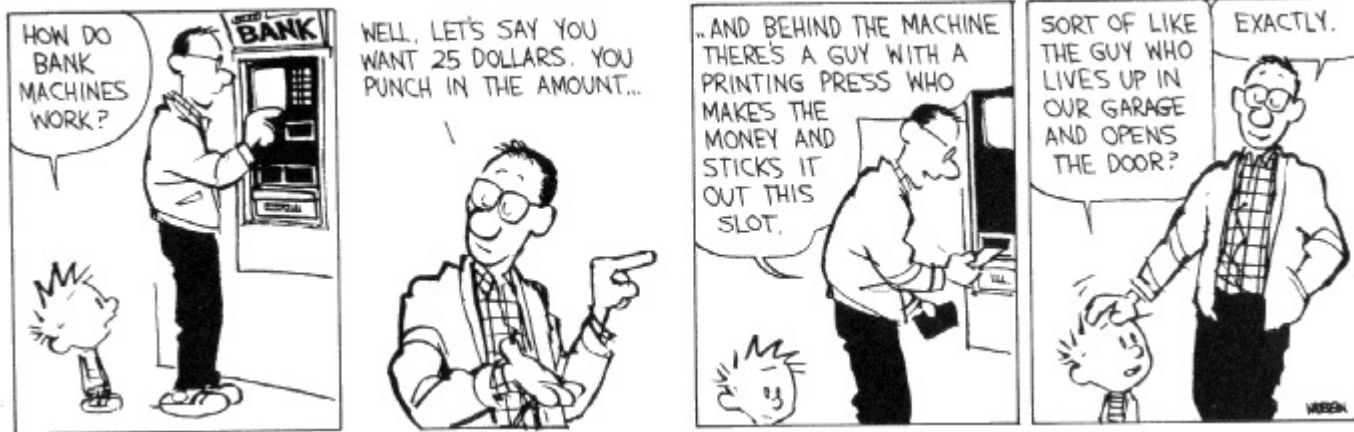


# CSE 311: Foundations of Computing

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## Lecture 24: Directed Graphs and NFAs



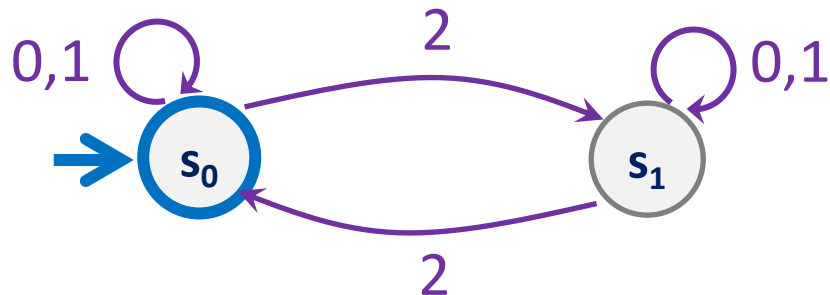
# Recap: Finite State Machines (DFAs)

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A **DFA** consists of:

- States
- Transitions on input symbols
- Start state and final states
- The “language recognized” by the machine is the set of strings that reach a final state from the start

