

# Foundations of Computer Science

## Lecture 23

### Languages: What is Computing?

A Formal Model of a Computing Problem  
Decision Problems and Languages  
Describing a Language: Regular Expressions  
Complexity of a Computing Problem



"Say what's on your mind, Harris—the language of dance has always eluded me."

### Last Time

- 1 Comparing infinite sets.
- 2 Countable.
  - ▶  $\mathbb{N}_0, E, \mathbb{Z}, \mathbb{Q}$  are countable.
  - ▶ Finite binary strings  $\mathcal{B}$  is countable.
- 3 Uncountable
  - ▶ *Infinite* binary strings are uncountable.
  - ▶ Reals are uncountable.
- 4 Infinity and computing.
  - ▶ Programs are finite binary strings (countable).
  - ▶ Functions we might like to compute are infinite binary strings (uncountable).
  - ▶ Conclusion: there are **MANY** functions which *cannot* be computed by programs.

### Today: Languages: What is Computing?

- 1 Decision problems.
- 2 Languages.
  - Describing a language.
- 3 Complexity of a computing problem.

### What is a Computing Problem?

*Decide* **YES** or **NO** whether a given integer  $n \in \mathbb{N}$  is prime.

List the primes in increasing order (primes are countable),  
primes = {2, 3, 5, 7, 11, 13, 17, 19, 23, 29, ...}

Given  $n \in \mathbb{N}$ , walk through this list.

- 1: If you come to  $n$  output **YES**.
- 2: If you come to a number bigger than  $n$ , output **NO**.

Not the smartest approach to primality testing, but gets to the heart of computing

LANGUAGES



# Computing Problems Are Languages

**Language:** Set of finite binary strings.

## Solving the problem

Give a “procedure” to tell if a general input  $w$  is in the language (YES-set).

Abstract, precise and general formulation of a computing problem.

	$\{\varepsilon, 1, 10, 01\}$	← finite language
$\Sigma^*$	$\{\varepsilon, 0, 1, 00, 01, 10, 11, 000, 001, 010, 011, \dots\}$	← all finite strings
$\mathcal{L}_{\text{prime}}$	$\{10, 11, 101, 111, 1011, 1101, 10001, \dots\}$	
$\mathcal{L}_{\text{push}}$	$\{1, 01, 11, 001, 011, 101, 111, 0001, 0011, \dots\}$	
$\mathcal{L}_{\text{door}}$	$\{1, 11, 101, 110, 111, 1011, 1101 \dots\}$	
$\mathcal{L}_{\text{unary}}$	$\{\varepsilon, 1, 11, 111, 1111, \dots\} = \{1^n \mid n \geq 0\}$	← strings of 1s
$\mathcal{L}_{(01)^n}$	$\{\varepsilon, 01, 0101, 010101, \dots\} = \{(01)^n \mid n \geq 0\}$	
$\mathcal{L}_{0^n 1^n}$	$\{01, 0011, 000111, \dots\} = \{0^n 1^n \mid n \geq 0\}$	
$\mathcal{L}_{\text{pal}}$	$\{\varepsilon, 0, 1, 00, 11, 000, 010, 101, 111, \dots\}$	← palindromes
$\mathcal{L}_{\text{repeated}}$	$\{\varepsilon, 00, 11, 0000, 0101, 1010, 1111, \dots\}$	← repeated strings

# Describing a Language: String Patterns and Variables

An example where there is a clear pattern,

$$\mathcal{L} = \{\varepsilon, 01, 0101, 010101, \dots\}.$$

Use a variable to formally define  $\mathcal{L}$ :

$$\mathcal{L} = \{w \mid w = (01)^n, \text{ where } n \geq 0\}. \quad (\text{informally } \{(01)^n \mid n \geq 0\})$$

More than one variable:

$$\{u \bullet v \mid u \in \Sigma^* \text{ and } v = u^R\} = \{\varepsilon, 00, 11, 0000, 0110, 1001, 1111, \dots\}. \quad \leftarrow \begin{matrix} \text{even} \\ \text{palindromes} \end{matrix}$$

