BU CS 332 – Theory of Computation

Lecture 2:

- Parts of a Theory of Computation
- Sets, Strings, and Languages

Reading:

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What makes a good theory?

- General ideas that apply to many different systems
- Expressed simply, abstractly, and precisely

Parts of a Theory of Computation

- Models for machines (computational devices)
- Models for the problems machines can be used to solve
- Theorems about what kinds of machines can solve what kinds of problems, and at what cost

What is a (Computational) Problem?

For us: A problem will be the task of recognizing whether a *string* is in a *language*

- **Alphabet**: A finite set Σ Ex. $\Sigma = \{\mathrm{a}, \mathrm{b}\}$

- **String:** A finite concatenation of alphabet symbols

  Ex. $\mathrm{bba}, \mathrm{ababb}$

  ε denotes empty string, length 0

  Σ^* = set of all strings using symbols from Σ

  Ex. $\{\mathrm{a}, \mathrm{b}\}^* = \{\varepsilon, \mathrm{a}, \mathrm{b}, \mathrm{aa}, \mathrm{ab}, \mathrm{ba}, \mathrm{bb}, \ldots\}$

- **Language:** A set $L \subseteq \Sigma^*$ of strings

Examples of Languages

Parity: Given a string consisting of a's and b's, does it contain an even number of a's?

Σ = L =

Primality: Given a natural number x (represented in binary), is x prime?

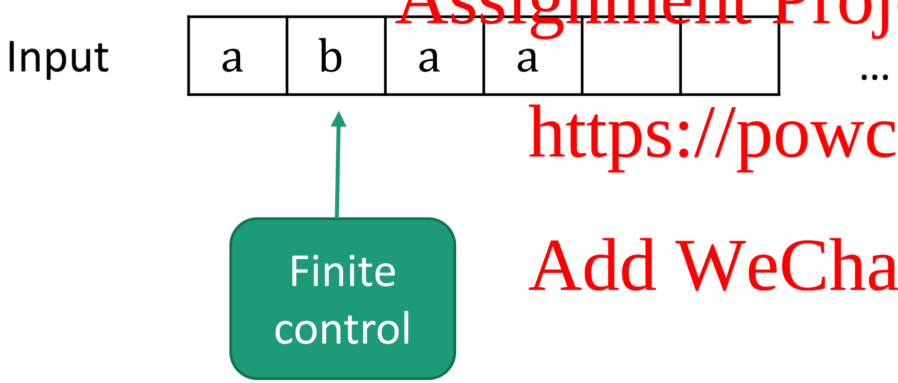
Σ = L =

Halting Problem: Given a C program, can it ever get stuck in an infinite loop?

Σ = L =

Machine Models

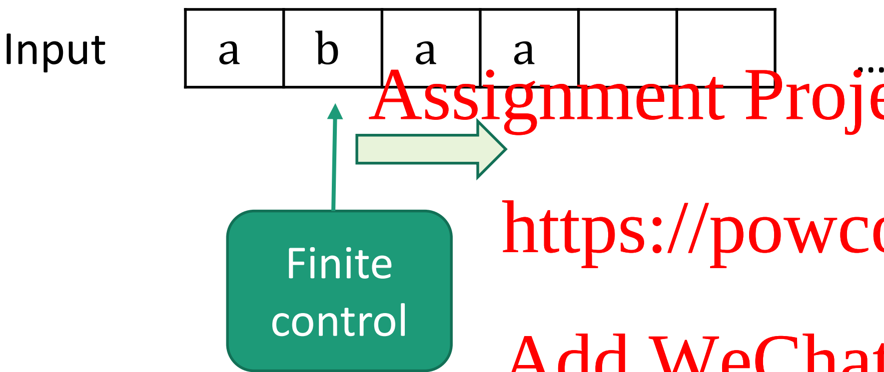
Computation is the processing of information by the **unlimited application** of a **finite set** of operations or rules



<u>Abstraction:</u> We don’t care how the control is implemented. We just require it to have a finite number of states, and to transition between states using fixed rules.

