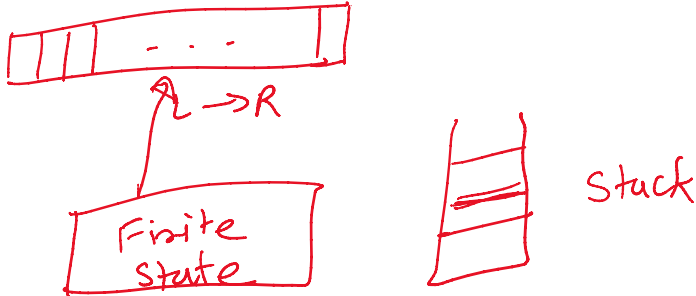


Last Time

CFL

(Intuition: DFA + Stack)

Non-deterministic Pushdown Automata (PDA)



- Closure Properties

Thm: If $L_1 \xrightarrow{s_1}$ and $L_2 \xrightarrow{s_2}$ are CFL

Then so are $L_1 \cup L_2$, $L_1 \cdot L_2$, L_1^*

$S \rightarrow S_1 \mid S_2$ $S \rightarrow S_1 S_2$ $S \rightarrow S S_1 \mid \epsilon$

Thm: If L_1 is CFL, L_2 is a regular lang.

Then $L_1 \cap L_2$ is CFL

(Product construction of a PDA & a DFA)

Remark: Not closed under intersection

Ex: $L_1 = \{0^i 1^i 2^k \mid i, k \geq 0\}$ CFL

$L_2 = \{0^i 1^k 2^k \mid i, k \geq 0\}$ CFL

$L_1 \cap L_2 = \{0^i 1^i 2^i \mid i \geq 0\}$ is not a CFL.

Not closed under complements.

Turing Machine (TM)

(early 1900)

(how to define "all" that can be computed)

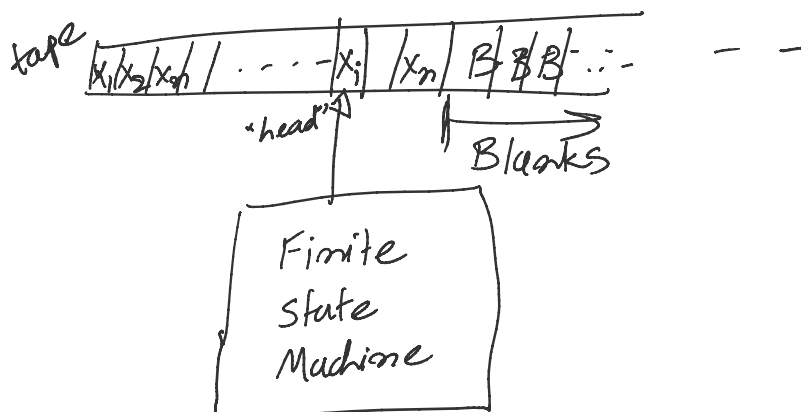
Turing (1936) - one of the simplest models.
Resembles modern computers.

Main features

- infinite memory
- can read & write both
- can go back & forth in the memory.

Implementation

- Unbounded tape
- read/write one symbol at current position ("head")
- Move head one position left/right.



* Formal Def: A ^{deterministic} TM is specified as

$$M = (Q, \Sigma, \Gamma, \delta, q_0, B, q_{acc}, q_{rej})$$

where

Q is a finite set of states

Σ finite alphabets for input

Γ finite "tape" alphabets $\Sigma \subset \Gamma$

... initial state

finite

$q_0 \in Q$ is start state

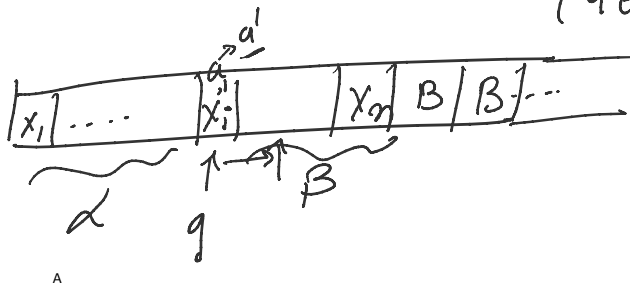
$B \in \Gamma \setminus \Sigma$ is "blank" symbol

stop/halt states $\begin{cases} q_{acc} \in Q \text{ is a unique accept state} \\ q_{rej} \in Q \text{ is a unique reject state.} \end{cases}$

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

\uparrow current state \uparrow read symbol \uparrow next state \uparrow write symbol \uparrow move left/right/stay

Def: A configuration (instantaneous identification (ID)) is a string $x_1 x_2 \dots x_{i-1} q x_i \dots x_m$ ($q \in Q, x_1 \dots x_m \in \Gamma$)



