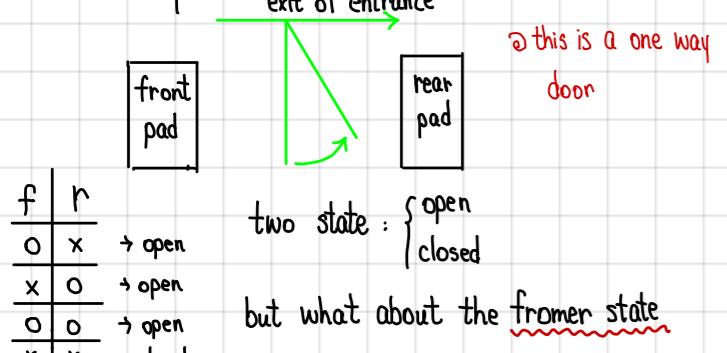
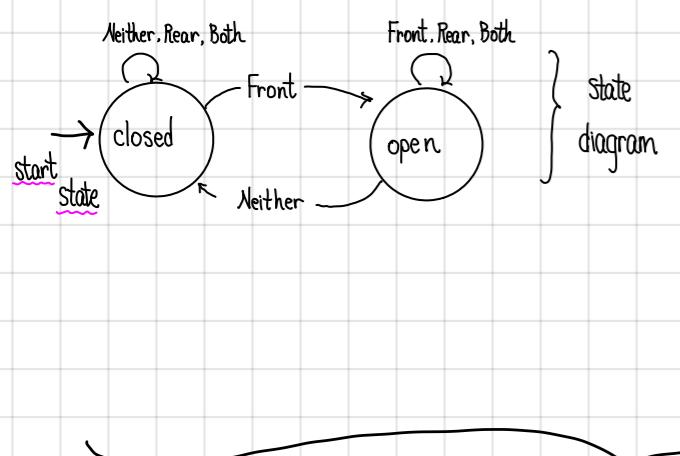


Finite Automata (有限自動機)

example:



Door State	Neither	Front	Rear	Both
Closed	closed	open	Closed	Closed
Open	closed	open	Open	Open



Finite Automata

Numerical Definition:

5 tuple: $Q, \Sigma, \delta, q_0, F$

Q : a finite set called the states

Σ : a finite set called the alphabet

$\delta: (Q \times \Sigma \rightarrow Q)$ is the transition function

$q_0 \in Q$ is the start state

$F \subseteq Q$ is the set of accept states
final states symbol

- ⇒ What difference between Calculus
- to judge but no numbers not main point
- no input no output

What is input → a bunch of parameters

⇒ Input = $\{N, F, B, R\}$

⇒ NNFBRBF

Input → func → Output
 $\{N, F, B, R\}$ (state)

- No Initial States → May have different why

example: $\{FR\}$

Initial States
 \Rightarrow closed \Rightarrow closed
 \Rightarrow open \Rightarrow open

have 2×256 possibilities

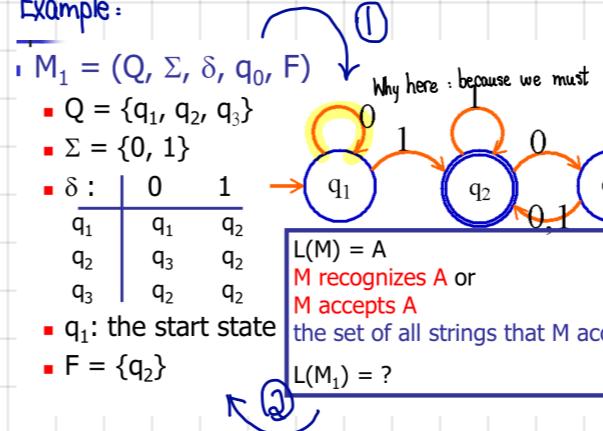
Example:

$M_1 = (Q, \Sigma, \delta, q_0, F)$

- $Q = \{q_1, q_2, q_3\}$
- $\Sigma = \{0, 1\}$
- $\delta:$

0	1
q_1	q_1
q_2	q_2
q_3	q_2
- q_1 : the start state
- $F = \{q_2\}$

$L(M) = A$
M recognizes A or
M accepts A
the set of all strings that M accepts
 $L(M_1) = ?$



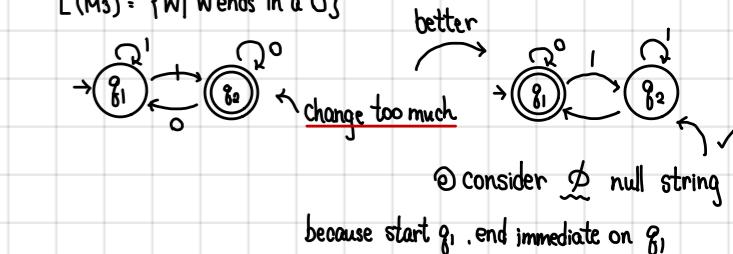
Example

$M_2: (q_1, q_2), \{0, 1\}, \delta, q_1, \{q_2\}$

0	1
q_1	q_1
q_2	q_1

$L(M_2) = \{w \mid w \text{ ends in a } 1\}$

$L(M_3) = \{w \mid w \text{ ends in a } 0\}$



Important: able to do ① and ② {能}

How to turn to Human Language?

