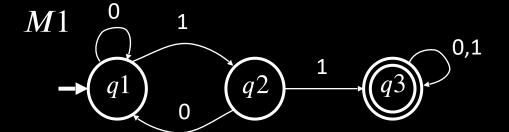
نظریه علوم کامپیوتر

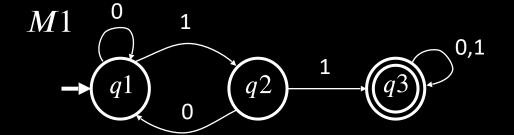
نظریه علوم کامپیوتر - بهار ۱۴۰۰-۱۴۰۱ - جلسه دوم: زبانهای منظم

Theory of computation - 002 - S02 - Regular Languanges

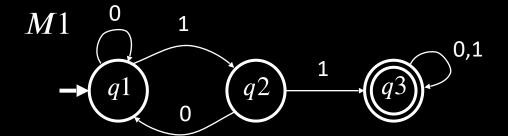
نكات صنفى

• در CW عضو شوید



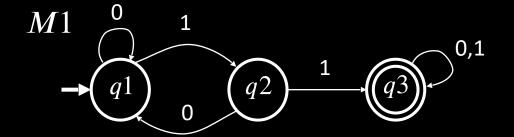


States: q1 q2 q3



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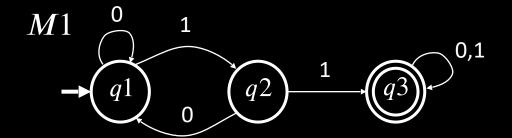
Transitions: $-\frac{1}{}$



States: q1 q2 q3

Transitions: $\xrightarrow{1}$

Start state: →

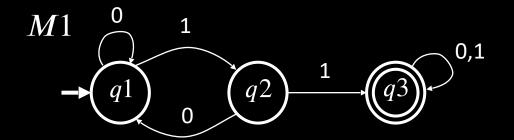


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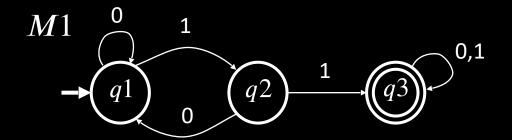
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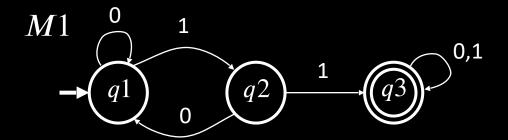
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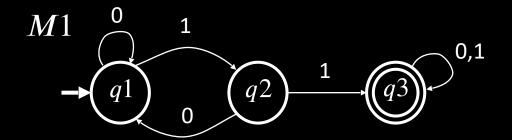
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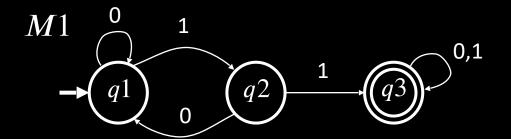
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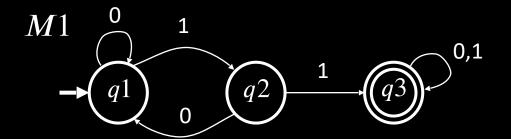
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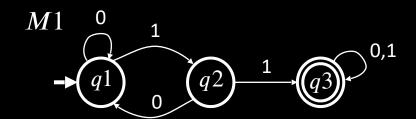
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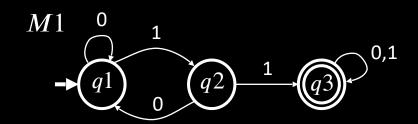
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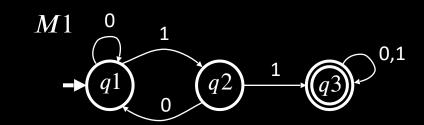
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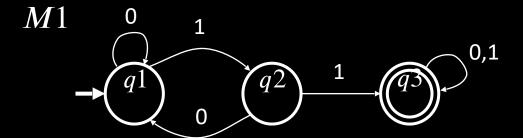
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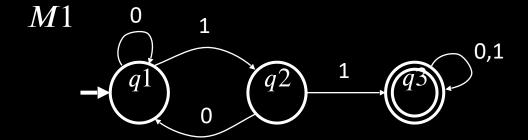
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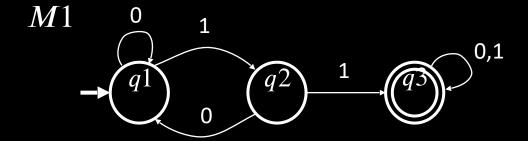
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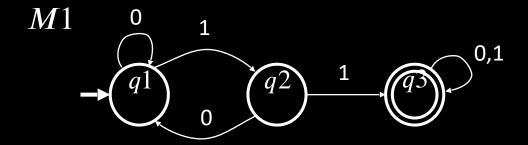


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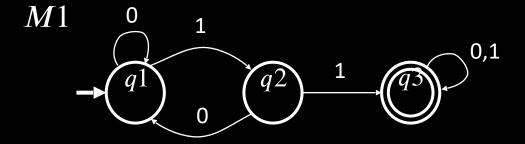


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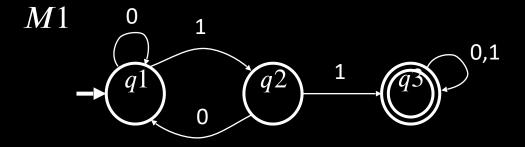
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Goal: Understand the regular languages

Regular Expressions

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Goal: Show finite automata equivalent to regular expressions

Theorem: If A_1 , A_2 are regular languages, so is $A_1 \cup A_2$ (closure under \cup)

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Construct $M = (Q, \Sigma, \delta, q0, F)$ recognizing $A_1 \cup A_2$

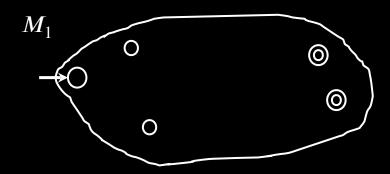
M should accept input $\,w\,$ if either $M_1\,$ or $\,M_2\,$ accept w.

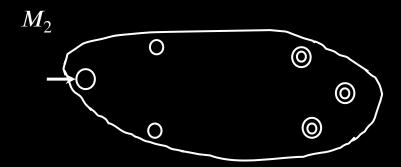
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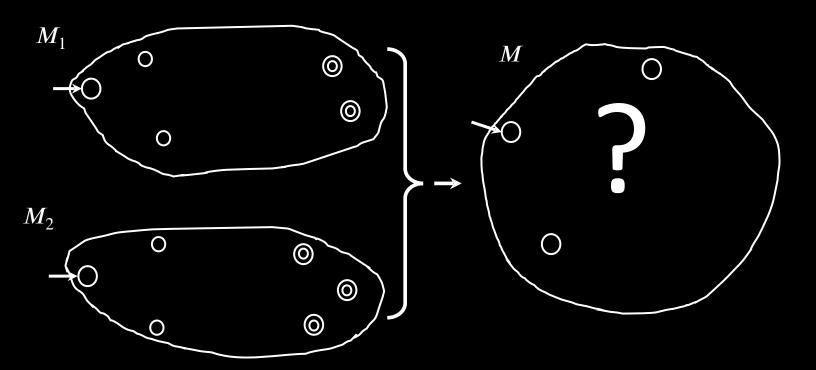


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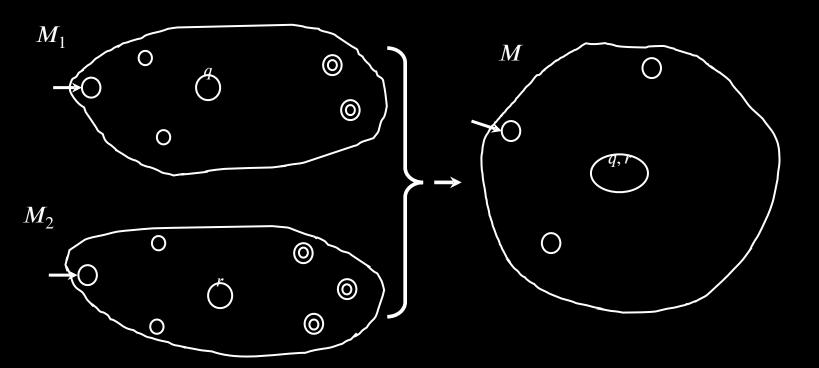


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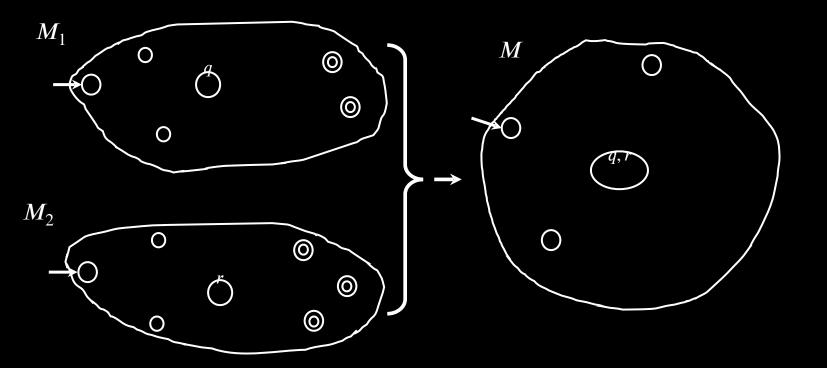
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Components of M:

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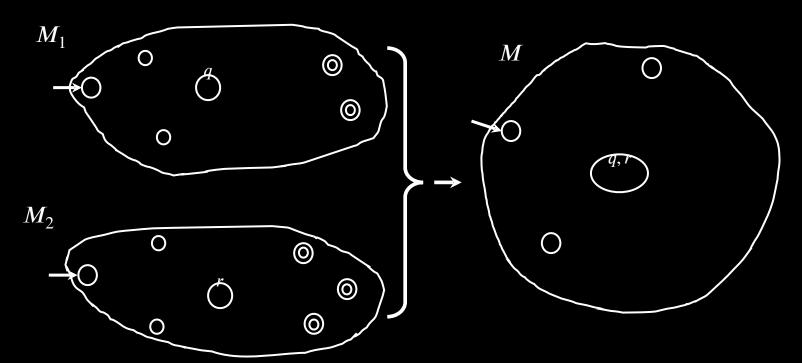


