

# Lecture 18: Theory of Computation

## 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.

## Why Learn Theory

### In theory . . .

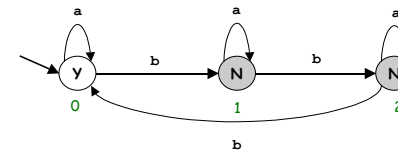
- Deeper understanding of what is a computer and computing.
- Foundation of all modern computers.
- Pure science.
- Philosophical implications.

### 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.

## Regular Expressions and DFAs

$a^* \mid (a^*ba^*ba^*ba^*)^*$



## Pattern Matching Applications

Test if a string matches some pattern.

- Scan for virus signatures.
- Process natural language.
- Search for information using Google.
- Search for markers in human genome.
- 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).

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.

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## Regular Expressions: Basic Operations

Regular expression.

- Notation to specify a set of strings.

Operation	Regular Expression	Yes	No
Concatenation	aabaab	aabaab	every other string
Logical Or	aa   baab	aa baab	every other string
Replication	ab*a	aa aba abbba	ε ab ababa
Grouping	a(a b)aab	aaaab abaab	every other string
	(ab)*a	a aba ababa	ε aa abbba

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## Regular Expressions: Examples

Regular expression examples.

- Notation is surprisingly expressive.

Regular Expression	Yes	No
a*   (a*ba*ba*ba*)* multiple of three b's	ε bbb aaa abbbaaa bbbaababbaa	b bb abbaaaa baabbbaa
a   a(a b)*a begins and ends with a	a aba aa abbaabba	ε ab ba
(a b)* abba (a b)* contains the substring abba	abba bbabbabb abbaabba	ε abb bbaaba

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## Using 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
Any single character	..oo..oo.	bloodroot spoonfood	cookbook choochoo
One or more	a(bc)+de	abcde abcbcde	ade bcde
Character classes	[a-e]+	decade accede	Upper45

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## Implementing a Pattern Matcher

**Problem:** given a regular expression, 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.**

- Easy.

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

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## Application: Email Harvester

Harvest email addresses from web for spam campaign.

- User enters name of file and program prints email addresses.

```
import java.util.regex.Pattern;
import java.util.regex.Matcher;
public class EmailHarvester {
    public static void main(String[] args) {
        In in = new In(args[0]);
        String input = in.readAll();
        String regexp = "[a-z]+@[a-z]+\.[a-z]+(edu|com|net|tv)";
        Pattern pattern = Pattern.compile(regexp);
        Matcher matcher = pattern.matcher(input);
        while (matcher.find())
            System.out.println(matcher.group());
    }
}
```

```
% java EmailHarvester http://www.cs.princeton.edu/courses/cs126/precepts.html
pcalamia@cs.princeton.edu
dgabai@cs.princeton.edu
sgaw@cs.princeton.edu
wayne@cs.princeton.edu
```

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## Application: Parsing a Data File

**Parsing input files:** TOY, Internet movie database, NCBI genome file.

```
LOCUS AC146846 128142 bp DNA linear HTG 13-NOV-2003
DEFINITION Ornithorhynchus anatinus clone CLM1-393H9,
ACCESSION AC146846
VERSION AC146846.2 GI:38304214
KEYWORDS HTG; HTGS_PHASE2; HTGS_DRAFT.
SOURCE Ornithorhynchus anatinus (platypus)
ORIGIN
1 tgtatttcatt tttgacggctgc tggttttttcc oggttttttca gtaacgggtgtt agggagaccac
61 gtgattotgt tggttttatg ctgcccgaata gctgctogat gaatctctgc atagacagct // a comment
121 gccgcaaggga gaattgacca gtttgtagtg acaaaatgta ggaagctgt ttotccataa
...
128101 ggaatgcga ccocccagct aatgtacagc ttotttagat tg
//
```

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

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## Fundamental Questions

Which languages CANNOT be described by any RE?

- Set of all bit strings with equal number of 0s and 1s.
- Set of all decimal strings that represent prime numbers.
- Many more. . . .

