

Homework:

All maps $S \rightarrow T$

All maps $A^* \rightarrow \{\text{yes, no}\}$ decision problems
 \Leftrightarrow
languages over A

Section 1.2 Non-deterministic finite automata

① this is important
for P vs NP

② We actually need to, has applications

$$\{ruh, uh\}^* = \{\epsilon, ruh, uh, ruhuh, \dots\}$$

$$\begin{array}{cc} \{a^5, a^7\}^* & \\ \uparrow & \uparrow \\ aaaaa & aaaaaaa \end{array}$$

$$\{abba, bcaab\}^*$$

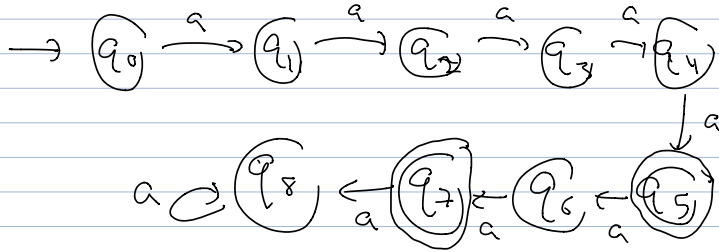
If L has "overlap," even
knowing what L^* is can
be tricky...

$$\{a^5, a^7\}^* = \{\epsilon, a^5, a^7, a^{10} = a^5 a^5, a^{12} = a^5 a^7, \dots\}$$

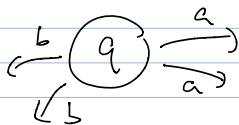
but $a^{23} \in \uparrow$, but $a^{24}, a^{25}, a^{26}, \dots$ is

$$\{a^5, a^7\}^* = \left\{ (a^5)^m (a^7)^n = a^{5m+7n}, \right. \\ \left. m, n = 0, 1, 2, \dots \right\}$$

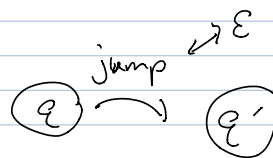
DFA for $\{a^5, a^7\}$ over $\Sigma = \{a\}$:



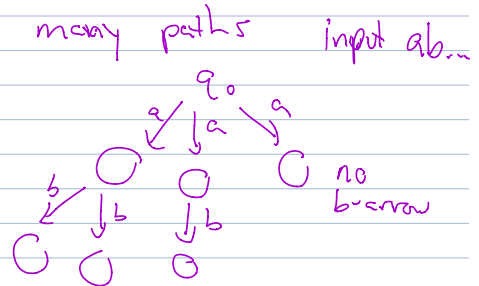
Use "non-determinism"



more than one choice



maybe no arrow leaving q labeled a



Called NFA non-deterministic finite automaton

① If L is regular, then L^* is recognized by some

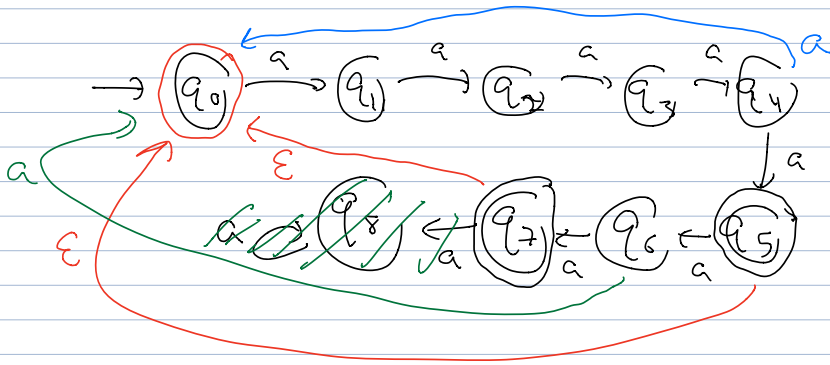
NFA

Rule: If input "abba" has at least one path to a final/accepting state, then input is accepted.

② Any language recognized by an NFA, is recognized by some DFA

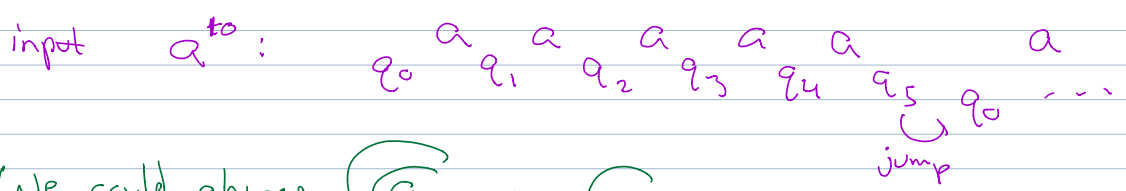
NFA

~~DFA~~ for $\{a^5, a^7\}$ over $\Sigma = \{a\}$:



Alternate to
 q_5 jumps
 q_0

Alternative
 q_7 jump q_0

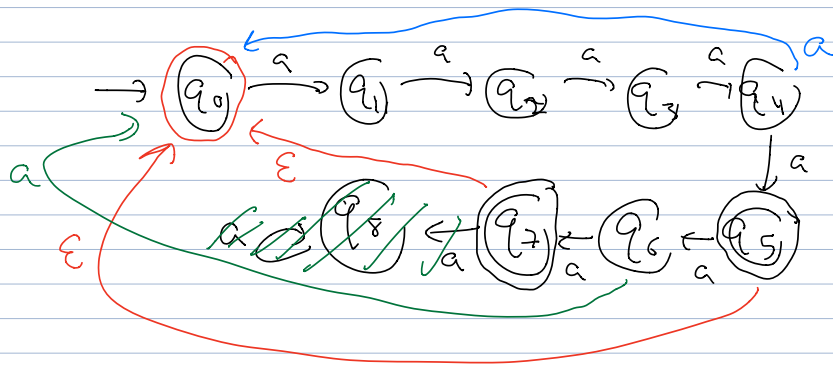


We could change q_5 to q_5

$S = \{s \in \{a,b\}^* \mid s \text{ has } abba \text{ or } bbb \text{ as substring}\}$

Another example of where non-determinism makes building automaton easier

Input $bbababbbaaaba$



Input Which states could I possibly reach ?

a ——— {q0}

a ——— {q1}

a ——— {q2}

a ——— {q5, q0}

after 5 a's

a ——— {q6, q1}

a ——— {q7, q0, q2}

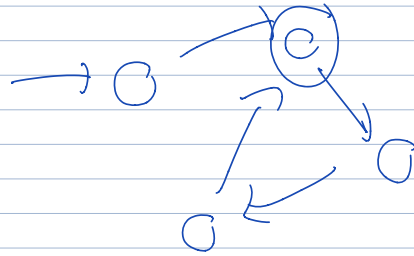
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In general: $\text{Power}(Q)$ = set of all subsets of states

say {q0, q3, q27, q⊙} in an NFA,

read c { — — — }

DFA recognises L



recognise $L_{comp} = \Sigma^* \setminus L$

