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# **Deterministic Finite Automata**

## **(Part 3)**

**Lecture 08**  
**Day 08/31**

**CS 154**  
**Formal Languages and Computability**  
**Spring 2019**

# Agenda of Day 08

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- Collecting Quiz 2
- Solution and Feedback of HW 1
- Summary of Lecture 07
- Lecture 08: Teaching ...
  - Deterministic Finite Automata (Part 3)

## Solution and Feedback of **HW 2** (Out of **15**)

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Section	Average	High Score	Low Score
01 (TR 3:00 PM)	10.5	15	0
02 (TR 4:30 PM)	7	15	0
03 (TR 6:00 PM)	12.81	15	0

# Summary of Lecture 07: We learned ...

## DFAs

- DFAs' configuration is a snapshot of the machine's status in one timeframe.
- It is the combination of the following data:
  1. Input string + Position of the read-head
  2. Current state of the transition graph
  3. Timeframe number on the clock
- During a timeframe, the machine "transits" (aka "moves") from one configuration to another.

## Design Notes

1. The machine should be designed in such a way that:

It accepts all strings of  $L$ .

AND

It rejects all strings of  $\bar{L}$ .

2. To test your machine, all accepted strings and rejected strings should be picked from  $\Sigma^*$ .
  - We are not allowed to input strings from outside of  $\Sigma^*$ .

**Any question?**

# Summary of Lecture 07: We learned ...

## When DFAs halt

- When all input symbols are consumed.

$$h \leftrightarrow c$$

## How DFAs accept the string w

- Three conditions should be satisfied:
  - The DFA halts.  $\equiv h$
  - All symbols of w are consumed.  $\equiv c$
  - The DFA is in an accepting state.  $\equiv f$

$$(h \wedge c \wedge f) \leftrightarrow a$$

- For DFAs, h and c are equivalent.
- So, the logical statement of accepting a string is:

$$(c \wedge f) \leftrightarrow a$$

## How DFAs reject the string w

- We need to negate the previous statement:

$$\sim (c \wedge f) \leftrightarrow \sim a$$

$$\equiv (\sim c \vee \sim f) \leftrightarrow \sim a$$

- Translation:
    - At least one symbol is NOT consumed.
- OR
- The DFA is NOT in an accepting state.

**Any question?**

# Design Examples

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## Example 14

- Let  $L$  be the set of strings that contains even number of 1's over  $\Sigma = \{1\}$ .
  - a. Write a set-builder for  $L$ .
  - b. Design a DFA to accept  $L$ .

# Design Examples

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## Example 15

- Let  $L$  be the set of strings that contains **even unary numbers** over  $\Sigma = \{1\}$ .
  - a. Write a set-builder for  $L$ .
  - b. Design a DFA to accept  $L$ .

# Design Examples: DFA over $\Sigma = \{a, b\}$



## Example 16: Empty Language

- $L = \{ \}$

## Example 17: All Strings

- $L = \Sigma^*$

## Example 18

- $L = \{ \lambda \}$

## Homework

- $L = \Sigma^+$





# Homework: DFA Design

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- Design a DFA for each of the following languages over  $\Sigma = \{a, b\}$ :
  1. All strings that every odd positions is 'a'.
  2. All strings that no two consecutive a's occur.
  3. All strings that does not end with ab.
  4. All strings in which every a is followed by bb.

# Homework: DFA Design

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- Design a DFA over  $\Sigma = \{a, b\}$  for each of the following languages:
  1. All strings with exactly one 'a' and exactly two 'b's
  2. All strings with at least one 'a' and exactly two 'b's
  3. All strings with exactly two 'a's and more than two 'b's

