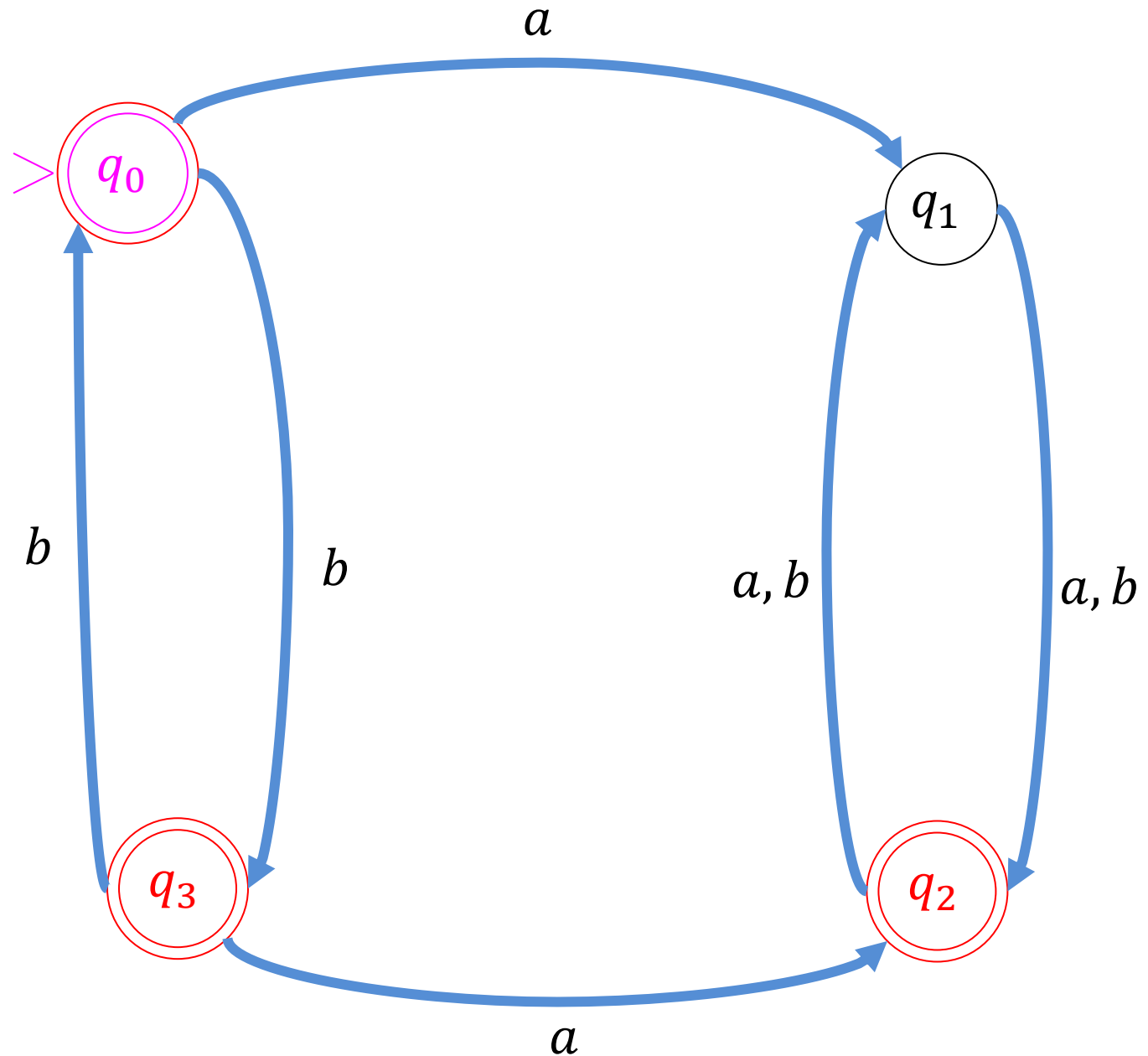


# CS3102 Theory of Computation

Some strings it accepts:

Some strings it rejects:

Describe the language:



# Finite State Automaton

- Simple model of computation
- Represents computation without memory
- Kind of decider
  - We call the set of strings it accepts the “language” of the machine
- Our machine reads the input string only once, and one character at a time
- After reading each character, enters a new “state”
- State transition rules depend only on the current state and the current character (no looking back!)
- There are only finitely many states

# Gumball Machine

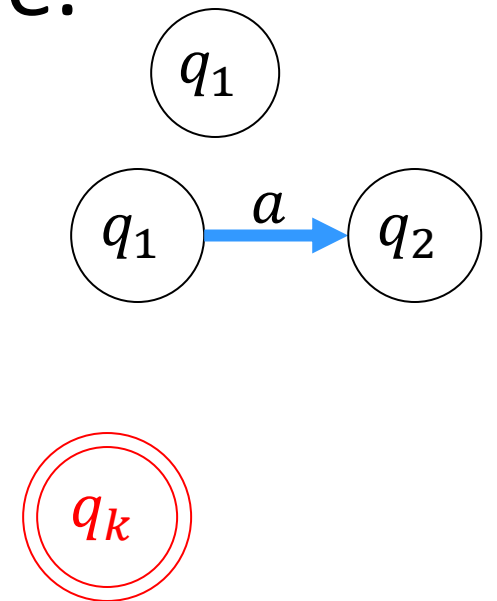
- Our gumball machine takes only pennies and nickels and does not give change
- Each gumball costs 7 cents
- $\Sigma = \{p, n\}$  (penny, nickel)
- We need to decide the language of sequences of coins adding up to at least 7 cents

