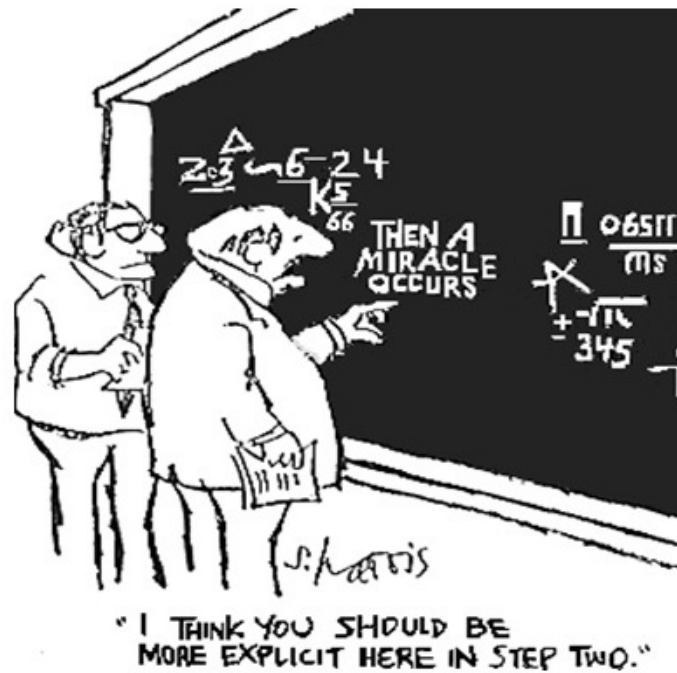


CSE 311: Foundations of Computing

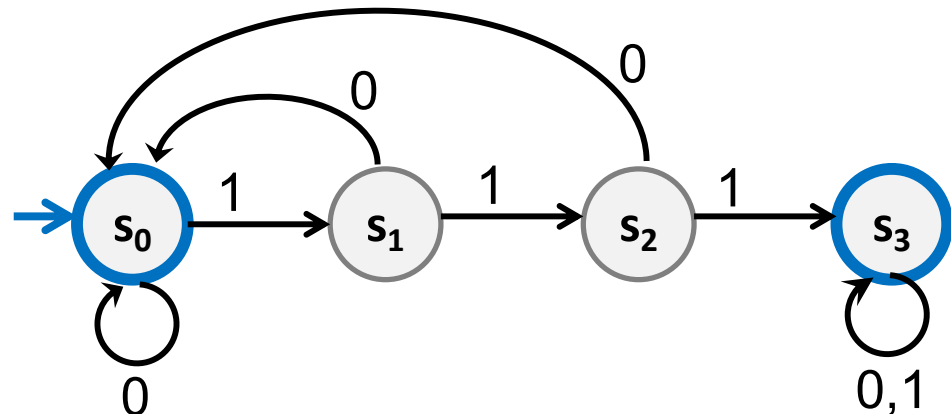
Lecture 25: NFAs and their relation to REs & DFAs



Recall: DFAs

- States
- Transitions on input symbols
- Start state and final states
- The “language recognized” by the machine is the set of strings that reach a final state from the start

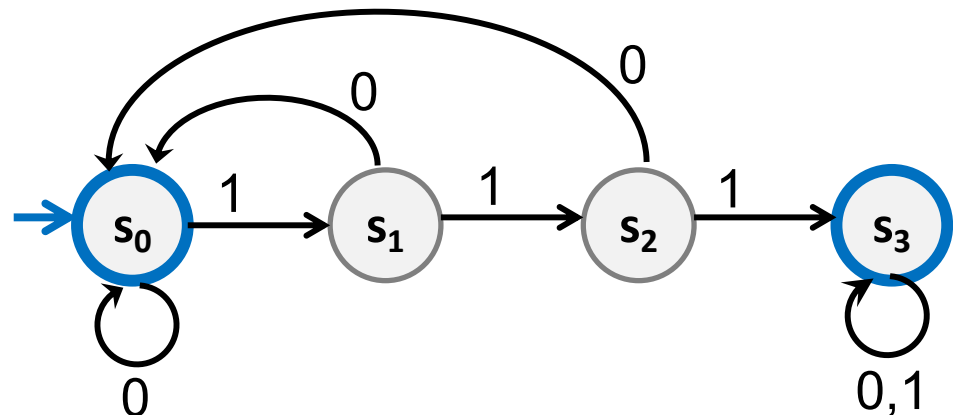
Old State	0	1
s_0	s_0	s_1
s_1	s_0	s_2
s_2	s_0	s_3
s_3	s_3	s_3



Recall: DFAs

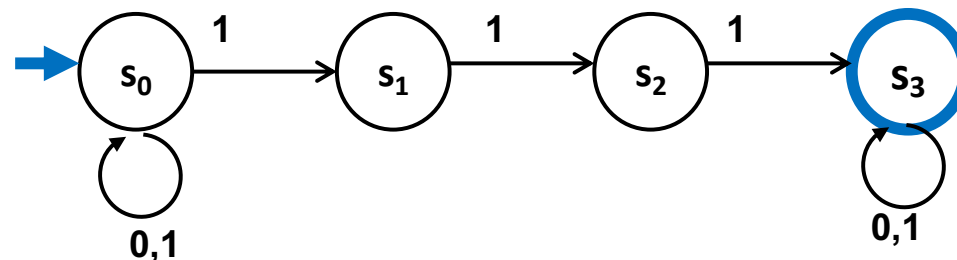
- Each machine designed for strings over some fixed alphabet Σ .
- Must have a transition defined from each state for **every** symbol in Σ .

Old State	0	1
s_0	s_0	s_1
s_1	s_0	s_2
s_2	s_0	s_3
s_3	s_3	s_3



Last Time: 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 some valid execution of the machine gets to an accept state



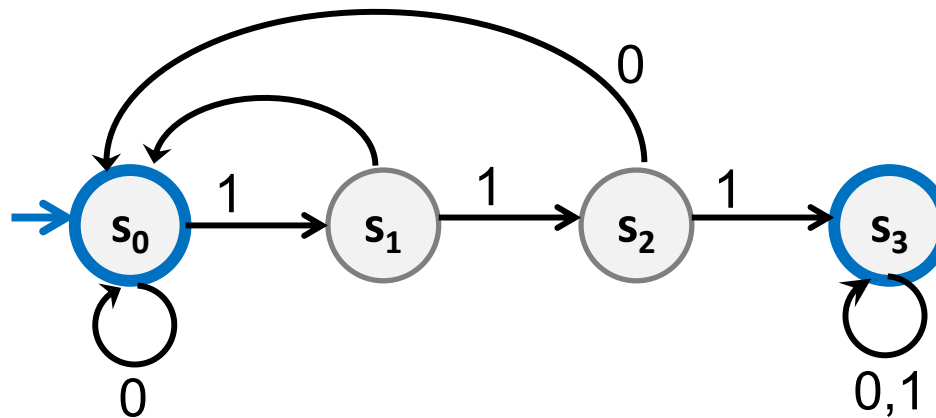
Three ways of thinking about NFAs

- **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)
- **Outside observer:** Is there a path labeled by x from the start state to some accepting state?
- **Parallel exploration:** The NFA computation runs all possible computations on x step-by-step at the same time in parallel

Path Labels

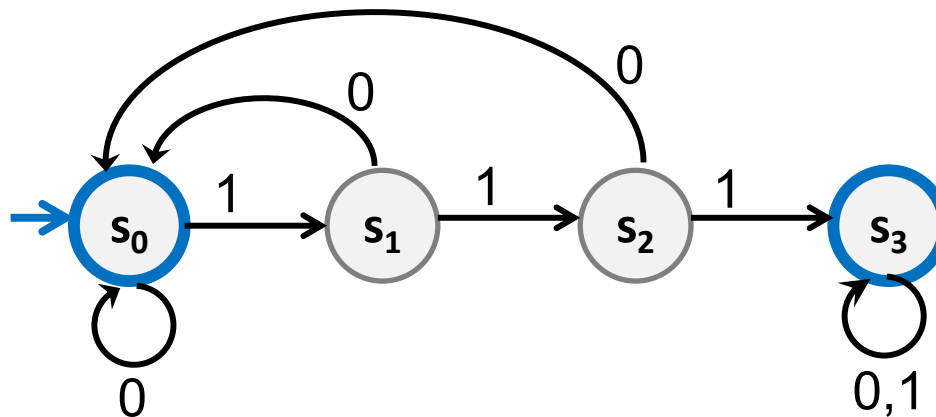
Def: The label of path v_0, v_1, \dots, v_n is the concatenation of the labels of the edges $(v_0, v_1), (v_1, v_2), \dots, (v_{n-1}, v_n)$

Example: The label of path s_0, s_1, s_2, s_0, s_0 is **1100**



Deterministic Finite Automata (DFA)

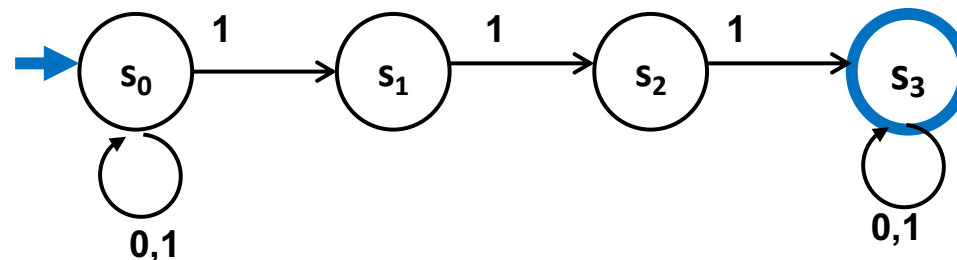
- **Def:** x is in the language recognized by an DFA if and only if x labels a path from the start state to some final state



