

# BU CS 332 – Theory of Computation

## Lecture 8:

- Pumping lemma for CFLs
- Closure properties for CFLs
- Turing machines

Reading:

Sipser Ch 2.1,  
2.3, 3.1, 3.2

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# Context-Free Grammar (Formal)

A CFG is a 4-tuple  $G = (V, \Sigma, R, S)$

- $V$  is a finite set of variables
- $\Sigma$  is a finite set of terminal symbols (disjoint from  $V$ )
- $R$  is a finite set of production rules of the form  $A \rightarrow w$ , where  $A \in V$  and  $w \in (V \cup \Sigma)^*$
- $S \in V$  is the start variable

Example:  $G = (\{S\}, \Sigma, R, S)$

where

$$\begin{aligned}\Sigma &= \{a, b\} \\ R &= \{S \rightarrow aSb, S \rightarrow \varepsilon\}\end{aligned}$$

# Context-Free Languages

## Questions about CFLs

$L$  is a *context-free language* if it is the language of some CFG

1. Which languages are *not* context-free?
2. What are the closure properties of CFLs?
3. How do we recognize whether  $w \in L$ ?

# Pumping Lemma for context-free languages

Let  $L$  be a context-free language.

Then there exists a “pumping length”  $p$  such that

For every  $w \in L$  where  $|w| \geq p$ ,

$w$  can be split into five parts  $w = uvxyz$  where:

1.  $|vy| > 0$
2.  $|vxy| \leq p$
3.  $uv^i xy^i z \in L$  for all  $i \geq 0$

# Pumping Lemma: Proof idea

Let  $L$  be a context-free language. If  $w \in L$  is long enough, then every parse tree for  $w$  has a repeated variable.

# Pumping Lemma Proof

What does “long enough” mean? (How do we choose the pumping length  $p$ ?)

- Let  $G$  be a CFG for  $L$
- Suppose the right-hand side of every rule in  $G$  uses at most  $b$  symbols
- Let  $p = b^{|V|+1}$

**Claim:** If  $w \in L$  with  $|w| \geq p$ , then the smallest parse tree for  $w$  has height at least  $|V| + 1$

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Example:

$$L = \{w \in \{0, 1\}^* \mid w = w^R\}$$
$$w = 00000$$



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Example:

$$L = \{w \in \{0, 1\}^* \mid w = w^R\}$$
$$w = 010$$

# Pumping Lemma as a game

1. **YOU** pick the language  $L$  to be proved non context-free.
2. **ADVERSARY** picks a possible pumping length  $p$ .
3. **YOU** pick  $w$  of length at least  $p$ .
4. **ADVERSARY** divides  $w$  into  $u, v, x, y, z$ , obeying rules of the Pumping Lemma:  $|vy| > 0$  and  $|vxy| \leq p$ .
5. **YOU** win by finding  $i \geq 0$ , for which  $uv^i xy^i z$  is not in  $L$ .

If *regardless* of how the **ADVERSARY** plays this game, you can always win, then  $L$  is non context-free

# Pumping Lemma example

Claim:  $L = \{a^n b^n c^n \mid n \geq 0\}$  is not regular

Proof: Assume  $L$  is regular with pumping length  $p$

1. Find  $w \in L$  with  $|w| \geq p$
2. Show that  $w$  cannot be pumped  
If  $w = uvxyz$  with  $|vy| > 0, |vxy| \leq p$ , then...



# Context-Free Languages

## Questions about CFLs

$L$  is a *context-free language* if it is the language of some CFG

1. Which languages are *not* context-free?
2. What are the closure properties of CFLs?
3. How do we recognize whether  $w \in L$ ?

