

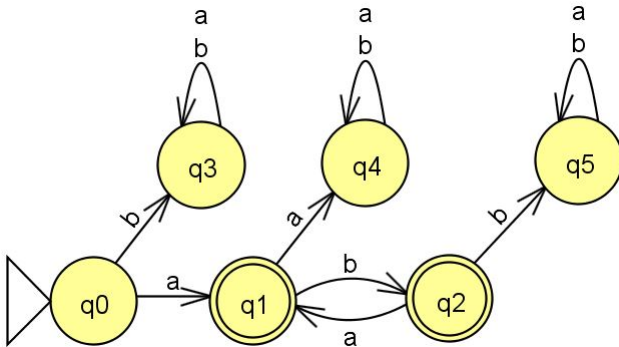
# CMSC 141 Automata and Language Theory

Regular Languages

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# Another look in our FA



# Deterministic Finite Automata (DFA)

A DFA is (formally) defined using a "five-tuple"  
 $M = (Q, \Sigma, \delta, S, F)$  where

- $Q \Rightarrow$  finite set of states, e.g.  $\{q_0, q_1, q_2\}$
- $\Sigma \Rightarrow$  input alphabet, e.g.  $\{a, b\}$
- $\delta \Rightarrow$  transition function,  $Q \times \Sigma \rightarrow Q$   
 $\delta(q_0, a) = q_1$   
 $\delta(q_0, b) = q_2$
- $S \Rightarrow$  start state, where  $S \in Q$
- $F \Rightarrow$  set of final(accepting) states, where  
 $F \subseteq Q$

# Simpler Notations for DFA's

Specifying DFA using five-tuple is both tedious and hard to read

## five-tuple

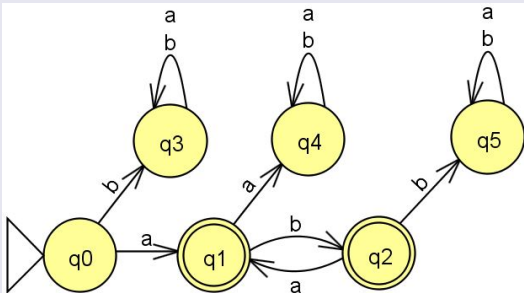
$M = (Q, \Sigma, \delta, q_0, F)$  where:

- $Q = \{q_0, q_1, q_2, \dots, q_5\}$
- $\Sigma = \{a, b\}$
- $\delta(q_0, a) = q_1$   
 $\delta(q_0, b) = q_3$   
 $\delta(q_1, a) = q_4$   
 $\delta(q_1, b) = q_2$   
...
- $F = \{q_1, q_2\}$

# Simpler Notations for DFA's

Transition diagram or transition table can be used as alternatives

transition diagram



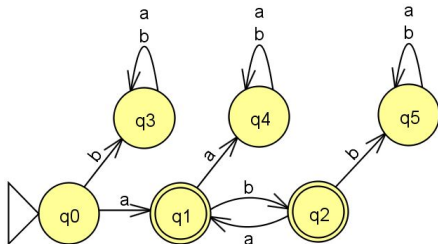
transition table

$\delta$	a	b
$\rightarrow q_0$	$q_1$	$q_3$
$*q_1$	$q_4$	$q_2$
$*q_2$	$q_1$	$q_5$
$q_3$	$q_3$	$q_3$
$q_4$	$q_4$	$q_4$
$q_5$	$q_4$	$q_4$

# Instantaneous Descriptions of DFAs

- We represent the status of an execution of a DFA with the pair  
*(currentState, remainingInput)*
- Such pair is known as an ID and provide a snapshot of the process
- The acceptance of a string is demonstrated by a sequence of such IDs

# Instantaneous Descriptions of DFAs



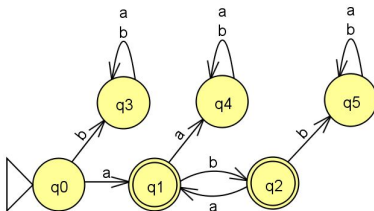
$\vdash$  "leads to"

$$\begin{aligned}(q_0, aba) &\vdash (q_1, ba) \\ &\vdash (q_2, a) \\ &\vdash (q_1, \varepsilon)\end{aligned}$$

$\vdash^*$  "eventually leads to"

$$(q_0, aba) \vdash^* (q_1, \varepsilon)$$

# Exercises



Do we really need states  $q_3$ ,  $q_4$  and  $q_5$ ?

