

CS 483 - Introduction to the Theory of Computation

Lecture 1

Logistics

Instructor: Wei Zhan

- Email: weizhan@purdue.edu
- Office: DSAI 2055
- Office hour: Tuesday 2:30 - 3:30pm at DSAI 1100

Teaching assistant: None ☹️

Announcements: Brightspace, course website

Discussions: Piazza

Logistics

Grading

- Homework: 50%
 - 7 assignments, 10% each, 5 highest
 - there are bonus questions, total capped at 50%
- Midterm exam: 20%
- Final exam: 30%
 - Both exams are in-person and closed-book
 - You can bring a letter-size cheat sheet to the exam.

Guaranteed letter grades

- $A+ \geq 95\%$, $A \geq 90\%$, $A- \geq 85\%$, $B+ \geq 80\%$, $B \geq 75\%$, $B- \geq 70\%$, $C+ \geq 65\%$, $C \geq 60\%$

What is Theory of Computation?

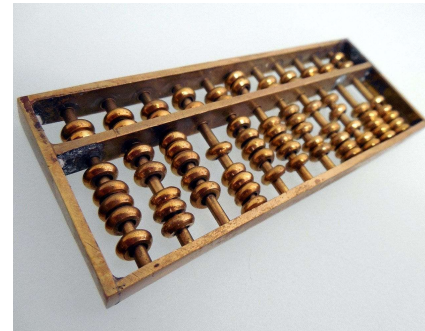
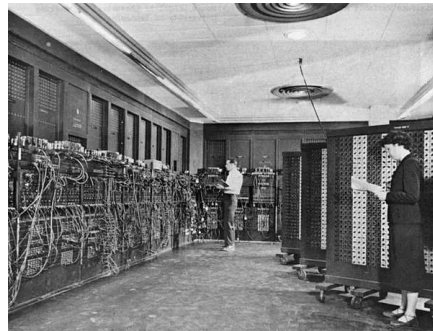
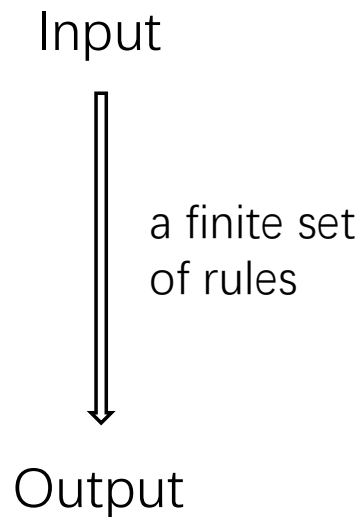
A theory for rigorously reasoning about computation:

- How to represent computers as a mathematical model?
- What problems can be computed?
- What problems can be efficiently computed?

What is Theory of Computation?

A theory for rigorously reasoning about computation:

- How to represent computers as a mathematical model?



A Simple Task: Counting

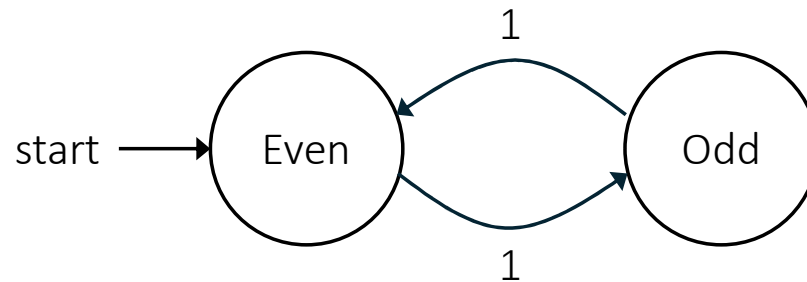
- Input: a sequence of 1's
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A Simple Task: Counting