# Definitions

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# Formal Definition of DFAs

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- Here is the **formal (mathematical)** definition of DFAs:
- A DFA  $M$  is defined by a **quintuple (5-tuple)**:

$$M = (Q, \Sigma, \delta, q_0, F)$$

- Where:
  - $Q$  is a **finite and nonempty set of states** of the transition graph.
  - $\Sigma$  is a **finite and nonempty set of symbols** called **input alphabet**.
  - $\delta$  is called **transition function (aka delta function)** and is defined as:

$$\delta: Q \times \Sigma \rightarrow Q$$

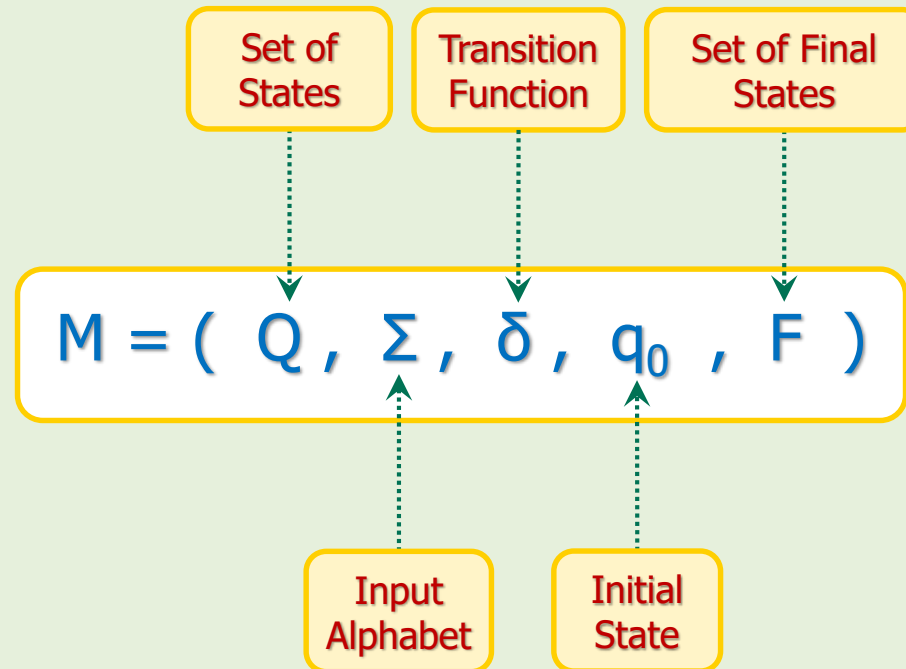
$\delta$  is total function.

- $q_0 \in Q$  is the **initial state** of the transition graph.
- $F \subseteq Q$  is the set of **accepting states** of the transition graph.



# Formal Definition of DFAs

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# Transition Function $\delta : Q \times \Sigma \rightarrow Q$

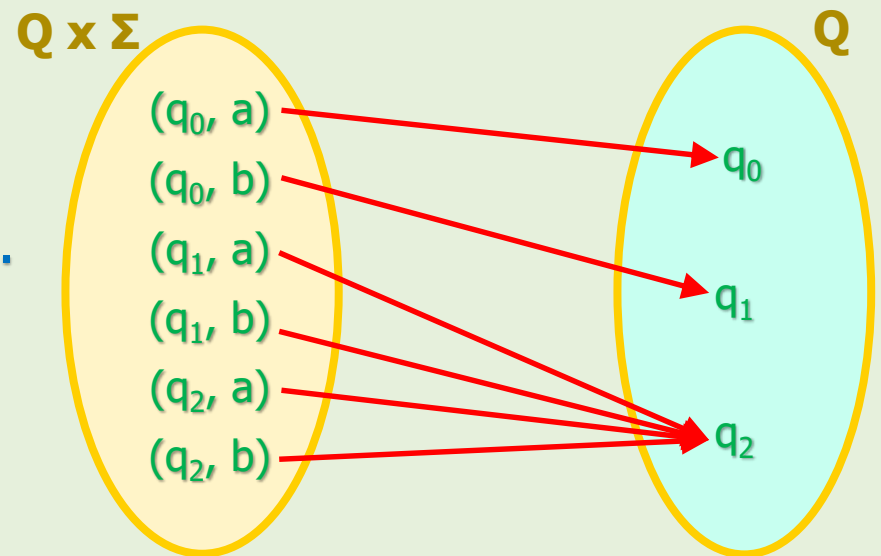
## Example 19

- Let  $Q = \{q_0, q_1, q_2\}$ ,  $\Sigma = \{a, b\}$  ; Domain = ? , Range = ?
- Domain:**  $Q \times \Sigma = \{(q_0, a), (q_0, b), (q_1, a), (q_1, b), (q_2, a), (q_2, b)\}$ 
  - Note that the **domain** contains **all possible combination** of states and alphabet.

