

# Theory of Computation

BCS1110

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TOC - Lecture 2



[bcs1110.ashish.nl](http://bcs1110.ashish.nl)

# Plan for Today

- Recap from TOC Lecture 1
- Tabular DFAs
- Regular Languages
- NFAs
- Designing NFAs
- (*if time permits*) Tutorial Questions

# Recap From Last Time



# Old MacDonald Had a Symbol, ♫ $\Sigma$ -eye- $\epsilon$ -ey $\in$ , Oh! ♫

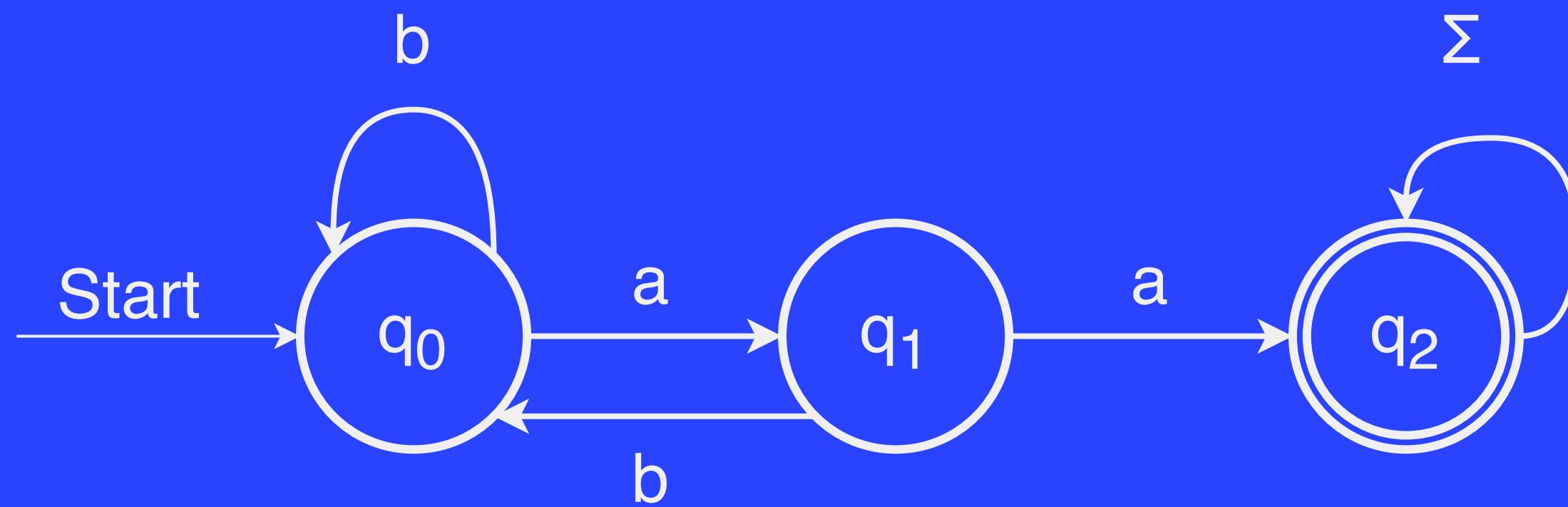
- Here's a quick guide to remembering which is which
  - Typically, we use the symbol  $\Sigma$  (sigma) to refer to an *alphabet*
  - The *empty string* is length 0 and is denoted  $\epsilon$  (epsilon)
  - In set theory, use  $\in$  to say "is an *element of*"
  - In set theory, use  $\subseteq$  to say "is a *subset of*"

# DFA

- A DFA is a
- Deterministic
- Finite
- Automaton

# Recognizing Languages with DFAs

$L = \{ w \in \{a, b\}^* \mid w \text{ contains } aa \text{ as a substring} \}$



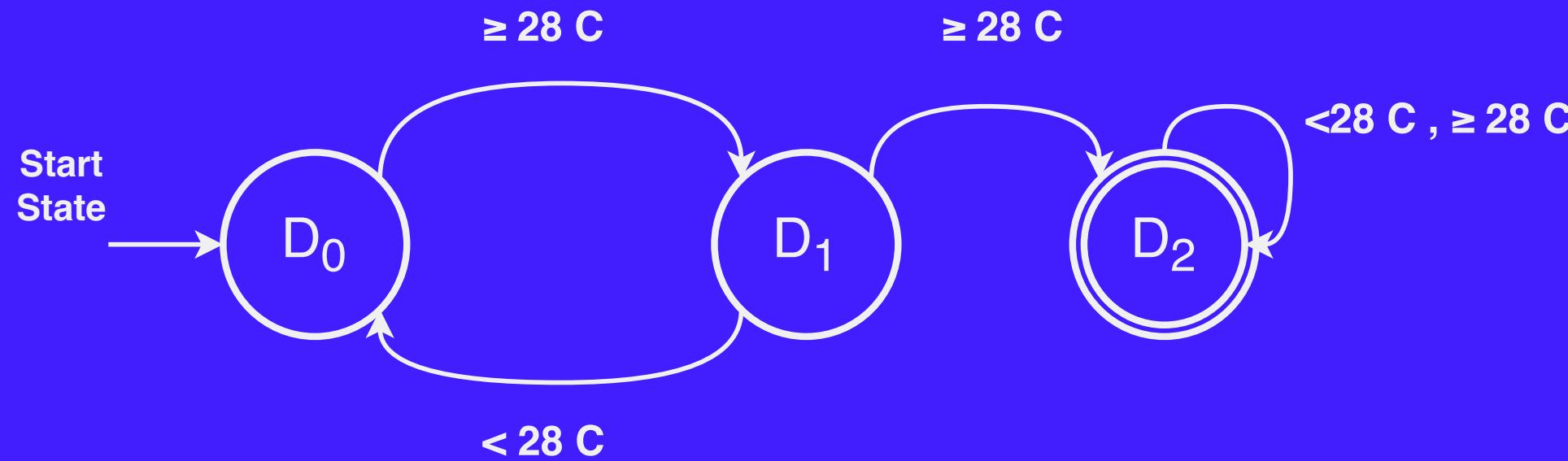
# DFA

- A DFA is defined relative to some alphabet  $\Sigma$  (sigma)
- For each state in the DFA, there must be **exactly one** transition defined for each symbol in  $\Sigma$ 
  - This is the “deterministic” part of DFA
- There is a unique start state
- There are zero or more accepting states

# Tabular DFAs

Part 1/4

# Deterministic Finite Automaton (Formal Definition)



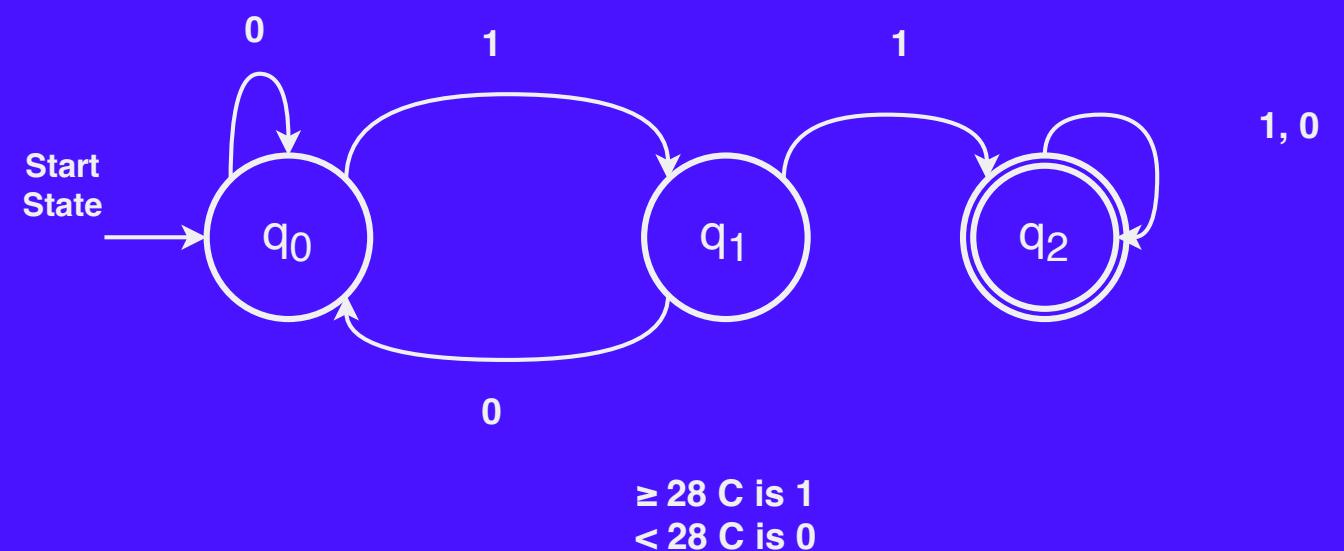
- Input: String of weather data
- 🇬🇧 Heatwave: temperature  $\geq 28 \text{ C}$  for **2 consecutive days**

# DFA Definition

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

- $Q$  is the set of states [ $Q = \{ q_0, q_1, q_2 \}$ ]
- $\Sigma$  is the alphabet [ $\Sigma = \{1, 0\}$ ]
- $\delta$  is the transition function
- $q_0$  is the start state
- $F$  is an accepting state [ $F = \{ q_3 \}$ ]