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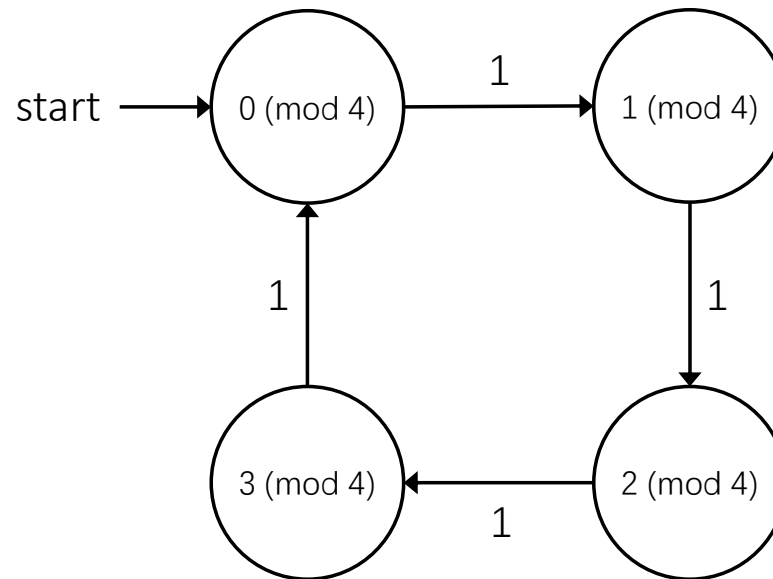


A Simple Task: Counting

- Input: a sequence of 1's
- Output: the second least significant bit of the number of 1's (in binary)

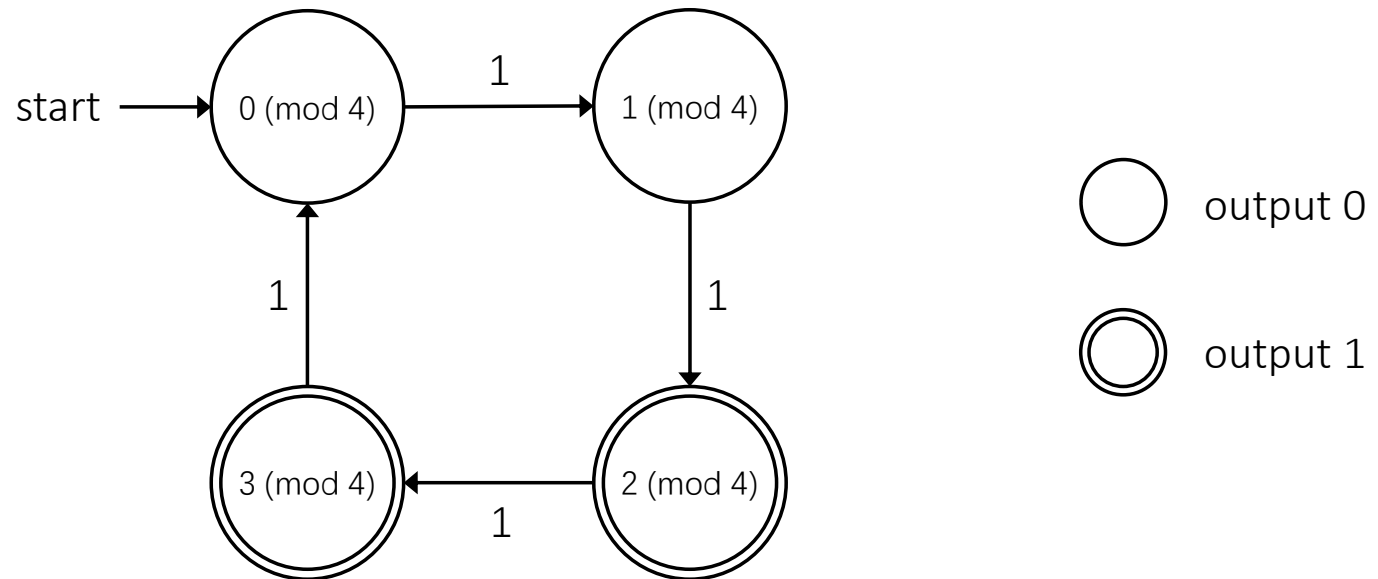
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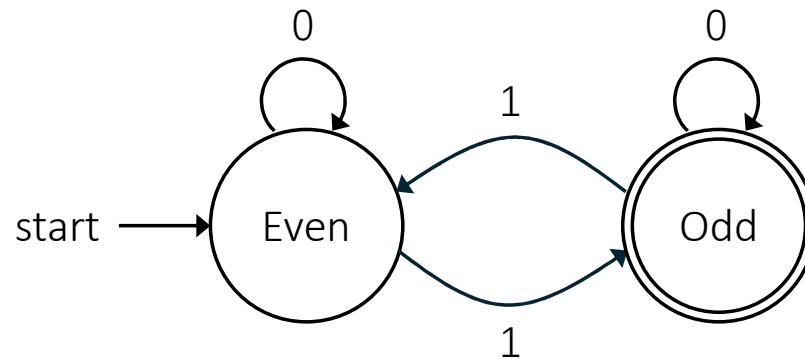