# Gumball Machine

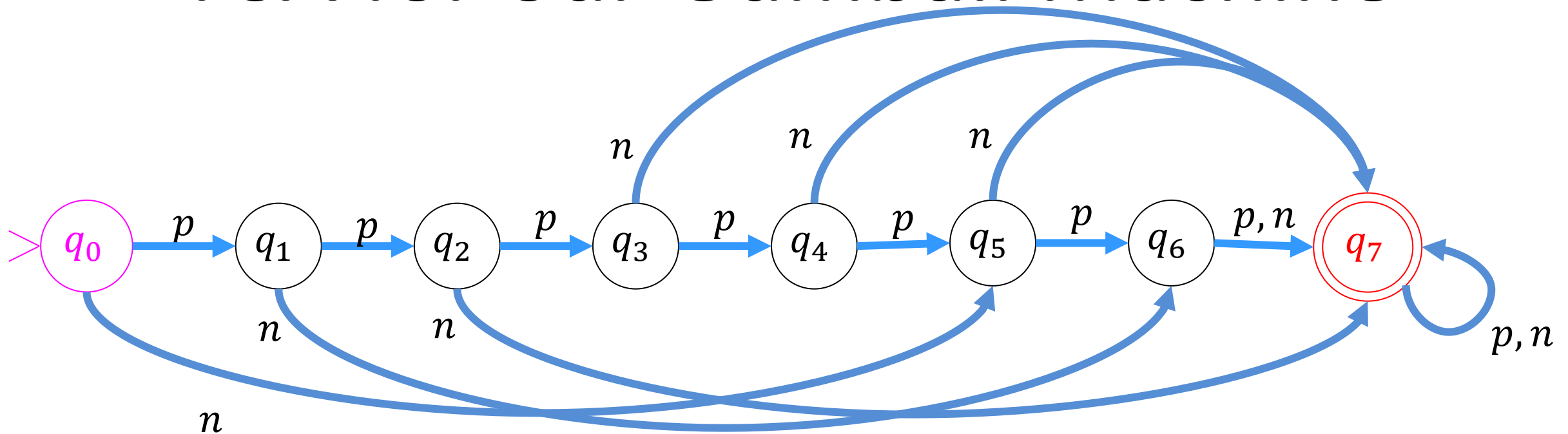
- What are all the possible “states” the machine could be in?
- $0c, 1c, 2c, 3c, 4c, 5c, 6c, 7+c$
- Which “state” should the machine start in?
- Which “state” means we’ve sold a gumball?
- $6c$  plus a penny is always  $7c$ , no matter how I got to  $6c$  (*ppppppp*, or *pn*, or *np*)

# 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:  $\delta: Q \times \Sigma \rightarrow Q$
- Initial state:  $q_0 \in Q$
- Final states:  $F \subseteq Q$
- Finite state automaton is  $M = (Q, \Sigma, \delta, q_0, F)$
- Accept if we end in a Final state, otherwise Reject



# FSA for our Gumball Machine



Strings this accepts:

*pppppppp*  
*nnnnnnnn*  
*pn*  
*ppn*

Strings this rejects:

*ppp*  
*n*  
*np*

# EvenA

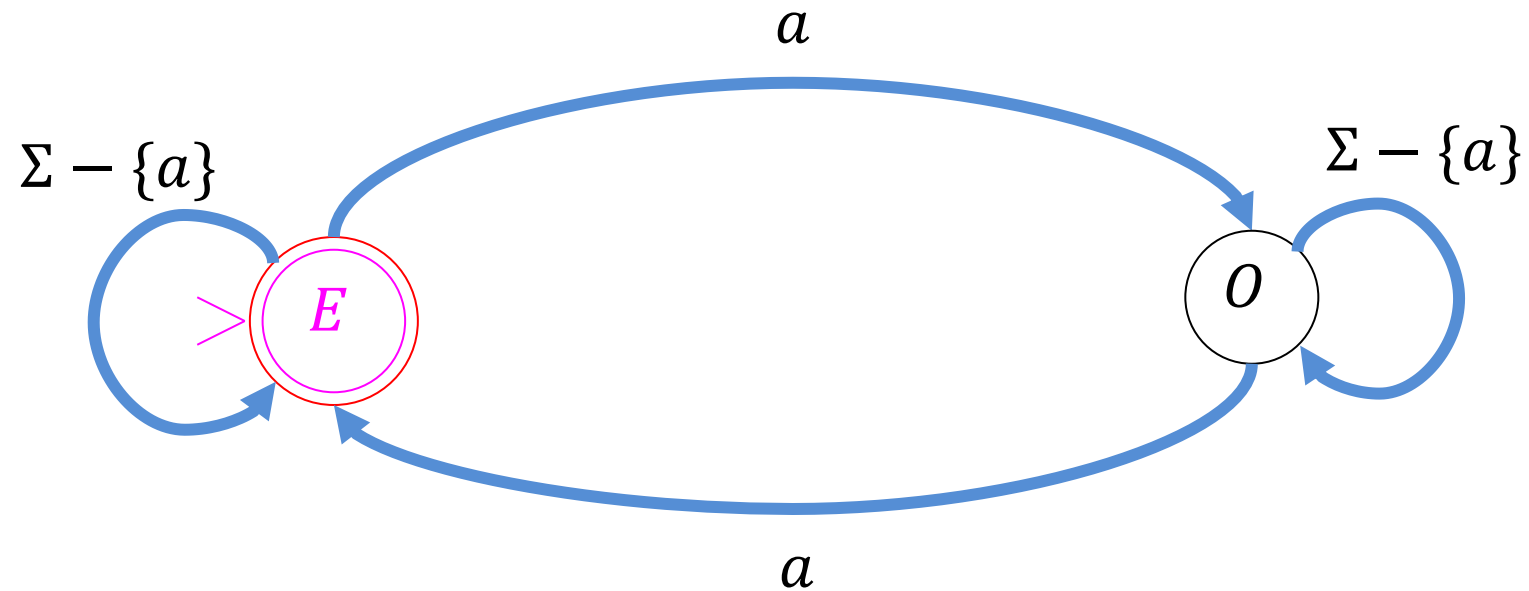
- In HW1 you were asked to give a decider for EvenA (accepts all strings with an even number of A's)
- How did you do it?