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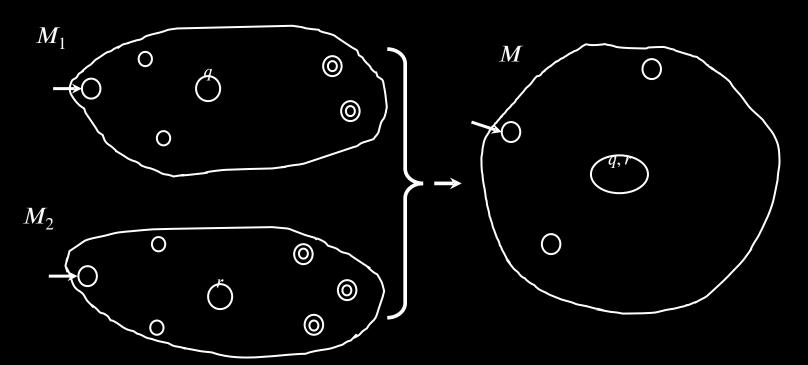
$$\begin{split} Q &= Q_1 \times Q_2 \\ &= \left\{ \left(q_1, q_2 \right) \,\middle|\, q_1 \in Q_1 \text{ and } q_2 \in Q_2 \right\} \end{split}$$

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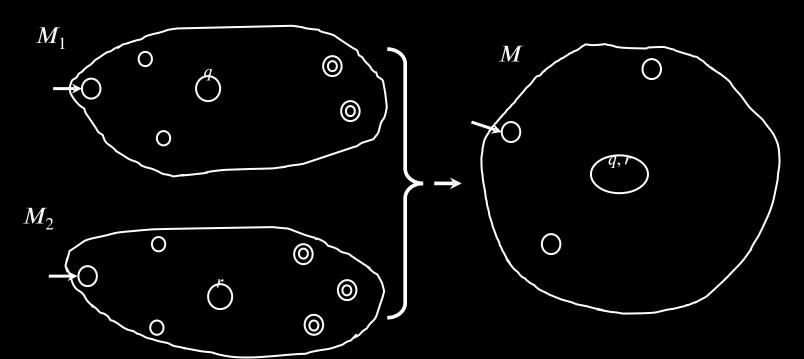
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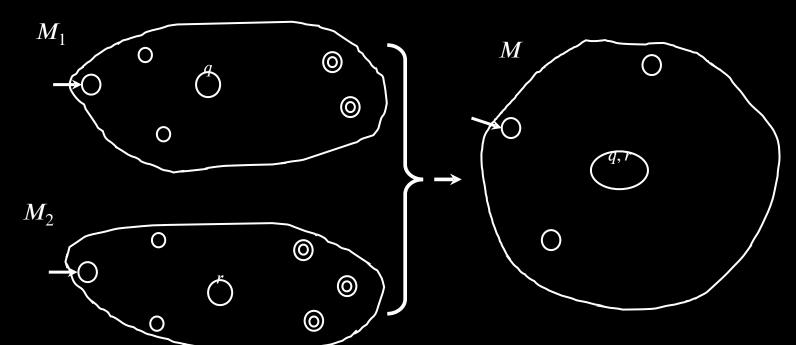
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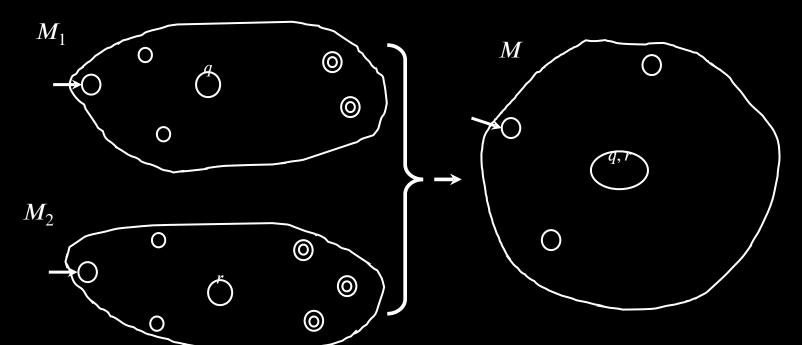
$$F = \left(F_1 \times Q_2 \right) \cup \left(Q_1 \times F_2 \right)$$

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Check-in 1.1

In the proof, if $oldsymbol{M}_1$ and $oldsymbol{M}_2$ are finite automata where M_1 has k_1 states and M_2 has k_2 states Then how many states does $oldsymbol{M}$ have?

