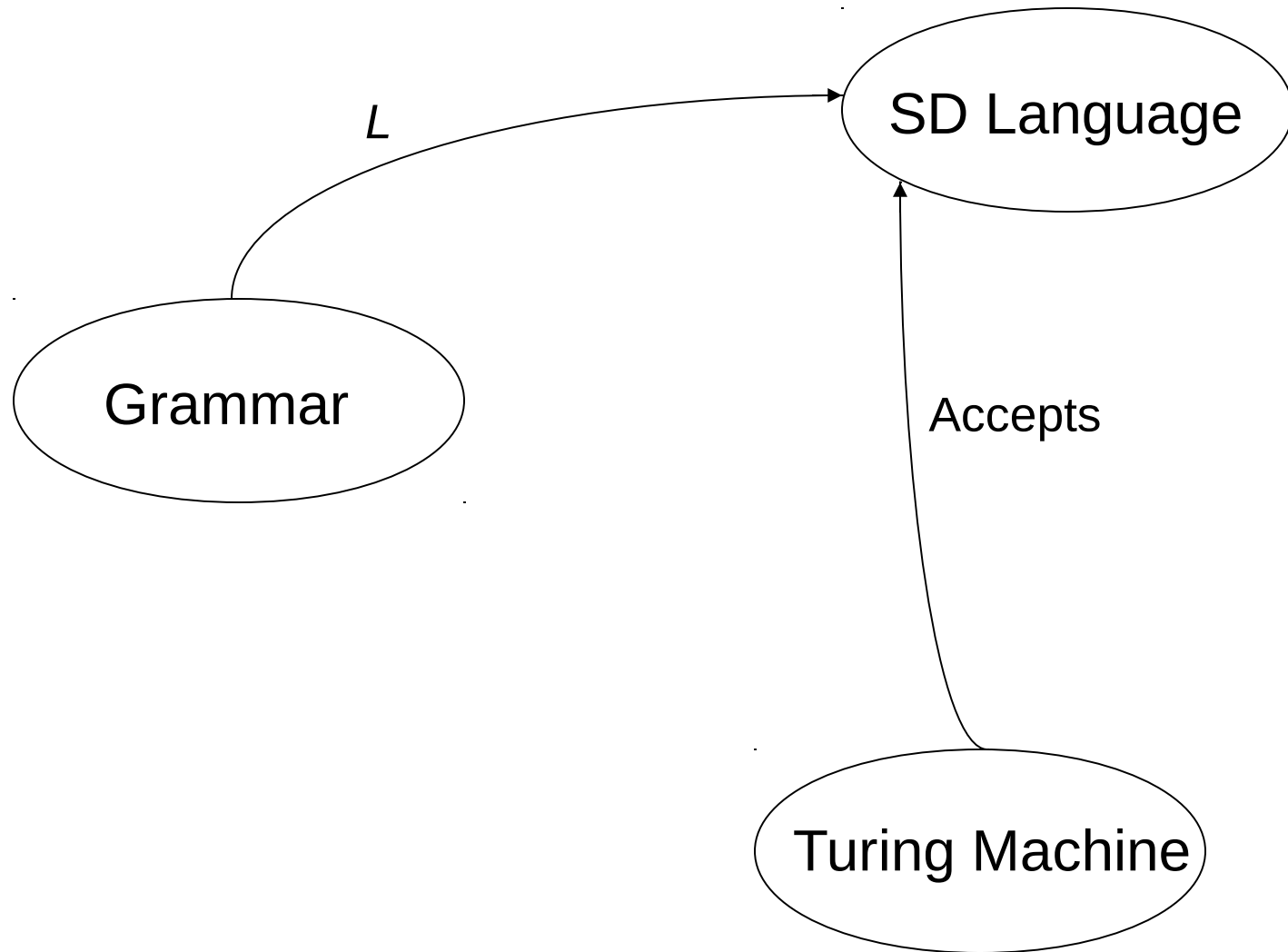




# Unrestricted Grammars

Chapter 23

# Grammars, SD Languages, and Turing Machines



# Unrestricted Grammars

An *unrestricted grammar*  $G$  is a quadruple  $(V, \Sigma, R, S)$ , where:

- $V$  is an alphabet,
- $\Sigma$  (the set of terminals) is a subset of  $V$ ,
- $R$  (the set of rules) is a finite subset of  $(V^+ \times V^+)$ ,
- $S$  (the start symbol) is an element of  $V - \Sigma$ .