# EvenA using FSA

1. What's our alphabet? (pick  $\Sigma$ )
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  $\delta$ )



# Let's Draw It!

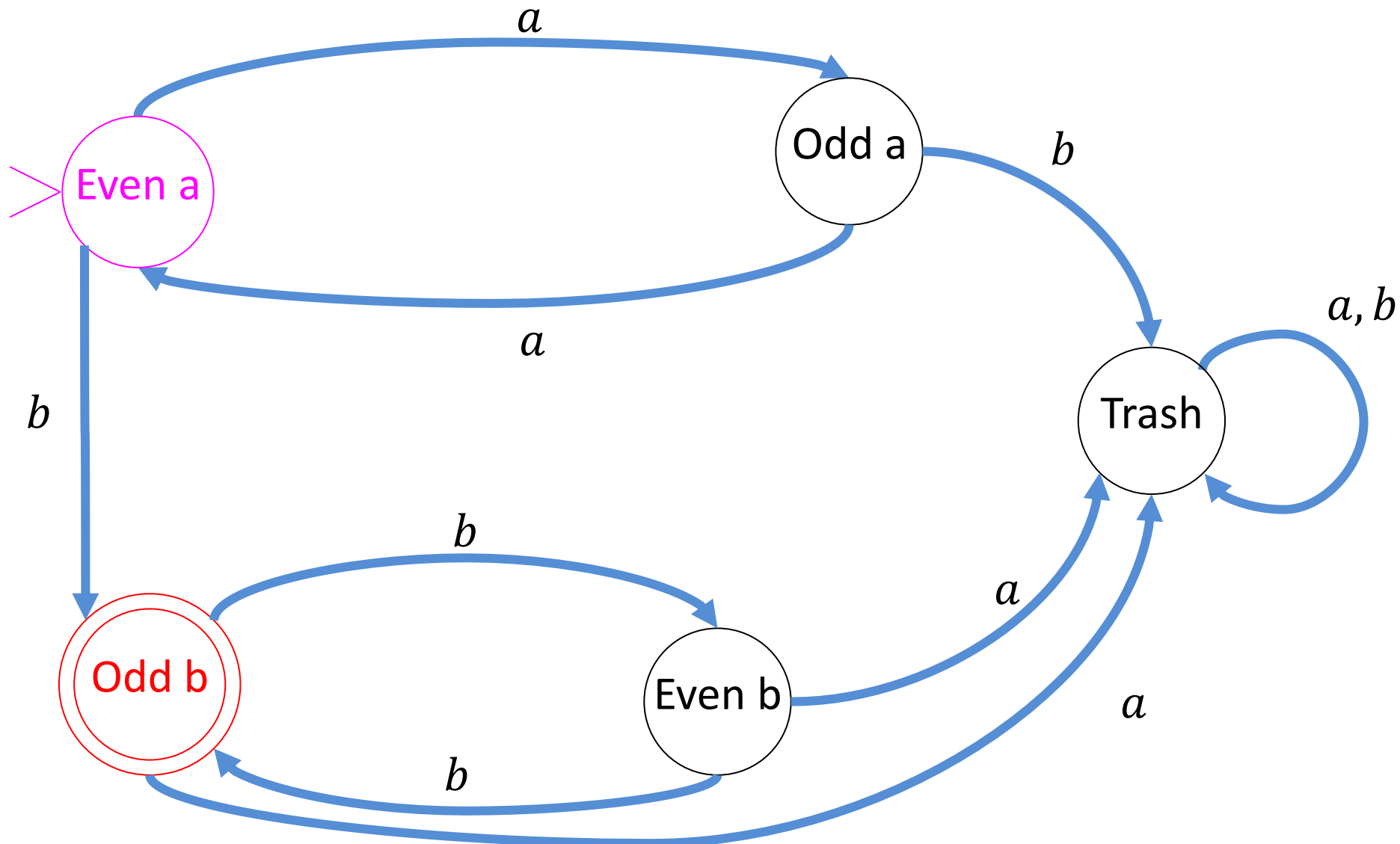


# EvenAOddB

- Let's make a finite state automaton which accepts strings that have an even number of  $a$ 's followed by an odd number of  $b$ 's (in that order)
- It should accept:
  - $b, bbb, aab, aaaabbbbbb, \dots$
- It should reject:
  - $bb, ab, baa, aba, aaabb$

