## LING/C SC/PSYC 438/538

Lecture 18 Sandiway Fong

#### Backreferences and FSA

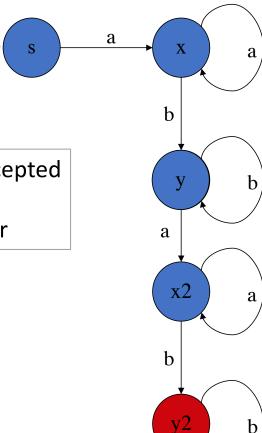
- Deep question:
  - why are backreferences impossible in FSA?

Example: Suppose you wanted a machine that accepted

/(a+b+)\1/

One idea: link two copies of the machine together

Doesn't work! Why?



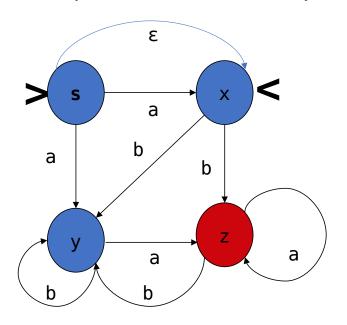
#### Backreferences and FSA

• fsa2.perl

- Perl:
  - note line 10: next state is a function of previous state and current symbol ONLY
  - ∴ # of a's and b's in the two halves don't have to match:
- perl fsa.perl aabba
- Reject
- perl fsa.perl aabbaaaabbbb
- Accept
- perl fsa.perl aabbaaaab
- Accept

### Multiple start states

• Example: simulate this by using an e-transition:



- Multiple final states vs. a single state: also same expressive power.
- Doesn't have to have any final states at all:

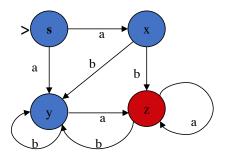
$$L(machine) = \{\}$$

What's the simplest possible FSA?

# Non-Deterministic Finite State Automata (NDFSA)

#### non-deterministic FSA (NDFSA)

- no restriction on ambiguity (surprisingly, no increase in power)
- Example:



## Non-Deterministic Finite State Automata (NDFSA)

```
function ND-RECOGNIZE(tape, machine) returns accept or reject
 agenda \leftarrow \{(Initial state of machine, beginning of tape)\}
 current-search-state \leftarrow NEXT(agenda)
  if ACCEPT-STATE?(current-search-state) returns true then
     agenda \leftarrow agenda \cup GENERATE-NEW-STATES(current-search-state)
   if agenda is empty then
     return reject
  else
     current-search-state \leftarrow NEXT(agenda)
function GENERATE-NEW-STATES(current-state) returns a set of search-states
 current-node ← the node the current search-state is in
 index ← the point on the tape the current search-state is looking at
 return a list of search states from transition table as follows:
  (transition-table[current-node, \epsilon], index)
  (transition-table[current-node, tape[index]], index + I)
function ACCEPT-STATE?(search-state) returns true or false
 current-node ← the node search-state is in
 index ← the point on the tape search-state is looking at
 if index is at the end of the tape and current-node is an accept state of machine
  return true
 else
  return false
```

Figure 2.19 An algorithm for NFSA recognition. The word *node* means a state of the FSA, and *state* or *search-state* means "the state of the search process", i.e., a combination of *node* and *tape position*.

Possible strategies for keeping track of multiple states:

- 1. Backtracking (*backup*)
- 2. Parallelism (split the computation) algorithm gets complicated fast

### $NDFSA \rightarrow (D)FSA$

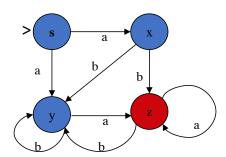
[discussed at the end of section 2.2 in the textbook]

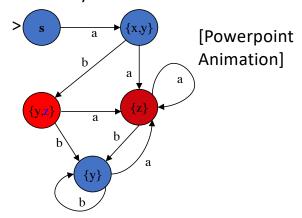
- construct a new machine
  - each state of the new machine represents the **set of possible states** of the original machine when stepping through the input

#### • Note:

- new machine is equivalent to old one (but has more states)
- new machine is deterministic

#### example





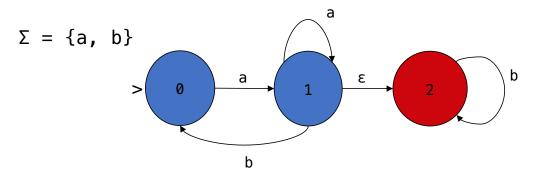
### **Ungraded EXERCISE**

- Do the following exercise to check your understanding:
  - apply the set-of-states construction technique to the two machines on the E-transition slide (repeated below)
  - self-check your answer:
    - verify in each case that the machine produced is deterministic and accurately simulates its E-transition counterpart



#### Homework 10

- 1. Give an equivalent Perl regex for the FSA shown below.
- 2. Convert the NDFSA to a (deterministic) FSA. Draw the machine.
- 3. Give the implementation of the FSA in Perl.
- 4. Run your two Perl programs and give examples:
  - your Perl regex should accept and reject (\*) same strings as the Perl FSA
  - a, \*b, aa, ab, \*ba, aaab, abaabb, \*abba, \*abaabbaaabbb



#### Homework 10

- Due date:
  - Sunday midnight
  - One PDF file
  - Subject: 438/538 Homework 10 YOUR NAME
  - Cite sources, write your own code!