

BU CS 332 – Theory of Computation

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Lecture 8:

- More on non-regularity
- Turing Machines

Reading:

“Myhill-Nerode” note
Sipser Ch 3.1, 3.3

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Last Time: Distinguishing Set Method

Definition: Strings x and y are **distinguishable** by L if there exists a “distinguishing extension” z such that exactly one of xz or yz is in L .

Definition: A set of strings S is **pairwise distinguishable** by L if every pair of distinct strings $x, y \in S$ is distinguishable by L .

Theorem: If S is pairwise distinguishable by L , then every DFA recognizing L needs at least $|S|$ states

Corollary: If S is an infinite pairwise dist. set. for L
Then L is not regular

Now you try!

Use the distinguishing set method to show that the following languages are not regular

$$L_3 = \{1^{n^2} \mid n \geq 0\}$$

$$1111 \in L_3$$

$$11111 \notin L_3$$

$$S = \{1^{n^2} \mid n \geq 0\}$$

$$\text{Let } x = 1^{n^2}$$

$$y = 1^{m^2}$$

Assume wlog $m > n$

$$\text{Set } z = 1^{2n+1} \leftarrow$$

Then:

$$xz = 1^{n^2} \circ 1^{2n+1} = 1^{n^2+2n+1} = 1^{(n+1)^2} \in L_3$$
$$yz = 1^{m^2} \circ 1^{2n+1} = 1^{m^2+2n+1} \notin L_3$$

$m^2 < \underbrace{m^2+2n+1}_{m^2+2m+1} < (m+1)^2$
not a perfect square!



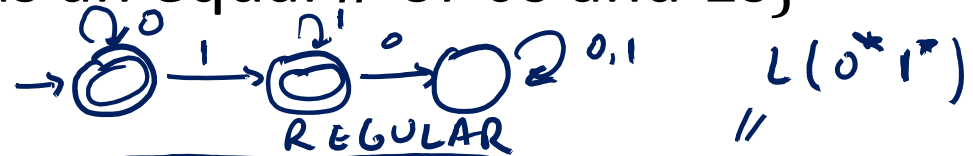
Reusing a Proof

Finding a distinguishing set can take some work...
Let's try to reuse that work!

How might we show that $00100111 \in \text{BALANCED}$

$\text{BALANCED} = \{w \mid w \text{ has an equal \# of 0s and 1s}\}$

is not regular?



Not Regular ??? REGULAR //

$\{0^n 1^n \mid n \geq 0\} = \text{BALANCED} \cap \{w \mid \text{all 0s in } w \text{ appear before all 1s}\}$

Claim: BALANCED is not regular

Proof: Assume $F + S \circ C$ BALANCED is regular

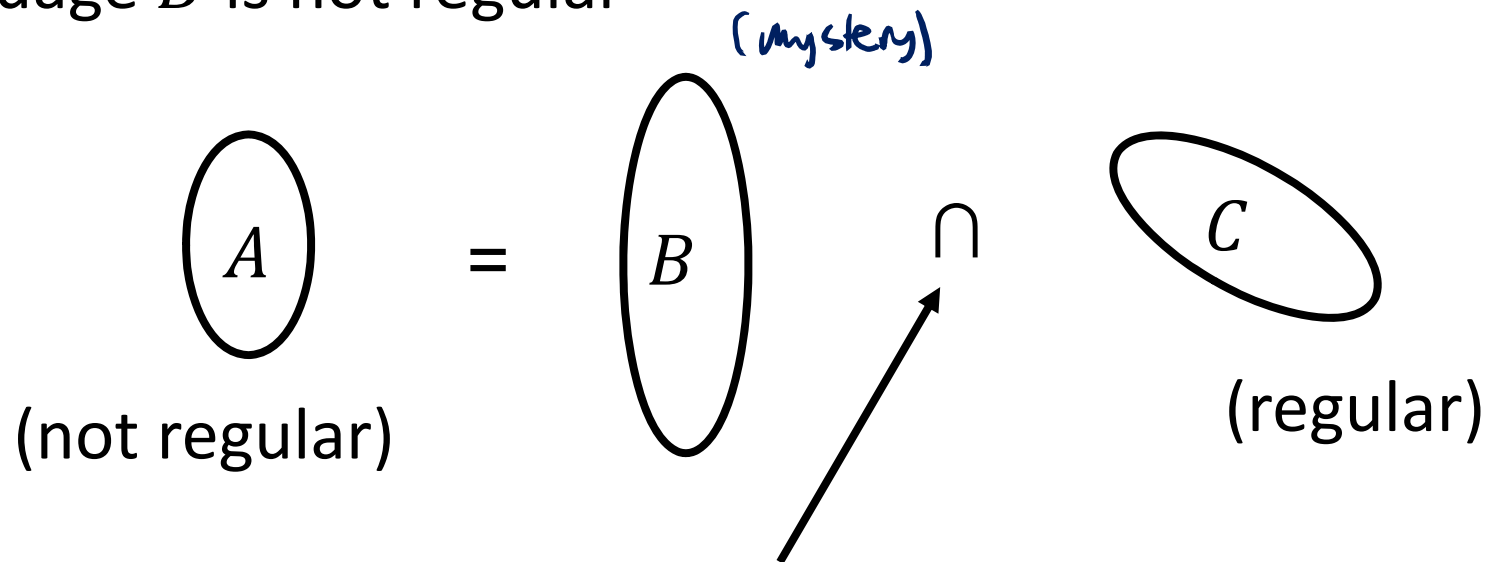
$\Rightarrow \text{BALANCED} \cap \{w \mid \text{all 0's appear before all 1's}\}$ is regular
(closure under \cap)

