Pre-lecture brain teaser

Find the regular expression for the language containing all binary strings that do not contain the subsequence 111000

ECE-374-B: Lecture 3 - NFAs

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University of Illinois at Urbana-Champaign

Pre-lecture brain teaser

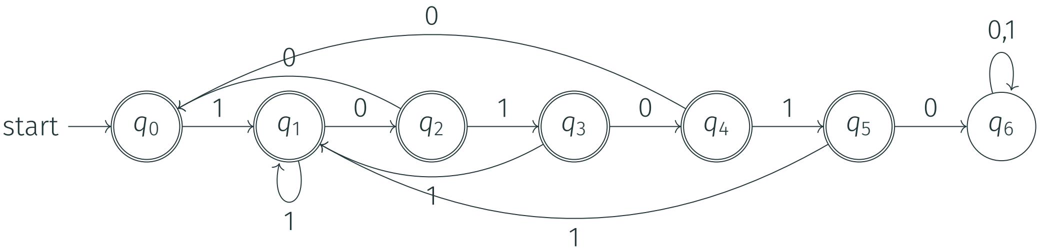
Find the regular expression for the language containing all binary strings that **do not** contain the subsequence 111000

Pre-lecture brain teaser II

Find the regular expression for the language containing all binary strings that **do not** contain the substring 101010

Pre-lecture brain teaser II

Find the regular expression for the language containing all binary strings that **do not** contain the substring 101010



Pre-lecture brain teaser III

Find the regular expression for the language contains all binary strings whose $\#_0(w)\%7 = 0$(number of 0's divisible by 7).

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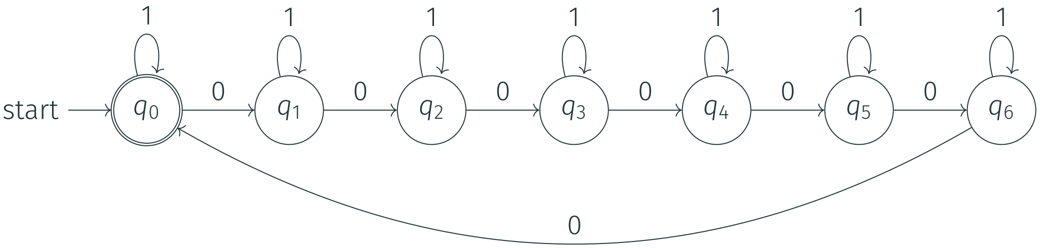

Pre-lecture brain teaser III

Show that the following string(w) is a member of the language that:

- does not contain the subsequence 111000 **or**
- does not contain the substring 101010 **or**
- or has a number of 0's divisible by 7

Pre-lecture brain teaser III

Show that the following string(w) is a member of the language that:

- does not contain the subsequence 111000 **or**
- does not contain the substring 101010 **or**
- or has a number of 0's divisible by 7

$$
\begin{aligned}
w = & 1001110110111001 \\
& 1000010111110010 \\
& 0101010011001111 \\
& 1001001011111100
\end{aligned}
$$

You have 30 seconds.

Pre-lecture brain teaser III

Show that the following string(w) is a member of the language that:

- does not contain the subsequence 111000 **or**
- does not contain the substring 101010 **or**
- or has a number of 0's divisible by 7

$$w = \begin{array}{l} 100111011011100 1 \\ 1000010111110010 \\ 0101010011001111 \\ 1001001011111100 \end{array}$$

You have 30 seconds. Pray, choose a strategy and hope you get **lucky**.

Tangential Thought

Does luck allow us to solve unsolvable problems?

Tangential Thought

Does luck allow us to solve unsolvable problems? New example: Consider two machines: M_1 and M_2

- M_1 is a classic deterministic machine.
- M_2 is a “lucky” machine that will always make the right choice.