A Simple Task: Counting

- Input: a sequence of 0 and 1's
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Finite Automaton

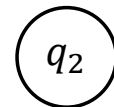
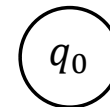
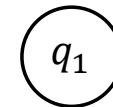
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Finite Automaton

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- Q is the finite set of states

$$Q = \{q_0, q_1, q_2\}$$

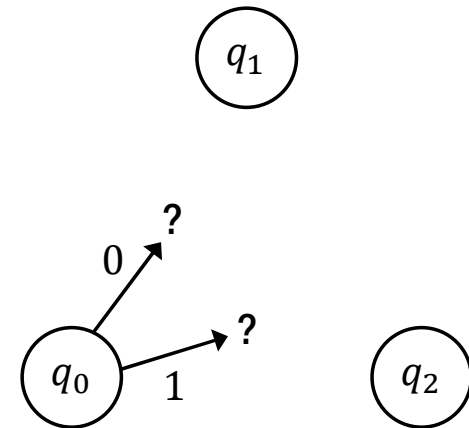


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$$\Sigma = \{0,1\}$$

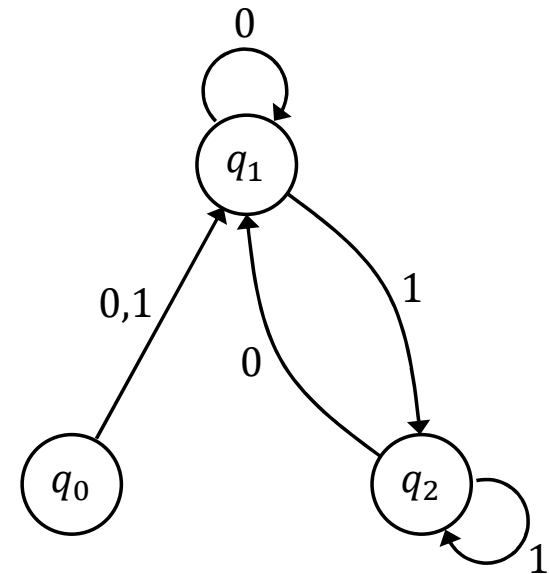


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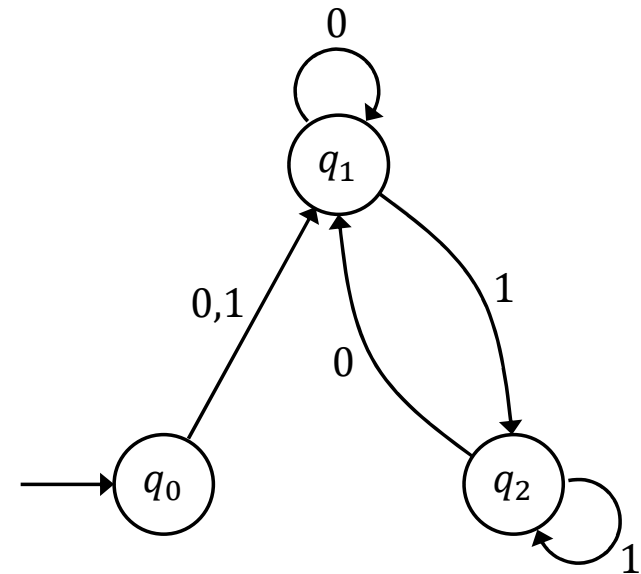
δ	0	1
q_0	q_1	q_1
q_1	q_1	q_2
q_2	q_1	q_2



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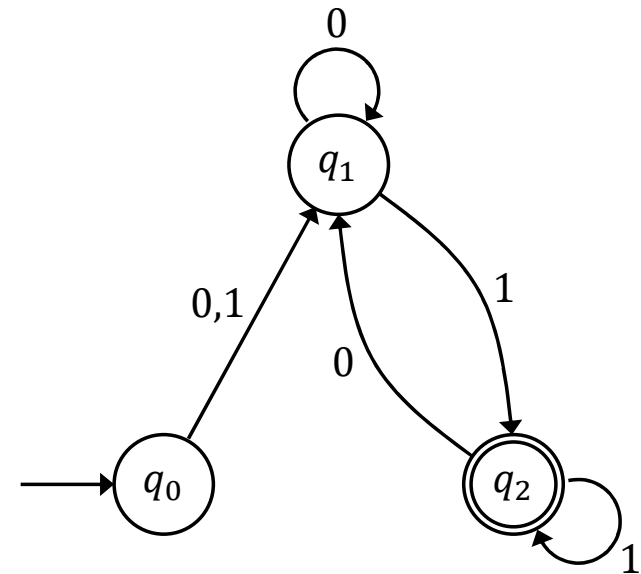


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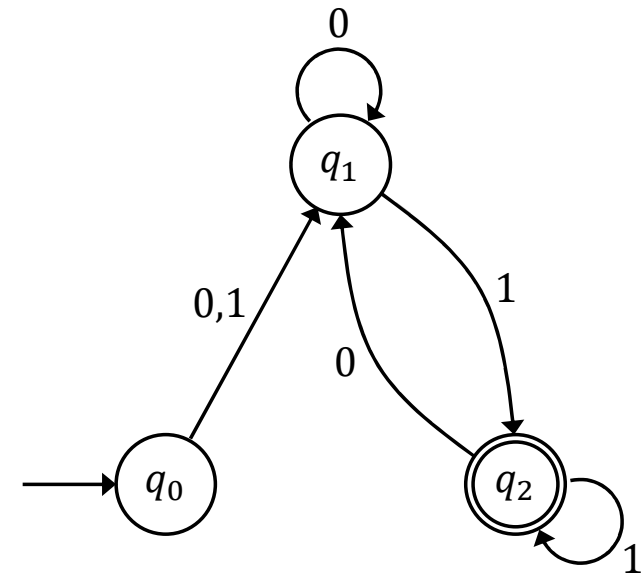
$$F = \{q_2\}$$



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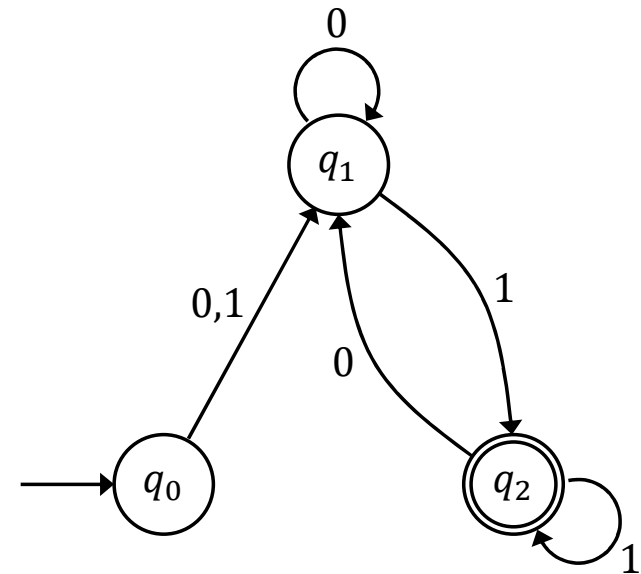
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state diagram of M

