

# **Formal Languages and Automata Theory**

## **Lecture 2: Non Deterministic Finite Automata**

Lecture Slide Reference: [UC San Diego](#)

# Roadmap for Lecture

In this lecture we:

- Present the three regular operations.
- Present Non-Deterministic Finite Automata.
- Prove that NFA-s and DFA-s are *equivalent*.
- Use NFA-s to show that when each of the regular operation is applied on regular languages it yields yet another regular language.

# The Regular Operations

Let  $A$  and  $B$  be 2 regular languages above the same alphabet,  $\Sigma$ . We define the 3 ***Regular Operations***:

- **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:**  $A^* = \{x_1, x_2, \dots, x_k \mid k \geq 0 \text{ and } x_k \in A\}$  .

# Elaboration

- **Union** is straight forward.
- **Concatenation** is the operation in which each word in  $A$  is concatenated with every word in  $B$ .
- **Star** is a **unary operation** in which each word in  $A$  is concatenated with every other word in  $A$  and this happens any **finite number** of times.

## The Regular Operations - Examples

$$A = \{good, bad\} \quad B = \{\text{girl}, \text{boy}\}$$

- $A \cup B = \{good, bad, girl, boy\}$
- $A \circ B = \{goodgirl, goodboy, badgirl, badboy\}$
- $A^* = \left\{ \varepsilon, good, bad, goodgood, goodbad, \right.$   
$$\left. goodgoodgoodbad, badbadgoodbad, \dots \right\}$$

# Motivation for Nondeterminism

The **Regular Operations** give us a way to construct all regular languages systematically.

In the previous lecture, we showed that the union operation preserves regularity:

Given two regular languages  $L_1$  and  $L_2$  and their recognizing automata,  $M_1$  and  $M_2$ , we constructed an automaton that recognizes  $L_1 \cup L_2$ .

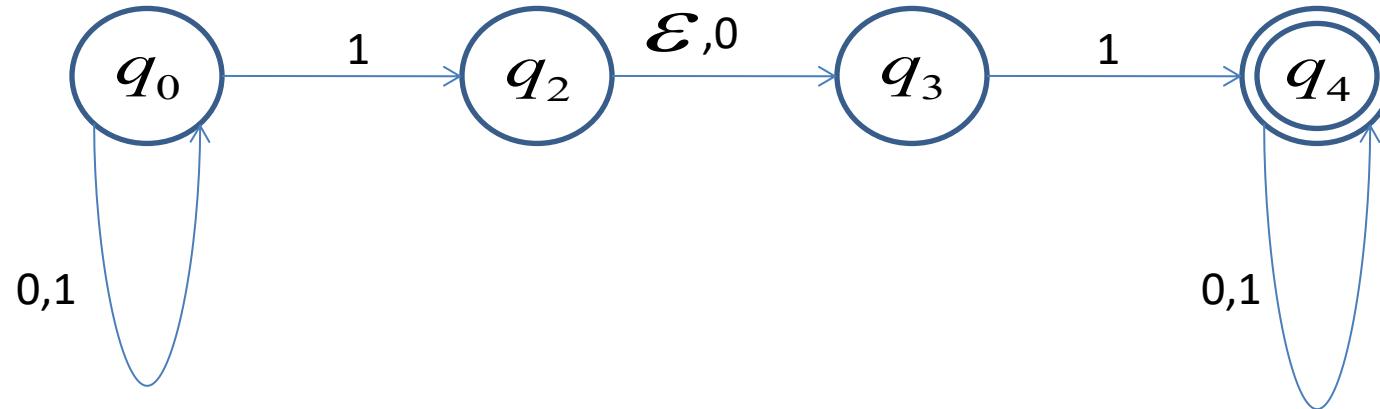
# Motivation for Nondeterminism

This approach fails when trying to prove that  
**concatenation** and **star** preserve regularity.

To overcome this problem we introduce  
nondeterminism.

# Example of an NFA

NFA – Nondeterministic Finite Automaton



1. A state may have 0 to many transitions labeled with the same symbol.
2.  $\epsilon$  transitions are possible.

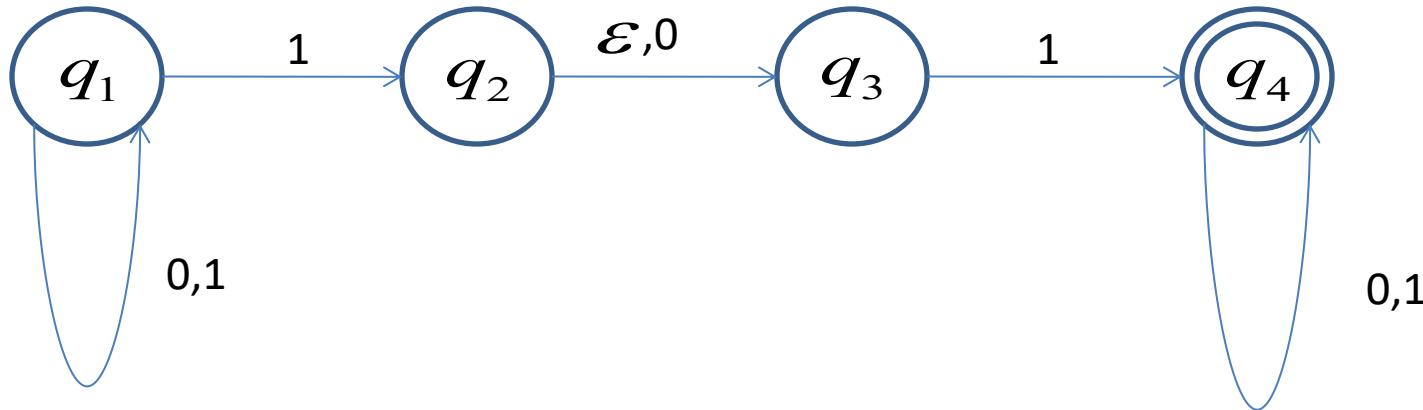
# Computation of an NFA

- When several transitions with the same label exist, an input word may induce **several** paths.
- When 0 transition is possible a computation may get “stuck”.