The language generated by  $G$  is:

$$\{w \in \Sigma^* : S \Rightarrow_G^* w\}.$$

# Unrestricted Grammars

Example:  $A^nB^nC^n = \{a^n b^n c^n, n \geq 0\}$ .

$S \rightarrow aBSc$

$S \rightarrow \varepsilon$

$Ba \rightarrow aB$

$Bc \rightarrow bc$

$Bb \rightarrow bb$

Proof:

- Only strings in  $A^nB^nC^n$  :
- All strings in  $A^nB^nC^n$  :

# Another Example

$$\{w \in \{a, b, c\}^* : \#_a(w) = \#_b(w) = \#_c(w)\}$$

$S \rightarrow ABCS$

$S \rightarrow \varepsilon$

$AB \rightarrow BA$

$BA \rightarrow AB$

$BC \rightarrow CB$

$CB \rightarrow BC$

$AC \rightarrow CA$

$CA \rightarrow AC$

$A \rightarrow a$

$B \rightarrow b$

$C \rightarrow c$


$$WW = \{ww : w \in \{a, b\}^*\}$$

Idea:

1. Generate a string in  $ww^R$ , plus delimiters

aaabbCbbaaa#

2. Reverse the second half.

$$WW = \{ww : w \in \{a, b\}^*\}$$

$S \rightarrow T\#$	/* Generate the wall exactly once.
$T \rightarrow aTa$	/* Generate $wCw^R$ .
$T \rightarrow bTb$	"
$T \rightarrow C$	"
$C \rightarrow CP$	/* Generate a pusher $P$
$Paa \rightarrow aPa$	/* Push one character to the right
$Pab \rightarrow bPa$	to get ready to jump.
$Pba \rightarrow aPb$	"
$Pbb \rightarrow bPb$	"
$Pa\# \rightarrow \#a$	/* Hop a character over the wall.
$Pb\# \rightarrow \#b$	"
$C\# \rightarrow \varepsilon$	



# Equivalence of Unrestricted Grammars and Turing Machines

**Theorem:** A language is generated by an unrestricted grammar if and only if it is in SD.

**Proof:**

**Only if (*grammar*  $\rightarrow$  *TM*):** by construction of an NDTM.

**If (*TM*  $\rightarrow$  *grammar*):** by construction of a grammar that mimics the behavior of a semideciding TM.



# Grammar $\rightarrow$ Turing Machine

Given  $G$ , produce a Turing machine  $M$  that semidecides  $L(G)$ .

$M$  will be nondeterministic and will use two tapes:

□	□	a	b	a	b	□	□	□
	1	0	0	0	0	0	0	
	a	S	T	a	a	b	□	
	1	0	0	0	0	0	0	

For each nondeterministic “incarnation”:

- Tape 1 holds the input.
- Tape 2 holds the current state of a proposed derivation.

At each step,  $M$  nondeterministically chooses a rule to try to apply and a position on tape 2 to start looking for the left-hand side of the rule. Or it chooses to check whether tape 2 equals tape 1. If any such machine succeeds, we accept. Otherwise, we keep looking.

