

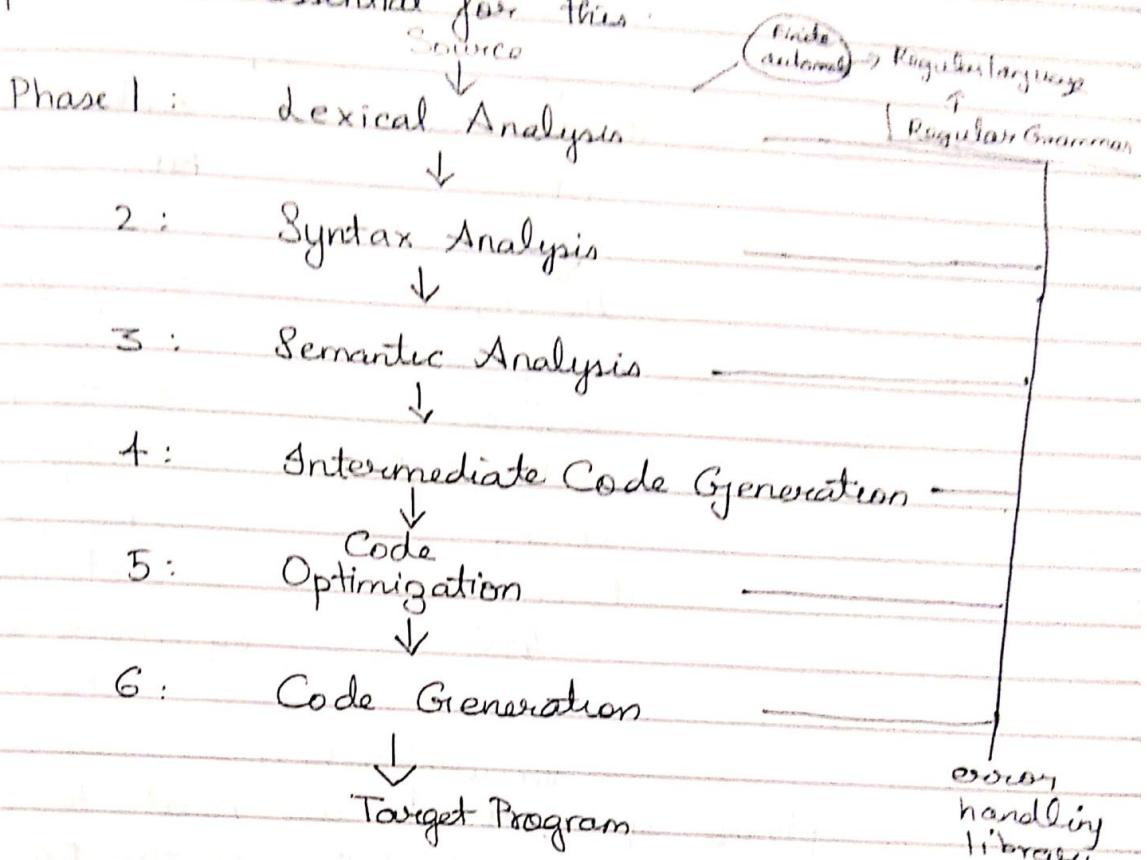
# Overview

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Compilers perform 6 steps during processing.

A compiler is responsible for converting source code into object code.

6 phases are essential for this.



Phase 1: Reads character by character from L to R till it finds / identifies a delimiter.

This grouping between delimiters is a token.

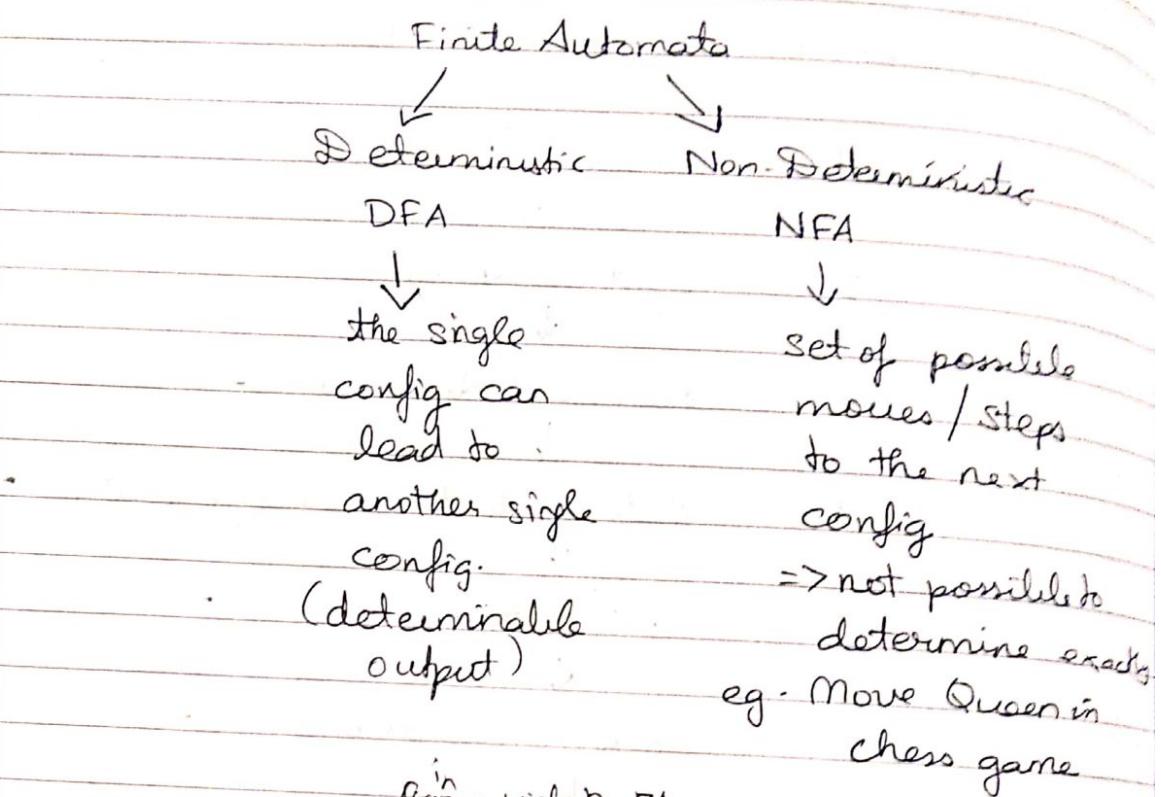
The analyser should also verify if token is valid.

e.g. Identifier in C : Consists of letters & numbers, not a keyword, starts with letter or underscore.

The lexical analyser designs a model for this verification.

This model is called finite automaton (plural of

Finite automata is specified by regular language  
The rules for such regular language are specified  
by regular grammar (grammar of language)



To optimize space stored, we need to minimize the no. of states of the FA

$\Rightarrow$  DFA minimized (should minimize DFA)

NFA  $\leftrightarrow$  DFA conversion is possible.

The tokens, if valid, will be emitted to Syntax analyzer.

- 1) The syntax analysis of C will group tokens till it finds;  
It then verifies if the statement is syntactically correct.  
It also verifies syntax of loops, branch, etc.

Uses model called Push Down Automata based on Context Free Language.

designed using  $\hookrightarrow$  Rules are <sup>based on</sup> Context-free (CFG)

PushDown Automata can be implemented on a digital system using either:

- i) Chomsky Normal Form or
  - ii) Greibach Normal Form
- } CFG is converted to any of these forms to implement on system.

CYK algo is used to find if a given source can be CFG or not.

III Semantic analyser checks if the meaning of statement is valid.

Model used here : Linear Bounded Automata

Based on: Context-Sensitive Language



defined by Context-Sensitive Grammar (CSG)

Also, the concepts of Turing Machine & Recursively Enumerable language will also be covered.

i.e. how Turing Machine is modelled  
(non-deterministic problems)

#### ASSIGNMENT:

Find a unique / distinctive application of ToC

#### TEXTBOOK

PETER-LINZ      Introduction to Formal Languages & Automata  
4th Edition      (Green & Black)

Set : A collection of elements  
(no structure, no relationship)

Two forms:

1)  $S = \{1, 2, 3\}$

2)  $S = \{x : \text{property of } x \text{ in the set}\}$

Set operations:

1) Union

2) Intersection

3) Set difference

4) Complement

5) Size of the set

For sets  $S_1$  &  $S_2$ ,

$$S_1 \cup S_2 = \{x : x \in S_1 \text{ or } x \in S_2\}$$

$$S_1 \cap S_2 = \{x : x \in S_1 \text{ and } x \in S_2\}$$

$$S_1 - S_2 = \{x : x \in S_1 \text{ and } x \notin S_2\}$$

$$\bar{S} = \{x : x \in U \text{ and } x \notin S\}$$

$|S| \Rightarrow$  no. of elements in the set

Universal set = set of all elements in that domain

Types of Set:

- 1) Singleton set - only 1 element
- 2) Empty set - no elements;  $\{\}$  or  $\emptyset$
- 3) Universal set - all elements in that domain
- 4) Subset -  $S_1 \subseteq S \Rightarrow$  part of a set
- 5) Proper subset -  $S_1 \subset S \Rightarrow$  same set  $S$  cannot be  $S_1$
- 6) Power set - Set of all subsets of the set,  $=$  size is  $2^n$   
n = |S|
- 7) Cartesian product - set  $\times$  set



$$S = S_1 \times S_2 = \{(x, y) : x \in S_1 \text{ and } y \in S_2\}$$

contains ordered pairs

Function:

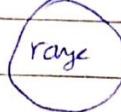
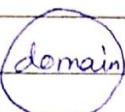
Def: A rule that maps an element in one set (domain) to a unique element in another set.

(or)

$$f: x \rightarrow y$$



$x \in \text{domain}$ ,  $y \in \text{range}$



eg.  $A = \{1, 2, 3\}$  domain

$B = \{2, 4, 6\}$  range

$$f = 2^x$$

When  $x = 1$ ,  $y = 2$  exist in  
 $x = 2$ ,  $y = 4$  range  
 $x = 3$ ,  $y = 8$

Partial function: only part of domain is mapped to range

Total function: Every element in A has a unique corresponding mapping to set B (range)

eg.  $A : \{1, 2, 3\}$

$B : \{3, 5, 7, 8\}$

$$f = 2x + 1$$

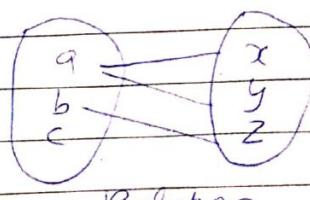
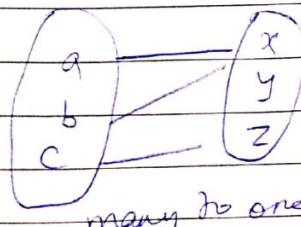
$$x = 1 \quad y = 3$$

$$x = 2 \quad y = 5$$

$$x = 3 \quad y = 7$$

Every element in domain has a mapping in range so it is a total function

Many-to-one is a function (but) one-to-many is not. It is a relation.



## The Properties of relation

- 1) Reflexive
- 2) Symmetric
- 3) Transitive
- 4) Antisymmetric

1) ~~if~~ <sup>let</sup> R be a relation on a set A  
then if  $(a, a) \in R \quad \forall a \in A$ ,  
R is reflexive

2) if  $(a, b) \in R \quad \forall a, b \in A$   
then  $(b, a) \in R$   
R is symmetric

3) if  $(a, b) \in R, (b, c) \in R$  then  $(a, c) \in R$

4) if  $(a, b) \in R$  but  $(b, a) \notin R$   
R is antisymmetric

If a set satisfies R, A, T  $\Rightarrow$  poset / partial ordering relation  
R, S, T  $\Rightarrow$  equivalence relation

I) eg.  $A = \{2, 3, 4\}$   
 $R = \leq$  in N

Ref:  $2 \leq 2 \checkmark$  i.e. For all a in A,  
 $3 \leq 3 \checkmark \Rightarrow$  Reflexive  $a \leq a$   
 $4 \leq 4 \checkmark \Rightarrow$  Reflexive

Sym:  $2 \leq 3$  but  $3 \not\leq 2$   
 $\Rightarrow (2, 3) \in R$  but  $(3, 2) \notin R$   
 $\Rightarrow$  Not symmetric  
 $\Rightarrow$  antisymmetric

I:  $2 \leq 3 \wedge 3 \leq 4 \Rightarrow 2 \leq 4$

i.e. For  $(a, b)$  where  $a \leq b$  and  $(b, c)$  where  
 $\Rightarrow a \leq b$  and  $b \leq c \quad b \leq c$ ,  
 $\Rightarrow a \leq c$ ?  
 $\Rightarrow (a, c) \in R$

Transitive

Poset

II)  $x = \{1, 2, \dots, 7\}$

$R = x - y$  divided by 3

$$R = \{(1, 4), (\cancel{1}, 7), (2, 5), (3, 6), (4, 1), \\ (7, 1), (5, 2), (6, 3), (1, 1), (4, 7), (7, 4), \\ (7, 7), (2, 2), (3, 3), (4, 4), (5, 5), (6, 6)\}$$

Reflexive: let  $a \in A$

$a - a = 0$  which is divisible by 3

$\Rightarrow R$  is reflexive

Symmetric: If  $a - b = 3m$ , then  $-(b - a) = 3m$

Transitive: If  $x - y = 3m$  and  $y - z = 3n$

$$x - y + y - z = 3m + 3n$$

$$x - z = 3(m+n)$$

Transitive

$\Rightarrow$  Equivalent

Languages are defined as a set.

