CS3102 Theory of Computation

Closure

Which of the following sets are closed under the provided operation? If closed, argue why. If not, give a counterexample

- 1. \mathbb{Z} , Multiplication by 0
- 2. N, subtraction
- 3. Q, squaring
- 4. Q, square-root
- 5. $\{L \subseteq \Sigma^* | L \text{ is finite}\}$, Kleene Star
- 6. $\{\varepsilon, ab, aabb, aaabbb, ...\}$, concatenation

Finite State Automata

- Basic idea: a FA is a "machine" that changes states while processing symbols, one at a time.
- Finite set of states: $Q = \{q_0, q_1, \dots q_7\}$
- Transition function: $\delta: Q \times \Sigma \to Q$
- Initial state:
- Final states:

- $q_0 \in Q$
- $F \subseteq Q$



 q_1

- Finite state automaton is $M = (Q, \Sigma, \delta, q_0, F)$
- Accept if we end in a Final state, otherwise Reject

TripleA

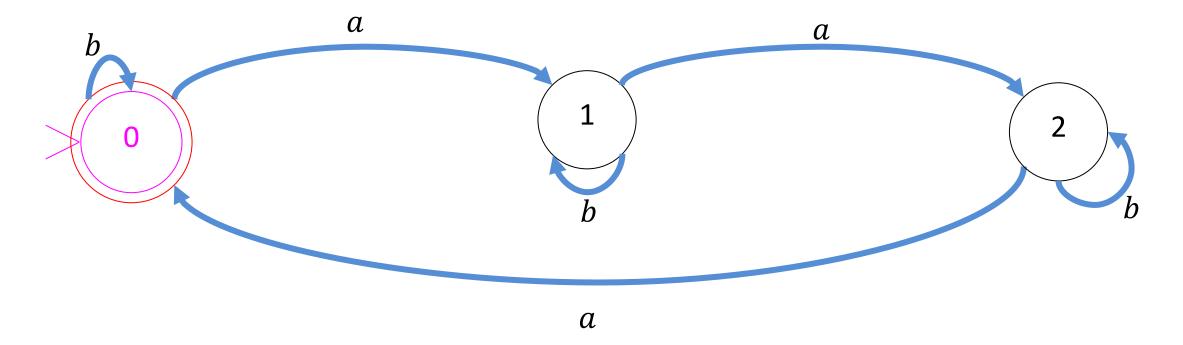
- Let's make a finite state automaton which accepts strings where the number of a's is a multiple of 3
- It should accept:
 - *b*, *aaa*, *abaa*, ...
- It should reject:
 - *a, ab, baa, aba, aaaabbb, ...*

TripleA using FSA

- 1. What's our alphabet? (pick Σ)
- 2. What should our states be? (pick Q)
- 3. Which states are the accept states? (pick F)
- 4. Which state is the start state? (pick q_0)
- 5. How should we transition? (pick δ)

TripleA

Strings with a multiple of 3 many a's



Take-aways

- For a FSA M, the language of M (denoted L(M)) refers to the set of strings accepted by the machine
 - $L(M) = \{ s \in \Sigma^* | M \text{ accepts } s \}$
- The set of all languages decided by some FSA is call the Regular Languages
 - Equivalent to the languages describable by regular expressions
- A particular language decided by some FSA is called a Regular Language
- All regular languages can be decided by a Java program using only constant memory (relative to length of word)

Closure Properties

- A set is closed under an operation if applying that operation to members of the set results in a member of the set
 - Integers are closed under addition
 - Integers are not closed under division
 - $-\Sigma^*$ is closed under concatenation
 - The set of all languages are not closed under cross product

