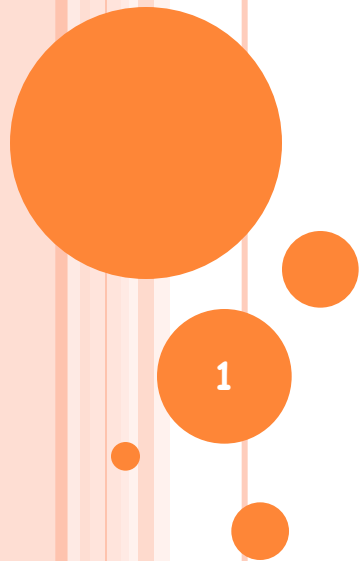


# LINEAR BOUNDED AUTOMATA

## LBAs

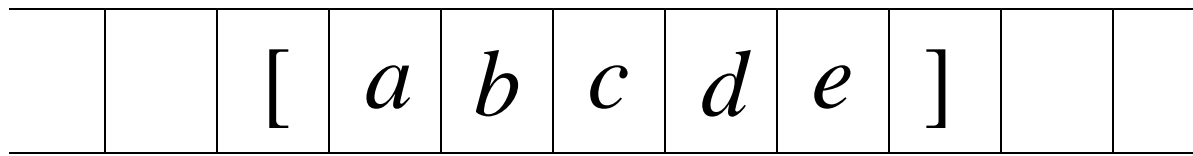


Linear Bounded Automata (LBAs)  
are the same as Turing Machines  
with one difference:

The input string tape space  
is the only tape space allowed to use

# Linear Bounded Automaton (LBA)

Input string



Working space  
in tape

Left-end  
marker

Right-end  
marker

All computation is done between end markers

We define LBA's as NonDeterministic

**Open Problem:**

NonDeterministic LBA's  
have same power with  
Deterministic LBA's ?

Example languages accepted by LBAs:

$$L = \{a^n b^n c^n\}$$

$$L = \{a^{n!}\}$$

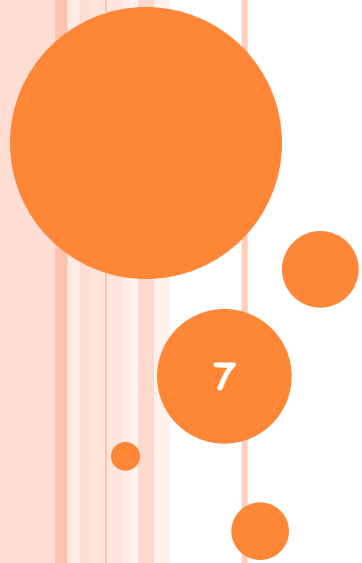
Conclusion:

LBA's have more power than NPDA's

Later in class we will prove:

LBA's have less power  
than Turing Machines

# A UNIVERSAL TURING MACHINE



7

## A limitation of Turing Machines:

Turing Machines are "hardwired"

they execute  
only one program

Real Computers are re-programmable



# Solution: Universal Turing Machine

## Attributes:

- Reprogrammable machine
- Simulates any other Turing Machine

# Universal Turing Machine

simulates any other Turing Machine  $M$

Input of Universal Turing Machine:

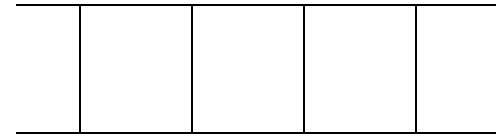
Description of transitions of  $M$

Initial tape contents of  $M$

# Three tapes

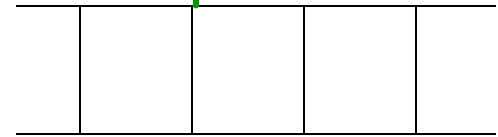


Tape 1



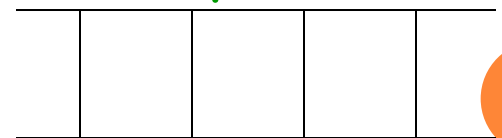
Description of  $M$

Tape 2



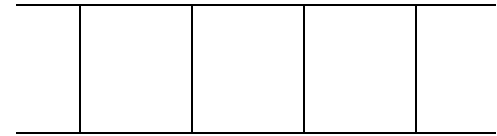
Tape Contents of  $M$

Tape 3



State of  $M$

Tape 1



Description of  $M$

We describe Turing machine  $M$   
as a string of symbols:

We encode  $M$  as a string of symbols

# Alphabet Encoding

Symbols:

*a*      *b*      *c*      *d*      ...