Create DFAs for:

- $\{w \mid w \text{ has alternating symbols}\}$  over  $\Sigma = \{a, b\}$
- $\{w \mid w \text{ has a substring } 01\}$  over  $\Sigma = \{0, 1\}$
- $\{w \mid w \text{ has odd number of 1's}\}$  over  $\Sigma = \{0, 1\}$
- $\{w \mid w \text{ has even number of 1's and 0's}\}$  over  $\Sigma = \{0, 1\}$



# Designing a DFA

- Whether automation or artwork, design is a creative process
- Put yourself in the place of the machine you are designing
- After every scanned symbol, you must decide if the string seen so far is in the language
- To make these decisions, you must remember some things about the string as you read them

## Example

Design a DFA for  $\{w \mid w \text{ has odd number of 1's}\}$   
over  $\Sigma = \{0, 1\}$

# Designing a DFA

## Example

Design a DFA for  $\{w \mid w \text{ has odd number of 1's}\}$   
over  $\Sigma = \{0, 1\}$

- What do we need to remember?

# Designing a DFA

## Example

Design a DFA for  $\{w \mid w \text{ has odd number of 1's}\}$   
over  $\Sigma = \{0, 1\}$

- We simply remember if the number of 1's seen so far is odd or even giving us two states

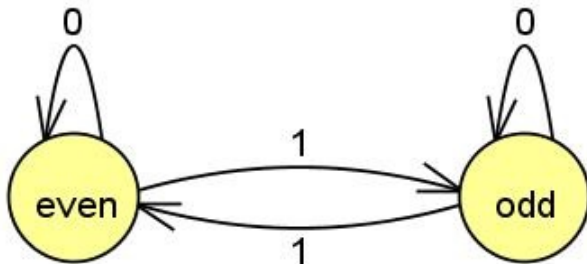


# Designing a DFA

## Example

Design a DFA for  $\{w \mid w \text{ has odd number of 1's}\}$   
over  $\Sigma = \{0, 1\}$

- Now we assign transitions by changing states as we read the symbols

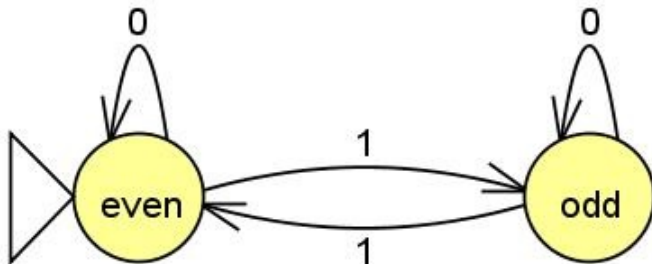


# Designing a DFA

## Example

Design a DFA for  $\{w \mid w \text{ has odd number of 1's}\}$   
over  $\Sigma = \{0, 1\}$

- We set the start state where no symbol is seen so far

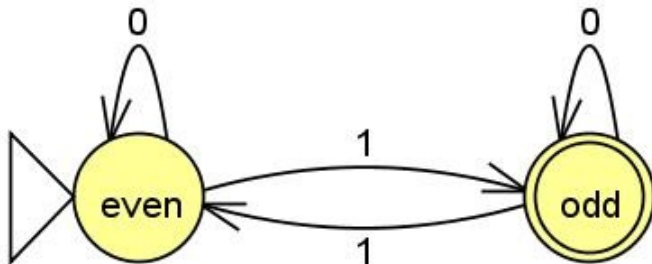


# Designing a DFA

## Example

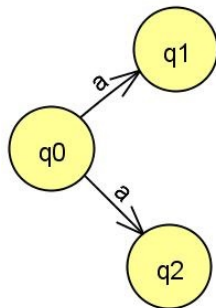
Design a DFA for  $\{w \mid w \text{ has odd number of 1's}\}$   
over  $\Sigma = \{0, 1\}$

