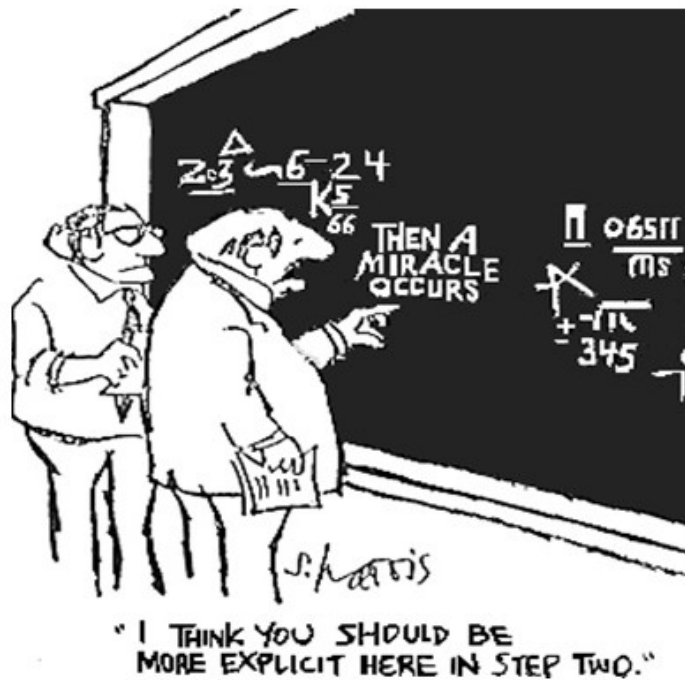


CSE 311: Foundations of Computing

Lecture 23: Finite State Machine Minimization & NFAs

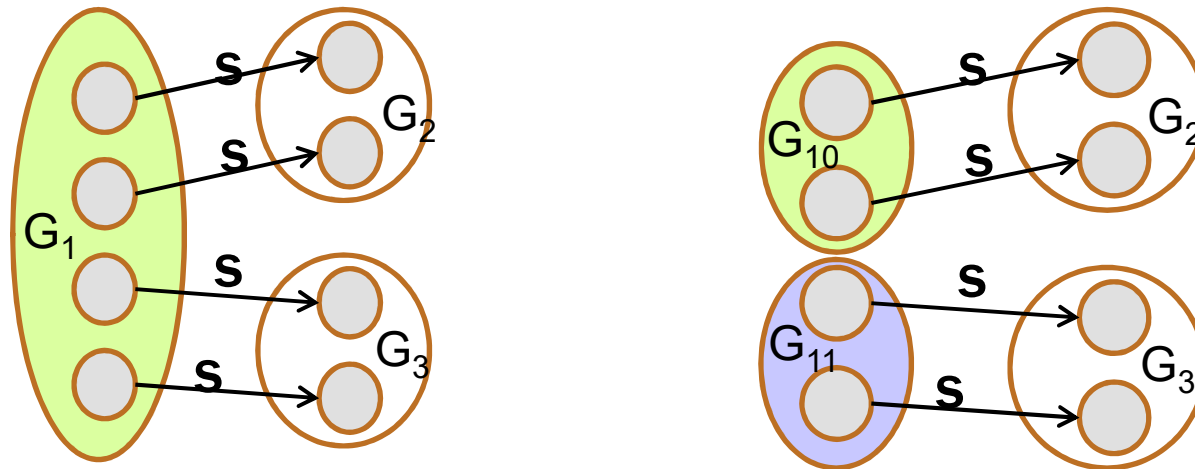


State Minimization

- Many different FSMs (DFAs) for the same problem
- Take a given FSM and try to reduce its state set by combining states
 - Algorithm will always produce the unique minimal equivalent machine (up to renaming of states) but we won't prove this

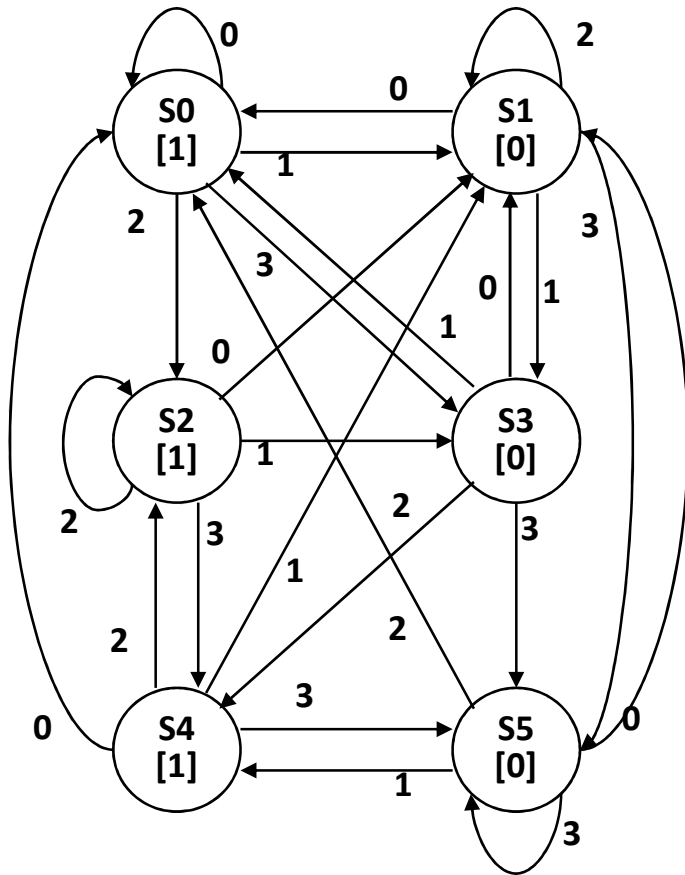
State Minimization Algorithm

1. Put states into groups based on their outputs (or whether they are final states or not)
2. Repeat the following until no change happens
 - a. If there is a symbol **s** so that not all states in a group **G** agree on which group **s** leads to, split **G** into smaller groups based on which group the states go to on **s**



