

CONFIGURATIONS AND COMPUTATION TRACES

More read-only algorithms

- Consider the language L over the Latin Alphabet consisting of strings that miss some letter.
All English words are in L , but virtually no book is.
- L is a regular language: it is the intersection of the 26 languages $\{w \mid w \text{ uses } \sigma\}$ for $\sigma = a, b, \dots$.

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- The smallest NFA recognizing L has 27 states.

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- L is a regular language: it is the intersection of the 26 languages $\{w \mid w \text{ uses } \sigma\}$ for $\sigma = a, b, \dots$
- The smallest DFA that recognizes L has $\geq 2^{26} > 67,000,000$ states.
- The smallest NFA recognizing L has 27 states.
- *Is there a deterministic algorithm recognizing L using a small number of states?*

A deterministic algorithm

- Algorithm: Scan for each digit separately, and repeat.

A deterministic algorithm

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- This cannot be done if we only read forward!
The cursor would have to be scrolled back (or repositioned).
- So let's imagine a device that behaves just like an automaton, but can move the cursor both ways.

Extensions needed

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- Detecting ends of input requires end-markers:
say \triangleright (the gate) on the left,
and \sqcup (the blank) on the right.
- Termination signaled by the states, not the end of input.

Two-way automata

- A **two-way automaton (2DFA)** over an alphabet Σ :
 - ▶ Finite set of states Q
 - ▶ $s \in Q$, the *initial state*
 - ▶ $a \in S$, the *accepting state*
 - ▶ Transition partial-function: $\delta : Q \times \Gamma \rightarrow Q \times \text{Act}$
where $\Gamma = \Sigma \cup \{>, \sqcup\}$ and $\text{Act} = \{+, -\}$.

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where $\Gamma = \Sigma \cup \{>, \sqcup\}$ and $\text{Act} = \{+, -\}$.
- Act is the set of **Actions**.
Here they are $+$ for “step forward” and $-$ for “step back.”
- Note: End-markers are added to the alphabet Σ .

Intended behavior of 2DFAs

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- **The intent:**
 - A 2DFA operates on the input string extended with end-markers:
Input **001201** appears as **>001201□**.

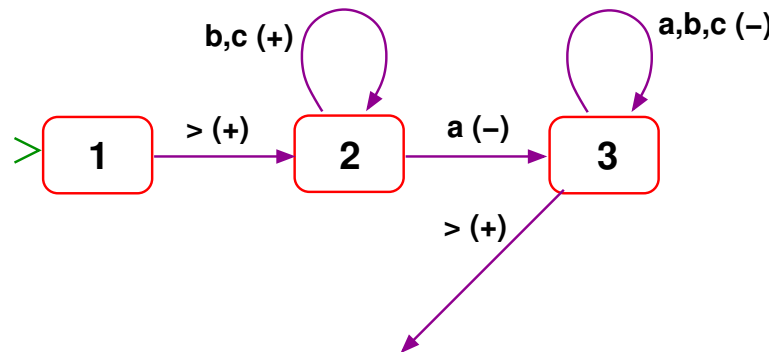
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- **The intent:**
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Input **001201** appears as **>001201□**.
- A 2DFA scans one input symbol at a time.
Visualize it as a **cursor:**
≥abc□ **>a~~b~~c□** **>abc□**

A 2DFA for the “all-letters” language

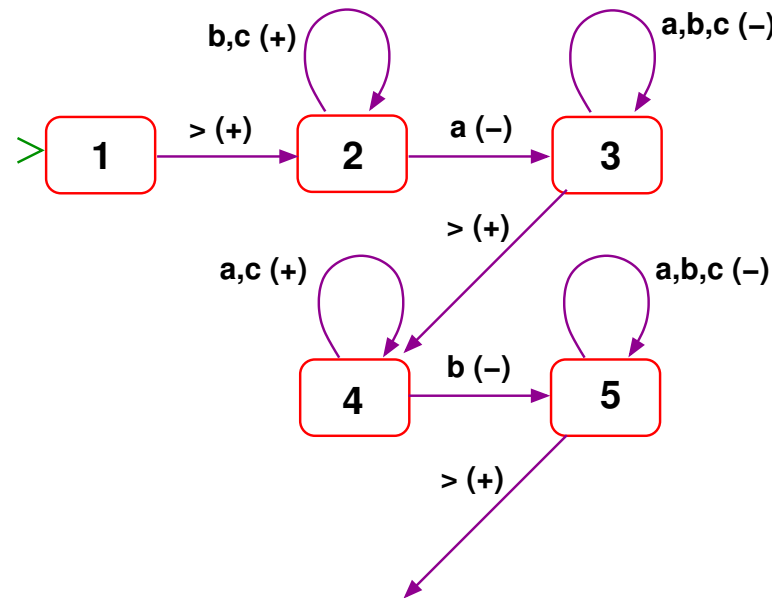
- Here is a 2DFA over $\Sigma = \{a, b, c\}$
that recognizes the strings using all three letter.

A 2DFA for the “all-letters” language



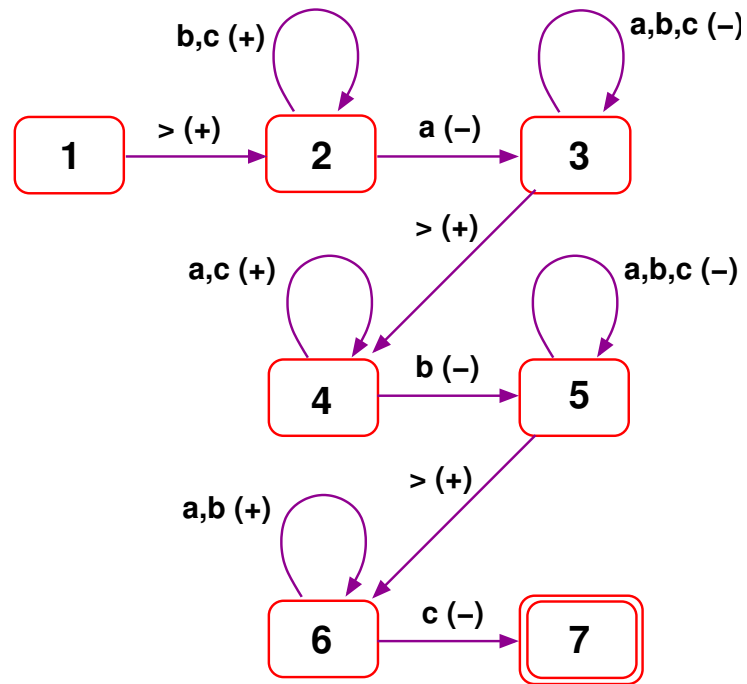
- Cycle through **b**'s and **c**'s until an **a** is found.
If so, return to the gate;
if not then then the blank end-maker is reached, for which there is no transition.
The machine stops without accepting.

A 2DFA for the “all-letters” language



- Next cycle through **a**'s and **c**'s until a **b** is found.
If so, return to the gate; if not then the final blank is reached, resulting as above in stopping without accepting.

A 2DFA for the “all-letters” language



- Cycle through **a** 's and **b** 's until a **c** is found.
If so, accept. if not then stop at final blank without accepting.

Operational semantics of 2DFAs: configurations

- The 2DFA is our first device where execution steps consists in more than just a change of state.
- To describe a 2DFA's behavior we must account for the cursor position and therefore keep a record of the entire input for future use.

