

On the menu today...

- ◆ jFLAP demo
- ◆ Regular expressions
- ◆ Pumping lemma
- ◆ Turing Machines
- ◆ Sections 12.4 and 12.5 in the text

jFLAP Demo

- ◆ jFLAP: Useful tool for creating and testing abstract machines
 - ⇒ Finite automata, Turing machines
- ◆ Use in homework 5 (optional) and homework 6
- ◆ Download from class website

Regular Expressions

◆ Definition of a Regular Expression

⇨ R is a regular expression iff

R is a string over $V \cup \{ \lambda, \emptyset, (,), \cup, * \}$ and R is:

1. Some symbol $a \in V$, or
2. λ , or
3. \emptyset , or
4. $(R_1 \cup R_2)$ where R_1 and R_2 are regular exps., or
5. $R_1 R_2 = R_1 \circ R_2$ where R_1 and R_2 are reg. exps., or
6. R_1^* where R_1 is a regular expression.

◆ Precedence: Evaluate * first, then \circ , then \cup

⇨ E.g. $0 \cup 11^* = 0 \cup (1 \circ (1^*)) = \{0\} \cup \{1, 11, 111, \dots\}$

Regular languages (regular sets)

◆ A language is regular if it can be represented by a regular expression.

◆ Examples:

$L(R) = \{w \mid w \text{ contains exactly two } 0\text{'s}\}$

$$R = 1^*01^*01^*$$

$L(R) = \{w \mid w \text{ contains an even number of } 0\text{'s}\}$

$$R = (1^*01^*01^*)^* 1^*$$

$L(R) = \{w \mid w \text{ is a valid identifier in C}\}$

$R =$

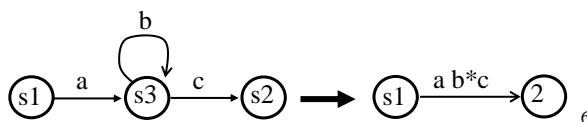
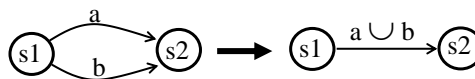
$$((A \cup \dots Z) \cup (a \cup \dots z) \cup _)((A \cup \dots Z) \cup (a \cup \dots z) \cup (0 \cup \dots 9) \cup _)^*$$

$L(R) = \{w \mid w \text{ is a word in an Eminem song}\}$



Regular Expressions and Finite Automata

- ◆ Kleene's theorem: A set is regular if and only if it is recognized by a finite state automaton.
- ◆ Proof: See Theorem 1 in Section 12.4 for proof.
 - (\rightarrow) Construct an NFA for each possible case in the definition: $R = a$, or $R = \lambda$, or $R = \emptyset$, or $R = (R1 \cup R2)$, or $R = R1 \circ R2$, or $R = R1^*$.
 - (\leftarrow) Main Idea:



A set is regular

⇔ it can be expressed using a regular expression

⇔ it can be recognized by a DFA

⇔ it can be recognized by an NFA

Some Applications of Regular Languages

◆ Pattern matching and searching:

⇨ E.g. In Unix:

◆ `ls *.c`

◆ `cp /myfriends/games/*.*/mydir/`

◆ `grep 'Spock' *trek.txt`

◆ Compilers:

⇨ `id ::= letter (letter | digit)*`

⇨ `int ::= digit digit*`

⇨ `float ::= d d*.d* (λ|E d d*)`

⇨ The symbol `|` stands for “or” (= union)

Are there languages that are *not* regular?

- ◆ Is $L = \{0^n 1^n \mid n \geq 0\}$ regular?
- ◆ Can you memorize the number of 0's encountered so far with a finite number of states?
- ◆ How do we prove L is not regular?

Beyond the Regular world...

- ◆ How do we prove a language is not regular?
- ◆ **Idea:** If a language violates a property obeyed by all regular languages, it cannot be regular!
 - ⇒ **Pumping Lemma** for showing *non-regularity* of languages
 - ⇒ See Example 6 in Sec. 12.4

I love ze pumping lemma!



The Pumping Lemma for Regular Languages



♦ What is it?

⇒ A statement (“lemma”) that is true for all regular languages

♦ Why is it useful?

⇒ Can be used to show that certain languages are *not regular*

⇒ How? *By contradiction*: Assume the given language is regular and show that it does not satisfy the pumping lemma

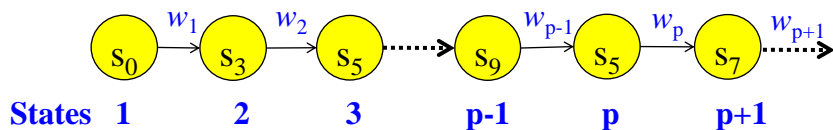
More about the Pumping Lemma



♦ What is the idea behind it?

Any regular language L has a DFA M that recognizes it

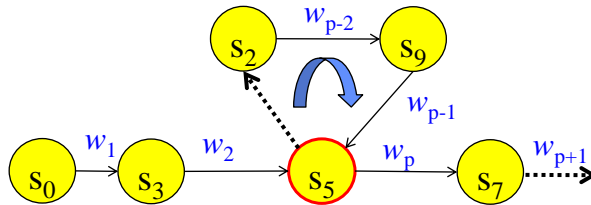
Suppose M has p states and accepts a string w of length $\geq p$.



⇒ p transitions, $p+1$ states, i.e., a state must repeat within the first p symbols due to the pigeonhole principle

⇒ The sequence of states M goes through must contain a non-empty cycle within the first p symbols

More about the Pumping Lemma



- ⇒ M goes through a non-empty cycle within the first p symbols
- ⇒ Therefore, *all strings* that make M go through this cycle 0 or any number of times are also accepted by M and *should be in L*.