Encoding:

1

11

111

1111

# State Encoding

States:	$q_1$	$q_2$	$q_3$	$q_4$	...
	↓	↓	↓	↓	
Encoding:	1	11	111	1111	

# Head Move Encoding

Move:	$L$	$R$
	↓	↓
Encoding:	1	11

# Transition Encoding

Transition:  $\delta(q_1, a) = (q_2, b, L)$

Encoding:

10101101101

separator

# Machine Encoding

Transitions:

$$\delta(q_1, a) = (q_2, b, L)$$

$$\delta(q_2, b) = (q_3, c, R)$$

Encoding:

1 0 1 0 1 1 0 1 1 0 1 0 0 1 1 0 1 1 1 0 1 1 1 0 1 1

separator



# Tape 1 contents of Universal Turing Machine:

encoding of the simulated machine  $M$   
as a binary string of 0's and 1's

A Turing Machine is described  
with a binary string of 0's and 1's

Therefore:

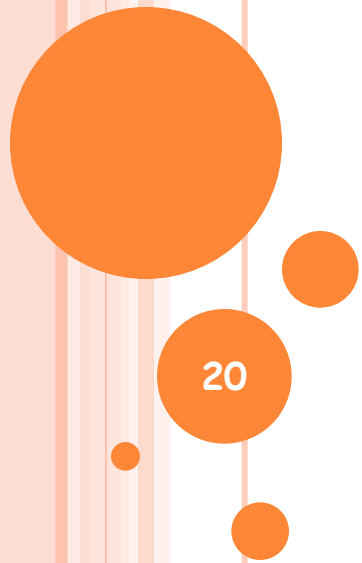
The set of Turing machines forms a language:

each string of the language is  
the binary encoding of a Turing Machine

# Language of Turing Machines

$L = \{$  010100101, (Turing Machine 1)  
00100100101111, (Turing Machine 2)  
111010011110010101, .....  
..... }

# COUNTABLE SETS



Infinite sets are either:

Countable

or

Uncountable

## Countable set:

There is a one to one correspondence  
between  
elements of the set  
and  
positive integers

Example:

The set of even integers  
is countable

Even integers: 0, 2, 4, 6, ...

Correspondence:

Positive integers: 1, 2, 3, 4, ...

$2n$  corresponds to  $n+1$

Example:

The set of rational numbers  
is countable

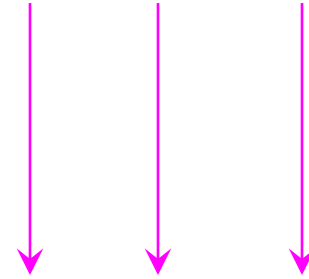
Rational numbers:  $\frac{1}{2}, \frac{3}{4}, \frac{7}{8}, \dots$



# Naive Proof

Rational numbers:  $\frac{1}{1}, \frac{1}{2}, \frac{1}{3}, \dots$

Correspondence:



Positive integers: 1, 2, 3, ...

Doesn't work:

we will never count

numbers with nominator 2:

$\frac{2}{1}, \frac{2}{2}, \frac{2}{3}, \dots$

# Better Approach

$$\frac{1}{1} \quad \frac{1}{2} \quad \frac{1}{3} \quad \frac{1}{4} \quad \dots$$

