

CS 6041

Theory of Computation

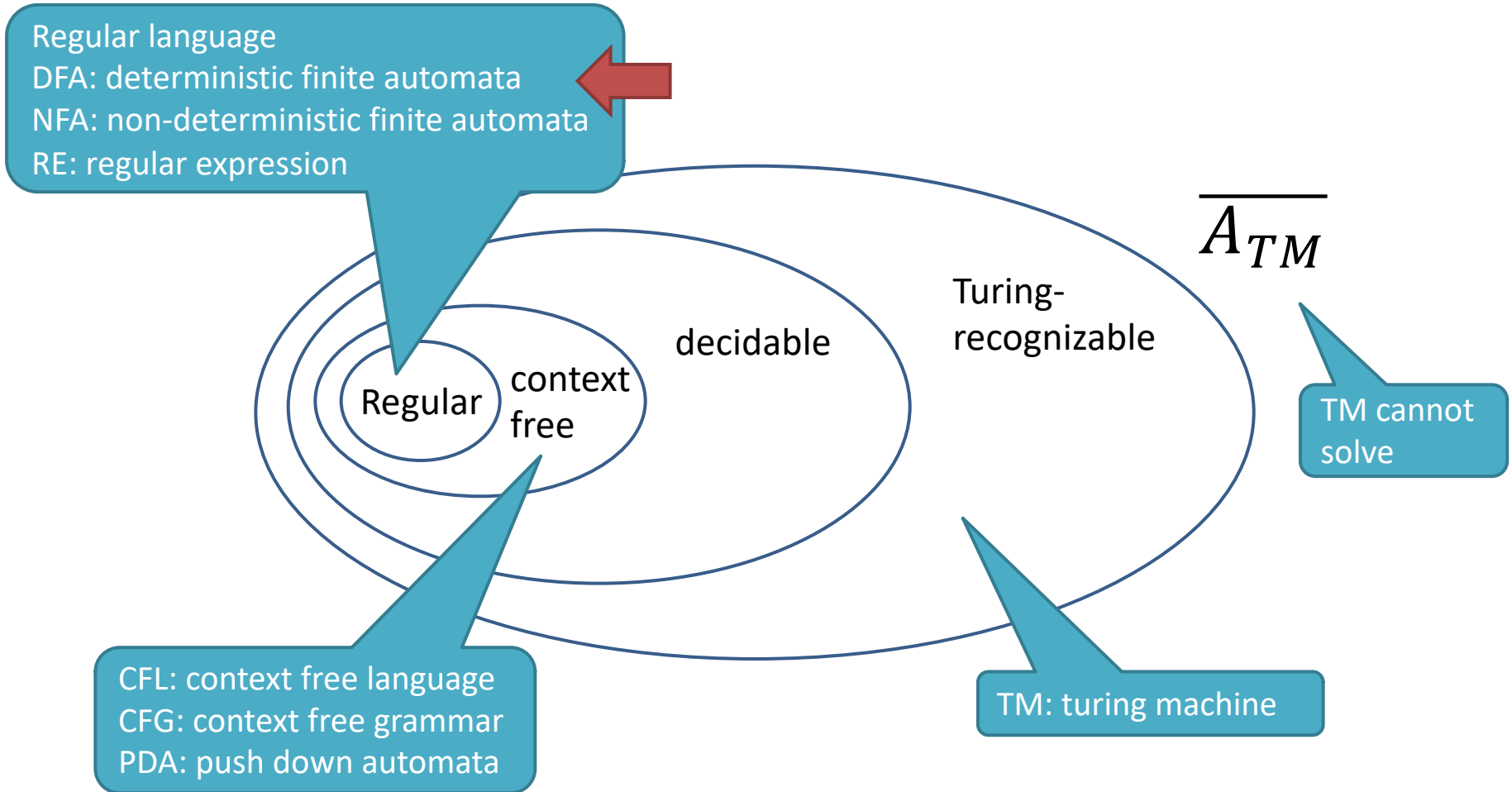
Deterministic finite automata

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Where are we now?



Outline

- Finite Automata
 - Definition
 - Example
 - Language of DFA
 - Computation for DFAs
- Design DFAs
 - Example
 - Regular language
 - Regular operation



Finite Automata

- Definition: DFA is a 5-tuple $M=(Q,\Sigma,\delta,q_0,F)$
- Language on M: $L(M) = \{w \in \Sigma^* \mid \delta(q_0, w) \in F\}$

Input
string w

Final state
is accept

- DFA practice:
 - definition \rightarrow graph/language
 - graph \rightarrow language
 - language \rightarrow graph

This class



Designing finite automata

- State:

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

- All states, start state, accept state, etc.

- Transition:

- from one state to another state based on the input



Design a DFA for a language

- Step 1: list all possible states
- Step 2: draw all the transitions between the states
- Step 3: add start and accept states



Example 1: language - - > figure

- $L(E_1) = \{ w \mid w \text{ has odd amount of 1s} \}, \Sigma = \{0,1\}$

Step 1: define states



Example 1: language - - > figure

- $L(E_1) = \{ w \mid w \text{ has odd amount of 1s} \}, \Sigma = \{0,1\}$

q_{even} : even amount of 1s

q_{odd} : odd amount of 1s

Step 1: define states



Example 1: language - - > figure

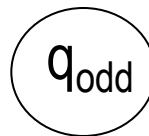
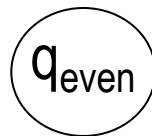
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q_{even} : even amount of 1s

