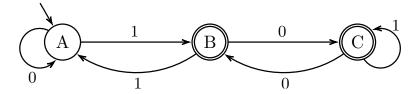# CSE 105:

Computation

by Jy

Contents

1   Deterministic Finite Automaton (DFA)

A machine consists of different states drawn in circles with names. Often a state drawn as a double circle is an "acceptive state," and a plain circle indicates a "rejective state." A machine receives a string consisted of '1's and '0's as input and the states change as the machine reads through input digits. An arrow is used to indicate which state is to start with. See Example 1.1 for detailed information.

Example 1.1: A DFA

Let's first look at the DFA below which starts at state A.

If the string "010110" is input to the machine, will it result in true or false? Will the state be acceptive or rejective?

There are two arrows leaving state A: one with a label reading '1' which points to state B and one reading '0' which goes back to state A itself. That means, if an input digit reads '1,' the state changes to B, and if '2' the state stays in A.

Now step through the procedure:

1. The machine starts off at state A with input '0,' which, as explained above, changes the state to A itself.
2. Next, the second digit '1' is read so the state is changed to B.
3. The next digit '0' makes state B to switch to state C.
4. Then state C reads '1' so no state change occurs.
5. The next digit is '1' again so the state remains still on C.
6. Last, the digit '0' switches the state from C to B.

Thus the input string "010110" changes the machine to state B, which is an acceptive state.

Definition 1.1 DFA.   *A DFA is 5-tuple*

$$M = (Q, \Sigma, \delta, s, F)$$

where

Q *is a finite set, for states*

Σ *is a finite set, for input alphabet*

$s \in Q$, *for start states*

$F \subseteq Q$, *for accepting states*

δ $Q \times \Sigma \mapsto Q$, *a function that specifies the transition between states*

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Example 1.2

According to definition 1.1, the machine in Example 1.1 can be denoted by

$$M = (Q, \Sigma, \delta, s, F)$$

where

- $Q = \{A, B, C\}$
- $\Sigma = \{0, 1\}$
- $s = \{A\}$
- $F = \{B, C\}$

And function δ can be described by the table below.

δ	0	1
A	A	B
B	C	A
C	B	C

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Definition 1.2 f_M. *For any DFA $M = (Q, \Sigma, \delta, s, F)$, let*

$$f_M : \Sigma^* \mapsto \{True, False\}$$

where Σ^* is a set of strings over Σ.

$$f_M(w) = \begin{cases} True, & \delta^*(s, w) \in F \\ False, & eles \end{cases}$$

Definition 1.3 δ^*.

$$\delta^* : Q \times \Sigma^* \mapsto Q$$

which is an inductive function defined as

$$\begin{cases} \delta^*(q, \varepsilon) = q \\ \delta^*(q, aw) = \delta^* \left(\delta(a, q), w \right) \end{cases}$$

where $q \in Q, a \in \Sigma, w \in \Sigma^*$).