$$\frac{2}{1} \quad \frac{2}{2} \quad \frac{2}{3} \quad \dots$$

$$\frac{3}{1} \quad \frac{3}{2} \quad \dots$$

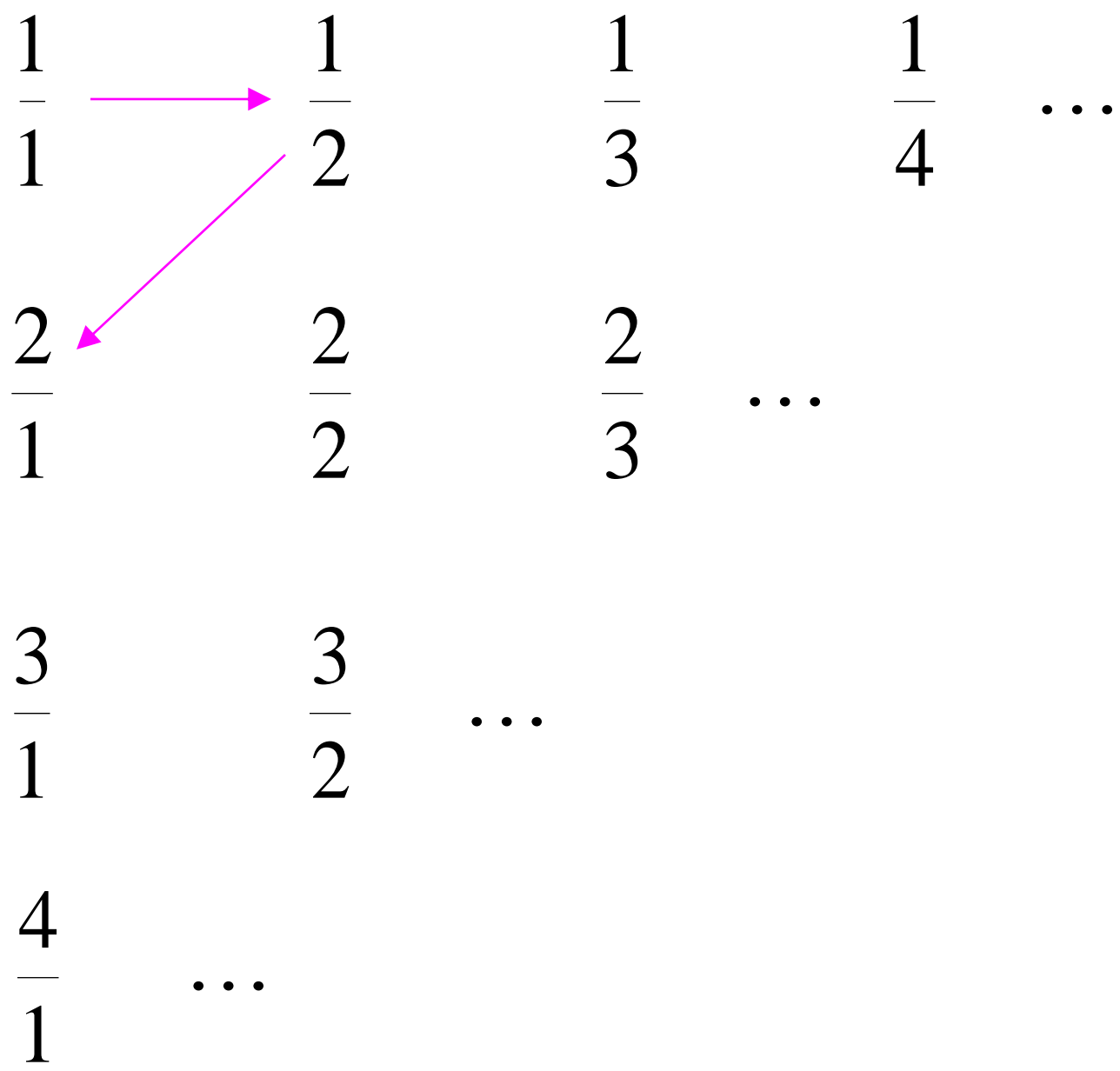
$$\frac{4}{1} \quad \dots$$

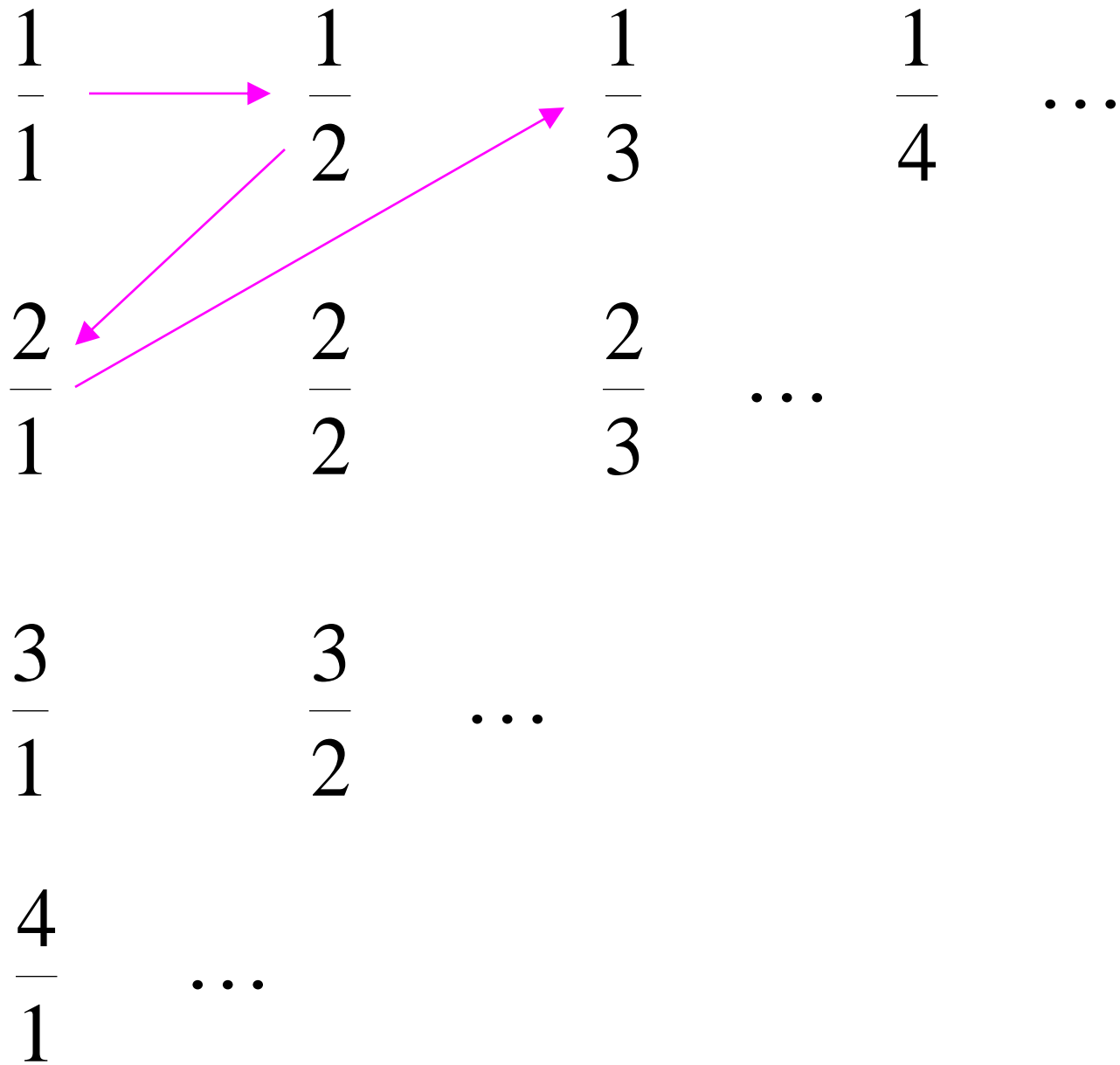
$$\frac{1}{1} \xrightarrow{\text{pink arrow}} \frac{1}{2} \quad \frac{1}{3} \quad \frac{1}{4} \quad \dots$$