$\Rightarrow \{0^n 1^n \mid n \geq 0\}$ is regular \times conclude BALANCED not regular.

Using Closure Properties

Six closure properties:
 \cup , \cap , \bar{A} , reverse, complement, Star

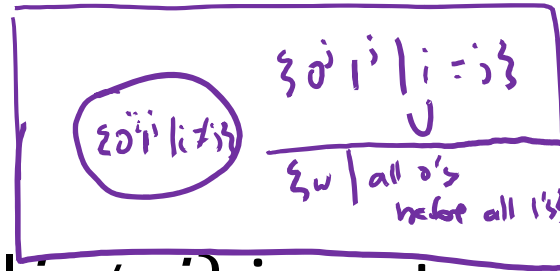
If A is not regular, we can show a related language B is not regular



any of $\{\circ, \cup, \cap\}$ or, for one language, $\{\neg, ^R, *\}$

By contradiction: If B is regular, then $B \cap C (= A)$ is regular.
But A is not regular so neither is B !

Example



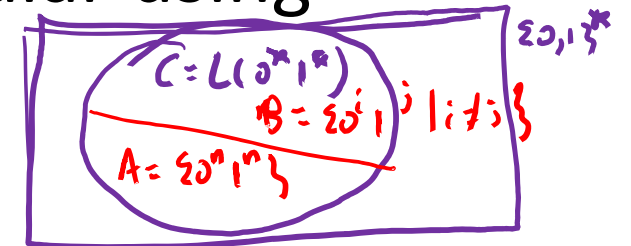
Prove $B = \{0^i 1^j | i \neq j\}$ is not regular using

- nonregular language

$$A = \{0^n 1^n | n \geq 0\} \text{ and}$$

- regular language

$$C = \{w | \text{all 0s in } w \text{ appear before all 1s}\}$$



$$C = L(0^* 1^*) \quad A = C \setminus B \\ = C \cap \bar{B}$$

Which of the following expresses A in terms of B and C ?

a) $A = B \cap C$

c) $A = B \cup C$

b) $A = \bar{B} \cap C$

d) $A = \bar{B} \cup C$

Proof that B is nonregular

Assume for the sake of contradiction that B is regular

We know: $A = \bar{B} \cap C$

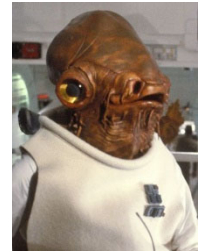
$\Rightarrow \bar{B}$ is regular (reg. langs. closed under complement)

$\Rightarrow \bar{B} \cap C$ is regular (closure under intersection)

$\Rightarrow A$ is regular

* Conclude B is nonregular

!DANGER!



Let $B = \{0^i 1^j \mid i \neq j\}$ and write $B = A \cup C$ where

- nonregular language

$$A = \{0^i 1^j \mid i > j \geq 0\} \text{ and}$$

- nonregular language

$$C = \{0^i 1^j \mid j > i \geq 0\} \text{ and}$$

NOT the case that
nonregular are closed
under union

Does this let us conclude B is nonregular?