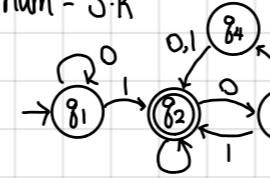
→ the last digit is "1"

→ the last 1 backward has even 0

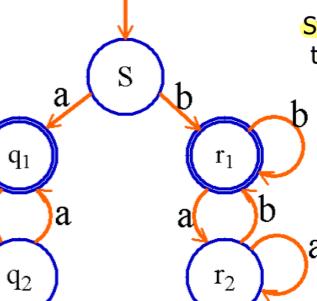
Example 2:

1000.....

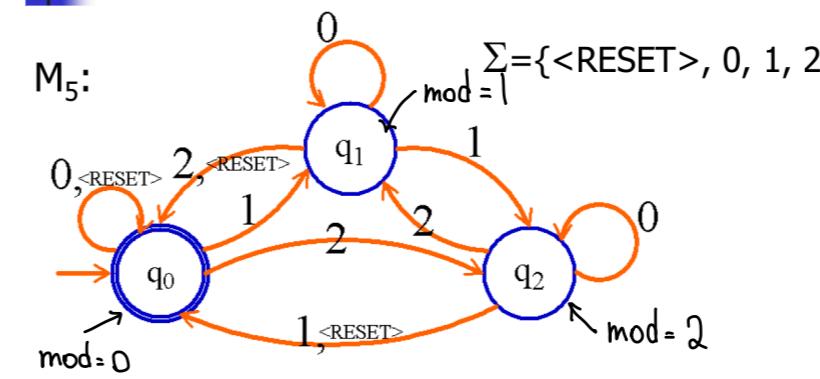
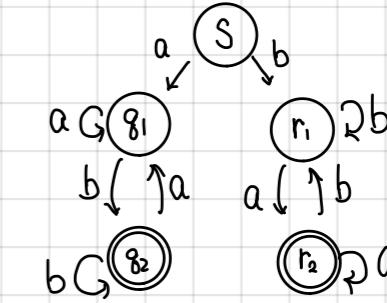
num = $3 \cdot k$ $k \in \mathbb{N}$ (include 0)



$M_4:$



→ 開頭和結尾不一樣



1 0 <RESET> 2 2 <RESET> 0 1 2

What is the language accepted by the above automata?

Observe: Reset → back to q_0 States num Important props
• Why we have 3 states → 3的餘數

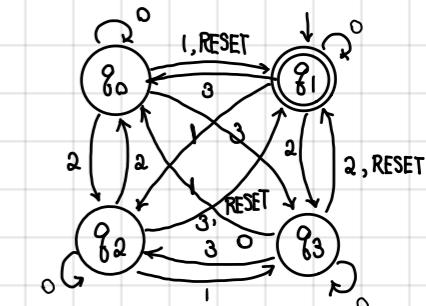
$L(M_5) = \{w \mid \text{the sum of the symbols in } w \text{ is } 0 \pmod 3$

excepts the <RESET> resets to 0}

$L(M_5) = \{w \mid \text{the sum of the symbols in } w \text{ is } 1 \pmod 3$
excepts the <RESET> resets to 1
⇒ reset change to q_1

$L(M_5) = \{w \mid \text{the sum of the symbols in } w \text{ is } 1 \pmod 4$
excepts the <RESET> resets to 1

⇒ Need to add a state



Context of Computer Science :

- a word is the concatenation of symbols
- The used symbols are called alphabet
 - ex: words : "1", "1000", "543"
- are formed out of the alphabet $\{0,1,2,3,4,5\}$
- A language is a subset of all possible words
 - ex: define a language that captures all MI6 elite agents
(means those start with double 0)
- so words in language could be 007, 005 but not 01

Formal definition of computation

$$\rightarrow M = (Q, \Sigma, \delta, q_0, F)$$

w : a string over Σ , $w_i \in \Sigma$, $w = w_1, w_2, \dots, w_n$

- M accepts w if a sequence of states r_0, r_1, \dots, r_n exists in Q
- ($\&$) $r_0 = q_0$

$$\delta(r_i + w_{i+1}) = r_{i+1} \text{ for } i=0, 1, \dots, n-1 \Rightarrow \text{表示 } r_i \text{ 經過 transition}$$

- $r_n \in F$ function 後會到 r_{i+1} states

- We say that M recognizes language A if $A = \{w | M \text{ accepts } w\}$

- A language is called **regular language** if some finite automata recognizes it

- When designing a finite automata think:

\rightarrow what is important information?

