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Nondeterministic Finite Automata

(Part 2)

Lecture 10
Day 10/31

CS 154
Formal Languages and Computability
String 2018

Agenda of Day 10

- About Midterm 1
- Solution and Feedback of Quiz 3
- Solution and Feedback of HW 2
- Summary of Lecture 09
- Lecture 10: Teaching ...
 - Nondeterministic Finite Automata (Part 2)

About Midterm 1

- Midterm #1 (aka Quiz+)
 - Date: Thursday 03/01
 - Value: 10%
 - Topics: Everything covered from the beginning of the semester
 - Type: Closed y \in Material
 - Material = {Book, Notes, Electronic Devices, Chat, ... }
- The cutoff for midterm #1 is the end of lecture 09.

Solution and Feedback of Quiz 3 (Out of 27)



Metrics	Section 1	Section 2	Section 3
Average	23	24	22
High Score	27	27	27
Low Score	17	19	15

Summary of Lecture 09: We learned ...

NFAs

- Two violations in DFAs were introduced...
- Violation #1
During a timeframe, the machine has no choice (zero choice).
 - The transition function is partial function.
- Violation #2
During a timeframe, the machine has more than one choice.
 - The transition function is a multifunction.
- We introduced a new class of automata.

NFAs Behavior

1. When an NFA has no choice ...
 - ... it halts.
2. When there are more than one choice, ...
 - ... it starts parallel processing.

When NFAs halt

- All input symbols are consumed. $\equiv c$
- OR
- It has zero transition. $\equiv z$

$$(c \vee z) \leftrightarrow h$$

Any question?

Summary of Lecture 09: We learned ...

NFAs

- A string is accepted if ...
 - ... at least one process accepts it.
 - For NFAs, $(h \wedge c \wedge f) \leftrightarrow a$ is valid for accepting strings by one process.
 - Because h and c might have different values.
- A string is rejected if ...
 - ... all processes reject it.

Any question?

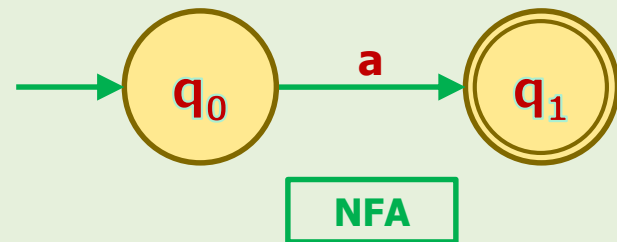
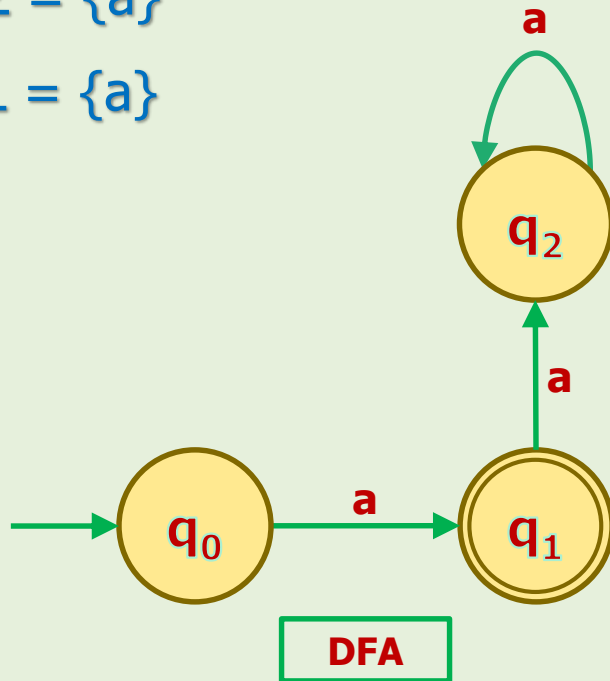
Why We Need a New Class

Revisited Question

- NFAs are interesting because their transition graphs are simpler.

Example 7

- $\Sigma = \{a\}$
- $L = \{a\}$



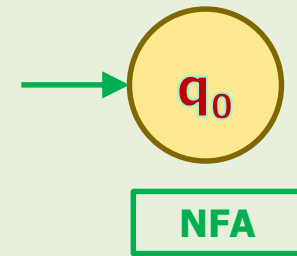
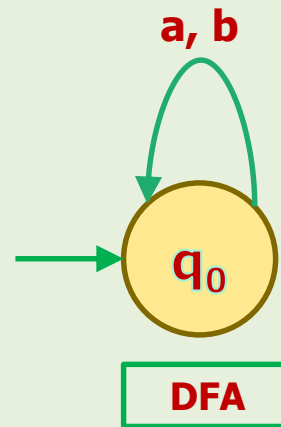
No trap needed!

Why We Need a New Class

Revisited Question

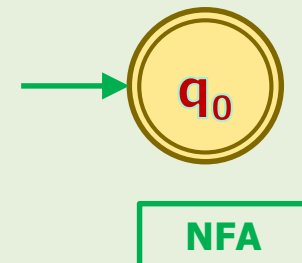
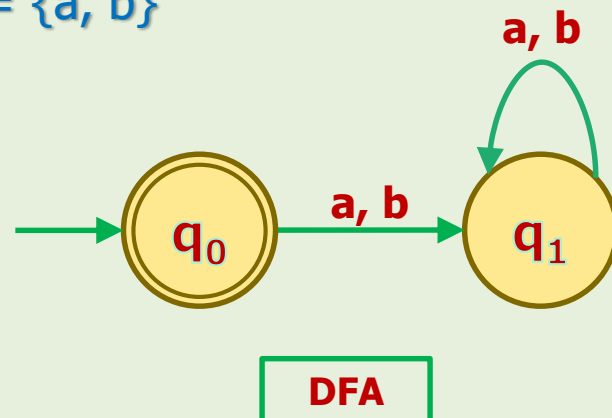
Example 8: Empty Language

$L = \{ \} \text{ over } \Sigma = \{a, b\}$



Example 9: Empty String Language

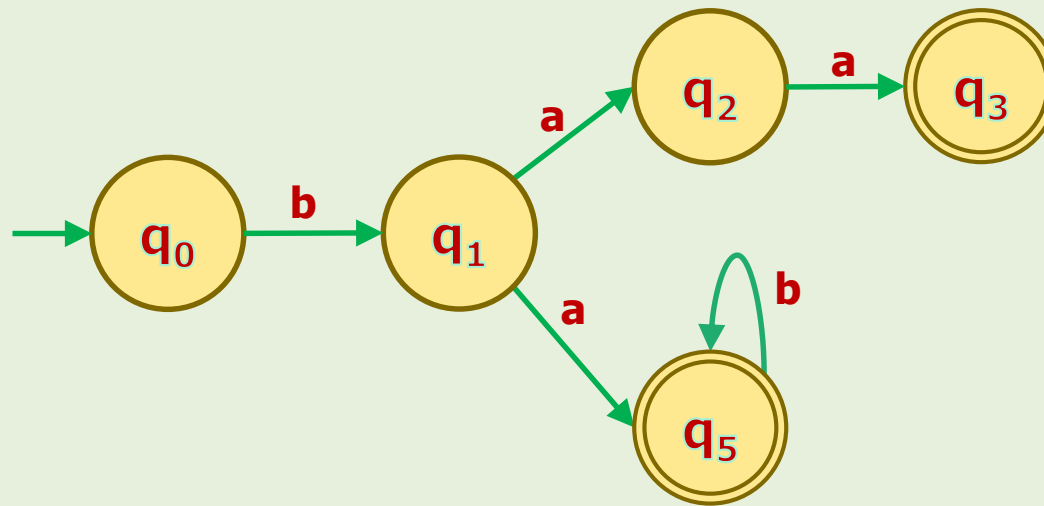
$L = \{\lambda\} \text{ over } \Sigma = \{a, b\}$



Associated Language to NFAs

Example 10

- What is the **associated language** to the following automaton over $\Sigma = \{a, b\}$?



