

Automata Theory 101

Ralf Huuck



Outline

- Introduction
- Finite Automata
- Regular Expressions
- ω -Automata

Acknowledgement

Some slides are based on Wolfgang Thomas' excellent lecture on "Automatentheorie and Formale Sprachen".

Introduction

Basics

Basic objects in mathematics

- number (number theory, analysis)
- shapes (geometry)
- sets and transformation on such objects

Basic objects in computer science

- words
- set of words (language) and their transformations
- defining and describing words



Why words?

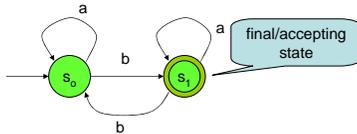
- Every IT system is about **data** and transformation of data

10101010100000101010111110
word from alphabet {0,1}

- program is also just a finite word
- every terminating execution is a finite word
- a programming language is the set of all permissible words (i.e., accepted programs)

Automata and Grammars are all about accepting/generating words and defining a language.

Automaton



defines language of
all words over alphabet {a,b} with an odd number of b's.

Finite Automata

Words & Languages

An **alphabet** is a non-empty set of **symbols/letters**.

$$\Sigma_b = \{0,1\} \quad \Sigma_{\text{lat}} = \{a,\dots,z,A,\dots,Z\}$$

A **word** is a sequence of symbols from an alphabet

$$01111010 \in \Sigma_b^* \quad \text{hello} \in \Sigma_{\text{lat}}^*$$

A **language** is the set of all possible words

$$\Sigma_b^* \text{ (all finite Boolean words)} \quad \Sigma_{\text{lat}}^* \text{ (all finite words of latin characters)}$$

A **grammar/automaton** restricts to meaningful languages

$$\text{all 8-bit words} \quad \text{all English words}$$

Operations on Words

Concatenation of words: $u=a_1\dots a_m$ and $v=b_1\dots b_n$ ($m,n \geq 0$)

$$u \cdot v = a_1\dots a_m b_1\dots b_n$$

Note: **empty word** ϵ , word of length 0, but not \emptyset

$$u \cdot \epsilon = u = \epsilon \cdot u$$

We often write **uv** instead of $u \cdot v$.

Operations on Languages

Concatenation of languages K and L:

$$K \cdot L = \{uv \in \Sigma^* \mid u \in K, v \in L\}$$

Example: $K=\{\text{follow, me}\}$ $L=\{\text{follow, you}\}$

$$K \cdot L = \{\text{followfollow, meyou, followyou}\}$$

Kleene Star

Iterating a language L

$$L^0 = \{\epsilon\}$$

$$L^1 = L$$

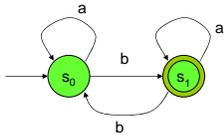
$$L^2 = L \cdot L$$

$$L^{n+1} = L^n \cdot L$$

Kleene star: $L^* = \bigcup_{n \geq 0} L^n$

Example: $\{a,b\}^* = \{\epsilon, a, b, aa, bb, ab, ba, aab, \dots\}$
all finite sequences over $\{a,b\}$.

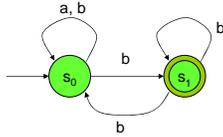
Deterministic vs Non-Deterministic



Deterministic Finite Automaton (DFA)

from every state every symbol leads to a unique state

To model algorithms.



Non-deterministic Finite Automaton (NFA)

from a state the same symbol might lead to different states or no state

To model a systems or environment.

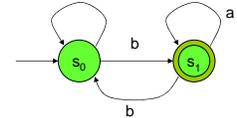
Definition DFA

A DFA is of the form

$$A = (S, \Sigma, s_0, \delta, F)$$

where

- S finite set of **states**
- Σ **alphabet**
- s_0 **initial state**
- $\delta : S \times \Sigma \rightarrow S$ **transition function**
- $F \subseteq S$ set of **final states**



Accepting Run of DFA

A **run** over a word $w = a_0, \dots, a_n$ ($n \geq 0$) of an DFA is a sequence of states

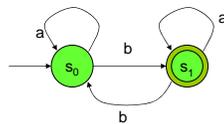
$$q_0, \dots, q_{n+1}$$

such that

- $q_0 = s_0$ and
- $\delta(q_i, a_i) = q_{i+1}$ ($0 \leq i \leq n$)

We also write $\delta(q_0, w) = q_{n+1}$.

A run is **accepting** iff $q_{n+1} \in F$.



