

## Session 5

### Finite Automata

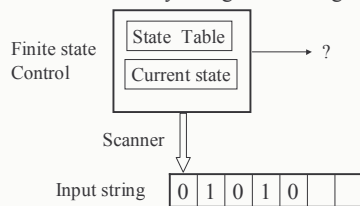
## A Machine for interpreting *RE*

- $L = \{0, 1\}^* \{0\}$ 
  - The language of strings ending in 0 over  $\Sigma = \{a, b\}$

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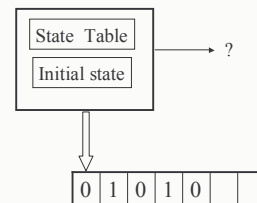
## A Machine for interpreting *RE*

- $L = \{0, 1\}^* \{0\}$ 
  - The language of strings ending in 0 over  $\Sigma = \{0, 1\}$
- A machine to identify strings in the language



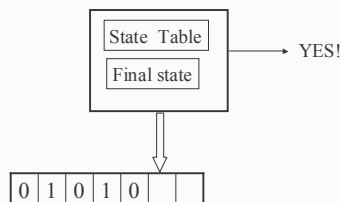
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## A Finite Automata (FA)



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## A Finite Automata (FA)



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## How many states do we need?

- We assume:
  - Only one pass through the input string (from left to right)
  - A tentative decision of whether the string is in the language is made after scanning each symbol!
- How much do we have to remember to make the right decision at the end of the string?
  - Remembering every thing?
  - Remembering nothing?
    - If the language is empty decide always NO!
    - If the language is  $\Sigma^+$  decide always Yes!
- But what if we have to distinguish between two strings, say  $x$  and  $y$ 
  - We need to remember something!

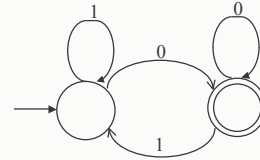
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### Example 1: Strings ending with 0

- $L = \{0, 1\}^* \{0\}$ 
  - $\Lambda \notin L$
  - Whether a string is in  $L$  depends only on the last symbol
  - Also, we can think in partitioning  $L^*$  in two sets of strings: those ending with “1” and those ending with “0”
  - For our purpose, any string in either subset is equivalent!
  - At every state we only need to distinguish the symbol that is currently being scanned!

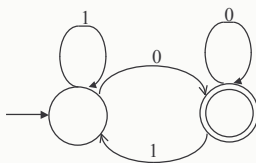
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### A machine to do this job



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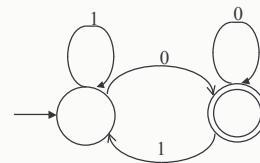
### Initial state



- Where one gets with the  $\Lambda$  string

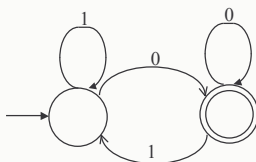
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### Accepting state



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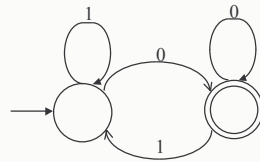
### Transitions



- If the machine is an state, and the symbol labeling an arc is scanned on the string, the machine moves to the state at the end of the arc

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### A machine to do this job



- There are two states: one for each thing to remember
- The first remembers that the string is ending in 1
- The second, that it is ending in 0, and is accepting
- There is a state for each class of equivalent strings!

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### Example 2: Strings ending with 0X

- $L$  is  $\{0, 1\}^*$  and the next to last symbol is 0
  - $\Lambda \notin L$
  - First hypothesis: two classes
    - Strings ending in 00 and 01 (belong to the language?)
    - Strings ending in 10 and 11
  - But what happens when the next symbol is read?
    - ...00 becomes 000 or 001
    - ...01 becomes 010 or 011
    - ...10 becomes 100 or 101
    - ...11 becomes 110 or 111

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### Example 2: Strings ending with 0X

- We do need four classes for strings of length 2
  - Strings ending in 00
  - Strings ending in 01 (accepted if it is the end of the string!)
  - Strings ending in 10
  - Strings ending in 11
- For strings of length less than two:
  - $\Lambda$  and 1 can be grouped with 11, because at least two next symbols are required to make such a string into the language
  - 0 is in the same case as 10: neither is in the language, but it can be once the next symbol is read, unless it is the end of the string!

