

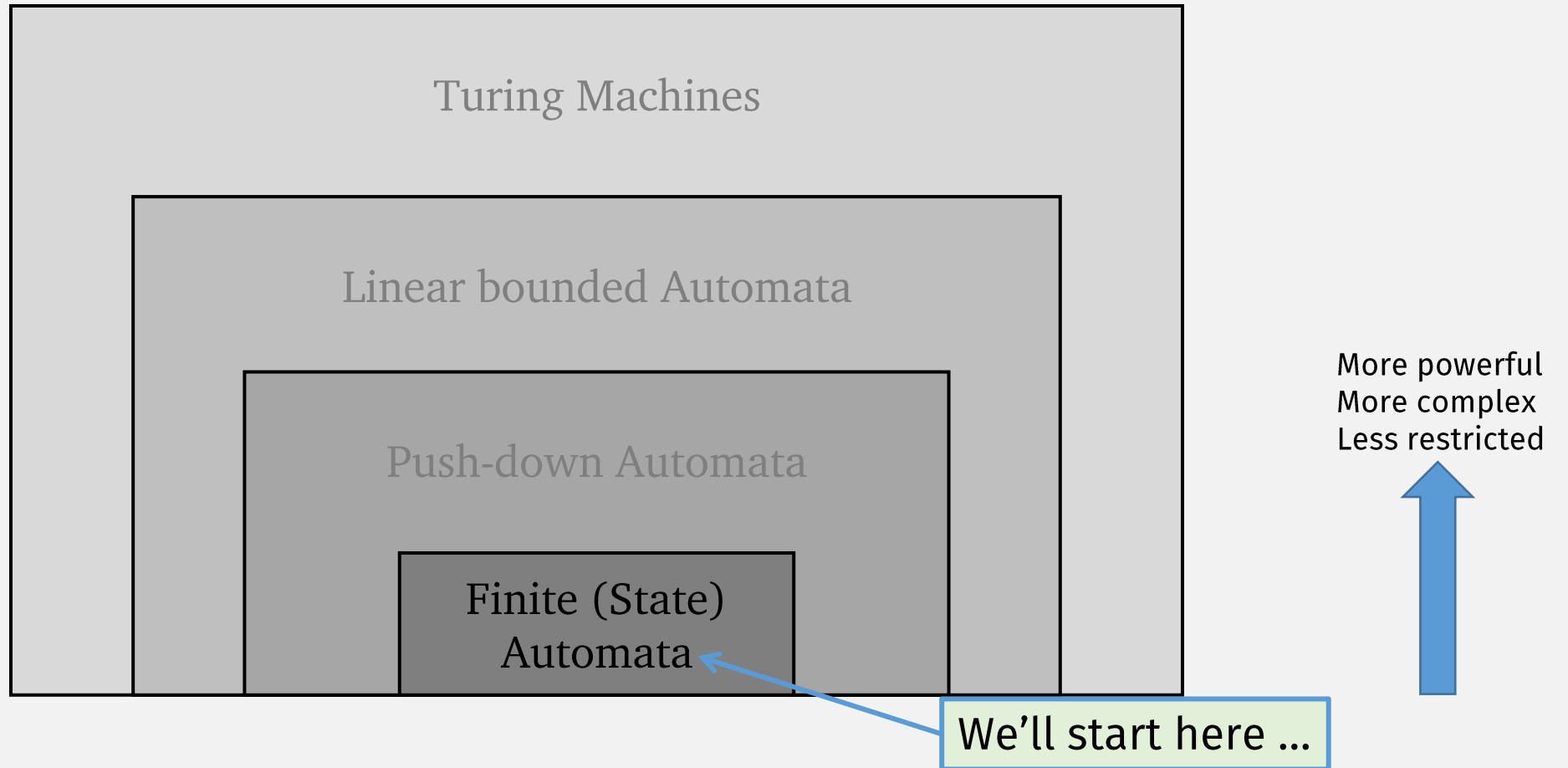
CS622
(Deterministic) Finite Automata

Wednesday, January 31, 2024
UMass Boston Computer Science

Announcements

- HW 1
 - due date extended: Wed 2/7, 12pm EST (noon)
- Please ask all HW questions on Piazza!
 - So all course staff can see,
 - and entire class can benefit
 - Please: do not email course staff with HW questions