Def: (Single Move) Let $q \neq \underline{q_{acc}}, \underline{q_{rej}}$

If $\delta(q, a) = (q', a', S)$

$$\alpha q a \beta \xrightarrow{M} \alpha q' a' \beta$$

$$\alpha, \beta \in \Gamma^*$$

If $\delta(q, a) = (q', a', R)$

$$\alpha q a \beta \xrightarrow{M} \alpha a' q' \beta$$

(special case: $\alpha q a \xrightarrow{M} \alpha a' q'$)

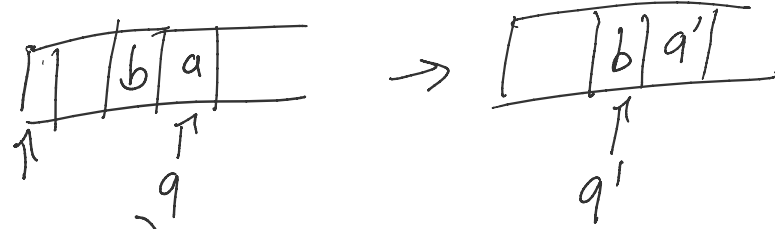
If $\delta(q, a) = (q', a', L)$

(special case: $\alpha a \beta \xrightarrow{M} \text{crash}$)

iff $\delta(q, a) = (q', a', L)$

($q a \beta \xrightarrow{M} \text{crash}$)

$\alpha b q a \beta \xrightarrow{M} \alpha q' b a' \beta$



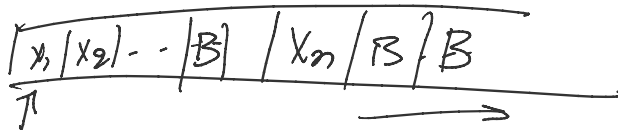
Def: (Multiple Moves)

$C \xrightarrow{M}^* C'$ iff $C \xrightarrow{M} C_1 \xrightarrow{M} C_2 \dots \xrightarrow{M} C_{k-1} \xrightarrow{M} C'$
 where C_1, C_2, \dots, C_{k-1} are some configurations.

Def: on input $\alpha \in \Sigma^*$

$- M$ accepts α iff $q_0 \alpha \xrightarrow{M}^* q_{acc} \beta$
 $\alpha, \beta \in \Gamma^*$

$- M$ rejects α iff $q_0 \alpha \xrightarrow{M}^* q_{rej} \beta$



q_0

$- M$ crashes on α iff $q_0 \alpha \xrightarrow{M}^* \text{crash}$

$- M$ does not halt iff $q_0 \alpha \xrightarrow{M} C_1 \xrightarrow{M} C_2 \xrightarrow{M} C_3 \dots$
 infinite seq.

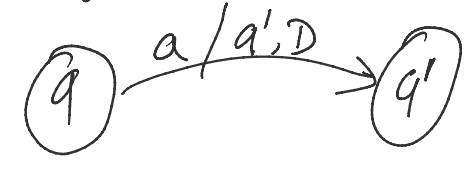
$\{ M \text{ does not halt } \uparrow 00 \uparrow 00 \dots M \text{ infinite seq.} \}$

Def:

$L(M) = \{ x \in \Sigma^* \mid M \text{ accepts } x \}$
↑
lang. accepted/computed
by M.

- L is recursively enumerable (r.e.)
iff $L = L(M)$ for some TM M .
- L is recursive (also called decidable)
iff $L = L(M)$ for some TM M
that halts on all inputs
($\forall x \in \Sigma^*$)