# EvenAoddB

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



# EvenAOddB using FSA

1. What's our alphabet? (pick  $\Sigma$ )
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  $\delta$ )

# TripleA

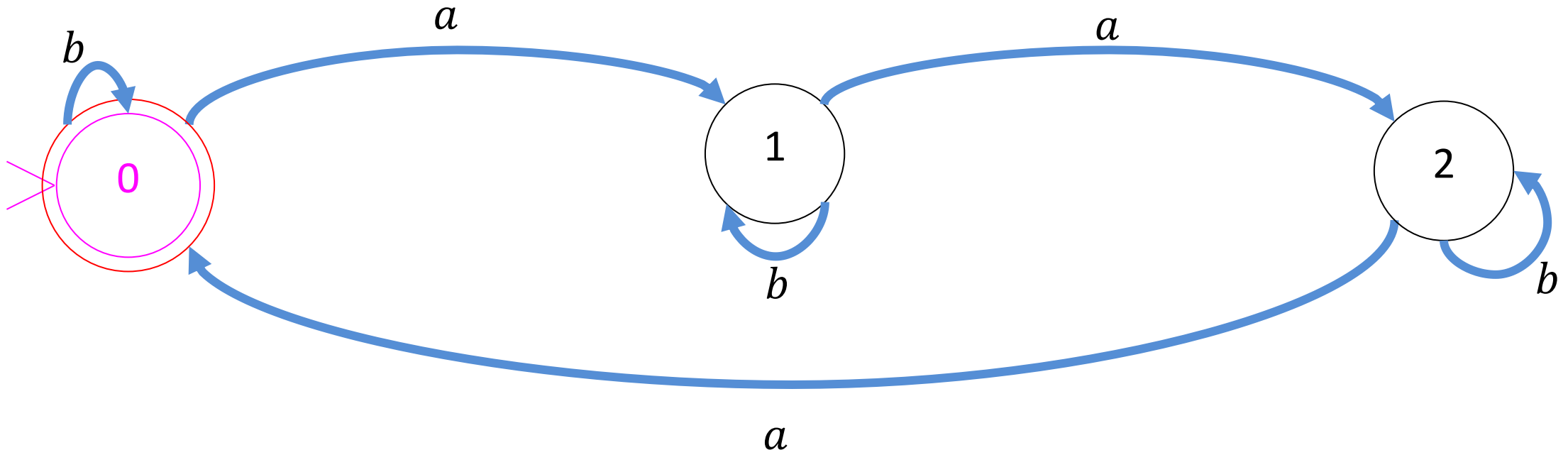
- Let's make a finite state automaton which accepts strings where the number of  $a$ 's is a multiple of 3
- It should accept:
  - $b, aaa, abaa, \dots$
- It should reject:
  - $a, ab, baa, aba, aaaabbbb, \dots$

