

# CS 302.1 - Automata Theory

## Lecture 02

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IIIT Hyderabad

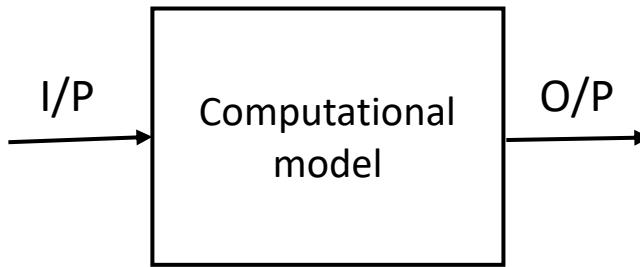


INTERNATIONAL INSTITUTE OF  
INFORMATION TECHNOLOGY

H Y D E R A B A D

# A quick recap

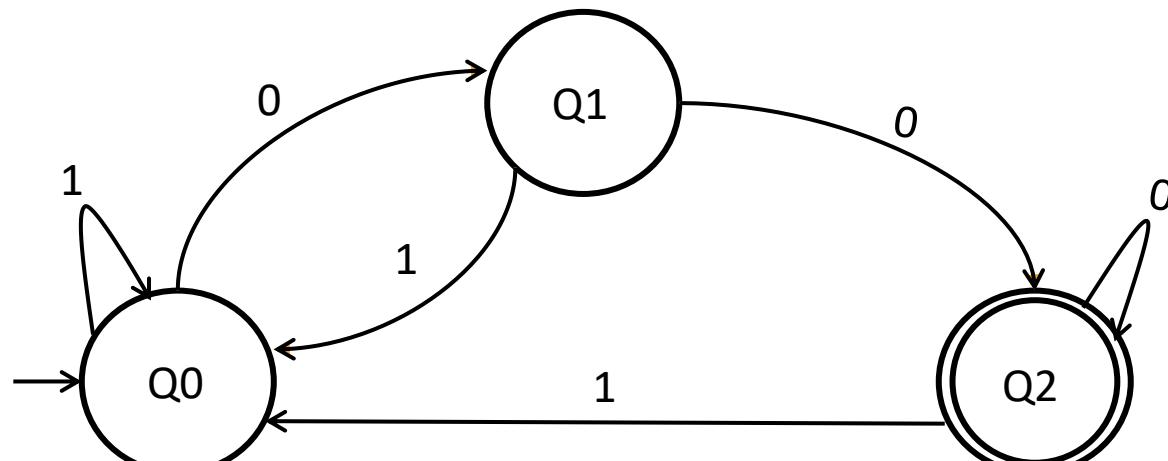
- Can a given problem be computed by a particular computational model?



A computational model solves a problem P if,

- (i) For all inputs belonging to the YES instance of P, the device outputs **YES**
- (ii) For all inputs belonging to the NO instance of P, the device outputs **NO**.

If (i) and (ii) hold, we say that the problem **P** is **computable** by this computational model.

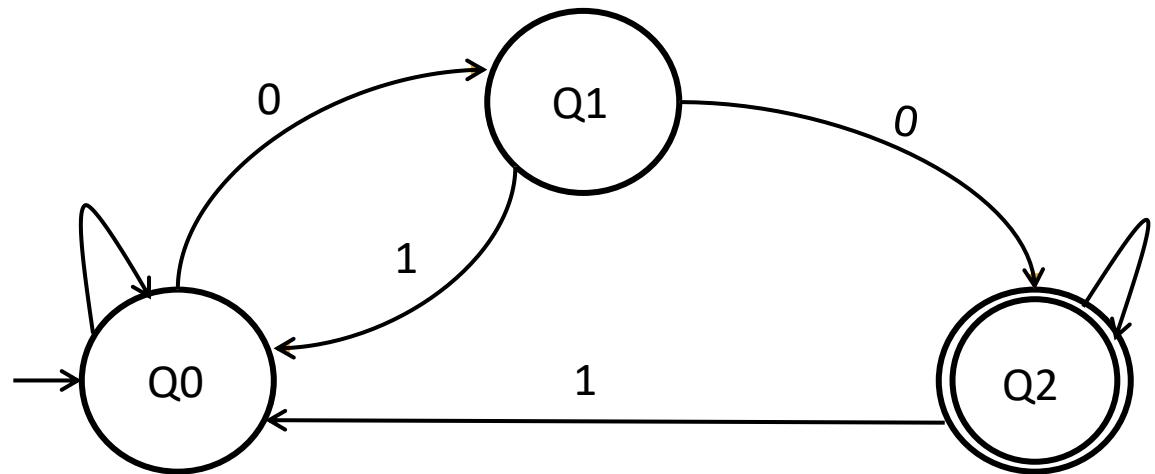


Deterministic Finite Automata (DFA)

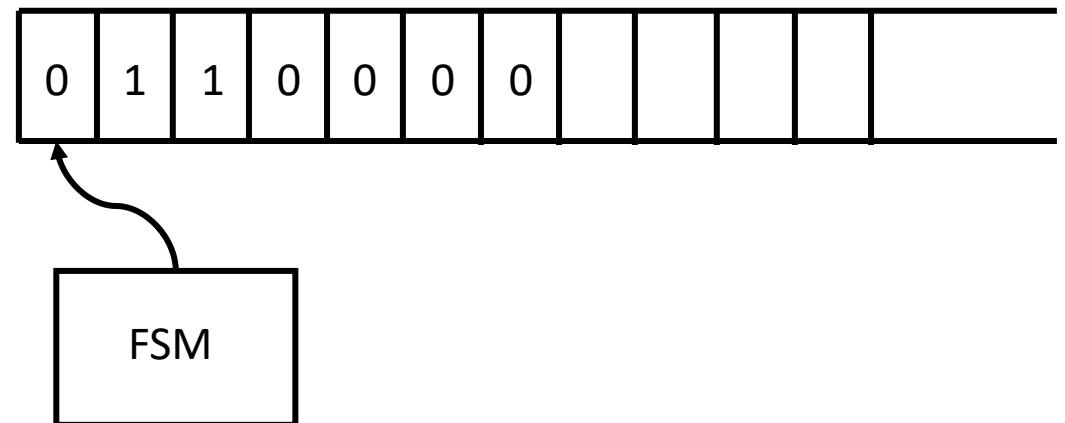
Characteristics:

- (i) Single start State
- (ii) Unique Transitions
- (iii) Zero or more final states

# A quick recap



Deterministic Finite Automata (DFA)



Run:

$$Q0 \xrightarrow{0} Q1 \xrightarrow{1} Q0 \xrightarrow{1} Q0 \xrightarrow{0} Q1 \xrightarrow{0} Q2 \xrightarrow{0} Q2 \xrightarrow{0} Q2$$

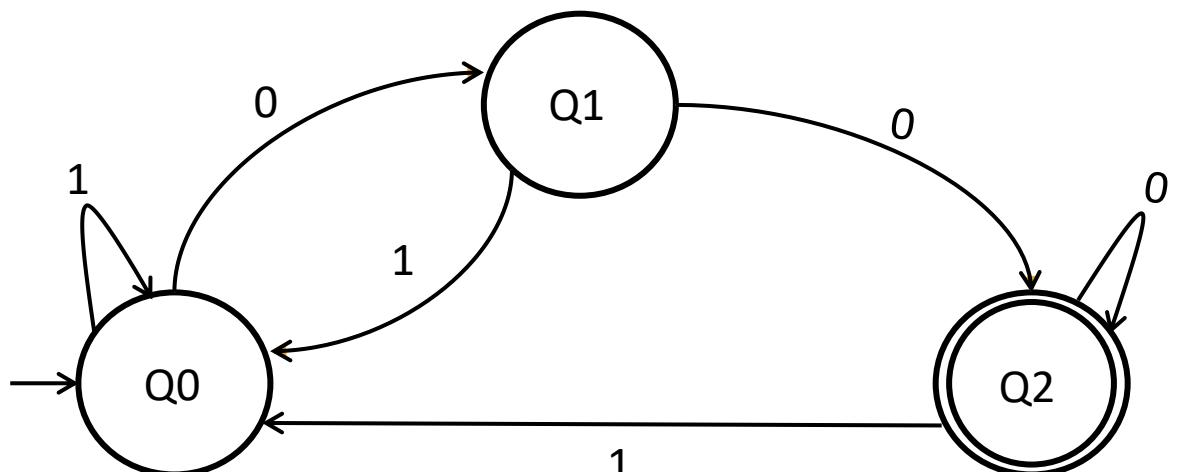
The DFA “accepts” an input string, if it corresponds to a *run* that ends up in the final state Q2. (**Accepting Run**)

The DFA “rejects” an input string, if it corresponds to a *run* that ends up in any non-final state. (**Rejecting Run**)

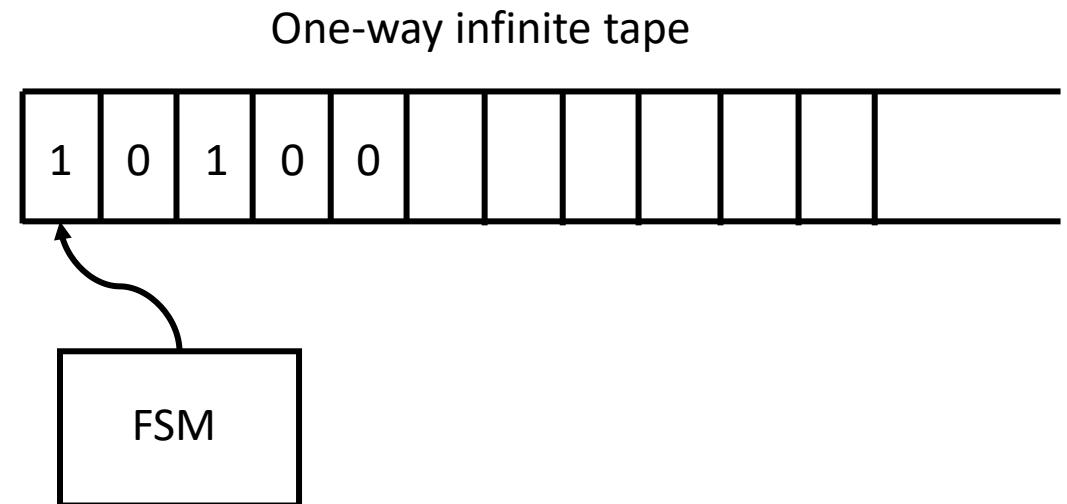
$$L(M) = \{\omega \mid \omega \text{ results in an accepting run}\}$$

$$\text{For the example above, } L(M) = \{\omega \mid \omega \text{ ends in "00"}\}$$

# Deterministic Finite Automata (DFA)



State transition diagram of the Finite State Machine



For any language  $L$ , we say  $M$  **recognizes**  $L$  if

$\forall \omega \in L, M(\omega) \text{ accepts}$

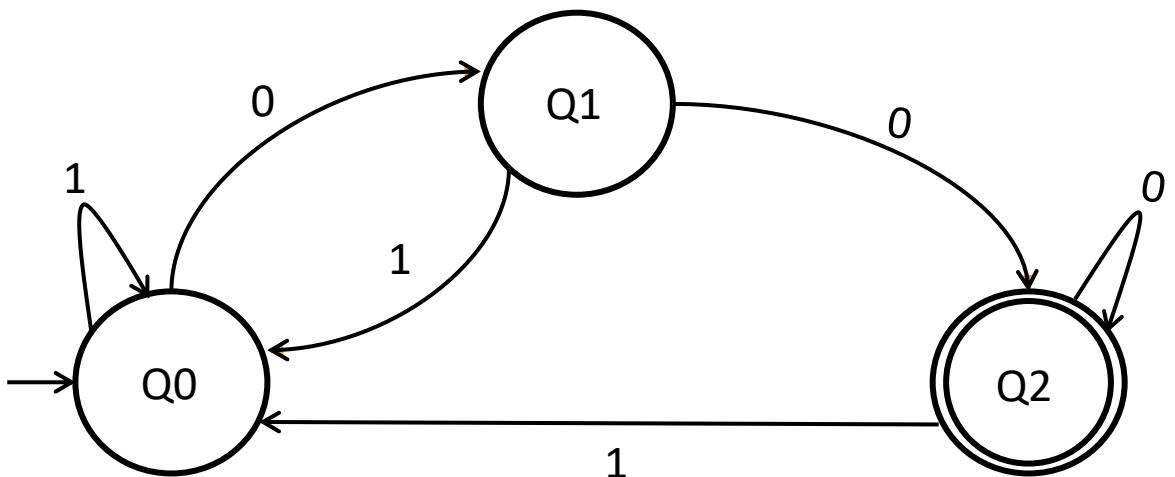
For any language  $L$ , we say  $M$  **decides**  $L$  if

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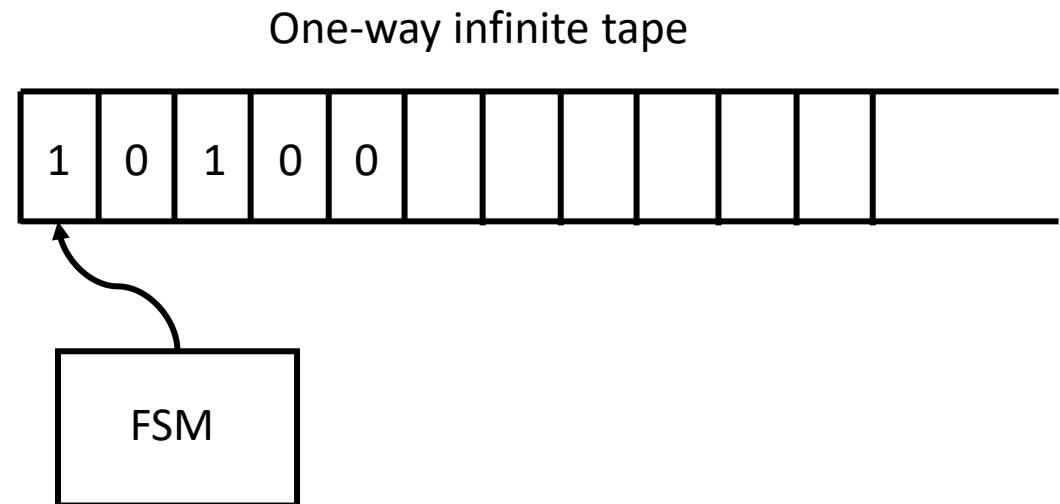
$\forall \omega \notin L, M(\omega) \text{ rejects}$

For a DFA, the notions of **deciding a language** and **recognizing a language** are equivalent, but this may not be true for other, more powerful computational models

# Deterministic Finite Automata (DFA)



State transition diagram of the Finite State Machine



Characteristics of DFA : (i) Single start state (ii) Unique transitions (iii) Zero or more final states

Formally, a finite automaton M is a 5-tuple  $(Q, \Sigma, \delta, q_0, F)$  where

- $Q$  is a finite set called the **states**.
- $\Sigma$  is a finite set called the **alphabet**.
- $\delta: Q \times \Sigma \mapsto Q$  is the **transition function** (unique).
- $q_0 \in Q$  is the **start state**.
- $F \subseteq Q$  are the **final/accepting states**.

$$Q = \{Q0, Q1, Q2\}$$

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

$$(Q0, 0) \mapsto Q1; (Q0, 1) \mapsto Q0, \dots, (Q2, 1) \mapsto Q0$$

$$q_0 = Q0$$

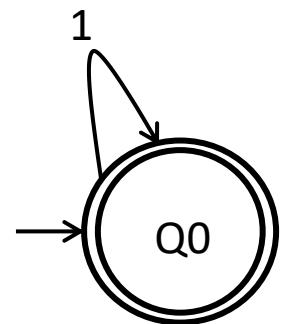
$$F = Q2$$

# Constructing DFA for a language

Examples:  $\Sigma = \{0, 1\}$ ,  $L(M) = \{\omega \mid \omega \text{ has an even number of } 0's\}$

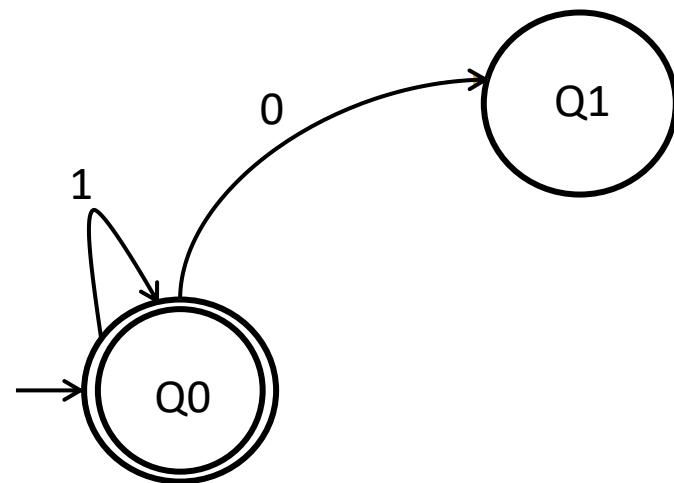
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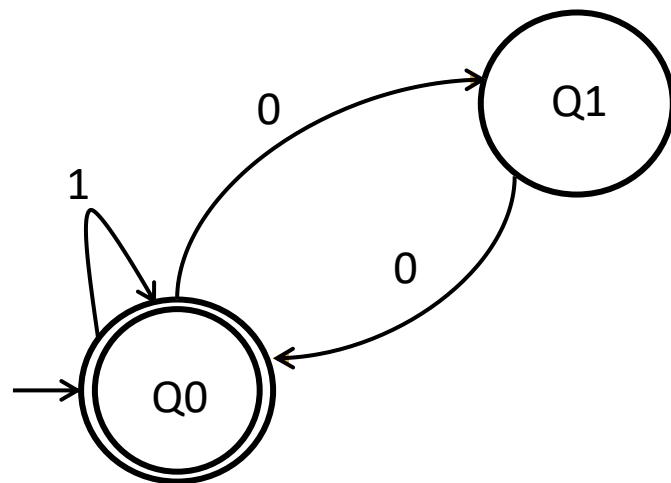
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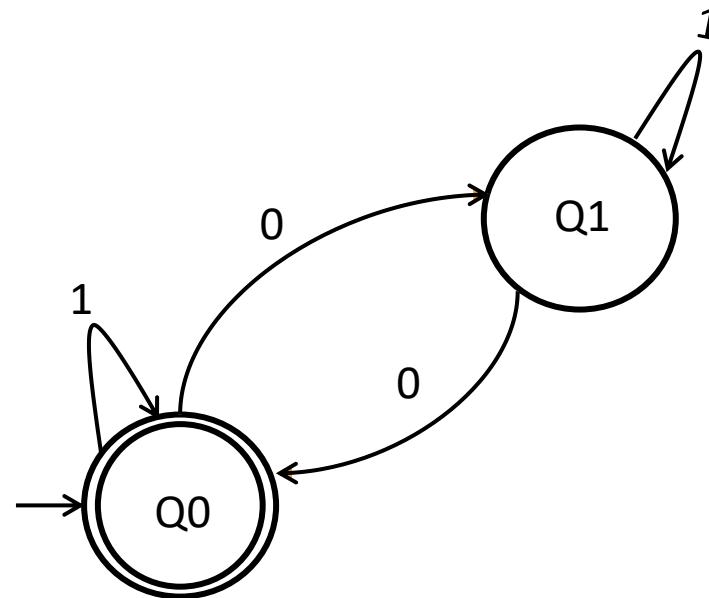
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# Constructing DFA for a language

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	0	1
Q0	Q1	Q0
Q1	Q0	Q1

# Constructing DFA for a language

Examples:  $\Sigma = \{0, 1\}$ ,  $L(M) = \{\omega \mid \omega \text{ is divisible by } 3\}$

Any input string would leave three remainders: 0, 1 or 2.

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Intuition: Let  $\omega$  be any substring of the input string divisible by 3, i.e.  $\omega = 0 \pmod{3}$

$$\omega 0 = 2 \times \text{value}(\omega) = 0 \pmod{3}$$

$$\omega 1 = 2 \times \text{value}(\omega) + 1 = 1 \pmod{3}$$

$$\omega 10 = 2 \times \text{value}(\omega 1) = 2 \pmod{3}$$

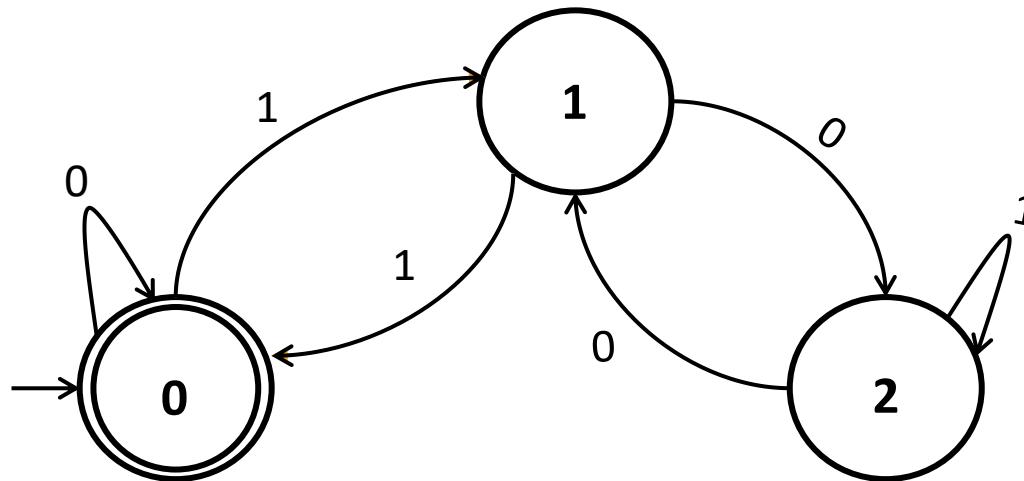
$$\omega 11 = 2 \times \text{value}(\omega 1) + 1 = 0 \pmod{3}$$

.... And so on

- The DFA will have three states, each corresponding to the remainder of  $\text{value}(\omega)/3$ .
- The final state =  $0 \pmod{3}$  – the string  $\omega$  is accepted if after reading it, the DFA ends in this state.

# Constructing DFA for a language

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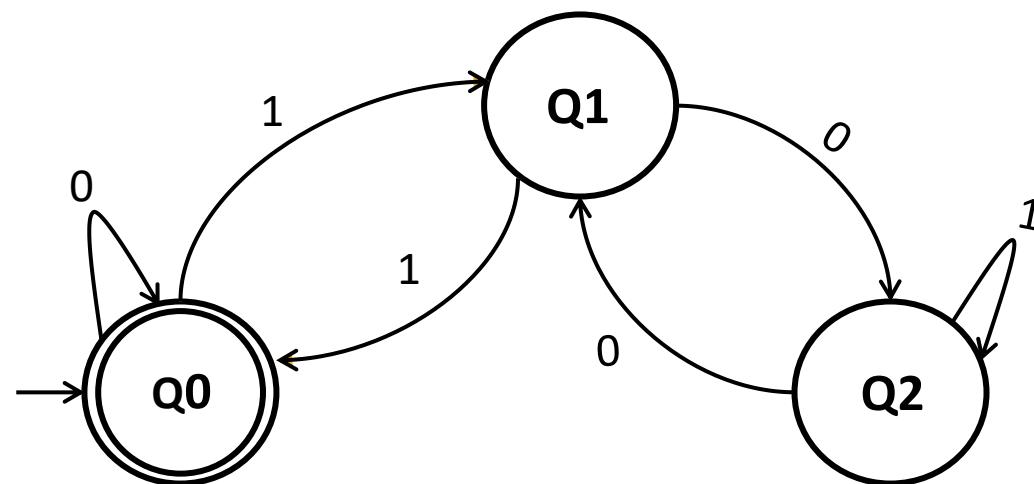
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Q1	Q2	Q0
Q2	Q1	Q2

# Constructing DFA for a language

Examples:  $\Sigma = \{0, 1\}$ ,  $L(M) = \{\omega \mid \omega \text{ is NOT divisible by } 3\}$

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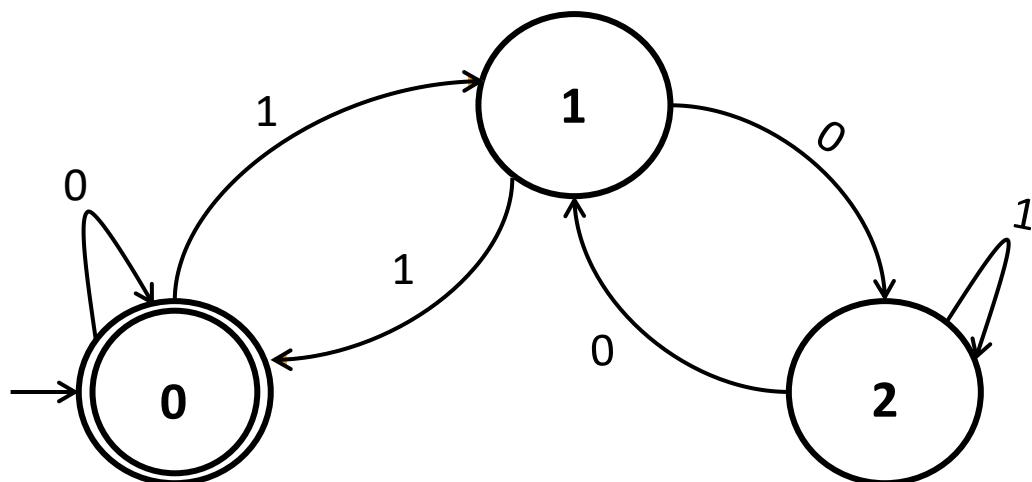
~~In fact if any DFA accepts  $L$ , the toggled DFA accepts  $\bar{L}$ , the complement of  $L$~~

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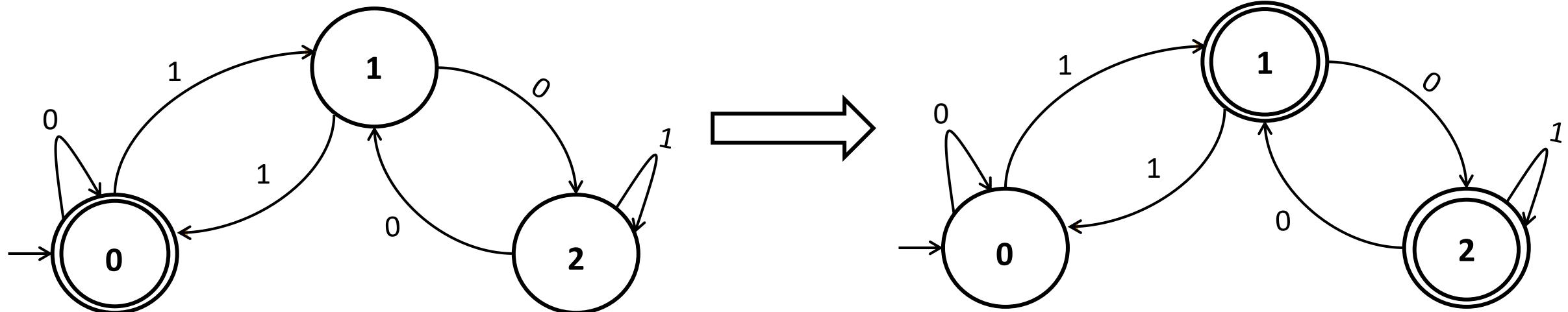


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# Non-deterministic Finite Automata (NFA)

~~Characteristics of DFA :~~ (i) Single start state (ii) Unique transitions (iii) Zero or more final states

# Non-deterministic Finite Automata (NFA)

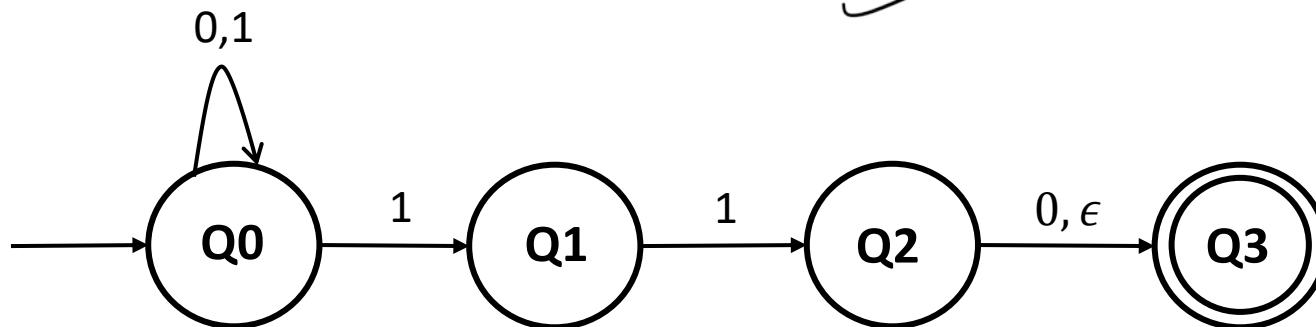
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**Characteristics of NFA :** (i) Single start state (ii) Zero or more final states

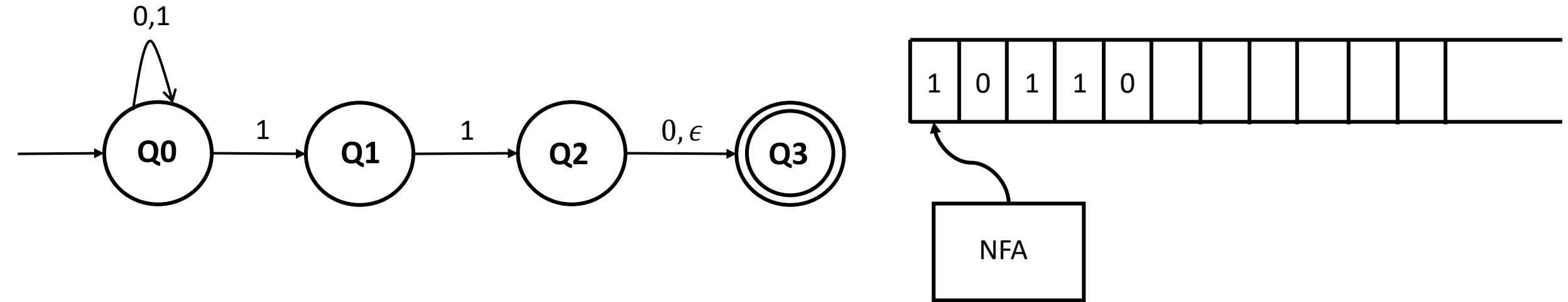
(iii) Multiple transitions are possible on the same input for a state

(iv) Some transitions might be missing

(v)  $\epsilon$  - transitions



# Non-deterministic Finite Automata (NFA)

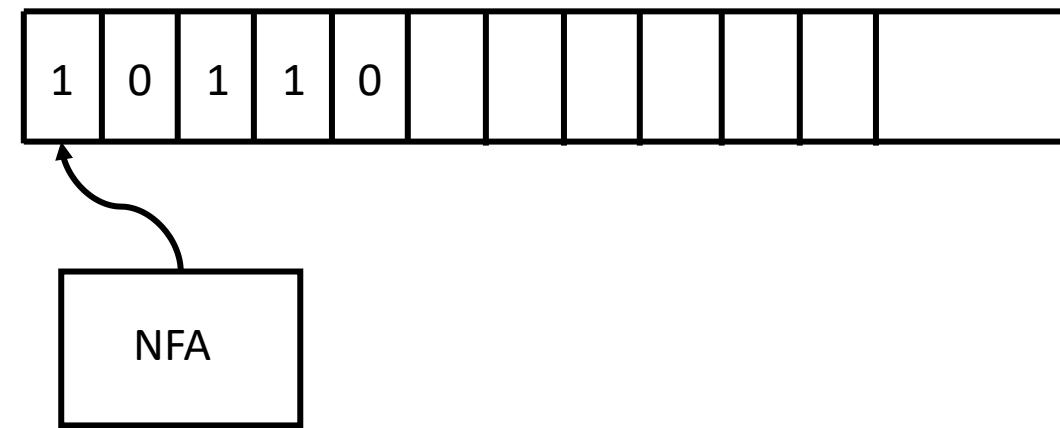
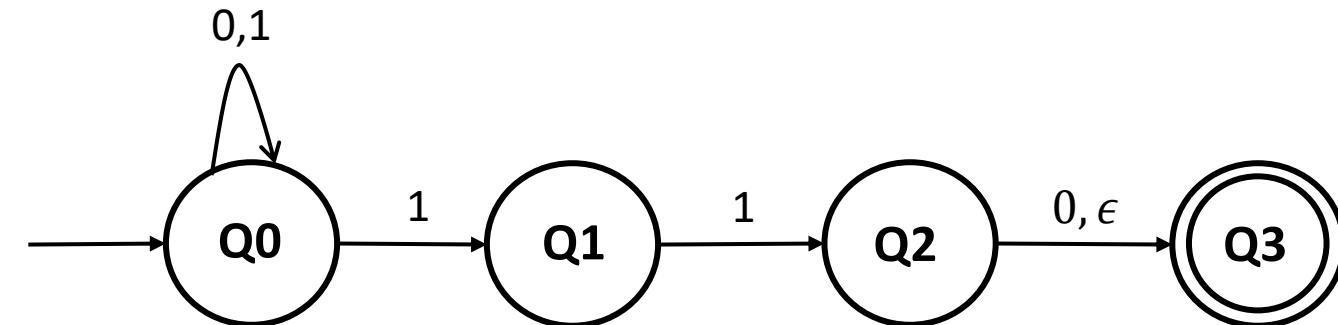


**Run 1:**  $Q_0 \xrightarrow{1} Q_0 \xrightarrow{0} Q_0 \xrightarrow{1} Q_0 \xrightarrow{1} Q_0 \xrightarrow{0} Q_0$  (**REJECT**)

**Run 2:**  $Q_0 \xrightarrow{1} Q_0 \xrightarrow{0} Q_0 \xrightarrow{1} Q_1 \xrightarrow{1} Q_2 \xrightarrow{0} Q_3$  (**ACCEPT**)

Multiple **runs** per input is possible

# Non-deterministic Finite Automata (NFA)



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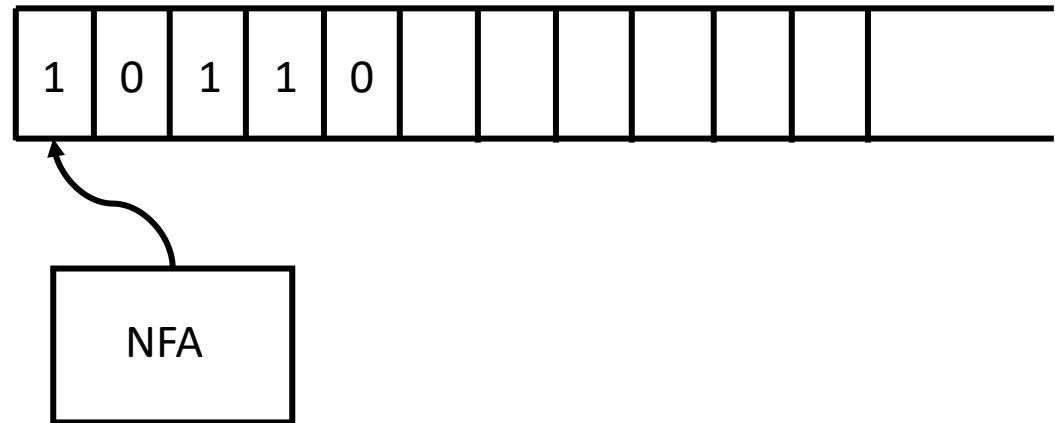
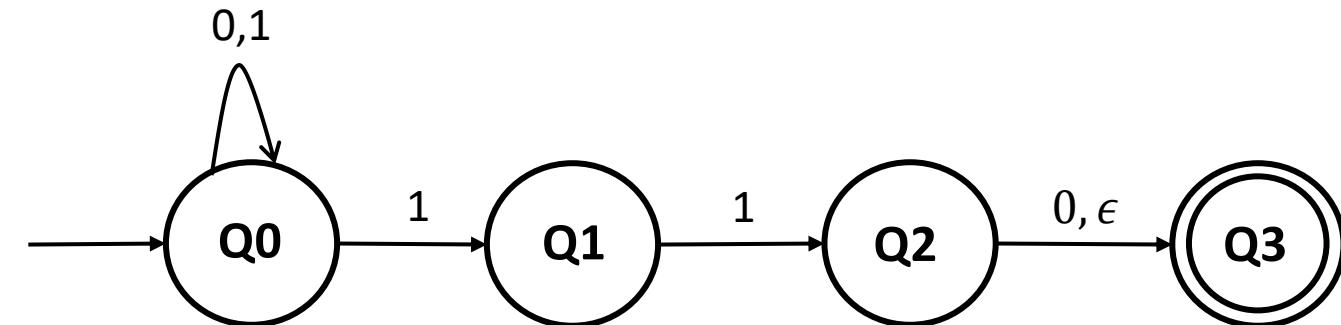
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**Run 3:**  $Q_0 \xrightarrow{1} Q_0 \xrightarrow{0} Q_0 \xrightarrow{1} Q_0 \xrightarrow{1} Q_1 \xrightarrow{0}$  **CRASH**

**Run 4:**  $Q_0 \xrightarrow{1} Q_0 \xrightarrow{0} Q_0 \xrightarrow{1} Q_1 \xrightarrow{1} Q_2 \xrightarrow{\epsilon} Q_3 \xrightarrow{0}$  **CRASH**

**CRASH** is a Rejecting Run

# Non-deterministic Finite Automata (NFA)



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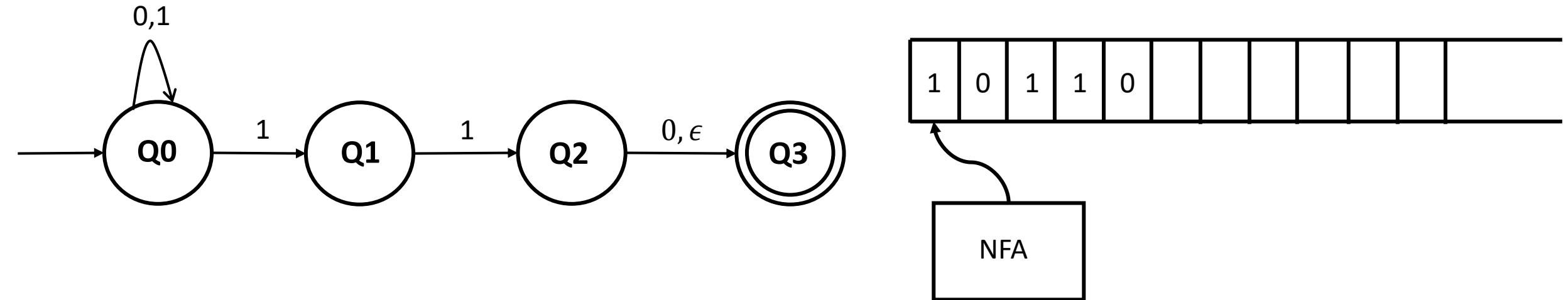
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The NFA “accepts” an input string, if it at **least one run** ends up in the final state. (**Accepting Run**)

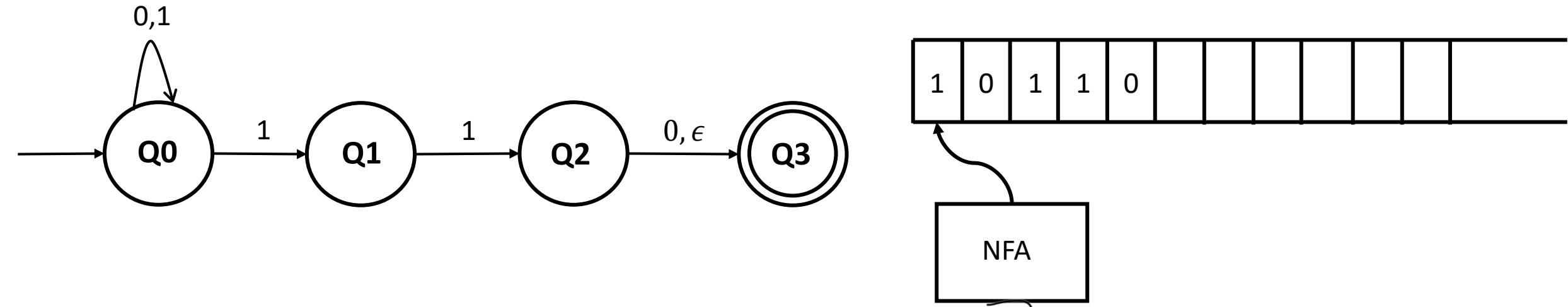
The NFA “rejects” an input string, if there are **no runs** that end up in a final state. (**Rejecting Run**)

# Non-deterministic Finite Automata (NFA)



	0	1	$\epsilon$
$Q_0$	$Q_0$	$Q_0, Q_1$	
$Q_1$		$Q_2$	
$Q_2$	$Q_3$		$Q_3$
$Q_3$			

# Non-deterministic Finite Automata (NFA)



Formally, a NFA  $M$  is a 5-tuple  $(Q, \Sigma, \delta, q_0, F)$  where

- $Q$  is a finite set called the **states**.
- $\Sigma$  is a finite set called the **alphabet**.
- $\delta: Q \times \Sigma \mapsto P(Q)$  is the **transition function**.  $P(Q)$  is the power set of  $Q$
- $q_0 \in Q$  is the **start state**.
- $F \subseteq Q$  is the set of **final/accepting states**.

	0	1	ε
$Q_0$	$Q_0$	$Q_0, Q_1$	
$Q_1$		$Q_2$	
$Q_2$	$Q_3$		$Q_3$
$Q_3$			

# NFA vs DFA

- Are NFAs more powerful than DFAs?
- Intuitively, non-determinism seems to be adding more “power”.

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- Is  $L_2 \subseteq L_1$ ?

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- Let  $L_1$  be the language accepted by NFAs and  $L_2$  be the language accepted by DFAs
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- Let  $L_1$  be the language accepted by NFAs and  $L_2$  be the language accepted by DFAs
- Is  $L_2 \subseteq L_1$ ? Clearly true, because a DFA is just a special case of an NFA.
- Surprisingly, what we will show next is that  $L_1 \subseteq L_2$ !
- That is, given an NFA, we can convert it to a DFA that accepts the same language.
- Such a DFA is called a “Remembering DFA”.

Thus, DFAs and NFAs are completely equivalent and  $L_1 = L_2$ !

# Converting an NFA to a DFA

Intuitive idea for the construction of a Remembering DFA from an NFA:

- Let  $R$  be the Remembering DFA corresponding to an NFA  $N$ .
  - $R$  on an input enters a state that is labelled by all possible states that  $N$  can enter on that input.
  - Note that this “trims away” the non-determinism of the NFA  $N$  without “losing” the language it accepts.
-  Also note that if  $N$  has  $k$  states, then  $R$  has at most  $2^k$  states. Why?

# Converting an NFA to a DFA

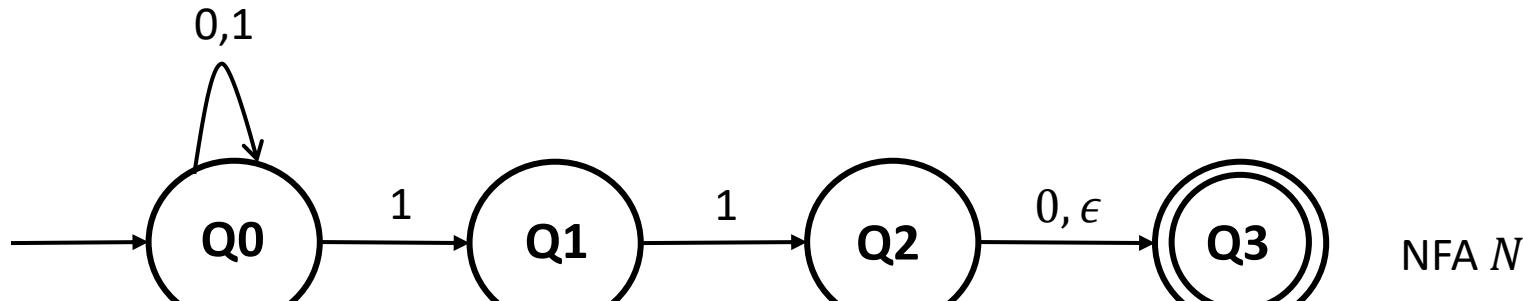
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- Any label in the Remembering DFA is a subset of  $\{Q_0, Q_1, Q_2, \dots, Q_{k-1}\}$ , where  $Q_i = \text{State of the NFA}$ .
- There are at most  $2^k$  labels for the DFA.

# Converting an NFA to a DFA

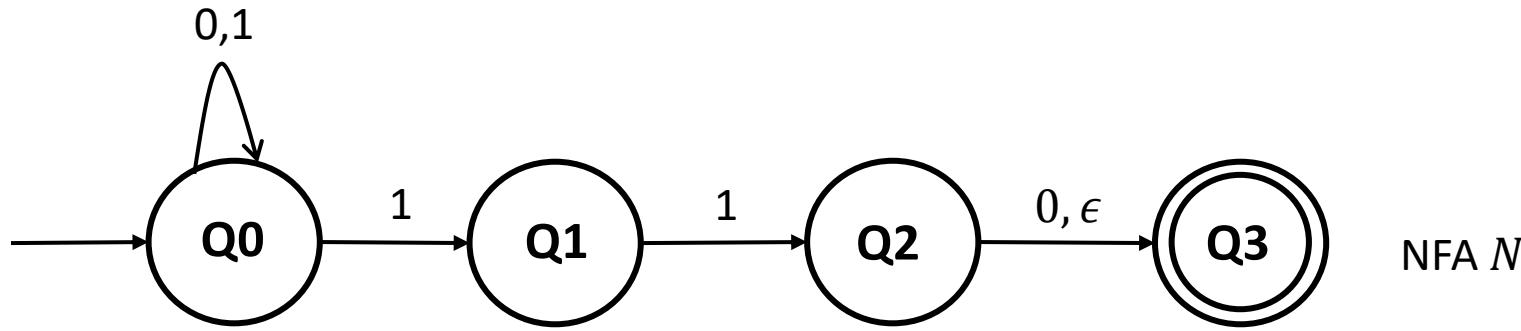
- $R$  on an input enters a state that is labelled by all possible states that  $N$  can enter on that input.



	0	1	$\epsilon$
Q0	Q0	Q0, Q1	
Q1		Q2	
Q2	Q3		Q3
Q3			

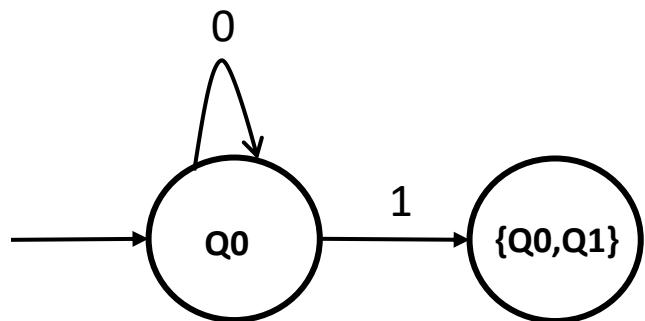
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NFA  $N$

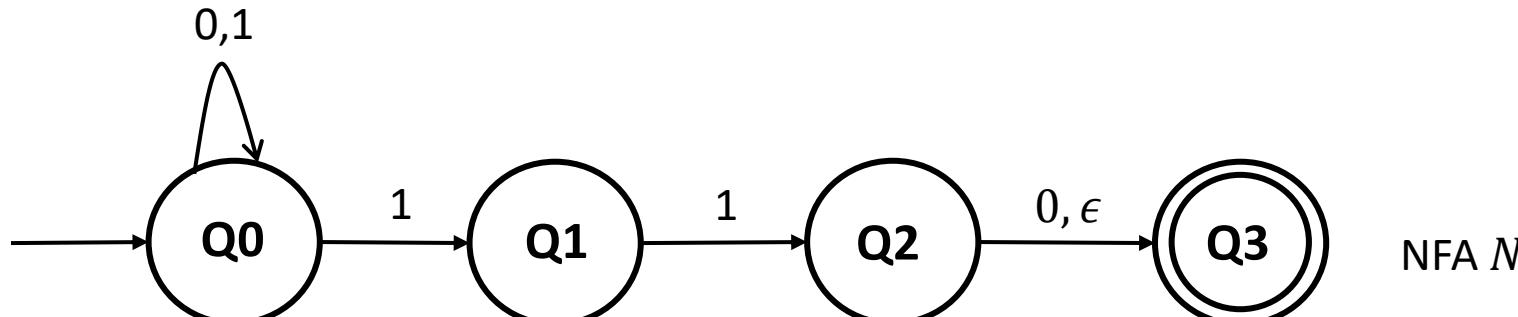
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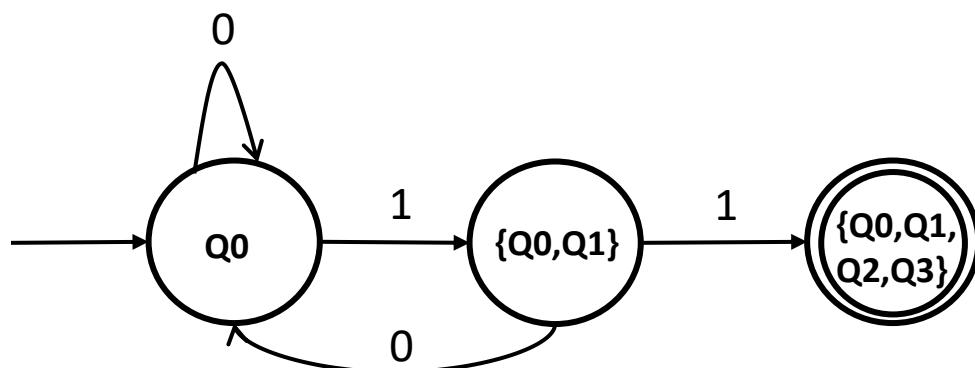
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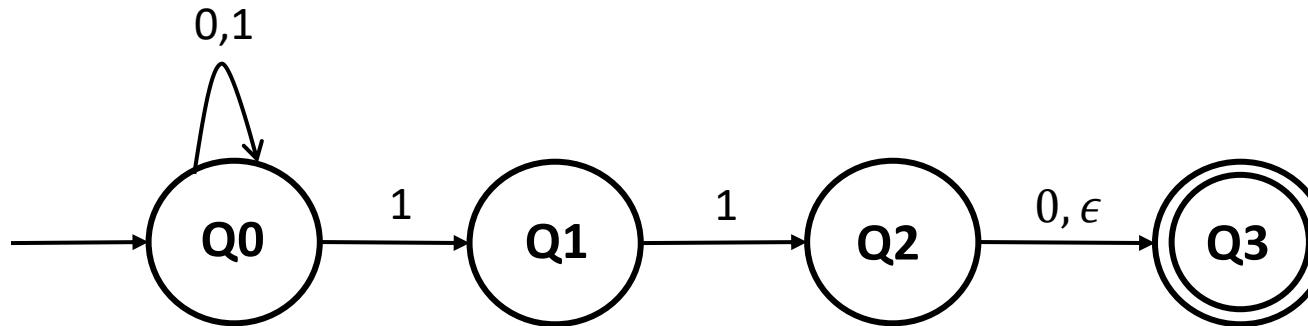
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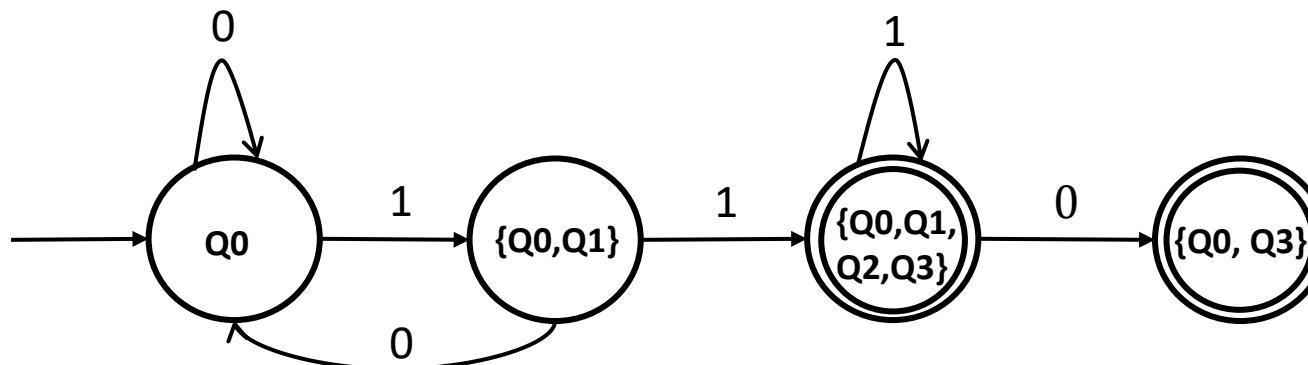
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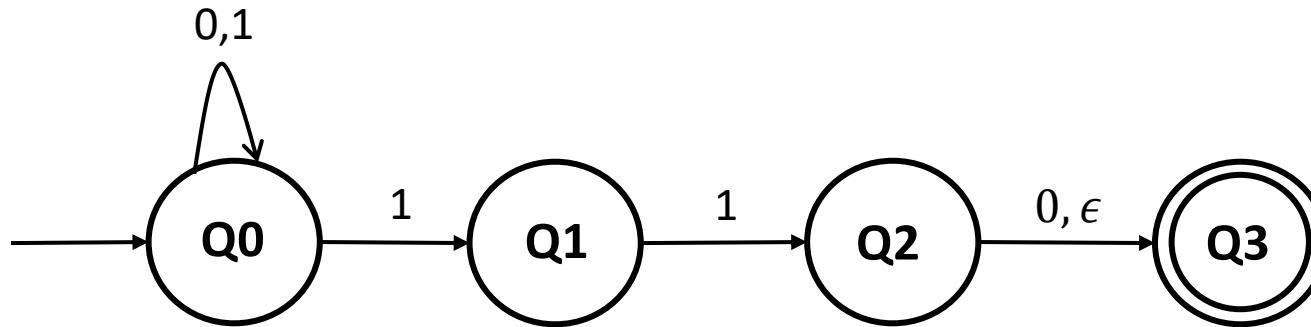


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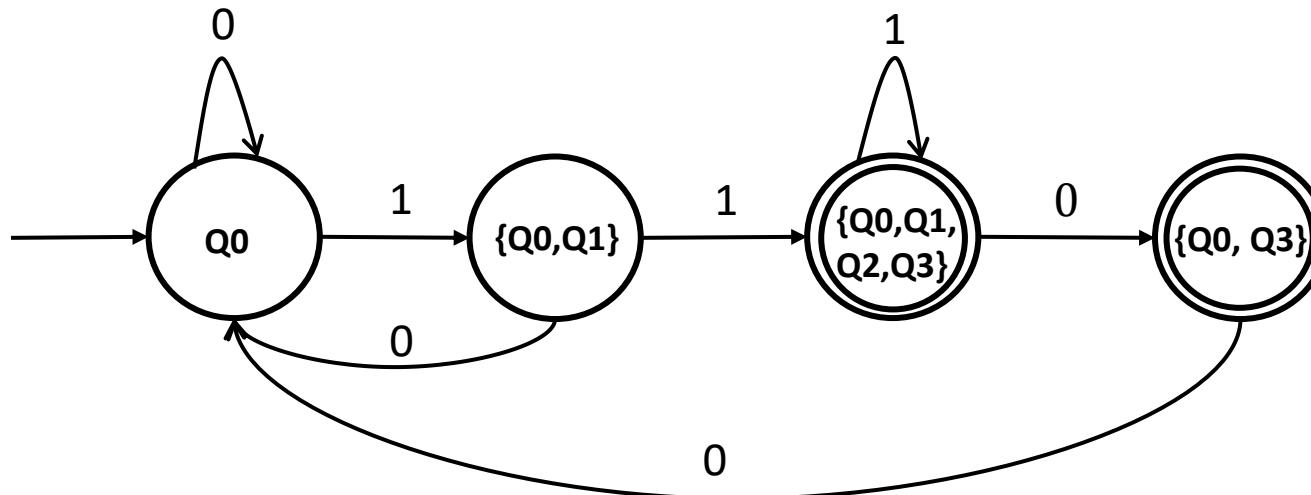
# Converting an NFA to a DFA

- $M_2$  on an input enters a state that is labelled by all possible states that  $M_1$  can enter on that input.



NFA  $N$

	0	1	$\epsilon$
$Q_0$	$Q_0$	$Q_0, Q_1$	
$Q_1$		$Q_2$	
$Q_2$	$Q_3$		$Q_3$
$Q_3$			

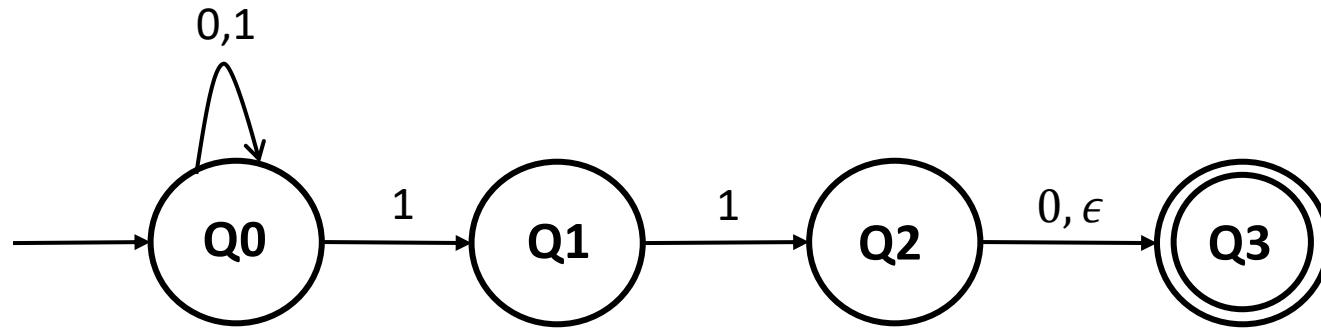


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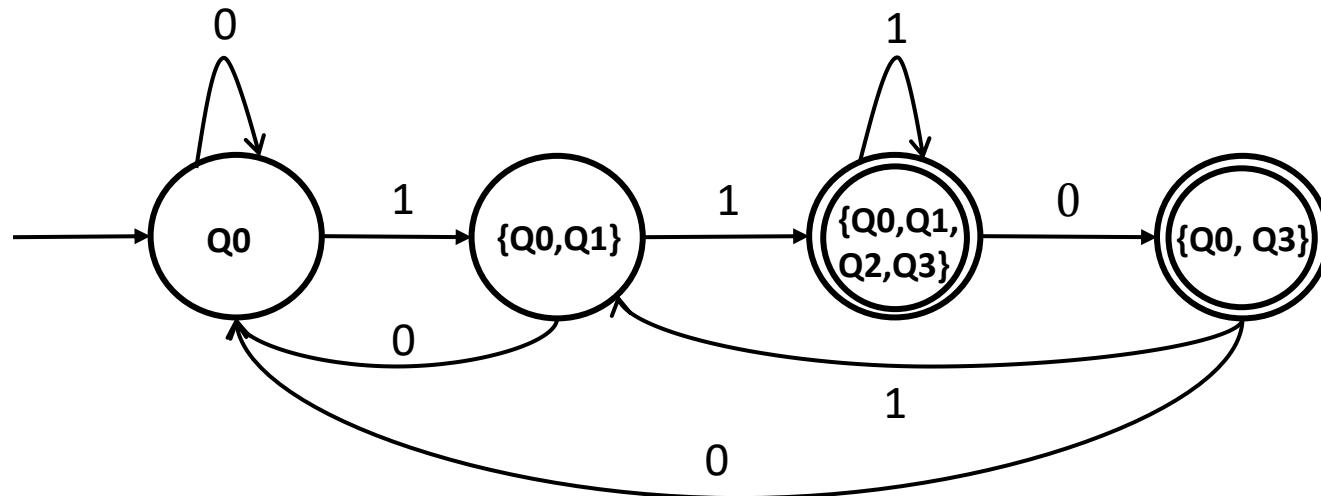
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$Q_3$			

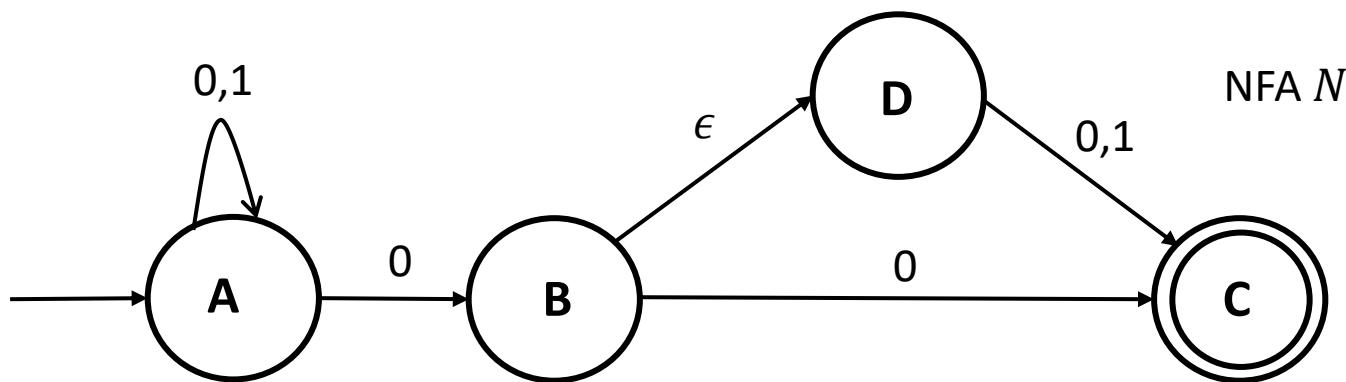


Remembering DFA  $R$

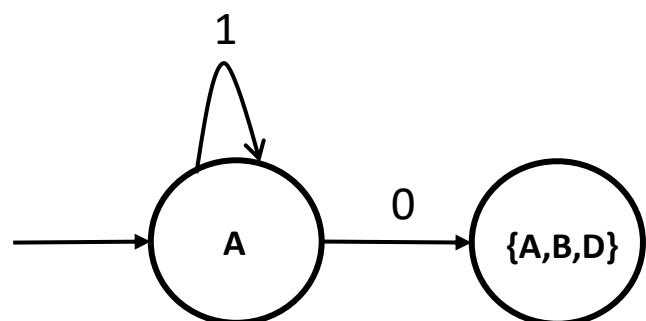
Any state of  $R$  that contains in its label, an accepting state of  $N$  is an accepting state of  $R$ .

# Converting an NFA to a DFA

- $M_2$  on an input enters a state that is labelled by all possible states that  $M_1$  can enter on that input.



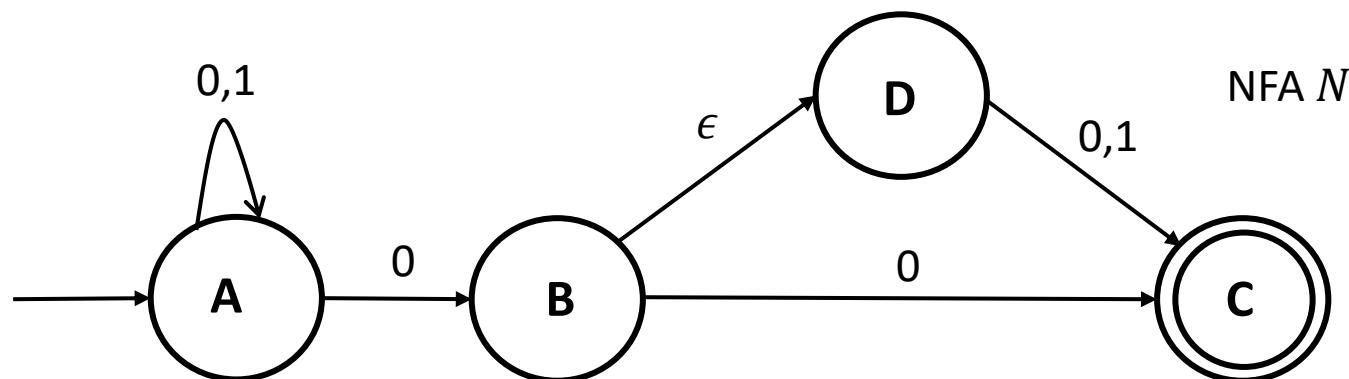
	0	1	$\epsilon$
A	A, B	A	
B	C		D
C			
D	C	C	