Remark: Diagram Notation



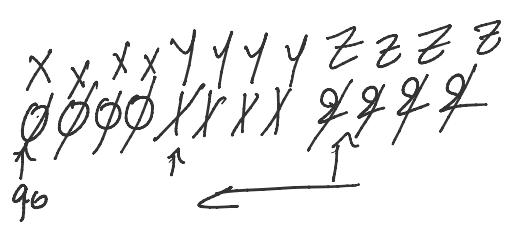
no arc

$$\delta(q, a) = (q', a', D)$$

$$D \in \{L, R, S\}$$

$$\delta(q, a) = (q_{rej}, a, S)$$

Ex: $\{ 0^n 1^n 2^n \mid n \geq 0 \}$



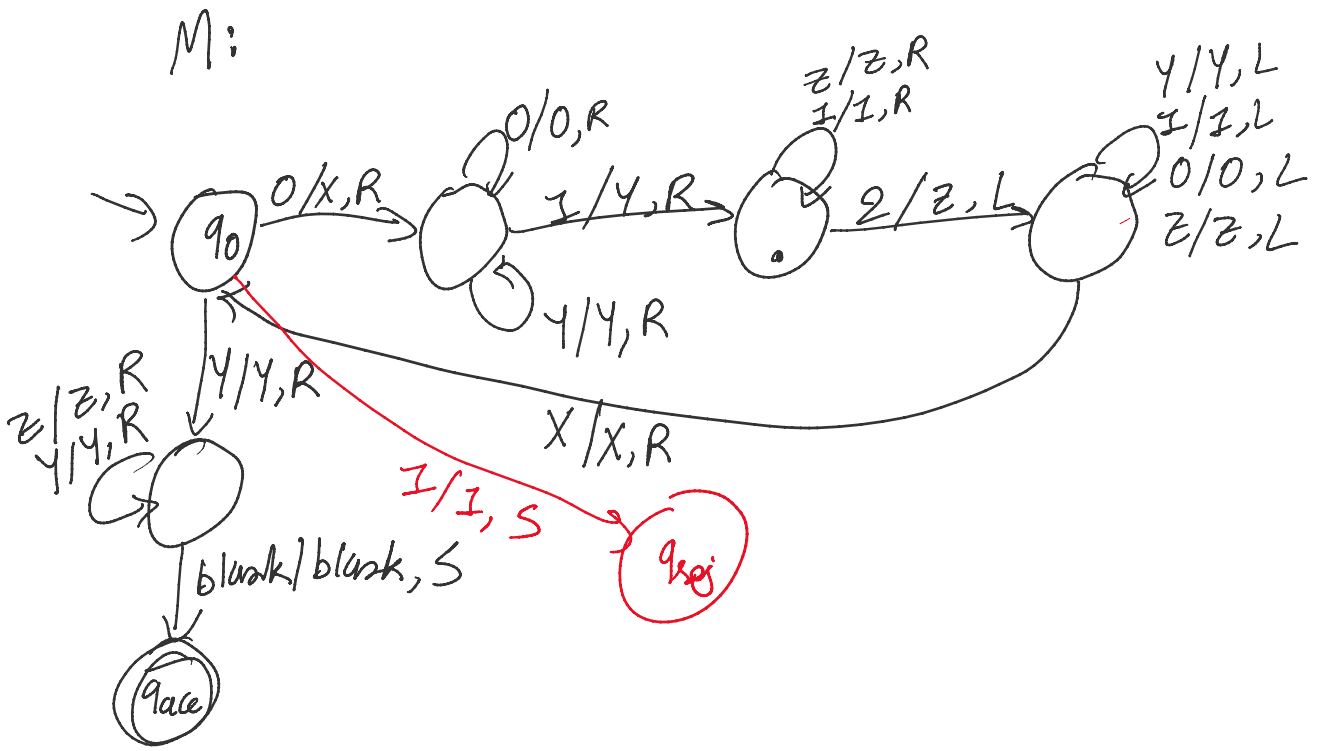
Idea: Repeat.

... (I. change first 0 to x, go R until find 1. ...)

- tricks
Markings
1. Change first 0 to X, go R until ...
 2. Change 1 to Y, go R until find 2.
 3. Change 2 to Z, go L until find right most X.

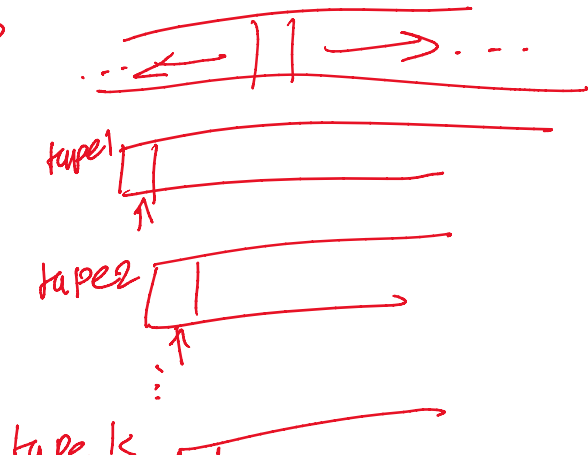
Until no more 0's.
Check no more 1's & 2's

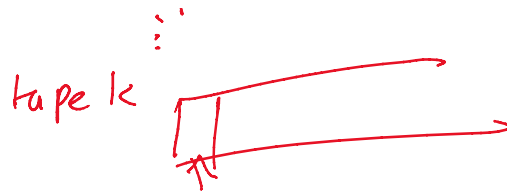
z



Extensions:

- 2-way infinite tape
- Multiple tapes





- Non-determinism

- Random access

→ (can be simulated by ^{the simple} TM.
(may take more time & space))

* Church-Turing Thesis :

Any language/function can be solved by
some systematic procedure i.e. algorithm
iff it can be accepted/computed by a TM.

Remark: { "Thesis" (and not a Theorem)
because can't be proved mathematically.
Think of it as "axiom" / "def" of "computable".
→ (so far no counter example!)