Language of DFA

The **language** accepted by DAF A is

$$L(A) = \{w \in \Sigma^* \mid \delta(s_0, w) \in F\}$$

A language K is called **DFA accepting** if there is a DFA such that $L(A) = K$.

Two DFAs A and B are **equivalent** if $L(A) = L(B)$.

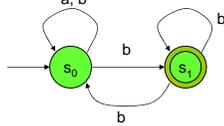
Definition NFA

A **NFA** is of the form

$$A = (S, \Sigma, s_0, \Delta, F)$$

where

- S finite set of **states**
- Σ **alphabet**
- s_0 **initial state**
- $\Delta : S \times \Sigma \times S$ **transition relation**
- $F \subseteq S$ set of **final states**



no longer function

Accepting Run of NFA

A **run** over a word $w = a_0 \dots a_n$ ($n \geq 0$) of an NFA is a sequence of states

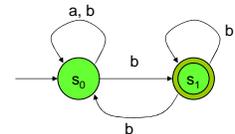
$$q_0, \dots, q_{n+1}$$

such that

- $q_0 = s_0$ and
- $(q_i, a_i, q_{i+1}) \in \Delta$ ($0 \leq i \leq n$)

We also write $q_0 \xrightarrow{w} q_{n+1}$.

A run is **accepting** iff $q_{n+1} \in F$.



Language of NFA

The **language** accepted by NFA A is

$$L(A) = \{w \in \Sigma^* \mid s_0 \xrightarrow{w} s \text{ and } s \in F\}$$

A language K is called **NFA accepting** if there is a NFA such that $L(A) = K$.

Two NFAs A and B are **equivalent** if $L(A) = L(B)$.

Question

Is there a language that is either a DFA or an NFA accepting, but not both?



Answer: No

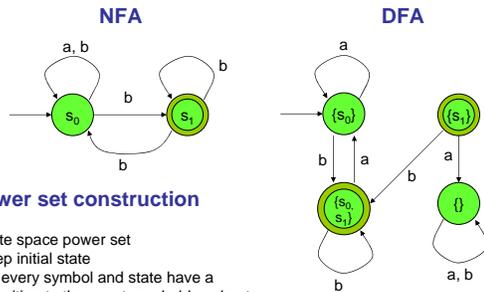
Claim: L DFA accepting \Leftrightarrow L NFA accepting

Proof:

L DFA accepting \Rightarrow L NFA accepting
 easy: every DFA is in particular an NFA,
 just relax δ to be a relation

L NFA accepting \Rightarrow L DFA accepting
 slightly harder, idea see next slide

Idea: NFA to DFA



Power set construction

- state space power set
- keep initial state
- for every symbol and state have a transition to the exact reachable subset
- all states which contain a final state are final states

Definition Power Set Automaton

Given NFA $A=(S,\Sigma,s_0,\Delta,F)$.

Define **power set DFA** $A'=(S',\Sigma,s_0',\delta,F')$ as follows:

- $S' := 2^S$
- $s_0' := \{s_0\}$
- $\delta(P,a) = \{q \in S \mid \text{there is } p \in P : (p,a,q) \in \Delta\}$
- $F' := \{P \subseteq S \mid P \cap F \neq \emptyset\}$

Proof NFA \Rightarrow DFA

Lemma: We show A and A' are equivalent by showing

$A: s_0 \rightarrow^w s$ iff $s \in \delta(\{s_0\}, w)$

Proof: $A: s_0 \rightarrow^w s$

iff $s \in \text{Reach}_A(w)$

reachable states for w

iff $s \in \delta(\{s_0\}, w)$.

This implies:

$A: s_0 \rightarrow^w s$ with $s \in F$

iff $s \in \delta(\{s_0\}, w) \cap F \neq \emptyset$

Hence: A is w accepting iff A' is w accepting.

Regular Expression

Another Way of Defining a Language

Example

- all words starting with 1 or 3 a's
- followed by a possible sequence of ab's
- followed by at least 1 b

Regular Expression

$(a + aaa) \cdot (a \cdot b)^* \cdot b \cdot b^*$

Brackets and concatenation symbols are sometimes omitted when clear from the context.

RE Syntax

Definition: The set of **regular expressions** RE_{Σ} over $\Sigma = \{a_1, \dots, a_n\}$ is defined inductively by:

Base elements: $\emptyset, \varepsilon, a_1, \dots, a_n$

Constructors: if r and s are regular expression so are $(r+s), (r \cdot s),$ and r^*

Alternatively this can be defined in terms of a BNF grammar.