- Range:**  $Q = \{q_0, q_1, q_2\}$
- Rule:** Let's **assume** that this figure is the rule of the function.



- Is this a "total function" or "partial function"? Why?

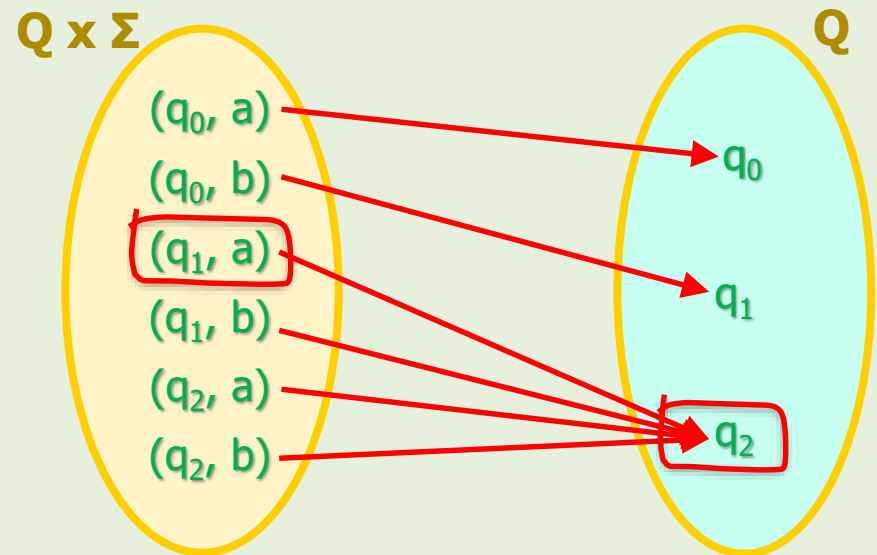


# Transition Function $\delta : Q \times \Sigma \rightarrow Q$

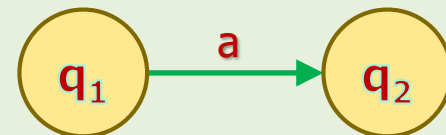
## Example 19 (cont'd)

- Write the rule of  $\delta$  in algebraic notation.

$$\delta: \begin{cases} \delta(q_0, a) = q_0 \\ \delta(q_0, b) = q_1 \\ \delta(q_1, a) = q_2 \\ \delta(q_1, b) = q_2 \\ \delta(q_2, a) = q_2 \\ \delta(q_2, b) = q_2 \end{cases}$$



- How do we show a sub-rule like  $\delta(q_1, a) = q_2$  in transition graph?



- So, every sub-rule of  $\delta$  is a transition in transition graph.