- Last, we set the states where we wanted to accept the strings



# Non-deterministic Finite Automata (NFA)

- In DFAs, for each input, there is one and only one state to transition and we can only be in a single state in a given time
- NFAs allows us to be in multiple states simultaneously
- We can also look at it as if the machine creates a copy of itself on a different state
- In an NFA, a state may have zero, one, or many exiting arrows for each alphabet symbol



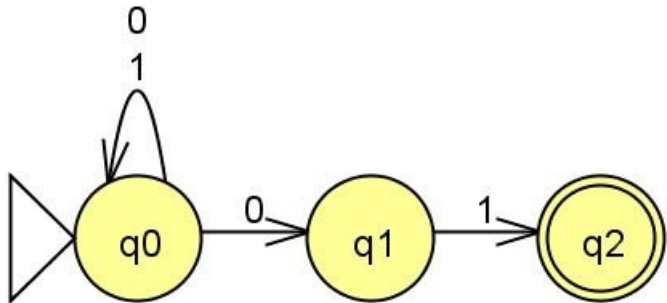
# Acceptance in NFAs

- There would be a need to modify the definition of acceptance in NFAs
- A string  $x$  is accepted by an NFA if there is a path (one is enough) that eventually ends in a final state



# Why the need for non-determinism?

- Use of non-determinism often simplifies the design of FA
- Consider  $L = \{w \mid w \text{ ends in } 01\}$

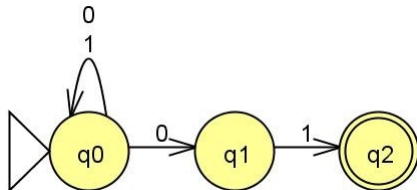
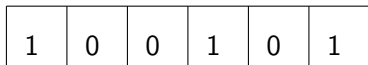


- Challenge: create a DFA of the language

# Sample Run

$L = \{w \mid w \text{ ends in } 01\}$

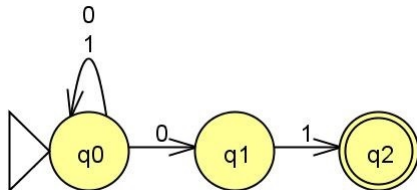
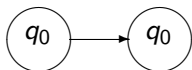
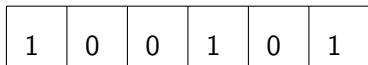
Test if "100101" belong to the language



# Sample Run

$L = \{w \mid w \text{ ends in } 01\}$

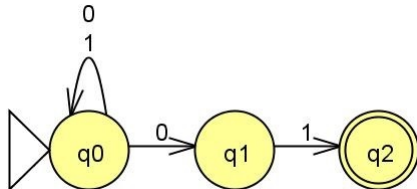
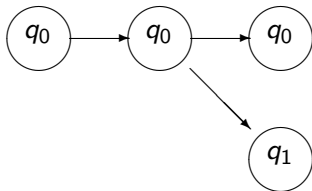
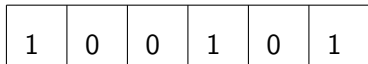
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# Sample Run

