

## Week5 monday

Three different CFGs that each generate the language  $\{abba\}$

$$(\{S, T, V, W\}, \{a, b\}, \{S \rightarrow aT, T \rightarrow bV, V \rightarrow bW, W \rightarrow a\}, S)$$

$$(\{Q\}, \{a, b\}, \{Q \rightarrow abba\}, Q)$$

$$(\{X, Y\}, \{a, b\}, \{X \rightarrow aYa, Y \rightarrow bb\}, X)$$

Design a CFG to generate the language  $\{a^n b^n \mid n \geq 0\}$

*Sample derivation:*

Design a CFG to generate the language  $\{a^i b^j \mid j \geq i \geq 0\}$

*Sample derivation:*

**Theorem 2.20:** A language is generated by some context-free grammar if and only if it is recognized by some push-down automaton.

Definition: a language is called **context-free** if it is the language generated by a context-free grammar. The class of all context-free language over a given alphabet  $\Sigma$  is called **CFL**.

Consequences:

- Quick proof that every regular language is context free
- To prove closure of the class of context-free languages under a given operation, we can choose either of two modes of proof (via CFGs or PDAs) depending on which is easier
- To fully specify a PDA we could give its 6-tuple formal definition or we could give its input alphabet, stack alphabet, and state diagram. An informal description of a PDA is a step-by-step description of how its computations would process input strings; the reader should be able to reconstruct the state diagram or formal definition precisely from such a description. The informal description of a PDA can refer to some common modules or subroutines that are computable by PDAs:
  - PDAs can “test for emptiness of stack” without providing details. *How?* We can always push a special end-of-stack symbol,  $\$,$  at the start, before processing any input, and then use this symbol as a flag.
  - PDAs can “test for end of input” without providing details. *How?* We can transform a PDA to one where accepting states are only those reachable when there are no more input symbols.

Over  $\Sigma = \{a, b\}$ , let  $L = \{a^n b^m \mid n \neq m\}$ . **Goal:** Prove  $L$  is context-free.

Suppose  $L_1$  and  $L_2$  are context-free languages over  $\Sigma$ . **Goal:**  $L_1 \cup L_2$  is also context-free.

*Approach 1: with PDAs*

Let  $M_1 = (Q_1, \Sigma, \Gamma_1, \delta_1, q_1, F_1)$  and  $M_2 = (Q_2, \Sigma, \Gamma_2, \delta_2, q_2, F_2)$  be PDAs with  $L(M_1) = L_1$  and  $L(M_2) = L_2$ .

Define  $M =$

*Approach 2: with CFGs*

Let  $G_1 = (V_1, \Sigma, R_1, S_1)$  and  $G_2 = (V_2, \Sigma, R_2, S_2)$  be CFGs with  $L(G_1) = L_1$  and  $L(G_2) = L_2$ .

Define  $G =$

Suppose  $L_1$  and  $L_2$  are context-free languages over  $\Sigma$ . **Goal:**  $L_1 \circ L_2$  is also context-free.

*Approach 1: with PDAs*

Let  $M_1 = (Q_1, \Sigma, \Gamma_1, \delta_1, q_1, F_1)$  and  $M_2 = (Q_2, \Sigma, \Gamma_2, \delta_2, q_2, F_2)$  be PDAs with  $L(M_1) = L_1$  and  $L(M_2) = L_2$ .

Define  $M =$

*Approach 2: with CFGs*

Let  $G_1 = (V_1, \Sigma, R_1, S_1)$  and  $G_2 = (V_2, \Sigma, R_2, S_2)$  be CFGs with  $L(G_1) = L_1$  and  $L(G_2) = L_2$ .

Define  $G =$

## Summary

Over a fixed alphabet  $\Sigma$ , a language  $L$  is **regular**

- iff it is described by some regular expression
- iff it is recognized by some DFA
- iff it is recognized by some NFA

Over a fixed alphabet  $\Sigma$ , a language  $L$  is **context-free**

- iff it is generated by some CFG
- iff it is recognized by some PDA

**Fact:** Every regular language is a context-free language.

**Fact:** There are context-free languages that are not nonregular.

**Fact:** There are countably many regular languages.

**Fact:** There are countably infinitely many context-free languages.

*Consequence:* Most languages are **not** context-free!

