

Nondeterministic Finite Automata (NFA)

A useful generalization of a DFA

Learning Objectives

By the end of this lecture, you will be able to:

- **Define** what an NFA is and how it differs from a DFA
- **Identify** nondeterministic transitions in automata
- **Convert** between NFAs and DFAs
- **Implement** NFAs in code
- **Recognize** regular languages

What is an NFA?

Nondeterministic Finite Automata (NFA)

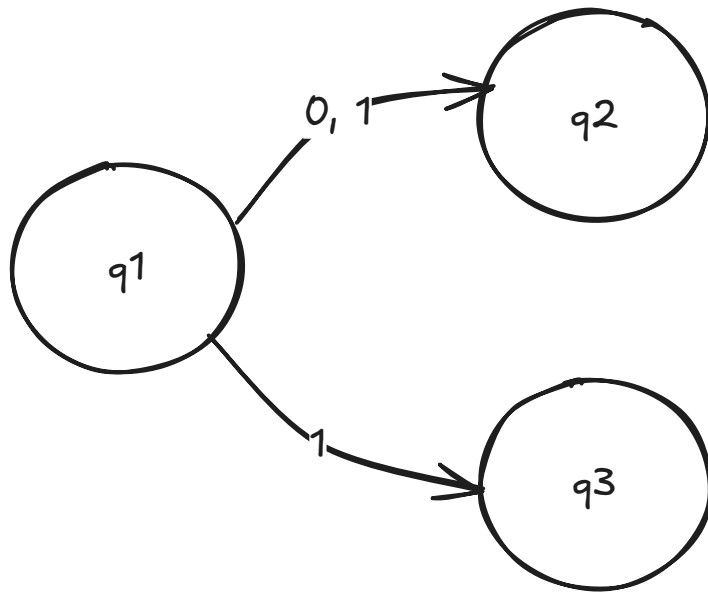
- A useful generalization of a DFA
- Allows more flexible state transitions
- Makes some automata simpler to design

Key Question: Does this added flexibility make NFAs more powerful than DFAs?

NFA Enhancement #1

Multiple Transitions on Same Symbol

A state can have transitions to **multiple states** on the same symbol



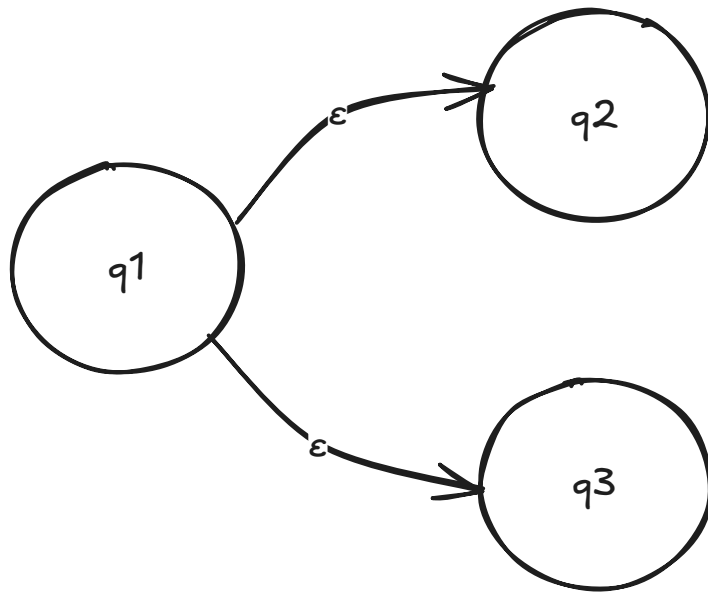
When reading '1' from state q1:

- Can go to q2 OR
- Can go to q3

NFA Enhancement #2

Null Transitions (ϵ -transitions)