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- A **cursor** over Σ is a Σ -string with one symbol-position underlined.
- A **configuration (cfg)** is a pair (q, \check{w}) where
 - ★ q is a state, and
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- Example: $(x, >0101\underline{1}00 \sqcup)$

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- The **initial cfg for input w** is the cfg $(s, \geq w \sqcup)$.

The YIELD relation between cfg's

- Given a 2DFA M its **Yield** relation \Rightarrow_M is generated by
 - ▶ If $q \xrightarrow{\gamma(+)} p$ then $(q, u\gamma\tau v) \Rightarrow (p, u\gamma\tau v)$
 - ▶ If $q \xrightarrow{\gamma(-)} p$ then $(q, u\tau\gamma v) \Rightarrow (p, u\tau\gamma v)$

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- These clauses are the only ones in force.
 If a cfg ends with a cursored symbol, as in $(q, 01101\underline{0})$,
 then a transition $q \xrightarrow{0(+)} p$ does not apply.
- Similarly, a step-back transition has no effect when
 the cursor is at the first symbol.

Traces, accepted strings, recognized languages

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is a sequence $c_0 \Rightarrow c_1 \Rightarrow \dots$,
where c_0 is initial for w , and either
 - ▶ the sequence is infinite; or
 - ▶ the sequence is finite, and its last cfg is terminal.

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 - the sequence is infinite; or
 - the sequence is finite, and its last cfg is terminal.
- The trace is **accepting** if
it is finite and its last cfg is accepting.
- M **accepts** $w \in \Sigma^*$
if its trace for input w is accepting.

On-site writing

A recognition algorithm for $\{a^n b^n\}$

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- Since the language $\{a^n b^n \mid n \geq 0\}$ is not regular it is not recognized even by a 2-way automaton.
- *Can you think of a simple informal recognition algorithm?*

A recognition algorithm for $\{a^n b^n\}$

- Since the language $\{a^n b^n \mid n \geq 0\}$ is not regular it is not recognized even by a 2-way automaton.
- How about repeating this:
cross off initial **a** (say by replacing it with **>**),
then traverse the input and cross off final **b**.
- Stop and accept if and when neither **a** nor **b** are present for a new cycle.

Accepting a^3b^3

\geq $aaabbb \sqcup$

Accepting a^3b^3

> a a b b b □

Accepting a^3b^3

$> \geq aabbb \sqcup$

Accepting a^3b^3

> > aabbb □

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Accepting a^3b^3

> > aabb □ □

Accepting a^3b^3

$> \geq aabb \sqcup \sqcup$

Accepting a^3b^3

$>>\geq abb \sqcup \sqcup$

Accepting a^3b^3

> > > a b b □ □

Accepting a^3b^3

>>> abbb □□

Accepting a^3b^3

>>> a b b □ □

Accepting a^3b^3

$>>> abb \underline{b} b$

Accepting a^3b^3

>>> a b b □ □

Accepting a^3b^3

>>> a b □ □ □

Accepting a^3b^3

>>> a b □ □ □

Accepting a^3b^3

$>>> \underline{a}b \square\square\square$

Accepting a^3b^3

$>>\geq ab \square\square\square$

Accepting a^3b^3

>>> a b □ □ □

Accepting a^3b^3

$>>> \geq b \square\square\square\square$

Accepting a^3b^3

>>>>b □ □ □ □

Accepting a^3b^3

>>>>b□□□

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>>>> □ □ □ □ □

Accepting a^3b^3

>>> ≥ □□□□

Implementing string overwrite

- A generalization of 2DFA: the **on-site acceptor**, commonly known as **LBA**.
- The new operation: overwrite a symbol by another.
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- ▶ Basic alphabet Σ ,
additional symbols, including \triangleright, \sqcup in extended alphabet Γ .
- ▶ A finite set Q of **states**.

Two distinguished states: $s, a \in Q$, the **start** and **accept** states.

- ▶ A transition partial-function:

$$\delta : Q \times \Gamma \rightarrow Q \times \text{Act} \quad \text{where} \quad \text{Act} = \{+, -\} \cup \Gamma.$$

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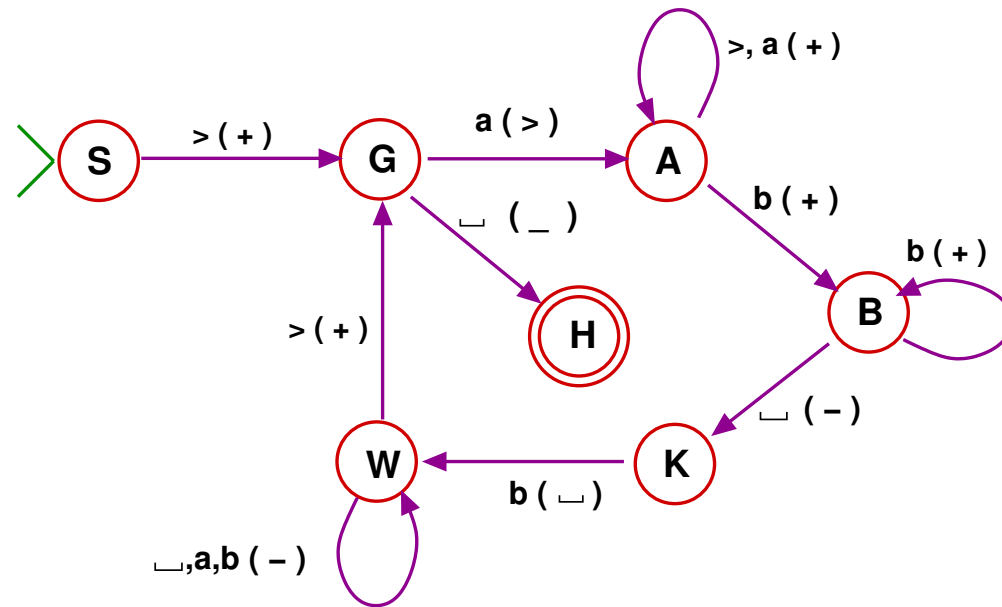
$$\delta : Q \times \Gamma \rightarrow Q \times \text{Act} \quad \text{where} \quad \text{Act} = \{+, -\} \cup \Gamma.$$

- Action “ γ ” is the overwriting with $\gamma \in \Gamma$.

- We write (again) $q \xrightarrow{\sigma(\alpha)} p$ for

$$\delta(q, \sigma) = \langle p, \alpha \rangle$$

An LBA for the crossing-off algorithm



LBA operation: Configurations

- The building block is the configuration (cfg), just like 2DFA.
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e.g. $(A, >0101\underline{1}00 \sqcup)$

LBA operation: Configurations

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Reminder:
- A ***cursor***-string over Σ is a string over Σ with one symbol-position underlined.
- The **initial cfg** for w : $(s, \geq w \sqcup)$

LBA operation: Yield

- The **Yield** relation \Rightarrow between configurations extends the Yield for 2DFAs:
 - ▶ If $\underline{q\gamma(+)}p$ then $(q, u\gamma\tau v) \Rightarrow (p, u\gamma\tau v)$
 - ▶ If $\underline{q\gamma(-)}p$ then $(q, u\tau\gamma v) \Rightarrow (p, u\tau\gamma v)$
 - ▶ **NEW** If $\underline{q\gamma(\tau)}p$ then $(q, u\gamma v) \Rightarrow (p, u\tau v)$
- *What if τ and γ are the same?*

