

# Non-deterministic Finite Automata (NFAs)

## Lecture 4

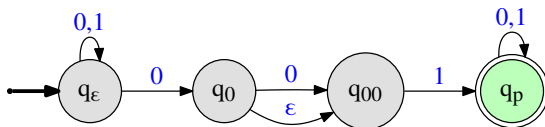
Friday, January 31, 2020

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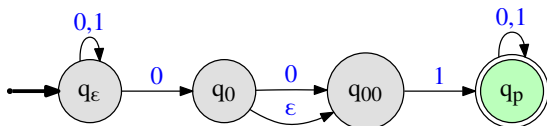
# Part I

## NFA Introduction

# Non-deterministic Finite State Automata (NFAs)



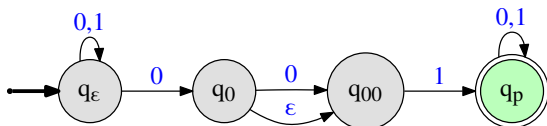
# Non-deterministic Finite State Automata (NFAs)



## Differences from DFA

- From state  $q$  on same letter  $a \in \Sigma$  multiple possible states
- No transitions from  $q$  on some letters
- $\epsilon$ -transitions!

# Non-deterministic Finite State Automata (NFAs)



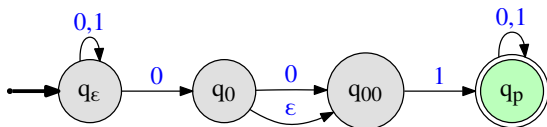
## Differences from DFA

- From state  $q$  on same letter  $a \in \Sigma$  multiple possible states
- No transitions from  $q$  on some letters
- $\epsilon$ -transitions!

## Questions:

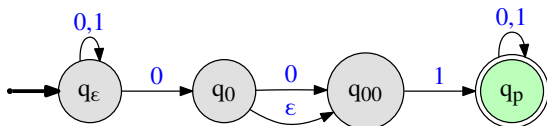
- Is this a “real” machine?
- What does it do?

# NFA behavior



Machine on input string  $w$  from state  $q$  can lead to set of states (could be empty)

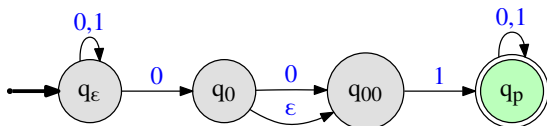
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Machine on input string  $w$  from state  $q$  can lead to set of states (could be empty)

- From  $q_\epsilon$  on  $1$

# NFA behavior

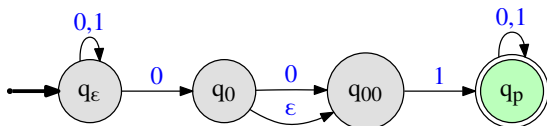


Machine on input string  $w$  from state  $q$  can lead to set of states (could be empty)

- From  $q_\epsilon$  on **1**
- From  $q_\epsilon$  on **0**



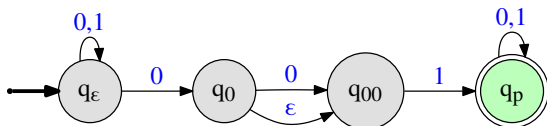
# NFA behavior



Machine on input string  $w$  from state  $q$  can lead to set of states (could be empty)

- From  $q_\epsilon$  on **1**
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- From  $q_0$  on  $\epsilon$

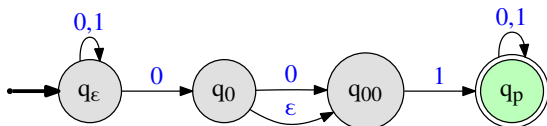
# NFA behavior



Machine on input string  $w$  from state  $q$  can lead to set of states (could be empty)

- From  $q_\epsilon$  on **1**
- From  $q_\epsilon$  on **0**
- From  $q_0$  on  $\epsilon$
- From  $q_\epsilon$  on **01**

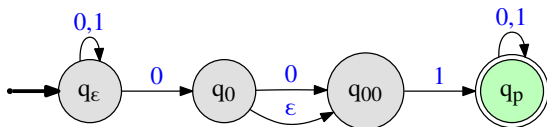
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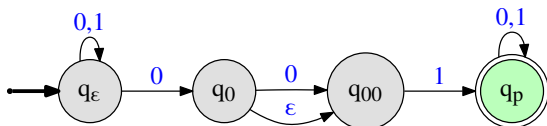
- From  $q_\epsilon$  on **1**
- From  $q_\epsilon$  on **0**
- From  $q_0$  on  $\epsilon$
- From  $q_\epsilon$  on **01**
- From  $q_{00}$  on **00**

# NFA acceptance: informal



**Informal definition:** An NFA  $N$  accepts a string  $w$  iff some accepting state is reached by  $N$  from the start state on input  $w$ .

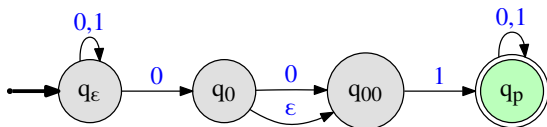
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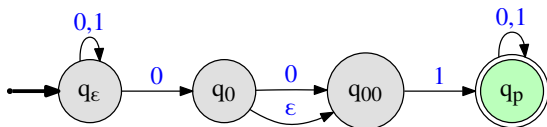
The language accepted (or recognized) by a NFA  $N$  is denoted by  $L(N)$  and defined as:  $L(N) = \{w \mid N \text{ accepts } w\}$ .