RE Semantics

We **define a language** $L(r) \subseteq \Sigma^*$ (**set of words**) for every regular expression $r \in RE_{\Sigma}$ as follows:

$L : RE_{\Sigma} \rightarrow 2^{\Sigma^*}$ is defined inductively:

1. $L(\emptyset) = \emptyset, L(\varepsilon) = \{\varepsilon\}, L(a_i) = \{a_i\}$
2. $L(r+s) = L(r) \cup L(s)$
 $L(r \cdot s) = L(r) \cdot L(s)$
 $L(r^*) = (L(r))^*$

A **language is regular** if it is definable by a regular expression.

Regular Expressions in UNIX

- $[a_1, a_2, \dots, a_n]$ instead of $a_1 + a_2 + \dots + a_n$
- "." instead of Σ (any letter)
- | instead of +
- $r?$ instead of $\epsilon + r$
- $r+$ instead of r^*r
- $r\{4\}$ instead of $rrrr$

Question

Is there a language that can be expressed
either by an NFA/DFA or an RE
but not both?



Answer

Kleene's Theorem

who also brought us the Kleene algebra, the Kleene star,
Kleene's recursion theorem and the Kleene fixpoint theorem



For every RE there is an equivalent NFA and
for every NFA there is an equivalent RE.

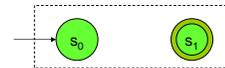
We give the proof (sketch) by

- presenting an inductive construction from RE to NFA and
- the idea of a transformation algorithm from NFA to RE

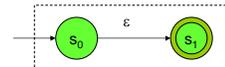
RE to NFA: Thompson Construction

Induction Base

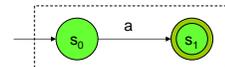
case $r = \emptyset$: define A_r as



case $r = \epsilon$: define A_r as



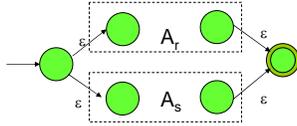
case $r = a$ ($a \in \Sigma$): define A_r as



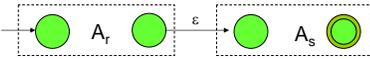
RE to NFA: Thompson Construction

Induction Step

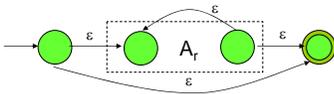
case $r+s$:
define $A_r + A_s$ as



case $r \cdot s$:
define $A_r \cdot A_s$ as



case r^* :
define A_r^* as



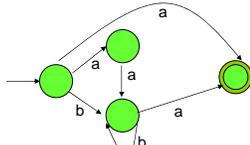
Idea: NFA to RE

Claim: For every NFA we can construct an equivalent RE.
Proof (idea): Create RE from transition labels of NFA.

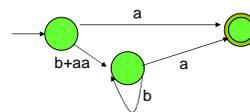
There is a graph transformation algorithm that does exactly this. It is known as the **elimination algorithm**.

Example

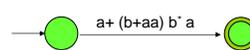
Start



transform



to



Closure Properties, Product Automaton

If $K, L \in \Sigma^*$ regular then KNL , KUL and $K_{\text{comp}} := \Sigma^* \setminus K$ regular.

E.g.: KNL can be obtained by **synchronous product automaton**

A_x : For NFA $A_k = (S_k, \Sigma, s_{0k}, \Delta_k, F_k)$ for K and $A_L = (S_L, \Sigma, s_{0L}, \Delta_L, F_L)$ for L we define:



$A_x := (S_k \times S_L, \Sigma, (s_{0k}, s_{0L}), \Delta, F)$ where

- $((s_k, s_l), a, (s'_k, s'_l)) \in \Delta$ iff $(s_k, a, s'_k) \in \Delta_k$ and $(s_l, a, s'_l) \in \Delta_L$
- $F := F_k \times F_L$

Idea: Run A_k, A_L in parallel and only accept if both accept.