# Transition Function

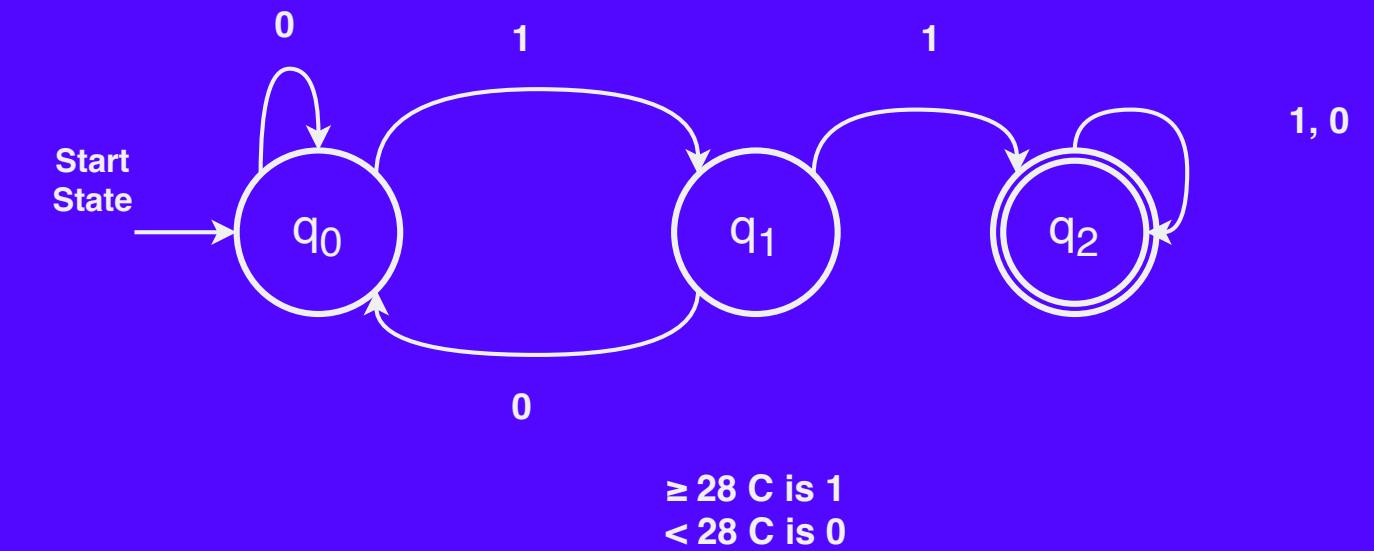


# DFA Definition

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

- $Q$  is the set of states [ $Q = \{q_0, q_1, q_2\}$ ]
- $\Sigma$  is the alphabet [ $\Sigma = \{1, 0\}$ ]
- $\delta$  is the transition function
- $q_0$  is the start state
- $F$  is an accepting state [ $F = \{q_3\}$ ]

# Transition Function



<b>1</b>	<b>0</b>
$q_0$	$q_1$
$q_1$	$q_2$
$q_2$	$q_2$

Which table best represents the transitions for the following DFA?

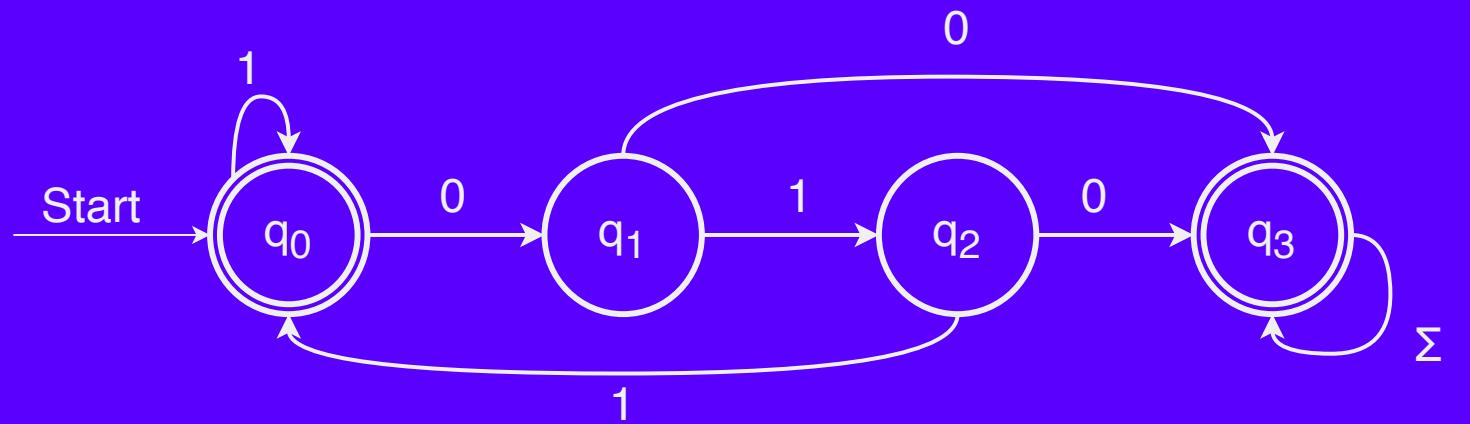


Table A

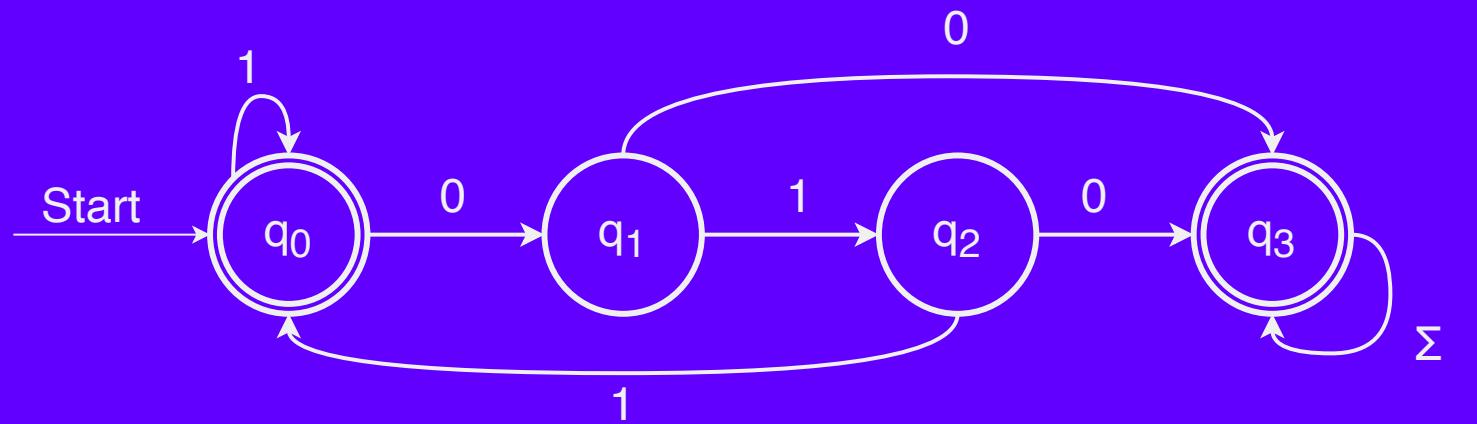
	0	1
$q_0$	$q_1$	$q_0$
$q_1$	$q_3$	$q_2$
$q_2$	$q_3$	$q_0$

$q_3$	$q_3$	$q_3$
-------	-------	-------

Table B

	0	1
$q_0$	$q_0$	$q_1$
$q_1$	$q_2$	$q_3$
$q_2$	$q_0$	$q_3$
$q_3$	$q_3$	$q_3$

## Tabular DFAs



	0	1
$*q_0$	$q_1$	$q_0$
$q_1$	$q_3$	$q_2$
$q_2$	$q_3$	$q_0$
$*q_3$	$q_3$	$q_3$

- These starts indicate accepting states
- First row is the start state

# Code Demo

**When I wrote this code,  
only god & I understood what it did.**



**Now... only god knows.**

**Thanks Joris!**



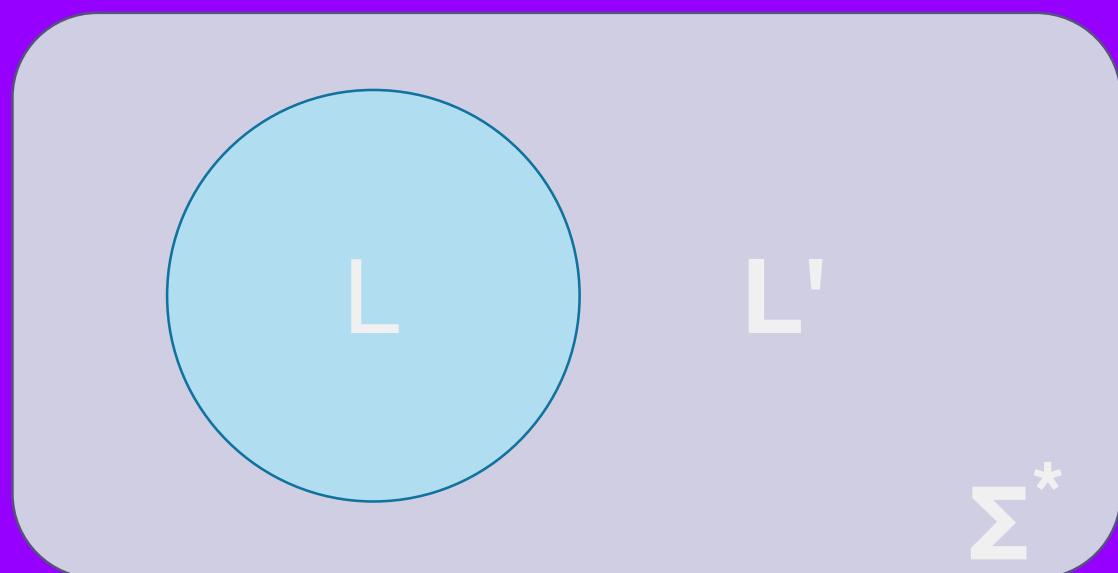
# The Regular Languages

Part 2/4

- A language  $L$  is called a **regular language** if there exists a DFA  $D$  such that  $L(D)=L$
- If  $L$  is a language and  $L(D)=L$ , we say that  $D$  **recognises** the language  $L$