# TripleA using FSA

1. What's our alphabet? (pick  $\Sigma$ )
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  $\delta$ )

# EvenAoddB

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
- Concatenation

# Closed under Complement

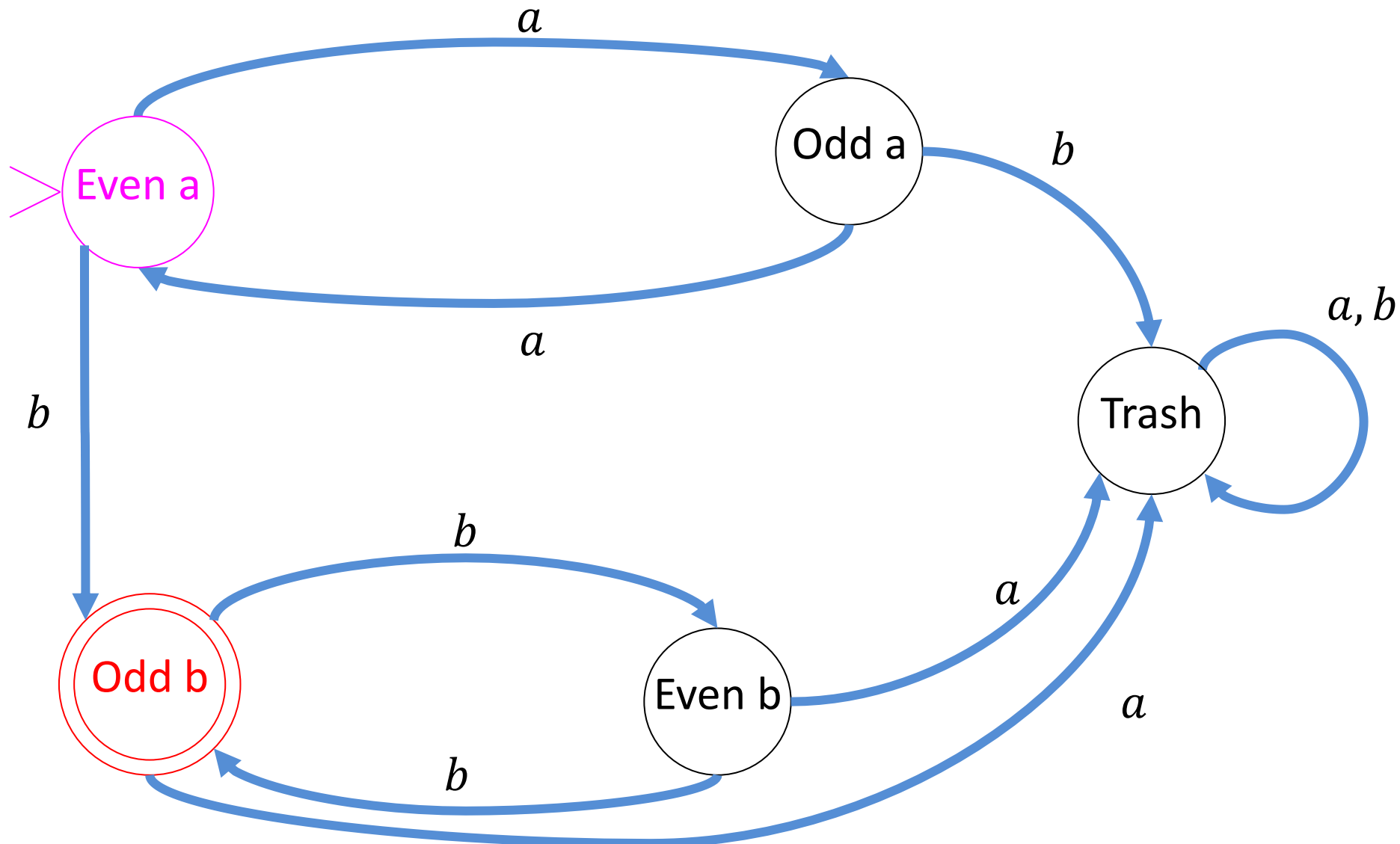
- If a language is regular then its complement is regular
- If a language has a FSA, it's complement does as well
- If there is a FSA which accepts exactly the strings in the language, there is a FSA which accepts exactly the strings not in the language

# Closed under complement

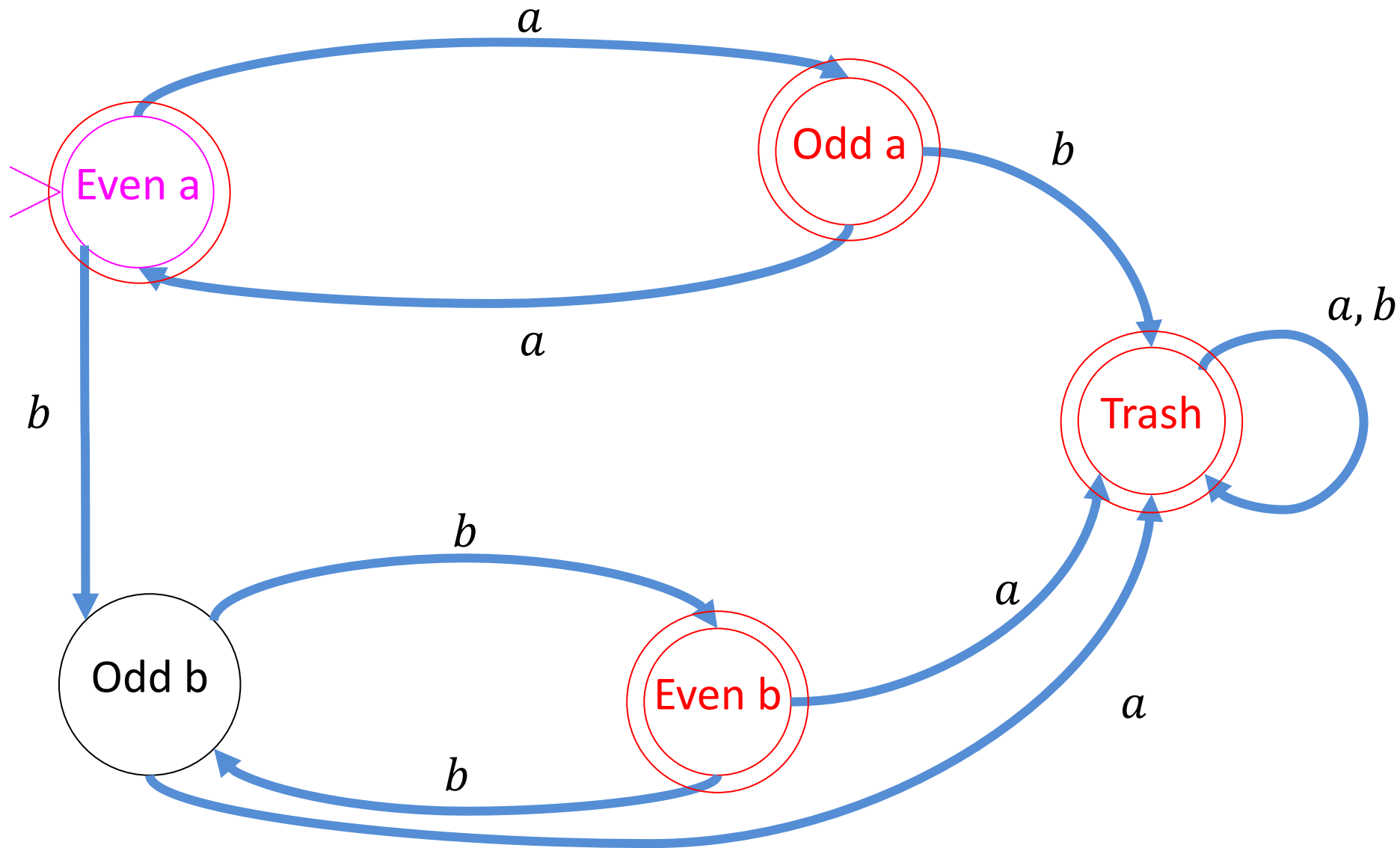
- Idea: Every string ends in some state. If that was originally an accept state then reject, else accept.
- New final states are the old non-final states