- $L = \{baa\} \cup \{bab^n : n \geq 0\}$
- Design this machine by **DFA**.



Lambda Transition

Introduction

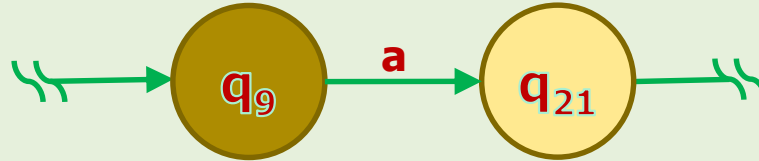
- So far, we learned **two violations** on DFAs.
- They encouraged us **to introduce a new class of machines.**
- We named it **NFA.**

- In this section, we'll talk about a **special kind of transition.**
- Another possible transitions that are **strictly prohibited in DFAs ...**
- But is allowed in NFAs.

Let's Shine our Knowledge

Question

- In the following NFA, if the machine is in q_9 , what is the "condition" for transition to q_{21} ?



Answer

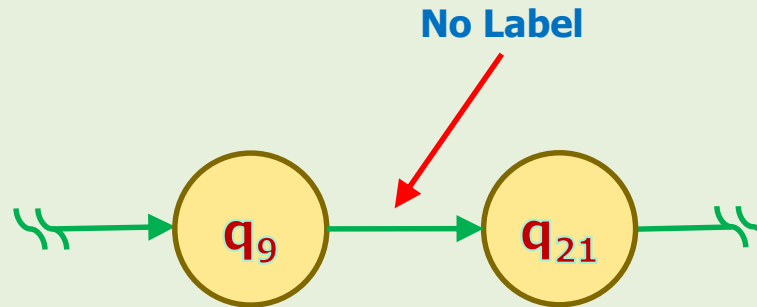
- If the machine is in q_9 AND the next input symbol is 'a', then the machine transits to q_{21} .

Conclusion

- The transition from q_9 to q_{21} is "conditional".

Let's Remove the Condition

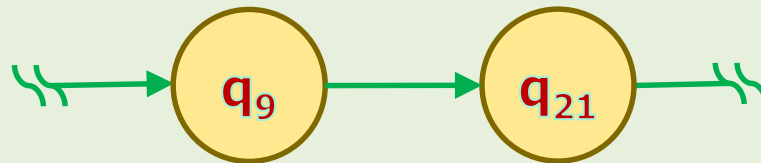
- What would happen if we remove the condition?



- This possible situation is called "short-circuit".
- ⚠ A "short-circuit" is an edge with no label (symbol).
- What is the meaning of short-circuit?
- What is the behavior of the machine when it encounters it?

What is the **Meaning** of Short Circuit?

- If there is no label, then there is **NO condition** for transition!

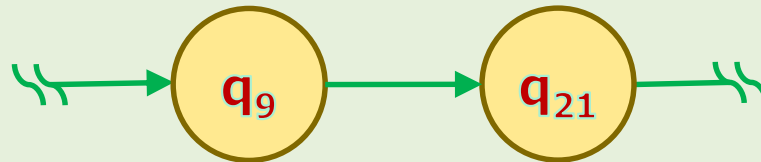


The machine can transit unconditionally!

- What would happen to the **input tape**?
- Does it need to **consume any symbol**?
- **No**, it doesn't!
- In fact, the **control unit does not need to wait** to receive the input symbol for deciding where to go.

How To Represent the Transition Function

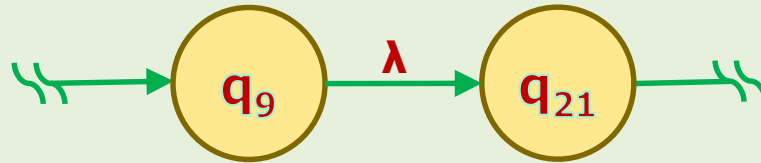
- What is the **sub-rule** of the following transition?



- The **format** of the sub-rules is: $\delta(q_9, ?) = \{??\}$
- We should find out what to substitute for **?** and **??**.
- One suggestion for '?' is **blank**: $\delta(q_9,) = \{??\}$
- But this is **not desirable format in math!**
- We need to put something there.

How To Represent the Transition Function

- The symbol " λ " was chosen to represent "short-circuit".



- So, the sub-rule would be:

$$\delta(q_9, \lambda) = \{??\}$$

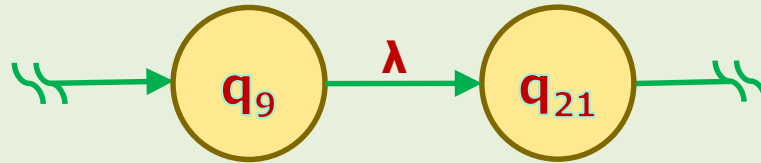
- Because of this symbol, this type of transitions are called "lambda transition" or " λ -transition".
- We still need to find out what is the value of ??.

Another Look to Meaning of λ

- Before going further, note that:
- We've already used λ to represent "empty string".
- In fact λ means "NO symbol". (Empty String = NO Symbol)
- And short-circuit has "no symbol".
- That's why the short-circuit is represented by λ .
- Be careful:
 - Using λ as "empty string" and the symbol of "short-circuit" can be confusing but you'll get used to it!

How To Represent the Transition Function

$$\delta(q_9, \lambda) = \{??\}$$



- What is the value of ??.
- Since the machine may transit unconditionally, it means that ...



it may stay as well.

- So, when a machine encounters a λ -transition,



it may stay or it may transit.

- Therefore, the sub-rule for the example is:

$$\delta(q_9, \lambda) = \{q_9, q_{21}\}$$

λ -Transition Definition

- It's time to define λ -transition officially.

Definition



- λ -transition in automata theory means:

The machine may "unconditionally" transit.

- Note that this is a general definition for all types of automata.
- Also note that λ -transition concept changes our view about sub-rules.
- Let's take an example.

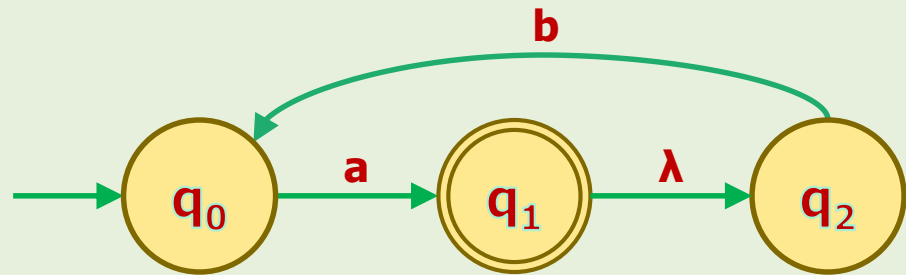
How To Represent the **Transition Function**



Example 11

- Write the **rule** of the following transition graph over $\Sigma = \{a, b\}$ by using algebraic notation.

- $\delta:$
$$\begin{cases} \delta(q_0, a) = \{q_1, q_2\} \\ \delta(q_0, b) = \{\} \\ \delta(q_1, a) = \{\} \\ \delta(q_1, b) = \{q_0\} \\ \delta(q_1, \lambda) = \{q_1, q_2\} \\ \delta(q_2, a) = \{\} \\ \delta(q_2, b) = \{q_0\} \end{cases}$$



NFAs Transition Function

- We should change the transition function definition to accommodate λ -transitions.
- Recall that we concluded NFAs' transition function to be:

$$\delta: Q \times \Sigma \rightarrow 2^Q$$

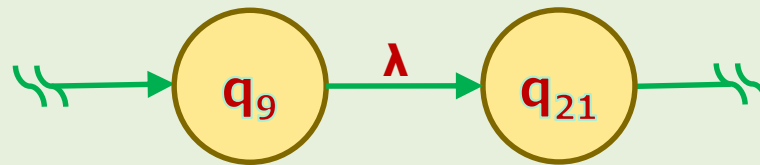
- But now, we have a new symbol for λ -transition.
- So, we just need to add it to Σ .

$$\delta: Q \times (\Sigma \cup \{\lambda\}) \rightarrow 2^Q$$

- We'll mention it again when we are giving the formal definition of NFAs.