Ex: Let A be any nonregular language

Let $C = \overline{A}$ nonregular [why? If A were regular, then (\overline{A}) would be regular, but $A = (\overline{\overline{A}})$]

$$B = A \cup C \Rightarrow B = \Sigma_1^* \Rightarrow \text{regular}$$



Turing Machines

Turing Machines – Motivation

We've seen finite automata as a restricted model of computation

Finite Automata / Regular Expressions

- Can do simple pattern matching (e.g., substrings), check parity, addition
- Can't perform unbounded counting
- Can't recognize palindromes

$\{0^n 1^n \mid n \geq 0\}$

Somewhat more powerful (not in this course):

Pushdown Automata / Context-Free Grammars

- Can count and compare, parse math expressions
- Can't recognize $\{a^n b^n c^n \mid n \geq 0\}$

Turing Machines – Motivation

Goal:

Define a model of computation that is



- 1) **General purpose.** Captures all algorithms that can be implemented in any programming language.
- 2) **Mathematically simple.** We can hope to prove that things are not computable in this model.

A Brief History

1900 – Hilbert's Tenth Problem

Given: $p(x, y, z) = 2x^2y + 4z - 2x$

Does there exist $(x, y, z) \in \mathbb{Z}^3$ s.t.
 $p(x, y, z) = 0$?

$x = 1, y = 1, z = 0$

Given a Diophantine equation with any number of unknown quantities and with rational integral numerical coefficients: To devise a process according to which it can be determined in a finite number of operations whether the equation is solvable in rational integers.

An algorithm



David Hilbert 1862-1943

1928 – The *Entscheidungsproblem*



Wilhelm Ackermann 1896-1962

The “Decision Problem”

Is there an algorithm which takes as input a formula (in first-order logic) and decides whether it's logically valid?

*Input:
Mathematical statement*

Is the math statement true or false?



David Hilbert 1862-1943

1936 – Solution to the *Entscheidungsproblem*



Alonzo Church 1903-1995

"An unsolvable problem of elementary number theory"

Model of computation: λ -calculus (CS 320)

\approx regular expression



Alan Turing 1912-1954

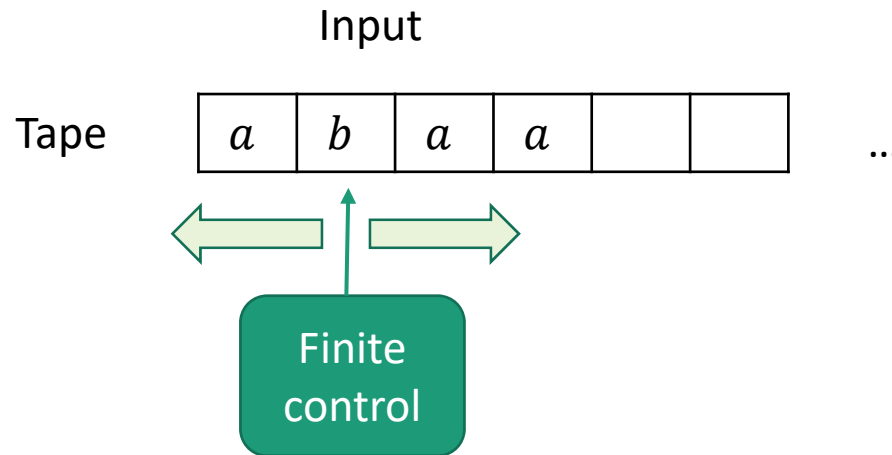
"On computable numbers, with an application to the *Entscheidungsproblem*"