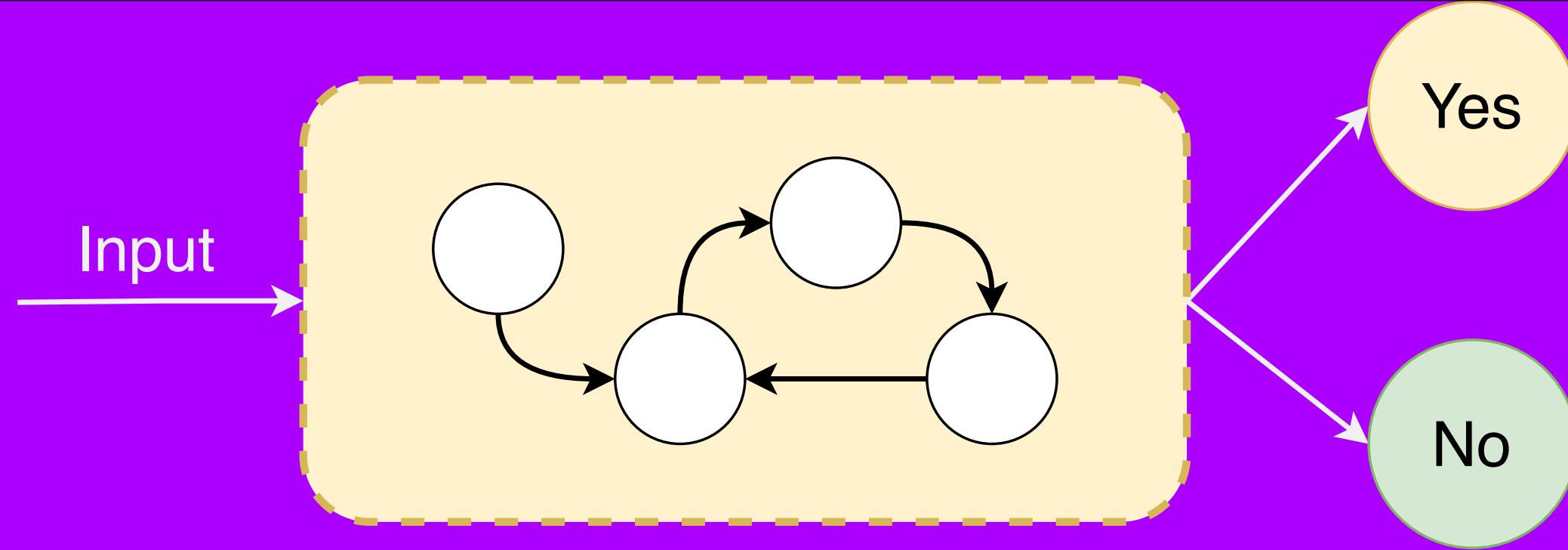
# The Complement of a Language

- Given a language  $L \subseteq \Sigma^*$ , the **complement** of that language (denoted  $L'$ ) is the language of all strings in  $\Sigma^*$  that aren't in  $L$
- Formally:  $L' = \Sigma^* - L$

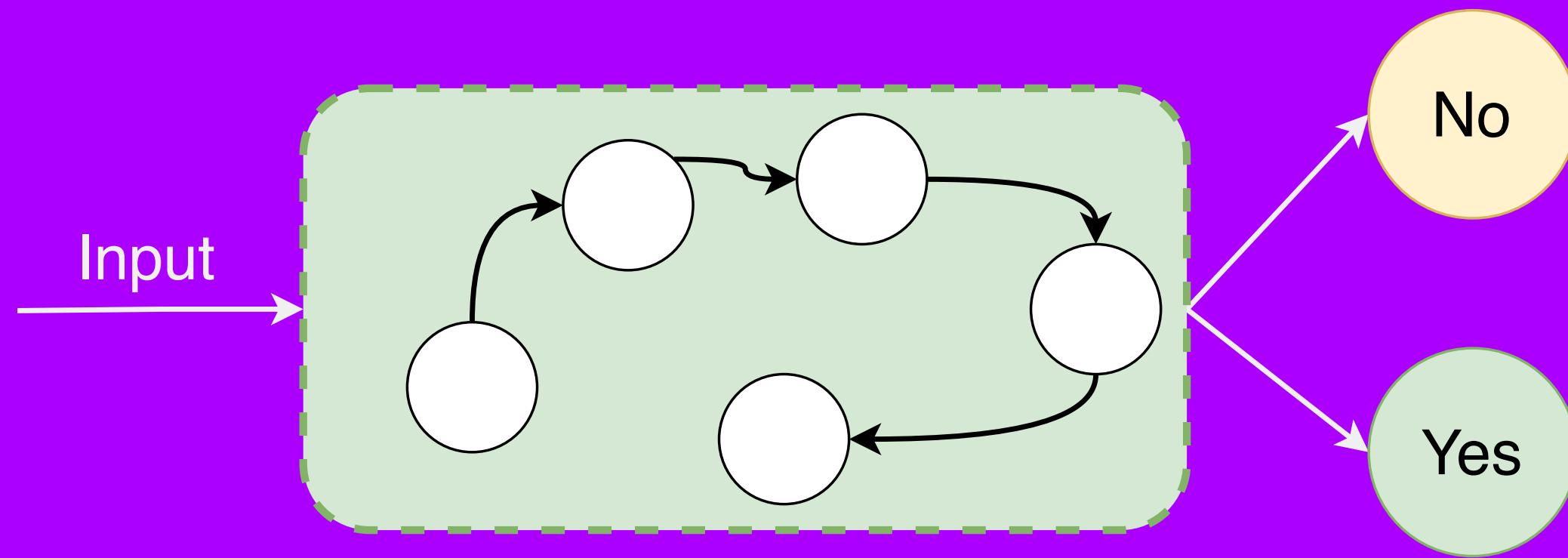


# Complements of Regular Languages

- As we saw a few minutes ago, a **regular language** is a language accepted by some DFA
- **Question:** If  $L$  is a regular language, is  $L'$  necessarily a regular language?
- If the answer is “yes,” then if there is a way to construct a DFA for  $L$ , there must be some way to construct a DFA for  $L'$
- If the answer is “no,” then some language  $L$  can be accepted by some DFA, but  $L'$  cannot be accepted by any DFA



