CSC236 fall 2018 automata and languages

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Using Introduction to the Theory of Computation,
Chapter 7





Outline

FSAs (finite state automata)

notes

turnstile finite-state machine

what are the rules for turnstiles?



pt accepted tp not accepted tbbp not accepted language: set of strings

FSM aka FSA: machines that model computation on languages: which strings belong

chomskian hierarchy of grammars (languages)

alphabet \Sigma = {p, t, b}

p: push

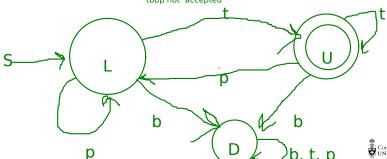
t: token b: bicycle

states Q = {U, L, D} U: unlocked

L: locked

D: dead

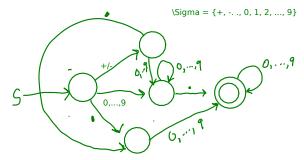
ttttttttb not accepted!



float machine

7 is not a float 7..3 not a float

7.0 is a float, what about .0 is a float what about 7. which strings are floats in Python? 7.356.8 is not float +7.356 or -7.357 are floats



states needed to classify a string

what state is a stingy vending machine in, based on coins? accepts only nickles, dimes, and quarters, no change given, and everything costs 30 cents...

here's a useful toy

$$Sigma = \{n, d, q\}$$

Q = {0, 5, 10, 15, 20, 25, >= 30}

δ	0	5	10	15	20	25	≥ 30
n	5	10	15	20	25	≥ 30	≥ 30
d	10	15	20	25	≥ 30	≥ 30	≥ 30
q	25	≥ 30	≥ 30	≥ 30	≥ 30	≥ 30	≥ 30

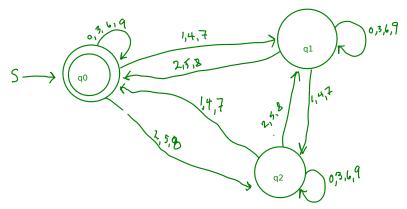
= \delta





integer multiples of 3 \ / " - 8

alphabet \Sigma = $\{0, 1, 2, ..., 9\}$, states Q = $\{q0, q1, q2\}$, S = F = $\{q0\}$



build an automaton with formalities...

quintuple: $(Q, \Sigma, q_0, F, \delta)$ e.g., \Sigma = \{0, 1\} and \Q = \{q0, q1, q2\} Q is set of states, \Sigma is finite, non-empty alphabet, q_0 is start state F is set of accepting states, and $\delta: Q \times \Sigma \mapsto Q$ is transition function

We can extend $\delta: Q \times \Sigma \mapsto Q$ to a transition function that tells us what state a string s takes the automaton to:

called the extended transition function

we use variable \epsilon to stand for ""

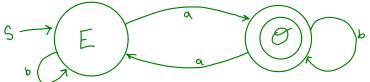
$$\delta^*: Q{ imes}\Sigma^* \mapsto Q \qquad \delta^*(q,s) = egin{cases} q & ext{if } s = arepsilon = ```` \ \delta(\delta^*(q,s'),a) & ext{if } s' \in \Sigma^*, \ a \in \Sigma, s = s'a \end{cases}$$

String s is accepted if and only if $\delta^*(q_0, s) \in F$, it is rejected otherwise.



example — an odd machine

devise a machine that accepts strings over $\{a, b\}$ with an odd number of as



Formal proof requires inductive proof of invariant:

$$P(s): \delta^*(E,s) = \begin{cases} E & \text{if s has even number of as} \\ O & \text{if s has odd number of $as} \end{cases}$$

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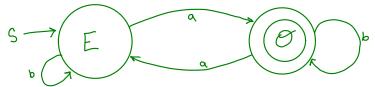
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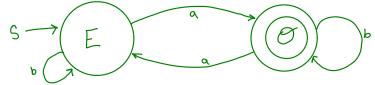
$$\delta^*(E,s) = egin{cases} E & ext{if s has even number of $as} \ O & ext{if s has odd number of $as} \end{cases}$$

inductive step: Let s \in \Sigma^* and assume P(s). I must show that P(sa) and P(sb) follow.

case sa: $S^*(E, S^a) = S(S^*(E, S^a), a) = (S(E, S^a), a) = (S($

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case sb: left as exercise...

Notice that, if the proof succeeds, we have proved that if s has odd number of as, then \delta^*(E, s) takes this machine to O. We also need the converse, and we do this by taking the contrapositive of the other invariant: \neg(E) implies \neg(s has even number of as), which evaluates to \delta^*(E, S) takes this machine to O if s has an odd number of as.

Notice that we need invariants about all states to do this sort of thing... probably including dead states.



more odd/even: intersection

L is the language of binary strings with an odd number of a, and a least one bDevise a machine for Lusing product construction intersection EB

each state
in product
machine corresponds
to a pair of states
in factor machines...

more odd/even: union

L is the language of binary strings with an odd number of as, or at least one bDevise a machine that accepts Lusing product construction

more odd/even

L is the language of binary strings with an odd number of as, but even length Devise a machine for L using product construction

exercise to reader ...

notes