LBA operation: Traces and acceptance

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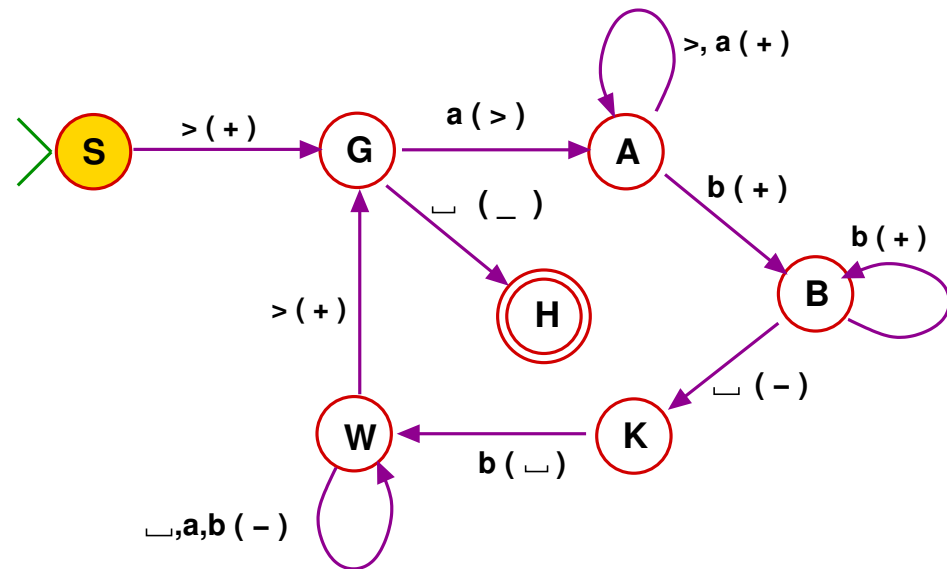
- A cfg $c = (q, u\gamma v)$ is **terminal** if no rule applies.
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- A **terminating computation-trace of M for input w** :
$$c_0 \Rightarrow c_1 \Rightarrow \dots \Rightarrow c_n$$
where c_0 is initial for w and c_n is terminal.
The trace is **accepting** if c_n is accepting.

LBA operation: Traces and acceptance

- A cfg $c = (q, u\gamma v)$ is **terminal** if no rule applies.
- A cfg c is **accepting** if it is terminal and its state is the accepting state.
- M **accepts** $w \in \Sigma^*$ if there is an accepting trace for input w .
- The language **recognized** by M is
$$\mathcal{L}(M) = \{w \in \Sigma^* \mid M \text{ accepts } w\}$$

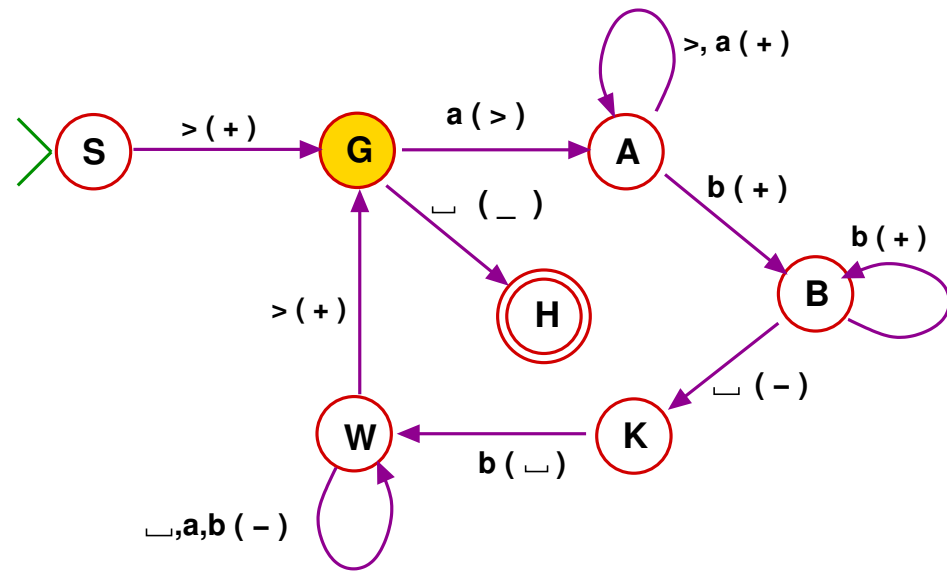
Example: Accepting trace for aabb

$(S, \geq aabb \sqcup)$



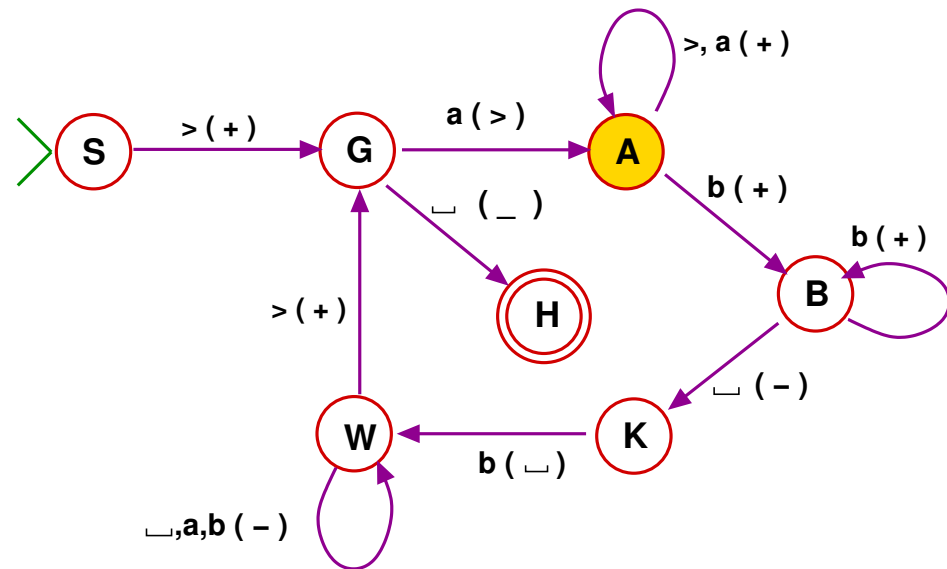
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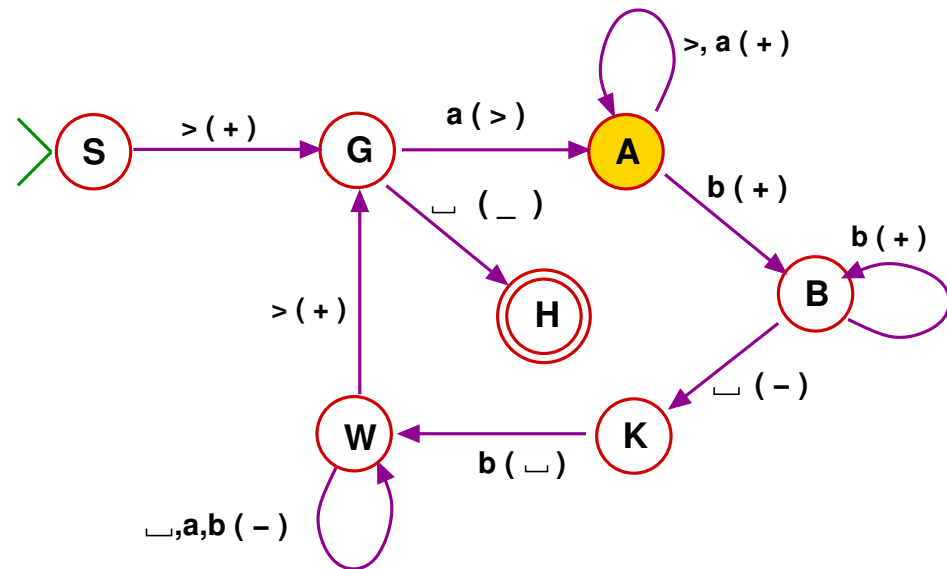
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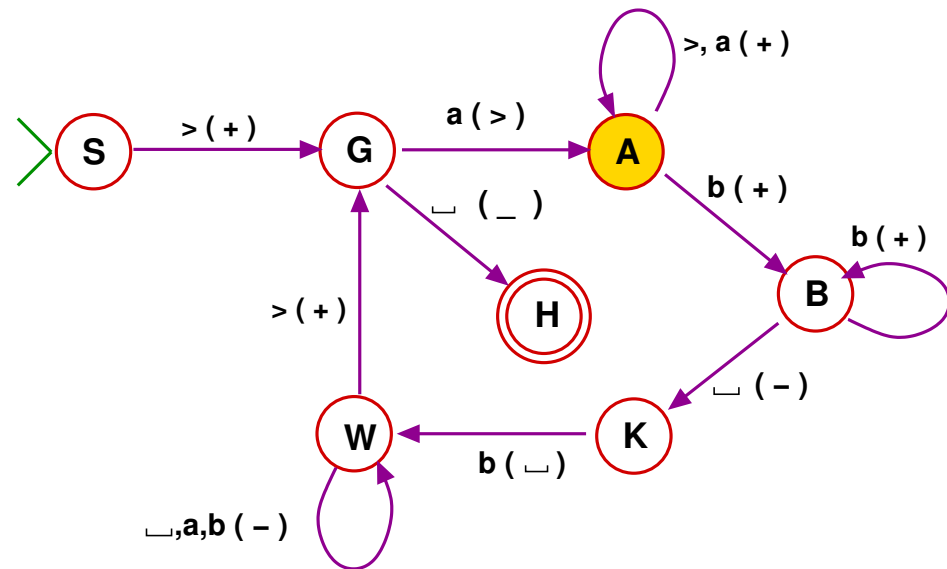
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(A, >>abb␣)



