

# CS 181 (Introduction to Formal Languages and Automata Theory)

March 30, 2022

# 1 Deterministic finite automata (DFAs)

## 1.1 Basic notions

### Definition 1.1.1

An **alphabet** is any finite set of symbols.

**Example 1.1.2.** Binary alphabet:  $\{0, 1\}$

**Example 1.1.3.** English alphabet:  $\{a, b, \dots, c\}$

### Definition 1.1.4

A **string** is any finite sequence of symbols from a given alphabet.

**Example 1.1.5.** 001010110101

**Example 1.1.6.** abracadabra

**Example 1.1.7.**  $\epsilon$  (empty string)

### Definition 1.1.8

A **language** is a set of strings over a given alphabet.

**Example 1.1.9.**  $\emptyset$  (empty language)

**Example 1.1.10.**  $\{\epsilon\}$

**Example 1.1.11.**  $\{\text{acclaim, aim, brim}, \dots\}$

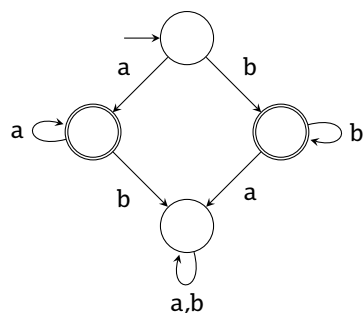
**Example 1.1.12.**  $\{0, 1, 00, 11, \dots\}$

### Definition 1.1.13

A **computational device** is a mechanism that inputs a string and either accepts or rejects it.

## 1.2 Deterministic finite automata

- Choose an alphabet:  $\{a, b\}$ .
- Draw states.
- Choose start state and accept states.
- Draw transitions (out of every state on every symbol).



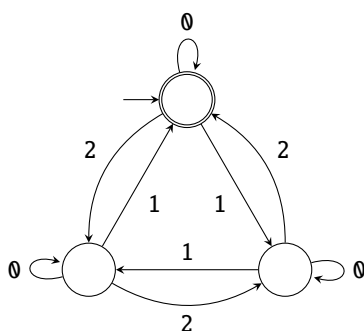
Input	Output
$\varepsilon$	reject
ab	reject
aaa	accept
bb	accept

In words, this machine accepts nonempty strings of all a's or all b's.

### Definition 1.2.1

The **language** of a DFA is the set of all strings it accepts.

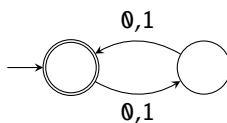
### Example 1.2.2.



Input	Output
$00\dots 0$	accept
12	accept
111	accept
$20$	reject
1	reject

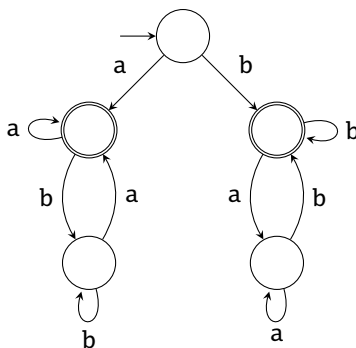
Alphabet:  $\{0, 1, 2\}$ , language:  $\{w : 3 \mid \sum w_i\}$

### Example 1.2.3.



Alphabet:  $\{0, 1\}$ , language:  $\{w : 2 \mid |w|\}$

### Example 1.2.4.

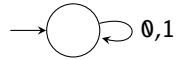


Alphabet:  $\{a, b\}$ , language:  $\{w : w \neq \varepsilon \wedge w_1 = w_{|w|}\}$

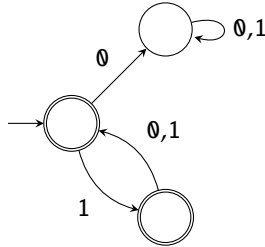
### 1.3 Designing DFAs

We will be using the binary alphabet  $\{0, 1\}$ .

**Example 1.3.1.** Language:  $\emptyset$



**Example 1.3.2.** Language:  $\{w : \text{every odd position is a 1}\}$



**Example 1.3.3.** Language:  $\{w : w \text{ ends in } 0\}$

