

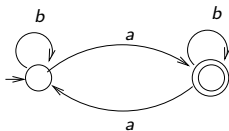
# Overview of UMC 205: Automata and Computability

Deepak D'Souza

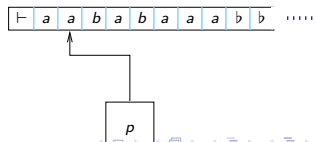
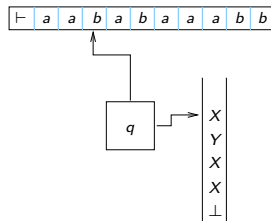
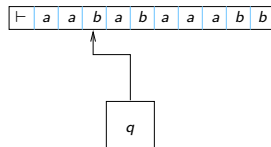
Department of Computer Science and Automation  
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02 January 2024

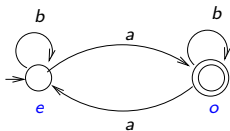
# Different Kinds of “Automata” or “State Machines”



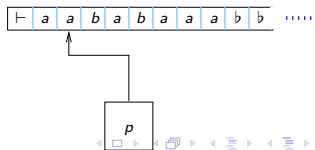
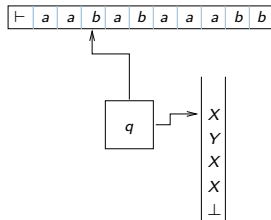
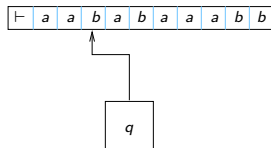
- Finite-State Automata
- Pushdown Automata
- Turing Machines



# Different Kinds of “Automata” or “State Machines”



- Finite-State Automata
- Pushdown Automata
- Turing Machines



# Kind of results we study in Automata Theory

- Expressive power of the models in terms of the class of languages they define.
  - Characterisations of this class of languages
    - Myhill-Nerode theorem.
    - Regular Expressions
    - Algebraic (in terms of monoids)
  - Necessary conditions these classes satisfy
    - Pumping Lemma and ultimate periodicity (for Regular/CFL).
    - Parikh's Theorem (for Context-Free Languages).
- Decision procedures
  - Emptiness problem
  - Language inclusion problem
  - Configuration reachability problem.
- Computability (Turing machines give a compelling notion of **computable** functions), Rice's Theorem.

# Why study automata theory?

Corner stone of many subjects in CS:

- ① Compilers
  - Lexical analysis, parsing, regular expression search
- ② Digital circuits (state minimization, analysis).
- ③ Computability, Complexity Theory (algorithmic hardness of problems)
- ④ **Mathematical Logic**
  - Decision procedures for logical problems.
- ⑤ **Formal Verification**
  - Configuration reachability
  - Is  $L(\mathcal{A}) \subseteq L(\mathcal{B})$ ?

# Uses in Verification

- 1 System models are natural extensions of automata models
  - Programs with no dynamic memory allocation, no procedures = Finite State systems.
  - No dynamic memory allocation = Pushdown systems.
  - General program = Turing machine.
  - Programs with unbounded integer variables = Counter machines.

Decision procedures for emptiness, configuration reachability, etc, directly translate to decision procedures for programs.

- 2 To solve “model-checking” problem for logics that talk about infinite behaviour.

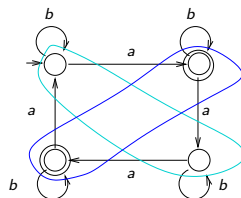
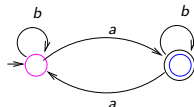
# Uses in Logic

- Obtain decision procedure for satisfiability of a logic by translating a formula to an automaton and checking emptiness.
- Argue undecidability/incompleteness of a proof system.

# Myhill-Nerode Theorem

Myhill-Nerode Theorem:

*Every regular language has a **canonical** DFA accepting it.*



Some consequences:

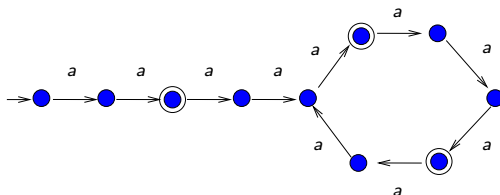
- Any DFA for  $L$  is a *refinement* of its canonical DFA.
- “minimal” DFA’s for  $L$  are isomorphic.