How NFAs Behave If They Encounter λ -transitions

- Let's review the example one more time:



$$\delta(q_9, \lambda) = \{q_9, q_{21}\}$$

- The NFA has multiple choices.

Stay in q_9 , OR transit to q_{21} .

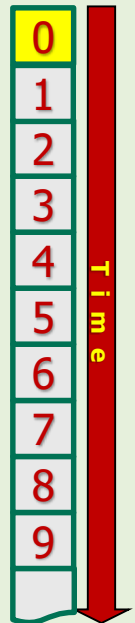
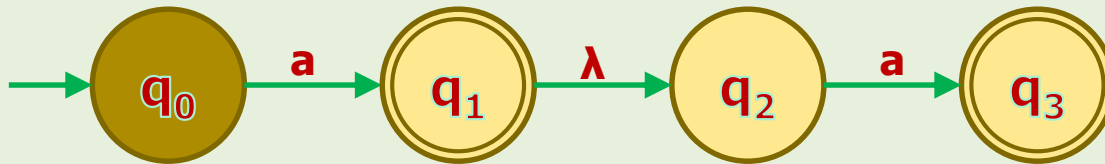
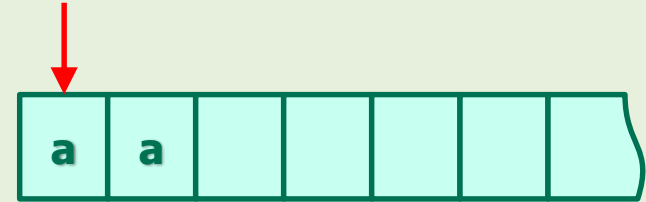
- How should it behave when it has multiple choices?
- ⚠ It would check all possibilities by "parallel processing".
 - In other words, for every possible choice, it initiates a new independent process and every process independently continues processing the string.
- Let's see some practical examples of λ -Transitions!

λ -Transitions in Action

λ -Transitions in Action

Example 12: Process #1

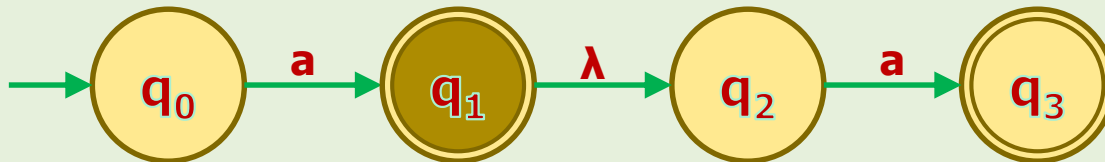
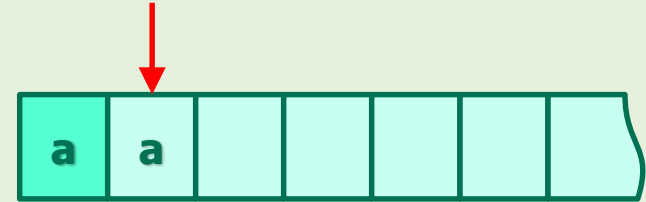
- $\Sigma = \{a\}$
- $w = aa$
- $\delta(q_0, a) = \{q_1\}$



λ -Transitions in Action

Example 12: Process #1

- $\Sigma = \{a\}$
- $w = \text{aa}$
- $\delta(q_1, \lambda) = \{q_1, q_2\}$

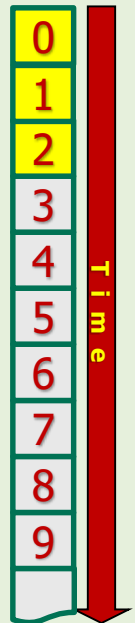
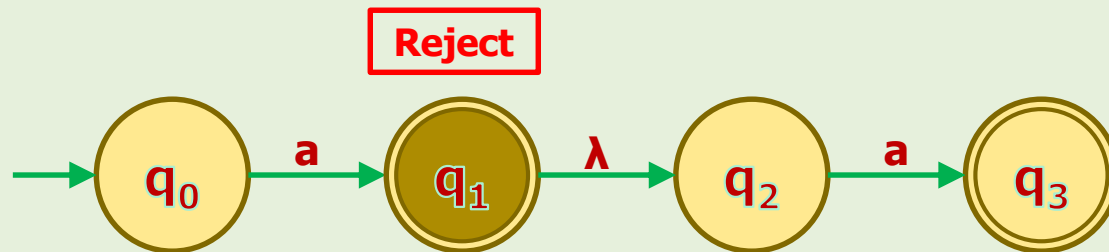
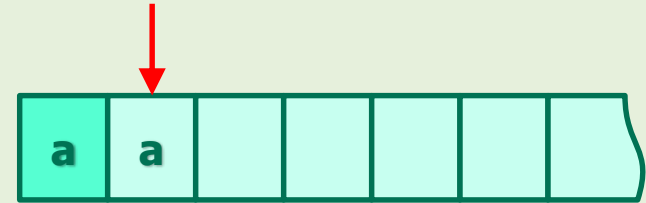


- The NFA encounters a λ -transition.
- Process #2 is initiated.
- Initial configuration: state= q_2 , rest of input= a , clock=1

λ -Transitions in Action

Example 12: Process #1

- $\Sigma = \{a\}$
- $w = aa$
- Process #1 cannot continue because it has no choice for symbol 'a' in q_1 .
- So, it halts in q_1 .

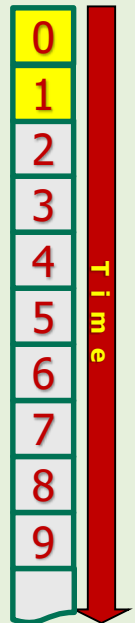
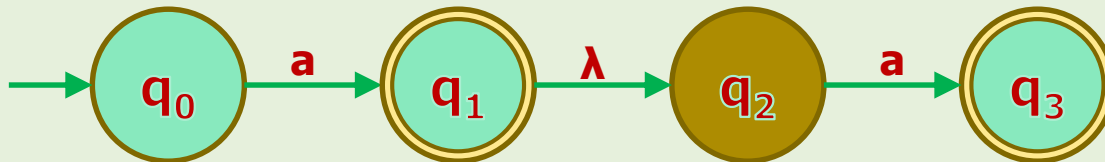
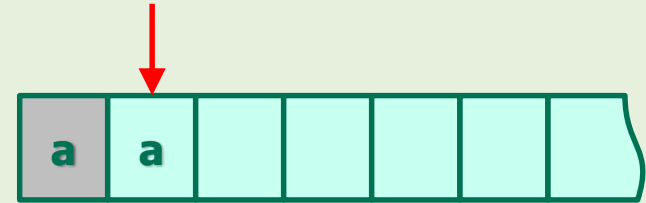


- Some symbols are NOT consumed, so, process #1 rejects the string.