(a)
$$k_1 + k_2$$

(b)
$$(k_1)^2 + (k_2)^2$$

(c) $k_1 \times k_2$

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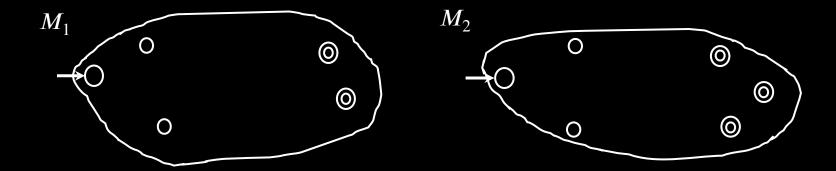
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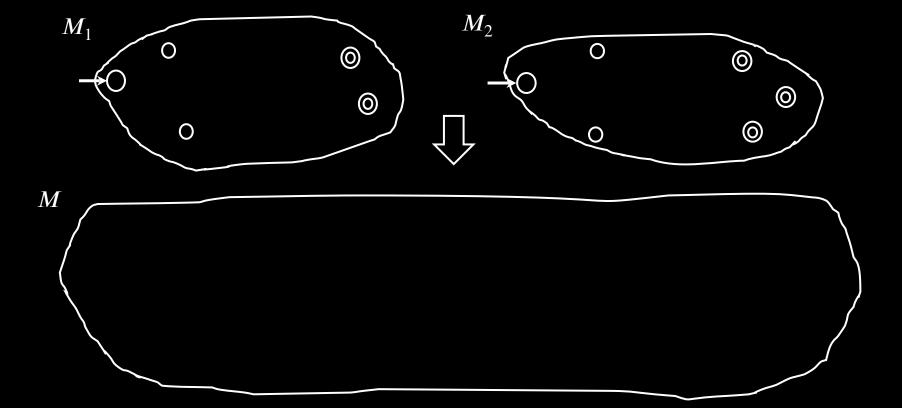
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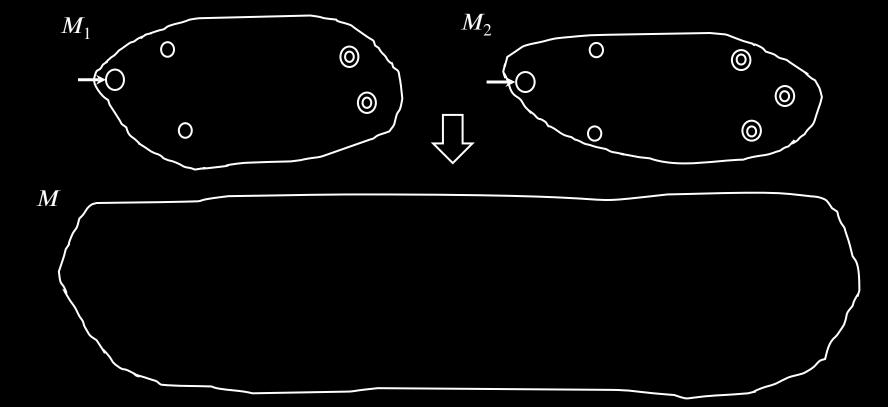
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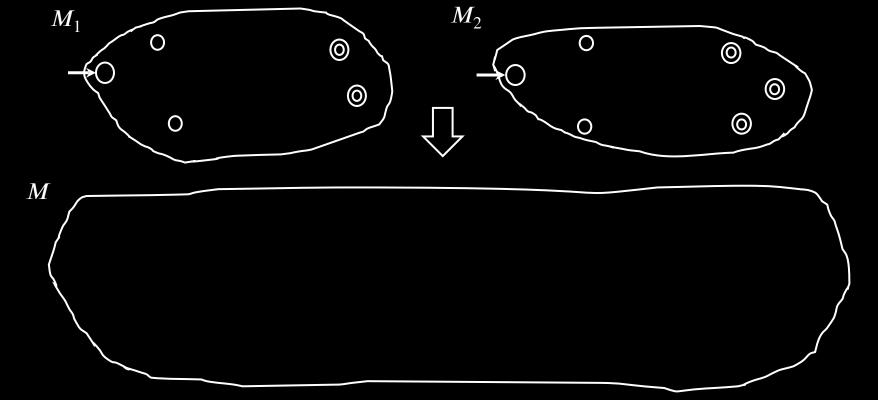
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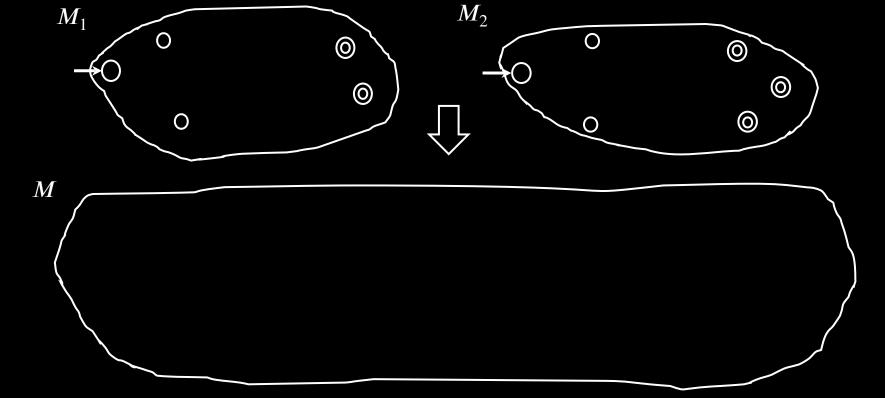
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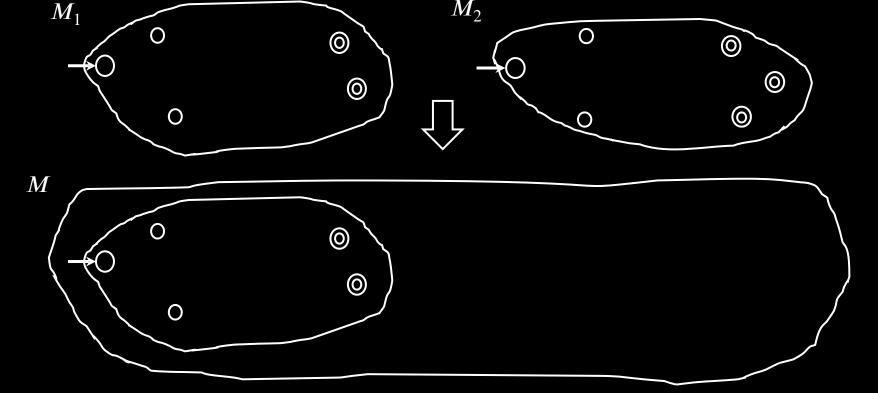
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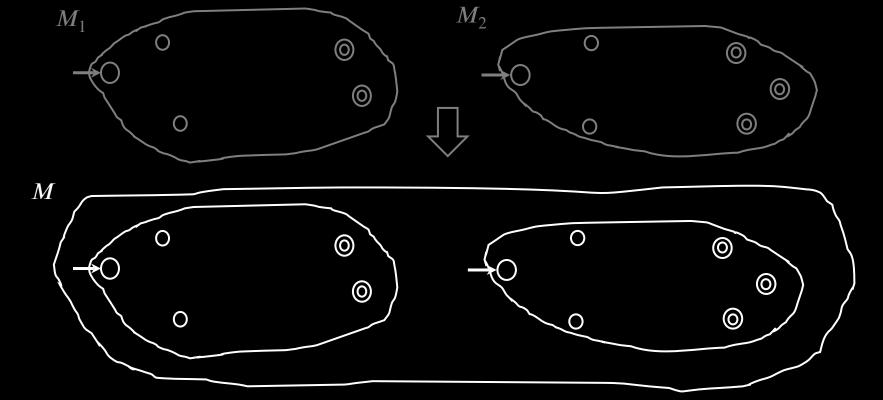
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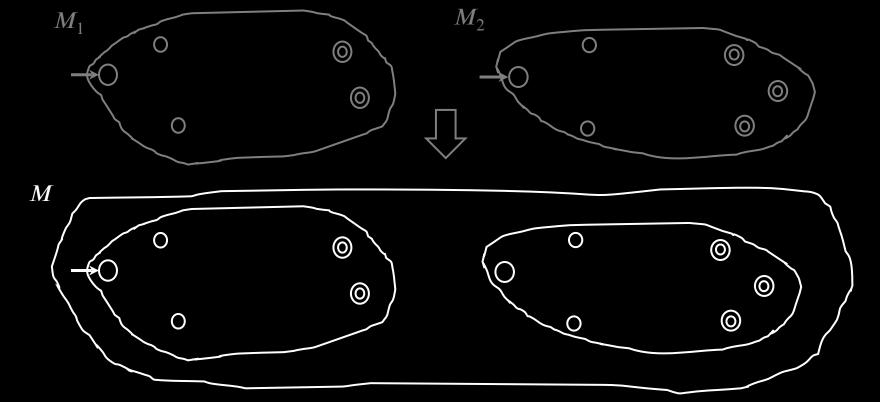
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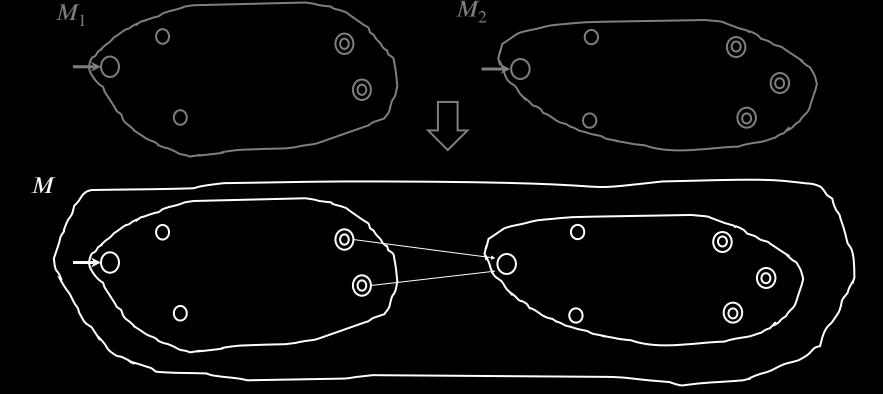
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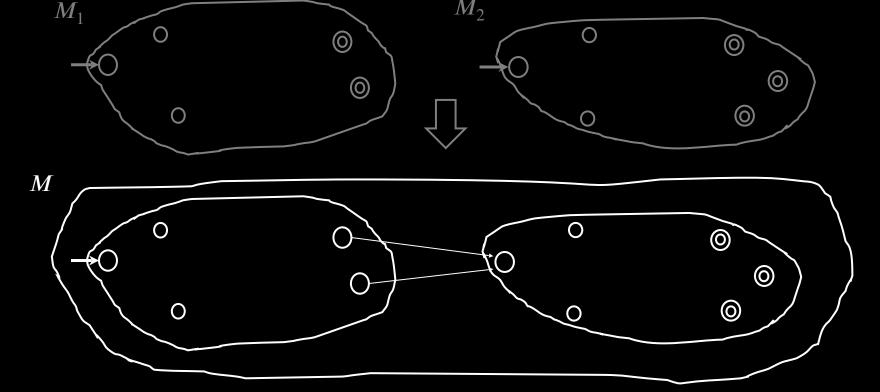
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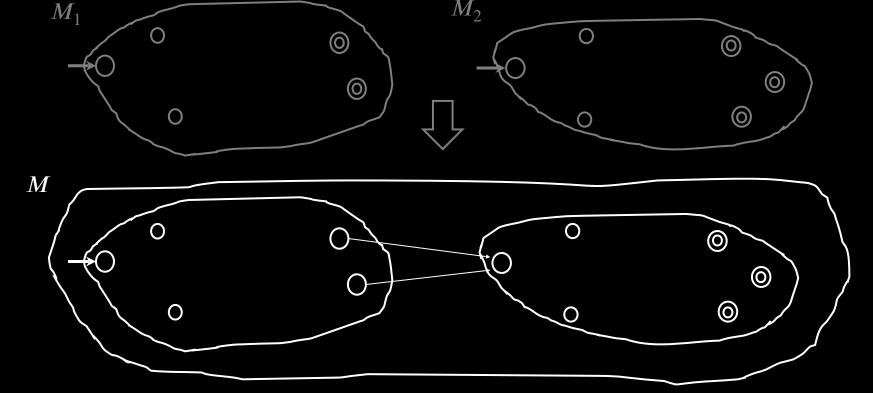
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Doesn't work: Where to split w?

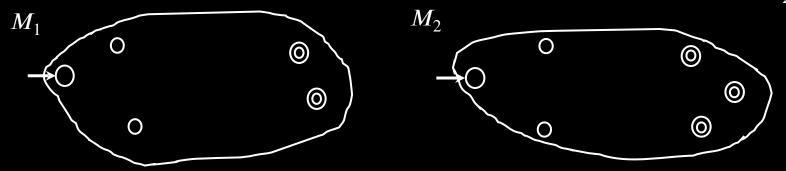
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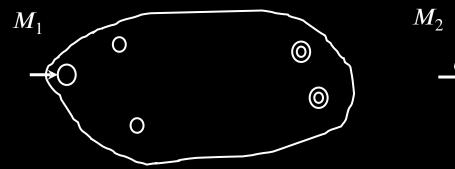
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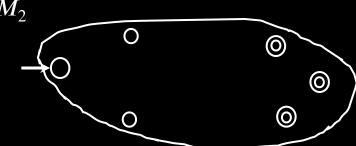


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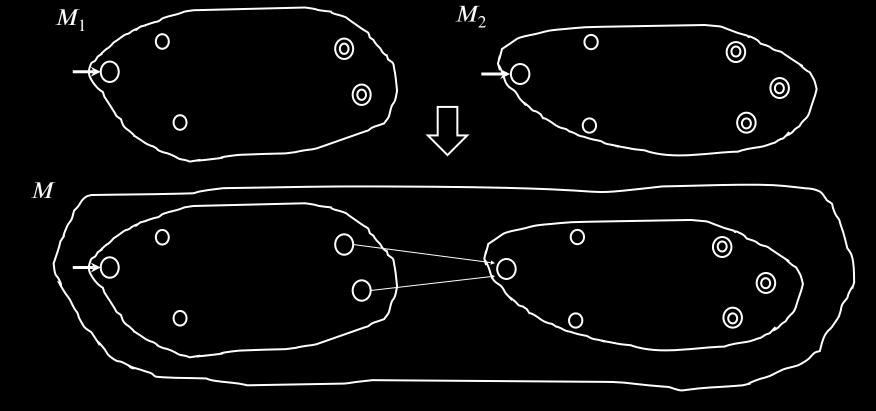