Grammar is a quadruple (4-tuples)

Languages  $\rightarrow \Sigma$  represents alphabet set  
 eg.  $\Sigma = \{a, b\}$  if alphabet set only has a, b

$\rightarrow$  Note: Book used specifies all lowercase letters to be used in alphabet set except u, v, w because they are used to name strings (represents name of string)

Combination of elements in alphabet set is called a string.

eg. u = ab  
 v = aba  
 w = aabb

Concatenation  $uv = ababa$

Substring is a continuous sequence of elements within the string.

Prefix, proper prefix & suffix, proper suffix are correspondent to subset & proper subset.

Empty string represented by  $\lambda$  or  $\epsilon$  (empty)

Empty language represented by  $\emptyset$

$\Sigma^+$   $\rightarrow$  Kleene (Additive)

$\Sigma^*$   $\rightarrow$  Star closure =  $\{\lambda, a, b, ab, ba, aa, bb, \dots\}$  (any concatenation of alphabet)

$\Sigma^*$   $\rightarrow$  Kleene Star closure =  $\{\lambda, \Sigma^+\}$

Subset of  $\Sigma^{*}$  is language (any subset of star closure)  
 1) subset of strings from an alphabet

Eg, no of strings in language is defined

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Finite L = {ab, ba, aba}

Languages can be

1) Finite

2) Infinite

Infinite L = {a^n b^n ; n ≥ 0}

1, rules; but n ranges from 0 to ∞

You can have many languages associated w/ same alphabet set.

12/6/19 Let L<sub>1</sub> & L<sub>2</sub> be 2 finite languages



{ab, abb, aba}

{ba, bbb, bab}

L<sub>1</sub> ∪ L<sub>2</sub> = {ab, abb, aba, ba, bbb, bab}

L<sub>1</sub> ∩ L<sub>2</sub> = φ

Reverse of a string w = w<sup>R</sup>

e.g. w = abaa

w<sup>R</sup> = aaba

⇒ Reverse of a language L<sup>R</sup> = {w<sup>R</sup> ; w ∈ L}

Complement of language: L̄

For this language, L̄ ∪ L = Σ\*

⇒ L̄ = Σ\* - L

Concatenation of ~~diff~~ languages

L<sub>1</sub> L<sub>2</sub>:

{abba, abbabb, abbab, abbbba, abbbbb, abbbab,  
ababba, ababbabb, abababab}

L<sub>1</sub> L<sub>2</sub> = {abab, abbabb, ababab, ababb, ababa,  
abbab, abbaba, abaab, abababb}

$$L = \{a^n b^n : n \geq 0\}$$

Find  $L^2, L^R, \bar{L}$

Ans: Expanding this language,

$$L = \{\lambda, ab, aabb, aaaabb, \dots\}$$

$$L^2 = \{ab, abab, abaabb, abaaabbb, \dots\}$$

$$\approx \{a^n b^n a^m b^m : n \geq 0, m \geq 0\}$$

$$L^R = \{b^n a^n : n \geq 0\}$$

$$\bar{L} = \epsilon^* - \{a^n b^n : n \geq 0\}$$

i.e. It includes all patterns of a & b that do not follow the above pattern.

### GRAMMAR:

$\langle \text{Sentence} \rangle \rightarrow \langle \text{nounphrase} \rangle \langle \text{predicate} \rangle$

$\langle \text{nounphrase} \rangle \rightarrow \langle \text{article} \rangle \langle \text{noun} \rangle$

$\langle \text{predicate} \rangle \rightarrow \langle \text{verb} \rangle$

Replacement happens in above fashion.

Grammar is the most powerful notation for a language.  
Quadruple:

$G_1 = (V, T, S, P)$

to validate whether the language is correct or not

for the grammar or production rules

$V$  is nonempty finite set of variables

$T$  is nonempty finite set of terminals

$S$  is nonempty finite set of production rules

All 4 tuples are non-empty

V & T are disjoint sets

Production is of the form

$$x \rightarrow y$$

$$x \rightarrow (V \cup T)^+$$

i.e. at least 1 element from either V or T should belong to x

$$y \rightarrow (V \cup T)^*$$

• (.) may have 0 or more occurrences from V or T

Derivation

$$\text{eg. } V \Rightarrow XYZ$$

$$\text{Production rule: } Y \rightarrow a$$

Applying rule to V,

$$V \Rightarrow XaZ$$

A language can have many kinds of grammar

Language can be derived from grammar (generated from grammar)

Production gives rules to be able to transform a string from one form to another

Example:

$$\text{① } G = (\{S\}, \{a, b\}, S, P)$$

$$P \text{ is: } S \rightarrow aSb \mid \lambda$$

$$\Rightarrow S \rightarrow a \cancel{S} b$$

$$S \rightarrow \lambda$$

String:  $\overbrace{S}^{\text{applying rule 1}} \rightarrow$

$$1) S \xrightarrow{1} \lambda$$

$\rightarrow$  applying rule 1

$$2) S \xrightarrow{1} aSb$$

$$\Rightarrow ab$$

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S<sub>b</sub>   (A)ab   Abab  
 S<sub>b</sub>  
 S<sub>b</sub> b   S<sub>b</sub> Aa   Aabb

$$3) \quad S \xrightarrow{1} ab \\ \xrightarrow{2} aabb \\ \xrightarrow{3} aabb$$

$$\Sigma = \{a, ab, aabb, \dots\}$$

$$\Rightarrow \Sigma = \{a^n b^n : n \geq 0\}$$

Variables are caps & terminal symbols are lowercase.  
 Except u, v, w  
 3<sup>rd</sup> tuple is a special symbol part of variable set

Derivation starts with starting symbol, here S  
 We apply the production rules as necessary on that variable.

If you cannot find a pattern that can be described mathematically, write descriptively.

Qn 2: Another grammar:  $S \rightarrow aA / \gamma$   
 $A \rightarrow Sb$

$$\Sigma = \{a^n b^{n+1} : n \geq 0\}$$

Qn 3:

~~Find grammar w/ exactly one a~~  
~~at least one a~~  
 $S \rightarrow Sb$   
 $b$   
 $abb$   
 $aabb$   
 $aaabbb$

Qn 4:  $\Sigma = \{a, b\}$   
 w/ exactly one a  
 $\Rightarrow \Sigma = \{a, b\}$

5: " "

w/ at least one a

6: " "

exactly three a's  
 at least 3a's

$$2) L = \{a^n b^{n+1} : n \geq 0\}$$

Pattern: b

abb

aabb

$$S \rightarrow aSb/b$$

(r)

$$S \rightarrow aSb$$

$$S \rightarrow b$$

$$G_1 = \{V, T, S, P\}$$

$$V = \{S, A\}$$

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

$$S = \{S^3 b \rightarrow abb,$$

$$S \rightarrow Ab$$

$$A \rightarrow \frac{aA}{bab} \lambda$$

$$aAb$$

$$abb$$

$$a(aAb)bb$$

$$P = \{S \rightarrow Ab, A \rightarrow aAb \lambda\}$$

$$aabb$$

(or)

$$P = \{S \rightarrow aSb/b\}$$

(or)

$$a(aSb)b Ab$$

$$(ab)b$$

$$P = \{S \rightarrow Ab, A \rightarrow aB \lambda, B \rightarrow Ab\}$$

$$a(Ab)b$$

$$a(ab)bb$$

$$aaAbbb$$

$$a((ab)b)$$

$$a(Ab)bb$$

$$3) Exactly one a$$

$$L = \{a, ab, ba, abb, bab, bba, \dots\}$$

$$G_1 = \{V, T, S, P\}$$

$$V = \{S, A\}$$

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

$$S = \{S\}$$

$$P = \{S \rightarrow AaA, A \rightarrow bA \lambda\}$$

(or)

$$IA$$

$$bAA$$

$$P = \{S \rightarrow AaB$$

$$aAb$$

$$A \rightarrow bAb$$

$$S \rightarrow Sb$$

$$\lambda a$$

$$R \rightarrow L R \lambda$$

$$aAb \rightarrow Ab \lambda$$

$$aAbbb$$

$$4) P = \{ S \rightarrow AaA, A \rightarrow bA \mid \lambda \mid aA \} \\ (\text{or})$$

$$R = \sum_{i=1}^n p_i A_i A_i^\top, \quad P = \sum_{i=1}^n p_i B_i B_i^\top$$

~~S → Aa~~ | ~~Sb~~  
~~A → Aa~~ | ~~b~~

$$P = \{ S \rightarrow AaB \}$$

$$\begin{array}{l} A \rightarrow aA \mid bA(\lambda) \\ B \rightarrow aA \mid bA(\lambda) \end{array}$$

3

$$5) \quad L = \{ \text{aaa, abaa, aaba, aaab, baaa} \dots \}$$

$$P = \{ S \rightarrow aA_1aA_2, A_1A_2A_3A_4 \rightarrow b \} \quad \text{(ans)}$$

$$P = \{ S \rightarrow aAaAa, A \rightarrow bA \mid^{\text{add}} \}_{\sim} A_3$$

$$6) P = \{S \rightarrow AaAaAa^{\alpha}A^{\beta}, A \rightarrow bA/aA/x^{\gamma}y^{\delta}\}$$

## More questions:

$$1) L_1 = \{a^n b^m : n \geq 0, m > n\}$$

$$2) L_2 = \{a^{n,b} z^n; n \geq 0\}$$

3)  $\Delta_1 \cup \Delta_2$

4)  $L_1 L_2$

$$5) L_3 = \{ a^n b^{n-3} : n \geq 3 \}$$

$$6) L_4 = \{a^{n+2} b^n : n \geq 1\}$$

Solution -

$$\textcircled{i} \quad L_1 = \{ b, bb, bbb, abbb, abbbb, aabbbb, \dots \}$$

$$P = \{ S \rightarrow A b B_1 \}$$

$$A \rightarrow \text{Bubbles}$$

~~aabb~~ aAb12

$$B \rightarrow b\bar{B}^0/\lambda$$

3

(aAhb)B

aaA**bb****bb**

$$2) L_2 = \{ \epsilon \lambda, abb, aabb, aabb, aabb, \dots \}$$

$$S \rightarrow \cancel{aa} aSbb / \lambda \quad | \quad a(aSbb) \cancel{\lambda} bb$$

~~aa~~  $\lambda$

$aa(aSbb)bb$

$\downarrow$

$$3) L_1 \cup L_2 = \{ \lambda, b, abb, abbb, aabb, aabb, bb, bbb, \dots \}$$

$$P = \{ S \rightarrow AbB / \lambda \\ A \rightarrow aAb / \lambda \\ B \rightarrow bB / \lambda \\ \}$$

$$4) L_1 L_2 = \{ b, babb, baabb, babb, babb, abbaabb, abbaaabbb, aabbbabb, \dots \}$$

$$5) L_3 = \{ a^n b^{n-3} : n \geq 3 \}$$

$$L_3 = \{ aaa, aaaab, aaaaabb, \dots \}$$

$$S \rightarrow aaa \cancel{A} \cancel{\lambda} \quad | \quad aaa(\cancel{aAb}) \lambda$$

$$A \rightarrow aAb / \lambda$$

$$6) L_4 = \{ a^{n+2} b^n : n \geq 1 \}$$

$\downarrow$

$aaaaaAb$

$$(or) L_4 = \{ aabb, aaabb, aaaaabb, \dots \}$$

$$S \rightarrow aaaAb$$

$aaaaAb$

$$A \rightarrow aAb / \lambda$$

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Automata

It is a model to represent a language

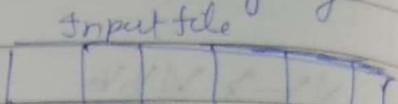
Consists of:

① Control unit

Specifies set of internal states

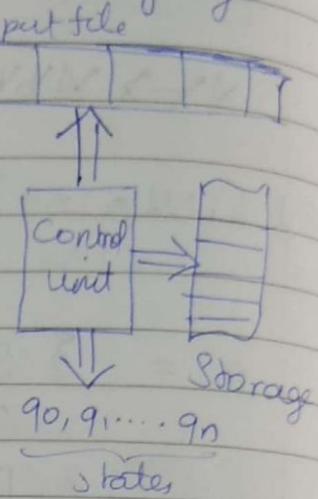
② Input file / symbol

③ Storage symbol



Pushdown automata has a storage medium

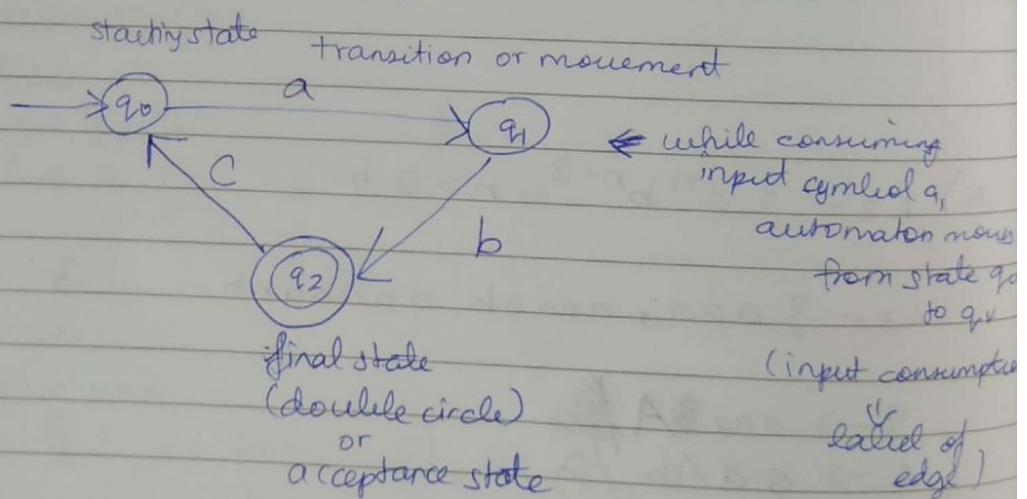
Some automata do not have one.



