

# WEEK 1: LECTURE NOTES

## Finite State Systems

- State: Summarizes the information concerning past inputs that is needed to determine the behaviour of the systems on subsequent inputs.

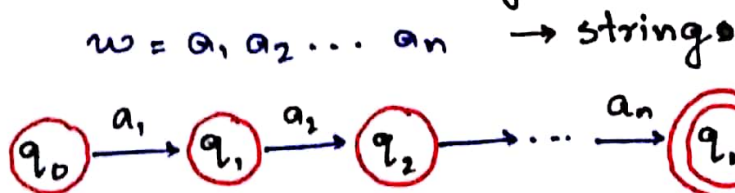
### Example:

- Elevator (Control Mechanism)
  - current floor
  - up/down
  - collection not yet satisfied requests for service
- Switching circuit, such as the control unit of a computer
  - finite number of gates each of which is either on/off
  - $n$  gates  $\Rightarrow 2^n$  assignments of 0 or 1 to various gates.
- Programs such as text editors and the lexical analyzers used in most compilers are often designed as finite state system.
  - a lexical analyzer scans the symbol of a computer program to locate strings of characters corresponding to identifiers, numerical constants, reserved words and so on.

- The lexical analyzer needs to remember only a finite amount of information, such as how long a prefix of a reserved word it has seen since startup.
- Computer itself can be viewed as a finite state system.
- Human brain  $\rightarrow$  finite state system.  
# of brain cells or neurons is limited.  
( $2^{35}$  at most)

## Finite Automata / Automaton (FA)

- The most basic model of a computer
- Computer without memory / the amount of memory is fixed, regardless of the size of the input.
- involves
  - $\rightarrow$  states
    - $\rightarrow$  accept states
    - $\rightarrow$  reject states
  - $\rightarrow$  transition among states in response to inputs
- an abstract computing device that recognizes a collection of strings.



if accept state  
(i.e.  $q_n \in F$ )  
 $w$  is recognized  
by the FA  
otherwise FA  
rejects  $w$

A finite automata modeling  
recognition of the string

$w = a_1 a_2 \dots a_n$

may be a part of lexical analyzer.

## Applications of FA

- useful model for many important kinds of hardware and software.
  - design of lexical analyzer of a typical compiler.
- software for designing and checking the behaviour of digital circuits/protocols.
- software for scanning large bodies of text (e.g. web page) to find occurrences of words, phrases or other patterns (pattern recognition)
- protocols (with finite number of states)
  - communication protocol
  - protocol for secure exchange of information
- lexical analyzer of a compiler:  
the compiler component that breaks the input text into logical units, e.g. identifiers, keywords and punctuations.
- Automata are essential to study the limits of computation:
  - Decidable problems (solvable by computer)  
(What can a computer do at all?)
  - Tractable problems (solvable by computer efficiently)  
(What can a computer do efficiently?)
  - time complexity is a slowly growing function in the size of input
  - ↓ studies
  - Intractable / tractable problems

Turing Machines: automata that models the power of real computers.

- allows us to study **decidability** → the question of what can or cannot be done by a computer
- also allows us to distinguish **tractable** (solvable in polynomial time) from **intractable** (not solvable in polynomial time) **problems**.

Context-free grammars and push down automata

- useful tool for describing structure of programming languages and design of **parser** → another key portion of a compiler which deals with recursively nested features of the typical programming language (e.g. arithmetic, conditional etc.)