**Exercise.** Define  $\mathcal{L}_{\text{add}} = \{0100, 011000, 0010000, 00110000, 000100000, 001100000, 011100000, 0011100000, 000111000000, \dots\}$  Ans:  $\{0^n \bullet 1^{n+1} \bullet 0^{n+1}\}$

For more complicated patterns, we use regular expressions, e.g. the Unix/Linux command

**ls FOCS\*** (Lists everything that starts with FOCS (\* is the “wild-card”).)

# The Regular Expression: $\{1, 11\} \bullet \overline{\{0, 01\}^*} \bullet (\{00\} \cup \{1\})^*$

Basic building blocks are finite languages:

$$\{1, 11\} \quad \{0, 01\} \quad \{00\} \quad \{1\}$$

Combine these using

union, intersection, complement (Familiar.)  
concatenation  $\bullet$ , Kleene-star  $*$  (What???)

## Concatenation of languages.

$$\mathcal{L}_1 \bullet \mathcal{L}_2 \bullet \mathcal{L}_3 = \{w_1 \bullet w_2 \bullet w_3 \mid w_1 \in \mathcal{L}_1, w_2 \in \mathcal{L}_2, w_3 \in \mathcal{L}_3\}.$$

$$\begin{aligned} \{0, 01\} \bullet \{0, 11\} &= \{00, 011, 010, 0111\} \\ \{0, 11\} \bullet \{0, 01\} &= \{00, 001, 110, 1101\} && \mathcal{L}_1 \bullet \mathcal{L}_2 \neq \mathcal{L}_2 \bullet \mathcal{L}_1 \\ \{0, 01\} \bullet \{0, 01\} &= \{0, 01\}^{*2} = \{00, 001, 010, 0101\} && (\text{self-concatenation}) \end{aligned}$$

**Pop Quiz.** What is  $\{0, 01\} \bullet \{1, 10\}$ ? What is  $\{0, 01\}^{*3}$ ? What is  $\{0, 01\}^{*n}$ ?

*Kleene star:* All possible concatenations of a finite number of strings from a language.

$$\{0, 01\}^* = \{\varepsilon, 0, 01, 00, 001, 010, 0101, 000, 0001, 0010, \dots\} = \bigcup_{n=0}^{\infty} \{0, 01\}^{*n};$$

$$\{1\}^* = \{\varepsilon, 1, 11, 111, 1111, 11111, \dots\} = \bigcup_{n=0}^{\infty} \{1\}^{*n}.$$

**Pop Quiz.** Which of the strings  $\{101110, 00111, 00100, 01100\}$  can you generate using  $\{0, 01\} \bullet \{1, 10\}^*$ ?

# The Regular Expression: $\{1, 11\} \bullet \overline{\{0, 01\}^*} \bullet (\{00\} \cup \{1\})^*$

$$\{0, 01\}^* = \{\varepsilon, 0, 01, 00, 001, 010, 0101, 000, 0010, \dots\}$$

$$\{1\}^* = \{\varepsilon, 1, 11, 111, 1111, 11111, \dots\}$$

To generate 1110111:

$$11 \in \{1, 11\}$$

$$10 \in \overline{\{0, 01\}^*}$$

$$111 \in \{00\} \cup \{1\}^*$$

Hence  $1110111 \in \{1, 11\} \bullet \overline{\{0, 01\}^*} \bullet (\{00\} \cup \{1\})^*$

**Pop Quiz** Is there another way to generate 1110111?

**Pop Quiz** Yes or no:  $11110010 \in \{1, 11\} \bullet \overline{\{0, 01\}^*} \bullet (\{00\} \cup \{1\})^*$ ?

## Challenges Involving Regular Expressions

- 1 Is there a simple procedure to test if a given string satisfies a regular expression?

$$11110010 \in \{1, 11\} \bullet \overline{\{0, 01\}^*} \bullet (\{00\} \cup \{1\}^*) \quad ???$$

- 2 Regular expression for all palindromes (strings which equal their reversal)?