λ -Transitions in Action

Example 12: Process #2

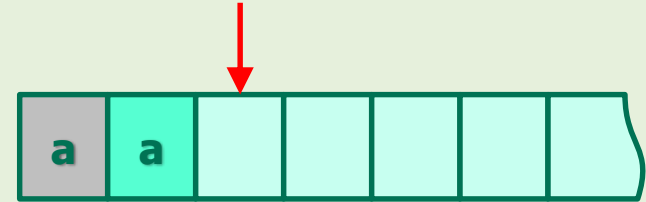
- $\Sigma = \{a\}$
- $w = aa$
- Initial config: state= q_2 , rest of input= a , clock=1



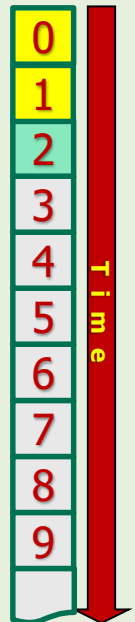
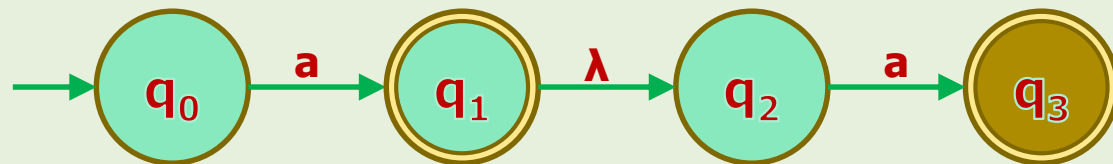
λ -Transitions in Action

Example 12: Process #2

- $\Sigma = \{a\}$
- $w = aa$



- All symbols are consumed.
- The machine halts in an accepting state.
- So, process #2 accepts the string.

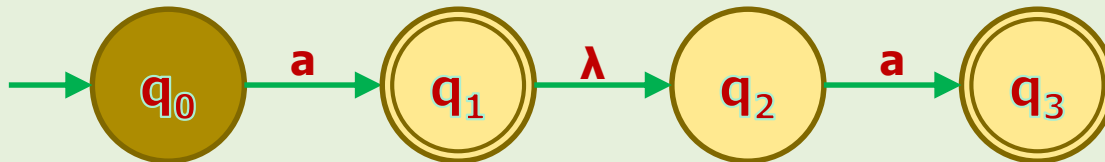


- ⚠ ▪ Recap: if one process accepts a string, then the string is accepted.
- So, overall, the string aa is accepted.

λ -Transitions in Action

Example 13: Process #1

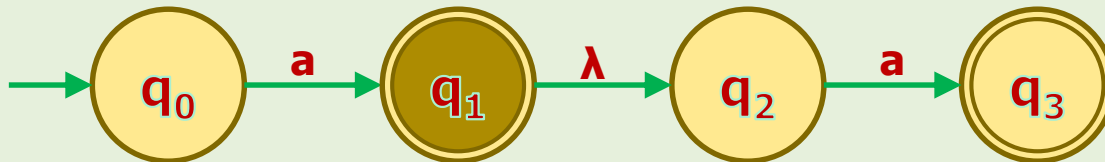
- $\Sigma = \{a\}$
- $w = aaa$



λ -Transitions in Action

Example 13: Process #1

- $\Sigma = \{a\}$
- $w = \text{aaa}$
- Again, the NFA initiates another process because of the λ -transition.
- **Initial config:** state= q_2 , rest of input= aa , clock=1
- Process #1 continues.



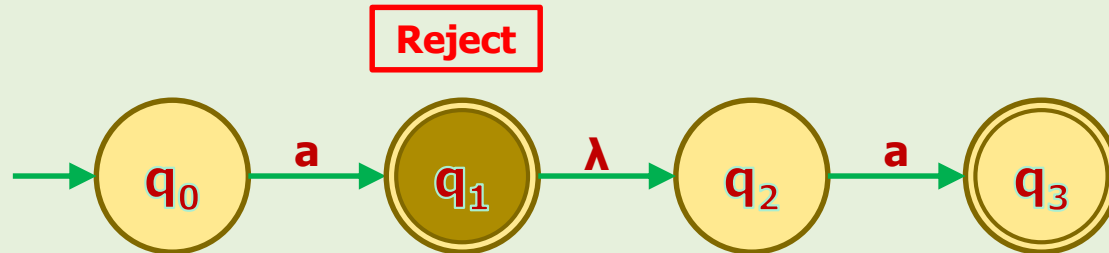
λ -Transitions in Action

Example 13: Process #1

- $\Sigma = \{a\}$
- $w = \text{aaa}$



- Process #1 cannot continue any longer because it has no choice for symbol 'a' in q_1 .

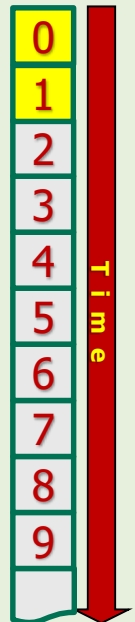
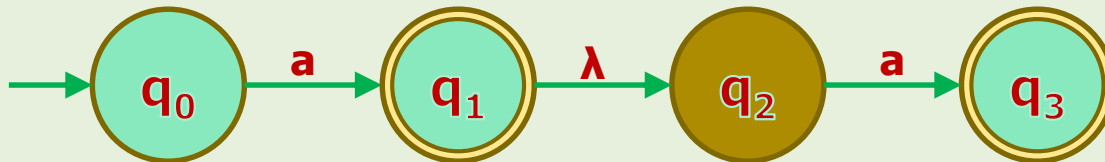


- So, process #1 **rejects** the string because some symbols are **not consumed**.

λ -Transitions in Action

Example 13: Process #2

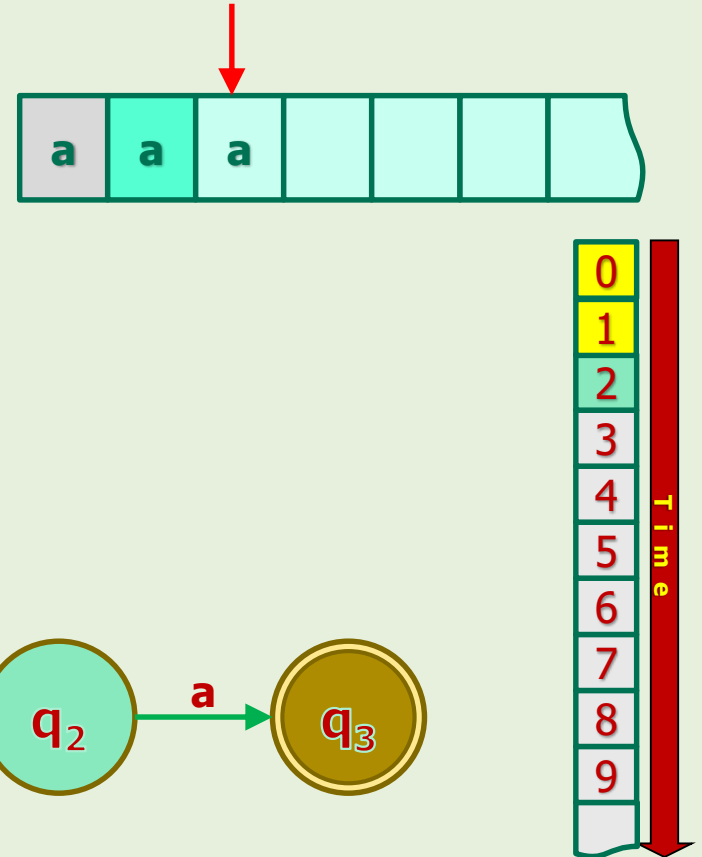
- $\Sigma = \{a\}$
- $w = \text{aaa}$
- Initial config: state= q_2 , rest of input=aa, clock=1



