7. Theory of Computation

"In theory there is no difference between theory and practice. In practice there is."

-Yogi Berra

Introduction to Computer Science · Robert Sedgewick and Kevin Wayne · Copyright @ 2005 · http://www.cs.Princeton.EDU/IntroCS

Why Learn Theory

In theory ...

- Deeper understanding of what is a computer and computing.
- Foundation of all modern computers.
- Pure science.
- Philosophical implications.

In practice . . .

- Web search: theory of pattern matching.
- Sequential circuits: theory of finite state automata.
- Compilers: theory of context free grammars.
- Cryptography: theory of computational complexity.
- Data compression: theory of information.

Introduction to Theoretical CS

Two fundamental questions.

- What can a computer do?
- What can a computer do with limited resources?

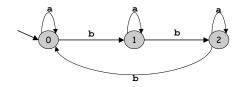
General approach.

Pentium IV running Linux kernel 2.4.22

- Don't talk about specific machines or problems.
- Consider minimal abstract machines.
- Consider general classes of problems.

Regular Expressions and DFAs

a* | (a*ba*ba*ba*)*



Pattern Matching Applications

Test if a string matches some pattern.

- Process natural language.
- Scan for virus signatures.
- Search for information using Google.
- Access information in digital libraries.
- Retrieve information from Lexis/Nexis.
- Search-and-replace in a word processors.
- Filter text (spam, NetNanny, Carnivore, malware).
- Validate data-entry fields (dates, email, URL, credit card).
- Search for markers in human genome using PROSITE patterns.

Parse text files.

- Compile a Java program.
- · Crawl and index the Web.
- Read in data stored in TOY input file format.
- Automatically create Java documentation from Javadoc comments.

Regular Expressions: Basic Operations

Regular expression. Notation to specify a set of strings.

Operation	Regular Expression	Yes	No
Concatenation	aabaab	aabaab	every other string
Wildcard	.u.u.u.	cumulus jugulum	succubus tumultuous
Union	aa baab	aa baab	every other string
Closure	ab*a	aa abbba	ab ababa
Parentheses	a(a b)aab	aaaab abaab	every other string
	(ab) *a	a ababababa	ε abbbaa

Describing a Pattern

PROSITE. Huge database of protein families and domains.

Q. How to describe a protein motif?

Ex. [signature of the C2H2-type zinc finger domain]

- . C
- Between 2 and 4 amino acids.
- . C
- 3 more amino acids.
- One of the following amino acids: LIVMFYWCX.
- 8 more amino acids.
- . H
- Between 3 and 5 more amino acids.
- . H

CAASCGGPYACGGWAGYHAGWH

Regular Expressions: Examples

Regular expression. Notation is surprisingly expressive.

Regular Expression	Yes	No
.* spb .* contains the trigraph spb	raspberry crispbread	subspace subspecies
a* (a*ba*ba*ba*) * multiple of three b's	bbb aaa bbbaababbaa	b bb baabbbaa
.*0 fifth to last digit is 0	100011 98701234	11111111 403982772
gcg (cgg agg)* ctg fragile X syndrome indicator	gcgctg gcgcggctg gcgcggaggctg	gcgcgg cggcggcggctg gcgcaggctg

Generalized Regular Expressions

Regular expressions are a standard programmer's tool.

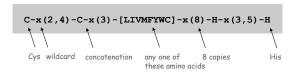
- Built in to Java, Perl, Unix, Python,
- Additional operations typically added for convenience.
- Ex: [a-e]+ is shorthand for (a|b|c|d|e) (a|b|c|d|e) *.

Operation	Regular Expression	Yes	No
One or more	a (bc) +de	abcde abcbcde	ade bcde
Character classes	[A-Za-z][a-z]*	capitalized Word	camelCase 4illegal
Exactly k	[0-9]{5}-[0-9]{4}	08540-1321 19072-5541	111111111 166-54-111
Negations	[^aeiou]{6}	rhythm	decade

PROSITE Patterns

PROSITE. Huge database of protein families and domains.
PROSITE patterns. Special notation to describe protein motif.

Ex. The signature of the C2H2-type zinc finger domain is:



Regular expressions. Easy to translate PROSITE patterns to regular expressions and use rich RE libraries.

