

# CSE 135: Introduction to Theory of Computation

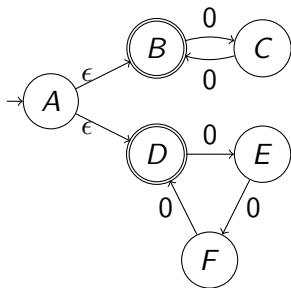
## Nondeterministic Finite Automata (cont')

Sungjin Im

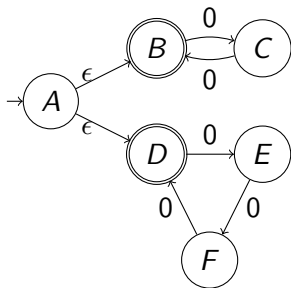
University of California, Merced

02-03-2014

## Example II



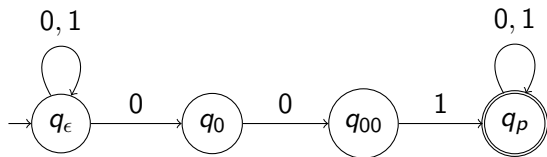
## Example II



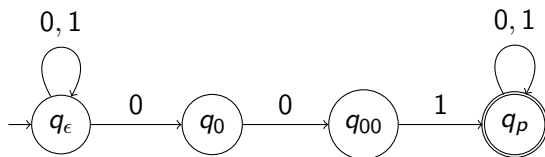
NFA accepting strings of 0s where the length is either a multiple 2 or 3

The NFA “guesses” at the beginning whether it will see a multiple of 2 or 3, and then confirms that the guess was correct.

## Example III



## Example III



NFA accepting strings with 001 as substring

At some point the NFA “guesses” that the pattern 001 is starting and then checks to confirm the guess.

# Nondeterministic Finite Automata (NFA)

## Formal Definition

### Definition

A nondeterministic finite automaton (NFA) is  $M = (Q, \Sigma, \delta, q_0, F)$ , where

- ▶  $Q$  is the finite set of states
- ▶  $\Sigma$  is the finite alphabet
- ▶  $\delta$  :
- ▶  $q_0 \in Q$  initial state
- ▶  $F \subseteq Q$  final/accepting states

# Nondeterministic Finite Automata (NFA)

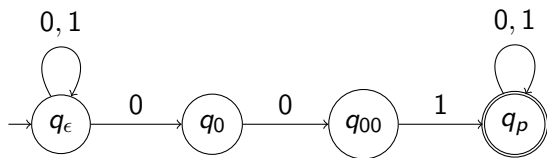
## Formal Definition

### Definition

A nondeterministic finite automaton (NFA) is  $M = (Q, \Sigma, \delta, q_0, F)$ , where

- ▶  $Q$  is the finite set of states
- ▶  $\Sigma$  is the finite alphabet
- ▶  $\delta : Q \times (\Sigma \cup \{\epsilon\}) \rightarrow \mathcal{P}(Q)$ , where  $\mathcal{P}(Q)$  is the powerset of  $Q$
- ▶  $q_0 \in Q$  initial state
- ▶  $F \subseteq Q$  final/accepting states

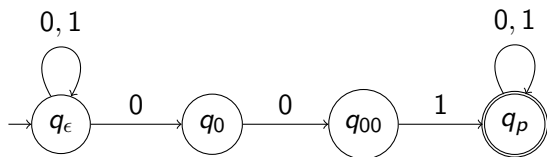
## Example of NFA



Transition Diagram of NFA



## Example of NFA



Transition Diagram of NFA

Formally, the NFA is  $M_{001} = (\{q_\epsilon, q_0, q_{00}, q_p\}, \{0, 1\}, \delta, q_\epsilon, \{q_p\})$  where  $\delta$  is given by

$$\delta(q_\epsilon, 0) = \{q_\epsilon, q_0\}$$

$$\delta(q_\epsilon, 1) = \{q_\epsilon\}$$

$$\delta(q_0, 0) = \{q_{00}\}$$

$$\delta(q_{00}, 1) = \{q_p\}$$

$$\delta(q_p, 0) = \{q_p\}$$

$$\delta(q_p, 1) = \{q_p\}$$

$\delta$  is  $\emptyset$  in all other cases.

# Computation

## Definition

For an NFA  $M = (Q, \Sigma, \delta, q_0, F)$ , string  $w$ , and states  $q_1, q_2 \in Q$ , we say  $q_1 \xrightarrow{w}_M q_2$  if there is one thread of computation on input  $w$  from state  $q_1$  that ends in  $q_2$ .

# Computation

## Definition

For an NFA  $M = (Q, \Sigma, \delta, q_0, F)$ , string  $w$ , and states  $q_1, q_2 \in Q$ , we say  $q_1 \xrightarrow{w}_M q_2$  if there is one thread of computation on input  $w$  from state  $q_1$  that ends in  $q_2$ . Formally,  $q_1 \xrightarrow{w}_M q_2$  if there is a sequence of states  $r_0, r_1, \dots, r_k$  and a sequence  $x_1, x_2, \dots, x_k$ , where for each  $i$ ,  $x_i \in \Sigma \cup \{\epsilon\}$ , such that

# Computation

## Definition

For an NFA  $M = (Q, \Sigma, \delta, q_0, F)$ , string  $w$ , and states  $q_1, q_2 \in Q$ , we say  $q_1 \xrightarrow{w}_M q_2$  if there is one thread of computation on input  $w$  from state  $q_1$  that ends in  $q_2$ . Formally,  $q_1 \xrightarrow{w}_M q_2$  if there is a sequence of states  $r_0, r_1, \dots, r_k$  and a sequence  $x_1, x_2, \dots, x_k$ , where for each  $i$ ,  $x_i \in \Sigma \cup \{\epsilon\}$ , such that

- ▶  $r_0 = q_1$ ,

# Computation

## Definition

For an NFA  $M = (Q, \Sigma, \delta, q_0, F)$ , string  $w$ , and states  $q_1, q_2 \in Q$ , we say  $q_1 \xrightarrow{w}_M q_2$  if there is one thread of computation on input  $w$  from state  $q_1$  that ends in  $q_2$ . Formally,  $q_1 \xrightarrow{w}_M q_2$  if there is a sequence of states  $r_0, r_1, \dots, r_k$  and a sequence  $x_1, x_2, \dots, x_k$ , where for each  $i$ ,  $x_i \in \Sigma \cup \{\epsilon\}$ , such that

- ▶  $r_0 = q_1$ ,
- ▶ for each  $i$ ,  $r_{i+1} \in \delta(r_i, x_{i+1})$ ,

# Computation

## Definition

For an NFA  $M = (Q, \Sigma, \delta, q_0, F)$ , string  $w$ , and states  $q_1, q_2 \in Q$ , we say  $q_1 \xrightarrow{w}_M q_2$  if there is one thread of computation on input  $w$  from state  $q_1$  that ends in  $q_2$ . Formally,  $q_1 \xrightarrow{w}_M q_2$  if there is a sequence of states  $r_0, r_1, \dots, r_k$  and a sequence  $x_1, x_2, \dots, x_k$ , where for each  $i$ ,  $x_i \in \Sigma \cup \{\epsilon\}$ , such that

- ▶  $r_0 = q_1$ ,
- ▶ for each  $i$ ,  $r_{i+1} \in \delta(r_i, x_{i+1})$ ,
- ▶  $r_k = q_2$ , and