Last Time: Models of Computation Hierarchy



Analogy: Finite Automata is a “Program”

- A **restricted “program”** with access to finite memory
 - Only 1 “cell” of memory!
 - Possible contents of memory = # of states
- **Finite Automata has different representations:**
 - Code (wont use in this class)

Analogy: Finite Automata is a “Program”

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- **Finite Automata has different representations:**
 - Code (wont use in this class)
 - **Formal math description** (like code, just a different “programming lang”)

Finite Automata: The Formal Definition

DEFINITION

deterministic

A **finite automaton** is a 5-tuple $(Q, \Sigma, \delta, q_0, F)$, where

(DFA)

1. Q is a finite set called the *states*,
2. Σ is a finite set called the *alphabet*,
3. $\delta: Q \times \Sigma \rightarrow Q$ is the *transition function*,
4. $q_0 \in Q$ is the *start state*, and
5. $F \subseteq Q$ is the *set of accept states*.

This semester

Things in **bold** have **precise formal definitions**.

(be sure to look up and review the definition whenever you are unsure)

Analogy

This is the “programming language” for **(deterministic) finite automata** “programs”

Finite Automata: The Formal Definition

DEFINITION

Set or sequence?

5 components

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Interlude: Sets and Sequences

- Both are: mathematical objects that group other objects
- **Members** of the group are called **elements**
- Can be: **empty, finite, or infinite**
- Can contain: **other sets or sequences**

Sets

- Unordered
- Duplicates not allowed
- Notation: { }
- **Empty set** written: \emptyset or { }
- A **language** is a (possibly infinite) set of strings

A set used a lot in this course

Sequences

- Ordered
- Duplicates ok
- Notation: varies: (), comma, or append
- **Empty sequence:** ()
- A **tuple** is a finite sequence
- A **string** is a finite sequence of characters

sequences used a lot in this course

Set or Sequence ?

A **function** is ...

... a **set** of **pairs**
(1st of each pair from **domain**, 2nd from **range**)

... has many representations:
a **mapping**, a **table**, ...

DEFINITION

A *finite automaton* is a 5-tuple $(Q, \Sigma, \delta, q_0, F)$, where

set

1. Q is a finite set called the *states*,

**Set of pairs
(domain)**

2. Σ is a finite set called the *alphabet*,

set

3. $\delta: Q \times \Sigma \rightarrow Q$ is the *transition function*,

4. $q_0 \in Q$ is the *start state*, and **Set (range)**

Don't know!
(states can be anything)

5. $F \subseteq Q$ is the *set of accept states*.

set

sequence

A **pair** is ... a **sequence** of 2 elements

Analogy: Finite Automata is a “Program”

- A restricted “program” with access to finite memory
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- Finite Automata has different representations:
 - Code (wont use in this class)
 - Formal math description (like code, just a different “programming lang”)
 - State Diagrams

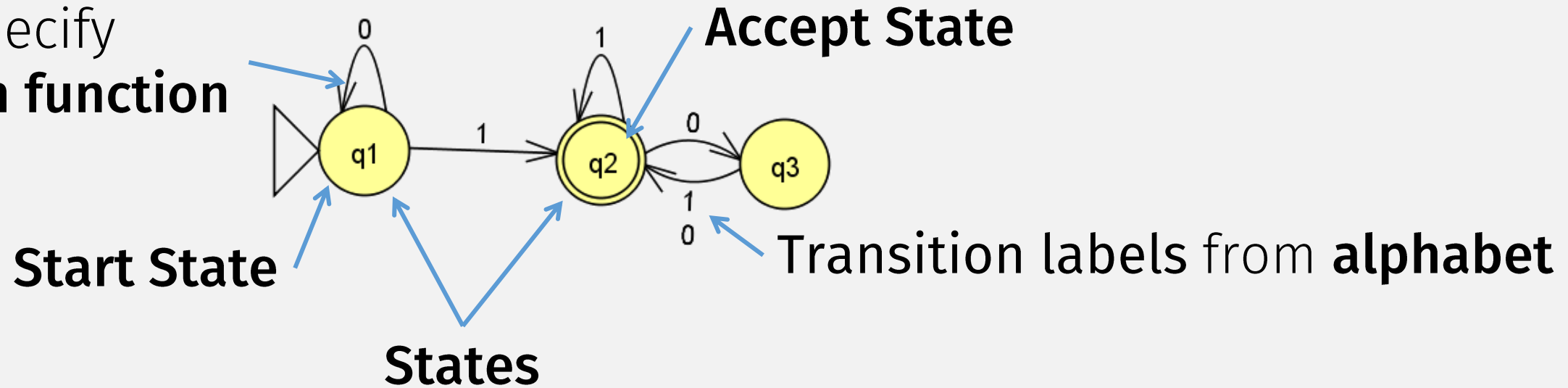
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Finite Automata: State Diagram