Control unit can read & change content of storage medium.

An automaton is represented as a graph

(a) nodes representing internal states.



Automata

NFA

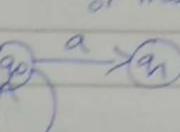
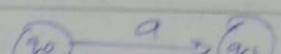
based on action

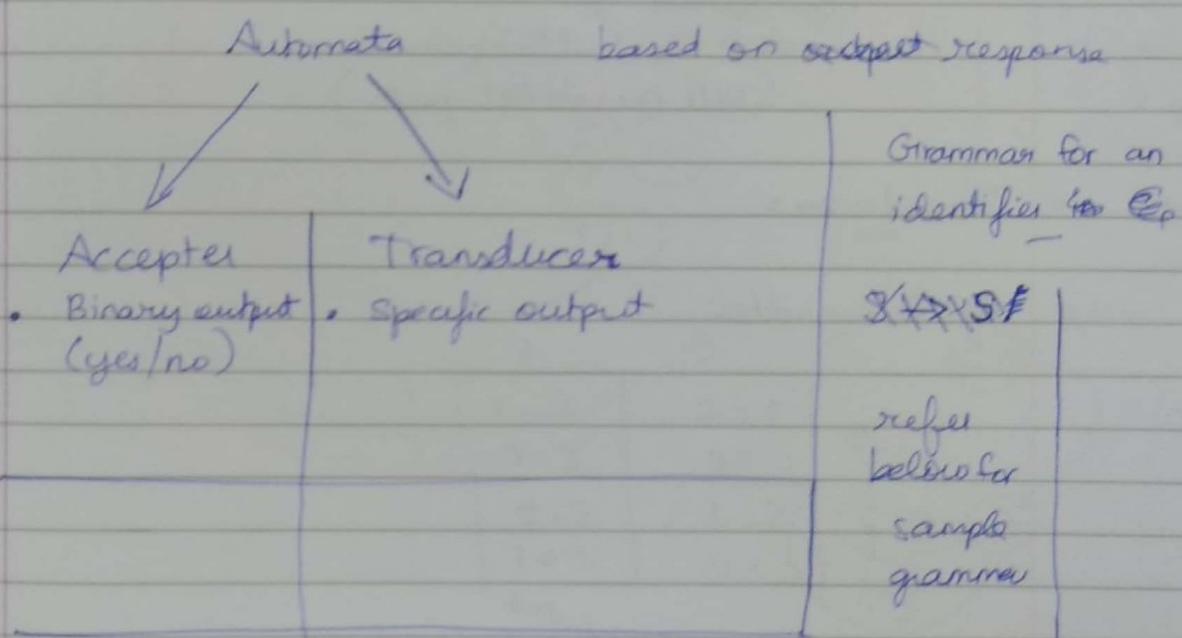
DFA

Deterministic

- |   |   |
|---|---|
| Non-deterministic   | Deterministic   |
| from each config, there are multiple possibilities, so impossible to determine the next config. | each configuration uniquely determines the next configuration |

you've

- |   |   |
|---|---|
| <p>each symbol, there are different transitions (multiple possibilities) or transitions</p> <p>e.g. </p> <p>a not so easy; needs trial &amp; error<br/>(String recognition is difficult)</p> | <ul style="list-style-type: none"> <li>each input symbol has a unique transition</li> </ul>  <ul style="list-style-type: none"> <li>easier to recognize string</li> </ul> |
|---|---|



Sdentifex:

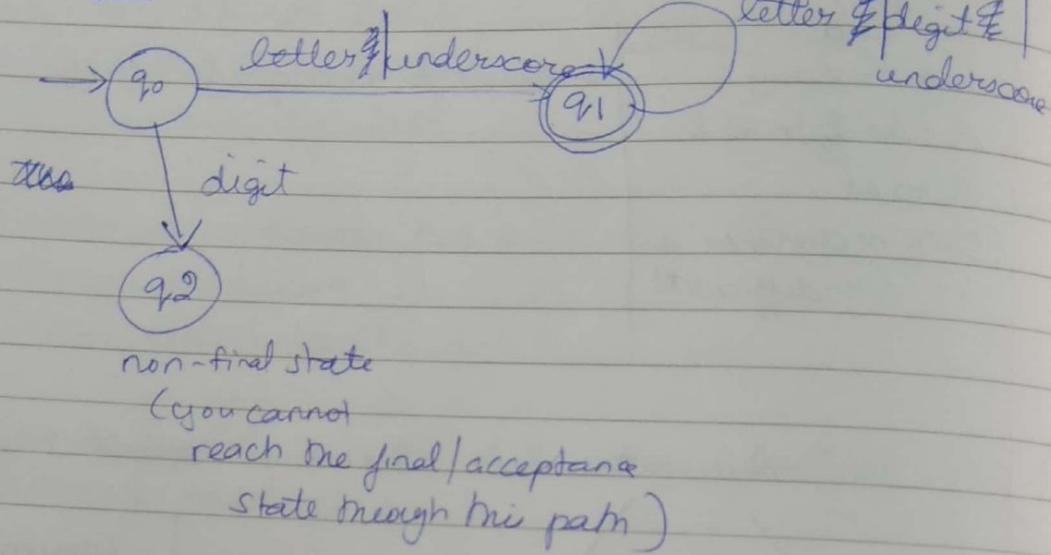
$\langle \text{letter} \rangle \rightarrow a \mid b \mid \dots \mid z$   
 $\langle \text{digit} \rangle \rightarrow 0 \mid 1 \mid \dots \mid 9$   
 $\langle \text{underline} \rangle \rightarrow -$

Note:

State names can be either  $0, 1, 2, 3 \dots$   
or  $q_0, q_1, q_2 \dots$

Then write  $Q = \{q_1, q_2, \dots\}$  as required

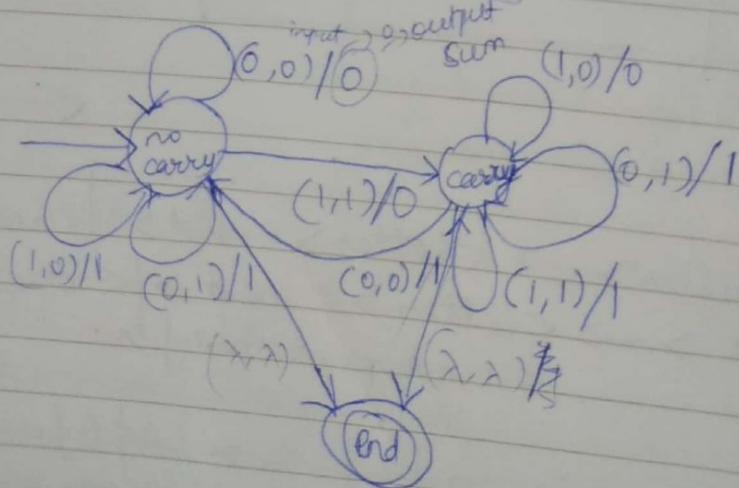
Accepter:



Transducer:

e.g. Binary adder

		0	1
0	$S=0$ $C=0$	$S=1$ $C=0$	
1	$S=1$ $C=0$	$S=0$ $C=1$	

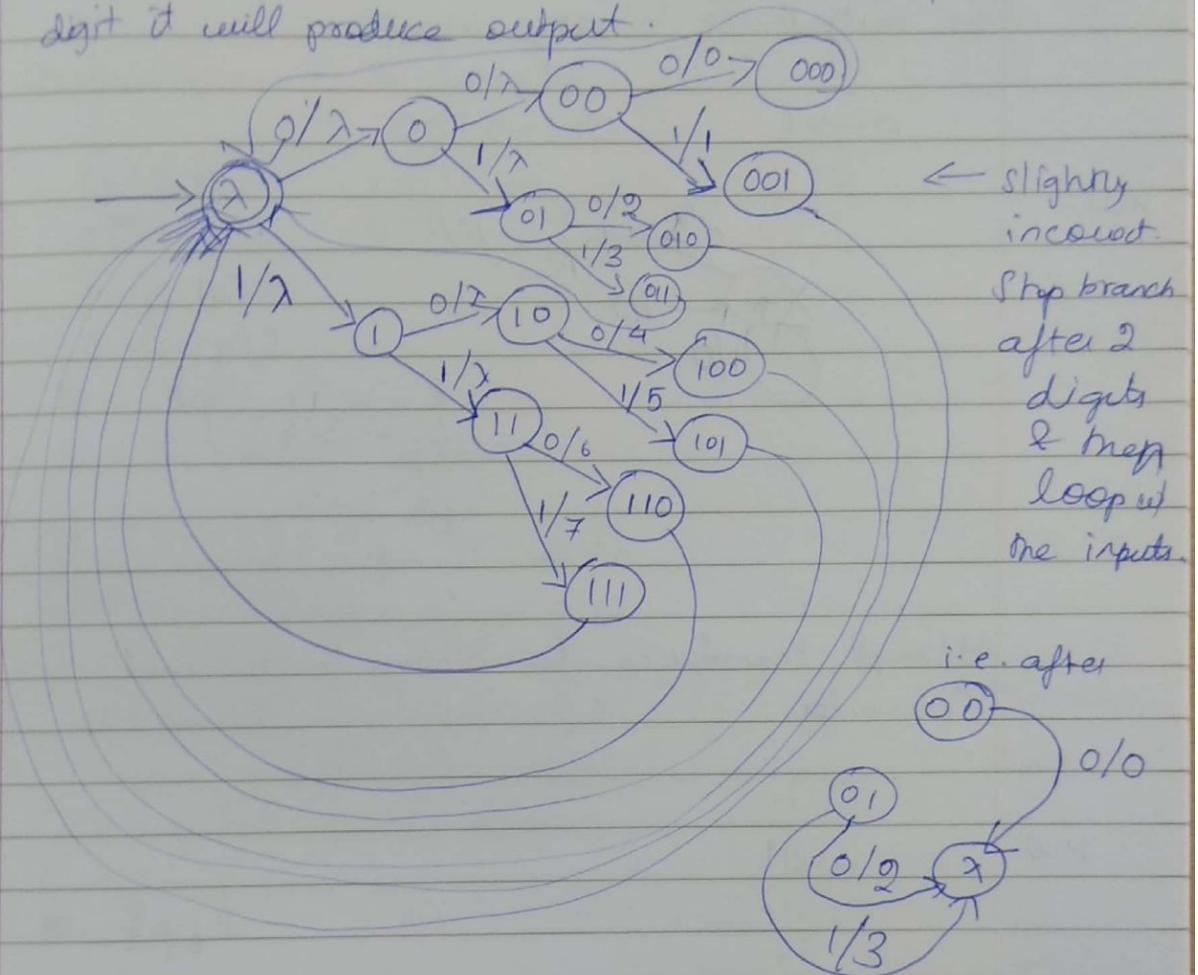


Construct an automaton to convert binary to octal

Type: Transducer

e.g. 001 010 110 : 126

Till 3<sup>rd</sup> digit it should produce  $\lambda$ , then after 3<sup>rd</sup> digit it will produce output.