**Q:** Which words are accepted and which are not?

**A:** If word  $w$  induces (at least) a single accepting computation, the automaton “chooses” this **accepting path** and  $w$  is accepted.

# Computation of an NFA - Example



On the input word  $w=010110$  there exist an accepting path and  $w$  is accepted.

Can we characterize (find) the language recognized by this automaton?

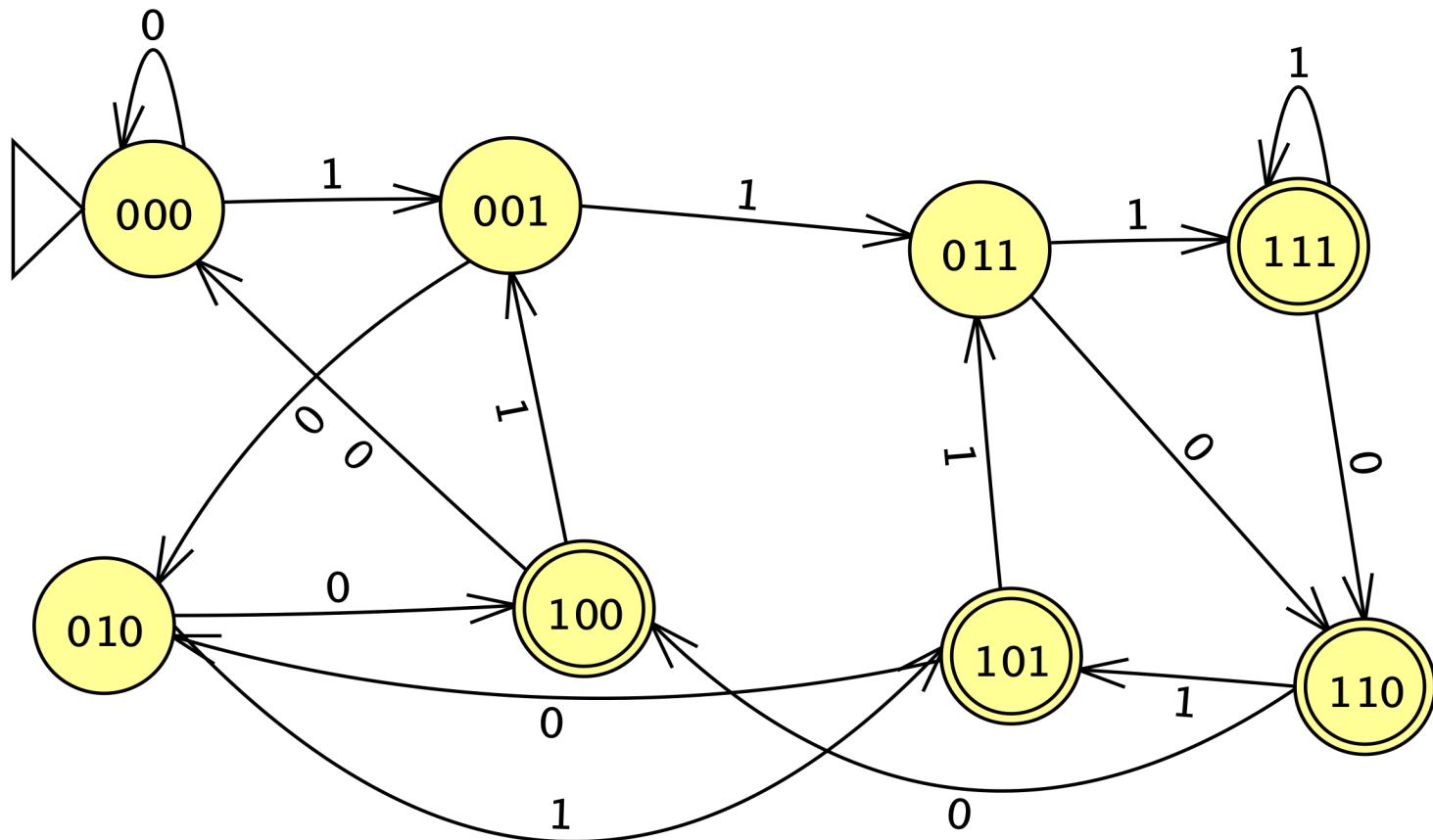
Words containing 101 or 11 as substrings

# Why do we Care About NFAs?

- NFA-s and DFA-s are **equivalent** (Meaning: They recognize the same set of languages). In other words: Each NFA recognizing language  $L$  has an equivalent DFA recognizing  $L$ .  
**(Note:** This statement **must be proved.**)
- But usually, the NFA is much simpler.
- Enables the proof of theorems. (e.g. about regular operations)

