

CS 302.1 - Automata Theory

Lecture 02

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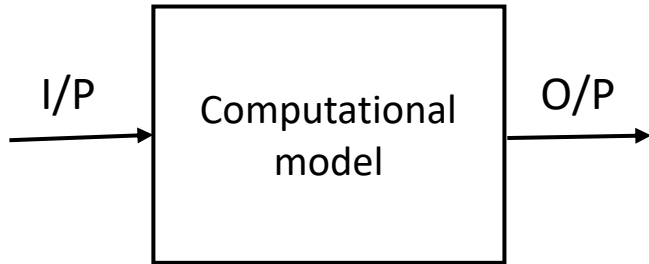
Center for Security, Theory and Algorithms (CSTAR)

IIIT Hyderabad



A quick recap

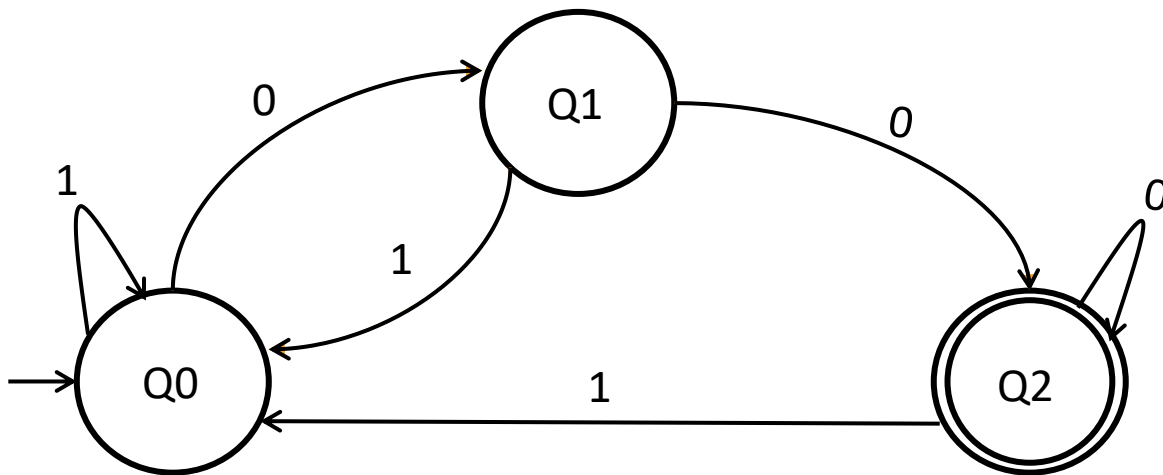
- Can a given problem be computed by a particular computational model?



A computational model solves a problem P if,

- (i) For all inputs belonging to the YES instance of P, the device outputs **YES**
- (ii) For all inputs belonging to the NO instance of P, the device outputs **NO**.

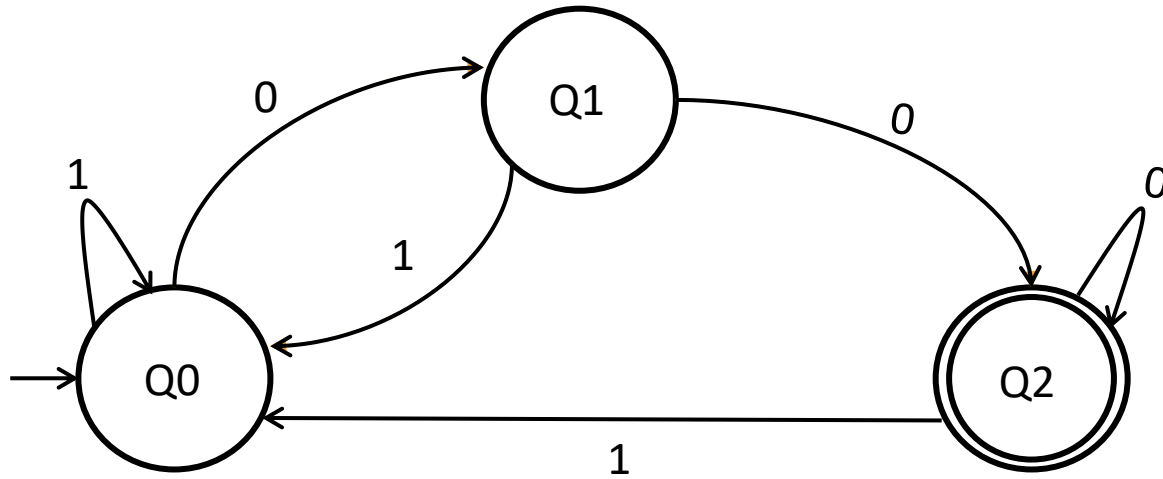
If (i) and (ii) hold, we say that the problem **P** is **computable** by this computational model.



Deterministic Finite Automata (DFA)

- Characteristics:
- (i) Single start State
 - (ii) Unique Transitions
 - (iii) Zero or more final states

Deterministic Finite Automata (DFA)

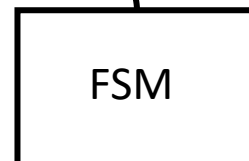
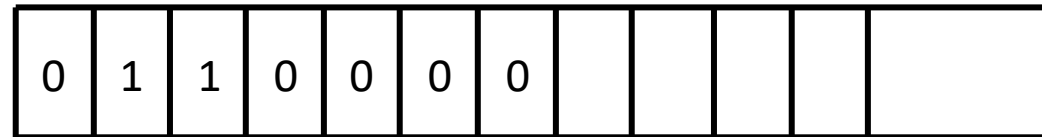


State transition diagram of the Finite State Machine

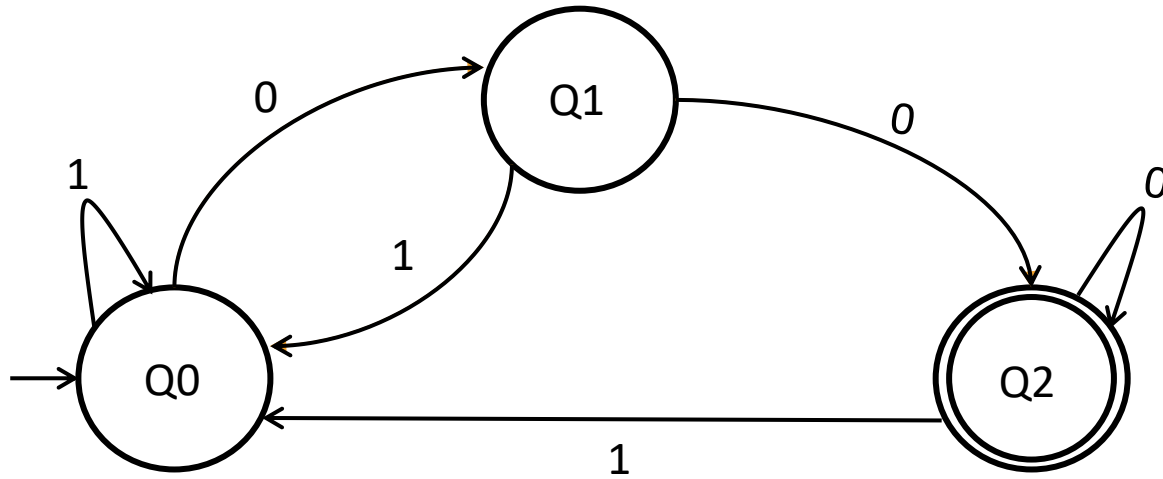
Input: Strings from alphabet $\Sigma = \{0,1\}$

Q0: Start state, Q2: Final state

One-way infinite tape



Deterministic Finite Automata (DFA)

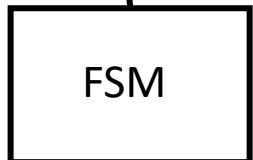
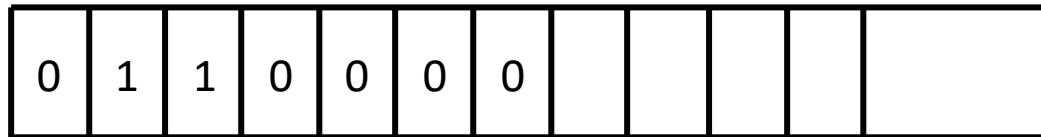


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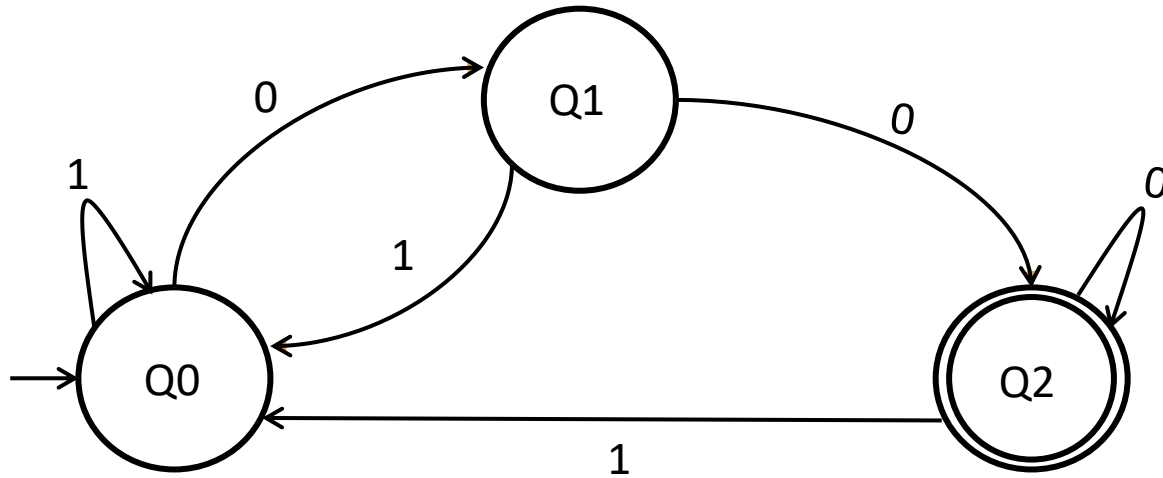
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Run:

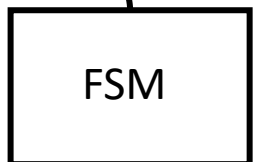
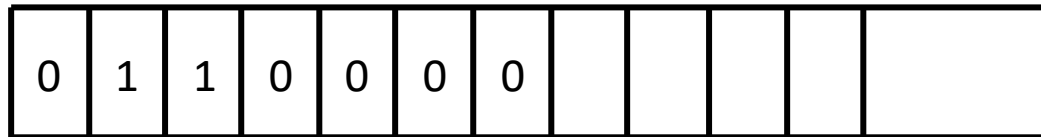
$Q0 \xrightarrow{0} Q1 \xrightarrow{1} Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q1 \xrightarrow{0} Q2 \xrightarrow{0} Q2 \xrightarrow{0} Q2$

Deterministic Finite Automata (DFA)



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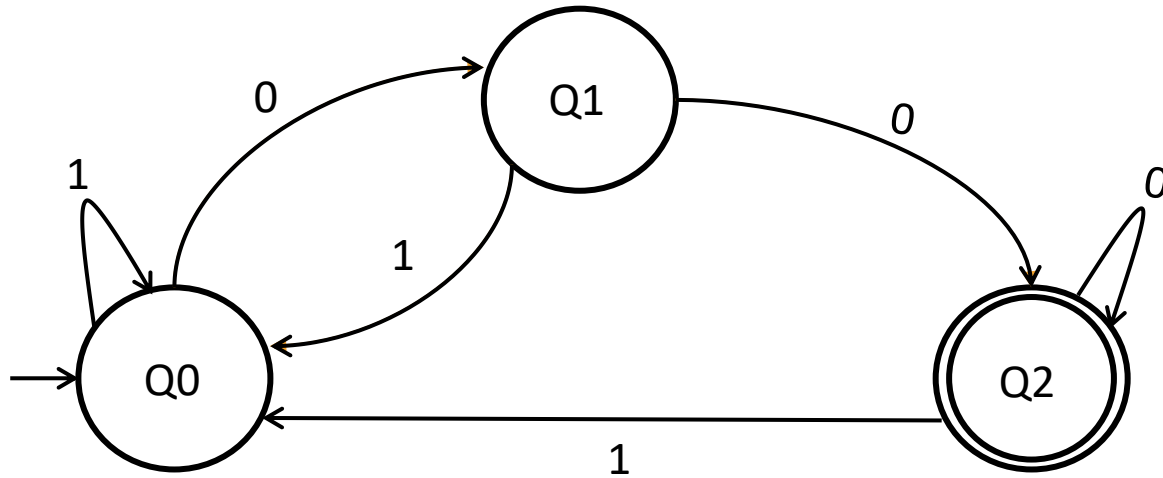
The DFA “accepts” an input string, if it corresponds to a *run* that ends up in the final state Q2. **(Accepting Run)**

The DFA “rejects” an input string, if it corresponds to a *run* that ends up in any non-final state. **(Rejecting Run)**

Run:

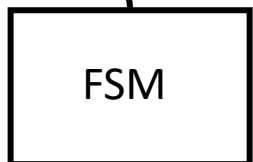
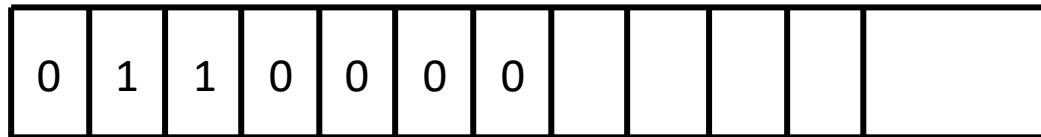
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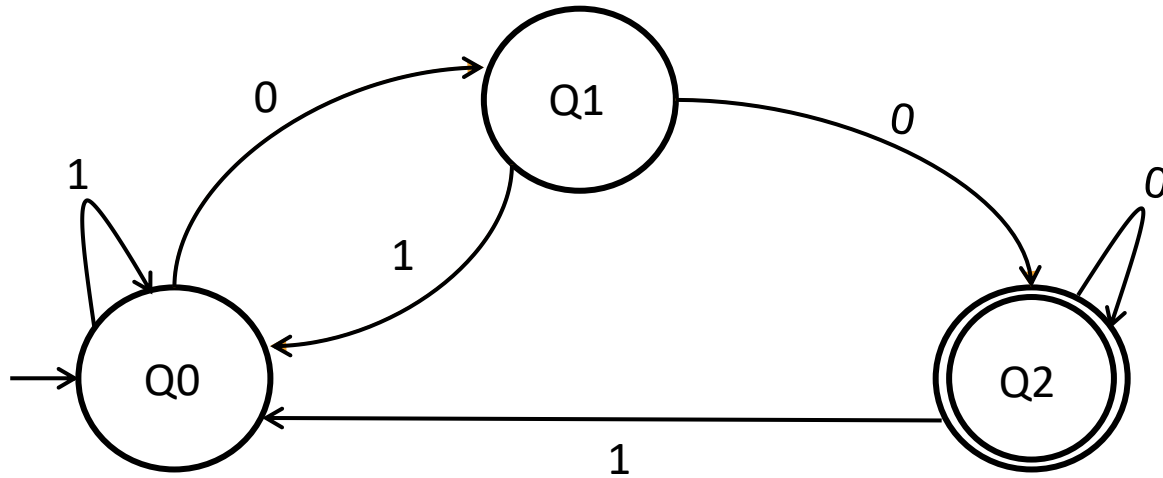
Run:

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ACCEPT = {0110000, }

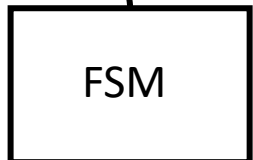
REJECT = { }

Deterministic Finite Automata (DFA)



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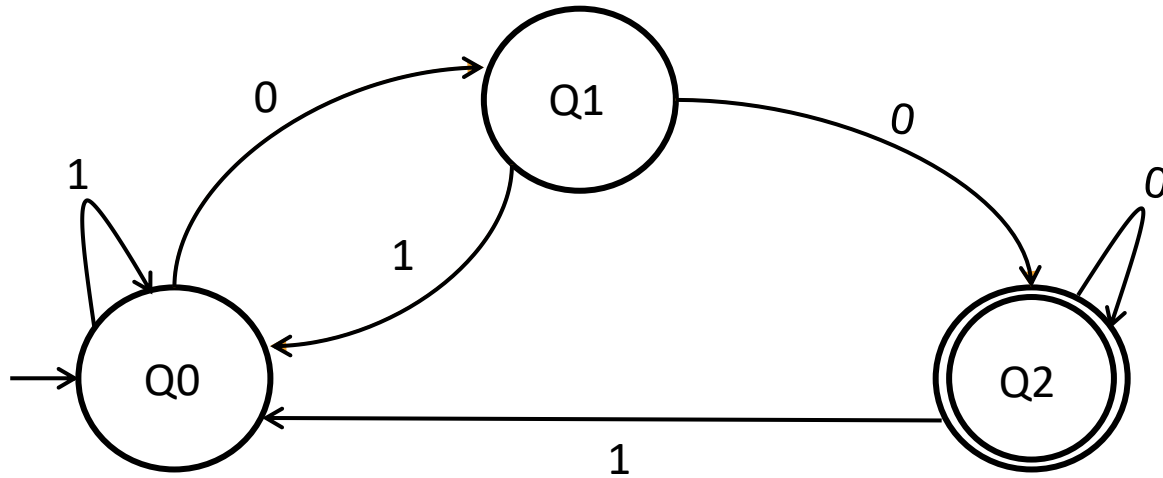
Run:

$Q0 \xrightarrow{1} Q0 \xrightarrow{1} Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q1 \xrightarrow{1} Q0$

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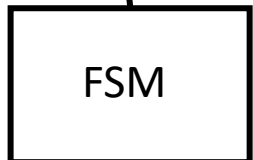
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Deterministic Finite Automata (DFA)



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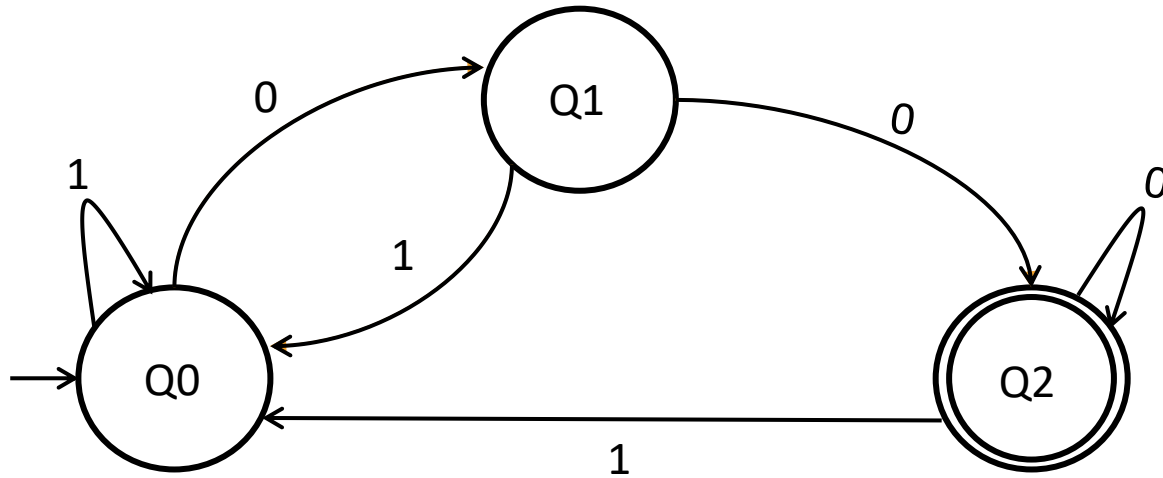
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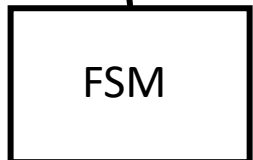
REJECT = {11101, }

Deterministic Finite Automata (DFA)



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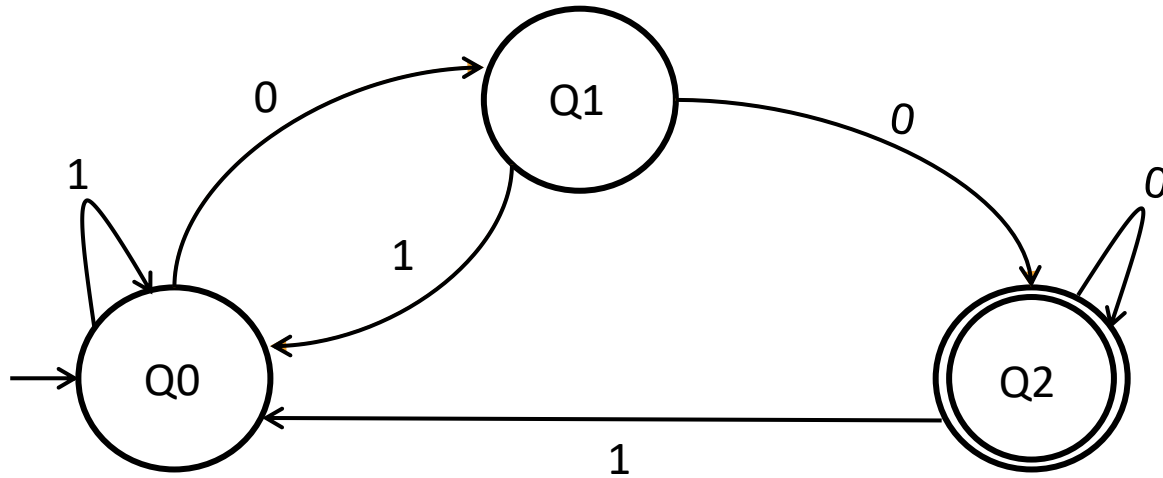
Run:

$Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q1 \xrightarrow{1} Q0 \xrightarrow{0} Q1 \xrightarrow{0} Q2$

ACCEPT = {0111000, 10100,....}

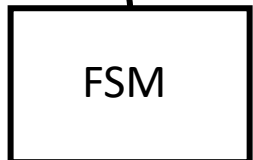
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Deterministic Finite Automata (DFA)



State transition diagram of the Finite State Machine

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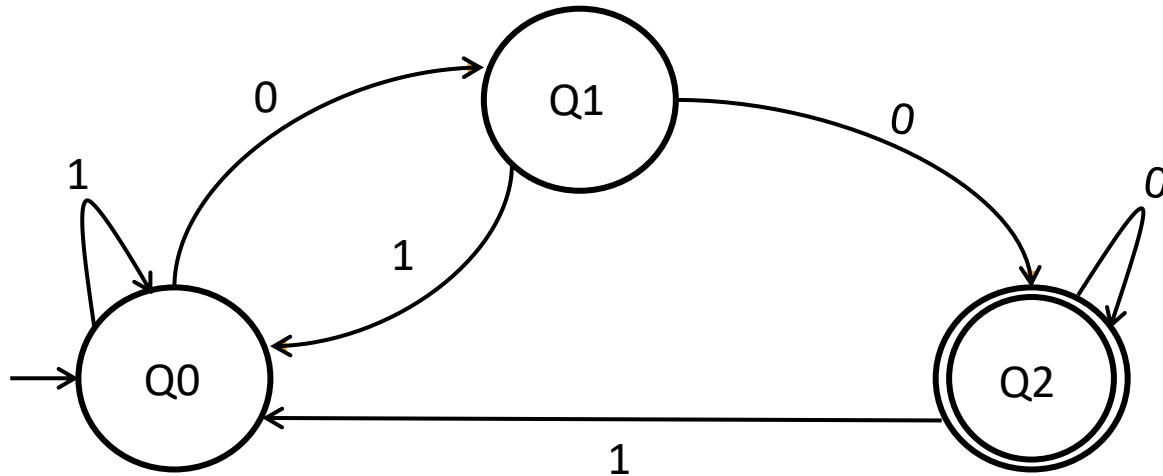
Run:

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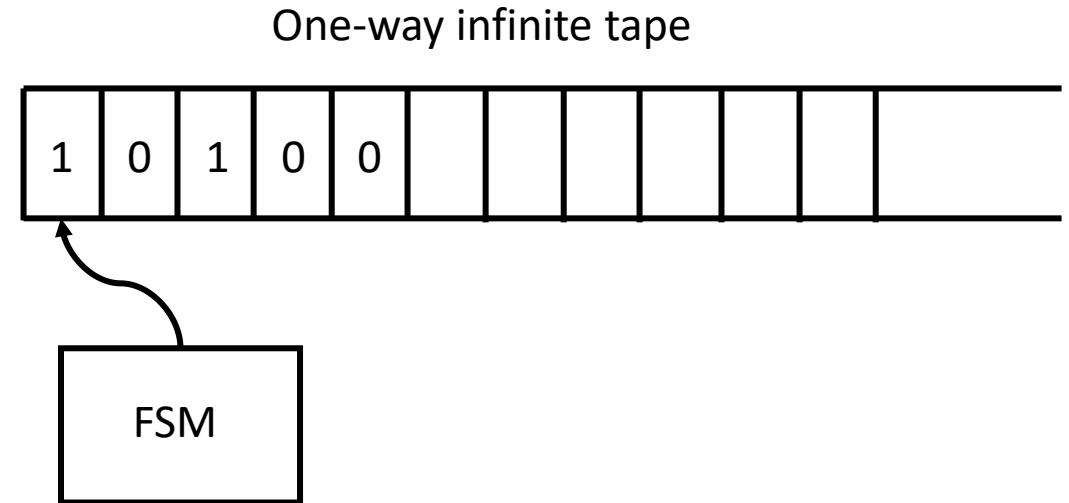
ACCEPT = {0111000, 10100, 0100, 00, 10000....}

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Deterministic Finite Automata (DFA)



State transition diagram of the Finite State Machine



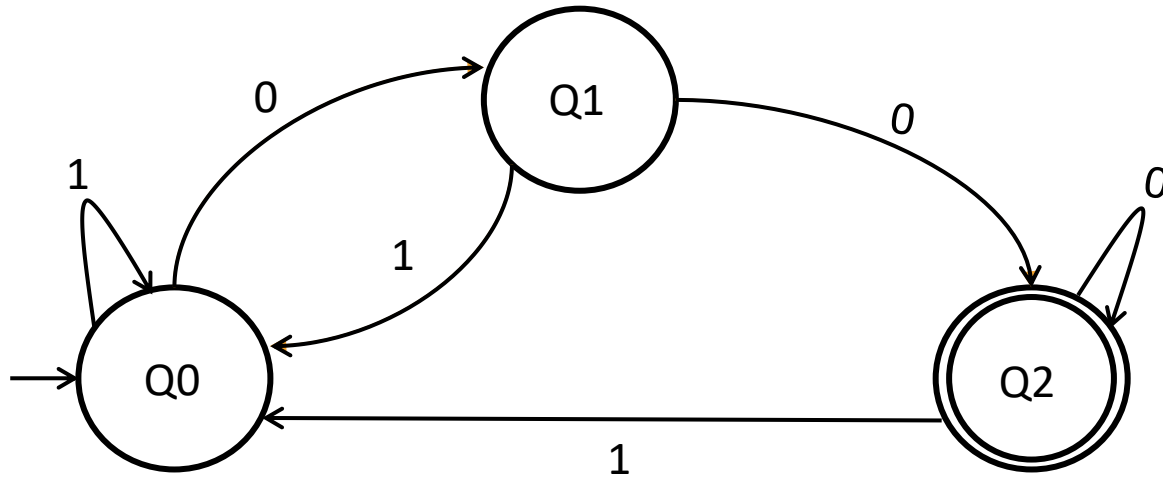
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Let the DFA be M . Then, **language M accepts** is

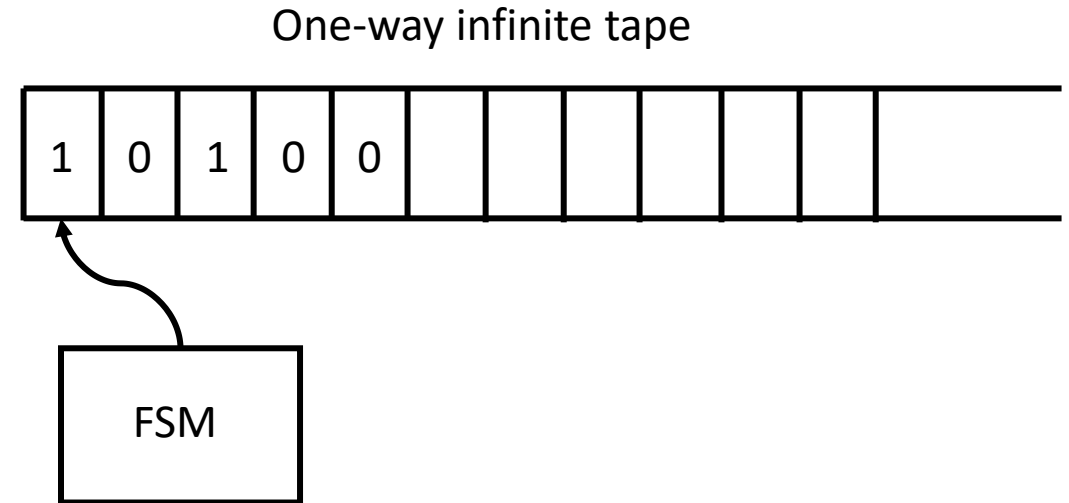
$L(M) = \{\omega \mid \omega \text{ results in an accepting run}\}$, i.e. the set of all strings ω such that $M(\omega)$ accepts

For the example above, **$L(M) = \{\omega \mid \omega \text{ ends in "00"}\}$**

Deterministic Finite Automata (DFA)



