

Minimization of DFA

1

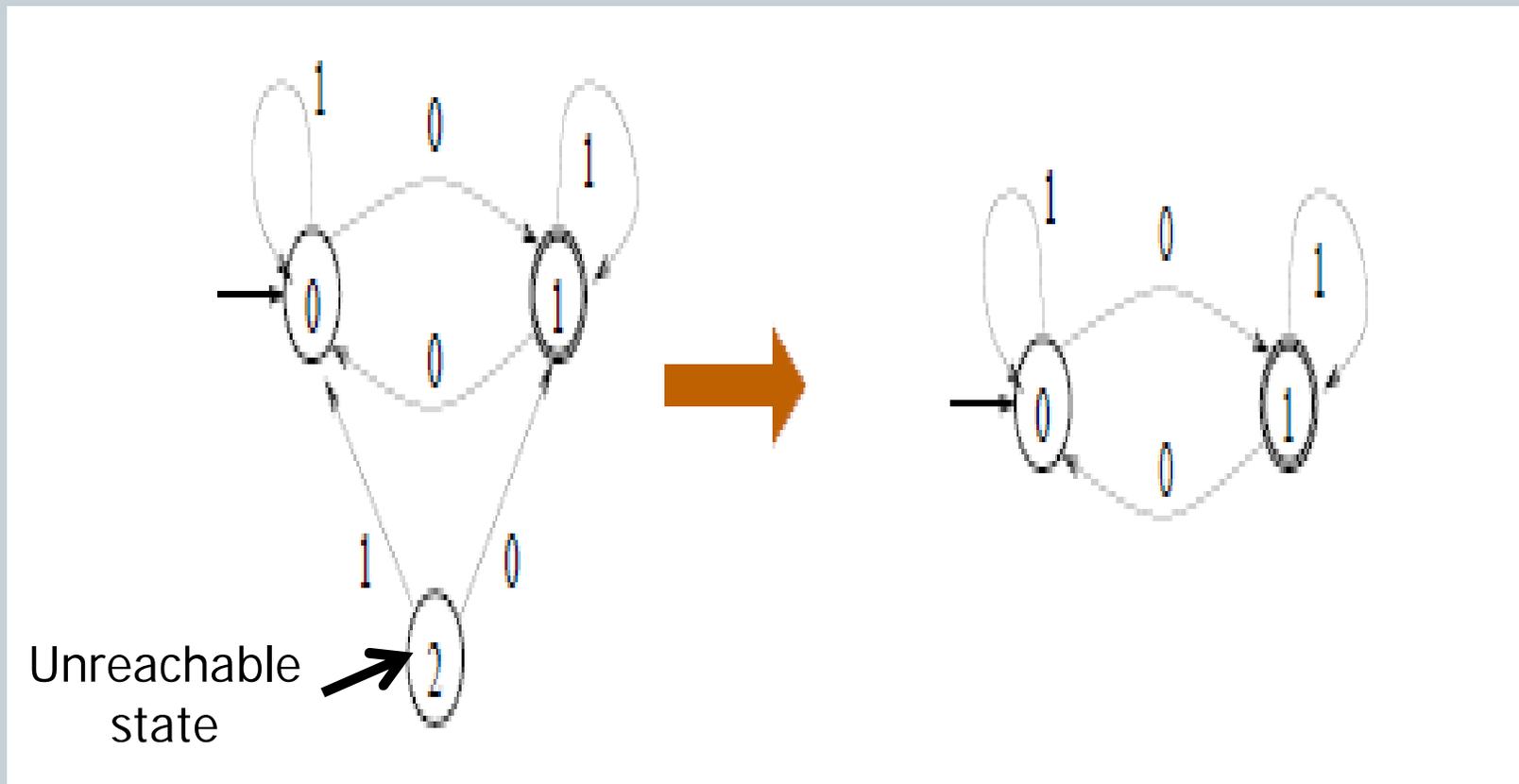
Agenda

2

- **Minimization Algorithm**
 - Guarantees smallest possible DFA for a given regular language
 - Proof of this fact.

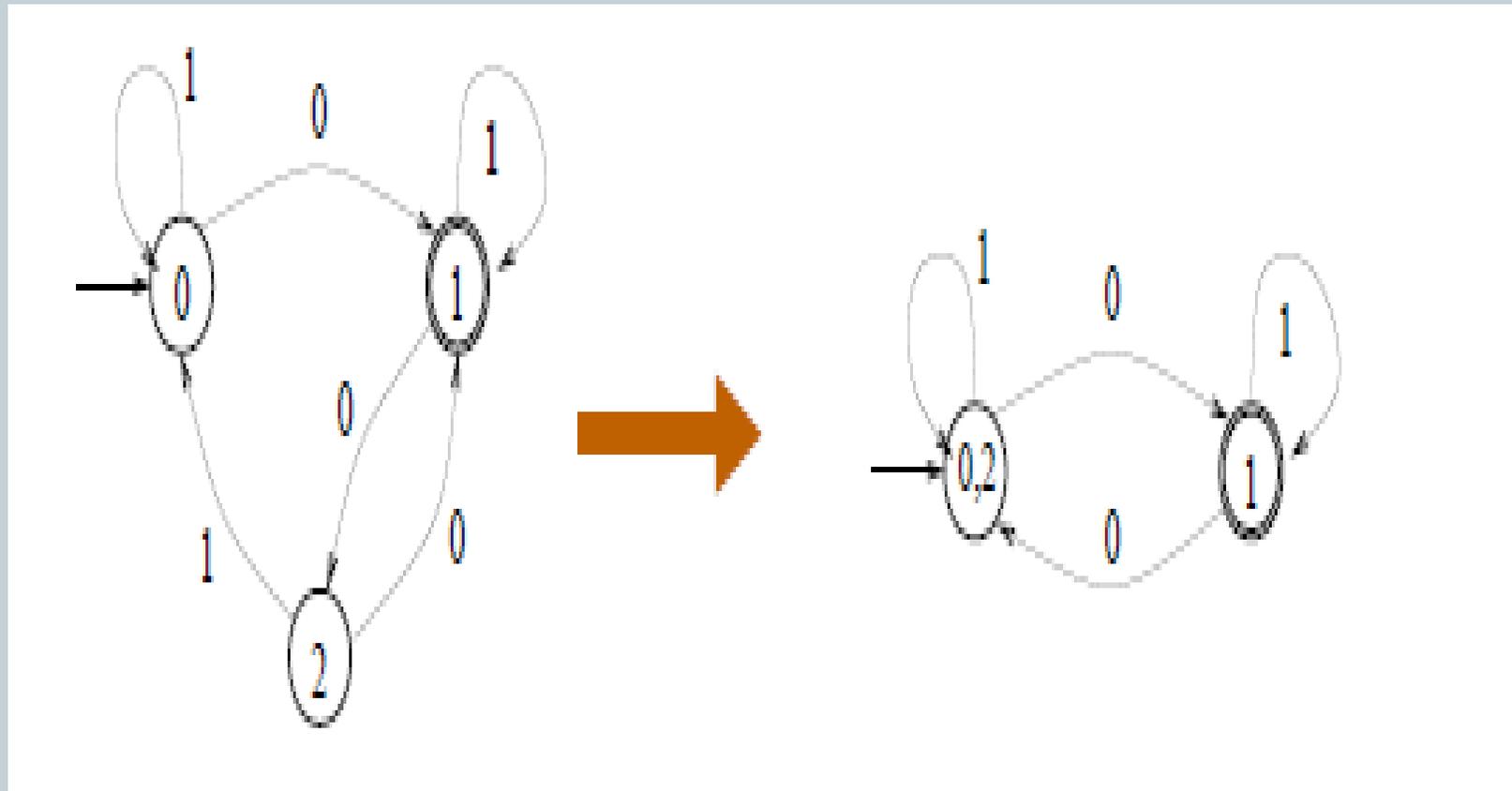
Example one

3



Example two

4



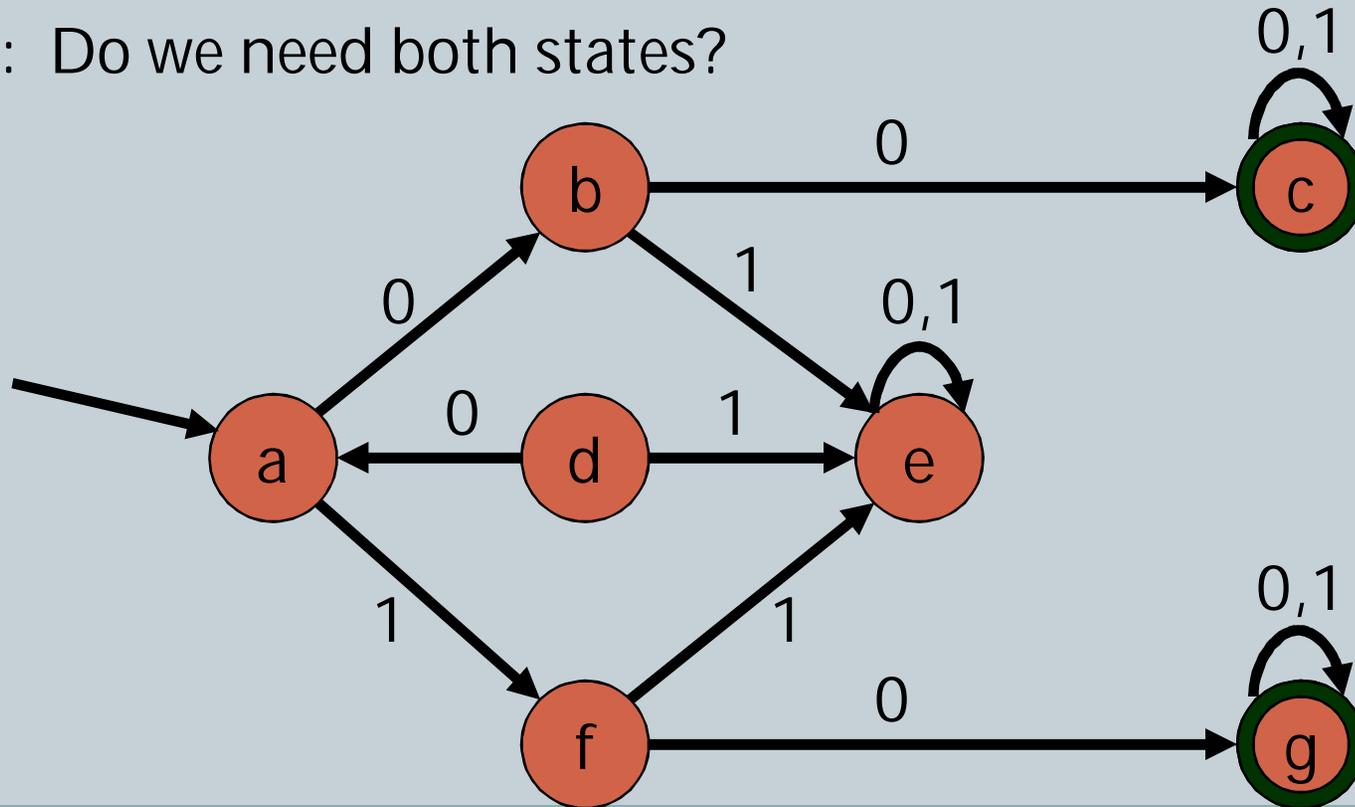
Equivalent States.

Example

5

Consider the accept states c and g . They are both sinks meaning that any string which ever reaches them is guaranteed to be accepted later.

Q: Do we need both states?

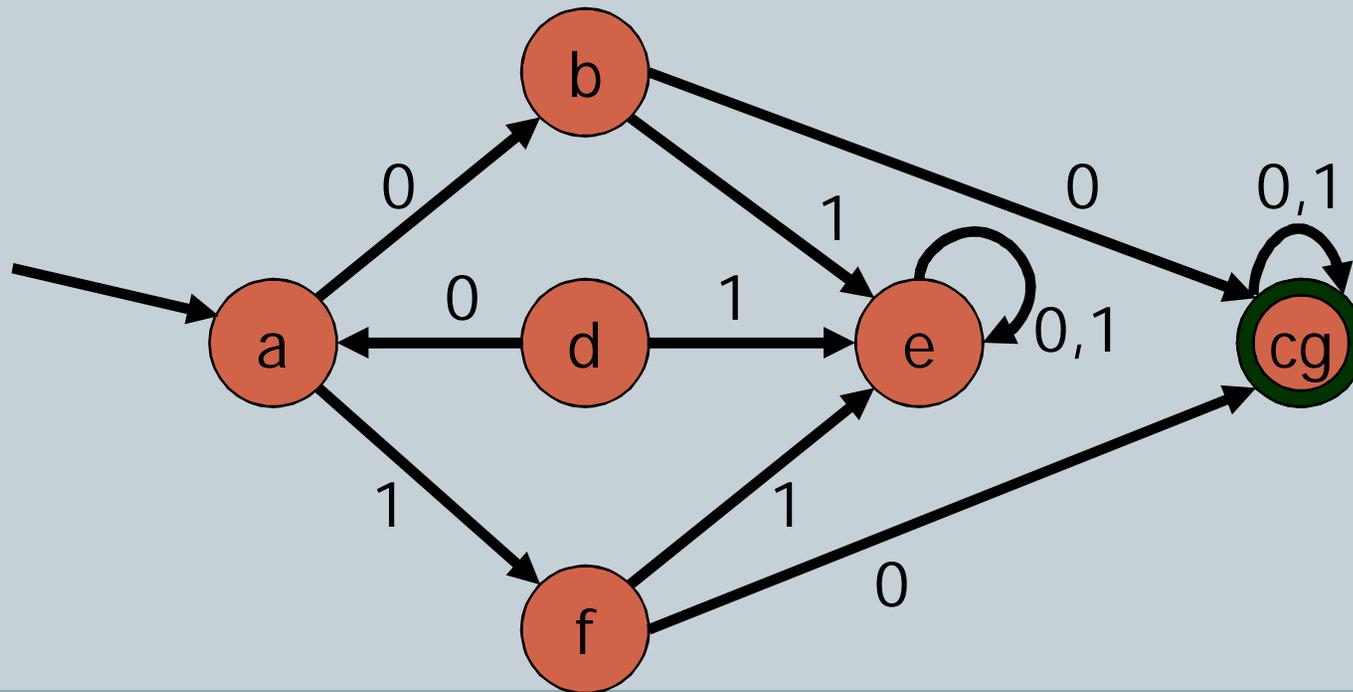


Equivalent States. Example

6

A: No, they can be unified as illustrated below.

