

# Automata, Computability & Complexity

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23-02-06

Org stuff

von Neumann architecture

Finite automata

Deterministic finite automata

Definitions

Example 1: a STD

Example 2: finding FA

Example 3: finding a FA for a union of RLs

Regular language

Regular operations

Th 1.1 (union operation of RLs)

Th. 1.2 (concatenation operation of RLs)

23-02-13

Nondeterministic finite automata

Definitions

Example of NFA

Creating a tree for an input

Th 2.1 (equivalence between NFA and FA)

Corollary 2.1 (relation between RL and NFA)

Th 2.2 (star operation of RLs)

## 23-02-06

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### Org stuff

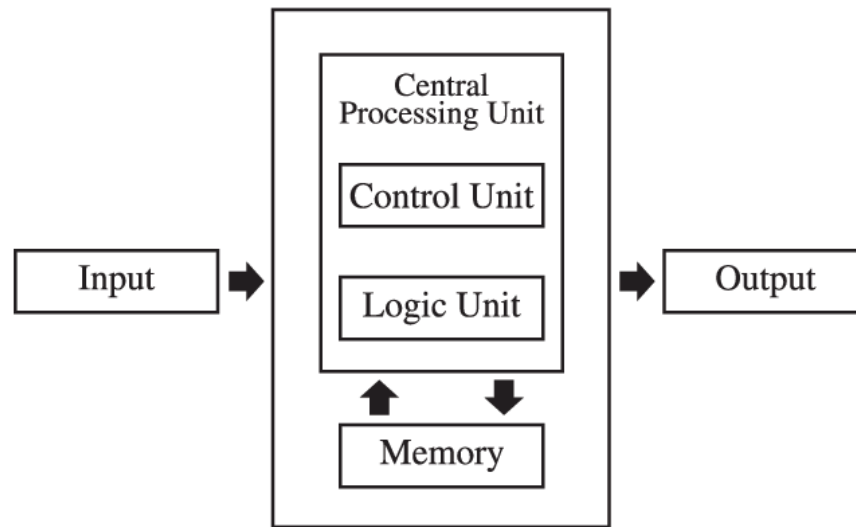
#### Timetable:

- Mondays 14:15 lectures offline. Moodle quiz in the beginning of each lecture
- Wednesdays 14:15 lectures offline
- Thursdays 17:15 consultations online. Need to book

#### Grade:

- 100% exam
- bonus 0.33 (5%) if 50% of quizzes and 50% of homeworks are done

## von Neumann architecture



Our nowadays computers are based on the von Neumann computer architecture.

## Finite automata

For theory achievements, we will use a simpler compute model which gets the input as a string of symbols, has no memory, and generates an output that is either `accept` or `reject`. This machine is called *finite automaton*.

## Deterministic finite automata

Deterministic means that an input symbol  $a$  leads from state  $q$  to exactly one possible state  $q'$ .

The visualization of the input computation is a chain.

## Definitions

**Definition 1.1 (Finite automaton)** A **finite automaton** (FA)  $M$  is a 5-tuple  $M = (Q, \Sigma, \delta, q_0, F)$  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 accept states / final states**.

A transition function can be described via *state transition diagram* (STD) or *state transition table*.

If a state is a *start state*, it has an arrow pointing from nowhere.

What is an *accept state*? Imagine we have an input. We go from one state to another, as the input says. Then we finish in a definite state. This state can be a final/accept state. In other words, it is where an input ends. Final states are shown as double-circled states in STD.

FA accepts a string if it starts in a start state, uses only transitions of  $\delta$  and finishes in one of final states.

**Definition 1.2 (Strings accepted by M)** Let  $M = (Q, \Sigma, \delta, q_0, F)$  be a finite automaton and  $w = w_1w_2 \cdots w_n$  be a string over alphabet  $\Sigma$ .