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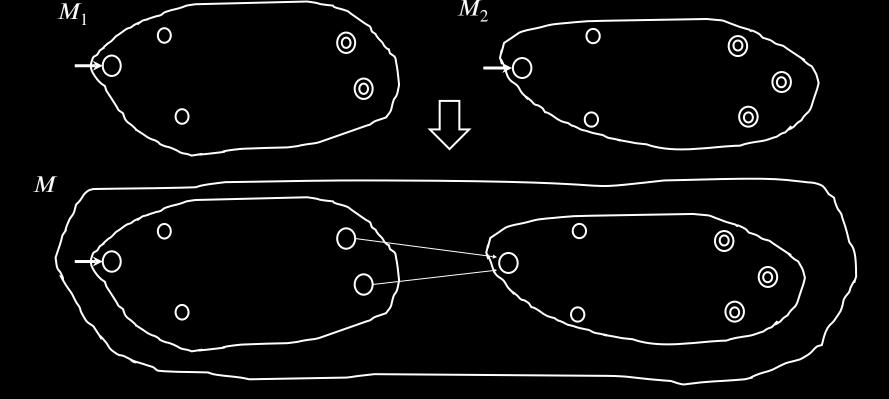
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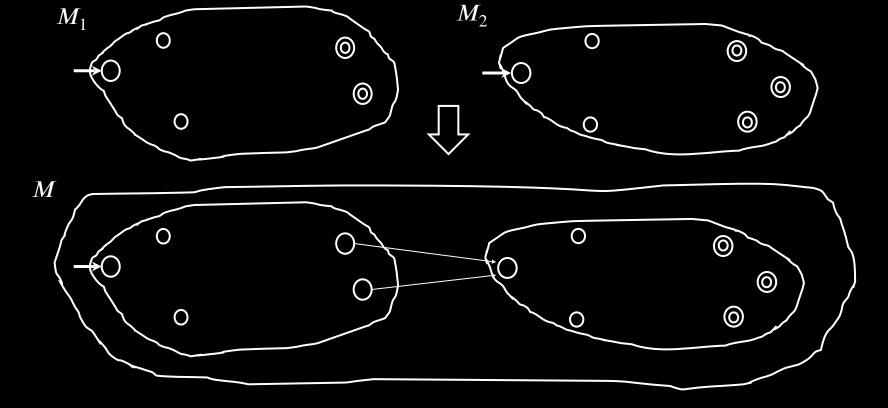
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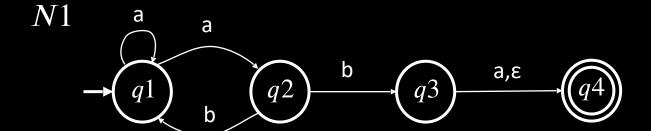


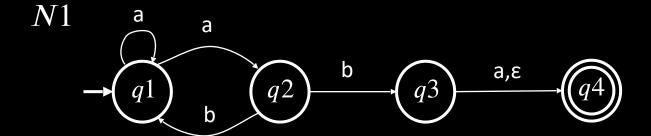
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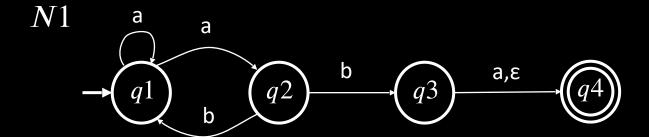
Hold off. Need new concept.





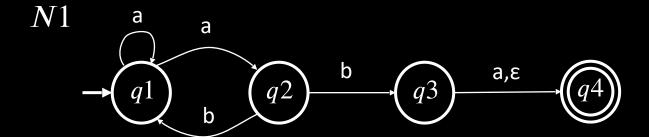
New features of nondeterminism:

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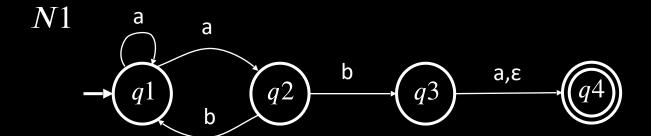
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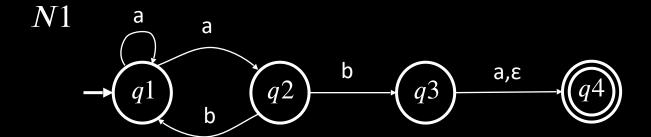


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Example inputs:

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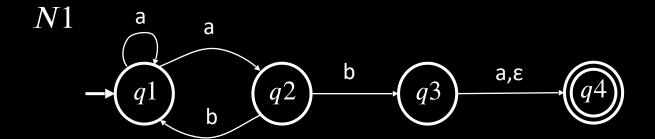


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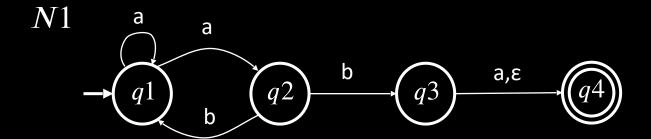
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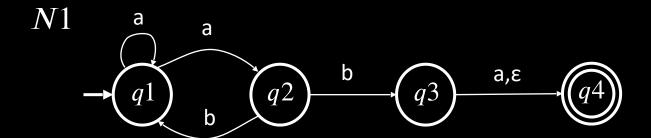
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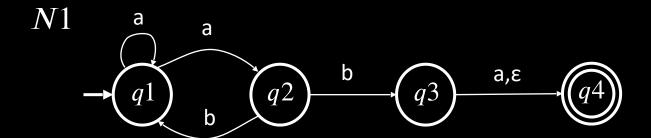
- ab <u>accept</u>
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New features of nondeterminism:

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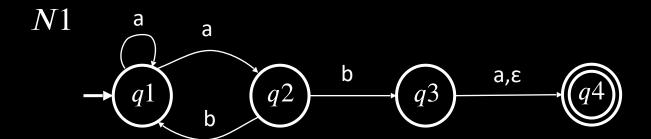
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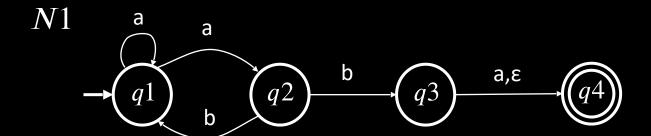
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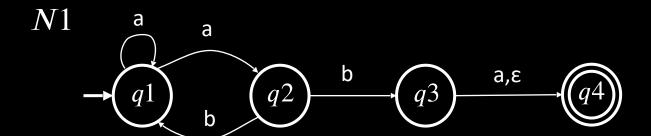
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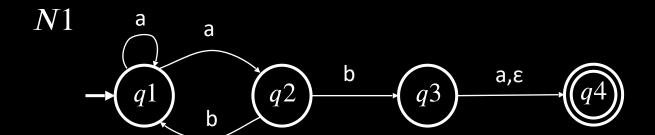
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Example inputs:

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Nondeterminism doesn't correspond to a physical machine we can build. However, it is useful mathematically.



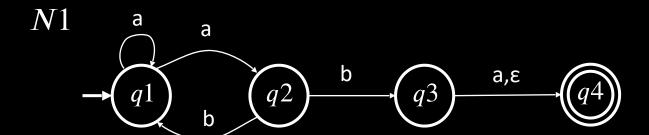
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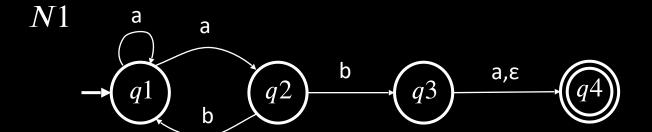
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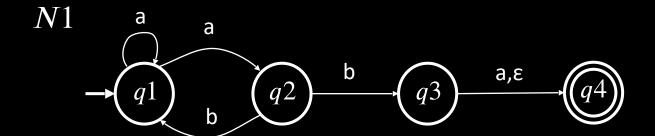
Check-in 2.1

What does N_1 do on input aab?

- (a) Accept
- (b) Reject
- (c) Both Accept and Reject

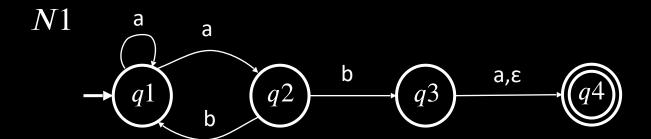
Check-in 2.2





Defn: A <u>nondeterministic finite automaton (NFA)</u>

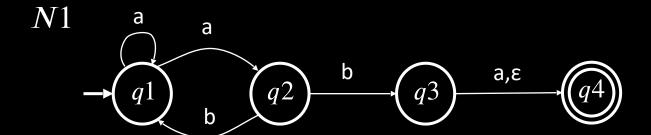
N is a 5-tuple $(Q, \Sigma, \delta, q0, F)$ $s_{t_{\partial I_{o}}}$ $s_{t_{\partial I_{o}}}$



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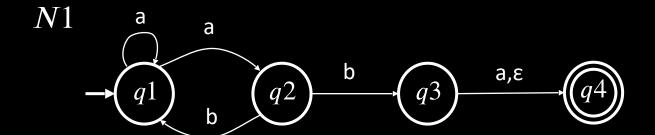
- all same as before except δ



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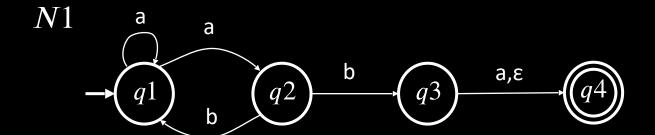


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 \end{array}$

NFA – Formal Definition

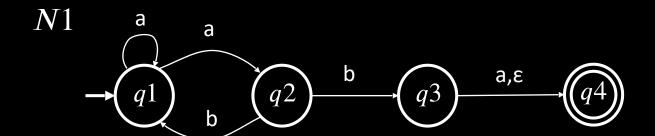


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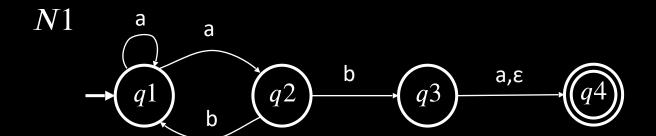


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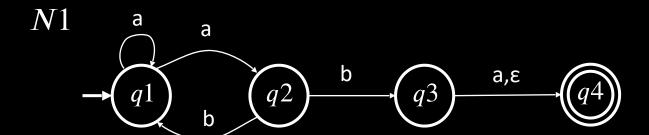


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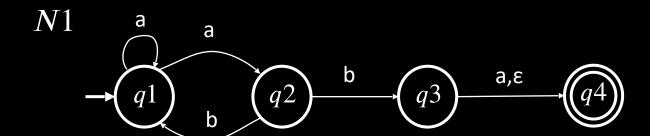
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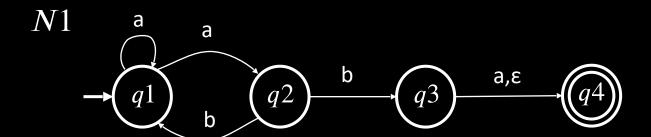
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<u>Computational:</u> Fork new parallel thread and accept if any thread leads to an accept state.

