the left stack. Once it reaches the last symbol push the \$ to the right stack.

At this point our 2PDA has all its symbols in the left stack, plus \$ to represent spaces in each. Pop all the elements in the left stack & push them to the right. Now pretend the stacks are the tape of the TM. The top of each stack represent the elements left & right of the tape head respectively. As of now, our stacks are oriented to represent the TM head at its start.

We can represent the state of our turing machine as

$u a q : b v$, where a, b are the top elements of left & right, stack respectfully, while u & v are the rest of the strings in both stacks respectfully.

When the TM takes any left transition, pop the top element of the left stack, and push the newly overwritten value, unless its \$, then pop the right stack & replace it with the newly written value, pushing the \$ back onto the left stack.

Same idea just reversed for right transition.

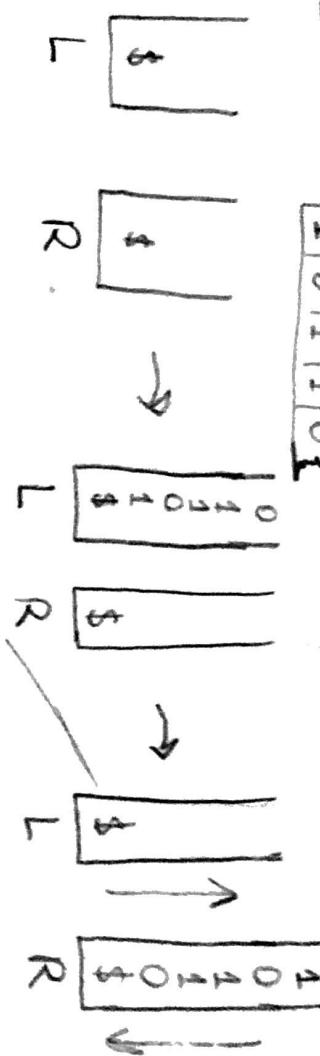
I know this is formal & complicated, here's an example. \Rightarrow

Start:

1 0 1 1 0

String: \$1q 1110\$

\$ is space / end



Move right:

1 1 1 1 0

write = 1
read = 0
move right

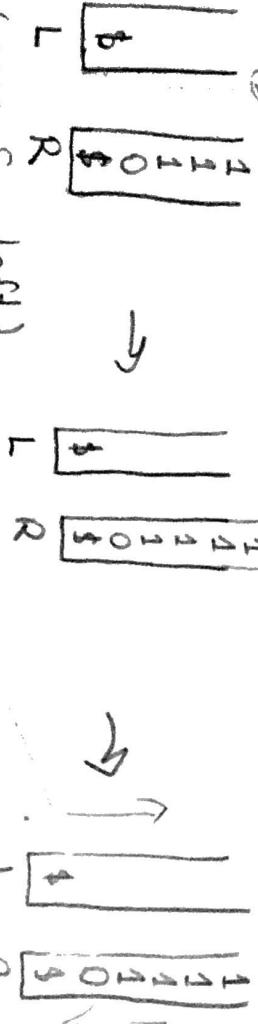


(pops from right,
PDA can see popped
symbol)

Move left:

1 1 1 1 1 0

write = 1
read = 1
move left

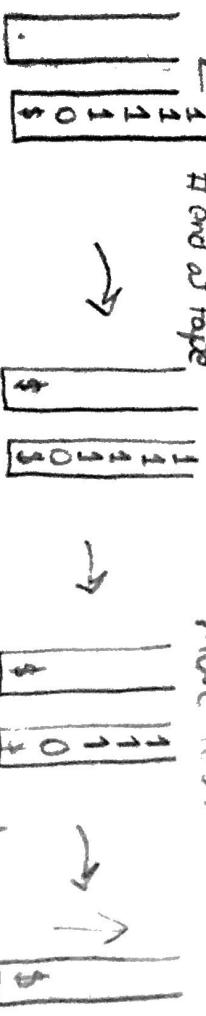


(pops from left)
(pushes back
right),
(push new symbol to R)

Move left:

1 1 1 1 1 0

write = 0
read = 1
move left



(pops from left)
(pushes back
left),
(push new symbol to R)

String: \$ q 11110\$
H same for \$q01110\$
reverse

String: \$ q 01110\$

(pops from left)
(pushes back
left),
(push new symbol to R)

(1)

#2) Every regular language can be represented by a FSA which accepts it. Every CFL is accepted by a PDA. The intersection of a regular language & a CFL accepts when both the regular language & CFL is accepted.

Show that intersection is also a CFL.

Proof by construction:

We make a PDA to accept the intersection of both languages. We'll do this in a similar fashion as converting NFAs to DFA's. We define $(Q, \Sigma, T, \delta, q_0, F)$ as follows:

Let R be the nfa of our regular language & C the PDA of our CFL.