Q: Can any other states be unified because any subsequent string suffixes produce identical results?



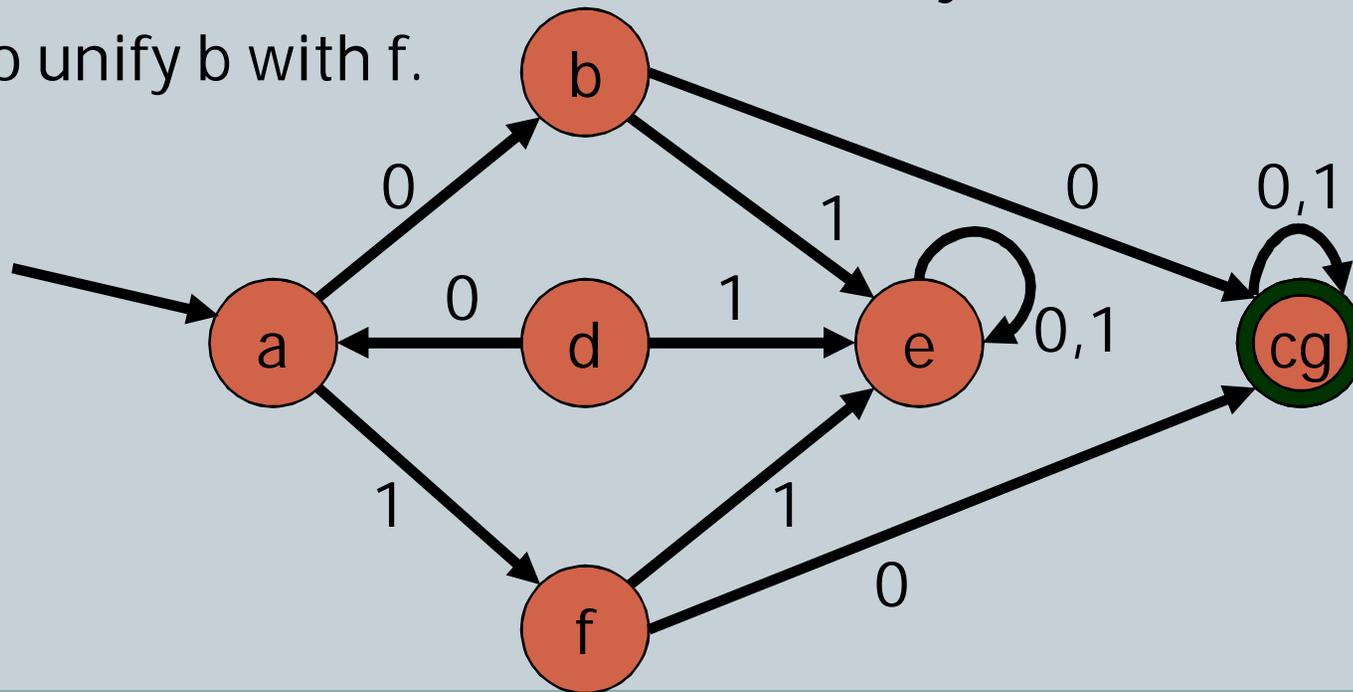
Equivalent States. Example

7

A: Yes, b and f. Notice that if you're in b or f then:

1. if string ends, reject in both cases
2. if next character is 0, forever accept in both cases
3. if next character is 1, forever reject in both cases

So unify b with f.



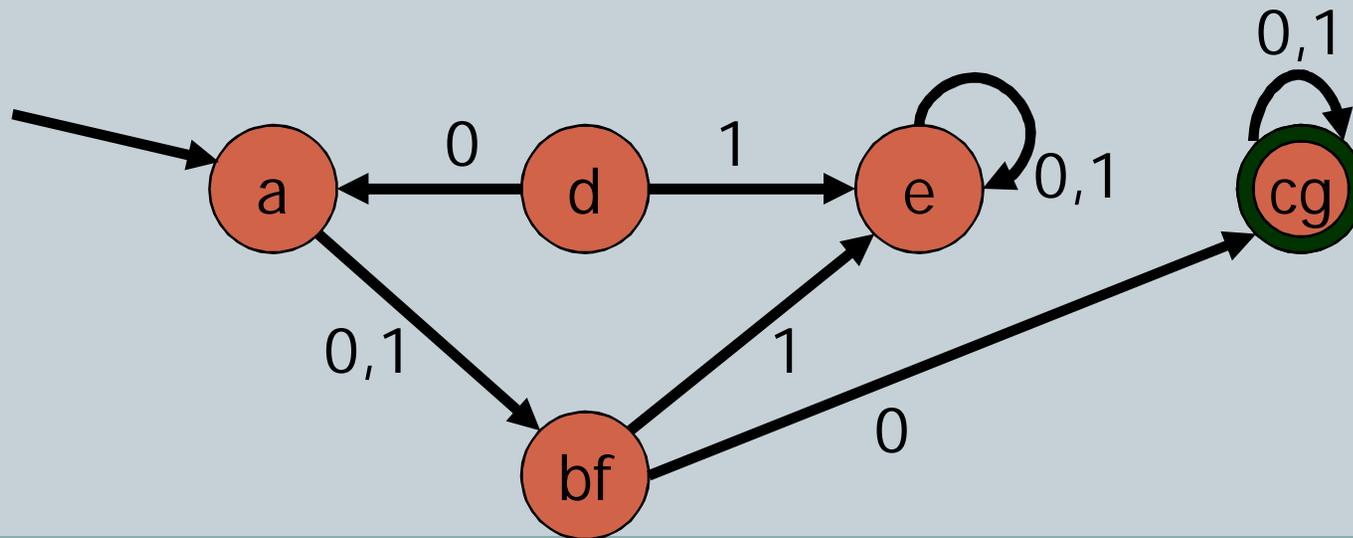
Equivalent States.

Example

8

Intuitively two states are equivalent if all subsequent behavior from those states is the same.

Q: Come up with a formal characterization of state equivalence.



Equivalent States.

Definition

9

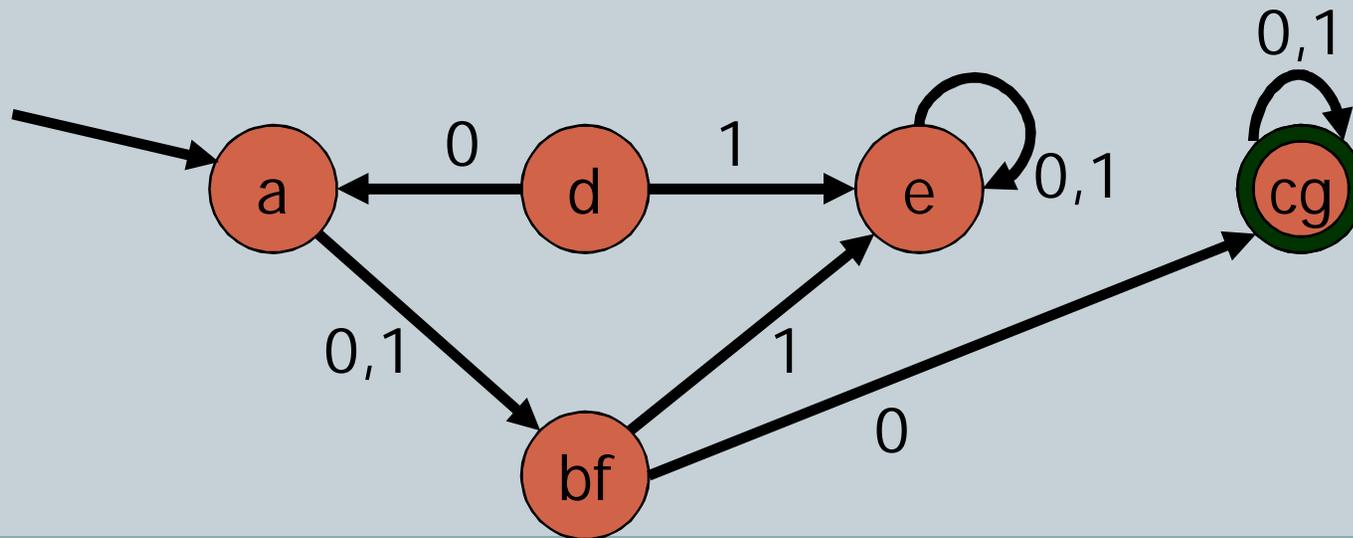
DEF: Two states q and q' in a DFA $M = (Q, S, d, q_0, F)$ are said to be **equivalent** (or **indistinguishable**) if for all strings $u \in S^*$, the states on which u ends on when read from q and q' are both accept, or both non-accept.

Equivalent states may be glued together without affecting M 's behavior.

Finishing the Example

10

Q: Any other ways to simplify the automaton?

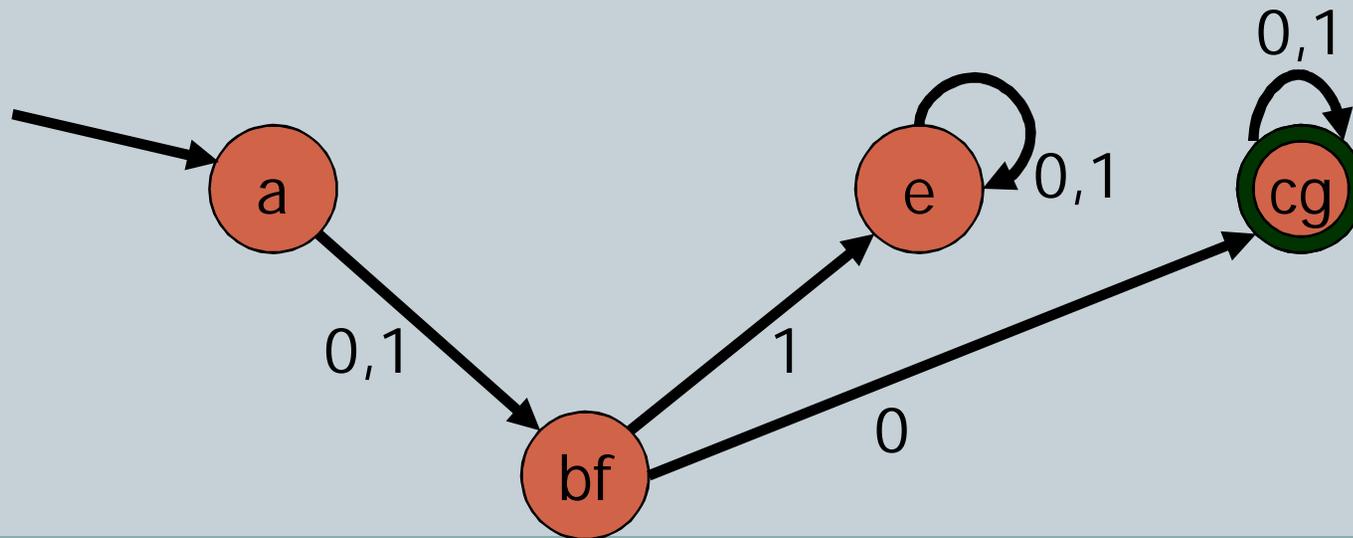


Useless States

11

A: Get rid of d.

Getting rid of unreachable *useless states* doesn't affect the accepted language.



Minimization Algorithm.

Goals

12

DEF: An automaton is ***irreducible*** if

- it contains no useless states, and
- no two distinct states are equivalent.

The goal of minimization algorithm is to create irreducible automata from arbitrary ones.

Later: remarkably, the algorithm actually produces smallest possible DFA for the given language, hence the name “minimization”.

The minimization algorithm *reverses* previous example. Start with least possible number of states, and create new states when forced to.

