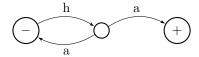
1 Finite State Automata

1.1 Alphabets & Strings

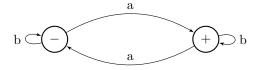
- Let A be a set; then A^n is the set of all finite sequences $a_1 \dots a_n$ with $a_i \in A, 1 \le i \le m$
 - Elements of A are letters or symbols
 - Elements of A^n are words or strings over A of length m
- ε is the special *empty string*, the only string of length 0
- $A^+ = \bigcup_{m>1} A^m$ the set of non-empty strings over A of any length
- $A^* = A^+ \cup \varepsilon = \bigcup_{m \geq 0} A^m$ the set of (possibly empty) strings over A of any length
- If $\alpha = a_1 \dots a_m$, $\beta = b_1 \dots b_m \in A^*$, then define $\alpha\beta$ to be $a_1 \dots a_m b_1 \dots b_m \in A^{m+n}$. This gives binary 'product' or *concatenation* on A^*
- For $\alpha \in A^+$, define $\alpha^n, n \in \mathbb{N}$ by $\alpha^0 = \varepsilon$, and $\alpha^{n+1} = \alpha^n \alpha$
- A language with alphabet A is a subset of A^*

1.2 Definition of an FSA

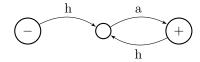
- A Finite State Automaton (FSA) is a tuple $M = (Q, F, A, \tau, q_0)$
 - -Q is a finite set of states
 - $-F \subseteq Q$ is the set of final states
 - -A is the alphabet
 - $-\tau \subseteq Q \times A \times Q$ is the set of transitions
 - $-q_0 \in Q$ is the initial state
- The transition diagram of an FSA is a directed graph with:
 - Vertex set Q
 - An edge for each transition; $(q, a, q') \in \tau$ corresponds to an edge from q to q' with label a
 - Initial state q_0 labelled with -
 - Final states labelled with +
 - Example: a non-deterministic 'haha machine', with $A = \{h, a\}$



- A computation of M is a sequence $q_0, a_1, q_1, a_2, \ldots, a_n, q_n$ with $n \geq 0$ where $(q_i, a_{i+1}, q_{i+1}) \in \tau$ for $0 \leq i \leq n-1$
 - The *label* on the computation is $a_1 \dots a_m$
 - The computation is successful if $q_n \in F$
 - A string $a_1
 dots a_n$ is accepted by M if there is a successful computation with label $a_1
 dots a_n$, and it is rejected otherwise
- The language recognised by M is $\mathcal{L}(M) = \{w \in A^* \mid w \text{ is accepted by } M\}$
- There is a one-to-one correspondence between computations of M and paths in the graph from q_0
- Example: $A = \{a, b\}$ of an FSA accepting only words with an odd number of 'a's



- An FSA is deterministic (a DFA) if for all $q \in Q, a \in A$ there is exactly one $q' \in Q$ such that $(q, a, q') \in \tau$
- Example: DFA for the 'haha machine'



 \bullet Note this machine lacks a transition for a when in the initial state – though technically required for a DFA, it is easily fixed by adding an 'error state' to catch what would otherwise be missing transitions