Closure Properties of Regular Languages

- Complement
- Intersection
- Union
- Difference
- Reversal
- Concatenation

Closed under Complement

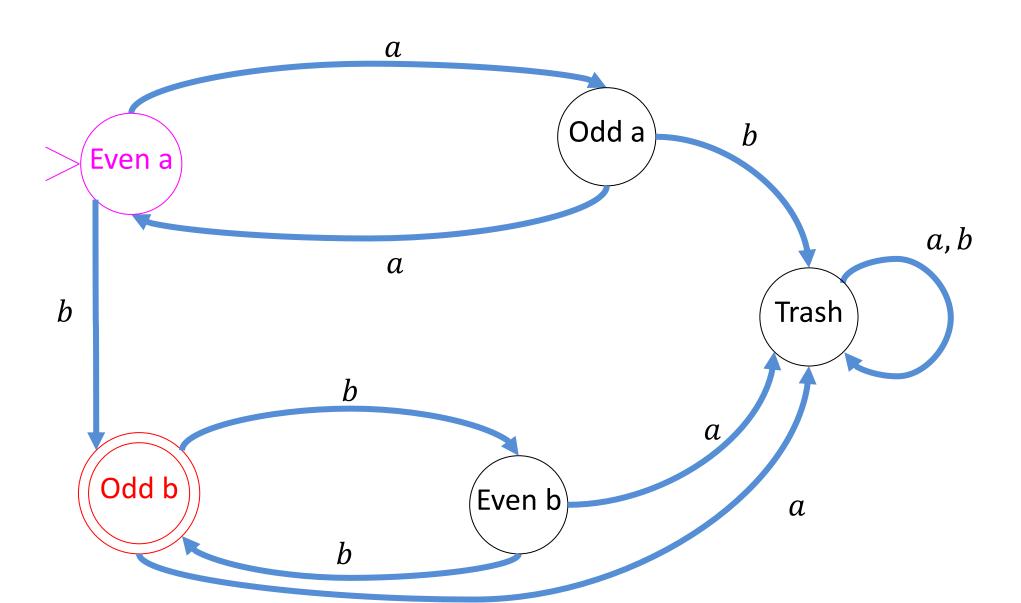
- If a language is regular then its complement is regular
- If a language has a FSA, it's complement does as well
- If there is a FSA which accepts exactly the strings in the language, there is a FSA which accepts exactly the strings not in the language

Closed under Complement

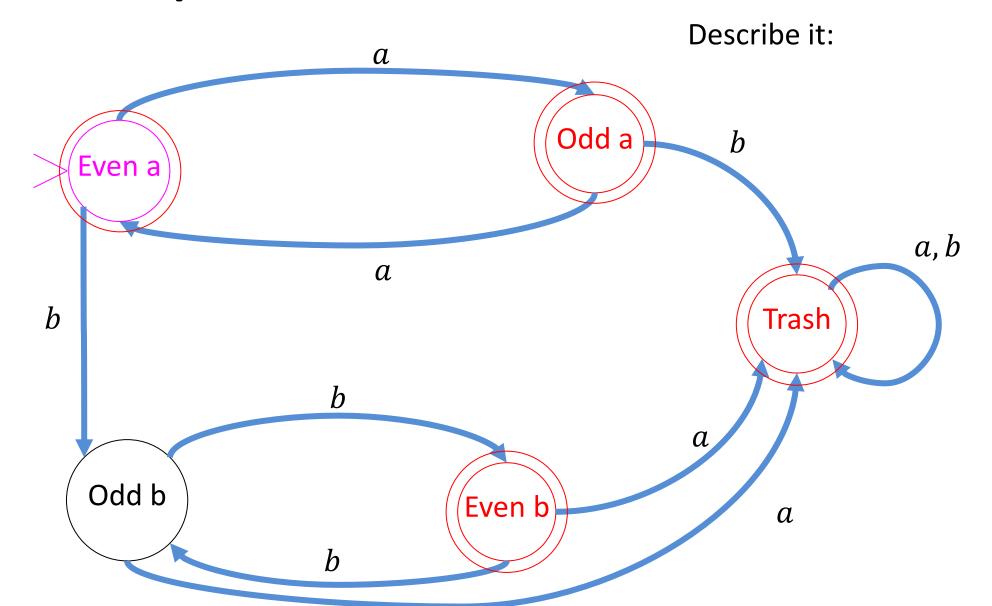
- Idea: Every string ends in some state. If that was originally an accept state then reject, else accept.
- New final states are the old non-final states

