

Turing Machines and The Chomsky Hierarchy

November 24, 2011

Grammars

- ▶ Grammar $G = (\Sigma, N, S, R)$
 - ▶ Σ : set of terminal symbols
 - ▶ N : set of non-terminal symbols
 - ▶ $S \in N$: start symbol
 - ▶ $R \subseteq (\Sigma \cup N)^* \times (\Sigma \cup N)^*$: finite set of rules

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- ▶ Relation $\rightarrow \subseteq (\Sigma \cup N)^* \times (\Sigma \cup N)^*$
- ▶ Relation $\rightarrow^* \subseteq (\Sigma \cup N)^* \times (\Sigma \cup N)^*$ is the reflexive-transitive closure of \rightarrow

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- ▶ We can enumerate all possible derivations of strings from S
 1. $L := [S]$
 2. Pop out the first element of L (call it x)
 3. if $x \in \Sigma^*$ then *print* x
else for each derivation rule applicable on x add the result of the application of the rule as the last element of L
 4. if $L \neq []$ go to step 2

Languages generated by grammars

- ▶ Grammar derivations can be used to simulate the moves of a Turing Machine, where the string being manipulated represents the Turing Machine's configuration
 - ▶ we define non-terminal symbols R, L
 - ▶ For all $((q, \sigma), (q', \sigma', \rightarrow)) \in \delta$ we create the derivations $S\sigma, q, \sigma_i \rightarrow R\sigma'\sigma_i, q$, for all σ_i
 - ▶ For all $((q, \sigma), (q', \sigma', \leftarrow)) \in \delta$ we create the derivation $S\sigma, q, \rightarrow L, q', \sigma'$
 - ▶ For all $((q, \sigma), (q', \sigma', -)) \in \delta$ we create the derivation $S\sigma, q \rightarrow S\sigma', q'$
 - ▶ We create the derivations $\sigma_i L \rightarrow S\sigma_i$ for all σ_i
 - ▶ We create the derivations $R\sigma_i \rightarrow \sigma_i S$ for all σ_i
 - ▶ For all $((q, \sigma), (yes, \sigma', m))$ we create the derivation $S\sigma, q, \rightarrow \sigma'$

$x \in L(G)?$

Lemma

Given grammar G and $x \in \Sigma^$ it is undecidable whether $x \in L(G)$*

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- ▶ The *Halting Problem (HP)* is recursively enumerable so there is a grammar G so that $L(G) = HP$
- ▶ We could construct a non-deterministic Turing Machine M that simulates the rule applications of $G \dots$

Context-sensitive Grammars

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A context-sensitive grammar is a grammar for which whenever $(x, y) \in R$ we have $|x| \leq |y|$

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Example

There is a context-sensitive grammar that generates the language $L = \{xx : x \in \Sigma^*\}$

$$S \rightarrow a_i a_i$$

$$S \rightarrow a_i A_i$$

$$S \rightarrow a_i S a_i$$

$$S \rightarrow a_i S A_i$$

$$A_i a_j \rightarrow a_j A_i$$

$$A_i \epsilon \rightarrow a_i \epsilon$$

where $a_i, a_j \in \Sigma$ and $A_i \in N \setminus \{S\}$

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There is a non-deterministic algorithm (we can construct a non-deterministic Turing Machine) that decides this problem

1. $w := S$, $Store := \emptyset$
2. Choose $y \notin Store$ such that $w \rightarrow^1 y$
if $|x| \leq |y|$ then *halt* with “no”
else if $y = x$ then *halt* with “yes”
else $Store := Store \cup \{w\}$, $w := y$, *repeat*

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Due to the restriction $(x, y) \implies |x| \leq |y|$ we need at most $\sum_{i=0}^{|x|} |\Sigma|^i$ steps to surpass the length of x

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- ▶ There is a non-deterministic algorithm that decides $L(G)$ with additional space n
 1. Choose x_1, x_2, \dots, x_k so that $S \rightarrow x_1 \rightarrow x_2 \rightarrow \dots \rightarrow x_k$ and $|x_j| \leq |x|$
 2. if $x_k \equiv x$ then *halt* with “yes” else *halt* with “no”

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 $|x_j| \leq |x|$
 2. if $x_k \equiv x$ then *halt* with “yes” else *halt* with “no”
- ▶ If a non-deterministic Turing Machine using additional space n decides L then there is a context-sensitive G such that $L = L(G)$
 - ▶ The string representation of the machine's configuration has length $n + 3$ at most
 - ▶ We can use \sqcup (blank) as a terminal symbol of G
 - ▶ We can design the grammar rules so that the string being manipulated has always length $n + 3$ (padding with \sqcup)
 - ▶ But this is a context-sensitive grammar. . .

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Example

There is a context-free grammar that generates the language of balanced parentheses

$$S \rightarrow SS$$

$$S \rightarrow (S)$$

$$S \rightarrow ()$$

$$S \rightarrow \epsilon$$

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Given grammar G and $x \in \Sigma^$ it is in **P** to decide whether $x \in L(G)$.*

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Papadimitriou gives a dynamic-programming algorithm which solves this problem in polynomial time

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Example

There is right-linear context-free languages that generates all strings of 1, 0 that end in 101

$$S \rightarrow 0S$$

$$S \rightarrow 1S$$

$$S \rightarrow 1A$$

$$A \rightarrow 0B$$

$$B \rightarrow 1C$$

$$C \rightarrow \epsilon$$

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- ▶ For every such grammar G we can construct a NFA that accepts $L(G)$
 1. For every non-terminal symbol of G we create a new state for the NFA
 2. For every rule $A \rightarrow aB$ we create a transition $A_s \xrightarrow{a} B_s$
 3. For every rule $A \rightarrow \epsilon$ we define state A_s to be an accepting state

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- ▶ For every language L accepted by a DFA we can construct a right-linear context-free grammar G such that $L = L(G)$
 1. For every transition $q \xrightarrow{a} p$ we create a rule $Q \rightarrow aP$
(we add Q, P in N if they are not already there)
 2. For every accepting state q we create a rule $Q \rightarrow \epsilon$
(we add Q in N if it is not already there)