- Path v_0, v_1, \dots, v_n with $v_0 = s_0$ and label x describes a correct simulation of the DFA on input x
 - i -th step must match the i -th character of x

Nondeterministic Finite Automata (NFA)

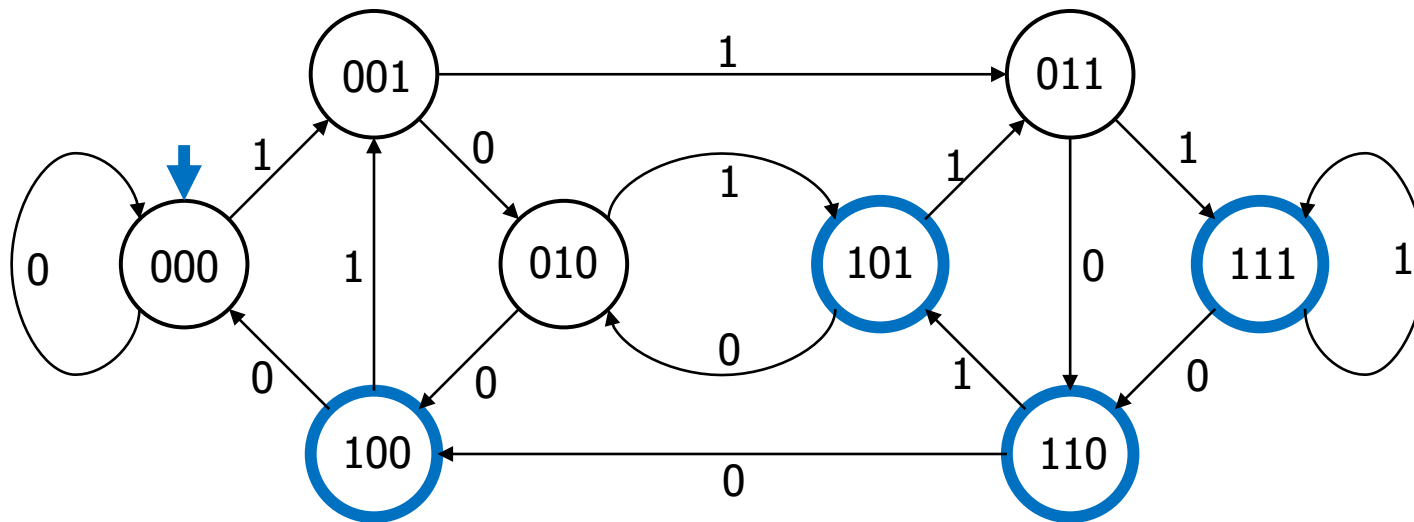
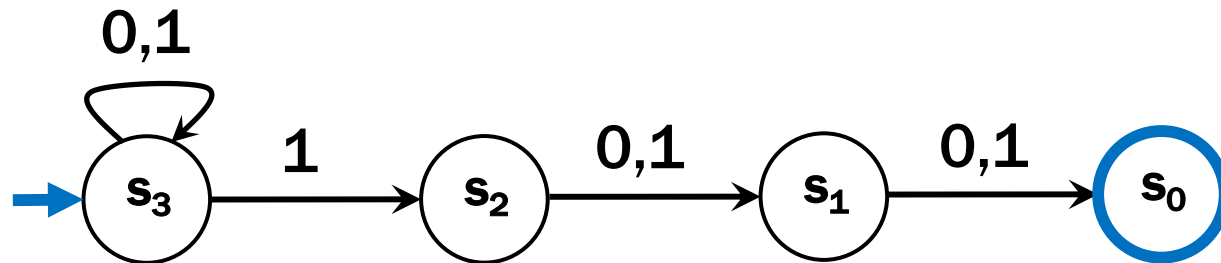
- Graph with start state, final states, edges labeled by symbols (like DFA) but
 - Not required to have exactly 1 edge out of each state labeled by each symbol— can have 0 or >1
 - Also can have edges labeled by empty string ϵ
- **Definition:** x is in the language recognized by an NFA if and only if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



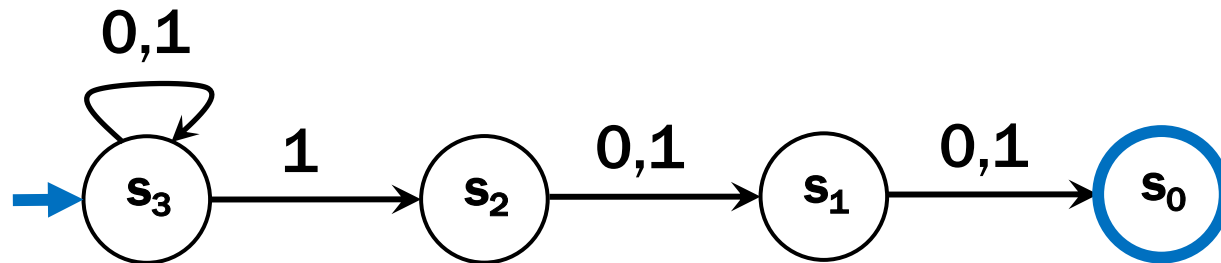
Three ways of thinking about NFAs

- **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)
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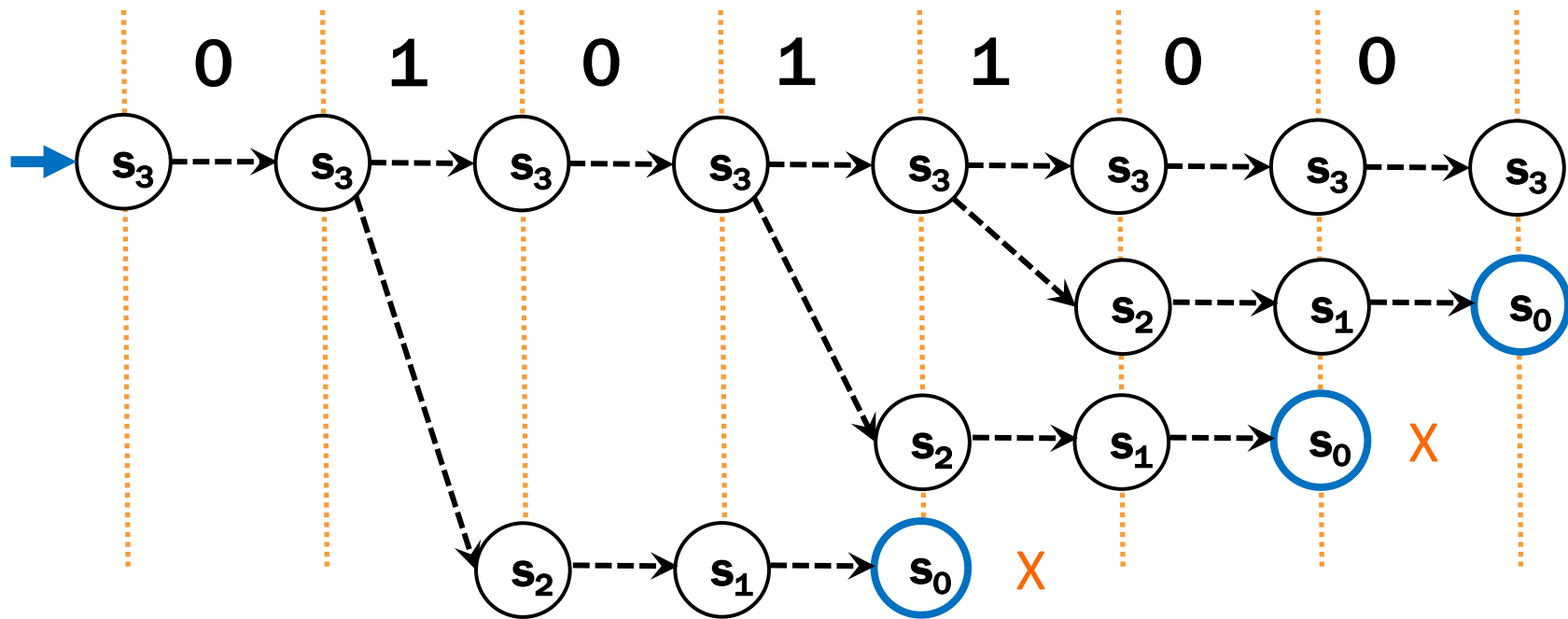
Compare with the smallest DFA



