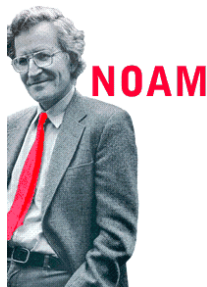
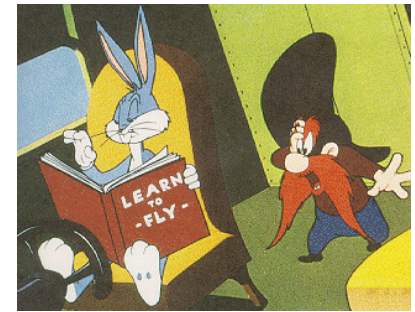


All good things...must come to a  $q_{ACC}$  state

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## Course Highlights



# Chapter 0: Highlights

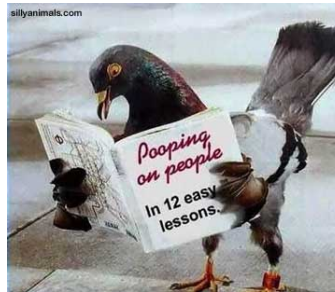
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## ◆ Sets, strings, and languages

- ⇒ Operations on strings/languages (concat  $^{\circ}$ ,  $*$ ,  $\cup$ ,  $-$ , etc)
- ⇒ Complement of  $L = \Sigma^* - L$
- ⇒ Lexicographic ordering of strings in  $\Sigma^*$

## ◆ Proof techniques

## ◆ Pigeonhole principle



## ◆ Dovetailing and Diagonalization

- ⇒ Countably infinite and uncountable sets

# Regular Languages: Highlights

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- ◆ DFAs and NFAs

  - ⇒ Equivalence

- ◆ Regular languages and their properties

- ◆ Regular expressions and GNFA's

  - ⇒ Equivalence with NFAs/DFAs

- ◆ The Pumping lemma



# Da Pumpin' Lemma

(adapted from a poem by Harry Mairson)



Hear it on the new album:  
Dig dat funky DFA

Any regular language  $L$  has a magic numba  $p$   
And any long-enuff word  $s$  in  $L$  has da followin' propa'ty:  
Amongst its first  $p$  symbols issa segment  $u$  can find  
Whoz repetition or omission leaves  $s$  amongst its kind.

So if ya find a lango  $L$  which fails dis acid test,  
And some long word ya pump becomes distinct from all da rest,  
By contradixion ya have shown  $L$  is not  
A regular homie, resilient to da pumpin' u've wrought.

But if, on da otha' hand,  $s$  stays within its  $L$ ,  
Then eitha  $L$  is regular, or else ya chose not well.  
For  $s$  is  $xyz$ , where  $y$  is not empty,  
And  $y$  must come befo' da  $p+1^{th}$  symbol u see.

# Context Free Languages: Highlights

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- ◆ Context Free Grammars: CFG  $G = (V, \Sigma, R, S)$ 
  - ⇒ Ambiguity
- ◆ Closure properties of Context-Free languages
  - ⇒ Closed under  $\cup$ , concat,  $*$  *but not*  $\cap$  or complementation
- ◆ Pushdown Automata: PDA  $P = (Q, \Sigma, \Gamma, \delta, q_0, F)$
- ◆ CFGs and PDAs are equivalent in computational power
- ◆ Return of the Pumping Lemma
  - ⇒ Property obeyed by all CFLs
  - ⇒ Used to show languages are not CFLs



# Turing Machines

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- ◆ TM  $M = (Q, \Sigma, \Gamma, \delta, q_0, q_{\text{ACC}}, q_{\text{REJ}})$ 
  - ⇒ *Configurations* of a TM capture its computation
- ◆ A language is **Turing-recognizable** if there is a TM  $M$  such that  $L(M) = L$ 
  - ⇒ For all strings in  $L$ ,  $M$  halts in state  $q_{\text{ACC}}$
  - ⇒ For strings not in  $L$ ,  $M$  may either halt in  $q_{\text{REJ}}$  or loop forever
- ◆ A language is **decidable** if there is a “decider” TM  $M$  such that  $L(M) = L$ 
  - ⇒ For all strings in  $L$ ,  $M$  halts in state  $q_{\text{ACC}}$
  - ⇒ For all strings not in  $L$ ,  $M$  halts in state  $q_{\text{REJ}}$
- ◆ Implementation and high level description of TMs

# The Church of Turing

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Forgive me, lord, for I  
have explored deviant  
Turing machines...

