G51MAL Machines and Their Languages Lecture 1

Administrative Details and Introduction

Henrik Nilsson

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Finding People and Information (1)

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Finding People and Information (2)

- Main module web page: www.cs.nott.ac.uk/~nhn/G51MAL
- Coursework/Tutorial web page: www.cs.nott.ac.uk/~wss/teaching/mal

Contacting Me

- I will be available immediately after each lecture for course-related matters.
- Make an appointment if necessary.
- Please keep e-mail traffic to a minimum.

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- Coursework: Weekly compulsory exercises. Marked and then discussed during tutorials.
- Assessment: 2 hour exam in May/June,
 100% of the mark.

Main reference: Hopcroft, Motwani, & Ullman. *Introduction to Automata Theory, Languages, and Computation, 2nd edition*, Addison Wesley, 2001.

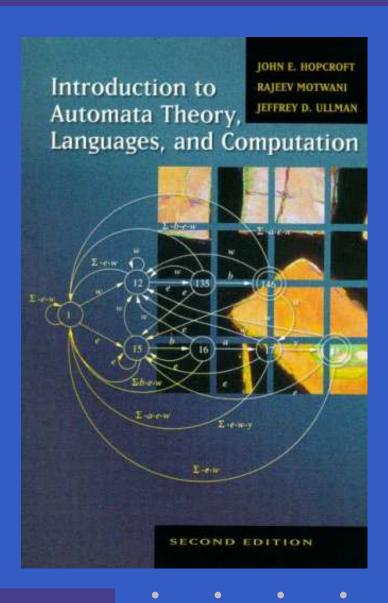
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- Supplementary material, e.g. slides, sample program code.

Literature (2)

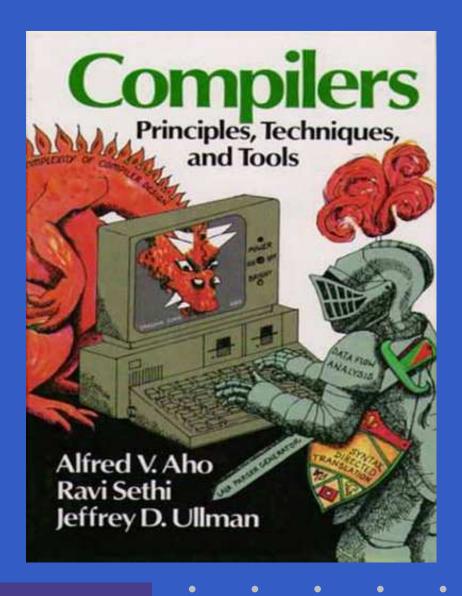


Literature (3)

If you are curious about an important application area you might want to check out:

Alfred V Aho, Ravi Sethi, Jeffrey D. Ullman. Compilers — Principles, Techniques, and Tools, Addison-Wesley, 1986. (The "Dragon Book".)

Literature (4)



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- 2. How to specify formal languages?
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- 3. The relation between 1 and 2.

Finite automata are a useful model for important kinds of hardware and software:

Software for designing and checking digital circuits.

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- Verification of systems with finite number of states, e.g. communication protocols.

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- Context Free Grammars are very useful when designing software that processes data with recursive structure, like the parser in a compiler.
- Regular Expressions are very useful for specifying lexical aspects of programming languages and search patterns.

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- What can a computer do at all? (Decidability)
- What can a computer do efficiently? (Intractability)

Example: Regular Expressions (1)

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The following UNIX-command will do the trick:

grep "19[0-9][0-9]" *.txt

Example: Regular Expressions (2)

The result is a list of names of files containing text matching the pattern, together with the matching text lines:

```
history.txt: In 1933 it became notes.txt: later on, around 1995,
```

Consider the following program. Does it terminate for all values of $n \ge 1$?

```
while (n > 1) {
    if even(n) {
        n = n / 2;
    } else {
        n = n * 3 + 1;
    }
}
```

Not as easy to answer as it might first seem.

