Finite Automata Part Two

Recap from Last Time

Old MacDonald Had a Symbol, ∑-eye-ε-ey∈, Oh! ♪

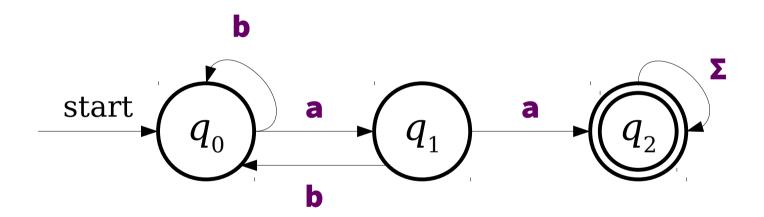
- You may have noticed that we have several letter-E-ish symbols in CS103, which can get confusing!
- Here's a quick guide to remembering which is which:
 - In automata theory, Σ refers to an *alphabet*.
 - In automata theory, ε is the *empty string*, which is length 0.
 - In set theory, use ∈ to say "is an *element of*."
 - In set theory, use \subseteq to say "is a **subset of**."

DFAs

- A **DFA** is a
 - **D**eterministic
 - Finite
 - Automaton
- DFAs are the simplest type of automaton that we will see in this course.

Recognizing Languages with DFAs

 $L = \{ w \in \{a, b\}^* \mid w \text{ contains } aa \text{ as a substring } \}$

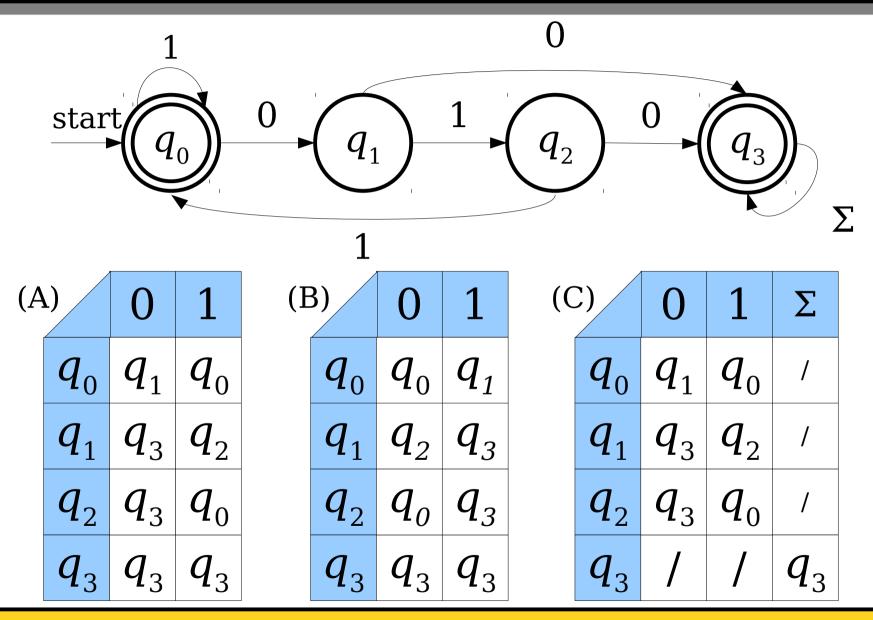


DFAs

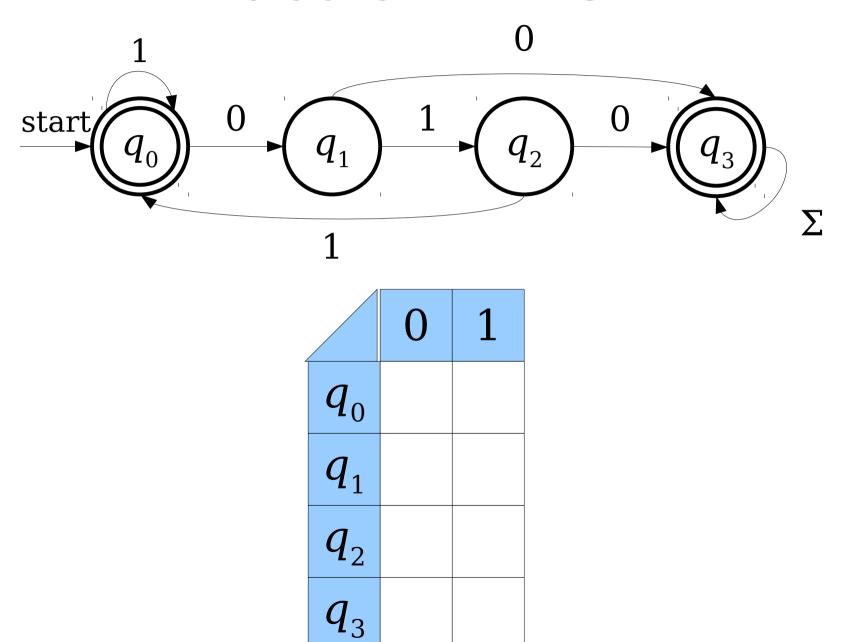
- A DFA is defined relative to some alphabet Σ .
- For each state in the DFA, there must be **exactly one** transition defined for each symbol in Σ .
 - This is the "deterministic" part of DFA.
- There is a unique start state.
- There are zero or more accepting states.

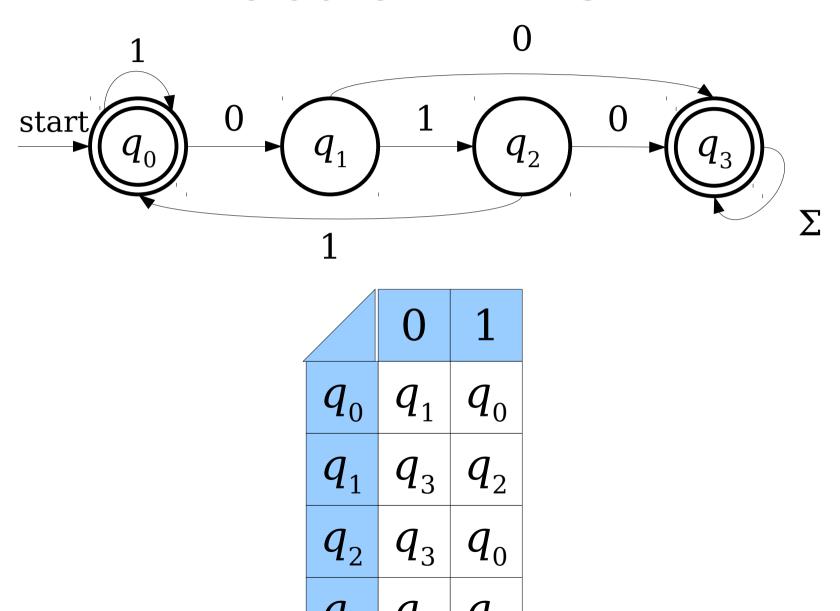
New Stuff!

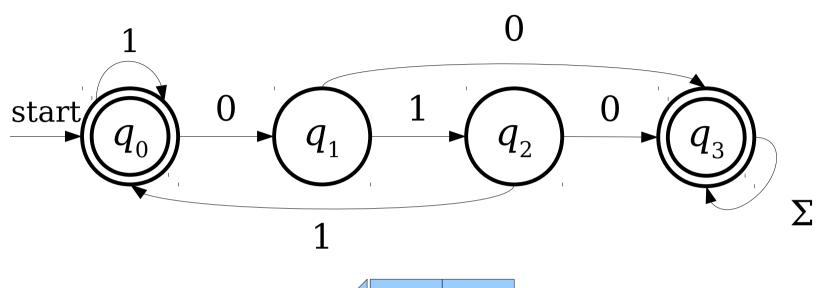
Which table best represents the transitions for the DFA shown below?