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Step 1: define states

Step 2: define transitions

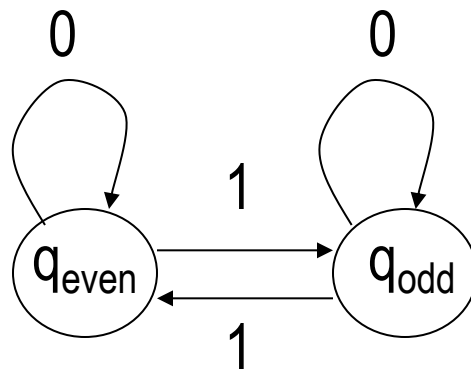


Example 1: language - - > figure

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Step 1: define states

Step 2: define transitions

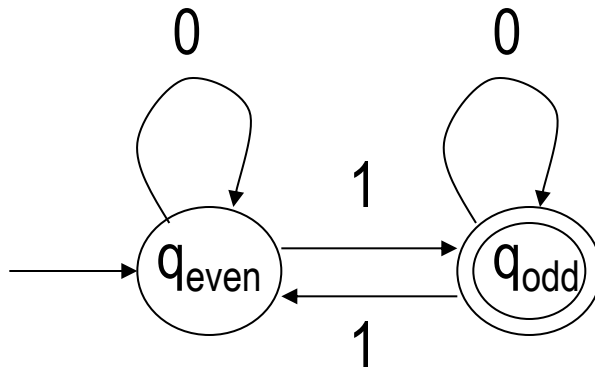


Example 1: language - - > figure

- $L(E_1) = \{ w \mid w \text{ has odd amount of 1s} \}, \Sigma = \{0,1\}$

q_{even} : even amount of 1s

q_{odd} : odd amount of 1s



Step 1: define states

Step 2: define transitions

Step 3: define start state and accept states



Example 2: language - - > figure

- $L(E_2) = \{ w \mid w \text{ has substring } 001 \}, \Sigma = \{0,1\}$



Example 2: language - - > figure

- $L(E_2) = \{ w \mid w \text{ has substring } 001 \}, \Sigma = \{0,1\}$

q : empty string

q_0 : has substring 0 (for 001)

q_{00} : has substring 00 (for 001)

q_{001} : has substring 001



Example 2: language - - > figure

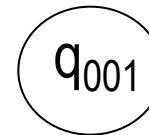
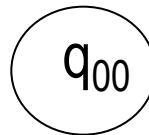
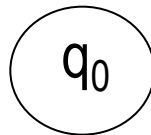
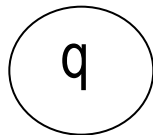
- $L(E_2) = \{ w \mid w \text{ has substring } 001 \}$, $\Sigma = \{0,1\}$

q : empty string (no 0, 00, 001)

q_0 : has substring 0 (for 001)

q_{00} : has substring 00 (for 001)

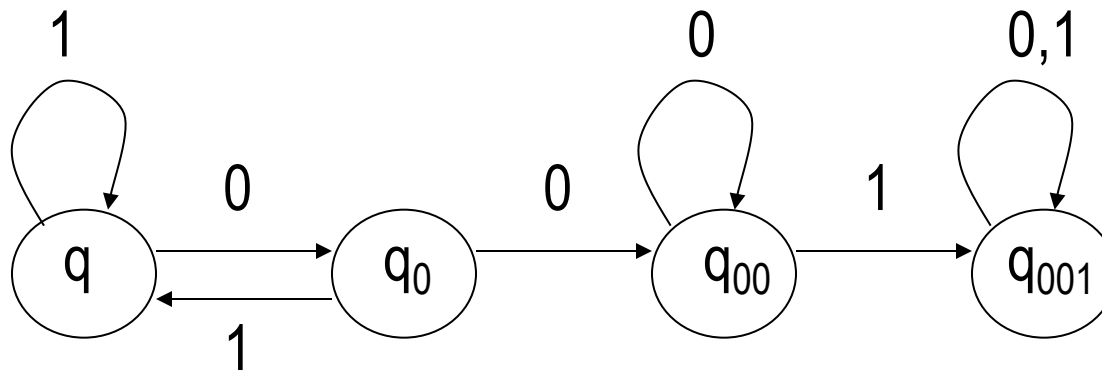
q_{001} : has substring 001



Example 2: language - - > figure

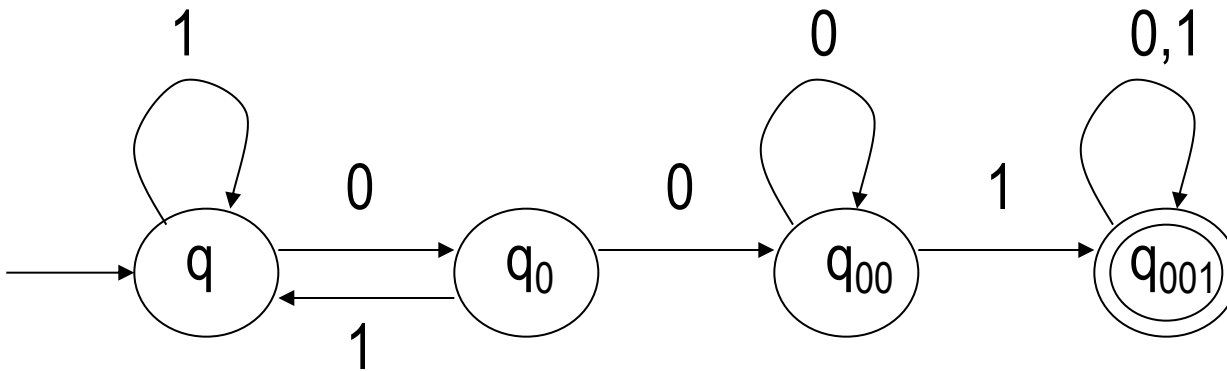
- $L(E_2) = \{ w \mid w \text{ has substring } 001 \}$, $\Sigma = \{0,1\}$

q : empty string (no 0, 00, 001)
 q_0 : has substring 0 (for 001)
 q_{00} : has substring 00 (for 001)
 q_{001} : has substring 001



Example 2: language - - > figure

- $L(E_2) = \{ w \mid w \text{ has substring } 001 \}, \Sigma = \{0,1\}$



Example 3: language - - > figure

- L = Set of all strings that start with 0, $\Sigma = \{0,1\}$
 $= \{0, 00, 01, 000, 010, \dots\}$

Can anyone draw the DFA?