3. Finally, convert groups to states

State Minimization Example

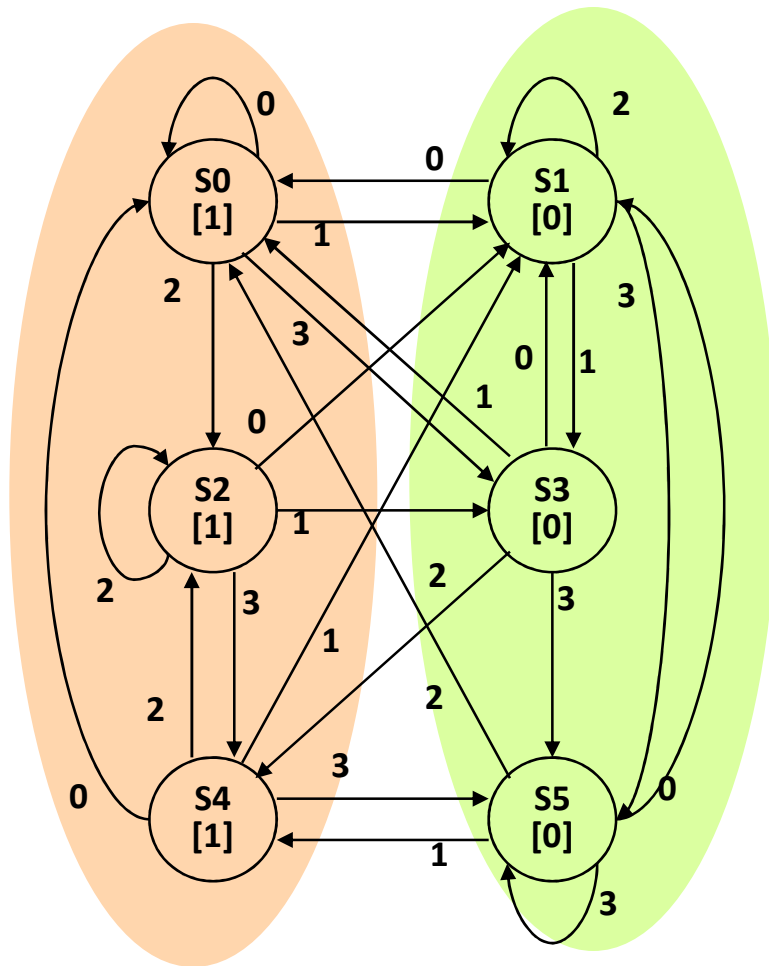


present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

state transition table

Put states into groups based on their outputs (or whether they are final states or not)

State Minimization Example

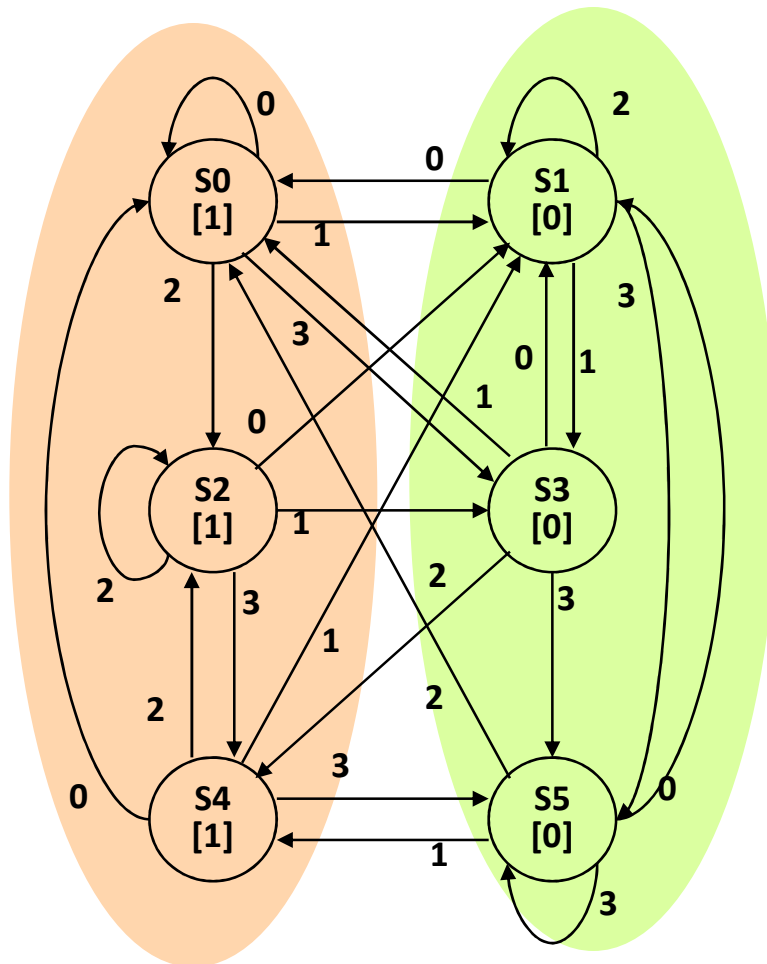


present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

state transition table

Put states into groups based on their outputs (or whether they are final states or not)

State Minimization Example



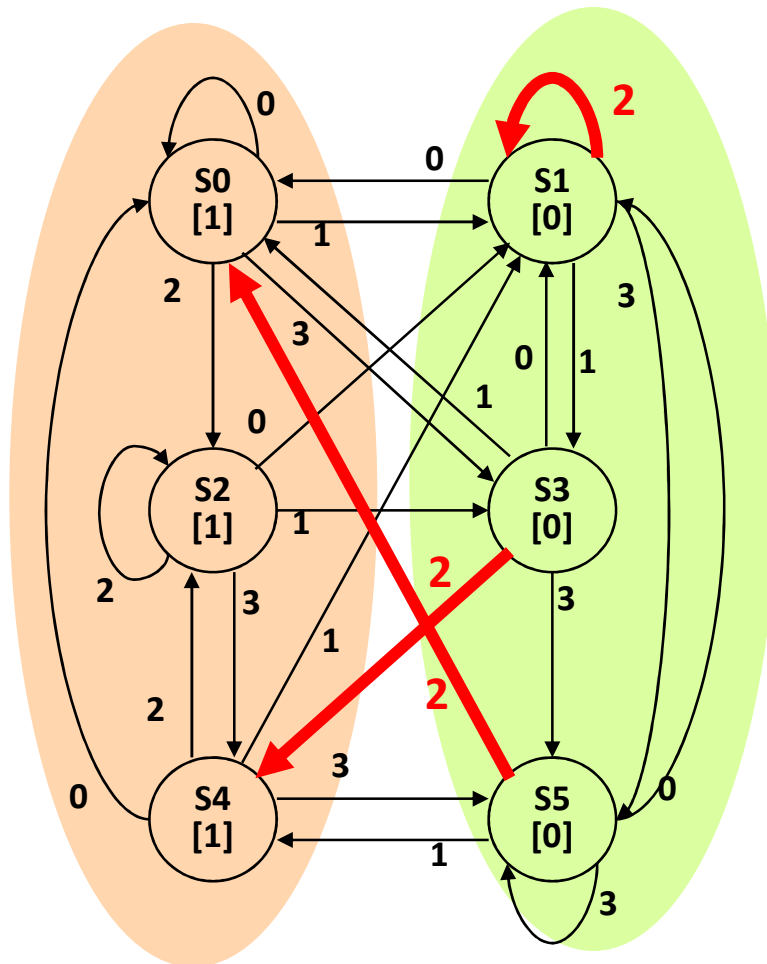
present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

state transition table

Put states into groups based on their outputs (or whether they are final states or not)

If there is a symbol **s** so that not all states in a group **G** agree on which group **s** leads to, split **G** based on which group the states go to on **s**