# Draw the Transition Graph from DFA Definition

## Example 19 (cont'd)

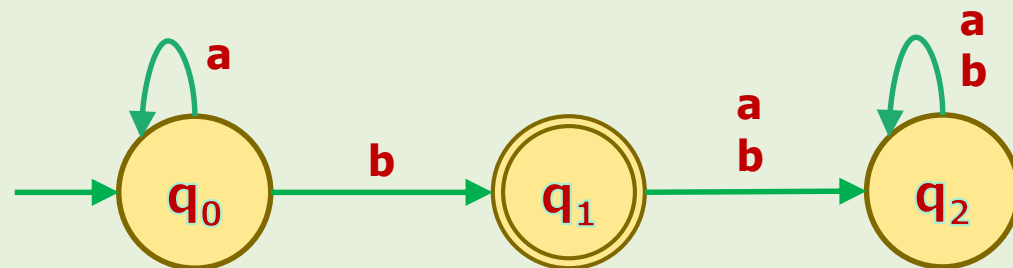
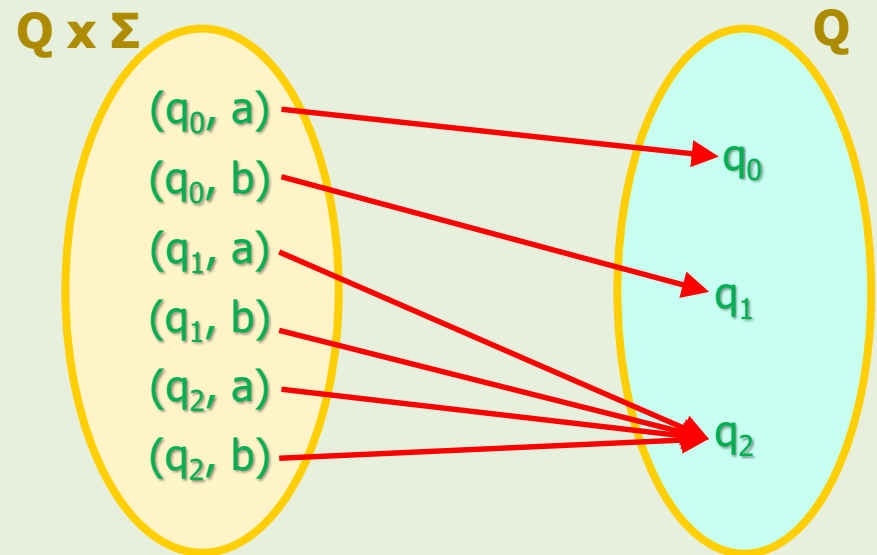
$$\delta: \begin{cases} \delta(q_0, a) = q_0 \\ \delta(q_0, b) = q_1 \\ \delta(q_1, a) = q_2 \\ \delta(q_1, b) = q_2 \\ \delta(q_2, a) = q_2 \\ \delta(q_2, b) = q_2 \end{cases}, \Sigma = \{a, b\}$$

- Let's assume:

Initial state =  $q_0$

Final states set =  $\{q_1\}$

- Draw the transition graph.







# Formal Definition and Transition Graph

## Homework

- Draw a **transition graph** for the DFA M defined as:

$$Q = \{q_0, q_1, q_2, q_3\}$$

$$\Sigma = \{a, b\}$$

$$\delta: \begin{cases} \delta(q_0, a) = q_1 \\ \delta(q_0, b) = q_3 \\ \delta(q_1, a) = q_3 \\ \delta(q_1, b) = q_2 \\ \delta(q_2, a) = q_2 \\ \delta(q_2, b) = q_2 \\ \delta(q_3, a) = q_3 \\ \delta(q_3, b) = q_3 \end{cases}$$

$$\text{Initial state} = q_0$$

$$F = \{q_2\}$$



# Homework

- Draw a transition graph for

$$M = (\{q_0, q_1, q_2\}, \{0,1\}, \delta, q_0, \{q_1\})$$

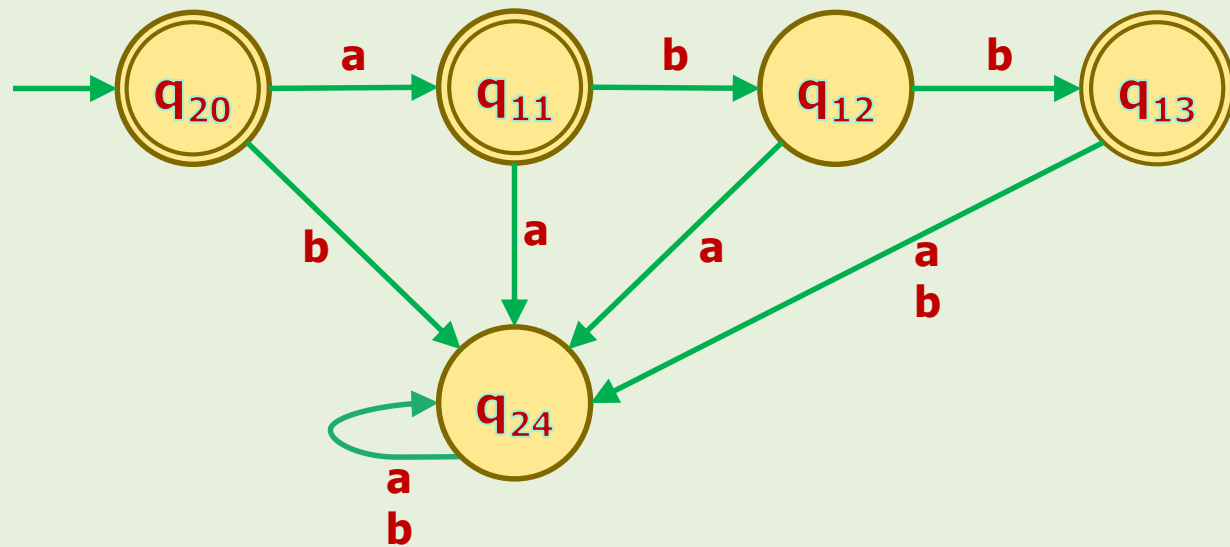
$$\delta: \begin{cases} \delta(q_0, 0) = q_0 \\ \delta(q_1, 0) = q_0 \\ \delta(q_2, 0) = q_2 \\ \delta(q_0, 1) = q_1 \\ \delta(q_1, 1) = q_2 \\ \delta(q_2, 1) = q_1 \end{cases}$$