Problem: Find shortest path from a to b

Program on M_1 (Dijkstra's algorithm):

Initialize for each node v, $\mathrm{Dist}(s,v) = d'(s,v) = \infty$
Initialize $X = \emptyset$, $d'(s,s) = 0$
for $i = 1$ to $|V|$ **do**
    Let v be node realizing $d'(s,v) = \min_{u \in V-X} d'(s,u)$
    $\mathrm{Dist}(s,v) = d'(s,v)$
    $X = X \cup \{v\}$
    Update $d'(s,u)$ for each u in $V - X$ as follows:
        $d'(s,u) = min\Big(d'(s,u),\ \mathrm{Dist}(s,v) + \ell(v,u)\Big)$

Lucky machine programs

Problem: Find shortest path from a to b

Program on M_2 (Blind luck):

```
Initialize path = []
path += a
While(notatb)
    take an outgoing edge (u, v) from current node u to v
    current = v
    path += v
return path
```

Tangential Thought

Does luck allow us to solve unsolvable problems?

Consider two machines: M_1 and M_2

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Question:

Tangential Thought

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Question: Are there problems which M_2 can solve that M_1 cannot.

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Question: Are there problems which M_2 can solve that M_1 cannot.

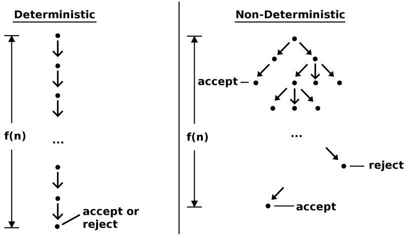
The notion was first posed by **Robert W. Floyd** in 1967.

Non-determinism in computing

In computer science, a nondeterministic machine is a theoretical device that can have more than one output for the same input.

A machine that is capable of taking multiple states concurrently. Whenever it reaches a choice, it takes both paths.

If there is a path for the string to be accepted by the machine, then the string is part of the language.



Non-determinism in media

Placeholder slide for youtube.

Why non-determinism?

- Non-determinism adds power to the model; richer programming language and hence (much) easier to “design” programs
- Fundamental in **theory** to prove many theorems
- Very important in **practice** directly and indirectly
- Many deep connections to various fields in Computer Science and Mathematics

Many interpretations of non-determinism. Hard to understand at the outset. Get used to it and then you will appreciate it slowly.

Non-deterministic finite automata (NFA) Introduction

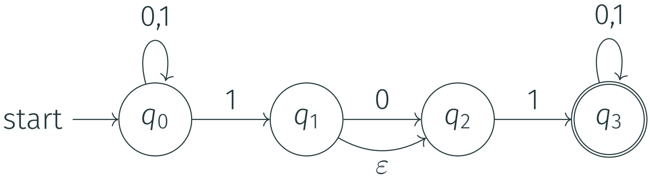
Non-deterministic Finite State Automata by example

When you come to a fork in the road, take it.

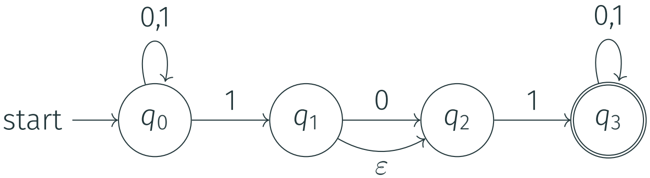
Non-deterministic Finite State Automata by example

When you come to a fork in the road, take it.

Today we'll talk about automata whose logic **is not** deterministic.



NFA acceptance: Informal



Informal definition: An NFA N accepts a string w iff some accepting state is reached by N from the start state on input w.

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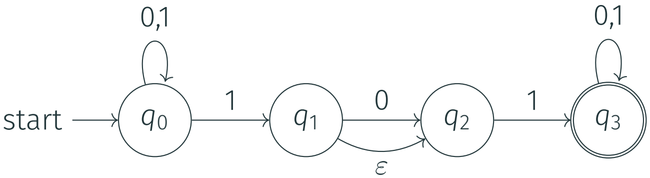
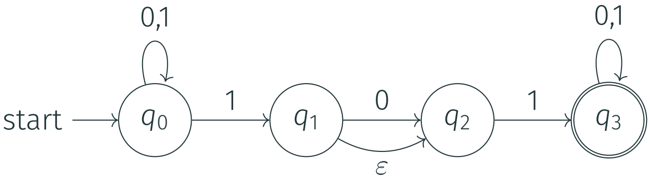


Informal definition: An NFA N accepts a string w iff some accepting state is reached by N from the start state on input w.