State Minimization Example



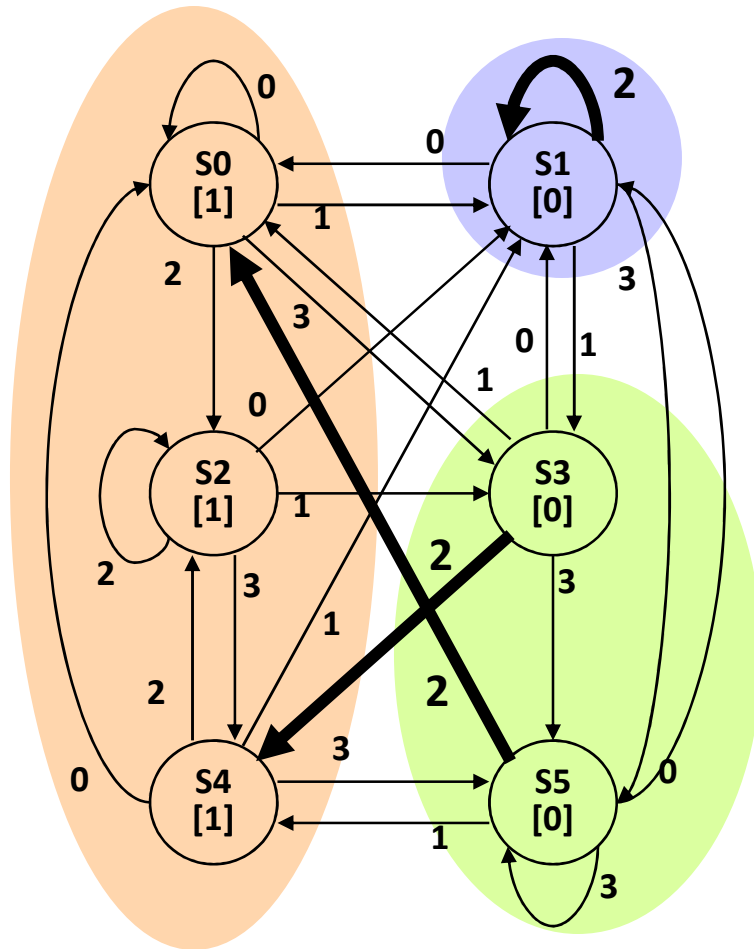
present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

state transition table

Put states into groups based on their outputs (or whether they are final states or not)

If there is a symbol **s** so that not all states in a group **G** agree on which group **s** leads to, split **G** based on which group the states go to on **s**

State Minimization Example



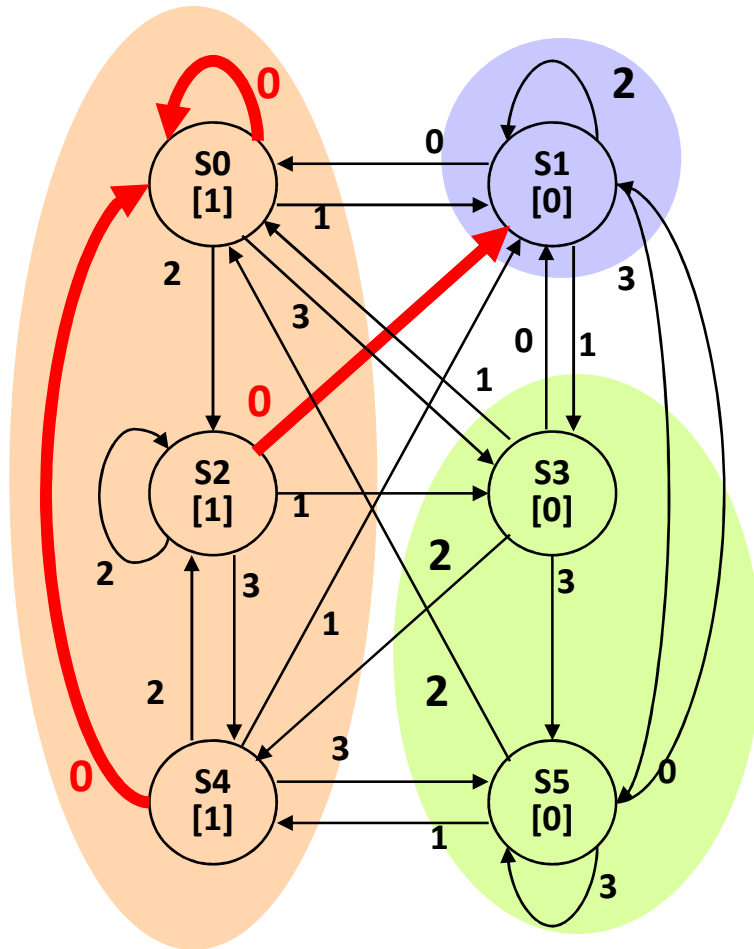
present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

state transition table

Put states into groups based on their outputs (or whether they are final states or not)

If there is a symbol **s** so that not all states in a group **G** agree on which group **s** leads to, split **G** based on which group the states go to on **s**

State Minimization Example



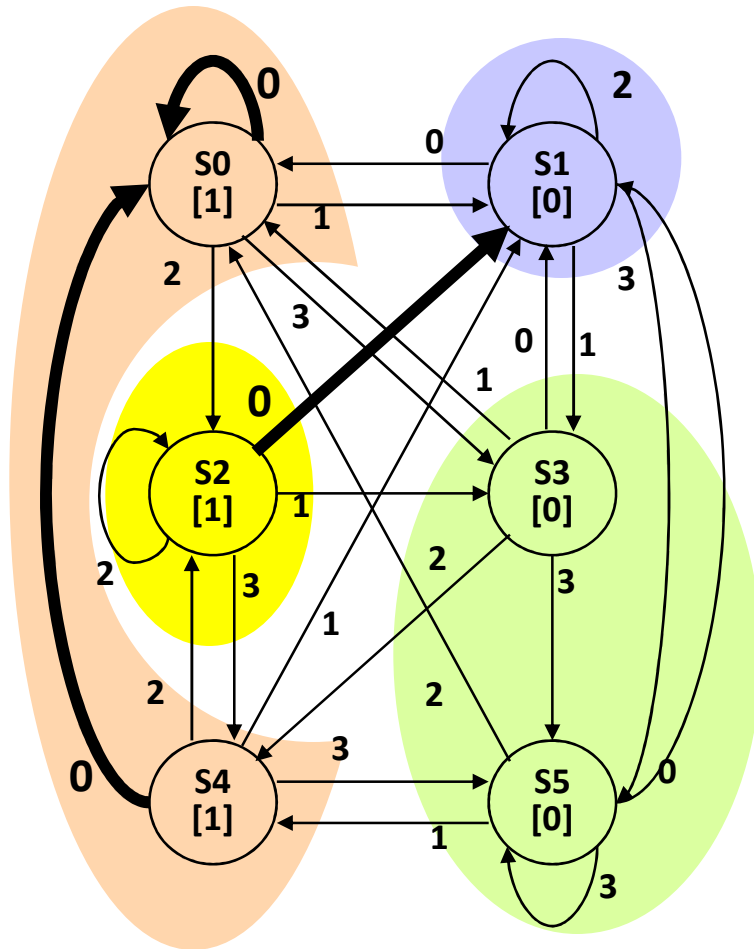
present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

state transition table

Put states into groups based on their outputs (or whether they are final states or not)

If there is a symbol **s** so that not all states in a group **G** agree on which group **s** leads to, split **G** based on which group the states go to on **s**

State Minimization Example



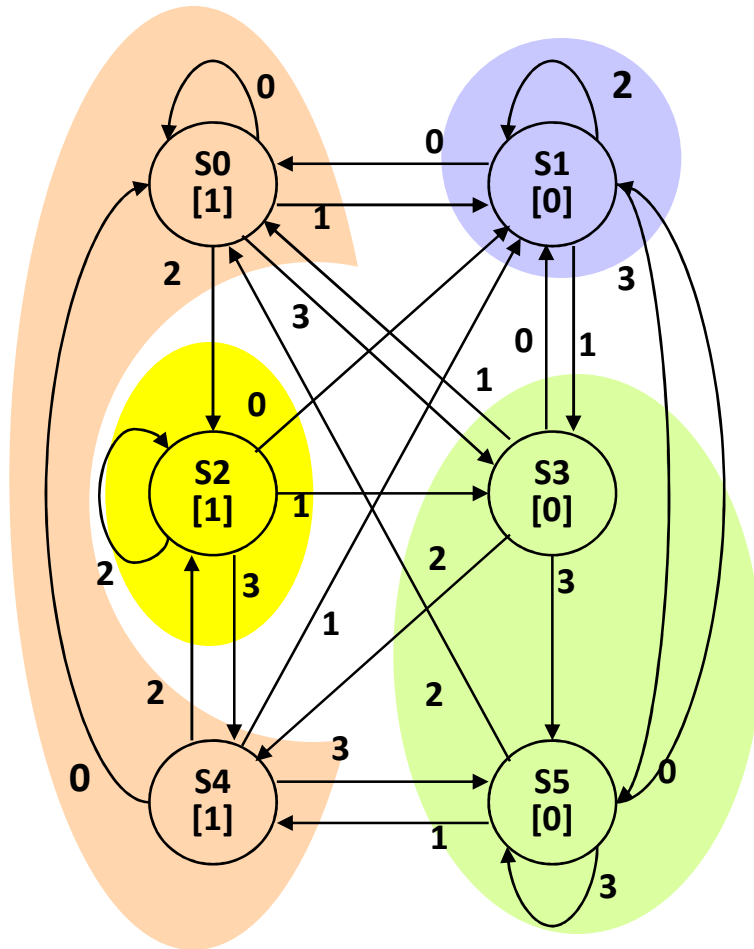
present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

state transition table

Put states into groups based on their outputs (or whether they are final states or not)

If there is a symbol **s** so that not all states in a group **G** agree on which group **s** leads to, split **G** based on which group the states go to on **s**

State Minimization Example



present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

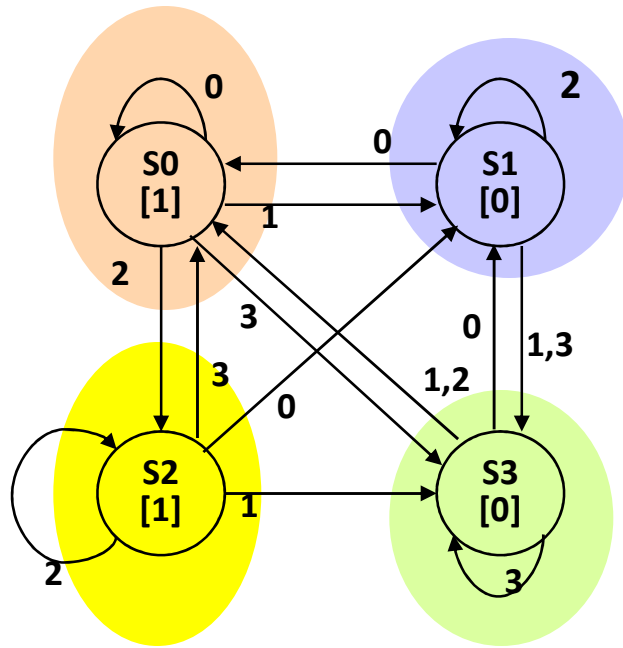
state transition table

Finally convert groups to states:

Can combine states S0-S4 and S3-S5.

In table replace all S4 with S0 and all S5 with S3

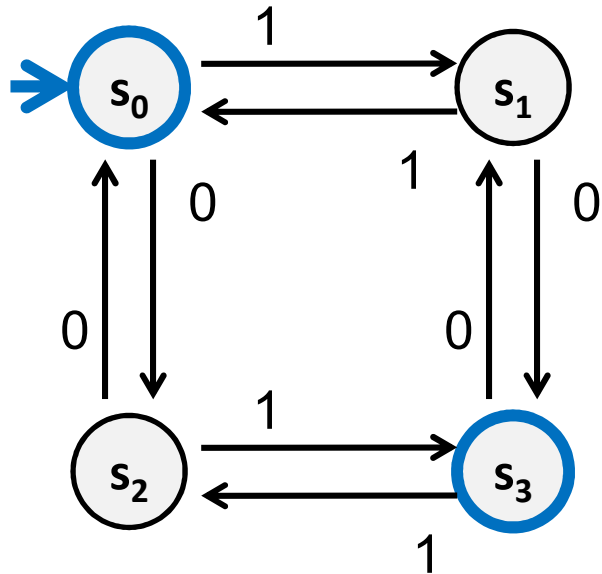
Minimized Machine



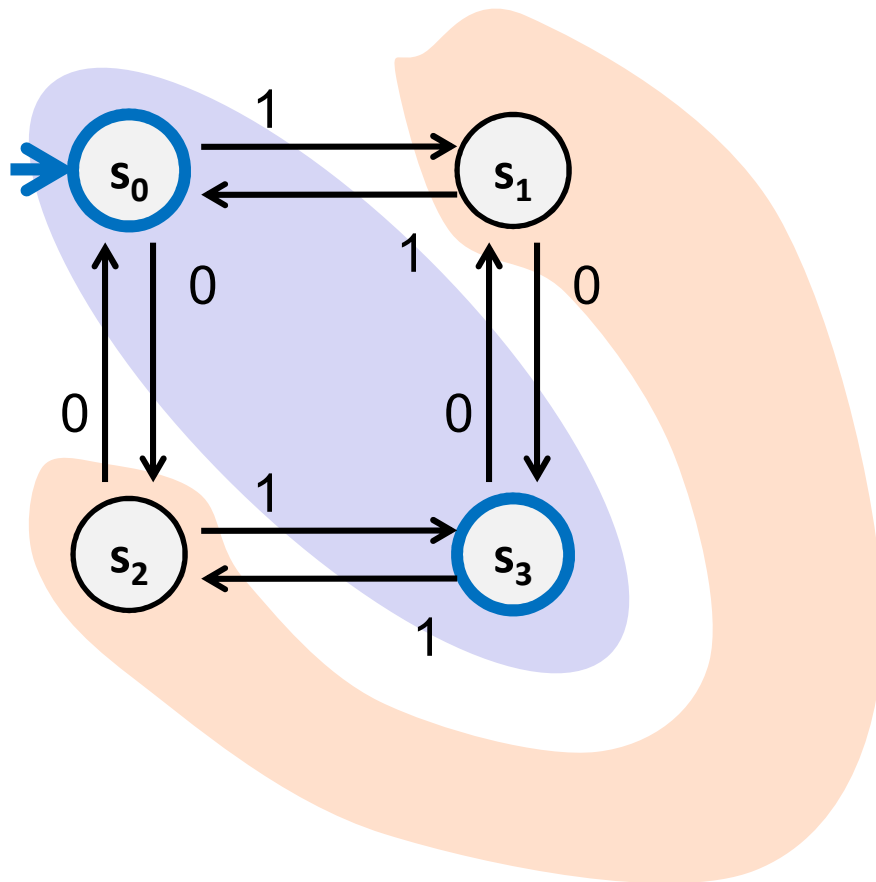
present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S3	0
S2	S1	S3	S2	S0	1
S3	S1	S0	S0	S3	0

state transition table

A Simpler Minimization Example



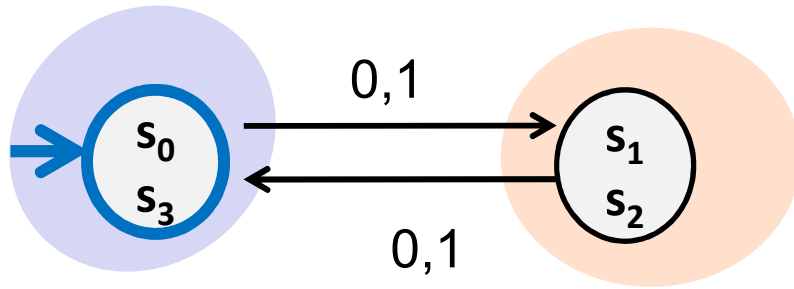
A Simpler Minimization Example



**Split states into
final/non-final groups**

**Every symbol causes
the DFA to go from one
group to the other so
neither group needs to
be split**

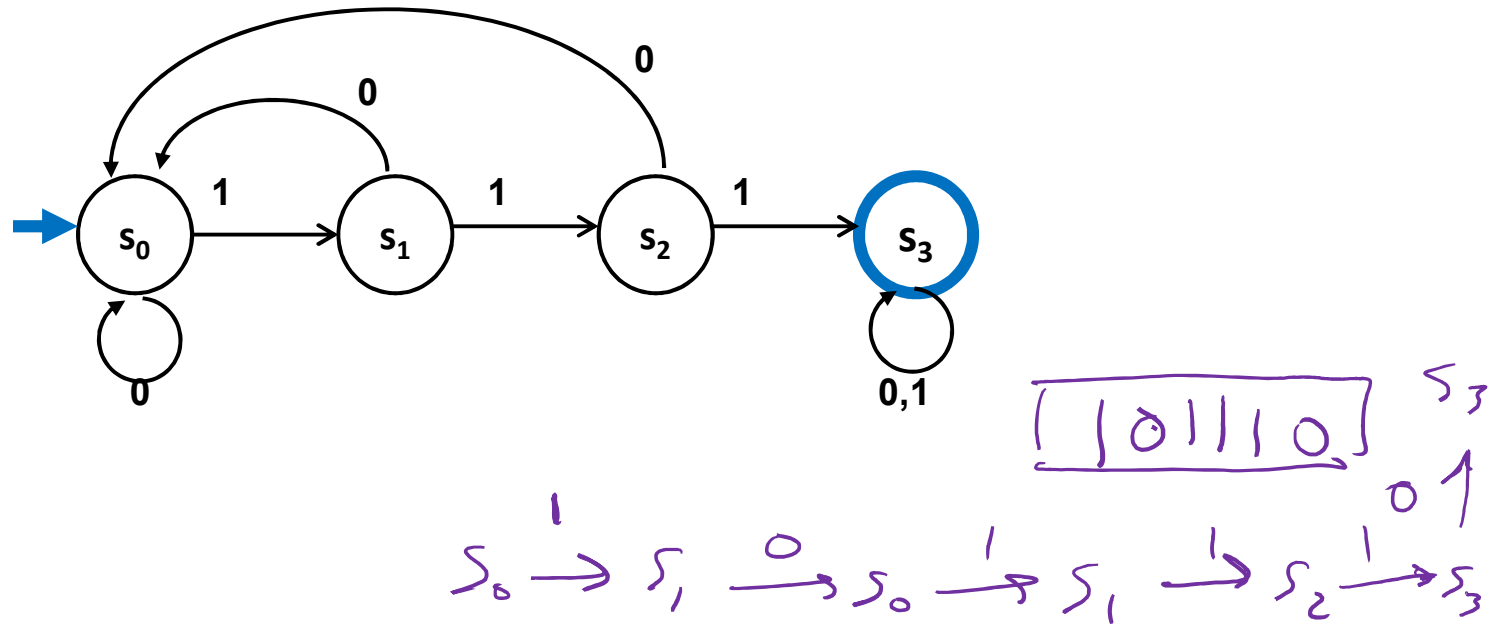
Minimized DFA



Another way to look at DFAs

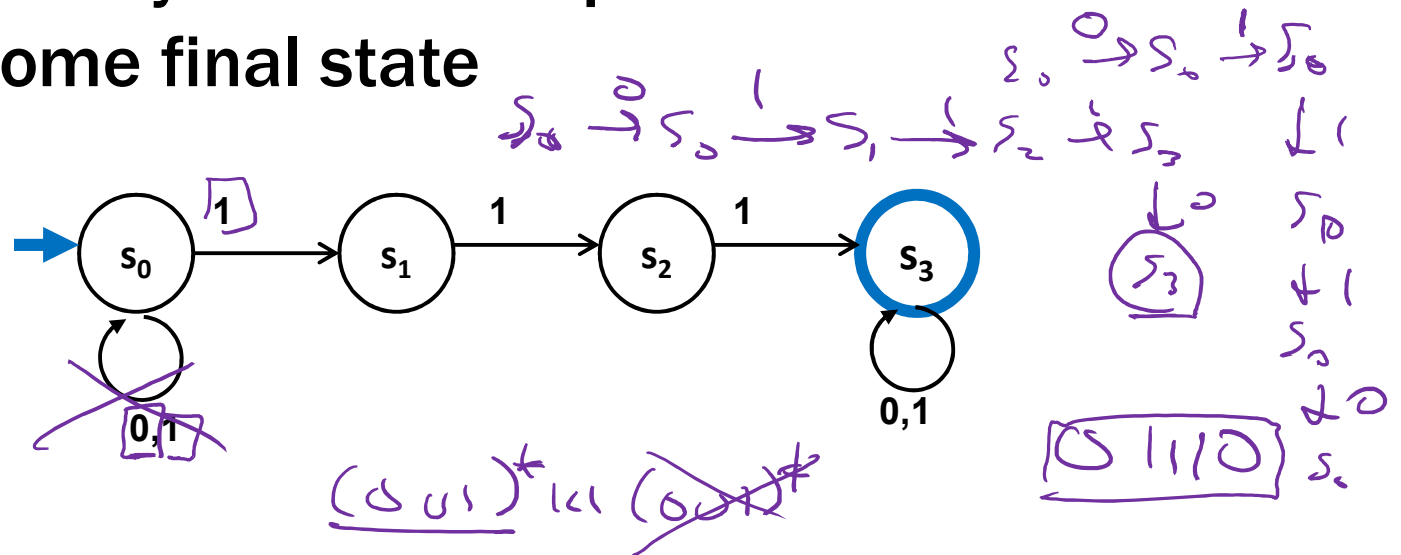
Definition: The label of a path in a DFA is the concatenation of all the labels on its edges in order

Lemma: x is in the language recognized by a DFA iff x labels a path from the start state to some final state

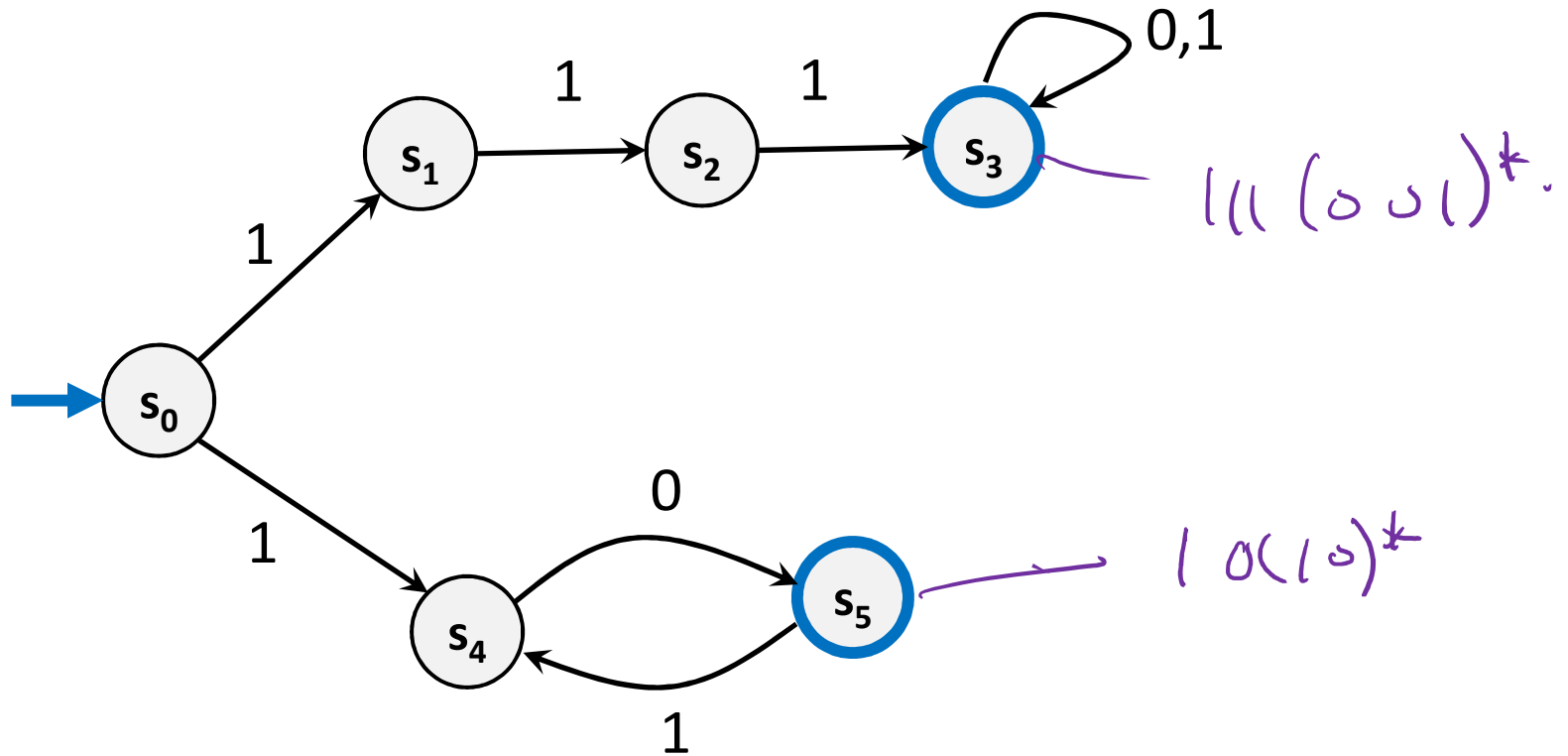


Nondeterministic Finite Automata (NFA)

- Graph with start state, final states, edges labeled by symbols (like DFA) but
 - Not required to have exactly 1 edge out of each state labeled by each symbol— can have 0 or >1
 - Also can have edges labeled by empty string ϵ
- Definition:** x is in the language recognized by an NFA if and only if x labels a path from the start state to some final state

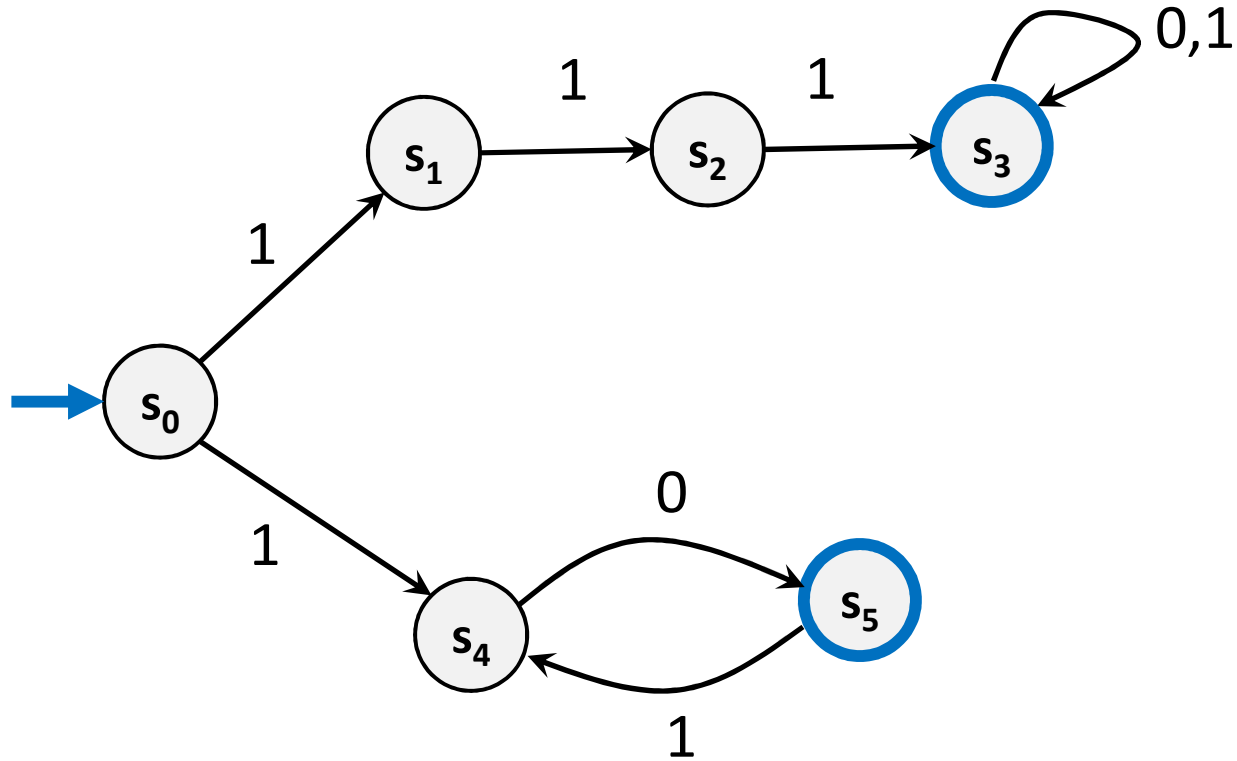


Consider This NFA



What language does this NFA accept?