# Revelations 101: The Church-Turing Thesis

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- ◆ Varieties of TMs: Multi-tape, multi-headed TMs, Nondeterministic TMs (NTMs), enumerator TMs etc.
  - ⇒ All are equivalent to standard TM
- ◆ Church-Turing Thesis (not a theorem!): Any formal definition of “algorithms” or “programs” is equivalent to Turing machines



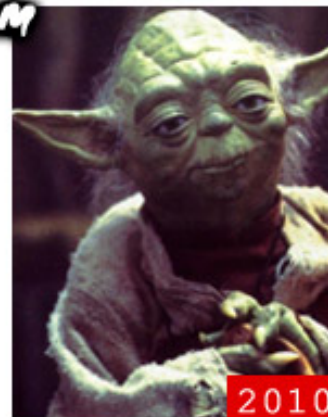
# To be or not to be decidable...



- ◆ Any problem can be cast as a language membership problem
  - ⇒ Does DFA  $D$  accept input  $w$ ?
  - ⇒ Equivalent to:  
Is  $\langle D, w \rangle$  in  $A_{\text{DFA}} = \{ \langle D, w \rangle \mid D \text{ is a DFA that accepts input } w \}$ ?
- ◆ Decidable problems are those that can be solved by algorithms (decider TMs):  $A_{\text{DFA}}, A_{\text{NFA}}, A_{\text{REG}}, A_{\text{empty-DFA}}, A_{\text{CFG}}, A_{\text{empty-CFG}}$  etc.
- ◆ Many problems are undecidable
  - ⇒  $A_{\text{TM}}$ : Turing-recognizable but not decidable (Proof by diagonalization)
- ◆ Can also use the concept of *reducibility* to show undecidability
- ◆ Some problems are not even recognizable

# Reducibility and Unrecognizability

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[www.funny-city.com](http://www.funny-city.com)

# Reducibility and Unrecognizability

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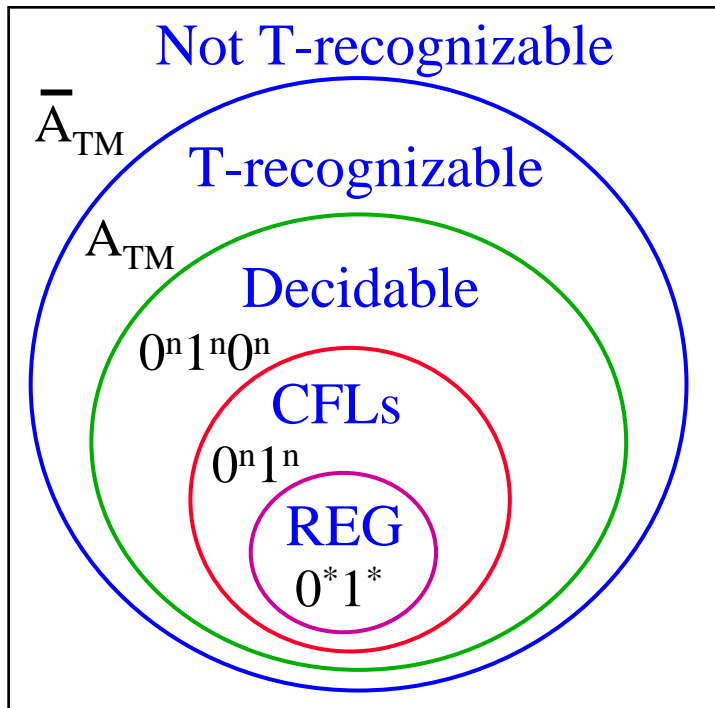
- ◆ To show a new problem  $A$  is undecidable, reduce  $A_{\text{TM}}$  (or some other undecidable problem) to  $A$ 
  - ⇒ Use a decider for  $A$  as a *subroutine* to decide the undecidable problem (and get a contradiction)
  - ⇒ E.g. Halting problem = “Does a program halt for an input or go into an infinite loop?”
  - ⇒ Can show Halting problem is undecidable by reducing  $A_{\text{TM}}$  to  $A_{\text{H}} = \{ \langle M, w \rangle \mid \text{TM } M \text{ halts on input } w \}$
  - ⇒ Similarly for  $E_{\text{TM}} = \{ \langle M \rangle \mid M \text{ is a TM and } L(M) = \emptyset \}$
- ◆  $A$  is decidable iff  $A$  and  $\bar{A}$  are both Turing-recognizable
  - ⇒ Corollary:  $\bar{A}_{\text{TM}}$  and  $\bar{A}_{\text{H}}$  are not Turing-recognizable

