01204211 Discrete Mathematics Lecture 8b: Finite automata¹

Jittat Fakcharoenphol

August 29, 2023

Example: syntax highlighting



HTML tokenizer



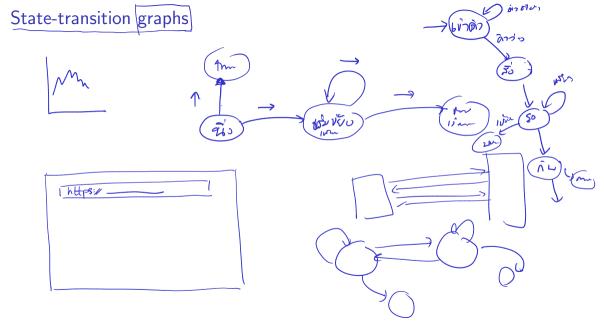


(1body)

Game programming



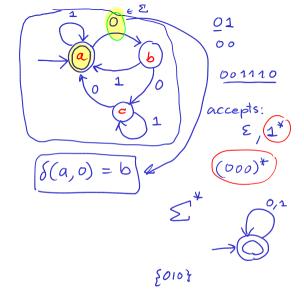




More examples over
$$\Sigma = \underline{\{0,1\}}$$

All strings, except 010.

Strings containing the subsequence 010.



A finite-state machine or a deterministic finite-state automaton (DFA) has five components:

A finite-state machine or a deterministic finite-state automaton (DFA) has five components:

ightharpoonup the input alphabet Σ ,

A finite-state machine or a deterministic finite-state automaton (DFA) has five components:

- ightharpoonup the input alphabet Σ , \sim
- ightharpoonup a finite set of states Q,

A finite-state machine or a deterministic finite-state automaton (DFA) has five components:

- ightharpoonup the input alphabet Σ ,
- ightharpoonup a finite set of states Q,
- \triangleright a transition function δ

domain: State Donor input symbol Vange: state 2010 Q

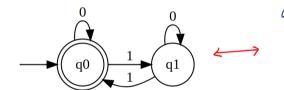
A finite-state machine or a deterministic finite-state automaton (DFA) has five components:

- ightharpoonup the input alphabet Σ ,
- ightharpoonup a finite set of states Q,
- ▶ a transition function $\delta: Q \times \Sigma \longrightarrow Q$

$$M = (\Sigma, \alpha, \delta, s, A)$$
5-typle

A finite-state machine or a deterministic finite-state automaton (DFA) has five components:

- ightharpoonup the input alphabet Σ ,
- a finite set of states Q,
- ightharpoonup a transition function $\delta: Q \times \Sigma \longrightarrow Q$
- ightharpoonup a start state $s \in Q$, and
- lacktriangle a subset $A\subseteq Q$ of accepting states.



	0	1	
9.	9.	9,	
97	91	9.	

$$S = 9_0$$

$$A = \begin{cases} 9_0 \end{cases}$$

Example 2 Olo Na substring

n'ilu N

S(8(5,0),1)

101

$$Q = \{ g_0, g_1, g_2, g_3 \}$$

$$\begin{cases}
0 & 1 \\
q_0 & q_1 & q_0 \\
q_1 & q_2 & q_2 \\
q_1 & q_3 & q_4
\end{cases}$$

57 = {0,13

Moves

One step move: from state q with input symbol a, the machine changes its state to

Moves

One step move: from state q with input symbol a, the machine changes its state to $\underline{\delta(q,a)}$.

Extension: from state q with input string q, the machine changes its state to $\delta^*(q, w)$ defined as

$$\delta^{*}(q,\omega) = \begin{cases} q & \text{if } \omega = \epsilon \\ \delta^{*}(\delta(q,\alpha), \chi) & \text{if } \omega = \alpha \chi, \omega' \delta \\ \alpha \in \mathcal{E}_{\chi \in \mathcal{S}} * \end{cases}$$

Moves

One step move: from state q with input symbol a, the machine changes its state to $\delta(q,a)$.