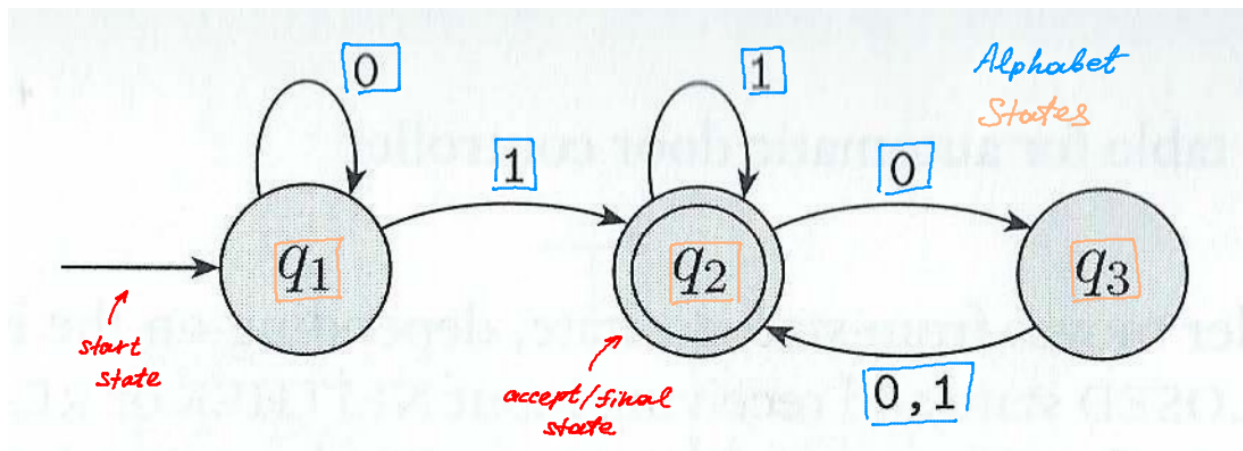
$M$  **accepts**  $w$  if there exists a sequence of states  $r_0, r_1, \dots, r_n$ , such that all following three conditions hold:

1.  $r_0 = q_0$  ( $M$  starts in start state.)
2.  $\delta(r_i, w_{i+1}) = r_{i+1}$ , for  $i = 0, \dots, n-1$   
( $M$  state change follows transition function.)
3.  $r_n \in F$  ( $M$  ends up in accept state)

If  $M$  does not accept  $w$ , it **rejects** it.

A *computation of FA on a string* is a sequence of states such that it starts in a start state and uses only transitions of  $\delta$ .

$L(M)$  -- the *language of machine M* -- is the set of all strings that are accepted by M. Every FA still recognizes an empty language  $\emptyset$ .

**Example 1: a STD**

$$Q = \{q_1, q_2, q_3\}; \Sigma = \{0, 1\}; F = \{q_2\}.$$

$q_1$  is a start state.

$\delta$  can be described with a table:

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

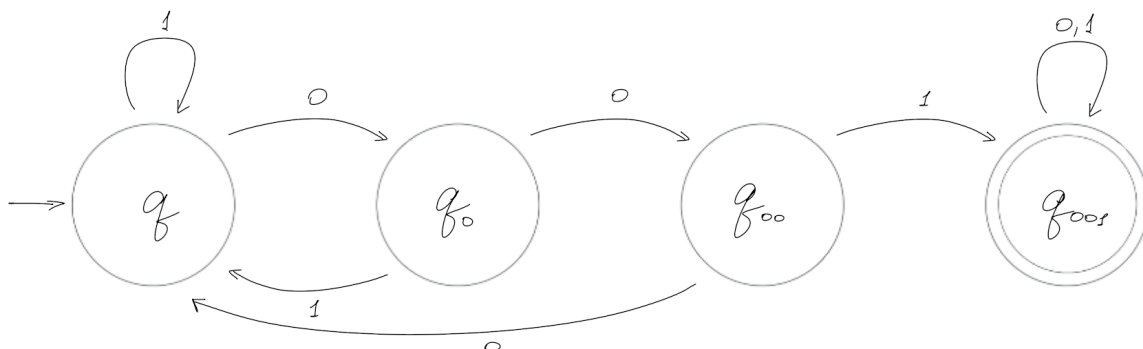
FA accepts a string 1101, for example, since it starts in  $q_1$  and finishes in  $q_2$ .