Explain with a game:

Minimization Algorithm. (Partition Refinement) Code

13

```
DFA minimize(DFA  $(Q, S, d, q_0, F)$  )  
  remove any state  $q$  unreachable from  $q_0$   
  Partition  $P = \{F, Q - F\}$   
  boolean Consistent = false  
  while( Consistent == false )  
    Consistent = true  
    for(every Set  $S \in P$ , char  $a \in S$ , Set  $T \in P$ )  
      Set temp =  $\{q \in T \mid d(q, a) \in S\}$   
      if (temp  $\neq \emptyset$  && temp  $\neq T$ )  
        Consistent = false  
         $P = (P - T) \cup \{temp, T - temp\}$   
  return defineMinimizzor(  $(Q, S, d, q_0, F), P$  )
```

Minimization Algorithm. (Partition Refinement) Code

14

DFA defineMinimizer

(DFA (Q, S, d, q_0, F) , Partition P)

Set $Q' = P$

State $q'_0 =$ the set in P which contains q_0

$F' = \{ S \in P \mid S \subseteq F \}$

for (each $S \in P, a \in S$)

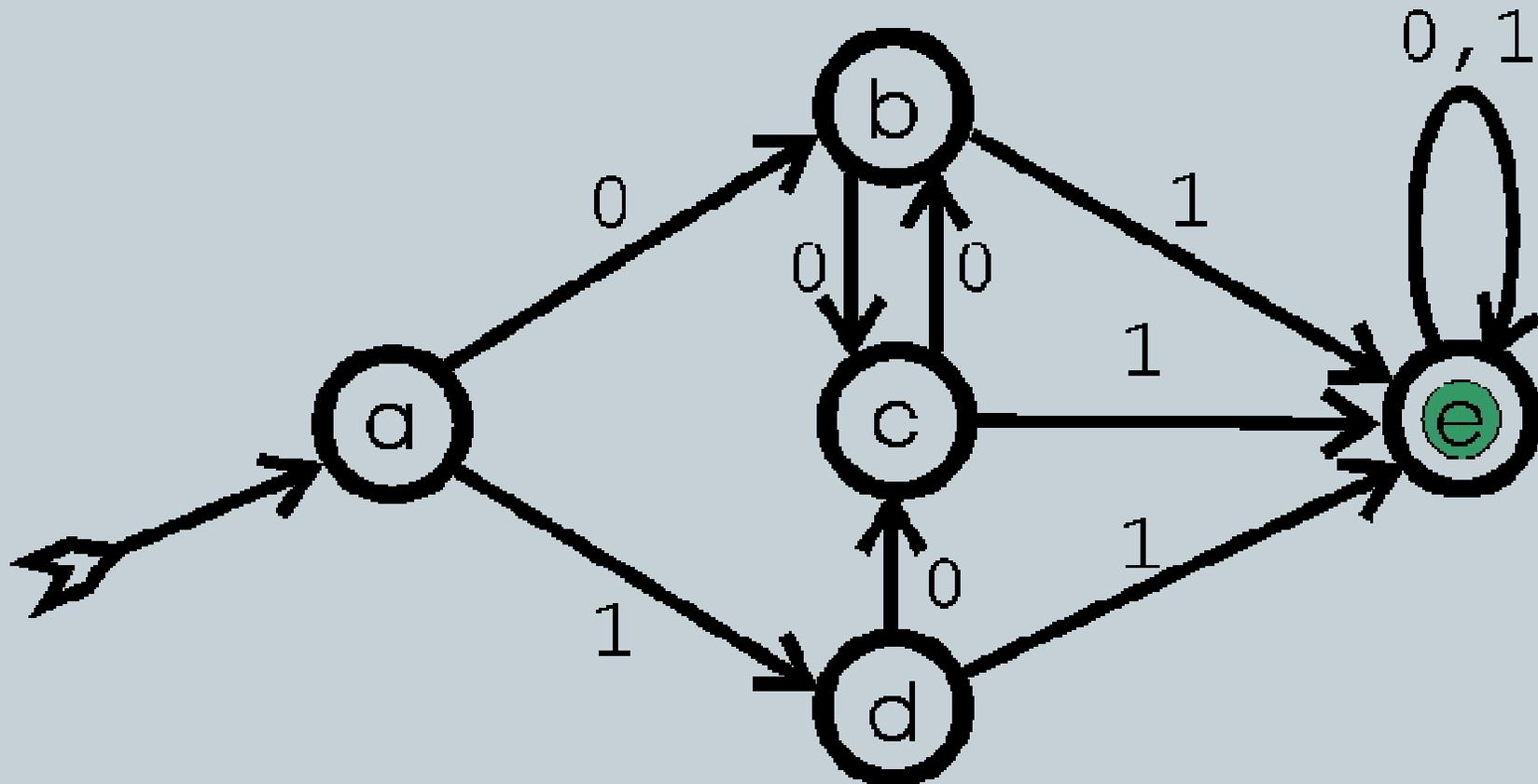
define $d'(S, a) =$ the set $T \in P$ which contains
the states $d(S, a)$

return (Q', S, d', q'_0, F')

Minimization Example

15

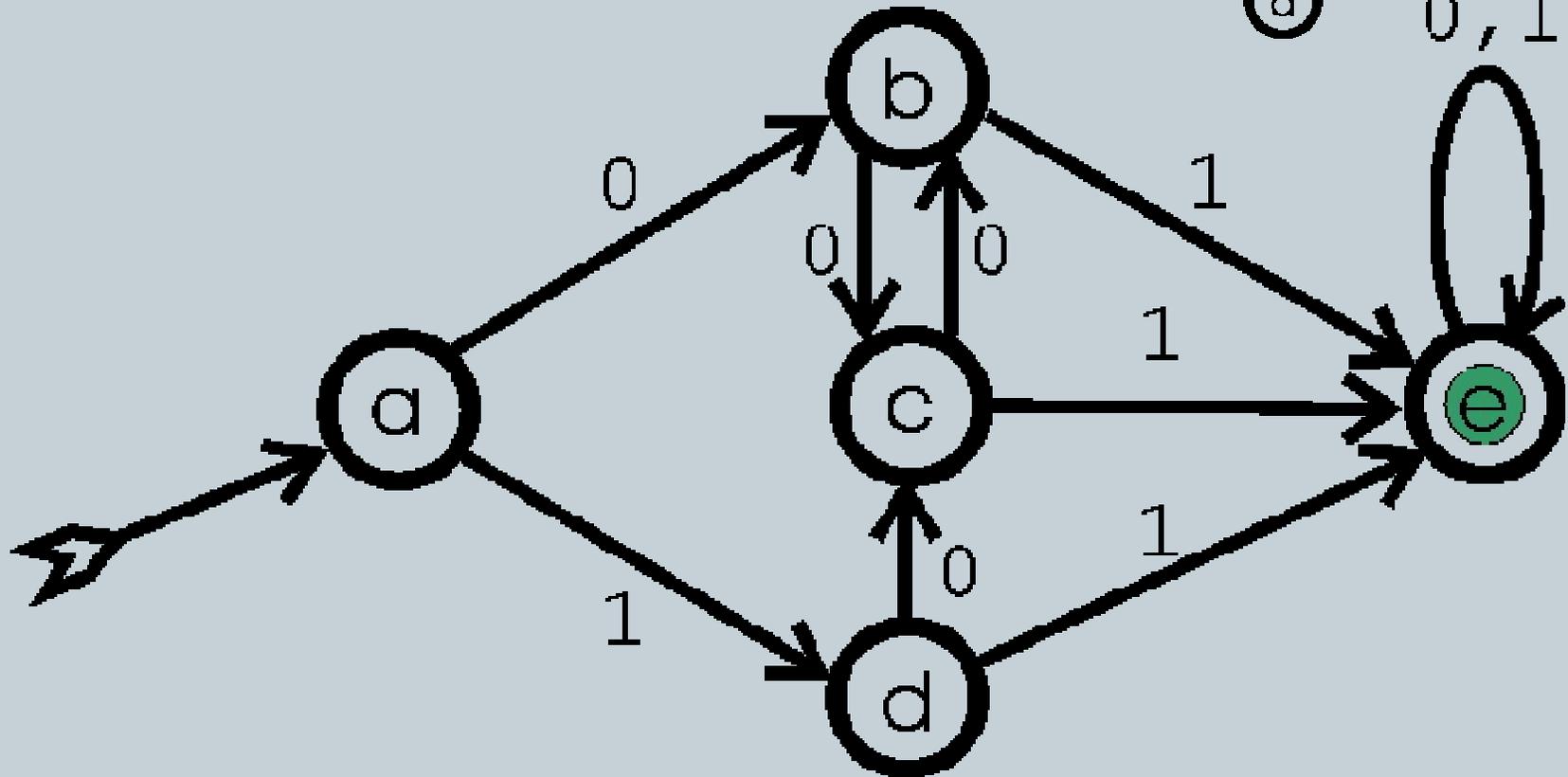
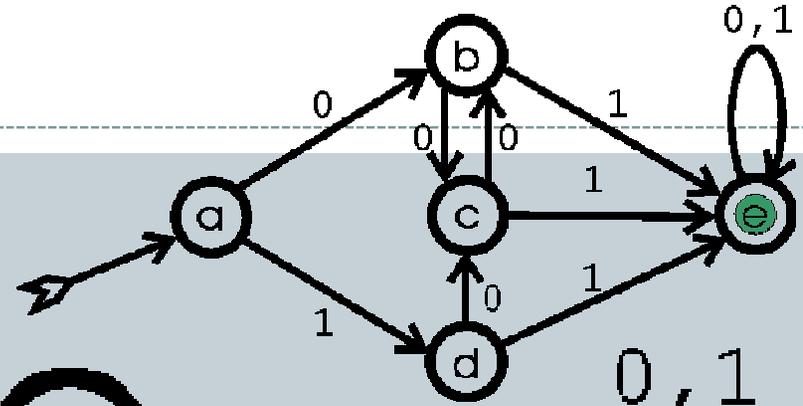
Start with a DFA



Minimization Example

Miniature version →

16



Minimization Example

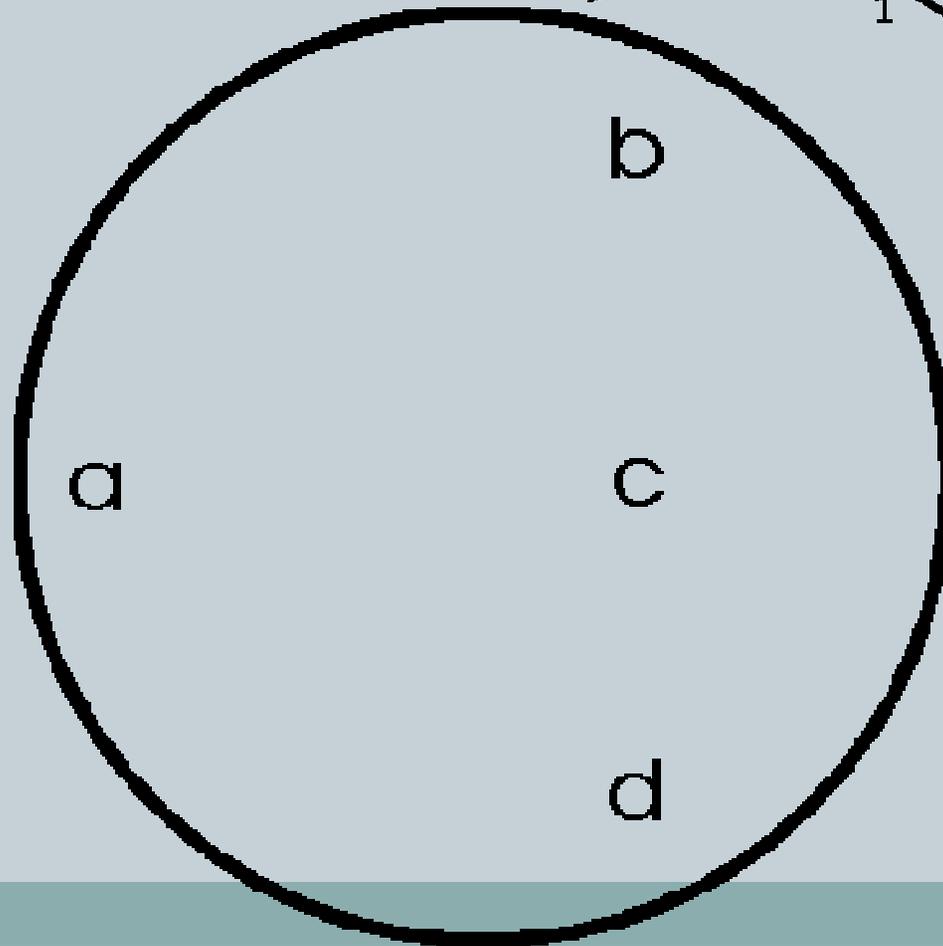
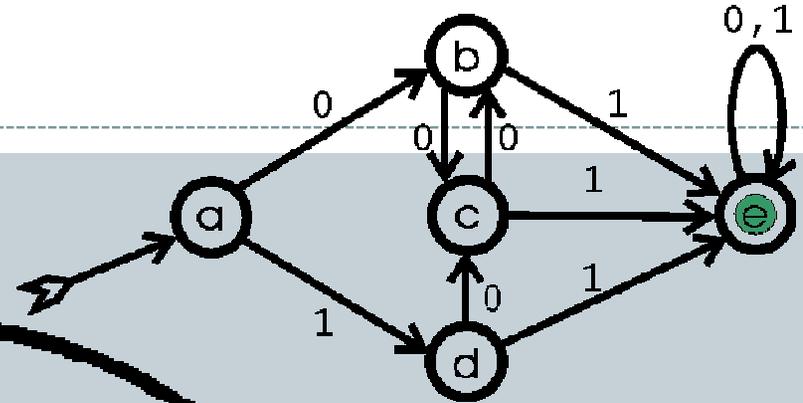
17

Split into two teams.

ACCEPT

vs.