State transition diagram of the Finite State Machine



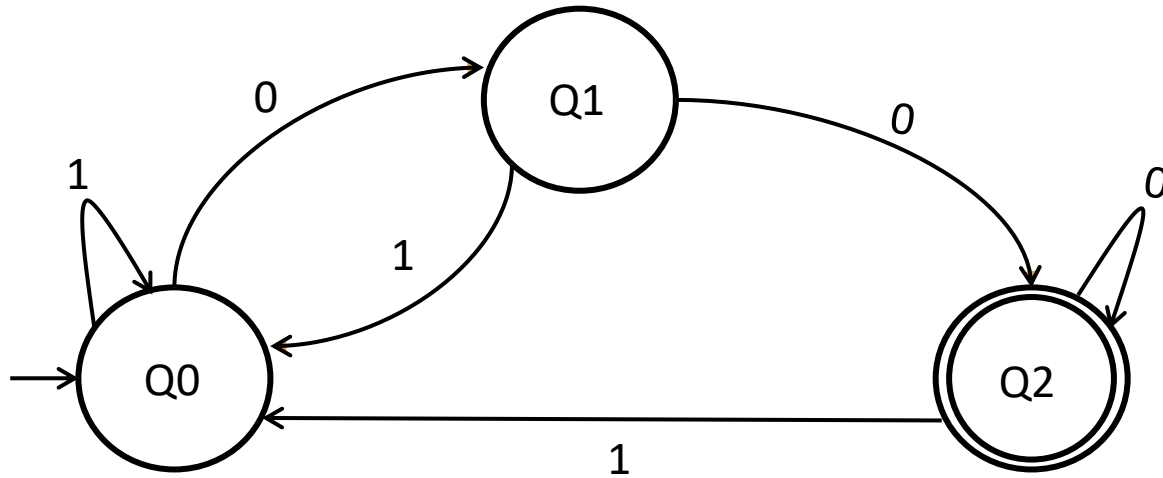
ACCEPT = {0111000, 10100, 0100, 00, 10000....}
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For any language L , we say M recognizes L if

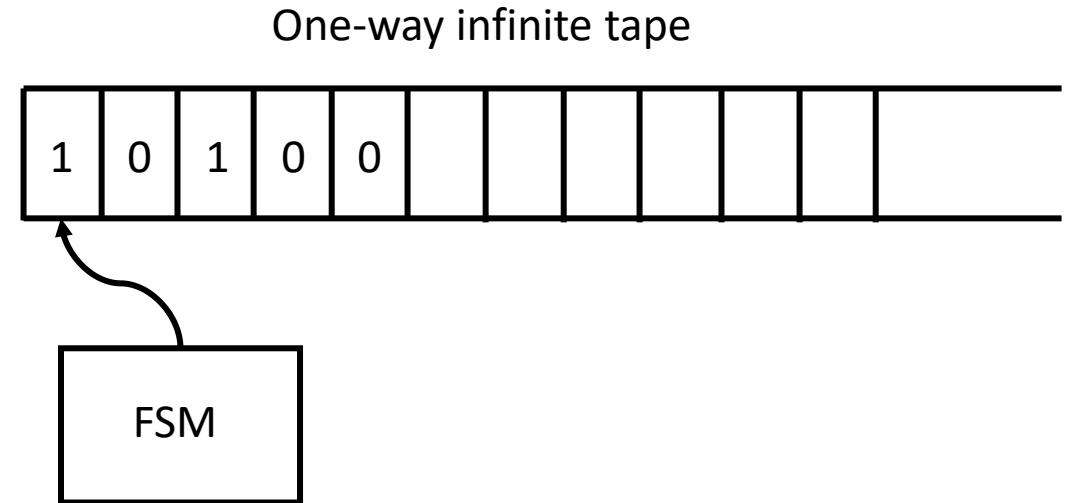
$\forall \omega \in L, M(\omega)$ accepts

For the example above, M recognizes $L = \{\omega \mid \omega \text{ ends in "00"}\}$

Deterministic Finite Automata (DFA)



State transition diagram of the Finite State Machine



ACCEPT = {0111000, 10100, 0100, 00, 10000....}
REJECT = {11101, 0, 1, 11, 001,.....}

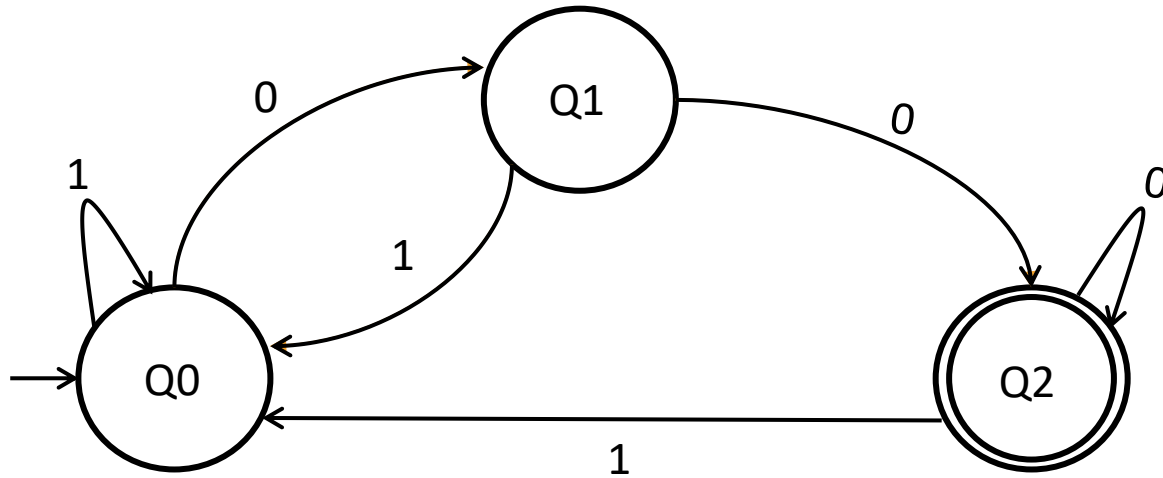
For any language L , we say **M solves L** or **M decides L** if

$\forall \omega \in L, M(\omega)$ accepts

$\forall \omega \notin L, M(\omega)$ rejects

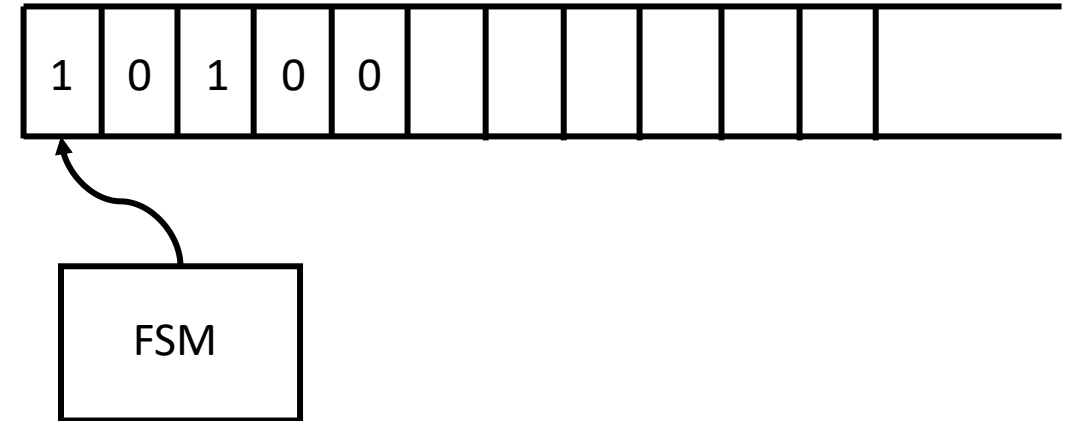
For the example above, **M decides** $L = \{\omega | \omega \text{ ends in "00"}\}$

Deterministic Finite Automata (DFA)



State transition diagram of the Finite State Machine

One-way infinite tape



For any language L , we say **M recognizes L** if

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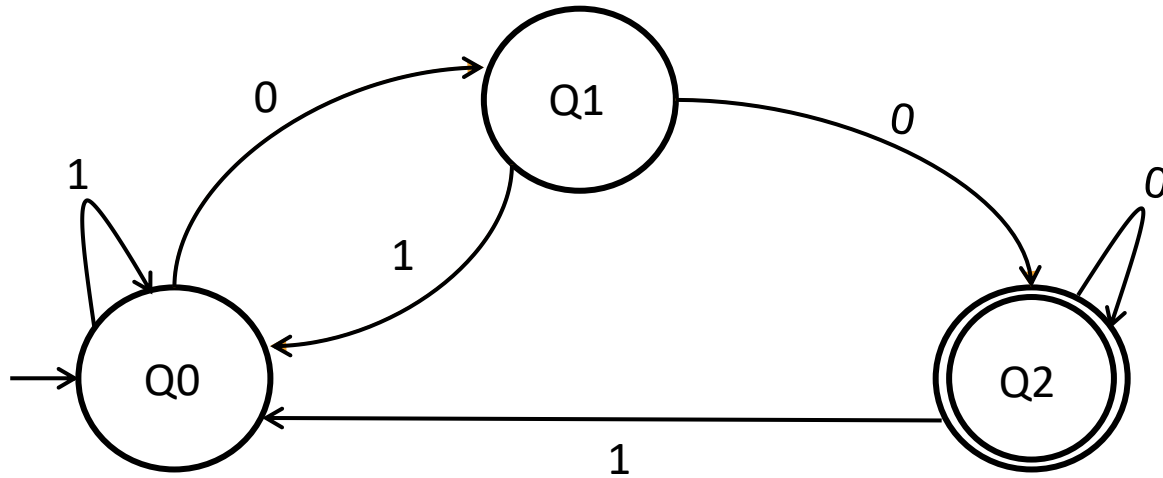
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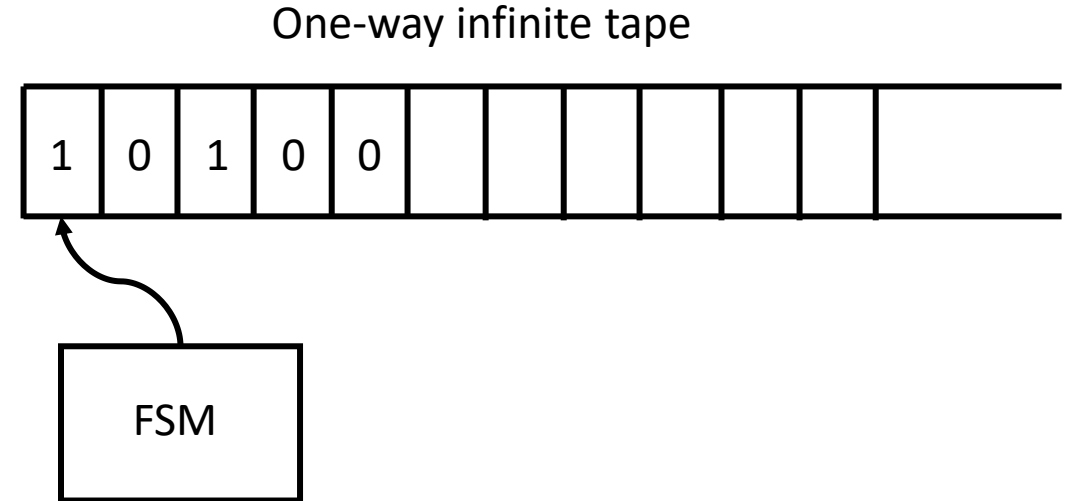
$\forall \omega \notin L, M(\omega)$ rejects

For a DFA, the notions of **deciding a language** and **recognizing a language** are equivalent, but this may not be true for other, more powerful computational models

Deterministic Finite Automata (DFA)



State transition diagram of the Finite State Machine



Characteristics of DFA : (i) Single start state (ii) Unique transitions (iii) Zero or more final states

Formally, a finite automaton M is a 5-tuple $(Q, \Sigma, \delta, q_0, F)$ where

- Q is a finite set called the **states**.
- Σ is a finite set called the **alphabet**.
- $\delta: Q \times \Sigma \mapsto Q$ is the **transition function** (unique).
- $q_0 \in Q$ is the **start state**.
- $F \subseteq Q$ are the **final/accepting states**.

$$Q = \{Q0, Q1, Q2\}$$

$$\Sigma = \{0,1\}$$

$$(Q0,0) \mapsto Q1; (Q0,1) \mapsto Q0, \dots, (Q2,1) \mapsto Q0$$

$$q_0 = Q0$$

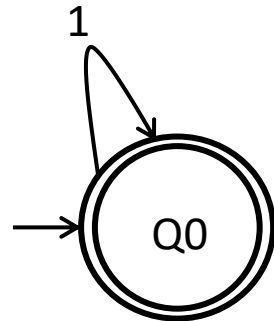
$$F = Q2$$

Constructing DFA for a language

Examples: $\Sigma = \{0, 1\}$, $L(M) = \{\omega \mid \omega \text{ has an even number of 0's}\}$

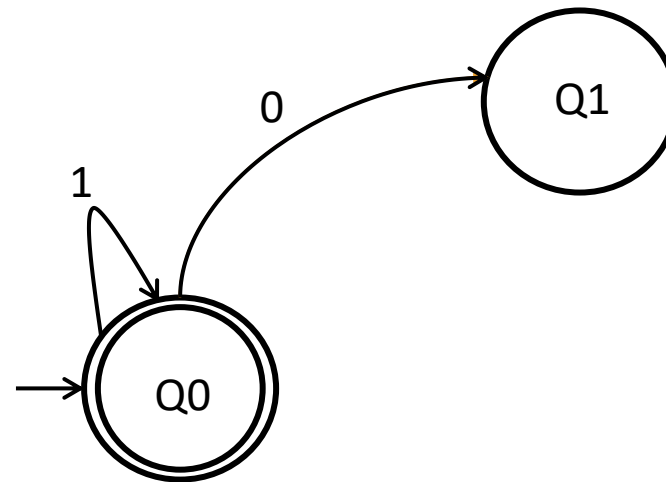
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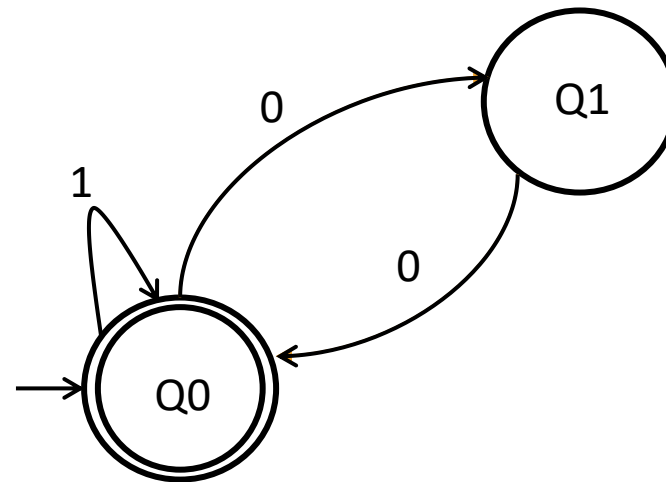
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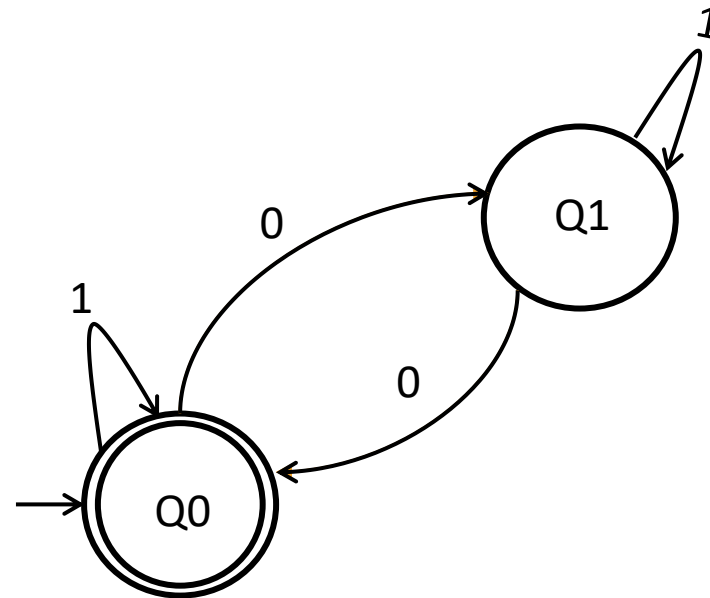
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Constructing DFA for a language

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	0	1
Q0	Q1	Q0
Q1	Q0	Q1

Constructing DFA for a language

Examples: $\Sigma = \{0, 1\}$, $L(M) = \{\omega \mid \omega \text{ is divisible by } 3\}$

Any input string would leave three remainders: 0, 1 or 2.