Regular Expressions

- useful for describing some patterns that can be represented by finite automata and design of **lexical analyzer** (compiler component that groups character into tokens)

Example: Unix-style regular expression

$[A-Z][a-z]^* [ ] [A-Z][A-Z]$

Kolkata WB

$[A-Z][a-z]^* ( [ ] [A-Z][a-z]^* )^* [ ] [A-Z][A-Z]$

Kolkata West Bengal IN

# Deterministic Finite Automata (DFA)

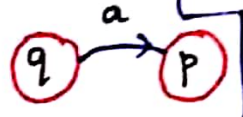
A 5-tuple  $(Q, \Sigma, \delta, q_0, F)$

$Q$ : a finite set of states

$\Sigma$ : a finite input alphabet

$\delta: Q \times \Sigma \rightarrow Q$ , the transition function:

$$p = \delta(q, a)$$



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

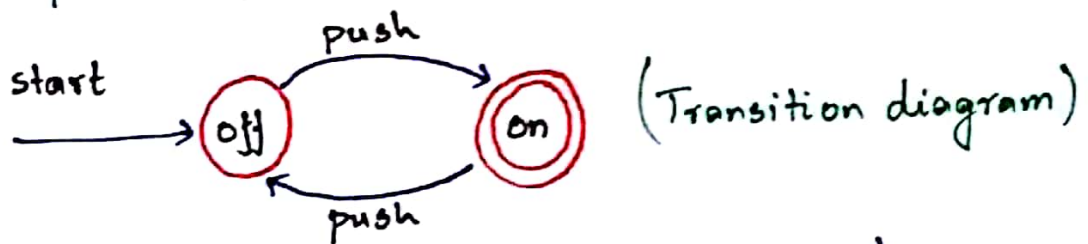
$\Sigma = \{a, b, \dots, z\}$   
→ lower case letters

$\Sigma$ : set of all ASCII characters.

$q_0 \in Q$ : the initial state

$F \subseteq Q$ : the set of final/accepting states

Example: (A finite automata modeling an on/off switch)

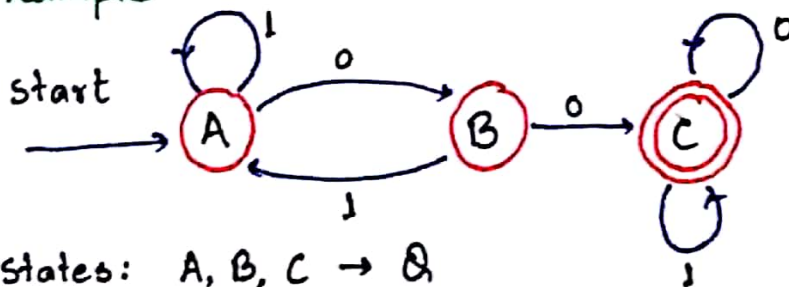


- states: on, off  $\rightarrow Q$
- input: push  $\rightarrow \Sigma$
- accepting state: on  $\rightarrow F$
- initial state: off  $\rightarrow q_0$

$\delta$	push
→ off	on
* on	off

Transition table

Example



- states: A, B, C  $\rightarrow Q$
- input: 0, 1  $\rightarrow \Sigma$
- accepting state: C  $\rightarrow F$
- initial state: A  $\rightarrow q_0$

$\delta$	0	1
→ A	B	A
B	C	A
* C	C	C

- Alphabet ( $\Sigma$ )
  - a finite non-empty set of symbols
  - e.g.  $\Sigma = \{0, 1\}$  → binary alphabet
- Strings / Words ( $w$ )
  - a finite sequence of symbols
  - e.g. 01101 is a string from the binary alphabet  $\Sigma = \{0, 1\}$
- Empty string ( $\epsilon$ )
  - zero occurrences of symbols
- Length of a string  $w$ 
  - $|w|$ : # of positions of symbols in  $w$
  - e.g.  $|\epsilon| = 0$ ,  $|01101| = 5$
- Convention:
  - lower case letters at the beginning of the alphabet (or digits) → symbols e.g. a, b, c, ...
  - lower case letters near the end of the alphabet → strings e.g. w, x, y, z
- Concatenation of strings
  - $x = a_1 a_2 \dots a_i$ ,  $y = b_1 b_2 \dots b_j$
  - $xy = a_1 a_2 \dots a_i b_1 b_2 \dots b_j$  → string of length  $i+j$

For any string  $w$ , we have

$$w\epsilon = \epsilon w = w$$

## Power of an alphabet

- $\Sigma$  - an alphabet
- $\Sigma^k$  - set of strings of length  $k$ , each of whose symbols is in  $\Sigma$ .

