

**CSE 2001:**  
**Introduction to Theory of Computation**  
Fall 2012

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# Last class: examples of DFA

Today :

- Study limitations of DFA
- Introduce nondeterminism in finite automata. [Ch 1.2 in Sipser]

# Recall: Regular Languages

The language recognized by a finite automaton  $M$  is denoted by  $L(M)$ .

A regular language is a language for which there exists a recognizing finite automaton.

# Recall: Two DFA Questions

Given the description of a finite automaton  $\mathbf{M} = (\mathbf{Q}, \Sigma, \delta, \mathbf{q}, \mathbf{F})$ , what is the language  $\mathbf{L}(\mathbf{M})$  that it recognizes?

In general, what kind of languages can be recognized by finite automata? (What are the regular languages?)

# Complement of a regular language

- Swap the accepting and non-accept states of  $M$  to get  $M'$ .
  
  
  
  
  
  
  
  
  
  
- The complement of a regular language is regular.

# Terminology: closure

- A set is defined to be closed under an operation if that operation on members of the set always produces a member of the same set. (adapted from wikipedia)

E.g.:

- The integers are closed under addition, multiplication.
- The integers are not closed under division
- $\Sigma^*$  is closed under concatenation
- A set can be defined by closure --  $\Sigma^*$  is called the (Kleene) closure of  $\Sigma$  under concatenation.

# Terminology: Regular Operations

Pages 44-47 (Sipser)

The regular operations are:

1. Union
2. Concatenation
3. Star (Kleene Closure): For a language  $A$ ,  
 $A^* = \{w_1w_2w_3\dots w_k \mid k \geq 0, \text{ and each } w_i \in A\}$

# Closure Properties

- Set of regular languages is closed under
  - Union
  - Concatenation
  - Star (Kleene Closure)



# Union of Two Languages

Theorem 1.12: If  $A_1$  and  $A_2$  are regular languages, then so is  $A_1 \cup A_2$ .

(The regular languages are 'closed' under the union operation.)

Proof idea:  $A_1$  and  $A_2$  are regular, hence there are two DFA  $M_1$  and  $M_2$ , with  $A_1=L(M_1)$  and  $A_2=L(M_2)$ . Out of these two DFA, we will make a third automaton  $M_3$  such that  $L(M_3) = A_1 \cup A_2$ .

# How do we combine DFA?

Q: Can we design a DFA that somehow “simulates” them both and accepts when at least one of them accepts?

Ans: Yes, through a clever construction.

# Proof Union-Theorem (1)

$M_1 = (Q_1, \Sigma, \delta_1, q_1, F_1)$  and  $M_2 = (Q_2, \Sigma, \delta_2, q_2, F_2)$

Define  $M_3 = (Q_3, \Sigma, \delta_3, q_3, F_3)$  by:

- $Q_3 = Q_1 \times Q_2 = \{(r_1, r_2) \mid r_1 \in Q_1 \text{ and } r_2 \in Q_2\}$
- $\delta_3((r_1, r_2), a) = (\delta_1(r_1, a), \delta_2(r_2, a))$
- $q_3 = (q_1, q_2)$
- $F_3 = \{(r_1, r_2) \mid r_1 \in F_1 \text{ or } r_2 \in F_2\}$

## Proof Union-Theorem (2)

The automaton  $M_3 = (Q_3, \Sigma, \delta_3, q_3, F_3)$  runs  $M_1$  and  $M_2$  in 'parallel' on a string  $w$ .

In the end, the final state  $(r_1, r_2)$  'knows' if  $w \in L_1$  (via  $r_1 \in F_1$ ?) and if  $w \in L_2$  (via  $r_2 \in F_2$ ?)

The accepting states  $F_3$  of  $M_3$  are such that  $w \in L(M_3)$  if and only if  $w \in L_1$  or  $w \in L_2$ , for:  
$$F_3 = \{(r_1, r_2) \mid r_1 \in F_1 \text{ or } r_2 \in F_2\}.$$

# Concatenation of $L_1$ and $L_2$

Definition:  $L_1 \bullet L_2 = \{ xy \mid x \in L_1 \text{ and } y \in L_2 \}$

Example:  $\{a,b\} \bullet \{0,11\} = \{a0,a11,b0,b11\}$

Theorem 1.13: If  $L_1$  and  $L_2$  are regular languages, then so is  $L_1 \bullet L_2$ .  
(The regular languages are 'closed' under concatenation.)