Execution of Finite Automaton

Input: 0 1 0 0 1

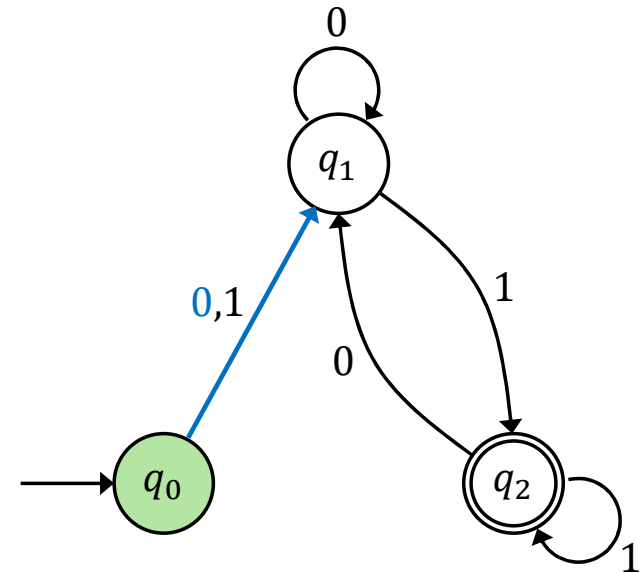


Execution of Finite Automaton

Input: 0 1 0 0 1

↑
 q_0

$$\delta(q_0, 0) = q_1$$

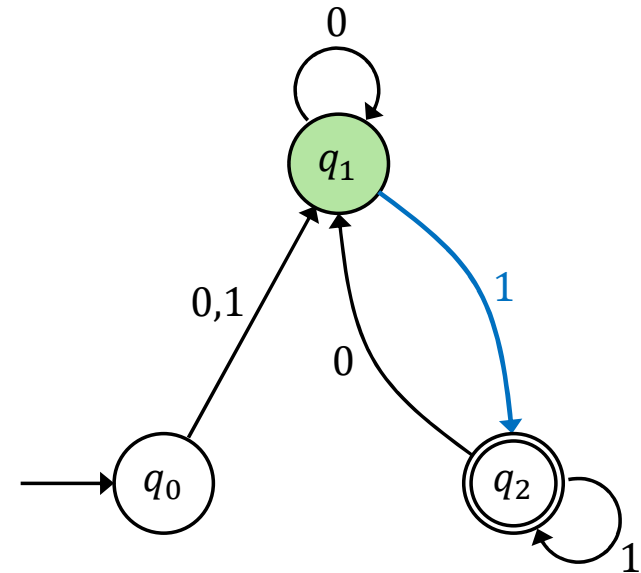


Execution of Finite Automaton

Input: 0 1 0 0 1

↑
 q_1