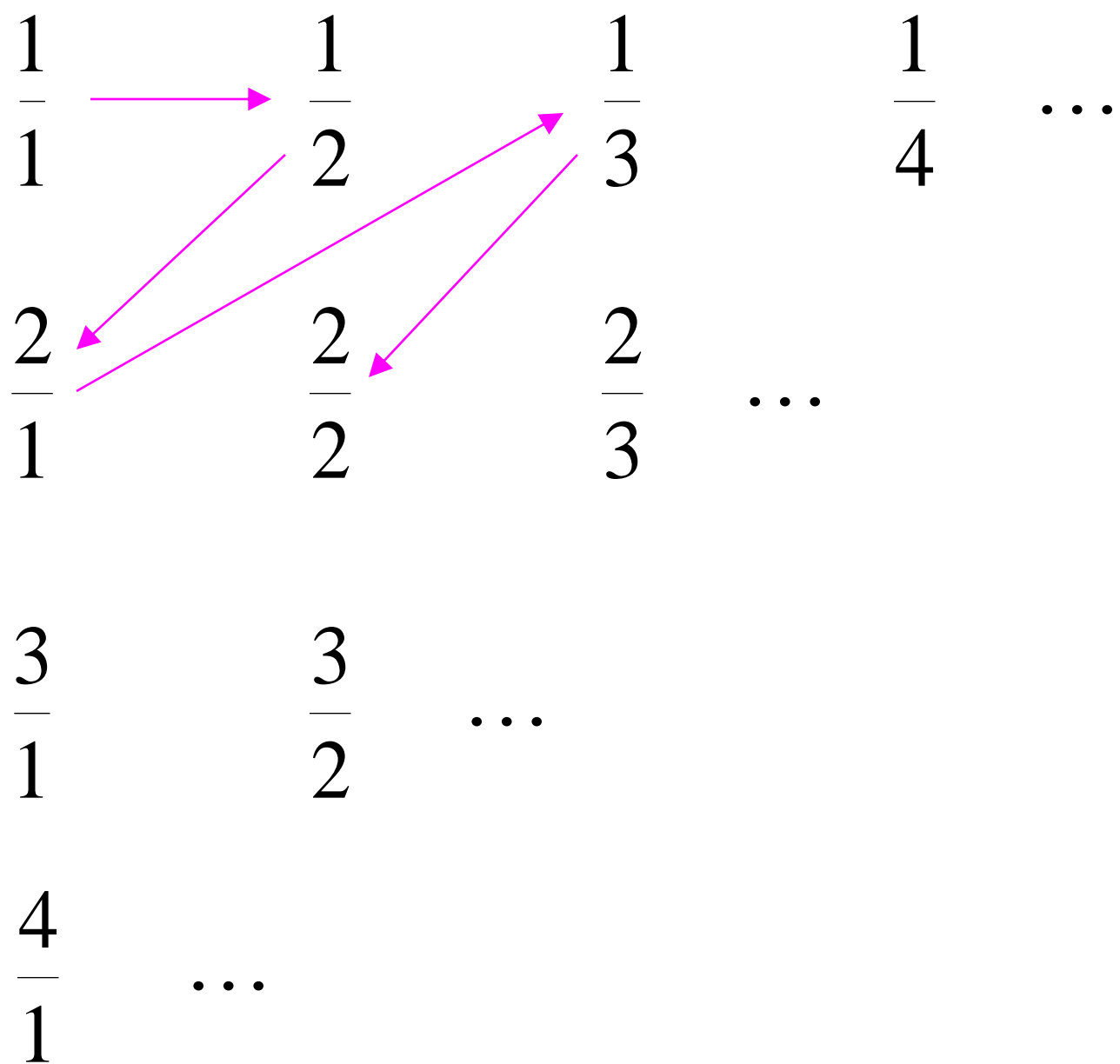
$$\frac{2}{1} \quad \frac{2}{2} \quad \frac{2}{3} \quad \dots$$