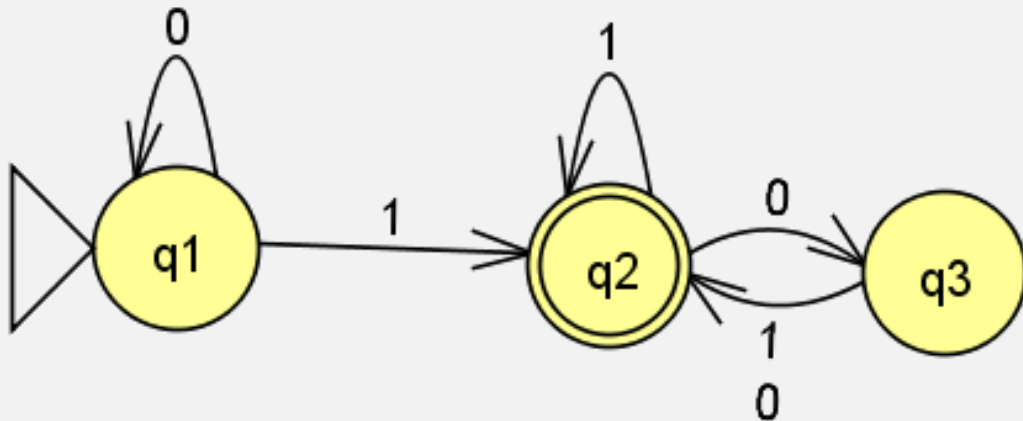
Arrows specify
transition function



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An Example (as **state diagram**)

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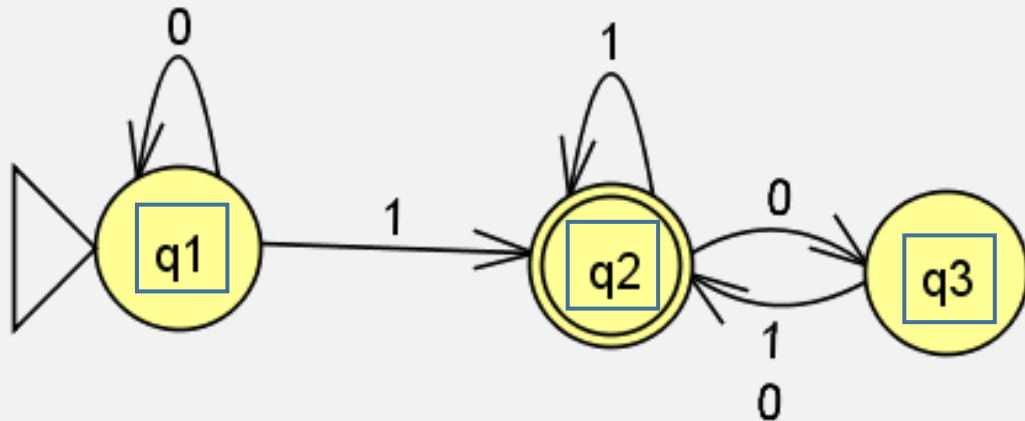
Note:
Not the same Q

An Example (as formal description)