EvenAoddB

Strings with an even number of a's followed by an odd number of b's



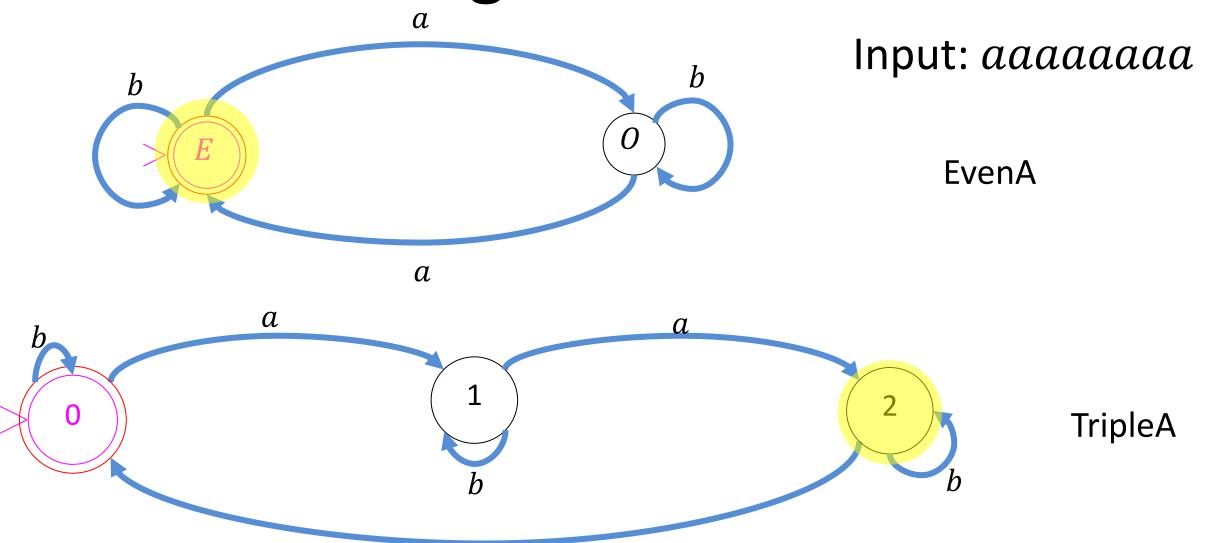
Complement of EvenAoddB



Closed under Intersection

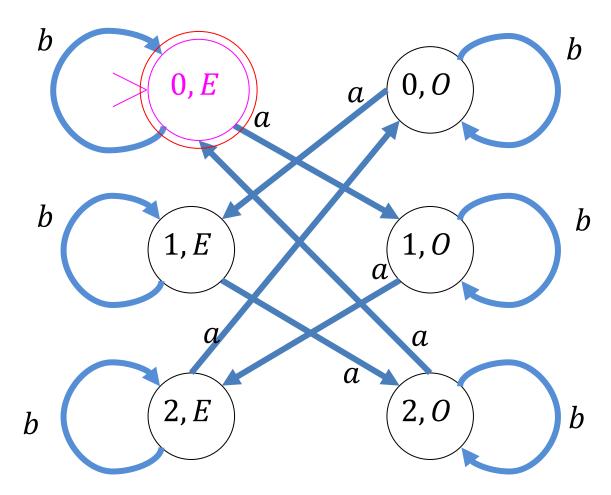
- Let's find an automaton for TripleA∩EvenA
- This automaton should accept a given string if and only if BOTH these other automata accept
- We need to make one automaton that operates as if it was two
- Idea: This automaton's states each represent a pair of states (one from each source automaton)