# NFA acceptance: example



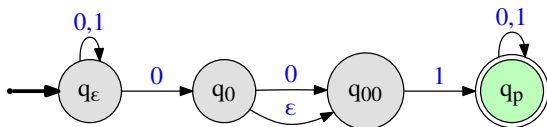
- Is **01** accepted?

# NFA acceptance: example



- Is **01** accepted?
- Is **001** accepted?

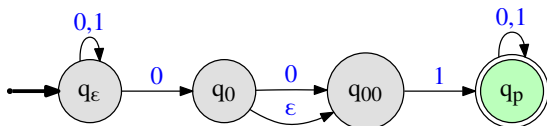
# NFA acceptance: example



- Is **01** accepted?
- Is **001** accepted?
- Is **100** accepted?

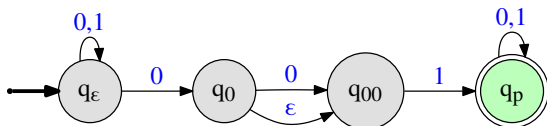


# NFA acceptance: example



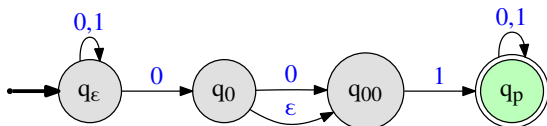
- Is **01** accepted?
- Is **001** accepted?
- Is **100** accepted?
- Are all strings in  **$1^*01$**  accepted?

# NFA acceptance: example



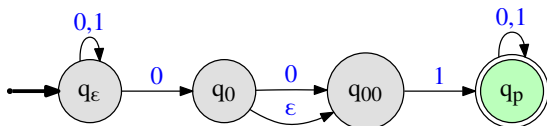
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# NFA acceptance: example

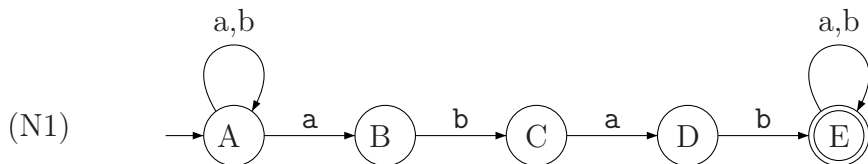


- Is **01** accepted?
- Is **001** accepted?
- Is **100** accepted?
- Are all strings in  **$1^*01$**  accepted?
- What is the language accepted by  **$N$** ?

**Comment:** Unlike **DFAs**, it is easier in **NFAs** to show that a string is accepted than to show that a string is **not** accepted.

# Simulating NFA

Example the first

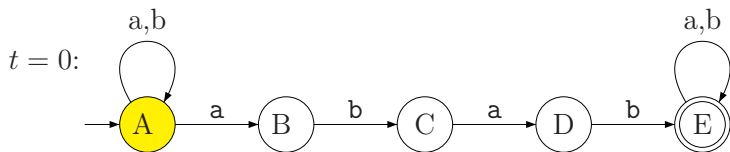


Run it on input *ababa*.

Idea: Keep track of the states where the **NFA** might be at any given time.

# Simulating NFA

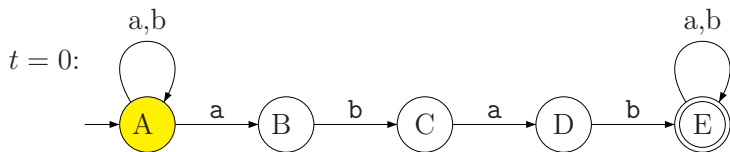
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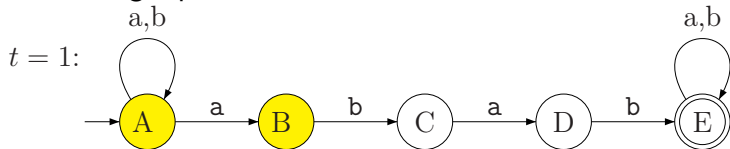
Remaining input: *ababa*.

# Simulating NFA

Example the first



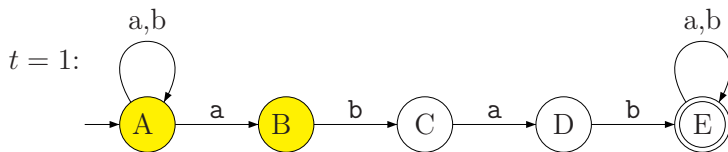
Remaining input: *ababa*.



Remaining input: *baba*.

# Simulating NFA

Example the first

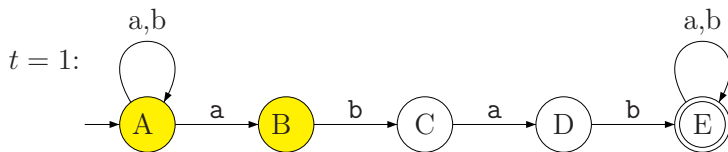


Remaining input: *baba*.