Example

Synchronized Product

A **synchronized product** on NFAs

$A_1 = (S_1, \Sigma_0 \cup \Sigma_1, s_{01}, \Delta_1, F_1)$, $A_2 = (S_2, \Sigma_0 \cup \Sigma_2, s_{02}, \Delta_2, F_2)$
with disjoint Σ_1, Σ_2 is defined by:



$A_{\text{sync}} := (S_1 \times S_2, \Sigma, (s_{01}, s_{02}), \Delta, F)$ where

- $((s_1, s_2), a, (s'_1, s'_2)) \in \Delta$ iff
 - $a \in \Sigma_1, (s_1, a, s'_1) \in \Delta_1, s_2 = s'_2$ or
 - $a \in \Sigma_2, (s_2, a, s'_2) \in \Delta_2, s_1 = s'_1$ or
 - $a \in \Sigma_0, (s_1, a, s'_1) \in \Delta_1$ and $(s_2, a, s'_2) \in \Delta_2$
- $F := F_1 \times F_2$

Means: A_1, A_2 can move **independently** on Σ_1, Σ_2 , but must **synchronize** on Σ_0

Example

Good To Knows

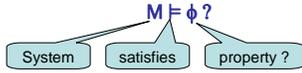
For any NFAs A,B:

- **emptiness** problem: $L(A) = \emptyset$?
- **infinity** problem: Is $|L(A)|$ infinite?
- **inclusion** problem: $L(A) \subseteq L(B)$?
- **equivalence** problem: $L(A) = L(B)$?

are all **decidable**.

Model Checking as Inclusion Problem

Model Checking Problem:



Special case:

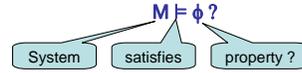


Solving by: Transform RE B in NFA and check if $L(A) \subseteq L(B)$

$$\text{which is checking: } L(A) \cap (\Sigma^* \setminus L(B)) = \emptyset$$

Model Checking as Inclusion Problem

Model Checking Problem:



Typical: Model checking is not only concerned about finite runs but also infinite, e.g., for non-terminating processes.

This requires more powerful frameworks:

ω -Automata instead of NFAs, **temporal logic** instead of RE.

Something to Remember

Programmer

- Regular expressions powerful for pattern matching
- Implement regular expressions with finite state machines.
- example: lexer

Theoretician

- Regular expression is a compact description of a set
- DFA is an abstract machine that solves pattern match
- equivalence DFA/NFA and regular expressions
- model checking as inclusion problem

ω – Automata

From Finite to Infinite Systems



So far:

- DFA/NFA and regular expressions define **finite** systems
- terminating programs, algorithms etc.

Now:

- **infinite** systems, i.e., systems with infinite runs
- non-terminating programs, operating systems, etc.

Infinite words are called **ω words** and the automata generating them **ω automata**.

Buchi Automata

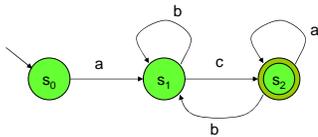
A (non-deterministic) **Buchi automaton** $\langle \Sigma, S, s_0, \Delta, F \rangle$

- Σ is a finite alphabet
- S is a finite set of states
- $s_0 \in S$ is a subset of **initial states**
- $\Delta: Q \times \Sigma \times Q$ is a **transition relation**
- $F \subseteq S$ is a subset of **accepting states**

For an infinite run r let $\text{Inf}(r) = \{ s \mid s = s_i \text{ for infinitely many } i \}$.

A run r of a Buchi automaton is **accepting** iff $\text{Inf}(r) \cap F \neq \emptyset$, i.e., some final state occurs infinitely often.

Example



$r_1 = s_0 s_1 s_2 s_2 s_2 s_2 \dots$ **ACCEPTED**

$r_2 = s_0 s_1 s_2 s_1 s_2 s_1 \dots$ **ACCEPTED**

$r_3 = s_0 s_1 s_2 s_1 s_1 s_1 \dots$ **REJECTED**

ω -regular Languages

An **ω word** has a finite prefix from s_0 to s and then revisits s infinitely often.

For automaton A , if U_s is the regular set of all finite words s_0 to s and V_s the regular set of all finite "revisits". An ω word is

$$\alpha = uv_0 v_1 \dots \text{ where } u \in U_s, v_i \in V_s, i \geq 0$$

We write $\alpha \in U_s V_s^\omega$.

The **ω regular language** of A is $L_\omega(A) = \bigcup_{s \in F} U_s V_s^\omega$.

A language is ω regular iff Buchi recognizable.

Other ω -Automata

There are different types of ω -automata. They typically only differ in their acceptance conditions.