Machine Models

- Finite Automata (FAs): Machine with a finite amount of unstructured memory



Control scans left-to-right

Can check simple patterns

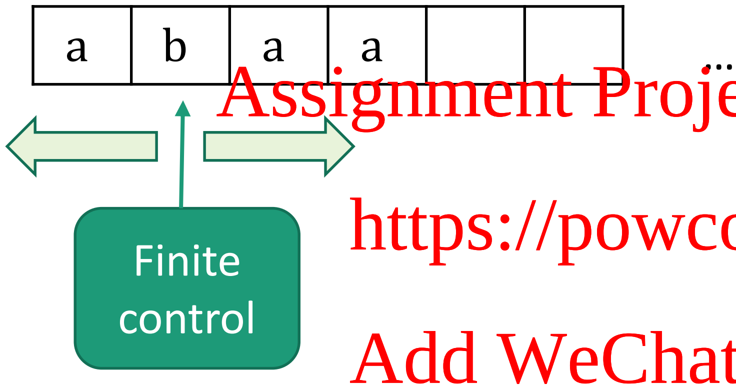
Can't perform unlimited counting

Useful for modeling chips, simple control systems, choose-your-own adventure games…

Machine Models

- Turing Machines (TMs): Machine with unbounded, unstructured memory

Input



Control can scan in both directions

Control can both read and write

Model for general sequential computation

Church-Turing Thesis: Everything we intuitively think of as "computable" is computable by a Turing Machine

What theorems would we like to prove?

We will define classes of languages based on which machines can recognize them

Inclusion: Every language recognizable by a FA is also recognizable by a TM

Non-inclusion: There exist languages recognizable by TMs which are not recognizable by FAs

Completeness: Identify a “hardest” language in a class

Robustness: Alternative definitions of the same class

Ex. Languages recognizable by FAs = regular expressions

Why study theory of computation?

- You'll learn how to formally reason about computation
- You'll learn the technology-independent foundations of CS

Philosophically interesting questions:

- Are there well-defined problems which cannot be solved by computers?
- Can we always find the solution to a puzzle faster than trying all possibilities?
- Can we say what it means for one problem to be "harder" than another?

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Connections to other parts of science:

- Finite automata arise in compilers, AI, coding, chemistry

https://cstheory.stackexchange.com/a/14818

- Hard problems are essential to cryptography
- Computation occurs in cells/DNA, the brain, economic systems, physical systems, social networks, etc.

What appeals to you about the theory of computation?

1. I want to learn new ways of thinking about computation

2. I like math and want to see how it's used in computer science

3. I'm excited about the philosophical questions about computation

4. I want to practice problem solving and algorithmic thinking

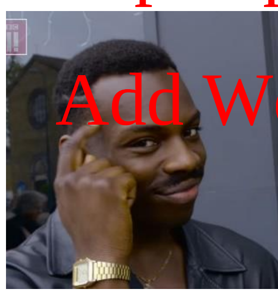
5. I want to develop a "computational perspective" on other areas of math/science

6. I actually wanted to take CS 320 or 350 but they were full

Why study theory of computation?

Practical knowledge for developers

“Boss, I can’t find an efficient algorithm. I guess I’m just too dumb.”



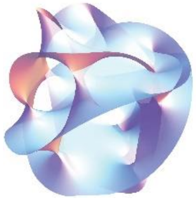
“Boss, I can’t find an efficient algorithm because no such algorithm exists.”

Will you be asked about this material on job interviews?

No promises, but a true story…

More about strings and languages

String Theory



- **Symbol:** Ex. a, b, 0, 1
- **Alphabet**: A finite set Σ $\quad$ $\text{Ex. } \Sigma = \{\text{a}, \text{b}\}$

- **String:** A finite concatenation of alphabet symbols

  Ex. bba, ababb

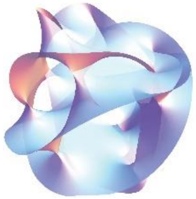
  ε denotes empty string, length 0

  Σ^* = set of all strings using symbols from Σ

  $$\text{Ex. } \{\text{a}, \text{b}\}^* = \{\varepsilon, \text{a}, \text{b}, \text{aa}, \text{ab}, \text{ba}, \text{bb}, \dots\}$$

- **Language:** A set $L \subseteq \Sigma^*$ of strings

String Theory



- **Length** of a string, written $|x|$, is the number of symbols

Ex. $|\mathrm{abba}| =$ $\qquad$ $|\varepsilon| =$

- **Concatenation** of strings x and y, written xy, is the symbols from x followed by the symbols from y

Ex. $x = \mathrm{ab}, y = \mathrm{ba} \quad \Rightarrow \quad xy =$

$x = \mathrm{ab}, y = \varepsilon \quad \Rightarrow \quad xy =$

- **Reversal** of string x, written x^R, consists of the symbols of x written backwards

Ex. $x = \mathrm{aab} \quad \Rightarrow \quad x^R =$

Fun with String Operations

What is $(xy)^R$?