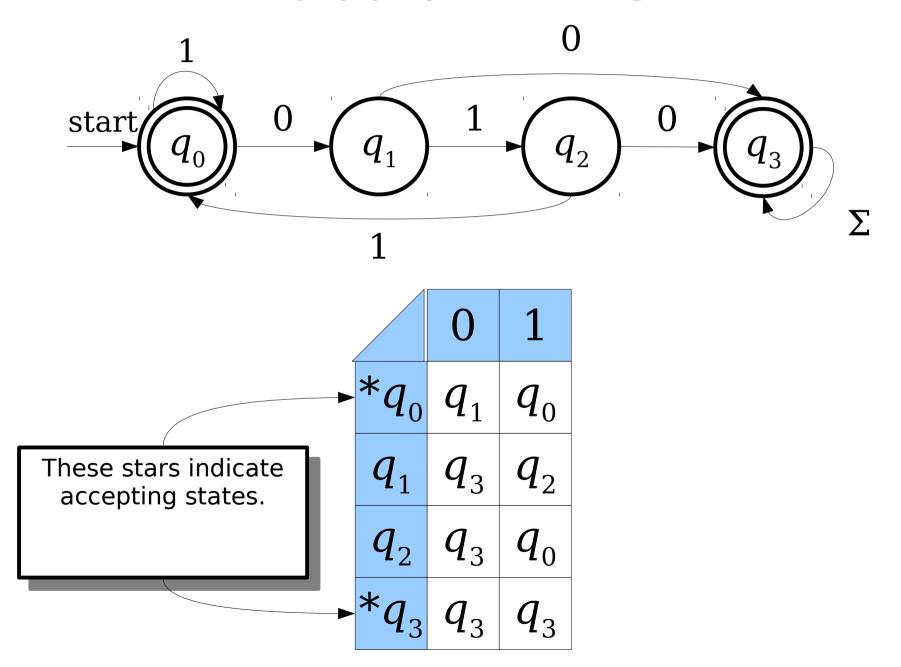
Answer at **PollEv.com/cs103** or text **CS103** to **22333** once to join, then **A**, **B**, **C**, or **D** (none of the above).