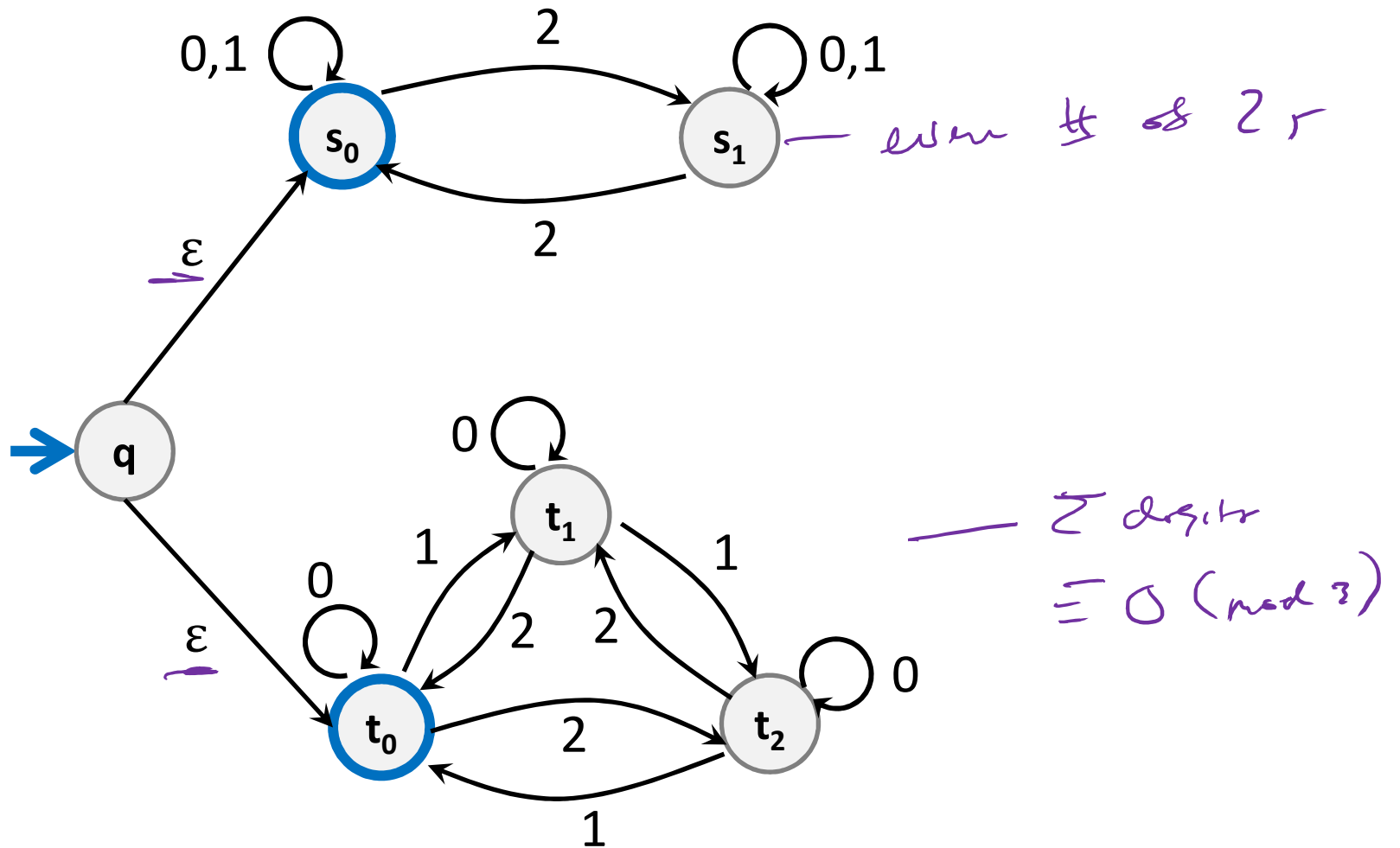
Consider This NFA



What language does this NFA accept?

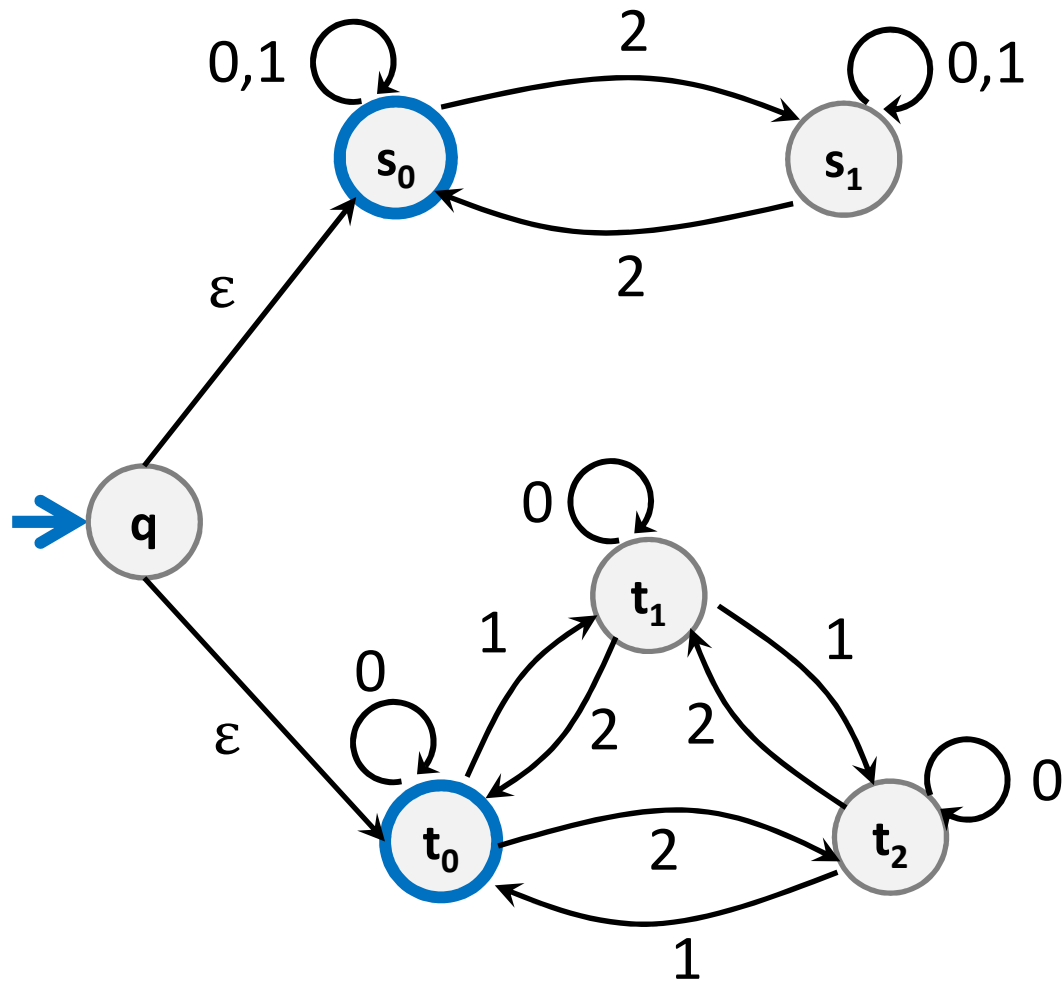
$$10(10)^* \cup 111(0 \cup 1)^*$$

NFA ϵ -moves



NFA ϵ -moves


Strings over $\{0,1,2\}$ w/even # of 2's OR sum to 0 mod 3



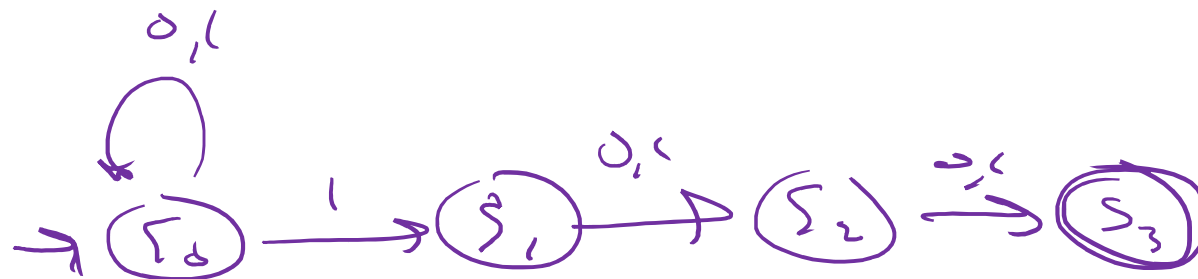
Three ways of thinking about NFAs

- **Outside observer:** Is there a path labeled by x from the start state to some final state?