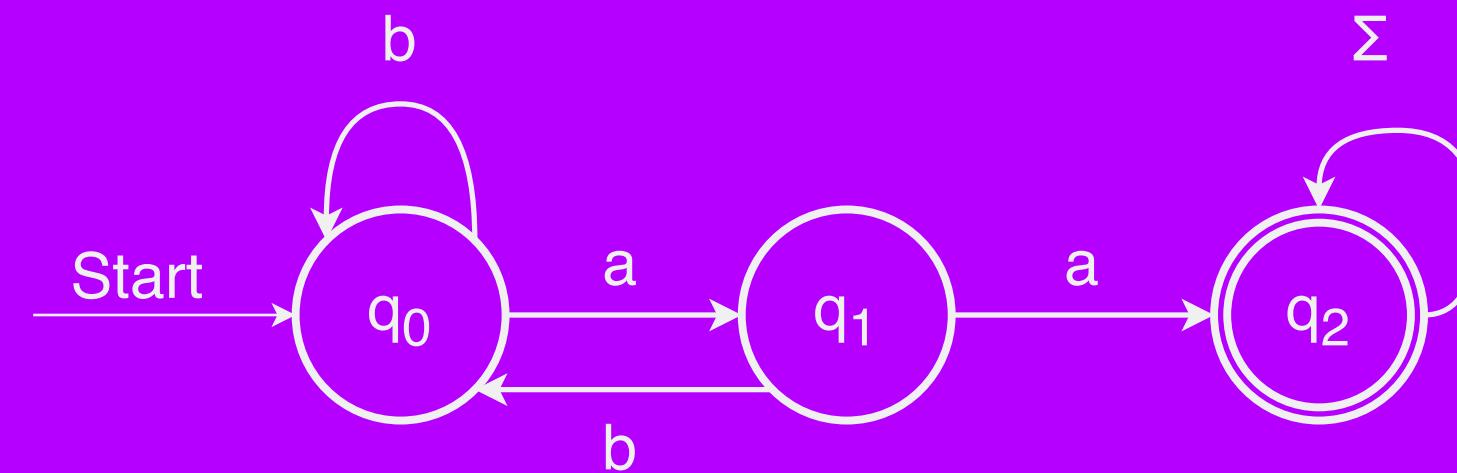
Computational Device for  $L$



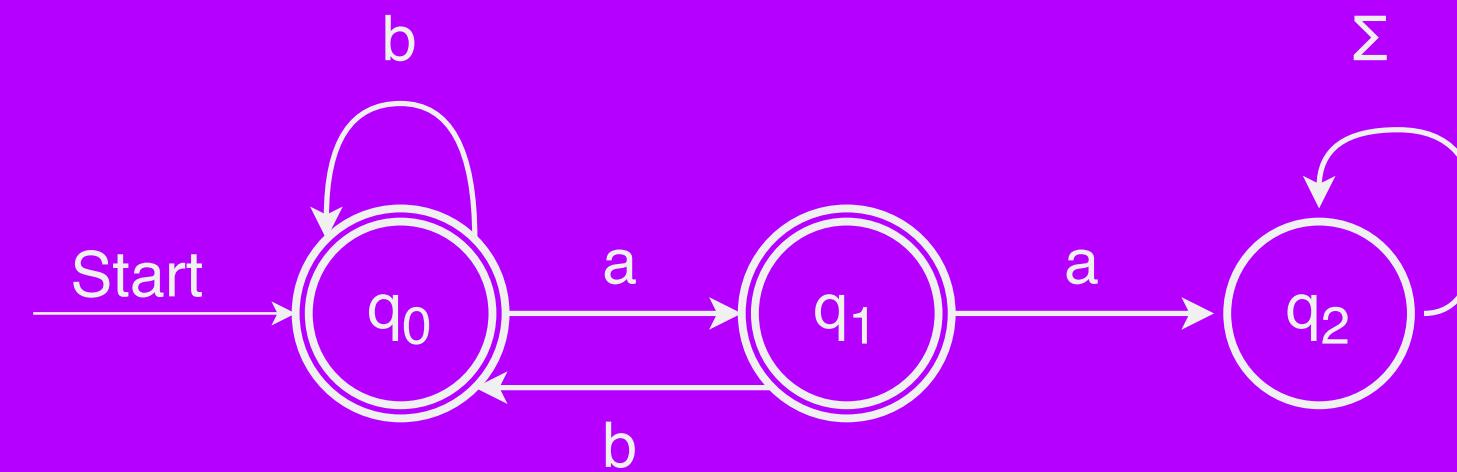
Computational Device for  $L'$

# Complementing Regular Languages

$L = \{ w \in \{a,b\}^* \mid w \text{ contains } aa \text{ as a substring} \}$

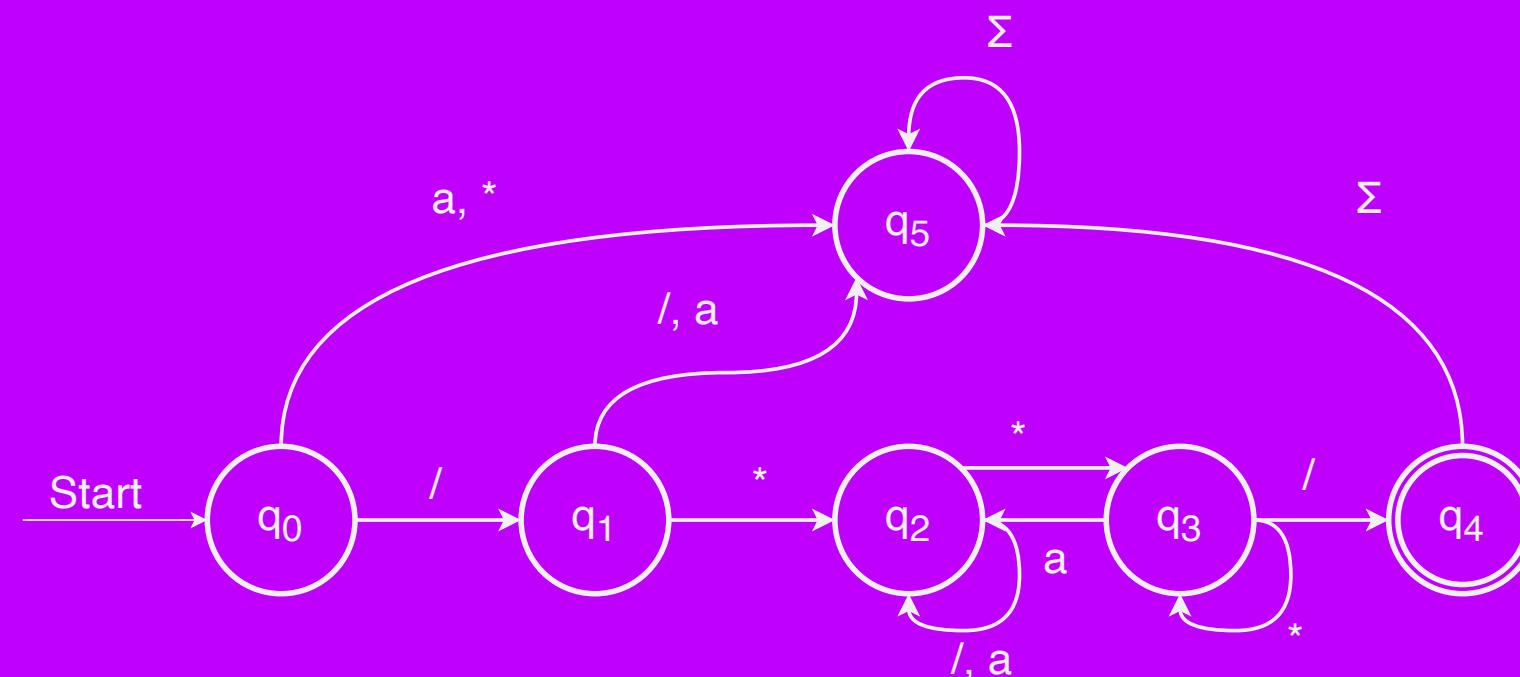


$L' = \{ w \in \{a,b\}^* \mid w \text{ does not contain } aa \text{ as a substring} \}$



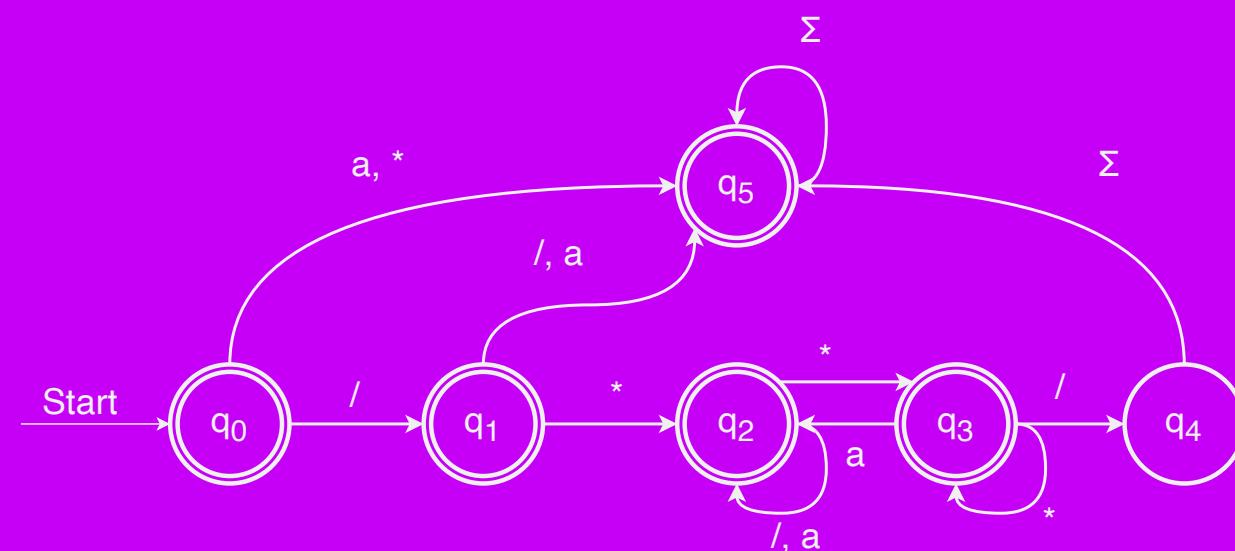
# More Elaborate DFAs

$L = \{ w \in \{a, , /\}^* \mid w \text{ represents a (multi-line) Java-style comment} \}$



# More Elaborate DFAs

$L' = \{ w \in \{a, , /\} \mid w \text{ doesn't represent a (multi-line) Java-style comment } \}$



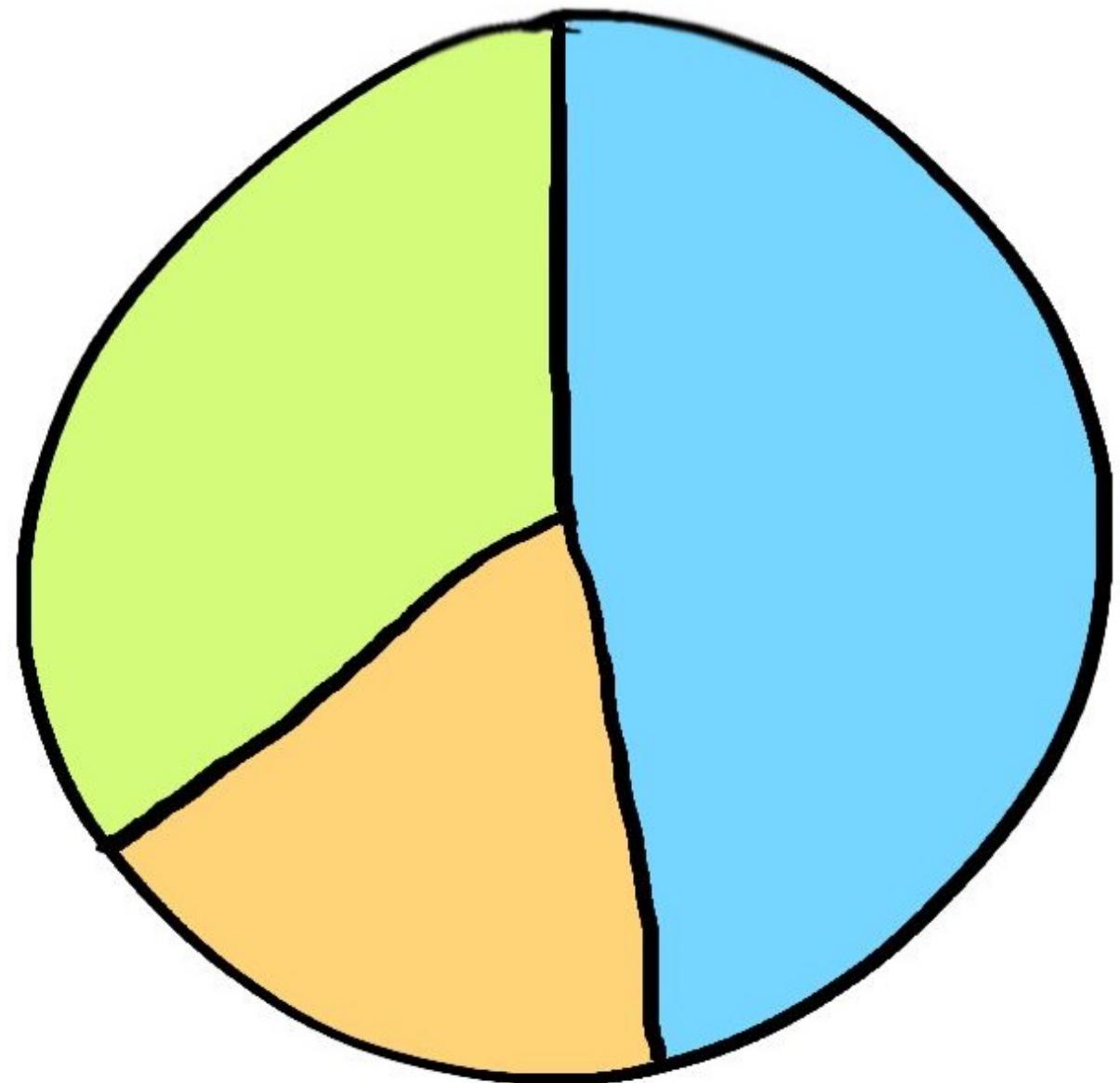
# Closure Properties

- **Theorem:** If  $L$  is a regular language, then  $L'$  is also a regular language
- As a result, we say that the regular languages are **closed under complementation**