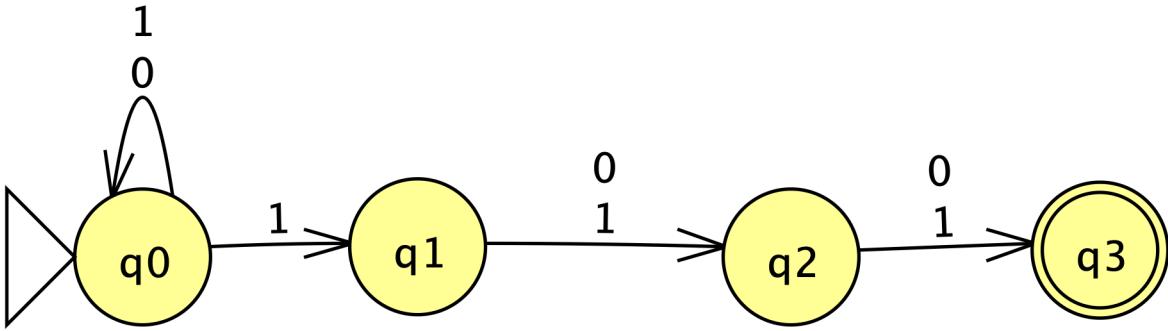
# Example

- An automaton over unary alphabet accepting words whose length is divided either by 2 or by 3.



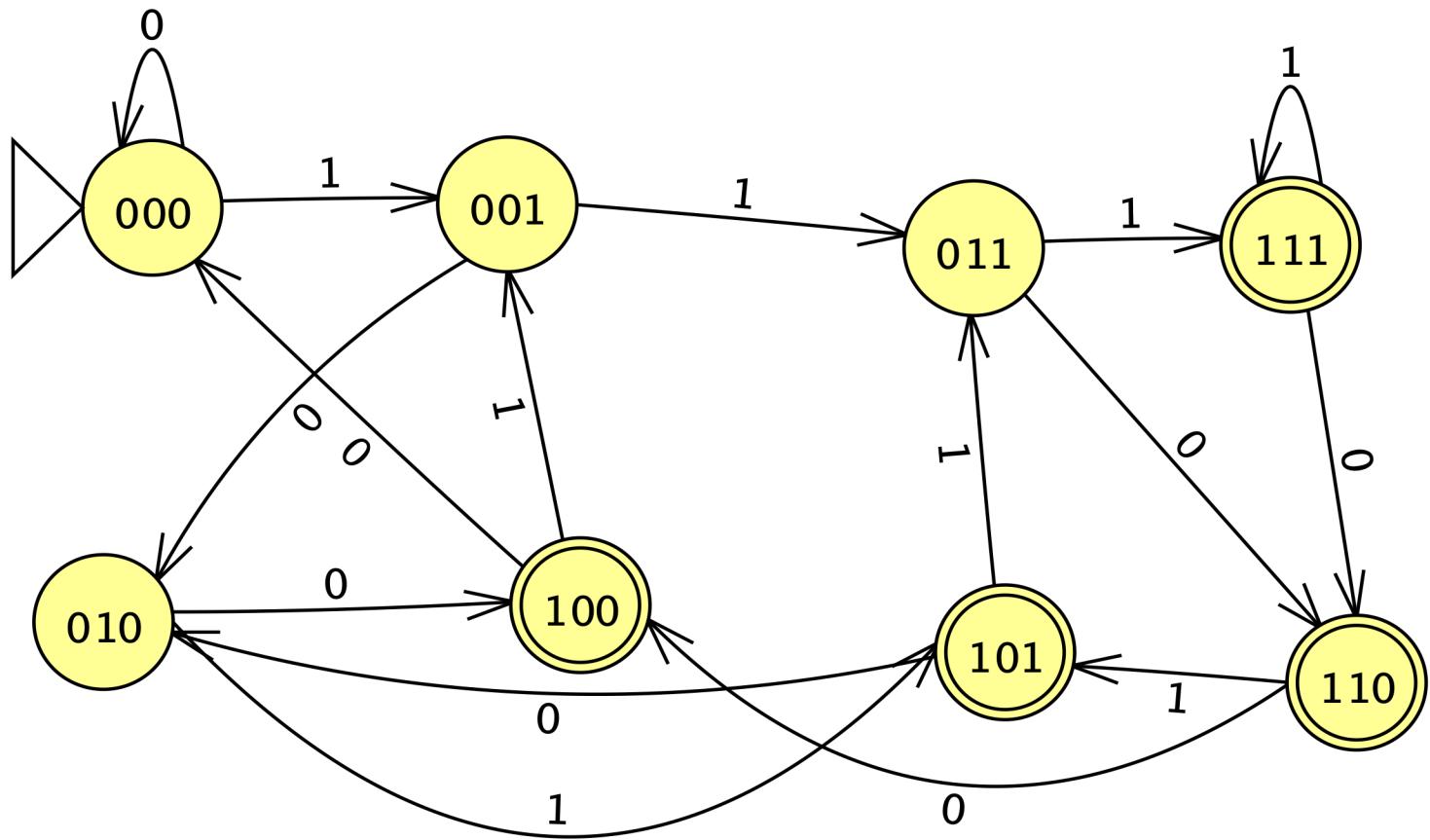
### Example: Complicated DFA

What is the language of this DFA?