# Closure Properties

- The class of CFLs is closed under the regular operations union, concatenation, star

# Closure under union

Let  $A$  be a CFL generated by CFG  $G_A$  and let  $B$  be a CFL recognized by CFG  $G_B$

**Goal:** Construct a CFG  $G$  recognizing  $A \cup B$

$$G_A = (V_A, \Sigma_A, R_A, S_A)$$

$$G_B = (V_B, \Sigma_B, R_B, S_B)$$

Relabel variables so  $V_A$  and  $V_B$  are disjoint

Construct  $G = (V, \Sigma, R, S)$ :

$$\begin{aligned} V &= V_A \cup V_B \cup \{S\}, & \Sigma &= \Sigma_A \cup \Sigma_B, \\ R &= \end{aligned}$$



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# Closure under concatenation

Let  $A$  be a CFL generated by CFG  $G_A$  and let  $B$  be a CFL recognized by CFG  $G_B$

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# Closure under star

Let  $A$  be a CFL generated by CFG  $G_A$  and let  $B$  be a CFL recognized by CFG  $G_B$

**Goal:** Construct a CFG  $G$  recognizing  $A \cup B$

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# Closure under star

Let  $A$  be a CFL generated by CFG  $G_A$  and let  $B$  be a CFL recognized by CFG  $G_B$

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- Are CFLs closed under complement?

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- Are CFLs closed under complement?
- What about intersection?

# Context-Free Languages

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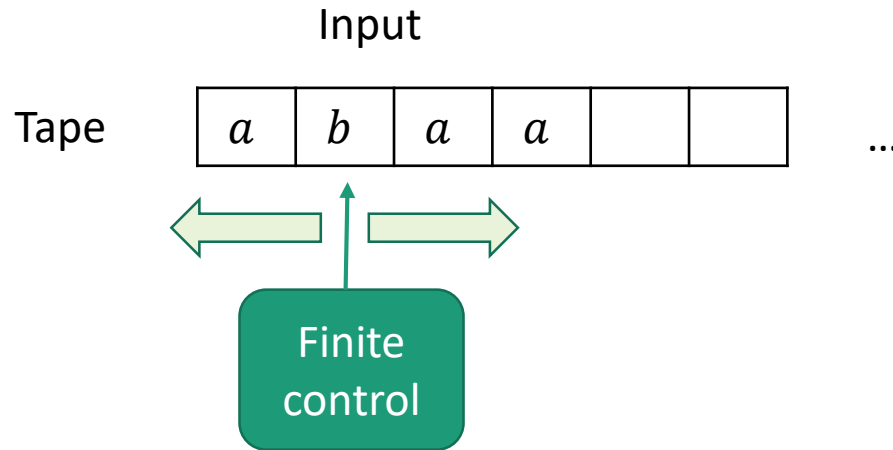
# Recognizing CFLs

- Need to somehow extend NDAs... (Need memory!)
- Standard extension: “Pushdown automata (PDAs)”
  - NDA’s with limited memory (arranged as a stack)
  - Can:
    - Given any CFG  $G$ , construct a PDA  $P$  s.t.  $L(G)=L(P)$
    - Given any PDA  $P$ , construct a CFG  $G$  s.t.  $L(G)=L(P)$
  - Still, a bit unsatisfying since PDAs are non-deterministic...
- Non-determinism seems “inherent”: There exist “ambiguous CFGs” where some words have several parse-trees
- Can overcome by transforming a CFG to an equivalent one that is unambiguous.

We will skip this part, and answer the recognizability question more generally...

