

Theory of Machines and Languages

Fatemeh Deldar

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A nondeterministic finite accepter or nfa is defined by the quintuple

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

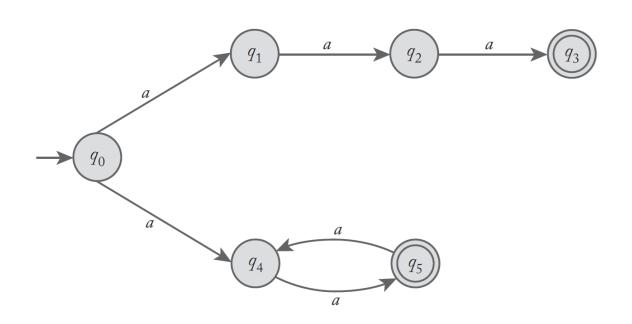
where Q, Σ, q_0, F are defined as for deterministic finite accepters, but

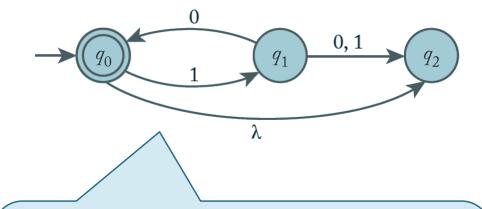
$$\underline{\delta:Q\times(\Sigma\cup\{\lambda\})}\to 2^Q.$$

Three major differences between this definition and the definition of a dfa:

- The range of δ is in the powerset 2^Q
- We allow λ as the second argument of δ
- The set $\delta(q_i, a)$ may be empty
- □ A string is accepted by an nfa if there is some sequence of possible moves that will put the machine in a final state at the end of the string

Example





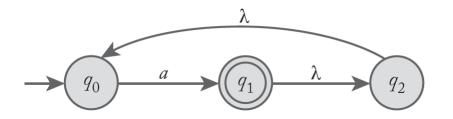
- For 10 there are two walks, one leading to q_0 , the other to q_2
- Even though q_2 is not a final state, the string is accepted because one walk leads to a final state

□ The transition function can be extended so its second argument is a string

$$\delta^* \left(q_i, w \right) = Q_j$$

 Q_i is the set of all possible states the automaton may be in, having started in state q_i and having read w

Example



$$\delta^* (q_1, a) = \{q_0, q_1, q_2\}$$

$$\delta^* \left(q_2, \lambda \right) = \left\{ q_0, q_2 \right\}$$

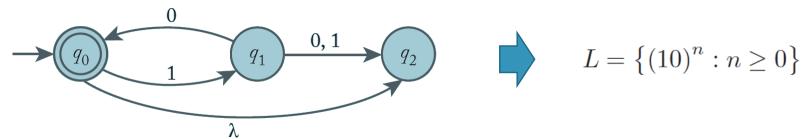
$$\delta^* (q_2, aa) = \{q_0, q_1, q_2\}$$

The language L accepted by an nfa $M = (Q, \Sigma, \delta, q_0, F)$ is defined as the set of all strings accepted in the above sense. Formally,

$$L(M) = \{ w \in \Sigma^* : \delta^* (q_0, w) \cap F \neq \emptyset \}.$$

In words, the language consists of all strings w for which there is a walk labeled w from the initial vertex of the transition graph to some final vertex.

Example



➤ What happens when this automaton is presented with the string w = 110



0,1

Equivalence of Dfa's and Nfa's

Two finite accepters, M_1 and M_2 , are said to be equivalent if

$$L\left(M_{1}\right)=L\left(M_{2}\right),$$

that is, if they both accept the same language.

Example

