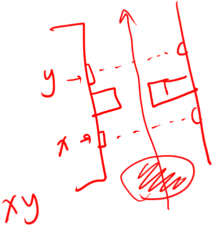
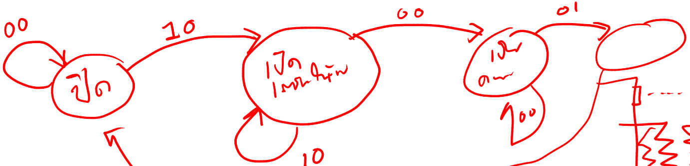
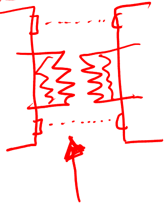
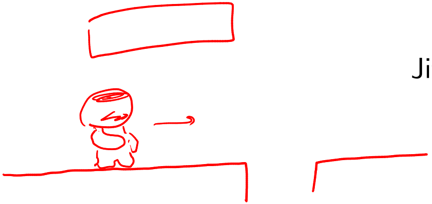


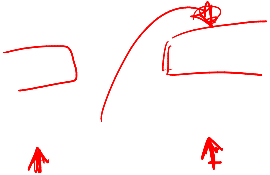




01204211 Discrete Mathematics

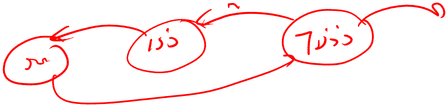
Lecture 9a: Finite automata[1]

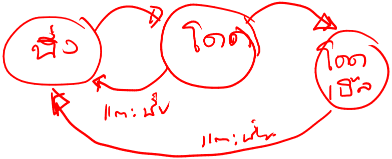




Jittat Fakcharoenphol

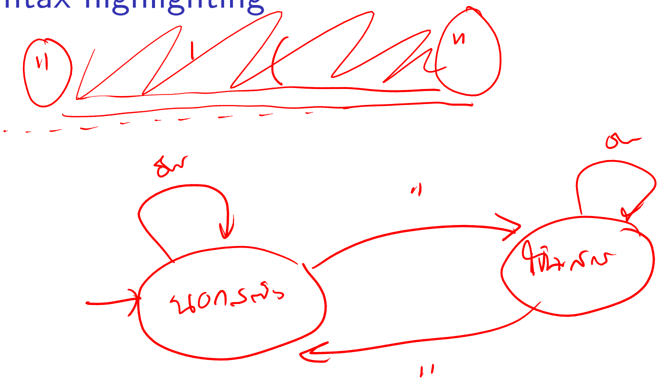
August 26, 2025





[1] Based on lecture notes of *Models of Computation* course by Jeff Erickson.

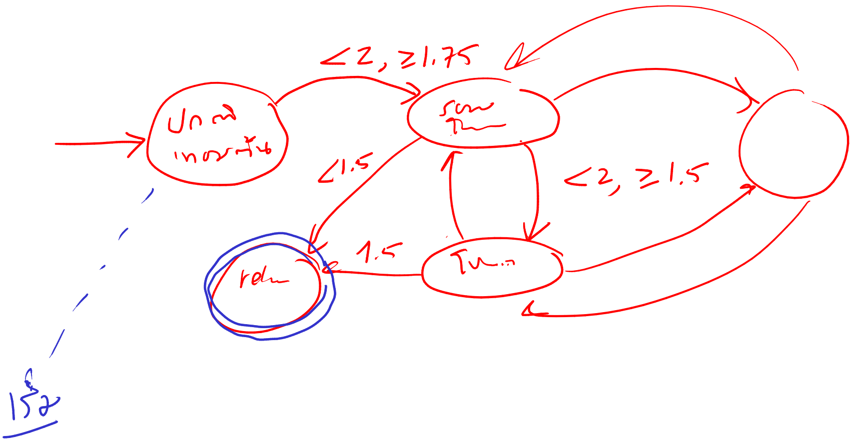
Example: syntax highlighting



HTML tokenizer

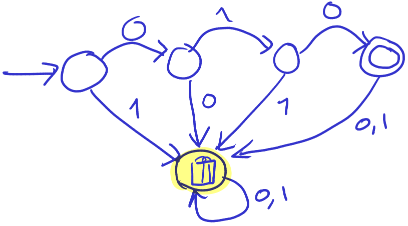
Game programming

State-transition graphs

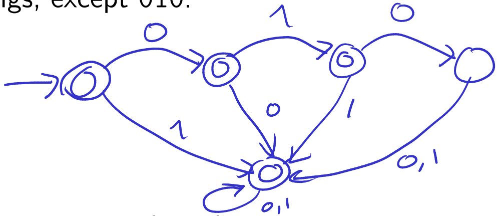


More examples over $\Sigma = \{0, 1\}$

Strng = 010

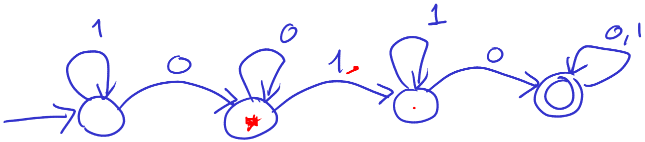


All strings, except 010.



00 1 0 1 1

Strings containing the subsequence 010.



