# Finite automata theory and <br> formal languages (DIT321, TMV027) 

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## Today

- Pushdown automata.
- Turing machines.


# Pushdown automata 

## Pushdown automata

A pushdown automaton (PDA) can be given as a 7-tuple $\left(Q, \Sigma, \Gamma, \delta, q_{0}, Z_{0}, F\right)$ :

- A finite set of states $(Q)$.
- An alphabet ( $\Sigma$ with $\varepsilon \notin \Sigma$ ).
- A stack alphabet $(\Gamma)$.
- A transition function

$$
\left(\delta \in Q \times\left(\{\varepsilon\} \cup \Sigma^{1}\right) \times \Gamma \rightarrow \wp\left(Q \times \Gamma^{*}\right)\right)
$$

- A start state $\left(q_{0} \in Q\right)$.
- A start symbol $\left(Z_{0} \in \Gamma\right)$.
- A set of accepting states $(F \subseteq Q)$.


## Pushdown automata

An instantaneous description (ID) for a given PDA is a triple $(q, w, \gamma)$ :

- The current state $(q \in Q)$.
- The remainder of the input string $\left(w \in \Sigma^{*}\right)$.
- The current stack $\left(\gamma \in \Gamma^{*}\right)$.


## Pushdown automata

The following relation between IDs defines what kinds of transitions are possible:

$$
\frac{u \in\{\varepsilon\} \cup \Sigma^{1} \quad(q, \alpha) \in \delta(p, u, Z)}{(p, u v, Z \gamma) \vdash(q, v, \alpha \gamma)}
$$

The reflexive transitive closure of $\vdash$ can be defined inductively:


Consider the PDA
$P=(\{q\},\{0,1\},\{A, B\}, \delta, q, B,\{q\})$, where $\delta$ is defined in the following way:

$$
\begin{array}{ll}
\delta(q, \varepsilon, A)=\{(q, \varepsilon)\} & \delta(q, \varepsilon, B)=\{(q, B A)\} \\
\delta(q, 0, A)=\emptyset & \delta(q, 0, B)=\{(q, \varepsilon)\} \\
\delta(q, 1, A)=\emptyset & \delta(q, 1, B)=\{(q, A B)\}
\end{array}
$$

Which of the following propositions are true for $P$ ?

$$
\begin{aligned}
& \text { 1. }(q, 01, A B) \vdash^{*}(q, \varepsilon, \varepsilon) \\
& \text { 2. }(q, 01, A B) \vdash^{*}(q, \varepsilon, A A A) \\
& \text { 3. }(q, 01, A B) \vdash^{*}(q, 1, \varepsilon) \\
& \text { 4. }(q, 01, A B) \vdash^{*}(q, 1, A A A)
\end{aligned}
$$

## Pushdown automata

The language of a PDA:

$$
\begin{aligned}
& L\left(\left(Q, \Sigma, \Gamma, \delta, q_{0}, Z_{0}, F\right)\right)= \\
& \left\{w \in \Sigma^{*} \mid q \in F, \alpha \in \Gamma^{*},\left(q_{0}, w, Z_{0}\right) \vdash^{*}(q, \varepsilon, \gamma)\right\}
\end{aligned}
$$

Consider the PDA
$P=(\{q\},\{0,1\},\{A, B\}, \delta, q, B,\{q\})$ again, where $\delta$ is still defined in the following way:

$$
\begin{array}{ll}
\delta(q, \varepsilon, A)=\{(q, \varepsilon)\} & \delta(q, \varepsilon, B)=\{(q, B A)\} \\
\delta(q, 0, A)=\emptyset & \delta(q, 0, B)=\{(q, \varepsilon)\} \\
\delta(q, 1, A)=\emptyset & \delta(q, 1, B)=\{(q, A B)\}
\end{array}
$$

Which of the following strings are members of $L(P)$ ?