Example:

- $\Sigma = \{a, b, c\}$  - alphabet
  - $\Sigma^0 = \Sigma$  -  $\epsilon$  is the only string of length 0
  - $\Sigma^1 = \{a, b, c\}$  - strings of length 1.
  - $\Sigma^2 = \{aa, ab, ac, ba, bb, bc, ca, cb, cc\}$
  - $\Sigma^3 =$  strings of length 3
- $\Sigma^*$  - set of all strings over an alphabet  $\Sigma$   
$$\Sigma^* = \Sigma^0 \cup \Sigma^1 \cup \Sigma^2 \cup \dots$$
$$= \{\epsilon\} \cup \Sigma^1 \cup \Sigma^2 \cup \dots$$

$$\Sigma^+ = \Sigma^1 \cup \Sigma^2 \cup \Sigma^3 \cup \dots$$

So,

$$\Sigma^* = \{\epsilon\} \cup \Sigma^+$$

# Languages

- $L \subseteq \Sigma^*$  → a language over  $\Sigma$

Example:

1. Languages of all strings consisting of  $n$  0's followed by  $n$  1's, for some  $n \geq 0$  is

$$\{ \epsilon, 01, 0011, 000111 \}$$

$$\rightarrow \{ 0^n 1^n \mid n \geq 0 \}$$

2. The set of strings of 0's and 1's with equal number of each  $\{ \epsilon, 01, 10, 0011, 0101, 1001, \dots \}$

3. The set of binary numbers whose value is a prime

$$- \{ w \mid w \text{ is a binary integer that is prime} \}$$

$$- \{ 10, 11, 101, 111, \dots \}$$

4.  $\Sigma^*$  - a language over  $\Sigma$

5.  $\emptyset$  - the empty language (a language over any alphabet)

6.  $\{ \epsilon \}$  - a language over any alphabet.

$$\begin{array}{ccc} \emptyset \neq \{ \epsilon \} \\ \uparrow \quad \nwarrow \\ \text{no string} \quad \text{are string} \\ \quad \quad \quad \text{of length 0} \end{array}$$

Language: may contain an infinite number of strings, but strings are drawn from one fixed, finite alphabet.



## Problem - Decisional Problems

- Membership in a language
- $\Sigma$  - an alphabet
- $L$  - language over  $\Sigma$

**Problem:**  $L \rightarrow$  Given a string  $w$  in  $\Sigma^*$ , decide whether or not  $w \in L$

**Example:**

**Primality Testing** - Given an integer decide whether it is prime or not

**Reformulation:** Express the problem by the language  $L_p$  consisting of all binary strings whose value as a binary number is prime.

$\Rightarrow$  Given a string  $w$  of 0's and 1's  
output  $\rightarrow$  YES if  $w \in L_p$   
 $\rightarrow$  NO if  $w \notin L_p$

How a DFA processes strings?

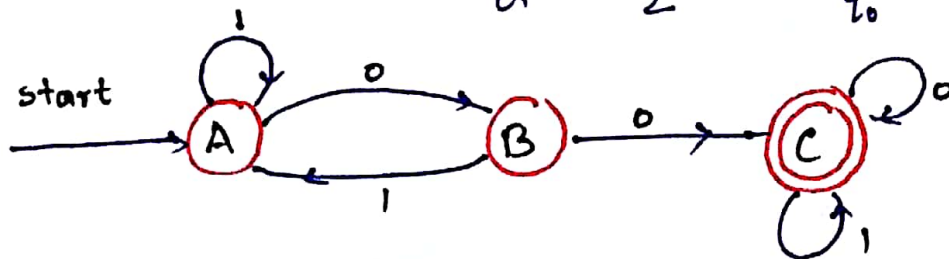
Consider a DFA  $A = (Q, \Sigma, \delta, q_0, F)$  and a string  $w = a_1 a_2 \dots a_n$

$$\begin{aligned}
 q_1 &= \delta(q_0, a_1) \\
 q_2 &= \delta(q_1, a_2) \\
 &\vdots \\
 q_i &= \delta(q_{i-1}, a_i) \\
 &\vdots \\
 q_n &= \delta(q_{n-1}, a_n)
 \end{aligned}$$