- Which strings from the following set are accepted?  
 $\{01, 00, 101, 0111, 11001, 100, 1100\}$



# Homework

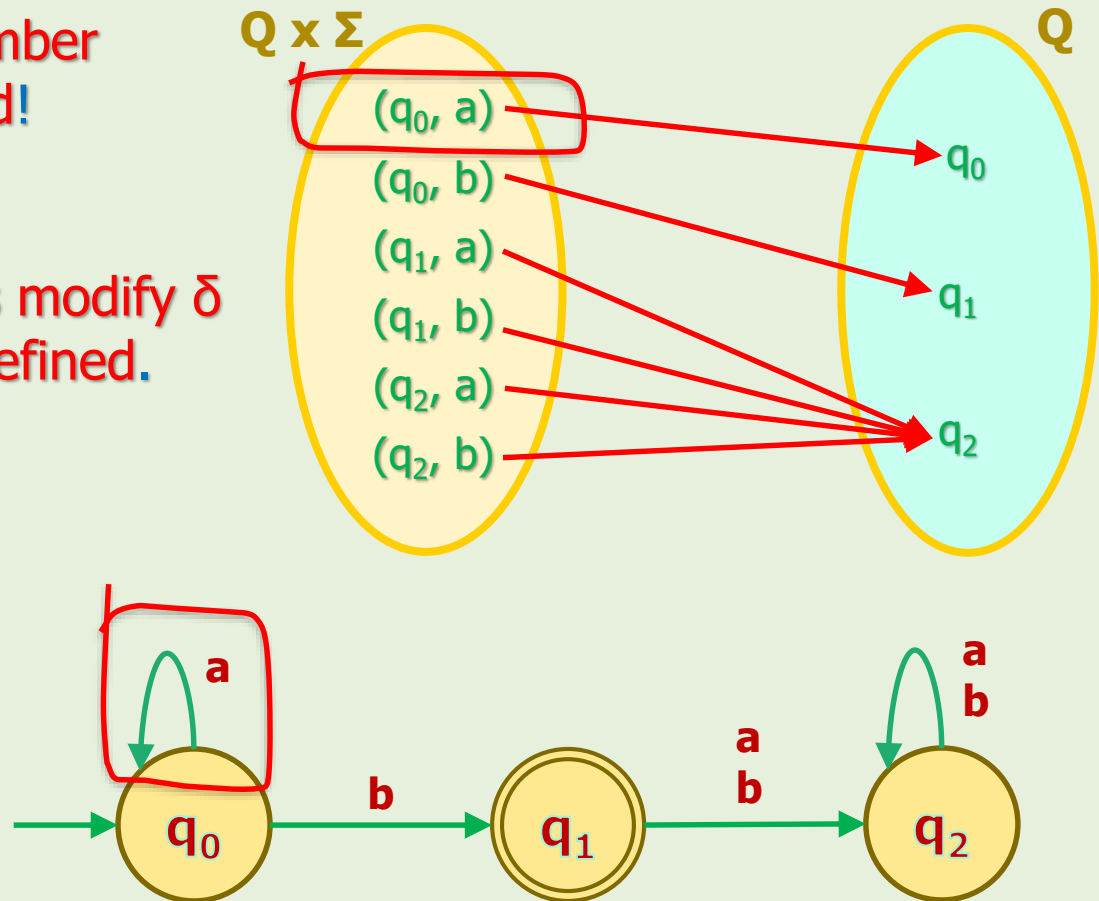
- Write **all elements** of the following transition graph.
- $Q = ?$
- $\Sigma = ?$
- $\delta = ?$
- $q_0 = ?$
- $F = ?$