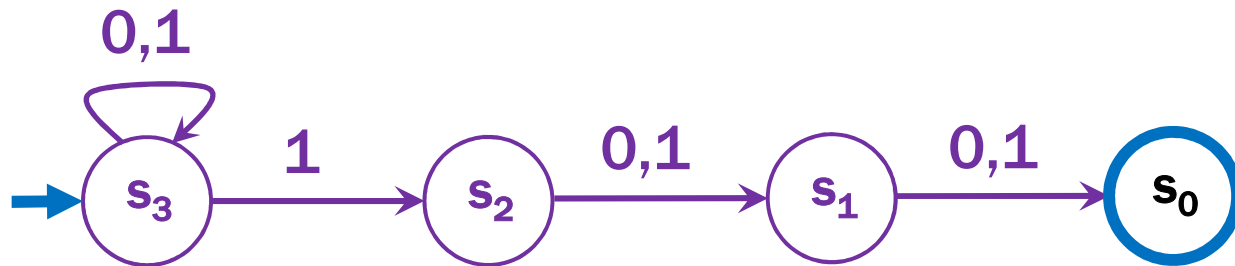
- **Perfect guesser:** The NFA has input x and whenever there is a choice of what to do it magically guesses a good one (if one exists)

- **Parallel exploration:** The NFA computation runs all possible computations on x step-by-step at the same time in parallel
- 

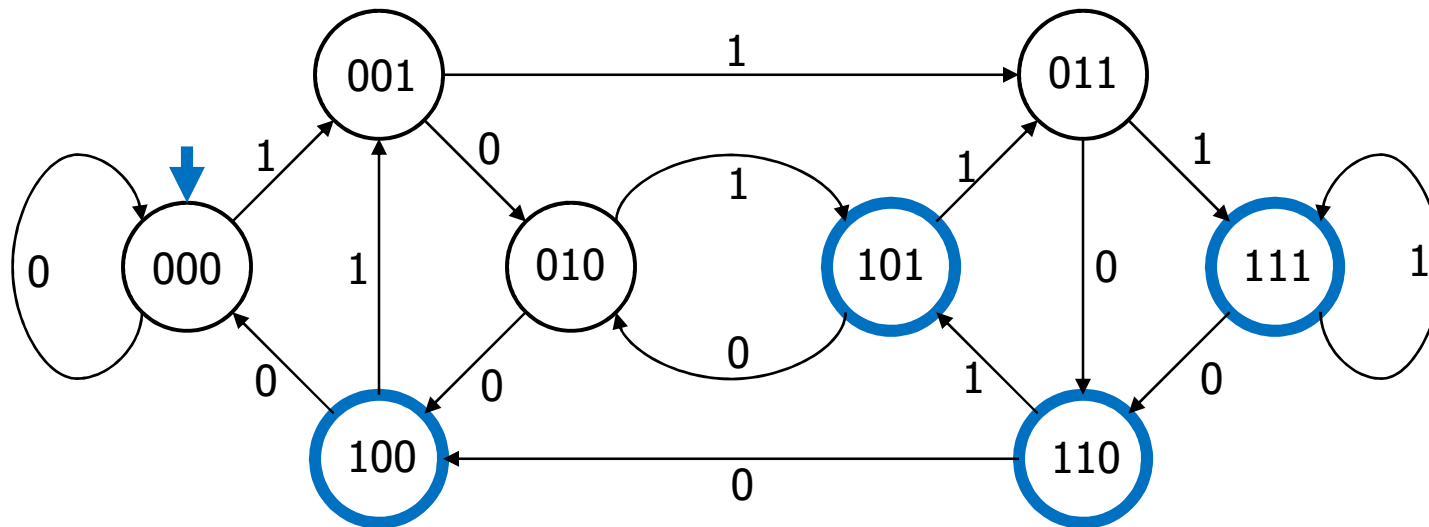
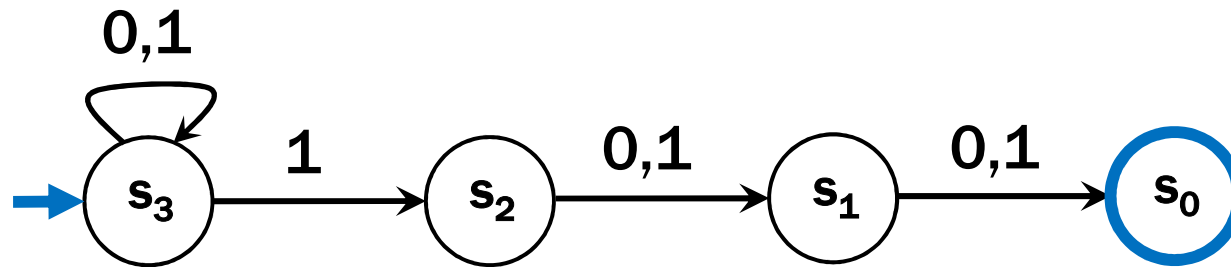
NFA for set of binary strings with a 1 in the 3rd position from the end



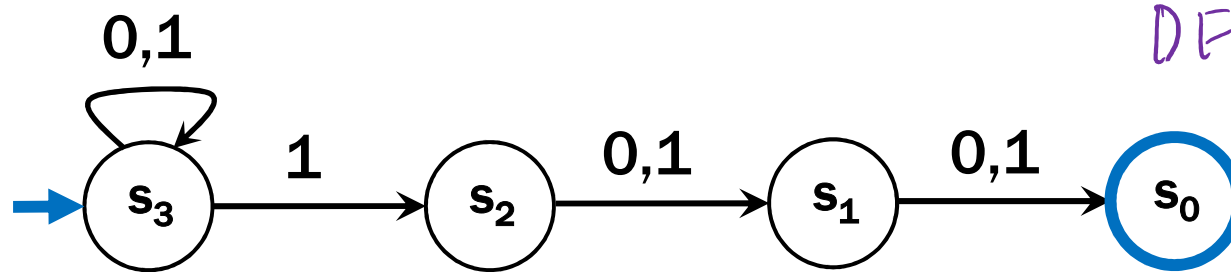
NFA for set of binary strings with a 1 in the 3rd position from the end



Compare with the smallest DFA



Parallel Exploration view of an NFA



DFA = NFA
 P vs NP.

Input string 0101100