# The Chomsky Hierarchy of Languages

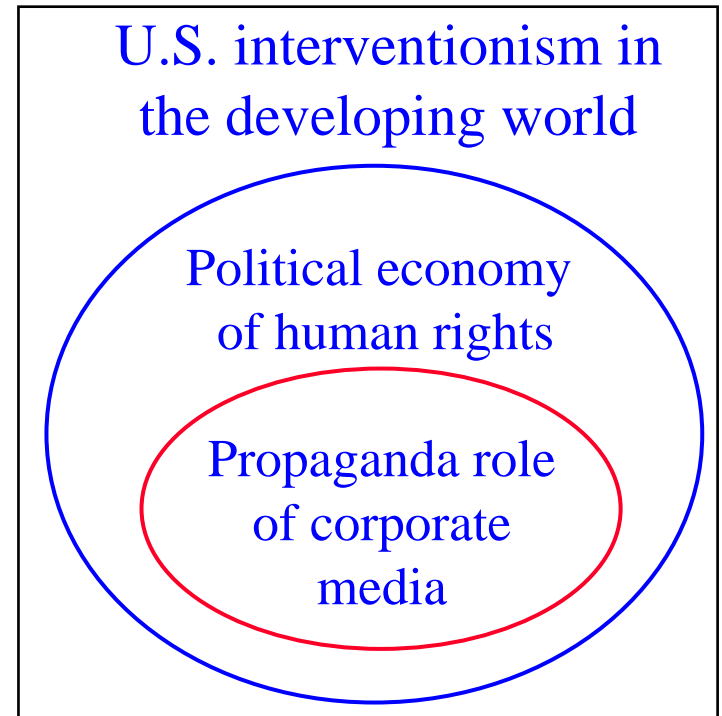
———— Increasing generality —————→

Language	Regular	Context-Free	Decidable	Turing-Recognizable
<b>Computational Models</b>	DFA, NFA, RegExp	PDA, CFG	Deciders – TMs that halt for all inputs	TMs that may loop for strings not in language
<b>Examples</b>	$(0 \cup 1)^* 11$	$\{0^n 1^n \mid n \geq 0\},$ $\{ww^R \mid$ $w \in \{0,1\}^*\}$	$\{0^n 1^n 0^n \mid$ $n \geq 0\},$ $A_{\text{DFA}},$ $A_{\text{CFG}}$	$A_{\text{TM}},$ $A_{\text{H}}, E_{\text{TM}}$

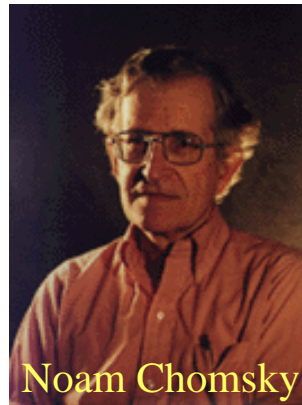
# The Chomsky Hierarchy – Then & Now...



Then (1950s)



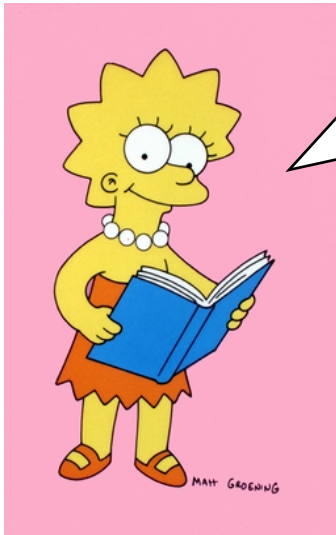
Now



Noam Chomsky

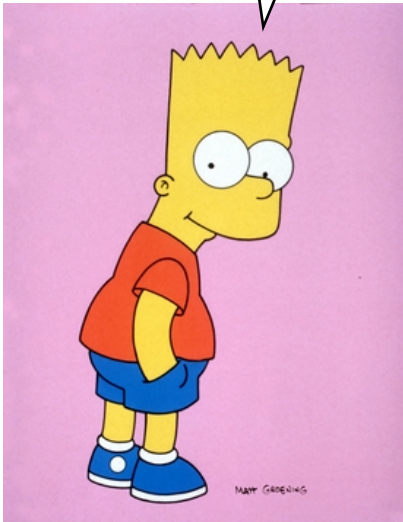
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The Final Exam is 2  
slides away...