Parallel Exploration view of an NFA



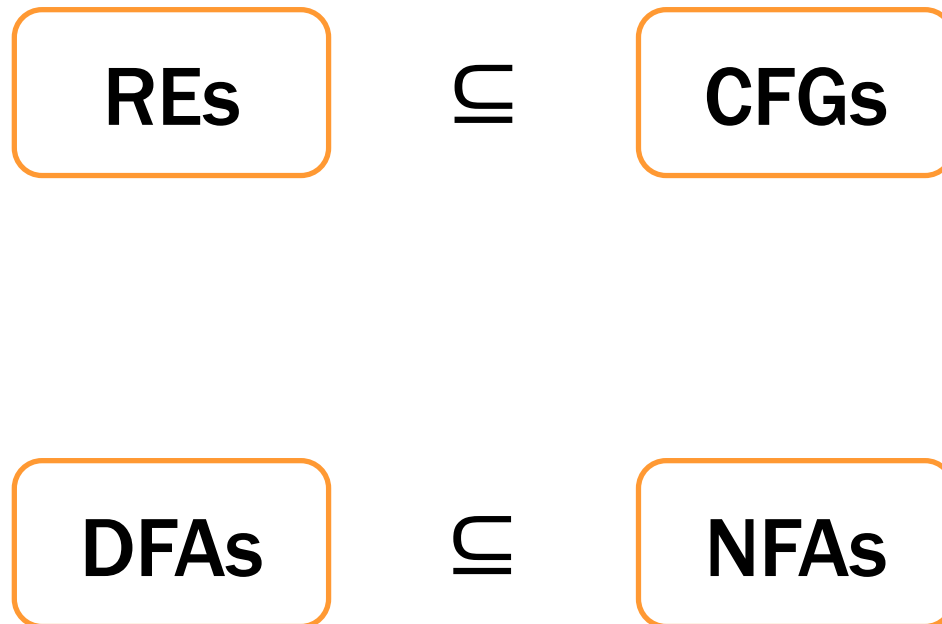
Input string 0101100



Summary of NFAs

- **Generalization of DFAs**
 - drop two restrictions of DFAs
 - every DFA is an NFA
- ***Seem* to be more powerful**
 - designing is easier than with DFAs
- ***Seem* related to regular expressions**

The story so far...



NFAs and regular expressions

Theorem: For any set of strings (language) A described by a regular expression, there is an NFA that recognizes A .

Proof idea: Structural induction based on the recursive definition of regular expressions...

Regular Expressions over Σ

- **Basis:**

- ε is a regular expression
- a is a regular expression for any $a \in \Sigma$

- **Recursive step:**

- If **A** and **B** are regular expressions then so are:

$A \cup B$

AB

A^*

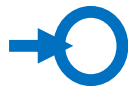
Base Case

- **Case ϵ :**

- **Case a :**

Base Case

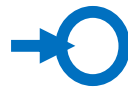
- Case ε :



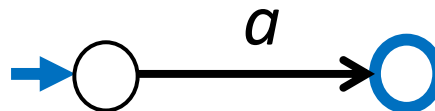
- Case a :

Base Case

- Case ϵ :

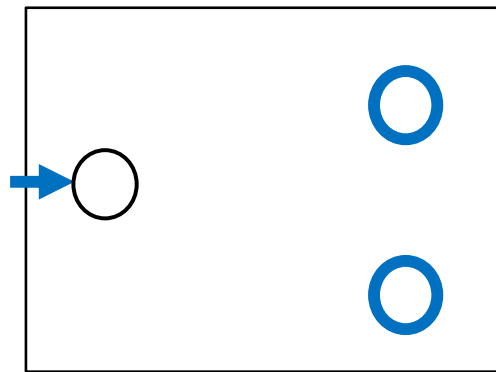


- Case a :

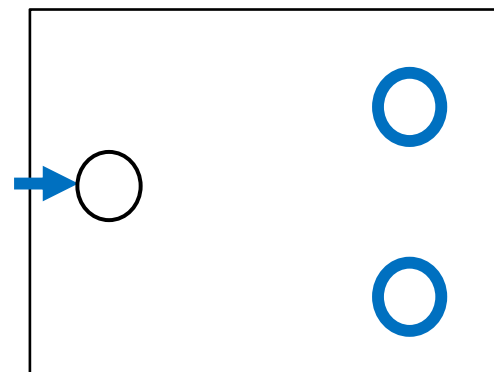


Inductive Hypothesis

- Suppose that for some regular expressions A and B there exist NFAs N_A and N_B such that N_A recognizes the language given by A and N_B recognizes the language given by B



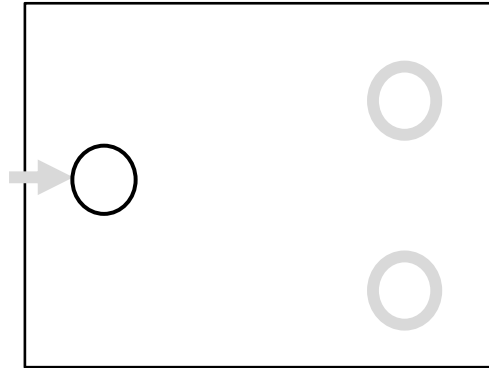
N_A



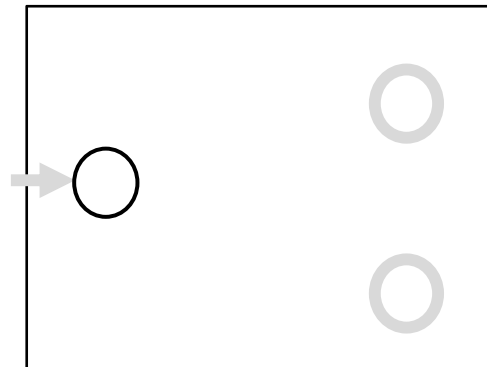
N_B

Inductive Step

Case $A \cup B$:



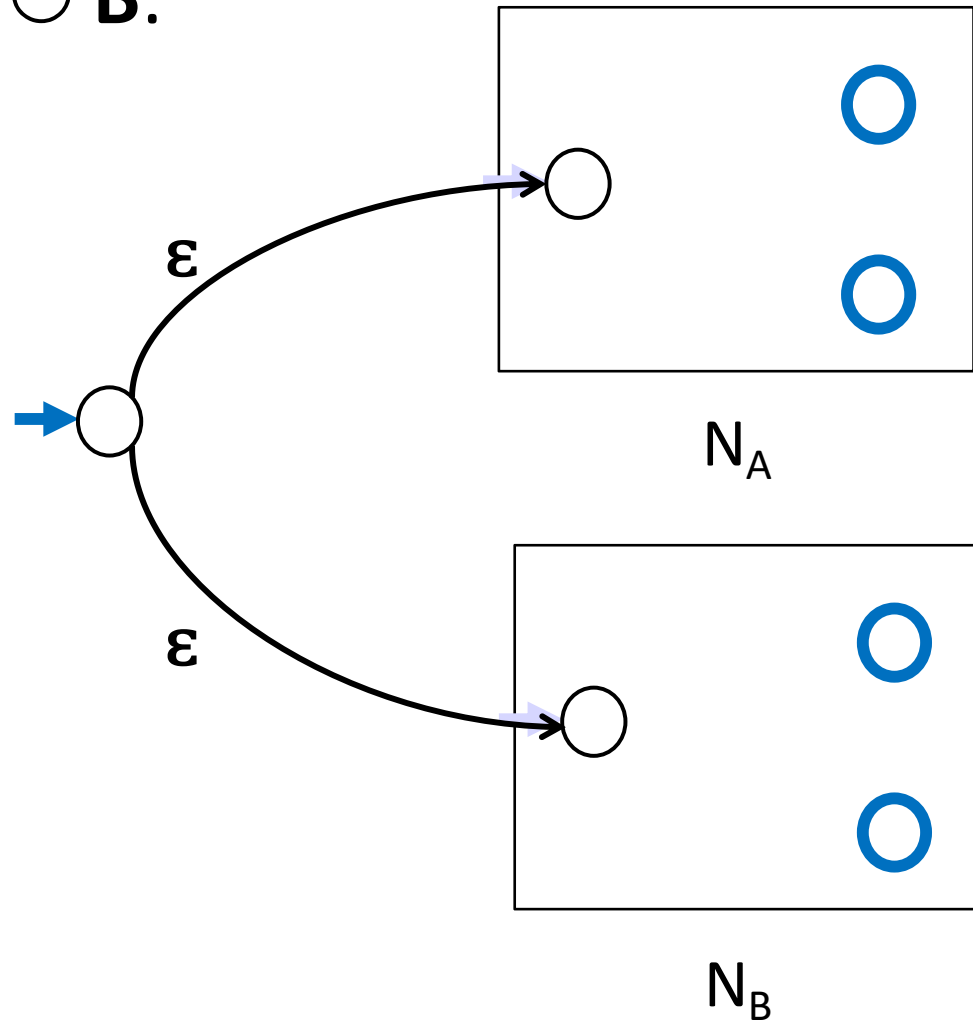
N_A



N_B

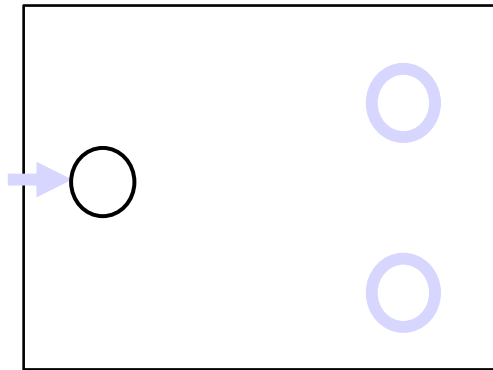
Inductive Step

Case $A \cup B$:

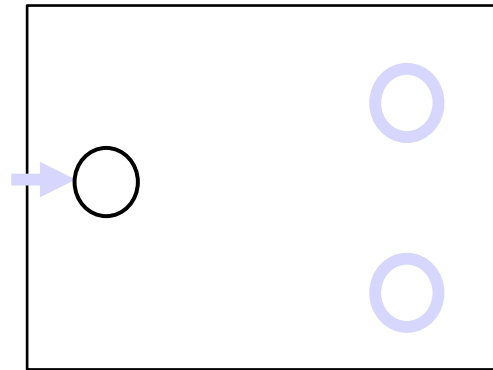


Inductive Step

Case AB:



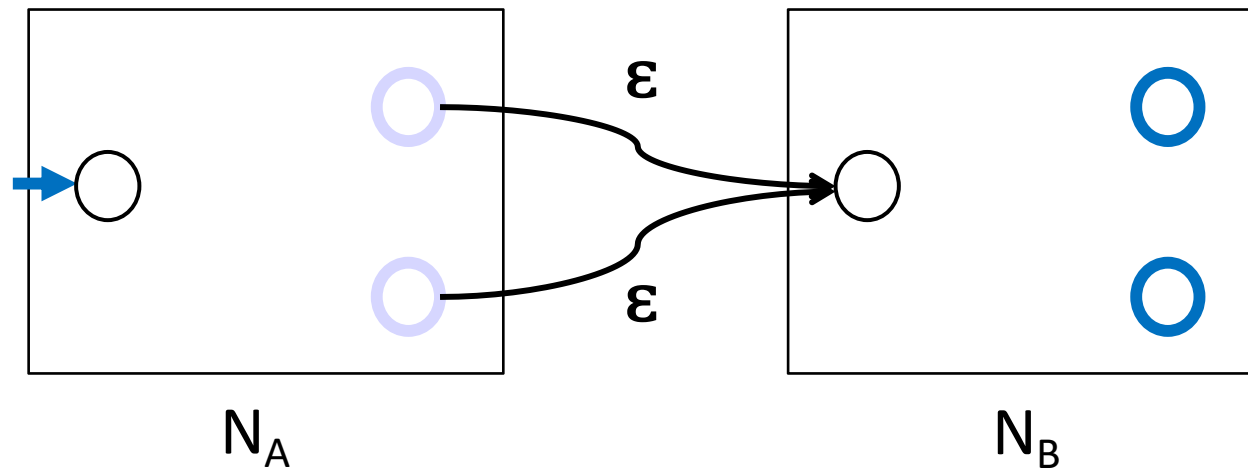
N_A



N_B

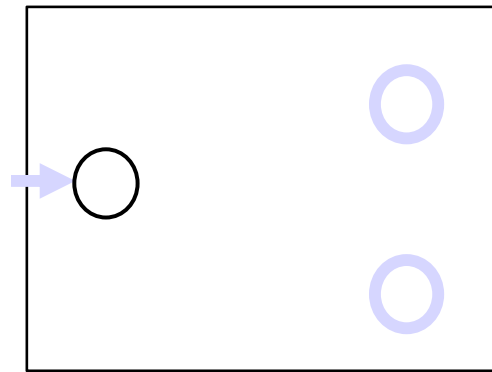
Inductive Step

Case AB:



Inductive Step

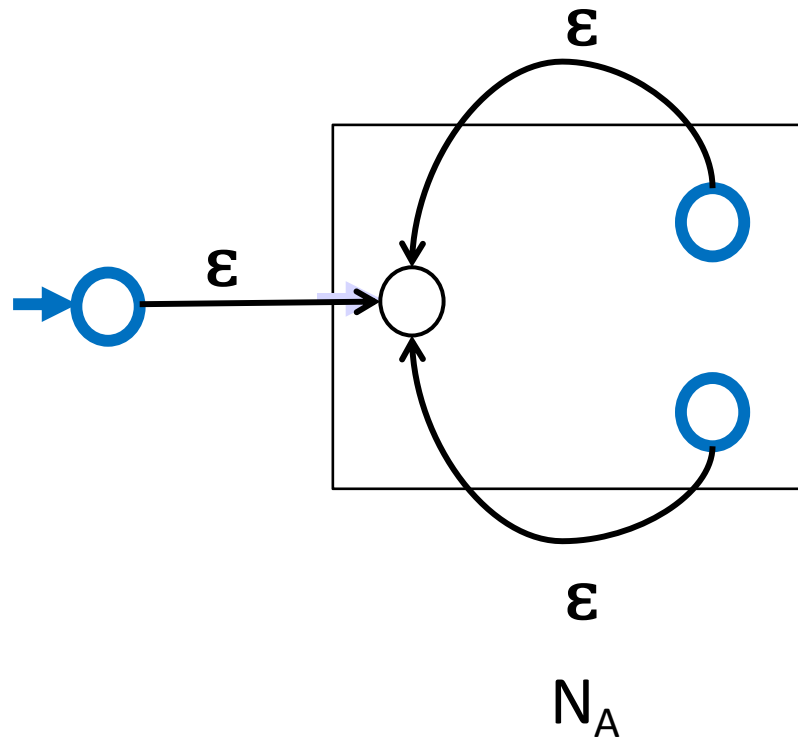
Case A*



N_A

Inductive Step

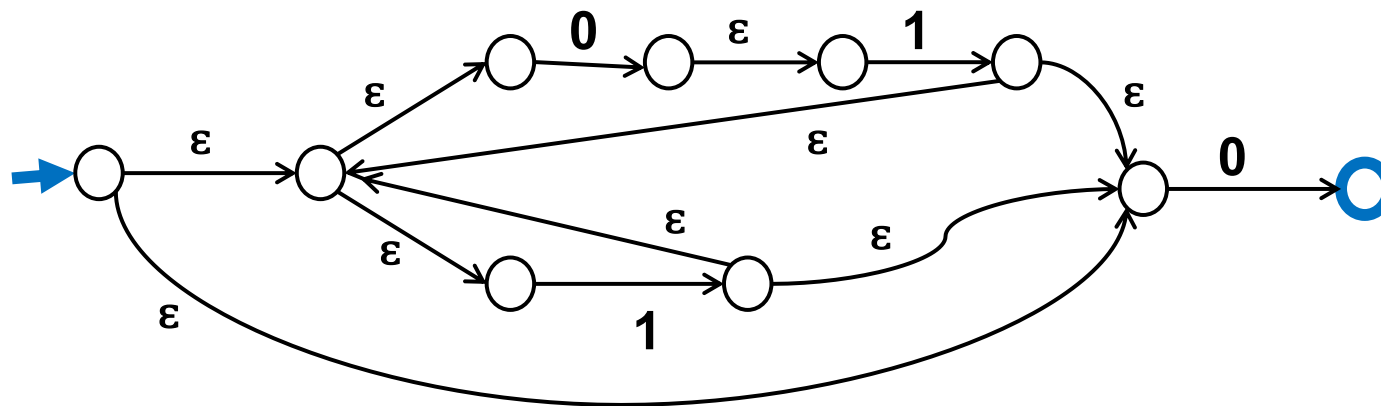
Case A*



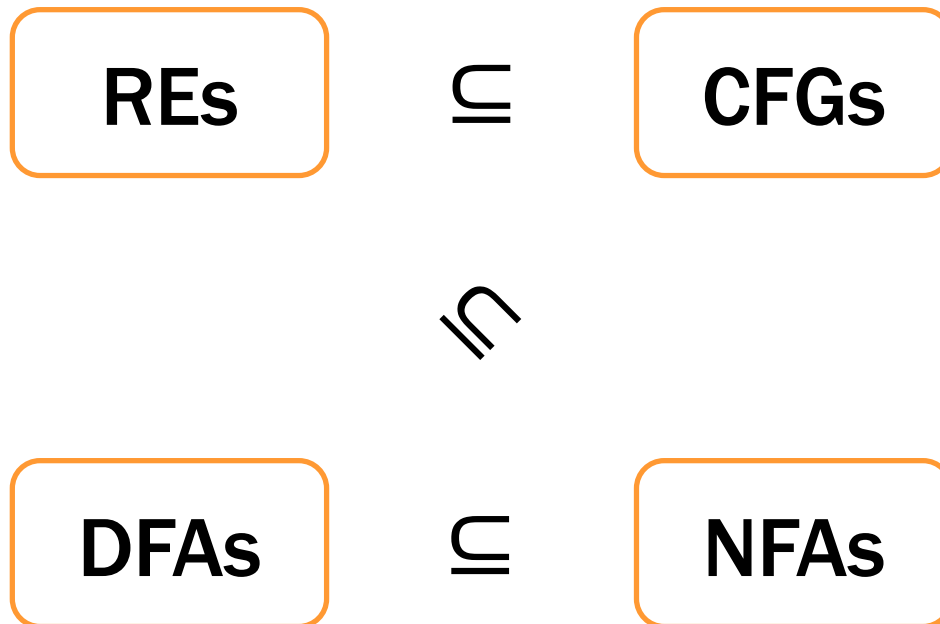
Build an NFA for $(01 \cup 1)^*0$

Solution

$(01 \cup 1)^*0$



The story so far...



NFAs and DFAs

Every DFA is an NFA

- DFAs have requirements that NFAs don't have

Can NFAs recognize more languages?