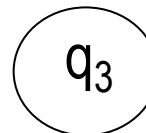
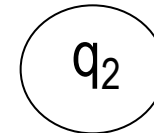
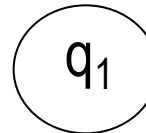
Example 3: language - - > figure

- $L = \text{Set of all strings that start with 0, } \Sigma = \{0,1\}$
 $= \{0, 00, 01, 000, 010, \dots\}$

$q_1: \varepsilon$

$q_2: \text{start with 0}$

$q_3: \text{start with 1}$



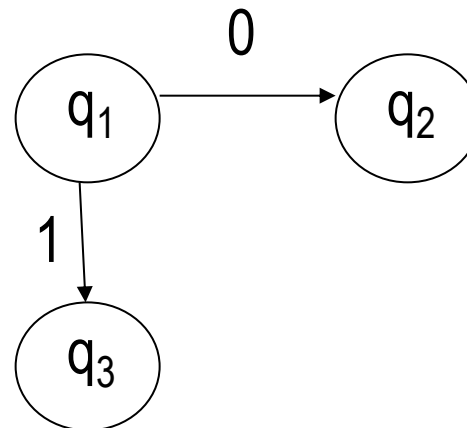
Example 3: language - - > figure

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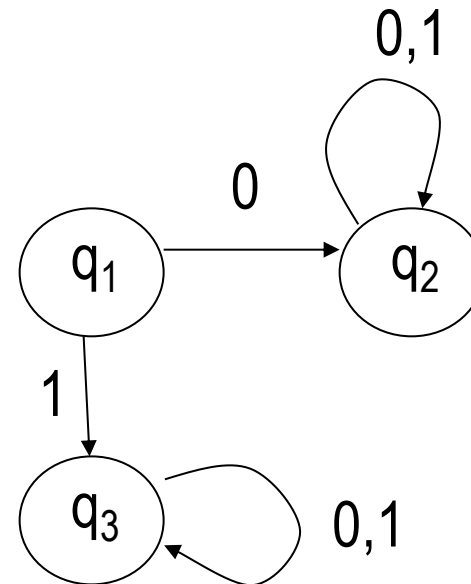
$q_3: \text{start with 1}$



Example 3: language - - > figure

- $L =$ Set of all strings that start with 0
 $= \{0, 00, 01, 000, 010, \dots\}$

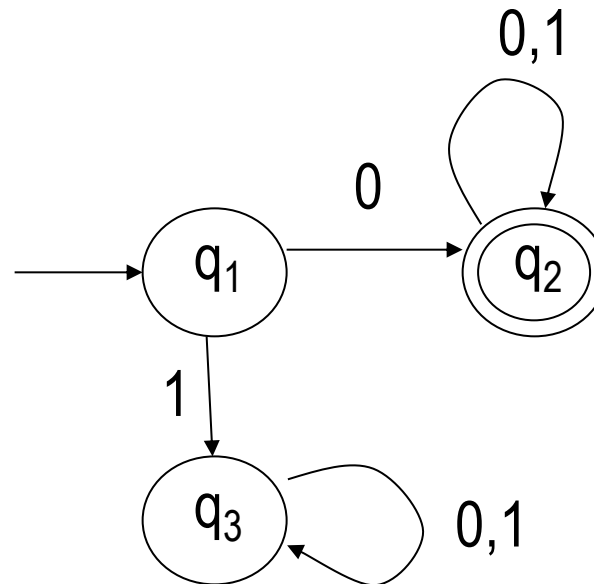
$q_1: \epsilon$
 $q_2: \text{start with } 0$
 $q_3: \text{start with } 1$



Example 3: language - - > figure

- L = Set of all strings that start with 0
= $\{0, 00, 01, 000, 010, \dots\}$

$q_1: \epsilon$
 q_2 : start with 0
 q_3 : start with 1



Example 4: language - - > figure

- $L = \text{Set of all strings over } \{0,1\} \text{ that of length is } 2$
 $= \{00, 01, 10, 11\}$

Can anyone draw the DFA?



Example 4: language - - > figure

- $L = \text{Set of all strings over } \{0,1\} \text{ that of length is } 2$
 $= \{00, 01, 10, 11\}$

$q_1: \varepsilon$

$q_2: \text{length is } 1$

$q_3: \text{length is } 2$

$q_4: \text{length is } 3 \text{ or more}$



Example 4: language - - > figure

- L = Set of all strings over $\{0,1\}$ that of length is 2

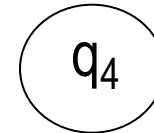
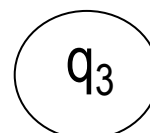
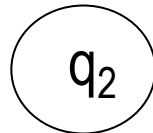
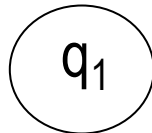
$$= \{00, 01, 10, 11\}$$