**Example 2: finding FA**

We consider a language  $L = \{w \mid w \text{ contains } 001 \text{ as substring}\}$ . The alphabet is  $\{0, 1\}$ .

The idea is that we will have 4 states:

- $q$  -- no subsequence
- $q_0$  -- we have 0
- $q_{00}$  -- we have 00
- $q_{001}$  -- we have 001 and we need to stop.



**Example 3: finding a FA for a union of RLs**

$$M_1 = (S, \Sigma_1, \delta_1, q_1^0, F_1)$$

$$M_2 = (T, \Sigma_2, \delta_2, q_2^0, F_2)$$

We can find a new FA for  $M = (Q, \Sigma, \delta, q_0, F)$  where

$$Q = S \times T$$

$$\Sigma = \Sigma_1 \cup \Sigma_2$$

$$\delta((s, t), a) = (\delta_s(s, a), \delta_t(t, a))$$

$$q_0 = (s_0, t_0)$$

$$F = F_1 \cup F_2$$

**Regular language**

A language is called a *regular language* if  $\exists$  FA that recognizes it.

To prove that a language is regular, we need to build a FA that will recognize it. If we are able to build a STD, then the language is regular.

**Example of a non-regular language:**

$$L = \{0^n 1^n \mid n \geq 1\}.$$

$n$  is not fixed, so we have a problem with choosing a transition function.

**Regular operations**

**Definition 1.6** (Regular operations) Let  $A$  and  $B$  be languages. We define the regular operations **union**, **concatenation** and **star** as follows:

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

## Th 1.1 (union operation of RLs)

The class of regular languages is closed under the union operation:

$A_1, A_2$  are RLs  $\Rightarrow A_1 \cup A_2$  is a RL.

*Proof:*

There are regular languages  $A_1$  and  $A_2$ . W

There exists FAs  $M_1$  and  $M_2$  such that

$$\begin{cases} L(M_1) = A_1, & M_1 = (S, \Sigma, \delta_1, s_0, F_1) \\ L(M_2) = A_2, & M_2 = (T, \Sigma, \delta_2, t_0, F_2) \end{cases}$$

If  $M_1$  and  $M_2$  have different alphabets, then  $\Sigma$  will be the union of their alphabets.

To show that  $A_1 \cup A_2$  is a RL, we construct a FA  $M$  such that  $M = (Q, \Sigma, \delta, q_0, F)$

$$Q = S \times T$$

$\Sigma$  is the same

$$\delta((s, t), a) = (\delta_s(s, a), \delta_t(t, a))$$

$$q_0 = (s_0, t_0)$$

$$F = F_1 \times F_2$$

## Th. 1.2 (concatenation operation of RLs)

The class of regular languages is closed under the concatenation operation.

$A_1, A_2$  are RLs  $\Rightarrow A_1 \circ A_2$  is a RL.

*Proof:* его нет

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## Nondeterministic finite automata

In contrast to deterministic FAs, nondeterministic FAs allow several successor states (or even none) for a given fixed input. An NFA adds more flexibility to the computation.

- There can be several transitions with the same symbol
- There can also be no transition for some symbol
- There can be additional label  $\epsilon$ . It is like a special symbol (i.e., an empty string). Every alphabet has its own  $\epsilon$  (provided that it has special symbols),

The visualization of the computation is a tree.

## Definitions

**Definition 1.7 (Nondeterministic finite automaton)** A **nondeterministic finite automaton** (NFA) is a 5-tuple  $(Q, \Sigma, \delta, q_0, F)$ , where

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

In the transition function definition,  $\mathcal{P}(Q)$  means a set of states, since in NFA we can get from one state to several (or zero) states.

NFA *accepts* a given input string, if there exists a computation branch in a tree that ends in an accept state; otherwise it *rejects* it.

**Definition 1.8 (Strings accepted by NFA N)**

Let  $N = (Q, \Sigma, \delta, q_0, F)$  be a nondeterministic finite automaton and  $w$  be a string over alphabet  $\Sigma$ .