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Say we start with n = 7, for example:

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In fact, for all numbers that have been tried (*a lot!*), it does terminate . . .

... but no one has ever been able to *prove* that it always terminates!

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It is impossible to write a program that decides if another, arbitrary, program terminates (halts) or not.

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It is impossible to write a program that decides if another, arbitrary, program terminates (halts) or not.

What might be surprising is that it is possible to prove such a result. This was first done by the British mathematician *Alan Turing*.

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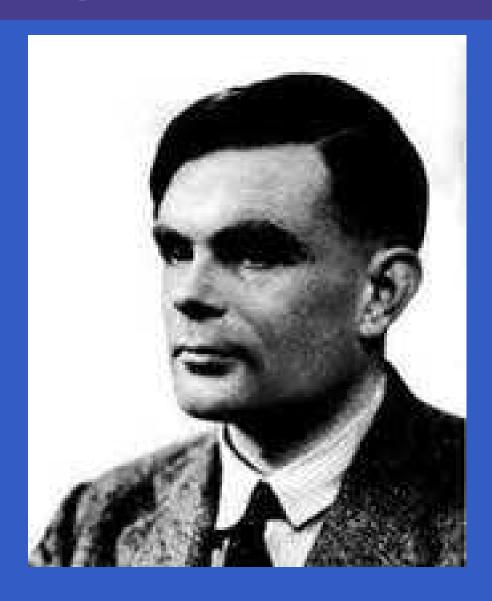
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- Thorsten recommends Andrew Hodges biography *Alan Turing: the Enigma*.



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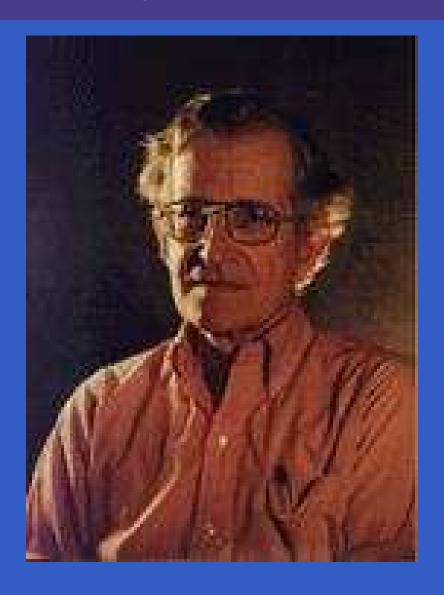
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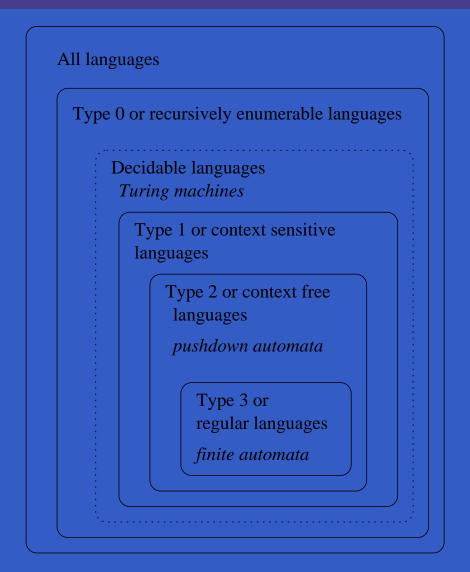
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- American linguist who introduced *Context Free Grammars* in an attempt to describe natural languages formally.
- Also introduced the *Chomsky Hierarchy* which classifies grammars and languages and their descriptive power.
- Chomsky is also widely known for his controversial political views and his criticism of the foreign policy of U.S. governments.



The Chomsky Hierarchy



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 ϵ denotes the *empty word*, the sequence of zero symbols.

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A common (and important) instance is $\Sigma = \{0, 1\}$.

 ϵ , the empty word, is *never* an symbol of an alphabet.