# Why Total Function

## Example 19 (cont'd)

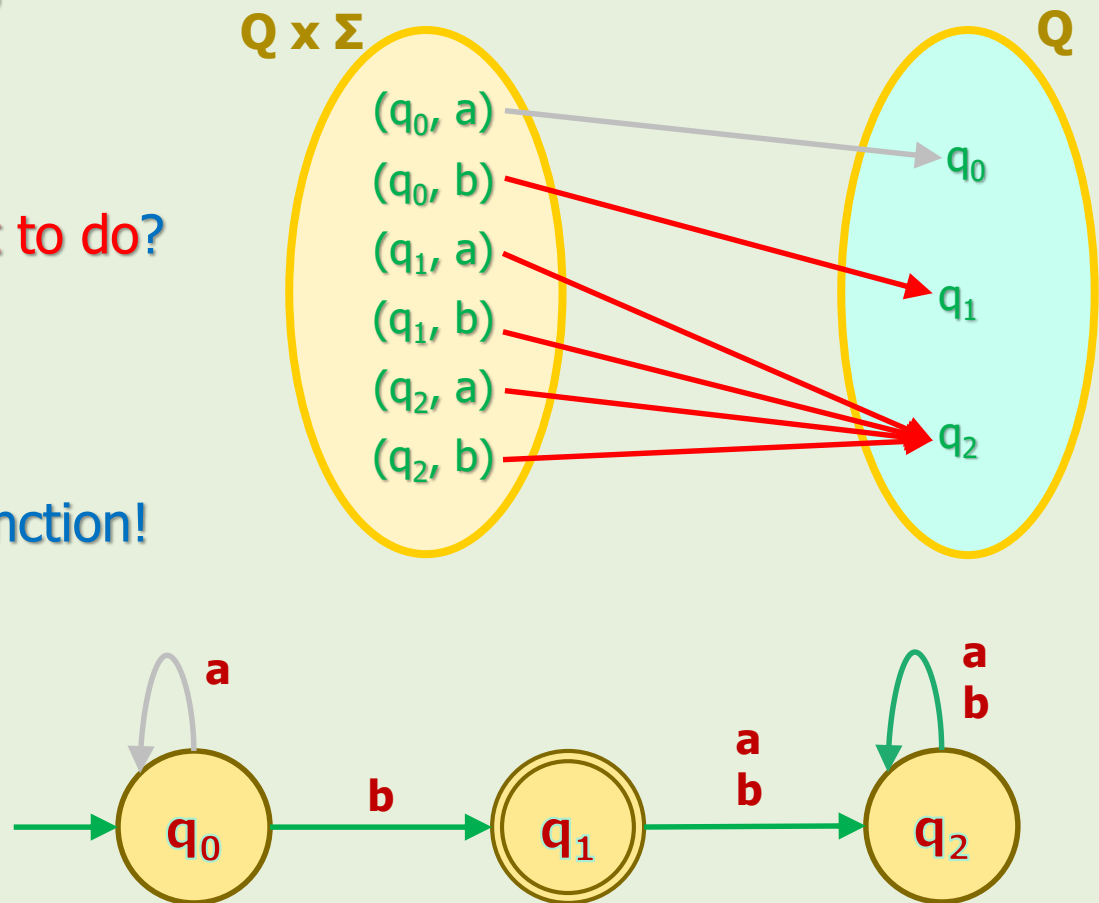
- What would happen if  $\delta$  is NOT total function?
- Then at least one member of domain is undefined!
- To see the effect, let's modify  $\delta$  by making  $(q_0, a)$  undefined.