λ -Transitions in Action

Example 13: Process #2

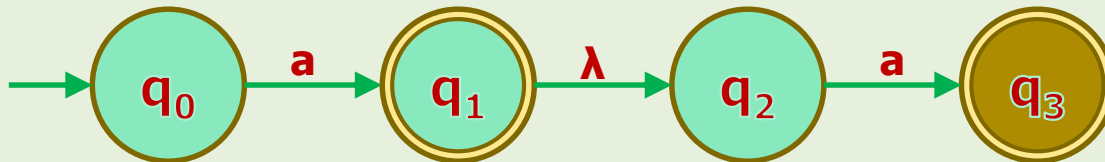
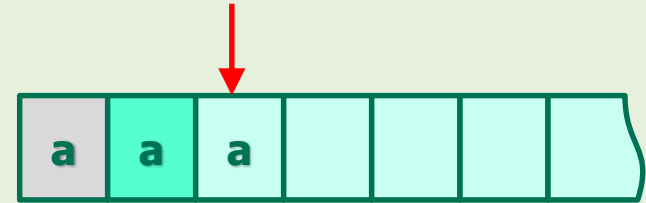
- $\Sigma = \{a\}$
- $w = \text{aaa}$



λ -Transitions in Action

Example 13: Process #2

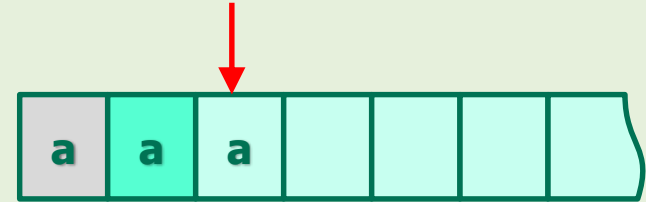
- $\Sigma = \{a\}$
- $w = \text{aaa}$
- Process #2 reads 'a' but cannot consume it.
- Because it has no choice for symbol 'a' in q_3 .



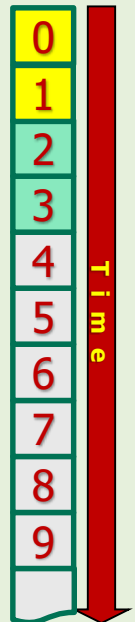
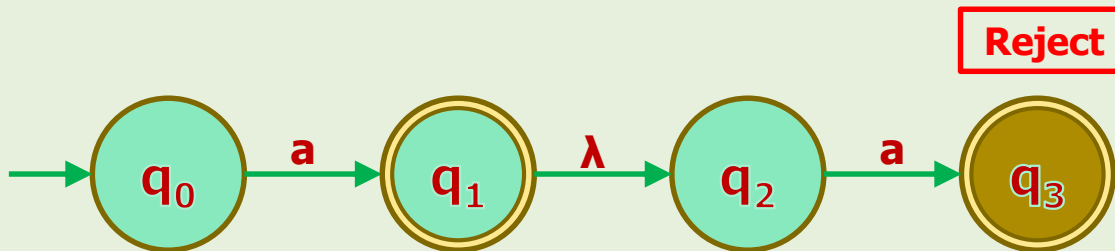
λ -Transitions in Action

Example 13: Process #2

- $\Sigma = \{a\}$
- $w = \text{aaa}$



- Some input symbols are NOT consumed.
- No matter where the machine halted, the string is rejected.

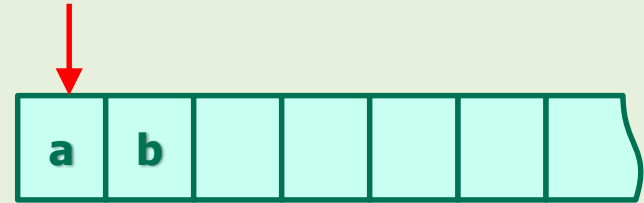
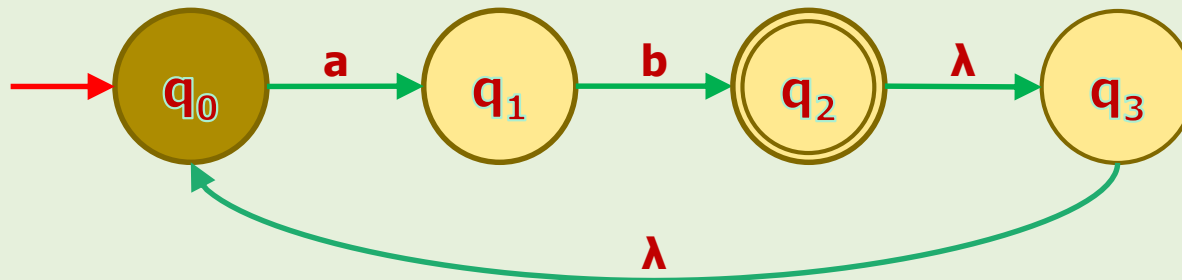


- Both processes rejected the string. So, aaa is rejected.

λ -Transitions in Action

Example 14: Process #1

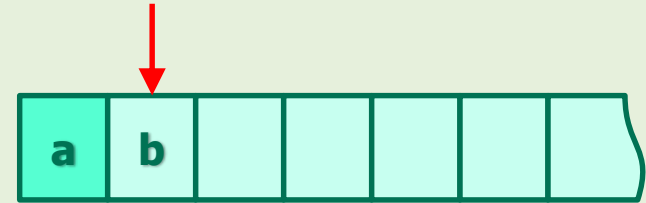
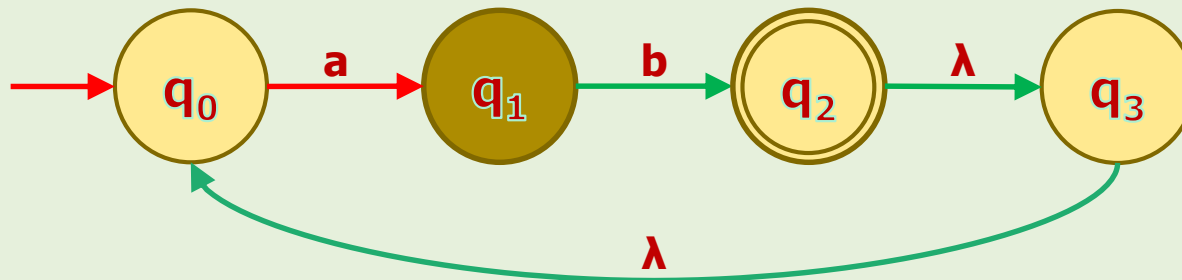
- $\Sigma = \{a, b\}$
- $w = ab$
- $\delta(q_0, a) = \{q_1\}$



λ -Transitions in Action

Example 14: Process #1

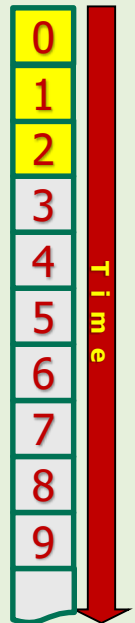
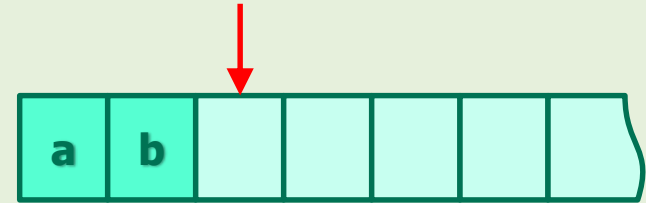
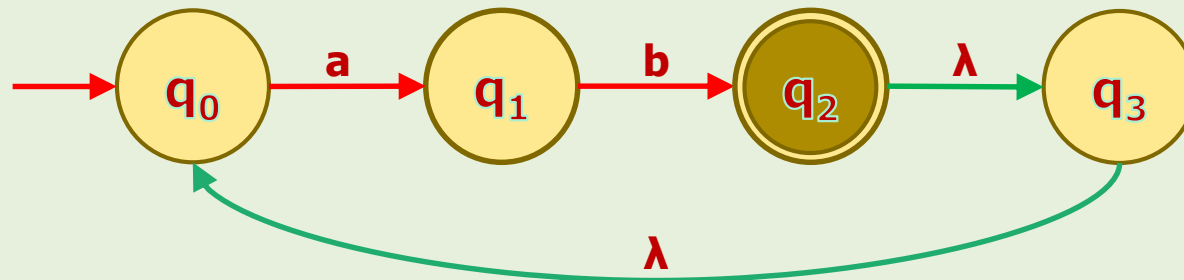
- $\Sigma = \{a, b\}$
- $w = ab$
- $\delta(q_1, b) = \{q_2\}$