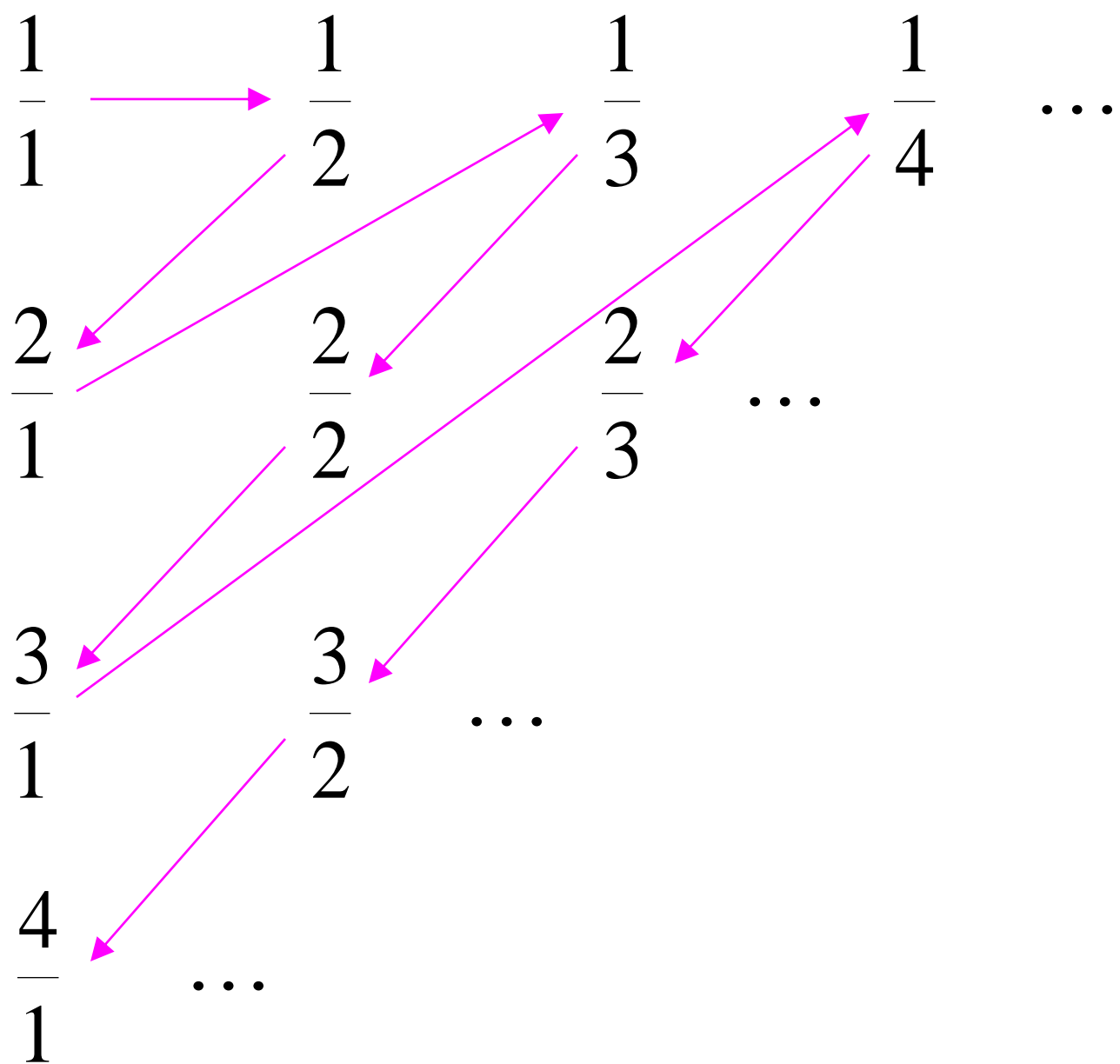
$$\frac{3}{1} \quad \frac{3}{2} \quad \dots$$

$$\frac{4}{1} \quad \dots$$





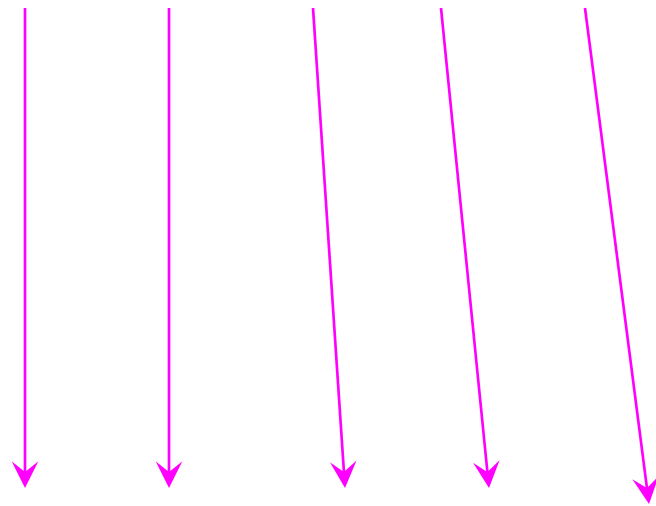




Rational Numbers:

$$\frac{1}{1}, \frac{1}{2}, \frac{2}{1}, \frac{1}{3}, \frac{2}{2}, \dots$$

Correspondence:



Positive Integers:

$$1, 2, 3, 4, 5, \dots$$



We proved:

the set of rational numbers is countable  
by describing an enumeration procedure

# Definition

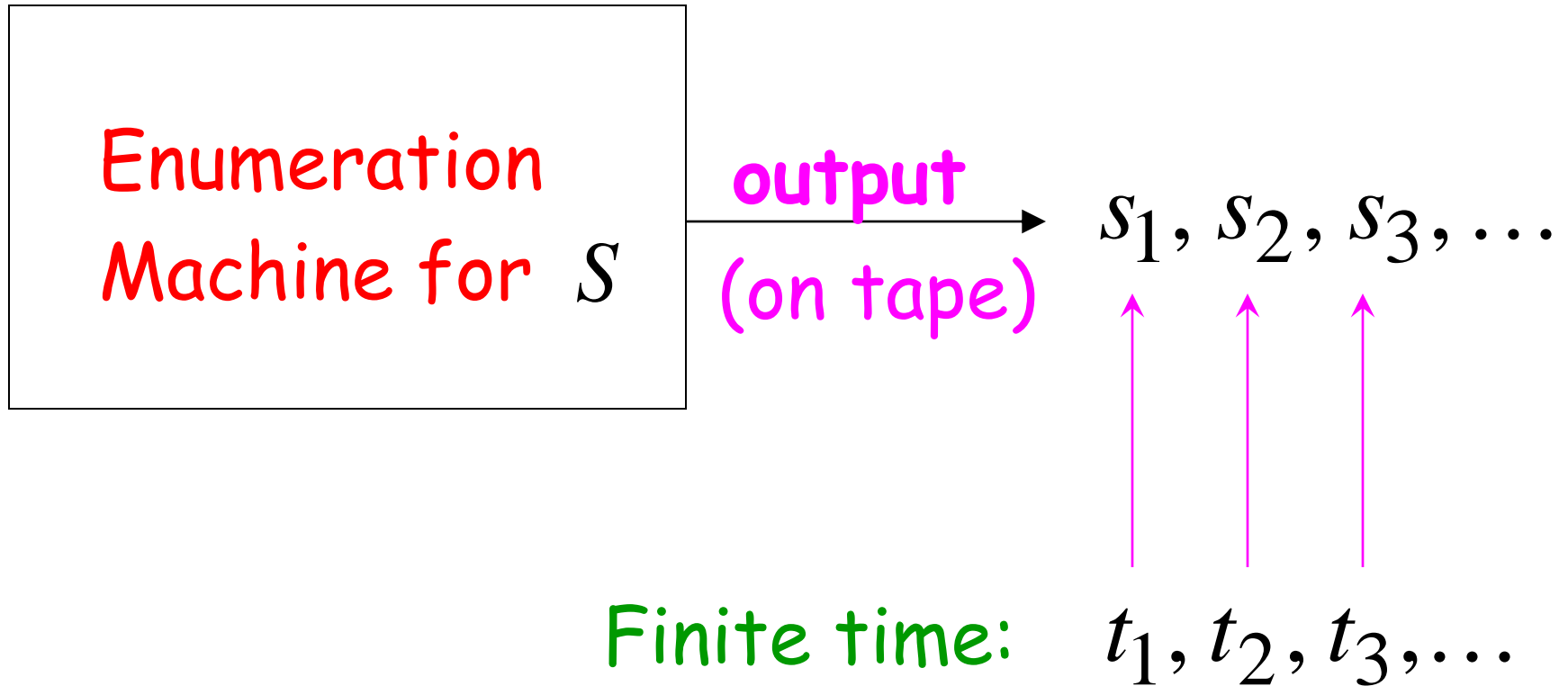
Let  $S$  be a set of strings

An **enumeration procedure** for  $S$  is a Turing Machine that generates all strings of  $S$  one by one