1. 00
2. 01
3. 10
4. 11

## Pushdown automata

Another way to define the language of a PDA:

$$
\begin{aligned}
& N\left(\left(Q, \Sigma, \Gamma, \delta, q_{0}, Z_{0}, F\right)\right)= \\
& \quad\left\{w \in \Sigma^{*} \mid q \in Q,\left(q_{0}, w, Z_{0}\right) \vdash^{*}(q, \varepsilon, \varepsilon)\right\}
\end{aligned}
$$

The following property holds for every language $L$ over $\Sigma$ :

$$
(\exists \mathrm{a} \text { PDA } P \cdot L(P)=L) \Leftrightarrow(\exists \mathrm{a} \text { PDA } P \cdot N(P)=L)
$$

## Grammars and automata

For any alphabet $\Sigma$ and language $L \subseteq \Sigma^{*}$ one can prove that the following two statements are equivalent:

- There is a context-free grammar $G$, with $\Sigma$ as its set of terminals, satisfying $L(G)=L$.
- There is a pushdown automaton $P$ with alphabet $\Sigma$ satisfying $L(P)=L$.


## Grammars and automata

Given a context-free grammar $G=(N, \Sigma, P, S)$, we can construct the PDA
$Q=(\{q\}, \Sigma, N \cup \Sigma, \delta, q, S, \emptyset)$, where $\delta$ is defined in the following way:

$$
\begin{aligned}
& \delta(q, \varepsilon, A)=\{(q, \alpha) \mid A \rightarrow \alpha \in P\} \\
& \delta(q, a, a)=\{(q, \varepsilon)\} \\
& \delta\left(q,_{-},-\right)=\emptyset
\end{aligned}
$$

Which of the following propositions are valid for the context-free grammar and PDA mentioned on the previous slide?

1. $A \rightarrow \alpha \in P \Rightarrow(q, w, A \beta) \vdash(q, w, \alpha \beta)$
2. $(q, u v, u \alpha) \vdash^{*}(q, v, \alpha)$
3. $\left(A \Rightarrow{ }_{\mathrm{Im}}^{*} w \alpha\right) \wedge$
$\alpha$ does not start with a terminal $\Rightarrow$
$(q, w, A) \vdash^{*}(q, \varepsilon, \alpha)$
4. $\left(A \Rightarrow_{\mathrm{Im}}^{*} w\right) \Rightarrow(q, w, A) \vdash^{*}(q, \varepsilon, \varepsilon)$
5. $w \in L(G) \Rightarrow w \in N(Q)$

## Turing machines

## Intuitive idea

- A tape that extends arbitrarily far in both directions.
- The tape is divided into squares.
- The squares can be blank or contain symbols, chosen from a finite alphabet.
- A read/write head, positioned over one square.
- The head can move from one square to an adjacent one.
- Rules that explain what the head does.


## Rules

- A finite set of states.
- When the head reads a symbol
(blank squares correspond to a special symbol):
- Check if the current state contains a matching rule, with:
- A symbol to write.
- A direction to move in.
- A state to switch to.
- If not, halt.


## The Church-Turing thesis

- Turing motivated his design partly by reference to what a human computer does.
- The Church-Turing thesis:

Every effectively calculable function on the positive integers can be computed using a Turing machine.

- "Effectively calculable function" is not a well-defined concept, so this is not a theorem.


## Syntax

A Turing machine (TM) can be given as a 7-tuple $\left(Q, \Sigma, \Gamma, \delta, q_{0}, \sqcup, F\right)$ :

- A finite set of states $(Q)$.
- An input alphabet $(\Sigma)$.
- A tape alphabet ( $\Gamma$ with $\Sigma \subseteq \Gamma$ ).
- A (partial) transition function

$$
(\delta \in Q \times \Gamma \rightharpoonup Q \times \Gamma \times\{\mathrm{L}, \mathrm{R}\})
$$

- A start state $\left(q_{0} \in Q\right)$.
- A blank symbol $(\sqcup \in \Gamma \backslash \Sigma)$.
- A set of accepting states $(F \subseteq Q)$.


## Instantaneous descriptions

An instantaneous description (ID) for a given TM is a 4-tuple $(\alpha, q, X, \beta)$, often written $\alpha q X \beta$ :

- The current state $(q \in Q)$.
- The non-blank portion of the tape $\left(X \in \Gamma, \alpha, \beta \in \Gamma^{*}\right)$.

Not blank Head Not blank


## Transition relation

The following relation between IDs defines what kinds of transitions are possible:

$$
\begin{gathered}
\frac{\delta(p, X)=(q, Y, \mathrm{R})}{(\alpha, p, X, Z \beta) \vdash(l(\alpha Y), q, Z, \beta)} \\
\frac{\delta(p, X)=(q, Y, \mathrm{R})}{(\alpha, p, X, \varepsilon) \vdash(l(\alpha Y), q, \sqcup, \varepsilon)}
\end{gathered}
$$

The function $l$ removes leading blanks.