Constructing DFA for a language

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Any input string would leave three remainders: 0, 1 or 2.

Intuition: Let ω be any substring of the input string divisible by 3, i.e. $\omega = 0(\text{mod } 3)$

$$\omega 0 = 2 \times \text{value}(\omega) = 0(\text{mod } 3)$$

$$\omega 1 = 2 \times \text{value}(\omega) + 1 = 1(\text{mod } 3)$$

$$\omega 10 = 2 \times \text{value}(\omega 1) = 2(\text{mod } 3)$$

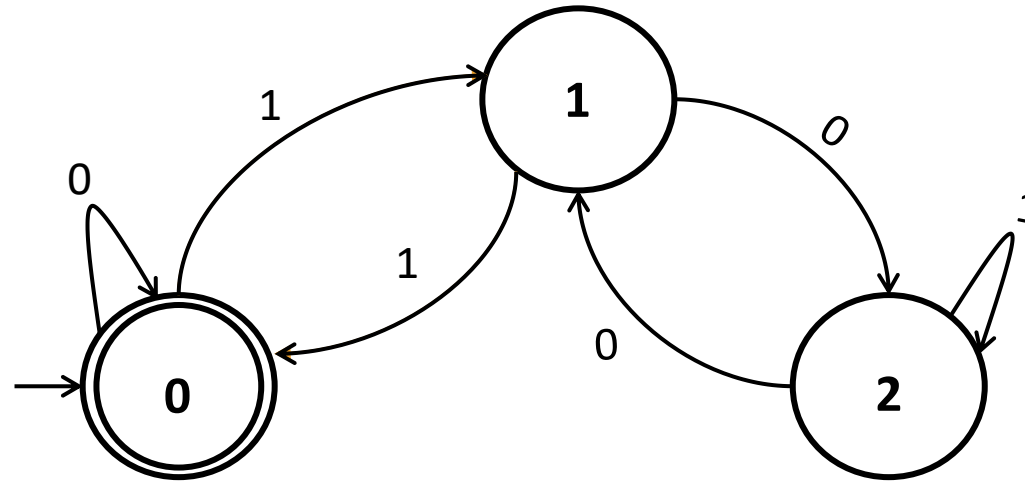
$$\omega 11 = 2 \times \text{value}(\omega 1) + 1 = 0(\text{mod } 3)$$

.... And so on

- The DFA will have three states, each corresponding to the remainder of $\text{value}(\omega)/3$.
- The final state = $0(\text{mod } 3)$ – the string ω is accepted if after reading it, the DFA ends in this state.

Constructing DFA for a language

Examples: $\Sigma = \{0, 1\}$, $L(M) = \{\omega \mid \omega \text{ is divisible by } 3\}$



Any input string would either leave remainders 0, 1 or 2.

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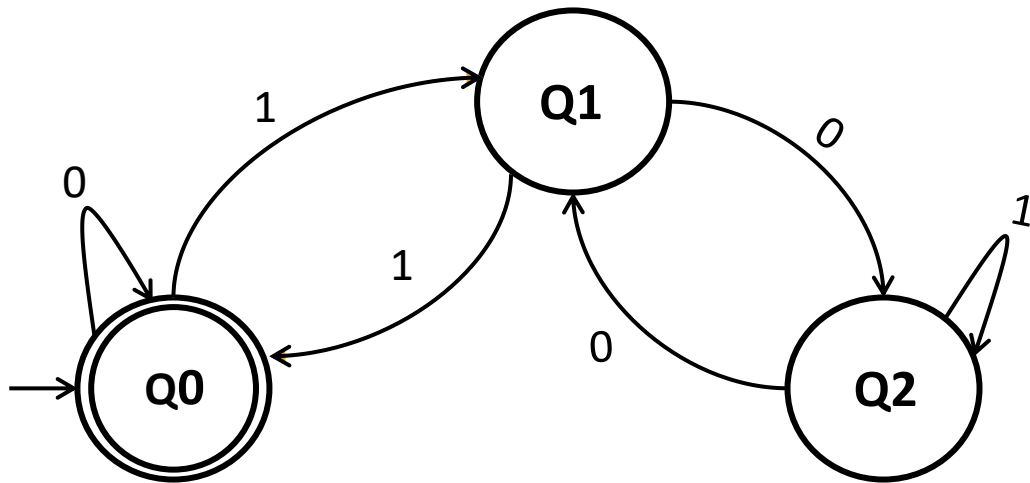
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Constructing DFA for a language

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	0	1
Q0	Q0	Q1
Q1	Q2	Q0
Q2	Q1	Q2

Constructing DFA for a language

Examples: $\Sigma = \{0, 1\}$, $L(M) = \{\omega \mid \omega \text{ is NOT divisible by 3}\}$

Constructing DFA for a language

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Intuition - Construct a **Toggled DFA**: Toggle the final states and the non-final states!

Constructing DFA for a language

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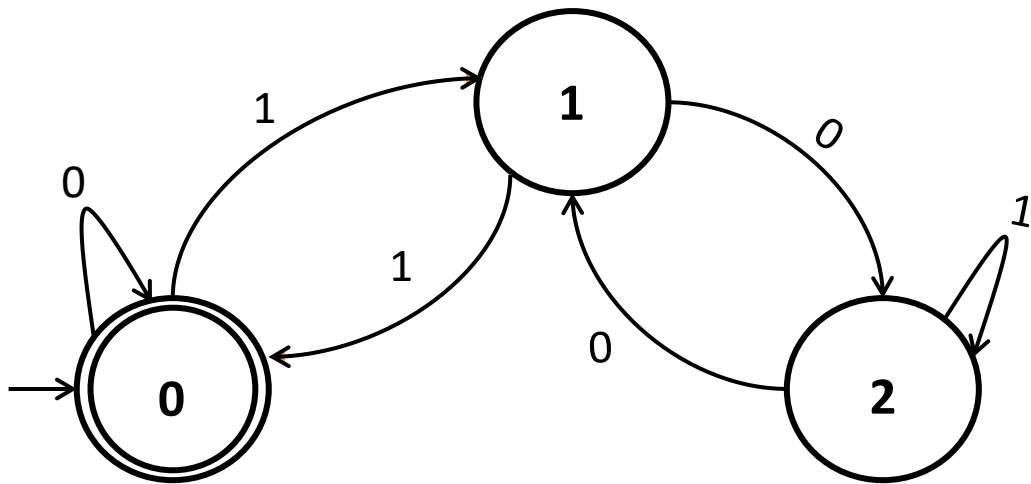
In fact if any DFA accepts L , the toggled DFA accepts \bar{L} , the complement of L

Constructing DFA for a language

Examples: $\Sigma = \{0, 1\}$, $L(M) = \{\omega \mid \omega \text{ is NOT divisible by } 3\}$

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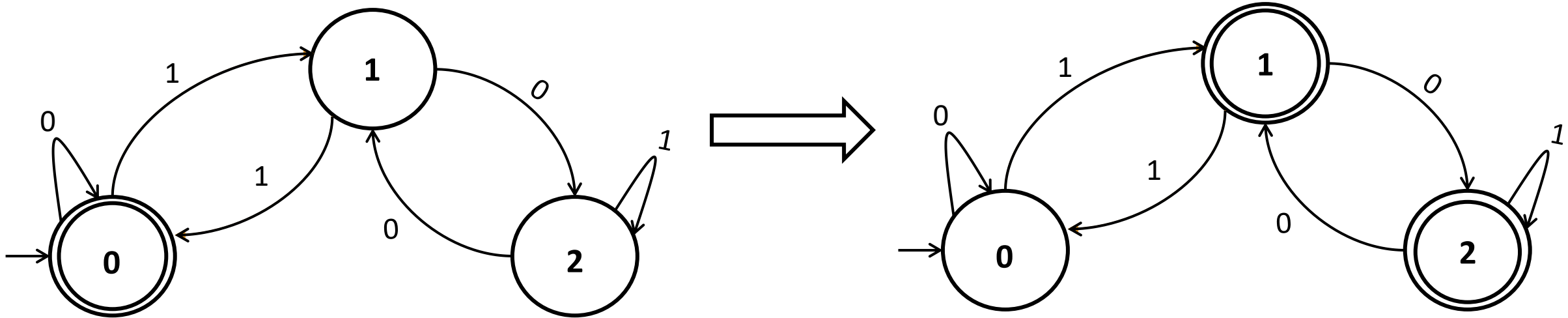


Constructing DFA for a language

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Non-deterministic Finite Automata (NFA)

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Non-deterministic Finite Automata (NFA)

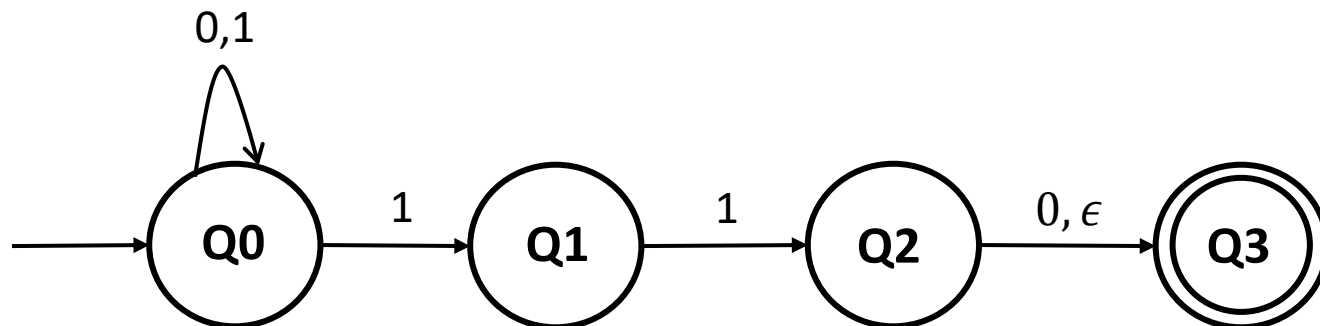
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Characteristics of NFA : (i) Single start state (ii) Zero or more final states

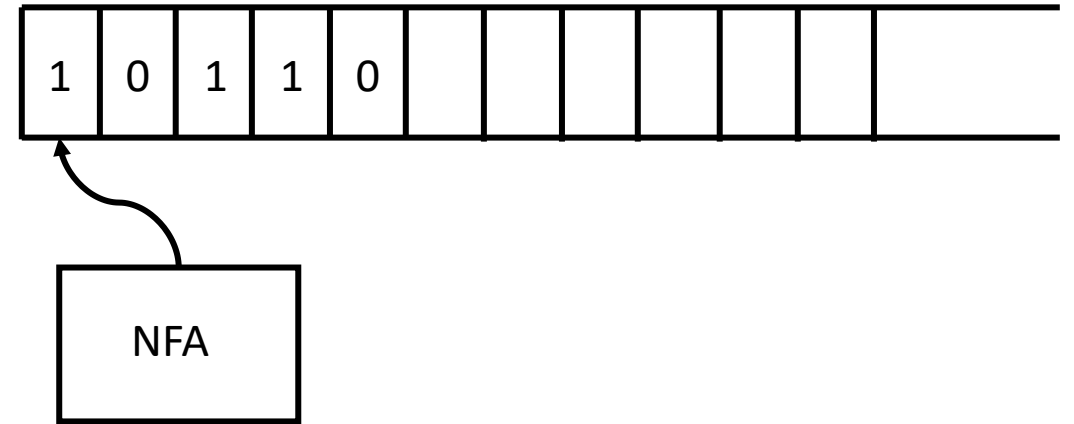
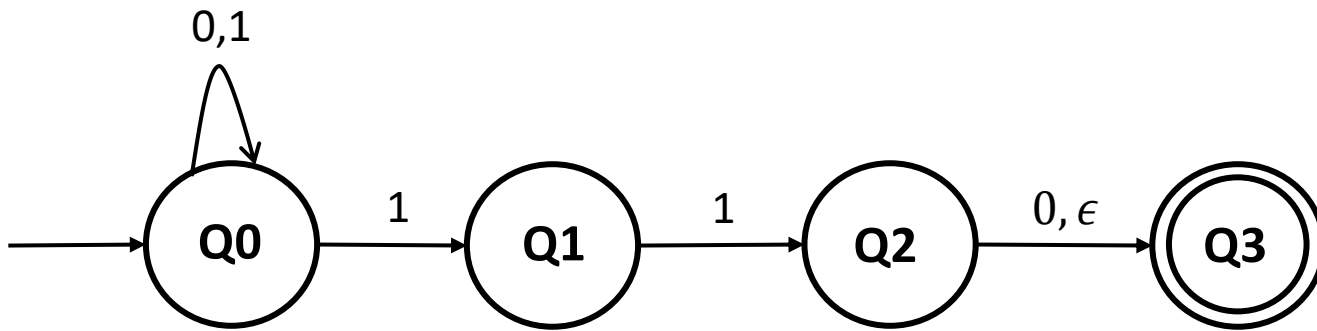
(iii) Multiple transitions are possible on the same input for a state

(iv) Some transitions might be missing

(v) ϵ - transitions



Non-deterministic Finite Automata (NFA)