Alphabet, Word, and Language

alphabet words over Σ

languages

$$\Sigma = \{a, b\}$$

 $\epsilon, a, b, aa, ab, ba, bb,$
 $aaa, aab, aba, abb, baa, bab, ...$
 $\emptyset, \{\epsilon\}, \{a\}, \{b\}, \{a, aa\},$
 $\{\epsilon, a, aa, aaa\},$
 $\{a^n | n \ge 0\},$
 $\{a^n b^n | n \ge 0, n \text{ even}\}$

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Note the distinction between ϵ , \emptyset , and $\{\epsilon\}$!

All Words over an Alphabet (1)

Given an alphabet Σ we define the set Σ^* as set of words (or sequences) over Σ :

- The empty word $\epsilon \in \Sigma^*$.
- given a symbol $x \in \Sigma$ and a word $w \in \Sigma^*$, $xw \in \Sigma^*$.
- These are all elements in Σ^* .

This is called an *inductive definition*.

All Words over an Alphabet (2)

Example: Given $\Sigma = \{0, 1\}$, some elements of Σ^* are

- ϵ (the empty word)
- 0, 1
- 00, 10, 01, 11
- **•** 000, 100, 010, 110, 010, 110, 011, 111

. . .

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Note: although there are infinitely many words in Σ^* , each word has a *finite* length!

Concatenation of Words (1)

An important operation on Σ^* is **concatenation**:

given $w,v\in\Sigma^*$, their concatenation $wv\in\Sigma^*$.

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This operation can be defined by primitive recursion:

$$\begin{array}{rcl}
\epsilon v &=& v \\
(xw)v &=& x(wv)
\end{array}$$

Concatenation of Words (2)

Concatenation is associative and has unit ϵ :

$$u(vw) = (uv)w$$
$$\epsilon u = u = u\epsilon$$

where u, v, w are words.

Languages Revisited

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The notion of a language L of a set of words over an alphabet Σ can now be made precise:

- $L\subseteq \Sigma^*$, or equivalently
- $L \in \mathcal{P}(\Sigma^*)$.

Some examples of languages:

The set $\{0010,00000000,\epsilon\}$ is a language over $\Sigma=\{0,1\}$.

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- The set of words that contain the same number of 0s and 1s is a language over $\Sigma = \{0, 1\}$.

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- The set of palindromes using the English alphabet, e.g. words which read the same forwards and backwards like abba. This is a language over {a, b, ..., z}.
- The set of correct Java programs. This is a language over the set of UNICODE characters.

The set of programs that, if executed successfully on a Windows machine, prints the text "Hello World!" in a window. This is a language over $\Sigma = \{0, 1\}$.

Concatenation of Languages (1)

Concatenation of words is extended to languages by:

$$MN = \{uv \mid u \in M \land v \in N\}$$

Example:

$$M = \{\epsilon, a, aa\}$$

$$N = \{b, c\}$$

$$MN = \{uv \mid u \in \{\epsilon, a, aa\} \land v \in \{b, c\}\}$$

$$= \{\epsilon b, \epsilon c, ab, ac, aab, aac\}$$

$$= \{b, c, ab, ac, aab, aac\}$$

Concatenation of Languages (2)

Concatenation of languages is associative:

$$L(MN) = (LM)N$$

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- Concatenation of languages has unit $\{\epsilon\}$:

$$L\{\epsilon\} = L = \{\epsilon\}L$$

Concatenation of Languages (3)

Concatenation distributes through set union:

$$L(M \cup N) = LM \cup LN$$
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$$L(M \cup N) = LM \cup LN$$
$$(L \cup M)N = LN \cup MN$$

But note e.g. $L(M \cap N) \neq LM \cap LN!$ For example, with $L = \{\epsilon, a\}$, $M = \{\epsilon\}$, $N = \{a\}$, we have

$$L(M \cap N) = L\emptyset = \emptyset$$

$$LM \cap LN = \{\epsilon, a\} \cap \{a, aa\} = \{a\}$$