

TOC Project Summary

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Project Topic: *Neural Network for Synthesizing Deterministic Finite Automata* ([link](#))

Project Description: Generate a Deterministic Finite Automata(DFA) with the help a Recurrent Neural Network. The problem statement can be formulated as follows:

- **Input:** a Regular Language L to generate the list of tuples (w, ans) for training where $\text{ans} = 1$ if $w \in L$, and $\text{ans} = 0$ if $w \notin L$.

For example: for language $L = \{ w \in \Sigma^* \mid \sum = \{ a, b \} \text{ and } w \text{ has no same neighboring characters} \}$, then list = [(abab, 1), (abaa, 0),...]

- **Output:** DFA M such that $L(M) = L$

Project Intended Goals: Before we started, the primary goal of our project was to understand, explain and implement a working model of a neural network that can synthesize deterministic finite automata for a given formal language. In detail, our goals were:

- To understand how neural networks (specifically RNNs) are used in building DFAs.
- To understand the novel architecture based on RNN proposed by the paper in synthesizing DFAs correctly and quickly.
- To implement the proposed RNN model and achieve the results obtained by the paper
- To get an idea about different RNN models used in synthesizing DFAs mentioned in the paper.

Achieved Goals: At the end of our project, we:

- Understood how Neural Networks (NNs) are able to approximate non-linear functions.
- Understood the core ideas of Recurrent Neural Networks (RNNs), its comparison with NNs, and the problems it can solve (Sequence Modelling).
- Understood and appreciated the proposed RNN to synthesize DFAs, and problems (vanishing/exploding gradient) that the underlying method has.
- Went through the implementation in-detail, and further tested it on our languages.

Implementation Details: The implementation of the proposed RNN and the python files for generating languages have been commented and uploaded on the Github ([link](#)).