NFAs and DFAs

Every DFA is an NFA

- DFAs have requirements that NFAs don't have

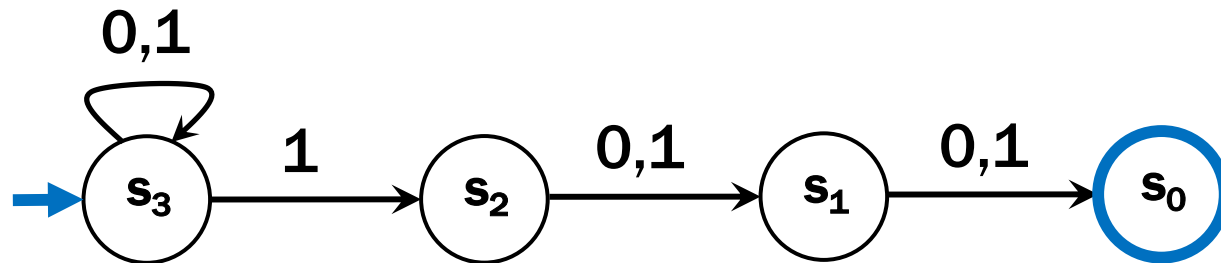
Can NFAs recognize more languages? No!

Theorem: For every NFA there is a DFA that recognizes exactly the same language

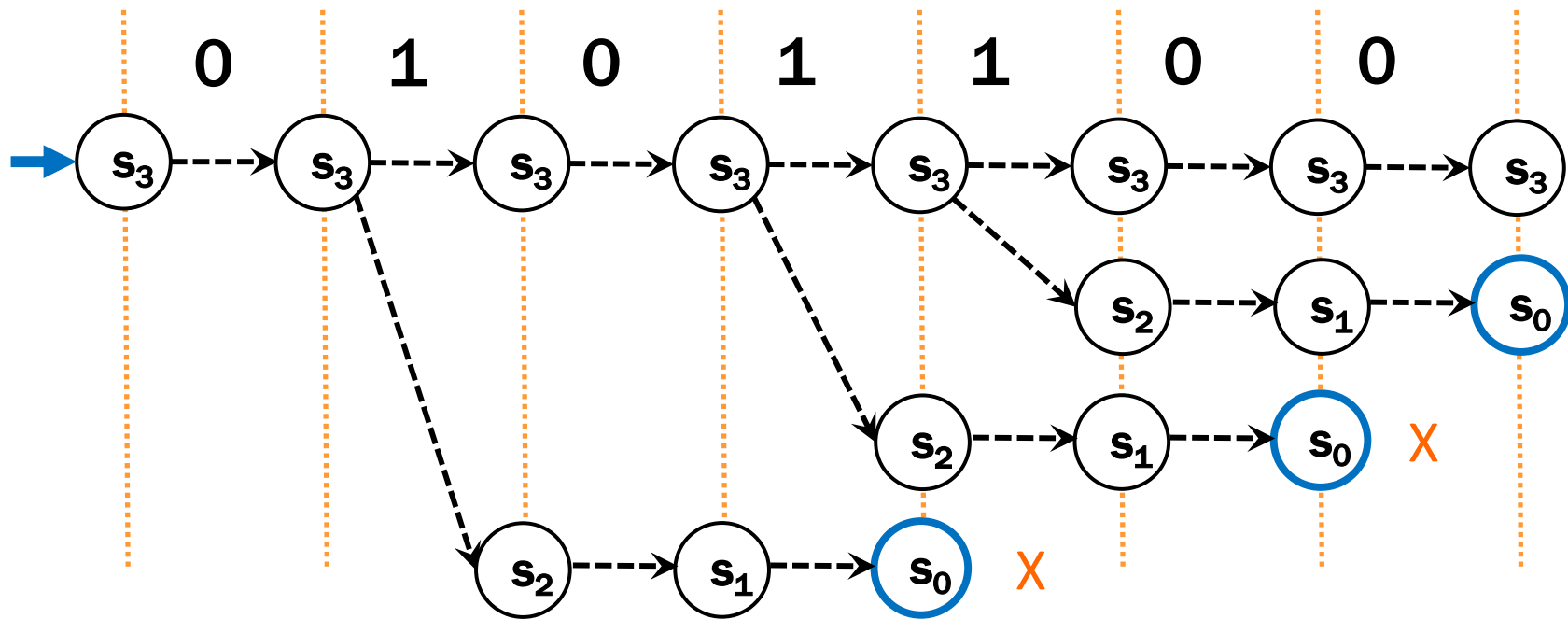
Three ways of thinking about NFAs

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- **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

Parallel Exploration view of an NFA



Input string 0101100



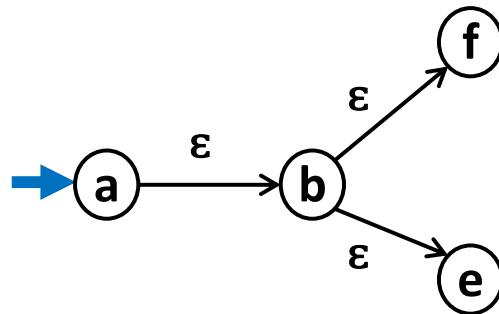
Conversion of NFAs to a DFAs

- **Construction Idea:**
 - The DFA keeps track of **ALL** states reachable in the NFA along a path labeled by the input so far
(Note: not all *paths*; all *last states* on those paths.)
 - There will be one state in the DFA for each *subset* of states of the NFA that can be reached by some string

Conversion of NFAs to a DFAs

New start state for DFA

- The set of all states reachable from the start state of the NFA using only edges labeled ϵ



NFA

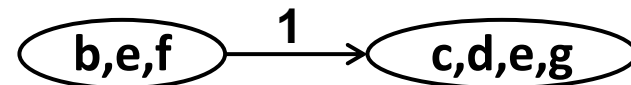
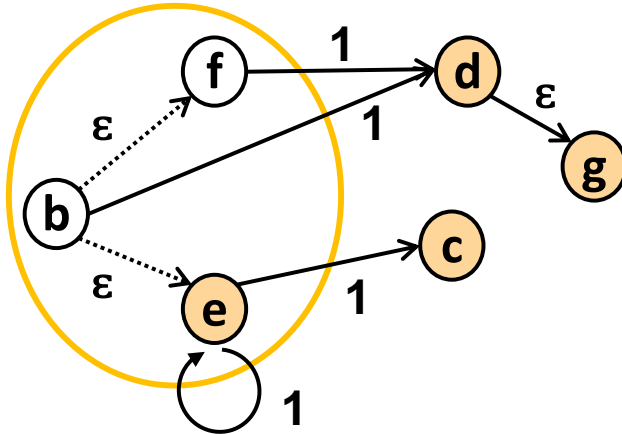


DFA

Conversion of NFAs to a DFAs

For each state of the DFA corresponding to a set S of states of the NFA and each symbol s

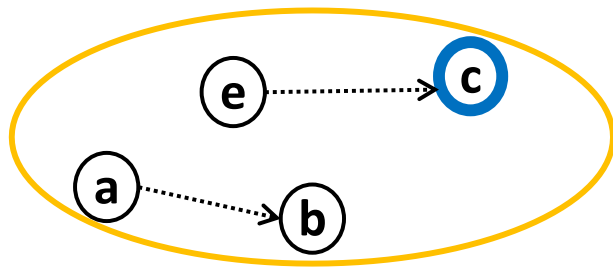
- Add an edge labeled s to state corresponding to T , the set of states of the NFA reached by
 - starting from some state in S , then
 - following one edge labeled by s , and then following some number of edges labeled by ϵ
- T will be \emptyset if no edges from S labeled s exist



