FORMAL LANGUAGES AND AUTOMATA, 2024 FALL SEMESTER

# Lec 01. Intro & DFA

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# FUNDAMENTAL QUESTIONS FOR CS

- What do we mean by "computation"?
   "Computation is to solve a problem by an effective manner."
   Vague.
- What is a computer? Whay all 'computers' are all called computers?
- What can it do and cannot?
- Computable vs not computable problems? 'Efficientlly' computable problems and those which are not?
- Can anyone on earth devise a fundamentally more powerful computer? (An alien? In another universe?)

# HOW TO EXPRESS THE OBJECT FOR COMPUTATION: ALPHABET

#### **ALPHABET**

- Alphabet, usually denoted as  $\Sigma$ , is a finite and nonempty set of symbols.
- Examples of alphabet:  $\Sigma = \{0, 1\}, \{a, b, ..., z\}$ , the set of all ASCII characters, etc.

# How to express the object for computation: string

#### STRING

- String (a.k.a. word) is a finite sequence of symbols over  $\Sigma$ .
- Length of a string: number of symbols.
- Length-0 is a string itself, often denoted as  $\epsilon$ .
- $\Sigma^i$ : the set of all strings of length *i*.

# HOW TO EXPRESS THE OBJECT FOR COMPUTATION: CONCATENATION

#### CONCATENATION

- Operation on two strings.
- x, y are strings  $\rightsquigarrow$  their concatenation xy is a string.
- $\bullet$   $\epsilon x = x \epsilon = ?$

# HOW TO EXPRESS THE OBJECT FOR COMPUTATION: LANGUAGE

#### LANGUAGE

- Language (over alphabet  $\Sigma$ ) is a set of strings over  $\Sigma$ .
- Simply put,  $L \subseteq \Sigma^*$ .
- Here,  $\Sigma^*$  is a set of all strings of finite length,  $\Sigma^* := \bigcup_{i \geq 0} \Sigma^i$ .
- Examples of languages: ...
- Both  $\emptyset$  and  $\{\epsilon\} (= \Sigma^0)$  are languages.

## COMPUTATION: WHAT AND HOW

- Any well-formulated information can be represented as a <u>string of</u> 0 and 1, or any finite alphabet Σ.
- The object for computation can be stated as a function.

#### COMPUTE WHAT

computational problem  $\Leftrightarrow$  compute a function  $f: \Sigma^* \to \Sigma^*$ .

### **DECISION PROBLEM AND LANGUAGE**

#### COMPUTE WHAT

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a decision problem \Leftrightarrow compute a function f: \Sigma^* \to \{0, 1\}. \Leftrightarrow given x \in \Sigma^*, decide if x \in L where L = \{f(s) = 1\} \subseteq \Sigma^*.
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- Decision problem, or equivalently "membership test for a language", is easier to handle.
- ...while being capable of capturing the essence of important computational problems.

## COMPUTATION: WHAT AND HOW

#### Compute **HOW**

- Let us agree: "computing a function f" means "there is an effective methodalgorithm which outputs f(x) for each input x".
- The concept of "algorithm" is still vague.

## COMPUTATION: WHAT AND HOW

What do we expect for an algorithm, intuitively?

- → a <u>finite</u> number of finitely describable <u>instructions</u>.
- --- each instruction and what to do next are unambiguous.
- → all the <u>basic operation</u> should be executable by the concerned executor.
- → terminates at some point (i.e. in finite number of steps)

#### TOWARD A RIGOROUS NOTION OF ALGORITHM

A mathematically rigorous description of an <u>executor</u> (computing device/machine...) and instructions is needed.

# (OUR) MODEL OF COMPUTATION

#### Exercutor(machine) constituents:

- an alphabet Σ it recognizes,
- a gadget to read an input  $x \in \Sigma^*$ ,
- a finite set of states to recognize its status ("where am I?"),
- memory to write and read later.

#### Basic operation:

- read one alphabet from input tape (or from memory),
- update its internal state,
- move the header (only in one fixed direction, or both direction, or neither) on input tape or memory,
- write/change on memory tape.

