

Recognizing Languages

Discrete Mathematics
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Previous Lecture

- Grammars
- Finite automata

Finite Automata: Definition

● A **finite automaton** consists of:

- a set of **internal states** S
- the **input alphabet** Σ
- the **transition function** ν
- the **initial state** s_0
- the set of **accepting states** $F \subseteq S$

● The **transition function** is a collection of rules of the form

$$(s, a) \rightarrow s'$$

where s is the current state of the automaton, $a \in \Sigma$ is an input symbol, and s' is the new state

The transition function contains such a rule for every pair from $S \times \Sigma$

Finite Automata: Definition (cntd)

- Input of the automaton is a string w
- The automaton starts in the initial state
- The automaton reads w from left to right
- After reading each symbol it changes its state accordingly to the transition function
- It stops after reaching the end of w

● Example: $S = \{s_0, s_1\}$, $\Sigma = \{a, b\}$, s_0 is the initial state

$$v = \left\{ \begin{array}{ll} (s_0, a) \textcircled{R} s_1, & (s_0, b) \textcircled{R} s_0, \\ (s_1, a) \textcircled{R} s_0, & (s_1, b) \textcircled{R} s_1 \end{array} \right\}$$

Input: aabaa

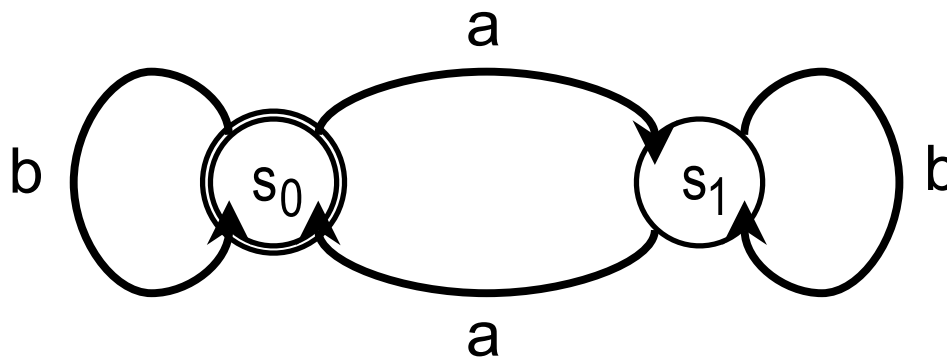
Recognizing Languages

- A finite automaton **accepts** a string w , if its work with input w ends up in an accepting state
- Example (see previous slide): $F = \{s_0\}$
Inputs: aabaa, abbaba
- Let M be a finite automaton
$$L(M) = \{w \mid M \text{ accepts } w\}$$

is the **language accepted** by M
- What is the language accepted by the automaton from the previous slide?

Graph of a Finite Automaton

- It is convenient to represent finite automata as **directed graphs**
- States correspond to vertices of the graph
- Every rule $(s,a) \rightarrow s'$ of the transition function is represented by an arc (or edge) from s to s' labeled by the symbol a
- The initial state is always s_0
- Final states we encircle twice



Examples

- Draw the graph of the automaton:

$$S = \{s_0, s_1, s_2, s_3\}, \quad \Sigma = \{a, b\}, \quad F = \{s_1\}$$

$$V = \left\{ \begin{array}{ll} (s_0, a) \circledast s_1, & (s_0, b) \circledast s_3, \\ (s_1, a) \circledast s_2, & (s_1, b) \circledast s_3, \\ (s_2, a) \circledast s_3, & (s_2, b) \circledast s_1, \\ (s_3, a) \circledast s_3, & (s_3, b) \circledast s_3 \end{array} \right\}$$

What language does it accept?

- Construct a finite automaton that accepts the language $a^*ba^*ba^*$

Transducers

- Sometimes we want a finite automaton to output something
- A transducer is a finite automaton with two extra features
 - an output alphabet, Δ
 - the **transition function** is a collection of rules of the form

$$(s,a) \rightarrow (s',a')$$

where s is the current state of the automaton, $a \in \Sigma$ is an input symbol, s' is the new state, and $a' \in \Delta$ is an output symbol

- At each step, when applying a rule $(s,a) \rightarrow (s',a')$ the automaton not only changes the current state, but also outputs a' , so producing a string over the output alphabet

Example

● Describe the work of the automaton:

$S = \{ s_0, s_1, s_2 \}$, $\Sigma = \{a,b\}$, $\Delta = \{a,b\}$, s_0 is the initial state

$v = \{ \begin{array}{ll} (s_0, a) \textcircled{R} (s_0, a), & (s_0, b) \textcircled{R} (s_1, a), \\ (s_1, a) \textcircled{R} (s_2, a), & (s_1, b) \textcircled{R} (s_1, a), \\ (s_2, a) \textcircled{R} (s_0, a), & (s_2, b) \textcircled{R} (s_1, b) \end{array} \}$

on input babaab

Another Example

- Serial binary adder: an automaton that given binary expansions of two integers outputs the expansion of their sum. Assume that the least significant bits of the expansions go first.

