## Finite State Machines Lecture 4

## Recall a Language is Regular if

- $L$ is empty
- L contains a single string (could be the empty string)
- If $L_{1}, L_{2}$ are regular, then $L=L_{1} \cup L_{2}$ is regular
- If $L_{1}, L_{2}$ are regular, then $L=L_{1} L_{2}$ is regular
- If $L$ is regular, then $L^{*}$ is regular


## Unbounded vs. Infinite

- Why do we need bullet 5 ?
- Why can't we say that $L^{*}$ is the infinite union of $\{\varepsilon\} \cup$ $L \cup L L \cup L L L \cup .$.
- Recursive definitions: at every branch of recursion we need to reach a base case in finite number of steps.
- We can invoke the union rule for any integer n number of steps
- infinity is not a number! I can only produce infinite sets by an operation like the *.


## Complexity of Languages

- Central Question: How complex an algorithm is needed to compute (aka decide) a language? How much memory do I need?
- Today: a simple class of algorithms, that are fast and can be implemented using minimal hardware
- Finite State Machines -Deterministic Finite Automata (FSM-DFA)
- DFAs around us: Vending machines, Elevators, Digital watch logic, Calculators, Lexical analyzers (part of program compilation), ...


## DFA (a.k.a. FSM)

- Finite: cannot use more memory to work on longer inputs
- Eg. Automatic door



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Input signal

|  | NEITHER | FRONT | REAR | BOTH |
| :--- | :--- | :--- | :--- | :--- |
|  | CLOSED | CLOSED | OPEN | CLOSED |
| CLOSED |  |  |  |  |
|  | OPEN | CLOSED | OPEN | OPEN |

## Multiple of 5

```
MULTIPLEOF5(w[1..n]):
    rem}\leftarrow
    for }i\leftarrow
        rem}\leftarrow(2\cdotrem +w[i]) mod 5
    if rem =0
    return TRUE
    else
    return FALSE
```

- Could do long division, keep the intermediate results in an array but I don't want to spend that much memory!
- Only one variable, rem, which represents the remainder of the part of the string I read so far when I divided by 5.


## Multiple of 5

MULTIPLEOF5(w[1..n]): $r e m \leftarrow 0$
for $i \leftarrow 1$ to $n$
$r e m \leftarrow(2 \cdot r e m+w[i]) \bmod 5$
if $\mathrm{rem}=0$
return True
else
return FALSE

- If I know the remainder for $m$ mod 5 , and I read one more bit then line 3 tells me what the new remainder is (either $\mathrm{m0}$ or m 1 )


## Multiple of 5

- Important feature of algorithm: Aside from variable i which counts the input bits and is necessary to read input, I only have one variable rem, which takes only a small (5) number of values.
- Streaming algorithm : Data flies by! Once w[i] is gone, it is gone forever.
- Variable has a very small number of states, which I am able to specify at compile time. Very small amount of memory!


## DFA (a.k.a. FSM)

- check if binary input is a multiple of 5.
store $x \bmod 5$ here (initial value "null").
output bit indicates if it is 0 .
next input
symbol fed here
calculate $x$ ' mod 5 from $x$ mod 5 and input bit $b$, where $x^{\prime}=2 x+b$
output bit for the input so far
"Lookup" table

$$
\begin{aligned}
& \frac{\text { DoSOMETHINGCOOL }(w[1 . . n]):}{q \leftarrow 0} \\
& \text { for } i \leftarrow 1 \text { to } n \\
& \quad q \leftarrow \delta[q, w[i]] \\
& \quad \text { return } A[q] \\
& \hline
\end{aligned}
$$

- q encapsulates the state of the algorithm
- Takes a small amount of values, which I know up front (e.g. q is a number between 1 and 4). Unbounded, not infinite!
- Depending on the character I read at position i, I change my state with function called delta $(\delta)$.
- I have a hardcoded array A and based on what the state is when I finish reading the string, I output the value of the array.


## "Lookup" table

## DoSomethingCool(w[1..n]): $q \leftarrow 0$ for $i \leftarrow 1$ to $n$ $q \leftarrow \delta[q, w[i]]$ <br> return $A[q]$

If we want to use our new DoSomethingCool algorithm to implement MultipleOf5, we simply give the arrays $\delta$ and $A$ the following hard-coded values:

| $q$ | $\delta[q, 0]$ | $\delta[q, 1]$ | $A[q]$ | only one |
| :---: | :---: | :---: | :--- | :--- |
| 0 | 0 | 1 | TRUE | accepting |
| 1 | 2 | 3 | FALSE | state! |
| 2 | 4 | 0 | FALSE |  |
| 3 | 1 | 2 | FALSE |  |
| 4 | 3 | 4 | FALSE |  |

Instead of doing arithmetic at all, I could just hard code this lookup table into the code and simply do a lookup

## DFA (a.k.a. FSM)

- Algorithm or Machine? Algorithm is a Machine!!
- Once you program the machine, you don't have to monitor it. It runs AUTOMATICALLY (Automaton...)

DFA (a.k.a. FSM)
-Equivalent view as a graph!


## DFA (a.k.a. FSM)

- Example: check if input 01010101 is a multiple of 5

| input <br> bit | current <br> state | next <br> state |
| :---: | :---: | :---: |
| 0 | 0 | 0 |
| 1 | 0 | 1 |
| 0 | 0 | 2 |
| 1 | 2 | 0 |
| 0 | 0 | 0 |
| 1 | 0 | 1 |
| 0 | 1 | 2 |
| 1 | $\mathbf{2}$ | 0 |



DFA (a.k.a. FSM)

- check if input (MSB first) is a multiple of 5

| input <br> bit | current <br> state | next <br> state |
| :---: | :---: | :---: |
| 0 | 0 | 0 |
| 1 | 0 | 1 |
| 0 | 0 | 2 |
| 1 | 2 | 0 |
| 0 | 0 | 0 |
| 1 | 0 | 1 |
| 0 | 1 | 2 |
| 1 | $\mathbf{2}$ | 0 |

How to fully specify a DFA (syntax):
FINITE Alphabet: $\Sigma$
FINITE Set of States: $Q$
Start state: $s \in Q$
Set of Accepting states: $A \subseteq Q$
Transition Function: $\delta: Q \times \Sigma \rightarrow Q$

$$
\delta(q, a)=(2 q+a) \bmod 5
$$

## DFA (a.k.a. FSM)

- 3 equivalent ways to specify a FSM:

1) 

| $q$ | $\delta[q, 0]$ | $\delta[q, 1]$ | $A[q]$ |
| :---: | :---: | :---: | :---: |
| 0 | 0 | 1 | TRUE |
| 1 | 2 | 3 | 3 |
| 2 | 4 | 0 | FALSE |
| 3 | 1 | 2 | FALSE |
| 4 | 3 | 4 | FALSE |

2) 


3)

$$
\delta(q, a)=(2 q+a) \bmod 5
$$

Together with a description of what are the states and what are the accepting states

## How to interpret these functions?

- $M=(\Sigma, Q, \delta, s, A)$
- $\delta *(q, w)$ be the state $M$ reaches starting from a state $q \in Q$, on input $w \in \Sigma^{*}$
- Recursive definition?
- What are the cases going to be?


## Behavior of a DFA on an input

- $M=(\Sigma, Q, \delta, s, A)$
- $\delta^{*}(q, w)$ be the state $M$ reaches starting from a state $q \in Q$, on input $w \in \Sigma^{*}$
- Formally,

$$
\begin{aligned}
& \cdot \delta^{*}(q, w)=q \text { if } w=\varepsilon \\
& \cdot \delta^{*}(q, w)=\delta^{*}(\delta(q, a), \mathrm{x}) \text { if } \mathrm{w}=\mathrm{ax}
\end{aligned}
$$



## Behavior of a DFA on an input

- $\delta *(0,01001)=$ ? 4
- $\delta *(0, \varepsilon)=$ ? 0
- $\delta *(0,010)=? 2$
- $\delta *(2,01)=$ ? 4



## Behavior of a DFA on an input

- $\delta *(0,01001)=4$
- Specify a walk in the graph
- Best represented as


Example: What strings does this machine accept?
Alphabet: $\Sigma=\{0,1\}$
Set of States: $Q=\{s, t\}$
Start state: $s \in Q$
Accepting state: $t \in Q$


Transition Function: $\delta: Q \times \Sigma \rightarrow Q$ $\delta(s, 0)=s, \delta(s, l)=t, \delta(t, 0)=t, \delta(t, l)=s$

Question: what is $L(M)$ ?
Answer: strings with odd number of ones!

Construction Exercise

- $L(M)=\{w \mid w$ ends in 01 or 10$\}$
$(0+1) * 01+(0+1) * 10$
-Is it regular??
-What should be in the memory?
- Last two bits seen. Possible values: $\varepsilon, 0,1,00,01,10,11$



## Construction Exercise

- $L(M)=\{w \mid w$ ends in 01 or 10$\}$
- Is it regular??
- What should be in the memory? Last two bits seen. Possible values: $\varepsilon,(0+00),(1+11), 01,10$



## Construction Exercise

- $L(M)=\{w \mid w$ contains 011 or 110$\}$
- Brute force: Enough to remember last 3 symbols (8+4+2+1=15 states). Stay at accepting states if reached.
- "Clever" construction: Enough to remember valid prefixes. States: $\varepsilon, 0,1,01,11,0 K$ (can forget everything else)