λ -Transitions in Action

Example 14: Process #1

- $\Sigma = \{a, b\}$
- $w = ab$
- $\delta(q_2, \lambda) = \{q_2, q_3\}$

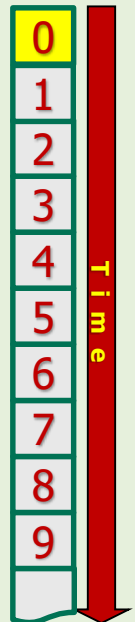
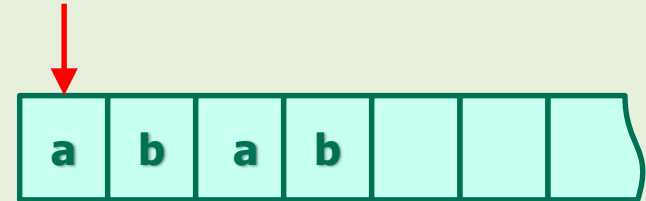
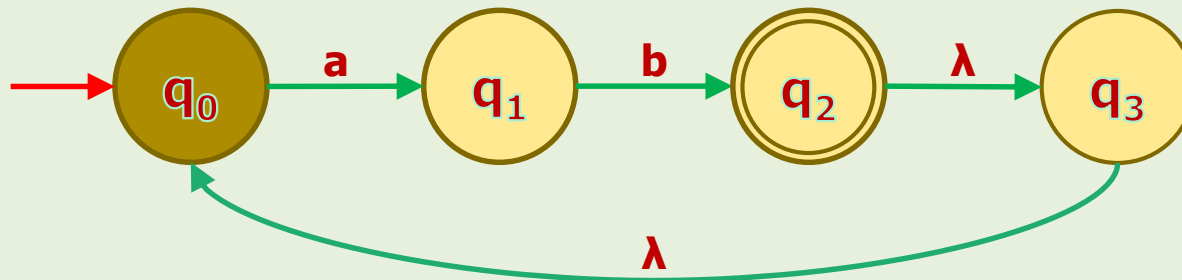


- All input symbols are consumed.
- The machine halts in an accepting state.
- So, the string is accepted.
- ⚠ ▪ It does not need to initiate another process!

λ -Transitions in Action

Example 15: Process #1

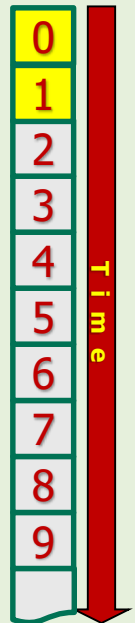
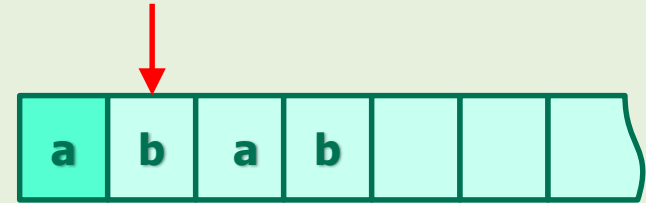
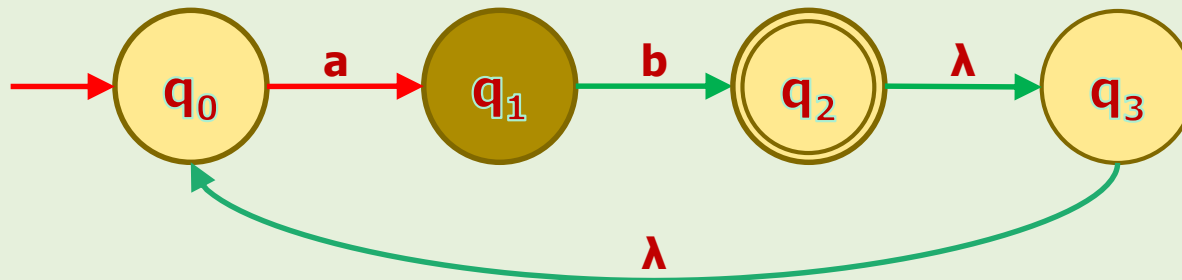
- $\Sigma = \{a, b\}$
- $w = abab$
- $\delta(q_0, a) = \{q_1\}$



λ -Transitions in Action

Example 15: Process #1

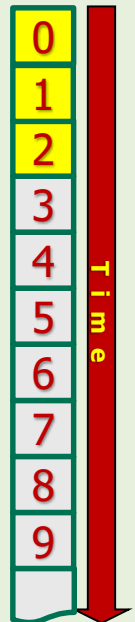
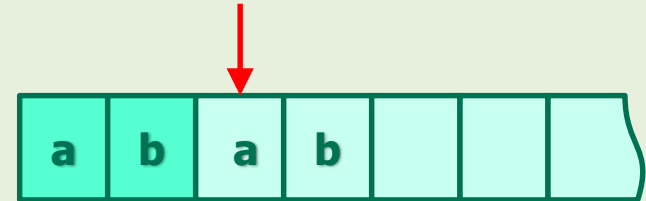
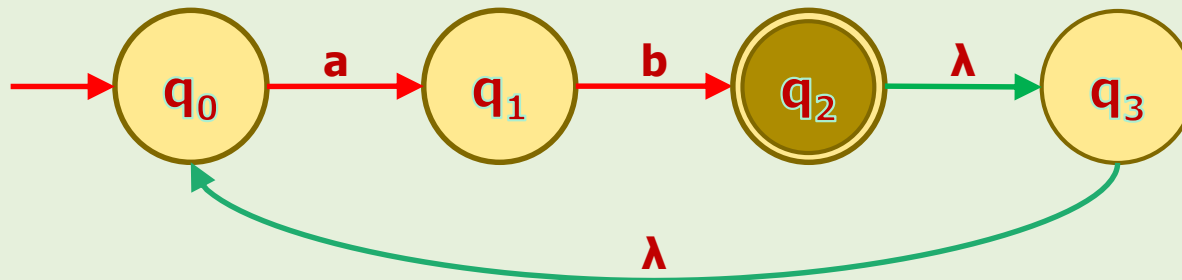
- $\Sigma = \{a, b\}$
- $w = \text{abab}$
- $\delta(q_1, b) = \{q_2\}$



λ -Transitions in Action

Example 15: Process #1

- $\Sigma = \{a, b\}$
- $w = abab$
- $\delta(q_2, \lambda) = \{q_2, q_3\}$

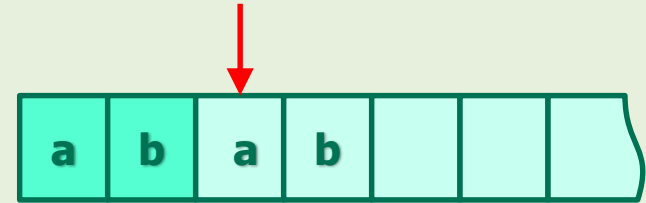
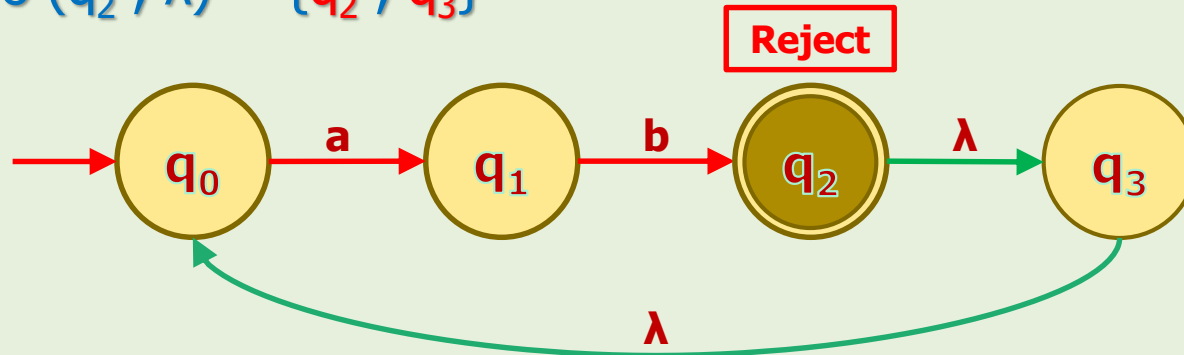