Ex. $x = \text{aba}, y = \text{bba} \quad \Rightarrow \quad xy =$

$\Rightarrow \quad (xy)^R =$

1. $x^R y^R$
2. $y^R x^R$
3. $(yx)^R$
4. xy^R

Fun Proofs with String Operations

Claim: $(xy)^R =$

Proof: Let $x = x_1 x_2 \ldots x_n$ and $y = y_1 y_2 \ldots y_m$

Then $(xy)^R =$

Not even the most formal way to do this:

1. Define string length recursively
2. Prove by induction on $|y|$

Languages

A language L is a set of strings over an alphabet Σ

i.e., $L \subseteq \Sigma^*$

Languages = computational (decision) problems

Input: String $x \in \Sigma^*$

Output: Is $x \in L$? (YES or NO?)

Some Simple Languages

$\Sigma = \{0, 1\}$ $\Sigma = \{\mathrm{a}, \mathrm{b}, \mathrm{c}\}$

$\emptyset$ (Empty set)

Σ^* (All strings)

$\Sigma^n = \{x \in \Sigma^* \mid |x| = n\}$
(All strings of length n)

Some More Interesting Languages

- $L_1 =$ The set of strings $x \in \{\mathrm{a, b}\}^*$ that have an equal number of a's and b's

- $L_2 =$ The set of strings $x \in \{\mathrm{a, b}\}^*$ that start with (0 or more) a's and are followed by an equal number of b's

- $L_3 =$ The set of strings $x \in \{0, 1\}^*$ that contain the substring '0100'

Some More Interesting Languages

- $L_4 =$ The set of strings $x \in \{\mathrm{a}, \mathrm{b}\}^*$ of length at most 4

- $L_5 =$ The set of strings $x \in \{\mathrm{a}, \mathrm{b}\}^*$ that contain at least two a's

New Languages from Old

$L_6 =$ The set of strings $x \in \{\mathrm{a}, \mathrm{b}\}^*$ that have an equal number of a's and b's and length greater than 4

Since languages are just sets of strings, can build them using set operations:

$A \cup B$ "union"

$A \cap B$ "intersection"

$\bar{A}$ "complement"

New Languages from Old

$L_6 =$ The set of strings $x \in \{\mathrm{a}, \mathrm{b}\}^*$ that have an equal number of a's and b's and have length greater than 4

- $L_1 =$ The set of strings $x \in \{\mathrm{a}, \mathrm{b}\}^*$ that have an equal number of a's and b's

- $L_4 =$ The set of strings $x \in \{\mathrm{a}, \mathrm{b}\}^*$ of length at most 4

$$\Rightarrow L_6 =$$

Operations Specific to Languages

- **Reverse**: $L^R = \{x^R | \, x \in L\}$

  Ex. $L = \{\varepsilon, \mathrm{a}, \mathrm{ab}, \mathrm{aab}\}$ $\Rightarrow L^R =$

- **Concatenation:** $L_1 \circ L_2 = \{xy \, | x \in L_1, y \in L_2\}$

  Ex. $L_1 = \{\mathrm{ab}, \mathrm{aab}\}$ $L_2 = \{\varepsilon, \mathrm{b}, \mathrm{bb}\}$

  $\Rightarrow L_1 \circ L_2 =$

A Few "Traps"

String, language, or something else?

ε

$\emptyset$

$\{\varepsilon\}$

$\{\emptyset\}$

Languages

Languages = computational (decision) problems

Input: String $x \in \Sigma^*$

Output: Is $x \in L$? (YES or NO?)

The language **recognized** by a program is the set of strings $x \in \Sigma^*$ that it *accepts*

What Language Does This Program Recognize?

Alphabet $\Sigma = \{\mathrm{a}, \mathrm{b}\}$

On input $x = x_1 x_2 \ldots x_n$:

count = 0

For $i = 1, \ldots, n$:

If $x_i = \mathrm{a}$:

count $=$ count $+ 1$

If count ≤ 4: accept

Else: reject

1. $\{x \in \Sigma^* \mid |x| > 4\}$
2. $\{x \in \Sigma^* \mid |x| \leq 4\}$
3. $\{x \in \Sigma^* \mid |x| = 4\}$
4. $\{x \in \Sigma^* \mid x \text{ has more than } 4 \text{ a's}\}$
5. $\{x \in \Sigma^* \mid x \text{ has at most } 4 \text{ a's}\}$
6. $\{x \in \Sigma^* \mid x \text{ has exactly } 4 \text{ a's}\}$