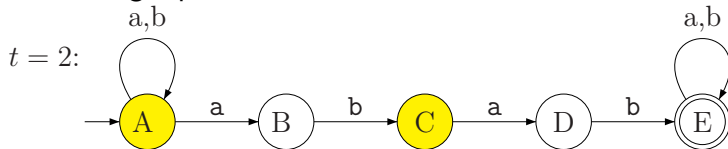


# Simulating NFA

Example the first



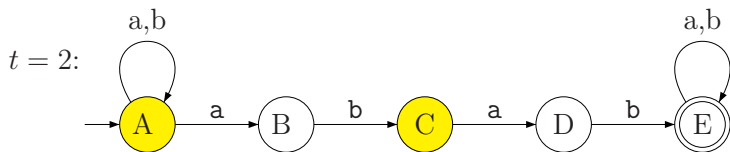
Remaining input: *baba*.



Remaining input: *aba*.

# Simulating NFA

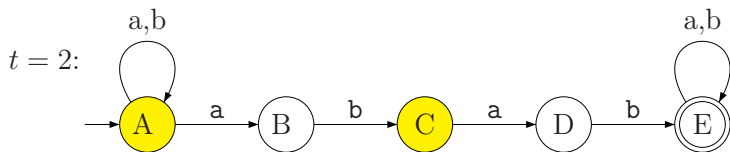
Example the first



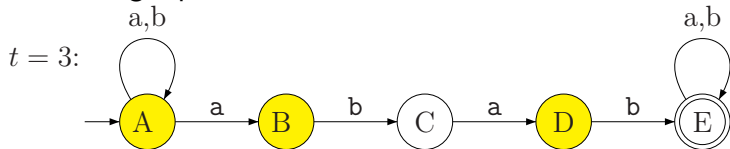
Remaining input: *aba*.

# Simulating NFA

Example the first



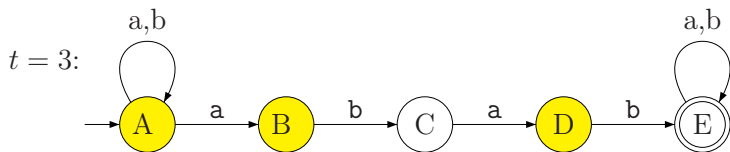
Remaining input: *aba*.



Remaining input: *ba*.

# Simulating NFA

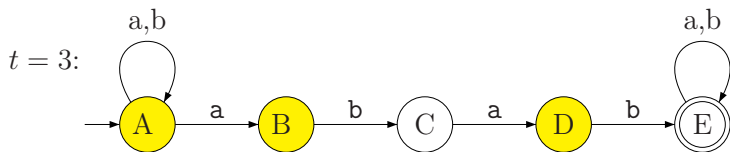
Example the first



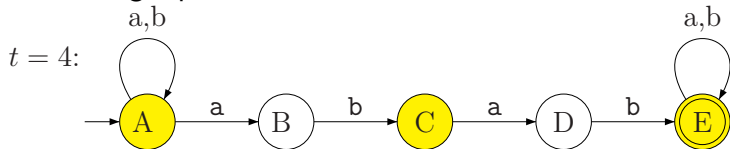
Remaining input: *ba*.

# Simulating NFA

Example the first



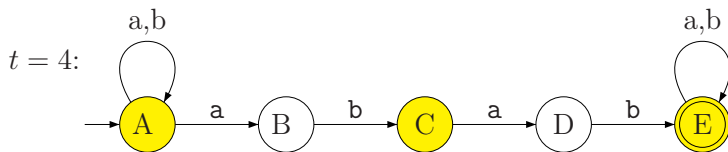
Remaining input: *ba*.



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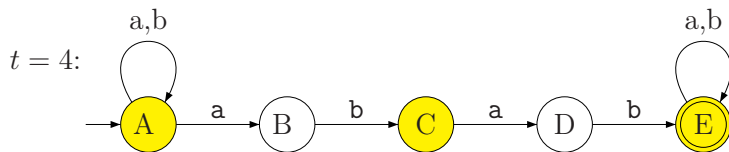
Example the first



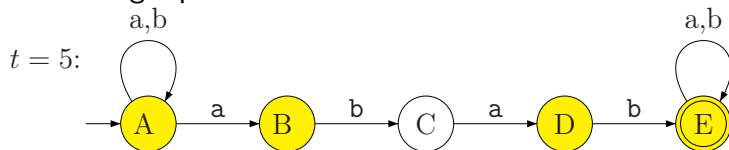
Remaining input: **a**.

# Simulating NFA

Example the first



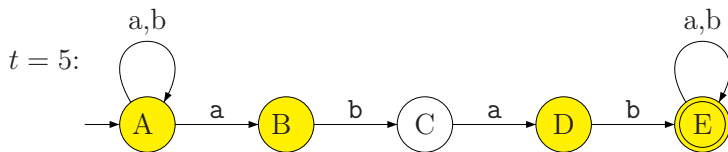
Remaining input: **a**.



Remaining input:  $\epsilon$ .

# Simulating NFA

Example the first



Remaining input:  $\epsilon$ .

Accepts: *ababa*.