# Time Out

(Not A Break)

**Ever felt you weren't good  
enough to be in STEM? Afraid  
of being "found out" because  
you don't think you belong?**



- PEOPLE WHO GET IMPOSTER SYNDROME
- OTHER PEOPLE WHO GET IMPOSTER SYNDROME
- LITERALLY EVERYONE ELSE (THEY ALSO GET IMPOSTER SYNDROME)

EVERYONE FEELS LIKE AN IMPOSTER  
SOMETIMES, AND THAT'S OKAY

# NFAs

Part 3/4

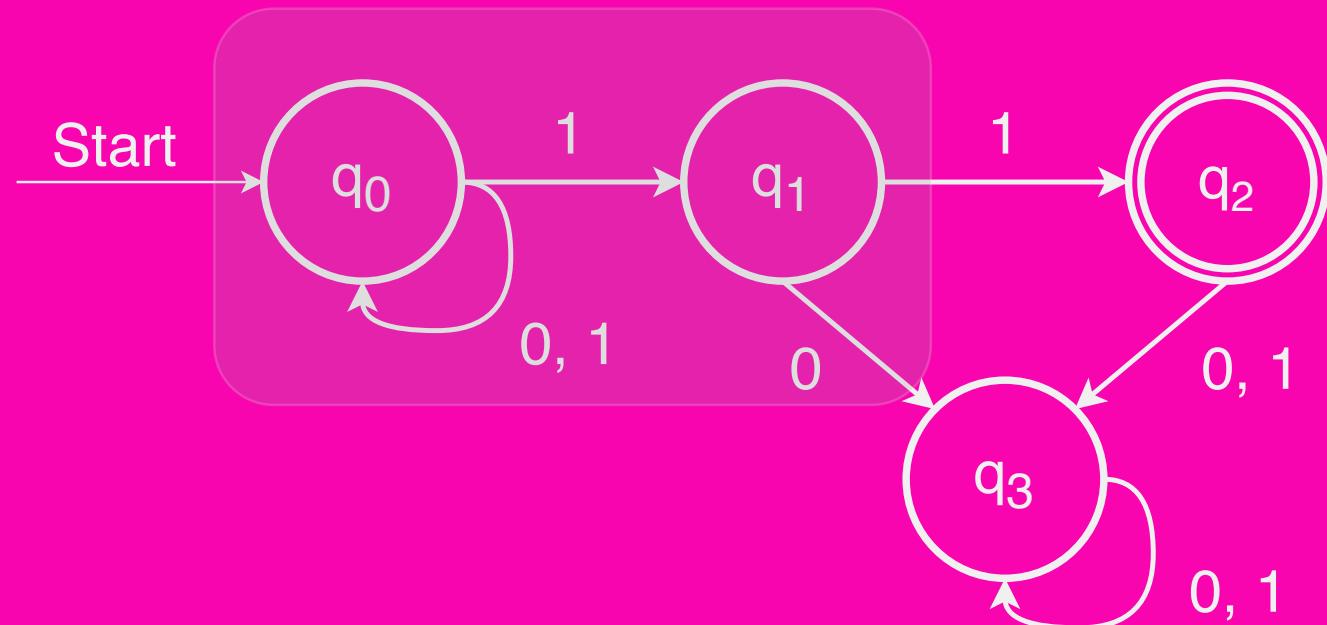
# NFAs

- An **NFA** is a
  - Nondeterministic
  - Finite
  - Automaton
- Structurally similar to a DFA, but represents a fundamental shift in how we'll think about computation

# (Non)determinism

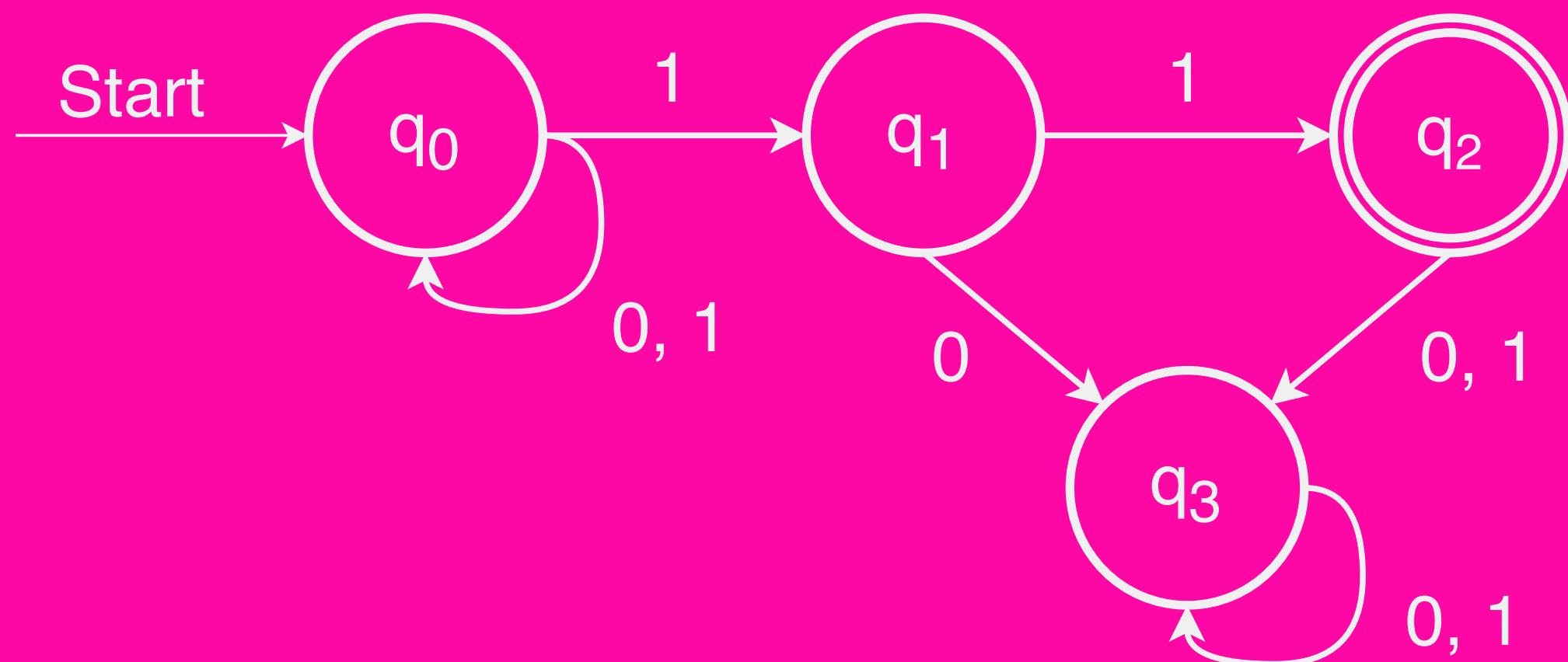
- A model of computation is **deterministic** if at every point in the computation, there is exactly one choice that can make
- The machine accepts if that series of choices leads to an accepting state
- A model of computation is **nondeterministic** if the computing machine may have multiple decisions that it can make at one point
- The machine accepts if any series of choices leads to an accepting state
  - (This sort of nondeterminism is technically called existential nondeterminism, the most philosophical-sounding term we'll introduce)

# A Simple NFA



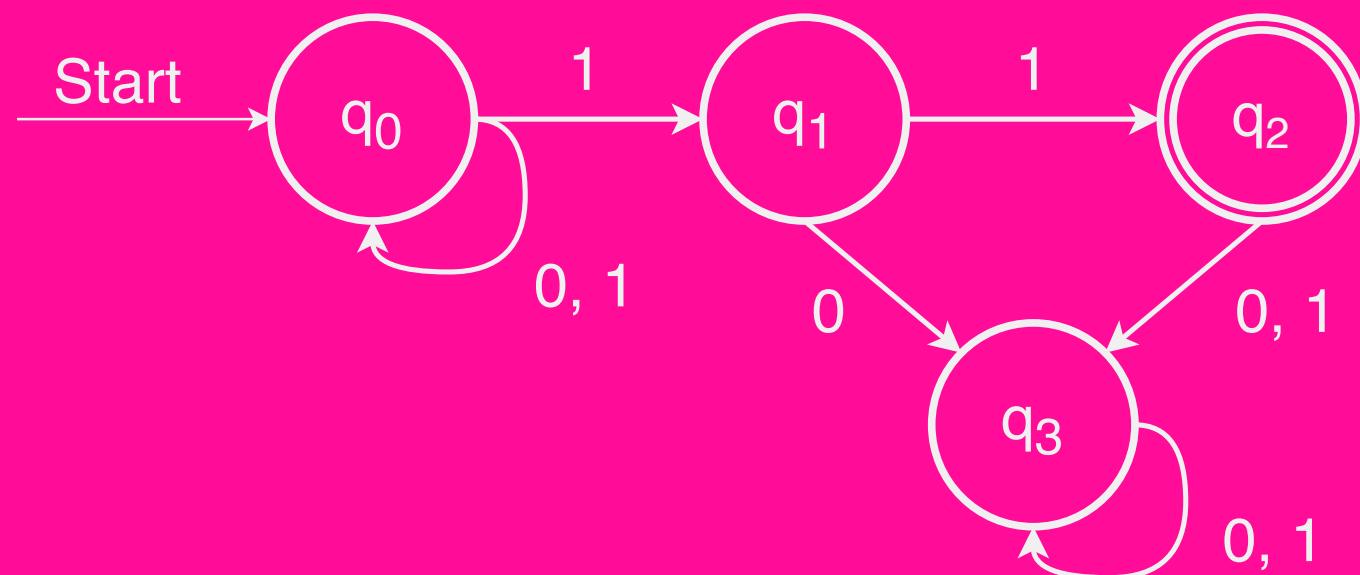
|  $q_0$  has two transitions defined  
| on 1!