$M_1 = (Q, \Sigma, \delta, q_1, F)$, where

1. $Q = \{q_1, q_2, q_3\}$,
2. $\Sigma = \{0, 1\}$,
3. δ is described as

braces =
set notation
(no duplicates)



An Example (as **state diagram**)

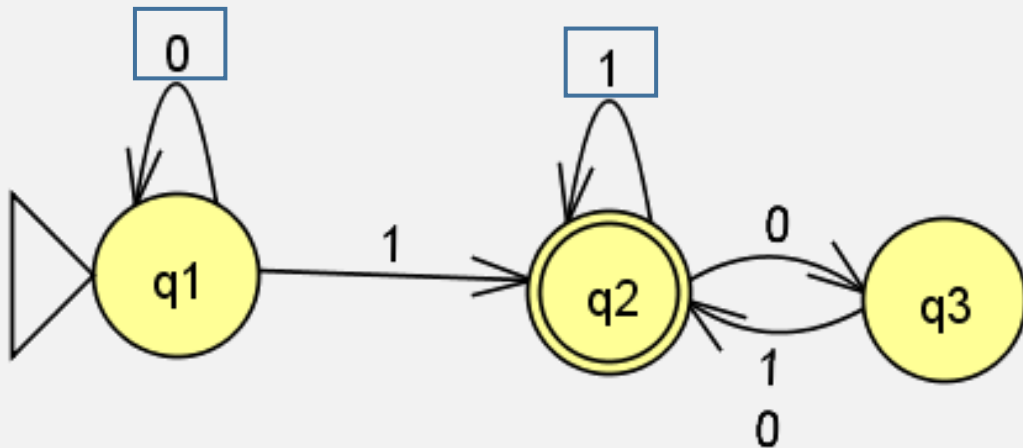
	0	1
q_1	q_1	q_2
q_2	q_3	q_2
q_3	q_2	q_2

4. q_1 is the start state, and
5. $F = \{q_2\}$.

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$M_1 = (Q, \Sigma, \delta, q_1, F)$, where

1. $Q = \{q_1, q_2, q_3\}$,
2. $\Sigma = \{0, 1\}$, ← Possible chars of input
3. δ is described as

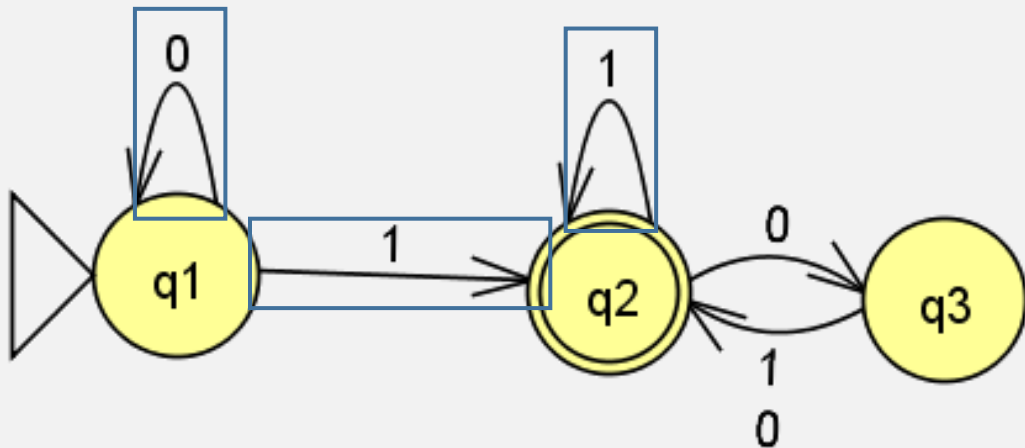
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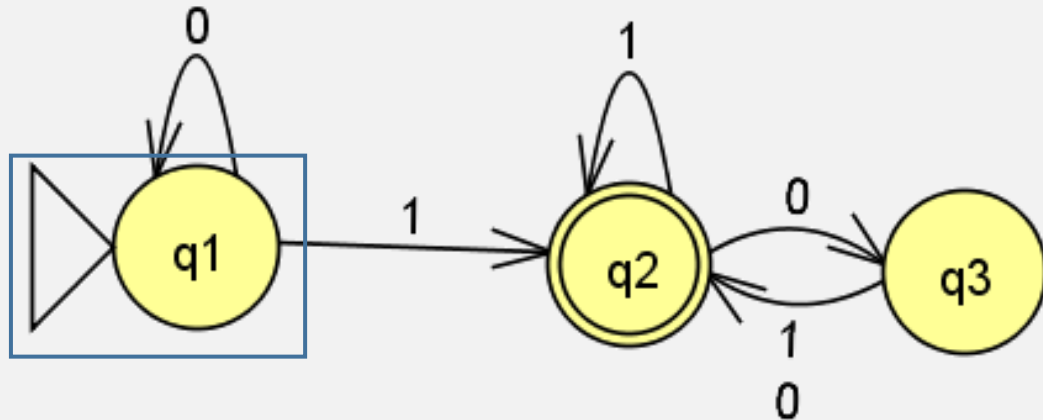
Annotations: "And this is next input symbol" points to the input symbols 0 and 1. "If in this state" points to the rows q_1 , q_2 , and q_3 . "Then go to this state" points to the resulting states in the table.