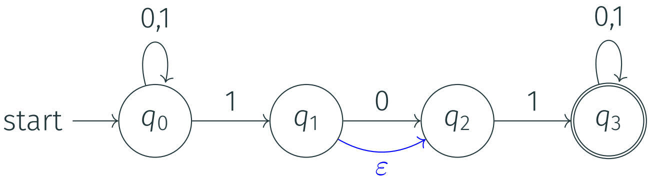
The language accepted (or recognized) by a NFA N is denote by $L(N)$ and defined as: $L(N) = \{w \mid N \text{ accepts } w\}$.

NFA acceptance: Example



- Is 010110 accepted?

NFA acceptance: Wait! what about the ϵ?!



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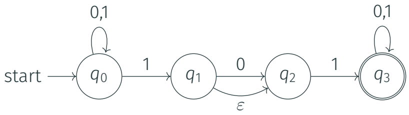

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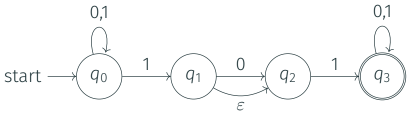

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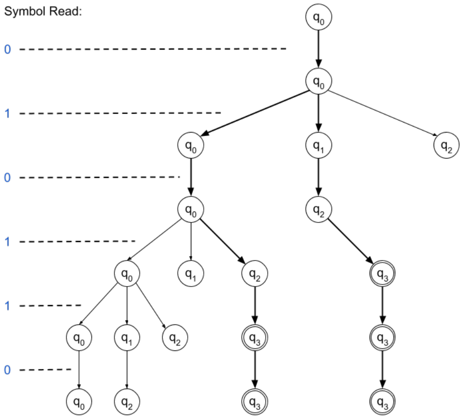

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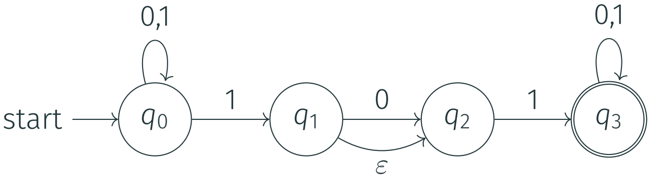

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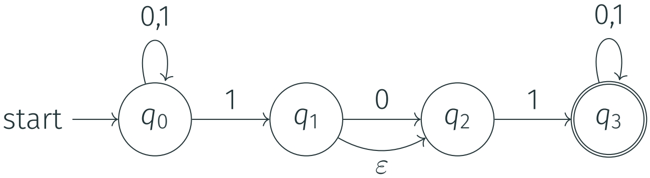

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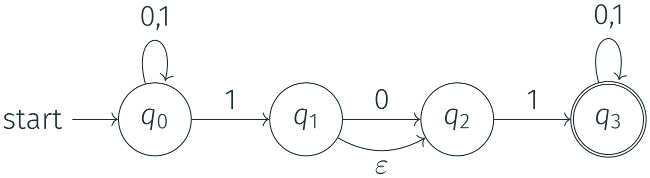

- Is 010110 accepted?
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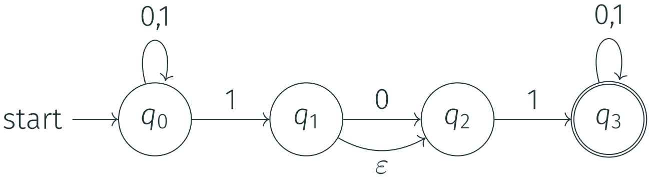
- Is 101 accepted?