# Formal Tuple Notation

## Definition

A **non-deterministic finite automata (NFA)**  $N = (Q, \Sigma, \delta, s, A)$  is a five tuple where

- $Q$  is a finite set whose elements are called **states**,
- $\Sigma$  is a finite set called the **input alphabet**,
- $\delta : Q \times \Sigma \cup \{\epsilon\} \rightarrow \mathcal{P}(Q)$  is the **transition function** (here  $\mathcal{P}(Q)$  is the power set of  $Q$ ),
- $s \in Q$  is the **start state**,
- $A \subseteq Q$  is the set of **accepting/final** states.

$\delta(q, a)$  for  $a \in \Sigma \cup \{\epsilon\}$  is a subset of  $Q$  — a set of states.

# Reminder: Power set

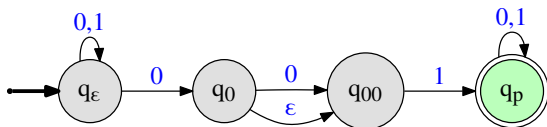
For a set  $Q$  its power set is:  $\mathcal{P}(Q) = 2^Q = \{X \mid X \subseteq Q\}$  is the set of all subsets of  $Q$ .

## Example

$$Q = \{1, 2, 3, 4\}$$

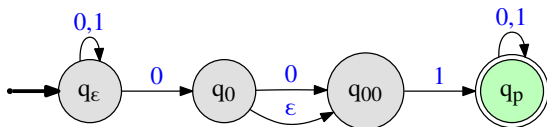
$$\mathcal{P}(Q) = \left\{ \begin{array}{c} \{1, 2, 3, 4\}, \\ \{2, 3, 4\}, \{1, 3, 4\}, \{1, 2, 4\}, \{1, 2, 3\}, \\ \{1, 2\}, \{1, 3\}, \{1, 4\}, \{2, 3\}, \{2, 4\}, \{3, 4\}, \\ \{1\}, \{2\}, \{3\}, \{4\}, \\ \{\} \end{array} \right\}$$

# Example



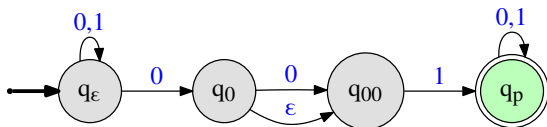
- $Q =$

# Example



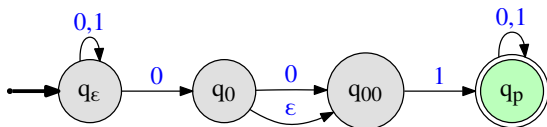
- $Q = \{q_\epsilon, q_0, q_{00}, q_p\}$

# Example



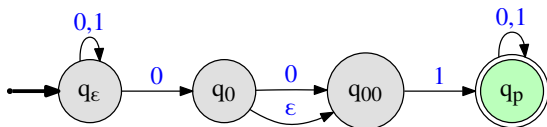
- $Q = \{q_\epsilon, q_0, q_{00}, q_p\}$
- $\Sigma =$

# Example



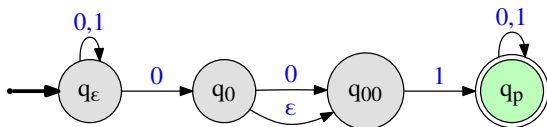
- $Q = \{q_\epsilon, q_0, q_{00}, q_p\}$
- $\Sigma = \{0, 1\}$

# Example



- $Q = \{q_\epsilon, q_0, q_{00}, q_p\}$
- $\Sigma = \{0, 1\}$
- $\delta$

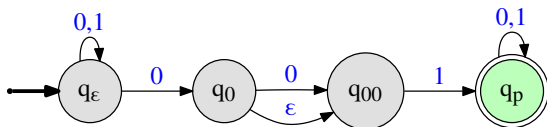
# Example



- $Q = \{q_\epsilon, q_0, q_{00}, q_p\}$
- $\Sigma = \{0, 1\}$
- $\delta$
- $s =$

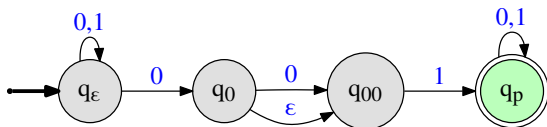


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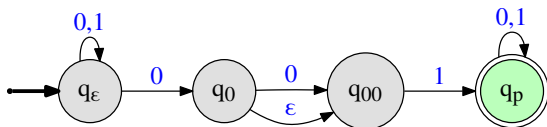
- $Q = \{q_\epsilon, q_0, q_{00}, q_p\}$
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- $\delta$
- $s = q_\epsilon$

# Example



- $Q = \{q_\epsilon, q_0, q_{00}, q_p\}$
- $\Sigma = \{0, 1\}$
- $\delta$
- $s = q_\epsilon$
- $A =$

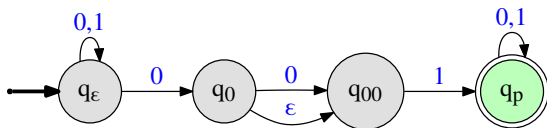
# Example



- $Q = \{q_\epsilon, q_0, q_{00}, q_p\}$
- $\Sigma = \{0, 1\}$
- $\delta$
- $s = q_\epsilon$
- $A = \{q_p\}$

# Example

Transition function in detail...