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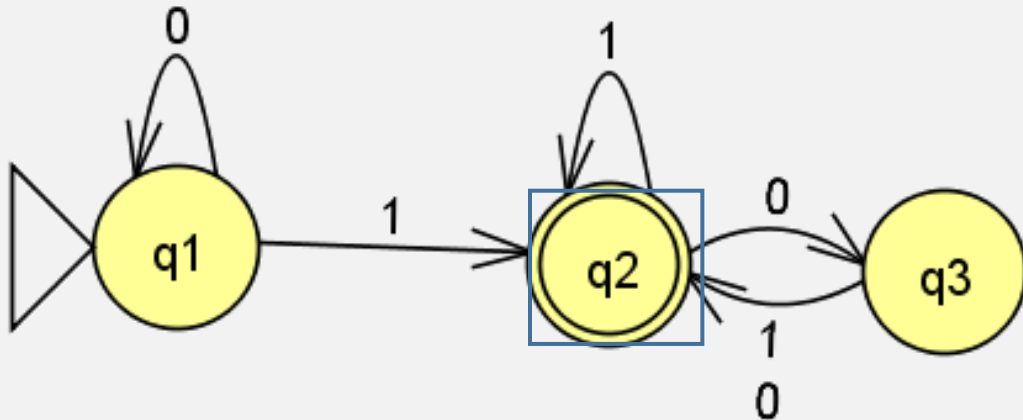
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DEFINITION

A "Programming Language"

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An Example (as formal description)

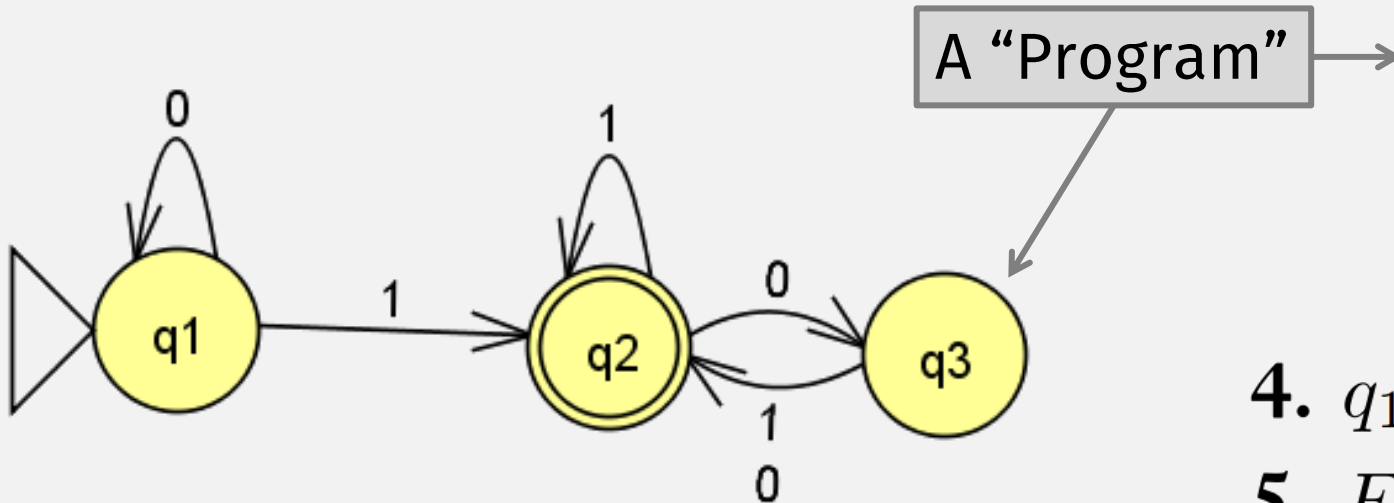
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"Programming" Analogy