# Why Total Function

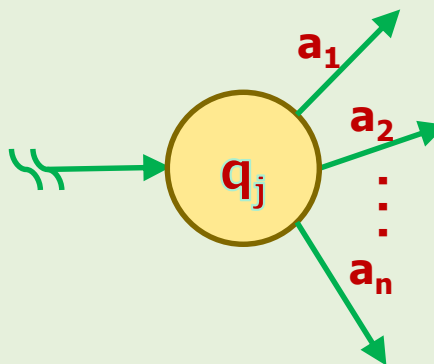
## Example 19 (cont'd)

- What is the **effect** of  $\delta$  being **partial function**?
- If the DFA is in  $q_0$  and the input is  $a$ , it **does not know what to do?**
- It **"hangs"!!**
- So,  $\delta$  must be total function!



# Total Function from Different Angle

- DFAs must know where to go at any timeframe.
- This means, in general:
  - If  $\Sigma = \{a_1, a_2, \dots, a_n\}$  is the alphabet of a DFA, then ...
  - ... every state  $q_j \in Q$  must have one outgoing transition  $a_k$  for  $k = 1, 2, \dots, n$ .



## Conclusion

- $\delta$  being total function is "DFAs' constraint".
- It means that for DFAs:  
At any timeframe, there must be one and only one transition.

# Transition Table

- To represent a transition function, we can also use a table called "transition table".

## Example 20

- Represent the following transition function by a transition table.

$$\delta: \begin{cases} \delta(q_0, a) = q_0 \\ \delta(q_1, a) = q_0 \\ \delta(q_2, a) = q_2 \\ \delta(q_0, b) = q_1 \\ \delta(q_1, b) = q_2 \\ \delta(q_2, b) = q_1 \end{cases}$$

Alphabet

$\delta$	a	b
$q_0$	$q_0$	$q_1$
$q_1$	$q_0$	$q_2$
$q_2$	$q_2$	$q_1$

Current States

Range: Next State



## Associated Language to DFAs

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- Every DFA is designed to accept a set of strings.
  - Of course the set can be empty!
- A set of string is called language.
- Therefore, every DFA accepts a language.

### Definition



- The associated language to a DFA  $M$  is the set of ALL STRINGS that  $M$  accepts.
- The associated language  $L$  to the machine  $M$  is denoted by  $L(M)$ .
- Note that this definition can be extended to all types of automata.





# Equivalency of Machines



- When are two machines  $M_1$  and  $M_2$  equivalent?

## Definition



- Machine  $M_1$  is equivalent to machine  $M_2$  iff  $L(M_1) = L(M_2)$  over  $\Sigma$ .
  - $M_1$  and  $M_2$  are equivalent iff their associated languages are equal.

- This is also a general definition for all types of automata.



- What is wrong with the following definition?  
Two machines are equivalent iff both accept the same language.



# What is Computation?

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- A machine during its operation transits (aka moves) from one configuration to another.
- Ultimately, when the machine halts, it accepts or rejects a string.
- This sequence of configurations is called "computation".

## Definition



- "Computation" is the sequence of configurations from when the machine starts until it halts.

# What is Determinism?

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## Etymology



- Merriam-Webster dictionary defines "**determinism**" as:
  - "the belief that all events are caused by things that happened before them and that **people have no real ability to make choices or control what happens**"
- This is a **philosophical** definition.
- If something is deterministic, then it will happen **with 100% certainty** and there won't be any other choices.
- Let's see what does it mean in **computer science** world.



# What is Determinism?

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## Is DFAs' behavior **predictable**?

- You, as **AN OBERSERVER**, are given a known DFA's configuration at **timeframe n**.
- Can you **predict** its configuration at **timeframe n+1**?
- Yes, we, as **AN OBERSERVER**, can predict its behavior with **100% certainty**.
- Because **at any timeframe**, there is one and only one transition.
- In other words, there is **no randomness** in DFAs behavior!



# What is Determinism?

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## Definition



- A machine is called **deterministic** iff at any timeframe, there is **NO MORE THAN ONE** transition.
  - This definition is satisfied if the number of transitions is zero or one.
- Note that for **DFAs**, it is one and only one but for **other deterministic machines**, it could be zero or one. (Will be covered later.)

# References

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2. Kenneth H. Rosen, "Discrete Mathematics and Its Applications, 7<sup>th</sup> ed.," McGraw Hill, New York, United States, 2012
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ISBN-13: 978-1133187790