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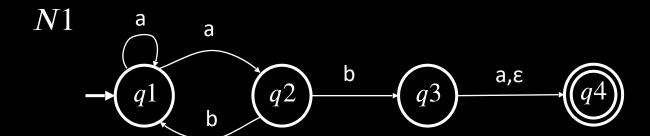
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Magical: Guess at each nondeterministic step which way to go. Machine always makes the right guess that leads to accepting, if possible.

Theorem: If an NFA recognizes A then A is regular

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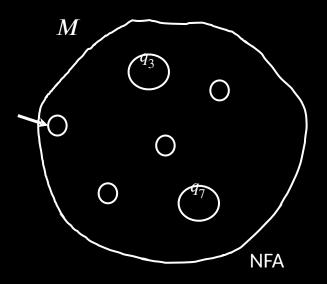
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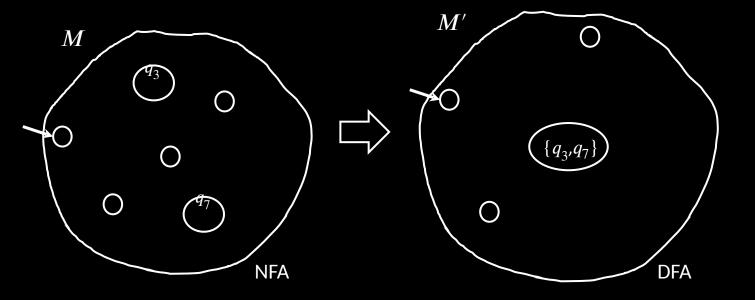


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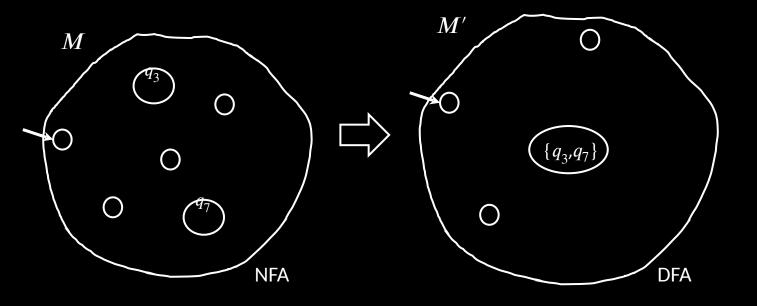
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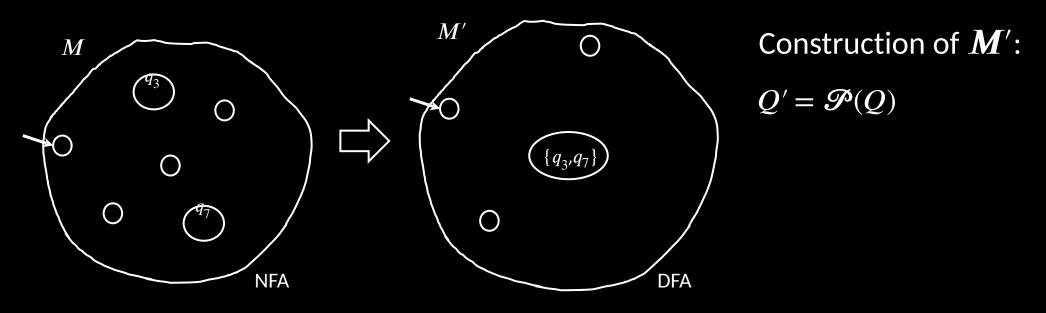


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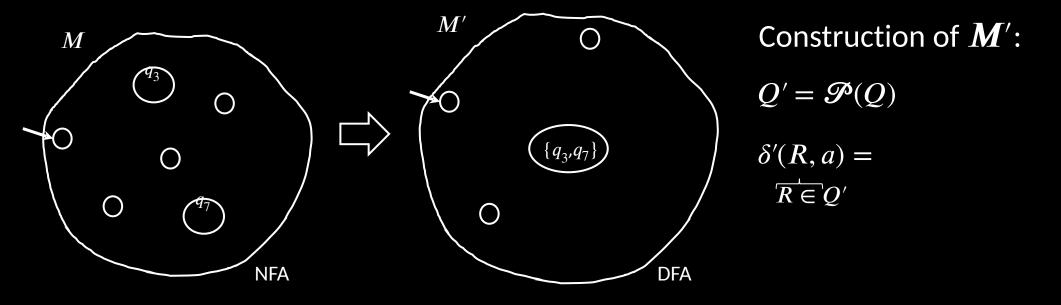


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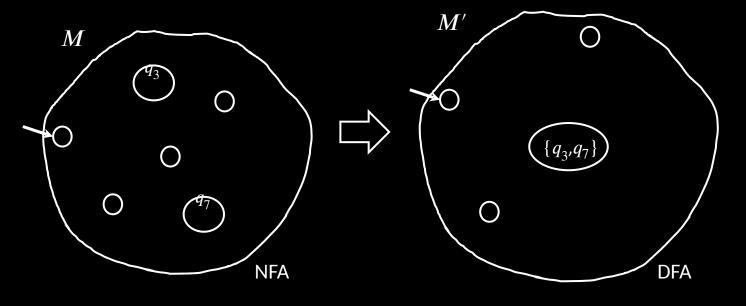
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$$Q' = \mathcal{P}(Q)$$

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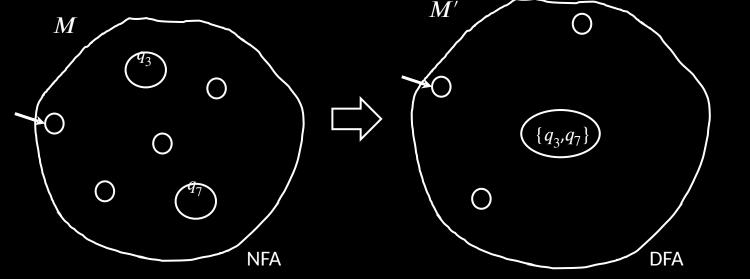
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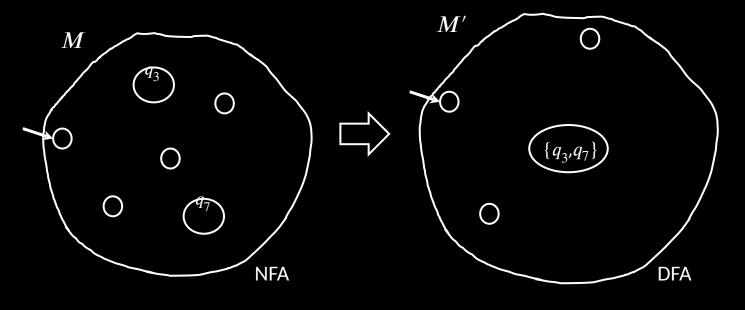
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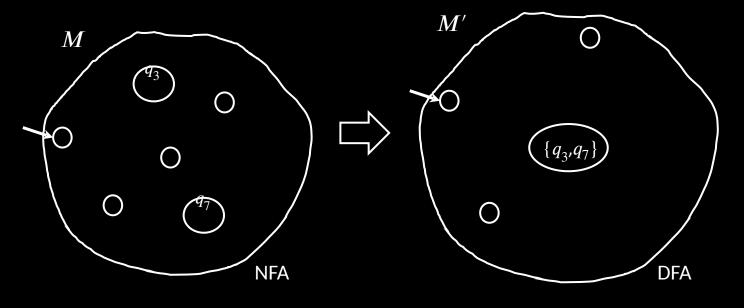
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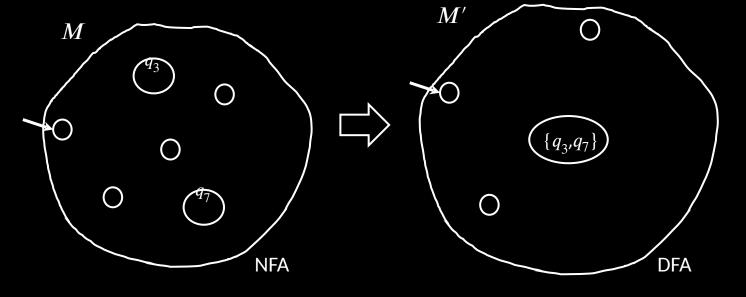
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Check-in 2.2

If M has n states, how many states does M' have by this construction?