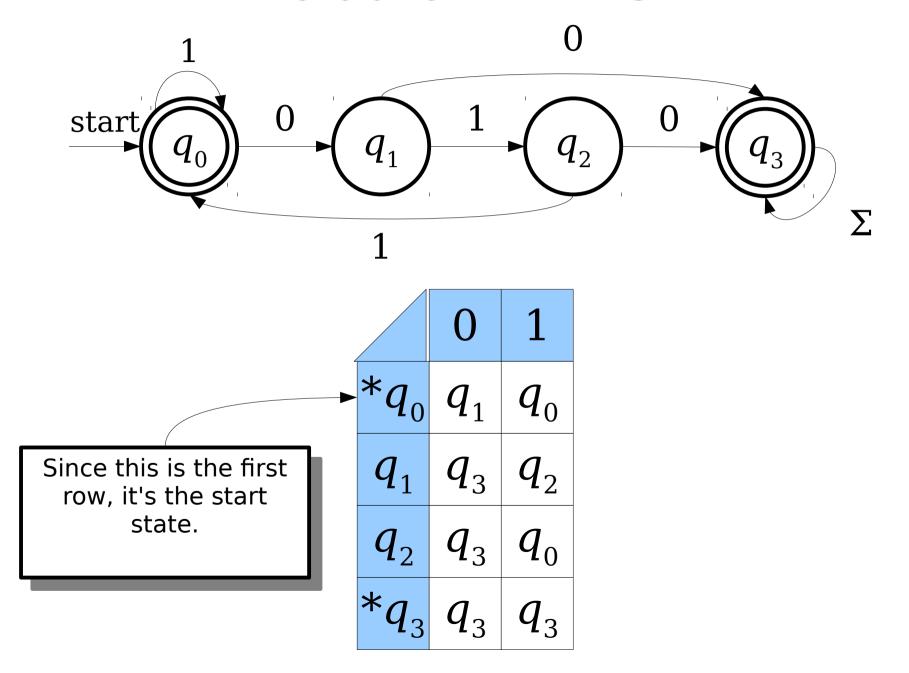






	0	1
$*q_0$	q_1	q_0
q_1	q_3	q_2
q_2	q_3	q_0
$*q_3$	q_3	q_3





My Turn to Code Things Up!

```
int kTransitionTable[kNumStates][kNumSymbols] = {
     \{0, 0, 1, 3, 7, 1, ...\},\
bool kAcceptTable[kNumStates] = {
    false,
    true,
    true,
bool SimulateDFA(string input) {
    int state = 0;
    for (char ch: input) {
        state = kTransitionTable[state][ch];
    return kAcceptTable[state];
```

The Regular Languages

A language L is called a **regular language** if there exists a DFA D such that $\mathcal{L}(D) = L$.

If L is a language and $\mathcal{L}(D) = L$, we say that D recognizes the language L.