# A Simple NFA



Input: 01011

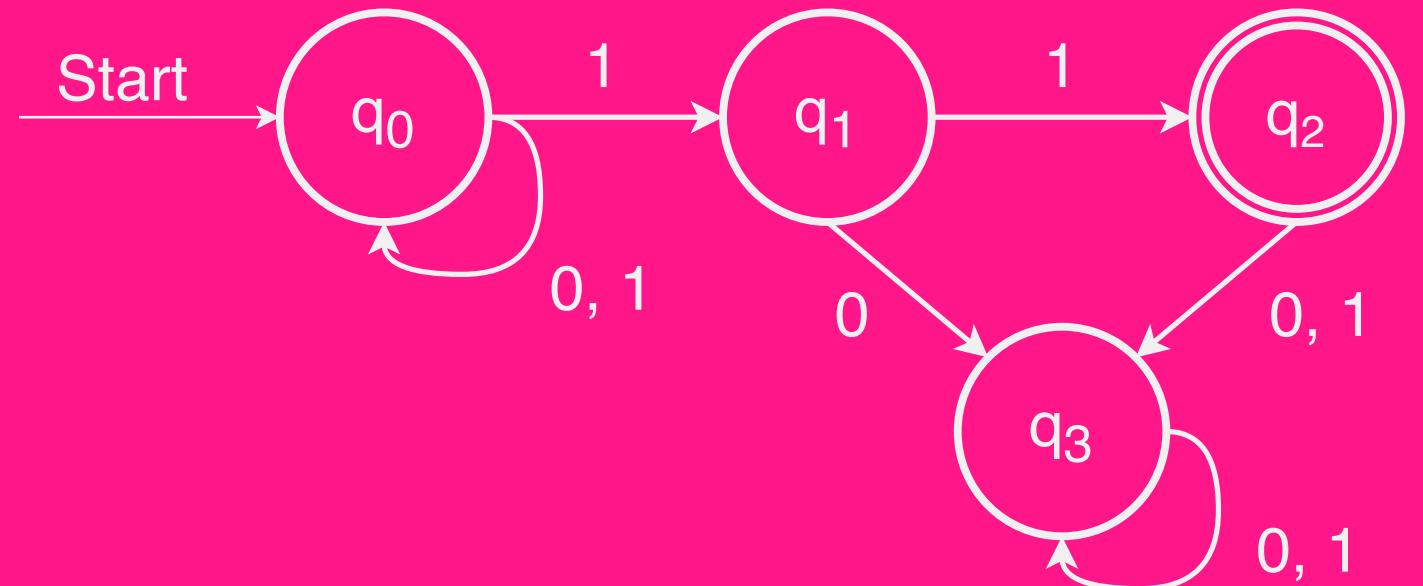
# Non-Deterministic Finite Automaton (Formal Definition)



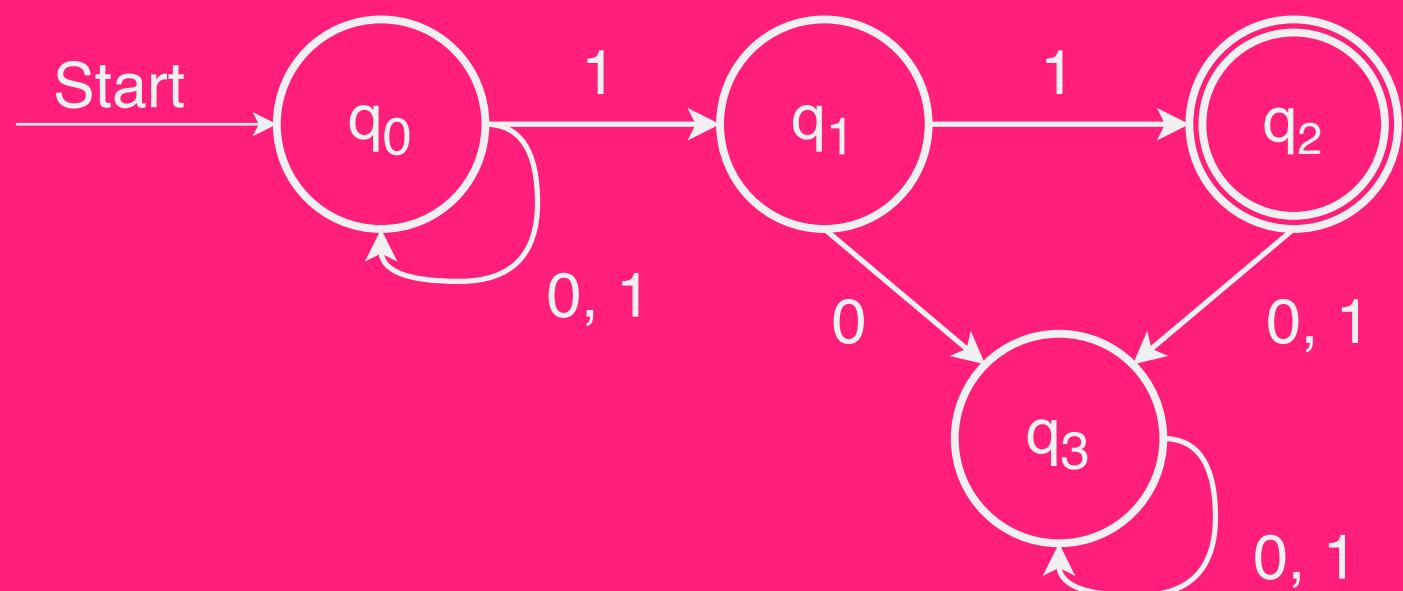
$$D = (Q, \Sigma, \delta, q_0, F)$$

- $Q$  is the set of states [ $Q = \{ q_0, q_1, q_2, q_3 \}$ ]
- $\Sigma$  is the alphabet [ $\Sigma = \{1, 0\}$ ]
- $\delta$  is the transition function [Same table as DFA, see the next slide]
- $q_0$  is the start state
- $F$  is an accepting state [ $F = \{ q_2 \}$ ]

# A Simple NFA: Transaction Function

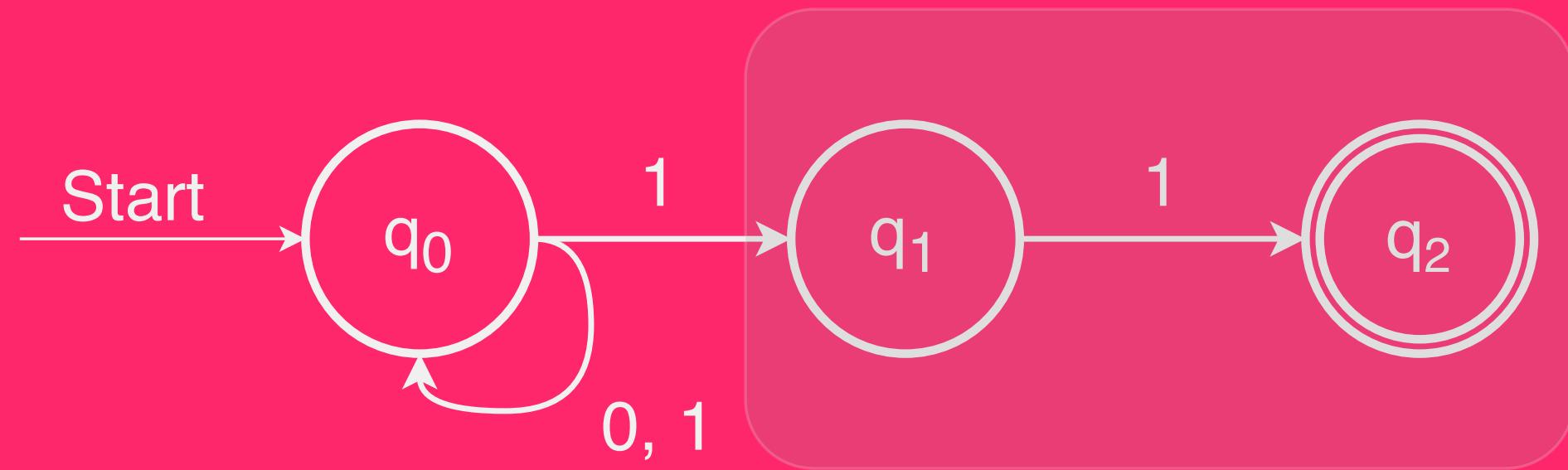


# A Simple NFA: Transaction Function

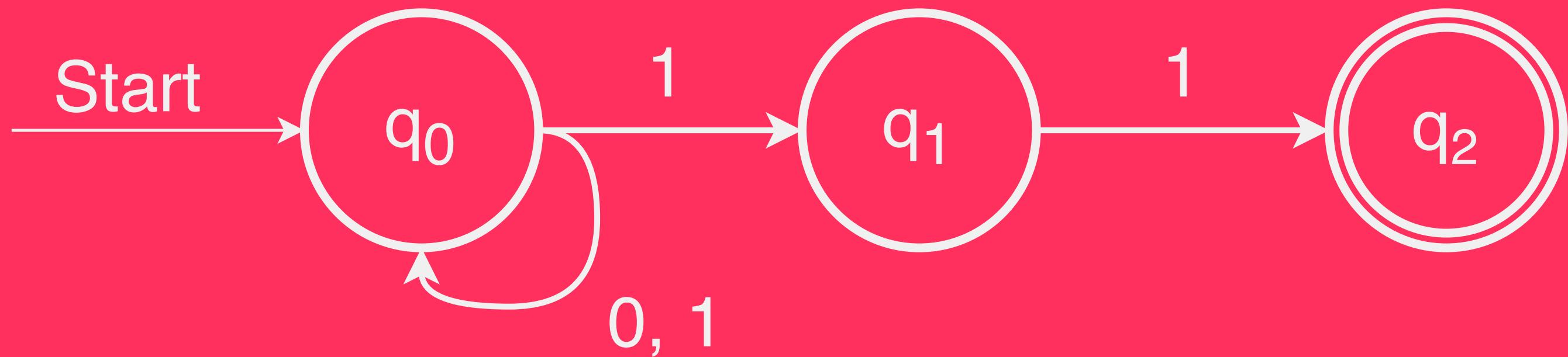


State	0	1
$q_0$	$\{ q_0 \}$	$\{ q_0, q_1 \}$
$q_1$	$\{ q_3 \}$	$\{ q_2 \}$
$q_2$	$\{ q_3 \}$	$\{ q_3 \}$
$q_3$	$\{ q_3 \}$	$\{ q_3 \}$

# A More Complex NFA



If a NFA needs to make a transition when no transition exists, the automaton dies and that particular path does not accept



As with DFAs, the language of an NFA  $N$  is the set of strings  $N$  accepts:

$$L(N) = \{ w \in \Sigma^* \mid N \text{ accepts } w \}$$

What is the language of the NFA shown above?