Conversion of NFAs to a DFAs

Final states for the DFA

- All states whose set contain some final state of the NFA

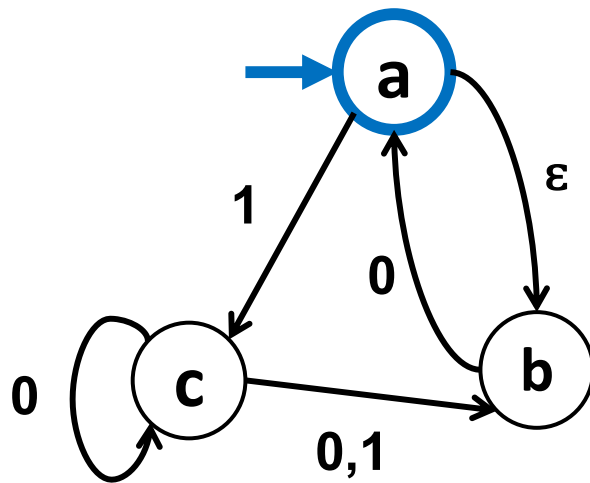


NFA



DFA

Example: NFA to DFA

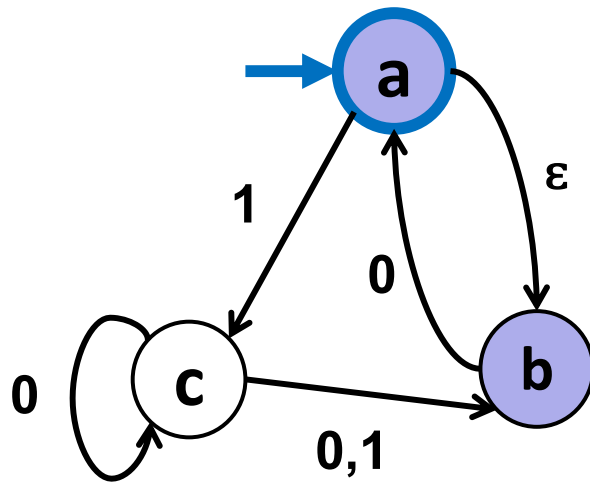


NFA

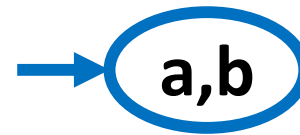


DFA

Example: NFA to DFA

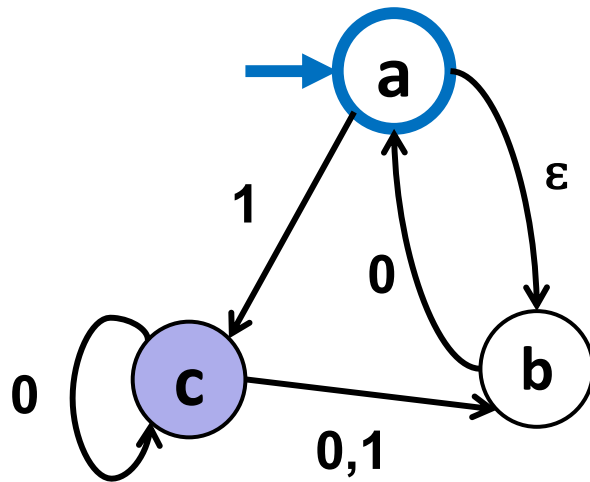


NFA

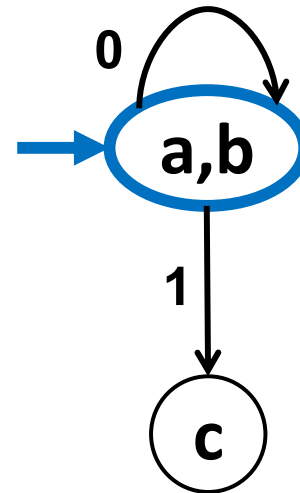


DFA

Example: NFA to DFA

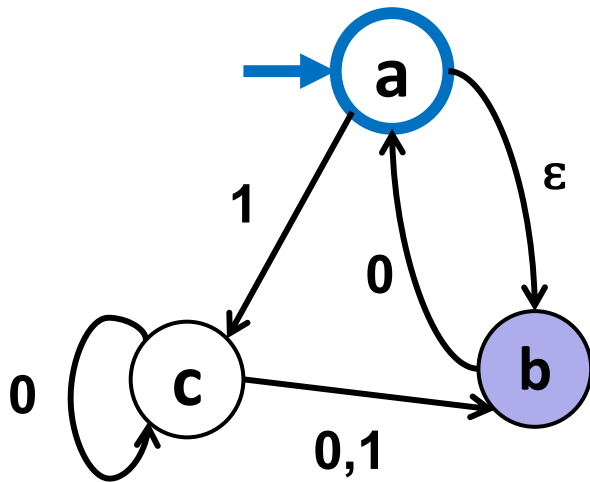


NFA

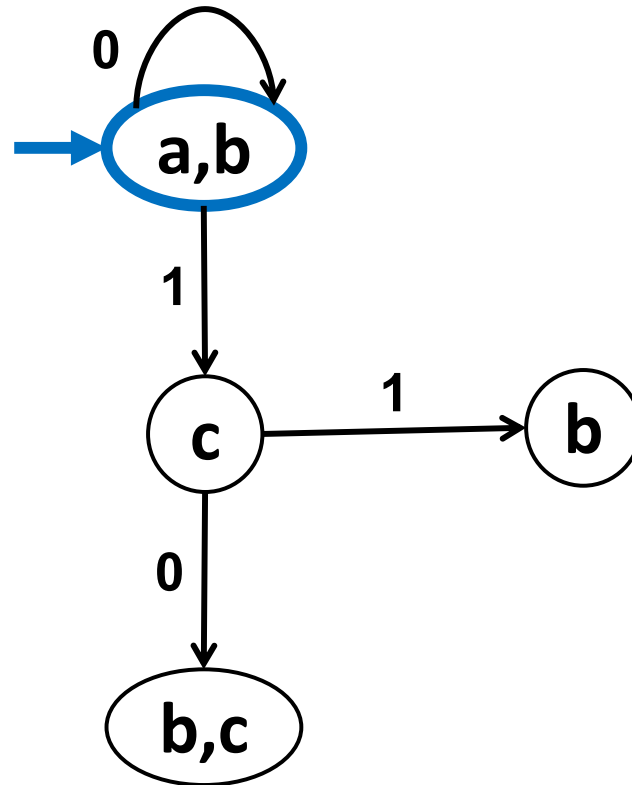


DFA

Example: NFA to DFA