A state can transition without reading any symbol

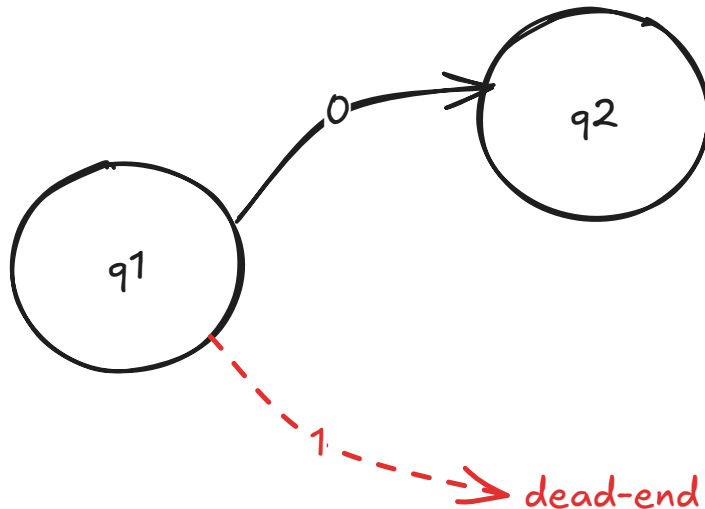


From q_1 , can spontaneously move to q_2 or q_3 without consuming input

NFA Enhancement #3

Missing Transitions

A state can have **no transitions** for some symbols (dead ends)



No transition defined for '1' from q_1

- If '1' is read, this path dies

How to Run an NFA?

The Nondeterministic Approach:

1. **Follow all possible paths** simultaneously
2. If **any path** leads to an accept state → **ACCEPT**
3. If **all paths** fail → **REJECT**

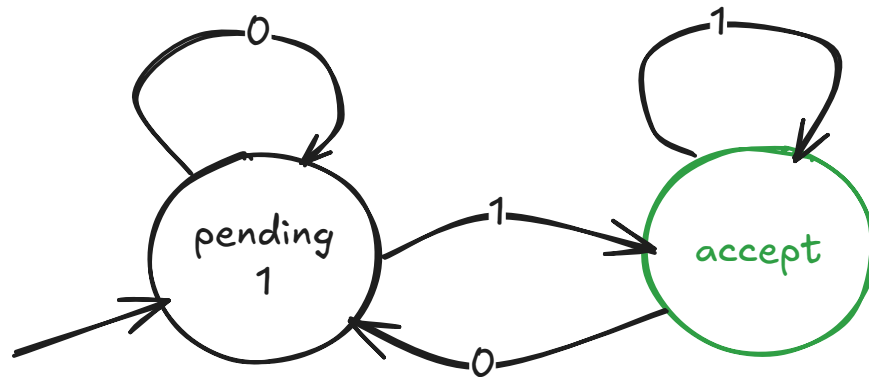
Think of it as:

- Exploring multiple parallel universes
- Success in any universe = overall success

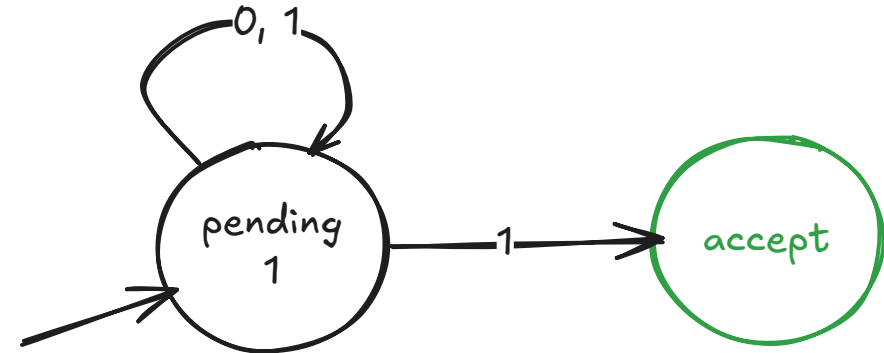
Example 1: Strings Ending in "1"

Language: Binary strings ending in "1"