Question:

$0110 \rightarrow 20110$

(or)

$abba \rightarrow \lambda abba$

(produces same o/p as input  
one time signal later)

when reading 1<sup>st</sup> symbol, o/p =  $\lambda$

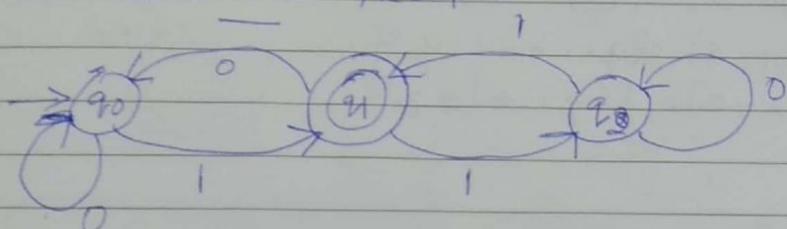
2<sup>nd</sup> symbol, o/p = 1<sup>st</sup> symbol + so on



$Q$  = non-empty finite set of internal states  
 $\Sigma$  = set of alphabets  
 $\delta$  = transition function (it is a total function)  
 $q_0$  = initial state  
 $F$  = set of final states  
 $\delta : Q \times \Sigma \rightarrow Q$

↓  
every domain element has unique mapping in range

Deterministic Finite Acceptor:



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

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

$$\begin{aligned} \delta : & \delta(q_0, 0) \rightarrow q_0 \\ & \delta(q_0, 1) \rightarrow q_1 \\ & \delta(q_1, 0) \rightarrow q_0 \\ & \delta(q_1, 1) \rightarrow q_2 \\ & \delta(q_2, 0) \rightarrow q_2 \\ & \delta(q_2, 1) \rightarrow q_1 \end{aligned}$$

Transitions  
function is  
a total function.  
So it is a DFA

$$F = \{q_1\}$$

We need to find what strings lead to final state, to determine the language accepted by the automaton

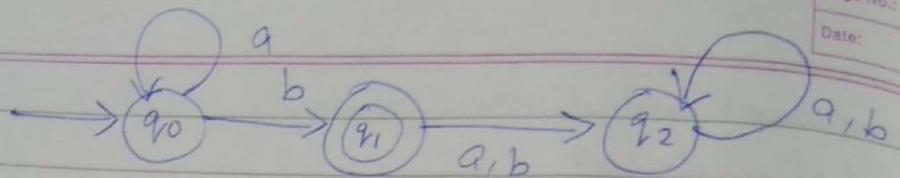
We observe that strings ending w/ 0 are not accepted

&

ending w/ even no. of 1's not accepted.

Accepted: 10, 011, 11001

Not accepted: 1100, 100, 1111



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

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

S:

$$\delta(q_0, a) = q_0$$

$$\delta(q_0, b) = q_1$$

$$\delta(q_1, a) = \delta(q_1, b) = q_2$$

$$\delta(q_2, a) = \delta(q_2, b) = q_2$$

Total order function  
=> DFA

eg

$$a^n b ; n \geq 0$$

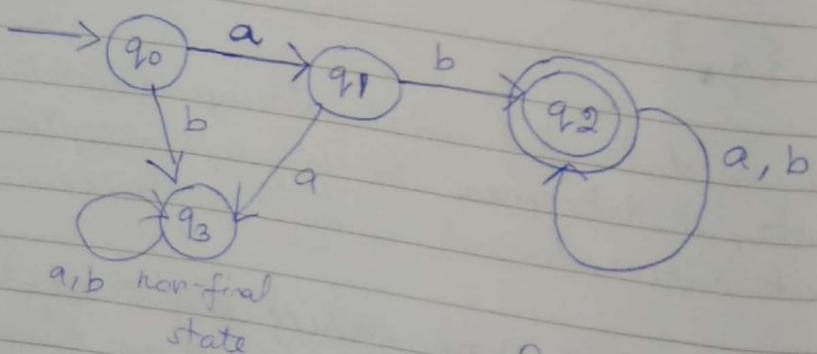


which reaches final state

$$(aaab, ab, b, \dots)$$

but abab is invalid

Construct a DFA for all strings over  $\Sigma = \{a, b\}$  with the prefix ab



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

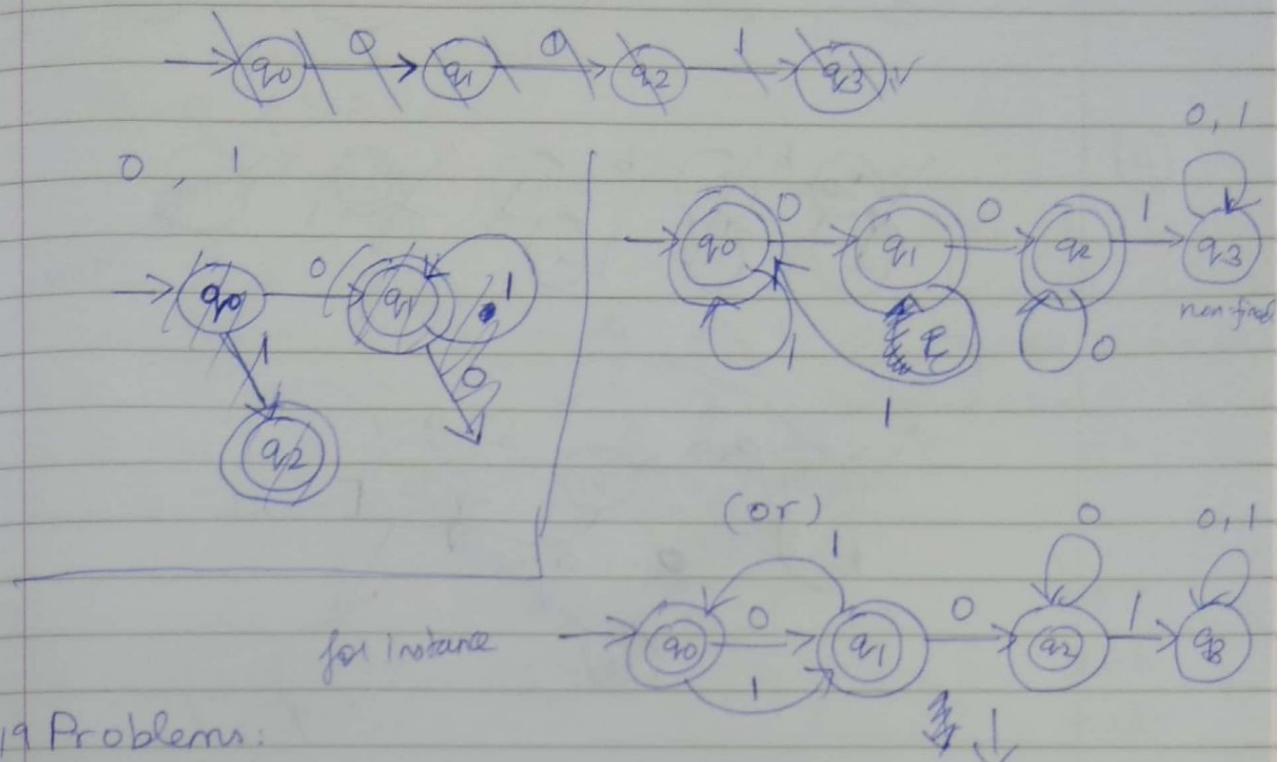
$$\Sigma = \{a, b\}$$

Saturday Test on Grammar, Transducers,  
DFA

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you ↗

Construct DFA that accepts all strings over  $\Sigma = \{0, 1\}$   
except substring 001

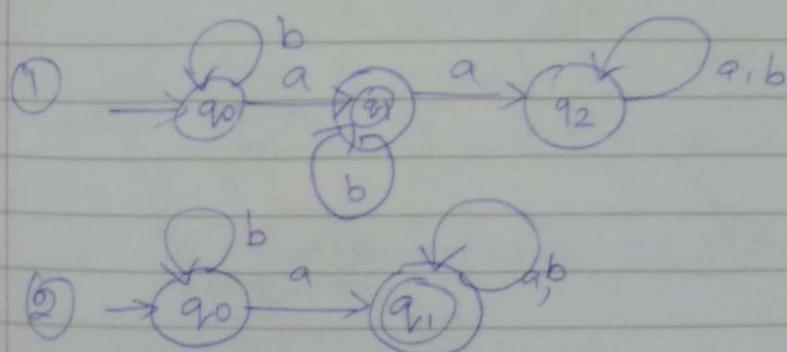


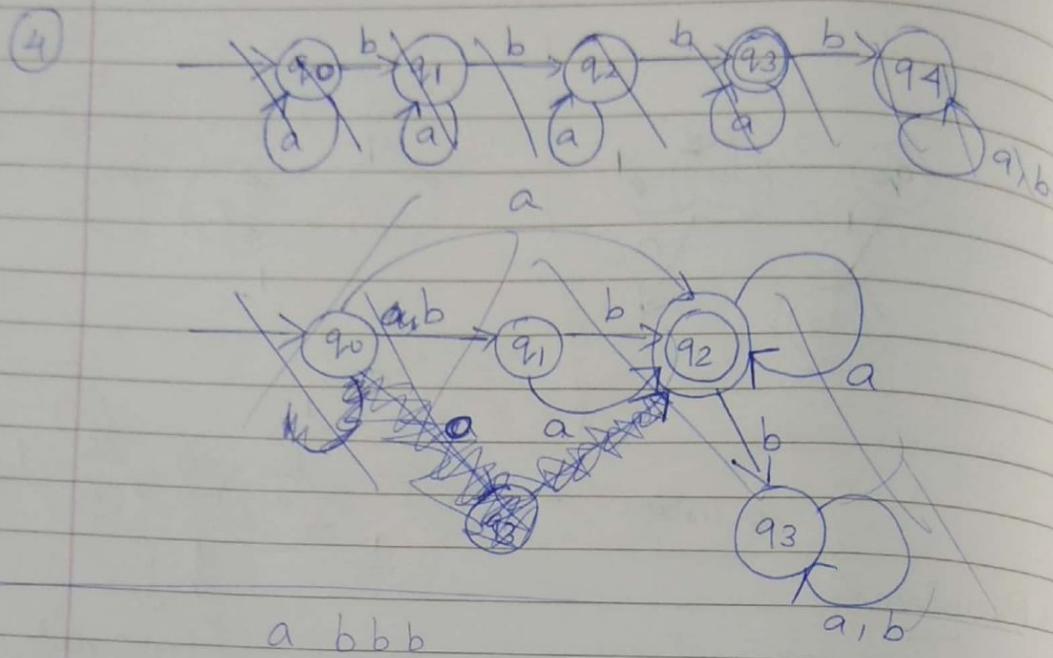
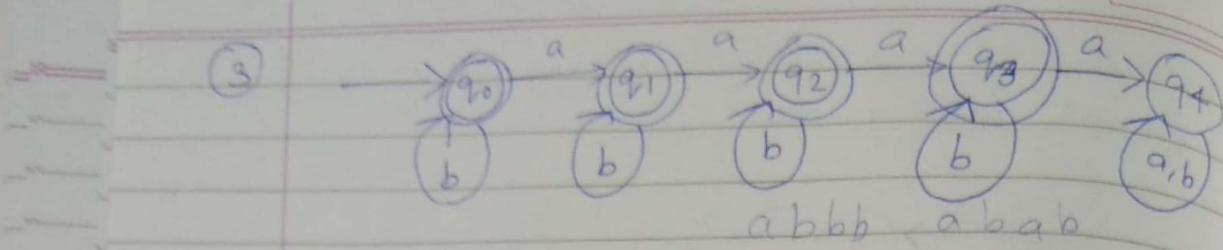
9/1/19 Problems:

DFA:

Construct DFA for the following languages DFT  
 $\Sigma = \{a, b\}$

- (1) All strings w/ exactly one a
- (2) All strings w/ m at least one a
- (3) All strings with no more than 3 ds
- (4) " " " at least 1 a & exactly 2 bs
- (5) " " " 2 a's & mow more than one b



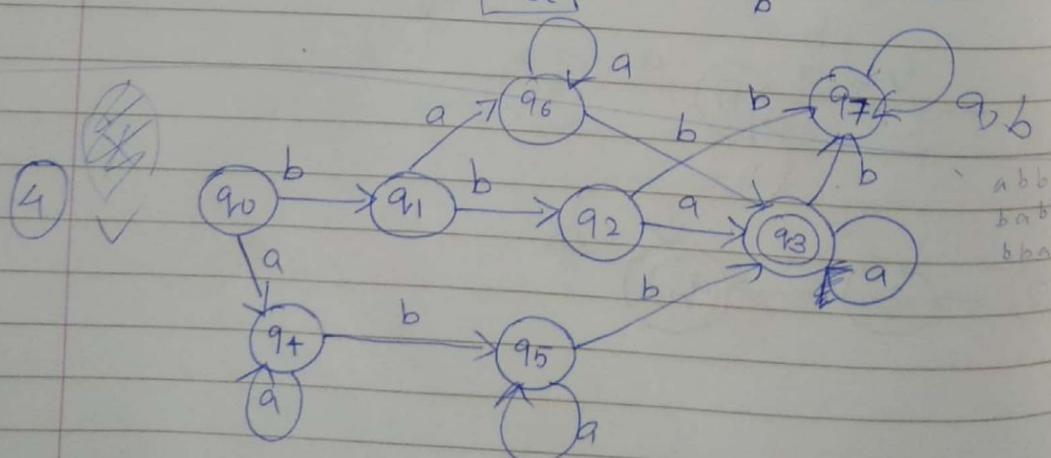


Grammars:

1) Find grammar for the following  $\Sigma \{a, b\}$

a)  $L = \{w : |w| \bmod 3 = 0\}$  acbabbb

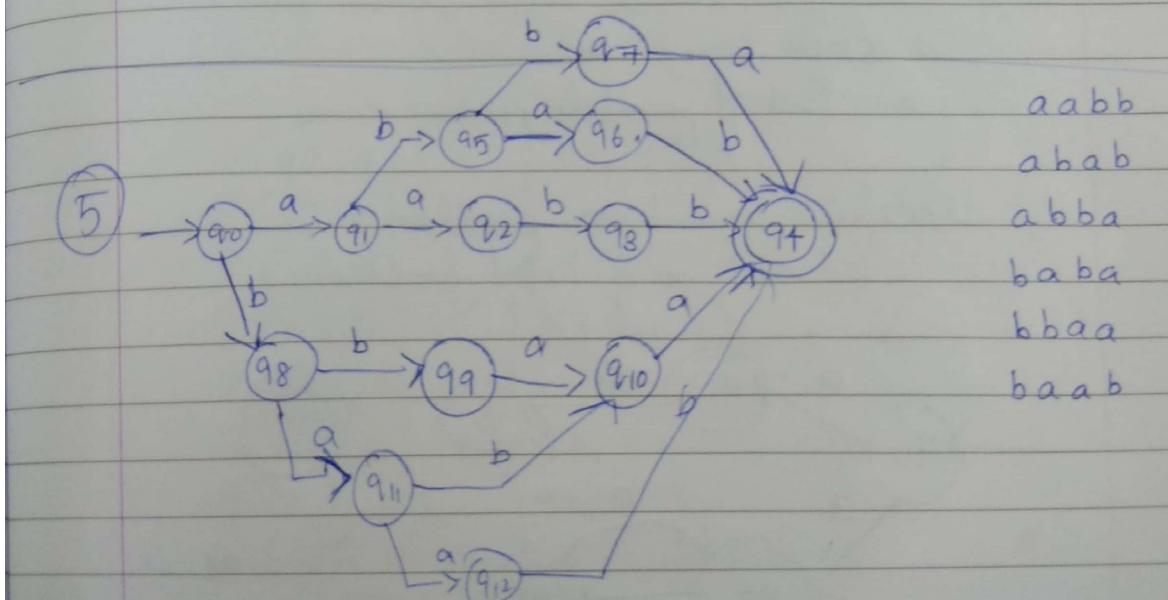
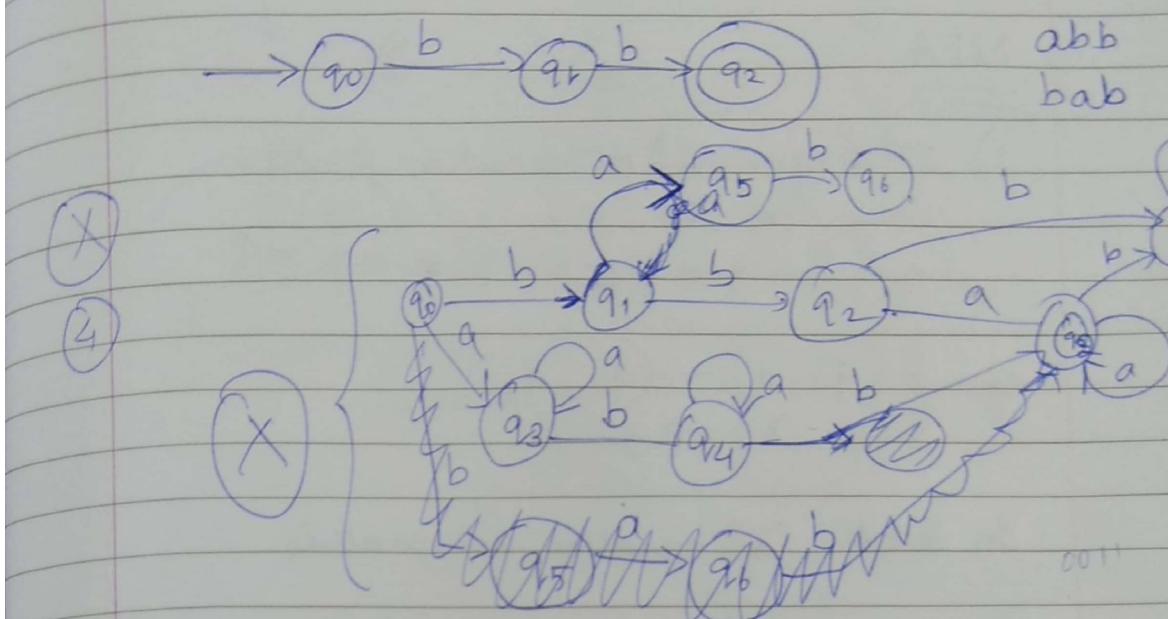
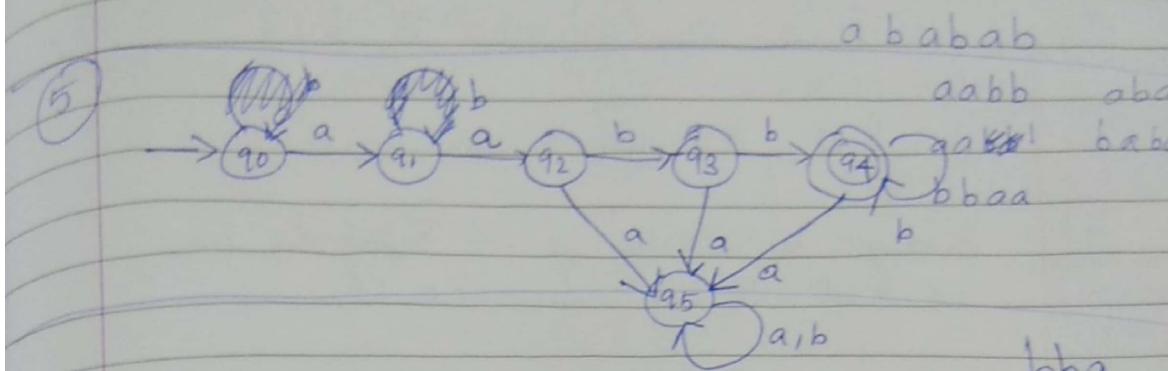
b)  $L = \{w : n_a(w) > n_b(w) + 1\}$



Gramma

(1)  $L = \{a, aaa, abb, aab, bbb, \dots\}$

$S \rightarrow ABA B A B \quad \backslash X \backslash$



HW

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Date:

Show that given language is regular,  
you can  
construct any finite  
automaton.

①  $L = \{ w : |w| \bmod 5 \neq 0 \}$

②  $L = \{ w : n_a(w) \bmod 3 > 1 \}$

③  $L = \{ a_w, aa_{w_2}a : w_1, w_2 \in \{a, b\}^+ \}$

④ Every substring of 4 symbols has  
at most 3 0s over {0, 1}

$L = \{ w : |w| \bmod 5 \neq 0 \}$

$L = \{ w : n_a(w) \bmod 3 > 1 \}$

$L = \{ a_w, aa_wa : w_1, w_2 \in \{a, b\}^*$

Every substring of 4 symbols has at most 2 'a's over  $\{0, 1\}$ .

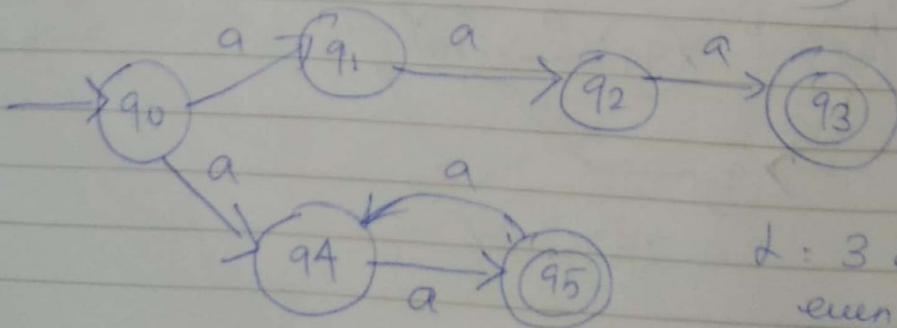
## NFA

- 1) 2nd argument of transition function may be  $\lambda$   
i.e.  $\delta : Q \times \{ \leq U \lambda \} \rightarrow 2^Q$

e.g.  $\delta(q_0, a) \rightarrow (q_1, q_2)$   
 $\delta(q_0, \lambda) \rightarrow q_2$

In DFA,  $\lambda$  transition not possible

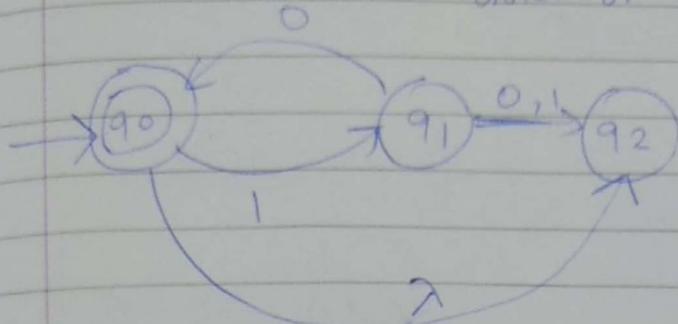
- 2) Multiple states can exist for a single transition  
i.e. Set of possible moves exists
- 3) Undefined transition possible  
(need not be a total function)



$L : 3 \text{ a's or even no. of a's} + 0$

$L = \{aaa\} \cup \{\text{even no. of } a's \text{ except zero occurrences of } a\}$

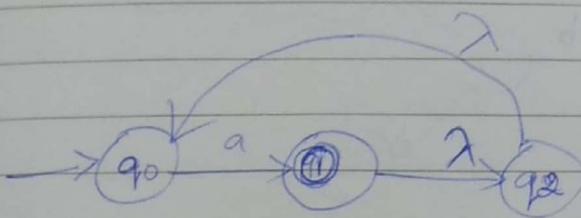
↑  
when 2 possibilities  
reach acceptance state, we  
UNION or OR



Thus it is an NFA

$$L = \{(10)^n : n \geq 0\}$$

↓  
start state  
is itself  
final



$$a\lambda = a$$

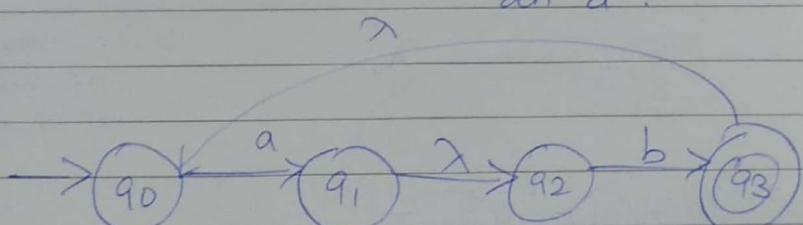
$$a\lambda\lambda = a$$

$$\delta(q_0, a) = \{q_1, q_2, q_0\}$$

$$\delta(q_1, a) = \{q_1, q_2, q_0\}$$

$$\delta(q_2, a) = \{q_1, q_2, q_0\}$$

) what transitions are  
possible AFTER  
consuming  
an 'a'?



$$\delta(q_0, a) = \{q_1, q_2\}$$

$$\delta(q_0, b) = \emptyset$$

$$\delta(q_1, a) = \emptyset$$

$$\delta(q_1, b) = \{q_3, q_0\}$$

$$\delta(q_2, a) = \emptyset$$

$$\delta(q_2, b) = \{q_3, q_0\}$$

$$\delta(q_3, a) = \{q_1, q_2\}$$

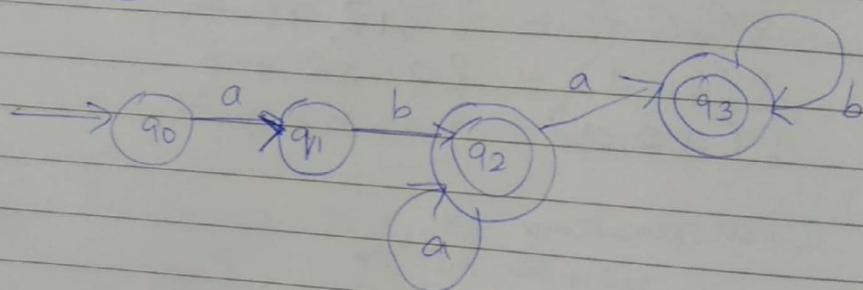
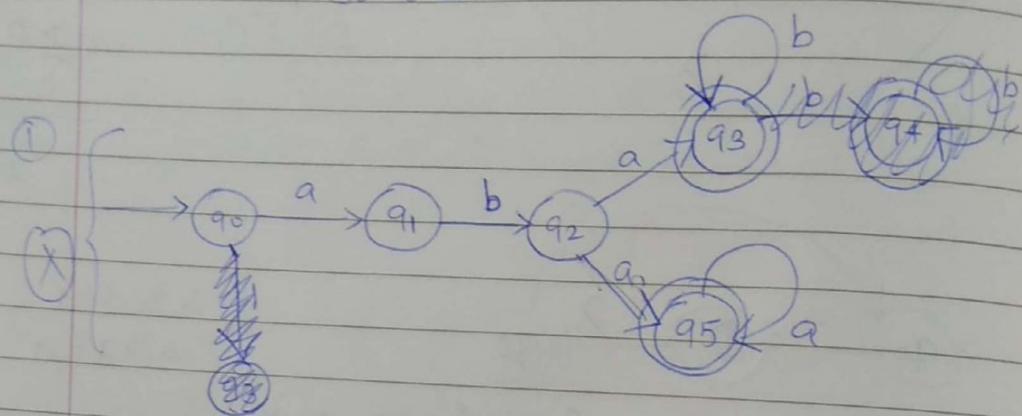
$$\delta(q_3, b) = \emptyset$$