# Proving Concatenation Thm.

Consider the concatenation:

$\{1, 01, 11, 001, 011, \dots\} \bullet \{0, 000, 00000, \dots\}$

(That is: the bit strings that end with a “1”, followed by an odd number of 0’s.)

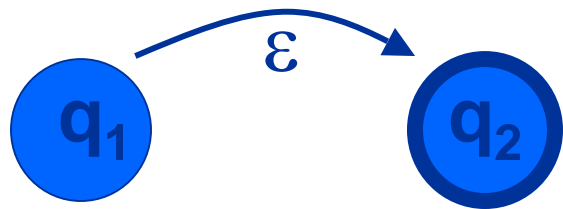
Problem is: given a string  $w$ , how does the automaton know where the  $L_1$  part stops and the  $L_2$  substring starts?

**We need an  $M$  with ‘lucky guesses’.**

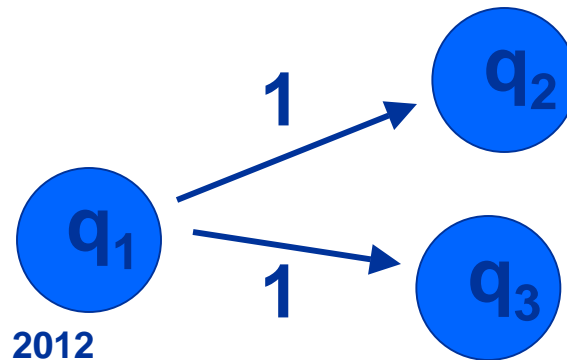
# Nondeterminism

Nondeterministic machines are capable of being lucky, no matter how small the probability.

A nondeterministic finite automaton has transition rules/possibilities like



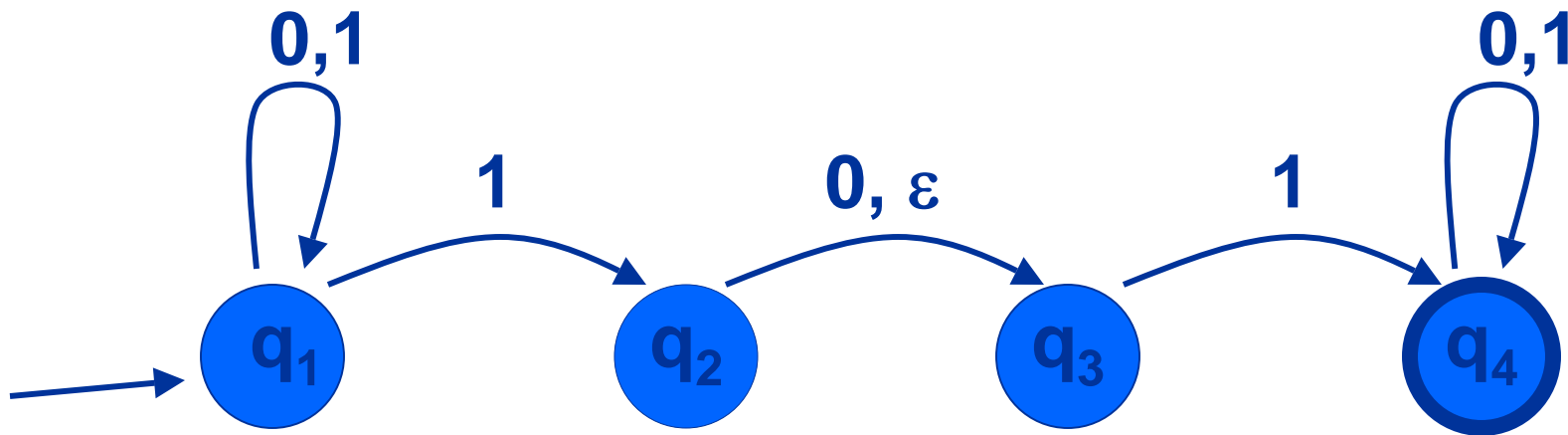
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# A Nondeterministic Automaton