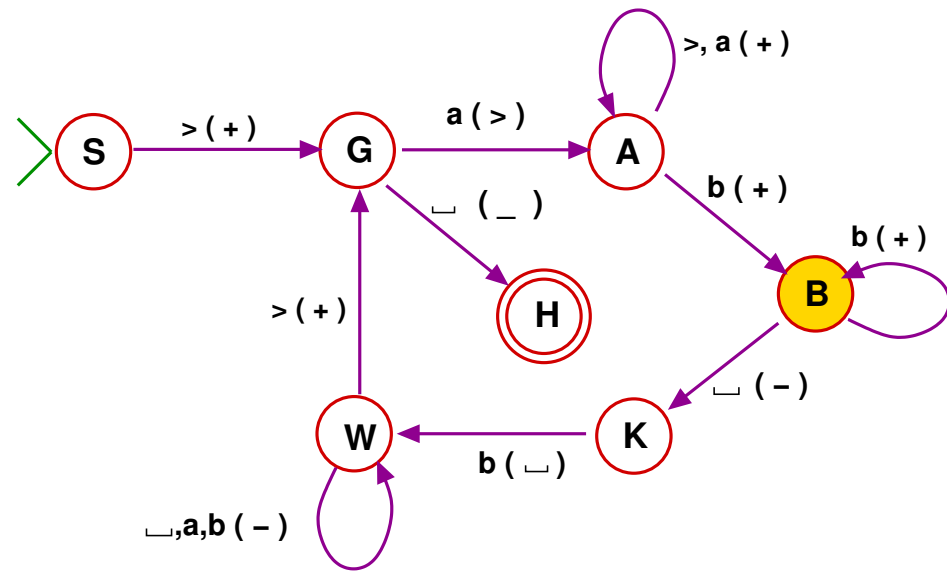
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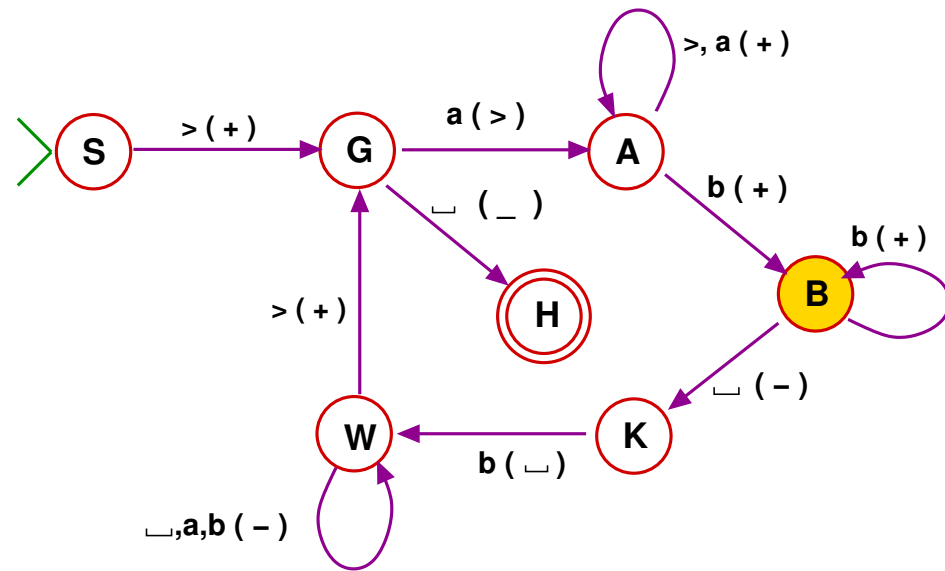
Example: Accepting trace for aabb

(B, >>a**b**␣)