$q_1: \varepsilon$

q_2 : length is 1

q_3 : length is 2

q_4 : length is 3 or more



Example 4: language - - > figure

- L = Set of all strings over $\{0,1\}$ that of length is 2

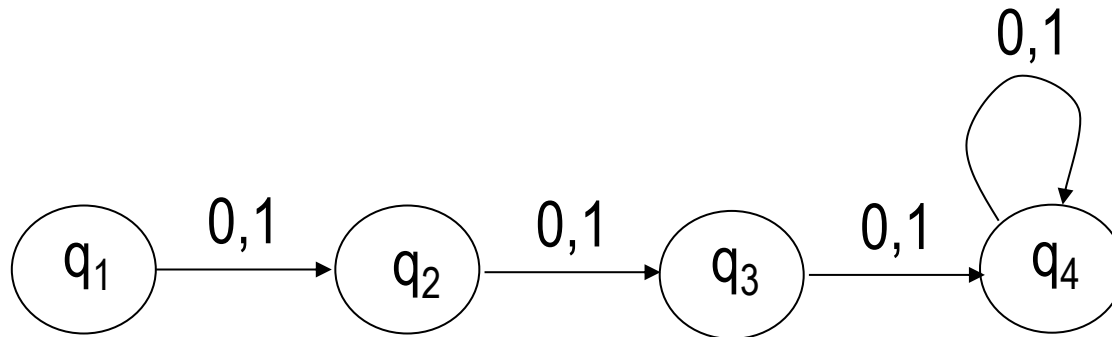
$$= \{00, 01, 10, 11\}$$

$q_1: \varepsilon$

q_2 : length is 1

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q_4 : length is 3 or more



Example 4: language - - > figure

- $L =$ Set of all strings over $\{0,1\}$ that of length is 2

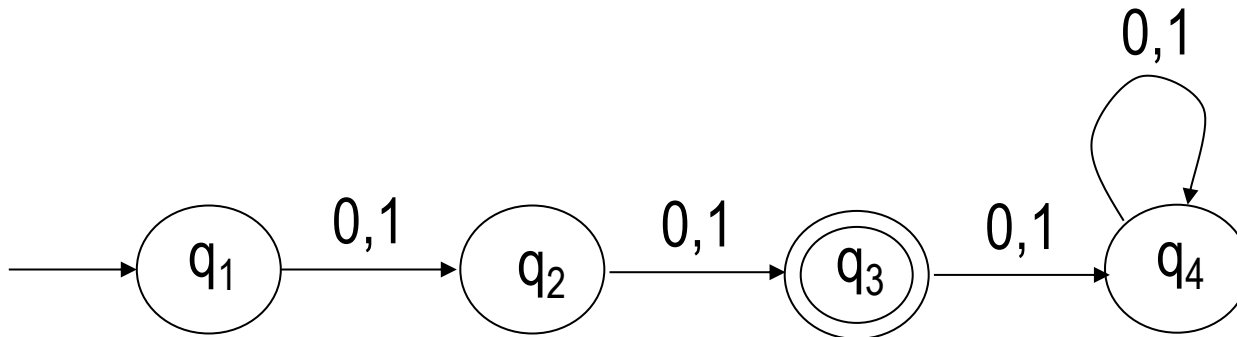
$$= \{00, 01, 10, 11\}$$

$q_1: \varepsilon$

$q_2: \text{length is 1}$

$q_3: \text{length is 2}$

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Example 5: language - - > figure

- L = Set of strings over {a,b} that contains string **aabb** in it

Can anyone draw the DFA?



Example 5: language - - > figure

- L = Set of strings over $\{a,b\}$ that contains string **aabb** in it

q_1 : contains nothing

q_2 : contains a

q_3 : contains aa

q_4 : contains aab

q_5 : contains aabb



Example 5: language - - > figure

- L = Set of strings over $\{a,b\}$ that contains string **aabb** in it

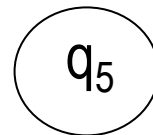
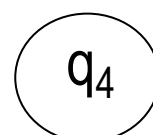
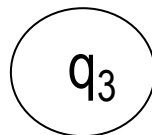
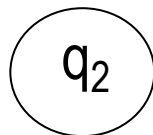
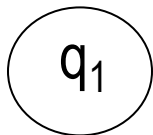
q_1 : contains nothing