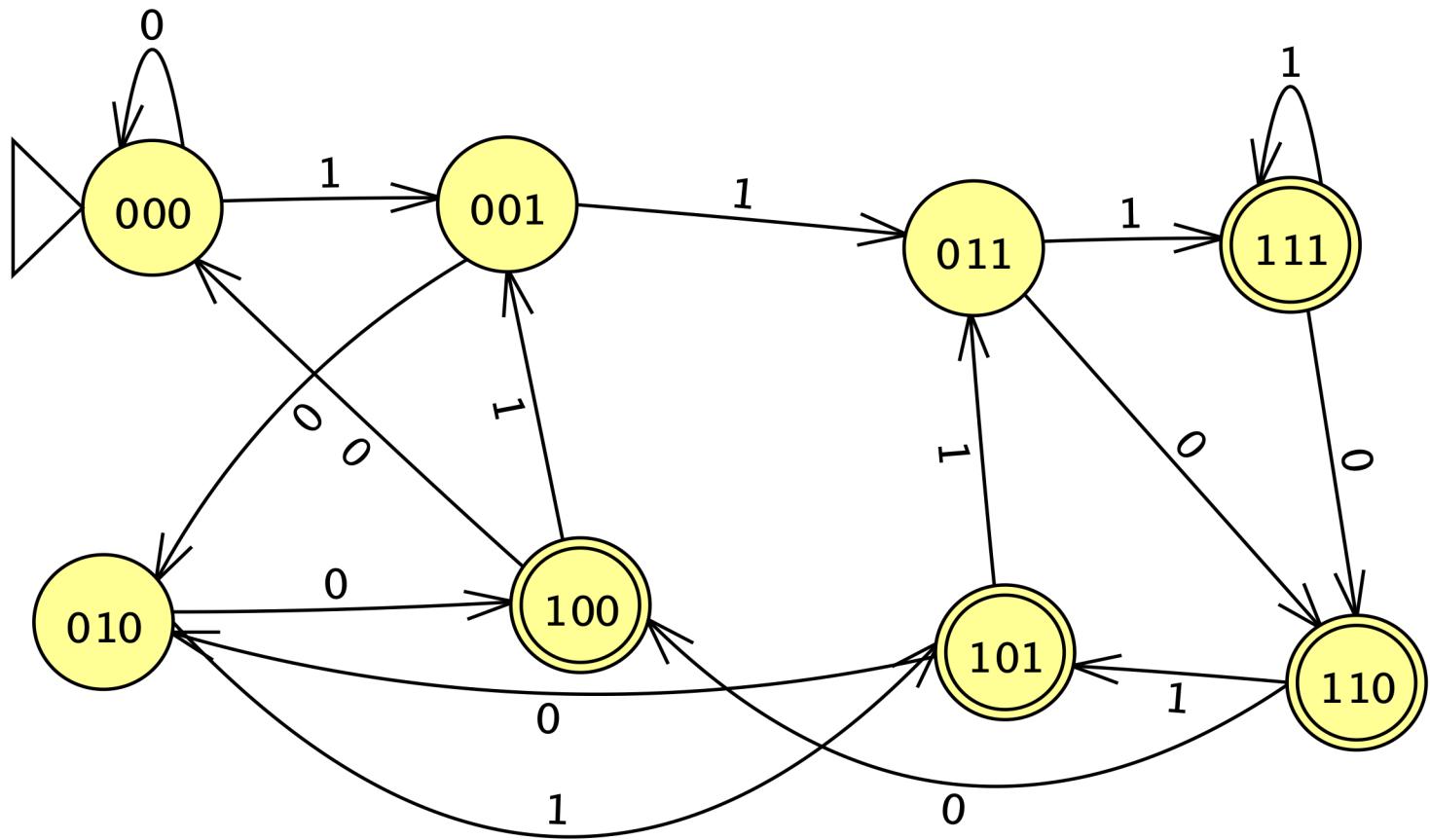
### Much simpler NFA

$L = \{ w \mid \text{bits strings that have a 1 in the third position from the end} \}$



**Can you verify it now?**

$L = \{ w \mid \text{bits strings that have a 1 in the third position from the end} \}$



## Verification Demonstration using JFLAP

$L = \{ w \mid \text{bits strings that have a 1 in the third position from the end} \}$

# DFA – A Formal Definition(Rerun)

A *finite automaton* is a 5-tuple  $(Q, \Sigma, \delta, q_0, F)$

where:

1.  $Q$  is a finite set called the *states*.
2.  $\Sigma$  is a finite set called the *alphabet*.
3.  $\delta: Q \times \Sigma \rightarrow Q$  is the *transition function*.
4.  $q_0 \in Q$  is the *start state*, and
5.  $F \subseteq Q$  is the set of *accepting states*.