This "analogy" is meant to help your intuition

But it's important not to confuse with **formal definitions**.

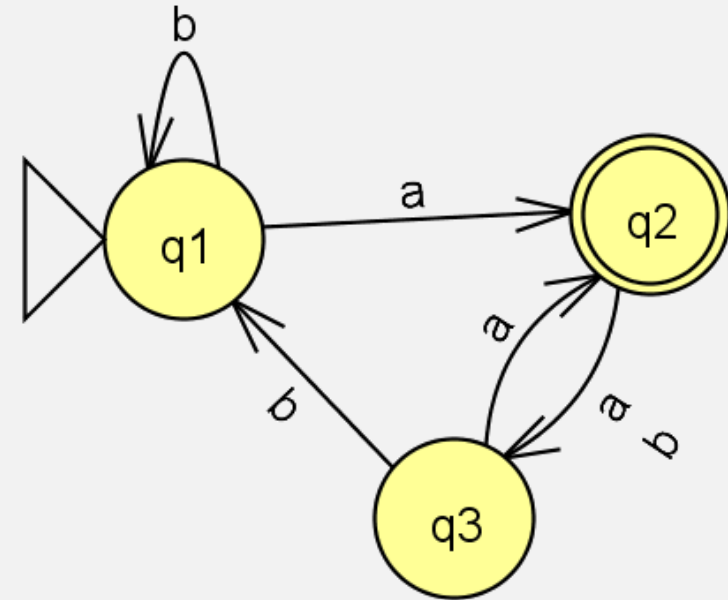
In-class Exercise

Come up with a formal description of the following machine:

DEFINITION

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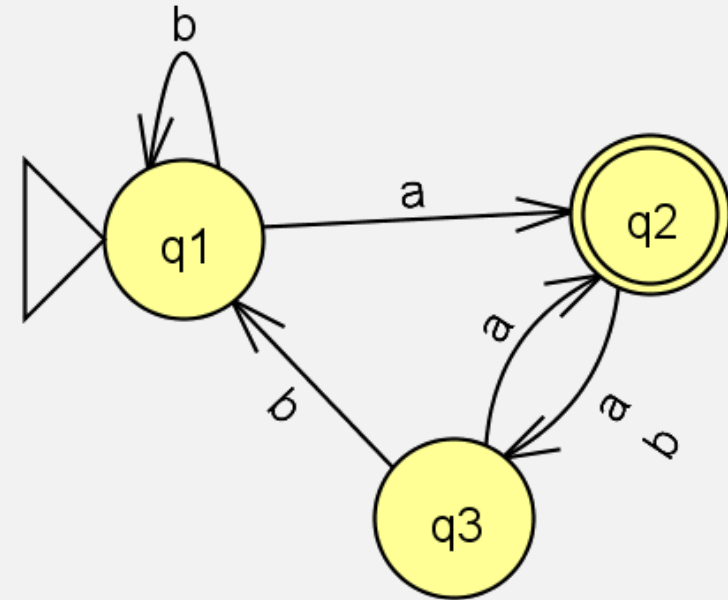
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In-class Exercise: solution

