# NON-DETERMINISTIC FINITE AUTOMATA (NFA)

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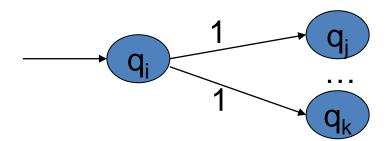
#### **LEARNING OBJECTIVE**

- To construct finite automata for any given pattern and find its equivalent regular expressions
  - To learn the basic concept of NFA
  - Equivalence of DFA and NFA



#### **NON-DETERMINISTIC FINITE AUTOMATA**

- A Non-deterministic Finite Automaton (NFA)
  - is of course "non-deterministic"
    - Implying that the machine can exist in more than one state at the same time
    - Transitions could be non-deterministic



 Each transition function therefore maps to a set of states



#### **DFA VS NFA**

#### In a DFA,

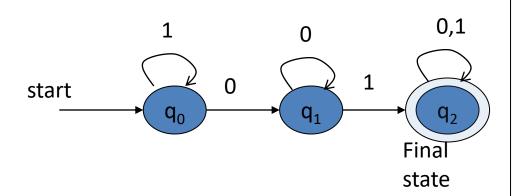
- Each symbol causes a move (eventhough the state of the machine remains unchanged after the move)
- The next state is completely determined by the current state and current symbol.

#### Where as in a NFA

- The machine can move without consuming any symbols and sometimes there is no possible moves and sometimes there are more than one possible moves.
- The state is only partially determined by the current state and input symbol.



#### DFA for strings containing 01



- $\bullet \mathcal{Q} = \{q_0, q_1, q_2\}$
- $\Sigma = \{0,1\}$
- $S = q_0$
- $F = \{q_2\}$
- Transition table

	$\delta$	0	1
states	<b>→q</b> <sub>0</sub>	$q_1$	$q_0$
	$q_1$	$q_1$	$q_2$
sta	*q <sub>2</sub>	$q_2$	$q_2$

# δ transition [1] δ(c,s, i|p) = [ ms]

# 5(9,0)= {9,0,9,3

$$\bullet F = \{q_2\}$$

•  $\Sigma = \{0,1\}$ 

•  $S = q_0$ 

 $\bullet \mathcal{Q} = \{q_0, q_1, q_2\}$ 

• Transition table

DF
NC

symbols

		5 / 1112 010		
1	$\delta$	0	1	
	$ ightharpoonup q_0$	$\{q_0,q_1\}$	$\{\mathbf q_0\}$	
states	$\mathbf{q}_1$	Φ	$\{q_2\}$	
S	*q <sub>2</sub>	{q <sub>2</sub> }	$\{q_2\}$	

#### NFA for strings containing 01

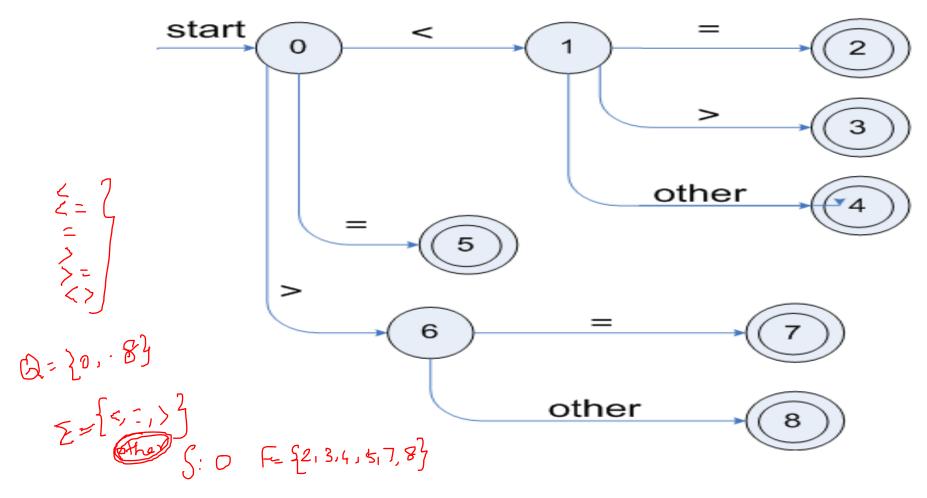
		<u>FA</u>	
0,1	<u> </u>	_ 1	0,1
$start$ $q_0$		$q_1$	$\overline{\qquad}$ Final
(a, 5, 96, F, 8)		07. X	state
8-axz-a	TD	(	Q={90,9,7/

S: a/2-12



DFA =

#### LEXICAL ANALYZER RECOGNIZING RELATIONAL OPERATORS



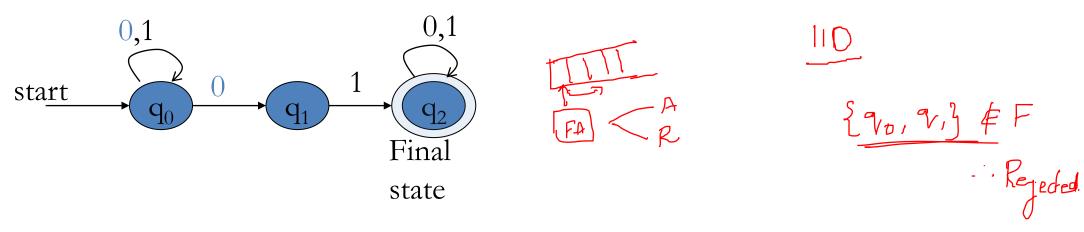


#### NFA SPECIFICATION

- A Non Deterministic finite automata (NFA) is a 5-tuple (Q,  $\Sigma$ , S, F,  $\delta$ ) where
  - Q is a finite set of states
  - $\Sigma$  is a set of alphabets of  $\Sigma$  is a set of alphabets
  - -S:  $q_0 \in Q$  is the initial state
  - $F \subseteq Q$  is a set of final states
  - $-\delta: Q \times \Sigma \rightarrow 2^Q$  is a transition function
    - 2<sup>Q</sup> is power set of Q



