

# CIS 770: Formal Language Theory

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# Optimal Algorithms

## Best Solutions

If a problem can be solved computationally, is there always a “best” method for solving it?

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## Example

Merge Sort and Heap Sort achieve the asymptotically best time possible for sorting (in a certain model).

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Manuel Blum

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## Example

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## Blum's Speedup Theorem

No! There are computationally solvable problems that have no optimal algorithms! In other words, there are problems for which any algorithm can always be made faster.

# Optimal Algorithms

## Regular Languages



Anil Nerode

### Myhill-Nerode Theorem

There is a “unique” “optimal” “algorithm” for every problem that can be solved using finite memory.

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- “optimal” means requires least memory, i.e., has fewest states

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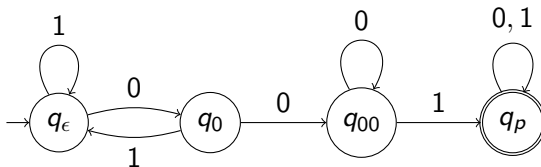
### Myhill-Nerode Theorem

There is a “unique” “optimal” “algorithm” for every problem that can be solved using finite memory.

- “algorithm” here means a deterministic machine
- “optimal” means requires least memory, i.e., has fewest states
- “unique” means that any two DFAs with fewest states for a language are “isomorphic”



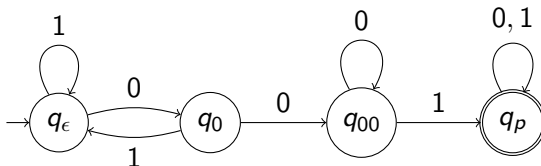
# Suffix Language of a State



DFA  $M$

Given DFA  $M = (Q, \Sigma, \delta, q_0, F)$ ,  
 $\text{suffix}(M, q) = \{w \in \Sigma^* \mid \hat{\delta}(q, w) \in F\}.$

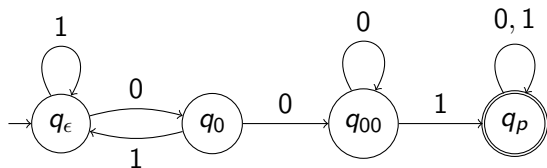
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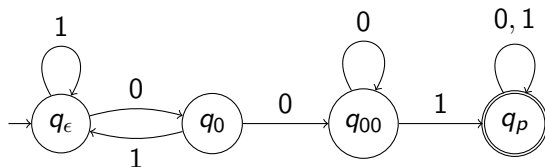
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For example,  $\text{suffix}(M, q_{00}) = 0^*1(0 \cup 1)^*$ .

## Definition

For a language  $L \subseteq \Sigma^*$ , and a string  $x \in \Sigma^*$ , the **suffix language of  $L$**  with respect to  $x$ , is defined as

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The **class of suffix languages** of  $L$  is

$$\mathcal{C}_{\text{suf}}(L) = \{\text{suffix}(L, x) \mid x \in \Sigma^*\}$$

# Example: $L_{\text{odd}}$

## Example

Consider  $L_{\text{odd}} = \{w \in \{0,1\}^* \mid w \text{ has an odd number of 1s}\}$

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## Class of Suffix Languages

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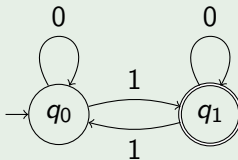
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## DFA and Suffix Languages

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Recall,  $\mathcal{C}_{\text{suf}}(L_{\text{odd}}) = \{L_{\text{odd}}, L_{\text{even}}\}$ . A DFA for  $L_{\text{odd}}$  is



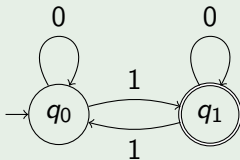
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Observe that  $\text{suffix}(M, q_0) = L_{\text{odd}}$ , and  $\text{suffix}(M, q_1) = L_{\text{even}}$ .

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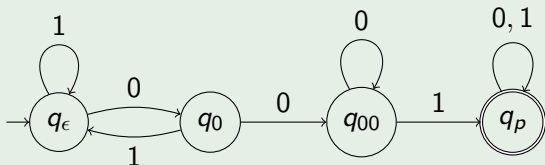
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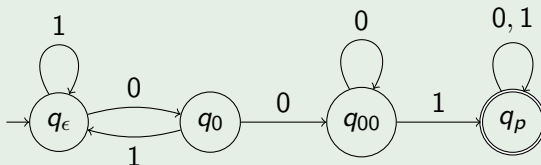
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Observe that the suffix languages of the states correspond to the class of suffix languages.

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## Proposition

$\mathcal{C}_{\text{suf}}(L_{0n1n})$  has infinitely many languages.

## Proof.

Observe that for  $i \neq j$ ,  $\text{suffix}(L_{0n1n}, 0^i) \neq \text{suffix}(L_{0n1n}, 0^j)$ . □

# Recap ...

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Are these observations true in general?



# States and Suffix Languages

## Proposition

*Let  $M = (Q, \Sigma, \delta, q_0, F)$  and let  $L = L(M)$ . Then if  $\hat{\delta}(q_0, x) = \hat{\delta}(q_0, y)$  (i.e., both  $x$  and  $y$  take  $M$  to the same state), then  $\text{suffix}(L, x) = \text{suffix}(L, y)$ .*

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$$\hat{\delta}(q_0, xz) \in F \quad = \quad \hat{\delta}(\hat{\delta}(q_0, x), z) \quad (\text{prop. } \hat{\delta}(q, uv) = \hat{\delta}(\hat{\delta}(q, u), v))$$



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Similarly, we can show that if  $z \in \text{suffix}(L, y)$  then  $z \in \text{suffix}(L, x)$ . □

# Regularity and Suffix Languages

## Corollary

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## Proof.

If  $L$  is regular then there is a DFA  $M = (Q, \Sigma, \delta, q_0, F)$  such that  $L = L(M)$ .

- We have shown that, if  $x, y$  reach the same state in  $M$  then  $\text{suffix}(L, x) = \text{suffix}(L, y)$



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## Corollary

*If  $L$  is regular then  $\mathcal{C}_{\text{suf}}(L)$  is finite.*

## Proof.

If  $L$  is regular then there is a DFA  $M = (Q, \Sigma, \delta, q_0, F)$  such that  $L = L(M)$ .

- We have shown that, if  $x, y$  reach the same state in  $M$  then  $\text{suffix}(L, x) = \text{suffix}(L, y)$
- Thus,  $|\mathcal{C}_{\text{suf}}(L)| \leq |Q|$ , which is finite.



# Canonical DFAs for Regular Languages

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*For a language  $L \subseteq \Sigma^*$ , if  $C_{\text{suf}}(L)$  is finite then there is a DFA  $M^L$  such that  $L(M^L) = L$ .*

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Is  $\delta$  well-defined? Same state can have multiple names (i.e.,  $x, y$  s.t.  $\text{suffix}(L, x) = \text{suffix}(L, y)$ ).

...→

# Canonical DFAs for Regular Languages

Transition function is well-defined

Proof (contd).

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$$\begin{aligned} z \in \text{suffix}(L, xa) &\iff xaz \in L \\ &\iff az \in \text{suffix}(L, x) = \text{suffix}(L, y) \\ &\iff yaz \in L \iff z \in \text{suffix}(L, ya) \end{aligned}$$

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Proof (contd).

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- $x \in L$  iff  $\epsilon \in \text{suffix}(L, x)$  iff  $\text{suffix}(L, x) \in F^L$
- Hence,  $x \in L$  iff  $M^L$  accepts  $x$ . □



# Example of Canonical DFA

## Example

Consider  $L_{001} = (0 \cup 1)^*001(0 \cup 1)^*$ . Recall that the suffix languages are

$$L_1 = L_{001} = \text{suffix}(L_{001}, \epsilon) = \text{suffix}(L_{001}, (0 \cup \epsilon)1)$$

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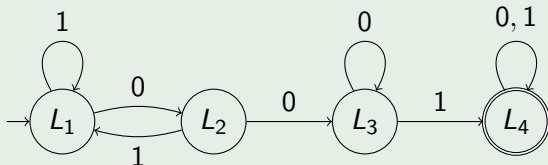
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# Canonical DFA is the smallest DFA

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*For any regular language  $L$ ,  $M^L$  is the unique smallest DFA that recognizes  $L$  **upto isomorphism**.*

## Definition

Let  $M_1 = (Q_1, \Sigma, \delta_1, q_1, F_1)$  and  $M_2 = (Q_2, \Sigma, \delta_2, q_2, F_2)$  be two DFAs. A function  $f : Q_1 \rightarrow Q_2$  is said to be **isomorphism** iff

- $f$  is bijective, i.e., one-to-one and onto
- $f(q_1) = q_2$
- For every  $p \in Q_1$  and  $a \in \Sigma$ ,  $f(\delta_1(p, a)) = \delta_2(f(p), a)$
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Thus, if  $M_1$  and  $M_2$  are isomorphic then they are the “same” machine except for possibly renaming states.

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- Thus,  $|Q| \geq |Q^L|$

...→

# Canonical DFA is the smallest DFA

$f$  preserves transitions

Proof (contd).

Suppose  $|Q| = |Q^L|$ . Then we need to show that  $M$  and  $M^L$  are isomorphic.

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- Since  $\hat{\delta}_M(q_0, \epsilon) = q_0$ ,  $f(q_0) = \text{suffix}(L, \epsilon) = q_0^L$

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- Suppose  $q \in F$ , and  $f(q) = \text{suffix}(L, x)$ .