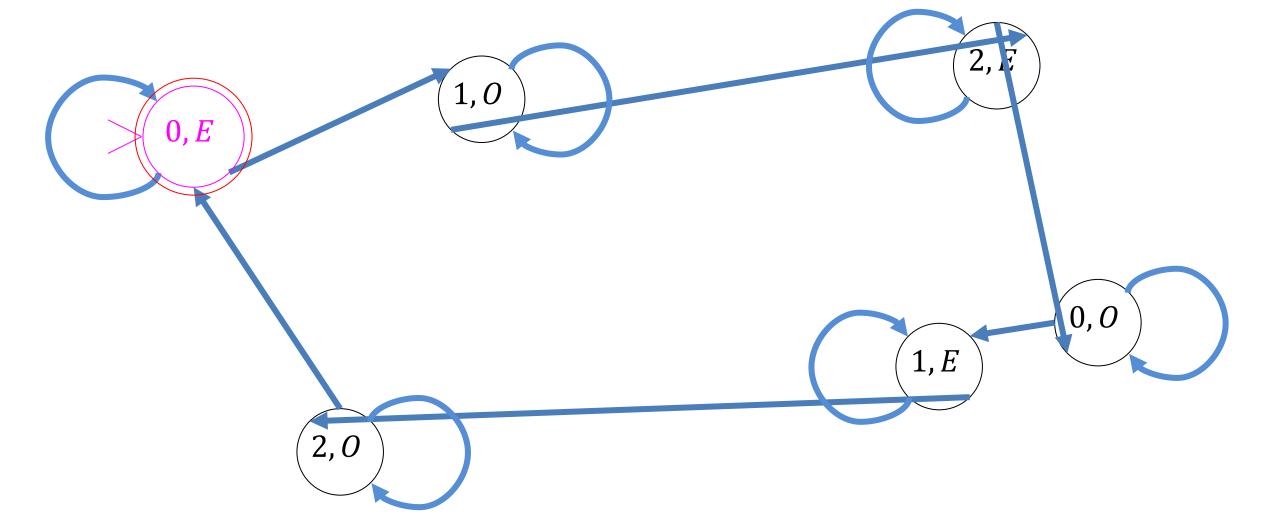
Running Both Machines

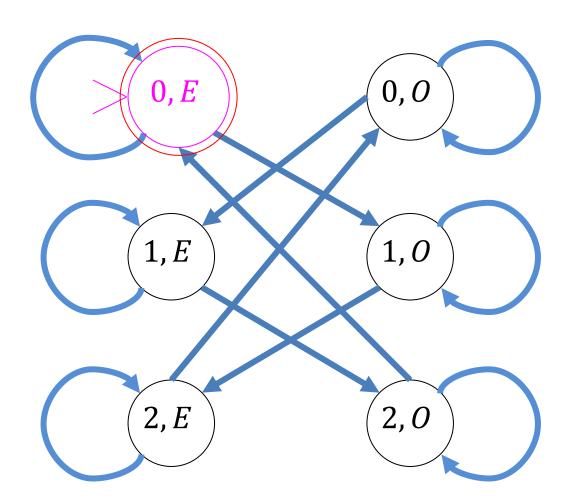


Now at the same time

- States: Pairs of states from source machines:
 - $-\{(0,E),(1,E),(2,E),(0,O),(1,O),(2,O)\}$
- Start State: The one that's the pair of source starts
 - -(0,E)
- Final States: Those pairs where both were final
 - $-\{(0,E)\}$
- Transitions: One arrow represents transitioning in both machines