\rightarrow state 的狀態會把 important information 記起來

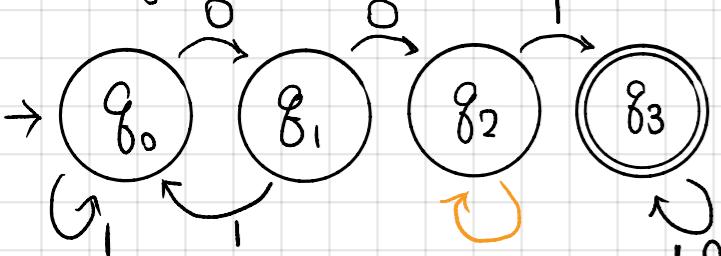
當 Design 一個判斷 even, odd 的 finite automata

\rightarrow 一般程式 加起來除 2 \rightarrow 這是一種 infinite 的 automata

\hookrightarrow 加起來的東西是未知的必須用 Memory 來存

\rightarrow 一個一個讀是 finite 的 automata 的形式。

- ex: Design a finite automation to recognize all strings that contains 001 as a substring



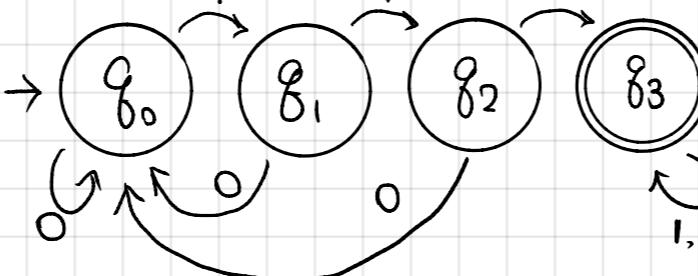
要知
道怎麼寫
維持在這裡

- 因為要吃 001 3個 sequence

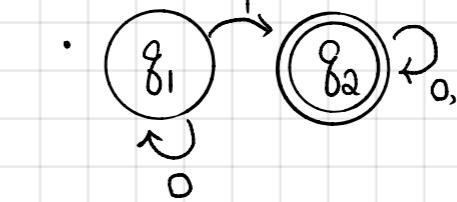
\rightarrow 所以要有 4 個 states

n+1

- ex: Design a finite automation to recognize all strings that contains 111 as a substring



$$\text{ex: } A_2 = \{w | w \text{ has a 1}\}$$

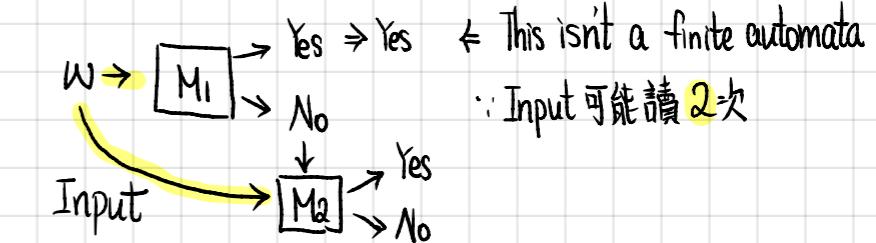


$$A_1 \cup A_2 = \{w | w \text{ has odd number of 1 or } w \text{ has at least of 1}\}$$

因為是 Union \hookrightarrow w 必定有 1 則 A_2 成立
 A_1 包含於 $(C) A_2$, A_1 是 A_2 的子集

$A_1 \subset A_2$ \Rightarrow Design A_2 is alright

How Can we know $w \in A_1 \cup A_2$ without knowing A_1, A_2



\rightarrow 為了能看到全部的 state, 那就是了解到 A_1, A_2 的 state pair

$$\Rightarrow Q = \{(q_{even}, q_1), (q_{even}, q_2), (q_{odd}, q_1), (q_{odd}, q_2)\}$$

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

<u>0</u>	<u>1</u>
(q_{even}, q_1)	(q_{even}, q_1)
(q_{even}, q_2)	(q_{odd}, q_2)
(q_{odd}, q_1)	(q_{even}, q_1)
(q_{odd}, q_2)	(q_{odd}, q_2)

- (q_{even}, q_1) : start state

- $(q_{odd}, q_1), (q_{odd}, q_2), (q_{even}, q_2)$: accept state

(1) 造一機器.

(2) Intersection \rightarrow 寫一機器

$$\cdot \text{Union: } A \cup B = \{x | x \in A \text{ or } x \in B\}$$

$$\cdot \text{Concatenate: } A \cdot B = \{xy | x \in A \text{ and } y \in B\}$$

$$\cdot \text{Star: } A^* = \{x_1 x_2 x_3 \dots x_k | k \geq 0 \text{ and each } x_i \in A\}$$

$$\text{ex: } \Sigma = \{a, \dots, z\} \quad A = \{\text{good, bad}\} \quad B = \{\text{boy, girl}\}$$

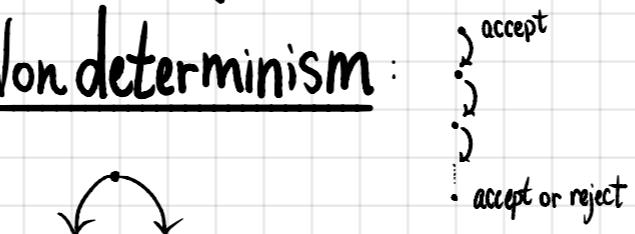
$$A^* = \{\emptyset, \text{goodgood, badgirl, badbadbad, ...}\}$$