NFA acceptance: Example



- Is 010110 accepted?
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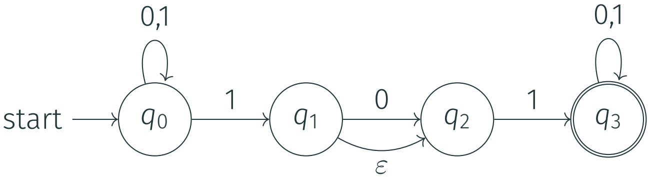
NFA acceptance: Example



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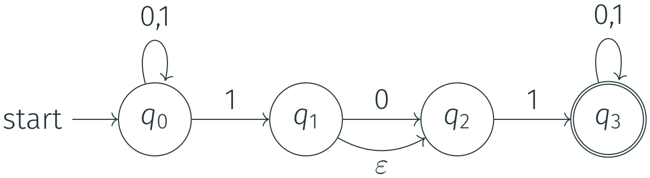
NFA acceptance: Example



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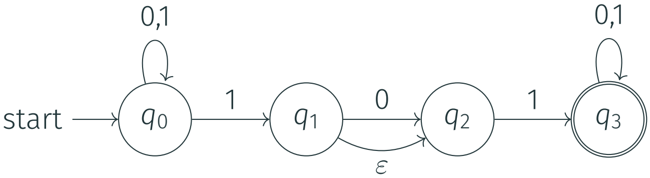

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Comment: Unlike DFAs, it is easier in NFAs to show that a string is accepted than to show that a string is **not** accepted.

Formal definition of NFA

Formal Tuple Notation

Definition
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$\mathcal{P}(Q)$?

Reminder: Power set

Q: a set. Power set of Q is: $\mathcal{P}(Q) = 2^Q = \{X \mid X \subseteq Q\}$ is set of all subsets of Q.

Example
$Q = \{1, 2, 3, 4\}$

$$\mathcal{P}(Q) = \left\{ \begin{array}{c} \{1,2,3,4\}\,, \\ \{2,3,4\}\,, \{1,3,4\}\,, \{1,2,4\}\,, \{1,2,3\}\,, \\ \{1,2\}\,, \{1,3\}\,, \{1,4\}\,, \{2,3\}\,, \{2,4\}\,, \{3,4\}\,, \\ \{1\}\,, \{2\}\,, \{3\}\,, \{4\}\,, \\ \{\} \end{array} \right\}$$

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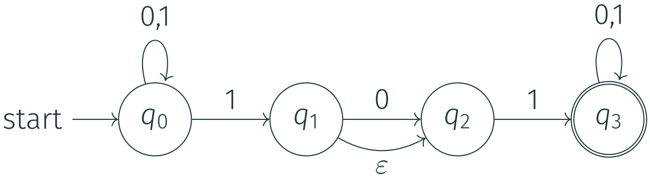
- $\delta : Q \times \Sigma \cup \{\varepsilon\} \to \mathcal{P}(Q)$ is the transition function (here $\mathcal{P}(Q)$ is the power set of Q),
- $s \in Q$ is the start state,
- $A \subseteq Q$ is the set of accepting/final states.

$\delta(q, a)$ for $a \in \Sigma \cup \{\varepsilon\}$ is a subset of Q — a set of states.

Example



- $Q =$
- $\Sigma =$
- $\delta =$
- $s =$

Extending the transition function to strings

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- NFA $N = (Q, \Sigma, \delta, s, A)$
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Extending the transition function to strings

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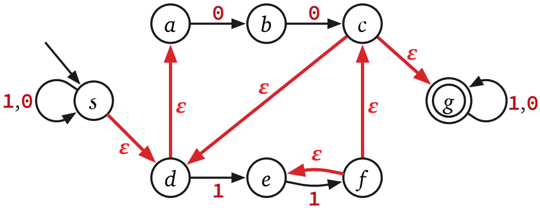
- $\delta(q, a)$: set of states that N can go to from q on reading $a \in \Sigma \cup \{\varepsilon\}$.
- Want transition function $\delta^* : Q \times \Sigma^* \to \mathcal{P}(Q)$
- $\delta^*(q, w)$: set of states reachable on input w starting in state q.