DFA A accepts the string  $w = a_1 a_2 \dots a_n$  if  $q_n \in F$   
if not, A rejects  $w$ .

Example:

Consider DFA :  $(\{A, B, C\}, \{0, 1\}, \delta, \{A\}, \{C\})$



Consider string  $w = 101001$

current state	symbol read	New state
A	1	A
A	0	B
B	1	A
A	0	B
B	0	C
C	1	C

← final state which is the accept state

The above DFA accepts string  $w$

Also, the above DFA

- does not accept 11101
- accepts 0001
- accepts all strings of 0's and 1's with two consecutive zeros somewhere.
- Language accepted by the given DFA  
↳ regular language.

Extending the transition function to strings.

- DFA  $\rightarrow (Q, \Sigma, \delta, q_0, F)$
- $\delta: Q \times \Sigma \rightarrow Q$  (transition function)
- $\hat{\delta}: Q \times \Sigma^* \rightarrow Q$  (extended transition function)

we define it by induction on the length of input string.

**Base:**  $\hat{\delta}(q, \epsilon) = q$ , we are in state  $q$  and read no input so we are still in state  $q$

**induction:**

let  $w \in \Sigma^*$ ,  $w = \alpha a$ ,  $\alpha \in \Sigma^*$ ,  $a \in \Sigma$

( $\alpha$ : string consisting of all but the last symbol of  $w$   
 $a$ : last symbol of  $w$ )

Then

$$\hat{\delta}(q, w) = \hat{\delta}(q, \alpha a) = \delta(\hat{\delta}(q, \alpha), a)$$

**Example:**

$$w = 1101$$

$$= \alpha a ; \alpha = 110, a = 1$$

$$\hat{\delta}(q, w) = \delta(\hat{\delta}(q, \alpha), a)$$

i.e. to compute  $\hat{\delta}(q, w)$ , first compute  $\hat{\delta}(q, \alpha)$

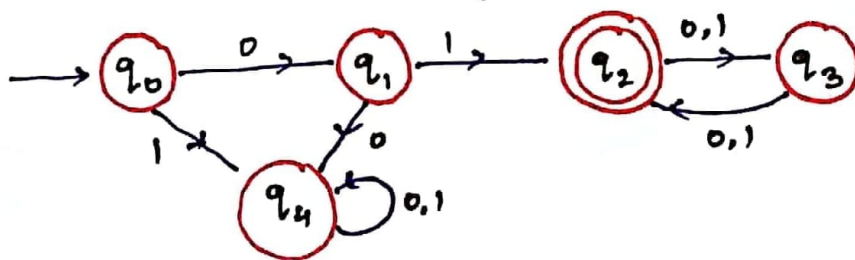
## Example

Consider the DFA:  $(Q = \{q_0, q_1, q_2, q_3, q_4\}, \Sigma = \{0, 1\}$   
 $\delta, q_0, F = \{q_2\})$

the transition table:

$\delta$	0	1
$\rightarrow q_0$	$q_1$	$q_4$
$q_1$	$q_4$	$q_2$
$* q_2$	$q_3$	$q_3$
$q_3$	$q_2$	$q_2$
$q_4$	$q_4$	$q_4$

So the transition diagram will be:



If  $w = 011101$ , then is  $w$  accepted by the above DFA, i.e. is  $\hat{\delta}(q_0, w) \in F$ ?