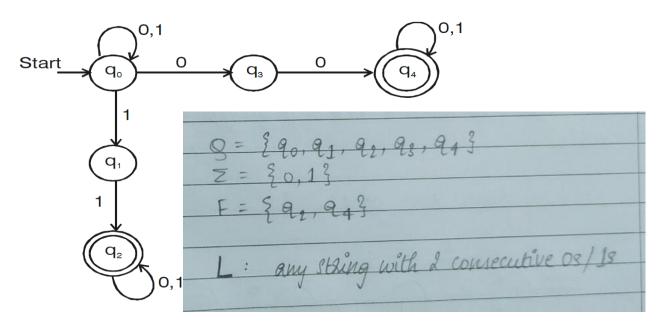




Check whether 1011 is accepted by NFA or not.

$$\begin{split} & S(20, 1011) = \frac{G(20, 011)}{G(20, 011)} & S(20, 1) = 2003 \\ & = S(20, 1) = S(20, 1) \\ & = S(20, 1) = S$$

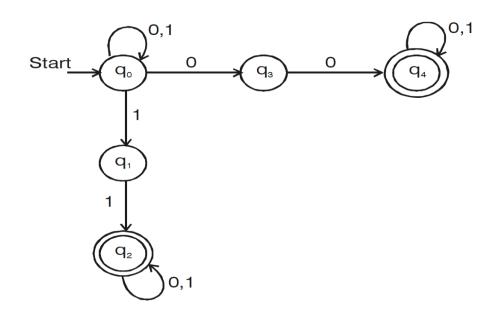




- Q,  $\Sigma$ , F =?
- L=3
- Transition table?
- Check for strings 1010, 1101,0100.

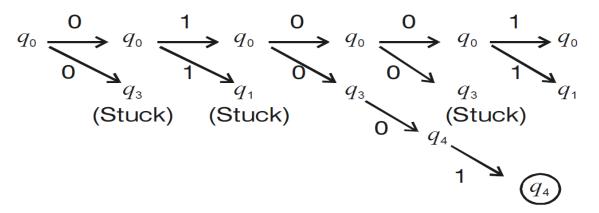
Ta	ausition table		
	0	1	
	₹90,983 p	{ 90, 91} 92	
93	94	92 p	
* 10	10		
8(4		= S( 290,	9,3,10)





States	Inputs		
States	0	1	
$q_{_0}$	$\{q_{0},q_{3}\}$	$\{q_{0},q_{1}\}$	
$q_{_1}$	ф	$\{q_{\scriptscriptstyle 2}\}$	
$q_{_2}$	$\{q_{_2}\}$	$\{q_{\scriptscriptstyle 2}\}$	
$q_{_3}$	$\{q_{_4}\}$	ф	
$q_{_4}$	$\{q_{_4}\}$	$\{q_{_4}\}$	

• 01001



final state hence accepted



# EXTENDED TRANSITION FUNCTION (Δ)

• Basis :  $\delta(q, \epsilon) = \{q\}$ 

• Induction : 
$$\delta$$
 (q, wa) =  $\bigcup_{P \in \overline{\delta}(q,w)} \delta(P,a)$ 

for each  $w \in \Sigma^*$ ,  $a \in \Sigma$  and  $P \subseteq (q, w)$ 

$$\delta(q_1, w_a) = \delta(\delta(q_1, w), a)$$



#### LANGUAGE OF A NFA

Language accepted by NFA is

$$L(\underline{A}) = \{\underline{w} : \overline{\delta}(q_0, w) \cap F \neq \varphi\}$$

$$\{\underline{\beta} \cap F \neq \varphi\}$$

$$\varphi \rightarrow F$$



#### **CONSTRUCT NFA**

• Construct an NFA to accept all strings terminating in 01.

**L=?** 

**Transition Diagram?** 



#### **CONSTRUCT NFA**

• Construct an NFA that accepts strings which has  $3^{rd}$  symbol b from right over  $\Sigma = \{a,b\}$ 

L=?

**Transition Diagram?** 



#### **DIFFERENCES: DFA VS. NFA**

- DFA
- 1. All transitions are deterministic
  - Each transition leads to exactly one state
- 2. For each state, transition on all possible symbols (alphabet) should be defined
- 3. Accepts input if the last state is in F
- 4. Sometimes harder to construct because of the number of states
- 5. Practical implementation is feasible

- NFA
- 1. Some transitions could be non-deterministic
  - A transition could lead to a subset of states
- Not all symbol transitions need to be defined explicitly (if undefined will go to a dead state – this is just a design convenience, not to be confused with "non-determinism")
- 3. Accepts input if *one of* the last states is in F
- 4. Generally easier than a DFA to construct
- 5. Practical implementation has to be deterministic (convert to DFA) or in the form of parallelism



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#### **SUMMARY**

- Definition of Non-deterministic Finite Automata
- Transition diagram, transition function and properties of transition function of NFA
- Equivalence of DFA and NFA



#### TEST YOUR KNOWLEDGE

- Design a NFA that accepts input string 0's and 1's that ends with 11
- Design a NFA over {0,1} to accept strings with 3 consecutive 0's



#### **LEARNING OUTCOME**

On successful completion of this topic, the student will be able to:

Understand the basic concept of NFA (K3)



#### REFERENCE

 Hopcroft J.E., Motwani R. and Ullman J.D, "Introduction to Automata Theory, Languages and Computations", Second Edition, Pearson Education, 2008