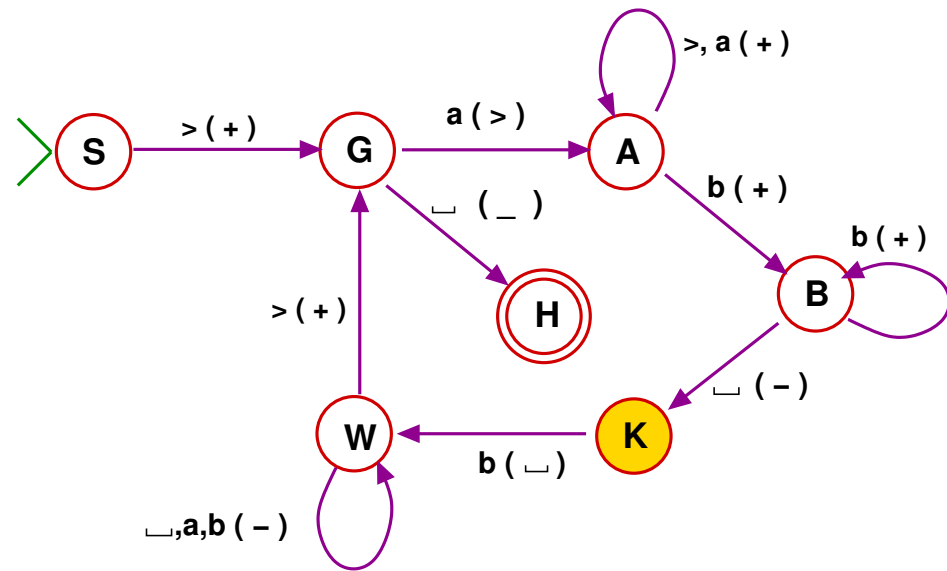
Example: Accepting trace for aabb

$(B, >>a\textcolor{blue}{bb}\underline{\textcolor{red}{b}})$



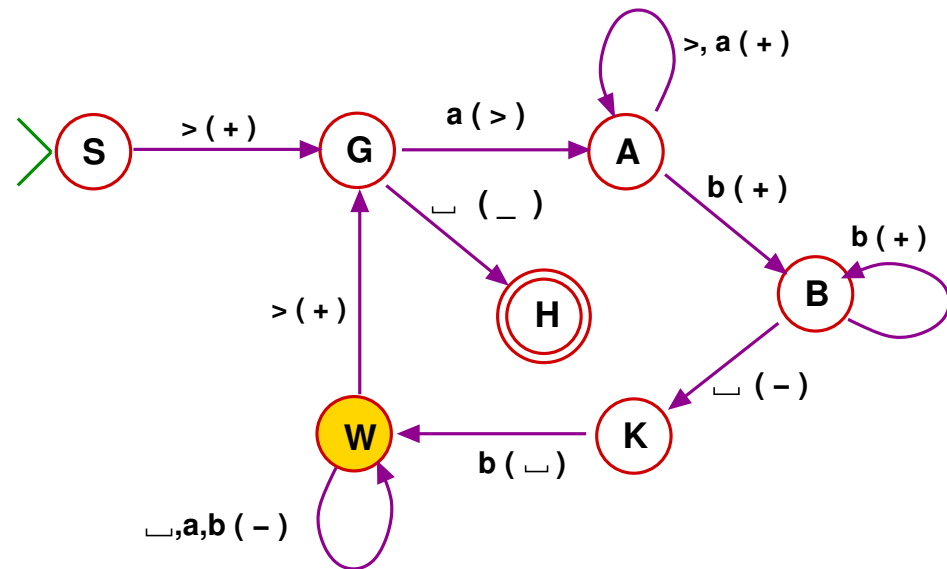
Example: Accepting trace for aabb

$(K, >>a\textcolor{blue}{b}\textcolor{red}{b})$



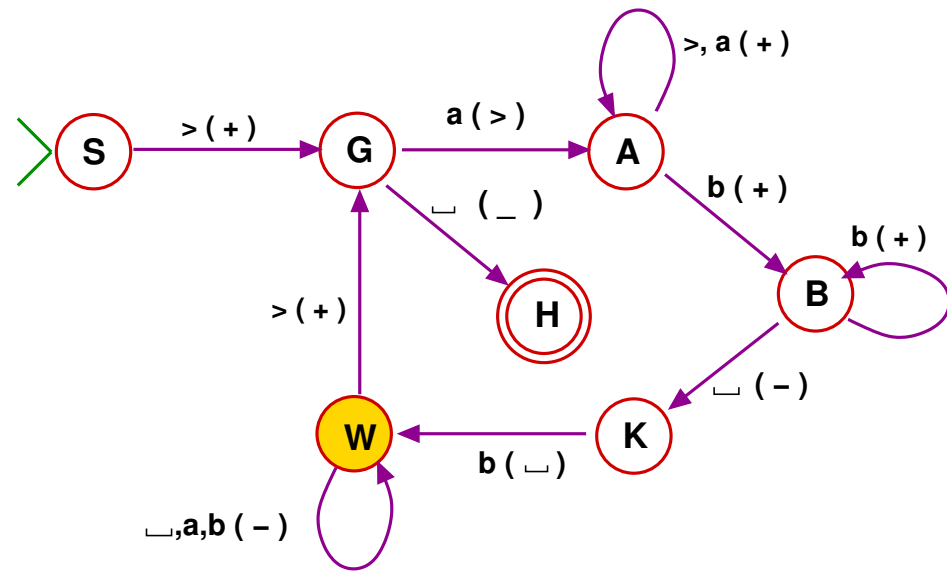
Example: Accepting trace for aabb

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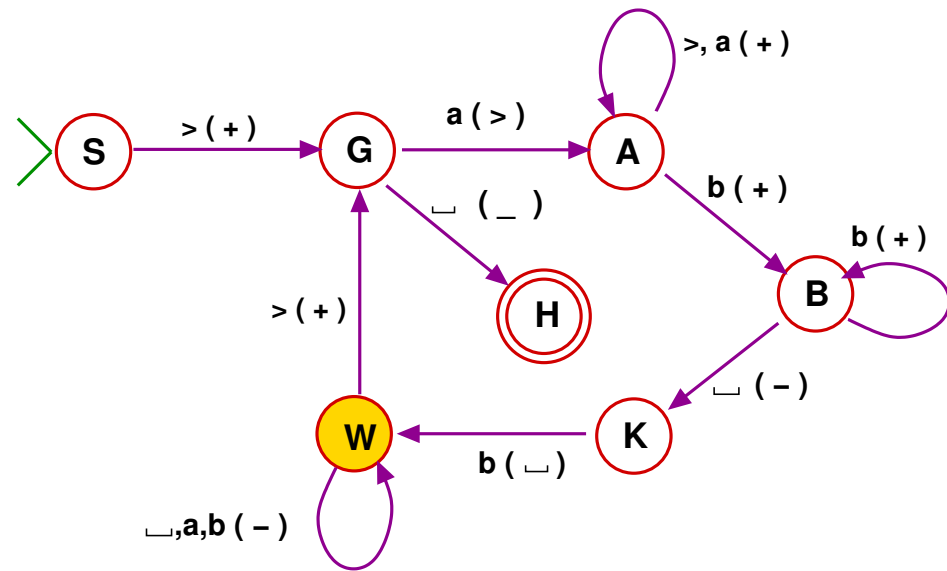