- (a) 2n
- (b) n^2
- (c) 2^n



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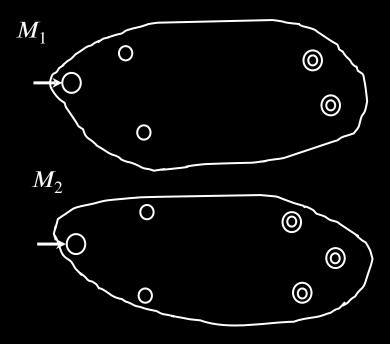
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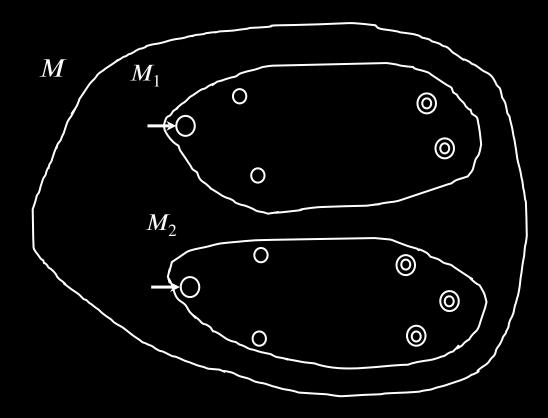
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Recall Theorem: If A_1 , A_2 are regular languages, so is $A_1 \cup A_2$ (The class of regular languages is closed under union)

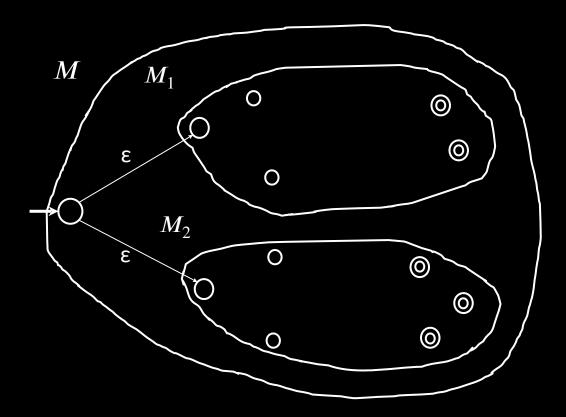
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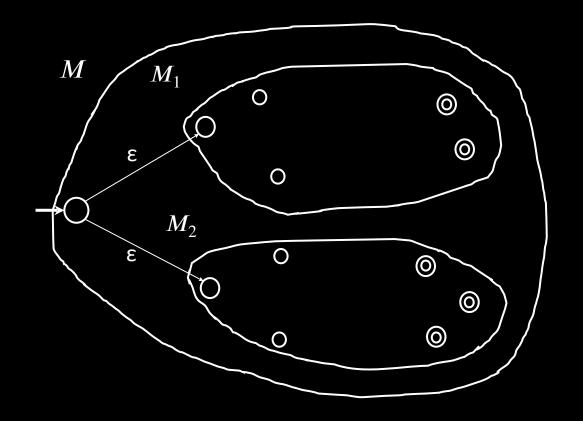


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New Proof (sketch): Given DFAs M_1 and M_2 recognizing A_1 and A_2 Construct NFA M recognizing $A_1 \cup A_2$



Nondeterminism
parallelism
vs
guessing

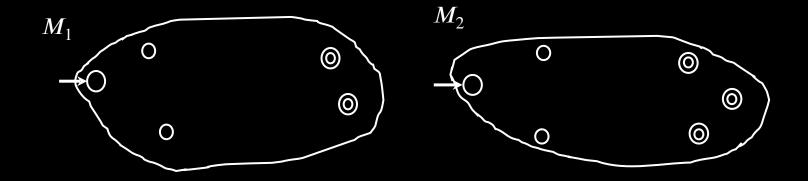
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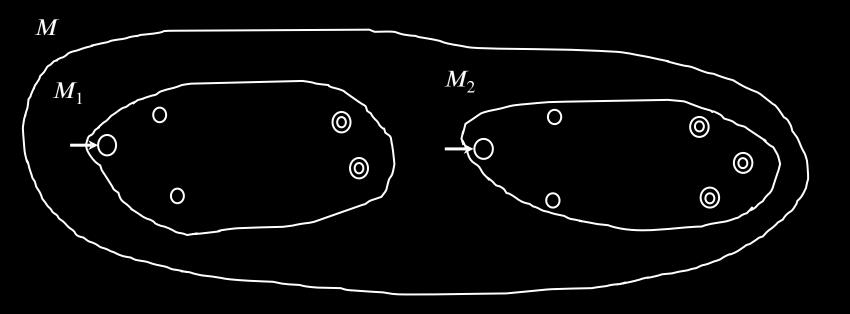
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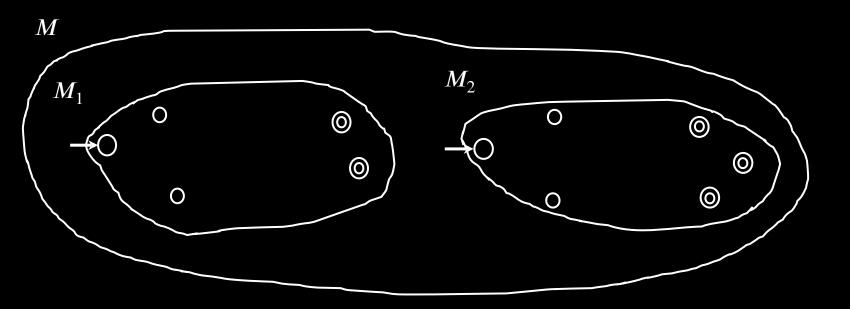


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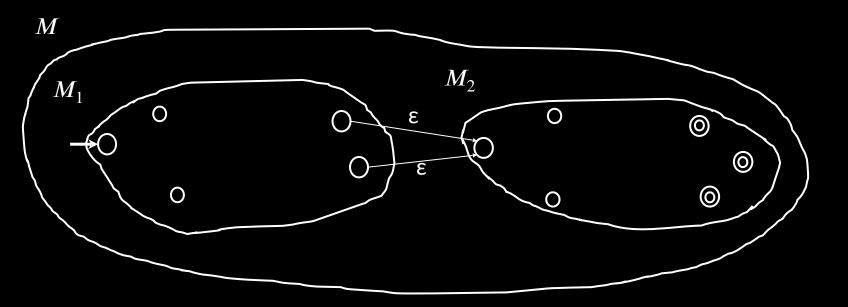
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M should accept input w if w=xy where M_1 accepts x and M_2 accepts y. w=

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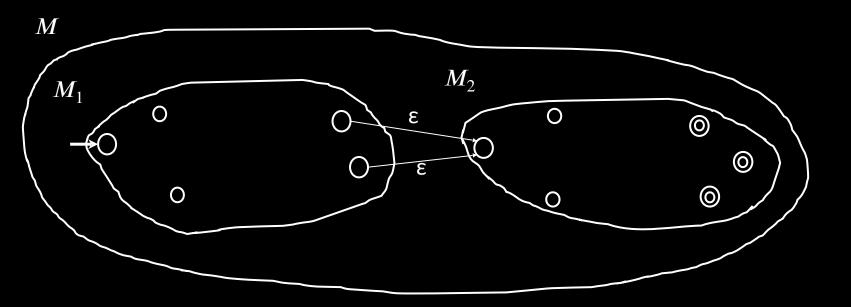
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M should accept input w if w=xy where M_1 accepts x and M_2 accepts y.

$$w = \frac{y}{-x}$$

Nondeterministic M' has the option to jump to M_2 when M_1 accepts.

Closure under * (star)

Theorem: If A is a regular language, so is A^*

Closure under * (star)

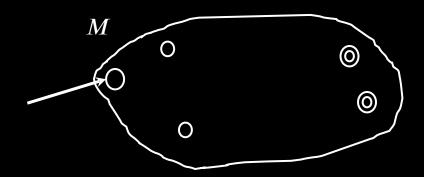
Theorem: If A is a regular language, so is A^*

Proof sketch: Given DFA M recognizing A

Construct NFA M' recognizing A^st

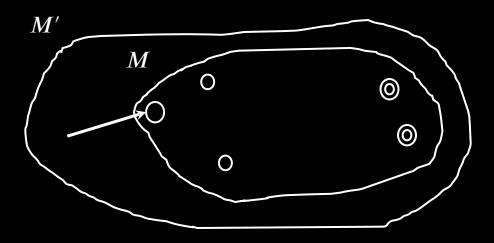
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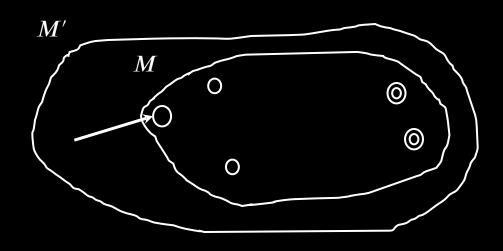
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M' should accept input w

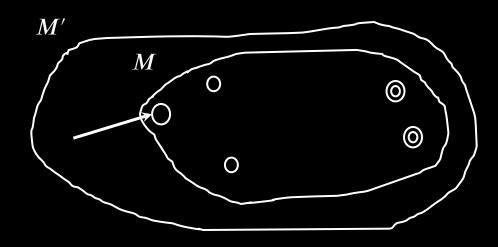
if
$$w = x_1 x_2 \dots x_k$$

where $k \ge 0$ and M accepts each x_i

Theorem: If A is a regular language, so is A^*

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 M^\prime should accept input w

if
$$w = x_1 x_2 \dots x_k$$

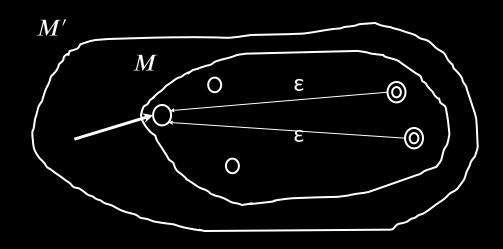
where $k \ge 0$ and M accepts each x_i

$$w = \begin{array}{c|cc} x_1 & x_2 & x_3 & x_4 \end{array}$$

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Proof sketch: Given DFA M recognizing A