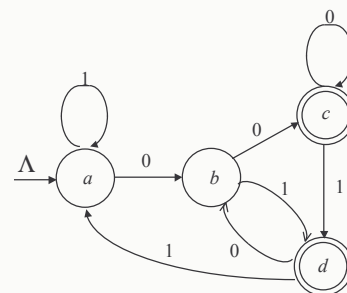
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### Example 2: Strings ending with 0X

- So, we do need four classes:
  - Class  $a$ : The string is  $\Lambda$  and 1 or ends in 11
  - Class  $b$ : The string is 0 or ends in 10
  - Class  $c$ : Strings ending in 00
  - Class  $d$ : Strings ending in 01
- To identify a language, we need a FA with four states: one for each of these classes

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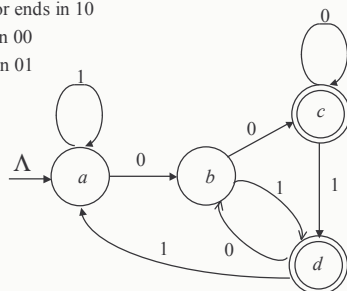
### A machine for strings ending with 0X



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### Example 2: Strings ending with 0X

- Class  $a$ : The string is  $\Lambda$  and 1 or ends in 11
- Class  $b$ : The string is 0 or ends in 10
- Class  $c$ : Strings ending in 00
- Class  $d$ : Strings ending in 01



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### Example 3: Strings ending with 11

- $L = \{0, 1\}^* \{11\}$ 
  - First hypothesis: four classes for strings of length 2
    - ...00
    - ...01
    - ...10
    - ...11
  - However 00 and 10 do not need to be distinguished!
    - ...00 becomes 000 or 001
    - ...10 becomes 100 or 101
    - Neither is in the language, and ...00 and ...10 belong to the same class!

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### Example 3: Strings ending with 11

- Three classes
  - ...00, ...10
  - ...01
  - ...11
- Also, the string 1 can be identified with 01
  - ...01 becomes 010 or 011
  - 1 becomes 10 or 11

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### Example 3: Strings ending with 11

- Three classes
  - ...00, ...10
  - ...01, 1
  - ...11
- Also,  $\Lambda$  and 0 can be identified with all strings ending in 0: these require to read two additional symbols to be a part of the language

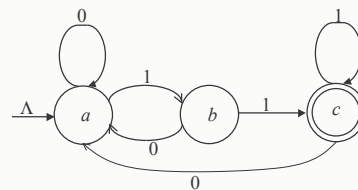
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### Example 3: Strings ending with 11

- Three classes
  - ...00, ...10,  $\Lambda$  and 0
  - ...01, 1
  - ...11
- Paraphrasing:
  - Class  $a$ : The string does not end in 1
  - Class  $b$ : The string is 1 or ends in 01
  - Class  $c$ : The strings ends in 11

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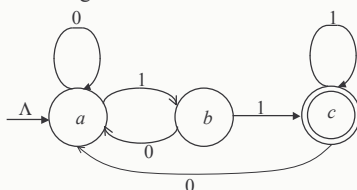
### A machine for strings ending with 11



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### A machine for strings ending with 11

- Paraphrasing:
  - Class  $a$ : The string does not end in 1
  - Class  $b$ : The string is 1 or ends in 01
  - Class  $c$ : The strings ends in 11



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### Formal definition of FA

- A *finite Automaton*, or *finite state machine* (FA) is a 5-tuple  $(Q, \Sigma, q_0, A, \delta)$ , where
  - $Q$  is a finite set (of states)
  - $\Sigma$  is a finite alphabet of *input symbols*
  - $q_0 \in Q$  (the initial state)
  - $A \subseteq Q$  (the set of accepting states)
  - $\delta$  is a function from  $Q \times \Sigma$  into  $Q$  (the transition function)
- For any  $q$  of  $Q$  and  $a \in \Sigma$ ,  $\delta(q, a) = p$ , where  $p$  is the state to which the FA moves if it is in  $q$  when receives the input  $a$

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## Transition Function

$z$	$p_j$	...	$p_l$
...	...	...	...
$a$	$p_i$	...	$p_k$
$\Sigma$ / $Q$	$q_0$	...	$q_n$

For any  $q \in Q$  and  $a \in \Sigma$ ,  $\delta(q, a) = p$

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## Three notations for FA

- Abstract description
- Transition table
- Transition diagram

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## Abstract Description

- Five-tuple:

$$M = (Q, \Sigma, q_0, A, \delta)$$

- Example:

$$M = (\{a, b, c\}, \{0, 1\}, a, \{c\}, \delta)$$

- Where  $\delta$  is as follows:

$$\delta(a, 0) = a \quad \delta(b, 0) = a \quad \delta(c, 0) = a$$

$$\delta(a, 1) = b \quad \delta(b, 1) = c \quad \delta(c, 1) = c$$

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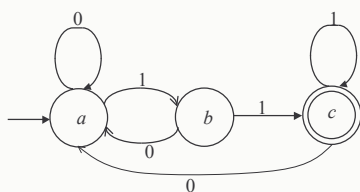
## Transition Table

$Q \backslash \Sigma$	0	1
$\rightarrow a$	$a$	$b$
$b$	$a$	$c$
$*c$	$a$	$c$

- $\rightarrow$  : initial state
- $*$  : member of the set of accepting states

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## Transition Diagram



- $\rightarrow$  : initial state
- $\bigcirc$  : member of the set of accepting states