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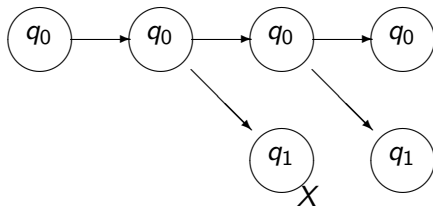
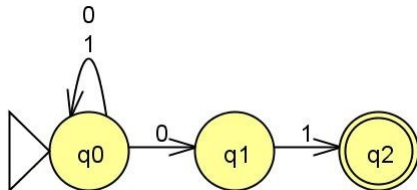
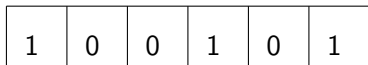
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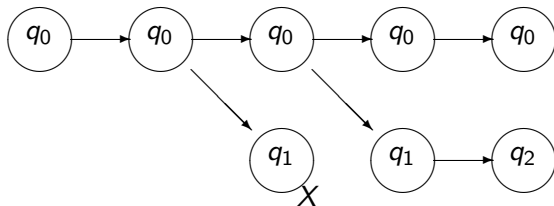
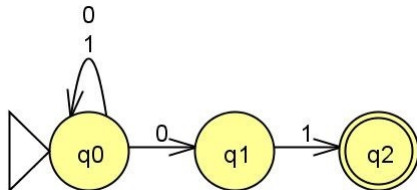
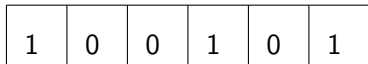
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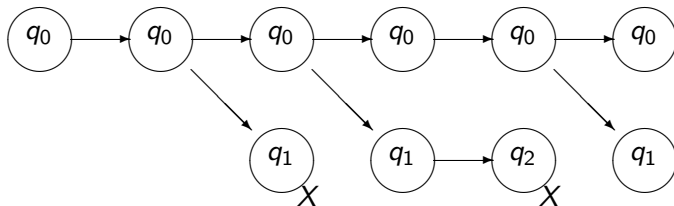
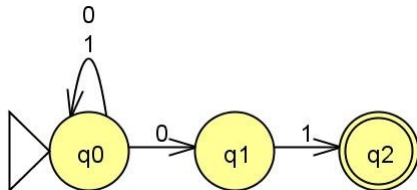
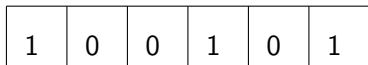
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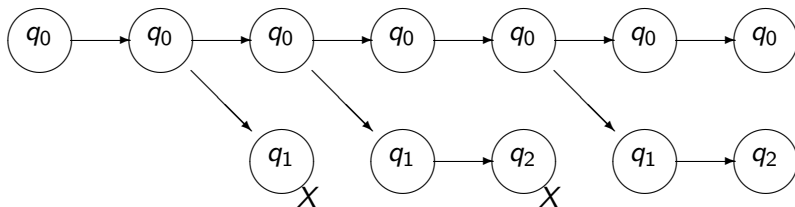
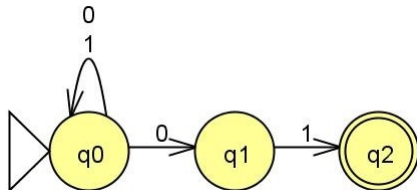
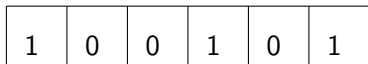
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# Sample Run

$L = \{w \mid w \text{ ends in } 01\}$

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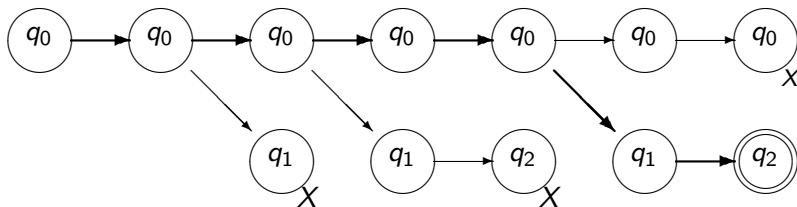
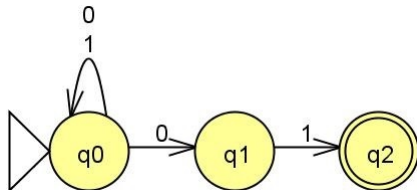
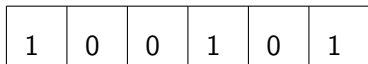




# Sample Run

$L = \{w \mid w \text{ ends in } 01\}$

Test if "100101" belong to the language



# Formal Definition of an NFA

NFAs are defined almost the same as DFAs using a "five-tuple"  $M = (Q, \Sigma, \delta, S, F)$  where

- $Q \Rightarrow$  finite set of state, e.g.  $\{q_0, q_1, q_2\}$
- $\Sigma \Rightarrow$  input alphabet, e.g.  $\{0, 1\}$
- $\delta \Rightarrow$  transition function,  $Q \times \Sigma \rightarrow P(Q)$

The transition function takes a state and an input symbol and produces the set of possible next states e.g.

