

# Theory of Computation

KTU S5 CSE CS306

November 14, 2020



# Contents

<b>1</b>	<b>Module 1</b>	<b>5</b>
1.1	FSM . . . . .	5
1.1.1	Powers of $\Sigma$ . . . . .	5
1.1.2	Cardinality . . . . .	5
1.1.3	$\Sigma^*$ . . . . .	6
1.1.4	Finite Automata . . . . .	6
1.1.5	DFA - Deterministic Finite Automata . . . . .	6
1.1.6	Operations on Regular Languages . . . . .	8
1.2	NFA - Non Deterministic Finite Automata . . . . .	8
1.2.1	NFA - Formal Definition . . . . .	8
1.3	Conversion NFA to DFA . . . . .	8



# Chapter 1

## Module 1

- FSM : Finite State Machine
- CFL : Context Free Language
- Turing Machine

FSM  $\rightarrow$  CFL  $\rightarrow$  Turing Machine

Language here is a **set of Strings**

### 1.1 FSM

- Symbol: a b c 0 1 2 4...
- Alphabet : Denoted by  $\Sigma$  is a collection of symbols
  - Eg :  $\{a, b, c\}$  or  $\{1, 2, 3\}$
- String : Sequence of Symbols eg: a,b,c... or aa,bb,cc,...
- Language : Set of Strings
  - Eg:  $\Sigma = \{0, 1\}$
  - Set of all strings of Length 2:  $\{00, 01, 10, 11\}$
  - Set of all strings of length 3:  $\{000, 001, 010\}$
  - Set of all strings that begin with 0:  $\{0, 001, 010\}$
  - Third example is an  $\infty$  set

#### 1.1.1 Powers of $\Sigma$

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

- $\Sigma^0$  = Set of all strings of length 0:  $\Sigma^0 = \{\epsilon\}$  (Epsilon)
- $\epsilon$  denotes all strings of length 0
- $\Sigma^1$  = Set of all strings of length 1;  $\Sigma^1 = \{0, 1\}$
- $\Sigma^n$  = Set of all strings of length n

#### 1.1.2 Cardinality

- No of Elements in a set
- Cardinality of  $\Sigma^n = 2^n$

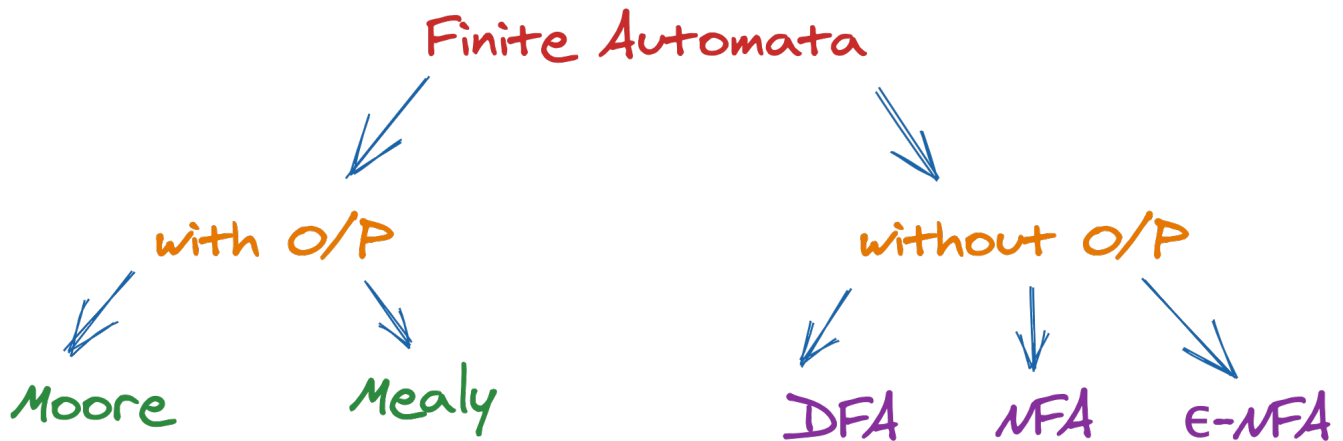
### 1.1.3 $\Sigma^*$

$$\Sigma^* = \Sigma^0 \cup \Sigma^1 \cup \Sigma^2 \cup \dots \cup \Sigma^n$$

$$\Rightarrow \{\epsilon\} \cup \{0, 1\} \cup \dots$$

$\Rightarrow$  Set of all possible strings of all length over  $\{0, 1\} \rightarrow \infty$  set