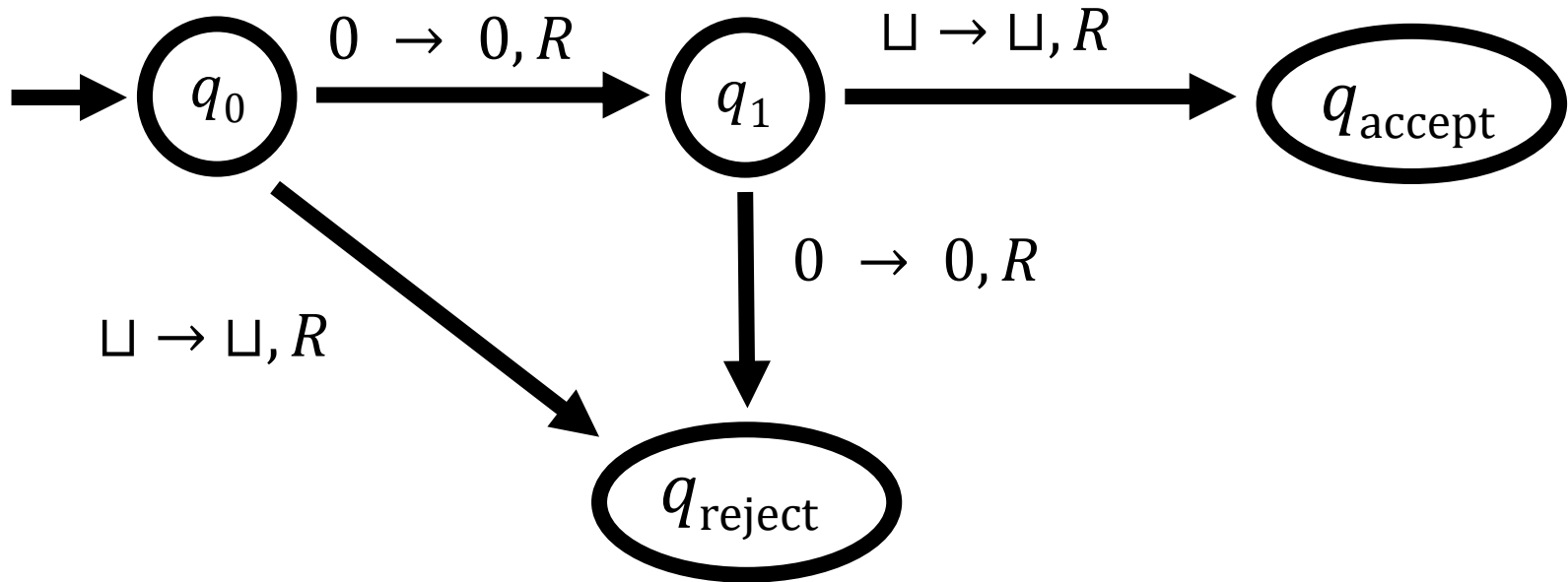
# Turing Machines

# The Basic Turing Machine (TM)

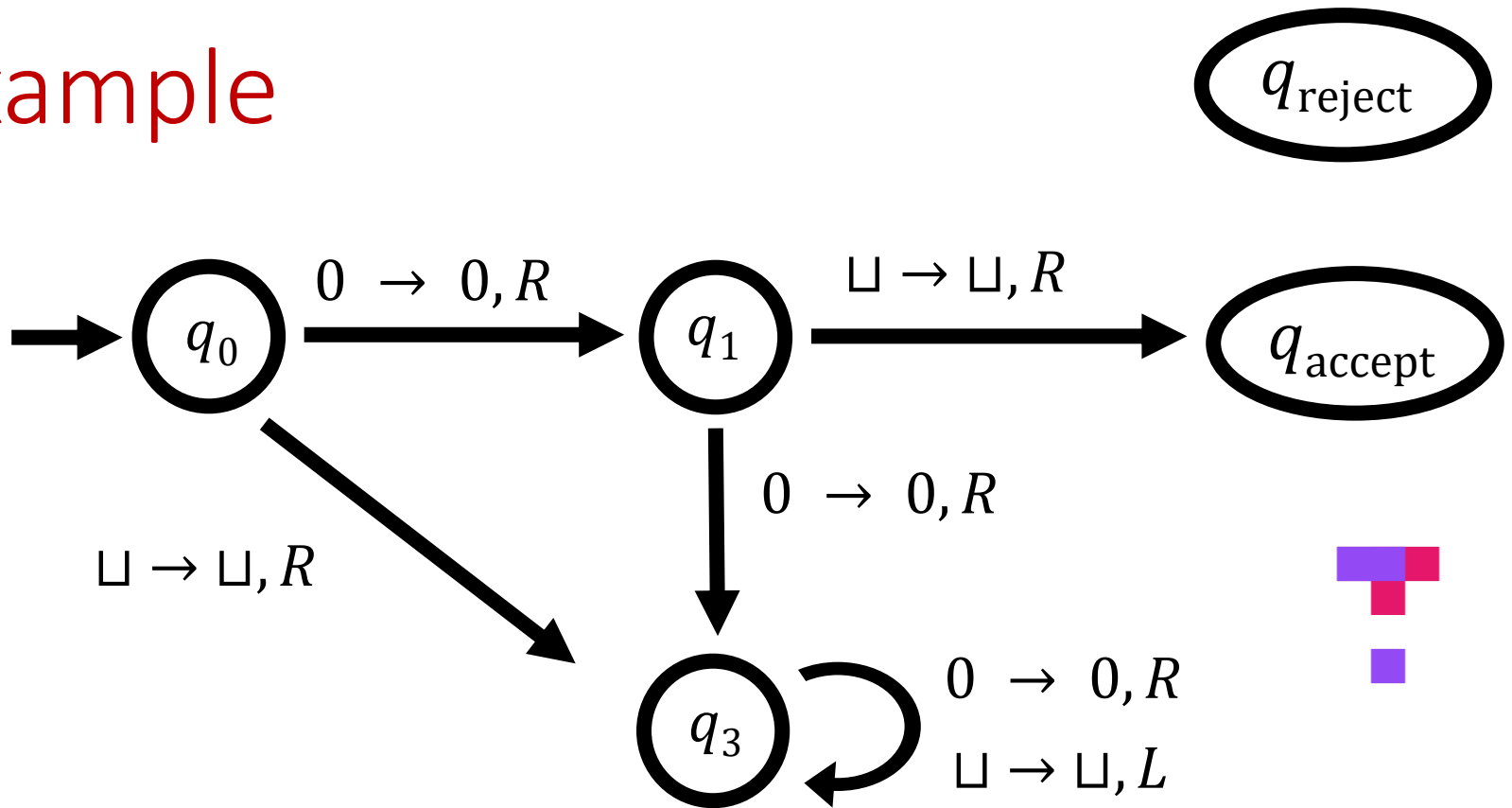


- Input is written on an infinitely long tape
- Head can both read and write, and move in both directions
- Computation halts when control reaches “accept” or “reject” state

# Example



# Example



# TMs vs. Finite / Pushdown Automata



# Three Levels of Abstraction

## High-Level Description

An algorithm (like CS 330)

## Implementation-Level Description

Describe (in English) the instructions for a TM

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

## Low-Level Description

State diagram or formal specification

# Example

Decide if  $w \in A = \{0^{2^n} \mid n \geq 0\}$

## High-Level Description

Repeat the following:

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



# Example

Decide if  $w \in A = \{0^{2^n} \mid n \geq 0\}$

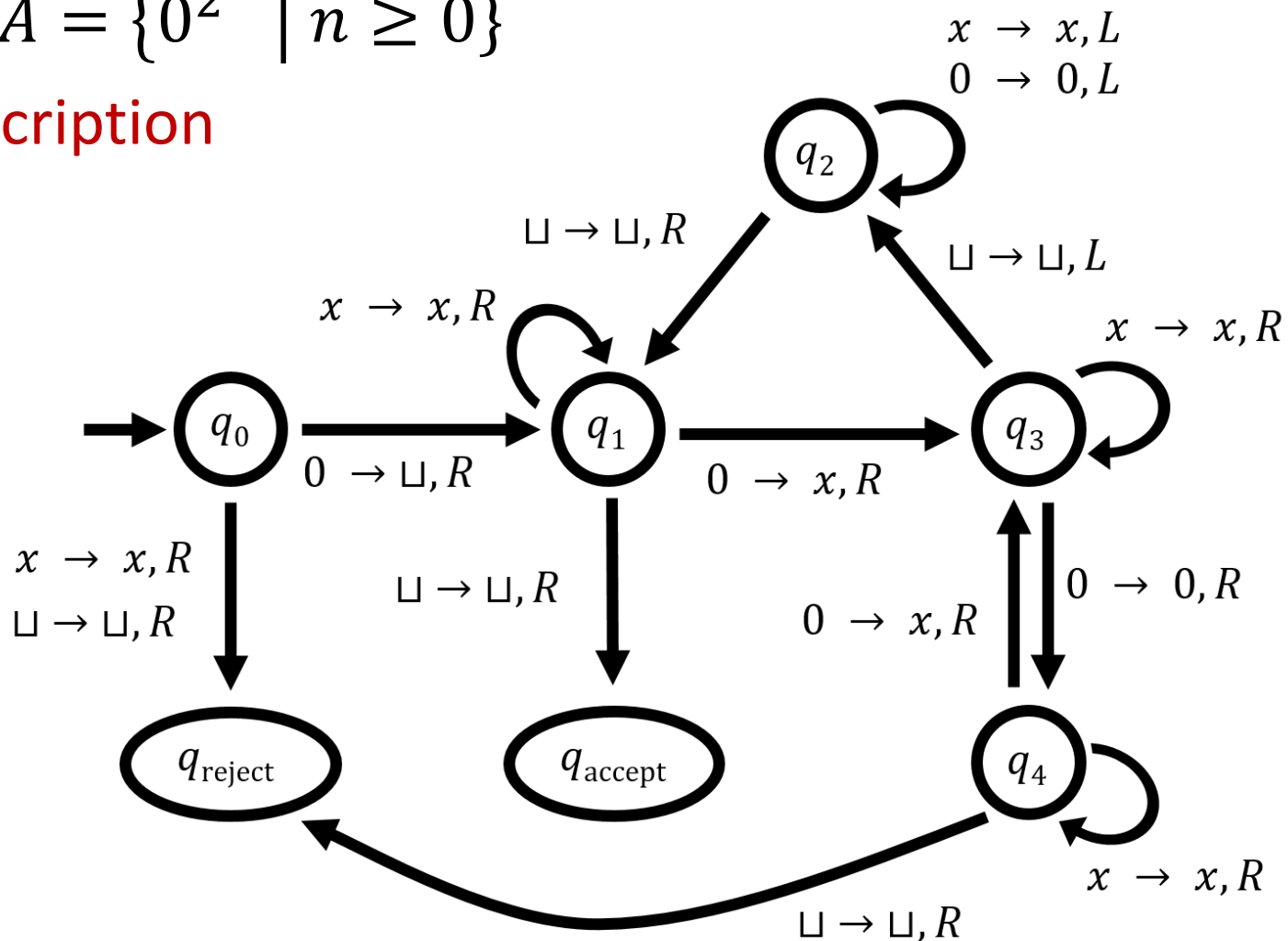
## Implementation-Level Description

1. While moving the tape head left-to-right:
  - a) Cross off every other 0
  - b) If there is exactly one 0 when we reach the right end of the tape, accept
  - c) If there is an odd 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

Decide if  $w \in A = \{0^{2^n} \mid n \geq 0\}$

## Low-Level Description



# Formal Definition of a TM

A TM is a 7-tuple  $M = (Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$

- $Q$  is a finite set of states
- $\Sigma$  is the input alphabet (does **not** include  $\sqcup$ )
- $\Gamma$  is the tape alphabet (contains  $\sqcup$  and  $\Sigma$ )
- $\delta$  is the transition function

...more on this later

- $q_0 \in Q$  is the start state
- $q_{\text{accept}} \in Q$  is the accept state
- $q_{\text{reject}} \in Q$  is the reject state ( $q_{\text{reject}} \neq q_{\text{accept}}$ )

# TM Transition Function

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

$L$  means “move left” and  $R$  means “move right”

$\delta(p, a) = (q, b, R)$  means:

- Replace  $a$  with  $b$  in current cell
- Transition from state  $p$  to state  $q$
- Move tape head right

$\delta(p, a) = (q, b, L)$  means:

- Replace  $a$  with  $b$  in current cell
- Transition from state  $p$  to state  $q$
- Move tape head left UNLESS we are at left end of tape, in which case don't move