

Foundations of Computing

Lecture 3

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Outline

- 1 Lecture 2 Review
- 2 Regular Languages
- 3 Non-deterministic Finite Automata (NFA)
- 4 Example NFAs

Lecture 2 Review

- Language decided by DFA M
- Building DFAs
- Proving Correctness of DFAs

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From Machines to Languages

- Last lecture we saw how to build DFA M to decide a language L
- Learned to reason about machine M
- Recall that each machine M decides one language $L(M)$

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Let's switch our perspective

Instead of reasoning about machines, let's focus on languages decided by those machines.

Definition

A language L is regular if it is decided by a DFA.

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Observations:

- All languages we have seen thus far are regular
- To prove that a language is regular just need to show a DFA that decides it
- We will prove that regular languages correspond to regular expressions

Regular Language

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- We will prove that regular languages correspond to regular expressions

Something to think about

Are all languages regular?

Properties of Regular Languages

Closure under Complement

If L is a regular language, then \bar{L} is also regular

\bar{L} is the language that consists of all strings (in alphabet Σ) not in L .

Suppose M decides L

$$\bar{M} \text{ s.t. } \forall x \quad \begin{array}{ll} \text{if } M(x) = 1 & \bar{M}(x) = 0 \\ M(x) = 0 & \bar{M}(x) = 1 \end{array}$$

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Intuition: Swap the accept and reject states

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Proof: Let $M = (Q, \Sigma, \delta, q, F)$ decide L

Construct $M' = (Q', \Sigma', \delta', q', F')$ that decides \bar{L}

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① $Q' = Q$

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- 2 $\Sigma' = \Sigma$

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- ③ $\delta' = \delta$
- ④ $q' = q$
- ⑤ $F' = Q \setminus F$

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- If $w \in L \iff w \notin \bar{L}$, then $M(w)$ stops in some $q \in F$, so $q \notin (Q \setminus F)$

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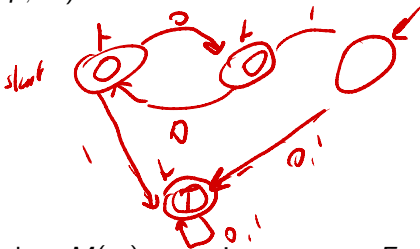
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Properties of Regular Languages

Closure Under Union

If L_1 and L_2 are both regular languages then $L_1 \cup L_2$ is also regular

$L_1 \cup L_2$ is the language consisting of all strings either in L_1 or L_2

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Intuition: Run both machines in parallel and accept if either of them stops in an accept state

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Proof: Let $M_1 = (Q_1, \Sigma, \delta_1, q_1, F_1)$ recognize L_1 , and $M_2 = ((Q_2, \Sigma, \delta_2, q_2, F_2)$ recognize L_2

Construct $M = (Q, \Sigma, \delta, q, F)$ that recognizes $L_1 \cup L_2$

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- ① $Q = \{(r_1, r_2) \mid r_1 \in Q_1 \text{ and } r_2 \in Q_2\}$
- ② $\Sigma = \Sigma$
- ③ δ is as follows. For each $(r_1, r_2) \in Q$ and each $a \in \Sigma$

$$\delta((r_1, r_2), a) = (\delta_1(r_1, a), \delta_2(r_2, a))$$

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- ④ $q_0 = (q_1, q_2)$

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- ④ $q_0 = (q_1, q_2)$ *and*
- ⑤ $F = \{(r_1, r_2) | r_1 \in F_1 \text{ or } r_2 \in F_2\}$

Properties of Regular Languages

Closure Under Intersection

If L_1 and L_2 are both regular languages then $L_1 \cap L_2$ is also regular

$L_1 \cap L_2$ is the language consisting of all strings in both L_1 and L_2

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Intuition: Run both machines in parallel (same as for union) and accept if BOTH of them stop in an accept state

Properties of Regular Languages

Closure Under Concatenation

If L_1 and L_2 are both regular languages then $L_1 \circ L_2$ is also regular

$$L_1 \circ L_2 = \{xy \mid x \in L_1 \text{ and } y \in L_2\}$$



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Deterministic Finite Automaton

- For every state q and every symbol $x \in \Sigma$, exactly one value $\delta(q, x)$ is defined
- State transitions only on an input symbol
- Execution of DFA is fully determined

Nondeterminism

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Nondeterministic Finite Automaton

- Allow multiple transitions for same state and symbol:
e.g., $\delta(q1, 1) = \{q2, q3\}$
- Allow empty (ϵ) transitions – transitions not requiring an input



Nondeterminism

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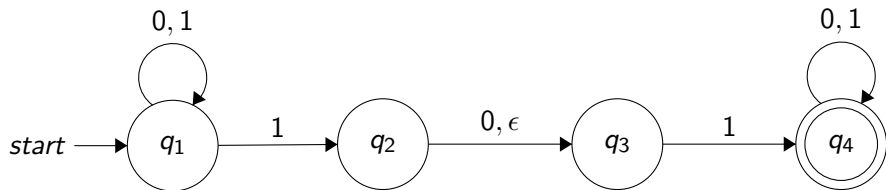
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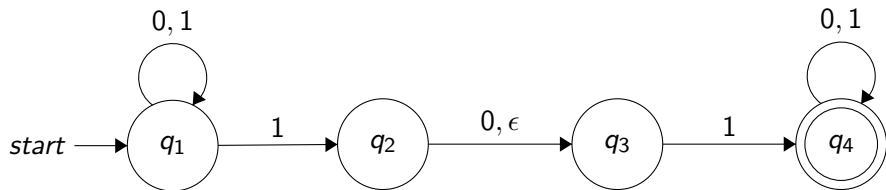
What is going on here?!?