- Given a language $L \subseteq \Sigma^*$, the **complement** of that language (denoted \overline{L}) is the language of all strings in Σ^* that aren't in L.
- Formally:

$$\overline{L} = \Sigma^* - L$$

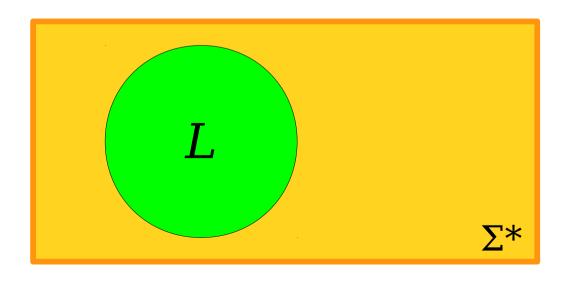
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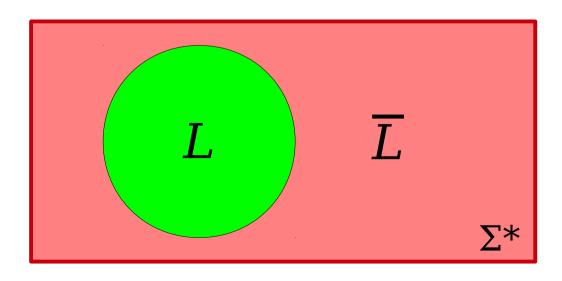
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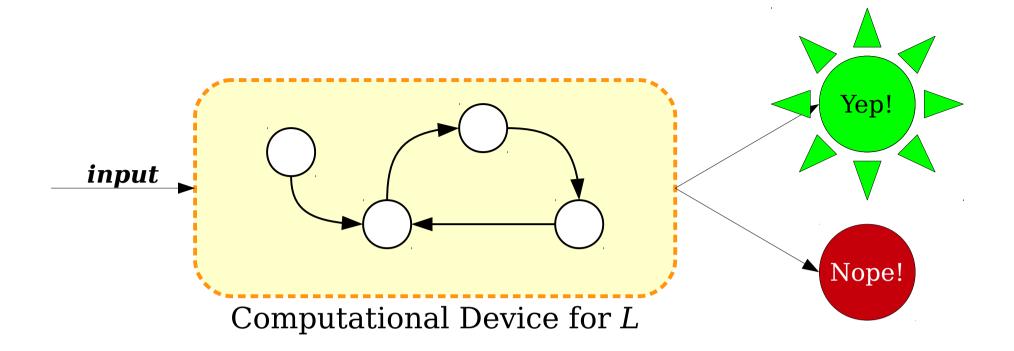
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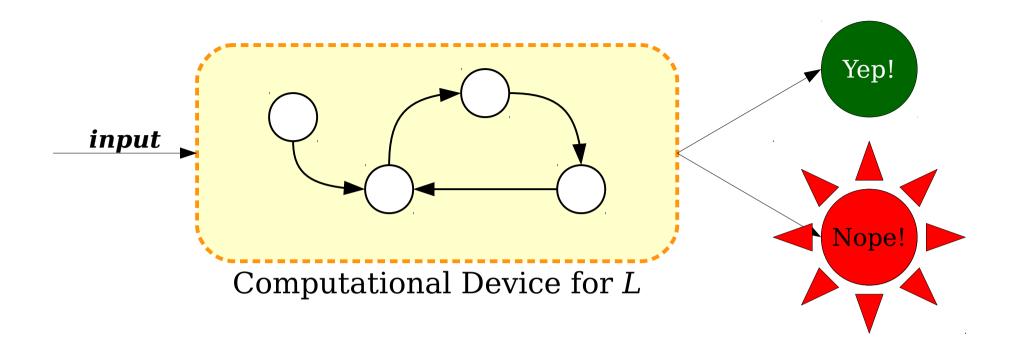
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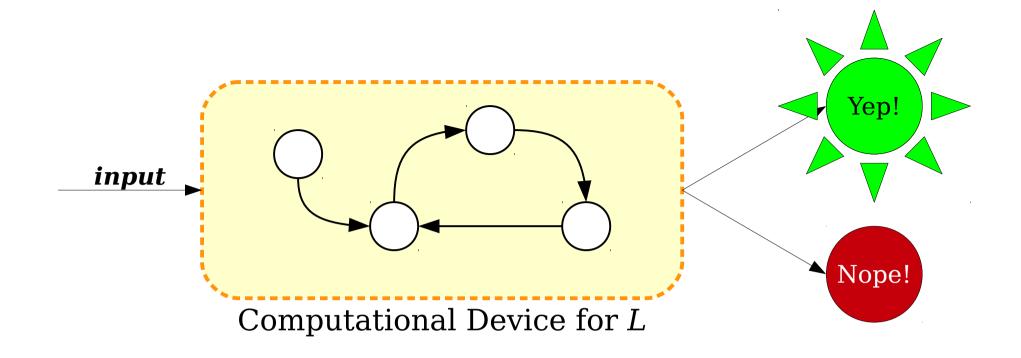