## Examples of non-context-free languages

$$\begin{aligned} &\{a^n b^n c^n \mid 0 \leq n, n \in \mathbb{Z}\} \\ &\{a^i b^j c^k \mid 0 \leq i \leq j \leq k, i \in \mathbb{Z}, j \in \mathbb{Z}, k \in \mathbb{Z}\} \\ &\{ww \mid w \in \{0, 1\}^*\} \end{aligned}$$

(Sipser Ex 2.36, Ex 2.37, 2.38)

There is a Pumping Lemma for CFL that can be used to prove a specific language is non-context-free: If  $A$  is a context-free language, there there is a number  $p$  where, if  $s$  is any string in  $A$  of length at least  $p$ , then  $s$  may be divided into five pieces  $s = uvxyz$  where (1) for each  $i \geq 0$ ,  $uv^i xy^i z \in A$ , (2)  $|uv| > 0$ , (3)  $|vxy| \leq p$ . *We will not go into the details of the proof or application of Pumping Lemma for CFLs this quarter.*

## Week5 wednesday

A set  $X$  is said to be **closed** under an operation  $OP$  if, for any elements in  $X$ , applying  $OP$  to them gives an element in  $X$ .

True/False	Closure claim
True	The set of integers is closed under multiplication. $\forall x \forall y ( (x \in \mathbb{Z} \wedge y \in \mathbb{Z}) \rightarrow xy \in \mathbb{Z} )$
True	For each set $A$ , the power set of $A$ is closed under intersection. $\forall A_1 \forall A_2 ( (A_1 \in \mathcal{P}(A) \wedge A_2 \in \mathcal{P}(A)) \rightarrow A_1 \cap A_2 \in \mathcal{P}(A) )$
	The class of regular languages over $\Sigma$ is closed under complementation.
	The class of regular languages over $\Sigma$ is closed under union.
	The class of regular languages over $\Sigma$ is closed under intersection.
	The class of regular languages over $\Sigma$ is closed under concatenation.
	The class of regular languages over $\Sigma$ is closed under Kleene star.
	The class of context-free languages over $\Sigma$ is closed under complementation.
	The class of context-free languages over $\Sigma$ is closed under union.
	The class of context-free languages over $\Sigma$ is closed under intersection.
	The class of context-free languages over $\Sigma$ is closed under concatenation.
	The class of context-free languages over $\Sigma$ is closed under Kleene star.

Assume  $\Sigma = \{0, 1, \#\}$

$\Sigma^*$	Regular	/	nonregular and context-free	/	not context-free
$\{0^i \# 1^j \mid i \geq 0, j \geq 0\}$	Regular	/	nonregular and context-free	/	not context-free
$\{0^i 1^j \# 1^j 0^i \mid i \geq 0, j \geq 0\}$	Regular	/	nonregular and context-free	/	not context-free
$\{0^i 1^j \# 0^i 1^j \mid i \geq 0, j \geq 0\}$	Regular	/	nonregular and context-free	/	not context-free

**Turing machines:** unlimited read + write memory, unlimited time (computation can proceed without “consuming” input and can re-read symbols of input)

- Division between program (CPU, state diagram) and data
- Unbounded memory gives theoretical limit to what modern computation (including PCs, supercomputers, quantum computers) can achieve
- State diagram formulation is simple enough to reason about (and diagonalize against) while expressive enough to capture modern computation

For Turing machine  $M = (Q, \Sigma, \Gamma, \delta, q_0, q_{accept}, q_{reject})$  the **computation** of  $M$  on a string  $w$  over  $\Sigma$  is:

- Read/write head starts at leftmost position on tape.
- Input string is written on  $|w|$ -many leftmost cells of tape, rest of the tape cells have the blank symbol. **Tape alphabet** is  $\Gamma$  with  $\sqcup \in \Gamma$  and  $\Sigma \subseteq \Gamma$ . The blank symbol  $\sqcup \notin \Sigma$ .
- Given current state of machine and current symbol being read at the tape head, the machine transitions to next state, writes a symbol to the current position of the tape head (overwriting existing symbol), and moves the tape head L or R (if possible). Formally, **transition function** is

$$\delta : Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$$

- Computation ends if and when machine enters either the accept or the reject state. This is called **halting**. Note:  $q_{accept} \neq q_{reject}$ .

The **language recognized by the Turing machine**  $M$ , is

$$\{w \in \Sigma^* \mid \text{computation of } M \text{ on } w \text{ halts after entering the accept state}\} = \{w \in \Sigma^* \mid w \text{ is accepted by } M\}$$

An example Turing machine:  $\Sigma =$  ,  $\Gamma =$   
 $\delta((q0, 0)) =$



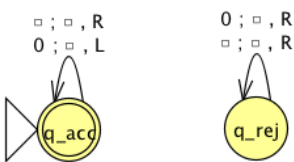
Formal definition:

Sample computation:

$q0 \downarrow$						
0	0	0	□	□	□	□

The language recognized by this machine is ...

*Extra practice:*



Formal definition:

Sample computation: