

## Lecture 6 Finite Automata

Slides by David Albrecht (2011), modified by Graham Farr (2013).

FIT2014 Theory of Computation

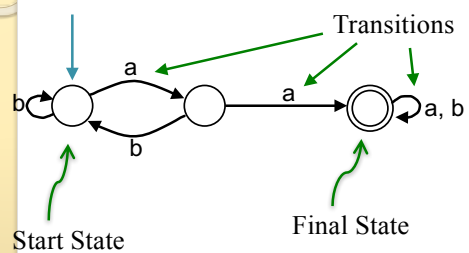
### Overview

- Definition
- How they are used to define languages
- Representations
- Complement Languages
- Comparison with Regular Expressions

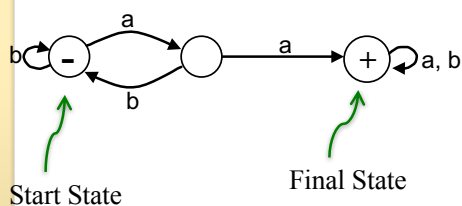
### Finite Automaton

- Sometimes known as a **Deterministic Finite Automaton**.
- Used for determining whether a word does or does not belong to a **Regular Language**.
- Used for defining a **Regular Language**.
- Used in **Lexical Analysers**.

### Notation



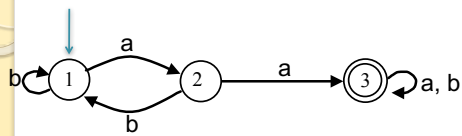
### Alternative Notation



### Finite automaton: definition

- A finite set of *states*
  - One called the Start State
  - Some (maybe none) called Final States
- An alphabet of possible *input letters*
- A finite set of *transitions*
  - that tell, for each state and each letter in the alphabet, which state to go to next.
  - There is an unique transition from any state for each letter in the alphabet.

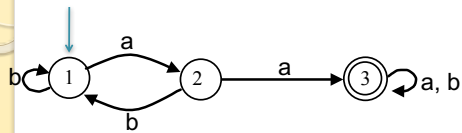
## Finite automata: representations



	a	b
Start 1	2	1
2	3	1
Final 3	3	3

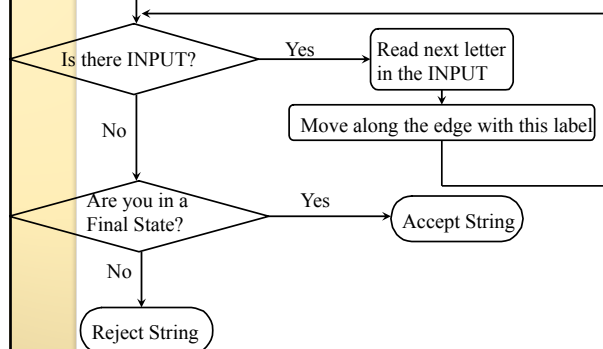
## Finite automata

Every string traces a *unique* path in the automaton, starting from the Start State and following the transitions, letter by letter.



	a	b
Start 1	2	1
2	3	1
Final 3	3	3

Begin in the Start State



## Finite automata

Every string traces a *unique* path in the automaton, starting from the Start State and following the transitions, letter by letter.

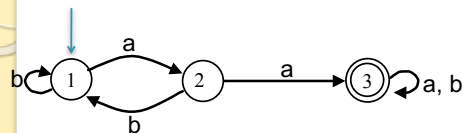
### Definitions

A string is **accepted** by a FA if its path ends on a Final State. Otherwise the string is **rejected**.

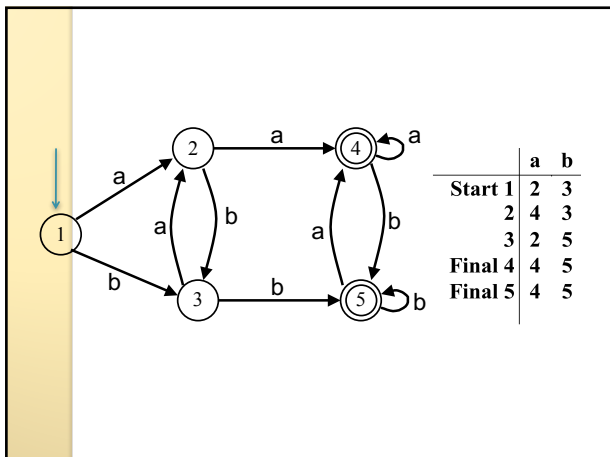
The **language recognised** by a FA is the set of all strings it accepts.

We say the FA **recognises** the language, or **accepts** the language.

## Representations



	a	b
Start 1	2	1
2	3	1
Final 3	3	3



## Special Cases

- All words accepted.
- Only the empty word accepted.
- A single word accepted.

## Complements

If  $L$  is a language over an alphabet, then its **complement**  $\bar{L}$  is set of strings of letters from the alphabet that are not words in  $L$ .

The complement of  $L$  is sometimes denoted by  $L^c$  or  $L^c$ .