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Pumping Lemma

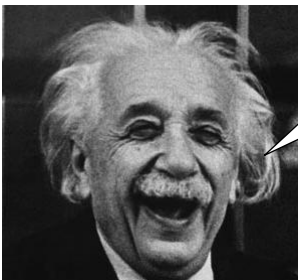
- ◆ Let L be a regular language and let p = “pumping length” = no. of states of a DFA accepting L
- ◆ Then, any string w in L of length $\geq p$ can be expressed as $w = xyz$ where:
 - ⇒ y is not empty (y is the cycle)
 - ⇒ $|xy| \leq p$ (cycle occurs within p state transitions), and
 - ⇒ any “pumped” string xy^iz is also in L for all $i \geq 0$ (go through the cycle 0 or more times)

More details in Example 6 in Sec. 12.4 in text

Using The Pumping Lemma

- ♦ $L = \{0^n 1^n \mid n \geq 0\}$ is not regular
- ♦ Proof by contradiction:
 1. Assume L is regular and let p be the pumping length given by the pumping lemma.
 2. Consider $w = 0^p 1^p$ which is in L and has length $\geq p$.
 3. Since $w = xyz$ and $|xy| \leq p$ and y is not empty, $y = 0^k$ for some $k > 0$.
 4. Then, $xy^2z = 0^{p-k} 0^{2k} 1^p = 0^{p+k} 1^p$ which is not in L .This contradicts the pumping lemma. Therefore, L is not regular.

Good news! Pumping lemma won't be in homeworks and final exam.



Just understand the basic idea and go over Example 6 in Section 12.4 in the text

I'll be back with da
pumpin' lemma.



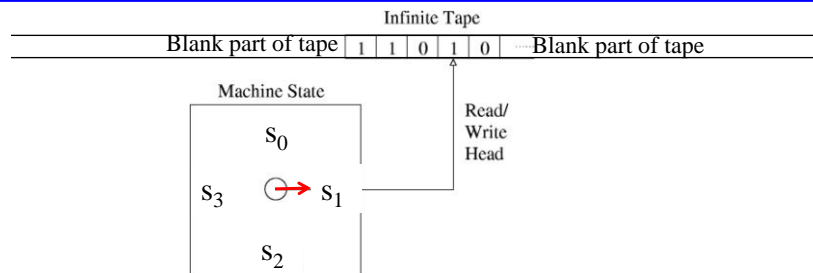
If $\{0^n 1^n \mid n \geq 0\}$ is not Regular, what is it?



Irregular??

Enter... Turing Machines

Turing Machines



Just like a DFA except with:

- ⇒ Infinite “tape” memory (or scratchpad) on which you receive your input and on which you can do your calculations
- ⇒ You can read one symbol at a time from a cell on the tape, write one symbol, then move the read/write pointer or head left (L) or right (R)

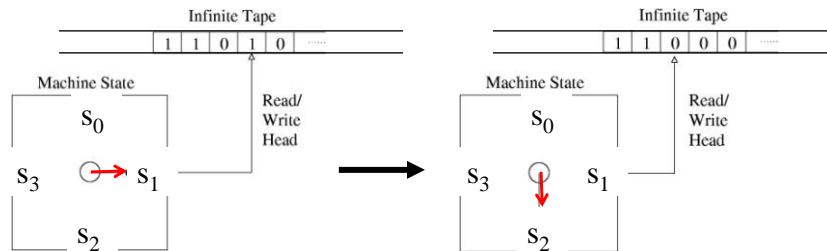
Who was Turing?



- ◆ Alan Turing (1912-1954): one of the most brilliant mathematicians of the 20th century (one of the “founding fathers” of computing)
- ◆ Click on “Theory Hall of Fame” link on class web under “Lectures”
- ◆ Introduced the Turing machine as a formal model of what it means to compute and solve a problem (i.e. an “algorithm”)
 - ⇒ Paper: On computable numbers, with an application to the Entscheidungsproblem, Proc. London Math. Soc. 42 (1936).

How do Turing Machines compute?

- ◆ $f(\text{current state, symbol under the head}) = (\text{next state, symbol to write over current symbol, direction of head movement})$



- ◆ 5-tuple representation: $(s_1, 1, s_2, 0, L)$ (R = right, L = left)
- ◆ Turing machine “program” = set of such 5-tuples

Turing Machine (TM) Definition

- ◆ $TM T = (S, V, I, f, s_0, F)$
 - ⇒ NOTE: We will use F and V in our definition of TMs; the textbook does not. Using V makes the input alphabet clear and distinct from tape alphabet I . Using F makes the final/accepting states clear.
- ◆ S, s_0, F are as in DFA definition
- ◆ Input strings are over an alphabet $V \subseteq I$.
 - ⇒ TM can use other symbols in I as markers, etc. for computing.
 - ⇒ Blank symbol \square is always in I (and not in V).
- ◆ f maps (state1, symbol1) to $(\text{state2, symbol2, direction})$
 - ⇒ f need not be defined for every (state, symbol) input
 - ◆ f is a “partial function”
 - ⇒ If f not defined for a particular (state, symbol) , TM halts.

Turing Machine (TM) Details

- ◆ Input string to TM given on tape
 - ⇒ TM always starts on leftmost nonblank symbol
 - ⇒ If no input, then can start on any cell of the tape
- ◆ TM can halt in two types of states:
 - ⇒ TM halts and accepts the input iff it enters a final state in F
 - ⇒ TM halts and rejects the input when it halts in any other state (when f is not defined for a (state, symbol) pair)
- ◆ TM *recognizes* a string w iff it halts in a final state for w
 - ⇒ TM can reject w by halting in any non-final state or by looping forever!



Next Class:
Unsolvability problems...