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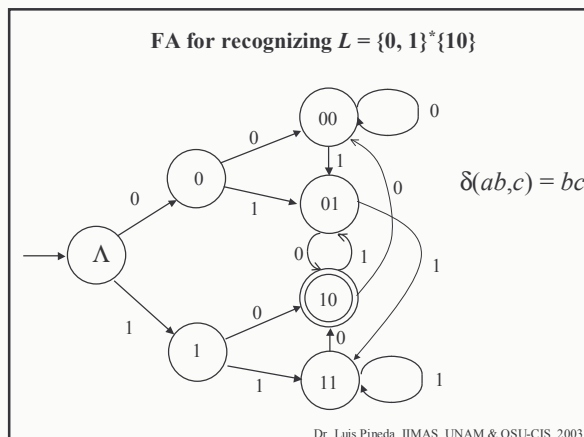
## Example 4: Strings ending with 10

- $L = \{0, 1\}^* \{10\}$

- The worst case: seven classes for strings of length 2 or less

- ...00
- ...01
- ...10
- ...11
- 1
- 0
- $\Lambda$

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**Transition table**

1	1	01	11	01	11	01	11
0	0	00	10	00	10	00	10
$\Sigma/Q$	$\Lambda$	0	1	00	01	10	11

○ The accepting state

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**Transition table**

There are three equivalent states!

1	1	01	11	01	11	01	11
0	0	00	10	00	10	00	10
$\Sigma/Q$	$\Lambda$	0	1	00	01	10	11

The string 1, and the strings ending in 01 and 11 are in the same class!

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**Transition table**

1	1	01	11	01	11	01	11
0	0	00	10	00	10	00	10
$\Sigma/Q$	$\Lambda$	0	1	00	01	10	11

● There are three equivalent states!

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**Transition table**

1	1	01	11	01	11	01	11
0	0	00	10	00	10	00	10
$\Sigma/Q$	$\Lambda$	0	B	00	B	10	B

● Renaming the states 1, 01 and 11 as B

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**Transition table**

1	B	B	B	B	B	B	B
0	0	00	10	00	10	00	10
$\Sigma/Q$	$\Lambda$	0	B	00	B	10	B

● Updating the new name for 1, 01 and 11 in the table

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### Transition table

1	B	B	B	B	B
0	0	00	10	00	00
$\Sigma/Q$	$\Lambda$	0	B	00	10

- Getting rid of the redundant columns

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### Transition table

1	B	B	B	B	B
0	0	00	10	00	00
$\Sigma/Q$	$\Lambda$	0	B	00	10

- Now, the states 0, 00 and 10 look the same

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### Transition table

1	B	B	B	B	B
0	0	00	10	00	00
$\Sigma/Q$	$\Lambda$	0	B	00	10

- 0 and 00 are in the same class
- But 10 is not, because it is the accepting state

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### Transition table

1	B	B	B	B	B
0	A	A	10	A	A
$\Sigma/Q$	$\Lambda$	A	B	A	10

- Renaming 0 and 00 as A

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### Transition table

1	B	B	B	B
0	A	A	10	A
$\Sigma/Q$	$\Lambda$	A	B	10

- Getting rid of the redundant column

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### Transition table

1	B	B	B	B
0	A	A	10	A
$\Sigma/Q$	$\Lambda$	A	B	10

- Now, the columns for  $\Lambda$  and A are the same!

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## Transition table

1	B	B	B
0	A	10	A
$\Sigma/Q$	A	B	(10)

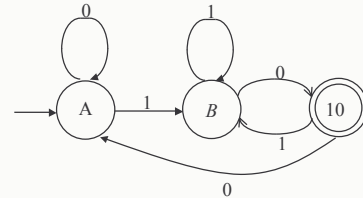
- Getting rid of the column for A
- We have a minimal FA to recognize the language  $L = \{0, 1\}^* \{10\}$

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The transition function  $\delta$ :

1	B	B	B
0	A	10	A
$\Sigma/Q$	A	B	(10)

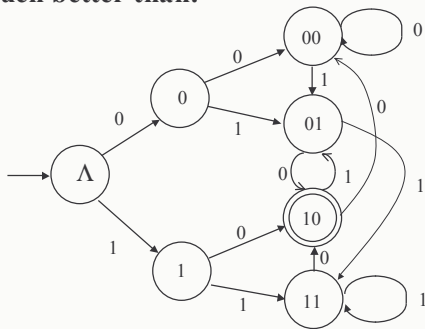
The FA:



And we have also identified the classes of equivalent strings!

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Much better than:



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## The moral!

- FA can be reduced
- All the classes of strings need to be identified
- The minimal FA will have one state for each different class!
- These is a very important property of FA, that will be used for more than one purpose!

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