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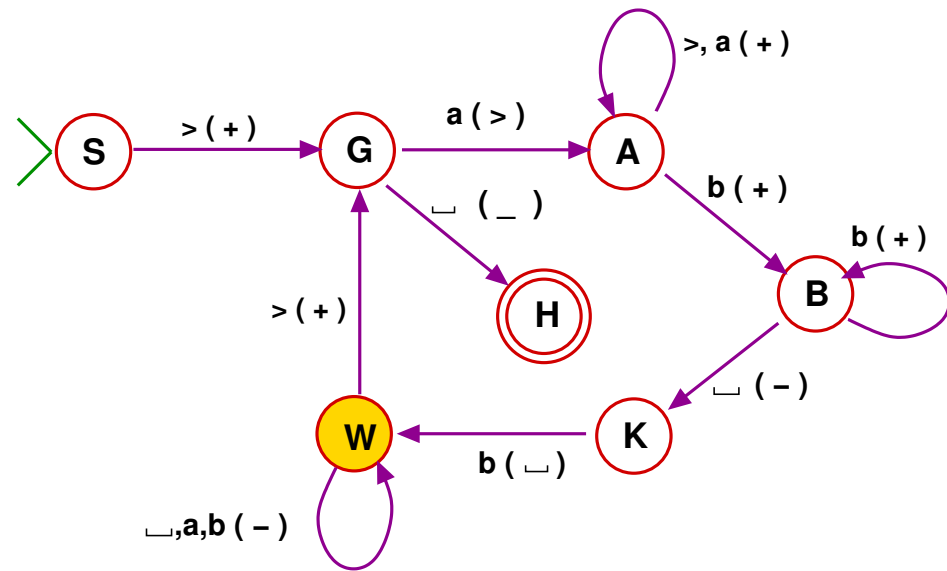
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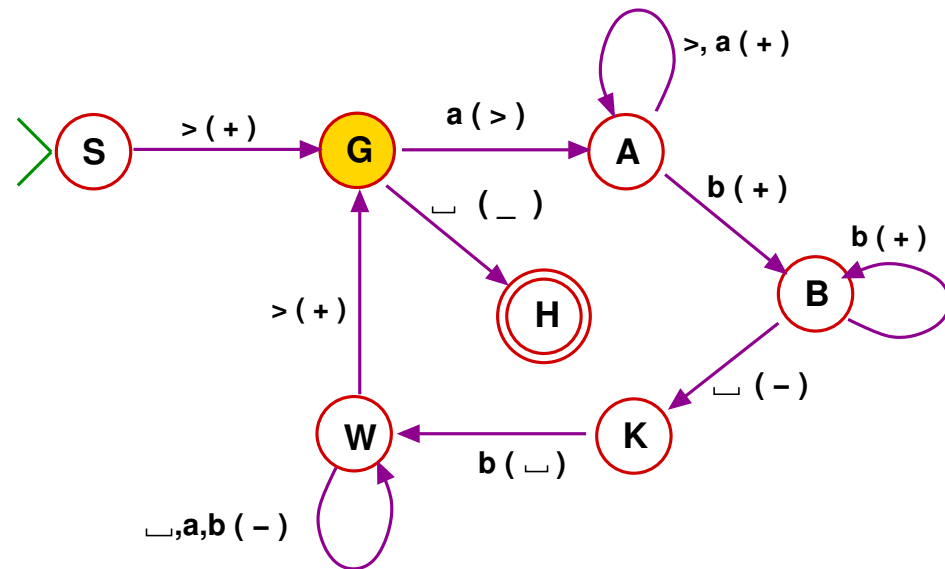
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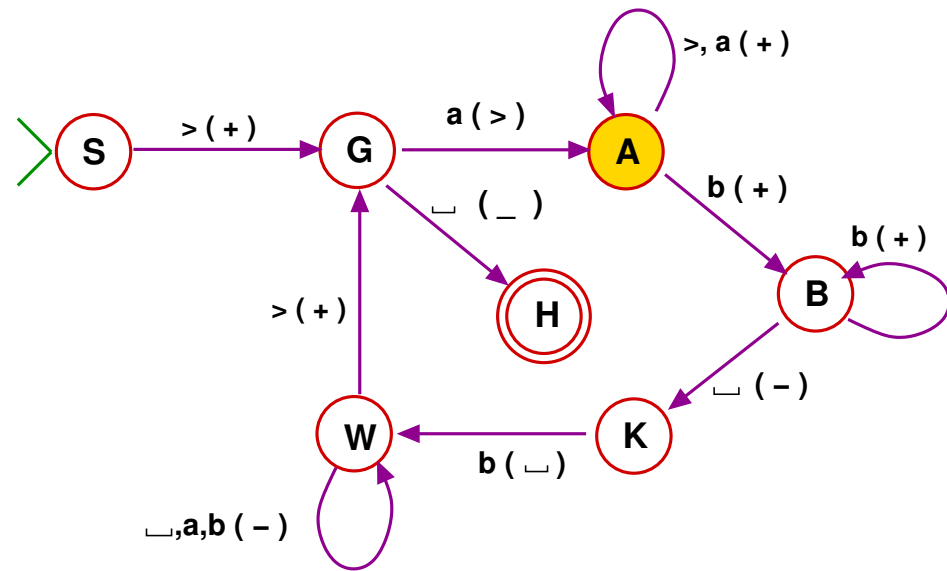
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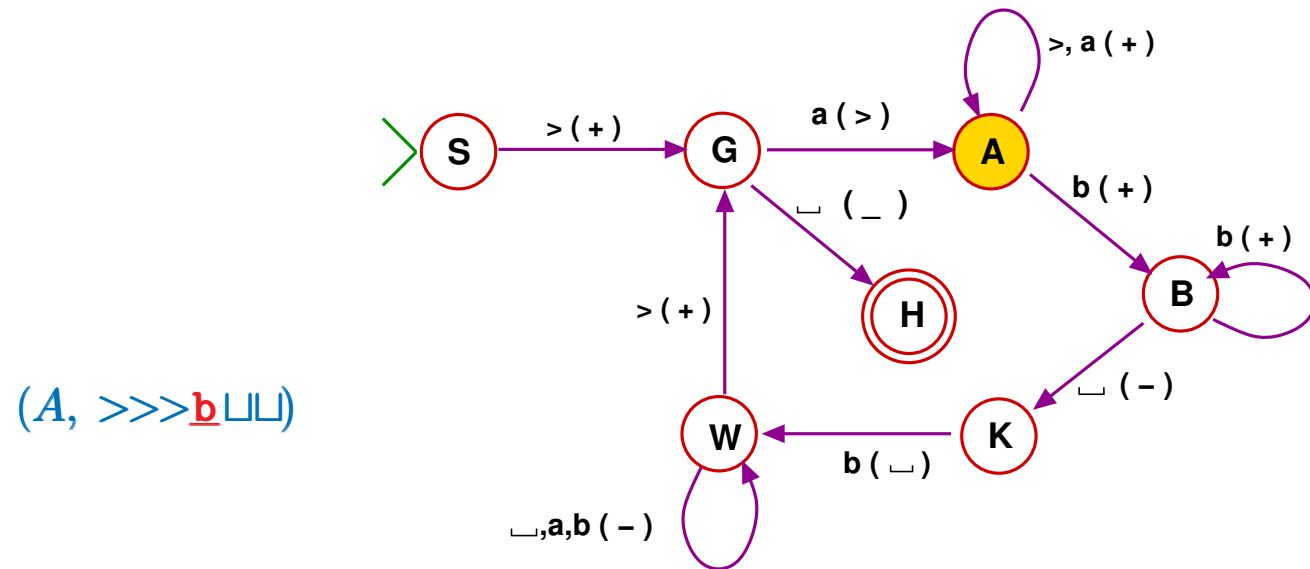