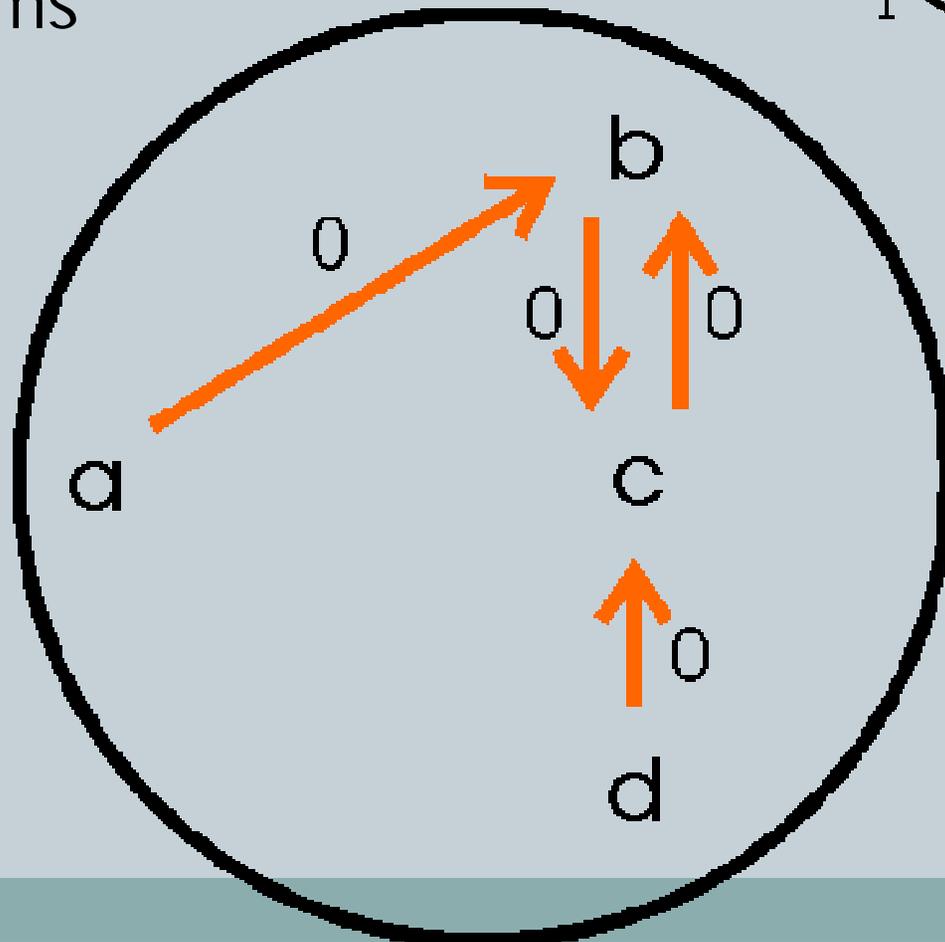
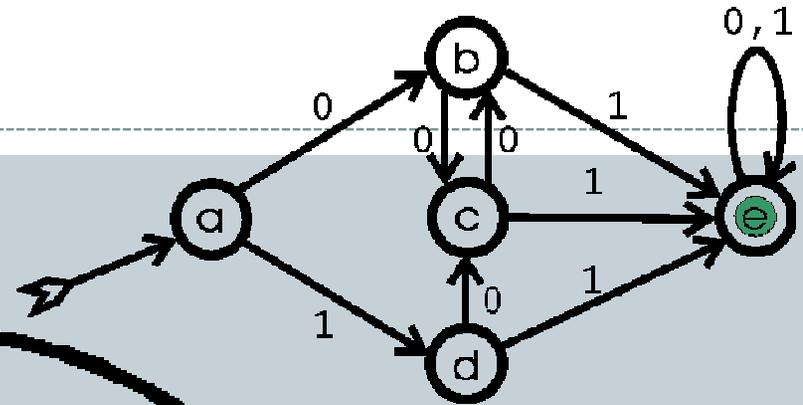
REJECT



Minimization Example

18

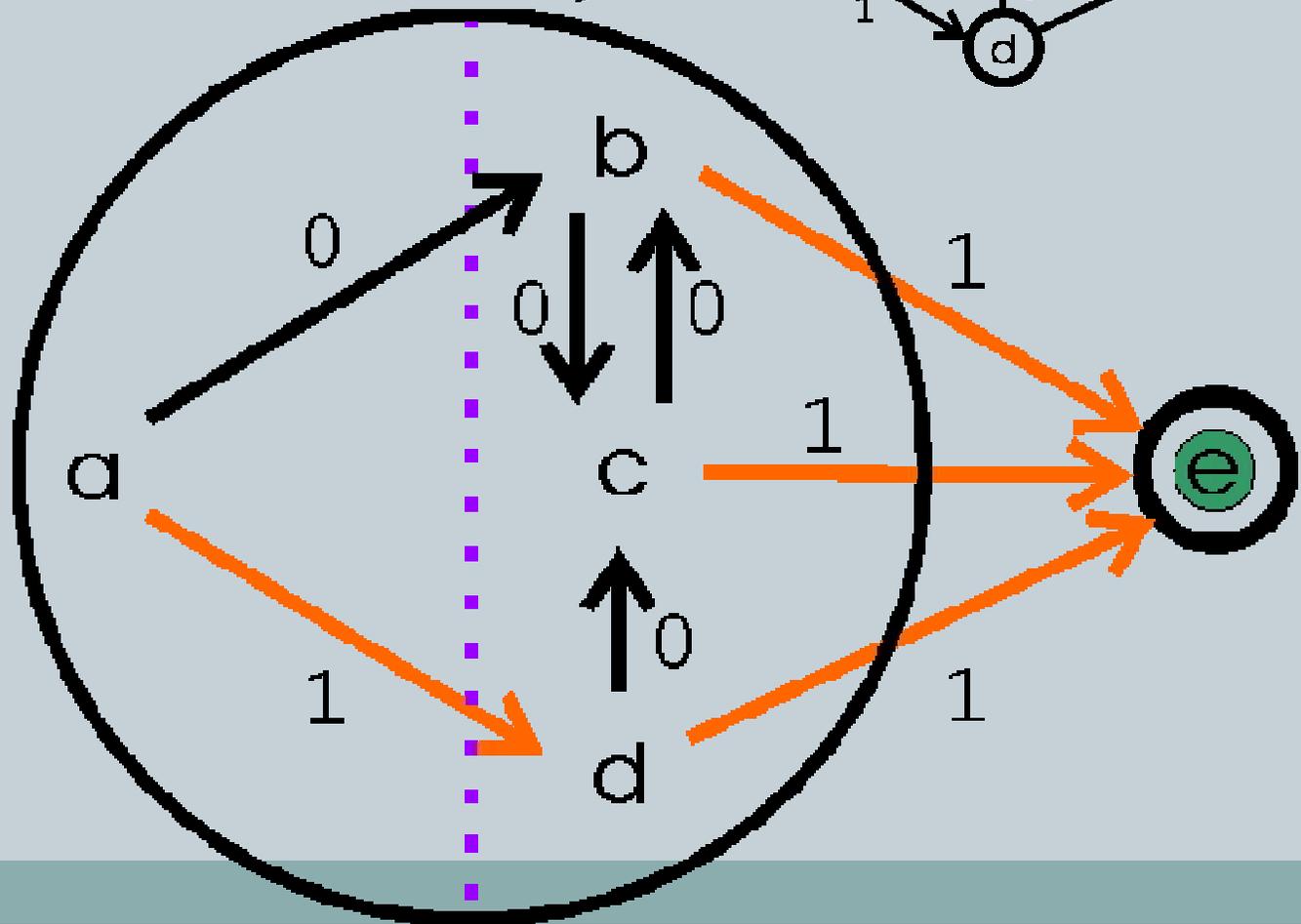
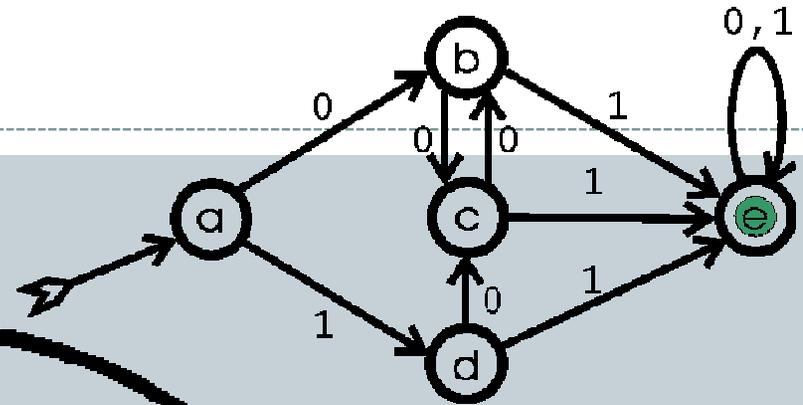
0-label doesn't split up any teams



Minimization Example

19

1-label splits up
REJECT's

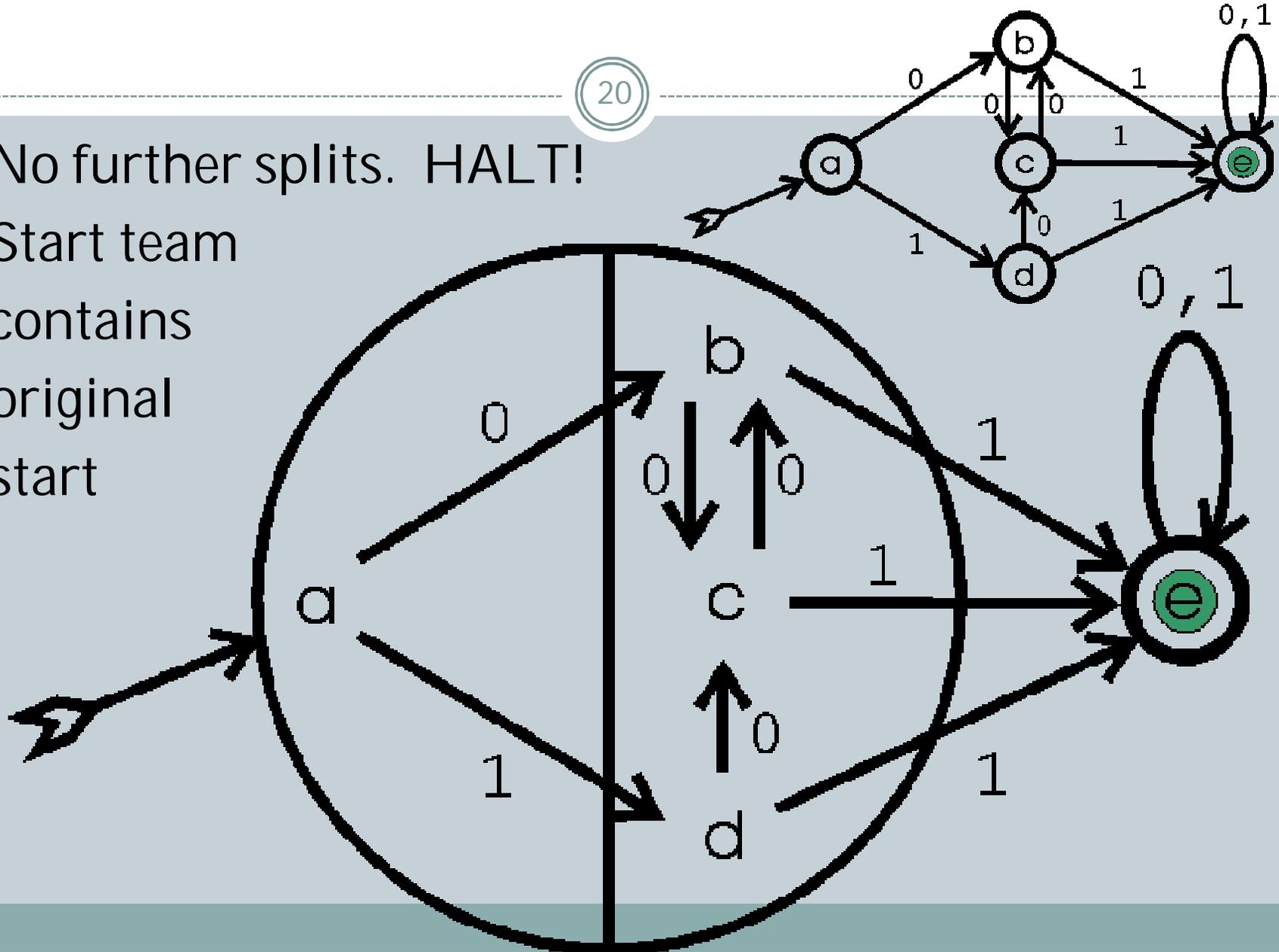


Minimization Example

20

No further splits. HALT!