Formal definitions

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Formal definitions

def transition(current_state,
input_symbol):

=

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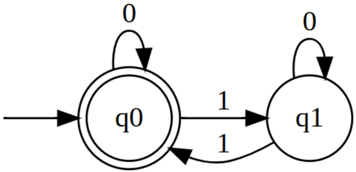
- the input alphabet Σ,
- a finite set of states Q,
- a transition function $\delta : Q \times \Sigma \longrightarrow Q$
- a start state $s \in Q$, and
- a subset $A \subseteq Q$ of accepting states.

Example 1

$w =$ "0100010111"

q_0



DFA $M = (\Sigma, Q, \delta, q_0, \{q_0\})$

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

$Q = \{q_0, q_1\}$

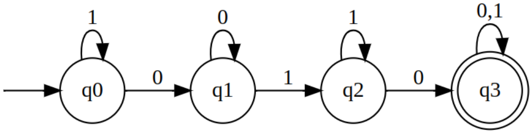
$\delta : Q \times \Sigma \to Q$

δ	0	1
q_0	q_0	q_1
q_1	q_1	q_0

start state $s = q_0$

accepting states $A = \{q_0\}$

Example 2



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

$Q = \{q_0, q_1, q_2, q_3\}$

δ

	0	1
q_0		
q_1		
q_2		
q_3		

$s = q_0$

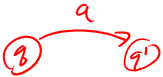
$A = \{q_3\}$

Moves

$(\Sigma, Q, \delta, s, A)$

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

Moves



$q' = \delta(q, a)$

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

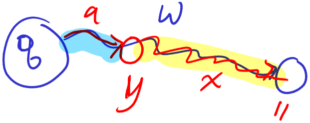
Extension: from state q with input string $\boxed{w}$, the machine changes its state to $\boxed{\delta^*(q, w)}$ defined as

Case 1: $w = \varepsilon$

$\delta^*(q, w) = q$

Case 2: $w = a \cdot x$ where x is a string

$\delta^*(q, w) = \delta^*(\underbrace{\delta(q, a)}, x)$



$\delta^*(y, x)$

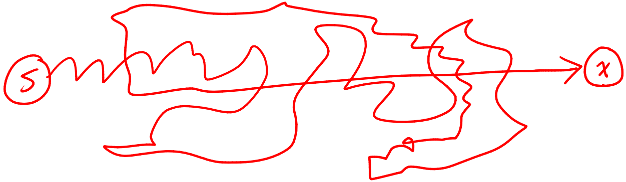
Moves

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 w, the machine changes its state to $\delta^*(q, w)$ defined as

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

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

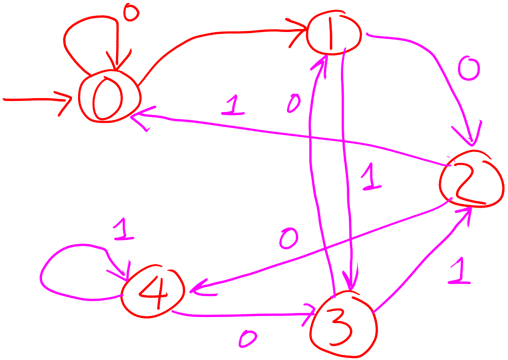
For a finite-state machine with starting state s and accepting states A, it accepts string w iff

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

Multiple of 5

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

10



1010

000 ✓

5 101 ✓

15 1111 ✓

1110 ✗

20 10100 ✓

3 11 ✗

Multiple of 5

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

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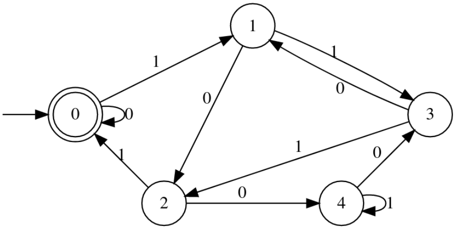

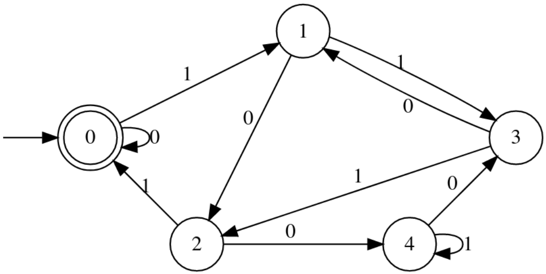
0
1
2
3
4
0
1
0
1
0
1
0
1
0
1
1
0

Digital design: Implementation

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 outputs depend on input symbols as well.

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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: $G : Q \longrightarrow [0, 1]$
- 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?

Product construction

Product construction (formally)

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:

- Let $Q = Q_1 \times Q_2$,

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- Let $A = A_1 \times A_2$.

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Lemma 1

$\delta^*((q_1, q_2), w) = (\delta_1^*(q_1, w), \delta_2^*(q_2, w))$ *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 $|x| < |w|$.

□

Correctness

From the previous lemma, we have that

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\end{aligned}$$

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Thus, for an input w, M would reach the state $(\delta_1^*(s_1, w), \delta_2^*(s_2, w))$; it accepts 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.

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Automatic languages[2]

Definition (for now)

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

[2] Taken directly from Erickson's lecture notes

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are also automatic.

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

[2] Taken directly from Erickson's lecture notes