$$\delta(q_1, 1) = q_2$$

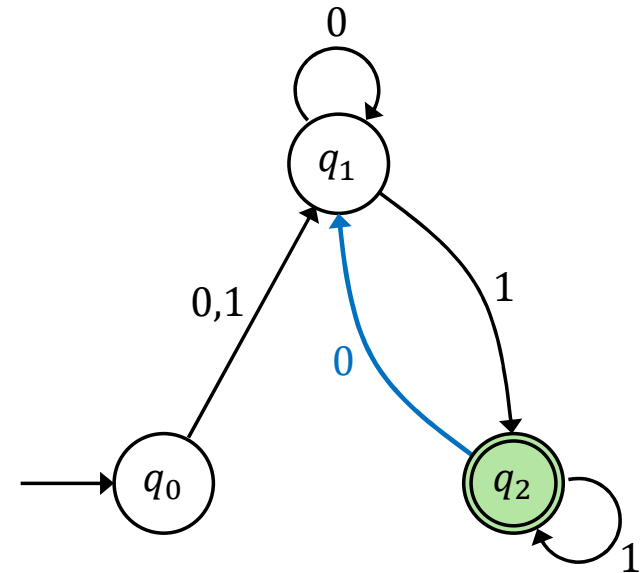


Execution of Finite Automaton

Input: 0 1 0 0 1

↑
 q_2

$$\delta(q_2, 0) = q_1$$

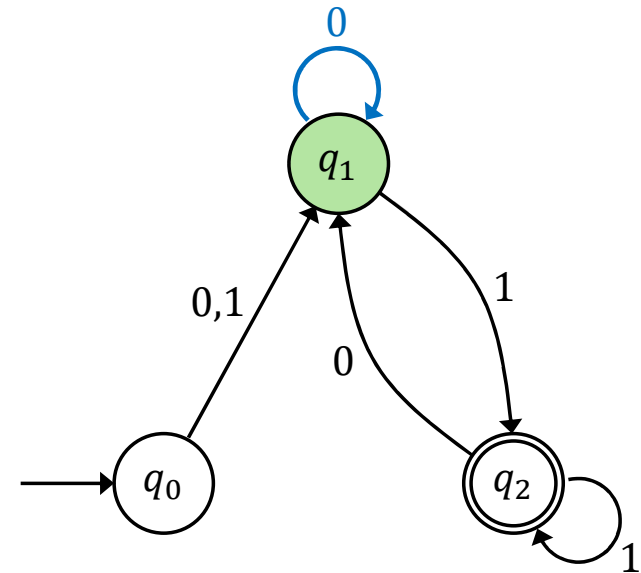


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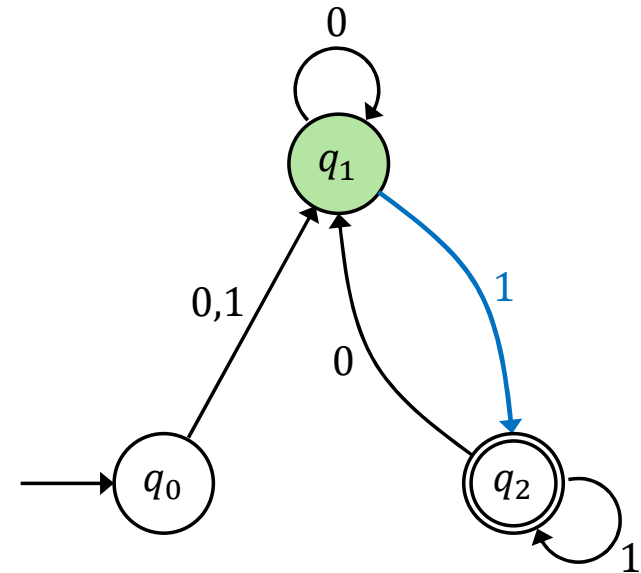