Start team
contains
original
start

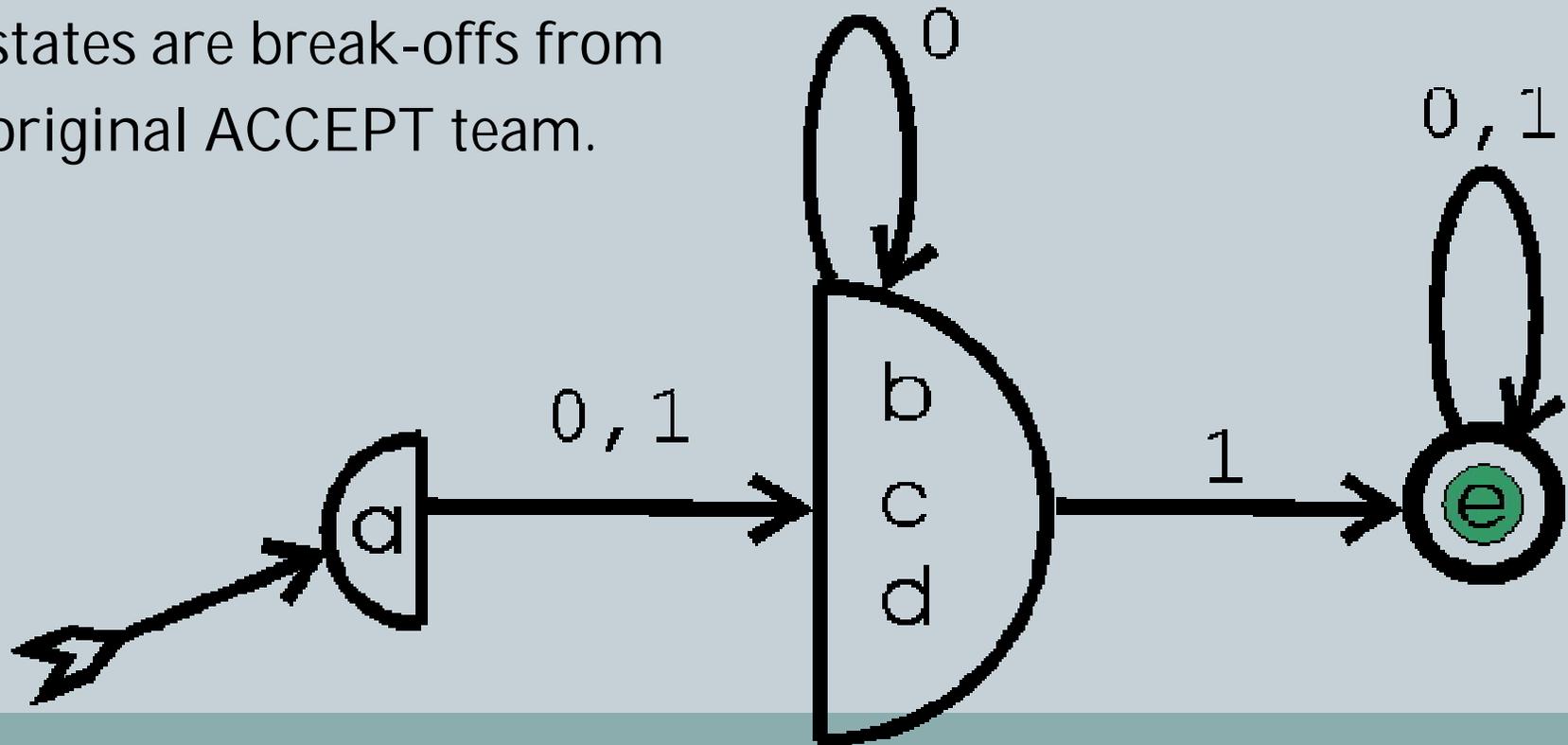
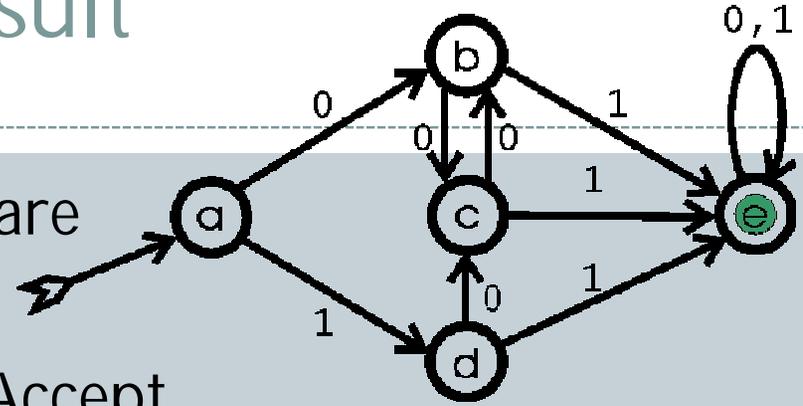


Minimization Example.

End Result

21

States of the minimal automata are remaining teams. Edges are consolidated across each team. Accept states are break-offs from original ACCEPT team.

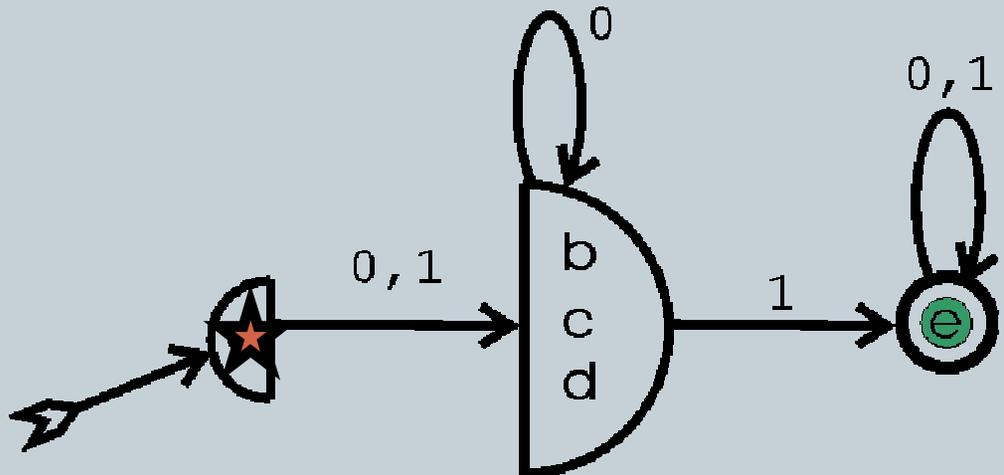
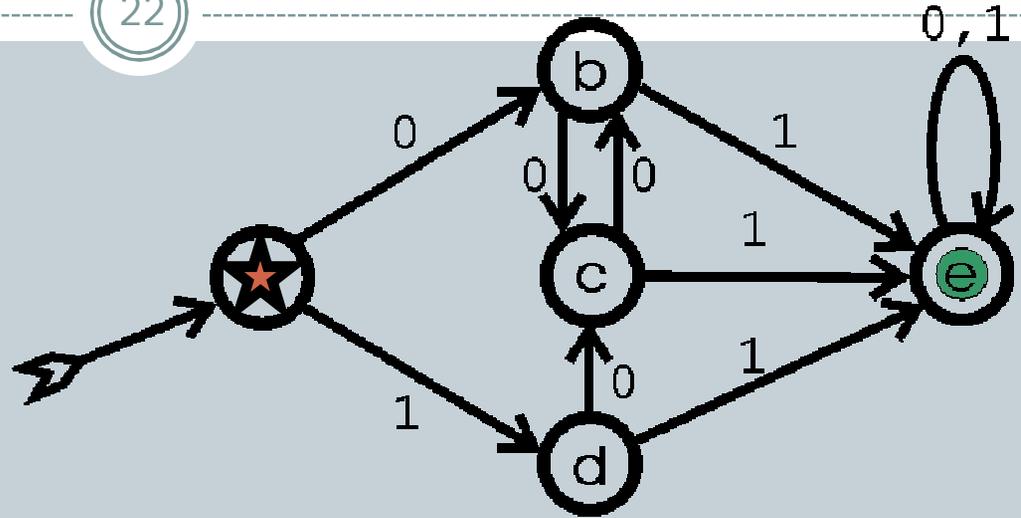


Minimization Example.

Compare

22

↑
100100101

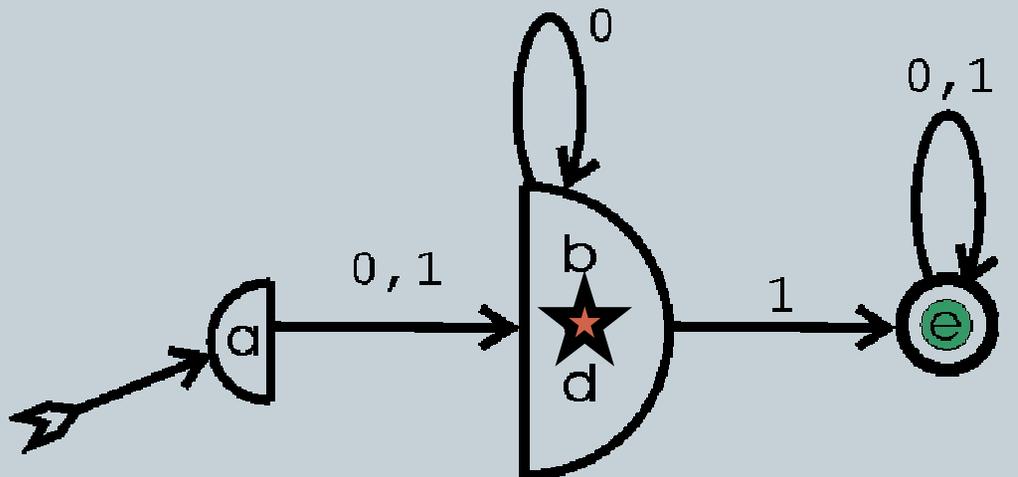
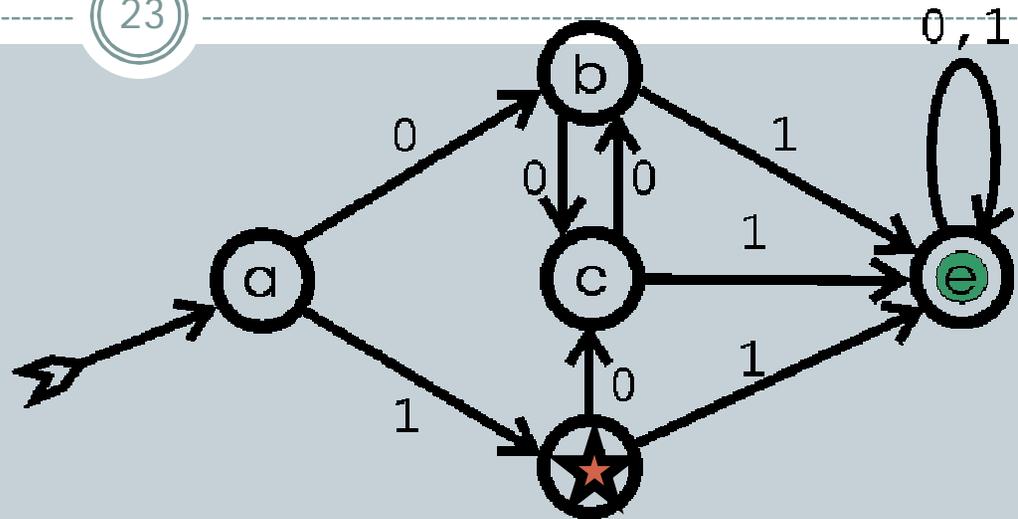


Minimization Example.

Compare

23

100100101
↑

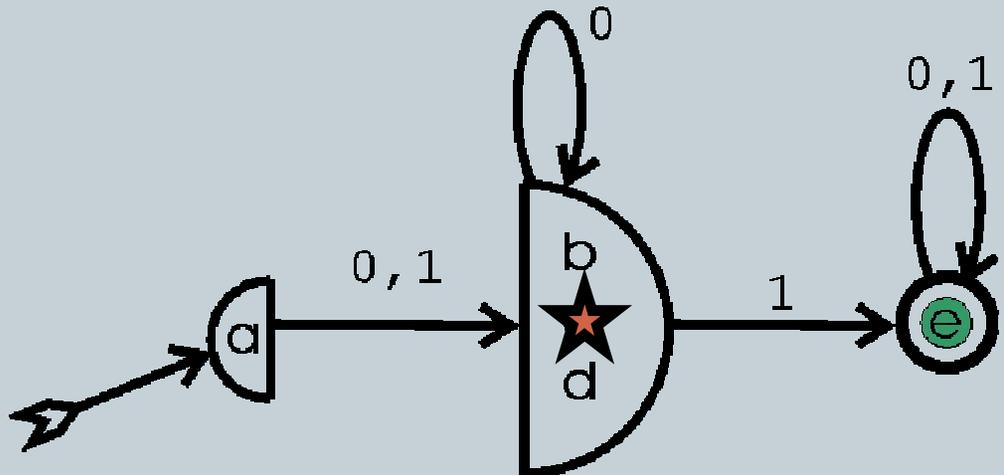
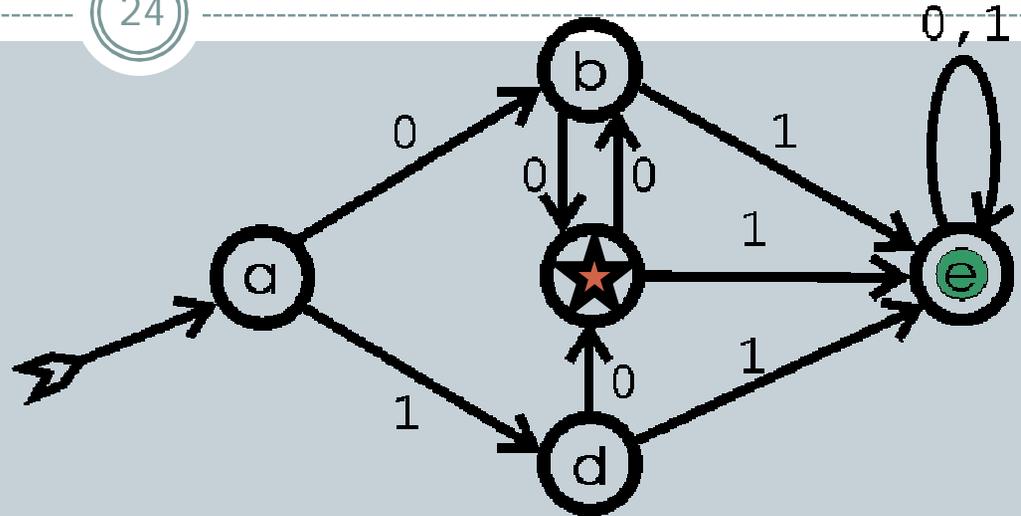


Minimization Example.