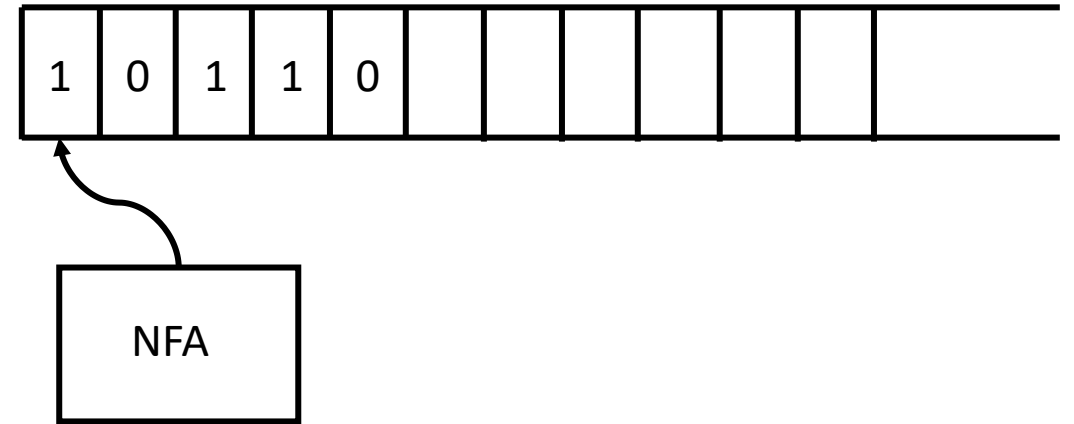
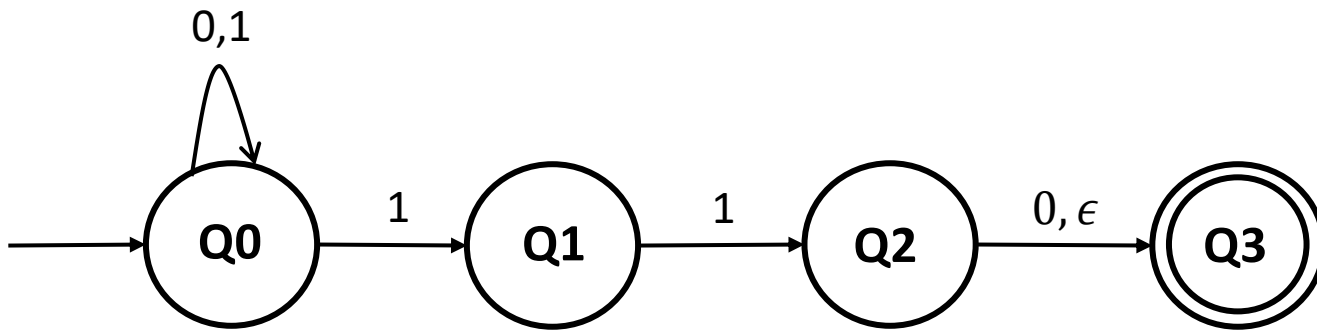


Run 1: $Q_0 \xrightarrow{1} Q_0 \xrightarrow{0} Q_0 \xrightarrow{1} Q_0 \xrightarrow{1} Q_0 \xrightarrow{0} Q_0$ (**REJECT**)

Run 2: $Q_0 \xrightarrow{1} Q_0 \xrightarrow{0} Q_0 \xrightarrow{1} Q_1 \xrightarrow{1} Q_2 \xrightarrow{0} Q_3$ (**ACCEPT**)

Multiple **runs** per input is possible

Non-deterministic Finite Automata (NFA)



Run 1: $Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q0 \xrightarrow{1} Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q0$ (REJECT)

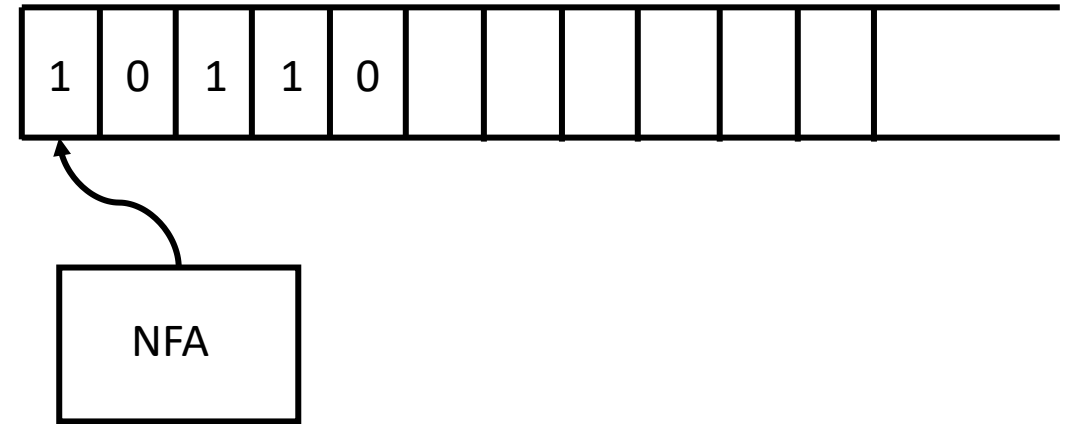
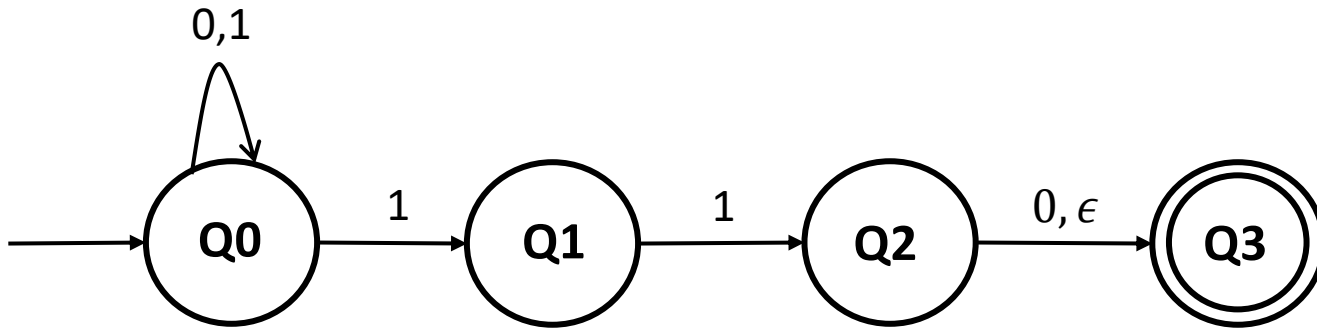
Run 2: $Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q0 \xrightarrow{1} Q1 \xrightarrow{1} Q2 \xrightarrow{0} Q3$ (ACCEPT)

Run 3: $Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q0 \xrightarrow{1} Q0 \xrightarrow{1} Q1 \xrightarrow{0}$ CRASH

Run 4: $Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q0 \xrightarrow{1} Q1 \xrightarrow{1} Q2 \xrightarrow{\epsilon} Q3 \xrightarrow{0}$ CRASH

CRASH is a Rejecting Run

Non-deterministic Finite Automata (NFA)



Run 1: $Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q0 \xrightarrow{1} Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q0$ (REJECT)

Run 2: $Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q0 \xrightarrow{1} Q1 \xrightarrow{1} Q2 \xrightarrow{0} Q3$ (ACCEPT)

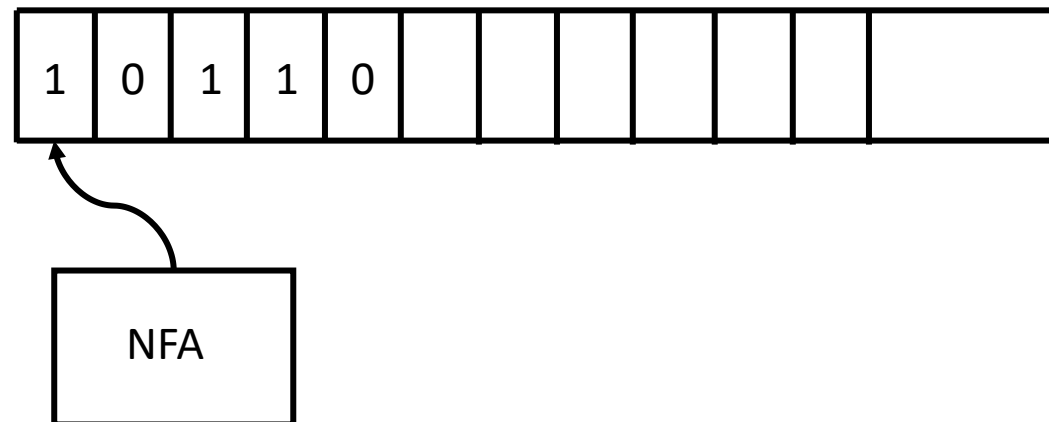
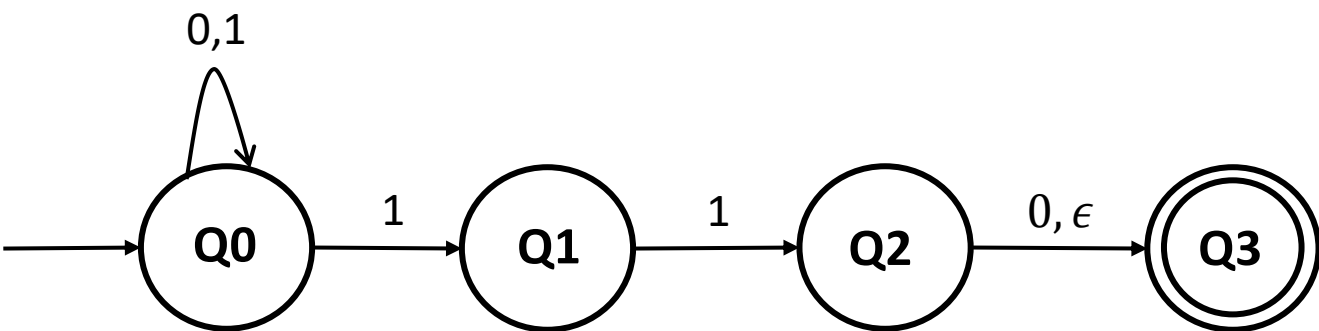
Run 3: $Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q0 \xrightarrow{1} Q0 \xrightarrow{1} Q1 \xrightarrow{0}$ CRASH (REJECT)

Run 4: $Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q0 \xrightarrow{1} Q1 \xrightarrow{1} Q2 \xrightarrow{\epsilon} Q3 \xrightarrow{0}$ CRASH (REJECT)

The NFA “accepts” an input string, if it at **least one run ends up in the final state. (Accepting Run)**

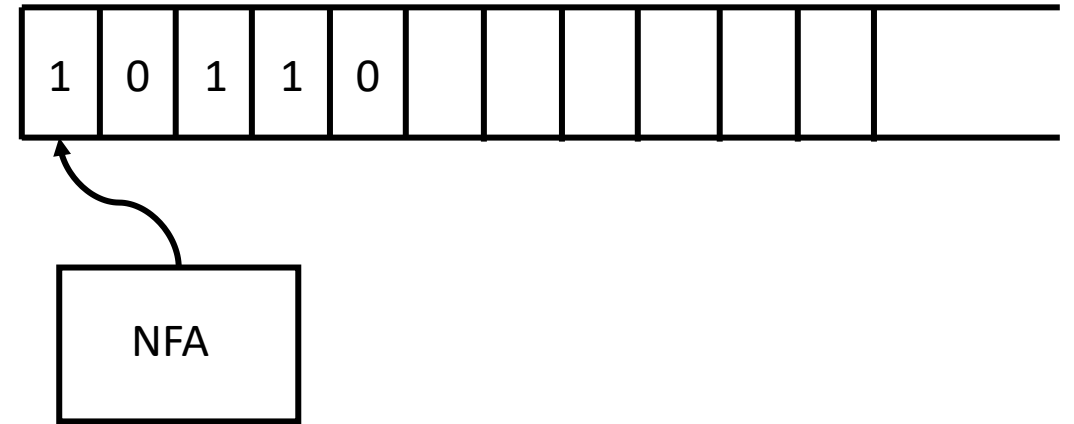
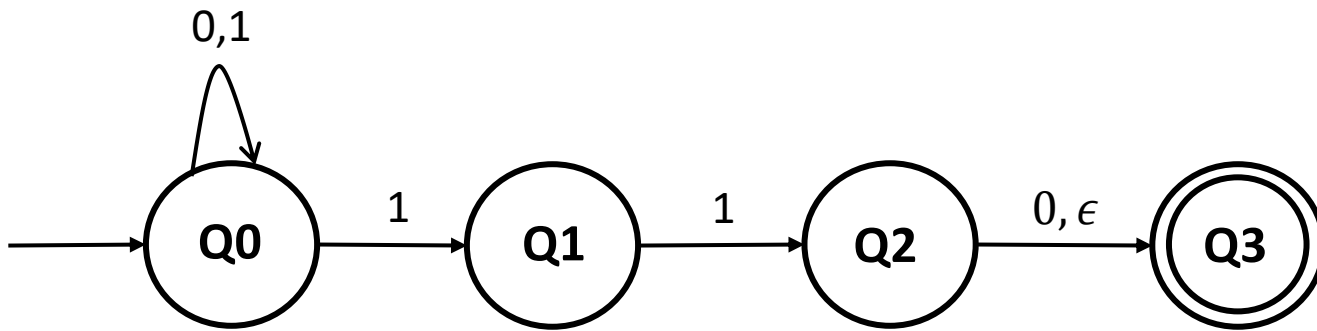
The NFA “rejects” an input string, if there are **no runs that end up in a final state. (Rejecting Run)**

Non-deterministic Finite Automata (NFA)



	0	1	ϵ
Q0	Q0	Q0, Q1	
Q1		Q2	
Q2	Q3		Q3
Q3			

Non-deterministic Finite Automata (NFA)



Formally, a finite automaton M is a 5-tuple $(Q, \Sigma, \delta, q_0, F)$ where

- Q is a finite set called the **states**.
- Σ is a finite set called the **alphabet**.
- $\delta: Q \times \Sigma \mapsto P(Q)$ is the **transition function**. $P(Q)$ is the power set of Q
- $q_0 \in Q$ is the **start state**.
- $F \subseteq Q$ is the set of **final/accepting states**.

	0	1	ϵ
Q0	Q0	Q0, Q1	
Q1		Q2	
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NFA vs DFA

- Are NFAs more powerful than DFAs?
- Intuitively, non-determinism seems to be adding more “power”.

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- Let L_1 be the language accepted by NFAs and L_2 be the language accepted by DFAs
- Is $L_2 \subseteq L_1$? Clearly true, because a DFA is just a special case of an NFA.
- Surprisingly, what we will show next is that $L_1 \subseteq L_2$!
- That is, **given an NFA, we can convert it to a DFA that accepts the same language.**
- Such a DFA is called a “**Remembering DFA**”.

Thus, DFAs and NFAs are completely equivalent and $L_1 = L_2$!