# EvenAoddB

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



# Complement of EvenAoddB

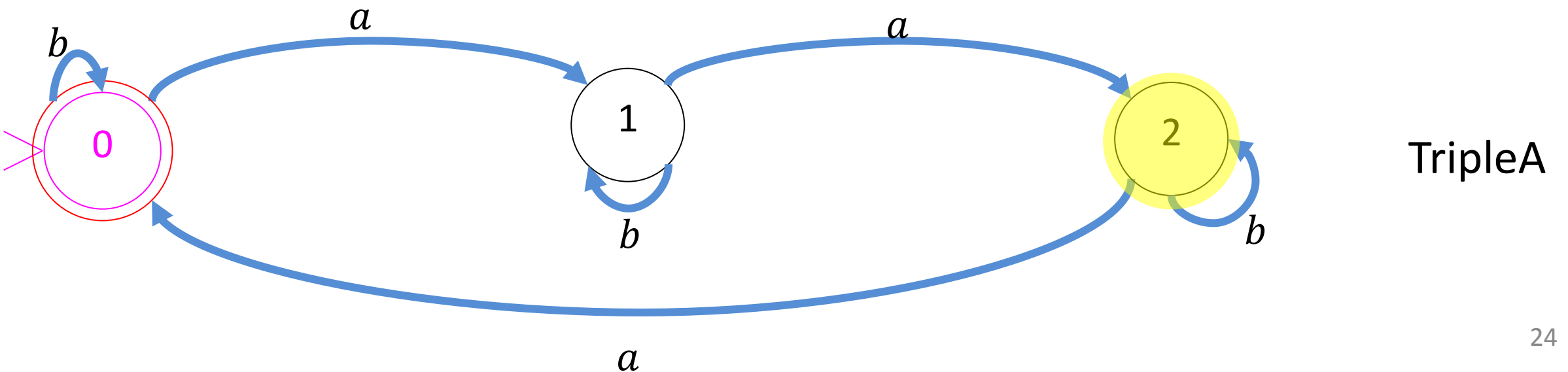
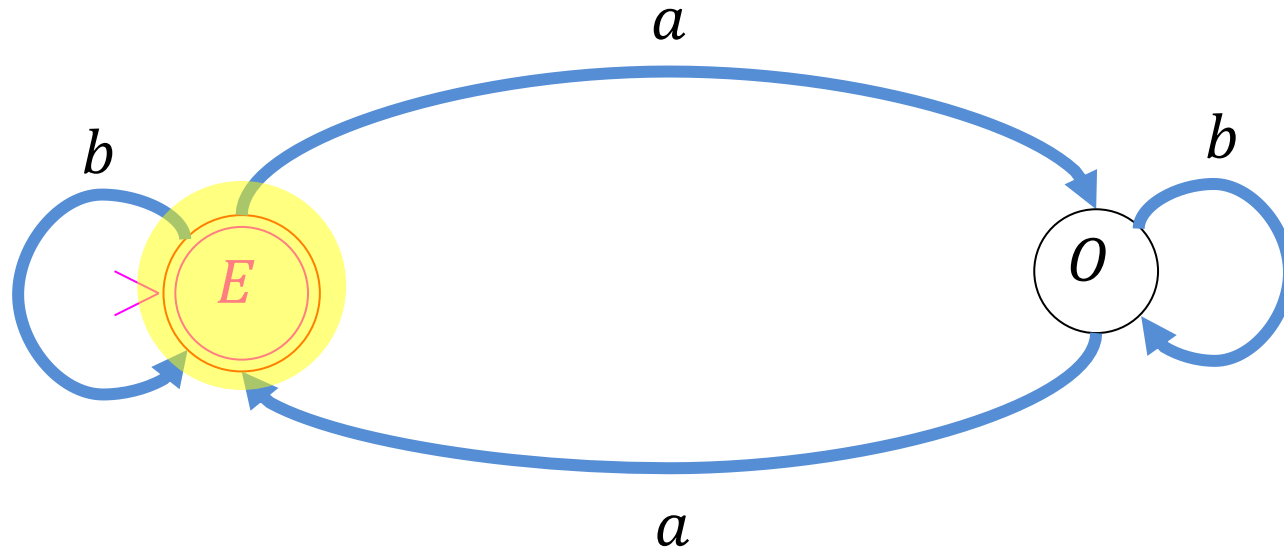