# Ultimate Periodicity of Regular Languages

## Claim

If  $L$  is a regular language then  $\text{lengths}(L)$  is an ultimately periodic set.



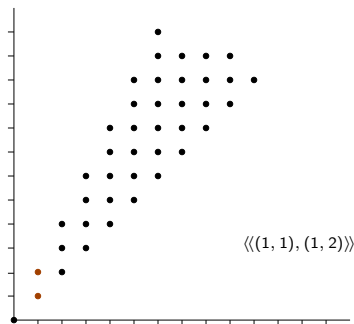
$$\text{lengths}(L(\mathcal{A})) = \{2\} \cup \{5, 11, 17, \dots\} \cup \{8, 14, 20, \dots\}.$$

# Parikh's Theorem for CFL's

$\psi(w)$ : “Letter-count” of a string  $w$ :

$$\text{Eg : } \psi(aabab) = (3, 2).$$

*If  $L$  is a context-free language, then  $\psi(L)$  is semi-linear  
(Every CFL is letter-equivalent to a regular language).*



Can be used to show certain languages are *not* context-free: Eg.

$$L = \{a^{2^n} \mid n \geq 0\}.$$

# Computable functions

Consider functions of natural numbers

$$f : \mathbb{N} \rightarrow \mathbb{N}.$$

When do we say a function  $f$  is “**computable**”?

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$$f : \mathbb{N} \rightarrow \mathbb{N}.$$

When do we say a function  $f$  is “**computable**”?

If we can give a “finite recipe” to compute the value of  $f(n)$  for any input  $n$ .

Example: a recipe to compute the sum of two numbers

input: m, n	
1. i := length(m);	65932
2. ans := "";	15823
3. add m[i] and n[i] to get sum s and carry c	-----
4. ans := s :: ans;	81755
5. if (i == 1)	-----
ans := c :: ans;	
else	
i := i-1;	
goto step 3;	
6. Output ans	

# More examples

$$f(n) = n \mapsto 2^n$$

$$flt(n) = \begin{cases} 1 & \text{if } \exists x, y, z : x^n + y^n = z^n \\ 0 & \text{otherwise} \end{cases}$$

$$hp(n) = \begin{cases} 1 & \text{if } n \text{ encodes a halting Turing machine} \\ 0 & \text{otherwise} \end{cases}$$

# Density of Computable Functions

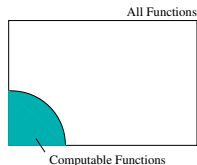
Are there any **uncomputable** functions?

# Density of Computable Functions

Are there any **uncomputable** functions?

**Uncountably infinitely many!**

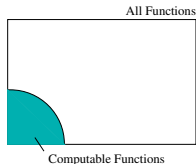
Use a diagonalization argument:



	0	1	2	3	4	5	6	7	8	9	10	11	...
$f_0$	0	0	0	0	0	0	0	0	0	0	0	0	...
$f_1$	1	2	3	4	5	6	7	8	9	10	11	12	...
$f_2$	12	10	8	6	4	2	0	2	4	6	8	10	...
$f_3$	69	0	1	0	42	7	0	0	0	8	0	9	...
$f_4$	0	1	0	0	9	1	1	0	0	0	0	0	...
$f_5$	1	11	0	10	0	1	1	5	0	1	61	1	...
$f_6$	0	1	0	0	0	1	1	0	0	0	0	0	...
$f_7$	0	0	13	0	6	0	1	15	0	0	1	0	...
⋮													⋮

# Density of Computable Functions

Are there any **uncomputable** functions?



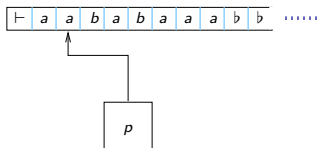
**Uncountably infinitely many!**

Use a diagonalization argument:

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$f_0$	0	0	0	0	0	0	0	0	0	0	0	0	...
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$f_7$	0	0	13	0	6	0	1	15	0	0	1	0	...
...													
$g$	1	3	9	1	10	2	2	16	0	0	0	0	...



# How a Turing machine works

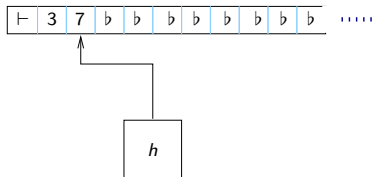
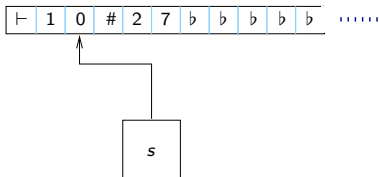


- Finite control
- Tape infinite to the right
- Each step: In current state  $p$ , read current symbol under the tape head, say  $a$ : Change state to  $q$ , replace current symbol by  $b$ , and move head left or right.

$$(p, a) \rightarrow (q, b, L/R).$$

# Definition of computability

- A function  $f : \mathbb{N} \rightarrow \mathbb{N}$  is computable if there is a Turing machine  $M$  which when started with  $n$  on its tape, always halts with  $f(n)$  on its tape.



- Finite recipe = A Turing machine that always halts
- Can give a simple TM that computes the addition function.

# Gödel's Incompleteness result

*There cannot be a sound and complete proof system for first-order arithmetic.*

# What we can say in $\text{FO}(\mathbb{N}, +, \cdot)$

- “Every number has a successor”

$$\forall n \exists m (m = n + 1).$$

- “Every number has a predecessor”

$$\forall n \exists m (n = m + 1).$$

- “There are only finitely many primes”

$$\exists n \forall p (\text{prime}(p) \implies p < n).$$

- “There are infinitely many primes”

$$\forall n \exists p (\text{prime}(p) \wedge p > n).$$

# Peano's Proof System for Arithmetic

- Axioms:

$$\begin{aligned} & \forall x \neg(0 = x + 1) \\ & \forall x \forall y (x + 1 = y + 1 \implies x = y) \\ & \forall x (x + 0 = x) \\ & \forall x \forall y \forall z (x + (y + z) = (x + y) + z) \\ & \forall x (x \cdot 0 = 0) \\ & \forall x \forall y \forall z (x \cdot (y + z) = ((x \cdot y) + (x \cdot z))) \\ & (\varphi(0) \ \& \ \forall x (\varphi(x) \implies \varphi(x + 1))) \implies \forall x \varphi(x). \end{aligned}$$

- Other axioms like  $(\varphi \ \& \ \psi) \implies \varphi$ ,  $\forall x(\varphi) \implies \varphi(17)$ .
- Inference rules like “Modus Ponens”

Given  $\varphi$  and  $\varphi \implies \psi$ , infer  $\psi$ .

# Proof

A proof of  $\varphi$  in a proof system is a finite sequence of sentences

$$\varphi_0, \varphi_1, \dots, \varphi_n$$

such that each  $\varphi_i$  is either an axiom or follows from two previous ones by an inference rule, and  $\varphi_n = \varphi$ .

Notion of  $X \vdash_{\mathcal{G}} \varphi$ .

A proof system is “**sound**” if whatever it proves is indeed true (i.e. in  $Th(\mathbb{N}, +, \cdot)$ ).

A proof system is “**complete**” if it can prove whatever is true (i.e. in  $Th(\mathbb{N}, +, \cdot)$ ).

# Gödel's Incompleteness result

*There cannot be a sound and complete proof system for first-order arithmetic.*

Formal language-theoretic proof:  $\text{Th}(\mathbb{N}, +, \cdot)$  is not even recursively enumerable.

## Course details

- Weightage: 40% assignments + quizzes + seminar, 20% midsem exam, 40% final exam.
- Assignments to be done on your own.
- Dishonesty Policy: Any instance of copying in an assignment will fetch you a 0 in that assignment + one grade reduction.
- Seminar (in groups of 3-4) can be chosen from list on course webpage or your own topic.
- Course webpage:  
[www.csa.iisc.ac.in/~deepakd/atc-2024/](http://www.csa.iisc.ac.in/~deepakd/atc-2024/)
- Teaching assistants for the course: Abhishek Uppar.