## EVEN-EVEN

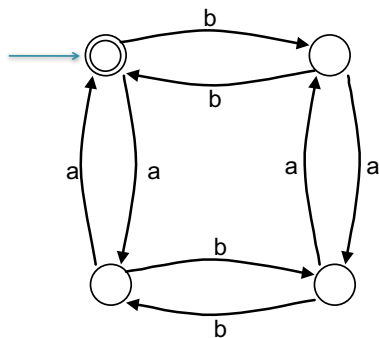
**EVEN-EVEN** is the set of strings that contain an **even** number of **a**'s and an **even** number of **b**'s.

- E.g.  
 $\epsilon$  aa bb aaaa aabb abab abba baab

**EVEN-ODD** is the set of strings which contain an **odd** number of **a**'s or an **odd** number of **b**'s.

- E.g.  
a b ab ba aaa aab aba abb baa ...

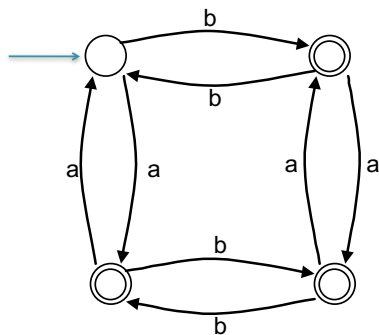
## EVEN-EVEN



## Complement Finite Automaton (FA)

- Suppose some FA accepts the language  $L$
- Change all the final states in this FA to non-final states, and all the non-final states to final states.
- This new FA now accepts all the strings not accepted by the original FA (i.e., all the words in  $\bar{L}$ ), and rejects all the words that the original accepted (i.e., the words in  $L$ ).
- So the new FA accepts  $\bar{L}$ .

## EVEN-EVEN



## Comparison with Regular Expressions

- It is easier to write down a regular expression that defines a language than to design a FA to accept this language.
- It is easier to check whether a given string is accepted by a FA than it is to see whether it matches a regular expression.
- It is easier to find complements using a FA than by using a regular expression.

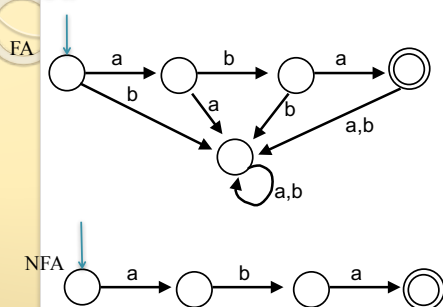
## Some Generalizations of Finite Automata

- For every state and letter, there is **not** a **unique** transition.
- **Change state without** reading any letter.
- Read **more than one** letter at a time.
- Read **strings** which **match regular expressions**.

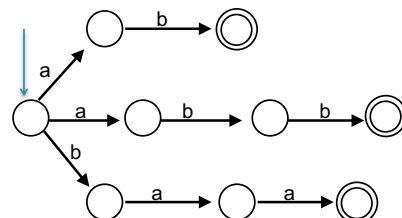
## Nondeterministic Finite Automaton (NFA) Definition

- Like a Finite Automaton (FA) except for transitions
  - For **some** states and letters there is a transition.
  - **The labels may include the empty word  $\epsilon$ .**
- So for a given letter and state there may be:
  - **No transition**
  - **More than one transition**
- For a given string, the path it takes ...
  - might **not exist**
  - might **not be unique**

aba



$ab \cup abb \cup baa$



# Is abbbabbbabba accepted?

```
graph TD; S(( )) -- a --> T(( )); S -- a --> B(( )); T -- a --> T; T -- "a,b" --> TR(( )); T -- b --> B; TR -- b --> TR; TR -- a --> BR(( )); B -- b --> B; B -- a --> TR; BR -- a --> BR; BR -- b --> B; BR -- b --> TR; style S fill:#fff,stroke:#000; style T fill:#fff,stroke:#000; style B fill:#fff,stroke:#000; style TR fill:#fff,stroke:#000,stroke-width:2px; style BR fill:#fff,stroke:#000;
```

## Properties

- If there is **no transition** for the **current letter and state** the machine **crashes**.
- Paths from the **Start State** to a **Final State** for a given input:
  - **One**
  - **None**
  - **Several** (Nondeterministic)
- Accept a string if there is at **least one** path from the **Start State** to a **Final State**.
- Reject a string if there are **no paths** from the **Start State** to a **Final State**.

$a(aa \cup bb)^*b$

```
graph LR; Start(( )) -- a --> S1(( )); S1 -- ε --> S2(( )); S2 -- a --> S5(( )); S2 -- b --> S4(( )); S4 -- b --> S5(( )); S5 -- ε --> S2(( )); S5 -- ε --> S6(( )); S6 -- b --> End((( )));
```

# Revision

- Finite Automata (FA)
  - Definition. How to use them.
  - How to construct a Finite Automaton to accept a language.
- Complement Languages
  - What they are. Designing FA to accept them.
- Nondeterministic Finite Automata (NFA)
  - Definition. How to use them
  - How to construct a Nondeterministic Finite Automata to accept a language.
- Reading: Sipser Ch 1.