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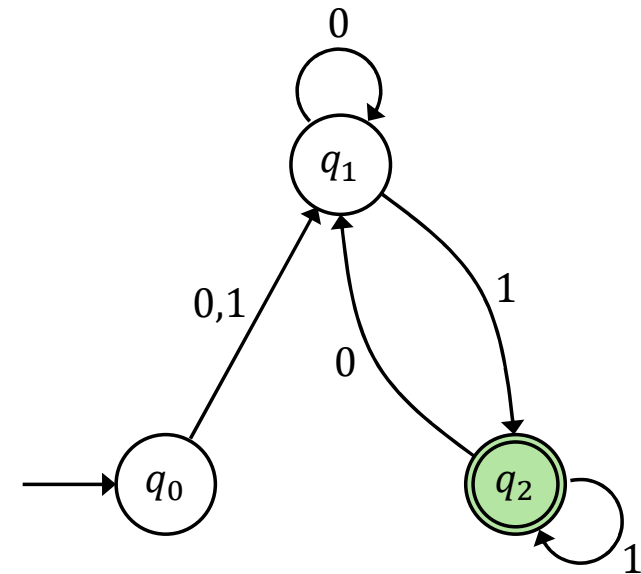


Execution of Finite Automaton

Input: 0 1 0 0 1

Output: 1 (accept)

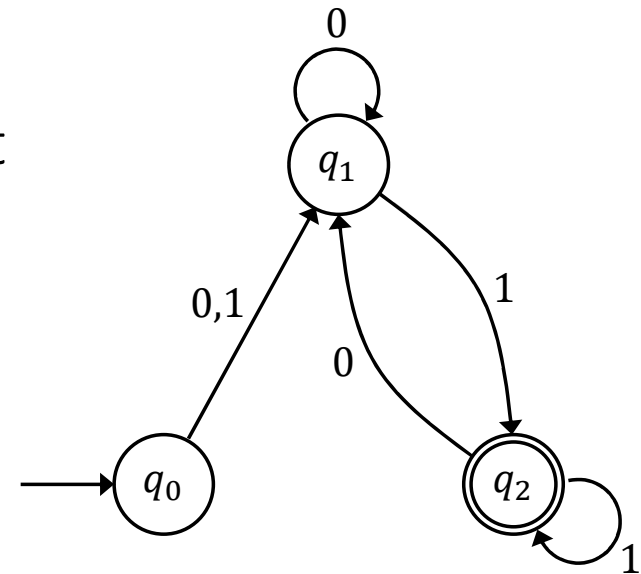
↑
 $q_2 \in F$



Execution of Finite Automaton

Input: 0 1 0 0 1 0 Output: 0 (reject)

In general, this DFA M accepts 0,1-strings that has length ≥ 2 and ends with 1.



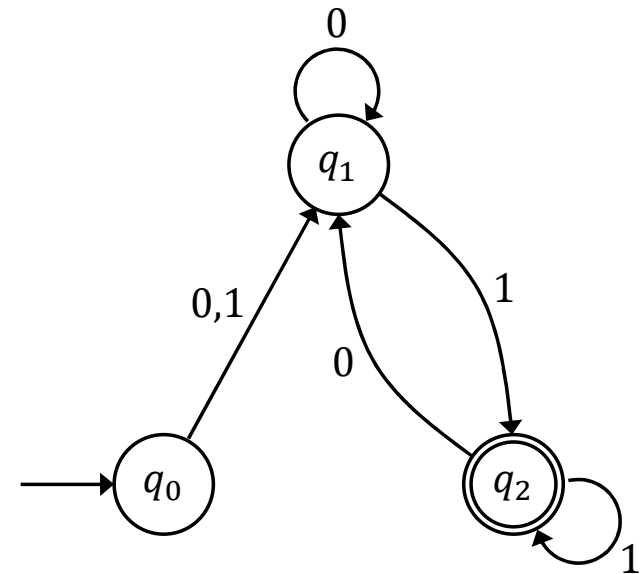
Execution of Finite Automaton

Formally, on input $w = w_1 w_2 \dots w_n$, the DFA $M = (Q, \Sigma, \delta, q_0, F)$ reaches a sequence of states:

$$r_0 = q_0$$

$$r_i = \delta(r_{i-1}, w_i) \text{ for } i = 1, 2, \dots, n.$$

It accepts w if and only if $r_n \in F$.



Languages

A **language** is a set of strings (over the alphabet Σ).

The language **computed/accepted/recognized** by the DFA M , denoted as $L(M)$, is the set of strings accepted by M when given as the input.