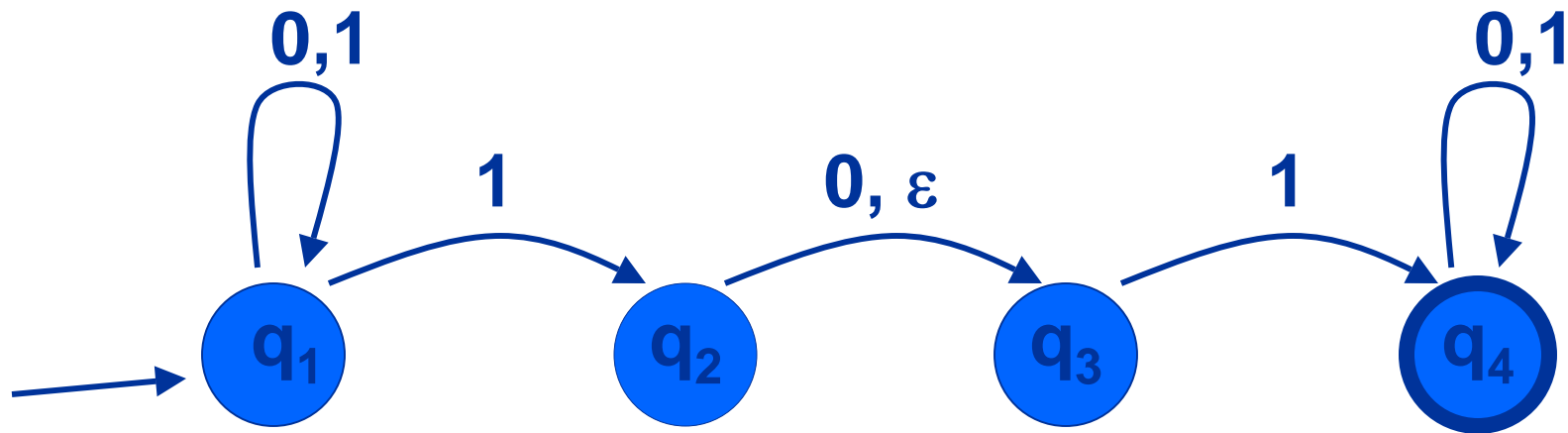


This automaton accepts “0110”, because there is a possible path that leads to an accepting state, namely:

$$q_1 \rightarrow q_1 \rightarrow q_2 \rightarrow q_3 \rightarrow q_4 \rightarrow q_4$$



# A Nondeterministic Automaton



The string 1 gets rejected: on “1” the automaton can only reach:  $\{q_1, q_2, q_3\}$ .

# Nondeterminism ~ Parallelism

For any (sub)string  $w$ , the nondeterministic automaton can be in a set of possible states.

If the final set contains an accepting state, then the automaton accepts the string.

“The automaton processes the input in a parallel fashion. Its computational path is no longer a line, but a tree.” (Fig. 1.28)

# Are NFA more powerful than DFA?

- NFA can solve every problem that DFA can (DFA are also NFA)
- Need proof
- Let us define NFA formally

# Nondeterministic FA (def.)

- A nondeterministic finite automaton (NFA)  $M$  is defined by a 5-tuple  $M=(Q,\Sigma,\delta,q_0,F)$ , with
  - $Q$ : finite set of states
  - $\Sigma$ : finite alphabet,  $\Sigma_\epsilon = \Sigma \cup \{\epsilon\}$
  - $\delta$ : transition function  $\delta:Q\times\Sigma_\epsilon\rightarrow\mathcal{P}(Q)$
  - $q_0\in Q$ : start state
  - $F\subseteq Q$ : set of accepting states

# Nondeterministic $\delta: Q \times \Sigma_\varepsilon \rightarrow \mathcal{P}(Q)$

The function  $\delta: Q \times \Sigma_\varepsilon \rightarrow \mathcal{P}(Q)$  is the crucial difference. It means:

“When reading symbol “a” while in state q, one can go to one of the states in  $\delta(q,a) \subseteq Q$ .”

The  $\varepsilon$  in  $\Sigma_\varepsilon = \Sigma \cup \{\varepsilon\}$  takes care of the empty string transitions.

# Recognizing Languages (def)

A nondeterministic FA  $M = (Q, \Sigma, \delta, q, F)$  accepts a string  $w = w_1 \dots w_n$  if and only if we can rewrite  $w$  as  $y_1 \dots y_m$  with  $y_i \in \Sigma_\epsilon$  and there is a sequence  $r_0 \dots r_m$  of states in  $Q$  such that:

1)  $r_0 = q_0$

2)  $r_{i+1} \in \delta(r_i, y_{i+1})$  for all  $i=0, \dots, m-1$

3)  $r_m \in F$

# NFA drawing conventions

- Not all transitions are labeled
- Unlabeled transitions are assumed to go to a reject state from which the automaton cannot escape