Extension: from state q with input string q, the machine changes its state to $\delta^*(q,w)$ defined as

$$\delta^*(q,w) = \left\{ \begin{array}{ll} q & \text{if } w = \varepsilon, \\ \delta^*(\delta(q,a),x) & \text{if } w = ax. \end{array} \right.$$

The signature of δ^* is $Q \times \Sigma^* \longrightarrow Q$.

Acceptance

For a finite-state machine with starting state s and accepting states A, it accepts string w iff

Acceptance

For a finite-state machine with starting state s and accepting states A, it accepts string w iff

$$\delta^*(s,w) \in A.$$

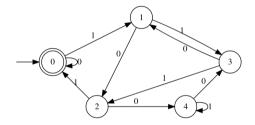
Multiple of 5

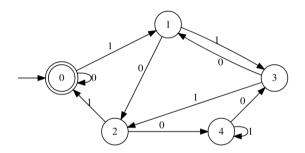
Multiple of 5

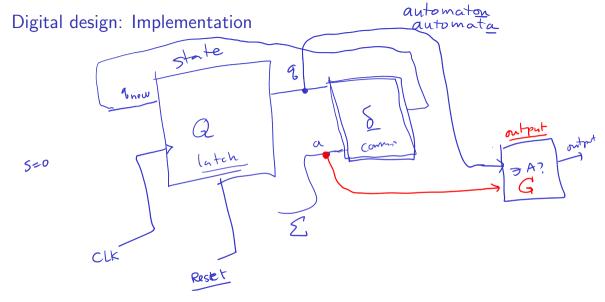
```
[0,1,1,0,1,0,1,1]
    01101011
def multiple_of_5(w):
   r = 0
   for i in w:
       r = (2*r + w) \% 5
   return r == 0
```

Multiple of 5

```
def multiple_of_5(w):
    r = 0
    for i in w:
        r = (2*r + w) % 5
    return r == 0
```







Digital design: Moore and Mealy machines

In the digital design class, you will encounter finite-state machines as well. The version we consider in this class is refered to as a **Moore machine**. In practices, there is another variant of FSM called **Mealy machines**, whose <u>outputs</u> depend on input symbols as well.

Digital design: Moore and Mealy machines

In the digital design class, you will encounter finite-state machines as well. The version we consider in this class is referred to as a **Moore machine**.

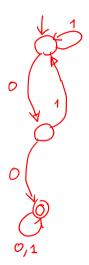
In practices, there is another variant of FSM called **Mealy machines**, whose outputs depend on input symbols as well.

Formally, they differ in output function.

- ▶ Moore machine: $G: Q \longrightarrow [0,1]$
- $\blacktriangleright \ \ \text{Mealy machine:} \ G:Q\times \Sigma \longrightarrow [0,1]$

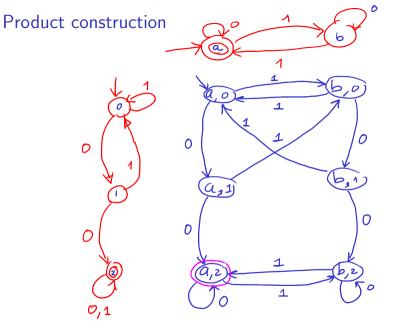
Example: even number of 1's

Example: strings containing 00 as a substring



Combining DFAs

What if we want to build a DFA that accepts strings with an even number of 1's and containing 00 as a substring?



