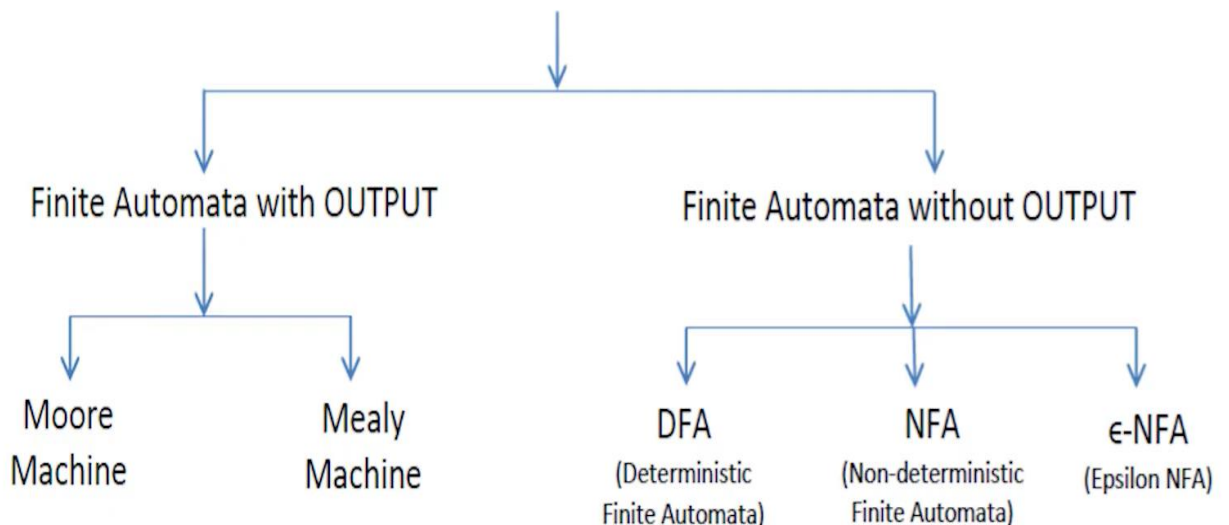


Finite Automata



DFA

(Deterministic finite automata)

A **deterministic finite automaton (DFA)**—also known as **deterministic finite acceptor (DFA)**, **deterministic finite-state machine (DFSM)**, or **deterministic finite-state automaton (DFSFA)**—is a finite-state machine that accepts or rejects a given string of symbols, by running through a state sequence uniquely determined by the string.

DFA = {Q, Σ , q0, F, δ }

Q: finite set of states

Σ : finite set of the input symbol

q0: initial state

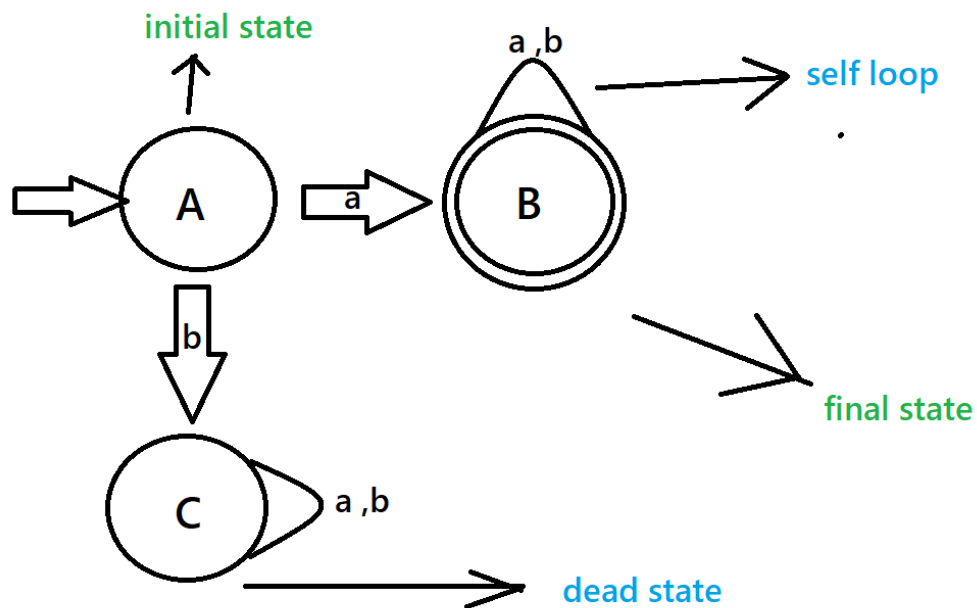
F: final state

δ : Transition function

$\delta: Q \times \Sigma \rightarrow Q$

***Means from a state if we apply some inputs we will go to another state**

L1. Set of all strings which starts with a over alphabet set $\Sigma = \{a, b\}$



$Q = \{A, B, C\}$

$\Sigma = \{a, b\}$

$Q_0 = \{A\}$

$F = \{B\}$

*String should end in final state to get accepted.

***Dead state** is a state from where we can't go to final state.

For string "ab"

A -> B -> B (accepted)

For string "ba"

A -> C -> C (rejected)

Transition represents in 3 ways

- a) Transition diagram
- b) Function
- c) Table

*All the strings that are not in are rejected

*For every state and every input there is exactly one transition