Chap 1.1 – Finite Automata

- Automata: (Greek for "self-acting") Device that
  - Performs its actions at (usually fixed) periodic intervals (Called a **Clock)**
    - With the change to the next interval called a **tick**
  - Accepts strings of input data one per tick
  - *Optionally* generates an output one per tick
    - Can be associated with either state or edge
  - Carries over memory of the **state** of its computation from tick to tick
  - Follows a stored set of **transition rules** that determines for each input & current state:
    - what is new state, what is output
- **State**:
  - Dictionary: particular condition that something is in at a specific time
  - For automata: Sum total of all information about computation that may affect what it does next
    - Corresponds to "memory"
  - Example: p. 32 – automatic door opener

- (p. 35) **Finite Automata** (**FA**) a.k.a **Finite State Machine**
  - Number of different states that system can be in is fixed
  - Equivalent to a finite (and small) amount of memory
  - Transition rules can only specify from one of these states to another
  - For now only one kind of output: “Yes” or “No”
    - Alternatively “**Accept**” or “**Reject**”
- P. 34. **State Diagram**: Graph representation of a FA
  - One “labelled vertex” per state
    - Label is name of state
  - “Labelled Edge” represents a transition rule
    - Source vertex is state FA is in before a tick
    - Edge label is symbol that was on input
    - Target vertex is state the FA goes into next
    - If multiple transition rules go between same 2 states
      - Draw just one edge
      - With label = concatenation of all symbols from rules
  - **Start State**: state FA is to be in when it is turned on
    - Specified by an edge with no source
  - **Accepting State**: when entered, outputs “yes”
    - Double circle around state
- FA “accepts” or “rejects only when last input processed

- **Deterministic Finite Automata** (**DFA**): Exactly one transition rule defined for each combination of state and input
- **Nondeterministic Finite Automata (NDFA):** (next class)
  - More than 1 rule possible per state & input
  - But only one taken at a time
    - Which will be discussed later
- **P. 33: Transition table** D:
    - 1 column for each possible input symbol
    - 1 row for each possible state
    - Contents of a cell of D: next state
- DFA Examples:
  - P. 32-33 has transition table
  - P. 32 has state diagram with start and accepting states
  - (p. 36) Ex. 1.6 M_1: (Figs. 1.4 & 1.6) accepts any string with an even number of 0's after the last 1 (where no 0s is an even number)

- **P. 35. Formal Definition of a FA M** is a 5-tuple (Q, ∑, δ, q_0, F)
  - **Q**: finite set of **states**
  - **∑:** finite set of symbols called **alphabet**
  - **δ:** Q x ∑ -> Q called **transition function**
    - domain is pair of current_state and Current_input
    - range is from Q (new_state)
  - **q_0** ε Q designated as **start state**
  - **F** ⊆ Q is set of accepting states
- **P. 40 Formal Definition of a Computation**:
  - Given "machine" M = (Q, ∑, δ, q_0, F)
  - And w = $w_1w_2 \ldots w_n$ a string from ∑
  - **M accepts w** if w causes a sequence of n+1 states r_0, r_1, … r_i, r_{i+1}, …r_n
    - $r_0 = q_0$,
    - $\delta(r_i, w_{i+1}) = r_{i+1}$ for i = 0 to n-1
    - r_n ε F (key – in an accepting state after last input)
- M **recognizes** language A if
  - A is a language over ∑ (i.e. A is a subset of ∑*)
  - For all strings w in A, M accepts w
  - For all strings w *not* in A, M does not accept w

- Examples of machines that recognize languages
  - (p. 36) Ex. 1.7 M_2: end in “1”
  - (p. 38) Ex 1.9 M_3: either empty or end with a “0”
  - (p. 38) Ex 1.11 M_4: start or end with “a”, or “b”
  - (p. 39) Ex 1.13 M_5: sum of inputs after a reset = 0 mod 3
  - (p. 40) Ex 1.15 M_6: sum of inputs after a reset = 0 mod i
- P. 41-43 – tips for designing FAs