

Session 5

Finite Automata

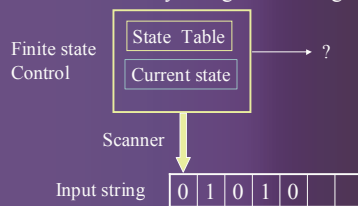
A Machine for interpreting *RE*

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

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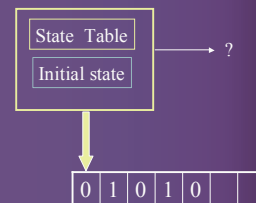
A Machine for interpreting *RE*

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



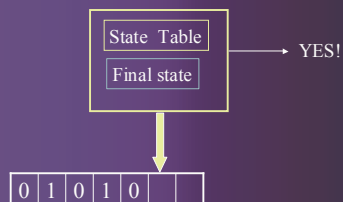
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A Finite Automata (FA)



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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 Σ^+ decide always Yes!
- But what if we have to distinguish between two strings, say x and y
 - We need to remember something!

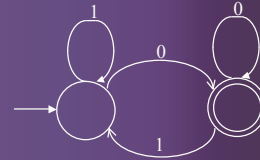
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Example 1: Strings ending with 0

- $L = \{0, 1\}^* \{0\}$
 - $\Lambda \notin L$
 - 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!

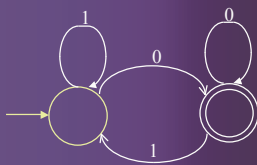
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A machine to do this job



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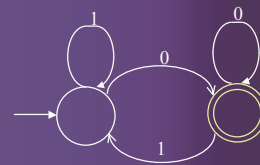
Initial state



- Where one gets with the Λ string

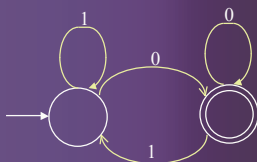
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Accepting state



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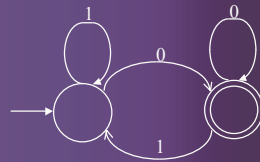
Transitions



- 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
 Do not belong to the same class
 - ...10 becomes 100 or 101
 - ...11 becomes 110 or 111
 Do not belong to the same class

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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:
 - Λ 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!

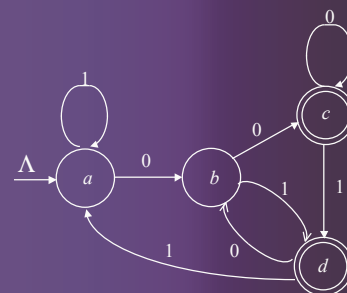
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Example 2: Strings ending with 0X

- So, we do need four classes:
 - Class a : The string is Λ 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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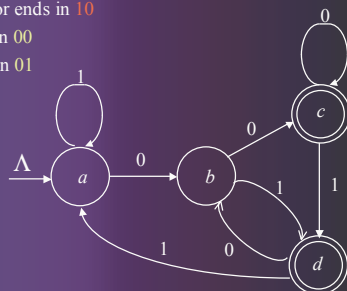
A machine for strings ending with 0X



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Example 2: Strings ending with 0X

- Class a : The string is Λ 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, Λ 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

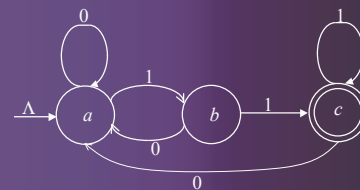
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Example 3: Strings ending with 11

- Three classes
 - ...00, ...10, Λ 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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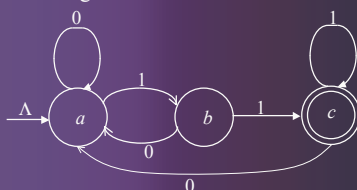
A machine for strings ending with 11



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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)
 - Σ is a finite alphabet of *input symbols*
 - $q_0 \in Q$ (the initial state)
 - $A \subseteq Q$ (the set of accepting states)
 - δ 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
$\Sigma \diagdown Q$	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 δ is as follows:

$$\begin{aligned} \delta(a, 0) &= a & \delta(b, 0) &= a & \delta(c, 0) &= a \\ \delta(a, 1) &= b & \delta(b, 1) &= c & \delta(c, 1) &= c \end{aligned}$$

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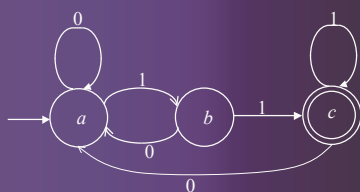
Transition Table

$\Sigma \diagdown Q$	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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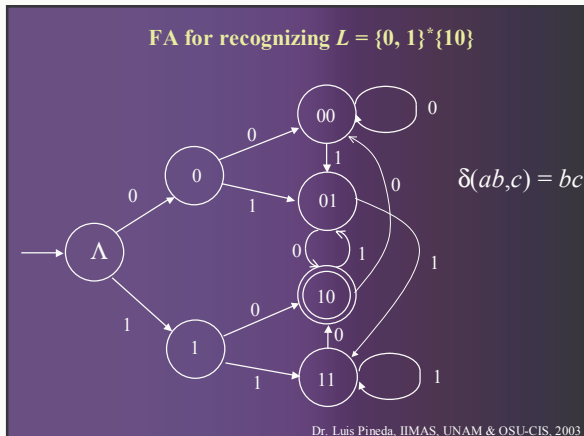
Example 4: Strings ending with 10

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

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

- ...00
- ...01
- ...10
- ...11
- 1
- 0
- Λ

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Transition table

1	1	01	11	01	11	01	11
0	0	00	10	00	10	00	10
Σ / Q	Λ	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
Σ / Q	Λ	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
Σ / Q	Λ	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
Σ / Q	Λ	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
Σ / Q	Λ	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
Σ/Q	Λ	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
Σ/Q	Λ	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
Σ/Q	Λ	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
Σ/Q	Λ	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
Σ/Q	Λ	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
Σ/Q	Λ	A	B	10

- Now, the columns for Λ and A are the same!

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Transition table

1	B	B	B
0	A	10	A
Σ/Q	A	B	10

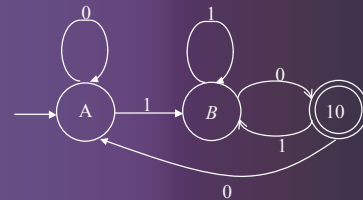
- Getting rid of the column for Λ
- We have a minimal FA to recognize the language $L = \{0, 1\}^* \{10\}$

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The transition function δ :

1	B	B	B
0	A	10	A
Σ/Q	A	B	10

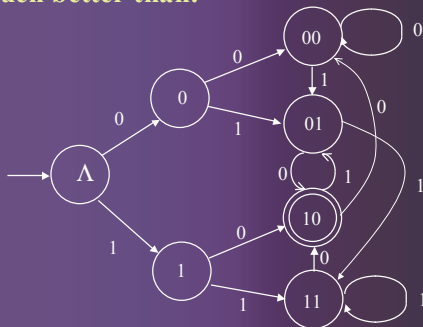
The FA:



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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