Converting an NFA to a DFA

Intuitive idea for the construction of a Remembering DFA from an NFA:

- Let R be the Remembering DFA corresponding to an NFA N .
- R on an input enters a state that is labelled by all possible states that N can enter on that input.
- Note that this “trims away” the non-determinism of the NFA N without “losing” the language it accepts.
- Also note that if N has k states, then R has at most 2^k states. Why?

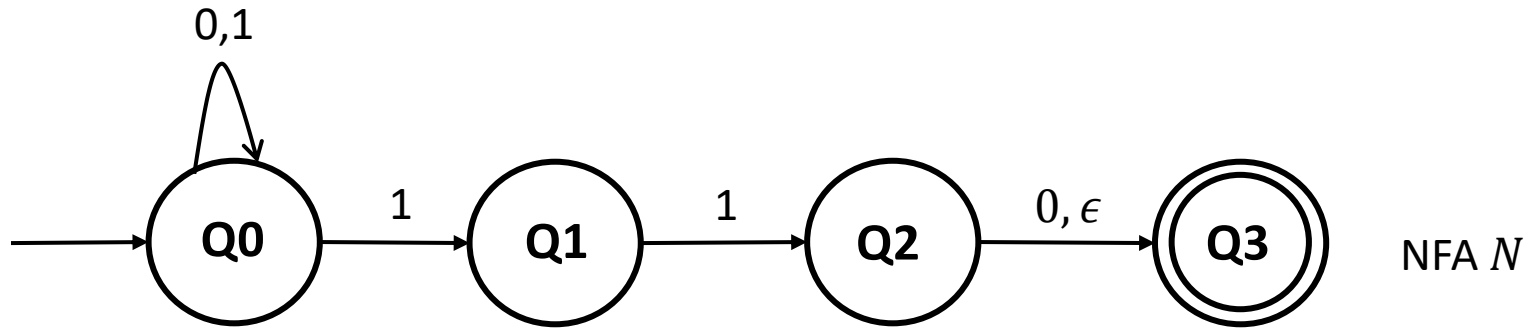
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- Also note that if N has k states, then R has at most 2^k states. Why?
- Any label in the Remembering DFA is a subset of $\{Q_0, Q_1, Q_2, \dots, Q_{k-1}\}$, where Q_i = State of the NFA.
- There are at most 2^k labels for the DFA.

Converting an NFA to a DFA

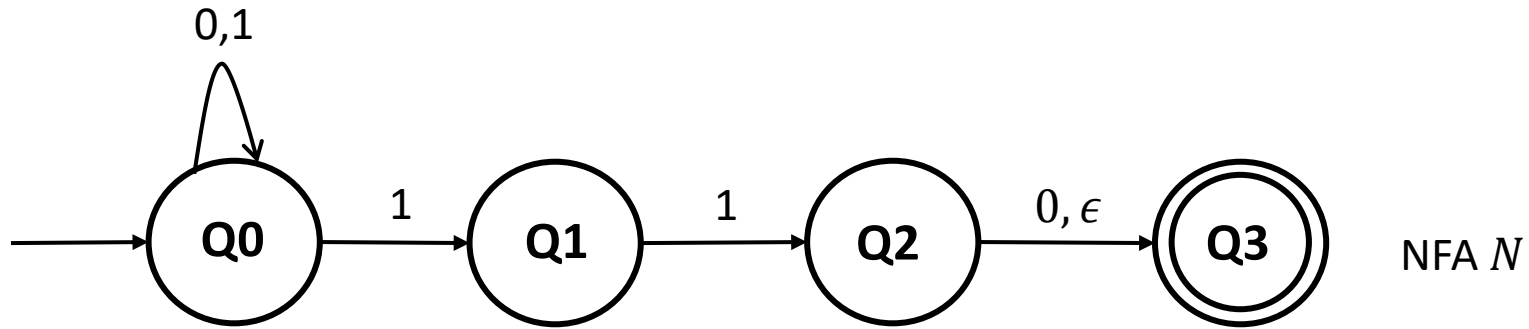
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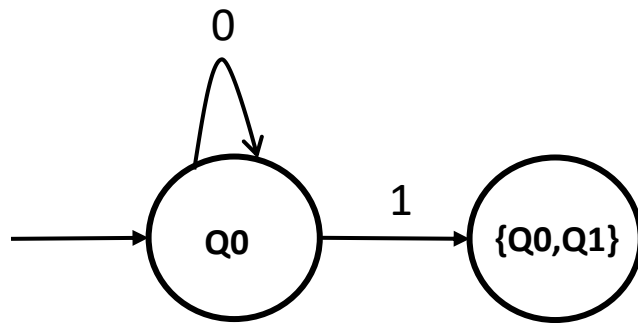
	0	1	ϵ
Q0	Q0	Q0, Q1	
Q1		Q2	
Q2	Q3		Q3
Q3			

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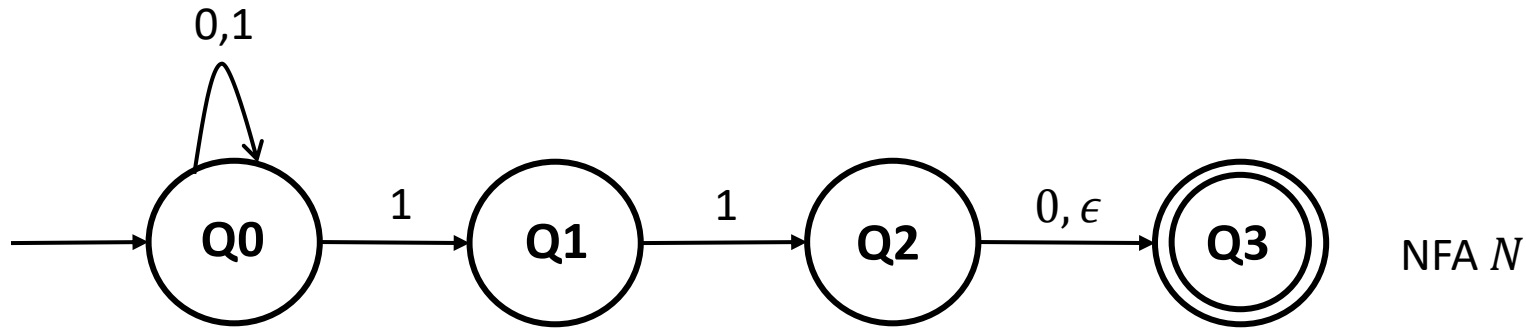
	0	1	ϵ
Q0	Q0	Q0, Q1	
Q1		Q2	
Q2	Q3		Q3
Q3			



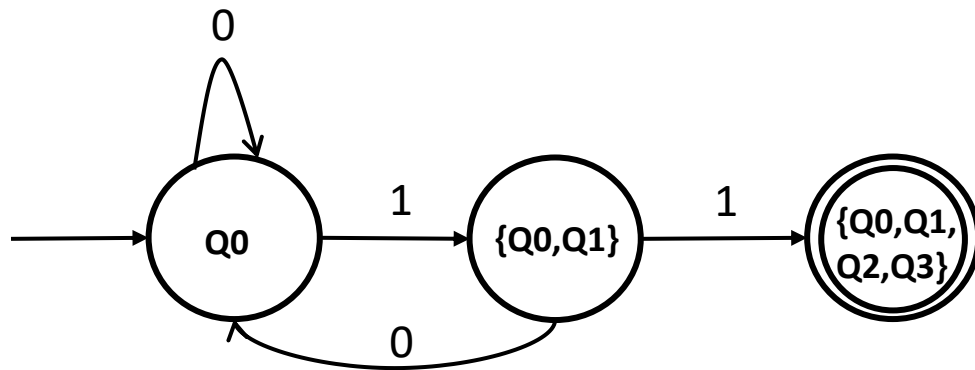
Remembering DFA R

Converting an NFA to a DFA

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	0	1	ϵ
Q_0	Q_0	Q_0, Q_1	
Q_1		Q_2	
Q_2	Q_3		Q_3
Q_3			

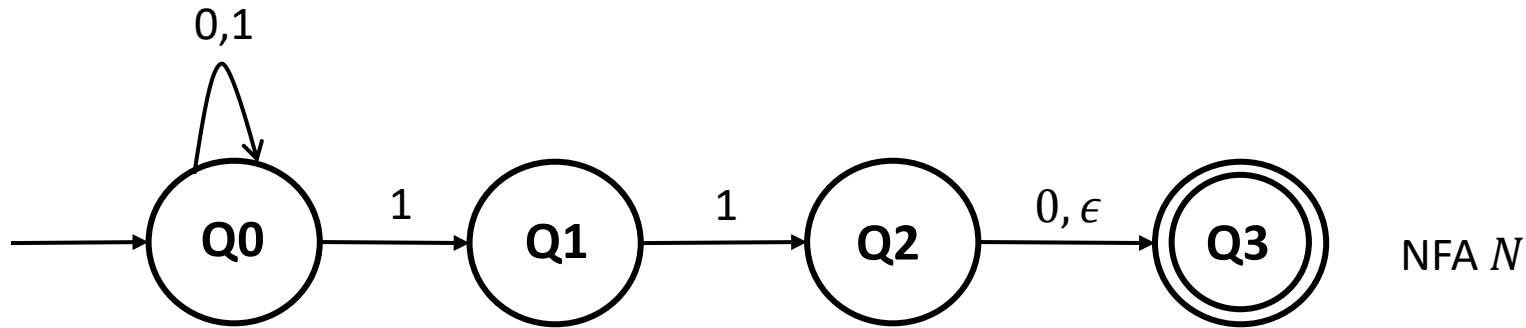


Remembering DFA R

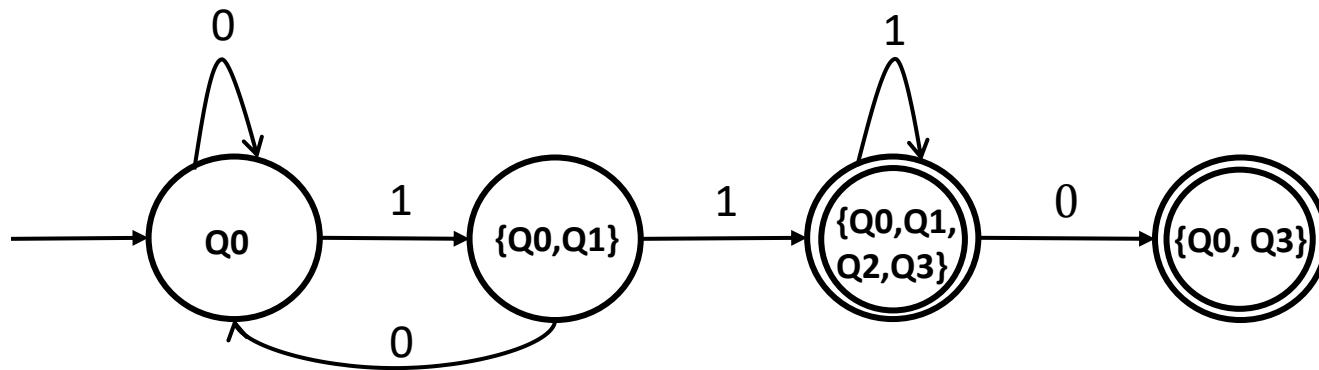
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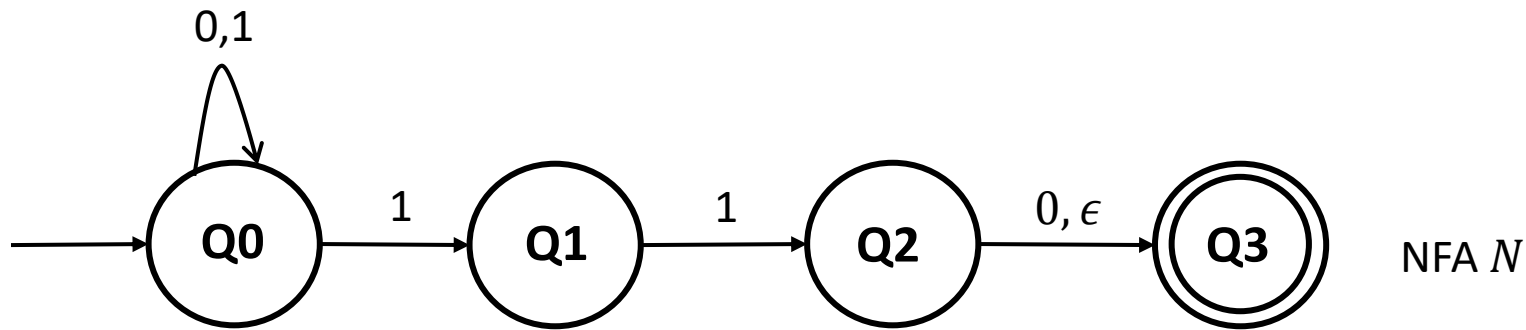


Remembering DFA R

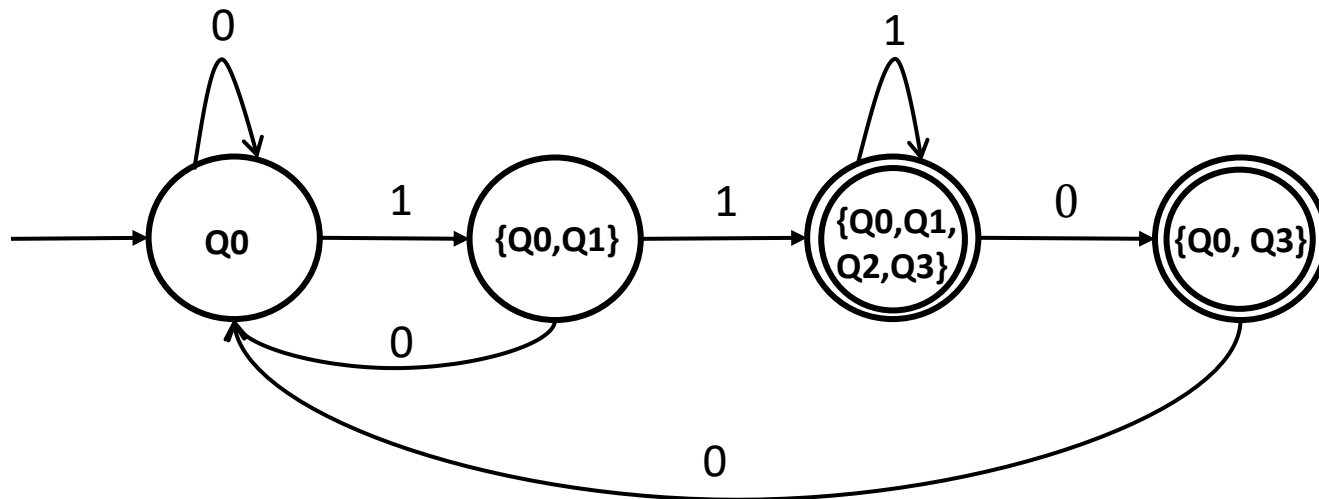
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Converting an NFA to a DFA

- M_2 on an input enters a state that is labelled by all possible states that M_1 can enter on that input.