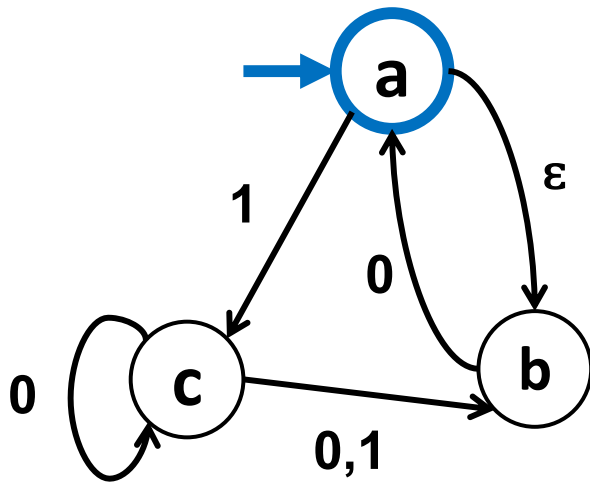


NFA

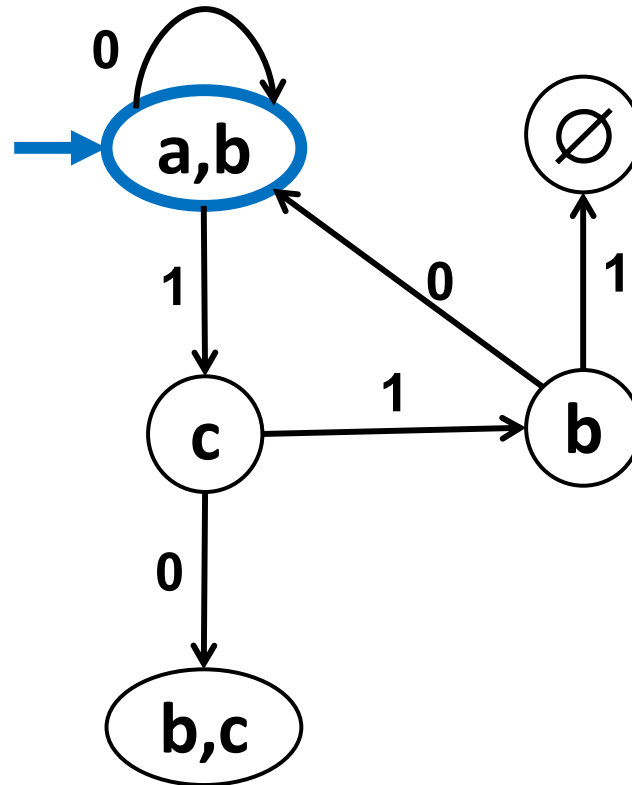


DFA

Example: NFA to DFA

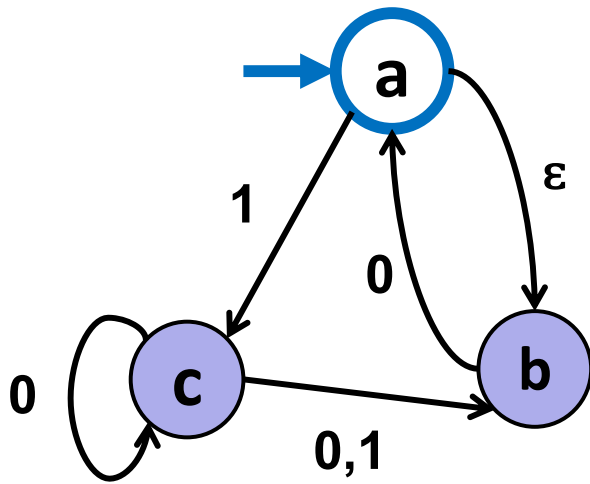


NFA

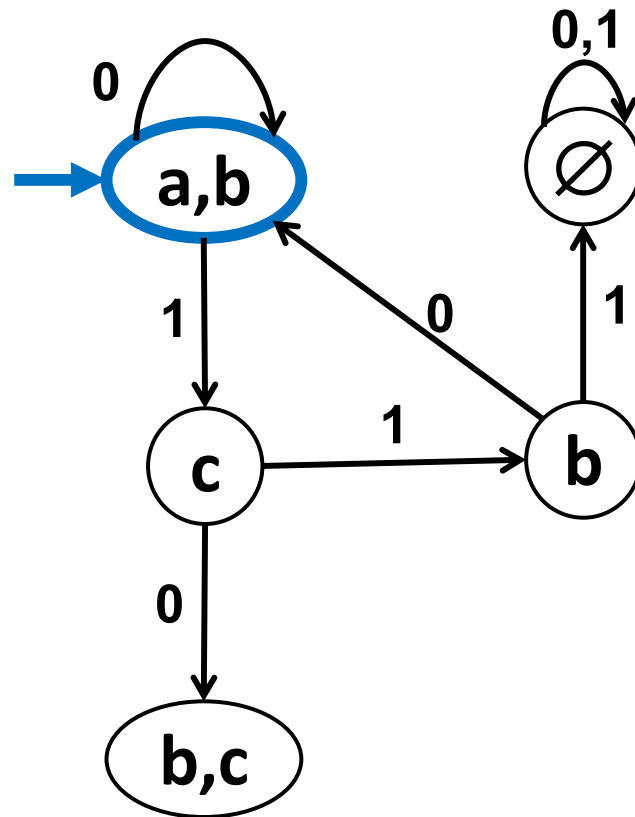


DFA

Example: NFA to DFA

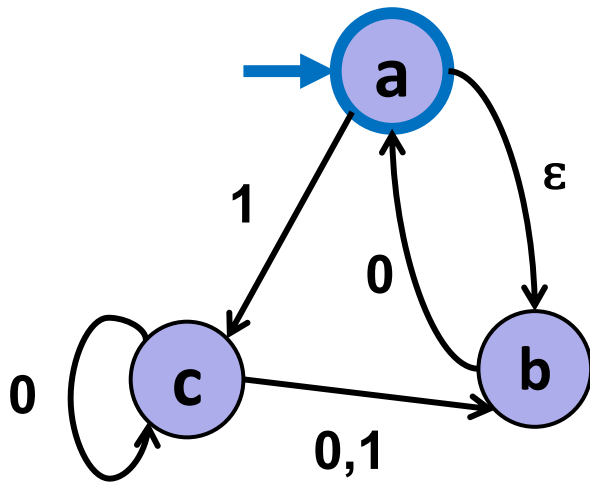


NFA

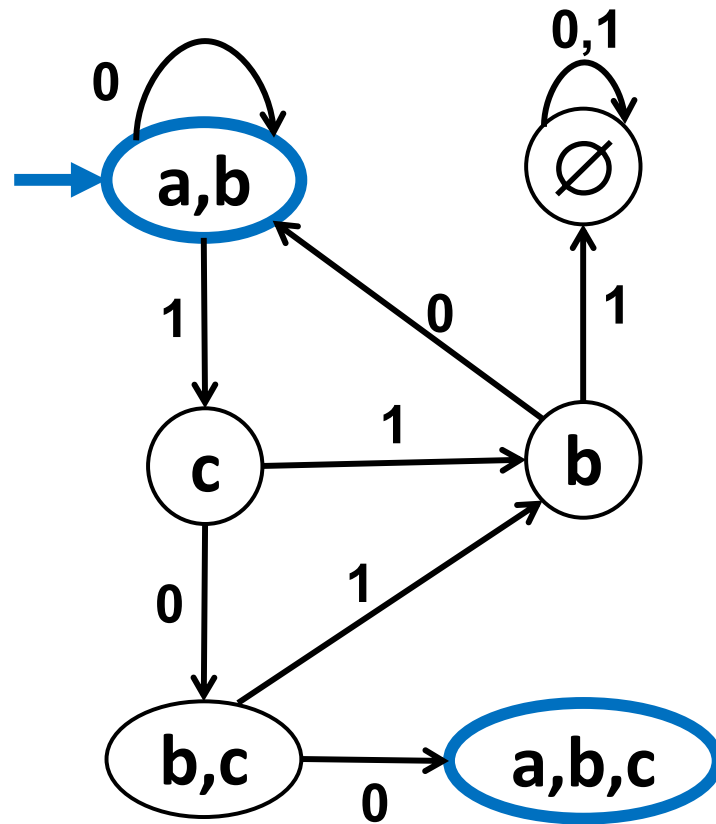


DFA

Example: NFA to DFA

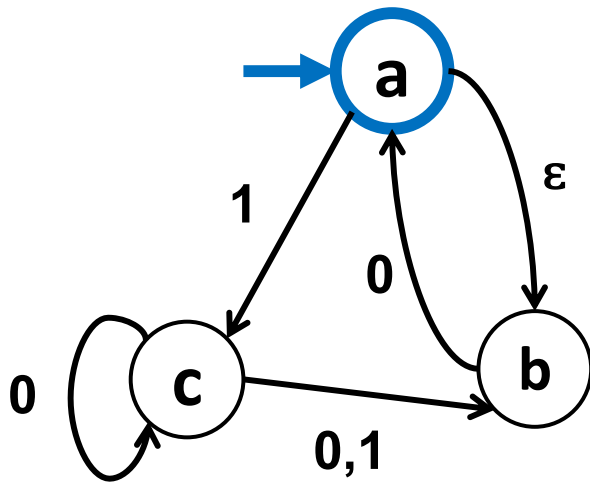


NFA

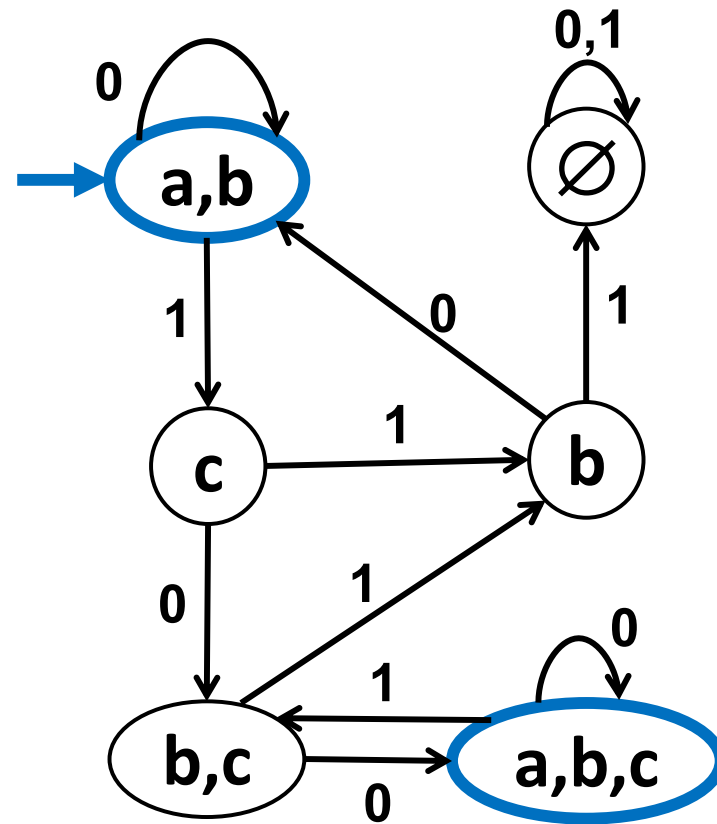


DFA

Example: NFA to DFA

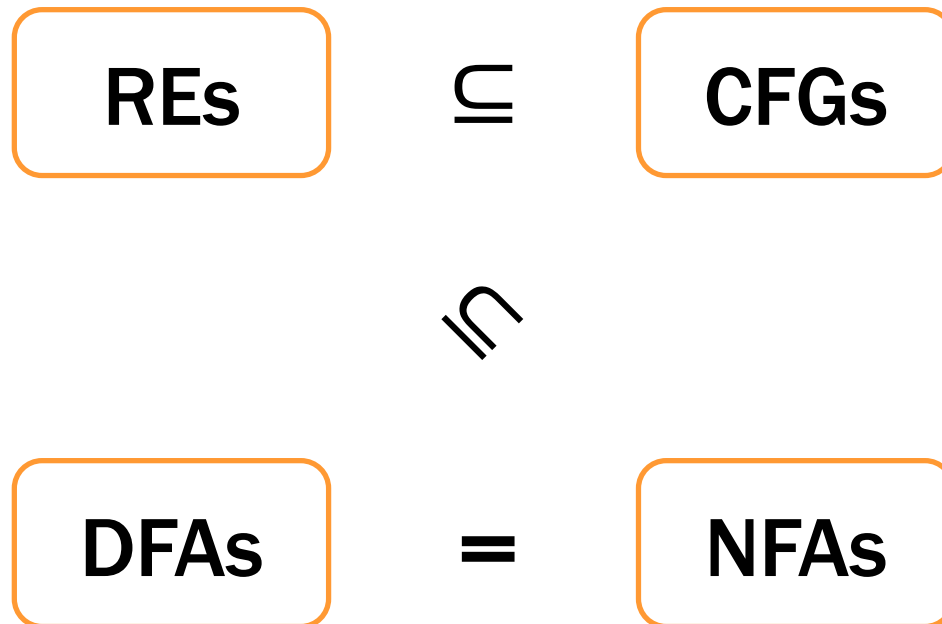


NFA



DFA

The story so far...