$$\delta(q_\epsilon, \epsilon) =$$

$$\delta(q_\epsilon, 0) =$$

$$\delta(q_\epsilon, 1) =$$

$$\delta(q_0, \epsilon) =$$

$$\delta(q_0, 0) =$$

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$$\delta(q_{00}, \epsilon) =$$

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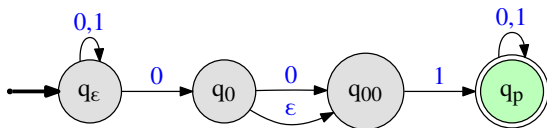
$$\delta(q_p, \epsilon) =$$

$$\delta(q_p, 0) =$$

$$\delta(q_p, 1) =$$

# Example

## Transition function in detail...



$$\delta(q_\epsilon, \epsilon) = \{q_\epsilon\}$$

$$\delta(q_\epsilon, 0) = \{q_\epsilon, q_0\}$$

$$\delta(q_\epsilon, 1) = \{q_\epsilon\}$$

$$\delta(q_0, \epsilon) = \{q_0, q_{00}\}$$

$$\delta(q_0, 0) = \{q_{00}\}$$

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$$\delta(q_{00}, \epsilon) = \{q_{00}\}$$

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$$\delta(q_p, \epsilon) = \{q_p\}$$

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# Extending the transition function to strings

① NFA  $N = (Q, \Sigma, \delta, s, A)$

# Extending the transition function to strings

- 1 NFA  $N = (Q, \Sigma, \delta, s, A)$
- 2  $\delta(q, a)$ : set of states that  $N$  can go to from  $q$  on reading  $a \in \Sigma \cup \{\epsilon\}$ .

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- ③ Want transition function  $\delta^* : Q \times \Sigma^* \rightarrow \mathcal{P}(Q)$



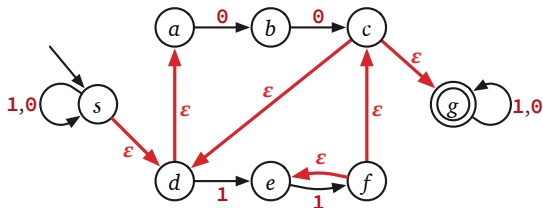
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- 3 Want transition function  $\delta^* : Q \times \Sigma^* \rightarrow \mathcal{P}(Q)$
- 4  $\delta^*(q, w)$ : set of states reachable on input  $w$  starting in state  $q$ .

# Extending the transition function to strings

## Definition

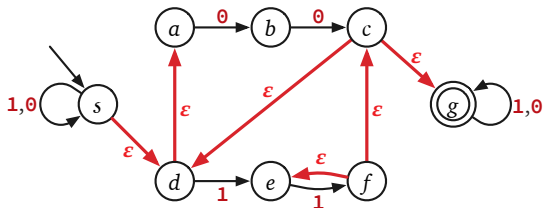
For NFA  $N = (Q, \Sigma, \delta, s, A)$  and  $q \in Q$  the  $\epsilon\text{reach}(q)$  is the set of all states that  $q$  can reach using only  $\epsilon$ -transitions.



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## Definition

Inductive definition of  $\delta^* : Q \times \Sigma^* \rightarrow \mathcal{P}(Q)$ :

- if  $w = \epsilon$ ,  $\delta^*(q, w) = \epsilon\text{reach}(q)$

# Extending the transition function to strings

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- if  $w = \epsilon$ ,  $\delta^*(q, w) = \epsilon\text{reach}(q)$
- if  $w = a$  where  $a \in \Sigma$   
$$\delta^*(q, a) = \cup_{p \in \epsilon\text{reach}(q)} (\cup_{r \in \delta(p, a)} \epsilon\text{reach}(r))$$

# Extending the transition function to strings

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- if  $w = a$  where  $a \in \Sigma$   
$$\delta^*(q, a) = \bigcup_{p \in \epsilon\text{reach}(q)} \left( \bigcup_{r \in \delta(p, a)} \epsilon\text{reach}(r) \right)$$
- if  $w = ax$ ,  
$$\delta^*(q, w) = \bigcup_{p \in \epsilon\text{reach}(q)} \left( \bigcup_{r \in \delta(p, a)} \delta^*(r, x) \right)$$

# Formal definition of language accepted by **N**

## Definition

A string  $w$  is accepted by **NFA**  $N$  if  $\delta_N^*(s, w) \cap A \neq \emptyset$ .

## Definition

The language  $L(N)$  accepted by a **NFA**  $N = (Q, \Sigma, \delta, s, A)$  is

$$\{w \in \Sigma^* \mid \delta^*(s, w) \cap A \neq \emptyset\}.$$

# Formal definition of language accepted by **N**

## Definition

A string  $w$  is accepted by **NFA**  $N$  if  $\delta_N^*(s, w) \cap A \neq \emptyset$ .

## Definition

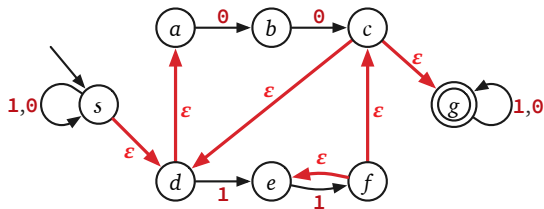
The language  $L(N)$  accepted by a **NFA**  $N = (Q, \Sigma, \delta, s, A)$  is

$$\{w \in \Sigma^* \mid \delta^*(s, w) \cap A \neq \emptyset\}.$$

**Important:** Formal definition of the language of **NFA** above uses  $\delta^*$  and not  $\delta$ . As such, one does not need to include  $\epsilon$ -transitions closure when specifying  $\delta$ , since  $\delta^*$  takes care of that.