Definition
For NFA $N = (Q, \Sigma, \delta, s, A)$ and $q \in Q$ the $\epsilon\text{reach}(q)$ is the set of all states that q can reach using only ε-transitions.



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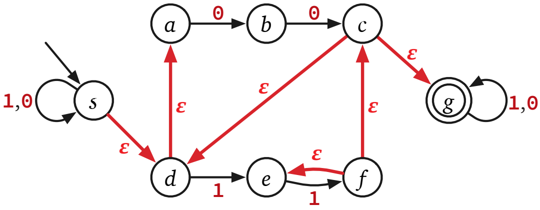

Definition
For $X \subseteq Q$: $\epsilon\text{reach}(X) = \bigcup_{x \in X} \epsilon\text{reach}(x)$.

Extending the transition function to strings

ϵreach(q): set of all states that q can reach using only ε-transitions.

Definition
Inductive definition of $\delta^* : Q \times \Sigma^* \to \mathcal{P}(Q)$:

- if $w = \varepsilon$, $\delta^*(q, w) = \epsilon\text{reach}(q)$

Extending the transition function to strings

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- if $w = a$ where $a \in \Sigma$: $\quad \delta^*(q, a) = \epsilon\text{reach}\left(\bigcup_{p \in \epsilon\text{reach}(q)} \delta(p, a)\right)$

Extending the transition function to strings

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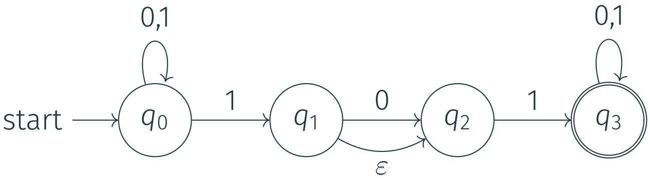
- if $w = ax$: $\delta^*(q, w) = \epsilon\text{reach}\left(\bigcup_{p \in \epsilon\text{reach}(q)} \left(\bigcup_{r \in \delta^*(p,a)} \delta^*(r, x)\right)\right)$

Example of extended transition function



Find $\delta^*(q_0, 11)$:

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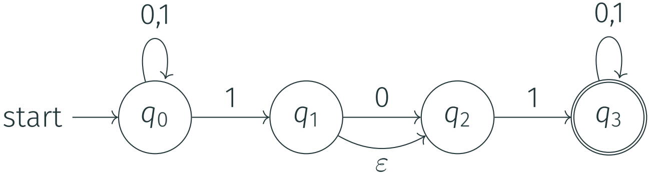

Find $\delta^*(q_0, 11)$:

$$\delta^*(q, w) = \epsilon\text{reach}\left(\bigcup_{p \in \epsilon\text{reach}(q)} \left(\bigcup_{r \in \delta^*(p,a)} \delta^*(r, x)\right)\right)$$

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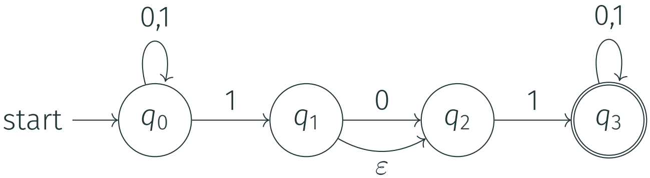

We know $w = 11 = ax$ so $a = 1$ and $x = 1$

$$\delta^*(q_0, 11) = \epsilon\text{reach}\left(\bigcup_{p \in \epsilon\text{reach}(q_0)} \left(\bigcup_{r \in \delta^*(p,1)} \delta^*(r, 1)\right)\right)$$