Example: Strings with an even number of 2's



# Recap: Directed Graphs

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$G = (V, E)$

$V$  – vertices

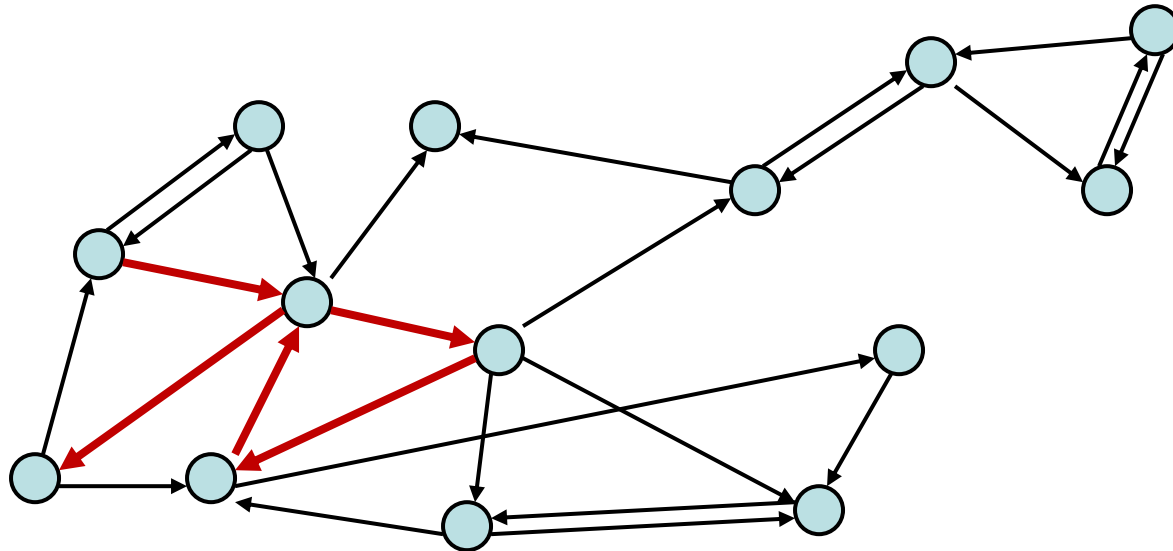
$E$  – edges, ordered pairs of vertices

**Path:**  $v_0, v_1, \dots, v_k$  with each  $(v_i, v_{i+1})$  in  $E$

**Simple Path:** none of  $v_0, \dots, v_k$  repeated

**Cycle:**  $v_0 = v_k$

**Simple Cycle:**  $v_0 = v_k$ , none of  $v_1, \dots, v_k$  repeated



# Connectivity In Graphs

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Defn: Two vertices in a graph are **connected** iff there is a path between them.

Let  $R$  be a relation on a set  $A$ . The **connectivity** relation  $R^*$  consists of the pairs  $(a,b)$  such that there is a path from  $a$  to  $b$  in  $R$ .

$$R^* = \bigcup_{k=0}^{\infty} R^k$$

**Note:** The text uses the wrong definition of this quantity. What the text defines (ignoring  $k=0$ ) is usually called  $R^+$

# How Properties of Relations show up in Graphs

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Let  $R$  be a relation on  $A$ .

$R$  is **reflexive** iff  $(a,a) \in R$  for every  $a \in A$

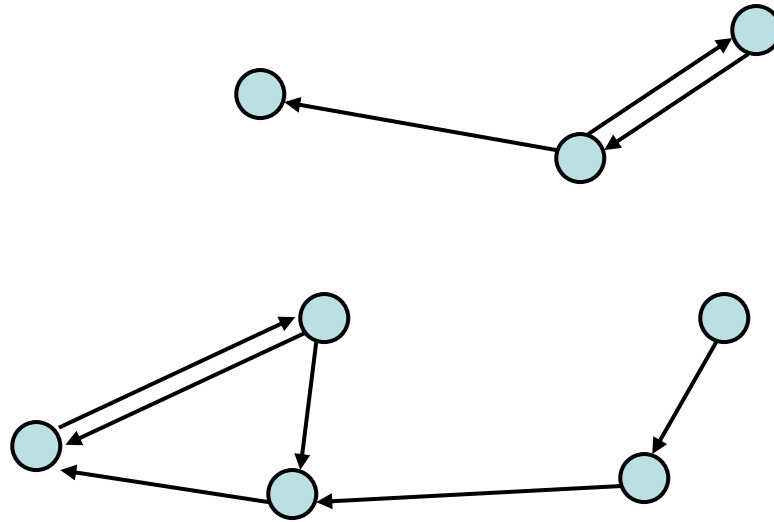
$R$  is **symmetric** iff  $(a,b) \in R$  implies  $(b,a) \in R$

$R$  is **antisymmetric** iff  $(a,b) \in R$  and  $a \neq b$  implies  $(b,a) \notin R$

$R$  is **transitive** iff  $(a,b) \in R$  and  $(b,c) \in R$  implies  $(a,c) \in R$