$\Rightarrow$  check each prefix  $x$  of  $w = 011101$  starting at 1 and going in increasing size.

$$\hat{\delta}(q_0, \epsilon) = q_0$$

$$\begin{aligned}\hat{\delta}(q_0, 0) &= \delta(\hat{\delta}(q_0, \epsilon), 0) \\ &= \delta(q_0, 0) = q_1\end{aligned}$$

$$\begin{aligned}\hat{\delta}(q_0, 01) &= \delta(\hat{\delta}(q_0, 0), 1) \\ &= \delta(q_1, 1) \\ &= q_2\end{aligned}$$

$$\begin{aligned}\hat{\delta}(q_0, 011) &= \delta(\hat{\delta}(q_0, 01), 1) \\ &= \delta(q_2, 1) = q_3\end{aligned}$$

$$\begin{aligned}\hat{\delta}(q_0, 0111) &= \delta(\hat{\delta}(q_0, 011), 1) \\ &= \delta(q_3, 1) \\ &= q_2\end{aligned}$$

$$\begin{aligned}\hat{\delta}(q_0, 01110) &= \delta(\hat{\delta}(q_0, 0111), 0) \\ &= \delta(q_2, 0) \\ &= q_3\end{aligned}$$

$$\begin{aligned}\hat{\delta}(q_0, 011101) &= \delta(\hat{\delta}(q_0, 01110), 1) \\ &= \delta(q_3, 1) \\ &= q_2 \in F\end{aligned}$$

$\Rightarrow w$  is accepted by the given DFA

$\Rightarrow$  accepts all strings of 0's and 1's of even length and begins with 01

$$w = 011101$$

$$\hat{\delta}(q_0, w)$$

$$= \delta(\hat{\delta}(q_0, 01110), 1)$$

$$\downarrow$$
$$\delta(\hat{\delta}(q_0, 0111), 0)$$
$$\vdots$$

## The languages of DFA

•  $A = (Q, \Sigma, \delta, q_0, F)$ , a DFA

•  $L(A) = \{w \mid \hat{\delta}(q_0, w) \in F\}$

is the language of the DFA  $A$

i.e. "the set of strings  $w$  that takes the start state  $q_0$  to one of the accepting state."

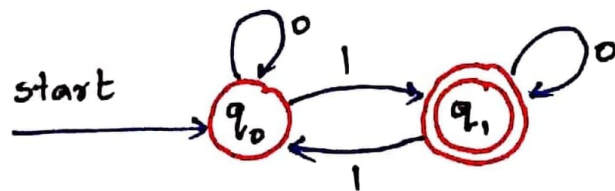
## Regular Language / Regular Set

•  $L$ , a language over  $\Sigma$  is a **regular language** if  $L = L(A)$  for some DFA  $A$ .

Example:

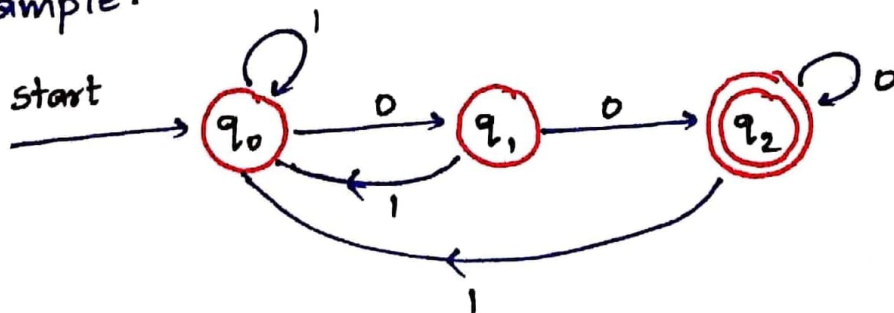
$L = \{w \mid w \text{ is a binary string with odd numbers of 1's}\}$

is a regular language as the following DFA accepts  $L$



1 ∈ L  
111 ∈ L  
01 ∈ L  
1011 ∈ L

Example:



This DFA accepts all binary strings ending in 00