. Construct NFA for the following

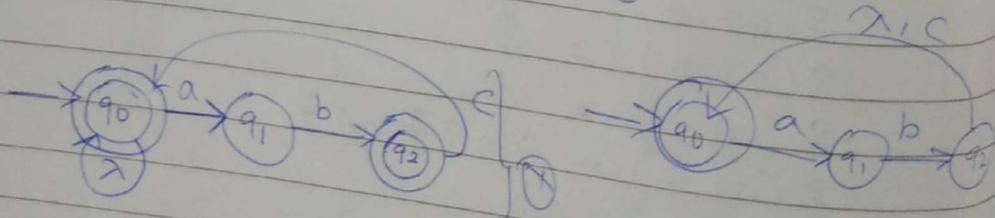
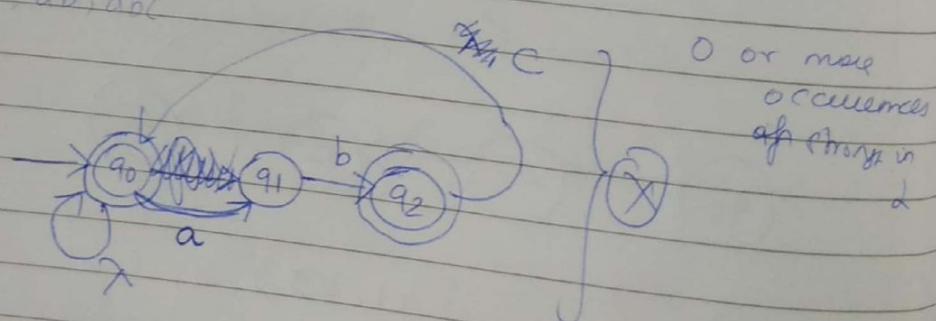
1)  $\{abab^n : n \geq 0\} \cup \{abba^n : n \geq 0\}$

2) NFA w/ 3 states that accepts no language  $\{ab, abc\}^*$

Note: If no. of states is specified, only 1 solution.



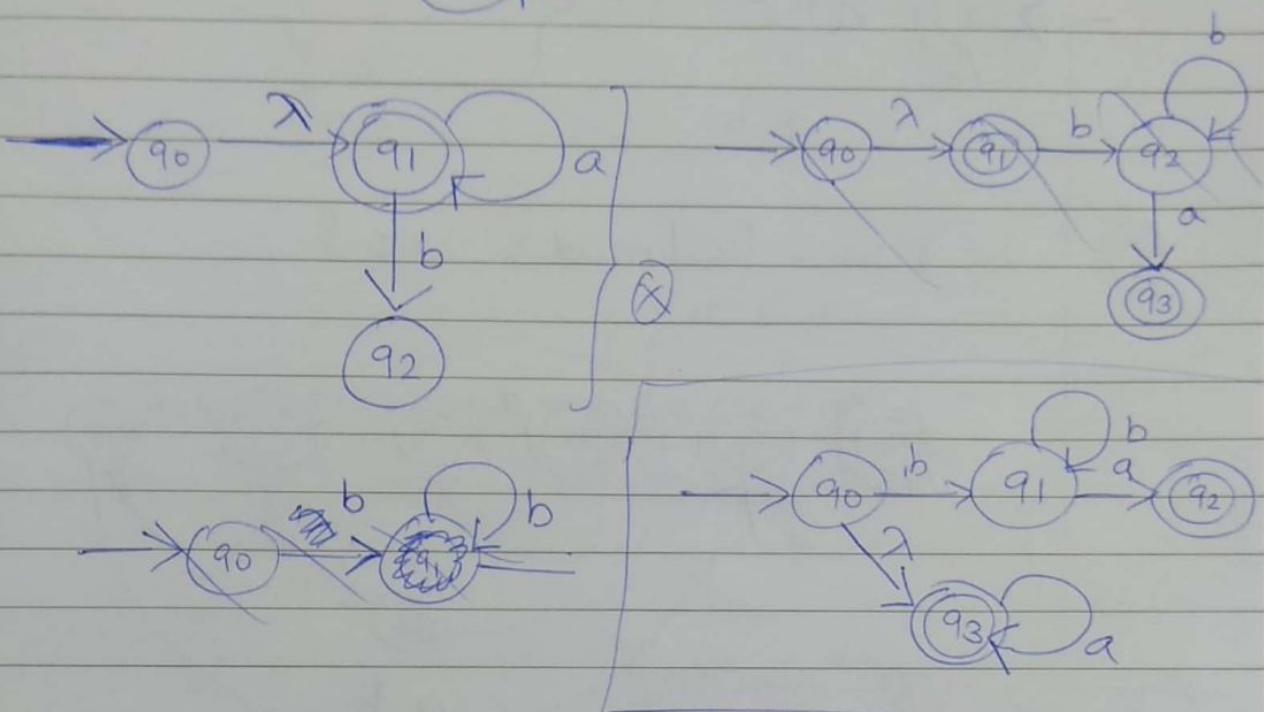
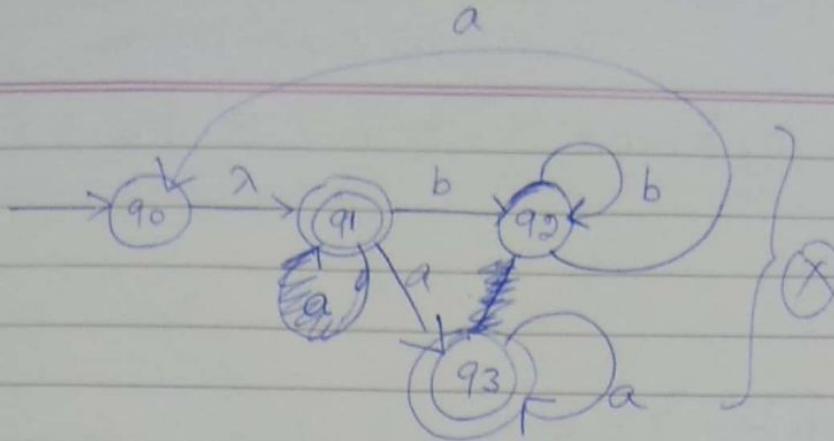
②  $\lambda, ab, abc$



3) Find NFA w/ 4 states  
 $L = \{a^n : n \geq 0\} \cup \{b^n a : n \geq 1\}$

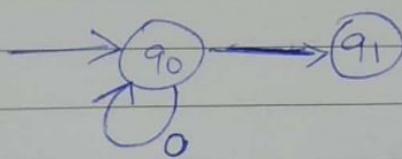
$\{b^n a : n \geq 1\}$

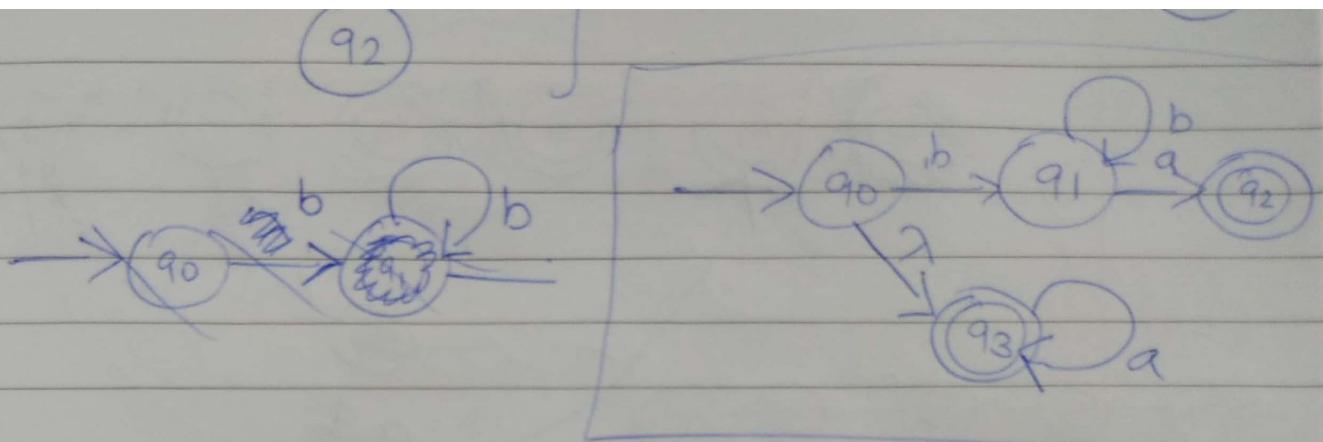
3)



## 2/6/9 DFA Problem

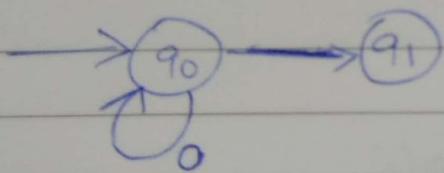
- 1) Construct DFA for all strings containing  
2 consecutive 0s followed by 2 consecutive 1s  
over alphabet {0, 1}





## 2/6/9 DFA Problem

- 1) Construct DFA for all strings containing  
2 consecutive 0's followed by 2 consecutive 1's  
over alphabet {0, 1}



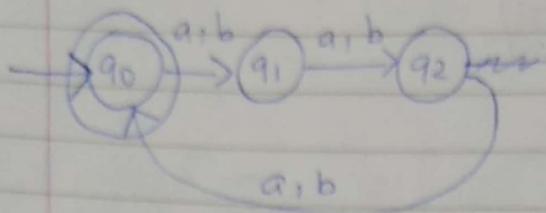
Hard-Boiled  
Wonderland  
& the End  
of the World

mention initial state in  
exam for DFA & NFA

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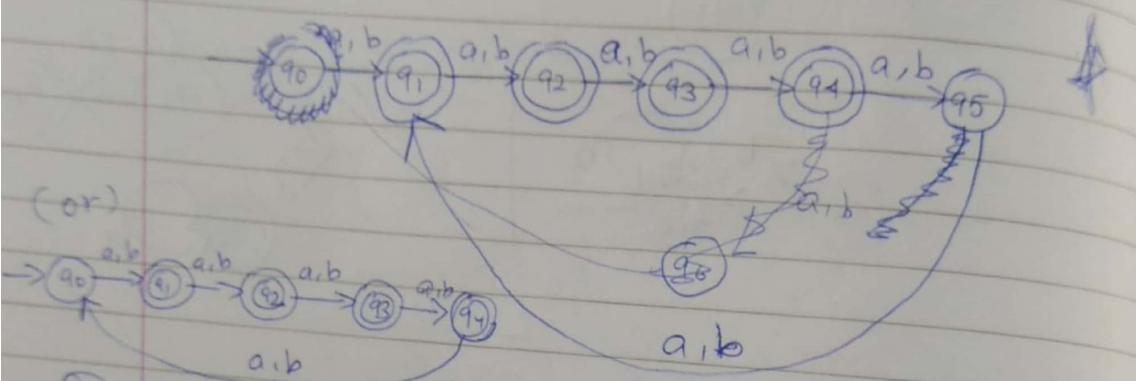
$$L = \{w : |w| \bmod 3 = 0\} \subseteq \{a, b\}^*$$

Diagram:



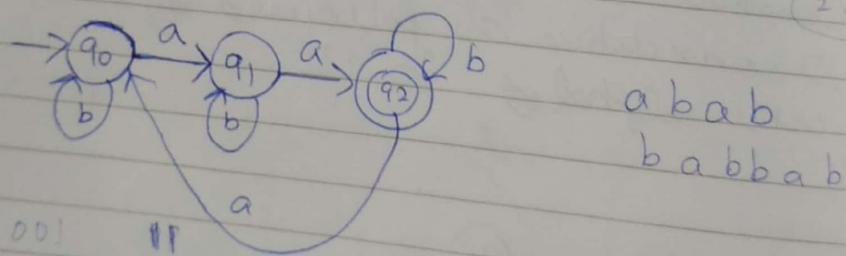
$$\textcircled{(2)} \quad L = \{w : |w| \bmod 5 ! = 0\}$$