Compare

24

100100101
↑

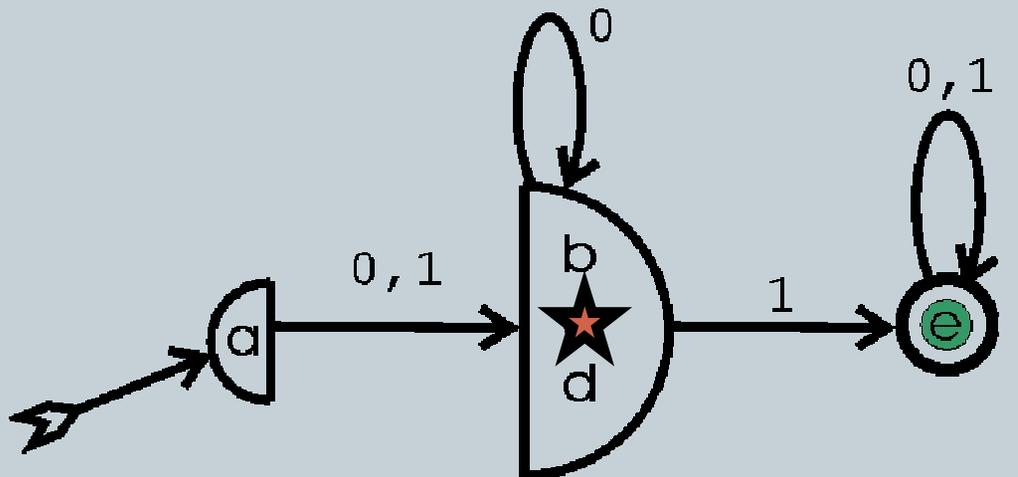
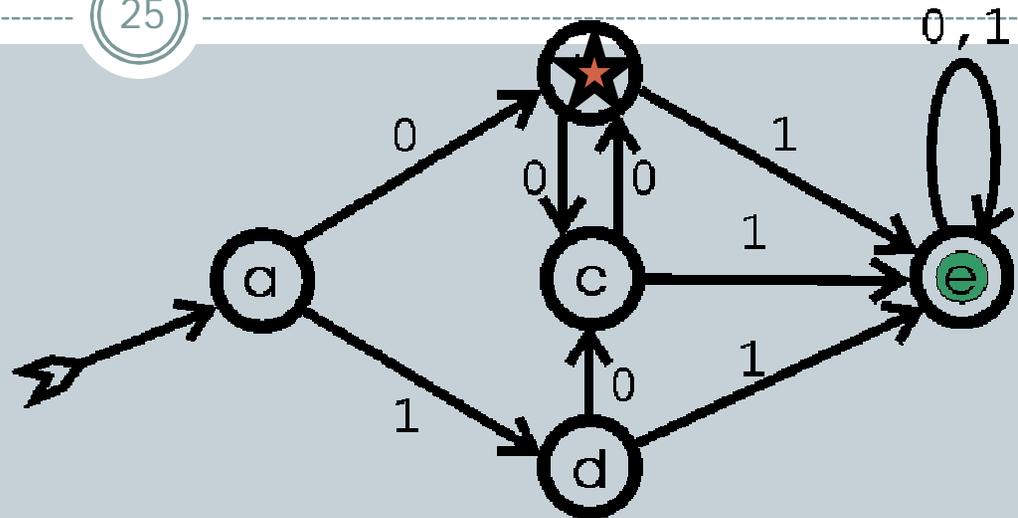


Minimization Example.

Compare

25

100100101
↑

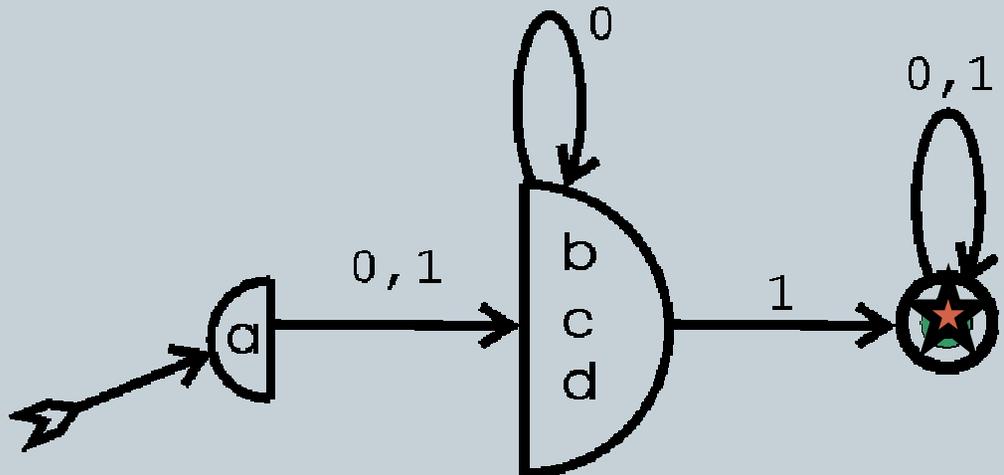
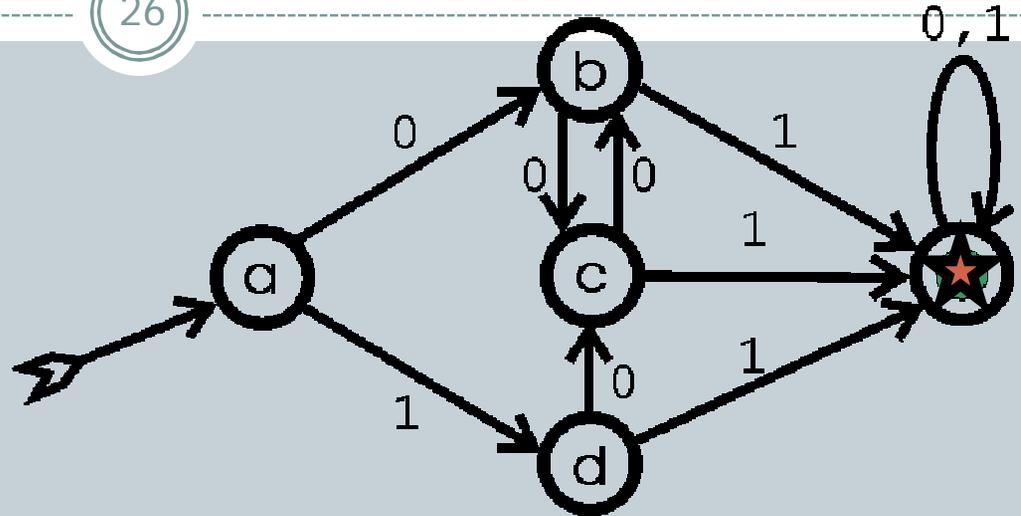


Minimization Example.

Compare

26

100100101
↑

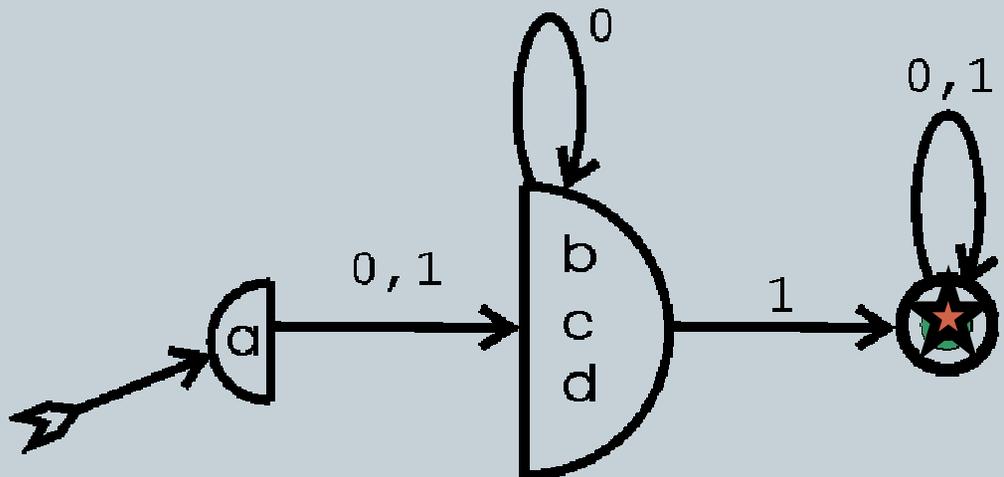
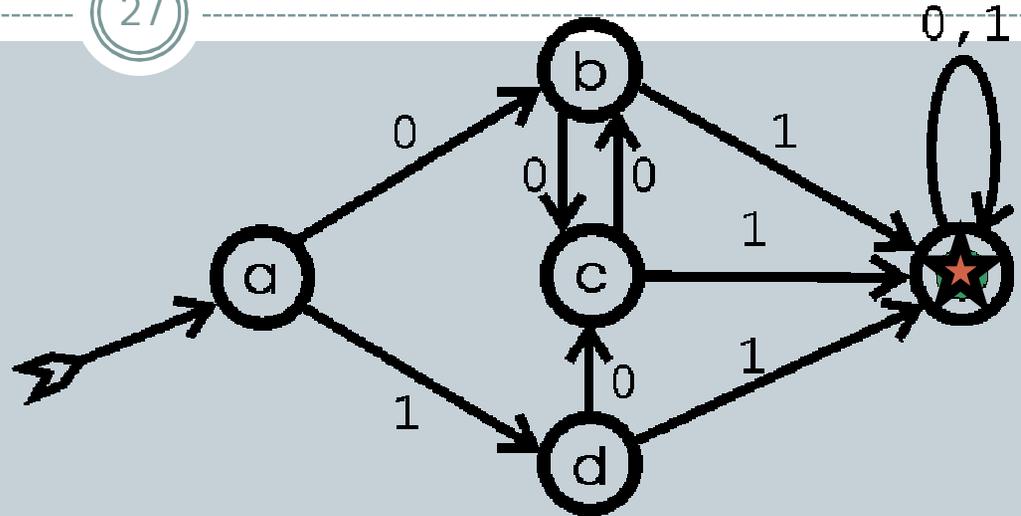


Minimization Example.

Compare

27

100100101
↑

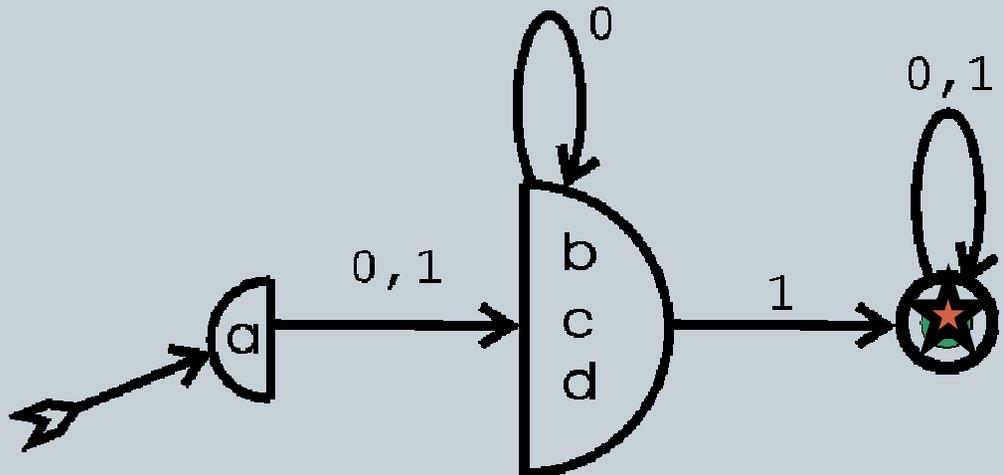
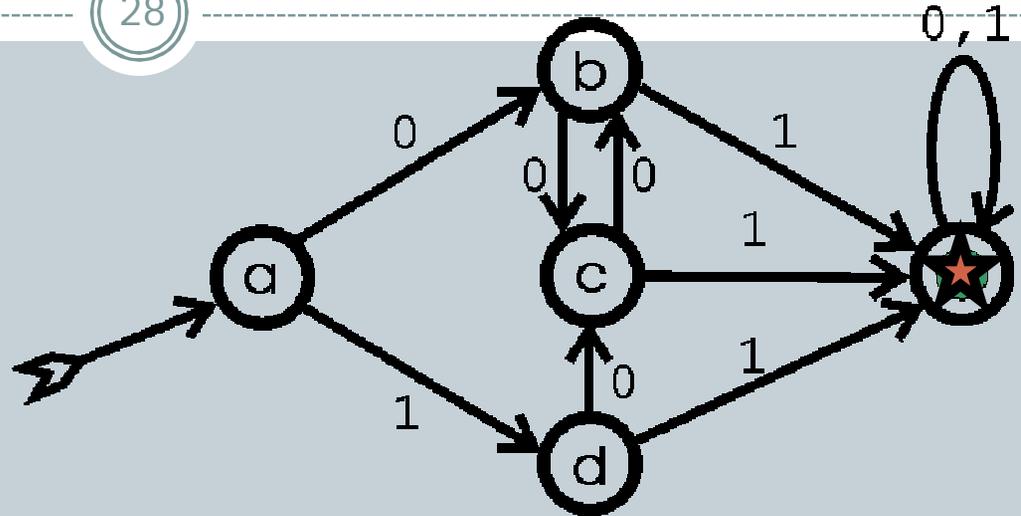


Minimization Example.