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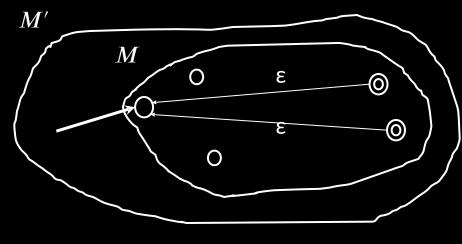
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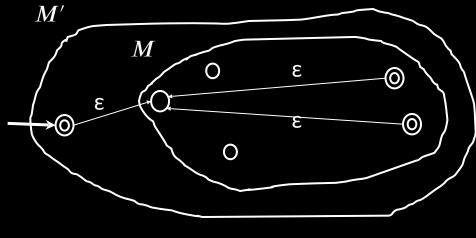


Make sure M' accepts ϵ

$$M'$$
 should accept input w if $w=x_1x_2\dots x_k$ where $k\geq 0$ and M accepts each x_i $v=x_1, x_2, x_3, x_4$

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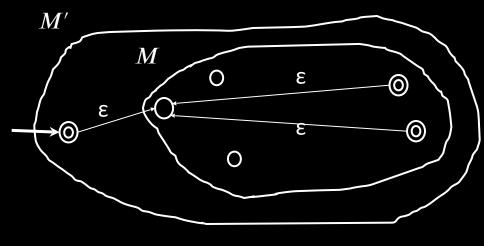


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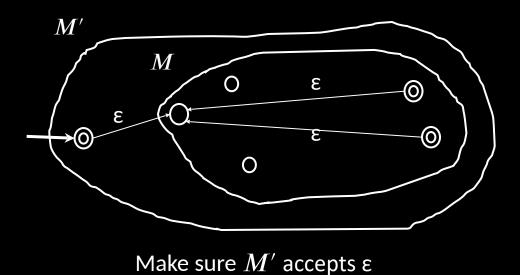
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Construct NFA M' recognizing A^*



Check-in 2.3

If M has n states, how many states does M' have by this construction?

- (a) *n*
- (b) n + 1
- (c) 2n

• Is a string

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- "a" (for a in Σ) matches to "a"

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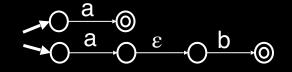
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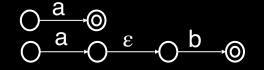
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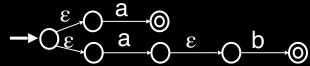
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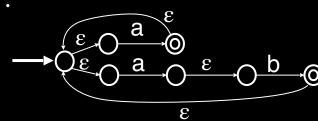
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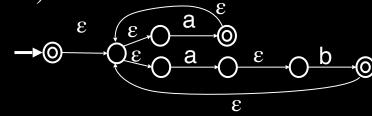
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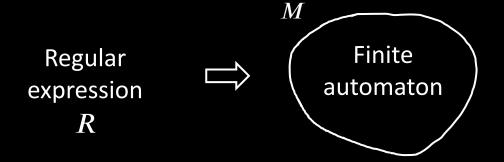
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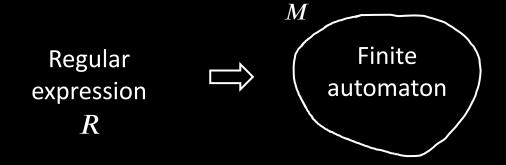
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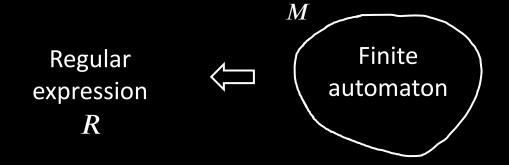
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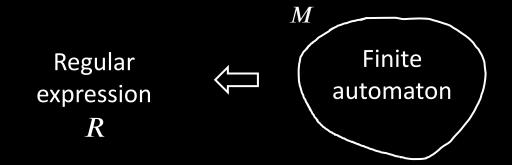
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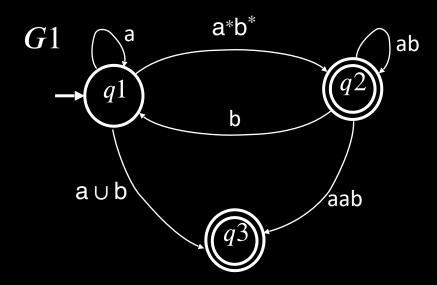
Today's Theorem: If A is regular then A=L(R) for some regular expr R

Proof: Give conversion DFA $M \rightarrow R$

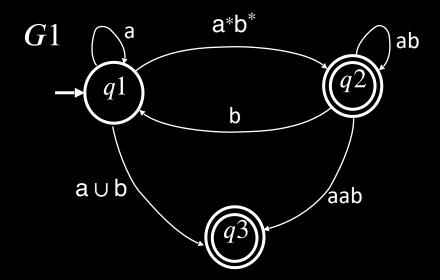
WAIT! Need new concept first.

Defn: A <u>Generalized Nondeterministic Finite Automaton</u> (GNFA) is similar to an NFA, but allows regular expressions as transition labels

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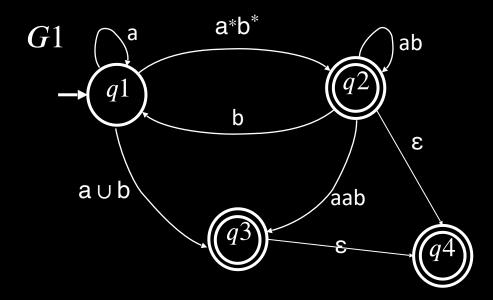


For convenience we will assume:

- One accept state, separate from the start state
- One arrow from each state to each state, except
 - a) only exiting the start state
 - b) only entering the accept state

We can easily modify a GNFA to have this special form.

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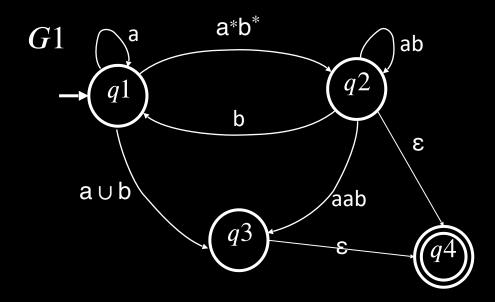


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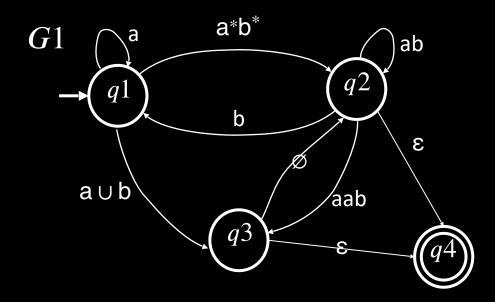


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$$(k = 2)$$
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$$G = r$$

Remember: G is in special form

Let
$$R = r$$

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Induction step (k > 2): Assume Lemma true for k - 1 states and prove for k states

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Remember: G is in special form

Let R = r

Induction step (k > 2): Assume Lemma true for k - 1 states and prove for k states

IDEA: Convert k-state GNFA to equivalent (k-1) -state GNFA

Lemma: Every GNFA G has an equivalent regular expression R

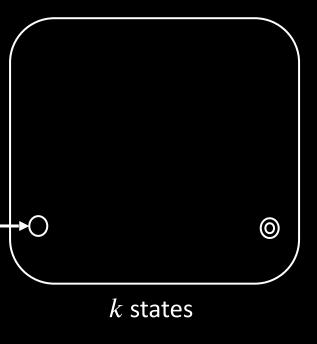
Proof: By induction on the number of states k of G

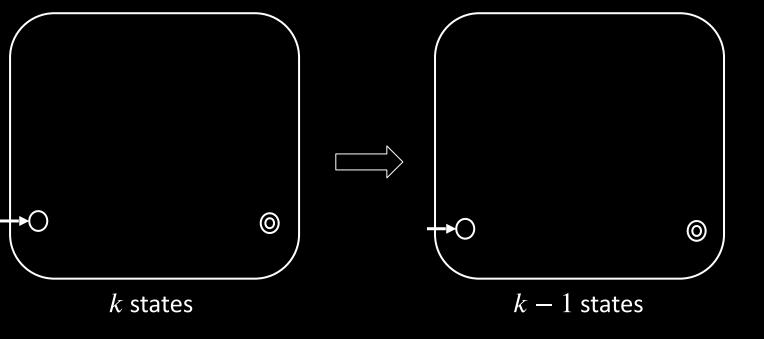
Remember: G is in special form

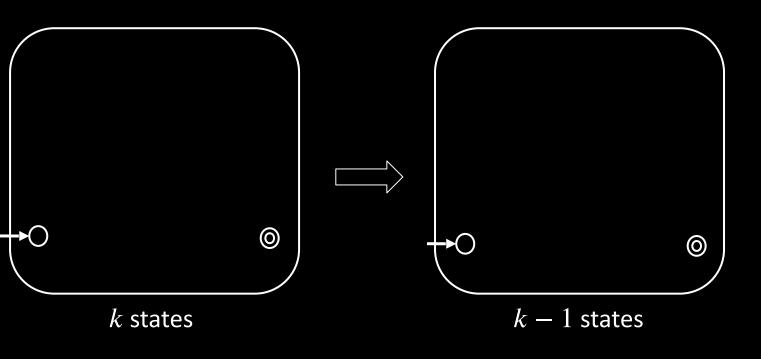
Let R = r

Induction step (k > 2): Assume Lemma true for k - 1 states and prove for k states

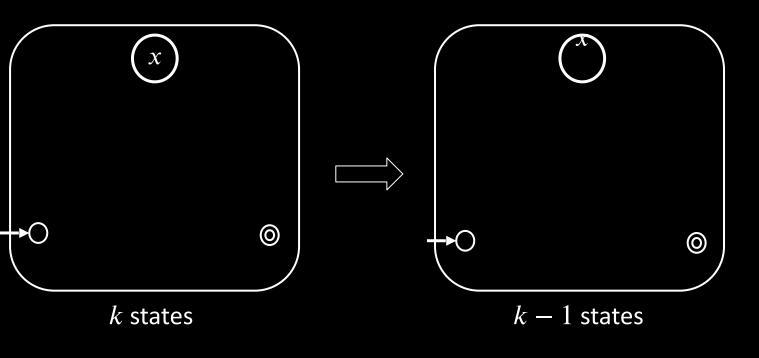
IDEA: Convert k-state GNFA to equivalent (k-1) -state GNFA