Regular expressions \subseteq NFAs \equiv DFAs

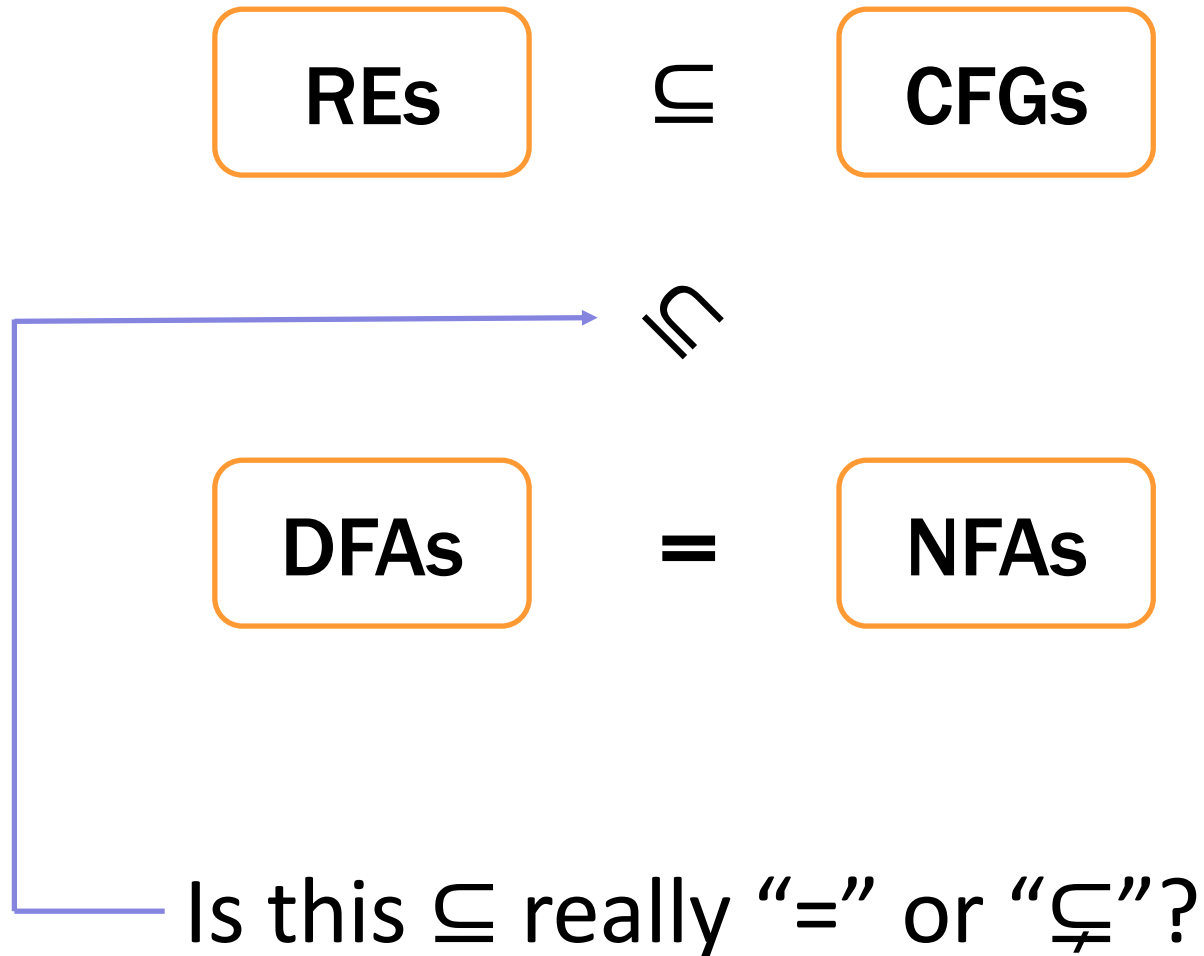
We have shown how to build an optimal DFA for every regular expression

- Build NFA
- Convert NFA to DFA using subset construction
- Minimize resulting DFA

Thus, we could now implement a RegExp library

- most RegExp libraries actually simulate the NFA
- (even better: one can combine the two approaches:
 apply DFA minimization lazily while simulating the NFA)

The story so far...



Regular expressions \equiv NFAs \equiv DFAs

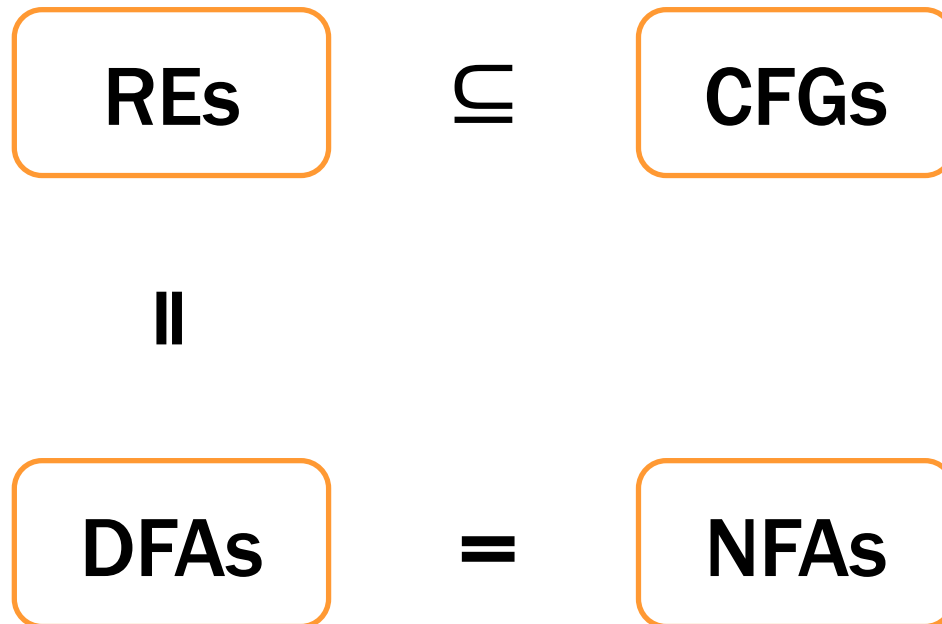
Theorem: For any NFA, there is a regular expression that accepts the same language

Corollary: A language is recognized by a DFA (or NFA) if and only if it has a regular expression

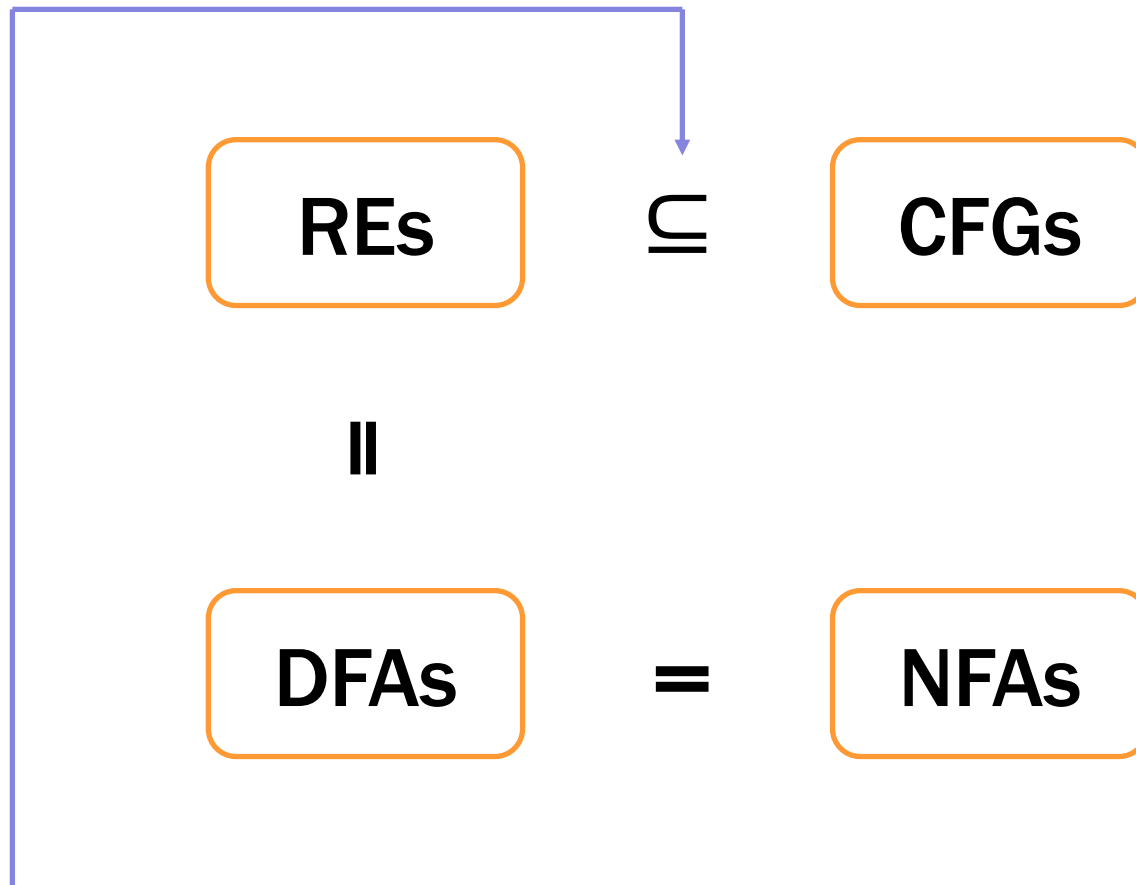
You need to know these facts

- the construction for the Theorem is included in the slides after this, but you will not be tested on it

The story so far...



The story so far...



Next time: Is this \subseteq really “=” or “ \subsetneq ”?