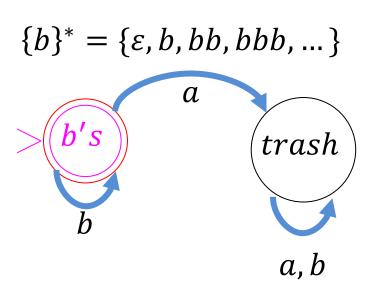




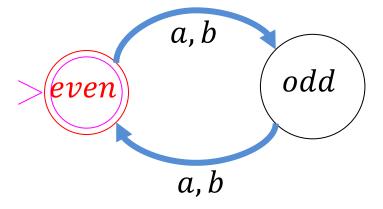
Cross Product Construction (intersection)

- Basic idea: a single FSA that operates the same as two would on the same input
- To build M_{\times} to simulate both: $M_1=(Q_1,\Sigma,\delta_1,q_{01},F_1)$ and $M_2=(Q_2,\Sigma,\delta_2,q_{02},F_2)$
- Finite set of states: $Q_{\times} = Q_1 \times Q_2$
- Transition function: $\delta_{\times}((q_1,q_2),\sigma)=(\delta_1(q_1,\sigma),\delta_2(q_2,\sigma))$
- Initial state: $(q_{01}, q_{02}) \in Q_{\times}$
- Final states: $F_{\times} = F_1 \times F_2$
- Finite state automaton is $M_{\times} = (Q_{\times}, \Sigma, \delta_{\times}, (q_{01}, q_{02}), F_{\times})$

B's only or even length

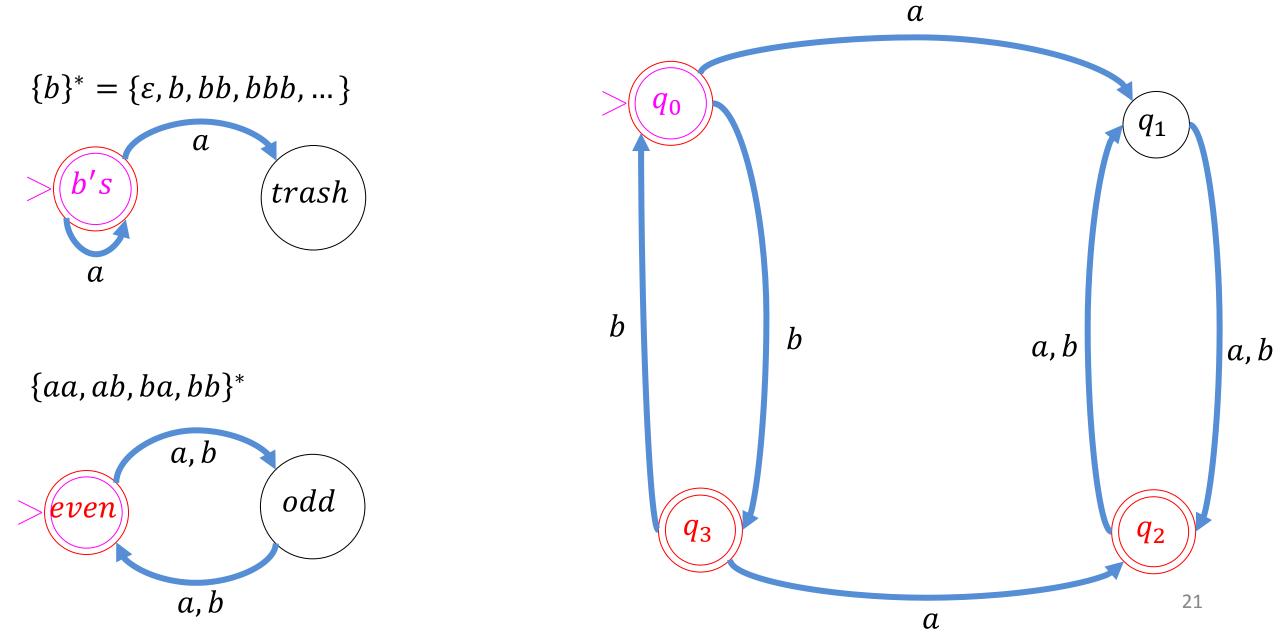


 $\{aa, ab, ba, bb\}^*$



 \boldsymbol{a}

B's only or even length



Cross Product Construction (Union)