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# NFA – A Formal Definition

A ***finite automaton*** is a 5-tuple  $(Q, \Sigma, \delta, q_0, F)$   
where:

1.  $Q$  is a finite set called the ***states***.
2.  $\Sigma$  is a finite set called the ***alphabet***.
3.  $\delta: Q \times \Sigma^* \rightarrow P(Q)$  is the ***transition function***.
4.  $q_0 \in Q$  is the ***start state***, and
5.  $F \subseteq Q$  is the set of ***accept states***.  
\*  $\Sigma^* = \Sigma \cup \{\epsilon\}$

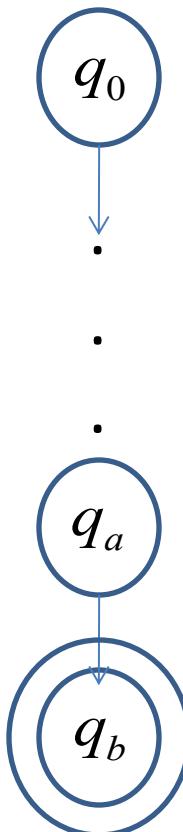
## Differences between NFA-s and DFA-s

There are **two** differences:

1. The range of the **transition function**  $\delta$  is now  $P(Q)$ . (The set of **subsets** of the state set  $Q$ )
2. The transition function allows  $\epsilon$  transitions.

# Possible Computations

DFA

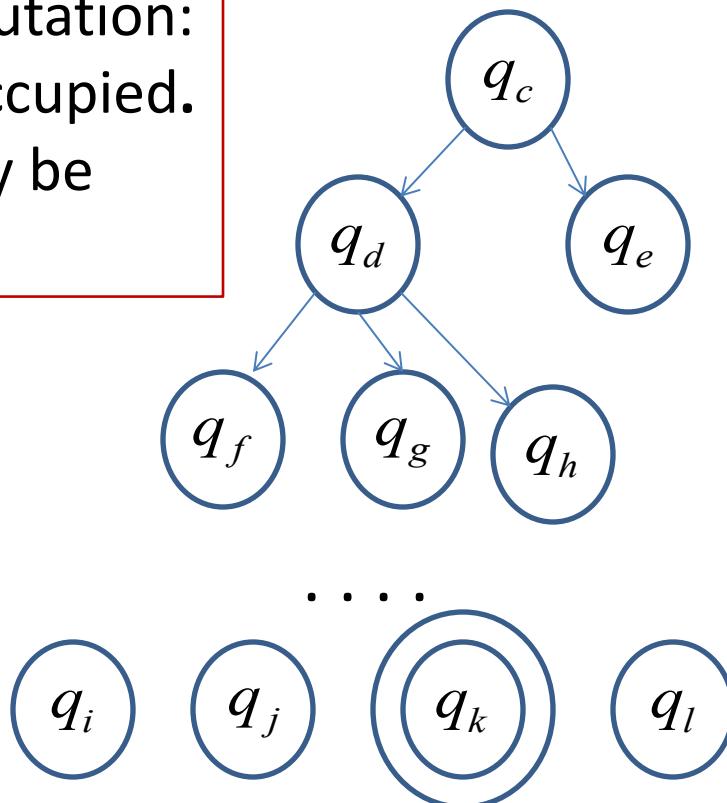


At each step of the computation:

**DFA** - A **single state** is occupied.

**NFA** - **Several states** may be occupied.

NFA



# Computations of NFA-s

In general a computation of an NFA,  $N$ , on input  $w$ , induces a **computation tree**.

Each path of the computation tree represents a possible computation of  $N$ .

The NFA  $N$  accepts  $w$ , if its computation tree includes **at least** one path ending with an accepting state.

# Computations of NFA-s

There are two ways to look at computations of an NFA:

- The first is to say that the NFA  $N$  “**chooses**” the right path on its tree of possible computations.
- The second is to say that the NFA  $N$  traverses its computation tree “**in parallel**”.

# Equivalence Between DFAs and NFAs

Now we prove that the class of NFAs is

*Equivalent* to the class of DFA:

**Theorem:** For every NFA  $N$ , there exists a DFA  $M = M(N)$ , such that  $L(N) = L(M(N))$ .

**Proof Idea:** The proof is *Constructive*: We assume that we know  $N$ , and construct a simulating DFA,  $M$ .

# Proof

Let  $N = (Q, \Sigma, \delta, q_0, F)$  recognizing some language  $A$ . the state set of the simulating DFA  $M$ , should reflect the fact that at each step of the computation,  $N$  may occupy **several states**.

Thus we define the state set of  $M$  as  $P(Q)$  the **power-set** of the state set of  $N$ .

## Proof (cont.)

Let  $N = (Q, \Sigma, \delta, q_0, F)$  recognizing some language  $A$ . First we assume that  $N$  has no  $\epsilon$  - transitions.

Define  $M = (Q', \Sigma, \delta', {q_0}', F)$  where  $Q' = P(Q)$ .

## Proof (cont.)

Our next task is to define  $M$ 's transition function,  $\delta'$ :

For any  $R \in Q'$  and  $a \in \Sigma$  define

$$\delta'(R, a) = \{q \in Q \mid q \in \delta(r, a) \text{ for some } r \in R\}$$

If  $R$  is a state of  $M$ , then it is a set of states of  $N$ .

When  $M$  in state  $R$  processes an input symbol  $a$ ,  $M$  goes to the set of states to which  $N$  will go in any of the branches of its computation.

## Proof (cont.)

An alternative way to write the definition of  $M'$ 's transition function,  $\delta'$  is:

For any  $R \in Q'$  and  $a \in \Sigma$  define

$$\delta'(R, a) = \bigcup_{r \in R} \delta(r, a)$$

And the explanation is just the same.

**Note:** if  $\bigcup_{r \in R} \delta(r, a) = \emptyset$  than  $\delta'(R, a) = \emptyset$

Which is OK since  $\emptyset \in P(Q)$ .