Compare

28

100100101
↑

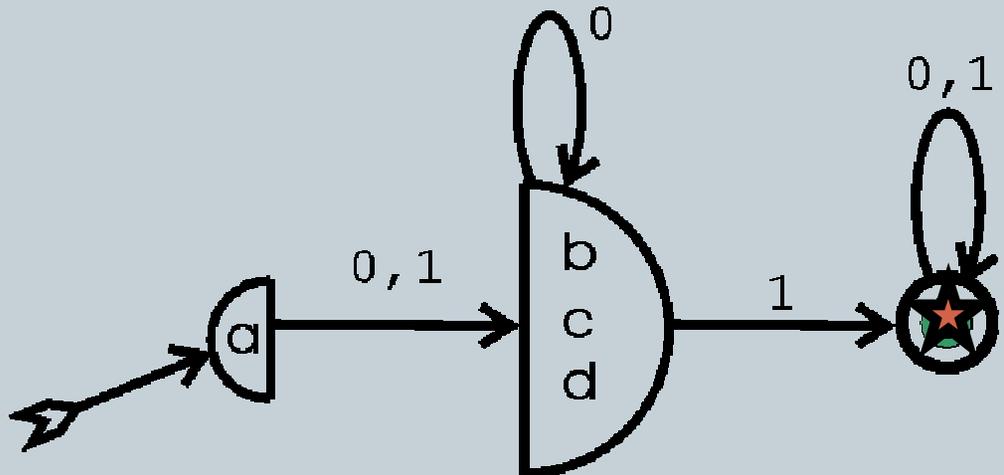
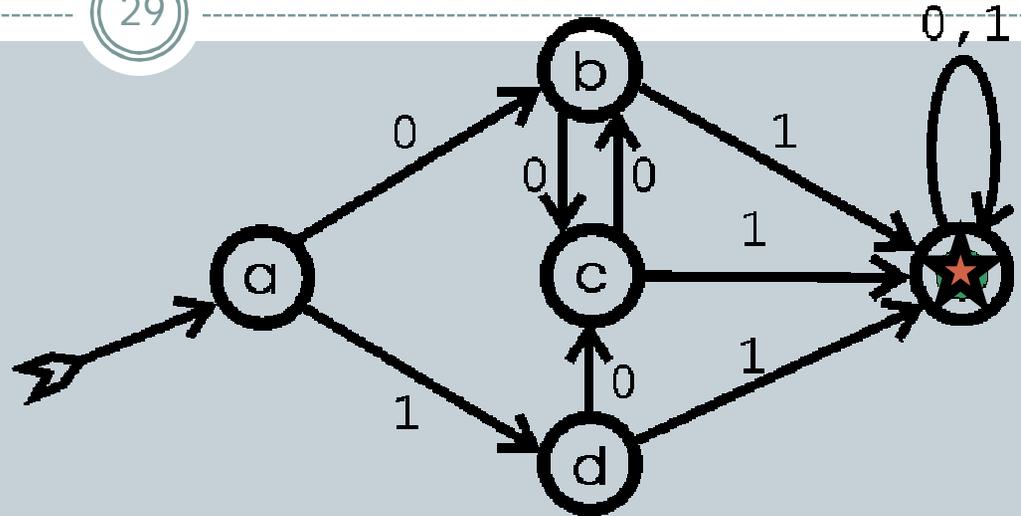


Minimization Example.

Compare

29

100100101
↑

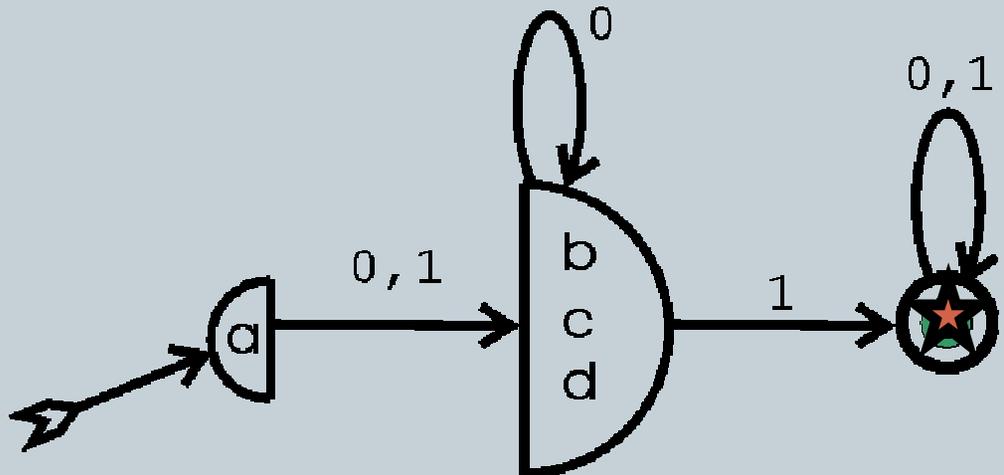
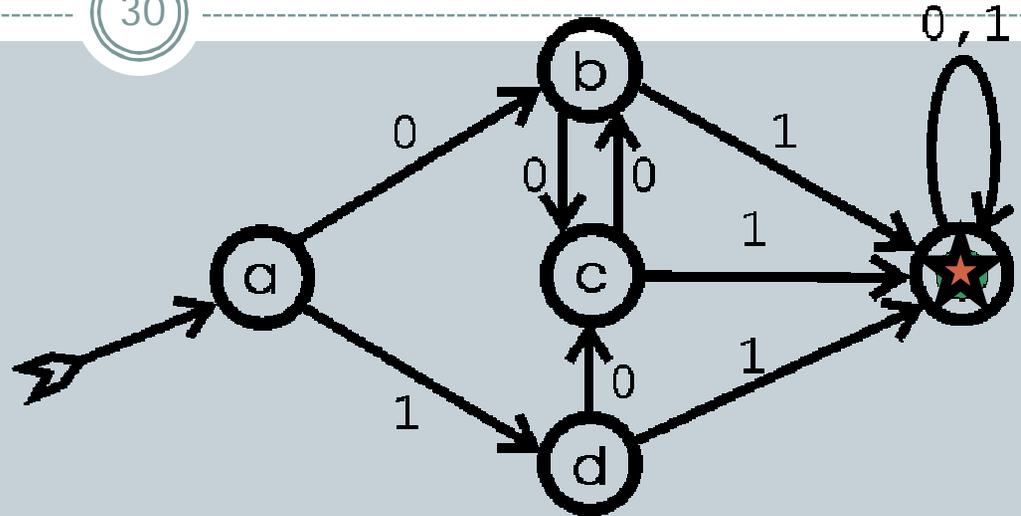


Minimization Example.

Compare

30

100100101
↑

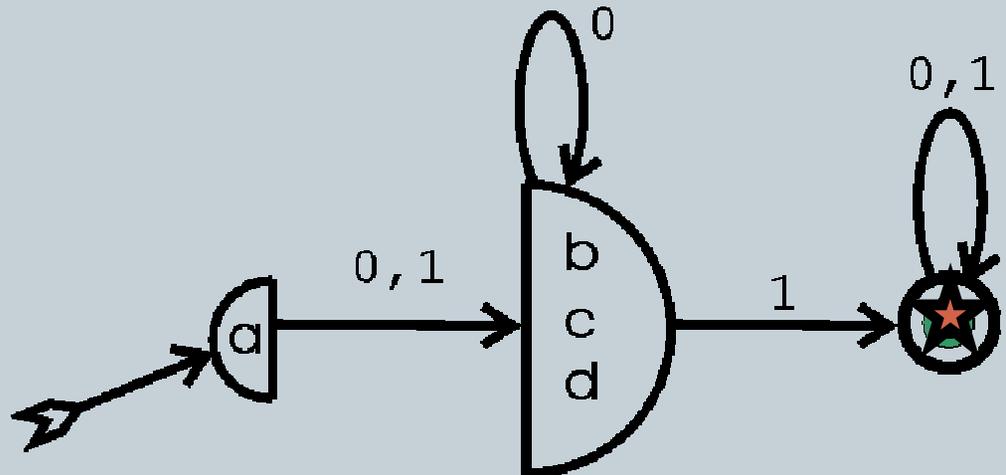
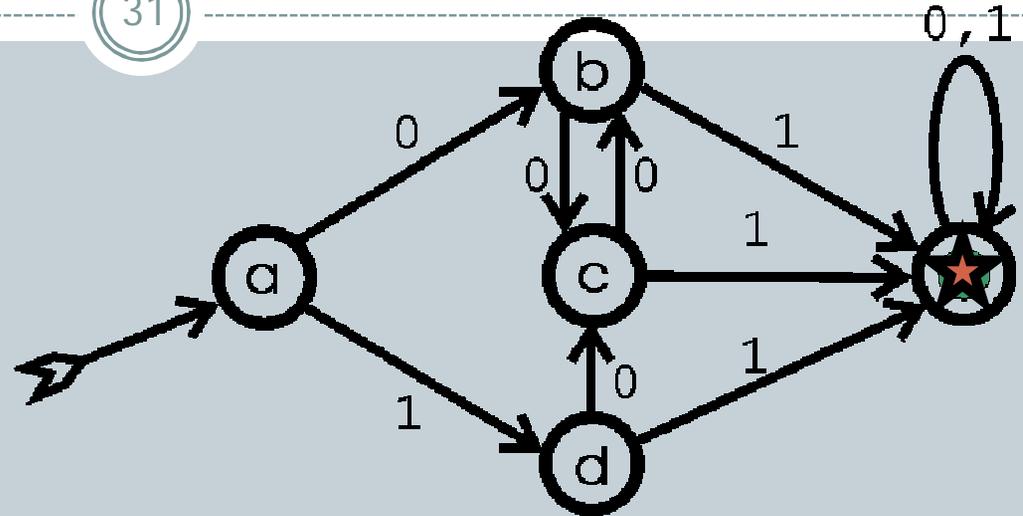


Minimization Example.

Compare

31

100100101
↑
ACCEPTED.

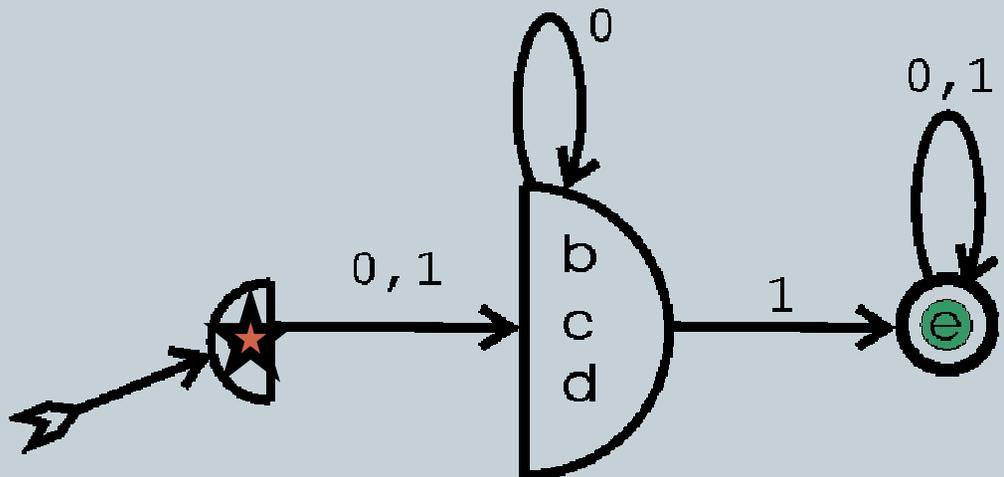
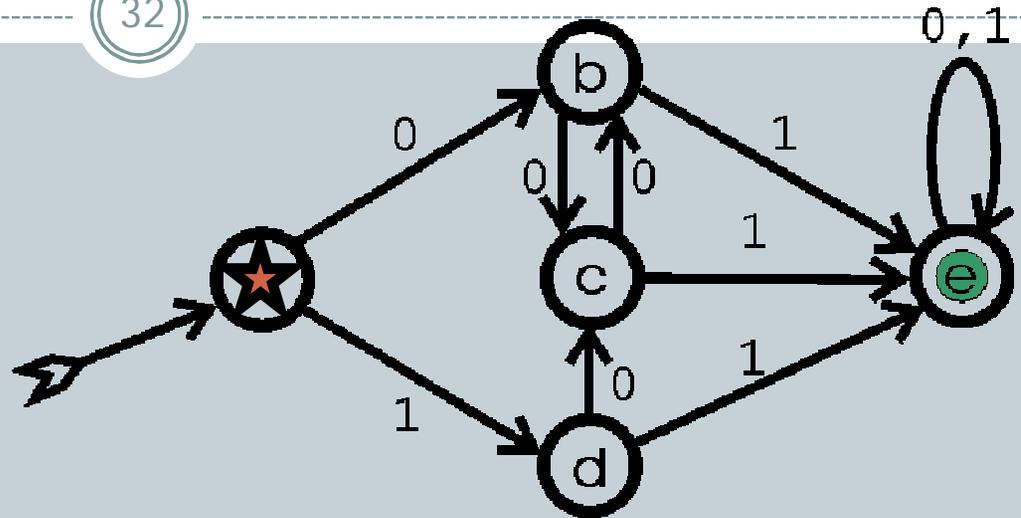


Minimization Example.

