

# CSE 135: Introduction to Theory of Computation

## Optimal DFA

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# Optimal Algorithms for Regular Languages

## Myhill-Nerode Theorem

There is a “unique” “optimal” “algorithm” for every problem that can be solved using finite memory.



Anil Nerode

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## Myhill-Nerode Theorem

There is a “unique” “optimal” “algorithm” for every problem that can be solved using finite memory.

- ▶ “algorithm” here means a deterministic machine
- ▶ “optimal” means requires least memory, i.e., has fewest states
- ▶ “unique” means that any two DFAs with fewest states for a language are “isomorphic”

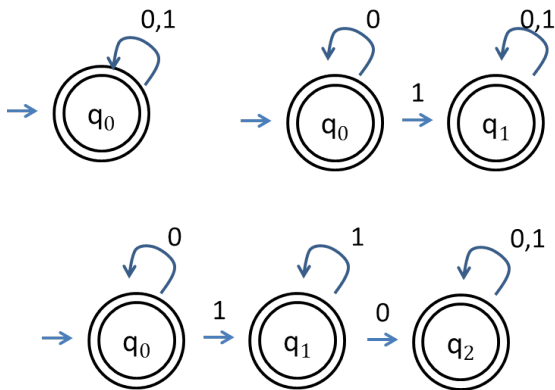
# Roadmap

- ▶ DFA minimization: Minimize a given DFA  $M$  by merging “indistinguishable” states.

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- ▶ DFA minimization: Minimize a given DFA  $M$  by merging “indistinguishable” states. In general, could be only minimal (locally optimal)
- ▶ In DFA minimization, a minimal (locally optimal) DFA is a minimum (globally optimal) DFA.
- ▶ Test if two given DFAs are equivalent.
- ▶ Revisit Myhill-Nerode Theorem.

## Many DFAs for the same language





# Minimization

## Problem

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## Applications

Algorithms using DFAs run in time directly related to the number of states of DFA. Implementation of the DFA itself takes memory proportional to log number of states. So constructing small DFAs is very critical.

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We will say that  $p$  and  $q$  are **distinguishable** when this happens.



# Indistinguishability

We say that two states  $p$  and  $q$  of  $M$  are indistinguishable/equivalent if

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Indistinguishability defines an equivalence class:  $A \equiv A$  (reflexivity),  $A \equiv B \Leftrightarrow B \equiv A$  (symmetricity),  $A \equiv B$  and  $B \equiv C \Rightarrow$  (transivity). So let's use  $p \equiv q$  to say that two states  $p$  and  $q$  are indistinguishable.

# Gradually Refine Indistinguishability

Recall

$$p \equiv q : \quad \forall w. \hat{\delta}(p, w) \in F \text{ iff } \hat{\delta}(q, w) \in F$$

For each  $k \geq 0$ , define

$$p \equiv_k q : \quad \forall w \text{ with } |w| \leq k. \hat{\delta}(p, w) \in F \text{ iff } \hat{\delta}(q, w) \in F$$

An equivalence class partitions states into disjoint groups.  $\equiv_0$  has two groups:  $Q \setminus F$  and  $F$ .

## Gradually Refine Indistinguishability

Suppose that we know for each pair of two states  $p, q$  if  $p \equiv_k q$  or not. How can we examine if  $p \equiv_{k+1} q$  or not?

If  $p \not\equiv_k q$ , then we have  $p \not\equiv_{k+1} q$ . Each group of states can be only refined!

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$$p \equiv_{k+1} q$$

$$\Leftrightarrow \forall u \text{ with } |u| \leq k \forall a \in \Sigma. \hat{\delta}(p, au) \in F \text{ iff } \hat{\delta}(q, au) \in F$$

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- ▶ If  $p \in F$  and  $q \notin F$  then  $p$  and  $q$  are distinguishable
- ▶ If for some  $a$ ,  $\delta(p, a) = p'$  and  $\delta(q, a) = q'$ , and  $p'$  and  $q'$  are distinguishable, then  $p$  and  $q$  are distinguishable

# Distinguishability

## An Algorithm

Let `distinct` be a table with an entry for each pair of states.  
Initially all entries are 0.

```
if  $p \in F$  and  $q \notin F$  (or vice versa)
then distinct(p, q) := 1
repeat
for each pair  $(p, q)$  and symbol  $a$ 
    if distinct( $\delta(p, a)$ ,  $\delta(q, a)$ ) = 1,
    then distinct(p, q) := 1
until no changes in table
```

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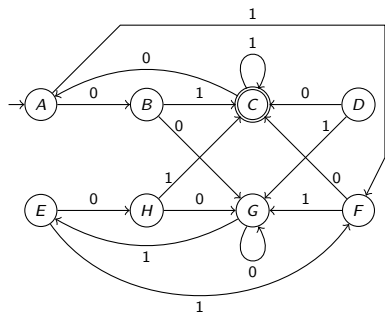
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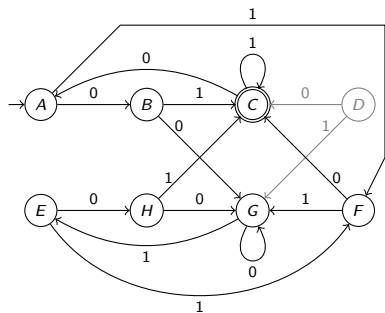
1. Remove states that are not reachable from the initial state
2. Find all pairs of states that are distinguishable
3. Collapse pairs that are not distinguishable



# Example

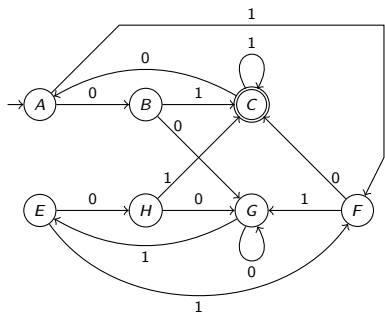


# Example



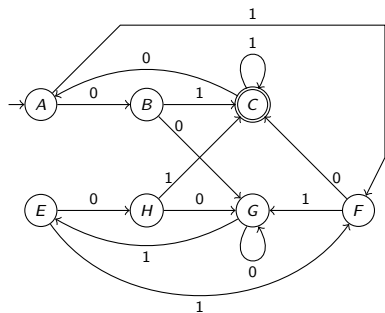
# Example

<i>B</i>						
<i>C</i>	*	*				
<i>E</i>			*			
<i>F</i>			*			
<i>G</i>			*			
<i>H</i>			*			
	<i>A</i>	<i>B</i>	<i>C</i>	<i>E</i>	<i>F</i>	<i>G</i>



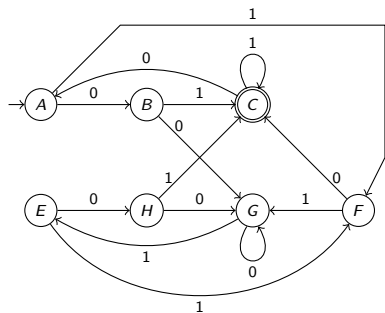
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<i>H</i>	*		*	*	*	*
	<i>A</i>	<i>B</i>	<i>C</i>	<i>E</i>	<i>F</i>	<i>G</i>



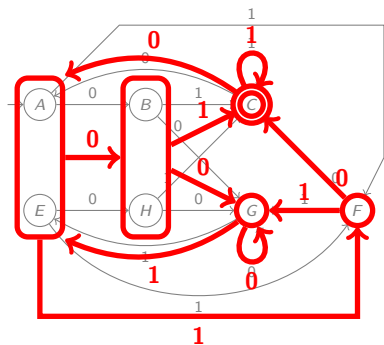
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<i>F</i>	*	*	*	*		
<i>G</i>	*	*	*	*	*	
<i>H</i>	*		*	*	*	*
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<i>H</i>	*		*	*	*	*
	<i>A</i>	<i>B</i>	<i>C</i>	<i>E</i>	<i>F</i>	<i>G</i>



## Example

$$\equiv_0: \quad \{A, B, E, F, G, H\}, \{C\}$$

$$\equiv_1: \quad \{A, E, G\}, \{B, H\}, \{F\}, \{C\}$$

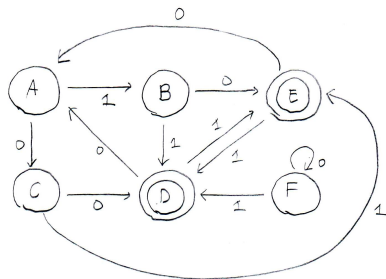
$$\equiv_2: \quad \{A, E\}, \{G\}, \{B, H\}, \{F\}, \{C\}$$

$$\equiv_3: \quad \{A, E\}, \{G\}, \{B, H\}, \{F\}, \{C\}$$

No change from  $\equiv_2$  to  $\equiv_3$ , so stop.

## Example (2)

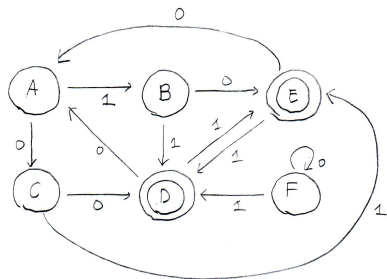
Remove unreachable states.



DFA M

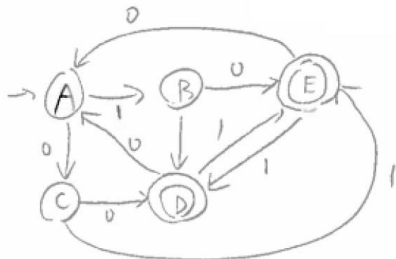


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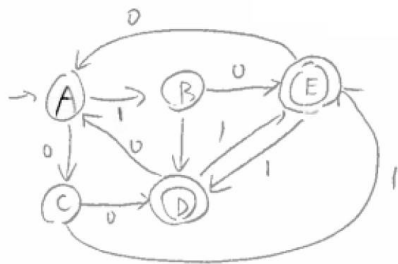


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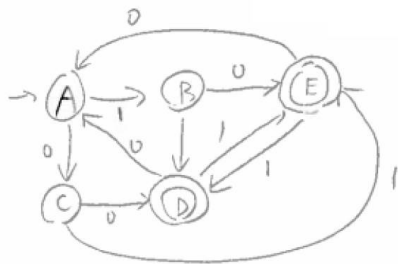


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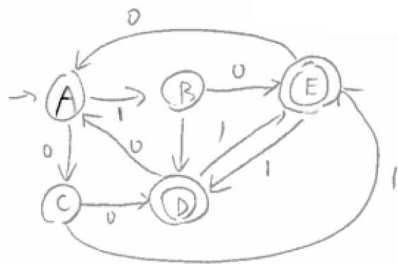
►  $\equiv 0$ :

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►  $\equiv_0: \{A, B, C\}, \{D, E\}$ .

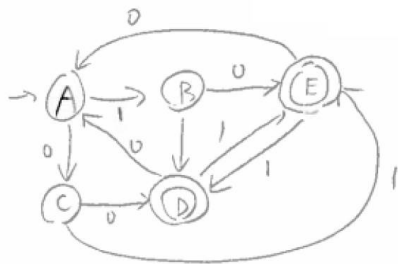
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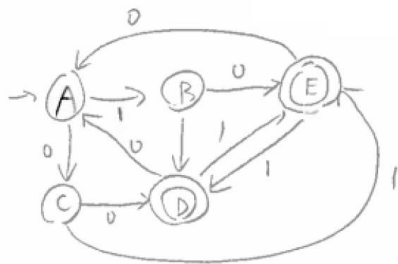
▶  $\equiv_1$ :

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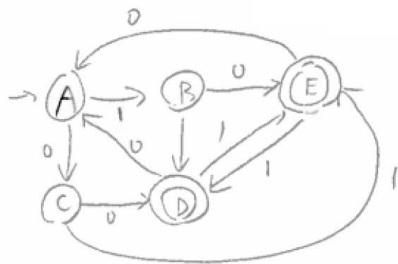
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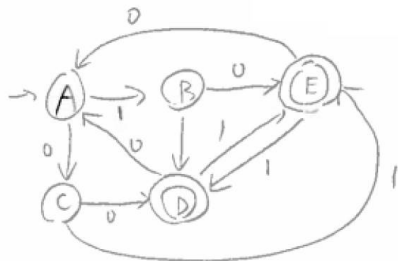
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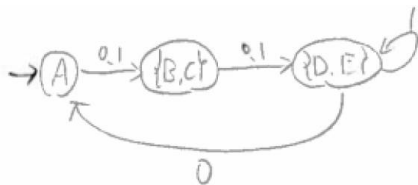


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# Roadmap

- ▶ DFA minimization: Minimize a given DFA  $M$  by merging “indistinguishable” states (possibly locally optimal) – done
- ▶ In DFA minimization, a minimal (locally optimal) DFA is a minimum (globally optimal) DFA.
- ▶ Test if the two given DFAs are equivalent.
- ▶ Revisit Myhill-Nerode Theorem.

## Decide if two given DFAs accept the same language

We would like to test if two DFAs  $M = (Q^M, \Sigma^M, \delta^M, q_0^M, F^M)$  and  $N = (Q^N, \Sigma^N, \delta^N, q_0^N, F^N)$  accept the same language or not.

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1. Run the table-filling algorithm on both DFAs simultaneously.
2.  $M$  and  $N$  accept the same language iff  $q_0^M \equiv q_0^N$ .

# Table-filling Algorithm Gives a Globally Optimal DFA

Very short proof sketch:  $M = (Q^M, \Sigma^M, \delta^M, q_0^M, F^M)$ : DFA  
output by the algorithm

$N = (Q^N, \Sigma^N, \delta^N, q_0^N, F^N)$ : a globally optimal DFA

For the sake of contradiction suppose  $|Q^N| < |Q^M|$ . Then one can  
find  $q_i^M \neq q_j^M$  such that  $q_i^M \equiv q_t^N \equiv q_j^M$  for some  $q_t^N \in Q^N$ .

# Isomorphism

## Definition

Let  $M_1 = (Q_1, \Sigma, \delta_1, q_1, F_1)$  and  $M_2 = (Q_2, \Sigma, \delta_2, q_2, F_2)$  be two DFAs. A function  $f : Q_1 \rightarrow Q_2$  is said to be **isomorphism** iff

- ▶  $f$  is bijective, i.e., one-to-one and onto
- ▶  $f(q_1) = q_2$
- ▶ For every  $p \in Q_1$  and  $a \in \Sigma$ ,  $f(\delta_1(p, a)) = \delta_2(f(p), a)$
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Thus, if  $M_1$  and  $M_2$  are isomorphic then they are the “same” machine except for possibly renaming states.



# Myhill-Nerode Theorem

implies...

## Theorem

*For any regular language  $L$ , there is a unique (upto isomorphism) DFA with fewest states that recognizes  $L$ .*