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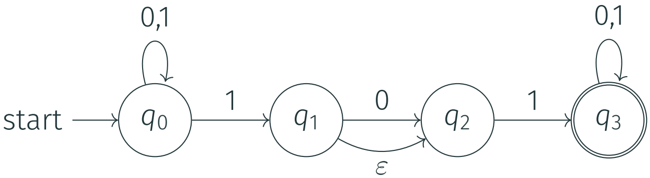

$$\epsilon\text{reach}(q_0) = \{q_0\}$$

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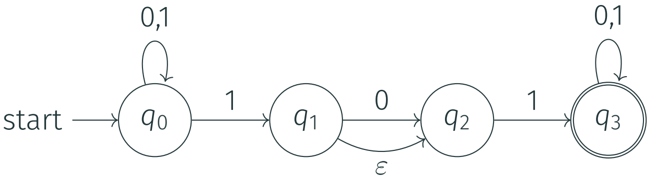

Simplify:

$$\delta^*(q_0, 11) = \epsilon\text{reach}\left(\bigcup_{r \in \delta^*(\{q_0\}, 1)} \delta^*(r, 1) \right)$$

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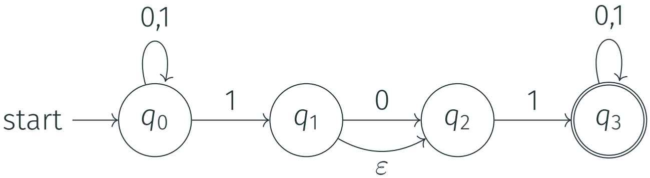

Need $\delta^*(q_0, 1) = \epsilon\text{reach}\left(\bigcup_{p \in \epsilon\text{reach}(q)} \delta(p, a)\right) = \epsilon\text{reach}(\delta\,(q_0, 1))$:

$= \epsilon\text{reach}(\{q_0, q_1\}) = \{q_0, q_1, q_2\}$

$$\delta^*(q_0, 11) = \epsilon\text{reach}\left(\bigcup_{r \in \delta^*(\{q_0\}, 1)} \delta^*(r, 1)\right)$$

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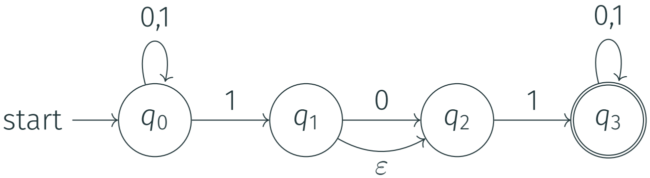

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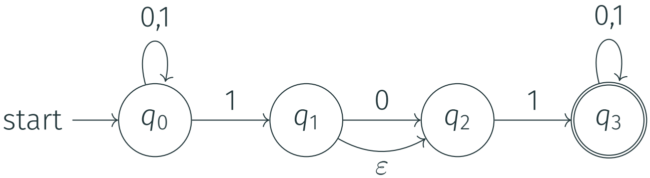

Simplify

$$\delta^*(q_0, 11) = \epsilon\text{reach}(\delta^*(q_0, 1) \cup \delta^*(q_1, 1) \cup \delta^*(q_2, 1))$$

Transition for strings: $w = ax$

$$\delta^*(q, w) = \epsilon\text{reach}\left(\bigcup_{p \in \epsilon\text{reach}(q)} \left(\bigcup_{r \in \delta^*(p,a)} \delta^*(r, x)\right)\right)$$

- $R = \epsilon\text{reach}(q) \implies \delta^*(q, w) = \epsilon\text{reach}\left(\bigcup_{p \in R} \bigcup_{r \in \delta^*(p,a)} \delta^*(r, x)\right)$
- $N = \bigcup_{p \in R} \delta^*(p, a)$: All the states reachable from q with the letter a.
- $\delta^*(q, w) = \epsilon\text{reach}\left(\bigcup_{r \in N} \delta^*(r, x)\right)$

Formal definition of language accepted by N

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A string w is accepted by NFA N if $\delta_N^*(s, w) \cap A \neq \emptyset$.