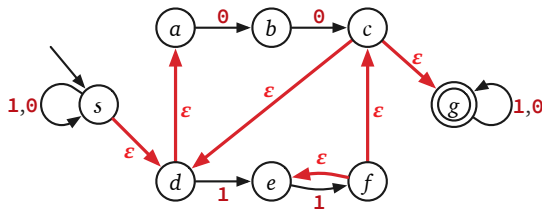
# Example



What is:

- $\delta^*(s, \epsilon)$

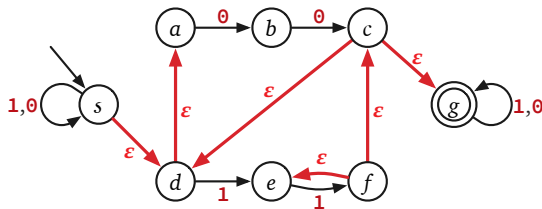
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What is:

- $\delta^*(s, \epsilon)$
- $\delta^*(s, 0)$

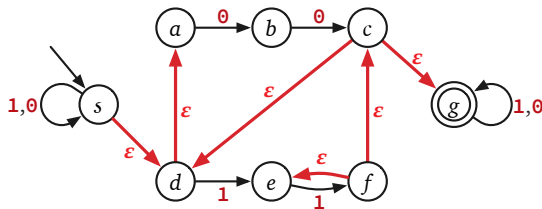
# Example



What is:

- $\delta^*(s, \epsilon)$
- $\delta^*(s, 0)$
- $\delta^*(c, 0)$

# Example



What is:

- $\delta^*(s, \epsilon)$
- $\delta^*(s, 0)$
- $\delta^*(c, 0)$
- $\delta^*(b, 00)$

# Another definition of computation

## Definition

$q \xrightarrow{w}_N p$ : State  $p$  of NFA  $N$  is **reachable** from  $q$  on  $w \iff$  there exists a sequence of states  $r_0, r_1, \dots, r_k$  and a sequence  $x_1, x_2, \dots, x_k$  where  $x_i \in \Sigma \cup \{\epsilon\}$ , for each  $i$ , such that:

- $r_0 = q$ ,
- for each  $i$ ,  $r_{i+1} \in \delta(r_i, x_{i+1})$ ,
- $r_k = p$ , and
- $w = x_1 x_2 x_3 \cdots x_k$ .

## Definition

$$\delta^* N(q, w) = \left\{ p \in Q \mid q \xrightarrow{w}_N p \right\}.$$

# Why non-determinism?

- Non-determinism adds power to the model; richer programming language and hence (much) easier to “design” programs
- Fundamental in **theory** to prove many theorems
- Very important in **practice** directly and indirectly
- Many deep connections to various fields in Computer Science and Mathematics

Many interpretations of non-determinism. Hard to understand at the outset. Get used to it and then you will appreciate it slowly.

# Part II

## Constructing NFAs

# DFAs and NFAs

- Every **DFA** is a **NFA** so **NFAs** are at least as powerful as **DFAs**.
- **NFAs** prove ability to “guess and verify” which simplifies design and reduces number of states
- Easy proofs of some closure properties

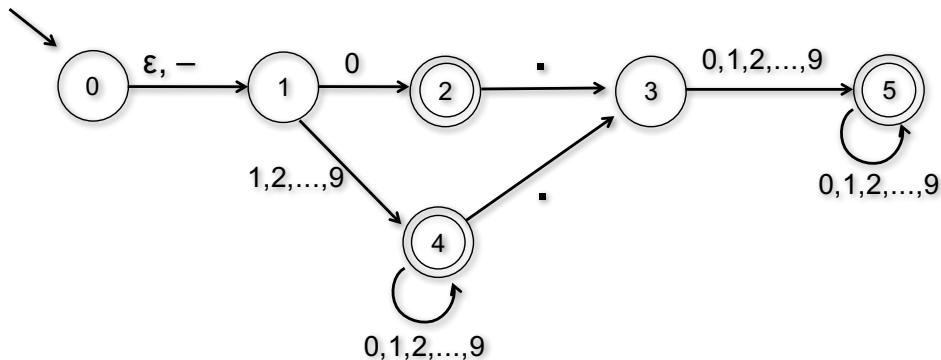


# Example

Strings that represent decimal numbers.

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# Example

- {strings that contain CS374 as a substring}

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# Example

$L_k = \{\text{bitstrings that have a 1 } k \text{ positions from the end}\}$

# A simple transformation

## Theorem

For every NFA  $N$  there is another NFA  $N'$  such that  $L(N) = L(N')$  and such that  $N'$  has the following two properties:

- $N'$  has single final state  $f$  that has no outgoing transitions
- The start state  $s$  of  $N$  is different from  $f$

## Part III

# Closure Properties of NFAs



# Closure properties of NFAs

Are the class of languages accepted by **NFAs** closed under the following operations?