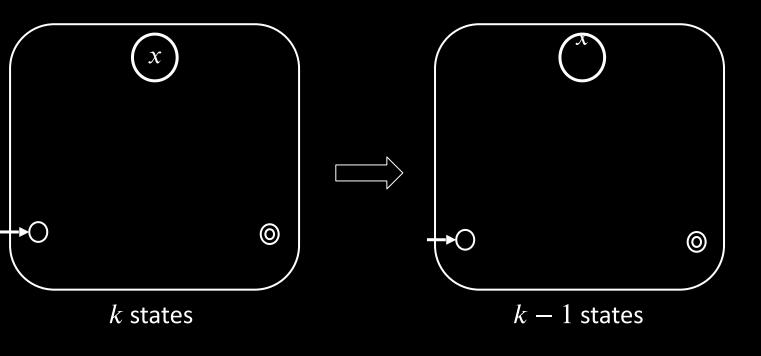




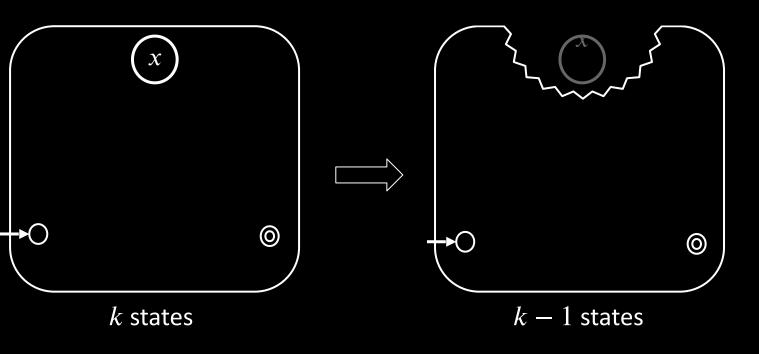
1. Pick any state *x* except the start and accept states.



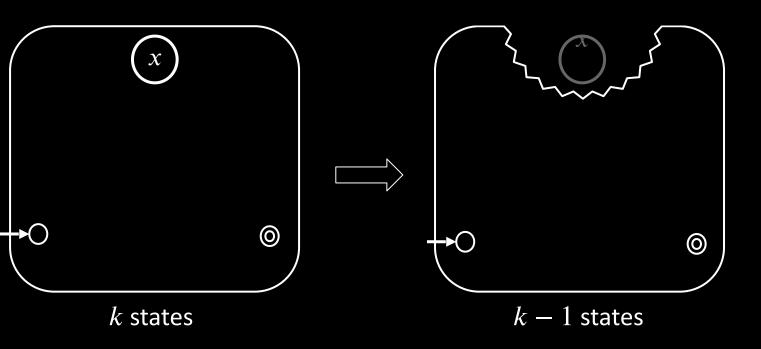
1. Pick any state x except the start and accept states.



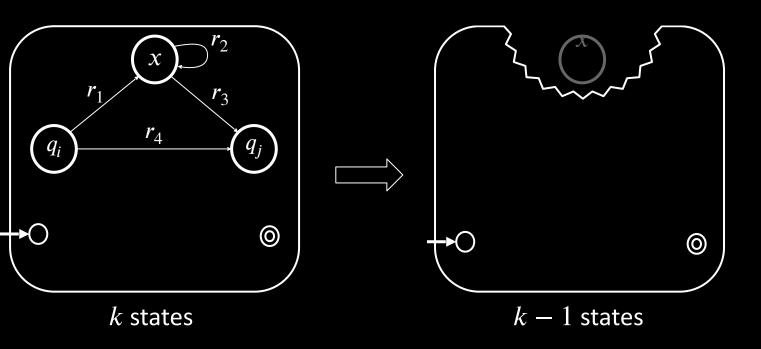
- 1. Pick any state *x* except the start and accept states.
- 2. Remove x.



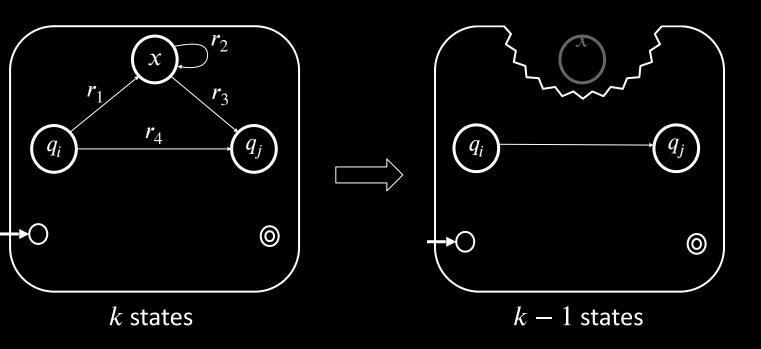
- 1. Pick any state x except the start and accept states.
- 2. Remove x.



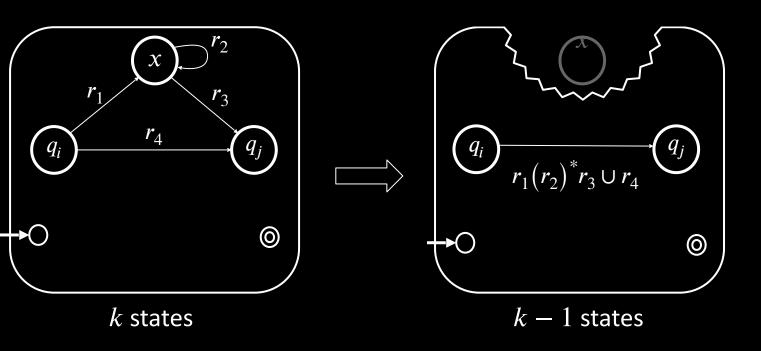
- 1. Pick any state x except the start and accept states.
- 2. Remove x.
- 3. Repair the damage by recovering all paths that went through x.



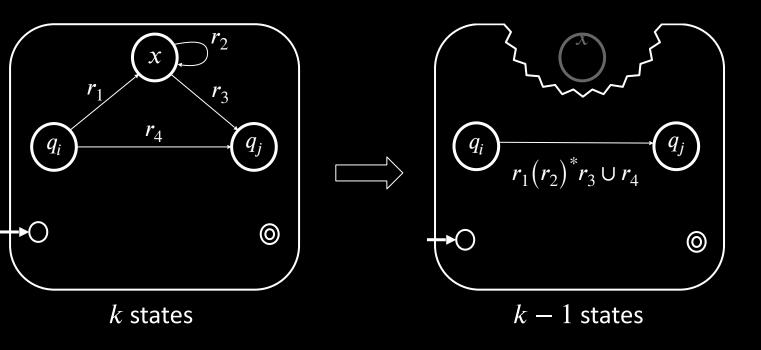
- 1. Pick any state *x* except the start and accept states.
- 2. Remove x.
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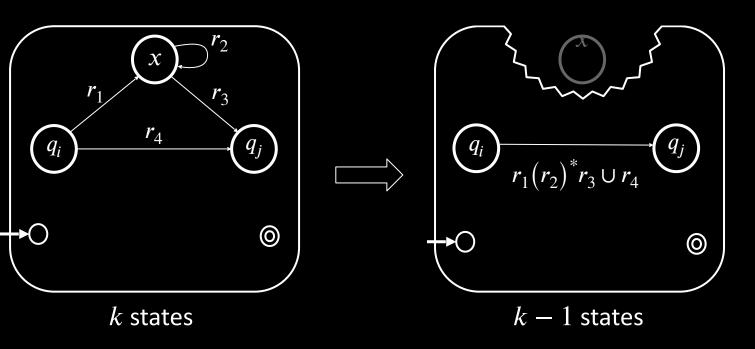
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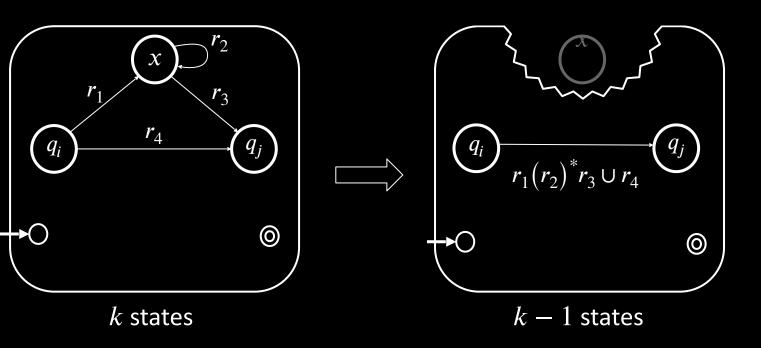


- 1. Pick any state *x* except the start and accept states.
- 2. Remove x.
- 3. Repair the damage by recovering all paths that went through x.
- 4. Make the indicated change for each pair of states q_i, q_j .



Thus DFAs and regular expressions are equivalent.

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Check-in 3.1

We just showed how to convert <u>GNFAs</u> to regular expressions but our goal was to show that how to convert <u>DFAs</u> to regular expressions. How do we finish our goal?

- (a) Show how to convert DFAs to GNFAs
- (b) Show how to convert GNFAs to DFAs
- (c) We are already done. DFAs are a type of GNFAs.

Thus DFAs and regular expressions are equivalent.

- 1. Pick any state *x* except the start and accept states.
- 2. Remove x.
- 3. Repair the damage by recovering all paths that went through x.
- 4. Make the indicated change for each pair of states q_i , q_j .

Check-in 3.1