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Q1		Q2	
Q2	Q3		Q3
Q3			

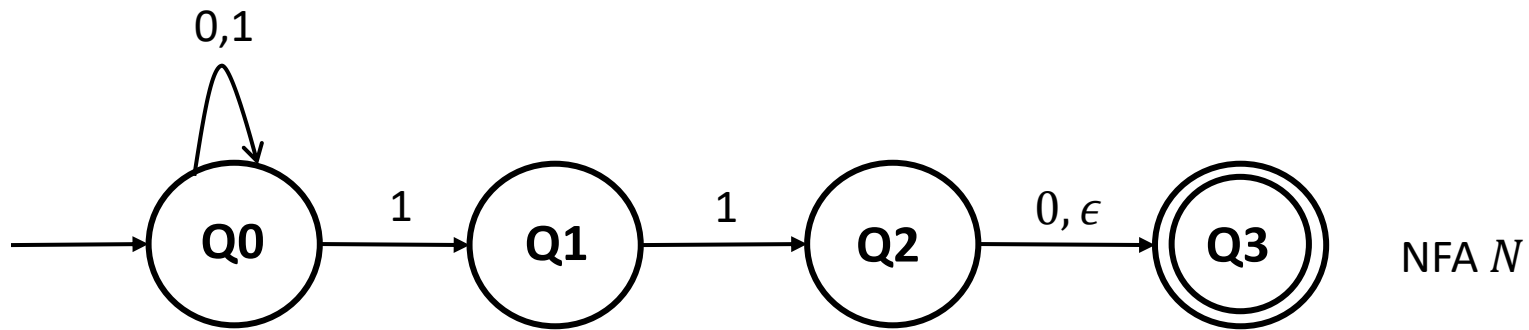


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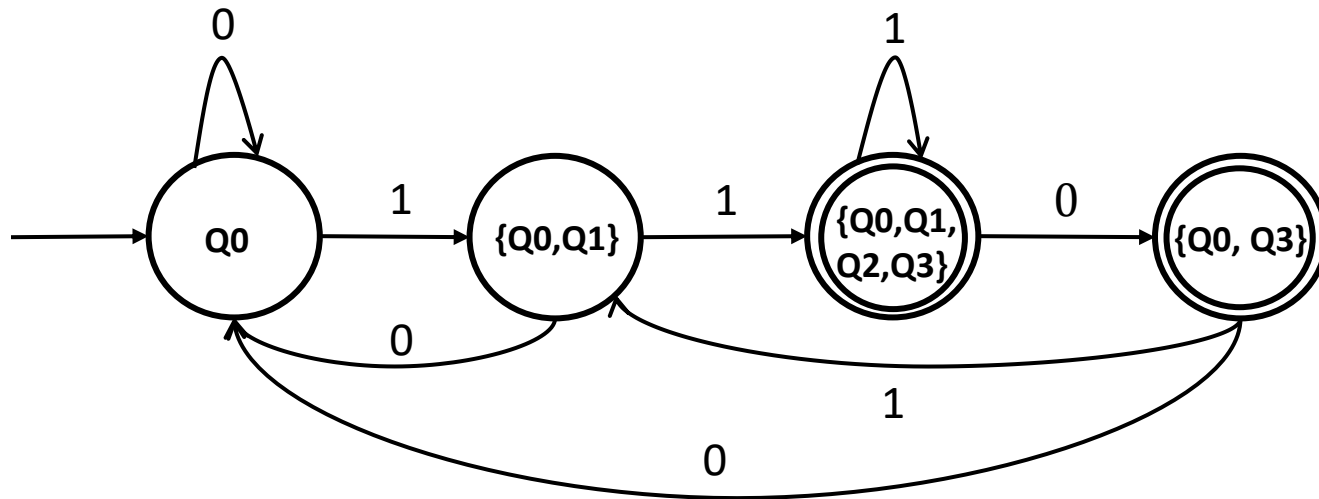
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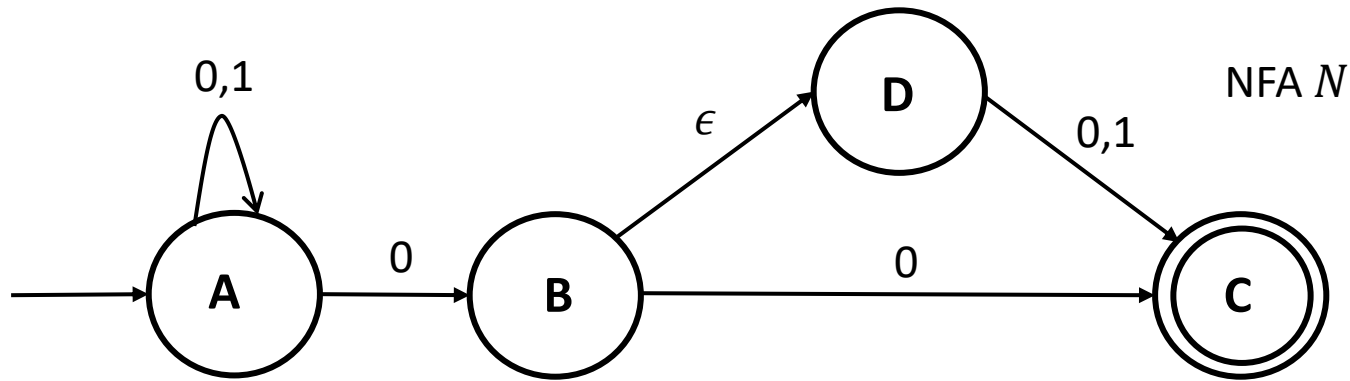


Remembering DFA R

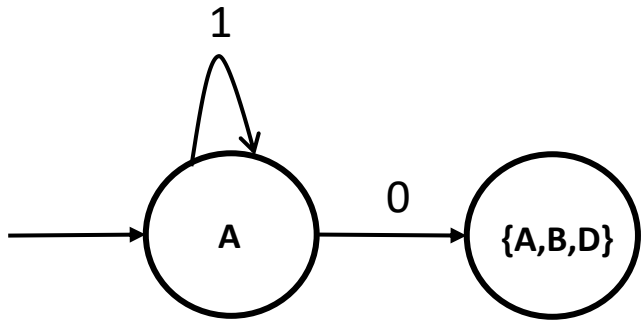
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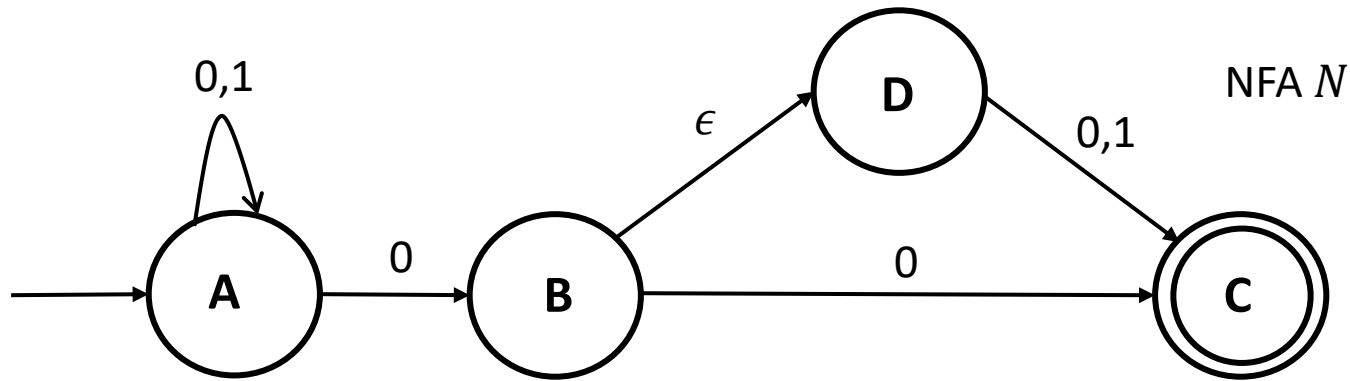
	0	1	ϵ
A	A, B	A	
B	C		D
C			
D	C	C	



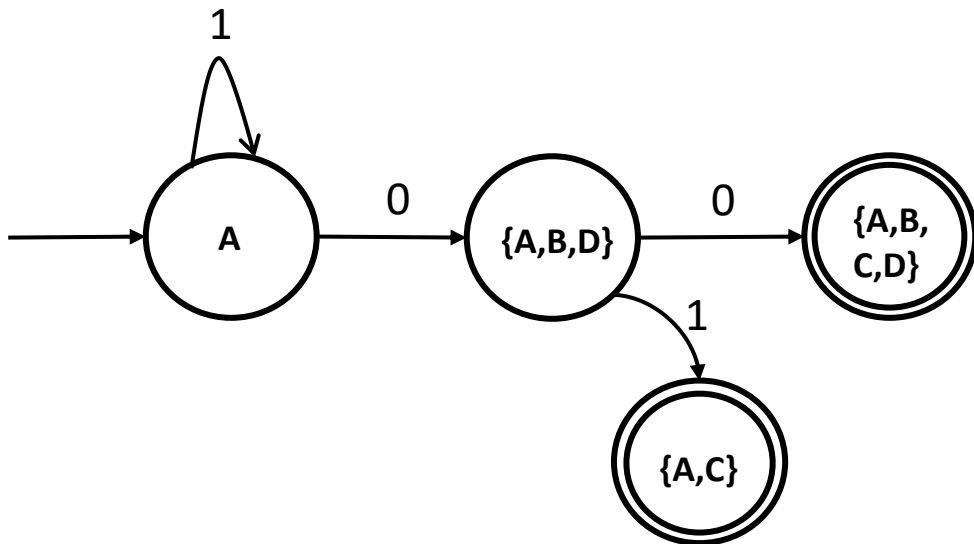
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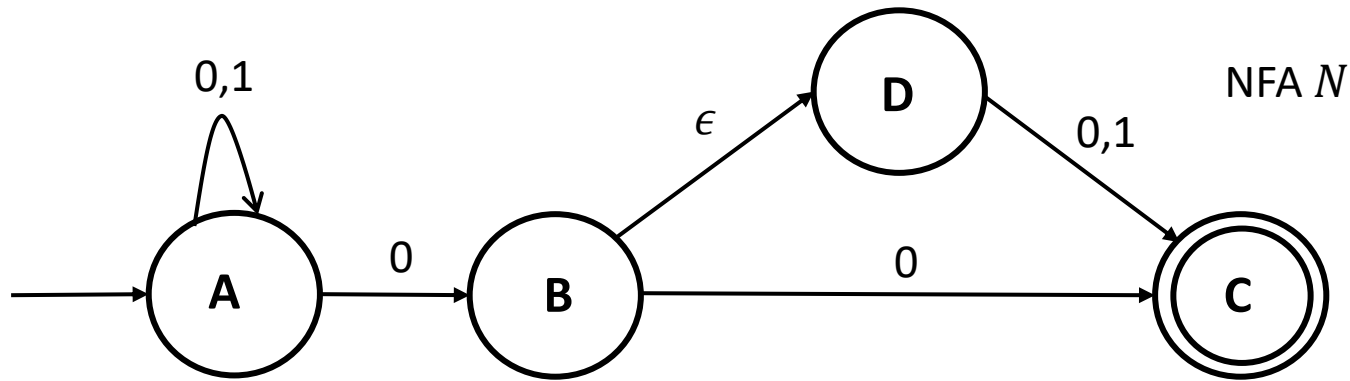
	0	1	ϵ
A	A, B	A	
B	C		D
C			
D	C	C	



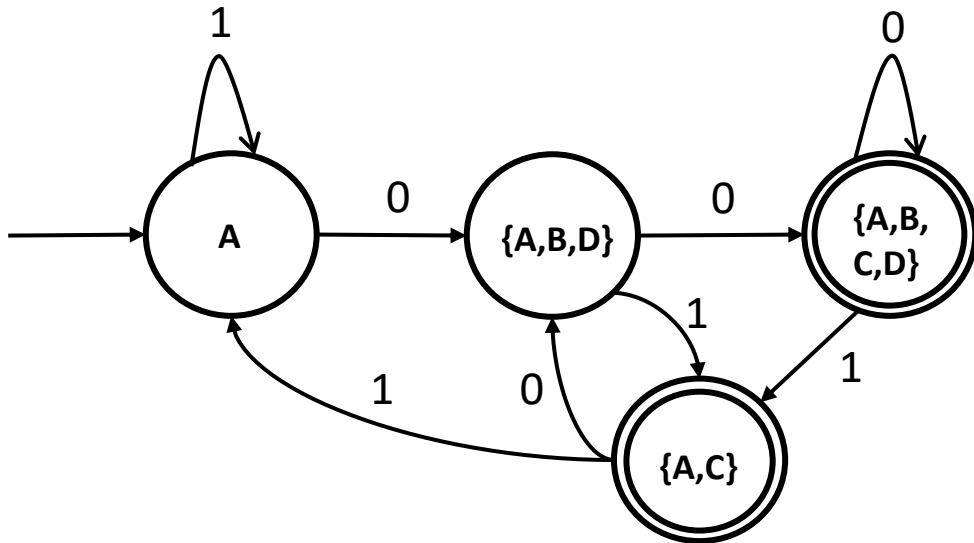
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B	C		D
C			
D	C	C	



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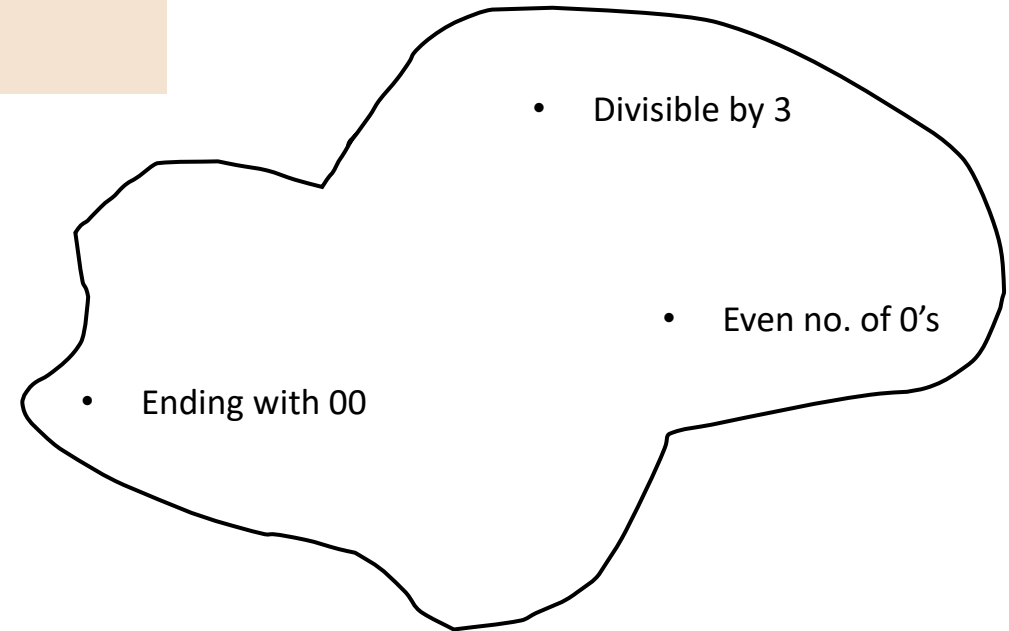
Regular Languages

A language is called a **Regular Language** if there exists some finite automata recognizing it.