Definition
The language $L(N)$ accepted by a NFA $N = (Q, \Sigma, \delta, s, A)$ is

$$\{w \in \Sigma^* \mid \delta^*(s, w) \cap A \neq \emptyset\}.$$

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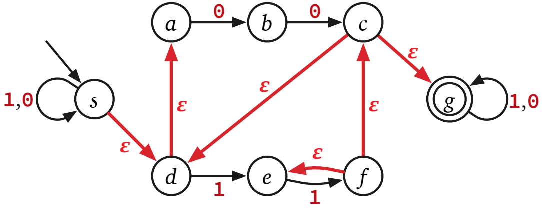
Important: Formal definition of the language of NFA above uses δ^* and not δ. As such, one does not need to include ε-transitions closure when specifying δ, since δ^* takes care of that.

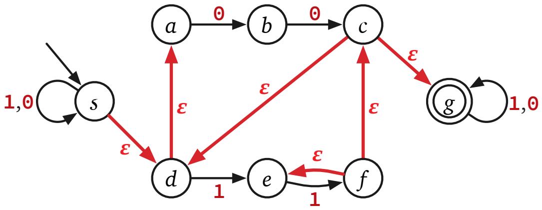
Example



What is:

- $\delta^*(s, \epsilon)$ =

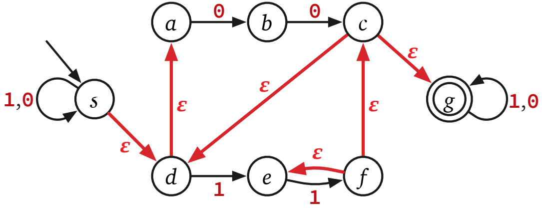
Example



What is:

- $\delta^*(s, \epsilon) =$
- $\delta^*(s, 0) =$

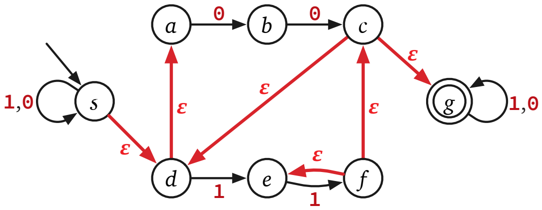
Example



What is:

- $\delta^*(s, \epsilon) =$
- $\delta^*(s, 0) =$
- $\delta^*(b, 0) =$

Example



What is:

- $\delta^*(s, \epsilon) =$
- $\delta^*(s, 0) =$
- $\delta^*(b, 0) =$
- $\delta^*(b, 00) =$

Constructing generalized NFAs

DFAs and NFAs

- Every DFA is a NFA so NFAs are at least as powerful as DFAs.
- NFAs prove ability to “guess and verify” which simplifies design and reduces number of states
- Easy proofs of some closure properties

Example

$L = \{\text{bitstrings that have a } 1 \text{ three positions from the end}\}$

A simple transformation

Theorem
For every NFA N there is another NFA N' such that $L(N) = L(N')$ and such that N' has the following two properties:

- *N' has single final state f that has no outgoing transitions*
- *The start state s of N is different from f*

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Why couldn't we say this for DFA's?

A simple transformation

Hint: Consider the L = $0^* + 1^*$.

Closure Properties of NFAs

Closure properties of NFAs

Are the class of languages accepted by NFAs closed under the following operations?

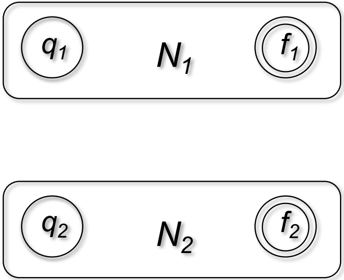
- union
- intersection
- concatenation
- Kleene star
- complement

Closure under union

Theorem
For any two NFAs N_1 and N_2 there is a NFA N such that $L(N) = L(N_1) \cup L(N_2)$.