- It initiates process #2 because of λ -transition.
- Initial config: state= q_3 , rest of input= ab , clock= 2

λ -Transitions in Action

Example 15: Process #1

- $\Sigma = \{a, b\}$
- $w = \text{abab}$
- $\delta(q_2, \lambda) = \{q_2, q_3\}$

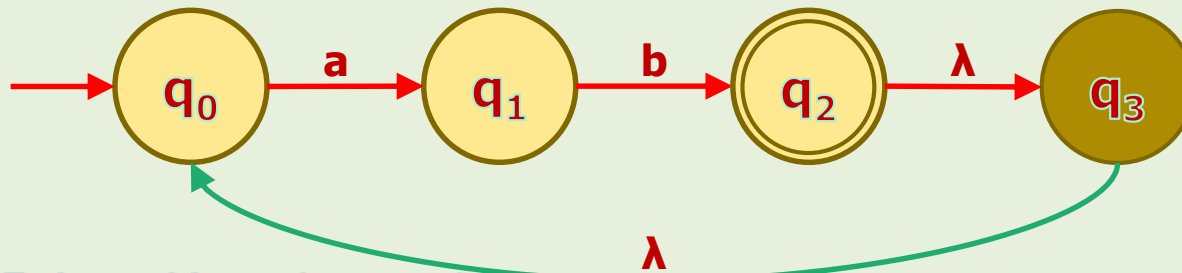
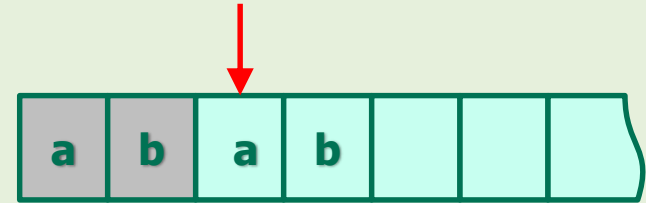


- Process 1 reads 'a' but cannot consume it.
- Some input symbols are **NOT** consumed.
- So, process #1 **rejects** the string.

λ -Transitions in Action

Example 15: Process #2

- $\Sigma = \{a, b\}$
- $w = \text{abab}$
- Initial config: state= q_3 , rest of input=ab, clock=2



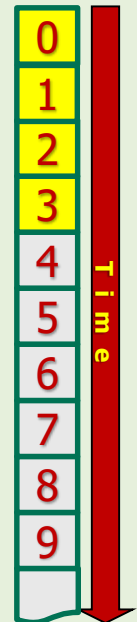
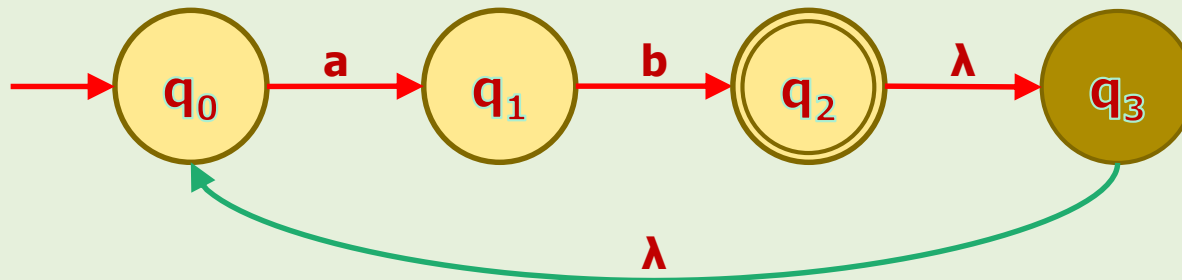
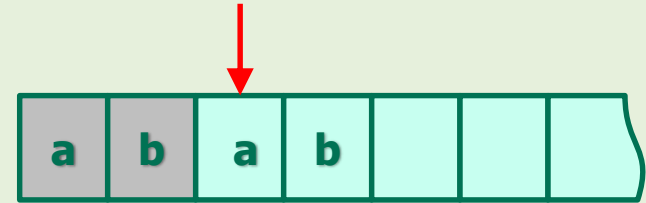
- $\delta(q_3, \lambda) = \{q_3, q_0\}$
- It encounters another λ -transition.
- It initiates process #3 because of λ -transition.
- Initial config: state= q_0 , rest of input=ab, clock=2



λ -Transitions in Action

Example 15: Process #2

- $\Sigma = \{a, b\}$
- $w = \text{abab}$

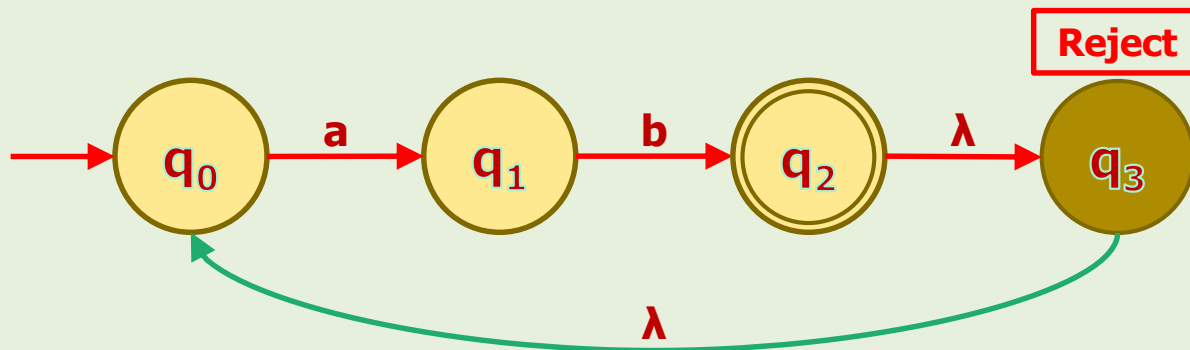
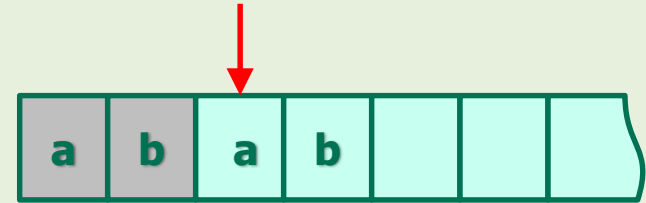


- Process #2 reads 'a' but cannot consume it.
- So, it has to halt.