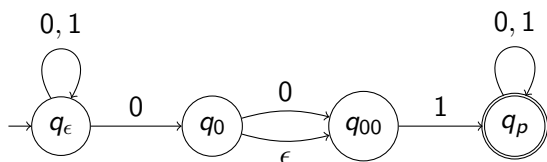
# Computation

## Definition

For an NFA  $M = (Q, \Sigma, \delta, q_0, F)$ , string  $w$ , and states  $q_1, q_2 \in Q$ , we say  $q_1 \xrightarrow{w}_M q_2$  if there is one thread of computation on input  $w$  from state  $q_1$  that ends in  $q_2$ . Formally,  $q_1 \xrightarrow{w}_M q_2$  if there is a sequence of states  $r_0, r_1, \dots, r_k$  and a sequence  $x_1, x_2, \dots, x_k$ , where for each  $i$ ,  $x_i \in \Sigma \cup \{\epsilon\}$ , such that

- ▶  $r_0 = q_1$ ,
- ▶ for each  $i$ ,  $r_{i+1} \in \delta(r_i, x_{i+1})$ ,
- ▶  $r_k = q_2$ , and
- ▶  $w = x_1 x_2 x_3 \cdots x_k$

## Example Computation



$q_\epsilon \xrightarrow{0100} q_p$  because taking  $r_0 = q_\epsilon$ ,  $r_1 = q_0$ ,  $r_2 = q_{00}$ ,  $r_3 = q_p$ ,  $r_4 = q_p$ ,  $r_5 = q_p$ , and  $x_1 = 0$ ,  $x_2 = \epsilon$ ,  $x_3 = 1$ ,  $x_4 = 0$ ,  $x_5 = 0$ , we have

- ▶  $x_1 x_2 \cdots x_5 = 0\epsilon 100 = 0100$
- ▶  $r_{i+1} \in \delta(r_i, x_{i+1})$



## Defining $\hat{\Delta}$

### Definition

For an NFA  $M = (Q, \Sigma, \delta, q_0, F)$ , string  $w$ , and state  $q_1 \in Q$ , we say  $\hat{\Delta}(q_1, w)$  to denote states of all the active threads of computation on input  $w$  from  $q_1$ .

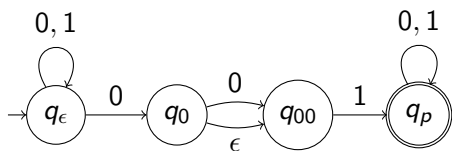
# Defining $\hat{\Delta}$

## Definition

For an NFA  $M = (Q, \Sigma, \delta, q_0, F)$ , string  $w$ , and state  $q_1 \in Q$ , we say  $\hat{\Delta}(q_1, w)$  to denote states of all the active threads of computation on input  $w$  from  $q_1$ . Formally,

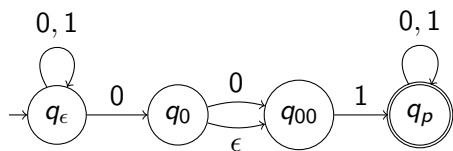
$$\hat{\Delta}(q_1, w) = \{q \in Q \mid q_1 \xrightarrow{w}_M q\}$$

# Example

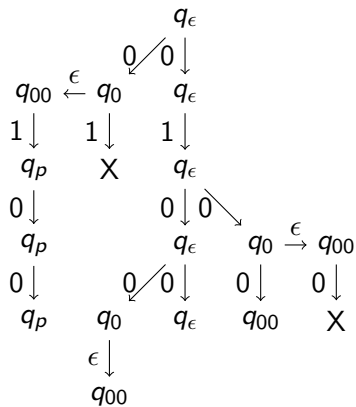


Example NFA

# Example

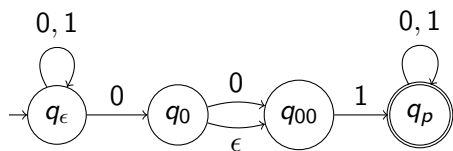


Example NFA



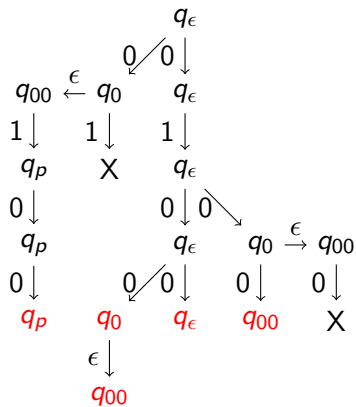
Computation on 0100

# Example



Example NFA

$$\hat{\Delta}(q_\epsilon, 0100) = \{q_0, q_p, q_{00}, q_\epsilon\}$$



Computation on 0100

# Acceptance/Recognition

## Definition

For an NFA  $M = (Q, \Sigma, \delta, q_0, F)$  and string  $w \in \Sigma^*$ , we say  $M$  **accepts**  $w$  iff  $\hat{\Delta}(q_0, w) \cap F \neq \emptyset$

# Acceptance/Recognition

## Definition

For an NFA  $M = (Q, \Sigma, \delta, q_0, F)$  and string  $w \in \Sigma^*$ , we say  $M$  **accepts**  $w$  iff  $\hat{\Delta}(q_0, w) \cap F \neq \emptyset$

## Definition

The **language accepted or recognized** by NFA  $M$  over alphabet  $\Sigma$  is  $L(M) = \{w \in \Sigma^* \mid M \text{ accepts } w\}$ .

# Acceptance/Recognition

## Definition

For an NFA  $M = (Q, \Sigma, \delta, q_0, F)$  and string  $w \in \Sigma^*$ , we say  $M$  **accepts**  $w$  iff  $\hat{\Delta}(q_0, w) \cap F \neq \emptyset$

## Definition

The **language accepted or recognized** by NFA  $M$  over alphabet  $\Sigma$  is  $L(M) = \{w \in \Sigma^* \mid M \text{ accepts } w\}$ . A language  $L$  is said to be **accepted/recognized** by  $M$  if  $L = L(M)$ .



# Observations about NFAs

## Observation 1

For NFA  $M$ , string  $w$  and state  $q_1$  it could be that

# Observations about NFAs

## Observation 1

For NFA  $M$ , string  $w$  and state  $q_1$  it could be that

- ▶  $\hat{\Delta}(q_1, w) = \emptyset$

# Observations about NFAs

## Observation 1

For NFA  $M$ , string  $w$  and state  $q_1$  it could be that

- ▶  $\hat{\Delta}(q_1, w) = \emptyset$
- ▶  $\hat{\Delta}(q_1, w)$  has more than one element

# Observations about NFAs

## Observation 1

For NFA  $M$ , string  $w$  and state  $q_1$  it could be that

- ▶  $\hat{\Delta}(q_1, w) = \emptyset$
- ▶  $\hat{\Delta}(q_1, w)$  has more than one element

## Observation 2

However, the following proposition about DFAs continues to hold for NFAs

# Observations about NFAs

## Observation 1

For NFA  $M$ , string  $w$  and state  $q_1$  it could be that

- ▶  $\hat{\Delta}(q_1, w) = \emptyset$
- ▶  $\hat{\Delta}(q_1, w)$  has more than one element

## Observation 2

However, the following proposition about DFAs continues to hold for NFAs

- ▶ For NFA  $M$ , strings  $u$  and  $v$ , and state  $q$ ,

$$\hat{\Delta}(q, uv) = \bigcup_{q' \in \hat{\Delta}(q, u)} \hat{\Delta}(q', v)$$

# Using Nondeterminism

When designing an NFA for a language

# Using Nondeterminism

When designing an NFA for a language

- ▶ You follow the same methodology as for DFAs, like identifying what needs to be remembered

# Using Nondeterminism

When designing an NFA for a language

- ▶ You follow the same methodology as for DFAs, like identifying what needs to be remembered
- ▶ But now, the machine can “guess” at certain steps



# Back to the Future

## Problem

For  $\Sigma = \{0, 1, 2, \#\}$ , let

$$L = \{w\#c \mid w \in \{0, 1, 2\}^*, c \in \{0, 1, 2\}, \text{ and } c \text{ occurs in } w\}$$

So  $1011\#0 \in L$  but  $1011\#2 \notin L$ . Design an NFA recognizing  $L$ .

# Back to the Future

## Problem

For  $\Sigma = \{0, 1, 2, \#\}$ , let

$$L = \{w\#c \mid w \in \{0, 1, 2\}^*, c \in \{0, 1, 2\}, \text{ and } c \text{ occurs in } w\}$$

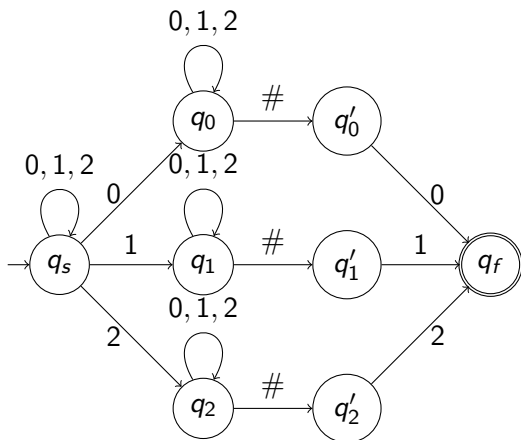
So  $1011\#0 \in L$  but  $1011\#2 \notin L$ . Design an NFA recognizing  $L$ .

## Solution

- ▶ Read symbols of  $w$ , i.e., portion of input before  $\#$  is seen
- ▶ Guess at some point that current symbol in  $w$  is going to be the same as ' $c$ '; store this symbol in the state
- ▶ Read the rest of  $w$
- ▶ On reading  $\#$ , check that the symbol immediately after is the one stored, and that the input ends immediately after that.

# Back to the Future

## The Automaton



$$L(M) = \{w\#c \mid c \text{ occurs in } w\}$$

# Halving a Language

## Definition

For a language  $L$ , define  $\frac{1}{2}L$  as follows.

$$\frac{1}{2}L = \{x \mid \exists y. |x| = |y| \text{ and } xy \in L\}$$

In other words,  $\frac{1}{2}L$  consists of the first halves of strings in  $L$

# Halving a Language

## Definition

For a language  $L$ , define  $\frac{1}{2}L$  as follows.

$$\frac{1}{2}L = \{x \mid \exists y. |x| = |y| \text{ and } xy \in L\}$$

In other words,  $\frac{1}{2}L$  consists of the first halves of strings in  $L$

## Example

If  $L = \{001, 0000, 01, 110010\}$  then  $\frac{1}{2}L =$  .

# Halving a Language

## Definition

For a language  $L$ , define  $\frac{1}{2}L$  as follows.

$$\frac{1}{2}L = \{x \mid \exists y. |x| = |y| \text{ and } xy \in L\}$$

In other words,  $\frac{1}{2}L$  consists of the first halves of strings in  $L$

## Example

If  $L = \{001, 0000, 01, 110010\}$  then  $\frac{1}{2}L = \{00, 0, 110\}$ .

# Recognizing Halves of Regular Languages

## Proposition

*If  $L$  is recognized by a DFA  $M$  then there is a NFA  $N$  such that  $L(N) = \frac{1}{2}L$ .*

# Recognizing Halves of Regular Languages

## Proposition

*If  $L$  is recognized by a DFA  $M$  then there is a NFA  $N$  such that  $L(N) = \frac{1}{2}L$ .*

## Proof Idea

On input  $x$ , need to check if  $x$  is the first half of some string  $w = xy$  that is accepted by  $M$ .

- ▶ “Run”  $M$  on input  $x$ ; let  $M$  be in state  $q_i$  after reading all of  $x$
- ▶ Guess a string  $y$  such that  $|y| = |x|$
- ▶ Check if  $M$  reaches a final state on reading  $y$  from  $q_i$



# Recognizing Halves of Regular Languages

## Proposition

If  $L$  is recognized by a DFA  $M$  then there is a NFA  $N$  such that  $L(N) = \frac{1}{2}L$ .

## Proof Idea

On input  $x$ , need to check if  $x$  is the first half of some string  $w = xy$  that is accepted by  $M$ .

- ▶ “Run”  $M$  on input  $x$ ; let  $M$  be in state  $q_i$  after reading all of  $x$
- ▶ **Guess a string  $y$  such that  $|y| = |x|$**
- ▶ Check if  $M$  reaches a final state on reading  $y$  from  $q_i$

How do you guess a string  $y$  of equal length to  $x$  using finite memory? Seems to require remembering the length of  $x$ !

# Fixing the Idea

## Problem

- ▶ How do you guess a string  $y$  of equal length to  $x$  using finite memory?

# Fixing the Idea

## Problem and Fix(?)

- ▶ How do you guess a string  $y$  of equal length to  $x$  using finite memory? Guess one symbol of  $y$  as you read one symbol of  $x$ !

# Fixing the Idea

## Problem and Fix(?)

- ▶ How do you guess a string  $y$  of equal length to  $x$  using finite memory? Guess one symbol of  $y$  as you read one symbol of  $x$ !
- ▶ How do you “run”  $M$  on  $y$  from  $q_i$ , if you cannot store all the symbols of  $y$ ?

# Fixing the Idea

## Problem and Fix(?)

- ▶ How do you guess a string  $y$  of equal length to  $x$  using finite memory? Guess one symbol of  $y$  as you read one symbol of  $x$ !
- ▶ How do you “run”  $M$  on  $y$  from  $q_i$ , if you cannot store all the symbols of  $y$ ? Run  $M$  on  $y$  as you guess each symbol, without waiting to finish the execution on  $x$ !

# Fixing the Idea

## Problem and Fix(?)

- ▶ How do you guess a string  $y$  of equal length to  $x$  using finite memory? Guess one symbol of  $y$  as you read one symbol of  $x$ !
- ▶ How do you “run”  $M$  on  $y$  from  $q_i$ , if you cannot store all the symbols of  $y$ ? Run  $M$  on  $y$  as you guess each symbol, without waiting to finish the execution on  $x$ !
- ▶ If we don't first execute  $M$  on  $x$ , how do we know the state  $q_i$  from which we have to execute  $y$  from?

# Fixing the Idea

## Problem and Fix(?)

- ▶ How do you guess a string  $y$  of equal length to  $x$  using finite memory? Guess one symbol of  $y$  as you read one symbol of  $x$ !
- ▶ How do you “run”  $M$  on  $y$  from  $q_i$ , if you cannot store all the symbols of  $y$ ? Run  $M$  on  $y$  as you guess each symbol, without waiting to finish the execution on  $x$ !
- ▶ If we don't first execute  $M$  on  $x$ , how do we know the state  $q_i$  from which we have to execute  $y$  from? Guess it! And then check that running  $M$  on  $x$  does indeed end in  $q_i$ , your guessed state.

# New Algorithm

On input  $x$ , NFA  $N$

1. Guess state  $q_i$  and place “left finger” on (initial state of  $M$ )  $q_0$  and “right finger” on  $q_i$
2. As characters of  $x$  are read,  $N$  moves the left finger along transitions dictated by  $x$  and **simultaneously** moves the right finger along nondeterministically chosen transitions labelled by some symbol



# New Algorithm

On input  $x$ , NFA  $N$

1. Guess state  $q_i$  and place “left finger” on (initial state of  $M$ )  $q_0$  and “right finger” on  $q_i$
2. As characters of  $x$  are read,  $N$  moves the left finger along transitions dictated by  $x$  and **simultaneously** moves the right finger along nondeterministically chosen transitions labelled by some symbol
3. Accept if after reading  $x$ , left finger is at  $q_i$  (state initially guessed for right finger) **and** right finger is at an accepting state

# New Algorithm

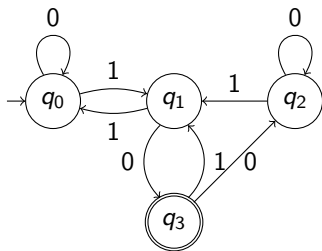
On input  $x$ , NFA  $N$

1. Guess state  $q_i$  and place “left finger” on (initial state of  $M$ )  $q_0$  and “right finger” on  $q_i$
2. As characters of  $x$  are read,  $N$  moves the left finger along transitions dictated by  $x$  and **simultaneously** moves the right finger along nondeterministically chosen transitions labelled by some symbol
3. Accept if after reading  $x$ , left finger is at  $q_i$  (state initially guessed for right finger) **and** right finger is at an accepting state

Things to remember: initial guess for right finger, and positions of left and right finger.

## Algorithm on Example

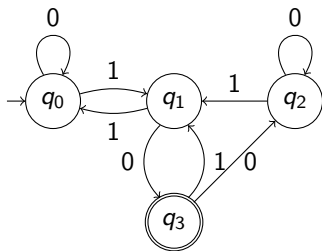
$100010 \in L$  and so  $x = 100 \in \frac{1}{2}L$



DFA  $M$

# Algorithm on Example

$100010 \in L$  and so  $x = 100 \in \frac{1}{2}L$   
NFA  $N$  execution on  $x = 100$  is

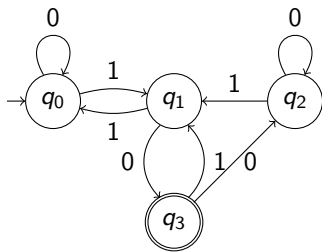


DFA  $M$

String Read	Left Finger	Right Finger
$\epsilon$	$q_0$	$q_2$
1	$q_1$	$q_2$
10	$q_3$	$q_1$
100	$q_2$	$q_3$

# Algorithm on Example

$100010 \in L$  and so  $x = 100 \in \frac{1}{2}L$   
 NFA  $N$  execution on  $x = 100$  is



DFA  $M$

String Read	Left Finger	Right Finger
$\epsilon$	$q_0$	$q_2$
1	$q_1$	$q_2$
10	$q_3$	$q_1$
100	$q_2$	$q_3$

↑  
accept?

# Formal Construction of NFA $N$

## States and Initial State

Given  $M = (Q, \Sigma, \delta, q_0, F)$  recognizing  $L$  define  
 $N = (Q', \Sigma, \delta', q'_0, F')$  that recognizes  $\frac{1}{2}L$

- ▶  $Q' = Q \times Q \times Q \cup \{s\}$ , where  $s \notin Q$ 
  - ▶  $s$  is a new start state
  - ▶ Other states are of the form (left finger, initial guess, right finger); “initial guess” records the initial guess for the right finger
- ▶  $q'_0 = s$

# Formal Construction of NFA $N$

## Transitions and Final States

- ▶ Transitions

$$\delta'(s, \epsilon) = \{\langle q_0, q_i, q_i \rangle \mid q_i \in Q\}$$

“Guess” the state  $q_i$  that the input will lead to

$$\delta'(\langle q_i, q_j, q_k \rangle, a) = \{\langle q_l, q_j, q_m \rangle \mid \delta(q_i, a) = q_l, \\ \exists b \in \Sigma. \delta(q_k, b) = q_m\}$$

$b$  is the guess for the next symbol of  $y$  and initial guess does not change

- ▶  $F' = \{\langle q_i, q_i, q_j \rangle \mid q_i \in Q, q_j \in F\}$