## Transition relation

$$
\begin{gathered}
\frac{\delta(p, X)=(q, Y, \mathrm{~L})}{(\alpha Z, p, X, \beta) \vdash(\alpha, q, Z, r(Y \beta))} \\
\frac{\delta(p, X)=(q, Y, \mathrm{~L})}{(\varepsilon, p, X, \beta) \vdash(\varepsilon, q, \sqcup, r(Y \beta))}
\end{gathered}
$$

The function $r$ removes trailing blanks.

## Transition relation

The reflexive transitive closure of $\vdash$ can be defined inductively:


Consider the TM
$M=(\{p, q\},\{0,1\},\{0,1, \sqcup\}, \delta, p, \sqcup, \emptyset)$, where $\delta$ is defined in the following way:

$$
\begin{array}{ll}
\delta(p, \sqcup)=(q, \sqcup, \mathrm{~L}) & \\
\delta(p, 0)=(p, 1, \mathrm{R}) & \delta(q, 0)=(q, 0, \mathrm{~L}) \\
\delta(p, 1)=(p, 0, \mathrm{R}) & \delta(q, 1)=(q, 1, \mathrm{~L})
\end{array}
$$

Which of the following statements are true for $M$ ?

1. $p 01 \vdash^{*} 10 p$
2. $p 01 \vdash^{*} q \sqcup 10$
3. $p 01 \vdash^{*} q_{\sqcup \sqcup} 10$
4. $p 111 \vdash^{*} 00 p 1$
5. $p 111 \vdash^{*} 00 q 1$
6. $p 111 \vdash^{*} 0 q 00$

## Language

The language of a TM:

$$
\begin{aligned}
& L\left(\left(Q, \Sigma, \Gamma, \delta, q_{0}, \sqcup, F\right)\right)= \\
& \left\{\begin{array}{l|l}
w \in \Sigma^{*} & \begin{array}{l}
q \in F, X \in \Gamma, \alpha, \beta \in \Gamma^{*} \\
q_{0} w \vdash^{*} \alpha q X \beta
\end{array}
\end{array}\right\}
\end{aligned}
$$

(Here $q_{0} \varepsilon$ means $q_{0} \sqcup$.)

## Halting

- Turing machines can fail to halt $\left(I_{0} \vdash I_{1} \vdash \ldots\right)$.
- A language is called recursively enumerable if it is the language of some Turing machine.
- A language is called recursive if it is the language of some Turing machine that always halts.
- There are languages that are recursively enumerable but not recursive.
- An example: The language of (strings representing) Turing machines that halt when given the empty string as input.

Consider the TM
$M=(\{p, q, r\},\{1\},\{1, \sqcup\}, \delta, p, \sqcup,\{r\})$, where $\delta$ is defined in the following way:

$$
\begin{aligned}
& \delta(p, \sqcup)=(r, \sqcup, \mathrm{R}) \\
& \delta(p, 1)=(q, \sqcup, \mathrm{R}) \\
& \delta(q, 1)=(p, \sqcup, \mathrm{R})
\end{aligned}
$$

Which of the following strings are members of $L(M)$ ? Does $M$ always halt?

1. $\varepsilon$
2. 1
3. 11
4. 111
5. 1111
6. It always halts

## Some

# undecidable 

## problems

## Some undecidable problems

The following things cannot, in general, be determined (using, say, a Turing machine that always halts):

- If a Turing machine halts for a given input.
- If two Turing machines accept the same language.
- If a context-free grammar is ambiguous.
- If a context-free language, given by a context-free grammar, is inherently ambiguous.
- If $L\left(G_{1}\right)=L\left(G_{2}\right)$ for two context-free grammars $G_{1}$ and $G_{2}$.


## Some undecidable problems

If you want to know more about why certain problems are undecidable, then you might be interested in the course Computability (formerly known as "Models of computation").

## Today

- Pushdown automata.
- Turing machines.


## Next lecture

- A summary of the course.
- No more quizzes.
- Deadline for the sixth assignment: 2019-03-10, 23:59.