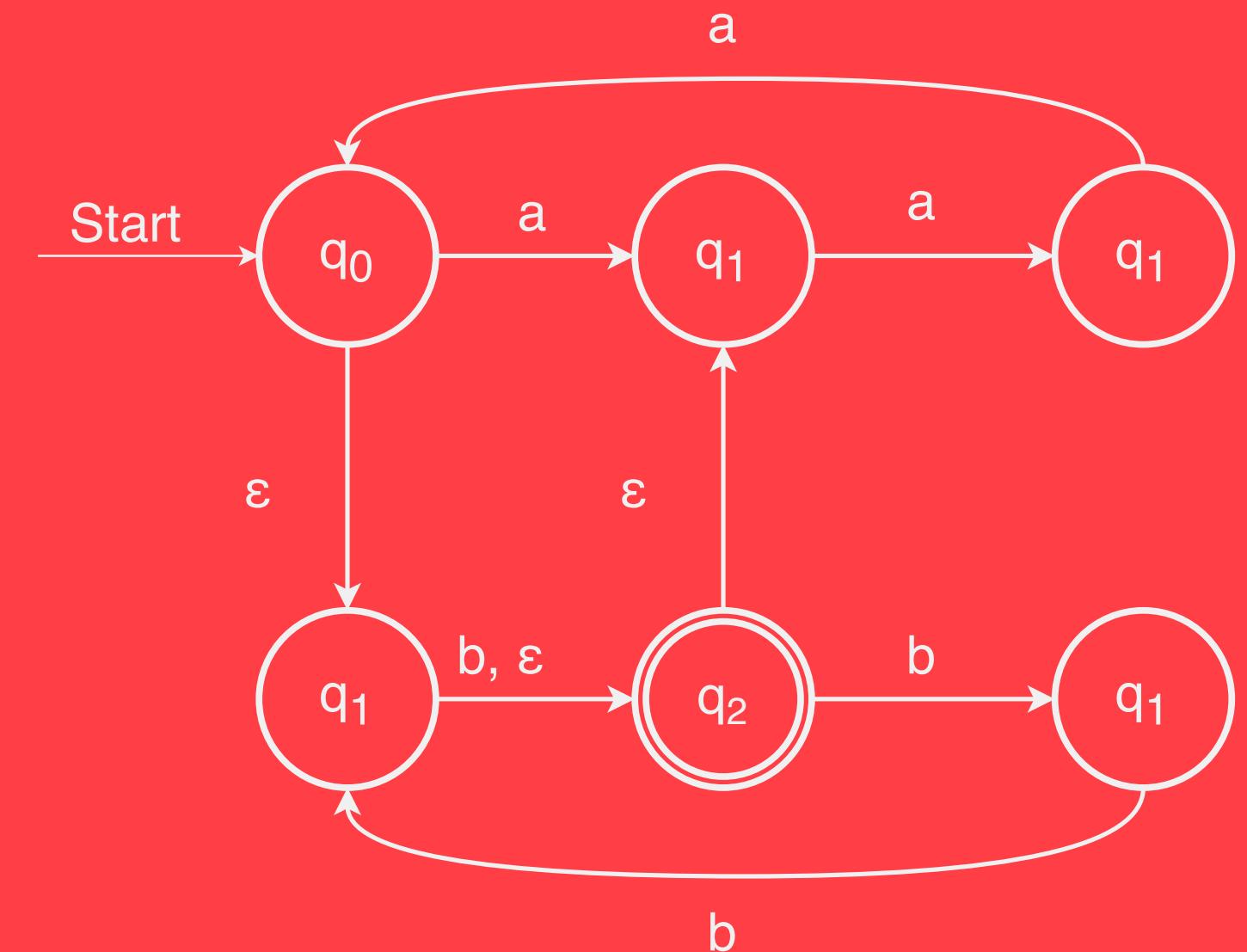
- A)  $\{01011\}$
- B)  $\{ w \in \{0,1\}^* \mid w \text{ contains at least two 1s } \}$
- C)  $\{ w \in \{0, 1\}^* \mid w \text{ ends with } 11 \}$
- D)  $\{ w \in \{0, 1\}^* \mid w \text{ ends with } 1 \}$
- E) None of these, or two or more of these

# NFA Acceptance

- An NFA  $N$  accepts a string  $w$  if there is some series of choices that lead to an accepting state
- Consequently, an NFA  $N$  rejects a string  $w$  if no possible series of choices lead it into an accepting state
- It's easier to show that an NFA does accept something than to show that it doesn't

# $\epsilon$ -Transitions

- NFAs have a special type of transition called the  **$\epsilon$ -transition**
- An NFA may follow any number of  $\epsilon$ -transitions at any time without consuming any input

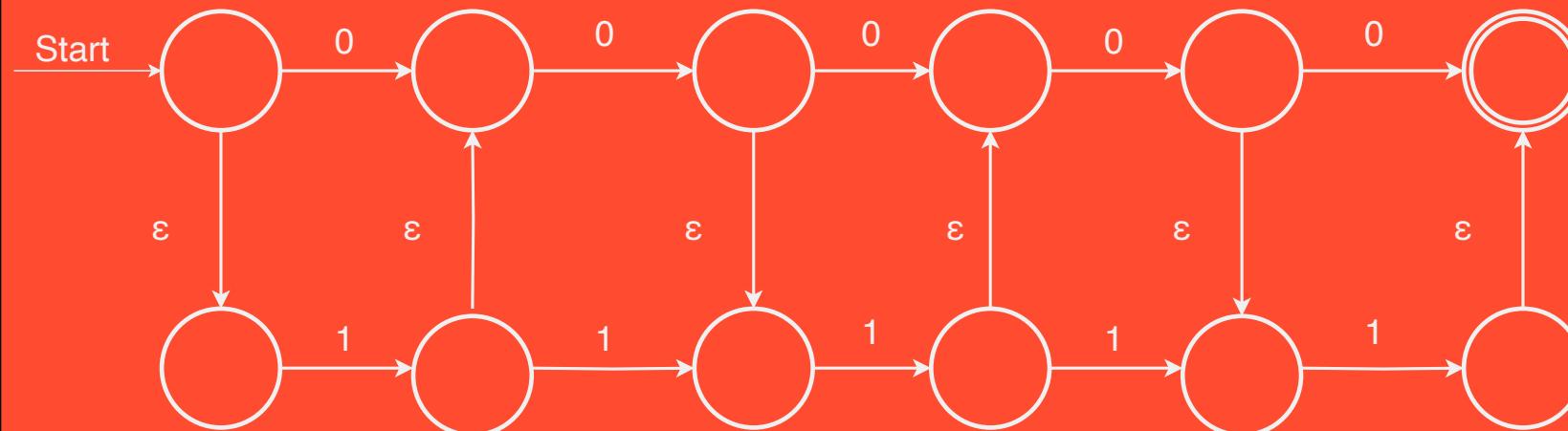


Input: b a a b b

# $\epsilon$ -Transitions

NFAs are **not required** to follow  $\epsilon$ -transitions. It's simply another option at the machine's disposal

Suppose we run the above NFA on the string 10110. How many of the following statements are true?



- There is at least one computation that finishes in an accepting state
- There is at least one computation that finishes in a rejecting state
- There is at least one computation that dies
- This NFA accepts 10110
- This NFA rejects 10110