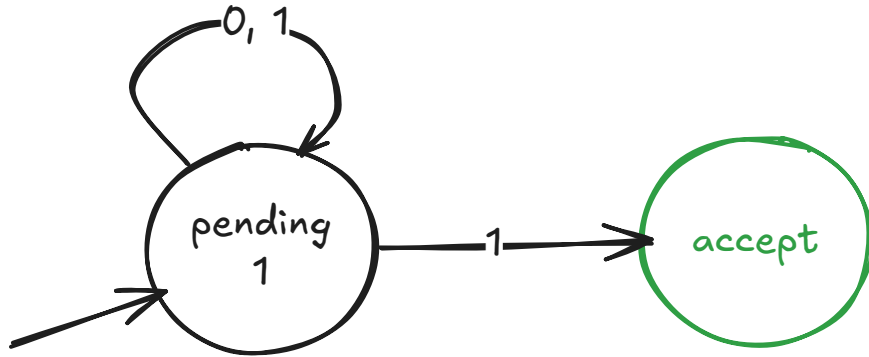
DFA Version



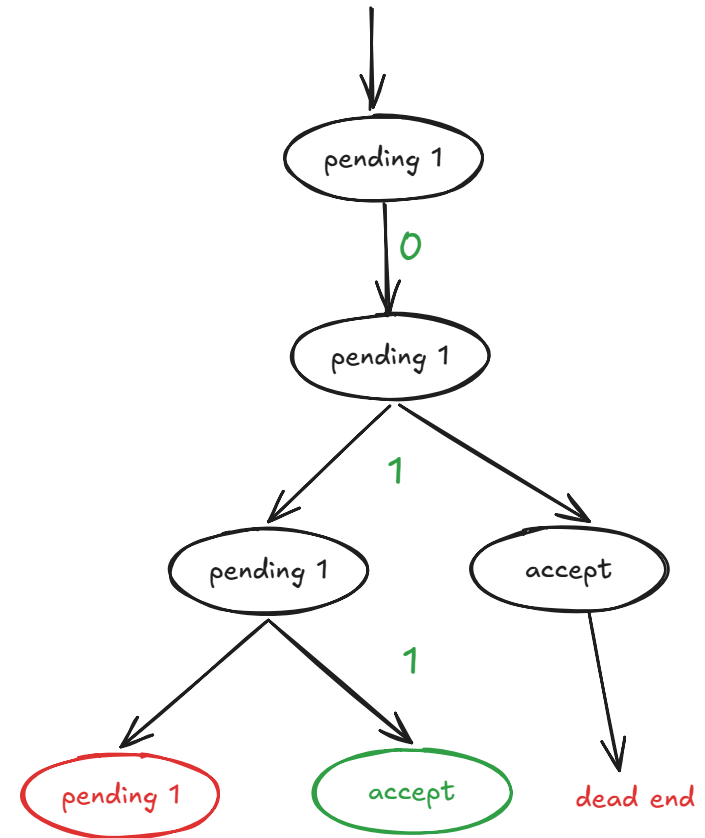
NFA Version (Simpler!)