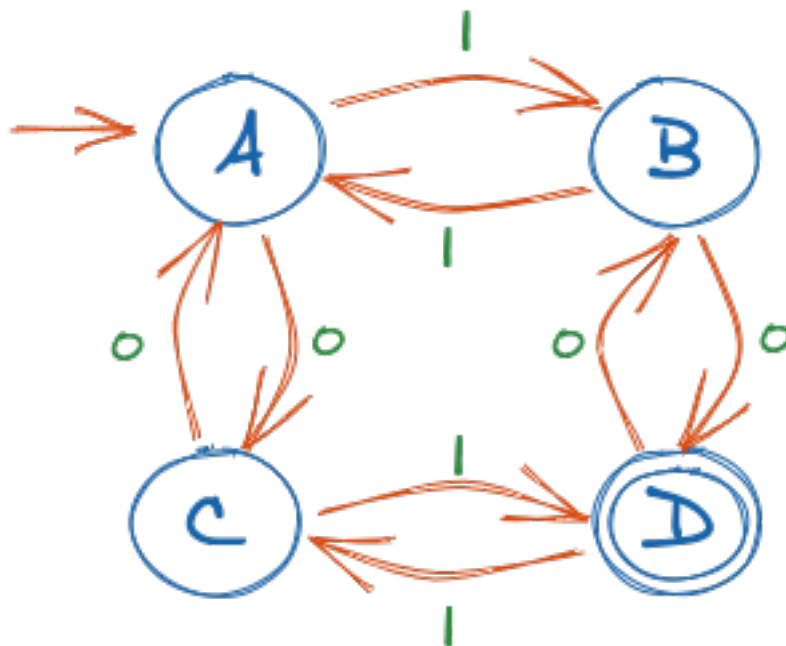
### 1.1.4 Finite Automata



FA-1

### 1.1.5 DFA - Deterministic Finite Automata

- Simplest Model for Computation
- It has very limited memory



DFA-1

- Circles are **States**
- Edges/ Arrows are **transitions**
- Labelling are **Inputs**
- Double Circle is Final State
- Arrow from *nowhere* is the Initial State

Every DFA can be represented using 5 tuples  $\rightarrow (Q, \Sigma, q_0, F, \delta)$

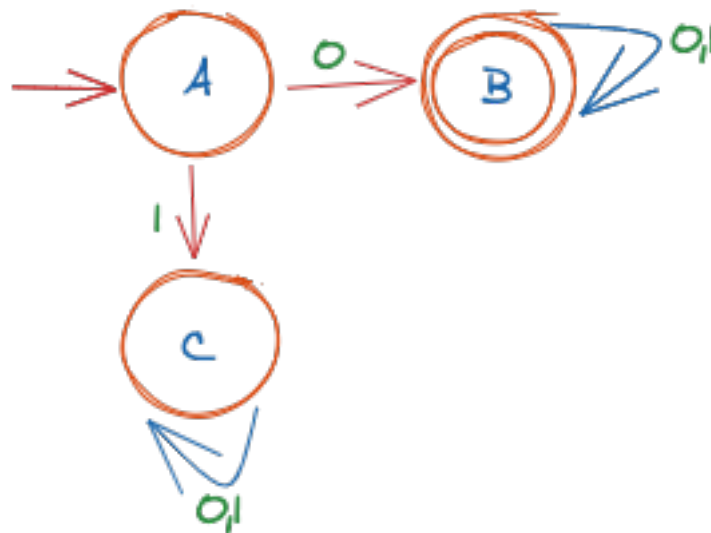
- $Q$  : Set of all States
- $\Sigma$  : Inputs
- $q_0$  : Start state/ Initial State
- $F$  : Set of Final States
- $\delta$  : Transition Function that maps from  $Q \times \Sigma \rightarrow Q$

For the Above DFA, the values are -  $Q = \{A, B, C, D\}$  -  $\Sigma = \{0, 1\}$  -  $q_0 = A$  -  $F = \{D\}$  -  $\delta =$

	0	1
A	C	B
B	D	A
C	A	D
D	B	C

Example Question: Let  $L_1 =$  Set of all strings that starts with 0 =  $\{0, 00, 01, 000, 010, 011, 0000, \dots\}$ . Design the DFA

Answer:



DFA-2

**Here C is the Dead State or Trap State**

Example Question: Construct a DFA that accepts sets of all strings over  $\{0,1\}$  of length 2.

