

# Ogden's Lemma for ETOL Languages

Max Rabkin

March 2012

# Overview

- 1 Introduction to ETOLs
  - Definition
  - Motivation
- 2 Ogden's Lemma
  - The original lemma
  - Generalising to ETOLs
- 3 Applications
  - Direct application
  - Corollary
- 4 Future work

# What are ETOLs?

An ETOL system  $(V, \Sigma, \mathcal{T}, S)$  generates a language by

- a **Lindenmayer** system

$$A_1 A_2 \dots A_n \Rightarrow u_1 u_2 \dots u_n$$

- which uses **zero** context

$$A \rightarrow u$$

- is **table-driven**

$$\left\{ \{Q \rightarrow QS, S \rightarrow Q, a \rightarrow \lambda\}, \{Q \rightarrow a, S \rightarrow a, a \rightarrow a\} \right\}$$

- and **extended**

$$L = \{w : S \Rightarrow^* w\} \cap \Sigma^*$$

# Why ETOLs?

L-systems:

- natural parallelism
- biological inspiration

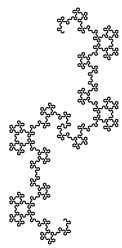
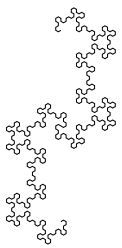
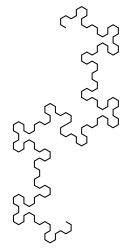
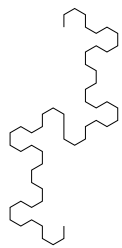
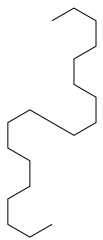
# Why ETOLs?

L-systems:

- natural parallelism
- biological inspiration

ETOLs:

- generate all the context-free languages
- have nice closure properties (AFL)



# Ogden's Lemma for CFLs

Recall

## Theorem

*If  $L$  is a context-free language, then there exists an integer  $l$  such that for any  $u \in L$  with at least  $l$  positions marked,  $u$  can be written as  $u = vwxyz$  such that*

- 1  $x$  and at least one of  $w$  or  $y$  both contain a marked position;
- 2  $wxy$  contains at most  $l$  marked positions; and,
- 3  $vw^mxy^mz \in L$  for all  $m \in \mathbb{N}$ .

## Direction of generalisation

Features to lose:

- arithmetic progressions
- no moving



## Direction of generalisation

Features to lose:

- arithmetic progressions
- no moving

and to keep:

- infinite sequence of new words
- duplication of marked symbols

# Ogden's Lemma for ETOL Languages

## Theorem

*If  $L$  is an ETOL language, then there exists an  $l \in \mathbb{N}$  such that for any word  $w \in L$  with at least  $l$  marked positions,*

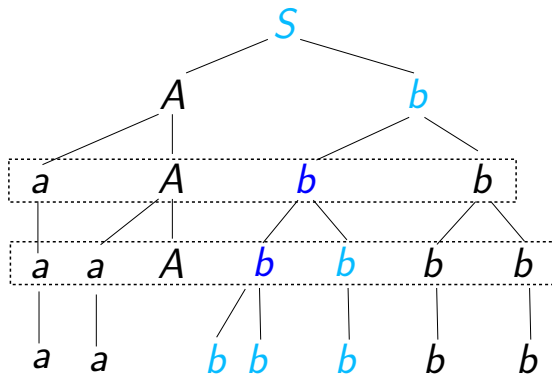
- *$w$  can be written as  $w = u_1 u_2 \cdots u_n$  and each  $u_i$  can be written  $u_i = v_{(i,1)} v_{(i,2)} \cdots v_{(i,n_i)}$  (we will denote the set of subscripts of  $v$ , i.e.  $\{(i, j) : i \in [n], j \in [n_i]\}$ , by  $I$ );*
- *there is a map  $\phi : I \rightarrow [n]$  such that if each  $v_{(i,j)}$  is replaced with  $u_{\phi(i,j)}$ , then the resulting word is still in  $L$ , and this process can be applied iteratively to always yield a word in  $L$ ;*
- *if  $v_{(i,j)}$  contains a marked position then so does  $u_{\phi(i,j)}$ ;*
- *there is an  $(\mathbf{i}, \mathbf{j}) \in I$  such that  $\phi(\mathbf{i}, \mathbf{j}) = \mathbf{i}$ , and there are at least two marked positions in  $v_{(\mathbf{i}, \mathbf{j})}$  and at least one in  $u_{\mathbf{i}}$  but outside of  $v_{(\mathbf{i}, \mathbf{j})}$ .*

# Example

$$L = \{a^n b^m : n \in \mathbb{N}, m \geq 2^n\}$$

$$\left\{ \left\{ S \rightarrow Ab, A \rightarrow aA, b \rightarrow bb, a \rightarrow a \right\}, \right. \\ \left. \left\{ S \rightarrow S, A \rightarrow \lambda, b \rightarrow b, b \rightarrow bb, a \rightarrow a \right\} \right\}$$

# Proof idea





## Lemma is not sufficient

$$L(K) = \left\{ a^{2^n(2k+1)} : n \in \mathbb{N}, k \in K \right\}$$

- $K$  uncomputable implies  $L(K)$  uncomputable
- uncountably many examples

## Proving a language is not ETOL

$$L = \{a^n b^m : n \in \mathbb{N}, m \geq 2^{2^n}\}$$

Need facts about pumping:

- unbounded growth
- no super-exponential growth

## Rare and nonfrequent symbols

A symbol is called *nonfrequent* in a language if there is an upper bound on how many appear in words

A symbol is called *rare* if instances of it appear far apart in long enough words



# Ehrenfeucht and Rozenberg's rare-nonfrequent theorem

rare  $\Rightarrow$  nonfrequent

Can prove frequent  $\Rightarrow$  non-rare using our theorem:

- Mark all the symbol
- It's frequent, so above the threshold
- Pumping makes long words with a fixed subword
- So it's not rare

Need fact about pumping: subword with two marked symbols is preserved

What about a shrinking version?  
And the shrinking lemma for rFCLs?