A language is **regular**, if it can be computed by a DFA.

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Example of regular languages on alphabet $\{0,1\}$:

- $\{ w \mid \text{Hamming weight of } w \equiv 0 \pmod{2} \}$
- $\{ w \mid \text{Hamming weight of } w \equiv 0 \pmod{k} \}$, for every constant k
- $\{ w = w_1 \dots w_n \mid n \geq 2, w_n = 1 \}$

Languages

Throughout this course, we will model computational tasks as languages.

(Equivalently decision problems: problems that outputs either 0 or 1)

For example,

- Primality, on alphabet $\{0,1, \dots, 9\}$: $\{w \mid w \text{ is a prime number}\}$
- Maximum-matching, on alphabet $\{0,1, "(", ")", ",", " ", \}$:
 $\{w = (G, k) \mid \text{graph } G \text{ has a matching of size at least } k \}$.
- Cat image, on alphabet $\{0,1, \dots, 255\}$: $\{w \mid w \text{ shows the image of a cat}\}$

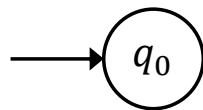
Languages

Regular languages are one of the simplest class of languages, as DFA is a very restricted model of computation:

- It reads each character in the input only once, and in one direction;
 - The input is treated as a **one-pass stream**
- The size of the DFA does not scale with the input length.

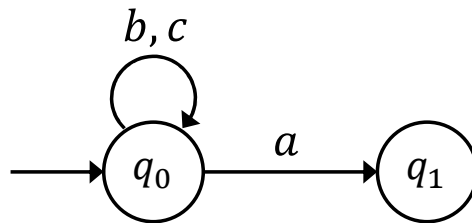
More Examples: Pattern Matching

On alphabet $\{a, b, c\}$, accepts strings that contains the (not necessarily consecutive) substring aba .



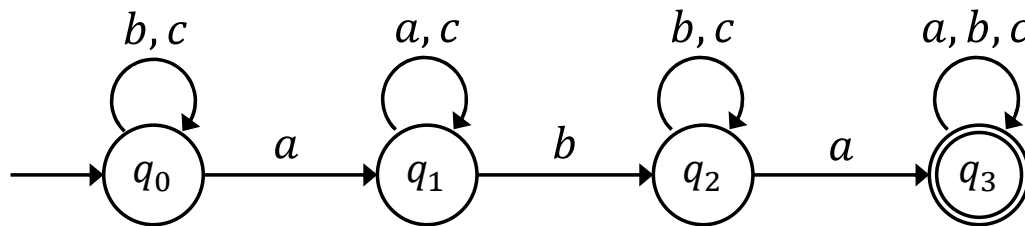
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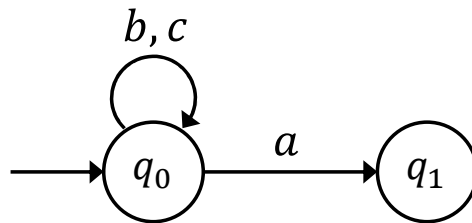
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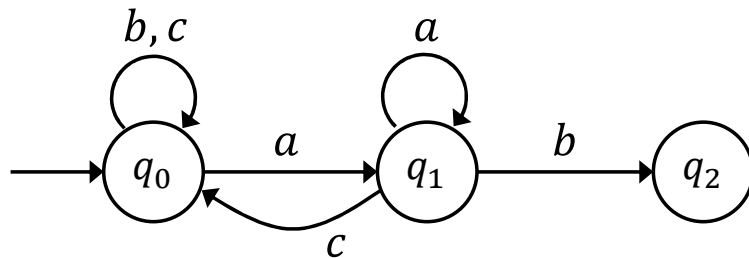
More Examples: Pattern Matching

On alphabet $\{a, b, c\}$, accepts strings that contains the **consecutive** substring aba .



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