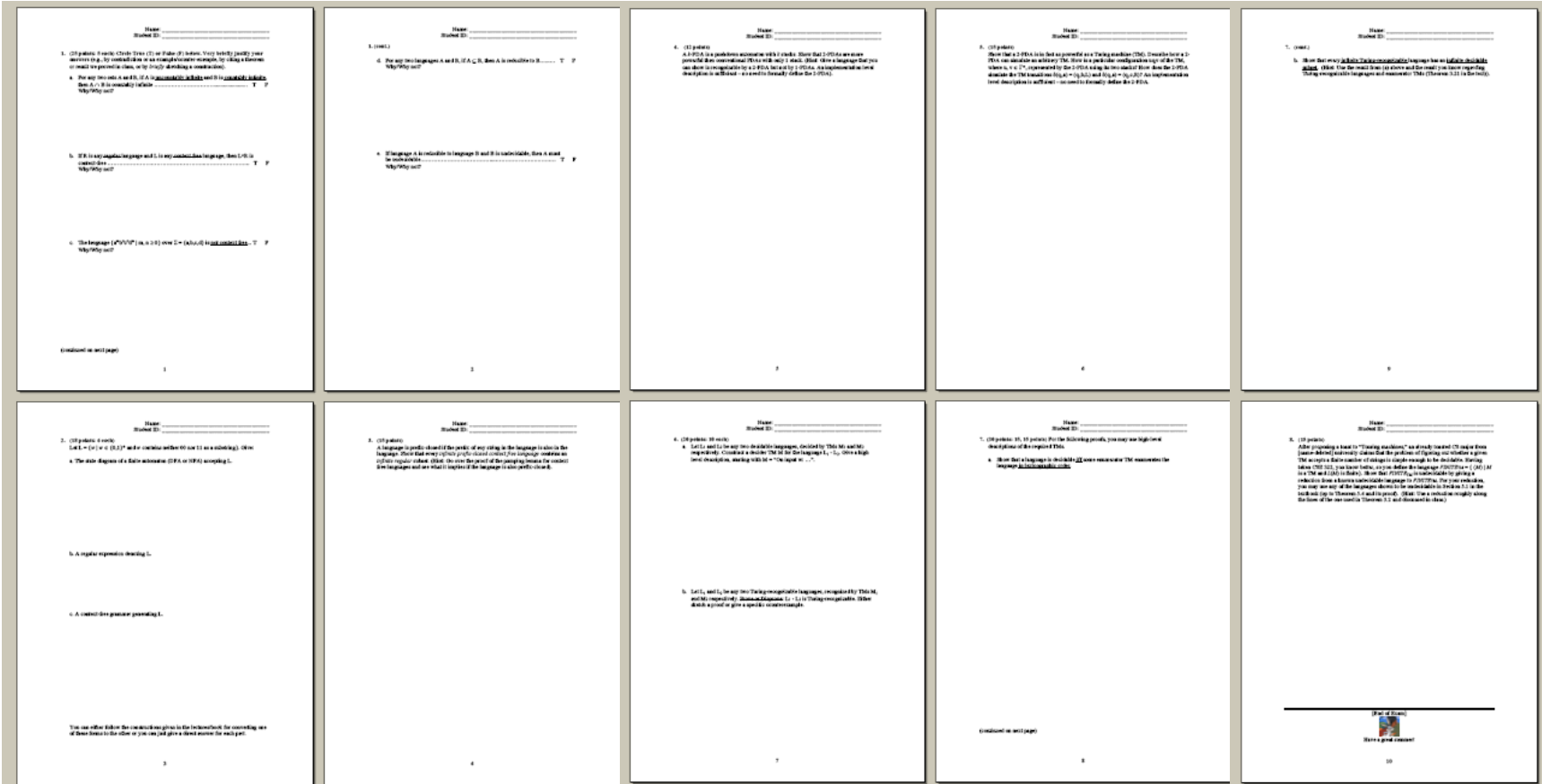
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**This space for rent**





# The Final Exam





# Solutions to the Final Exam

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The final exam  
is decidable!

Stay cool with da  
pumpin' lemma!



I believe the world's  
problems are  
politically decidable.



**NOAM**

I believe my next  
movie will be  
unrecognizable.