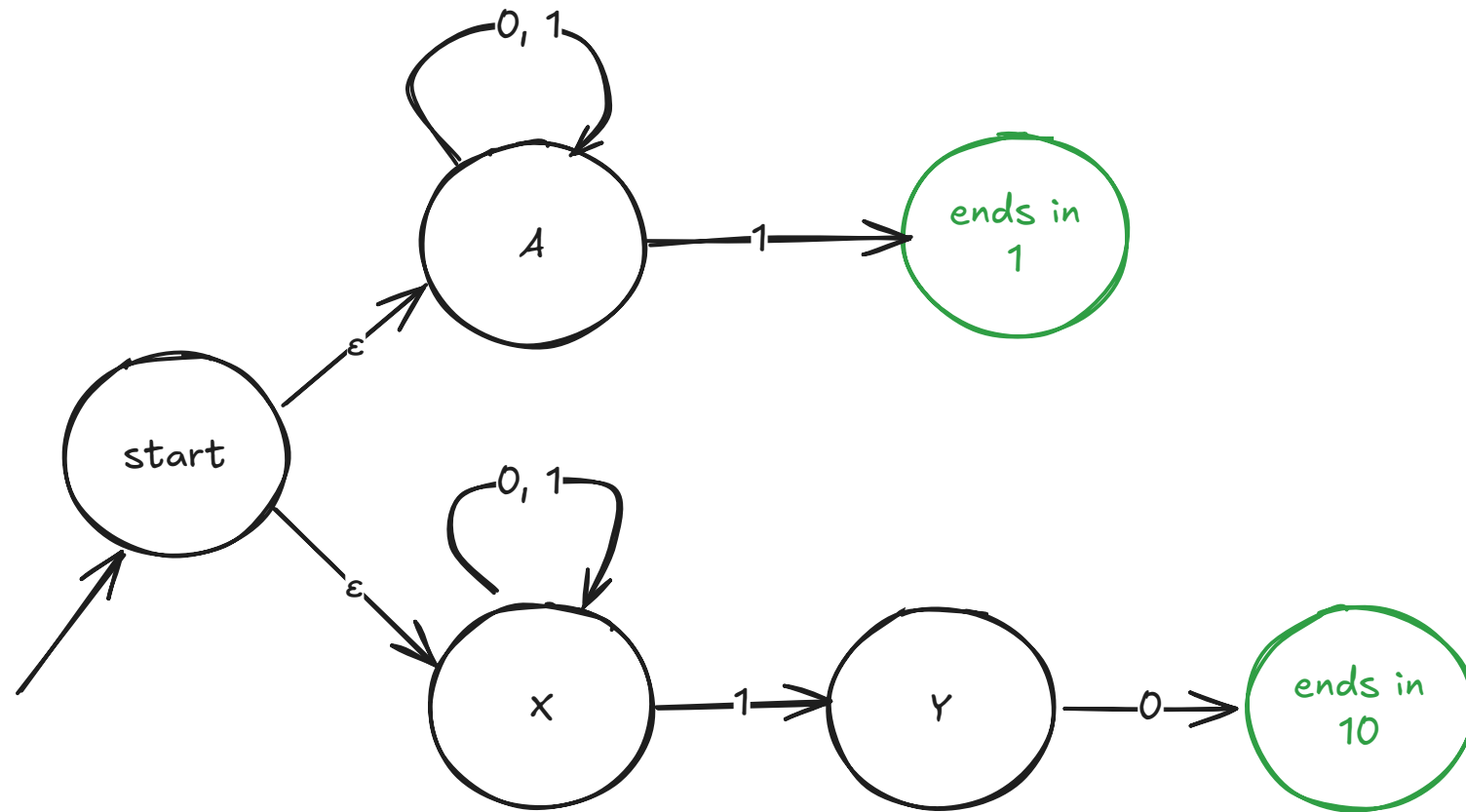
Example 1: Trace



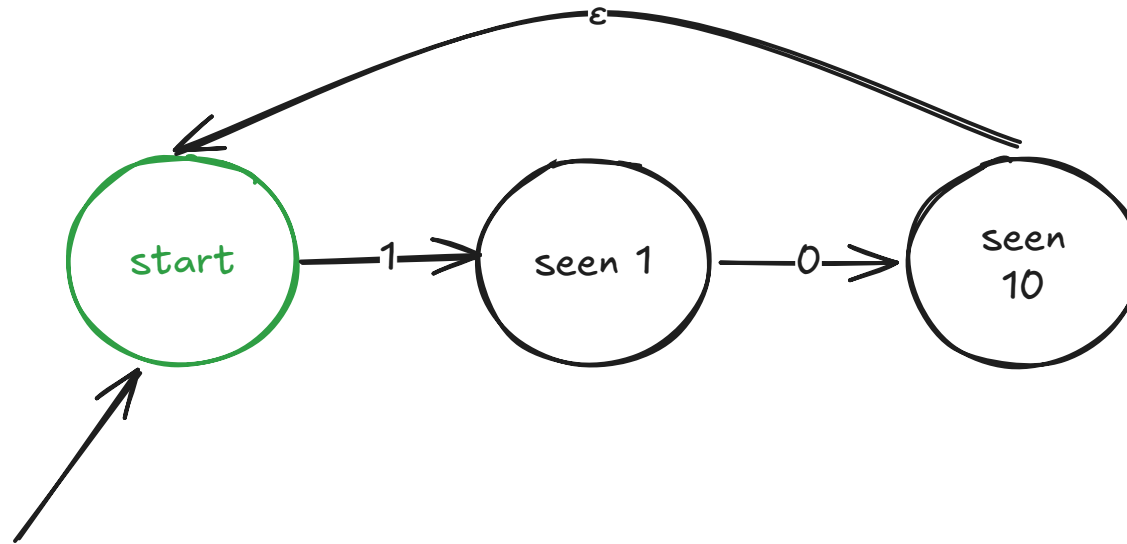
Trace of "011":