What does non-determinism mean?

An Example NFA

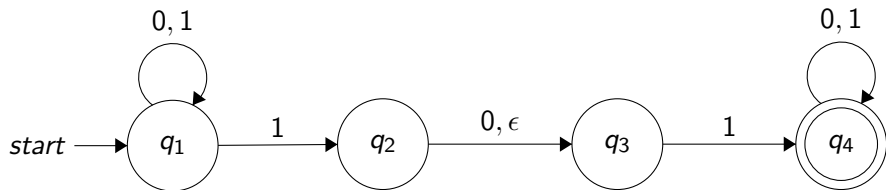


An Example NFA



Input: 010

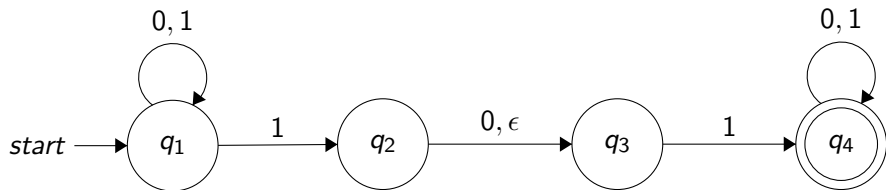
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Input: 010

Input: 010110

An Example NFA



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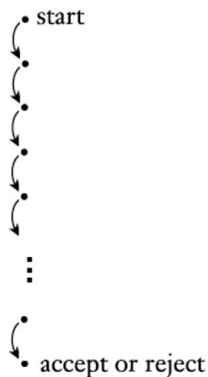
Input: 010110

Question: What language does this recognize?

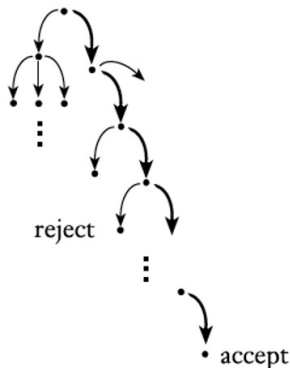
Understanding Nondeterminism

Interpretation 1: Try all paths in parallel

Deterministic
computation



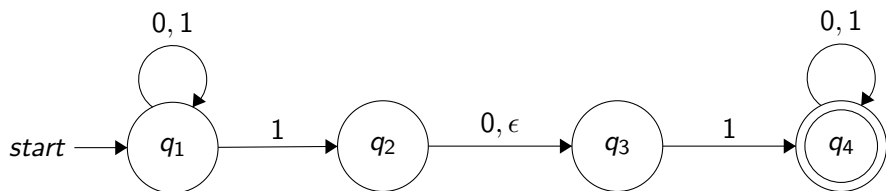
Nondeterministic
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If any path leads to accept then accept

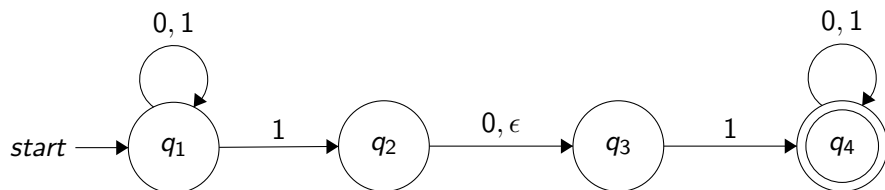
Understanding Nondeterminism

Interpretation 2: Guess and verify



Understanding Nondeterminism

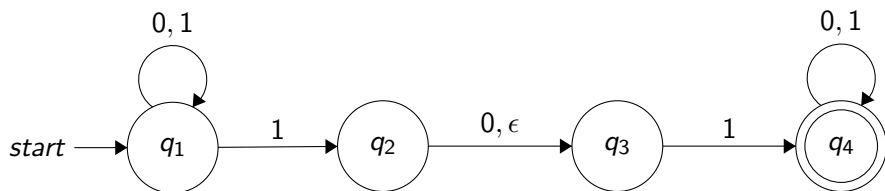
Interpretation 2: Guess and verify



- M stays in q_1 until it “guesses” next input is 11 or 101

Understanding Nondeterminism

Interpretation 2: Guess and verify



- M stays in q_1 until it “guesses” next input is 11 or 101
- Verifies that this guess was correct on path to q_4

Understanding Nondeterminism

Interpretation 3: Verifying a proof vs. finding a solution

Consider the execution of a finite automaton

Understanding Nondeterminism

Interpretation 3: Verifying a proof vs. finding a solution

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- ① DFA execution on input x :
 - A DFA must follow an exact path to an accept state
 - Input x must specify path to an accept state if $x \in L(M)$

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 - Input x alone does not necessarily take you to an accept state
 - Need to somehow choose which edge to take whenever there is a choice
 - Can view this sequence of nondeterministic choices as a “witness” w that allows you to verify that $x \in L(M)$

Important

For any $x \notin L$, there must be no path to an accepting state – no possible “witness” works