# Turing Machine $\rightarrow$ Grammar

Build  $G$  to simulate the forward operation of a TM  $M$ :

The first (**generate**) part of  $G$ :

Create all strings over  $\Sigma^*$  of the form:

$$w = \# \square \square q000 \textcolor{blue}{a}_1 \textcolor{red}{a}_1 \textcolor{blue}{a}_2 \textcolor{red}{a}_2 \textcolor{blue}{a}_3 \textcolor{red}{a}_3 \square \square \#$$

(**Blue copy** to store for later, **red copy** to simulate  $M$  on.)

The second (**test**) part of  $G$  simulates the execution of  $M$  on a particular string  $w$  (the **red copy**). An example of a partially derived string:

$$\# \square \square \textcolor{blue}{a} \textcolor{red}{1} \textcolor{blue}{2} \textcolor{red}{c} \textcolor{blue}{c} \textcolor{red}{b} \textcolor{blue}{4} q001 \textcolor{blue}{a} \textcolor{red}{3} \#$$

Examples of rules:

$$q100 \textcolor{blue}{b} \textcolor{red}{b} \rightarrow \textcolor{blue}{b} \textcolor{red}{2} q101$$

$$\textcolor{blue}{a} \textcolor{red}{a} q011 \textcolor{blue}{b} \textcolor{red}{4} \rightarrow q011 \textcolor{blue}{a} \textcolor{red}{a} \textcolor{blue}{b} \textcolor{red}{4}$$

# The Last Step

The third (**cleanup**) part of  $G$  erases the **working part** if  $M$  ever reaches any of its accepting states, all of which will be encoded as  $A$ . The **saved input string** is then generated by the grammar (because it was accepted by  $M$ ).

Rules:

$\forall z \quad z A \rightarrow A z$  /\* Sweep  $A$  to the left.

$\forall x, y \quad \#A \textcolor{blue}{x} \textcolor{red}{y} \rightarrow \textcolor{blue}{x} \#A$  /\* Erase **working part**  
 $\#A\# \rightarrow \varepsilon$

# Decision Problems for Unrestricted Grammars

- Given a grammar  $G$  and a string  $w$ , is  $w \in L(G)$ ?
- Given a grammar  $G$ , is  $\varepsilon \in L(G)$ ?
- Given two grammars  $G_1$  and  $G_2$ , is  $L(G_1) = L(G_2)$ ?
- Given a grammar  $G$ , is  $L(G) = \emptyset$ ?

Or, as languages:

- $L_a = \{ \langle G, w \rangle : w \in L(G) \}$ .
- $L_\varepsilon = \{ \langle G \rangle : \varepsilon \in L(G) \}$ .
- $L_ = \{ \langle G_1, G_2 \rangle : L(G_1) = L(G_2) \}$ .
- $L_\emptyset = \{ \langle G \rangle : L(G) = \emptyset \}$ .

None of these questions is decidable.



$L_a = \{ \langle G, w \rangle : w \in L(G) \}$  is not in D.

**Proof:** Let  $R$  be a mapping reduction from:

$A = \{ \langle M, w \rangle : \text{Turing machine } M \text{ accepts } w \}$  to  $L_a$ :

$R(\langle M, w \rangle) =$

1. From  $M$ , construct the description  $\langle G\# \rangle$  of a grammar  $G\#$  such that  $L(G\#) = L(M)$ .
2. Return  $\langle G\#, w \rangle$ .

If *Oracle* decides  $L_a$ , then  $C = \text{Oracle}(R(\langle M, w \rangle))$  decides  $A$ . We have already defined an algorithm that implements  $R$ .  $C$  is correct:

- If  $\langle M, w \rangle \in A$ :  $M(w)$  halts and accepts.  $w \in L(M)$ . So  $w \in L(G\#)$ .  $\text{Oracle}(\langle G\#, w \rangle)$  accepts.
- If  $\langle M, w \rangle \notin A$ :  $M(w)$  does not accept.  $w \notin L(M)$ . So  $w \notin L(G\#)$ .  $\text{Oracle}(\langle G\#, w \rangle)$  rejects.

But no machine to decide  $A$  can exist, so neither does *Oracle*.