and

Each string is generated in finite time

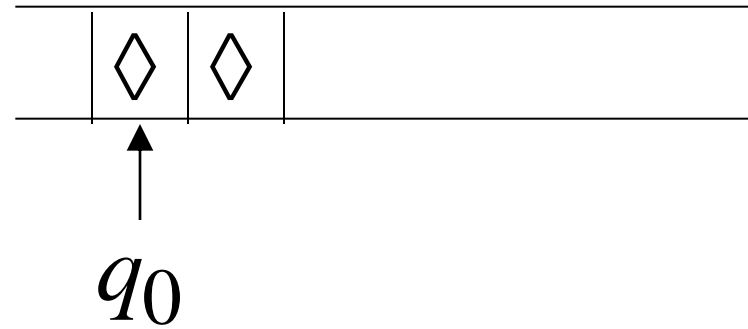
strings  $s_1, s_2, s_3, \dots \in S$



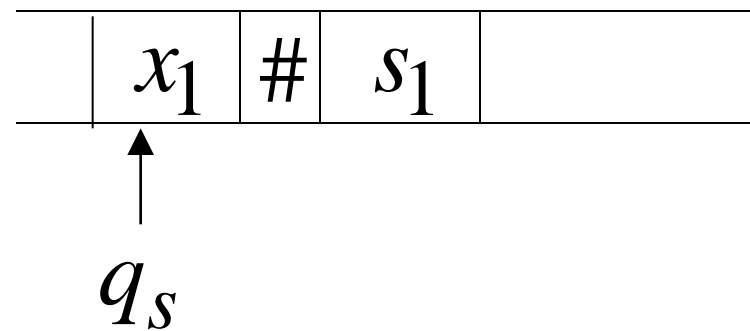
# Enumeration Machine

## Configuration

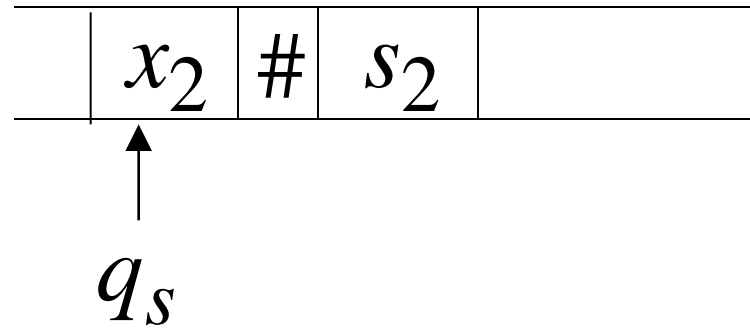
Time 0



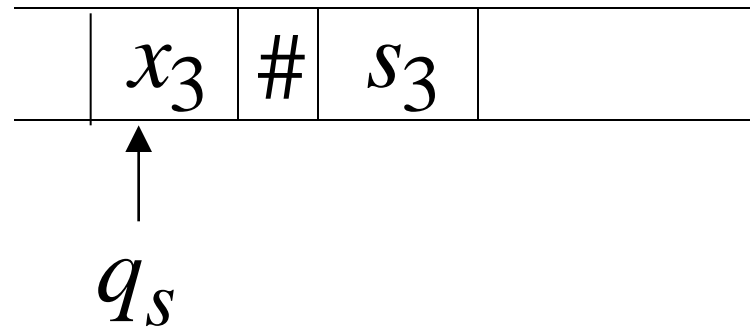
Time  $t_1$



Time  $t_2$



Time  $t_3$



## Observation:

A set is countable if there is an enumeration procedure for it

Example:

The set of all strings  $\{a,b,c\}^+$   
is countable

Proof:

We will describe the enumeration procedure

## Naive procedure:

Produce the strings in lexicographic order:

*a*

*aa*

*aaa*

*aaaa*

.....

## Doesn't work:

strings starting with *b*  
will never be produced



## Better procedure: Proper Order

1. Produce all strings of length 1
2. Produce all strings of length 2
3. Produce all strings of length 3
4. Produce all strings of length 4

.....

Produce strings in  
**Proper Order:**

*a*  
*b*  
*c* } length 1

*aa*  
*ab*  
*ac*  
*ba*  
*bb*  
*bc*  
*ca*  
*cb*  
*cc* } length 2

*aaa*  
*aab*  
*aac*  
..... } length 3

**Theorem:** The set of all Turing Machines is countable

**Proof:** Any Turing Machine can be encoded with a binary string of 0's and 1's

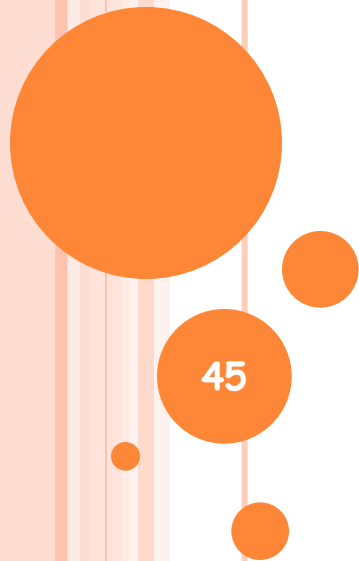
Find an enumeration procedure for the set of Turing Machine strings

# Enumeration Procedure:

## Repeat

1. Generate the next binary string of 0's and 1's in proper order
2. Check if the string describes a Turing Machine
  - if **YES**: print string on output tape
  - if **NO**: ignore string

# UNCOUNTABLE SETS



**Definition:** A set is uncountable  
if it is not countable

## Theorem:

Let  $S$  be an infinite countable set

The powerset  $2^S$  of  $S$  is uncountable

## Proof:

Since  $S$  is countable, we can write

$$S = \{s_1, s_2, s_3, \dots\}$$



Elements of  $S$



Elements of the powerset have the form:

$$\{s_1, s_3\}$$

$$\{s_5, s_7, s_9, s_{10}\}$$

.....