Regular Expressions in Java

Validity checking. Is input in the set described by the re?

```
public class Validate {
   public static void main(String[] args) {
      String re = args[0];
      String input = args[1];
      System.out.println(input.matches(re));
   }
}
powerful string library method
```

```
C2H2 type zinc finger domain

% java Validate "C.{2,4}C...[LIVMFYWC].{8}H.{3,5}H" CAASCGGPYACGGAAGYHAGAH

true

| legal Java identifier

% java Validate "[$_A-Za-z][$_A-Za-z0-9]*" ident123

true

valid email address (simplified)

% java Validate "[a-z]+@([a-z]+\\.)+(edu|com)" doug@princeton.edu

true

need quotes to "escape" the shell
```

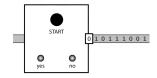
Solving the Pattern Match Problem

Regular expressions are a concise way to describe patterns.

- How would you implement String.matches?
- Hardware: build a deterministic finite state automaton (DFA).
- Software: simulate a DFA.

DFA: simple machine that solves the pattern match problem.

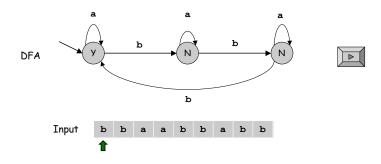
- Different machine for each pattern.
- Accepts or rejects string specified on input tape.
- Focus on true or false questions for simplicity.



Deterministic Finite State Automaton (DFA)

Simple machine with N states.

- Begin in start state.
- Read first input symbol.
- Move to new state, depending on current state and input symbol.
- Repeat until last input symbol read.
- Accept or reject string depending on last state.



Implementing a Pattern Matcher

Problem. Given a RE, create program that tests whether given input is in set of strings described.

Step 1. Build the DFA.

- A compiler!
- See COS 226 or COS 320.

Step 2. Simulate it with given input.

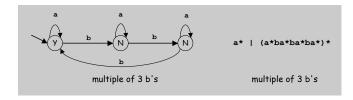
```
State state = start;
while (!StdIn.isEmpty()) {
   char c = StdIn.readChar();
   state = state.next(c);
}
System.out.println(state.accept());
```

Theory of DFAs and REs

RE. Concise way to *describe* a set of strings.

DFA. Machine to *recognize* whether a given string is in a given set.

Duality: For any DFA, there exists a regular expression that describes the same set of strings; for any regular expression, there exists a DFA that recognizes the same set.



Practical consequence of duality proof: to match regular expression patterns, (i) build DFA and (ii) simulate DFA on input string.

Application: Harvester

Harvest information from input stream.

Harvest patterns from DNA.

```
% java Harvester "gcg(cgg|agg)*ctg" chromosomeX.txt
gcgcggcggcggcggctg
gcgctg
gcgctg
gcgcggcggcggaggcggaggcggctg
```

Harvest email addresses from web for spam campaign.

Application: Harvester

Harvest information from input stream.

- Use Pattern data type to compile regular expression to NFA.
- Use Matcher data type to simulate NFA.
- (NFA is fancier but equivalent variety of DFA)

```
import java.util.regex.Pattern;
import java.util.regex.Matcher;

public class Harvester {
    public static void main(String[] args) {
        String re = args[0];
        In in = new In(args[1]);
        String input = in.readAll();
        Pattern pattern = Pattern.compile(re);
        Matcher matcher = pattern.matcher(input);
        while (matcher.find()) {
            System.out.println(matcher.group());
        }
    }
}
```

Limitations of DFA

No DFA can recognize the language of all bit strings with an equal number of 0's and 1's.

- Suppose an N-state DFA can recognize this language.
- Consider following input: 0000000 111111111 N+1 0's N+1 1's
- DFA must accept this string.
- Some state x is revisited during first N+1 0's since only N states.

```
000000000111111111
x x
```

- Machine would accept same string without intervening 0's.
- This string doesn't have an equal number of 0's and 1's.



Application: Parsing a Data File

Ex: parsing an NCBI genome data file.

```
LOCUS AC146846 128142 bp DNA linear HTG 13-NOV-2003
DEFINITION Ornithorhynchus anatinus clone CLM1-393H9,
ACCESSION AC146846 CG 1:38304214
KEYWORDS HTG; HTGS_PHASE2; HTGS_DRAFT.
SOURCE Ornithorhynchus anatinus
ORIGIN

1 tytattcat ttgaccqtgc tgttttttcc cggtttttca gtacggtgtt agggagccac
61 gtgattctgt ttgttttatg ctgccgaata gctgctcgat gaatctctgc atagacagct // a comment
121 gccgcaggga gaaatgacca gtttgtgatg acaaaatgta ggaaagctgt ttcttcataa
...
128101 ggaaatgcga ccccacgct aatgtacagc ttctttagat tg
```

```
String re = "[]*[0-9]+([actg]*).*";
Pattern pattern = Pattern.compile(re);
In in = new In(filename);
while (!in.isEmpty()) {
   String line = in.readLine();
   Matcher matcher = pattern.matcher(line);
   if (matcher.find()) {
        String s = matcher.group(1).replaceAll(" ", "");
        // do something with s
   }
   replace this RE with this string
}
```

Fundamental Questions

Which languages CANNOT be described by any RE?