- union
- intersection
- concatenation
- Kleene star
- complement

# Closure under union

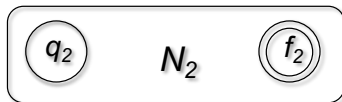
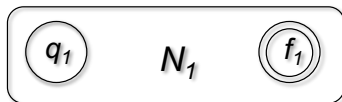
## Theorem

For any two NFAs  $N_1$  and  $N_2$  there is a NFA  $N$  such that  $L(N) = L(N_1) \cup L(N_2)$ .

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# Closure under concatenation

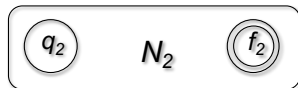
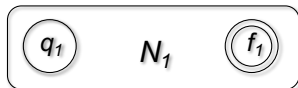
## Theorem

*For any two NFAs  $N_1$  and  $N_2$  there is a NFA  $N$  such that  $L(N) = L(N_1) \cdot L(N_2)$ .*

# Closure under concatenation

## Theorem

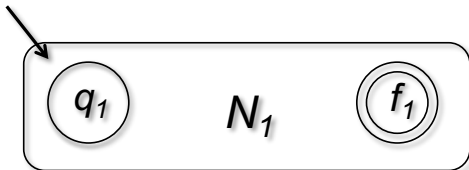
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# Closure under Kleene star

## Theorem

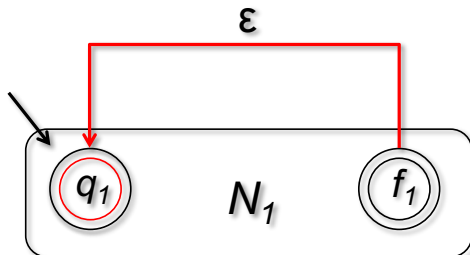
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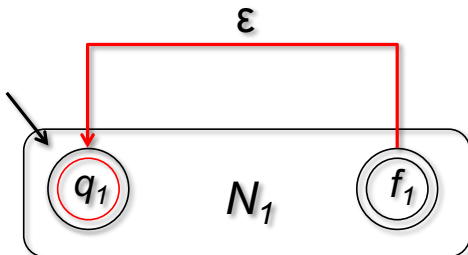
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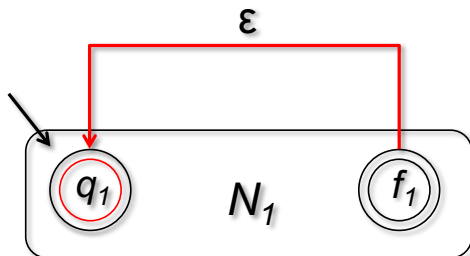




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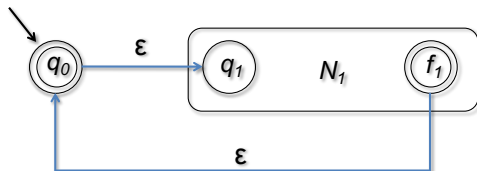


Does not work! Why?

# Closure under Kleene star

## Theorem

For any NFA  $N_1$  there is a NFA  $N$  such that  $L(N) = (L(N_1))^*$ .



## Part IV

NFAs capture Regular Languages

# Regular Languages Recap

## Regular Languages

$\emptyset$  regular

$\{\epsilon\}$  regular

$\{a\}$  regular for  $a \in \Sigma$

$R_1 \cup R_2$  regular if both are

$R_1R_2$  regular if both are

$R^*$  is regular if  $R$  is

## Regular Expressions

$\emptyset$  denotes  $\emptyset$

$\epsilon$  denotes  $\{\epsilon\}$

$a$  denote  $\{a\}$

$r_1 + r_2$  denotes  $R_1 \cup R_2$

$r_1r_2$  denotes  $R_1R_2$

$r^*$  denote  $R^*$

Regular expressions denote regular languages — they explicitly show the operations that were used to form the language

# NFAs and Regular Language

## Theorem

*For every regular language  $L$  there is an NFA  $N$  such that  $L = L(N)$ .*

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Proof strategy:

- For every regular expression  $r$  show that there is a NFA  $N$  such that  $L(r) = L(N)$
- Induction on length of  $r$

# NFAs and Regular Language

- For every regular expression  $r$  show that there is a **NFA**  $N$  such that  $L(r) = L(N)$
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**Base cases:**  $\emptyset$ ,  $\{\epsilon\}$ ,  $\{a\}$  for  $a \in \Sigma$ .