# Closed under Intersection

- Let's find an automaton for  $\text{TripleA} \cap \text{EvenA}$
- 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

Input: *aaaaaaaaaa*

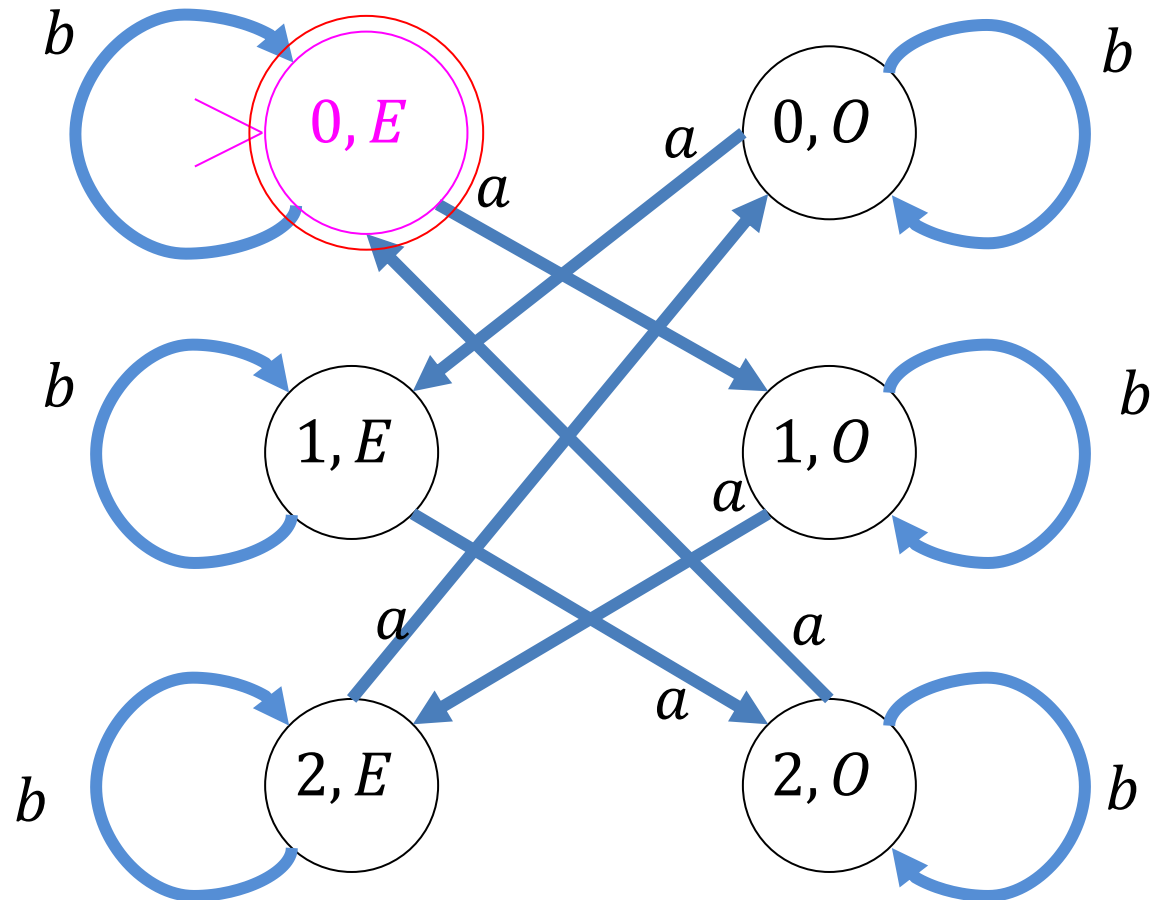




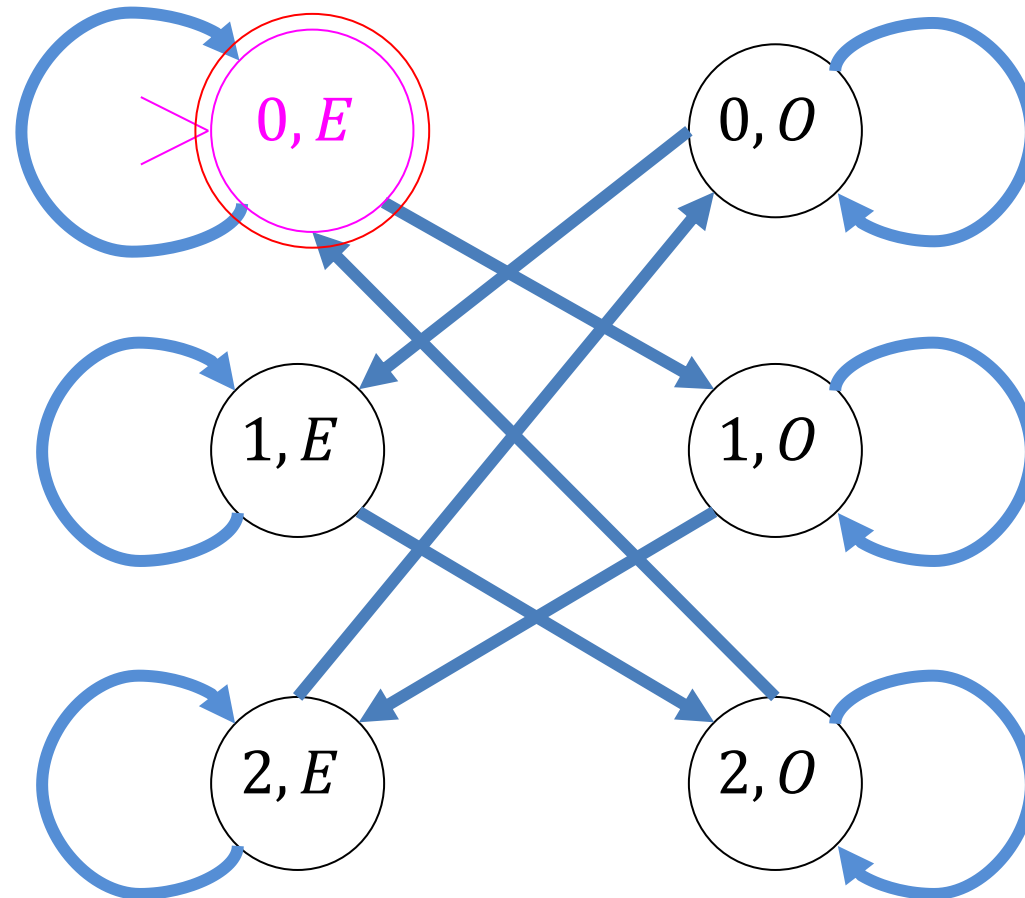
# Now at the same time

- 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