- $Q = \{q1, q2, q3\}$
- $\Sigma = \{ \mathbf{a}, \mathbf{b} \}$
- δ
 - $\delta(q1, \mathbf{a}) = q2$
 - $\delta(q1, \mathbf{b}) = q1$
 - $\delta(q2, \mathbf{a}) = q3$
 - $\delta(q2, \mathbf{b}) = q3$
 - $\delta(q3, \mathbf{a}) = q2$
 - $\delta(q3, \mathbf{b}) = q1$
- $q_0 = q1$
- $F = \{q2\}$

$$M = (Q, \Sigma, \delta, q_0, F)$$



A Computation Model is ... (from lecture 1)

- Some **definitions** ...

e.g., A **Natural Number** is either

- Zero
- a Natural Number + 1

- And **rules** that describe how to **compute** with the **definitions** ...

To add two Natural Numbers:

- Add the ones place of each num
- Carry anything over 10
- Repeat for each of remaining digits ...

A Computation Model is ... (from lecture 1)

- Some definitions ...

```
docs.python.org/3/reference/grammar.html
10. Full Grammar specification
This is the full Python grammar, derived directly from the grammar used to generate the CPython parser (see Grammar/python.gram). The version here omits details related to code generation and error recovery.
# ===== START OF THE GRAMMAR =====
#
# General grammatical elements and rules:
#
# * Strings with double quotes (") denote SOFT KEYWORDS
# * Strings with single quotes (') denote KEYWORDS
# * Upper case names (NAME) denote tokens in the Grammar/Tokens file
# * Rule names starting with "invalid_" are used for specialized syntax errors
#   - These rules are NOT used in the first pass of the parser.
#   - Only if the first pass fails to parse, a second pass including the invalid
#     rules will be executed.
#   - If the parser fails in the second phase with a generic syntax error, the
#     location of the generic failure of the first pass will be used (this avoids
#     reporting incorrect locations due to the invalid rules).
#   - The order of the alternatives involving invalid rules matter
#     (like any rule in PFG).
```

- And rules that describe how to compute with the definitions ...

```
docs.python.org/3/reference/executionmodel.html
4. Execution model
4.1. Structure of a program
A Python program is constructed from code blocks. A block is a piece of Python program text that is executed as a unit. The following are blocks: a module, a function body, and a class definition. Each command typed interactively is a block. A script file (a file given as standard input to the interpreter or specified as a command line argument to the interpreter) is a code block. A script command (a command specified on the interpreter command line with the -c option) is a code block. A module run as a top level script (as module __main__) from the command line using a -m argument is also a code block. The string argument passed to the built-in functions eval() and exec() is a code block.
A code block is executed in an execution frame. A frame contains some administrative information (used for debugging) and determines where and how execution continues after the code block's execution has completed.
4.2. Naming and binding
```

A Computation Model is ... (from lecture 1)

- Some definitions ...

DEFINITION

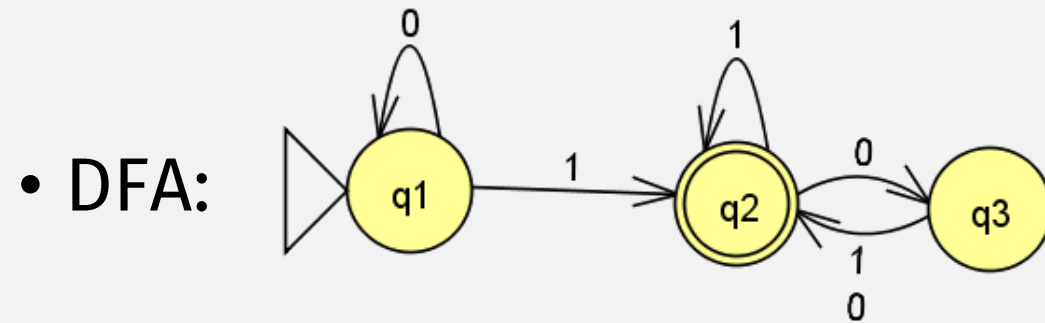
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5. $F \subseteq Q$ is the *set of accept states*.

- And rules that describe how to **compute** with the definitions ...

???

Computation with DFAs (JFLAP demo)



• Input: “1101”