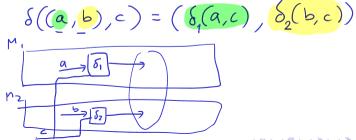
oportset A

Given a DFA $M_1=(\Sigma,Q_1,\delta_1,s_1,A_1)$ that accepts strings from language L_1 and $M_2=(\Sigma,Q_2,\delta_2,s_2,A_2)$ that accepts strings from language L_2 , we can construct a DFA $M=(\Sigma,Q)\delta,s,A$) that accepts strings from $L_1\cap L_2$ as follows:

 $\blacktriangleright \ \, \mathsf{Let} \,\, Q = Q_1 \times Q_2,$

Given a DFA $M_1=(\Sigma,Q_1,\delta_1,s_1,A_1)$ that accepts strings from language L_1 and $M_2=(\Sigma,Q_2,\delta_2,s_2,A_2)$ that accepts strings from language L_2 , we can construct a DFA $M=(\Sigma,Q,\delta,s,A)$ that accepts strings from $L_1\cap L_2$ as follows:

- $\blacktriangleright \ \mathsf{Let} \ Q = Q_1 \times Q_2,$
- ▶ Let δ $(Q_1 \times Q_2) \times \Sigma \longrightarrow (Q_1 \times Q_2)$ be such that

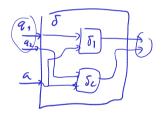




Given a DFA $M_1=(\Sigma,Q_1,\delta_1,s_1,A_1)$ that accepts strings from language L_1 and $M_2=(\Sigma,Q_2,\delta_2,s_2,A_2)$ that accepts strings from language L_2 , we can construct a DFA $M=(\Sigma,Q,\delta,s,A)$ that accepts strings from $L_1\cap L_2$ as follows:

- ightharpoonup Let $Q=Q_1 \times Q_2$,
- ▶ Let $\delta: (Q_1 \times Q_2) \times \Sigma \longrightarrow (Q_1 \times Q_2)$ be such that

$$\delta((\mathbf{q_1},\mathbf{q_2}),a) = (\delta_1(\mathbf{q_1},a),\delta_2(\mathbf{q_2},a)),$$



Given a DFA $M_1=(\Sigma,Q_1,\delta_1,s_1,A_1)$ that accepts strings from language L_1 and $M_2=(\Sigma,Q_2,\delta_2,s_2,A_2)$ that accepts strings from language L_2 , we can construct a DFA $M=(\Sigma,Q,\delta,s,A)$ that accepts strings from $L_1\cap L_2$ as follows:

- $\blacktriangleright \ \, \mathsf{Let} \,\, Q = Q_1 \times Q_2,$
- ▶ Let $\delta: (Q_1 \times Q_2) \times \Sigma \longrightarrow (Q_1 \times Q_2)$ be such that

$$\delta((q_1, q_2), a) = (\delta_1(q_1, a), \delta_2(q_2, a)),$$

Let $s = (s_1, s_2)$, and

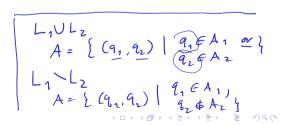


Given a DFA $M_1=(\Sigma,Q_1,\delta_1,s_1,A_1)$ that accepts strings from language L_1 and $M_2=(\Sigma,Q_2,\delta_2,s_2,A_2)$ that accepts strings from language L_2 , we can construct a DFA $M=(\Sigma,Q,\delta,s,A)$ that accepts strings from $L_1\cap L_2$ as follows:

- $\blacktriangleright \ \mathsf{Let} \ Q = Q_1 \times Q_2,$
- ▶ Let $\delta: (Q_1 \times Q_2) \times \Sigma \longrightarrow (Q_1 \times Q_2)$ be such that

$$\delta((q_1, q_2), a) = (\delta_1(q_1, a), \delta_2(q_2, a)),$$

- ▶ Let $s = (s_1, s_2)$, and
- $\blacktriangleright \text{ Let } A = A_1 \times A_2.$



Recall the definition of $\widehat{\delta^*}(q,w)$, i.e.,

Recall the definition of $\delta^*(q, w)$, i.e.,

$$\delta^*(q,w) = \left\{ \begin{array}{ll} q & \text{if } w = \varepsilon, \\ \delta^*(\delta(q,a),x) & \text{if } w = \underline{ax} \text{ where } a \in \Sigma \end{array} \right.$$

Recall the definition of $\delta^*(q, w)$, i.e.,

$$\delta^*(q,w) = \left\{ \begin{array}{ll} q & \text{if } w = \underline{\varepsilon}, \\ \delta^*(\delta(q,a),x) & \text{if } w = ax \text{ where } a \in \Sigma \end{array} \right. \longleftarrow$$

Lemma 1

$$\delta^*((q_1,q_2),w)=(\delta_1^*(q_1,w), \delta_2^*(q_2,w)) \text{ for any string } w.$$

Proof.