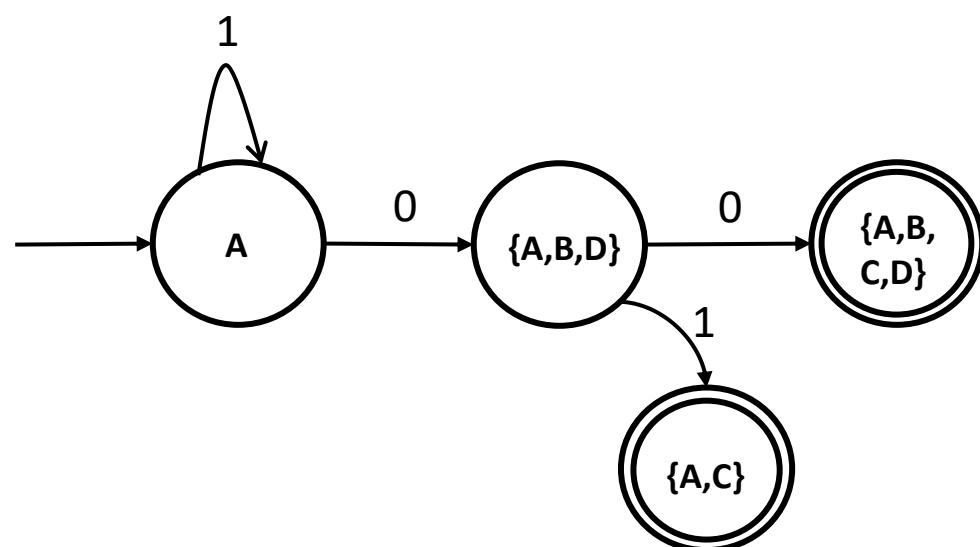
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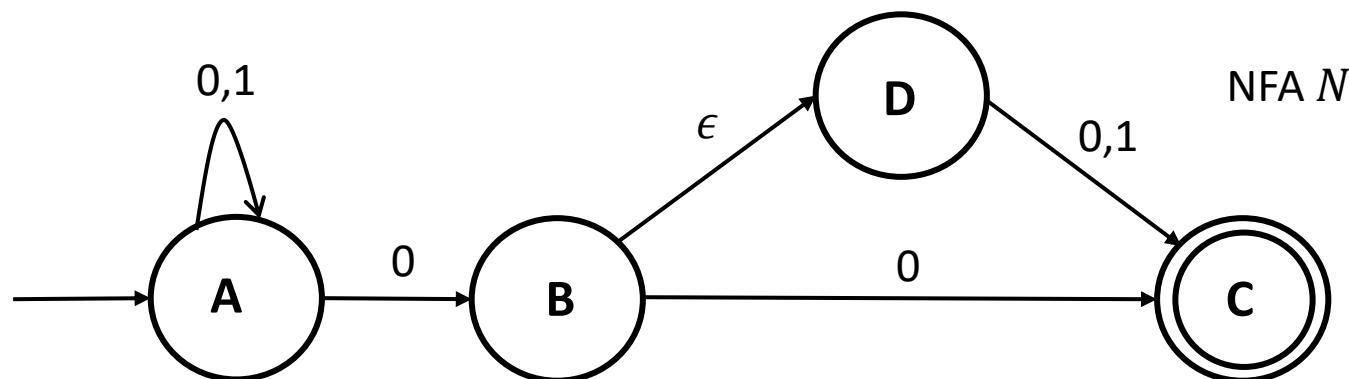
	0	1	$\epsilon$
A	A, B	A	
B	C		D
C			
D	C	C	



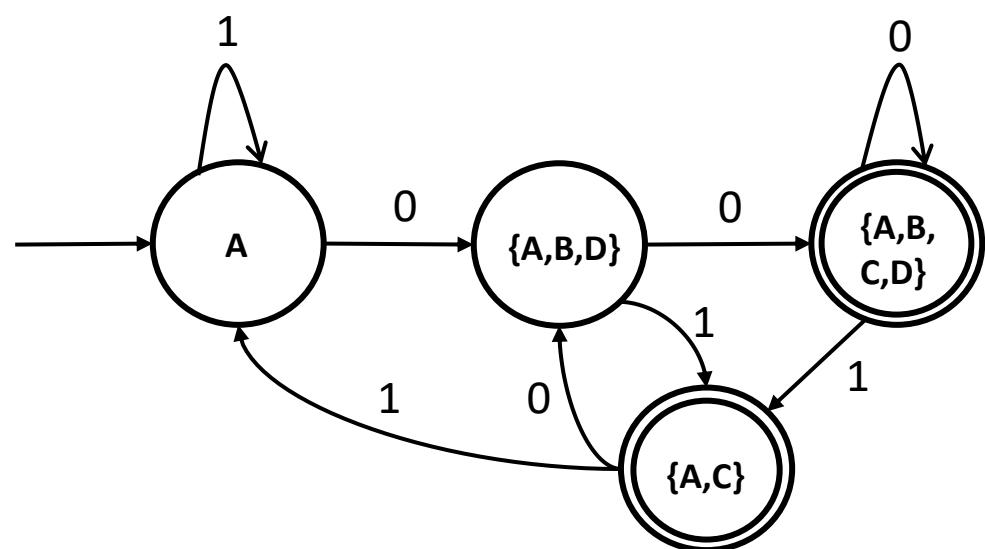
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	0	1	$\epsilon$
A	A, B	A	
B	C		D
C			
D	C	C	



Remembering DFA  $R$

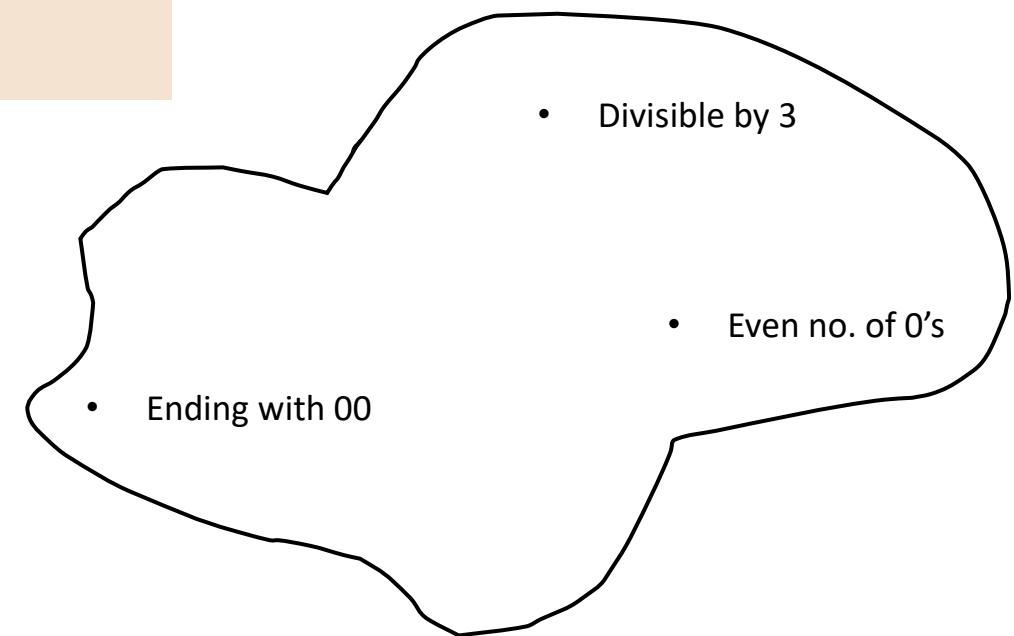
# Regular Languages

A language is called a **Regular Language** if there exists some finite automata recognizing it.

If  $M$  be a finite automaton (DFA/NFA) and,

$$L(M) = \{\omega \mid \omega \text{ is accepted by } M\}$$

**$L(M)$  is regular.**



Set of all regular Languages

# Regular Languages

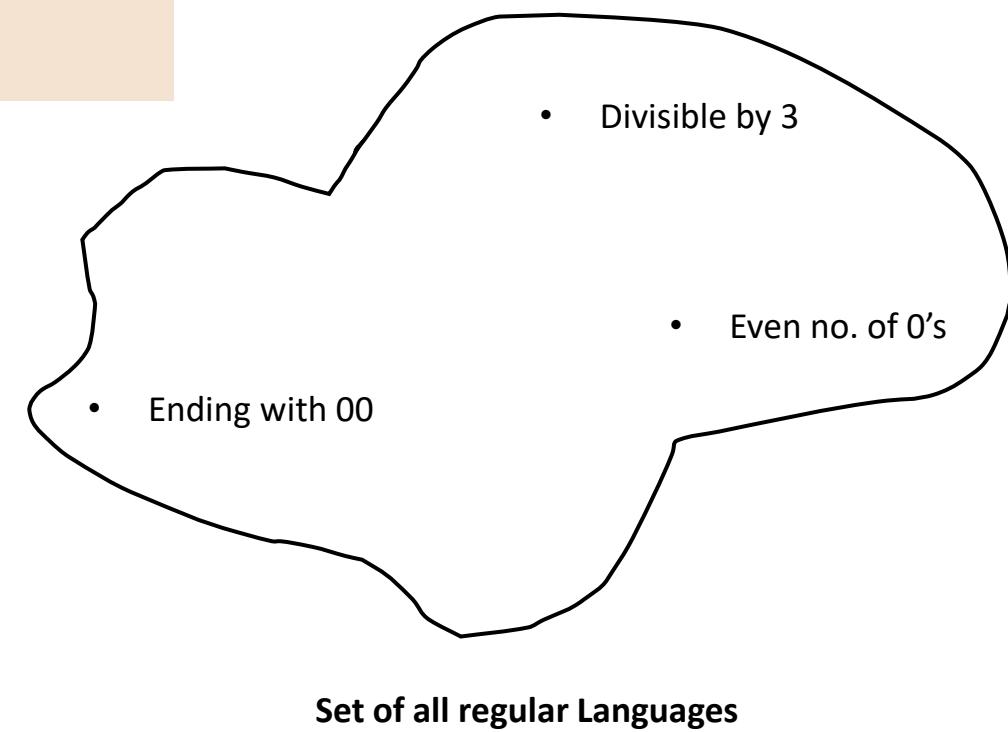
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**$L(M)$  is regular.**

- Any language has associated with it, a set of operations that can be performed on it.
- These operations help us to understand the properties of that language, e.g. closure properties
- For regular languages, this will help us prove that certain languages are non-regular and hence we cannot hope to design a finite automaton for them



**Thank You!**