λ -Transitions in Action

Example 15: Process #2

- $\Sigma = \{a, b\}$
- $w = \text{abab}$

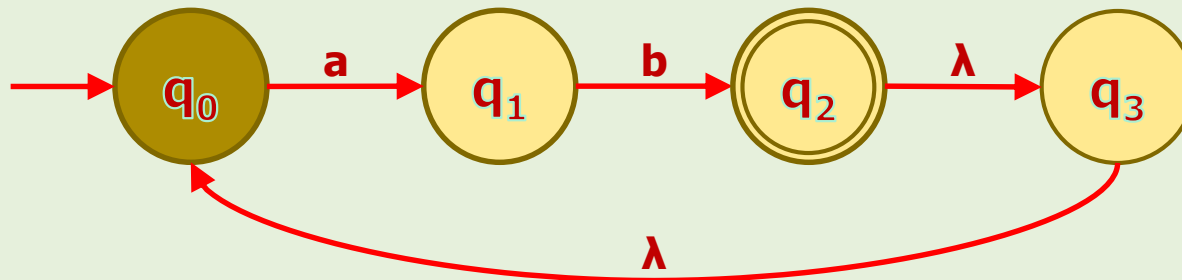
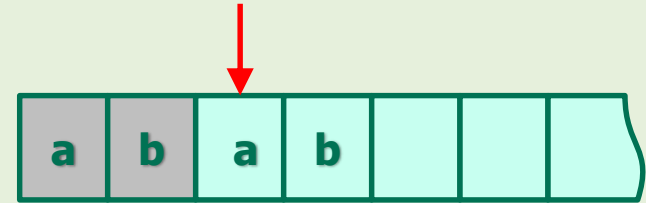


- Process #2 **rejects** the string because some input symbols are **NOT consumed**.

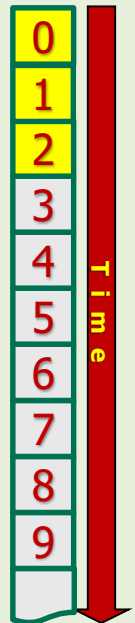
λ -Transitions in Action

Example 15: Process #3

- $\Sigma = \{a, b\}$
- $w = abab$
- Initial config: state= q_0 , rest of input= ab , clock=2



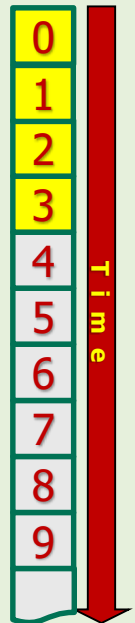
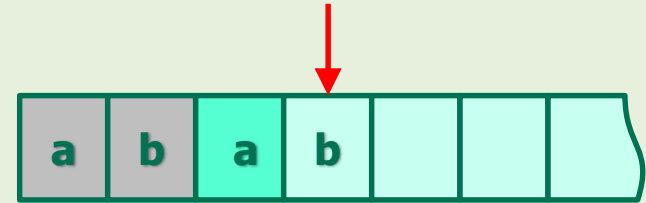
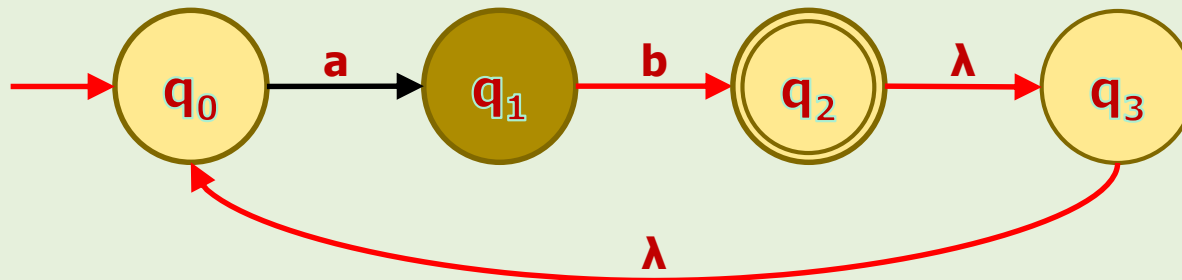
- $\delta(q_0, a) = \{q_1\}$



λ -Transitions in Action

Example 15: Process #3

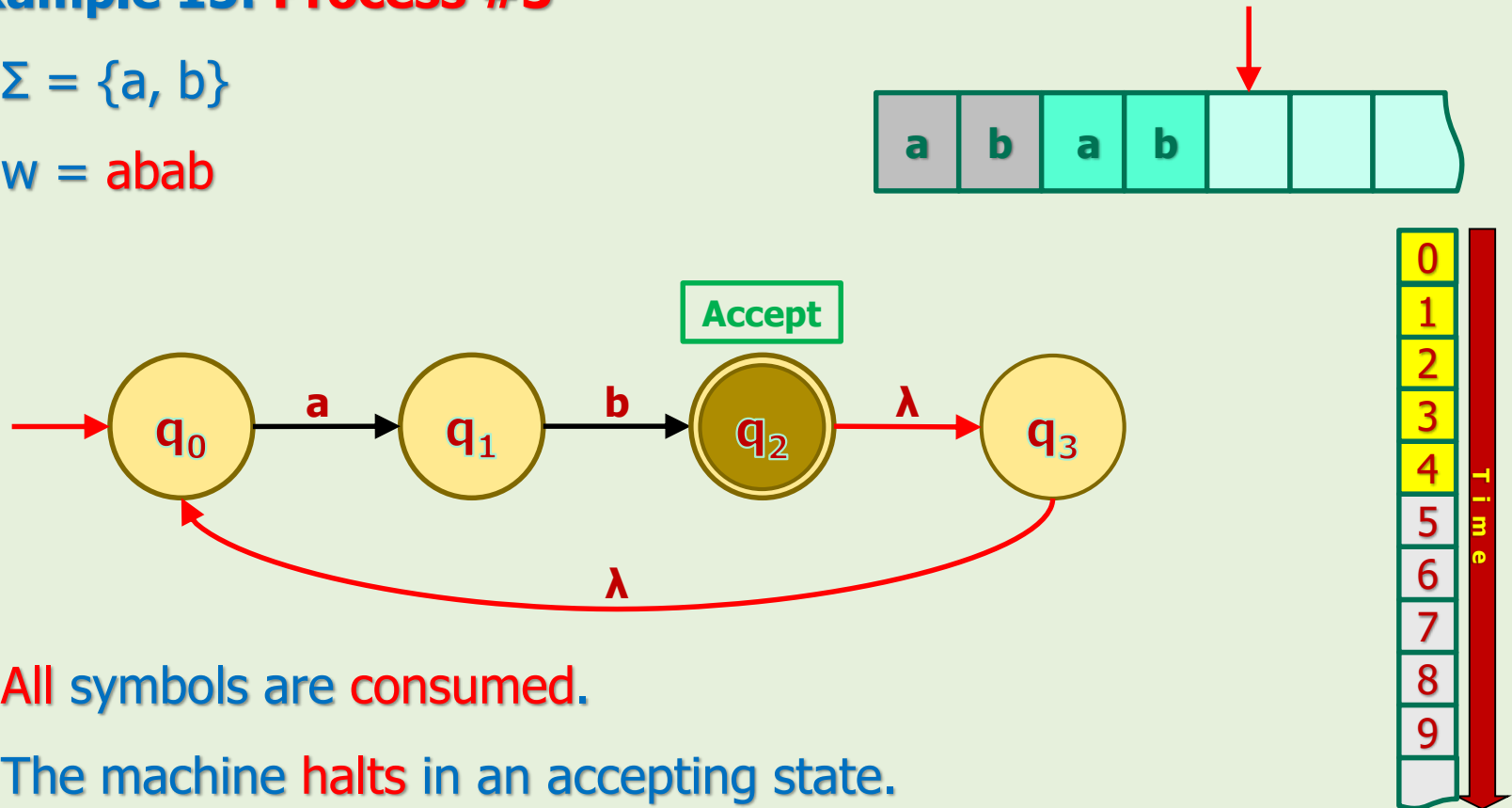
- $\Sigma = \{a, b\}$
- $w = \text{abab}$
- $\delta(q_1, b) = \{q_2\}$



λ -Transitions in Action

Example 15: Process #3

- $\Sigma = \{a, b\}$
- $w = abab$



- All symbols are consumed.
- The machine halts in an accepting state.
- So, the string is accepted.
- It does not need to initiate another process!

References

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