We encode each element of the power set with a binary string of 0's and 1's

Powerset element	Encoding				
	$s_1$	$s_2$	$s_3$	$s_4$	$\dots$
$\{s_1\}$	1	0	0	0	$\dots$
$\{s_2, s_3\}$	0	1	1	0	$\dots$
$\{s_1, s_3, s_4\}$	1	0	1	1	$\dots$

Let's assume (for contradiction)  
that the powerset is countable.

Then: we can enumerate  
the elements of the powerset

# Powerset element

## Encoding

$t_1$       1    0    0    0    0    ...

$t_2$       1    1    0    0    0    ...

$t_3$       1    1    0    1    0    ...

$t_4$       1    1    0    0    1    ...

...

Take the powerset element  
whose bits are the complements  
in the diagonal

$t_1$	1	0	0	0	0	...
$t_2$	1	1	0	0	0	...
$t_3$	1	1	0	1	0	...
$t_4$	1	1	0	0	1	...

New element: 0011...

(binary complement of diagonal)

The new element must be some  $t_i$   
of the powerset

However, that's impossible:

from definition of  $t_i$

the  $i$ -th bit of  $t_i$  must be  
the complement of itself

Contradiction!!!

Since we have a contradiction:

The powerset  $2^S$  of  $S$  is uncountable



# An Application: Languages

Example Alphabet :  $\{a, b\}$

The set of all Strings:

$$S = \{a, b\}^* = \{\lambda, a, b, aa, ab, ba, bb, aaa, aab, \dots\}$$

infinite and countable

Example Alphabet :  $\{a, b\}$

The set of all Strings:

$$S = \{a, b\}^* = \{\lambda, a, b, aa, ab, ba, bb, aaa, aab, \dots\}$$

infinite and countable

A language is a subset of  $S$  :

$$L = \{aa, ab, aab\}$$

Example Alphabet :  $\{a, b\}$

The set of all Strings:

$$S = \{a, b\}^* = \{\lambda, a, b, aa, ab, ba, bb, aaa, aab, \dots\}$$

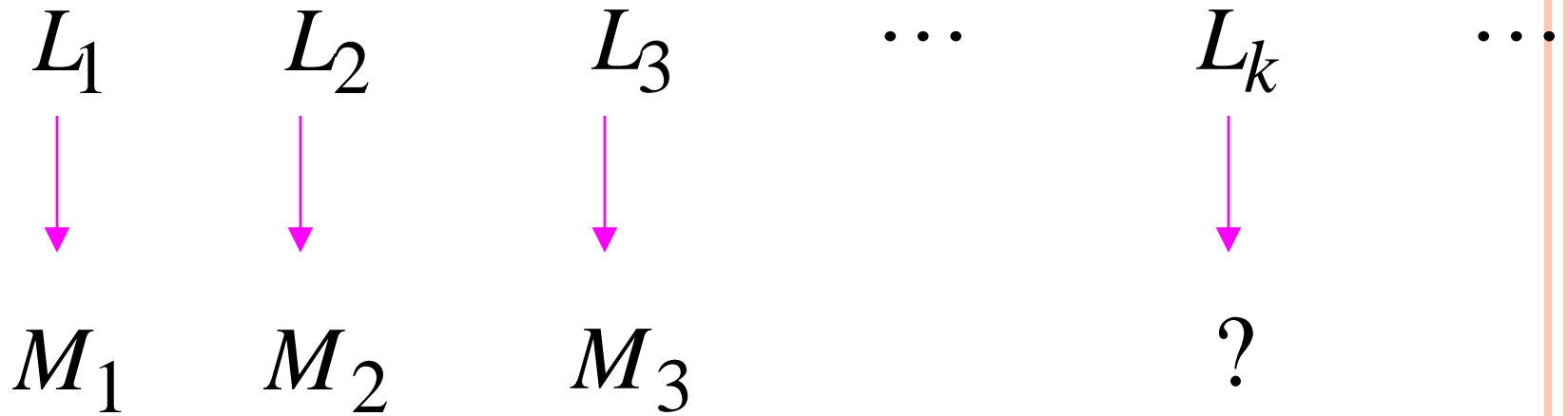
infinite and countable

The powerset of  $S$  contains all languages:

$$2^S = \{\underbrace{\{\lambda\}}_{L_1}, \underbrace{\{a\}}_{L_2}, \underbrace{\{a, b\}}_{L_3}, \underbrace{\{aa, ab, aab\}}_{L_4}, \dots\}$$

uncountable

Languages: **uncountable**



Turing machines: **countable**

There are infinitely many more languages than Turing Machines

## Conclusion:

There are some languages not accepted by Turing Machines

These languages cannot be described by algorithms