Conclusion:

- M_1 recognize A_1 , where $M_1 = (Q_1, \Sigma, \delta_1, q_1, F_1)$
 - M_2 recognize A_2 , where $M_2 = (Q_2, \Sigma, \delta_2, q_2, F_2)$
 - Goal: Construct $M = (Q, \Sigma, \delta, q_0, F)$ to recognize $A_1 \cup A_2$
 - $Q = \{(r_1, r_2) | r_1 \in Q_1 \text{ and } r_2 \in Q_2\}$
 - Σ is the same in M_1, M_2
 - For each $(r_1, r_2) \in Q$ and each $a \in \Sigma$, let $\delta((r_1, r_2), a) = (\delta_1(r_1, a), \delta_2(r_2, a))$
 - $q_0 = (q_1, q_2)$, (q_0 is a new state $\notin Q_1 \cup Q_2$)
 - $F = \{(r_1, r_2) | r_1 \in F_1 \text{ or } r_2 \in F_2\}$
- } 5 tuple
the new finite automata
20

So Far we manage Determinism Computation:

Non determinism:

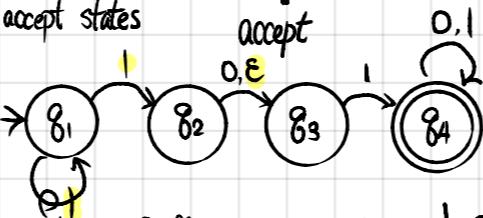


左邊出去
右邊進來

accept
accept or reject

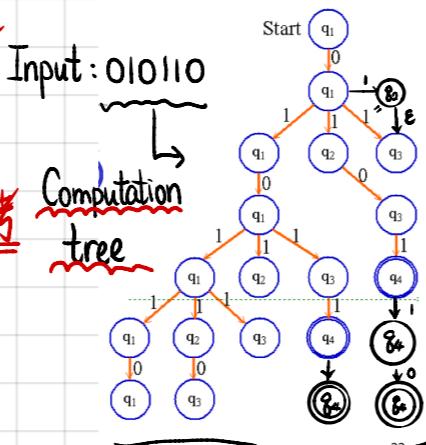
But this is
still automata
→ Will be discussed

If there is a way to walk
to accept states



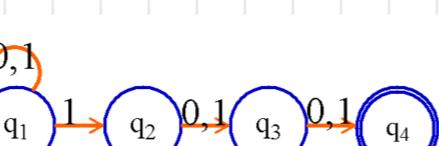
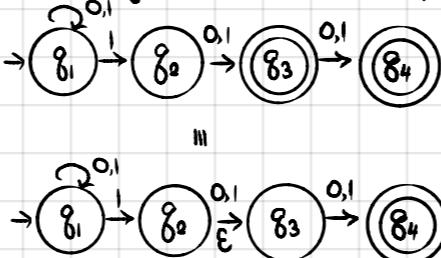
Difference: 2 1's and ϵ , q_3 has no 0