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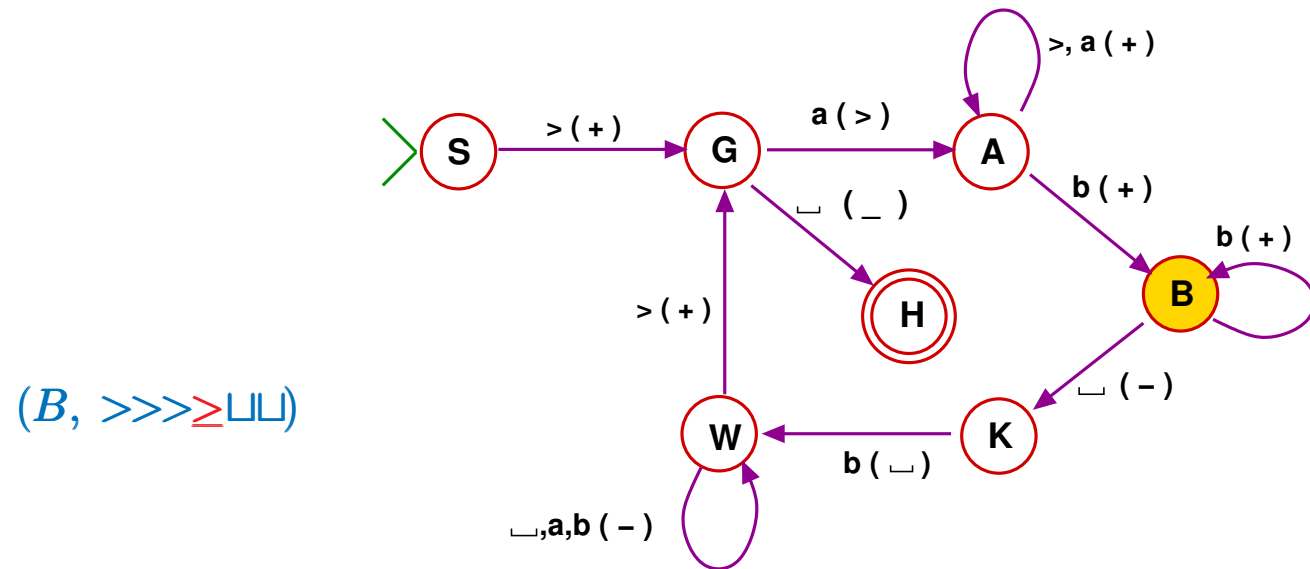
(A, >>>b␣␣)



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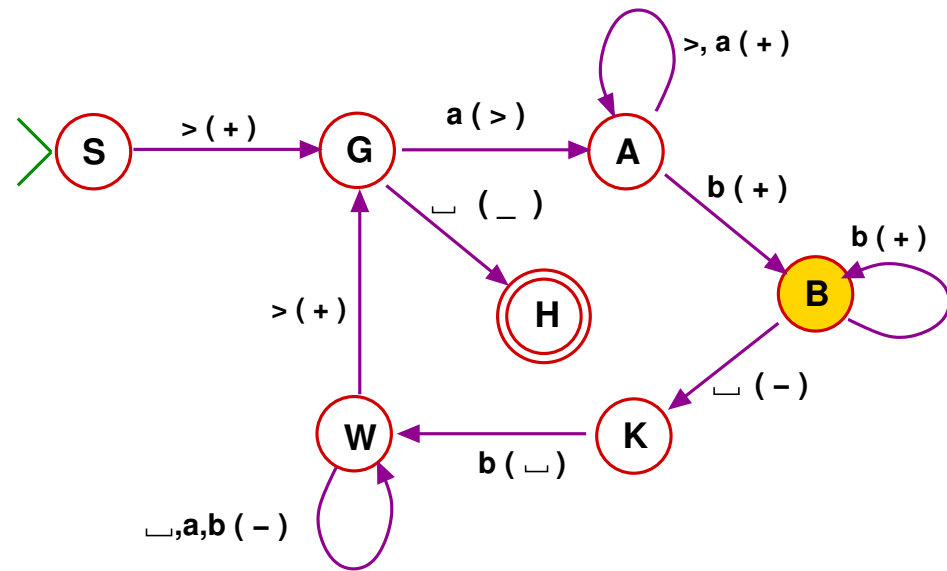


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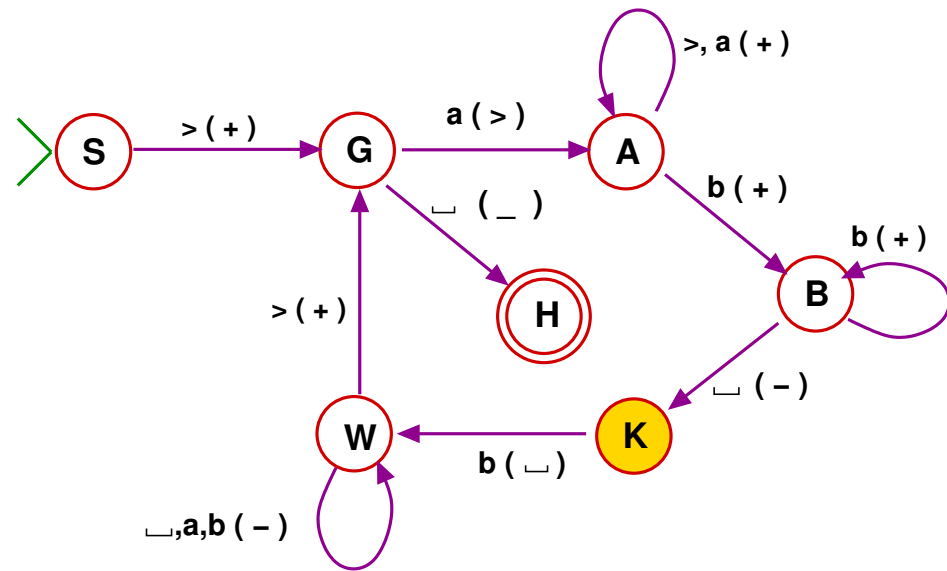
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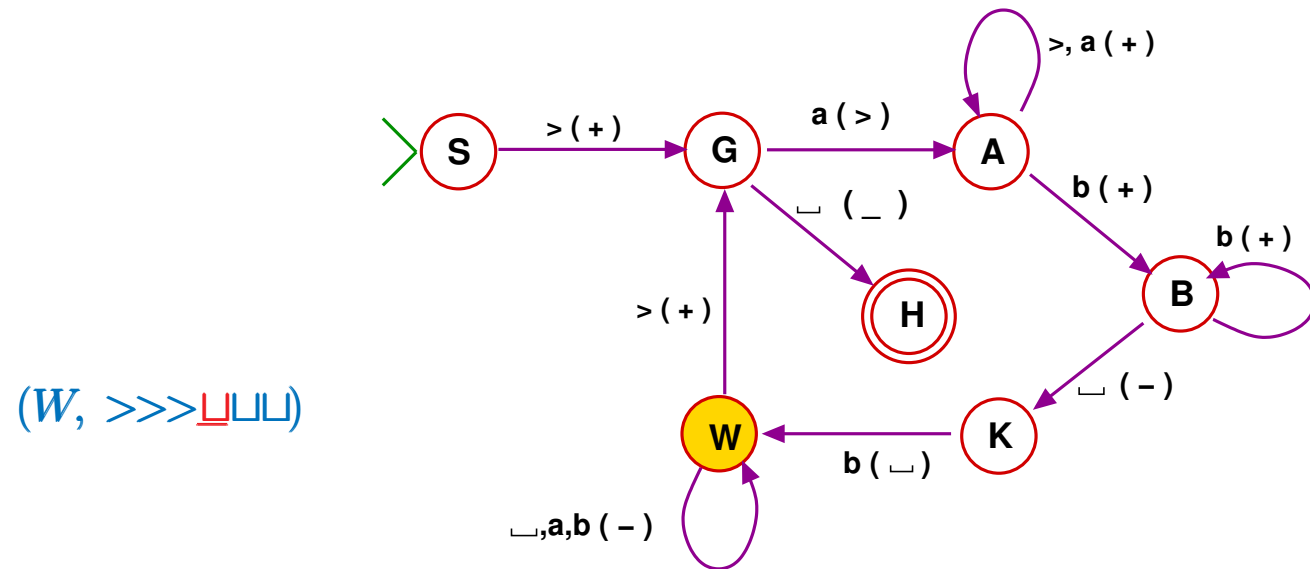