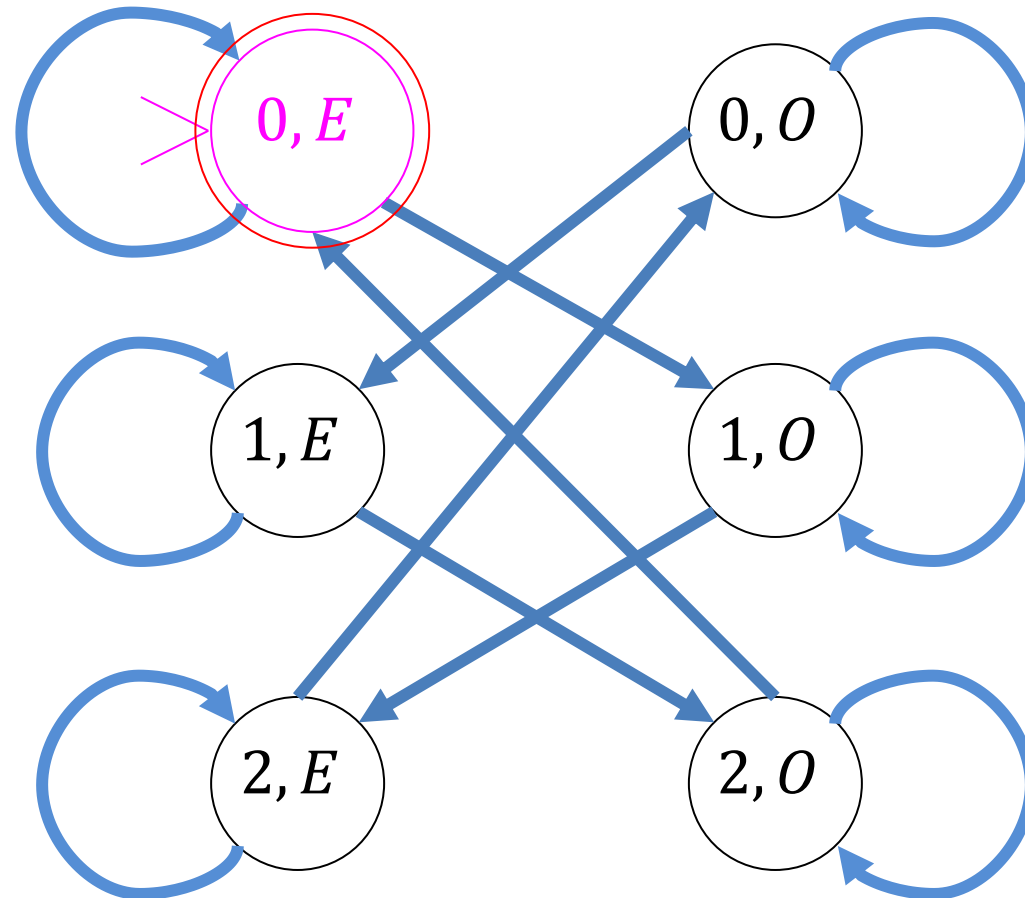
# Let's Draw it!



# Let's Draw it!



# Let's Draw it!



# Cross Product Construction

- 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: (for intersection only)  $F_{\times} = F_1 \times F_2$
- Finite state automaton is  $M_{\times} = (Q_{\times}, \Sigma, \delta_{\times}, (q_{01}, q_{02}), F_{\times})$