$N$  **accepts**  $w$  if we can write  $w$  as  $w = y_1 y_2 \dots y_m$ ,  $y_i \in \Sigma_\epsilon$  and if there exists a sequence of states  $r_0, r_1, \dots, r_m$  (in  $Q$ ), such that all following three conditions hold:

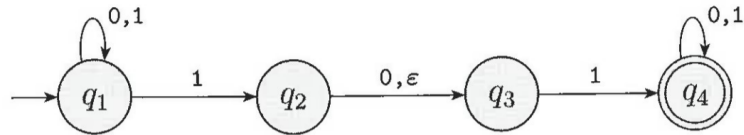
1.  $r_0 = q_0$  *(N starts in start state.)*
2.  $r_{i+1} \in \delta(r_i, y_{i+1})$ , for  $i = 0, \dots, m-1$   
*(State change follows transition function.)*
3.  $r_m \in F$  *(N ends up in accept state)*

If  $N$  does not accept  $w$ , it **rejects** it.

A *computation branch of NFA on a string* is a sequence of states such that it starts in a start state and uses only transitions of  $\delta$ .

A computation branch is *accepting* if the last state after all transitions is an element of  $F$ ; otherwise, it is a *rejecting* branch.

## Example of NFA



Given the definition of an NFA as 5-tuple,  $N_1$  is defined by

$$N_1 = (Q, \Sigma, \delta, q_1, F), \quad Q = \{q_1, q_2, q_3, q_4\}, \quad \Sigma = \{0, 1\}, \quad F = \{q_4\},$$

with transition function

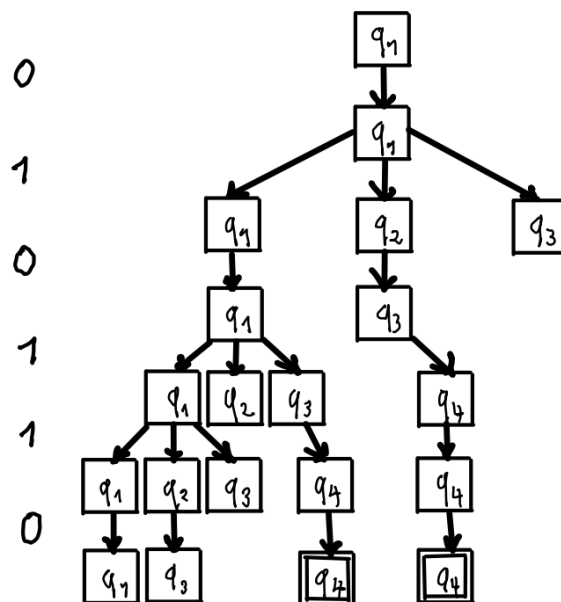
$\delta$	0	1	$\varepsilon$
$q_1$	$\{q_1\}$	$\{q_1, q_2\}$	$\emptyset$
$q_2$	$\{q_3\}$	$\emptyset$	$\{q_3\}$
$q_3$	$\emptyset$	$\{q_4\}$	$\emptyset$
$q_4$	$\{q_4\}$	$\{q_4\}$	$\emptyset$

Finally, we can to the conclusion that

$$L(N_1) = \{w \mid w \text{ contains either } 101 \text{ or } 11 \text{ as a substring}\}.$$

## Creating a tree for an input

Let us consider an input 010110 for the STD from the example above. The tree will be:





$q_1 \rightarrow q_3$  is  $1 + \epsilon$  that is equal to 1.

## Th 2.1 (equivalence between NFA and FA)

$$\forall NFA\ N\ \exists FA\ M : L(M) = L(N).$$

In other words, all languages that can be recognized by an NFA, can also be recognized by some FA.

*Proof:*

We have an NFA  $N = (Q, \Sigma, \delta, q_0, F)$  and we want to construct a deterministic FA  $M = (Q', \Sigma, \delta', q'_0, F')$ .