# Designing NFAs

Part 4/4

# Designing NFAs

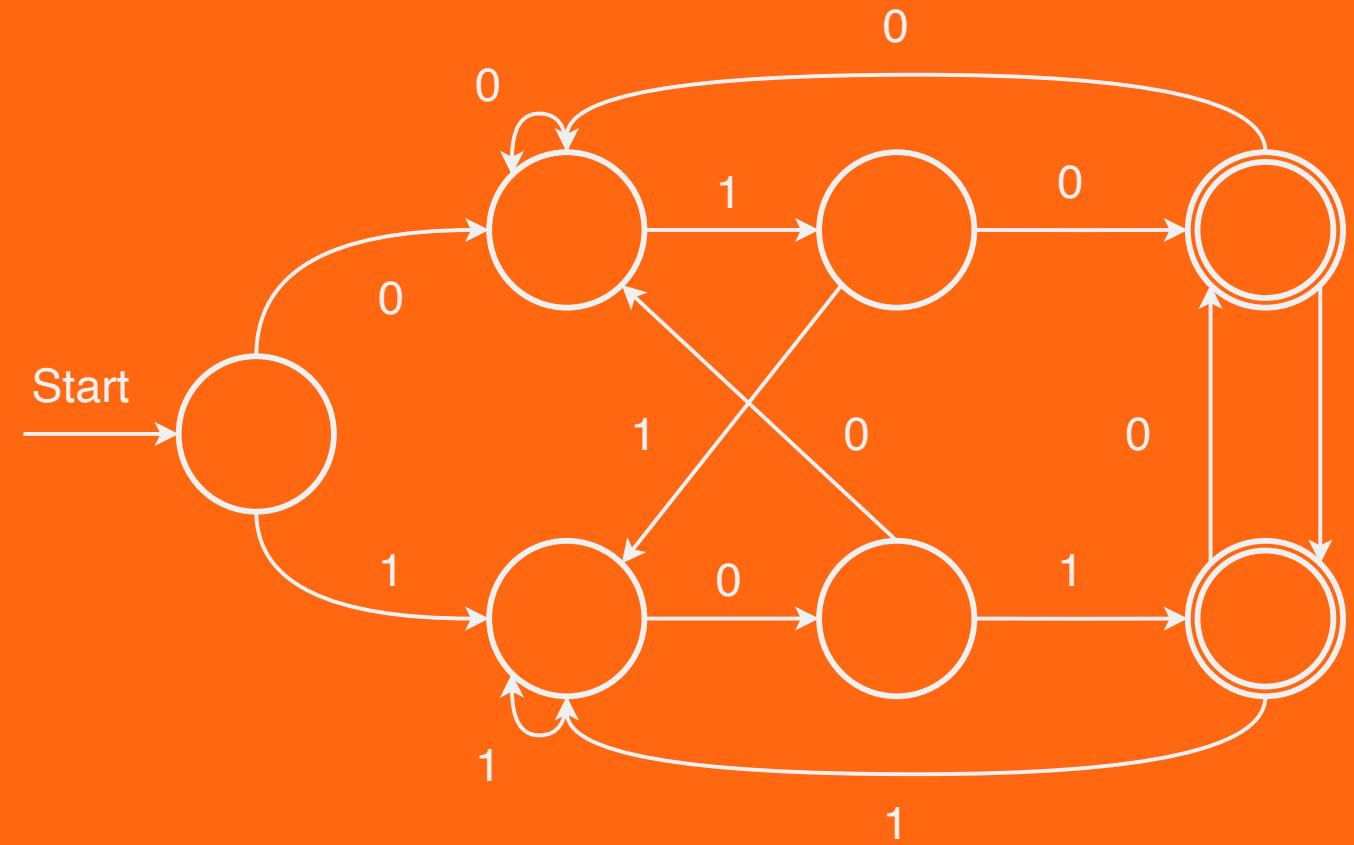
- When designing NFAs, embrace the nondeterminism!
- Good model: **Guess-and-check**:
  - Is there some information that you'd really like to have? Have the machine nondeterministically guess that information
  - Then, have the machine deterministically check that the choice was correct
  - The *guess* phase corresponds to trying lots of different options
  - The *check* phase corresponds to filtering out bad guesses or wrong options

# Guess-and-Check

$L = \{ w \in \{0,1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$

# Guess-and-Check

$L = \{ w \in \{0,1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$



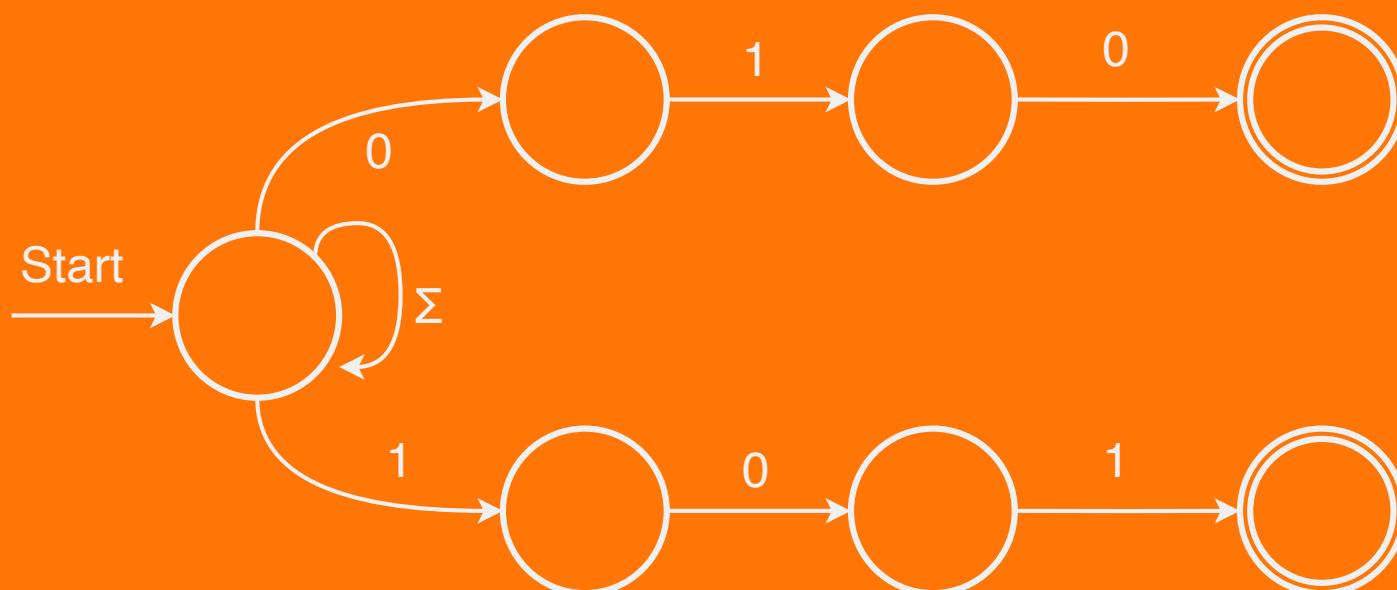
# Guess-and-Check

$L = \{ w \in \{0,1\}^* \mid w \text{ ends in } 010$   
or  $101\}$

- Nondeterministically guess when to leave the start state
- Deterministically check whether that was the right time to do so

# Guess-and-Check

$L = \{ w \in \{0,1\}^* \mid w \text{ ends in } 010$   
or  $101\}$



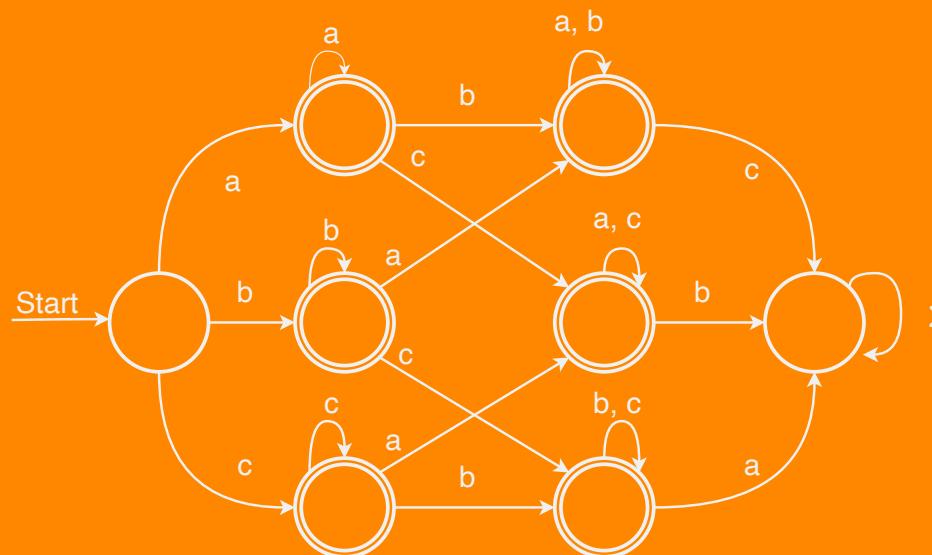
- Nondeterministically guess when to leave the start state
- Deterministically check whether that was the right time to do so

## Guess-and-Check

$L = \{ w \in \{a, b, c\}^* \mid \text{at least one of } a, b, \text{ or } c \text{ is not in } w \}$

# Guess-and-Check

$L = \{ w \in \{a, b, c\}^* \mid \text{at least one of } a, b, \text{ or } c \text{ is not in } w \}$



# Guess-and-Check

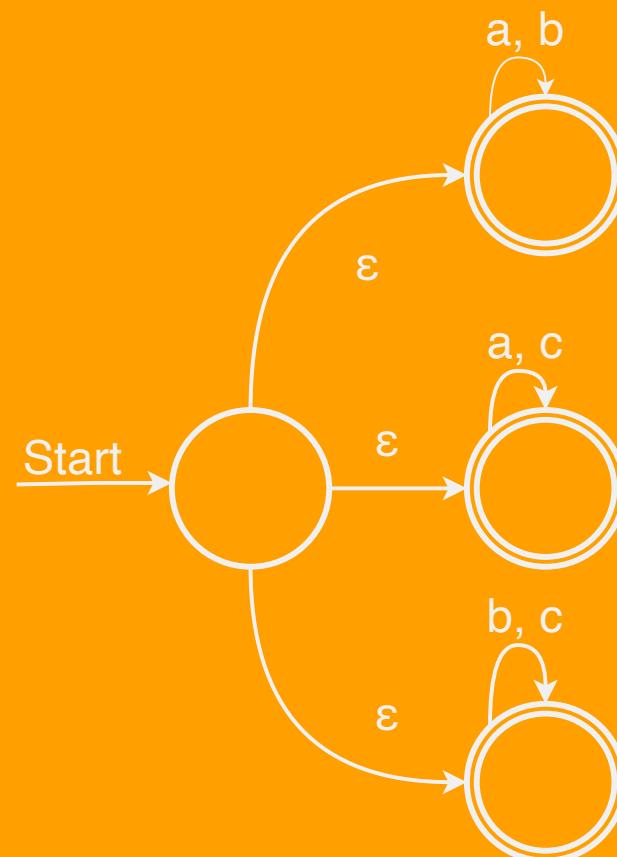
$L = \{w \in \{a, b, c\}^* \mid$   
at least one of a,  
b, or c is not in w}

- 
- Nondeterministically guess which character is missing
  - Deterministically check whether that character is indeed missing
-

# Guess-and-Check

$L = \{w \in \{a, b, c\}^* \mid$   
at least one of a,  
b, or c is not in w}

- Nondeterministically guess which character is missing
- Deterministically check whether that character is indeed missing



# NFAs and DFAs

- Any language that can be accepted by a DFA can be accepted by an NFA.
- Why?
  - Every DFA essentially already is an NFA!
  - Question: Can any language accepted by an NFA also be accepted by a DFA?
  - Surprisingly, the answer is **yes!**

See you in the  
lab!