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# NFAs and Regular Language

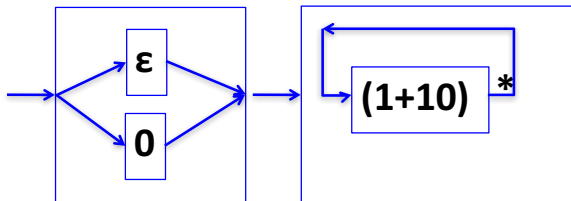
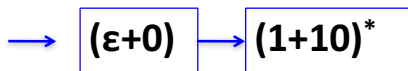
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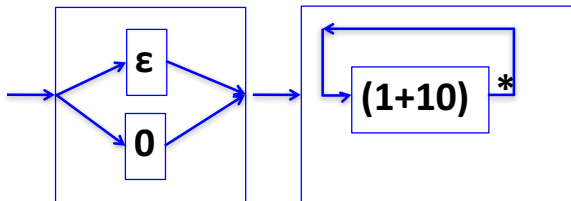
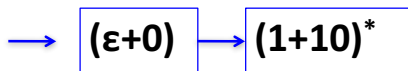
# Example

$(\epsilon+0)(1+10)^*$



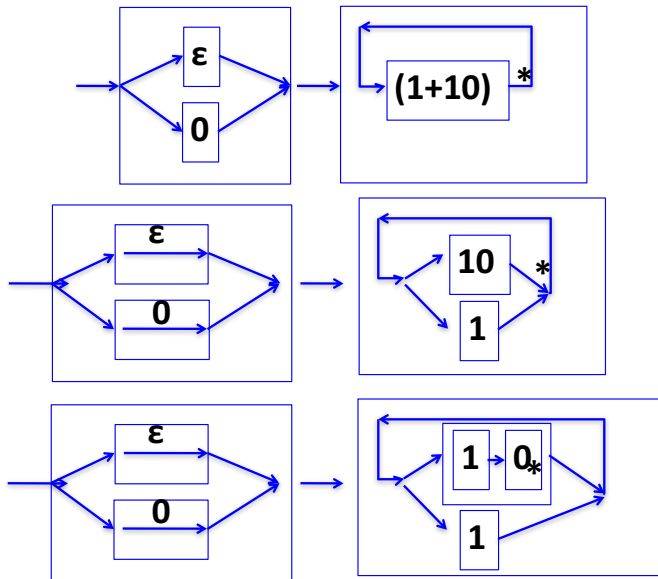
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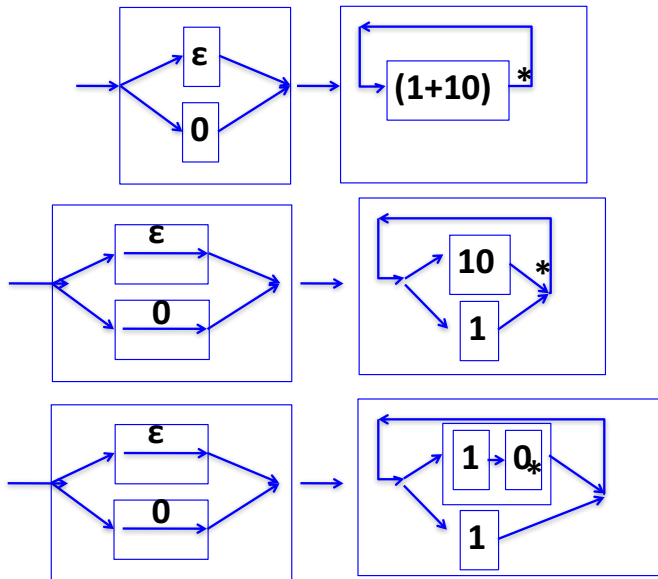




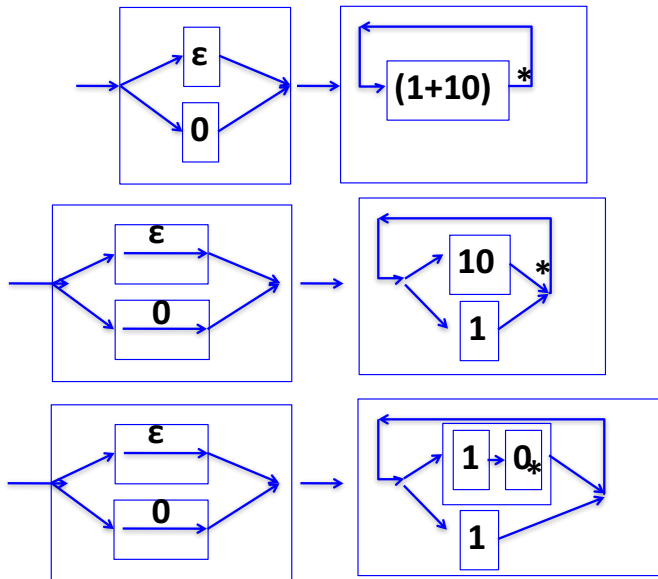
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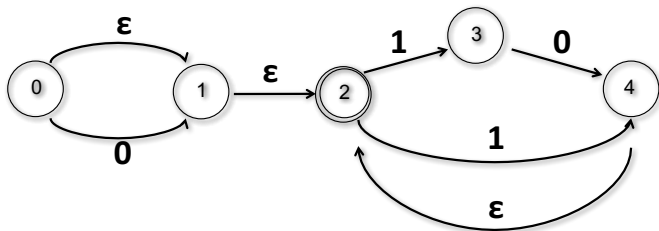
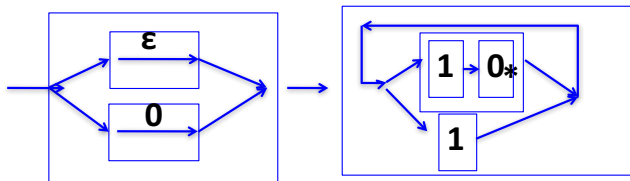
# Example



# Example



# Example



Final **NFA** simplified slightly to reduce states