## Proof (cont.)

The initial state of  $M$  is:

$$q_0' = \{q_0\}.$$

Finally, the final state of  $M$  is:

$$F' = \{ R \in Q' \mid R \text{ contains a final state of } N \}$$

Since  $M$  accepts if  $N$  reaches **at least one** accepting state.

The reader can verify for her/him self that  $M$  indeed **simulates**  $N$ .

## Proof (cont.)

It remains to consider  $\varepsilon$  - transitions.

For any state  $R$  of  $M$  define  $E(R)$  to be the collection of states of  $R$  unified with the states reachable from  $R$  by  $\varepsilon$ - transitions.  
The old definition of  $\delta'(R, a)$  is:

$$\delta'(R, a) = \{q \in Q \mid q \in \delta(r, a) \text{ for some } r \in R\}$$

And the new definition is:

$$\delta'(R, a) = \{q \in Q \mid q \in E(\delta(r, a)) \text{ for some } r \in R\}$$

## Proof (end)

In addition, we have to change the definition of  $q_0'$ , the initial state of  $M$ . The previous definition,  $q_0' = \{q_0\}$ , is replaced with  $q_0' = E(\{q_0\})$ .

Once again the reader can verify that the new definition of  $M$  satisfies all requirements.

## Corollary

A language  $L$  is *regular* if and only if there exists an NFA recognizing  $L$ .

# The Regular Operations (Rerun)

Let  $A$  and  $B$  be 2 regular languages above the same alphabet,  $\Sigma$ . We define the 3 ***Regular Operations***:

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## The Regular Operations - Examples

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## Theorem (rerun)

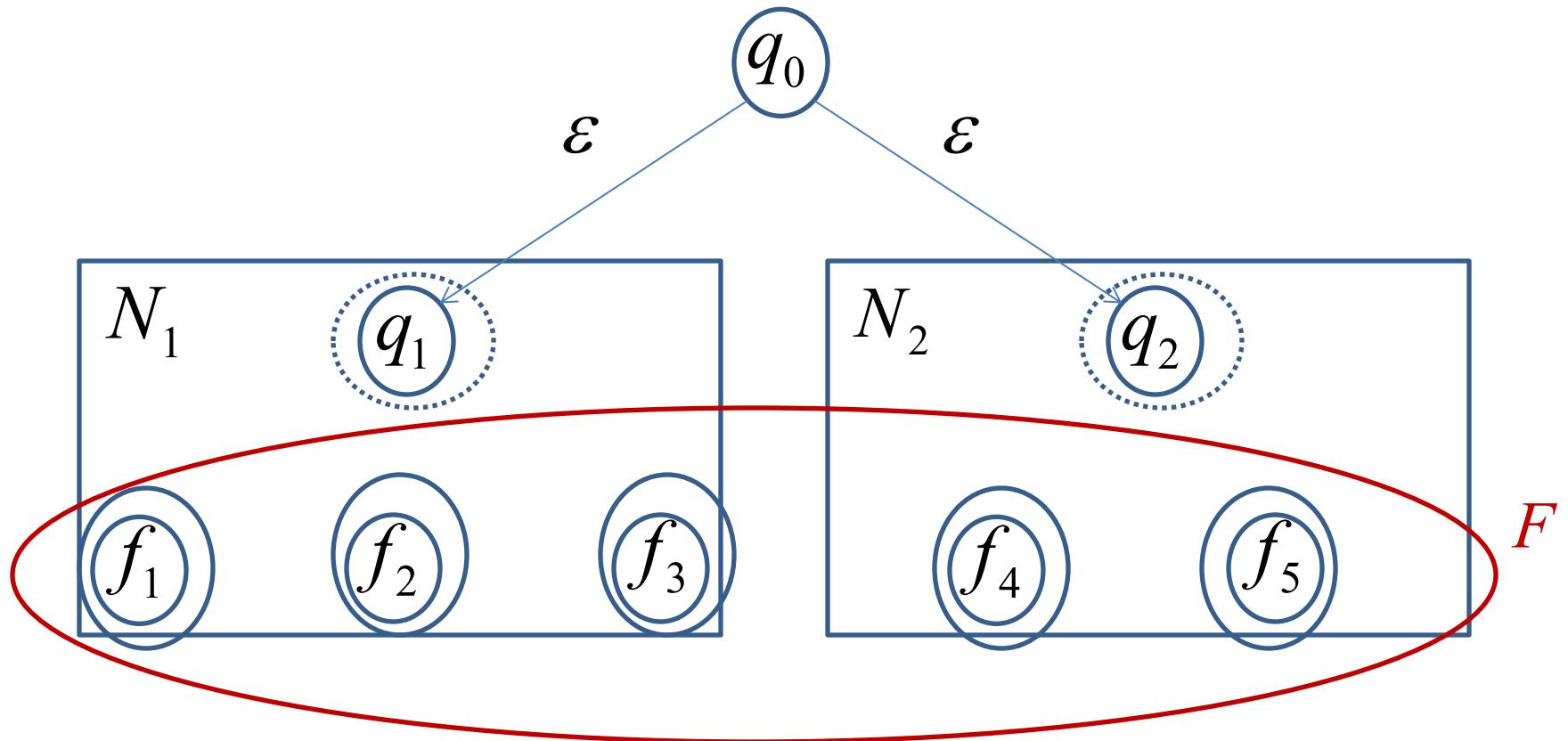
The class of Regular languages is **closed** under the  
all three **regular operations**.

