

CS 121 Section 3

Code as Data, Data as Code
& Deterministic Finite Automaton

Big Ideas

Big Idea 6: A program is a piece of text, and so it can be fed as input to other programs.

Big Idea 7: Some functions $f: \{0,1\}^n \rightarrow \{0,1\}$ cannot be computed by a Boolean circuit using fewer than exponential (in n) gates.

Big Idea 8: $F: \{0,1\}^* \rightarrow \{0,1\}^*$ specifies the computational task mapping an input $x \in \{0,1\}^*$ into the output $F(x)$.

Tuple Representation

Let P be a NAND-CIRC program on n inputs, m outputs, and s lines, and let t be the number of distinct variables used by P . The list of tuples representation of P is the triple (n, m, L) where L is a list of triples of the form (i, j, k) for $i, j, k \in [t]$.

We assign a number for variable of P as follows:

- For every $i \in [n]$, the variable $X[i]$ is assigned the number i .
- For every $j \in [m]$, the variable $Y[j]$ is assigned the number $t - m + j$.
- Every other variable is assigned a number in $\{n, n + 1, \dots, t - m - 1\}$ in the order in which the variable appears in the program P .

Example 1

How would you represent a *AND* gate in tuple representation?

Example 2

What does the function does the following tuple represent?

$(2, 1, ((2, 0, 0), (3, 1, 1), (4, 0, 1), (5, 2, 3), (6, 4, 5)))$

EVAL_{s,n,m} function

For every natural number $s, m, n > 0$ we define the function $\text{EVAL}_{\{s, n, m\}} : \{0, 1\}^{S(s)+n} \rightarrow \{0, 1\}^m$ as follows. $\text{EVAL}_{s,n,m}(px) = P(x)$ if $p \in \{0,1\}^{S(s)}$ represents a size- s program P with n inputs and m outputs. Otherwise it outputs 0^m (Some junk output).

Circuit that computes $\text{EVAL}_{s, n, m}$

```
<EVAL(x, L)>
for i in [n]:
    table = UPDATE(table, i, X[i])
for (i, j, k) in L:
    a = LOOKUP(table, j)
    b = LOOKUP(table, k)
    c = NAND(a, b)
    table = UPDATE(table, i, c)
for j in [m]:
    Y[j] = LOOKUP(table, t - m + j)
```

```
<UPDATE(table, i, b)>
for j in [|table|]:
    a = EQUALS(j, i)
    c = LOOKUP(table, j)
    Y[0] = IF(a, b, c)
```

Deterministic Finite Automaton (DFA)

A deterministic finite automaton (DFA) with C states over $\{0,1\}$ is a pair (T, S) with $T: [C] \times \{0,1\} \rightarrow [C]$ and $S \subseteq [C]$. The finite function T is known as the **transition function** of the DFA. The set S is known as the set of **accepting states**.

Let $F: \{0,1\}^* \rightarrow \{0,1\}$ be a Boolean function with the infinite domain $\{0,1\}^*$. We say that (T, S) *computes* a function $F: \{0,1\}^* \rightarrow \{0,1\}$ if for every $n \in \mathbb{N}$ and $x \in \{0,1\}^n$, if we define $s_0 = 0$ and $s_{i+1} = T(s_i, x_i)$ for every $i \in [n]$, then:

$$s_n \in S \Leftrightarrow F(x) = 1$$

Example

Consider a DFA with the set of states $\{0,1,2\}$, the set of accepting states $\{0\}$, and the transition function shown below. Run this DFA on the string 10101011101. What is the result? What function does this DFA compute?

State	Input Bit	Resulting State
0	0	0
0	1	1
1	0	1
1	1	2
2	0	2
2	1	0

Practice Problems

Practice Problem 1

- I. Write a tuple representation for a program that computes the following functions: NAND, OR, XOR, ONE. (If you like building circuits check out <http://nandgame.com/>)
- II. What common boolean circuits do the following tuple representations of a NAND-CIRC program correspond to.
 - A. $(1, 1, ((1, 0, 0)))$
 - B. $(1, 1, ((1, 0, 0), (2, 1, 0)))$
 - C. $(3, 1, ((3, 2, 2), (4, 1, 1), (5, 3, 4), (6, 2, 1), (7, 6, 6), (8, 0, 0), (9, 7, 8), (10, 5, 0), (11, 9, 10)))$

Practice Problem 2

- I. For every $k \in \mathbb{N}$, show that there is an $O(k)$ line NAND-CIRC program that computes the function $\text{EQUALS}_k: \{0,1\}^{2k} \rightarrow \{0,1\}$ where $\text{EQUALS}_k(x, x') = 1$ if and only if $x = x'$.
- II. For every $k \in \mathbb{N}$ and $x' \in \{0,1\}^k$, show that there is an $O(k)$ line NAND-CIRC program that computes the function $\text{EQUALS}_{x'}: \{0,1\}^k \rightarrow \{0,1\}$ that on input $x \in \{0,1\}^k$ outputs 1 if and only if $x = x'$.

Practice Problem 3

Design a DFA that computes the following functions.

- I. Outputs 1 if and only if the input length is divisible by 3.
- II. Outputs 1 if and only if the input starts and ends with 01.