q_2 : contains a

q_3 : contains aa

q_4 : contains aab

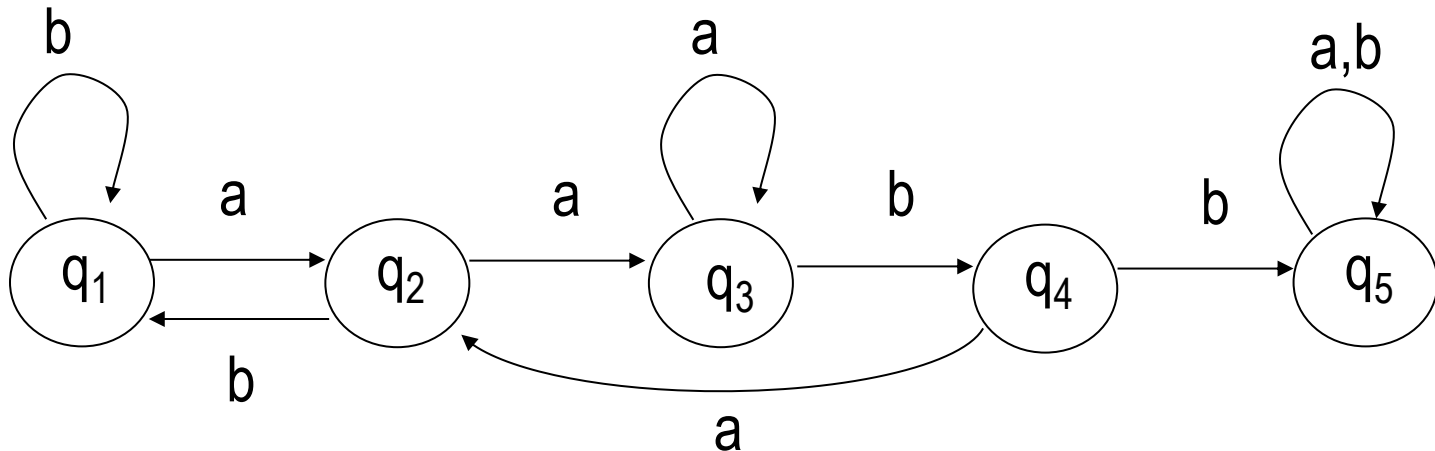
q_5 : contains aabb



Example 5: language - - > figure

- $L =$ Set of strings over $\{a,b\}$ that contains string **aabb** in it

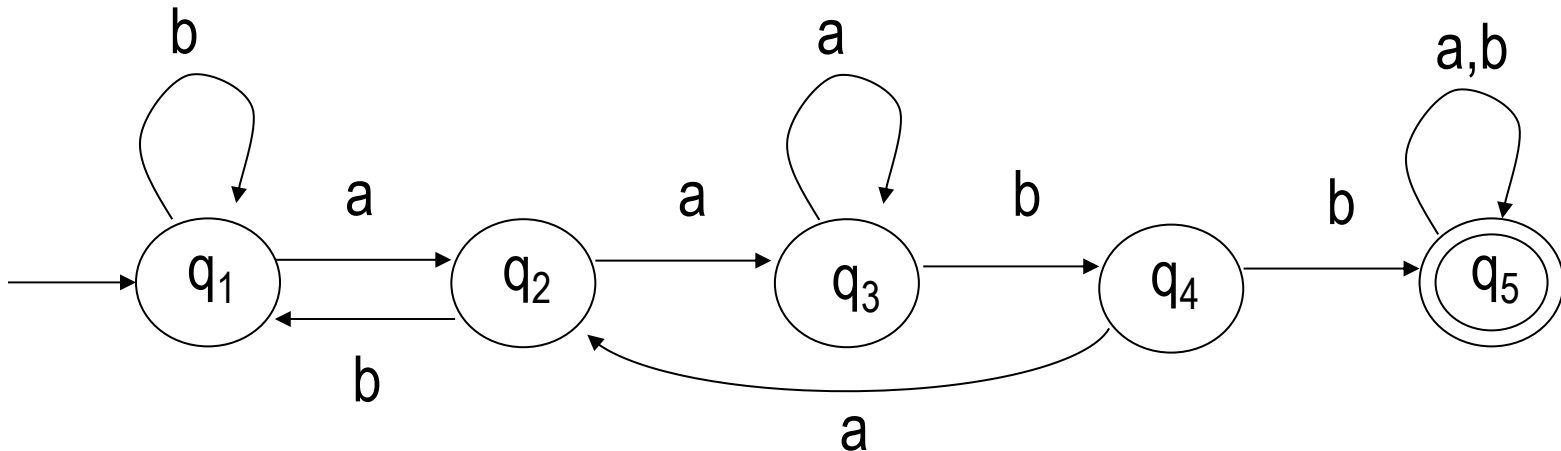
q_1 : contains nothing
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 q_5 : contains aabb



Example 5: language - - > figure

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q_1 : contains nothing
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Example 6: language - - > figure

- L = Set of strings over $\{a,b\}$ that **does not** contain string **aabb** in it

Can anyone draw the DFA?



Example 6: language - - > figure

- L = Set of strings over {a,b} that **does not** contain string **aabb** in it

q_1 : contains nothing

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Example 6: language - - > figure

- L = Set of strings over $\{a,b\}$ that **does not** contain string **aabb** in it

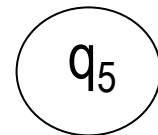
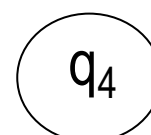
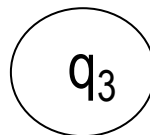
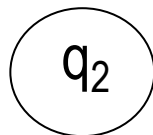
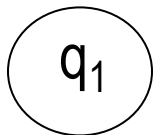
q_1 : contains nothing

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q_5 : contains aabb



Example 6: language - - > figure

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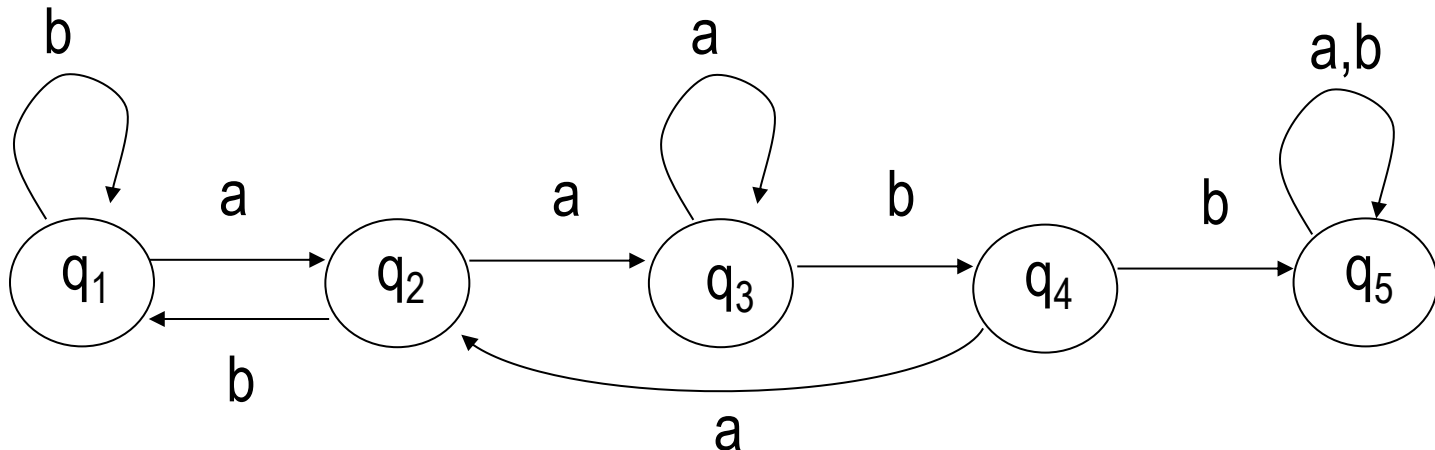
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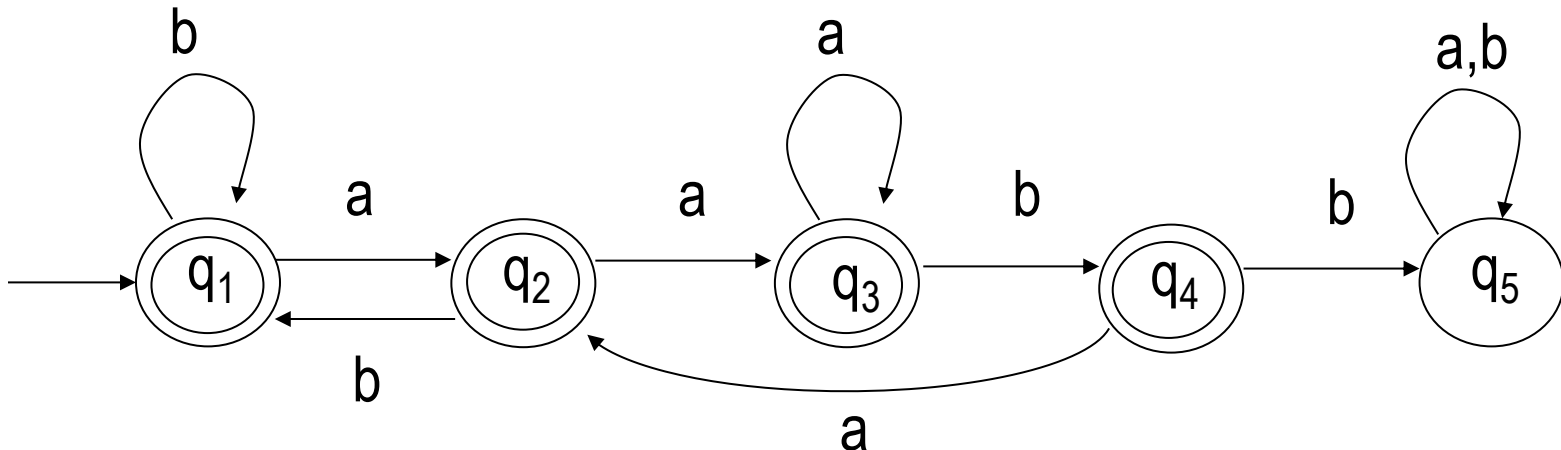
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Example 6: language - - > figure