Buchi: $\text{Inf}(r) \cap F \neq \emptyset$,

Muller: $\forall F \in \mathcal{F} \text{ Inf}(r) = F$ for $\mathcal{F} \subseteq 2^S$ (must match one set)

Rabin: $\bigvee_{i=1}^n (\text{Inf}(r) \cap E_i = \emptyset \text{ and } \text{Inf}(r) \cap F_i \neq \emptyset)$ for $E_i, F_i \subseteq S$ and acceptance set $\{(E_1, F_1), \dots, (E_n, F_n)\}$, i.e., all states of E_i only visited finitely often, but some states of F_i infinitely

Street: $\bigwedge_{i=1}^n (\text{Inf}(r) \cap E_i \neq \emptyset \text{ and } \text{Inf}(r) \cap F_i = \emptyset)$ for $E_i, F_i \subseteq S$ and acceptance set $\{(E_1, F_1), \dots, (E_n, F_n)\}$ (dual to Rabin)

Equivalence

For **non-deterministic** ω -automata the following are equivalent (recognize the same language):

- Buchi
- \Leftrightarrow Muller
- \Leftrightarrow Rabin
- \Leftrightarrow Street

McNaughton's Theorem

McNaughton's Theorem:

Buchi can be transformed into equivalent **deterministic** Muller.

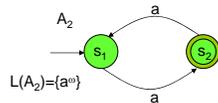
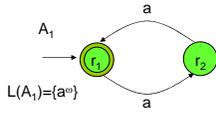
From its proof (Safra's construction) follows:

- deterministic Muller,
- \Leftrightarrow deterministic Rabin,
- \Leftrightarrow deterministic Street and
- \Leftrightarrow non-deterministic Buchi

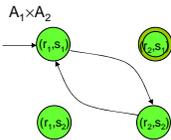
Conclusion

- non-deterministic Buchi
- \Leftrightarrow Muller (deterministic/non-deterministic)
- \Leftrightarrow Street (deterministic/non-deterministic)
- \Leftrightarrow Rabin (deterministic/non-deterministic)

Product of Buchi Automata

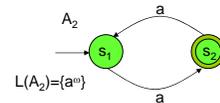
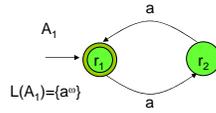


The product using the same construction as for NFAs:

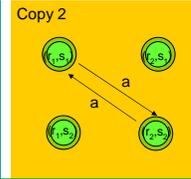
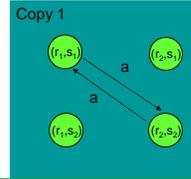
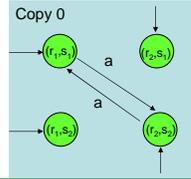


Does not work! As obviously
 $L(A_1 \times A_2) = L(A_1) \cap L(A_2) = \{a^n\}$

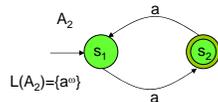
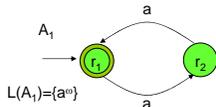
Product of Buchi Automata



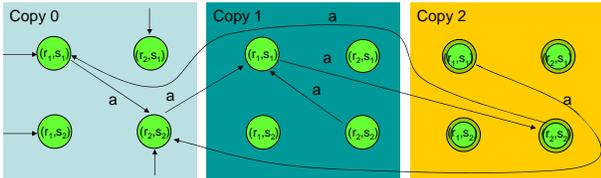
The product $A_1 \times A_2$



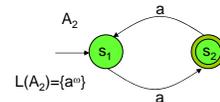
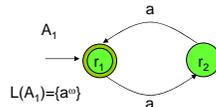
Product of Buchi Automata



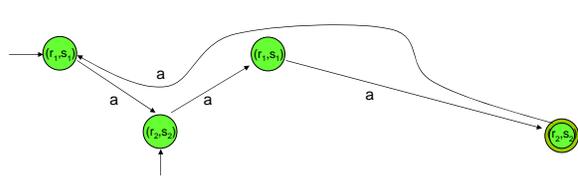
The product $A_1 \times A_2$



Product of Buchi Automata



The product $A_1 \times A_2$



Product of Buchi Automata

Strategy

- “multiply” the product automaton by 3 ($S = S_1 \times S_2 \times \{0,1,2\}$)
- ‘0’ copy initial states, ‘2’ copy final states
- transition relation like “normal” product automaton, but **redirect arcs** such that
 - transition to the ‘1’ copy if in ‘0’ copy and visiting final state from A_1
 - transition to the ‘2’ copy if in ‘1’ copy and visiting final state from A_2 ,
 - all transitions from ‘2’ copy lead to ‘0’ copy

The product of A_1, A_2 gives us the intersection of their two languages.

Lessons Learned

- DFA vs NFA
- regular vs DFA/NFA
- product of NFAs (intersection of languages)
- ω automata
- product of ω automata

Next Lecture

Model Checking Problem:



Have a nice language to specify ϕ : use **temporal logic**.