We prove by induction. I.H.: Assume that $\delta^*((q_1,q_2),x)=(\delta_1^*(q_1,x),\delta_2^*(q_2,x))$, for any string x such that |x|<|w|.

$$x \text{ such that } |x| < |w|.$$

$$Case 2: \omega = a \times$$

$$\delta^{*}(Q_{1}, Q_{2}), \omega) = (Q_{1}, Q_{2}) = An def vo \times$$

$$= (S_{1}^{*}(Q_{1}, Q_{2}), \omega), S_{2}^{*}(Q_{1}, \omega), S_{2}^{*}(Q_{2}, \omega)) \xrightarrow{q_{1}, q_{2}} \delta^{*}(Q_{1}, Q_{2}), \alpha \times$$

$$= \delta \left(S_{1}^{*}(Q_{1}, Q_{2}), \omega\right) = S_{2}^{*}(Q_{1}, Q_{2}), \alpha \times$$

$$= \delta \left(S_{1}^{*}(Q_{1}, Q_{2}), \omega\right) \xrightarrow{q_{1}, q_{2}} \delta^{*}(Q_{1}, Q_{2}), \alpha \times$$

$$= \delta \left(S_{1}^{*}(Q_{1}, Q_{2}), \omega\right) \xrightarrow{q_{1}, q_{2}} \delta^{*}(Q_{1}, Q_{2}), \alpha \times$$

$$= \delta \left(S_{1}^{*}(Q_{1}, Q_{2}), \omega\right) \xrightarrow{q_{1}, q_{2}} \delta^{*}(Q_{1}, Q_{2}), \alpha \times$$

$$= \delta \left(S_{1}^{*}(Q_{1}, Q_{2}), \omega\right) \xrightarrow{q_{1}, q_{2}} \delta^{*}(Q_{1}, Q_{2}), \alpha \times$$

$$= \delta \left(S_{1}^{*}(Q_{1}, Q_{2}), \omega\right) \xrightarrow{q_{1}, q_{2}} \delta^{*}(Q_{1}, Q_{2}), \alpha \times$$

$$= \delta \left(S_{1}^{*}(Q_{1}, Q_{2}), \omega\right) \xrightarrow{q_{1}, q_{2}} \delta^{*}(Q_{1}, Q_{2}), \alpha \times$$

$$= \delta \left(\delta((q_1, q_2), \alpha) \right)$$

$$= \delta \left(\delta((q_1, q_2), \alpha) \right)$$

$$= \delta \left(\delta((q_1, q_2), \alpha), \alpha \right)$$

$$=$$

Correctness

From the previous lemma, we have that

$$\delta^*(s,w) = \delta^*((\underbrace{s_1,s_2}^{\downarrow}),w)$$

Correctness

From the previous lemma, we have that

$$\delta^*(s, w) = \delta^*((s_1, s_2), w)
= (\delta_1^*(s_1, w), \delta_2^*(s_2, w))$$

Correctness

From the previous lemma, we have that

$$\delta^*(s, w) = \delta^*((s_1, s_2), w)
= (\delta_1^*(s_1, w), \delta_2^*(s_2, w))$$

Thus, for an input \underline{w} , \underline{M} would reach the state $(\delta_1^*(s_1,w),\delta_2^*(s_2,w))$; it accepts \underline{w} when $(\delta_1^*(s_1,w),\delta_2^*(s_2,w)) \in A_1 \times A_2,$

This implies that M accepts w when $\delta_1^*(s_1,w)\in A_1$ and $\delta_2^*(s_2,w)\in A_2$, i.e., M accepts w iff M_1 and M_2 accept w.