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Regular language

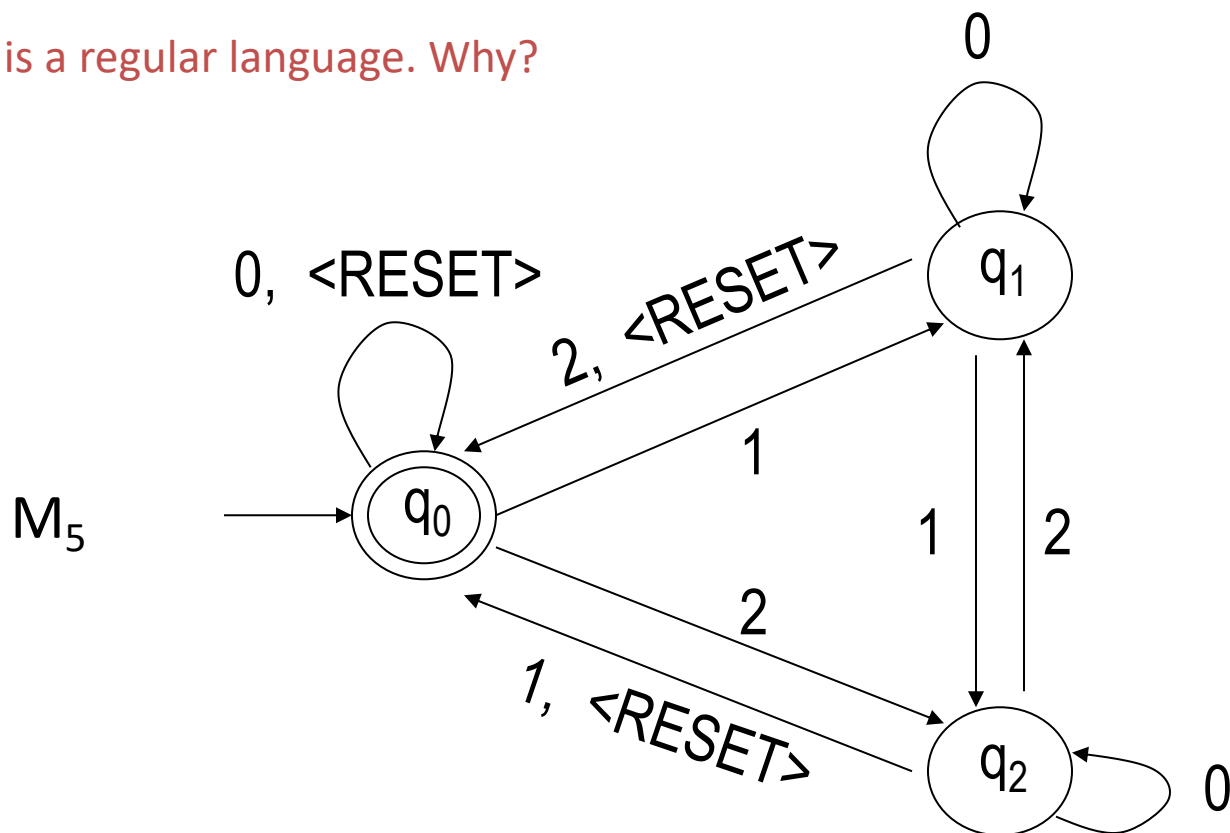
- A language is called a regular language if some finite automaton recognizes it
- Regular language:
 - $L=L(M)$
 - M is finite automaton



Regular language example

- $L(M_5) = \{ w \mid \text{the sum of the symbols in } w \text{ is } 0 \text{ modulo } 3, \text{ except that } \langle \text{RESET} \rangle \text{ resets the count to } 0 \}$

Why said $L(M_5)$ is a regular language. Why?



Regular language

- What languages are not regular?
 - Not recognized by any DFAs
 - Require memory
 - ▶ Memory for DFA is limited, it only stores its current state
 - ▶ It cannot store or count strings
- E.g., $a^n b^n$ is not regular language



Regular operations

- If A and B are languages
 - Union: $A \cup B = \{x | x \in A \text{ or } x \in B\}$
 - Concatenation: $A \circ B = \{xy | x \in A \text{ and } y \in B\}$
 - Star: $A^* = \{x_1 x_2 \dots x_k | k \geq 0 \text{ and each } x_i \in A\}$
- Examples:

$$A = \{\text{good}, \text{bad}\} \quad B = \{\text{boy}, \text{girl}\}$$

$$A \cup B = \{\text{good}, \text{bad}, \text{boy}, \text{girl}\},$$

$$A \circ B = \{\text{goodboy}, \text{goodgirl}, \text{badboy}, \text{badgirl}\}, \text{ and}$$

$$A^* = \{\epsilon, \text{good}, \text{bad}, \text{goodgood}, \text{goodbad}, \text{badgood}, \text{badbad}, \\ \text{goodgoodgood}, \text{goodgoodbad}, \text{goodbadgood}, \text{goodbadbad}, \dots\}.$$



Regular operations

- Theorem: the regular languages are closed under regular operations
 - Union, $A \cup B$
 - Concatenation, $A \cap B$
 - Star, A^*
 - Complement, \bar{A}
 - Boolean operation, $AND:\wedge$, $OR:\vee$, $XOR:\oplus$



Regular operations

	DFA	PDA	TM
Union	close	?	?
Concatenation	close	?	?
Star	close	?	?
Complement	close	?	?
Boolean operation	close	?	?