1.3 Deterministic FSAs

- For a DFA M, define the transition function $\delta: Q \times A \to Q$ by $q' = \delta(a,q)$, where q' is the unique element such that $(q,a,q') \in \tau$
- If \mathcal{L} is a language with alphabet A, then the following are equivalent:
 - 1. \mathcal{L} is recognised by an FSA
 - 2. \mathcal{L} is recognised by a DFA
- Given a non-deterministic FSA $M=(Q,F,A,\tau,q_0)$, an equivalent DFA $M'=(Q',F',A,\tau',q'_0)$ may be generated by the *powerset method*:
 - $-Q' = \mathcal{P}(Q)$ (i.e. the set of all subsets of Q)
 - $-\ F' = \{X \in Q' \,|\, q \in X \text{ for some } q \in F\}$
 - For $X \in Q'$, $a \in A$, define $\delta(X, a) := \{ q \in Q \mid (x, a, q) \in \tau \text{ for some } x \in X \}$
 - $-\tau' = \{(X, a, \delta(X, a)) | X \in Q', a \in A\}$
 - $q_0' = \{q_0\}$
- Proof: show that $\mathcal{L}(M) = \mathcal{L}(M')$
 - $-\mathcal{L}(M) \subseteq Lang(M')$:
 - * Given $w \in \mathcal{L}(M), q_0 a_1 \dots a_n q_n$ is a successful computation of M
 - * Then define $q'_i = \delta(q'_{i-1}, a_i)$ for $1 \le i \le n$
 - * $q'_0, a_1, q'_1 \dots a_n, q'_n$ will be a successful computation of M'
 - * Therefore $w \in \mathcal{L}(M')$
 - $-\mathcal{L}(M')\subseteq Lang(M)$:
 - * Let $w = a_1 \dots a_n \in L(M')$, and $q'_0, a_1, q'_1 \dots a_n, q'_n$ be a successful computation of M
 - * Each q'_i cannot be the empty set
 - * By definition of τ' , $\exists q_1 \in q_1'$ s.t. $(q_0, a_1, q_1) \in \tau$
 - * Then we can find $q_i \in q_i'$ s.t. $(q_{i-1}, a_i, q_i) \in \tau$ for $1 \le i \le n$
 - * For q_n we further require $q_n \in F$
 - * Therefore, $q_0, a_1, q_1, a_2, \dots a_n, q_n$ is a successful computation
 - * Therefore $w \in \mathcal{L}(M)$

1.4 The Pumping Lemma

- The Pumping Lemma says that for any \mathcal{L} recognised by an FSA M, there is a certain word length beyond which all words can be split into sections as xyz, where xy^nz is also in the language
- Formally there is an integer p > 0 s.t. any word $w \in L$ with $|w| \ge p$ is of the form w = xyz, where |y| > 0, $|xy| \le p$ and $xy^iz \in \mathcal{L}$ for $i \ge 0$
- Proof:
 - Let p be the number of states in M, and suppose $w = a_1 \dots a_n \in \mathcal{L}$, where $n \geq p$
 - A successful computation q_0, a_1, \ldots, q_n has to pass through a certain state at least twice (by the pigeonhole principle)
 - Therefore, $\exists r < s \text{ s.t. } q_r = q_s$; choose minimal such s
 - Now put $x = a_1 \dots a_r$, $y = a_{r+1} \dots a_s$ (note |y| > 0), and $z = a_{s+1} \dots a_n$
 - By minimality of $s, q_0, \dots q_{s-1}$ are distinct, and $|xy| = s \le p$
 - Then, note that $q_r, a_{r+1}, \ldots, q_s$ is a loop, which may be validly repeated $i \geq 0$ times
 - Therefore, $xy^iz \in \mathcal{L}$
- Corollary: here exist languages which are not computable by an FSA
- Example: there is no FSA which can recognise $\mathcal{L} = \{a^n b^n \mid n \in \mathbb{N}\}$
- Proof:
 - Assume for a contradiction there exists an FSA M which can recognise \mathcal{L}
 - Let p be the number from the pumping lemma, and choose $n \geq p$ and consider $w = a^n b^n$
 - By the pumping lemma, $\exists x, y, z \text{ s.t. } a^n b^n = xyz$, with $|y| \ge 1$ and $|xy| \le p \le n$
 - Then y is written entirely in terms of the letter a, and $|y| \ge 1$
 - By the pumping lemma, $xy^iz \in \mathcal{L}$ for all i
 - So choose i = 0, then some $w = a^k b^n \in \mathcal{L}$ s.t. k < n, which is a contradiction

2 Turing Machines

3 Partial Recursive Functions

4 First Order Logic