

Deterministic Finite Automata (DFA)

(LECTURE 3)

Introduction



- Finite automata and regular sets
- Definition of deterministic finite automata
- String accepted by DFA

Finite Automata and regular sets (languages)

- States and transitions:

Ex: Consider a counter data structure (system):

- unsigned integer counter: pc; { initially pc = 0 }
- operations: inc, dec;

==> The instantaneous *state* of the system can be identified by the value of the counter. Operations called from outside world will cause *transitions* from states to states and hence change the current state of the system.

Problem: how to describe the system :

Mathematical approach: CS = (S, O, T, s, F) where

S = The set of all possible states = N

O = the set of all possible [types of] operations

T = the response of the system on operations at all possible states.
(present state, input operation) --> (next state)

Example of a state machine

T can be defined as follows : $T: S \times O \rightarrow S$ s.t., for all x in S ,

- $T(x, \text{inc}) = x + 1$ and $T(x, \text{dec}) = x - 1$; $\{0 - 1 =_{\text{def}} 0\}$
- $s = 0$ is the initial state of the system
- $F \subseteq S$ is a set of distinguished states, each called a final state.
(we can use it to, say, determine who can get a prize)
- Graphical representation of CS:
- Note: The system CS is **infinite** in the sense that S (the set of all possible states) and Transitions (the set of possible transitions) are infinite. A system consists of only finitely many states and transitions is called a **finite-state transition system**. The mathematical tools used to model finite-state transition system are called **finite automata**.
- *examples of state-transition systems: electronic circuits; digital watches, cars, elevators, etc.*

Deterministic Finite automata (the definition)

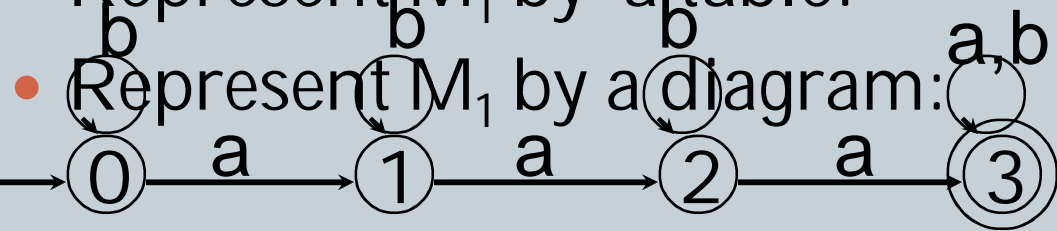
- a DFA is a structure $M = (Q, S, d, s, F)$ where
 - Q is a finite set; elements of S are called states
 - S is a finite set called the input alphabet
 - $d: Q \times S \rightarrow Q$ is the transition function with the intention that if M is in state q and receive an input a , then it will move to state $d(q, a)$.
 - e.g; in CS: $d(3, \text{inc}) = 4$ and $d(3, \text{dec}) = 2$.
 - s in Q is the start state
 - F is a subset of Q ; elements of F are called accept or final states.
- To specify a finite automata, we must give all five parts (maybe in some other forms)
- Other possible representations:
 - [state] transition diagram or [state] transition table

Example and other representations

Ex 3.1: $M_1 = (Q, S, d, s, F)$ where

- $Q = \{0, 1, 2, 3\}$, $S = \{a, b\}$, $s = 0$, $F = \{3\}$ and d is defined by:
- $d(0, a) = 1$; $d(1, a) = 2$; $d(2, a) = d(3, a) = 3$ and
- $d(q, b) = q$ if $q = \{0, 1, 2, 3\}$.
- problem: Although precise but tedious and not easy to understand (the behavior of) the machine.

• Represent M_1 by a table: =====>



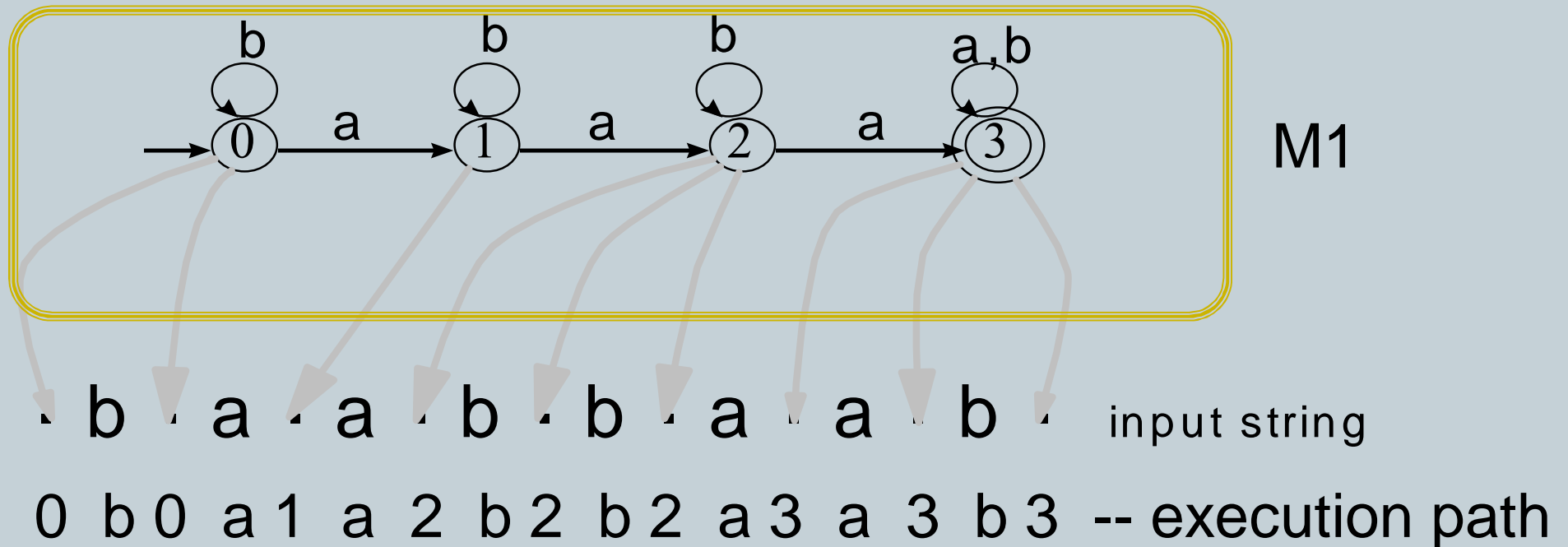
	a	b
>0	1	0
1	2	1
2	3	2
3F	3	3

state-transition diagram for M_1

note: the naming of states is not necessary

Strings accepted by DFAs

- Operations of M_1 on the input 'baabbaab':



- Since M_1 can reach a final state (3) after scanning all input symbols starting from initial state, we say the string 'baabbaab' is accepted by M_1 .

Problem: How to formally define the set of all strings accepted by a DFA ?

The extended transition function D

- Meaning of the transition function:

$q_1 \xrightarrow{a} q_2$ [or $d(q_1, a) = q_2$] means

if M is in state q_1 and the currently scanned symbol (of the input strings is a) then

- 1. Move right one position on the input string (or remove the currently scanned input symbol)
 - 2. go to state q_2 . [So M will be in state q_2 after using up a]
- Now we extend d to a new function $D: Q \times S^* \rightarrow Q$ with the intention that : $D(q_1, x) = q_2$ iff

starting from q_1 , after using up x the machine will be in state q_2 . --- D is a multi-step version of d .

Problem: Given a machine M, how to define D [according to d] ?

Note: when string x is a symbol (i.e., $|x| = 1$) then $D(q, x) = d(q, x)$.

for all state q , so we say D is an extension of d .

The extended transition function D (cont'd)

- D can be defined by induction on $|x|$ as follows:
 - Basis: $|x| = 0$ (i.e., $x = e$) $\implies D(q, e) = q$ --- (3.1)
 - Inductive step: (assume $D(q, x)$ has been defined) then
 - $D(q, xa) = d(D(q, x), a)$ --- (3.2)
 - --- To reach the state $D(q, xa)$ from q by using up xa , first use up x (and reach $D(q, x)$) and then go to $d(D(q, x), a)$ by using up a .
- Exercise: Show as expected that $D(q, a) = d(q, a)$ for all a in S .
pf: $D(q, a) = D(q, ea) = d(D(q, e), a) = d(q, a)$.

Uniqueness of the extended transition function

- Note: D is uniquely defined by M , i.e., for every DFA M , there is exactly one function $f: Q \times S^* \rightarrow Q$ satisfying property (3.1) and (3.2.)
 - --- a direct result of the theorem of recursive definition.

pf: Assume $\$$ distinct f_1 and f_2 satisfy (3.1&3.2).

Now let x be any string with least length s.t. $f_1(q,x) \neq f_2(q,x)$ for some state q .

\implies 1. $x \neq \epsilon$ (why ?)

2. If $x = ya \implies$ by minimum of $|x|$, $f_1(q,y) = f_2(q,y)$, hence

$f_1(q,ya) = d(f_1(q,y), a) = d(f_2(q,y), a) = f_2(q,ya)$, a contradiction.

Hence $f_1 = f_2$.