Close under the union operation

- Theorem: regular language is closed under the union operation

Proof by construction → create a DFA for it

- Proof:

Let $L_i = L(M_i)$ is a regular language, $M_i = (Q_i, \Sigma, \delta_i, q_i, F_i)$, $i=1,2$. We need to build a finite automata to recognize $L_1 \cup L_2$

Build $M_3 = (Q_3, \Sigma, \delta_3, q_3, F_3)$.

$Q_3 = Q_1 \times Q_2$;

$\delta_3((r_1, r_2), a) = (\delta_1(r_1, a), \delta_2(r_2, a))$;

$q_3 = (q_1, q_2)$;

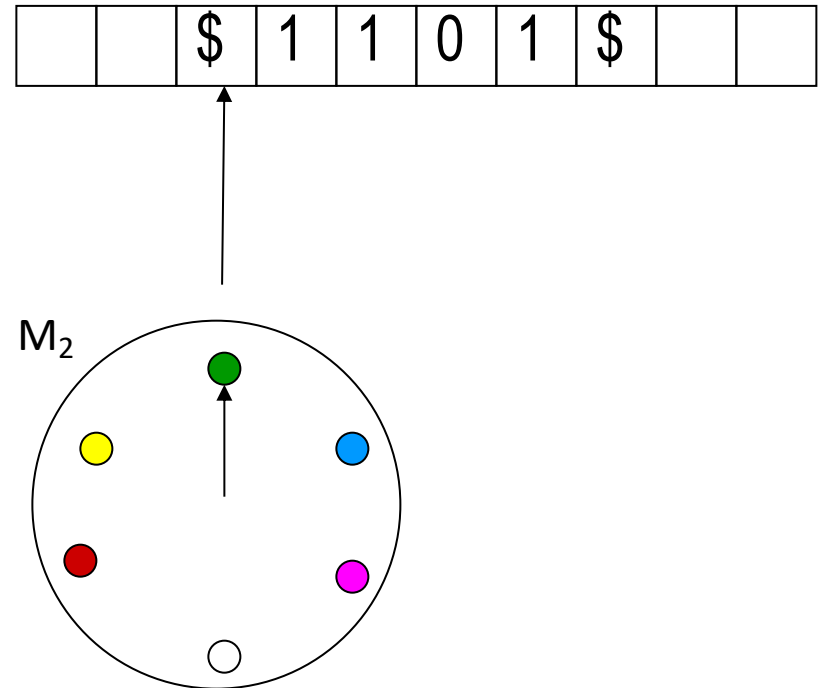
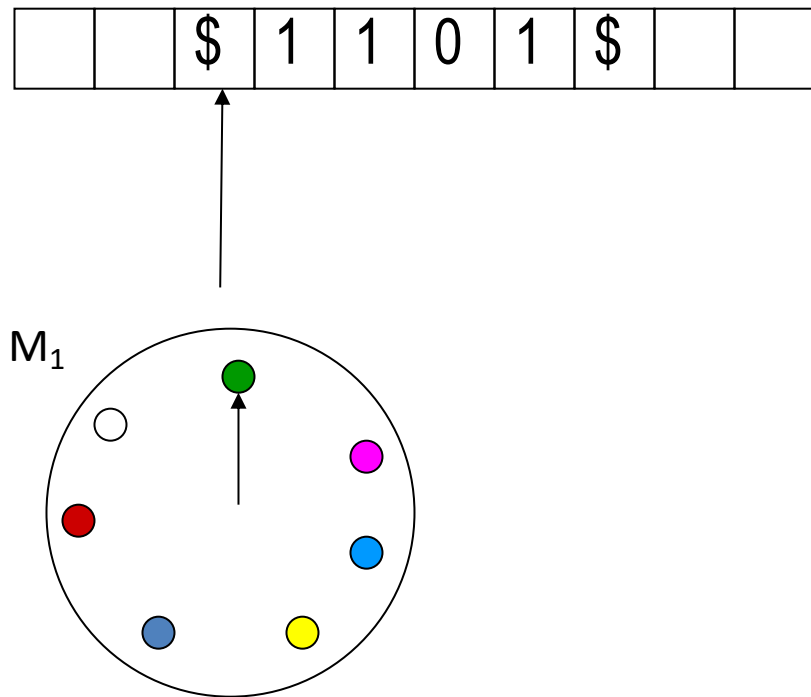
$F_3 = (F_1 \times Q_2) \cup (Q_1 \times F_2)$.