# SET-UP

- Concatenation xy of x and y.
- Cartesian product A × B
- Notations:  $\Sigma$ ,  $\Sigma^i$ ,  $\epsilon$ ,  $\Sigma^*$ .
- Computing a function  $f: \Sigma^* \to \Gamma^*$  means ...
- Special function  $f: \Sigma^* \to \{0,1\} \rightsquigarrow$  language.
- Language: a subset A of  $\Sigma^*$ , indicator function  $f_A$ .
- Computing f<sub>A</sub> ⇔ membership test for A

# FINITE (STATE) AUTOMATA

Example: automatic door

Model of computation mimicking a simple computing device

- no/limited memory,
- basic operations: read one symbol from the input, update the state, and move to the next position in input.

# (STATE) TRANSITION DIAGRAM

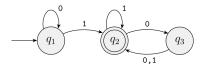


Figure 1.4, Sipser 2012.

### STRINGS ACCEPTED BY M

The set of all  $w \in \{0, 1\}^*$  such that...

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### FORMAL DEFINITION

### A FINITE AUTOMATA IS A 5-TUPLE $(Q, \Sigma, \delta, q_0, F)$

- Q a finite set called the states,
- Σ a finite set called the alphabet,
- $\delta$  a function from  $Q \times \Sigma$  to Q called the transition function,
- $q_0 \in Q$  the start state,
- $F \subseteq Q$  the set of accept states.

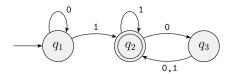


Figure 1.4, Sipser 2012.

#### TRANSITION DIAGRAM, TRANSITION TABLE

(Other than listing the transition function) two common ways to express transition function.

### LANGUAGE RECOGNIZED BY FA

#### **DEFINITION**

- Let *M* be a finite automata.
- A string w ∈ Σ\* is <u>accepted</u> by a finite automata M if M ends in an accept state upon reading the entire w.
- L(M) denotes the set of all strings accepted by M.
- A language A is said to be recognized by M if A = L(M).

## **EXAMPLES OF FINITE AUTOMATA**

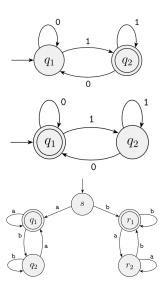


Figure 1.7, 9, 12 from Sipser 2012.

## FROM LANGUAGES TO DFA: EXAMPLES

#### DESIGN A FA FOR...

- $L = \{$ all 0,1-strings containing 01 $\}$
- L = { all 0,1-strings containing exactly even numbers of 0's and 1's respectively }.

# FORMAL DEFINITION OF COMPUTATION

- Let  $w_1 w_2 \cdots w_n$  be a string in  $\Sigma^*$ .
- $M = (Q, \Sigma, \delta, q_0, F)$  accepts w if there is a sequence of states  $r_0, \dots, r_n$  in Q such that
  - $r_0 = q_0$ ,
  - $r_i = \delta(r_{i-1}, w_i)$  for every  $1 \le i \le n$ ,
  - $r_n \in F$ .

# FORMAL DEFINITION OF COMPUTATION

- Let  $w_1 w_2 \cdots w_n \in \Sigma^*$ .
- The extended transition function delta is a mapping from Q × Σ\* to Q defined as:
- $\hat{\delta}(q, w) = q'$  if there is a sequence of states  $r_0, \dots, r_n$  in Q such that
  - $r_0 = q$ ,
  - $r_i = \delta(r_{i-1}, w_i)$  for every  $1 \le i \le n$ ,
  - $r_n = q'$

#### EXTENDED TRANSITION FUNCTION

Combined with the previous definition of M accepting w, we can define: M accepts a string w if  $\hat{\delta}(q_0, w) \in F$ .

# LANGUAGE RECOGNIZED BY FA REVISITED

#### DEFINITION: LANGUAGE RECOGNIZED BY FA

- Let *M* be a finite automata.
- A string  $w \in \Sigma^*$  is <u>accepted</u> by a finite automata M if M ends in an accept state upon w: using the formal notation, if the extended transition function  $\hat{\delta}$  maps  $(q_0, w)$  to an accepting state.
- A language A is said to be recognized by M if A = L(M).