Languages accepted by DFAs

- $M = (Q, S, d, s, F)$: a DFA; x : any string over S ;
D: the extended transition function of M .
- 1. x is said to be *accepted* by M if $D(s, x) \in F$
 x is said to be *rejected* by M if $D(s, x) \notin F$.
- 2. The set (or language) accepted by M , denoted $L(M)$, is the set of all strings accepted by M . i.e.,
 - $L(M) =_{\text{def}} \{x \in S^* \mid D(s, x) \in F\}$.
- 3. A subset $A \subseteq \Sigma^*$ (i.e., a language over S) is said to be *regular* if A is accepted by some finite automaton (i.e., $A = L(M)$ for some DFA M).

Ex: The language accepted by the machine of Ex3.1 is the set

$$L(M1) = \{x \in \{a,b\}^* \mid x \text{ contains at least three a's}\}$$

Another example

Ex 3.2: Let $A = \{xaaay \mid x,y \in \{a,b\}^*\}$
 $= \{x \in \{a,b\}^* \mid x \text{ contains substring } aaa \}$.

Then $baabaaaab \in A$ and $babbabab \notin A$.

An Automaton accept A: (diagram form)

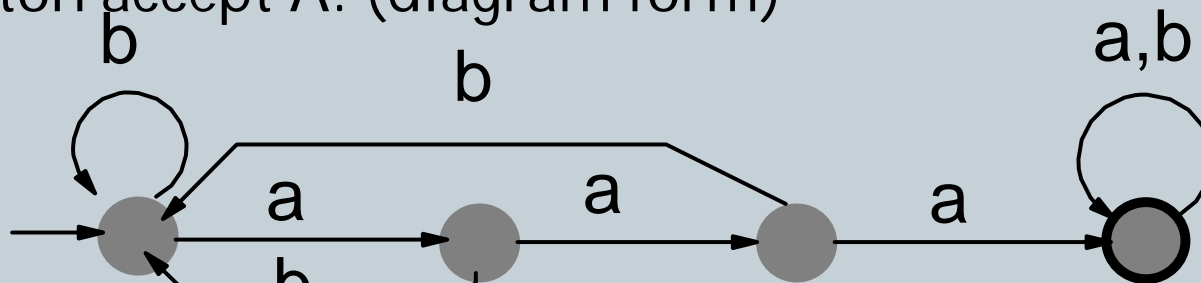


Table form:

	a	b
>0	1	0
1	2	0
2	3	0
3F	3	3

More on regular sets (Lecture 4)

- a little harder example:

Let $A = \{x \in \{0,1\}^* \mid x \text{ represent a multiple of 3 in binary}\}$.

- notes: leading 0's permitted; ϵ represents zero.
- example:
- $\epsilon, 0, 00 \implies 0$; $011, 11, \dots \implies 3$; $110 \implies 6$;
- $1001 \implies 9$; $1100, \dots \implies 12$; $1111 \implies 15$; ...

- Problem: design a DFA accepting A .

sol: For each bit string x , $s(x) = \#(x) \bmod 3$, where $\#(x)$ is the number represented by x . Note: $s: \{0,1\}^* \rightarrow \{0,1,2\}$

- Ex: $s(\epsilon) = 0 \bmod 3 = 0$; $s(101) = 5 \bmod 3 = 2$; ...
- $\implies A = \{x \mid s(x) = 0\}$
- 1. $s(\epsilon) = 0$;
- $s(x0)$ and $s(x1)$ can be determined from $s(x)$ as follows:

a little harder example

- Since $\#(x0) = 2 \#(x)$
 $\implies s(x0) = \#(x0) \bmod 3 = 2(\#(x) \bmod 3) \bmod 3$
 $= 2s(x) \bmod 3$

$\implies s(x)$ can be show as follows:

(note: the DFA M defined by the table is also the automata accepting A)

- Exercise: draw the diagram form of the machine M accepting A .
- Fact: $L(M) = A$. (i.e., for all bit string x , x in A iff x is accepted by M)

pf: by induction on $|x|$. Basis: $|x| = 0 \implies x = e$ in A and is accepted by M .

Ind. step: $x = yc$ where c in $\{0,1\}$

$$\begin{aligned} \implies D(0, yc) &= d(D(0,y),c) = d(\#(y) \bmod 3, c) \\ &= (2\#(y) \bmod 3 + c) \bmod 3 = \#(xc) \bmod 3. \quad \text{QED} \end{aligned}$$

	0	1
>0F	0	1
1	2	0
2	1	2
s(x)	s(x0)	s(x1)

Some closure properties of regular sets

Issue: what languages can be accepted by finite automata ?

- Recall the definitions of some language operations:
 - $A \cup B = \{x \mid x \in A \text{ or } x \in B\}$.
 - $A \cap B = \{x \mid x \in A \wedge x \in B\}$
 - $\sim A = S^* - A = \{x \in S^* \mid x \notin A\}$
 - $AB = \{xy \mid x \in A \wedge y \in B\}$
 - $A^* = \{x_1 x_2 \dots x_n \mid n \geq 0 \wedge x_i \in A \text{ for } 0 \leq i \leq n\}$
 - and more ... ex: $A / B = \{x \mid \exists y \in B \text{ s.t. } xy \in A\}$.
- Problem: If A and B are regular [languages], then which of the above sets are regular as well?