meaning we may jump to another states without accepting any sequence



Reject 沒有一條是 Accept 的

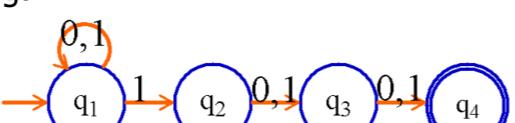
containing a 1 in the 3 or 2 position



$\begin{cases} 100 \\ 010100 \\ 010111 \\ 010110 \end{cases}$

Non-deterministic automata
not so simple
deterministic

why

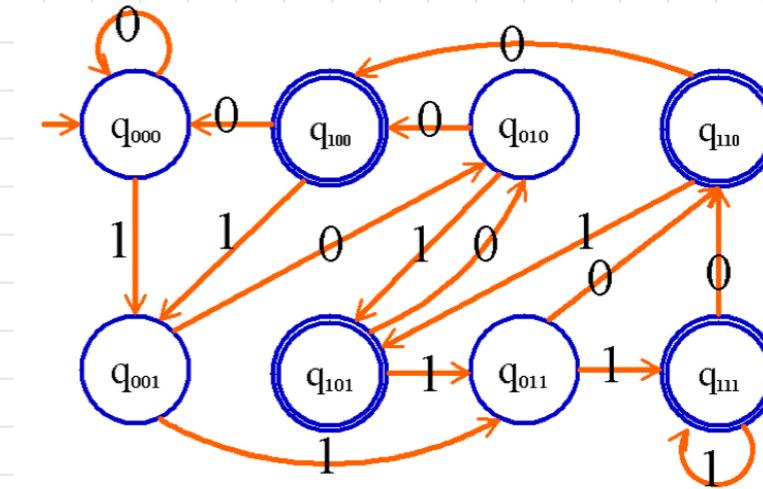


→ $q_1 \Rightarrow$ 不確定 Input 到底結束了沒

→ 等待最末尾的到來

→ 倒數第3位為1

state 輔助



Keep住最後3個 → {1,0}, $2^3 = 8$

Input
trash
3bit
head
tail

containing a 0 in the 3 position



在 deterministed automata

從 111 開始

final state 改成有0的

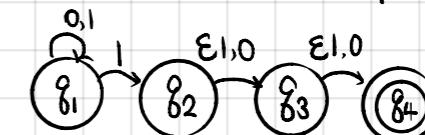
NFA, DFA → 都要會畫

Nondeterminized Final Automata → 有便利性 → 節省資源

Determinized Final Automata → 較易設計、改動

Discuss

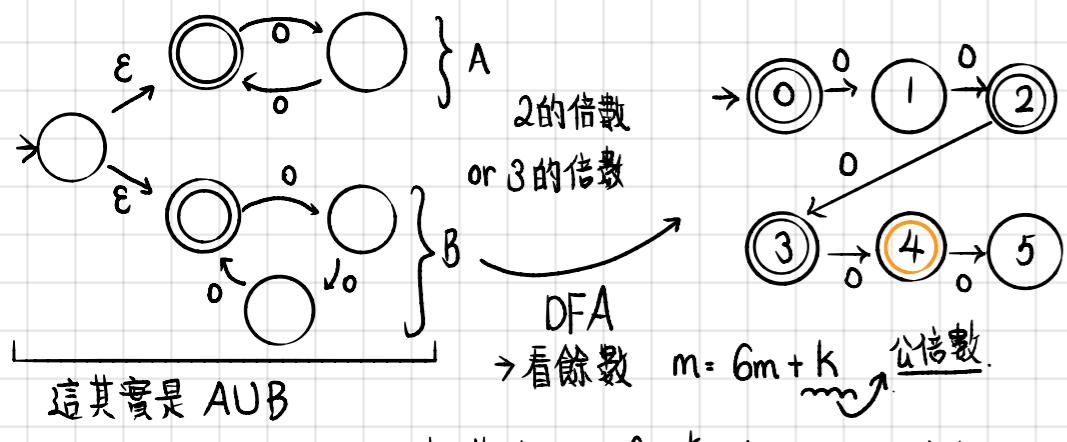
ϵ -Move add to have $\begin{cases} \sim 1 \\ \sim 10 \\ \sim 100 \end{cases}$



DFA

→ 除了 q_{000} 都可是 final accept state

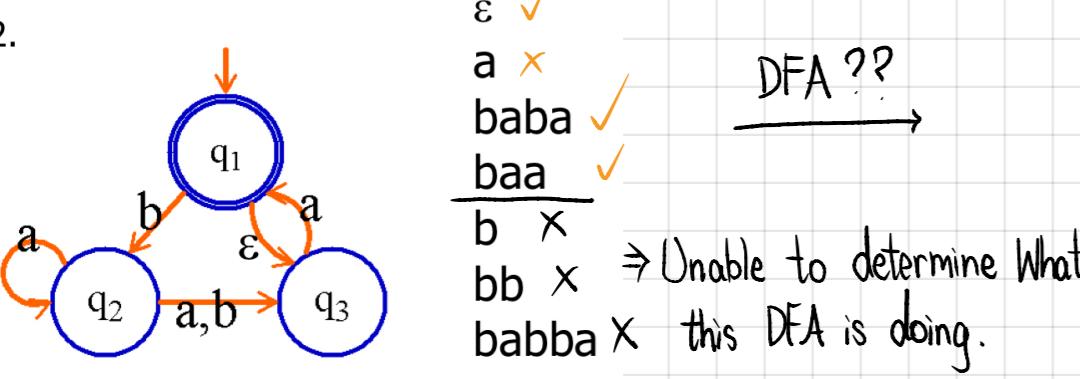
→ 3個1的NFA



- accept all strings of 0^k $k \in 2, 3$ 的倍數

↳ NFA not 比較難實現

accept:



- $\Sigma_\epsilon = \Sigma \cup \{\epsilon\}$, $P(Q)$: the collection of all subset of Q
- A nondeterministic finite automaton is a 5-tuple $(Q, \Sigma, \delta, q_0, F)$, where
 - Q : a finite set of states
 - Σ : a finite set of alphabet
 - $\delta : Q \times \Sigma \rightarrow P(Q)$ transition function
 - $q_0 \in Q$: start state
 - $F \subseteq Q$: the set of accept states

δ 全部都可以用 set 表示 $\{\emptyset, \{q_1, q_2, q_3, q_4\}, \dots\}$

Power is a set containing all the subsets of the given set

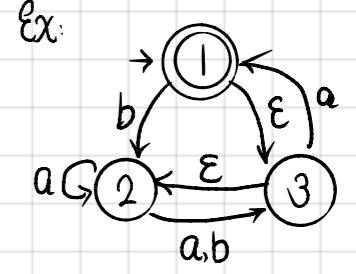
- eg. 轉 $\xrightarrow{0,1} q_1 \xrightarrow{1} q_2 \xrightarrow{0, \epsilon} q_3 \xrightarrow{1} q_4$ 轉
- $Q = \{q_1, q_2, q_3, q_4\}$
- $\Sigma = \{0, 1\}$
- $\delta :$