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

- Context free grammar. ← see COS 320
- Ex: Java language. ← [http://java.sun.com/docs/books/jls/second\\_edition/html/syntax.doc.html](http://java.sun.com/docs/books/jls/second_edition/html/syntax.doc.html)

How can we make simple machines more powerful?

Are there any limits on what kinds of problems machines can solve?

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## 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.

You. Practical application of core CS principles.

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## Turing Machines

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



Alan Turing (1912-1954)

COS 126: General Computer Science • <http://www.Princeton.EDU/~cos126>

## Turing Machine: Components

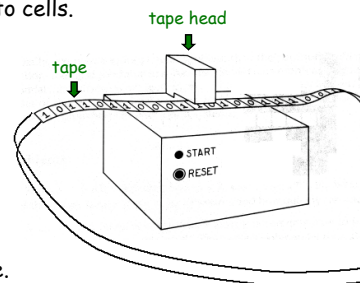
Alan Turing sought the most primitive model of a computing device.

### 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.



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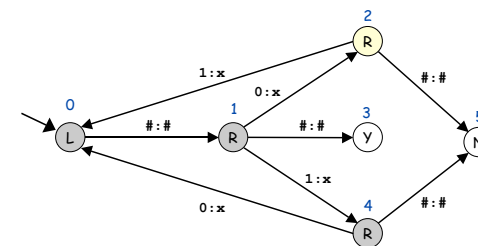
## Turing Machine: Fetch, Execute

### States.

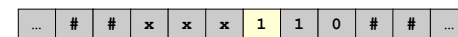
- Finite number of possible machine configurations.
- Determines what machine does and which way tape head moves.

### State transition diagram.

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



Before



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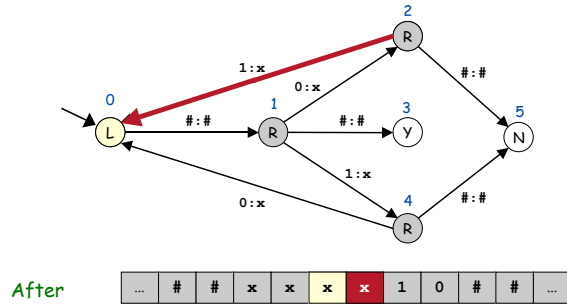
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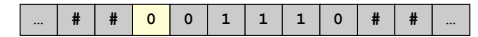


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## Turing Machine: Initialization and Termination

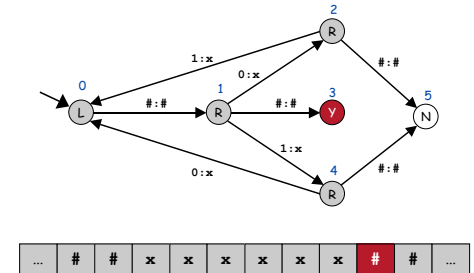
### Initialization.

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



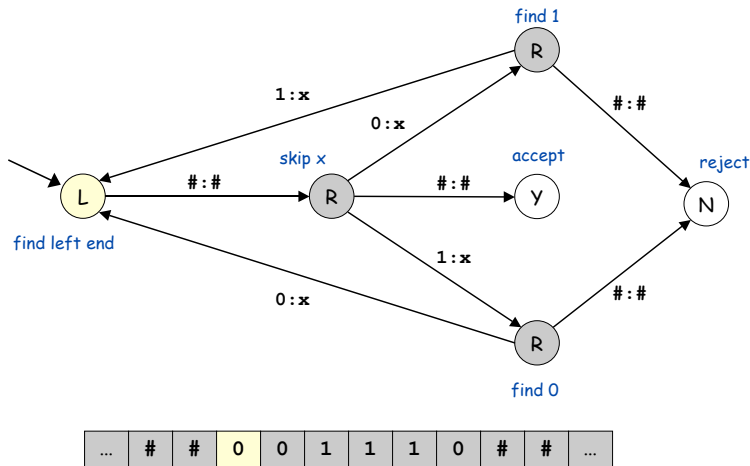
### Termination.

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



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



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## Turing Machine Summary

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

**Surprising Fact 1.** Such machines are very simple.

**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!

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