Closure under union

Theorem
For any two NFAs N_1 and N_2 there is a NFA N such that $L(N) = L(N_1) \cup L(N_2)$.



Closure under concatenation

Theorem
For any two NFAs N_1 and N_2 there is a NFA N such that $L(N) = L(N_1) \bullet L(N_2)$.

Closure under concatenation

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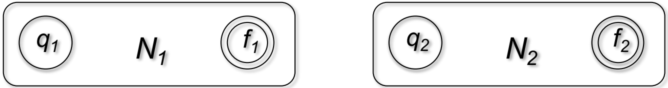
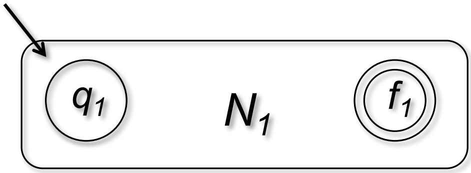


Closure under Kleene star

Theorem
For any NFA N_1 there is a NFA N such that $L(N) = (L(N_1))^*$.



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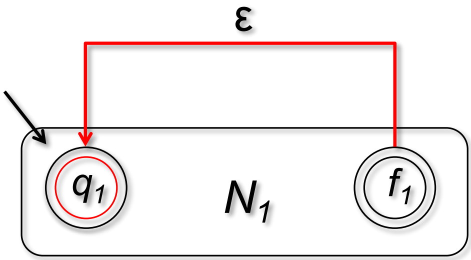

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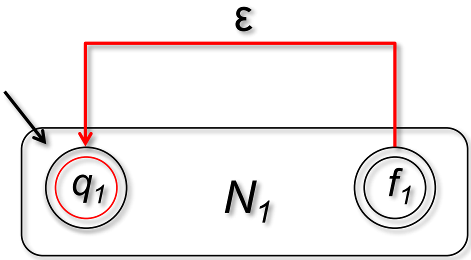

Does not work! Why?

Closure under Kleene star

Theorem
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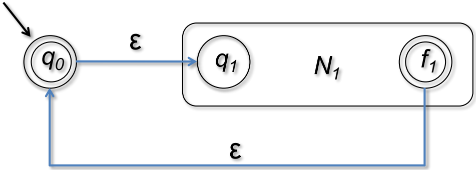


Transformations

All these examples are examples of language *transformations*.

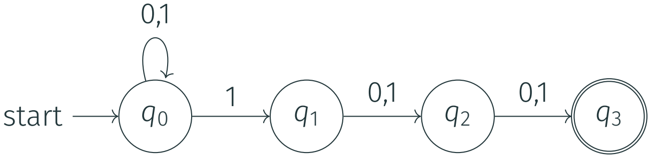
A language transformation is one where you take one class or languages, perform some operation and get a new language **that belongs to that same class (closure)**.

Tomorrow's lab will go over more examples of language transformations.

Last thought

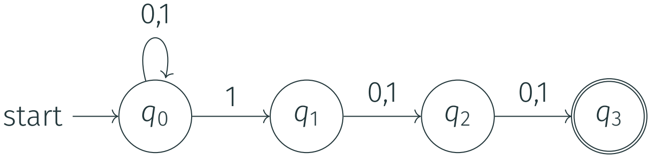
Equivalence

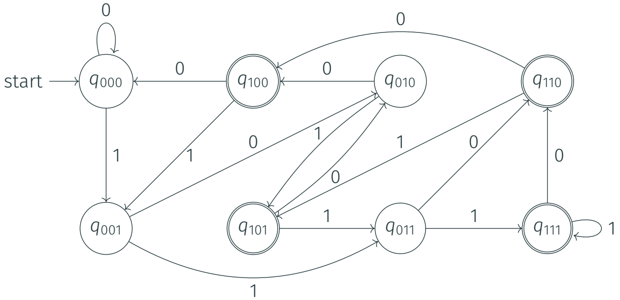
Do all NFAs have a corresponding DFA?



Equivalence

Do all NFAs have a corresponding DFA?





Yes but it likely won't be pretty.