0	1	ϵ
$\{q_1\}$	$\{q_1, q_2\}$	\emptyset
$\{q_2\}$	\emptyset	$\{q_3\}$
$\{q_3\}$	$\{q_4\}$	\emptyset
$\{q_4\}$	$\{q_4\}$	\emptyset
- q_1 : start state
- q_4 : accept state

- $N = (Q, \Sigma, \delta, q_0, F) \sim \text{NFA}$
- w : string over Σ , $w = y_1 y_2 y_3 \dots y_m, y_i \in \Sigma$
- $r_0, r_1, r_2, \dots, r_m \in Q$
- N accepts w if exists $r_0, r_1, r_2, \dots, r_m$ such that
 - $r_0 = q_0 \sim \text{起始}$
 - $r_{i+1} \in \delta(r_i, y_{i+1})$, for $i = 0, \dots, m-1$
 - $r_i \rightarrow r_{i+1}$ transit to y_{i+1}
 - $r_m \in F$

Theorem: Every nondeterministic finite automaton has an equivalent deterministic finite automaton
 Pf: Let $N = (Q, \Sigma, \delta, q_0, F)$ be the NFA recognizing A .
 Goal: Construct a DFA recognizing A

- First we don't consider ϵ .
 Construct $M = (Q', \Sigma, \delta', q_0', F')$
 - $Q' = P(Q)$
 - For $R \in Q'$ and $a \in \Sigma$
 let $\delta'(R, a) = \{q \in Q \mid q \in \delta(r, a), r \in R\}$
 $= \bigcup_{r \in R} \delta(r, a) \rightarrow \underline{\text{Union}}$
 - $q_0' = \{q_0\}$
 - $F' = \{R \in Q' \mid R \text{ contains an accept state of } N\}$



a	b
\emptyset	\emptyset
$\{1\}$	2
$\{2\}$	$\{2, 3\}$
$\{3\}$	$\{1, 2, 3\}$
$\{1, 2\}$	$\{2, 3\}$
$\{1, 3\}$	$\{2\}$
$\{1, 2, 3\}$	$\{2, 3\}$
$\{2, 3\}$	$\{1, 2, 3\}$
$\{1, 2, 3\}$	$\{3\}$

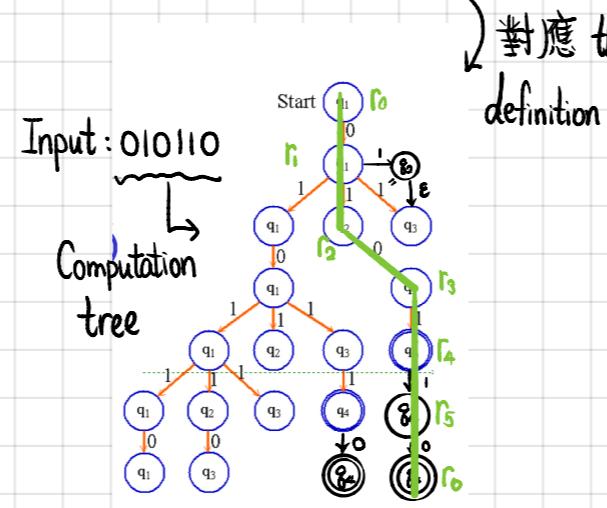
$$E(R) = R \cup R \cup R$$

Consider ϵ :
 For any $R \in M$, define
 $E(R) = \{q \mid q \text{ can be reached from } R \text{ by traveling along 0 or more } \epsilon\}$
 Replace $\delta(r, a)$ by $E(\delta(r, a))$
 Thus,
 $\delta'(R, a) = \{q \in Q \mid q \in E(\delta(r, a)) \text{ for some } r \in R\}$
 Change q_0' to be $E(\{q_0\})$

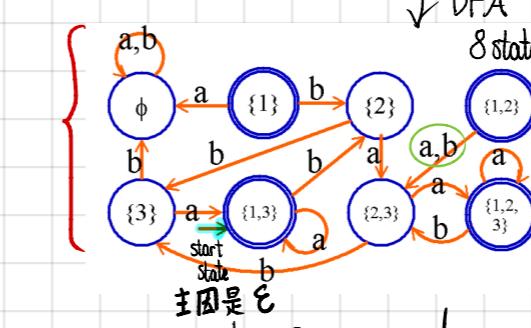
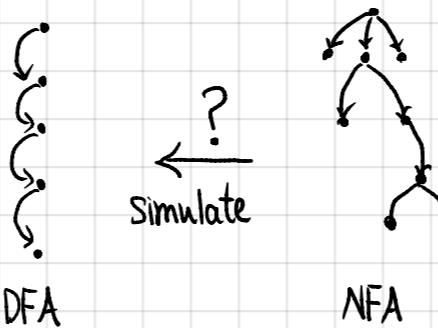
Corollary: A language is regular if and only if some NFA recognizes it
 eq.
 $\left\{ \begin{array}{l} \text{D's state : } \{ \emptyset, \{1\}, \{2\}, \{3\}, \{1, 2\}, \\ \{1, 3\}, \{2, 3\}, \{1, 2, 3\} \} \\ \text{accept state : } \{1, 2, 3\} \\ \text{取或不取 } \{1, 2, 3\} \end{array} \right.$