1, 2, 3, 4



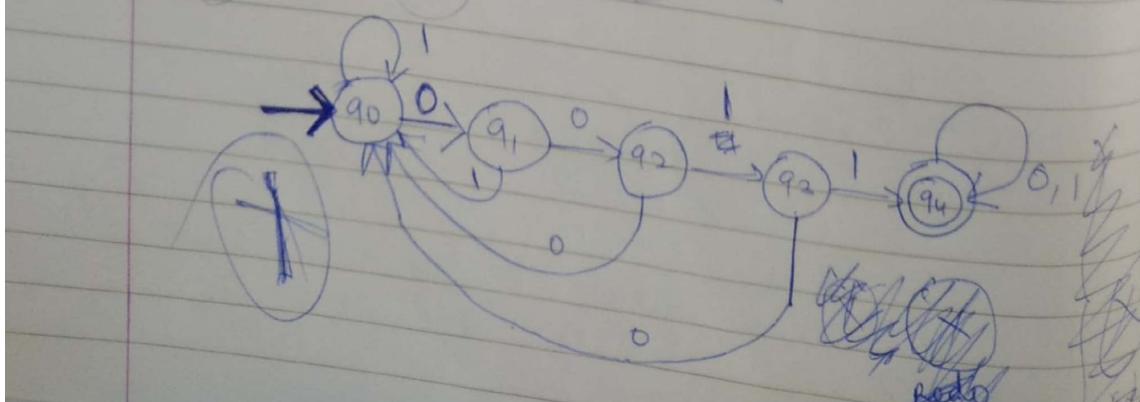
$$\textcircled{(3)} \quad L = \{w : n_a(w) \bmod 3 > 1\}$$

3 mod 3 = 0  
1 mod 3 = 1  
2 mod 3 = 2

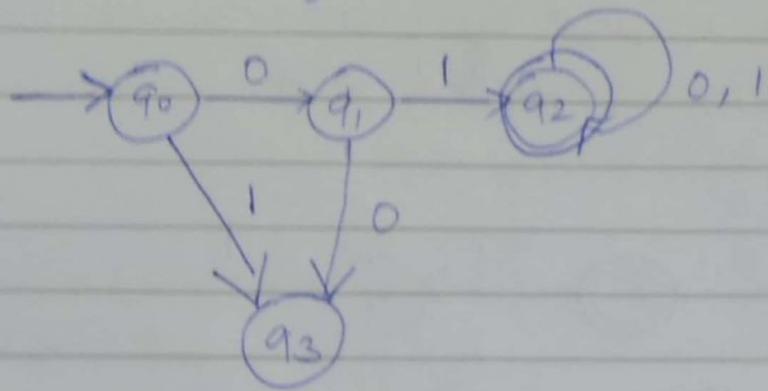


\textcircled{(4)}

$(0/1)^* 0011(0/1)^*$        $0|\underline{001}|$

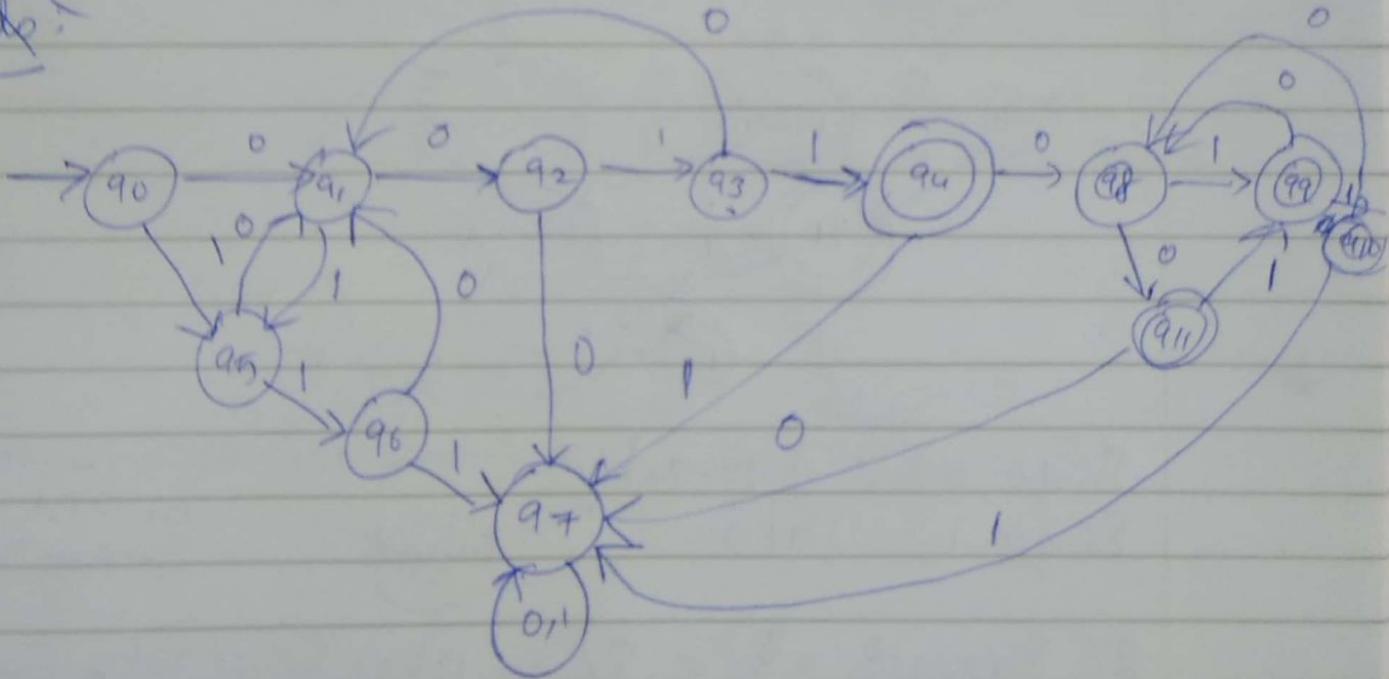


③ Starts with substring 01 & Then any substring over  $(0/1)^*$



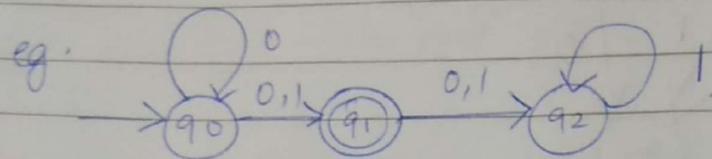
④ Redo:

④



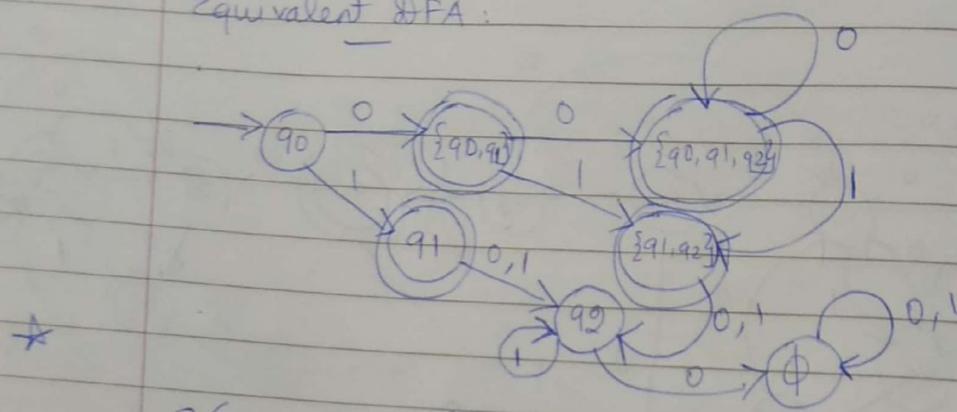
28/6/19 NFA to DFA

- ① Languages accepted by NFA should be accepted by converted DFA.



This is an NFA.

Equivalent DFA:



$\delta(q_0, 0) : \{q_0, q_1\} \rightarrow$  combine and make a new state  
 $\delta(q_0, 1) : \{q_1\}$   $\rightarrow$  subset for DFA  
 (group mem)

$$\begin{aligned}\delta(\{q_0, q_1\}, 0) &= \delta(q_0, 0) \cup \delta(q_1, 0) = \{q_0, q_1\} \cup \\ \delta(\{q_0, q_1\}, 1) &= \delta(q_0, 1) \cup \delta(q_1, 1) = \{q_0, q_1\} \cup \\ &= \{q_1\} \cup \{q_2\} \\ &= \{q_1, q_2\}\end{aligned}$$

$$\delta(q_1, 0) = q_2$$

$$\delta(q_1, 1) = q_2$$

$$\begin{aligned}\delta(\{q_0, q_1, q_2\}, 0) &= \delta(q_0, 0) \cup \delta(q_1, 0) \cup \delta(q_2, 0) \\ &= \{q_0, q_1\} \cup \{q_2\} \cup \emptyset\end{aligned}$$

$$\begin{aligned}\delta(\{q_0, q_1, q_2\}, 1) &= \delta(q_0, 1) \cup \delta(q_1, 1) \cup \delta(q_2, 1) \\ &= q_1 \cup q_2 \cup q_2 \\ &= \{q_1, q_2\}\end{aligned}$$

$$\delta(\{q_1, q_2\}; 0) = \delta(q_1, 0) \cup \delta(q_2, 0)$$

$$= q_2 \cup \emptyset = q_2$$

$$\delta(\{q_1, q_2\}, 1) = \delta(q_1, 1) \cup \delta(q_2, 1)$$

$$= q_2 \cup q_2 = q_2$$

Buy 6

Mousse

Ice-cream

Anyflavours

Sorbet

Vanilla

Gelato

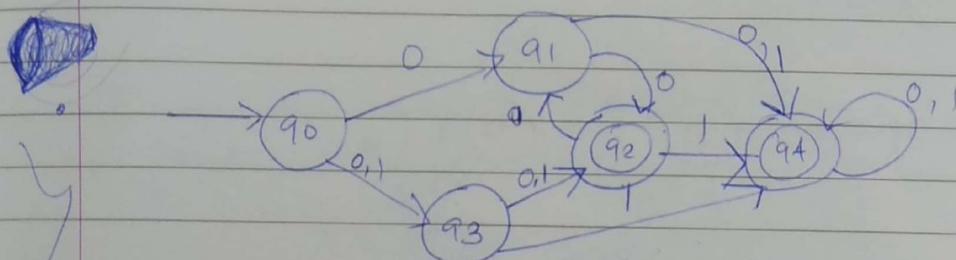
$$\delta(q_2, 0) = \emptyset$$

$$\delta(q_2, 1) = q_2$$

$$L = 0^* (0/1)$$

(i.e. a path from start to end exists which has  $\geq 1$ )  
 that is accepted in NFA

In case you have a  $\lambda$  transition, you need to make initial state as final state in the DFA



$$\delta(q_0, 0) : \{q_1, q_3\}$$

$$\delta(q_0, 1) : \{q_3\}$$

$$\delta(\{q_1, q_3\}, 0) = \delta(q_1, 0)$$

$$= \{q_2, q_4\} \cup \frac{\delta(q_2, 0)}{\delta(q_4, 0)} = \{q_2, q_4\} \cup \{q_2\} = \{q_2, q_4\}$$

$$\delta(\{q_1, q_3\}, 1) = \delta(q_1, 1) \cup \delta(q_3, 1)$$

$$= \{q_2, q_4\} \cup q_4$$

$$= \{q_2, q_4\}$$

$$\delta(\{q_2, q_4\}, 0) = \delta(q_2, 0) \cup \delta(q_4, 0)$$

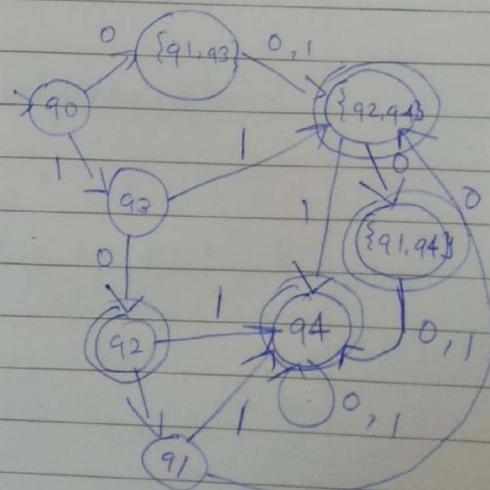
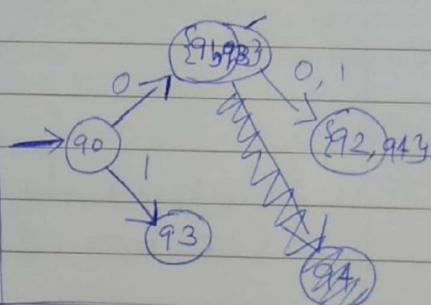
$$= \{q_1, q_4\}$$

$$= q_1 \cup q_4$$

$$= \{q_1, q_4\}$$

$$\delta(\{q_2, q_4\}, 1) = \delta(q_2, 1) \cup \delta(q_4, 1)$$

$$= q_4 \cup q_4$$



$$S(q_3, 0) = q_2$$

$$S(q_3, 1) = \{q_2, q_4\}$$

$$\begin{aligned} S(\{q_1, q_4\}, 0) &= S(q_1, 0) \cup S(q_4, 0) \\ &= \{q_2, q_4\} \cup q_4 \\ &= \{q_2, q_4\} \end{aligned}$$