$L(M_3) = L_1 \cup L_2$, so $L_1 \cup L_2$ is still regular language



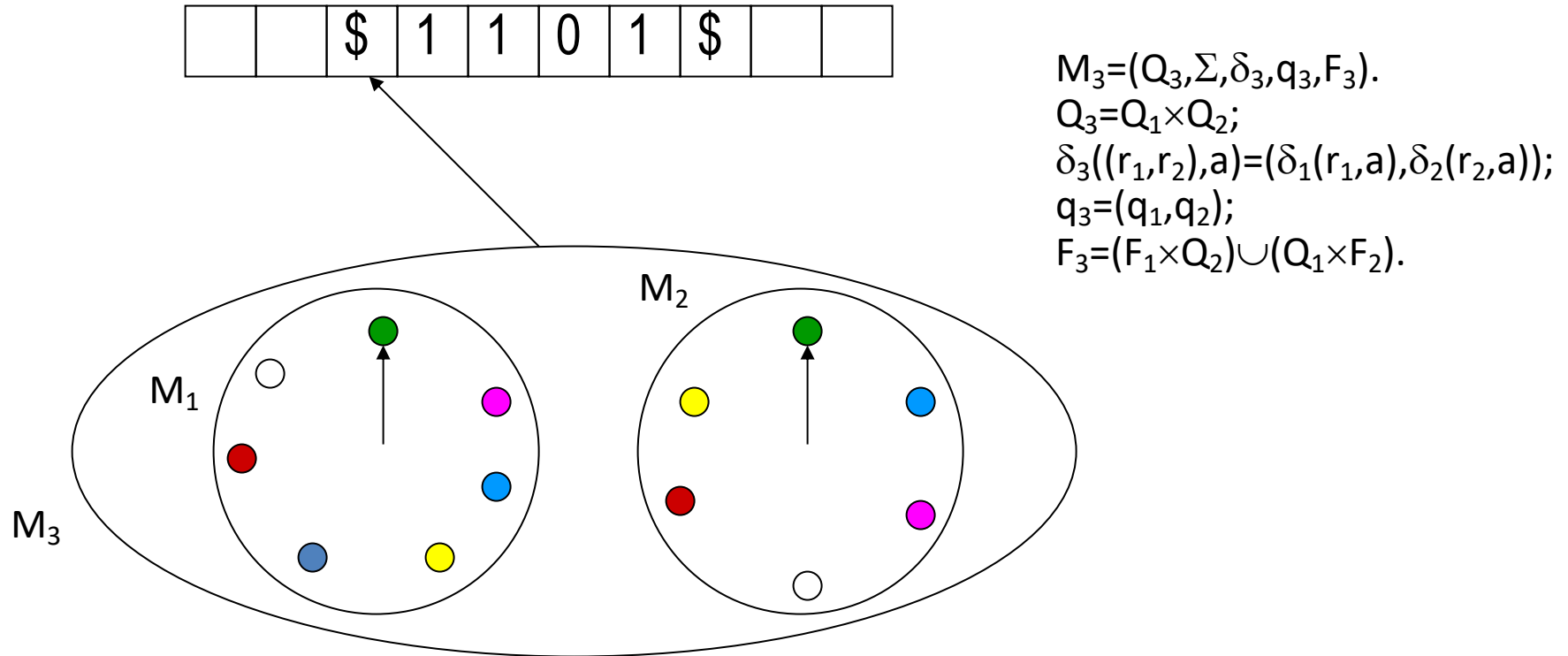
Close under the union operation

- Theorem: regular language is closed under the union operation



Close under the union operation

- Theorem: regular language is closed under the union operation



Close under concatenation operation

- Theorem: regular language is closed under the concatenation operation

Proof by construction → create a DFA for it

- Proof:

Let $L_i = L(M_i)$ is a regular language, $M_i = (Q_i, \Sigma, \delta_i, q_i, F_i)$, $i=1,2$. We need to build a finite automata to recognize $L_1 \cap L_2$

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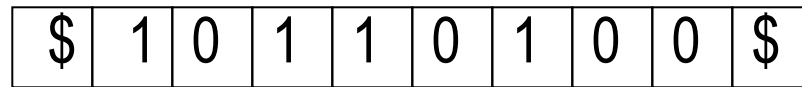
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$L(M_3) = L_1 \cap L_2$, so $L_1 \cap L_2$ is still regular language



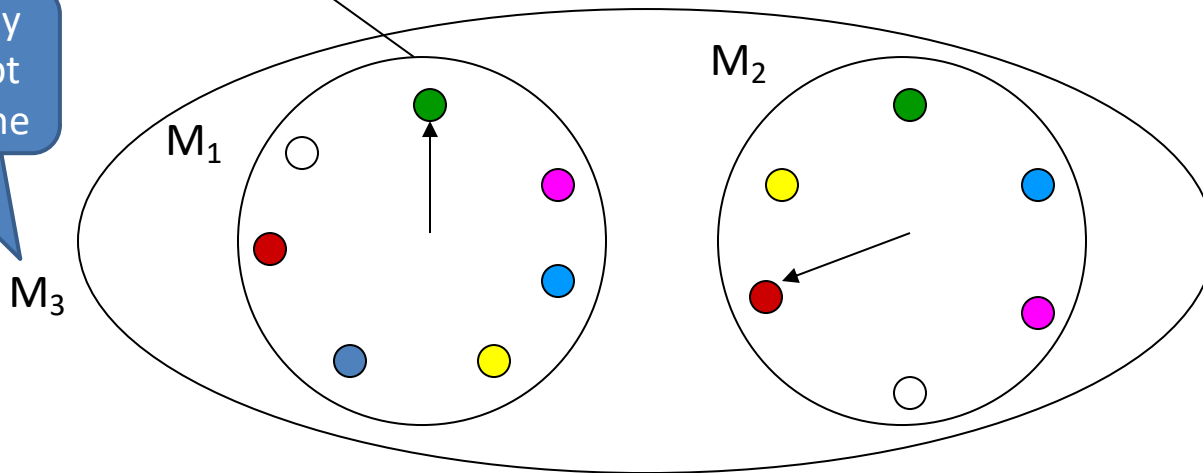
Close under concatenation operation

- Theorem: regular language is closed under the concatenation operation



$$\begin{aligned} M_3 &= (Q_3, \Sigma, \delta_3, q_3, F_3). \\ Q_3 &= Q_1 \times Q_2; \\ \delta_3((r_1, r_2), a) &= (\delta_1(r_1, a), \delta_2(r_2, a)); \\ q_3 &= (q_1, q_2); \\ F_3 &= F_1 \times F_2. \end{aligned}$$

M_3 accepts only
 M_1 & M_2 accept
at the same time



Draw DFA online

- <http://madebyevan.com/fsm/>
 - Add a state: double-click on the canvas
 - Add an arrow: shift-drag on the canvas
 - Move something: drag it around
 - Delete something: click it and press the delete key (not the backspace key); On Laptop/Macbook, please press “Fn” + “Delete/backspace”.
 - Make accept state: double-click on an existing state
 - Add start state: shift-drag on the canvas to one state
 - Type numeric subscript: put an underscore before the number (like "S_0")
 - Type greek letter: put a backslash before it (like "\beta")