Model of computation: Turing Machine

\approx finite automata

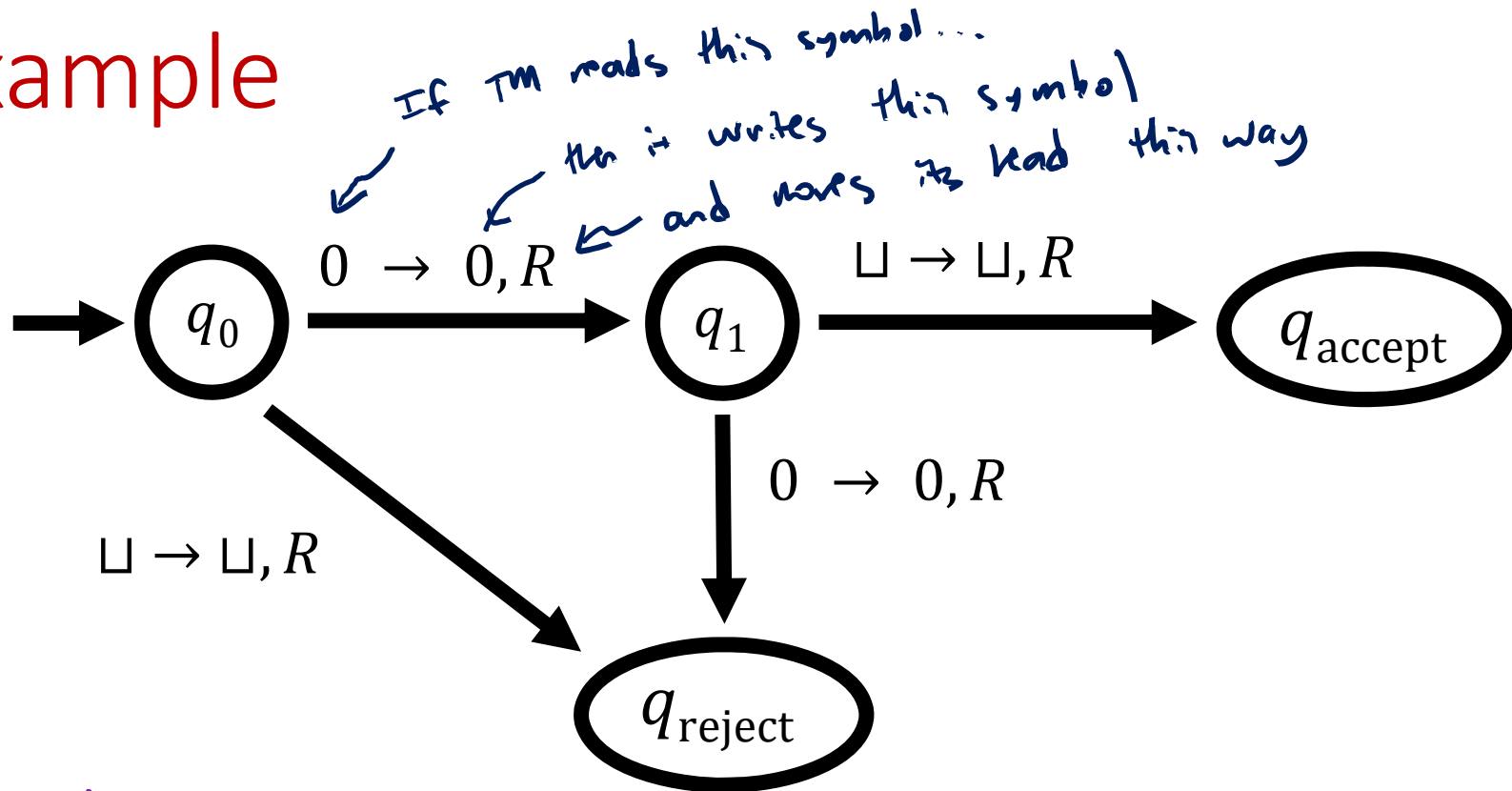
Turing Machines

The Basic Turing Machine (TM)



- Input is written on an infinitely long tape
- Head can both read and write, and move in both directions
- Computation halts as soon as control reaches “accept” or “reject” state

Example



on input 0:



↑
 q_0



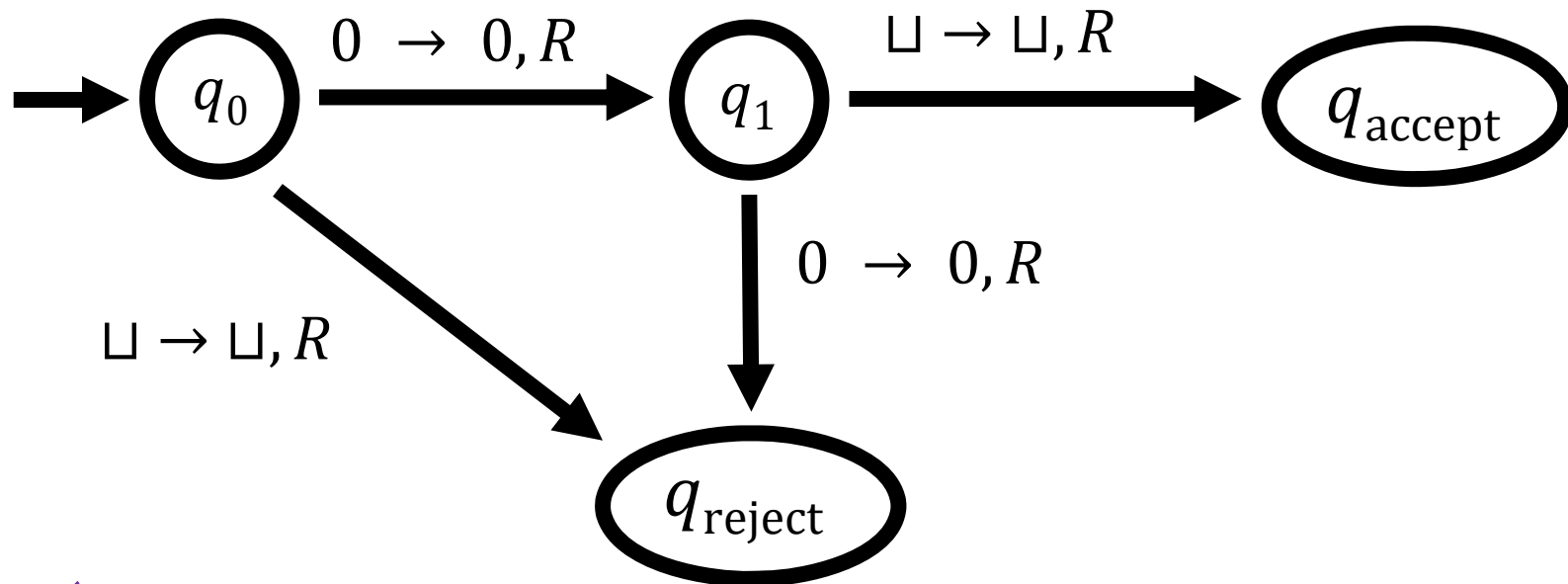
↑
 q_1



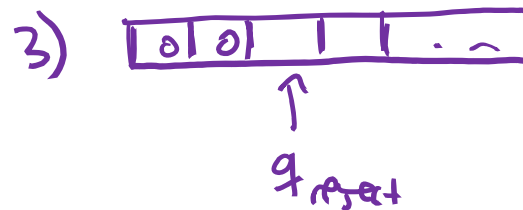
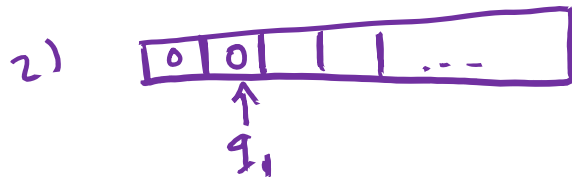
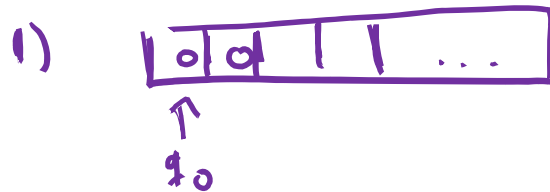
↑
 q_{accept}

TM accepts!