$$\begin{aligned} S(\{q_1, q_4\}, 1) &= S(q_1, 1) \cup S(q_4, 1) \\ &= q_4 \cup q_4 = q_4 \end{aligned}$$

$$S(q_2, 0) = q_1$$

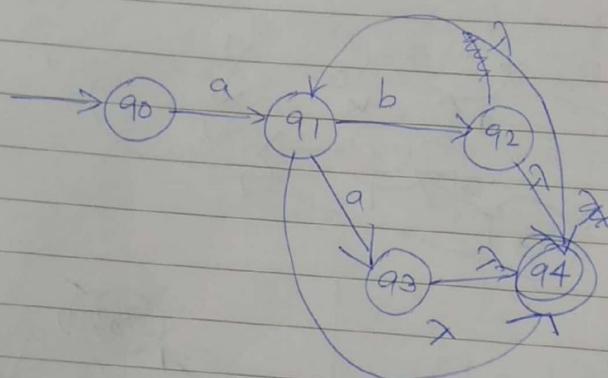
$$S(q_2, 1) = q_4$$

$$S(q_4, 0) = q_4$$

$$S(q_4, 1) = q_4$$

$$S(q_1, 0) = \{q_2, q_4\}$$

$$S(q_1, 1) = \{q_4\}$$



$$S(q_0, a) = \{q_1, q_4\}$$

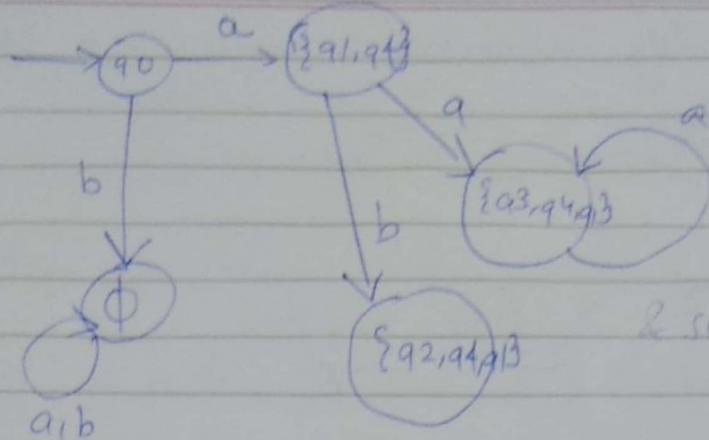
$$S(q_0, b) = \emptyset$$

$$S(\{q_1, q_4\}, a) = S(q_1, a) \cup S(q_4, a) = \{q_3, q_4, q_1\} \cup \{q_3, q_4, q_1\}$$

$$\begin{aligned} S(\{q_1, q_4\}, b) &= S(q_1, b) \cup S(q_4, b) \\ &= \{q_2, q_4, q_1\} \cup \{q_2, q_4\} \end{aligned}$$

$$\begin{aligned} S(\{q_3, q_4, q_1\}, a) &= S(q_3, a) \cup S(q_4, a) \cup S(q_1, a) \\ &= \{q_3, q_4, q_1\} \cup \{q_3, q_4, q_1\} \end{aligned}$$

$$\begin{aligned} S(\{q_3, q_4, q_1\}, b) &= S(q_3, b) \cup S(q_4, b) \cup S(q_1, b) \\ &= \{q_2, q_4, q_1\} \end{aligned}$$



& so on (Contd.)

## 29/6/pDFA minimization

- ① Indistinguishable states →  
 ② Distinguishable states ↓  
 equivalent states

① If you have 2 states  $P, Q$   
 and  $\delta^*(P, w) \in F$

↳ extended transition function  
 (2nd argument is a string, rather than a symbol  
 as usual)

and  $\delta^*(Q, w) \in F$

( ) taking same string from both  $P$  &  $Q$  leads to final state  
 then  $P$  &  $Q$  are indistinguishable states.  
 ALSO

If  $\delta^*(p, w) \notin F$   
 ( ) non-final state

and  $\delta^*(q, w) \notin F$

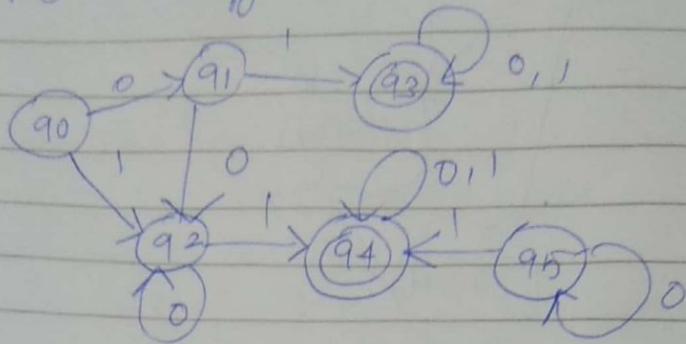
then also  $p$  &  $q$  are indistinguishable states.

② If  $\delta^*(p, w) \in F$  and  $\delta^*(q, w) \notin F$   
 or

If  $\delta^*(p, w) \notin F$  and  $\delta^*(q, w) \in F$   
 then they are distinguishable.

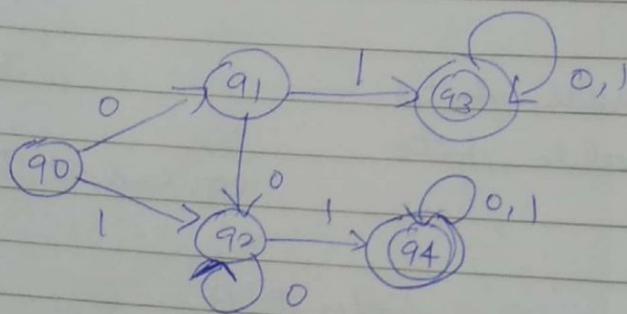
Step ①: Identify unreachable states

eg.

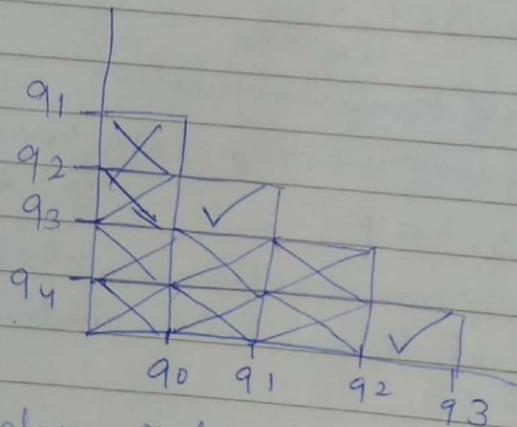


Here, this is  $q_5$ . (no incoming edges  
only outgoing)

Step ②:



↑ 2016/



Final-non-final transitions to be marked

$$S(q_3, 0) = q_3$$

$$S(q_4, 0) = q_4$$

$$S(q_3, 1) = q_3$$

$$S(q_4, 1) = q_4$$

We have found a potential combination  
for  $q_3, q_4$   
because they are indistinguishable.

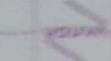
90, 92:

$$S(90, 0) = 92$$

$$S(90, 1) = 94$$

since they are not equal,

we check if 91, 92 can have equal



possibility

$$S(91, 0) = 91$$

$$S(91, 1) = 92$$

They are distinguishable states.

If 91, 92 is satisfied & 92, 94 satisfied then we  
can say 90, 92 are equal. not possible as they  
are distinguishable

Check: 91, 92

$$S(91, 0) = 92 \quad | \text{ every } S(92, 1) = 93$$

$$S(92, 0) = 92 \quad | \text{ every } S(92, 1) = 94$$

$\Rightarrow$  not equal. Now, 93, 94 is equal

$\Rightarrow$  91, 92 is equal

But 92, 94 not equal so 90, 92 is not equal

90, 91

$$\begin{aligned} S(90, 0) &= 91 \\ S(91, 0) &= 92 \end{aligned} \quad | \begin{array}{l} \text{equal} \\ \text{not equal} \end{array}$$

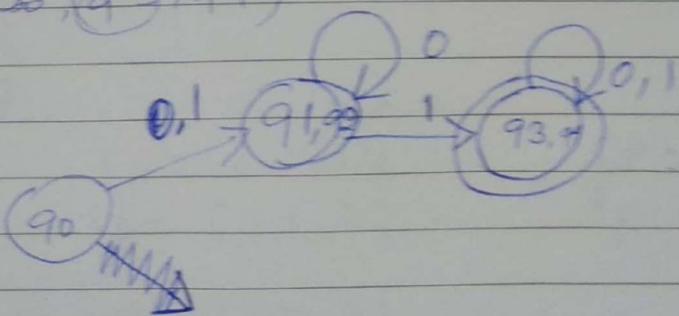
$$\begin{aligned} S(90, 1) &= 92 \\ S(91, 1) &= 93 \end{aligned}$$

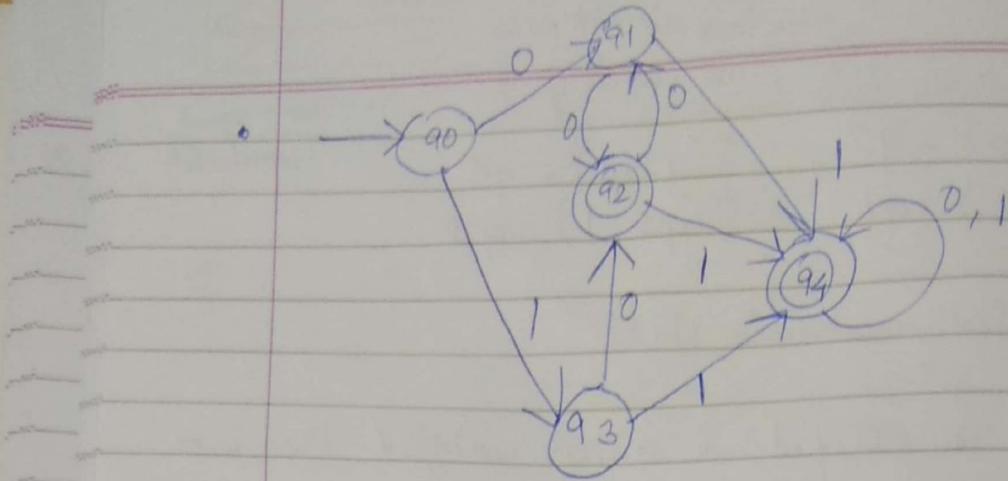
| different states

So 90, 91 is different.

From table we can combine (91, 92) when  
you press the lowest value (91)

Also, (93, 94)

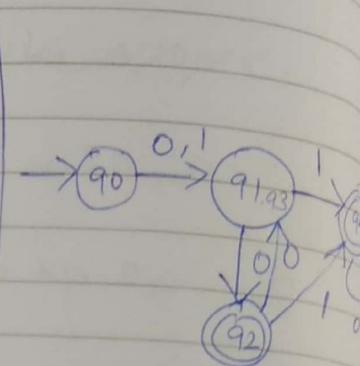
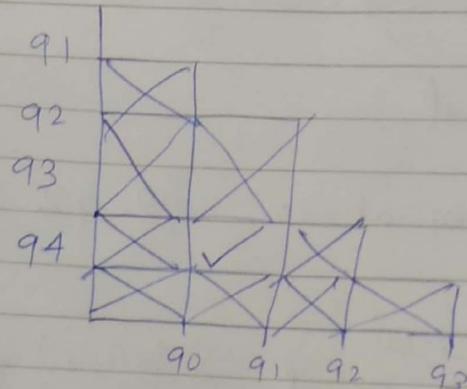




Step 1: Identify unreachable states

$\Rightarrow$  No unreachable states

Step 2 :



q2, q4

$$\begin{aligned} \delta(q_2, 0) &= q_1 \\ \delta(q_4, 0) &= q_4 \end{aligned} \quad \left. \begin{array}{l} \text{not equal} \\ \text{they are distinguishable} \end{array} \right\}$$

q3, q0

$$\begin{aligned} \delta(q_0, 0) &= q_1 \\ \delta(q_3, 0) &= q_2 \end{aligned} \quad \left. \begin{array}{l} \text{indistinguishable so not equal} \\ \text{so not equal} \end{array} \right\}$$

q1, q2

$$\begin{aligned} \delta(q_1, 0) &= q_2 \\ \delta(q_2, 0) &= q_1 \end{aligned}$$

q3, q1

$$\begin{aligned} \delta(q_3, 0) &= q_2 \\ \delta(q_1, 0) &= q_2 \end{aligned}$$

q1, q0

$$\begin{aligned} \delta(q_0, 0) &= q_1 \\ \delta(q_1, 0) &= q_2 \end{aligned}$$

q1, q2, q3, q2

$$\begin{aligned} \delta(q_3, 0) &= q_2 \\ \delta(q_2, 0) &= q_1 \end{aligned} \quad \left. \begin{array}{l} \text{not equal} \\ \text{so not equal} \end{array} \right\}$$

$$\delta(q_3, 1) = q_4$$

$$\delta(q_1, 1) = q_4$$

