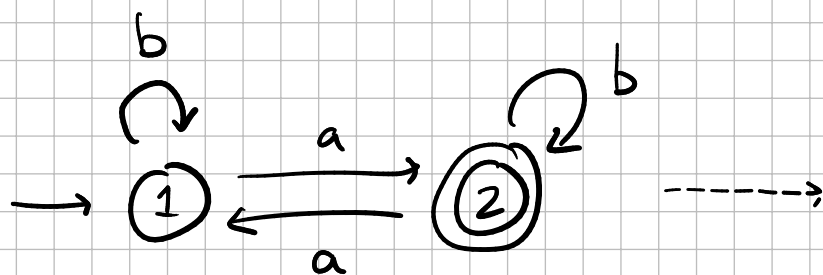


CS321 → DFA's



start in state 1

read input chars, 1 at a time, L → R

for each char, follow corresponding arrow

at end of input if

⊙ → output yes

○ → output no

ex: input = abba

$1 \xrightarrow{a} 2 \xrightarrow{b} 2 \xrightarrow{b} 2 \xrightarrow{a} 1 = \text{no}$

this machine says yes \Leftrightarrow input has odd # of a's

State 1 means "seen even # a's so far"

State 2

"

odd

"

Design machine that says yes \Leftrightarrow input contains "aa" as substring

test cases:

bbb → no

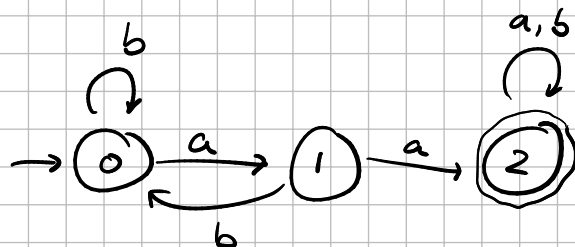
aba → no

baaaa → yes

a → no

ababab → no

abaaba → yes



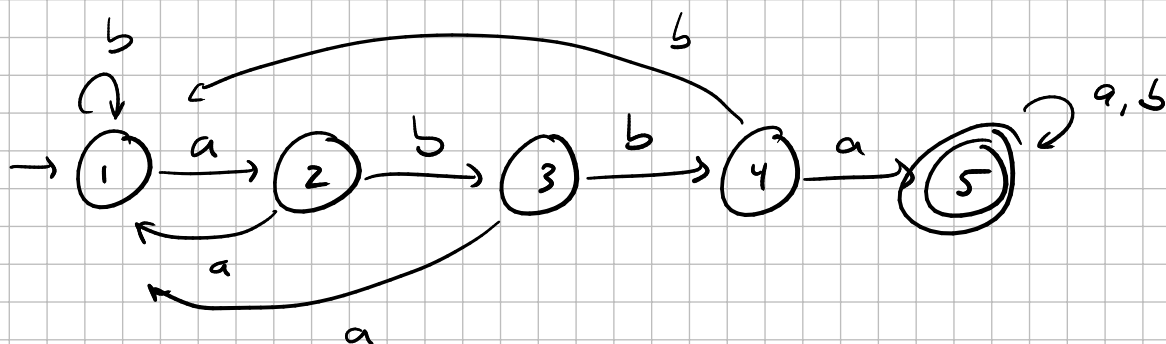
state i means

"seen i a's in a row"

(kind of)

Design machine that says yes \Leftrightarrow input contains "abba" as substring

"obvious" answer:



Problem:

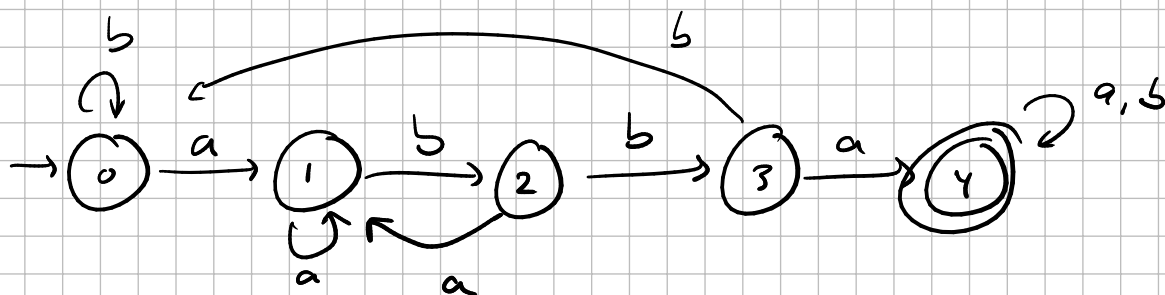
aabba

1 \xrightarrow{a} 2 \xrightarrow{a} 1 \xrightarrow{b} 1 \xrightarrow{b} 1 \xrightarrow{a} 2 = NO

ababba

similar problem

Fixed



States 0 through 3:

state # i means: last i chars of input

= first i chars of abba

Def: an alphabet is finite set of characters

ex: $\{0, 1\}$, $\{a, b\}$, $\{\text{ascii characters}\}$

Def: a string is an ordered seq. of characters

the empty string has zero characters, written (ϵ)

(not \in)

(some references use λ)

Def: Concatenation is written as "multiplication"

ex: $x = abba$
 $y = baa$ then $xy = abbabaa$

ex: $x\epsilon = x = \epsilon x$

1 automaton
2 automata

Def: A Deterministic Finite Automaton (DFA)

is a tuple $M = (Q, \Sigma, \delta, s, F)$ where

Q = finite set of states

Σ = alphabet of input chars.

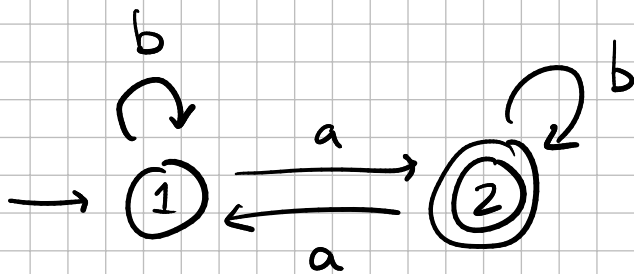
δ = transition function $\delta: Q \times \Sigma \rightarrow Q$

(takes (state, character) pair and outputs a state)
"in state q , read char $c \rightarrow$ go to state $\delta(q, c)$ "

s : start state ($\in Q$)

F : accept states ($F \subseteq Q$)

Example



$Q = \{1, 2\}$

$\Sigma = \{a, b\}$

δ		
	1 a	2
	1 b	1
	2 a	1
	2 b	2

$s = 1$

$F = \{2\}$