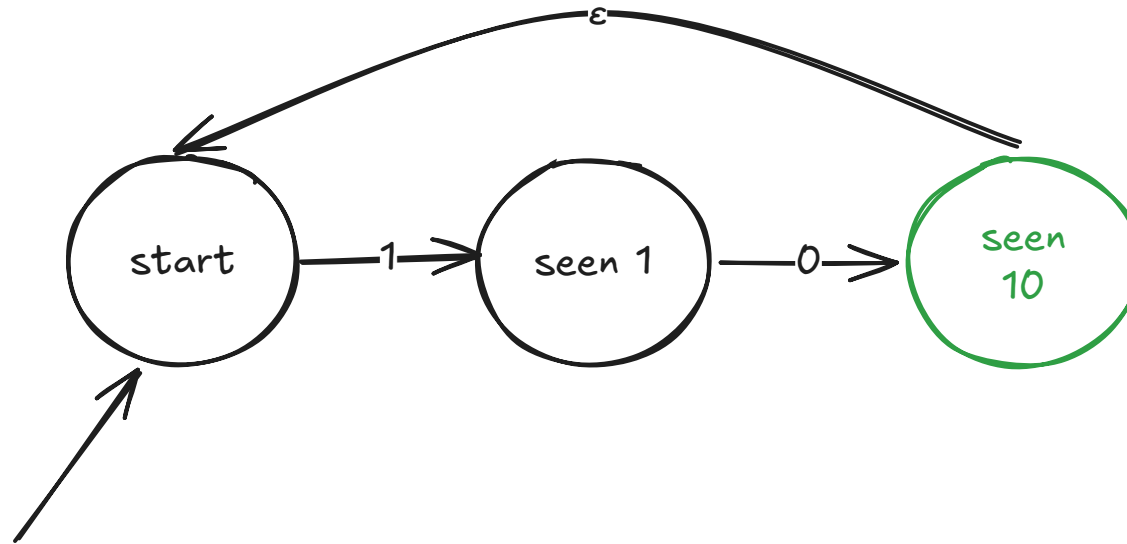
Example 2: Strings Ending in "1" OR "10"



Example 3a: Strings that repeat "10" zero or more times



Example 3b: Strings that repeat "10" one or more times





Active Learning: NFA Design

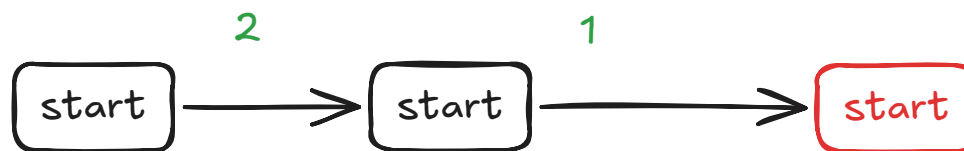
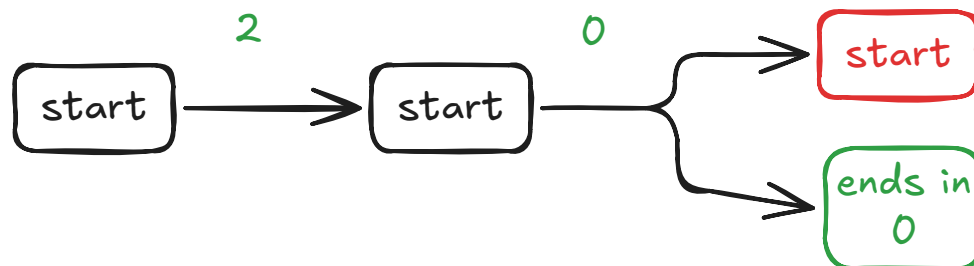
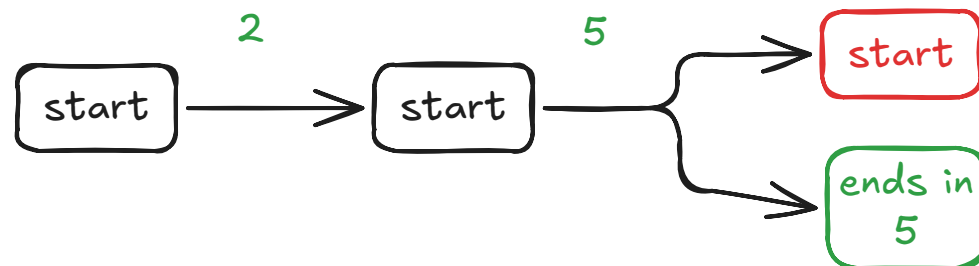
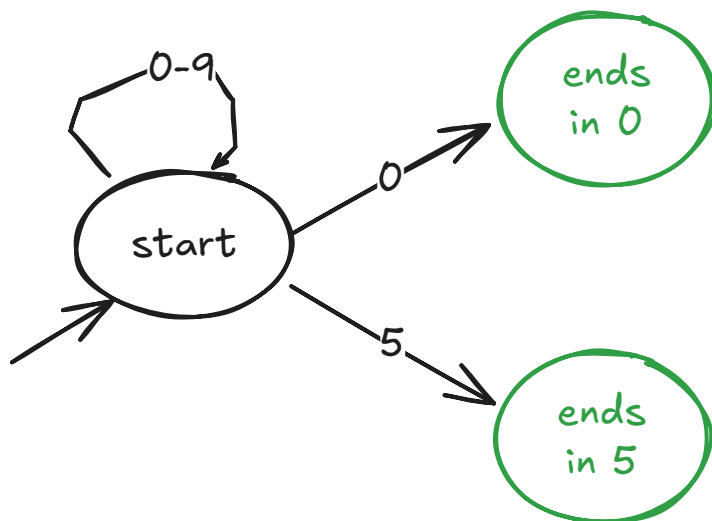
Alphabet: $\{0, 1, \dots, 9\}$