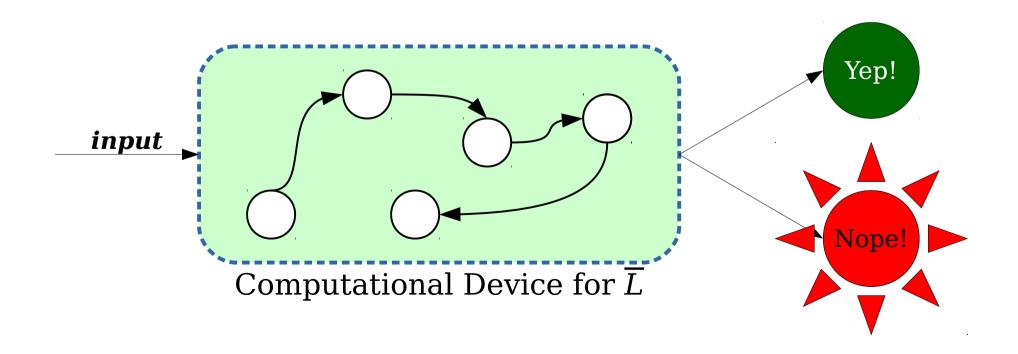
Complements of Regular Languages

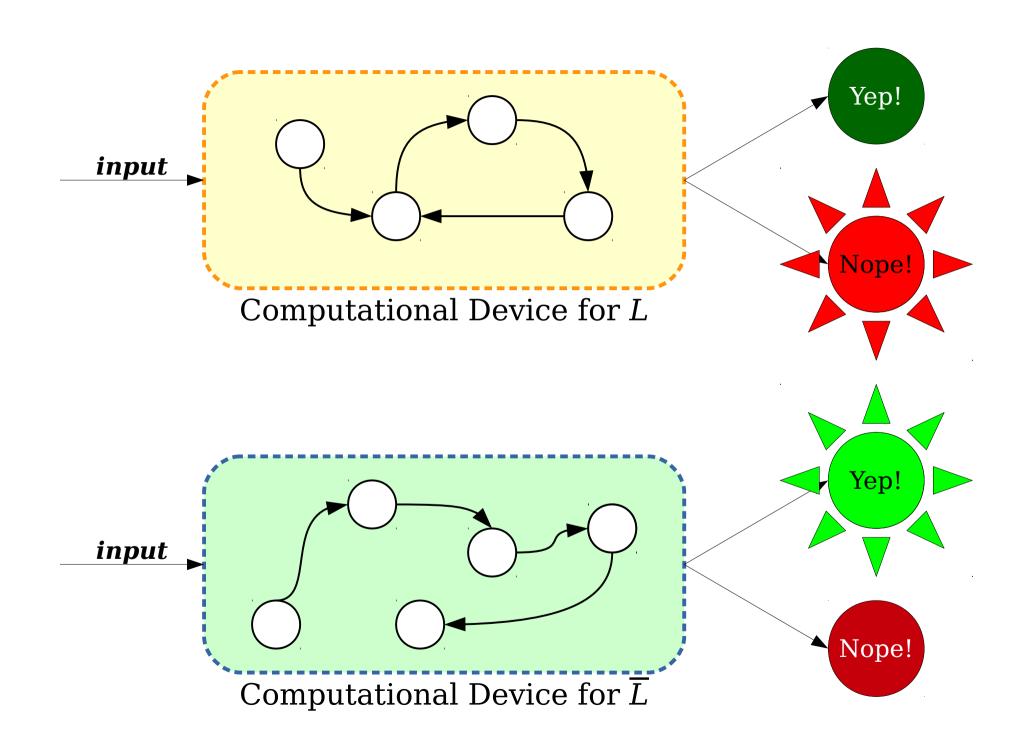
- As we saw a few minutes ago, a regular
 language is a language accepted by some DFA.
- *Question:* If L is a regular language, is \overline{L} necessarily a regular language?
- If the answer is "yes," then if there is a way to construct a DFA for L, there must be some way to construct a DFA for \overline{L} .
- If the answer is "no," then some language L can be accepted by some DFA, but \overline{L} cannot be accepted by any DFA.