1. $Q = \{Q_c \times Q_R\}$ or a combination of each of C's & R's states.
2. $\Sigma = \Sigma_c \cup \Sigma_R$
3. $T = T_c$
4. We define δ as follows, let $q_{c,r}$ be the current Q_c state in Q. Likewise let q_R be the current Q_R in Q. So $Q = \{q_{c,r}\}$
 Then, $\delta(Q, \Sigma, T_c) = \begin{cases} \text{if } (q_{c,r} \times q_R) \text{ is both 1 \& 2 true.} \\ \text{if } \delta_c(q_{c,r}, a, \epsilon) \rightarrow \{q'_c, \epsilon\} \\ \text{if } \delta_R(q_R, b) \rightarrow \{q'_R\} \\ \text{if } \delta_c(q_{c,r}, a, d) \rightarrow \{q'_c, T\} \\ \text{otherwise } (q_{c,r} \times q_R) \end{cases}$
 with $q'_c \in Q_c, q'_R \in Q_R, a \in \Sigma_c \cup \epsilon, b \in \Sigma_R \cup \epsilon, d \in T$.

That is if a transition input takes C to a new state, our PDA transitions to the cross with that new state. If transition input doesn't pop, it takes R to a new state, the PDA transitions to the cross with the new state. And if both C & R transition, we transition to the state with both new states. Else C & R go nowhere on input, & our PDA stays in the same state.

$$5. q_0 = \{q_{c_0} \times q_{R_0}\}$$

6. $F = \{q_{C\text{accept}} \times q_{R\text{accept}}\} \rightarrow$ So only accept if both accept.

Thus we created a PDA for the intersection of both a regular
& Context Free Language \rightarrow That language must be CFL)

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#3) Show TM-decidable languages are closed under:

i) Union: Given a string $w \in L_1 \cup L_2$, we run w on two tapes with TM, on the first & TM_2 on the second. If either accepts, our new TM accepts. Else we reject. Since a 2tape TM can be converted into a one tape TM this is valid.

ii) Concatenation: Suppose we have string $a \in L_1, b \in L_2$ where L_1, L_2 are decided by TM_1, TM_2 .
→ Construct new TM to accept ab .

We run a on TM_1 , then nondeterministically guess when we reach b . At b , we run TM_2 . If it accepts we accept, else reject.
A is decided
first, then split. If not reject.

iii) Star: Suppose we have $a \in L_1^*$, where TM_1 decides just L_1 . We construct a TM to accept L_1^* as follows.

If the string is empty, accept. (Start reading \sqcup)

Else, run TM_1 on a . If it accepts, nondeterministically guess where the next iteration of L_1 will be. Run TM_1 again on the new iteration of L_1 . Repeat this until end.

If TM accepts all strings we partition, accept.

iv) Intersection: Same as union, but only ~~accept~~ ^{decides} if both TM_1 & TM_2 accept.

U. Complement: Suppose $w \in L_1^c$ s.t. L is decided by TM_{10} .
Run TM_1 on w . If TM_1 accepts, reject &
vice versa. Since L_1 is decidable, we know TM_1
will reach one of those 2 states.

3b. Show Turing Recognizable Languages are closed under

Union: Suppose we have L_1 & L_2 which are recognized
by TM_1 & TM_2 respectively. Let $w \in L_1 \cup L_2$. Construct a
new TM to recognize w .

→ Run TM_1 & TM_2 on a 2 tape TM , s.t. each
tape holds a copy of w . If either accept, then
accept. If both machines halt & reject, then reject.

Catenation: Suppose we have L_1 & L_2 . Let $a \in L_1$ & $b \in L_2$.
Show $ab \in L$ is Turing recognizable.

Construct TM as follows-

→ Run TM_1 on a . If TM_1 accepts, we nondeterministically
guess the location of b & run TM_2 . If
 TM_1 or TM_2 halts and rejects, reject. If TM_1 & TM_2
accept, then accept.

Star: Suppose we have $a \in L^*$, where TM_1 recognizes L .
Show L^* is Turing recognizable.

→ If tape is empty, accept.

Else, run TM_1 on a . If it accepts, non-deterministically
guess the next iteration of L . Repeat until string a ends (\sqcup).
If every partition of a is accepted, accept. Else reject.

Intersection: Same as unions just if both accept then accept

Complement: Not closed. Proof by contradiction.

Suppose we have a language L that is recognized by TM₁. Assume L^c is also recognizable. Then L^c must be recognized by some TM₂, call it TM₂. We show that L must be decidable. Run TM₁ & TM₂ ~~separately~~ on 2 tapes, reading same input string w . We alternate reads between each Turing Machine.

- If $w \in L$, TM₁ will accept w in some n moves. Our 2 tape TM then accepts w in $2n$ moves.
- If $w \notin L$, then TM₂ will accept w in some m moves. Our 2 tape TM then rejects w in some finite moves $2m$.

However, our 2 tape TM now is able to decide the language of $\frac{L}{2}$, which is only Turing Recognizable. This is a contradiction.

Thus Turing recognizable languages are not closed under complement.