Language: Whole numbers divisible by 5

1. Design an NFA that recognizes the above language
2. Trace sample inputs "25", "20", "21"



Active Learning: NFA Design Solution



The Big Question

Does nondeterminism make NFAs more powerful than DFAs?



Think about it...

Can NFAs recognize languages that DFAs cannot?

The Surprising Answer

NO!

| An NFA is equivalent to a DFA

Every NFA can be converted to an equivalent DFA!

But how?



NFA to DFA Conversion: The Idea

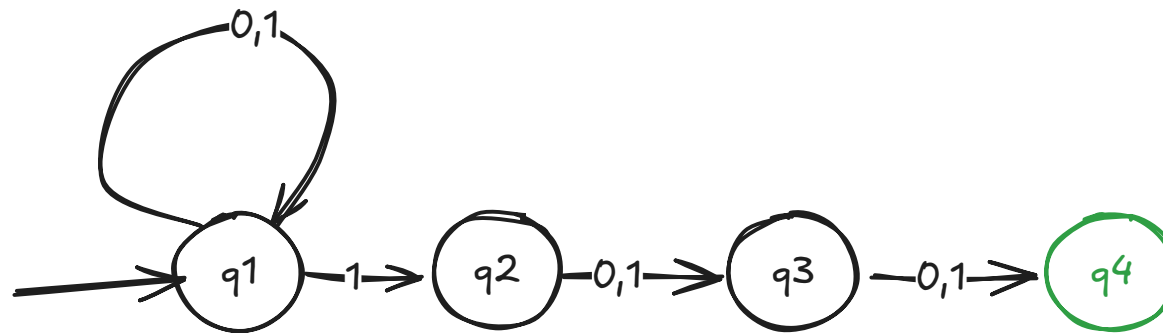
Subset Construction:

- If NFA has N states
 - There are 2^N possible subsets of states
- Each subset becomes a DFA state

Example: NFA with 3 states $\{q_1, q_2, q_3\}$

- DFA states: $\{\}, \{q_1\}, \{q_2\}, \{q_3\}, \{q_1, q_2\}, \{q_1, q_3\}, \{q_2, q_3\}, \{q_1, q_2, q_3\}$

