## Week10 friday

| Model of Computation  | Class of Languages  |
|---|---|
| Deterministic finite automata: formal definition, how to design for a given language, how to describe language of a machine? Nondeterministic finite automata: formal definition, how to design for a given language, how to describe language of a machine? Regular expressions: formal definition, how to design for a given language, how to describe language of expression? Also: converting between different models. | Class of regular languages: what are the closure properties of this class? which languages are not in the class? using pumping lemma to prove nonregularity.                          |
| Push-down automata: formal definition, how to design for a given language, how to describe language of a machine? Context-free grammars: formal definition, how to design for a given language, how to describe language of a grammar?  | Class of context-free languages: what are the closure properties of this class? which languages are not in the class?   |
| Turing machines that always halt in polynomial time  Nondeterministic Turing machines that always halt in polynomial time   | P<br>NP   |
| <b>Deciders</b> (Turing machines that always halt): formal definition, how to design for a given language, how to describe language of a machine?   | Class of decidable languages: what are the closure properties of this class? which languages are not in the class? using diagonalization and mapping reduction to show undecidability |
| Turing machines formal definition, how to design for a given language, how to describe language of a machine?   | Class of recognizable languages: what are the closure properties of this class? which languages are not in the class? using closure and mapping reduction to show unrecognizability   |

| Given | a | language, | prove | it | is            | regui | ar |
|-------|---|-----------|-------|----|---------------|-------|----|
| Given | а | language, | prove | ւլ | $\mathbf{IS}$ | regu  | aı |

Strategy 1: construct DFA recognizing the language and prove it works.

Strategy 2: construct NFA recognizing the language and prove it works.

Strategy 3: construct regular expression recognizing the language and prove it works.

"Prove it works" means . . .

**Example**:  $L = \{w \in \{0,1\}^* \mid w \text{ has odd number of 1s or starts with } 0\}$ 

Using NFA

Using regular expressions

**Example**: Select all and only the options that result in a true statement: "To show a language A is not regular, we can..."

- a. Show A is finite
- b. Show there is a CFG generating A
- c. Show A has no pumping length
- d. Show A is undecidable

**Example**: What is the language generated by the CFG with rules

$$S \rightarrow aSb \mid bY \mid Ya$$
 
$$Y \rightarrow bY \mid Ya \mid \varepsilon$$



| Example: Prove that the class of decidable languages is closed under concatenation. |  |  |  |  |  |  |  |  |
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