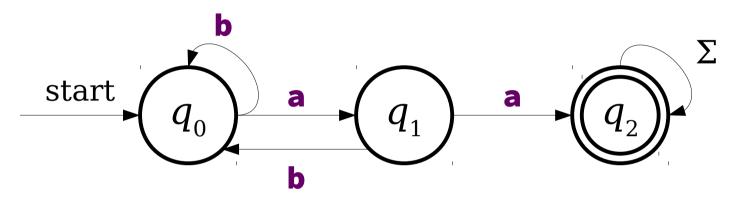




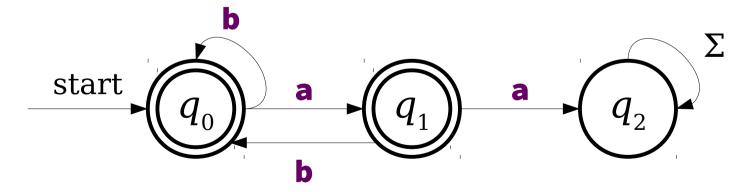


Complementing Regular Languages

 $L = \{ w \in \{a, b\}^* \mid w \text{ contains } aa \text{ as a substring } \}$

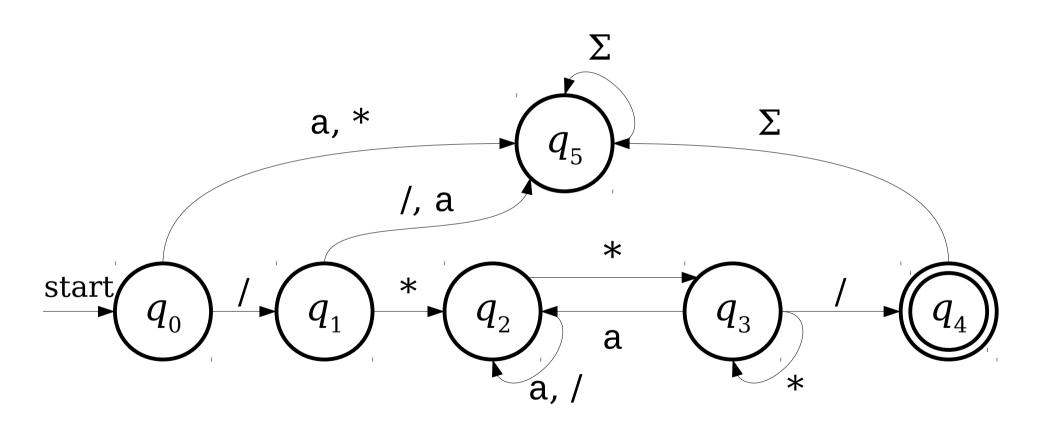


 $\overline{L} = \{ w \in \{a, b\}^* \mid w \text{ does not contain aa as a substring } \}$



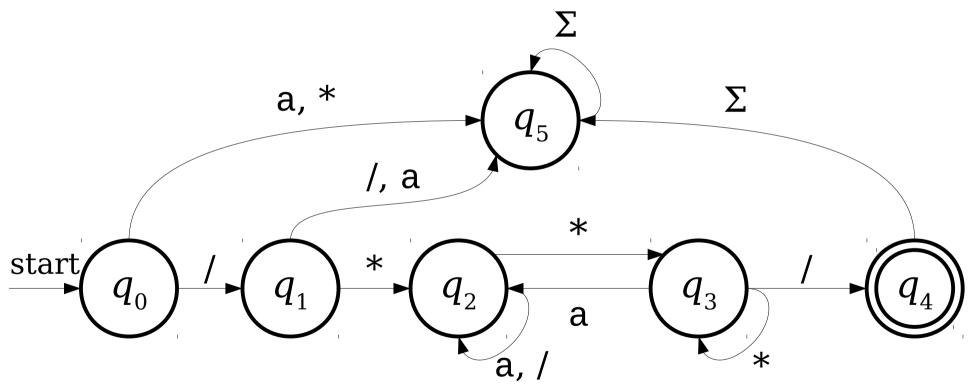
More Elaborate DFAs

 $L = \{ w \in \{a, *, /\}^* \mid w \text{ represents a C-style comment } \}$



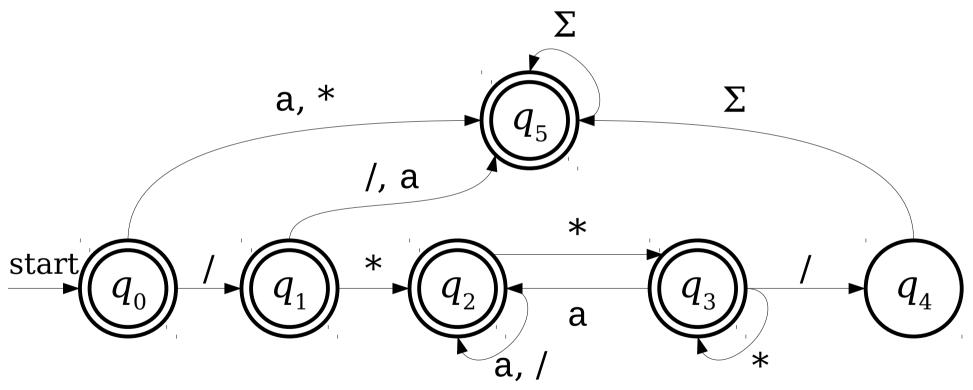
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Closure Properties

- **Theorem:** If L is a regular language, then \overline{L} is also a regular language.
- As a result, we say that the regular languages are *closed under complementation*.

