CS 3311 (1) Nov. 5, 2012 Monday

Last time: OFAs. deterministic

determination Alvite atomata.

for every tesed state / character pour tree is one action (state transition)

M,

 Q_0

initially: state: Po

a Trinpt tape

world reject

tope

> always reads in the

forward direction

(no idling, no going back)

 $\rightarrow Q_{2}$

would accept "a"

[0] 9]

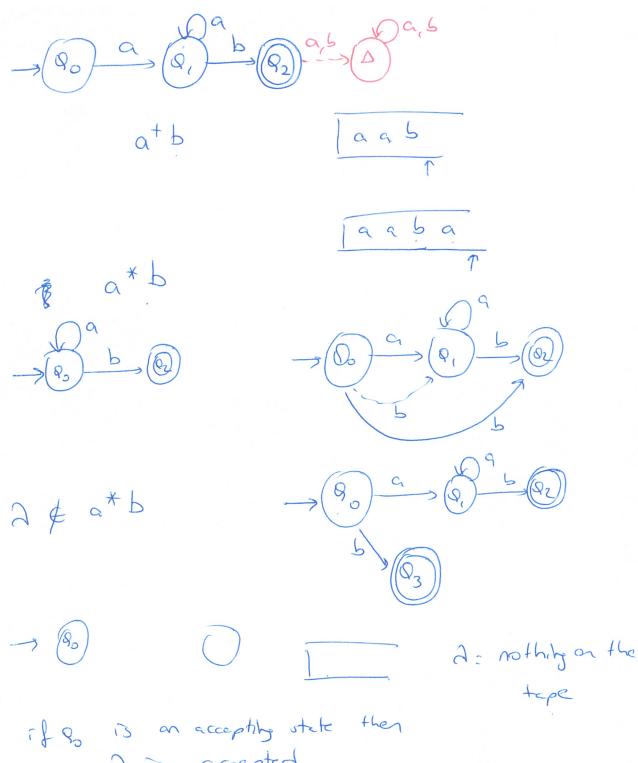
2- 30,53

-) Qs a state

1 1

It has to read the entire input to be able to make a decision.

A, the dead state is a sike state.



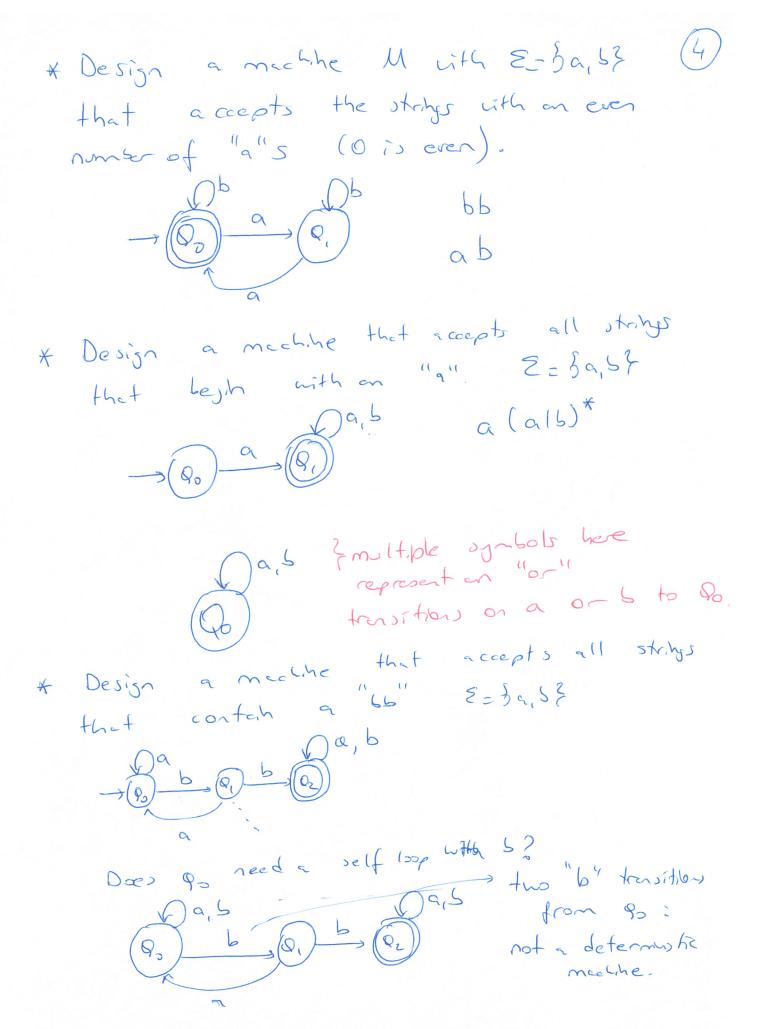
if so is an accepting state then

2 is accepted

if so is not an accepting state then

2 is not a ccepted.

determination of thite automaton is (DFA) a printiple M= (Q, E, S, Qo, F) I GFCQ set of accepting initial state state the rensition function V the input alphabet set of states (} 90, 91, 92, 93 }, } a. 57, S, 90, 3 92, 93 }) $S(Q_{i}, q) = S_{j} : Q \times \Sigma \rightarrow Q$ S: state of b \$9, 8, P2 87 87 Qz Qd Qz Can an accepting thate transition to any other state besides the dead state? Yes. (ab) * 2, ab, abab, ... abab ab U (aba)* - (8) aba EL? (a5a)* (a5/2)





\$23 + 83 (hiht for the homework)