

Experiment Number 3

Aim: Conversion from NFA to DFA.

Algorithm:

Step 1: Start

Step 2: Get number of final states.

Step 3: Get initial and transition states.

Step 4: Merge similar states and drop null states.

Step 5: Print respective output.

Step 6: Stop.

Code:

```
#include<stdio.h>

#include<string.h>
#include<math.h>

int ninputs;
int dfa[100][2][100] = {0};
int state[10000] = {0};
char ch[10], str[1000];
int go[10000][2] = {0};
int arr[10000] = {0};

int main()
{
    int st, fin, in;
    int f[10];
    int i,j=3,s=0,final=0,flag=0,curr1,curr2,k,l;
    int c;

    printf("\nFollow the one based indexing\n");
```

```
printf("\nEnter the number of states::");  
scanf("%d",&st);
```

```
printf("\nGive state numbers from 0 to %d",st-1);
```

```
for(i=0;i<st;i++)  
    state[(int)(pow(2,i))] = 1;
```

```
printf("\nEnter number of final states\t");  
scanf("%d",&fin);
```

```
printf("\nEnter final states::");  
for(i=0;i<fin;i++)  
{  
    scanf("%d",&f[i]);  
}
```

```
int p,q,r,rel;
```

```
printf("\nEnter the number of rules according to NFA::");  
scanf("%d",&rel);
```

```
printf("\n\nDefine transition rule as \"initial state input symbol final  
state\\n");
```

```
for(i=0; i<rel; i++)  
{
```

```

scanf("%d%d%d",&p,&q,&r);

    if (q==0)
        dfa[p][0][r] = 1;
    else
        dfa[p][1][r] = 1;
}

printf("\nEnter initial state::");
scanf("%d",&in);

in = pow(2,in);

i=0;

printf("\nSolving according to DFA");

int x=0;
for(i=0;i<st;i++)
{
    for(j=0;j<2;j++)
    {
        int stf=0;
        for(k=0;k<st;k++)
        {
            if(dfa[i][j][k]==1)
                stf = stf +
pow(2,k);
        }
    }
}

```

```

        go[(int)(pow(2,i))][j] = stf;
        printf("%d-%d--
>%d\n",(int)(pow(2,i)),j,stf);
        if(state[stf]==0)
            arr[x++] = stf;
        state[stf] = 1;
    }

}

//for new states
for(i=0;i<x;i++)
{
    printf("for %d ---- ",arr[x]);
    for(j=0;j<2;j++)
    {
        int new=0;
        for(k=0;k<st;k++)
        {
            if(arr[i] & (1<<k))
            {
                int h =
pow(2,k);

                if(new==0)

                new = go[h][j];

                new = new
| (go[h][j]);

```

```

        }
    }

    if(state[new]==0)
    {
        arr[x++] = new;
        state[new] = 1;
    }
}

printf("\nThe total number of distinct states are:.\n");

printf("STATE    0  1\n");

for(i=0;i<10000;i++)
{
    if(state[i]==1)
    {
        //printf("%d**",i);
        int y=0;
        if(i==0)
            printf("q0 ");

        else
            for(j=0;j<st;j++)
            {
                int x = 1<<j;
                if(x&i)

```

```

        {
            printf("q%d ",j);
            y = y+pow(2,j);
            //printf("y=%d
",y);
        }
    }
    //printf("%d",y);
    printf("    %d  %d",go[y][0],go[y][1]);
    printf("\n");
}
}

```

```

j=3;
while(j--)
{
    printf("\nEnter string");
    scanf("%s",str);
    l = strlen(str);
    curr1 = in;
    flag = 0;
    printf("\nString takes the following path-->\n");
    printf("%d-",curr1);

    for(i=0;i<l;i++)
    {
        curr1 = go[curr1][str[i]-'0'];
        printf("%d-",curr1);
    }
}

```

```
    }

    printf("\nFinal state - %d\n",curr1);

    for(i=0;i<fin;i++)
    {
        if(curr1 & (1<<f[i]))
        {
            flag = 1;
            break;
        }
    }

    if(flag)
        printf("\nString Accepted");
    else
        printf("\nString Rejected");

}

return 0;

}
```

Output:

```
Follow the one based indexing

Enter the number of states::3

Give state numbers from 0 to 2
Enter number of final states    1

Enter final states::4

Enter the number of rules according to NFA::4

Define transition rule as "initial state input symbol final state"
1 0 1
1 1 1
1 0 2
2 0 4

Enter initial state::0

Solving according to DFA1-0-->0
1-1-->0
2-0-->6
2-1-->2
4-0-->0
4-1-->0
for 0 ---- for 0 ----
The total number of distinct states are::
STATE    0    1
q0        0    0
q0        0    0
q1        6    2
q2        0    0
q1 q2      0    0
```

Result: Thus, NFA to DFA implemented successfully.