$N_4 = (\{1, 2, 3\}, \{a, b\}, \delta, 1, \{1\})$

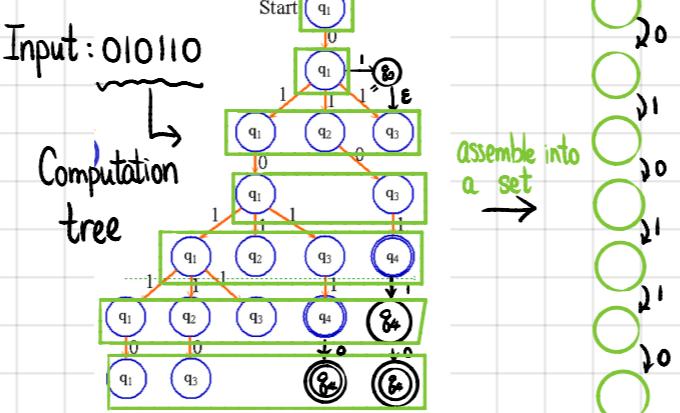
DFA $2^3 - 8$



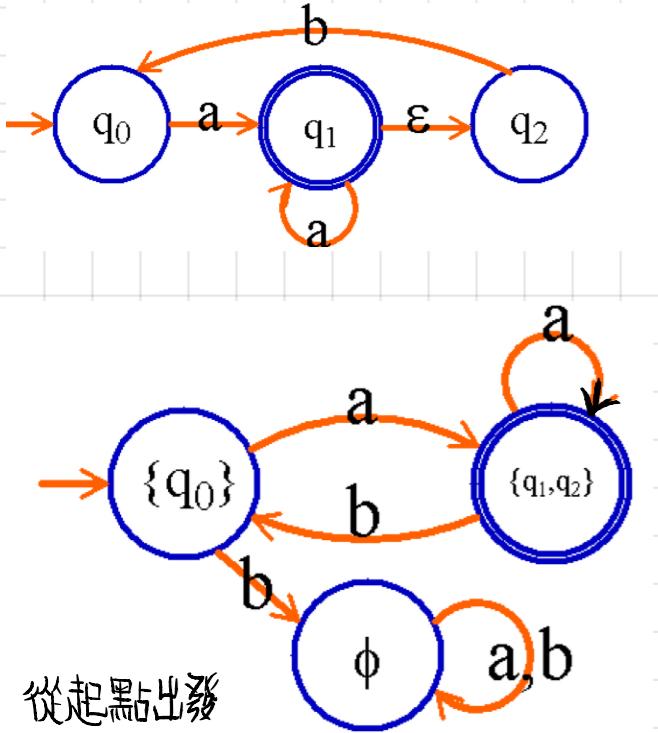
Equivalence of NFA and DFA



a	b
\emptyset	\emptyset
$\{1\}$	\emptyset
$\{2\}$	$\{2\}$
$\{3\}$	$\{3\}$
$\{1, 2\}$	$\{2, 3\}$
$\{2, 3\}$	$\{2, 3\}$
$\{1, 3\}$	\emptyset
$\{1, 2, 3\}$	$\{1, 2, 3\}$
$\{1, 2, 3\}$	$\{2, 3\}$
$\{1, 2, 3\}$	$\{1, 2, 3\}$



- 觀察
- 哪一個是多餘
- 起點到不了的
- 從起點出發，有走到的才建立



A^* operation:



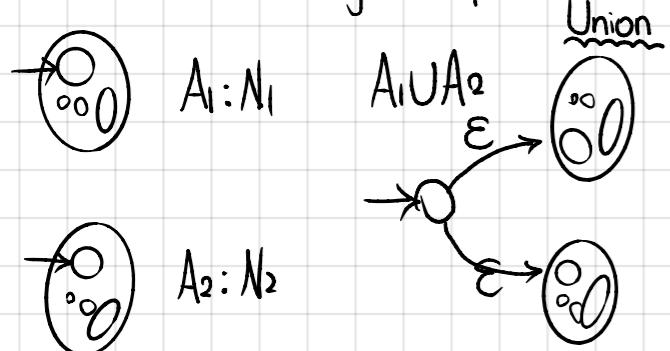
$$A = \{a, b\}$$

$$A^* = \{\epsilon, a, b, \dots\}$$

① Simple Regular language

② Generated Regular language

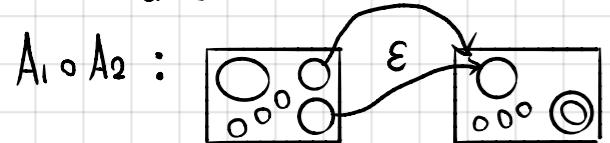
• Closure under the regular operation



How about $A_1 \cap A_2$

→ DeMorgan Rule $\overline{A_1 \cap A_2} \rightarrow \overline{\overline{A_1} \cup \overline{A_2}}$