Answer:  $\Sigma = \{0, 1\}$  and  $L = \{00, 01, 10, 11\}$



## RegularLanguage - a regular language is said to be a regular language  $\iff$  a finite state machine recognizes it - Not Regular - When requires memory - Not recognized by FSM

Memory of FSM is very Limited and cannot count strings

### 1.1.6 Operations on Regular Languages

**Union :**  $A \cup B = \{x \mid x \in A \text{ or } x \in B\}$

**Concatenation:**  $A \circ B = \{xy \mid x \in A \text{ and } y \in B\}$

**Star:**  $A^* = \{x_1, x_2, x_3 \dots x_k \mid k \geq 0 \text{ and each } x_i \in A\}$

Eg:  $A = \{pq, r\}, B = \{t, uv\}$

Ans:

-  $A \cup B = \{pq, r, t, uv\}$  -  $A \circ B = \{pqt, pquv, rt, ruv\}$  -  $A^* = \{\epsilon, pq, r, pqr, rpq \dots\} = \infty \text{ set}$

**Theorem 1:** The class of Regular Languages is closed under *Union*( $\cup$ )

**Theorem 2:** The class of RL is closed under *Concatenation*( $\circ$ )

## 1.2 NFA - Non Deterministic Finite Automata

- There could be multiple Next states
- The next state could be chosen at random
- All the next states may be chosen in Parallel

### 1.2.1 NFA - Formal Definition

- NFA are defined using
  - $Q$  : Set of all States
  - $\Sigma$  : Inputs
  - $q_0$ : Start state/ Initial State
  - $F$  : Set of Final States
  - $\delta$  : Transition Function that maps from  $Q \times \Sigma \rightarrow 2^Q$

$L = \{\text{Set of all strings that end with 0}\}$

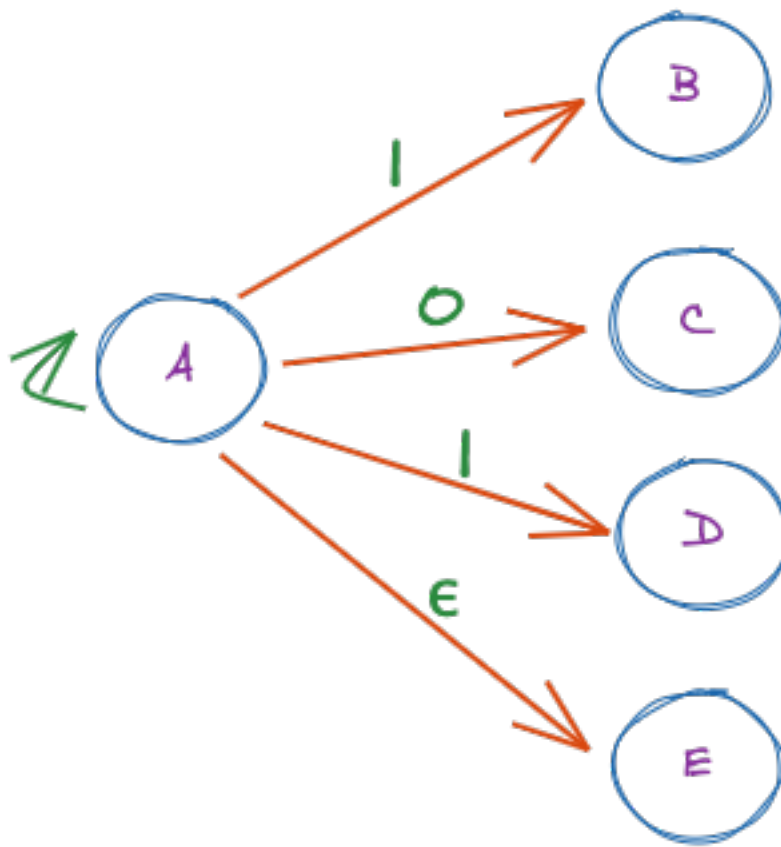
If there is any way to run the machine that **ends in any set of states** out of which **atleast one state is a final state**, then the NFA accepts