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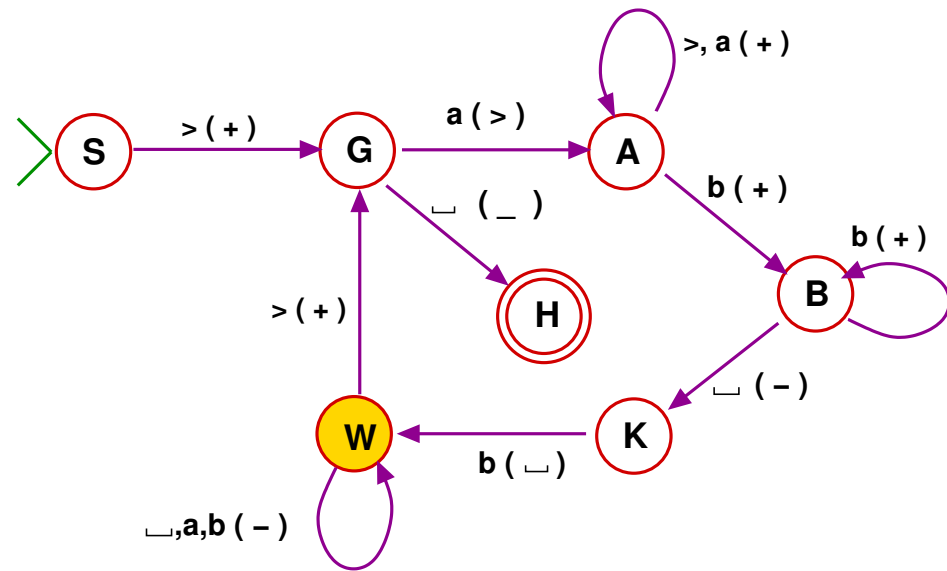


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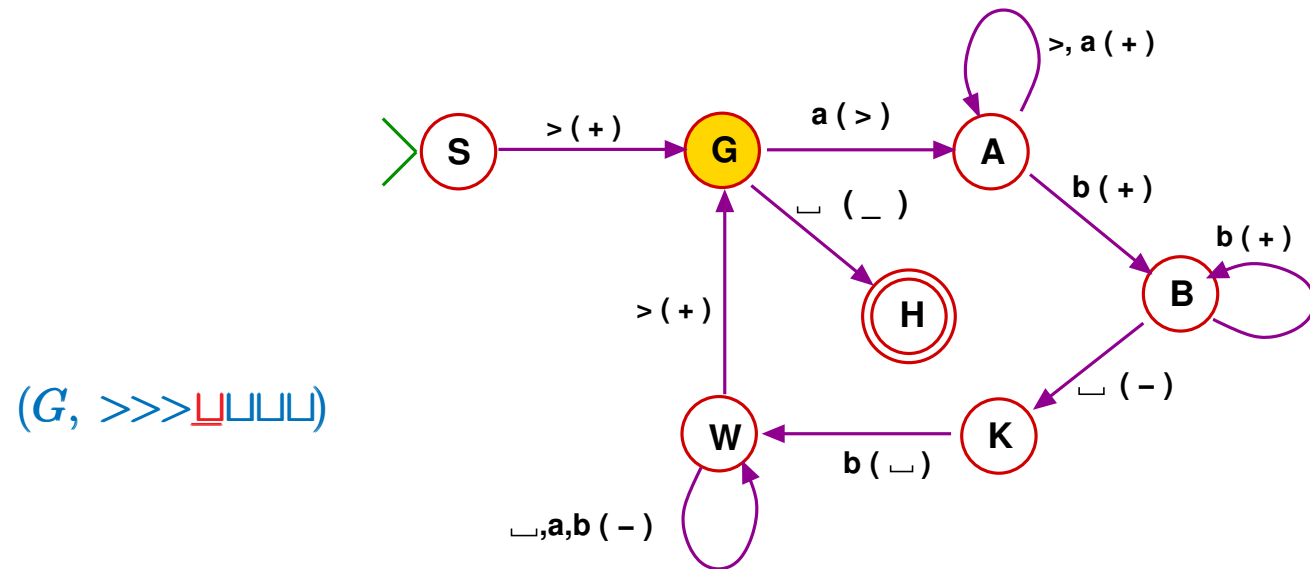


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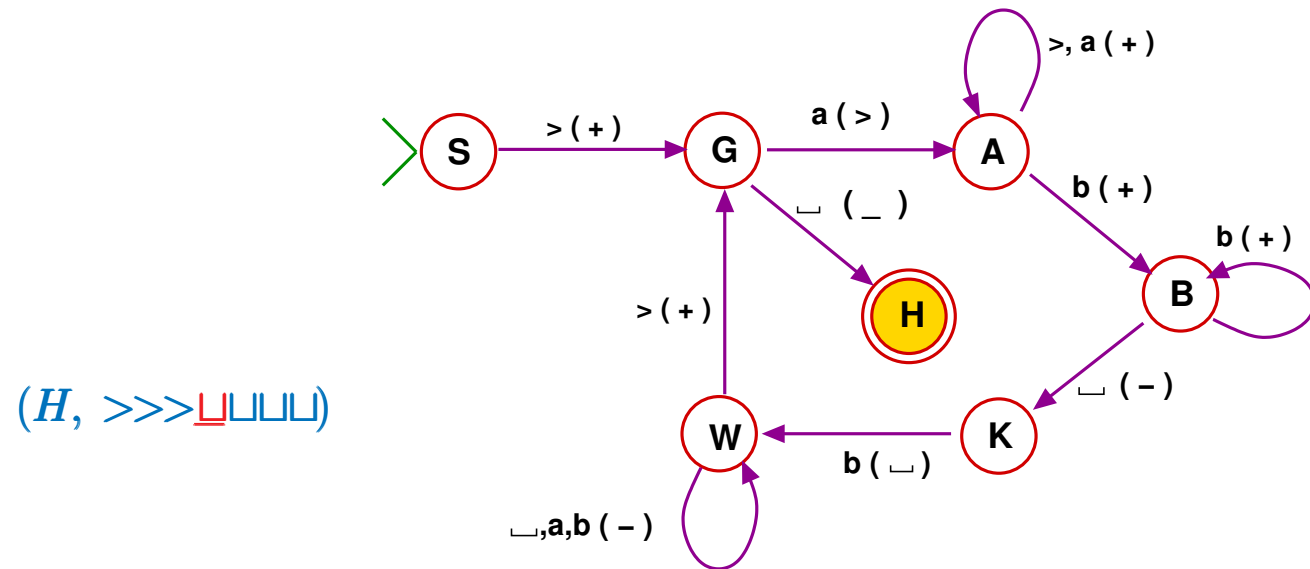
(W, >>≥UUU)



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MEMORY UNLEASHED

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- The machine appropriates new memory location and by overwrite can fill it with whatever it wants!
- This computation model is the **Turing acceptor**.

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where c_0 is initial for w and c_n is terminal.
- The trace is **accepting** if its terminal cfg is accepting.
- M **accepts** $w \in \Sigma^*$ if
there is an accepting trace for input w .
- The language **recognized** by M is
$$\mathcal{L}(M) = \{w \in \Sigma^* \mid M \text{ accepts } w\}$$

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 - $q \xrightarrow{\sqcup(+)} p$ works at strings'-end.

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- But they do not yield new recognized languages!
To be discussed later...

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