If M be a finite automaton (DFA/NFA) and,

$$L(M) = \{\omega \mid \omega \text{ is accepted by } M\}$$

$L(M)$ is regular.



Set of all regular Languages

Regular Languages

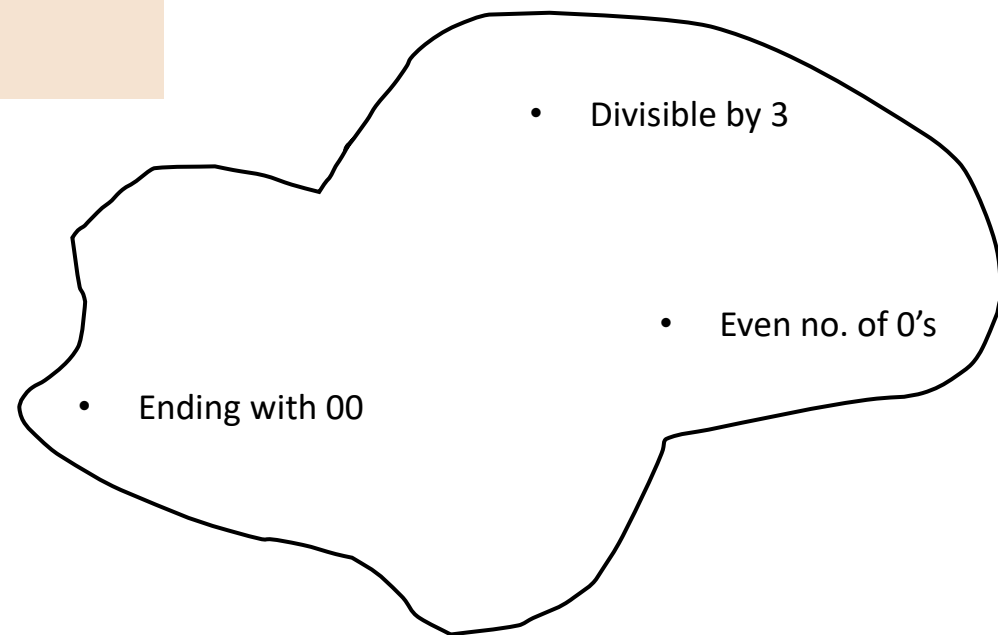
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- Any language has associated with it, a set of operations that can be performed on it.
- These operations help us to understand the properties of that language, e.g. closure properties
- For regular languages, this will help us prove that certain languages are non-regular and hence we cannot hope to design a finite automaton for them



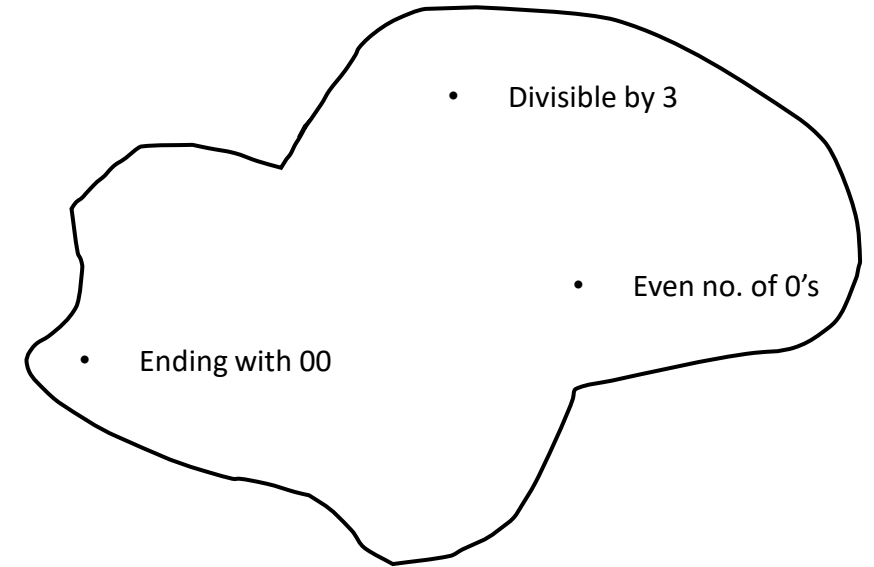
Set of all regular Languages

Regular Languages

Regular Operations:

Let L_1 and L_2 be languages. The following are the *regular operations*:

- **Union:** $L_1 \cup L_2 = \{x | x \in L_1 \text{ or } x \in L_2\}$
- **Concatenation:** $L_1 \cdot L_2 = \{xy | x \in L_1 \text{ and } y \in L_2\}$
- **Star:** $L_1^* = \{x_1 x_2 \cdots x_k | k \geq 0 \text{ and each } x_i \in L_1\}$



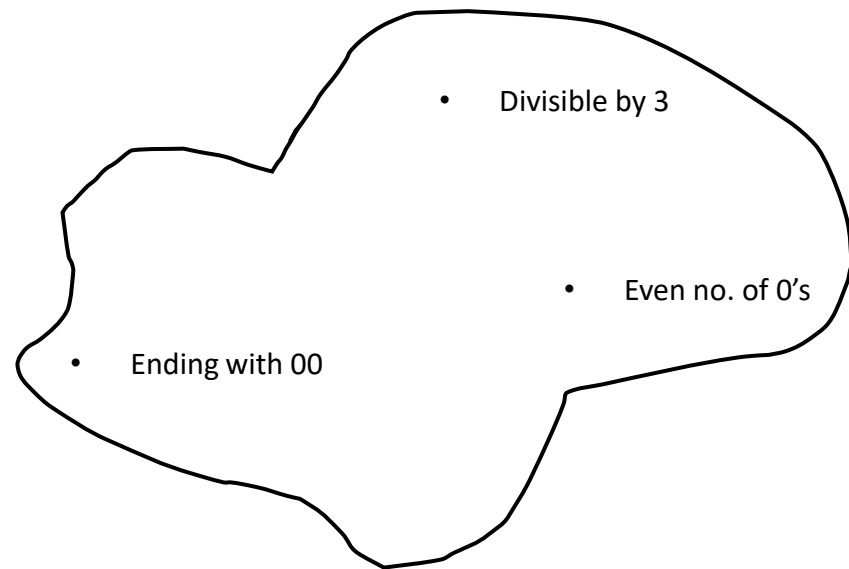
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Star operation: It is an unary operation (unlike the other two) and involves putting together *any number of strings in L_1 together to obtain a new string.*

Note: Any number of strings includes “0” as a possibility and so the empty string ϵ is a member of L_1^* .

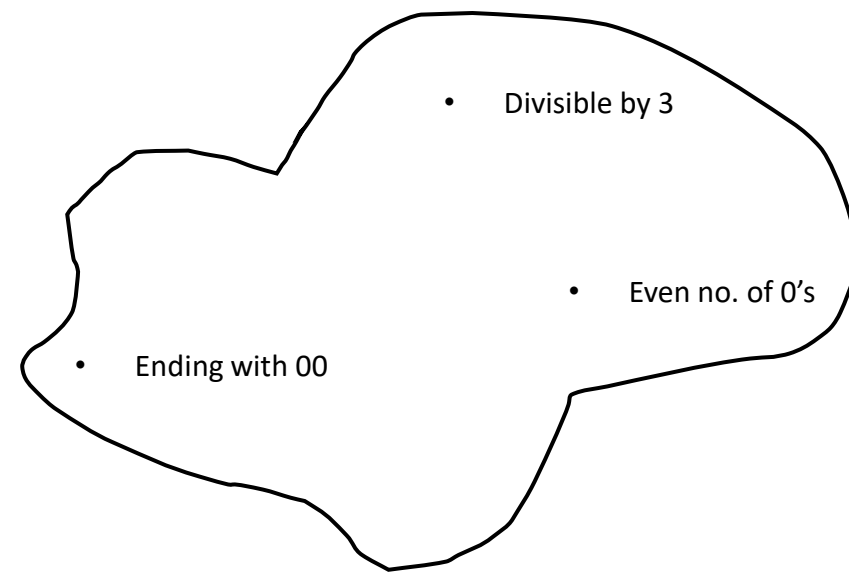
$$\text{If } \Sigma = \{a\}, \Sigma^* = \{\epsilon, a, aa, aaa, \dots\}; \text{ If } \Sigma = \{\Phi\}, \Sigma^* = \{\epsilon\}$$

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If $\Sigma = \{0,1\}$, we have that $\Sigma^* = \{0,1\}^* = \{\epsilon, 0, 1, 00, 01, 10, 11, 000, \dots\}$

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Example: Let the alphabet $\Sigma = \{a, b, \dots, z\}$. If $L_1 = \{social, economic\}$ and $L_2 = \{justice, reform\}$, then

- $L_1 \cup L_2 = \{social, economic, justice, reform\}$

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- $L_1 \cup L_2 = \{\text{social}, \text{economic}, \text{justice}, \text{reform}\}$
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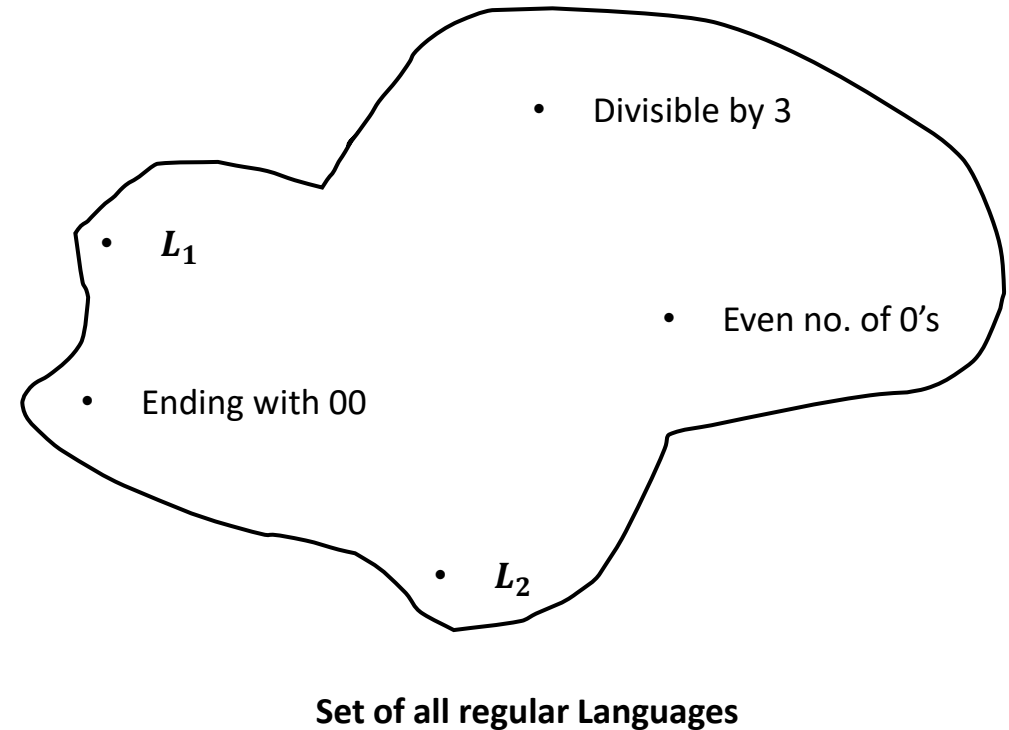
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- $L_2^* = \{\epsilon, \text{justice, reform, justicejustice, justicereform, reformjustice, reformreform, justicejusticejustice,}\}$

Closure of Regular Languages

We want to check whether the set of regular languages are **closed** under some operations.

What does this mean?

- We pick up points within the set of all regular languages (say L_1 and L_2)
- Perform *set operations* such as Union, concatenation, Star, intersection, reversal, complement etc on them.
- Observe whether the resulting language still belongs to the set of all regular languages.
- If so, we say, regular languages are **closed** under that operation.

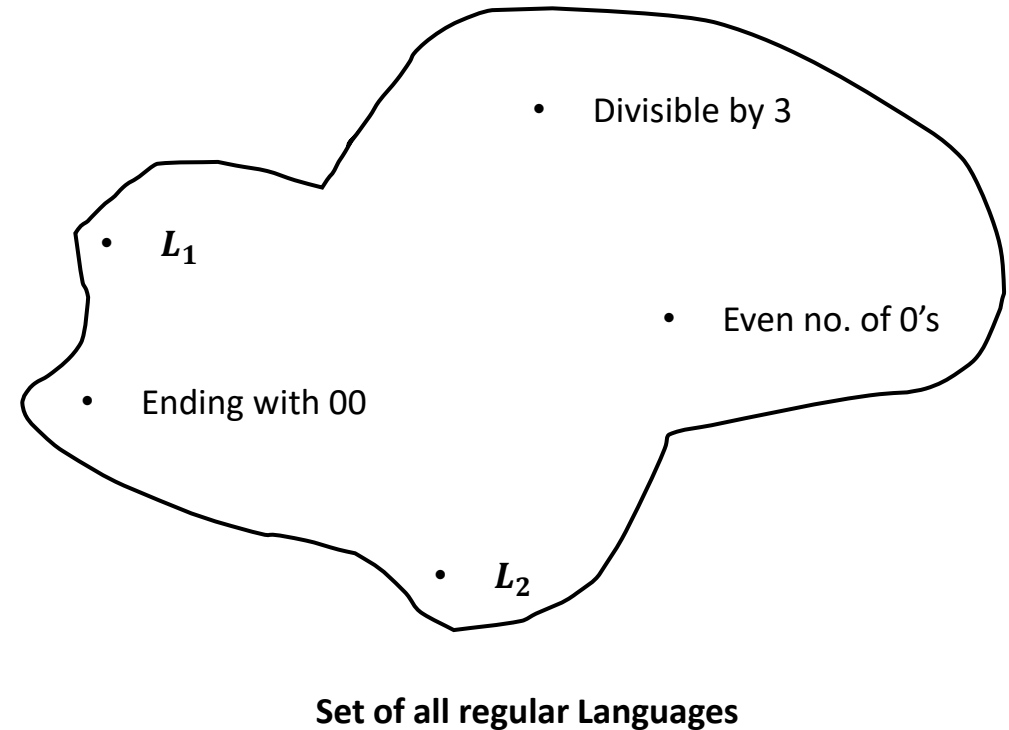


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For example, the **natural numbers** are **closed under addition/multiplication** and **not under subtraction/division**.

Thank You!