- Basic idea: a single FSA that operates the same as two would on the same input
- To build M_{\times} to simulate both: $M_1=(Q_1,\Sigma,\delta_1,q_{01},F_1)$ and $M_2=(Q_2,\Sigma,\delta_2,q_{02},F_2)$
- Finite set of states: $Q_{\times} = Q_1 \times Q_2$
- Transition function: $\delta_{\times}((q_1,q_2),\sigma)=(\delta_1(q_1,\sigma),\delta_2(q_2,\sigma))$
- Initial state: $(q_{01}, q_{02}) \in Q_{\times}$
- Final states: $F_{\times} = (F_1 \times Q_2) \cup (Q_1 \times F_2)$
- Finite state automaton is $M_{\times} = (Q_{\times}, \Sigma, \delta_{\times}, (q_{01}, q_{02}), F_{\times})$

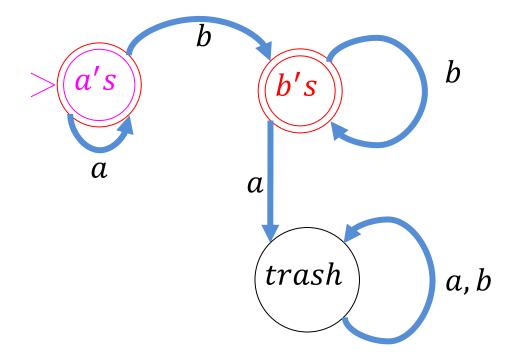
Cross Product Construction (Difference)

- Basic idea: a single FSA that operates the same as two would on the same input
- To build M_{\times} to simulate both: $M_1=(Q_1,\Sigma,\delta_1,q_{01},F_1)$ and $M_2=(Q_2,\Sigma,\delta_2,q_{02},F_2)$
- Finite set of states: $Q_{\times} = Q_1 \times Q_2$
- Transition function: $\delta_{\times}((q_1,q_2),\sigma)=(\delta_1(q_1,\sigma),\delta_2(q_2,\sigma))$
- Initial state: $(q_{01}, q_{02}) \in Q_{\times}$
- Final states: $F_{\times} = F_1 \times (Q_2 F_2)$
- Finite state automaton is $M_{\times} = (Q_{\times}, \Sigma, \delta_{\times}, (q_{01}, q_{02}), F_{\times})$

Closed Under reversal

- Show that the regular languages are closed under reversal
- L^R is the language of all strings from L backwards
 - $-L = \{s \in \{a, b\}^* \mid \text{all a's come before all b's} \}$
 - $-L^R = \{s \in \{a, b\}^* \mid \text{all b's come before all a's}\}$

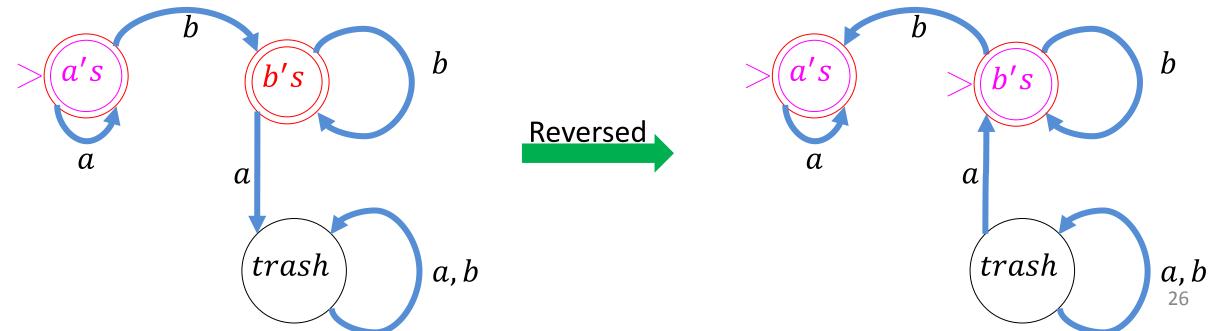
 ${s \in {a,b}^* \mid \text{all a's come before all b's}}$



How to do reversal

Problem(s)?

