## NFA-to-DFA conversion

Slides from

http://web.cecs.pdx.edu/~harry/compilers/slides/LexicalPart3.pdf

## Two ways to deal with an NFA

Convert the NFA to an equivalent DFA first

Use the NFA directly

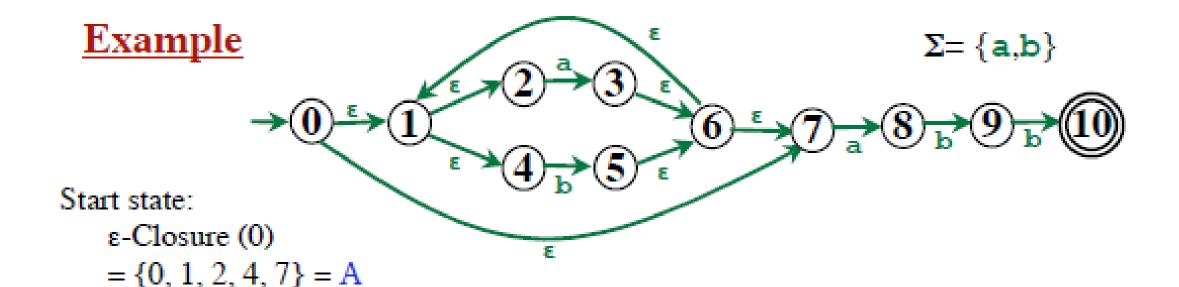
## Converting an NFA to a DFA

• Input: an NFA

• Output: a DFA, which is equivalent

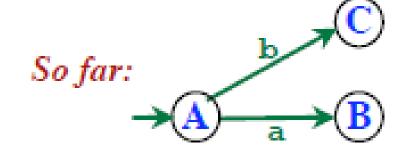
• Idea: Each state in the DFA corresponds to a set of NFA states





Move<sub>DFA</sub>(A,a)  
= 
$$\epsilon$$
-Closure (Move<sub>NFA</sub>(A,a))  
=  $\epsilon$ -Closure ({3,8})  
= {1,2,3,4,6,7,8} = B

Move<sub>DFA</sub>(A,b)  
= 
$$\epsilon$$
-Closure (Move<sub>NFA</sub>(A,b))  
=  $\epsilon$ -Closure ({5})  
= {1,2,4,5,6,7} = C

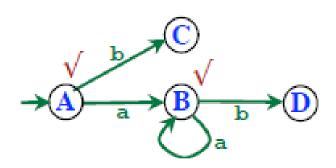


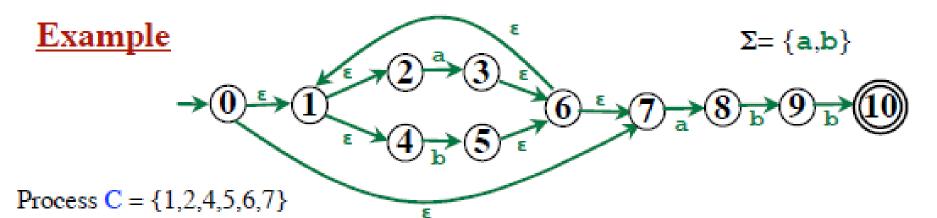
A is now done; mark it! B and C are unmarked. Let's do B next...

# 

Move<sub>DFA</sub>(B,a) =  $\epsilon$ -Closure (Move<sub>NFA</sub>(B,a)) =  $\epsilon$ -Closure ({3,8}) = {1,2,3,4,6,7,8} = B

Move<sub>DFA</sub>(B,b) =  $\epsilon$ -Closure (Move<sub>NFA</sub>(B,b)) =  $\epsilon$ -Closure ({5,9}) = {1,2,4,5,6,7,9} = D

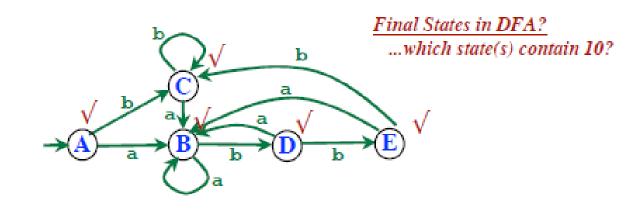




$$Move_{DFA}(C,a) = \{1,2,3,4,6,7,8\} = B$$
  
 $Move_{DFA}(C,b) = \{1,2,4,5,6,7\} = C$ 

Process 
$$E = \{1,2,4,5,6,7,10\}$$
  
 $Move_{DFA}(E,a) = \{1,2,3,4,6,7,8\} = B$   
 $Move_{DFA}(E,b) = \{1,2,4,5,6,7\} = C$ 

Process D = 
$$\{1,2,4,5,6,7,9\}$$
  
Move<sub>DFA</sub>(D,a) =  $\{1,2,3,4,6,7,8\}$  = B  
Move<sub>DFA</sub>(D,b) =  $\{1,2,4,5,6,7,10\}$  = E



#### Algorithm: Convert NFA to DFA

```
S_{DFA} = \{\}
Add \epsilon-Closure(s<sub>0</sub>) to S_{DFA} as the start state
Set the only state in Snwa to "unmarked"
while Snpa contains an unmarked state do
  Let T be that unmarked state
                                              A set of NFA states
  Mark T
  for each a in Σ do
                                                  Everywhere you could
     S = \varepsilon - \text{Closure} (Move_{NPA}(T, a))
                                                  possibly get to on an a
    <u>if</u> S is not in S<sub>DPA</sub> already <u>then</u>
       Add S to SnFA (as an "unmarked" state)
    endIf
    Set Movene (T,a) to S
                                          i.e, add an edge to the DFA...
  endFor
endWhile
for each S in SnFA do
  if any s∈S is a final state in the NFA then
    Mark S an a final state in the DFA
  endIf
endFor
```

## Use NFA directly

• Your code will keep track of "current search states". Once you reach the end of the input symbol sequence, check one of the current search states is a final state.

Note that you do not need to enumerate all possible paths explicitly.
 You just need to keep track of multiple current search states.

• The method is explained in Section 2.2.5 in Jurasfsky & Martin (2<sup>nd</sup> edition).