## Proof for *union* Using NFA-s

If  $A_1$  and  $A_2$  are regular, each has its own recognizing automaton  $N_1$  and  $N_2$ , respectively.

In order to prove that the language  $A_1 \cup A_2$  is regular we have to construct an FA that accepts exactly the words in  $A_1 \cup A_2$ .

# A Pictorial proof



## Proof for *union* Using NFA-s

Let  $N_1 = (Q_1, \Sigma, \delta_1, q_1, F_1)$  recognizing  $A_1$ , and

$N_2 = (Q_2, \Sigma, \delta_2, q_2, F_2)$  recognizing  $A_2$ .

Construct  $N = (Q, \Sigma, \delta, q, F)$  to recognize  $A_1 \cup A_2$ ,

Where  $Q = \{q_0\} \cup Q_1 \cup Q_2$ ,  $F = F_1 \cup F_2$ ,

$$\delta(q, a) = \begin{cases} \delta_1(q, a) & q \in Q_1 \\ \delta_2(q, a) & q \in Q_2 \\ \{q_1, q_2\} & q = q_0 \text{ and } a = \varepsilon \\ \emptyset & q = q_0 \text{ and } a \neq \varepsilon. \end{cases}$$

# Theorem

The class of Regular languages is **closed** under the  
***concatenation*** operation.

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# Proof idea

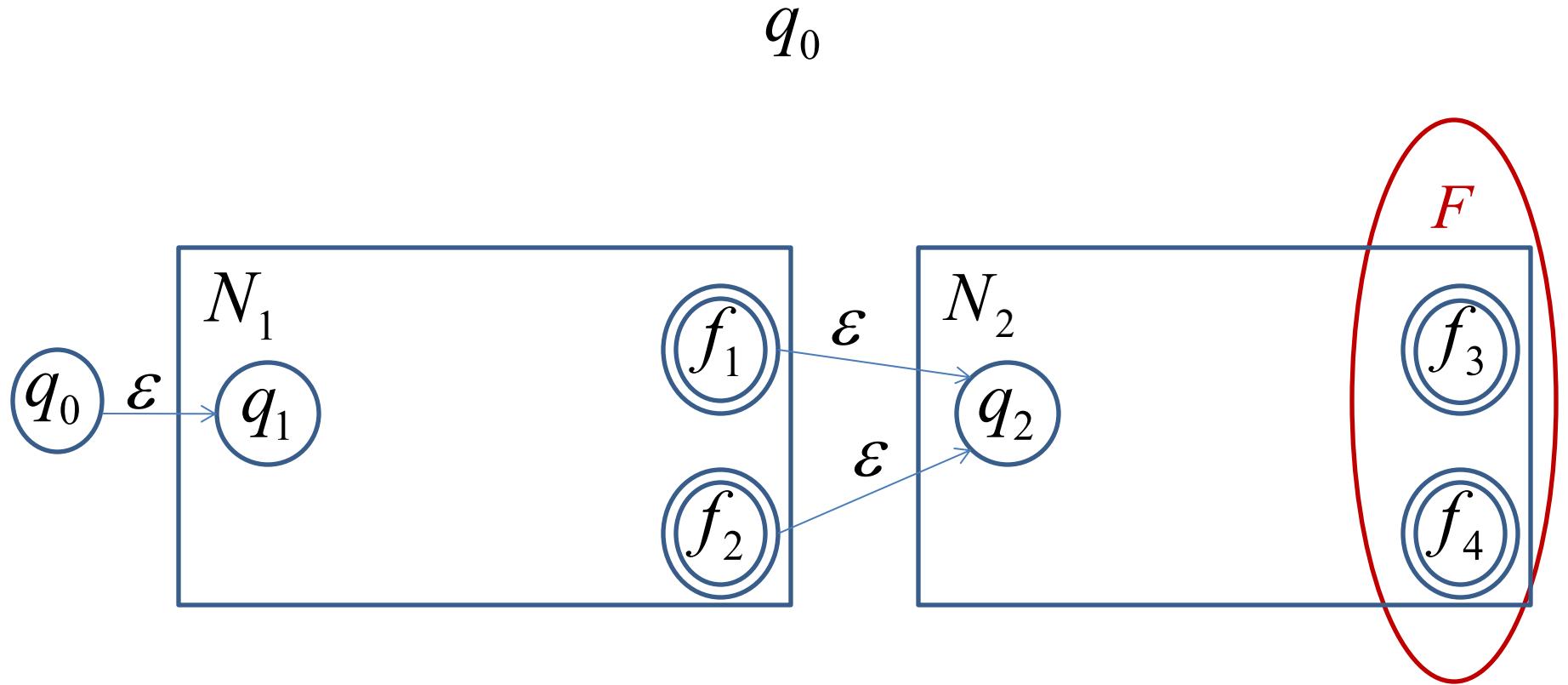
Given an input word to be checked whether it belongs to  $A_1 \circ A_2$ , we may want to run  $N_1$  until it reaches an accepting state and then to move to  $N_2$ .

# Proof idea

**The problem:** Whenever an accepting state is reached, we cannot be sure whether the word of  $A_1$  is finished yet.

**The idea:** Use non-determinism to **choose** the right point in which the word of  $A_1$  is finished and the word of  $A_2$  starts.