Finally, we conclude that M accepts strings from language $L_1 \cap L_2$.

Language of a DFA

L(M)

For a DFA M, let L(M) be the set of all strings that M accepts. More formally, for $M=(\Sigma,Q,\delta,s,A)$,

$$L(M) = \{ w \in \Sigma^* \mid \delta^*(s, w) \in A \}.$$

We refer to L(M) as the language of M.

$$L_1 > L(M_1)$$

 $L_2 = L(M_2)$

Lemma 2

If L_1 and L_2 are languages of some <code>DFAs</code> M_1 and M_2 , we have that

• there is a DFA \underline{M} that accepts $L_1 \cap L_2$,

Lemma 2

If L_1 and L_2 are languages of some DFAs M_1 and M_2 , we have that

- ▶ there is a DFA M that accepts $L_1 \cap L_2$,
- ▶ there is a DFA M that accepts $L_1 \cup L_2$,

Lemma 2

If L_1 and L_2 are languages of some DFAs M_1 and M_2 , we have that

- ▶ there is a DFA M that accepts $L_1 \cap L_2$,
- ▶ there is a DFA M that accepts $L_1 \cup L_2$,
- ▶ there is a DFA M that accepts $L_1 \setminus L_2$,

Lemma 2

If L_1 and L_2 are languages of some DFAs M_1 and M_2 , we have that

- there is a DFA M that accepts $L_1 \cap L_2$,
- \blacktriangleright there is a DFA M that accepts $L_1 \cup L_2$,
- \blacktriangleright there is a DFA M that accepts $L_1 \setminus L_2$,
- there is a DFA M that accepts $\Sigma^* \setminus L_1$,



Definition (for now)

A language L is "automatic" if there is a DFA M such that L(M) = L.



²Taken directly from Erikson's lecture notes

Definition (for now)

A language L is "automatic" if there is a DFA M such that L(M) = L.

Lemma 3

If L_1 and L_2 are automatic languages over alphabet Σ , then

$$ightharpoonup L_1 \cap L_2$$
,



Definition (for now)

A language L is "automatic" if there is a DFA M such that L(M) = L.

Lemma 3

If L_1 and L_2 are automatic languages over alphabet Σ , then

- $ightharpoonup L_1 \cap L_2$, is automatic
- $ightharpoonup L_1 \cup L_2$,



Definition (for now)

A language L is "automatic" if there is a DFA M such that L(M) = L.

Lemma 3

If L_1 and L_2 are automatic languages over alphabet Σ , then

- $ightharpoonup L_1 \cap L_2$,
- $ightharpoonup L_1 \cup L_2$,
- $ightharpoonup L_1 \setminus L_2$, and



Definition (for now)

A language L is "automatic" if there is a DFA M such that L(M) = L.

Lemma 3

If L_1 and L_2 are automatic languages over alphabet Σ , then

- $ightharpoonup L_1 \cap L_2$,
- $ightharpoonup L_1 \cup L_2$,
- $ightharpoonup L_1 \setminus L_2$, and
- $ightharpoonup \Sigma^* \setminus L_1$,

are also automatic.



²Taken directly from Erikson's lecture notes

Definition (for now)

A language L is "automatic" if there is a DFA M such that L(M) = L.

Lemma 3

If L_1 and L_2 are automatic languages over alphabet Σ , then

- $ightharpoonup L_1 \cap L_2$,
- $ightharpoonup L_1 \cup L_2$,
- $ightharpoonup L_1 \setminus L_2$, and
- $ightharpoonup \Sigma^* \setminus L_1$,

are also automatic.

The set of automatic languages is closed under these boolean operations.



²Taken directly from Erikson's lecture notes