• Concatenation:



原本的 final state

Regular Expression

We want to know the language accept what kind of state

→ this kind of Expression is Regular Expression

$$(0|1)^* = \{0, 1\}^* = \{\epsilon, 0, 1, 00, 01, \dots\}$$

→ 所有字符串的集合

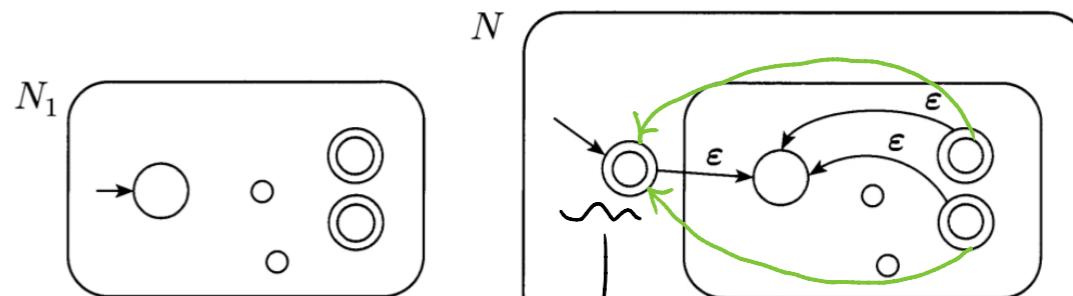
Definition:

R is a regular expression if R is

- $a \in \Sigma$
- $\epsilon = \emptyset^*$
- \emptyset
- $(R_1 \cup R_2)$, R_1 and R_2 are regular
- $(R_1 \circ R_2)$, R_1 and R_2 are regular
- (R_1^*) , R_1 is regular expression

ex) $(a \cup \epsilon)^*$

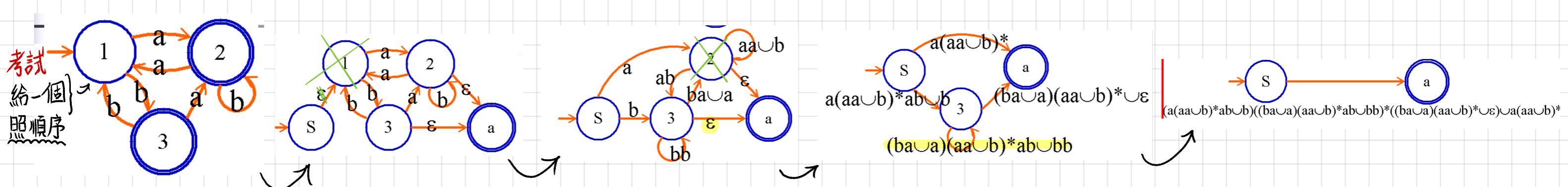
→ $(\emptyset)^* \circ (a \cup \epsilon)^* \circ b^*$ a regular expression



we shouldn't touch the machine
reason: add null (\emptyset)

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

- $0^* 1 0^* = \{w: w \text{ has exactly a single } 1\}$
- 連續2個1: $0^* 1 1 0^*$
- $\Sigma^* 1 \Sigma^*$: 至少一個1
- $\Sigma^* 0 0 1 \Sigma^*$: 至少一個001
- $(\Sigma\Sigma)^*$: 長度為偶數
- $01 \cup 10 \quad \{01, 10\}$ 由01, 10構成字符串
- $0\Sigma^* 0 \cup 1\Sigma^* 1 \cup 0 \cup 1$ 開頭和結尾相同
- $(0 \cup \epsilon)^* = 0^* \cup 1^*$ (分配率)
- $(0 \cup \epsilon)(1 \cup \epsilon) = \{\epsilon, 0, 1, 01\}$
- $1^* \emptyset = \emptyset$ 不存在
- $\emptyset^* = \{\epsilon\}$
- $1 \rightarrow \epsilon \quad \{~\} \circ \{\epsilon\} = \{~\}$



→ 期中考考到這

⑥有沒有DFA無法辨視

state 為有限

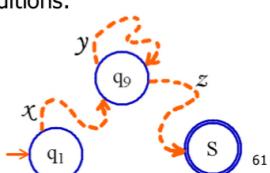
有限種資訊

- Is $\{0^n1^n : n \geq 0\}$ regular?
 - How can we prove a language non-regular?
 - Theorem: (Pumping Lemma)
If A is a regular language, then there is a number p

Theorem: (Pumping Lemma)
If A is a regular language, then there is a number P

If A is a regular language, then there is a number p (**the pumping length**) where, if s is any string in A of length $\geq p$, then s may be divided into 3 pieces, $s = xyz$, satisfying the following conditions:

- for each $i \geq 0$, $x.y^i.z \in A$
 - $|y| > 0$
 - $|x.y| \leq P$



→ strictly proof? → pumping lemma

P: pumping length ↳ 描述 1 個 DFA