- $Q'$  includes subsets of  $Q$  that are outcomes of  $\delta$ :  $Q' = P(Q)$ .
- $\delta'$  get a success if one of considered gates gets a success:  

$$\delta' = \bigcup_{r \in R} \delta(r, a), \forall R \in Q', a \in \Sigma.$$
- $q'_0 = \{q_0\}$ . The start state becomes a set, because  $Q'$  consists of sets.
- $F' = \{ R \in Q' \mid R \text{ contains an accept state of } N \}$

We do not have  $\epsilon$  in FA. What to do with  $\epsilon$ -transitions?

Let us create a set  $E(R) = \{ q \in Q \mid \exists \{s_i\}_{0..m} : s_0 \in R \wedge s_m = q \wedge s_{i+1} \in \delta(s_i, \epsilon) \}$ .

A set  $R$  is a state for FA:  $R \in Q'$ .

A set  $E(R)$  is a set of states for NFA:  $E(R) \in Q$ . It consists of such states that can be reached from  $R$  only via  $\epsilon$ -transitions.

It is obvious that  $R \in E(R)$ :  $\delta(r, \epsilon) = r, \forall r \in R$ . Thus, we can modify our function  $\delta'$ :  

$$\delta'(R, a) = \bigcup_{r \in R} E(\delta(r, a)), \forall R \in Q', a \in \Sigma.$$
 As we can see, a set of values for  $\delta'$  can become only larger.

Also, we need to modify the start state:  $q_0 = E(\{q_0\})$ .

## Corollary 2.1 (relation between RL and NFA)

Language is regular  $\Leftrightarrow$  some NFA recognizes it.

*Proof:*

Language is regular  $\Leftrightarrow \exists$  FA that recognizes it  $\Leftrightarrow \exists$  NFA that recognizes it.  
Th 2.1

## Th 2.2 (star operation of RLs)

The class of regular languages is closed under the star operation:

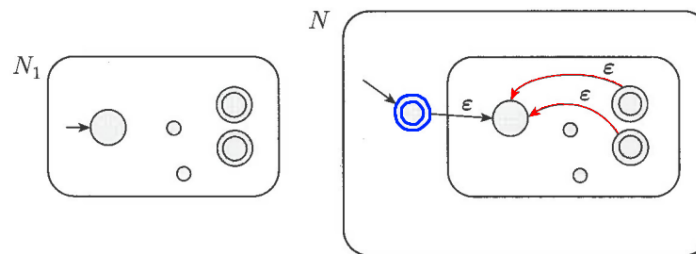
$A$  is a RL  $\Rightarrow A^*$  is an RL.

*Proof:*

Remainder:  $A^* = \{ x_1 x_2 \dots x_k : k \geq 0 \wedge x_i \in A, \forall i \}$ .

We have an NFA  $N_1 = (Q_1, \Sigma, \delta_1, q_1, F_1)$  that recognizes  $A$ . We want to construct an NFA  $N = (Q, \Sigma, \delta, q_0, F)$  such that it recognizes  $A^*$ .

In the STD we **connect final states with the start state** via  $\epsilon$ -transitions, thus we get a concatenation of elements. Also, there is also an empty string  $\epsilon$  as an input in  $A^*$ , so we choose a new start state by adding **a new state** to the initial start state:



- $Q = \{q_0\} \cup Q_1$
- $F = \{q_0\} \cup F_1$
- $\forall q \in Q, a \in \Sigma_\epsilon :$

$$\delta(q, a) = \begin{cases} \delta_1(q, a) & \text{if } q \in Q_1 \text{ and } q \notin F_1, & (\text{main part of } N_1) \\ \delta_1(q, a) & \text{if } q \in F_1 \text{ and } a \neq \epsilon, \\ \delta_1(q, a) \cup \{q_1\} & \text{if } q \in F_1 \text{ and } a = \epsilon, & (\text{loop to old start state}) \\ \{q_1\} & \text{if } q = q_0 \text{ and } a = \epsilon, & (\text{adding } q_0) \\ \emptyset & \text{if } q = q_0 \text{ and } a \neq \epsilon, \text{ and} \end{cases}$$