## Recursively Defined Languages: Palindromes

- 1  $\epsilon, 0, 1 \in \mathcal{L}_{\text{palindrome}}$  [basis]
- 2  $w \in \mathcal{L}_{\text{palindrome}} \rightarrow 0 \bullet w \bullet 0 \in \mathcal{L}_{\text{palindrome}}, 1 \bullet w \bullet 1 \in \mathcal{L}_{\text{palindrome}}$  [constructor rules]
- 3 Nothing else is in  $\mathcal{L}_{\text{palindrome}}$  [minimality]

**Pop Quiz.** Similar looking languages:  $\{0^n 1^k \mid n, k \geq 0\}$  and  $\{0^n 1^n \mid n \geq 0\}$

Give recursive definitions of these languages.  
Give regular expressions for these languages.

These computing problems look similar.

They are **VERY** different. Which do you think is more “complex”?

How to define complexity of a computing problem?

## Complexity of a Computing Problem

$$\mathcal{L}_{\text{push}} = \{1, 01, 11, 001, 011, 101, 111, 0001, 0011, 0101, 0111, 1001, 1011, \dots\} \quad (\text{strings ending in } 1)$$

difficult problem  $\leftrightarrow$  “complex” YES-set  $\leftrightarrow$  hard to test membership in YES-set

How do we test membership? That brings us to *Models Of Computing*.

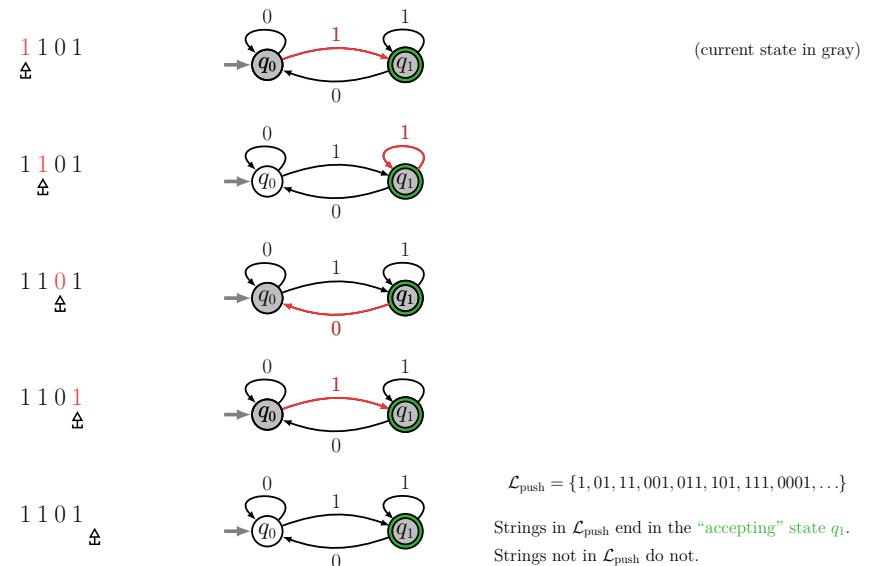


Visual encoding of four (machine-level) instructions:

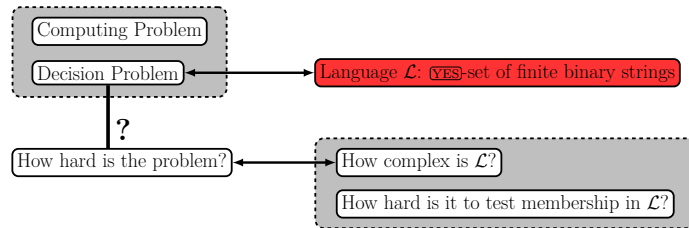
- 1: In state  $q_0$ , when you process a 0, transition to state  $q_0$ .
- 2: In state  $q_0$ , when you process a 1, transition to state  $q_1$ .
- 3: In state  $q_1$ , when you process a 0, transition to state  $q_0$ .
- 4: In state  $q_1$ , when you process a 1, transition to state  $q_1$ .

“Easy” to implement as a mechanical device.

## A Simple Computing Machine (DFA)



# Computing Problems and Their Difficulty



A problem can be harder in two ways.

- 1 The problem needs more resources. For example, the problem can be solved with a similar machine to ours, except with more states.
- 2 The problem needs a different *kind* of computing machine, with superior capabilities.

The first type of "harder" is the focus of a follow-on algorithms course.

We focus on what *can and can't be solved* on a particular kind of machine.