Conversion Example: Building the Table



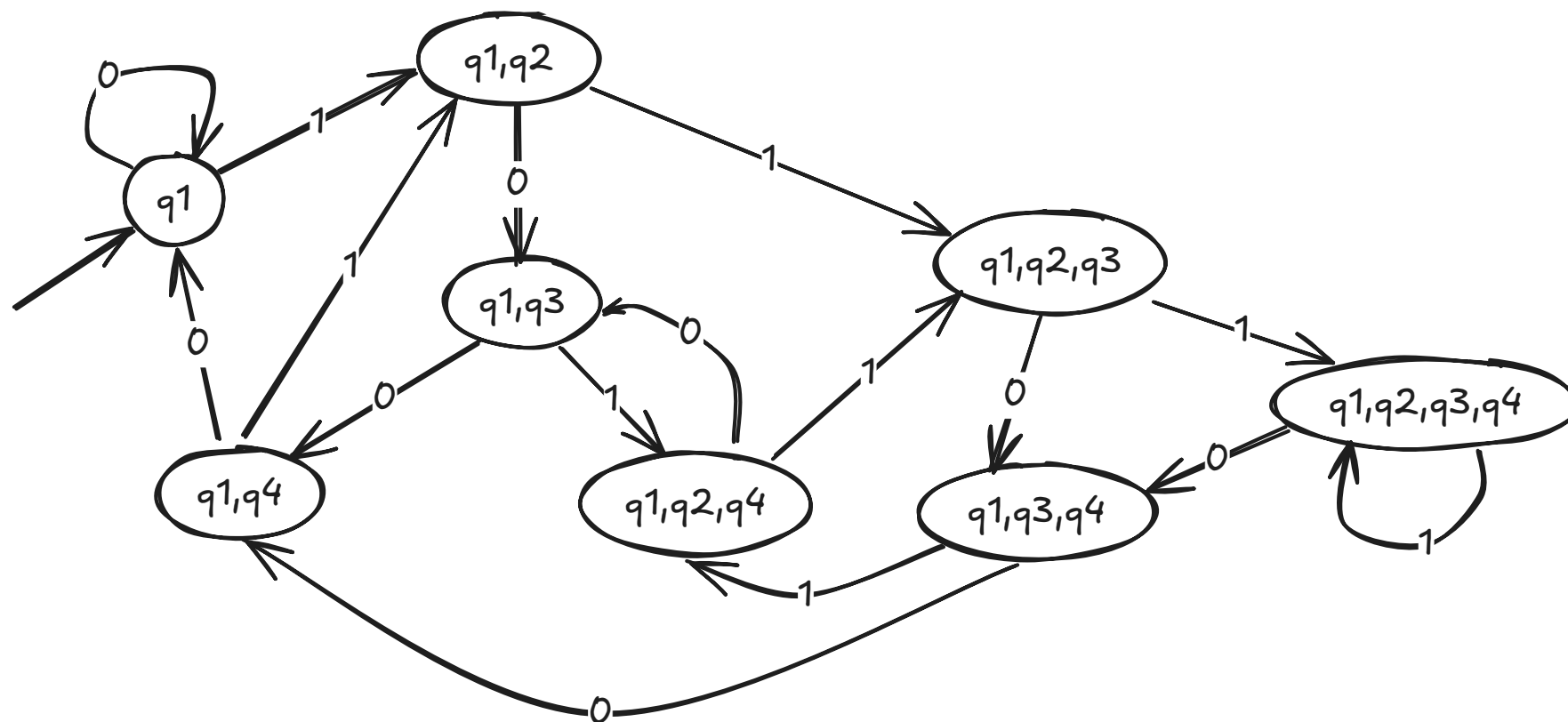
Let's convert this NFA to a DFA...

DFA State Transition Table

DFA State	0	1
{q1}	{q1}	{q1,q2}
{q1,q2}	{q1,q3}	{q1,q2,q3}
{q1,q3}	{q1,q4}	{q1,q2,q4}
{q1,q4}	{q1}	{q1,q2}

(Partial table shown - 8 more rows needed for complete DFA)

The Resulting DFA



Which looks simpler to you?



Implementing NFAs in Java

Key Differences from DFA

```
public class NFA {  
    public static class State {  
        // Symbol can be NULL ('\0')!  
        void addTransition(Character symbol, State to) {...}  
  
        // Returns SET of states, not single state!  
        Set<State> getTransition(Character symbol) {...}  
    }  
  
    // 1. Set current state to the start state  
    // 2. Find all null-closure states i.e. reachable from the current state via null transitions  
    // 3. If the input is exhausted, return whether any null-closure state is accept  
    // 3. For each null-closure state, read the next symbol and the set of next states  
    // 4. For each next state, set it as the current state and repeat from step 2 (recursion helps)  
    public boolean accepts(String input) {...}  
}
```

Regular Languages

Definition

A formal language is called a **regular language** if some DFA or NFA recognizes it.

Key insight: Since $\text{DFA} \equiv \text{NFA}$

- Language regular if DFA recognizes it
- Language regular if NFA recognizes it
- Same expressive power!

Why Use NFAs Then?

If NFAs = DFAs in power, why bother?

Advantages of NFAs:

- **Simpler** to design
- **Fewer states** needed
- **More intuitive** for certain patterns
- **Easier** to combine (union, concatenation)

Trade-off:

- Harder to implement/simulate

Key Takeaways

1. NFAs add two types of nondeterminism:
 - i. Multiple transitions per symbol
 - ii. Epsilon transitions
2. NFAs are equivalent to DFAs in power
3. NFAs often simpler to design but harder to simulate
4. Regular languages = Languages recognized by DFA or NFA