Compare

32

↑ 10000

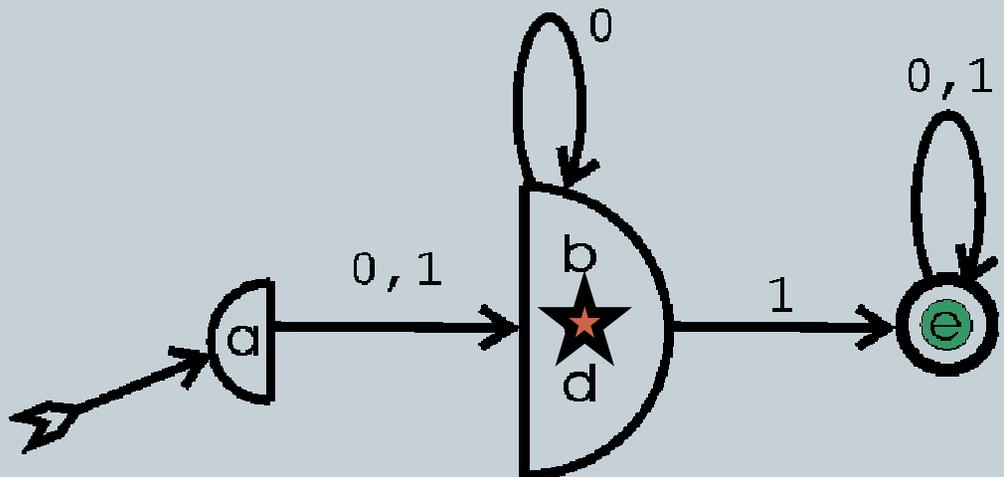
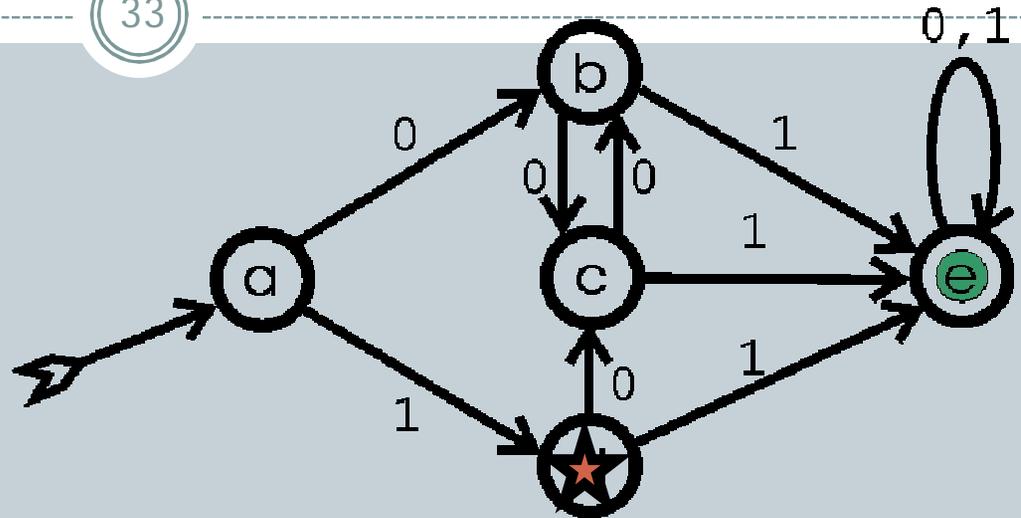


Minimization Example.

Compare

33

100000
↑

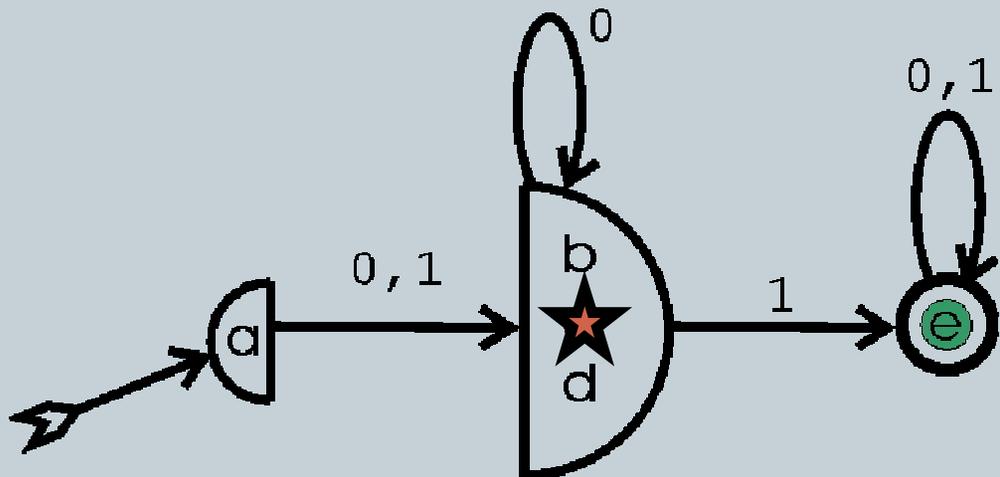
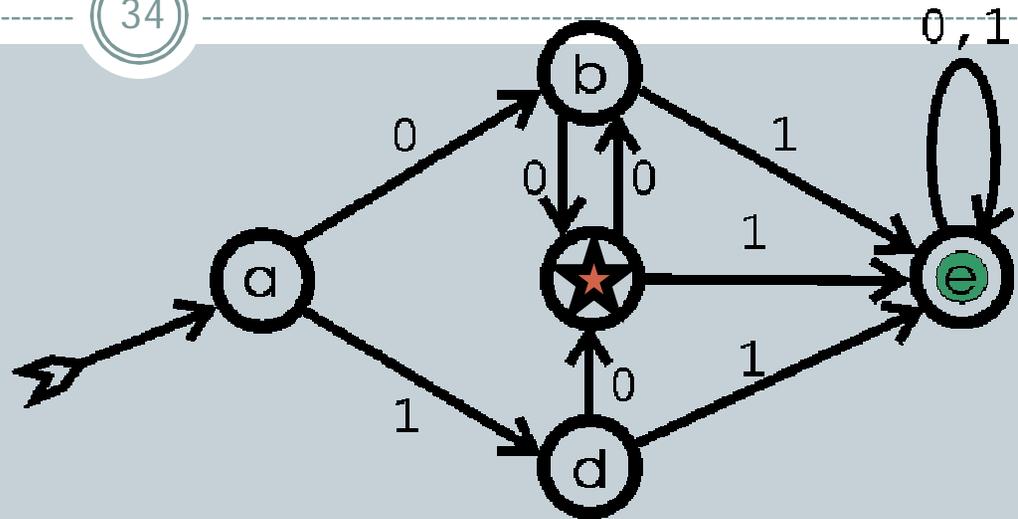


Minimization Example.

Compare

34

100000
↑

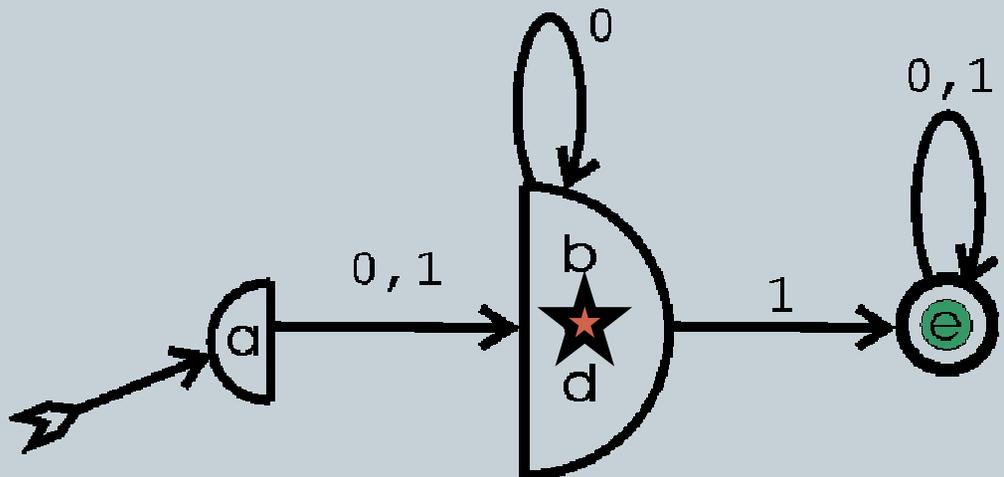
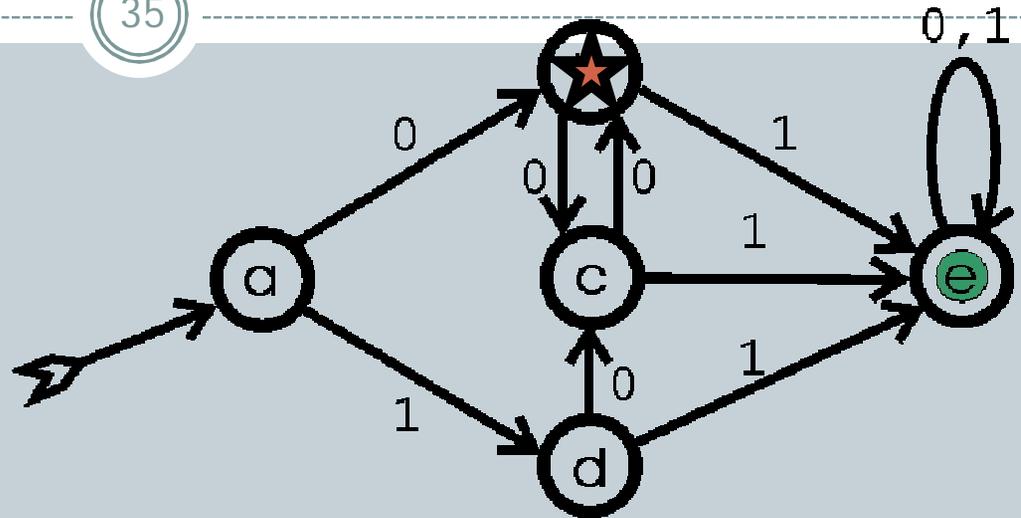


Minimization Example.

Compare

35

10000
↑

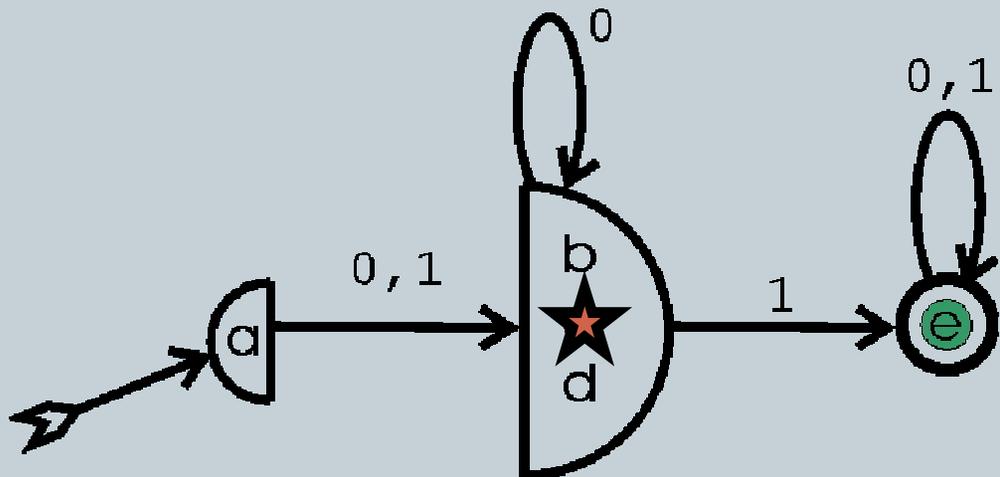
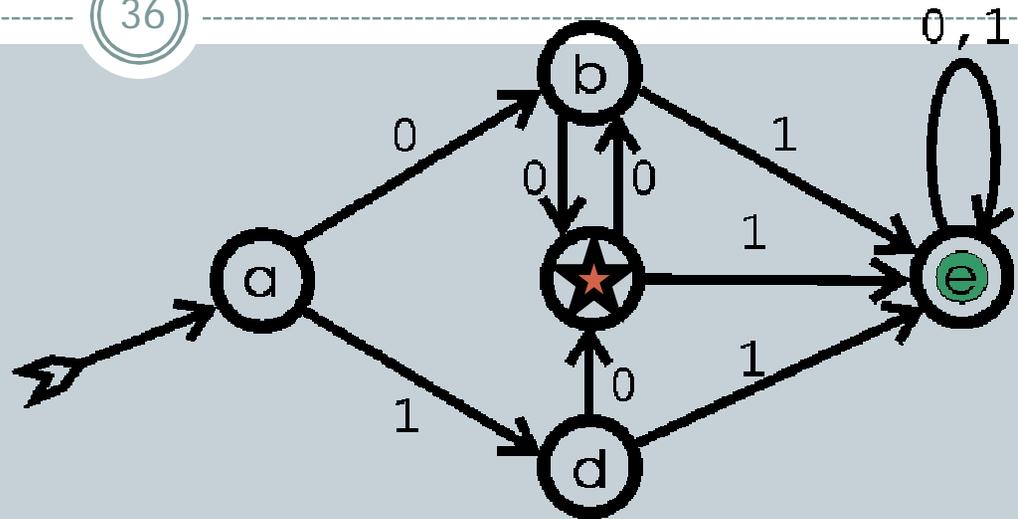


Minimization Example.

Compare

36

10000
↑



Minimization Example.

Compare

37

10000
↑

REJECT.