For examples, check this video

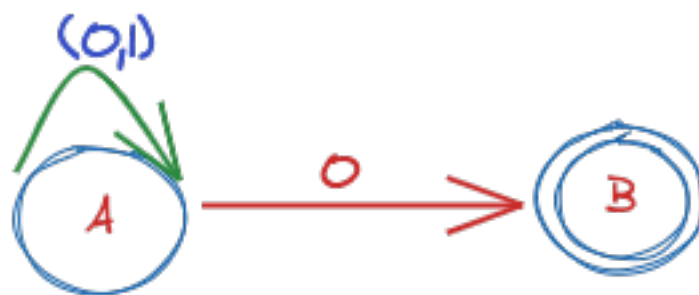
## 1.3 Conversion NFA to DFA

Every DFA is an NFA, but not vice-versa. But there is an equivalent DFA for every NFA





NFA-1

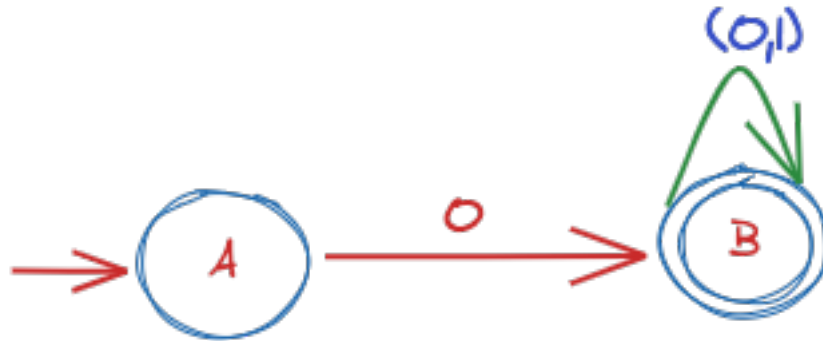


NFA-2

Things to keep in mind -  $\phi$  in NFA is the Dead State in DFA - NFA's  $\phi$  should be replaced by another state in DFA

*Example 1:* Convert to DFA,  $L = \{\text{Set of all strings over } (0,1) \text{ that starts with } 0\}$

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



NFA(NFA to DFA)

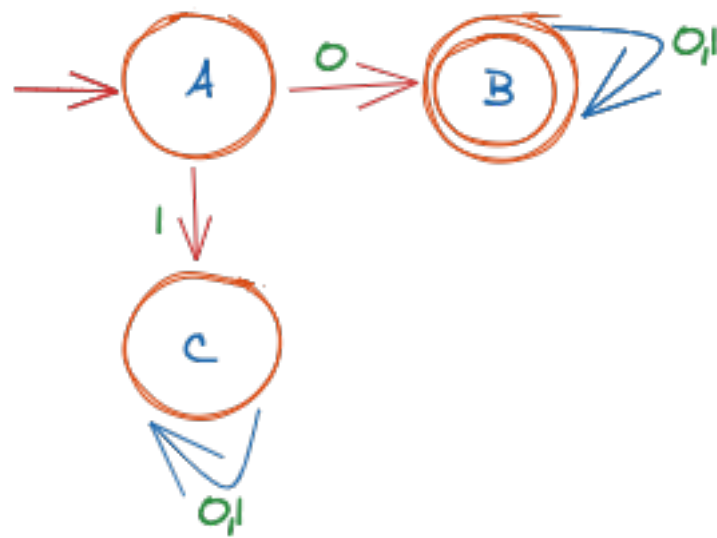
Transition Table:

	0	1
A	B	$\phi$
B	B	B

While converting this to DFA, we have to account the  $\phi$  as it should be converted to a **dead state**. This gives us the Transition Table,

	0	1
A	B	C
B	B	B
C	C	C

Which gives us the DFA, where C is the dead state



DFA-2