$\delta$	0	1
$q_0$	$\{q_0, q_1\}$	$\{q_0\}$
$q_1$	$\emptyset$	$\{q_2\}$
$q_2$	$\emptyset$	$\emptyset$

- $S \Rightarrow$  start state, where  $S \in Q$  e.g.  $q_0$
- $F \Rightarrow$  set of final states, where  $F \subseteq Q$  e.g.  $\{q_2\}$

# NFA $\Leftrightarrow$ DFA

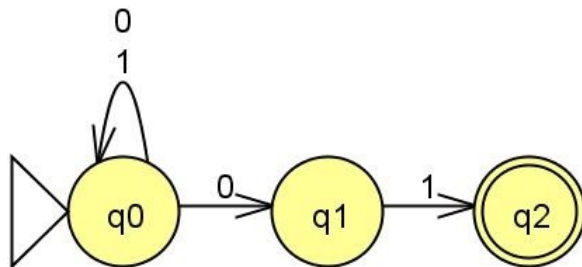
- All DFAs are NFAs.
- Can every NFA be converted to an equivalent DFA?

# NFA $\Leftrightarrow$ DFA

- All DFAs are NFAs.
- Can every NFA be converted to an equivalent DFA?
- DFA and NFA recognize the same class of languages (regular languages).

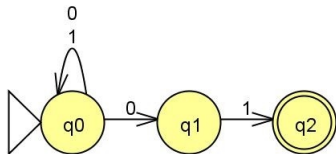
# Converting an NFA into a DFA

Consider the following NFA

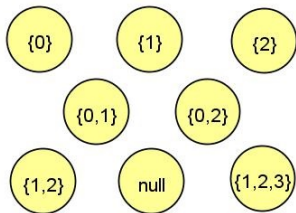


- Let  $M = \{Q, \Sigma, \delta, q_0, F\}$  be the given NFA
- We construct an equivalent DFA  
 $M' = \{Q', \Sigma, \delta', q'_0, F'\}$

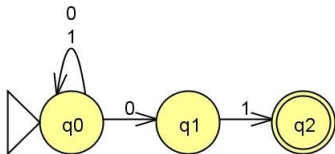
# Converting an NFA into a DFA



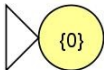
Every state in  $M'$  is a set of states from the NFA.



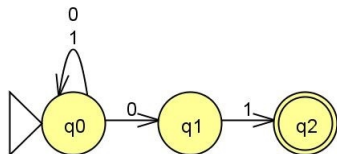
# Converting an NFA into a DFA



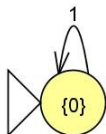
Start from the initial state where  $q'_0 = \{0\}$



# Converting an NFA into a DFA



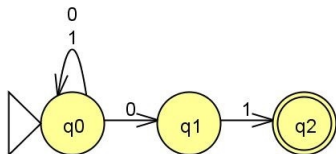
We build up the DFA state by state using the rules  
 $\delta'(q', a) = \bigcup_{q \in q'} \delta(q, a)$ , for all  $q' \in Q'$ ,  $a \in \Sigma$