# A Pictorial proof



# Proof using NFAs

Let  $N_1 = (Q_1, \Sigma, \delta, q_1, F_1)$  recognizing  $A_1$ , and

$N_2 = (Q_2, \Sigma, \delta, q_2, F_2)$  recognizing  $A_2$ .

Construct  $N = (Q, \Sigma, \delta, q_1, F)$  to recognize  $A_1 \circ A_2$ ,

Where  $Q = Q_1 \cup Q_2$ ,  $F = F_2$ . Define  $\delta$  in this way:

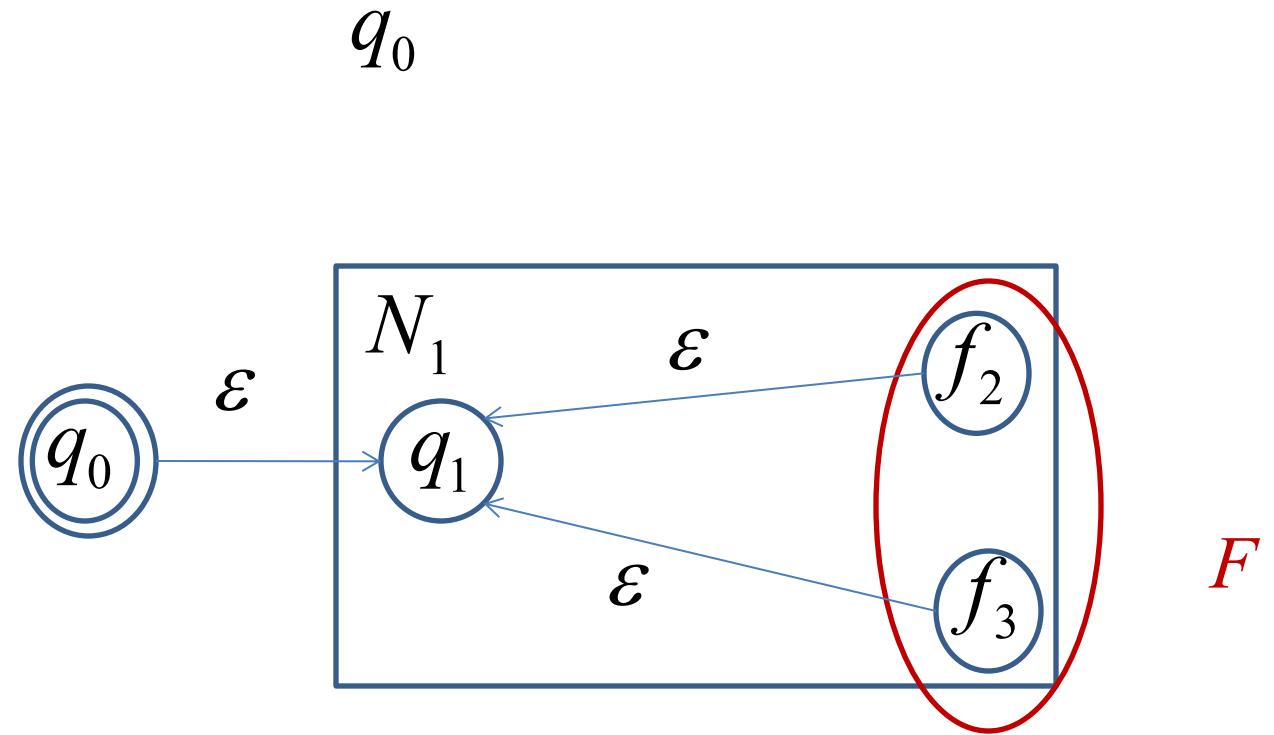
$$\delta(q, a) = \begin{cases} \delta_1(q, a) & q \in Q_1 \text{ and } q \notin F_1 \\ \delta_1(q, a) & q \in F_1 \text{ and } a \neq \epsilon \\ \delta_1(q, a) \cup \{q_2\} & q \in F_1 \text{ and } a = \epsilon \\ \delta_2(q, a) & q \in Q_2. \end{cases}$$

# Theorem

The class of Regular languages is **closed** under the  
*star* operation.

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# A Pictorial proof



# Proof using NFAs

Let  $N_1 = (Q_1, \Sigma, \delta, q_1, F_1)$  recognizing  $A_1$ .

Construct  $N = (Q, \Sigma, \delta, q_0, F)$  to recognize  $A_1^*$

Where  $Q = \{q_0\} \cup Q_1$ ,  $F = \{q_0\} \cup F_1$ , and

$$\delta(q, a) = \begin{cases} \delta_1(q, a) & q \in Q_1 \text{ and } q \notin F_1 \\ \delta_1(q, a) & q \in F_1 \text{ and } a \neq \varepsilon \\ \delta_1(q, a) \cup \{q_1\} & q \in F_1 \text{ and } a = \varepsilon \\ q_1 & q = q_0 \text{ and } a = \varepsilon \\ \phi & q = q_0 \text{ and } a \neq \varepsilon \end{cases}$$

# Wrap Up

In this lecture we:

- Motivated and defined the three **Regular Operations**.
- Introduced **NonDeterministic Finite Automatons**.
- Proved equivalence between DFA-s and NFA-s.
- Proved that the regular operations **preserve regularity**.