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- Suppose  $\delta_M(q, a) = q'$  and  $f(q) = \text{suffix}(L, x)$ . Then,  $\hat{\delta}_M(q_0, xa) = \delta(\hat{\delta}_M(q_0, x), a) = \delta(q, a) = q'$ . Thus,  $f(q') = \text{suffix}(L, xa) = \delta^L(\text{suffix}(L, x), a)$ .
- Suppose  $q \in F$ , and  $f(q) = \text{suffix}(L, x)$ . Hence,  $\hat{\delta}_M(q_0, x) = q$ , and so  $x \in L$ , and  $\epsilon \in \text{suffix}(L, x)$ .

# Canonical DFA is the smallest DFA

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In summary ...

## Theorem

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- 3 For any regular language  $L$ ,  $M^L$  is the unique (upto isomorphism) DFA with fewest states that recognizes  $L$ .

# Minimization

## Problem

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## Applications

Algorithms using DFAs run in time directly related to the number of states of DFA. Implementation of the DFA itself takes memory proportional to log number of states. So constructing small DFAs is very critical.

Let  $M = (Q, \Sigma, \delta, q_0, F)$ , and  $L = L(M)$ . Recall that from the proof of Myhill-Nerode Theorem

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Thus  $M$  can be “minimized” by collapsing states  $q_1$  and  $q_2$  if  $\text{suffix}(M, q_1) = \text{suffix}(M, q_2)$ .

# Distinguishability

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We will say that  $p$  and  $q$  are **distinguishable** when this happens.

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- If  $p \in F$  and  $q \notin F$  then  $p$  and  $q$  are distinguishable
- If for some  $a$ ,  $\delta(p, a) = p'$  and  $\delta(q, a) = q'$ , and  $p'$  and  $q'$  are distinguishable, then  $p$  and  $q$  are distinguishable

# Distinguishability

## An Algorithm

Let `distinct` be a table with an entry for each pair of states.  
Initially all entries are 0.

```
if  $p \in F$  and  $q \notin F$  (or vice versa)
then distinct(p, q) := 1
repeat
  for each pair  $(p, q)$  and symbol  $a$ 
    if distinct( $\delta(p, a)$ ,  $\delta(q, a)$ ) = 1,
      then distinct(p, q) := 1
until no changes in table
```

# Minimization Algorithm

- 1 Remove states that are not reachable from the initial state

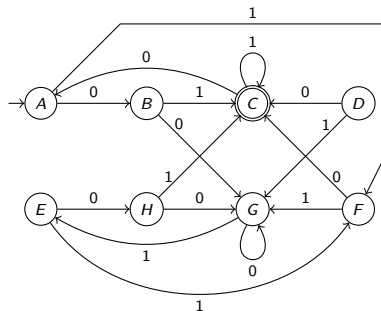
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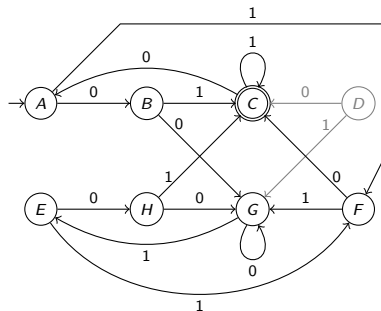
# Minimization Algorithm

- 1 Remove states that are not reachable from the initial state
- 2 Find all pairs of states that are distinguishable
- 3 Collapse pairs that are not distinguishable

# Example

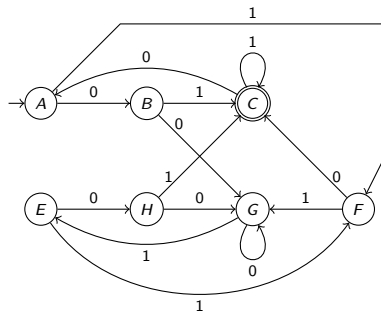


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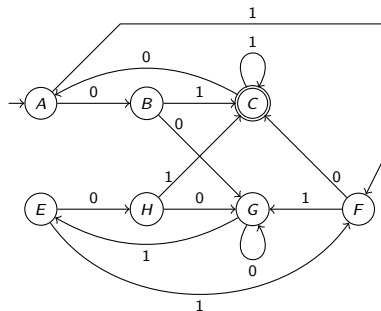
<i>B</i>						
<i>C</i>	★	★				
<i>E</i>			★			
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<i>G</i>			★			
<i>H</i>			★			
	<i>A</i>	<i>B</i>	<i>C</i>	<i>E</i>	<i>F</i>	<i>G</i>





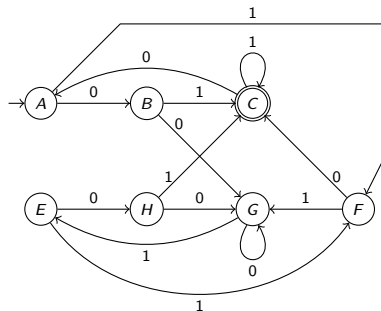
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<i>G</i>		★	★		★	
<i>H</i>	★		★	★	★	★
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# Example

<i>B</i>	★					
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# Example

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