# NFA examples

$\Sigma = \{0,1\}$

1. Strings ending in 01
2. String containing 01

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

1. Strings ending in ab, bc, ca



# Closure under regular operations

## Union (new proof):

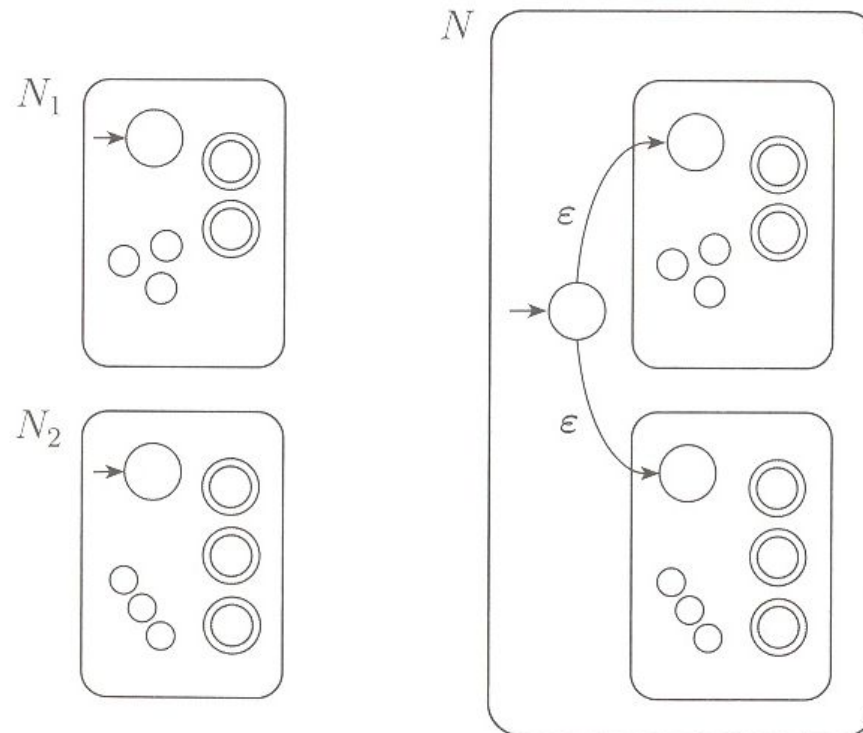


FIGURE 1.46

Construction of an NFA  $N$  to recognize  $A_1 \cup A_2$

# Closure under regular operations

## Concatenation:

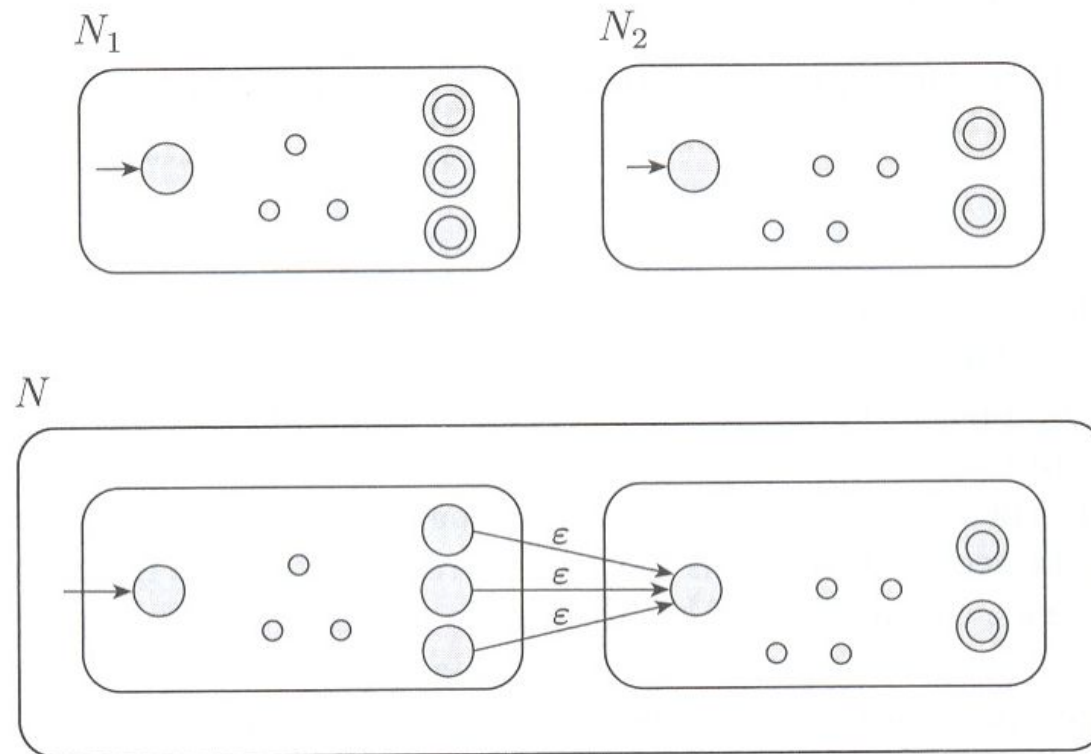


FIGURE 1.48

Construction of  $N$  to recognize  $A_1 \circ A_2$

# Closure under regular operations

Star:

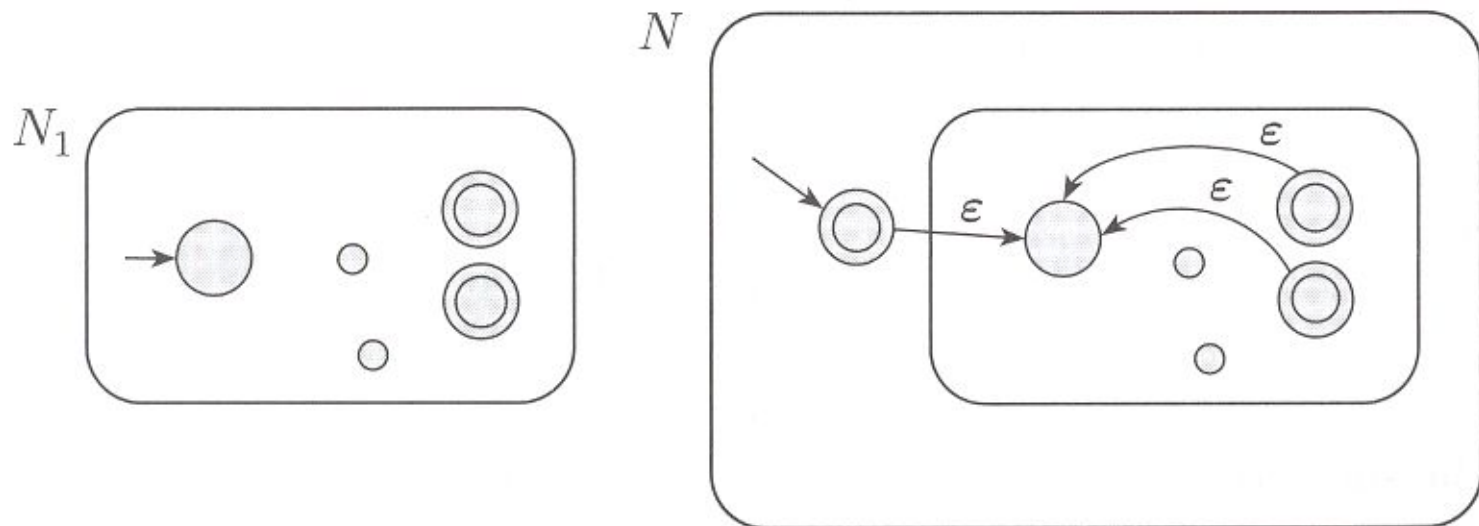


FIGURE 1.50

Construction of  $N$  to recognize  $A^*$

# Incorrect reasoning about RL

- Since  $L_1 = \{w \mid w = a^n, n \in \mathbf{N}\}$ ,  
 $L_2 = \{w \mid w = b^n, n \in \mathbf{N}\}$  are regular,  
therefore  $L_1 \cdot L_2 = \{w \mid w = a^n b^n, n \in \mathbf{N}\}$  is  
regular
- If  $L_1$  is a regular language, then  
 $L_2 = \{w^R \mid w \in L_1\}$  is regular, and  
Therefore  $L_1 \cdot L_2 = \{w w^R \mid w \in L_1\}$  is  
regular

# Exercises

[Sipser 1.7 in 3<sup>rd</sup> Ed, 1.5 in 2<sup>nd</sup> Ed]: Give NFAs with the specified number of states that recognize the following languages over the alphabet  $\Sigma=\{0,1\}$ :

1.  $\{ w \mid w \text{ ends with } 00\}$ , three states
2.  $\{0\}$ ; two states
3.  $\{ w \mid w \text{ contains even number of 0s, or exactly two 1s}\}$ , six states
4.  $\{0^n \mid n \in \mathbb{N}\}$ , one state

# Exercises - 2

Prove the following result:

“If  $L_1$  and  $L_2$  are regular languages, then  $L_1 \cap \bar{L}_2$  is a regular language too.”

Describe the language that is recognized by this nondeterministic automaton:

