

LAST CLASS LEMMA 2.27 if a PDA recognizes a language L , then L has a CFG

CFG rules: (1) For each $p \in Q$, add rule $A_{pp} \rightarrow \epsilon$ to R .

(2) For each $p, q, r \in Q$, add rule $A_{pq} \rightarrow A_{pr}A_{rq}$ to R .

(3) For each path in P :

$(p) \xrightarrow{a, \epsilon \rightarrow u} (r) \dots \rightarrow (s) \xrightarrow{b, u \rightarrow \epsilon} (q)$ add rule $A_{pq} \rightarrow aA_{rs}b$ to R

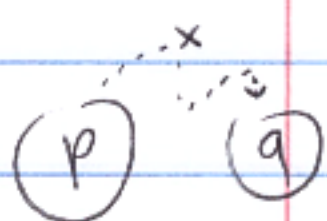
Claim 2.31 if x can bring PDA P from state p with empty stack (WES) to q $W \in S$, then

A_{pq} generates x , i.e. $A_{pq} \Rightarrow^* x$.

Pf: induction on # of steps in P from p to q $W \in S$ on input x .

Base case: path takes 0 transitions

then $p=q \Rightarrow x=\epsilon$ but $A_{pp} \rightarrow \epsilon$ generates x

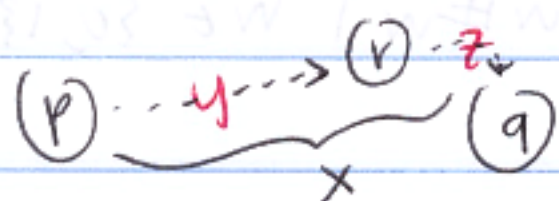


inductive Hyp: (IH) Assume true for paths of length at most k .

inductive step: prove for path of length $k+1$.

case 1: stack becomes empty at some state $r \notin \{p, q\}$ during computation.

paths $p \rightarrow r$ & $r \rightarrow q$ have $\leq k$ steps.



\therefore IH implies $A_{pr} \Rightarrow^* y$
 $A_{rq} \Rightarrow^* z$

$A_{pq} \rightarrow A_{pr}A_{rq} \Rightarrow^* yz = x$

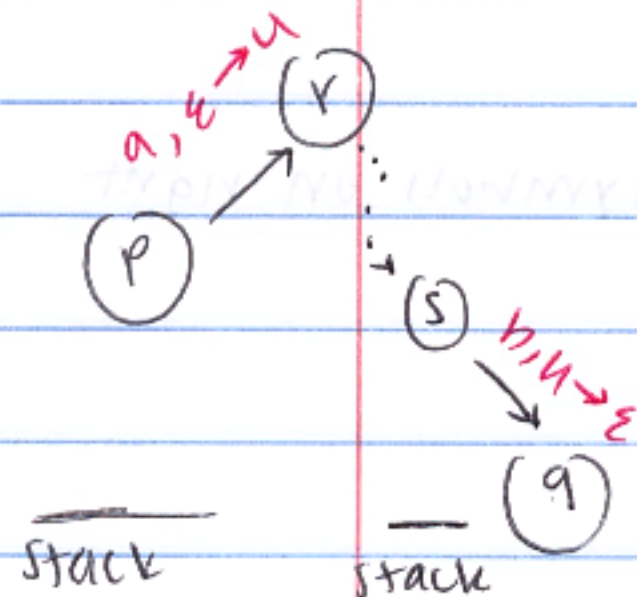
this rule is in CFG. \checkmark

case 2: stack empty only at $p \neq q$

Since we push or pop in each step:

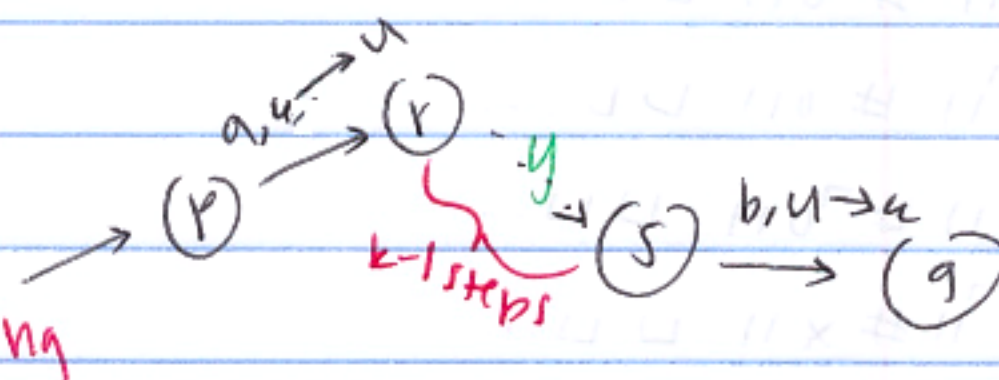
(1) First step has form:

$\delta(p, a, \epsilon) \rightarrow (r, u)$
 state: p read: a pop: nothing state: r push: u



(2) Last step has form:

$\delta(s, b, u) \rightarrow (q, \epsilon)$
 read: b pop: u push: nothing



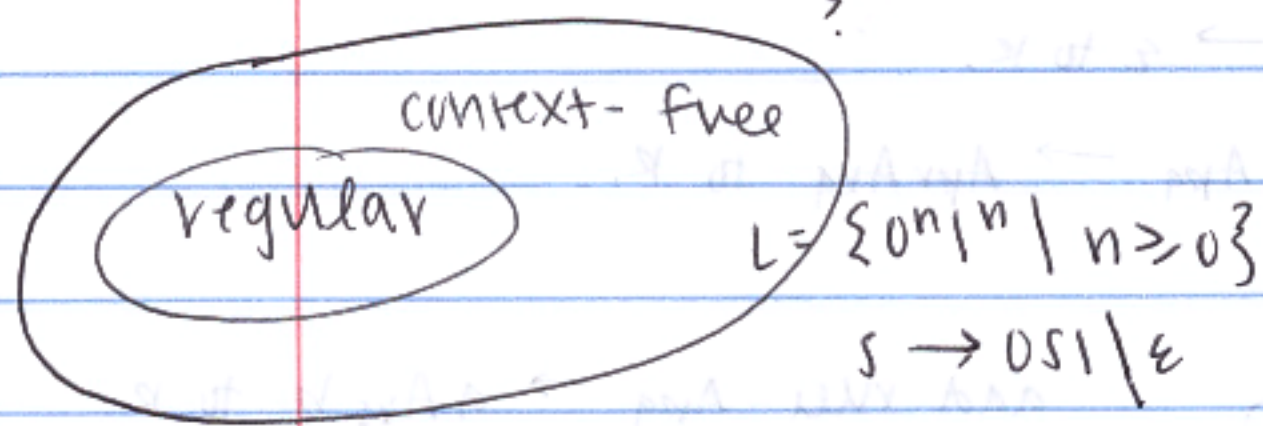
But we added rule $A_{pq} \rightarrow aA_{rs}b$ to R

Suppose $x = ayb$. since P goes from p to q $W \in S$, we know y takes P from r to s $W \in S$ in $k-1$ steps.

\therefore Apply IH to get $A_{rs} \Rightarrow^* y$

$\therefore aA_{rs}b \Rightarrow^* ayyb = x$

3. Turing Machines

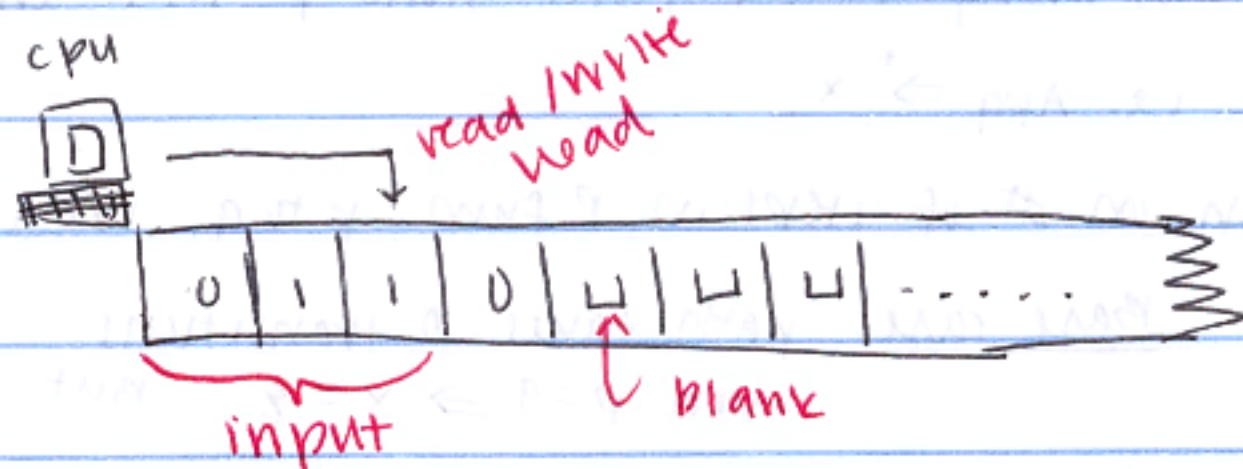


- invented in 1936 by Turing
- "can do everything" your CPU can do at home.
- do not exist
- "universal computing"
- undecidable problems!

Designing a Turing machine

DESIGN

- memory
- read/write memory
- CPU/brain



- (1) Head moves left or right
- (2) Head can read from & write to tape
- (3) Tape is infinite.

e.g. TM to decide membership in language $B = \{w \# w \mid w \in \{0, 1\}^+\}$

Description of TM:

on input string $x \in \{0, 1\}^+$:

0. if x doesn't contain a $\#$, reject
1. zig zag across tape to corresponding positions on either side of $\#$. if these contain different symbols, reject
 "cross off" symbol as they're checked \Leftarrow so you don't check the same symbol again.
2. when all symbols to left of $\#$ are crossed off, if non-blank symbols on right of $\#$, reject
3. Accept.

eg. $\overset{1}{0}11 \# 011 \square \square \dots$
 $x \overset{1}{1}1 \# 011 \square \square \dots$
 $x 11 \# \overset{1}{0}11 \square \square \dots$
 $x \overset{1}{1}1 \# x 11 \square \square \dots$