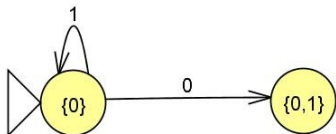
$$\delta'(\{0\}, 1) = \{0\}$$



# Converting an NFA into a DFA

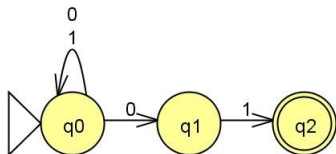


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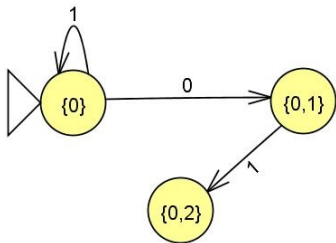


$$\delta'(\{0\}, 0) = \{0, 1\}$$

# Converting an NFA into a DFA

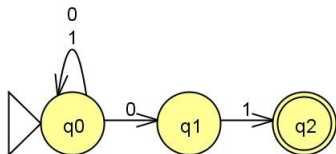


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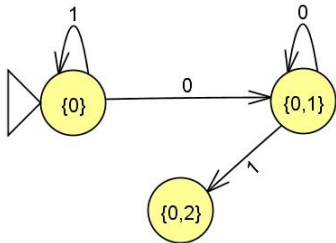


$$\begin{aligned}\delta'(\{0, 1\}, 1) &= \\ &\delta(0, 1) \cup \delta(1, 1) \\ \delta'(\{0, 1\}, 1) &= \\ &\{0\} \cup \{2\}\end{aligned}$$

# Converting an NFA into a DFA



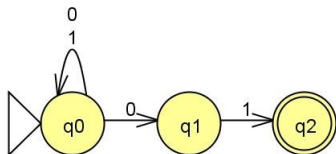
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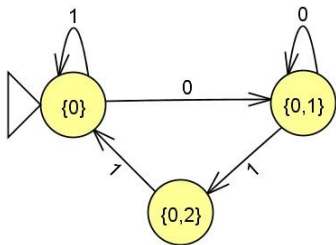
$$\delta'(\{0, 1\}, 0) = \delta(0, 0) \cup \delta(1, 0)$$

$$\delta'(\{0, 1\}, 0) = \{0, 1\} \cup \emptyset$$

# Converting an NFA into a DFA

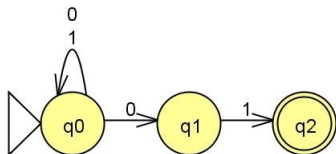


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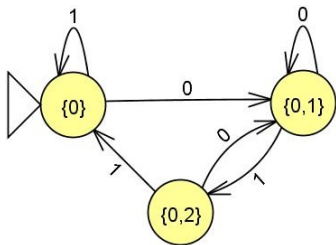


$$\begin{aligned}\delta'(\{0, 2\}, 1) &= \\ &\delta(0, 1) \cup \delta(2, 1) \\ \delta'(\{0, 2\}, 1) &= \\ &\{0\} \cup \emptyset\end{aligned}$$

# Converting an NFA into a DFA



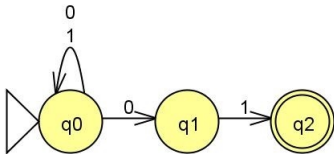
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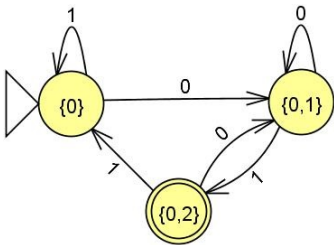
$$\delta'(\{0, 2\}, 0) = \delta(0, 0) \cup \delta(2, 0)$$

$$\delta'(\{0, 2\}, 0) = \{0, 1\} \cup \emptyset$$

# Converting an NFA into a DFA



If a state in  $M'$  is a final state if it contains at least one final state from the NFA.



# References

- Previous slides on CMSC 141
- M. Sipser. Introduction to the Theory of Computation. Thomson, 2007.
- J.E. Hopcroft, R. Motwani and J.D. Ullman. Introduction to Automata Theory, Languages and Computation. 2nd ed, Addison-Wesley, 2001.
- E.A. Albacea. Automata, Formal Languages and Computations, UPLB Foundation, Inc. 2005
- JFLAP, [www.jflap.org](http://www.jflap.org)