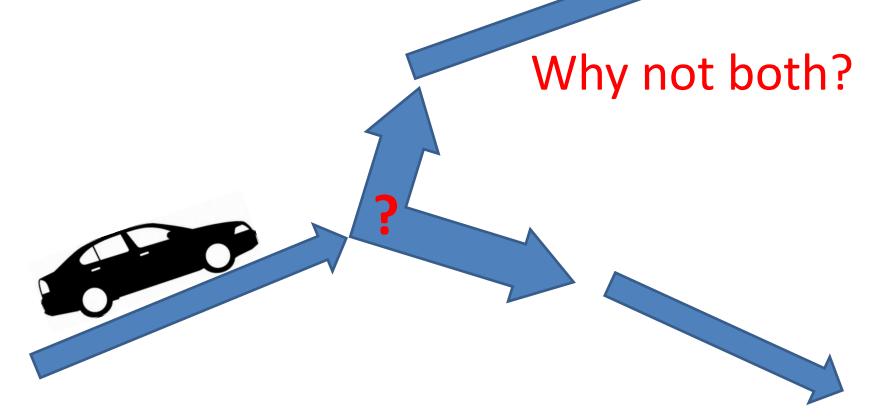
- "reverse" the automaton
- Final states become start states
- Start state becomes final
- Reverse direction of all arrows



Nondeterminism

Driving to a friend's house Friend forgets to mention a fork in the directions Which way do you go?





Nondeterminism in computation

- Your computer/machine/algorithm can "be in two places at once"
- Java example: public static boolean isPrime(int n){
 for(int i = 2; i < n; i++){
 if(n % i == 0){
 return false;
 }
 }
 return true;
 }</pre>
- We don't know which value might divide n, so we try each possibility one at a time
- Nondeterministic approach: let i take all values at once, return true if any divide n

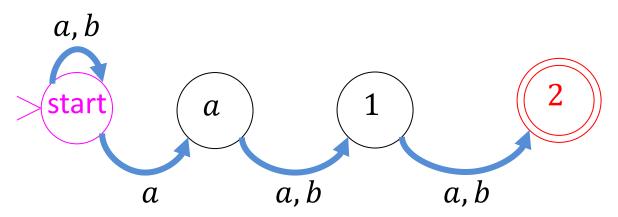
Nondeterminism if Automata

- Your machine can be in multiple states at once
- Accepts if any of the states it ends in are accepting states
- Relax restrictions:
 - Exactly one transition per symbol (can make multiple without consuming a symbol)
 - There must be exactly one outgoing transition for each symbol for every state (will allow 0 to many of them)
- Keep restriction:
 - One start state

Back to Reversal bb a'sReversed \boldsymbol{a} trash trash a, b*a*, *b* ba's ${\cal E}$ ${\cal E}$ a, btrash start 30

a is Third From Last

• Draw a nondeterministic finite state automaton (NFA) for the language of all strings where their third from last character is an a.



Nondeterministic Finite State

Automata

- Basic idea: a NFA is a "machine" that changes states while processing symbols, one at a time.
- Finite set of states:

$$Q = \{q_0, q_1, \dots q_7\}$$

• Transition function:

$$\delta: 2^Q \times (\Sigma \cup \{\varepsilon\}) \to 2^Q$$

Initial state:

$$q_0 \in Q$$

• Final states:

$$F \subseteq Q$$

- Finite state automaton is $M = (Q, \Sigma, \delta, q_0, F)$
- Accept if any states we end in are Final, otherwise Reject only when none of the states are final

 q_3