What Finite Automata Cannot Do

- Consider the language $L = \{ a^k b^k \mid k \in \mathbb{N} \}$.
- If we try to construct a recognizing finite automaton for this language we find the most difficult thing is to synchronize the powers of a and b

Theorem

L is not recognizable by any finite automaton.

Proof

By contradiction.

Suppose that L is recognized by a finite automaton

$M = (S, \Sigma, v, s_0, F)$, and $|S| = n$.

Proof (cntd)

- Run the automaton on input $a^{n+1}b^{n+1}$

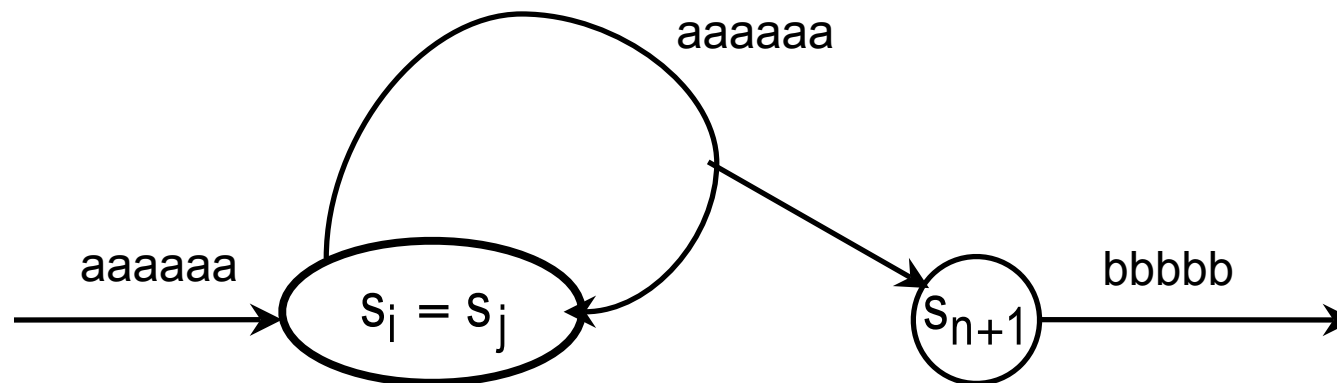
The automaton accepts this input

While working on the input it goes through some states. Let us denote the sequence of states by

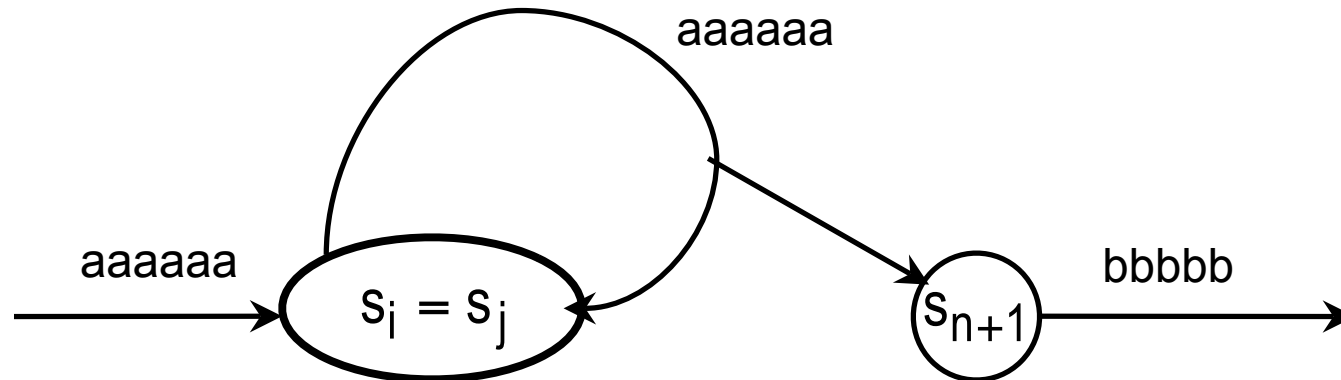
input a a a a a ... a b ...

states

Since $|S| = n$, by the pigeonhole principle $s_i = s_j$ for some $i \neq j$



Proof (cntd)



- The loop in the picture contains $j - i$ transitions
 Consider the automaton on input $a^{n+1+(j-i)}b^{n+1}$
 This time it goes around the loop one time more, but still arrives to the same state s_{n+1} with the same input
 Thus the automaton accepts.

Kleene Theorem

Theorem

A language is recognizable by a finite automaton if and only if it can be represented by a regular expression

Homework

Exercises from the Book:

No. 1, 3, 5 (page 324 – 325)