Example



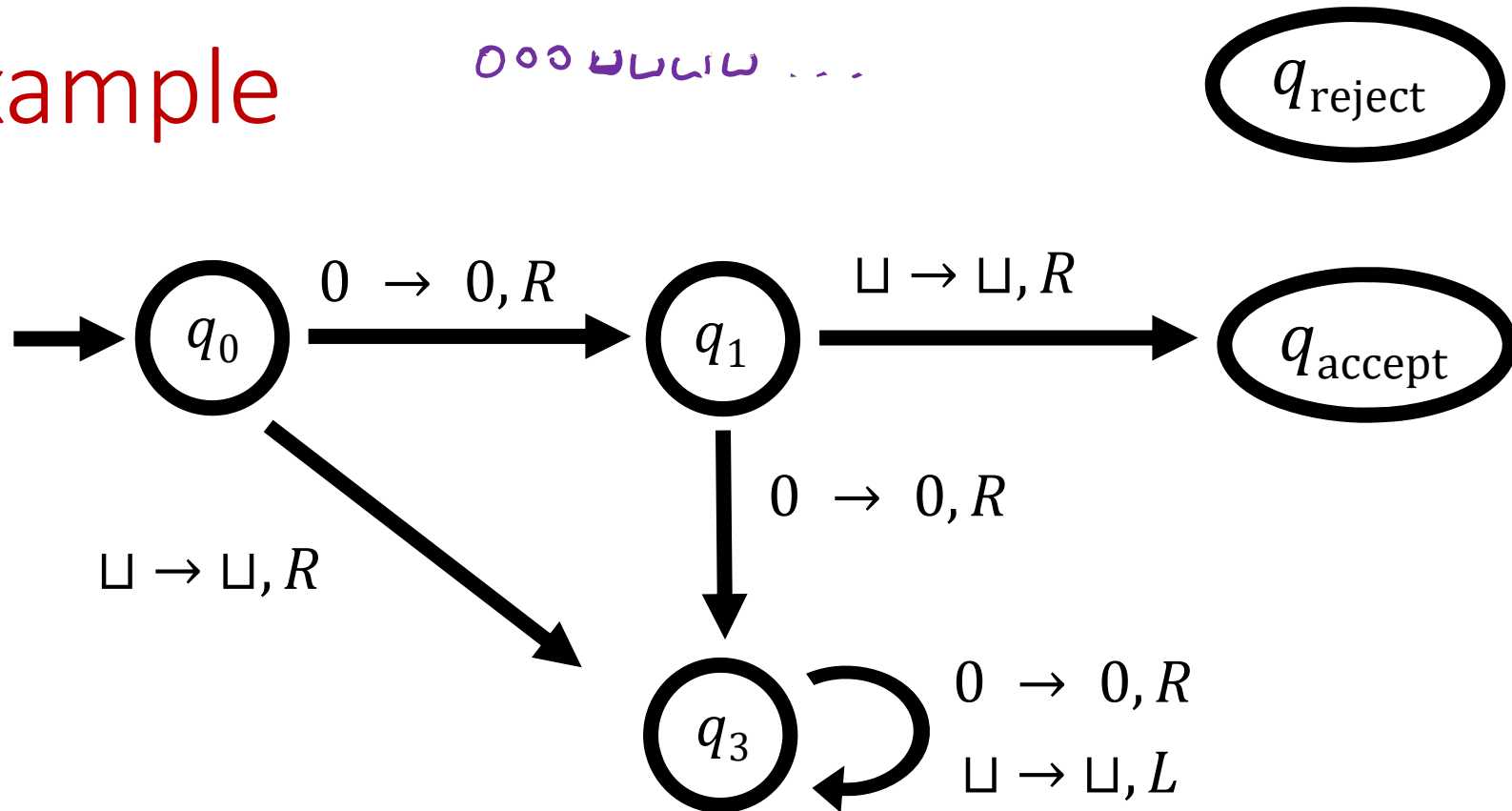
On input: 00



TM rejects!

Example

000 $\sqcup \sqcup \sqcup \sqcup \sqcup \dots$



What does this TM do on input 000?

- a) Halt and accept
- b) Halt and reject
- c) Halt in state q_3
- d) Loop forever without halting



Three Levels of Abstraction

Programming

High-Level Description

An algorithm (like CS 330)

Python, Java

Implementation-Level Description

Describe (in English) the instructions for a TM

- How to move the head
- What to write on the tape

C

Low-Level Description

State diagram or formal specification

Assembly
Machine code

Example

Determine if a string $w \in \{0\}^*$ is in the language

$$A = \{0^{2^n} \mid n \geq 0\}$$

High-Level Description

Repeat the following forever:

- If there is exactly one 0 in w , **accept**
- If there is an odd (> 1) number of 0s in w , **reject**
- Delete half of the 0s in w

Example

Determine if a string $w \in \{0\}^*$ is in the language

$$A = \{0^{2^n} \mid n \geq 0\}$$

~~0~~ ~~0~~ ~~0~~ ~~0~~ 0 0 0 0 0 0

Implementation-Level Description

1. While moving the tape head left-to-right:
 - a) Cross off every other 0 (i.e. replace 0 with X)
 - b) If there is exactly one 0 when we reach the right end of the tape, **accept**
 - c) If there is an odd (> 1) number of 0s when we reach the right end of the tape, **reject**
2. Return the head to the left end of the tape
3. Go back to step 1

Example

Determine if a string $w \in A = \{0^{2^n} \mid n \geq 0\}$

Low-Level Description