- Bit strings with equal number of Os and 1s.
- Decimal strings that represent prime numbers.
- Genomic strings that are Watson-Crick complemented palindromes.
- Many more. . . .

How can we extend REs to describe richer sets of strings?

Context free grammar (e.g., Java).

Reference: http://java.sun.com/docs/books/jls/second_edition/html/syntax.doc.html

- Q. How can we make simple machines more powerful?
- Q. Are there any limits on what kinds of problems machines can solve?

Summary

Programmer.

- Regular expressions are a powerful pattern matching tool.
- Implement regular expressions with finite state machines.

Theoretician.

- Regular expression is a compact description of a set of strings.
- DFA is an abstract machine that solves pattern match problem for regular expressions.
- DFAs and regular expressions have limitations.

Variations

- Yes (accept) and No (reject) states sometimes drawn differently
- Terminology: Deterministic Finite State Automaton (DFA), Finite State Machine (FSM), Finite State Automaton (FSA) are the same
- DFA's can have output, specified on the arcs or in the states
 - These may not have explicit Yes and No states

Turing Machine: Components

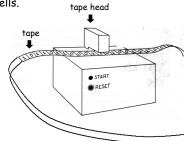
Alan Turing sought the most primitive model of a computing device.

Tape.

- Stores input, output, and intermediate results.
- One arbitrarily long strip, divided into cells.
- Finite alphabet of symbols.

Tape head.

- Points to one cell of tape.
- Reads a symbol from active cell.
- Writes a symbol to active cell.
- Moves left or right one cell at a time.



23

Turing Machines

Challenge: Design simplest machine that is "as powerful" as conventional computers.



Alan Turing (1912-1954)

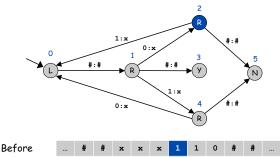
Turing Machine: Fetch, Execute

States.

- Finite number of possible machine configurations.
- Determines what machine does and which way tape head moves.

State transition diagram.

 \bullet Ex. if in state 2 and input symbol is 1 then: overwrite the 1 with x, move to state 0, move tape head to left.



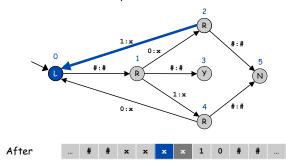
Turing Machine: Fetch, Execute

States.

- Finite number of possible machine configurations.
- Determines what machine does and which way tape head moves.

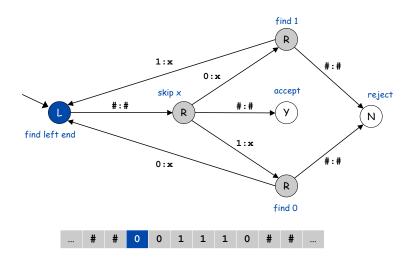
State transition diagram.

• Ex. if in state 2 and input symbol is 1 then: overwrite the 1 with ${\tt x}$, move to state 0, move tape head to left.



27

Example: Equal Number of 0's and 1's



Turing Machine: Initialization and Termination

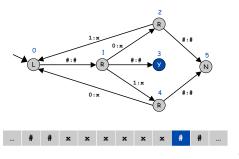
Initialization.

- Set input on some portion of tape.
- Set tape head.
- Set initial state.



Termination.

- Stop if enter yes, no, or halt state.
- Infinite loop possible.



Turing Machine Summary

Goal: simplest machine that is "as powerful" as conventional computers.

Surprising Fact 1. Such machines are very simple: TM is enough! Surprising Fact 2. Some problems cannot be solved by ANY computer.

next lecture

Consequences.

- Precursor to general purpose programmable machines.
- Exposes fundamental limitations of all computers.
- Enables us to study the physics and universality of computation.
- No need to seek more powerful machines!

Variations

- Instead of just recognizing strings, TM's can produce output: the contents of the tape
- Instead of Y and N states, TM's can have a plain Halt state

Alan Turing

Alan Turing (1912-1954).

- Father of computer science.
- Computer Science's "Nobel Prize" is called the Turing Award.

FIRST HALF TERM.	Place ing Na 1-Term	MASTE
Exected Subjects (Scoplers, English, Hidden, Geography)	23_	from Anglis his society temps to 5 the world have been for the first temps of temps of the first temps of temps
Latin No. 2/	20:	It outs not to be in the form of course as to a so form allers so. He is the crowd believe . Asof

Alan's report card at 14.



Alan Turing and his elder brother.