Ans: _____.

The product construction

- $M_1 = (Q_1, S, d_1, s_1, F_1)$, $M_2 = (Q_2, S, d_2, s_2, F_2)$: two DFAs

Define a new machine $M_3 = (Q_3, S, d_3, s_3, F_3)$ where

- $Q_3 = Q_1 \times Q_2 = \{(q_1, q_2) \mid q_1 \in Q_1 \text{ and } q_2 \in Q_2\}$
- $s_3 = (s_1, s_2)$;
- $F_3 = F_1 \times F_2 = \{(q_1, q_2) \mid q_1 \in F_1 \wedge q_2 \in F_2\}$ and
- $d_3: Q_3 \times S \rightarrow Q_3$ is defined to be
$$d_3((q_1, q_2), a) = (d_1(q_1, a), d_2(q_2, a))$$
for all $(q_1, q_2) \in Q_3, a \in S$.
- The machine M_3 , denoted $M_1 \times M_2$, is called the *product* of M_1 and M_2 . **The behavior of M_3 may be viewed as the parallel execution of M_1 and M_2 .**
- Lem 4.1: For all $x \in S^*$, $D_3((p, q), x) = (D_1(p, x), D_2(q, x))$.

Pf: By induction on the length $|x|$ of x .

Basis: $|x| = 0$: then $D_3((p, q), \epsilon) = (p, q) = (D_1(p, \epsilon), D_2(q, \epsilon))$

The product construction (cont'd)

Ind. step: assume the lemma hold for x in S^* , we show it holds for xa , where a in S .

$$\begin{aligned} D_3((p,q),xa) &= d_3(D_3((p,q),x), a) && \text{--- definition of } D_3 \\ &= d_3((D_1(p,x), D_2(q,x)), a) && \text{--- Ind. hyp.} \\ &= (d_1(D_1(p,x),a), d_2(D_2(q,x),a)) && \text{--- def. of } d_3 \\ &= (D_1(p,xa), D_2(p,xa)) \quad \text{QED} && \text{--- def of } D_1 \text{ and } D_2. \end{aligned}$$

Theorem 4.2: $L(M_3) = L(M_1) \cap L(M_2)$.

pf: for all $x \in S^*$, $x \in L(M_3)$

$$\begin{aligned} \text{iff } D_3(s_3,x) \in F_3 &&& \text{--- def. of acceptance} \\ \text{iff } D_3((s_1,s_2),x) \in F_3 &&& \text{--- def. of } s_3 \\ \text{iff } (D_1(s_1,x), D_2(s_2,x)) \in F_3 = F_1 \times F_2 &&& \text{--- def. of } F_3 \\ \text{iff } D_1(s_1,x) \in F_1 \text{ and } D_2(s_2,x) \in F_2 &&& \text{--- def. of set product} \\ \text{iff } x \in L(M_1) \text{ and } x \in L(M_2) &&& \text{--- def. of acceptance} \\ \text{iff } x \in L(M_1) \cap L(M_2). \quad \text{QED} &&& \text{--- def. of intersection.} \end{aligned}$$

Regular languages are closed under \cup , \cap and \sim

Theorem: IF A and B are regular than so are $A \cap B$, $\sim A$ and $A \cup B$.

pf: (1) A and B are regular

\Rightarrow \exists DFA M_1 and M_2 s.t. $L(M_1) = A$ and $L(M_2) = B$ -- def. of RL

$\Rightarrow L(M_1 \times M_2) = L(M_1) \cap L(M_2) = A \cap B$ --- Theorem 4.2

$\Rightarrow A \cap B$ is regular. -- def. of RL.

(2) Let $M = (Q, S, d, s, F)$ be the machine s.t. $L(M) = A$.

Define $M' = (Q, S, d, s, F')$ where $F' = \sim F = \{q \in Q \mid q \notin F\}$.

Now for all x in S^* , $x \in L(M')$

$\Leftrightarrow D(s, x) \in F' = \sim F$ --- def. of acceptance

$\Leftrightarrow D(s, x) \notin F$ --- def of $\sim F$

$\Leftrightarrow x \notin L(M)$ iff $x \notin A$. -- def. of acceptance

Hence $\sim A$ is accepted by $L(M')$ and is regular !

(3). Note that $A \cup B = \sim(\sim A \cap \sim B)$. Hence the fact that A and B are regular implies $\sim A$, $\sim B$, $(\sim A \cap \sim B)$ and $\sim(\sim A \cap \sim B) = A \cup B$ are regular too.