# Transitive-Reflexive Closure

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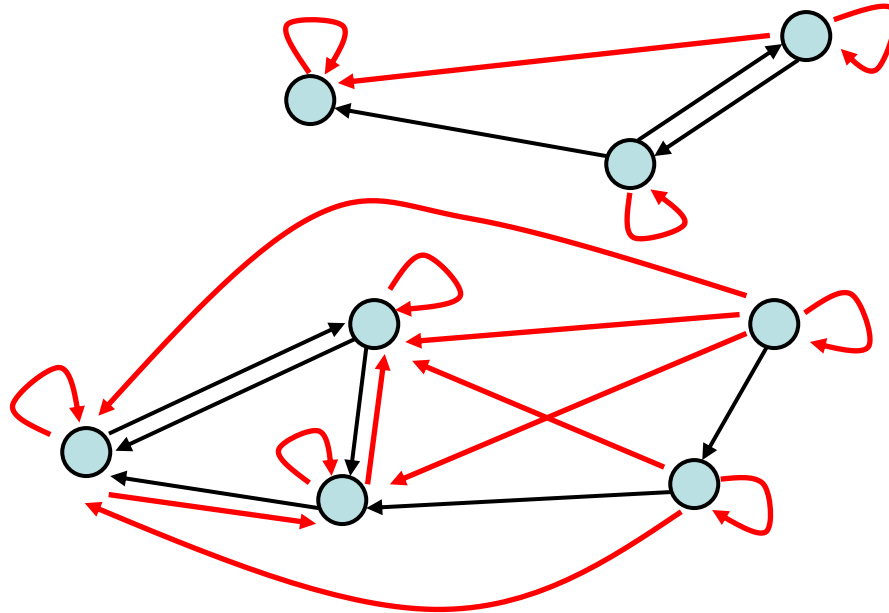


Add the **minimum possible** number of edges to make the relation transitive and reflexive.

The **transitive-reflexive closure** of a relation  $R$  is the connectivity relation  $R^*$

# Transitive-Reflexive Closure

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Relation with the **minimum possible** number of **extra edges** to make the relation both transitive and reflexive.

The **transitive-reflexive closure** of a relation  $R$  is the connectivity relation  $R^*$

# $n$ -ary Relations

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Let  $A_1, A_2, \dots, A_n$  be sets. An  **$n$ -ary** relation on these sets is a subset of  $A_1 \times A_2 \times \dots \times A_n$ .

Example application: **Database theory**

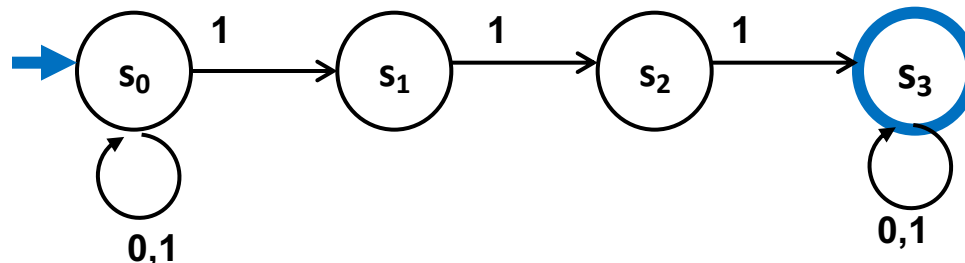
Student_Name	ID_Number	Office	GPA
Knuth	328012098	022	4.00
Von Neuman	481080220	555	3.78
Russell	238082388	022	3.85
Einstein	238001920	022	2.11
Newton	1727017	333	3.61
Karp	348882811	022	3.98
Bernoulli	2921938	022	3.21



# Nondeterministic Finite Automata (NFA)

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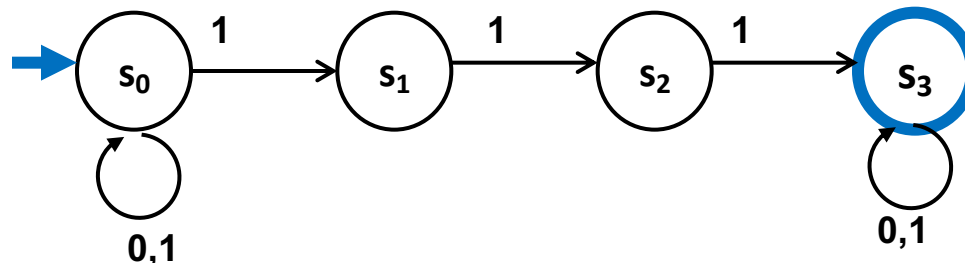
- Graph with start state, final states, edges labeled by symbols (like DFA) but
  - Not required to have exactly 1 edge out of each state labeled by each symbol— can have 0 or  $>1$
  - Also can have edges labeled by empty string  $\epsilon$
- **Definition:**  $x$  is in the language recognized by an NFA if and only if some valid execution of the machine gets to an accept state



# Nondeterministic Finite Automata (NFA)

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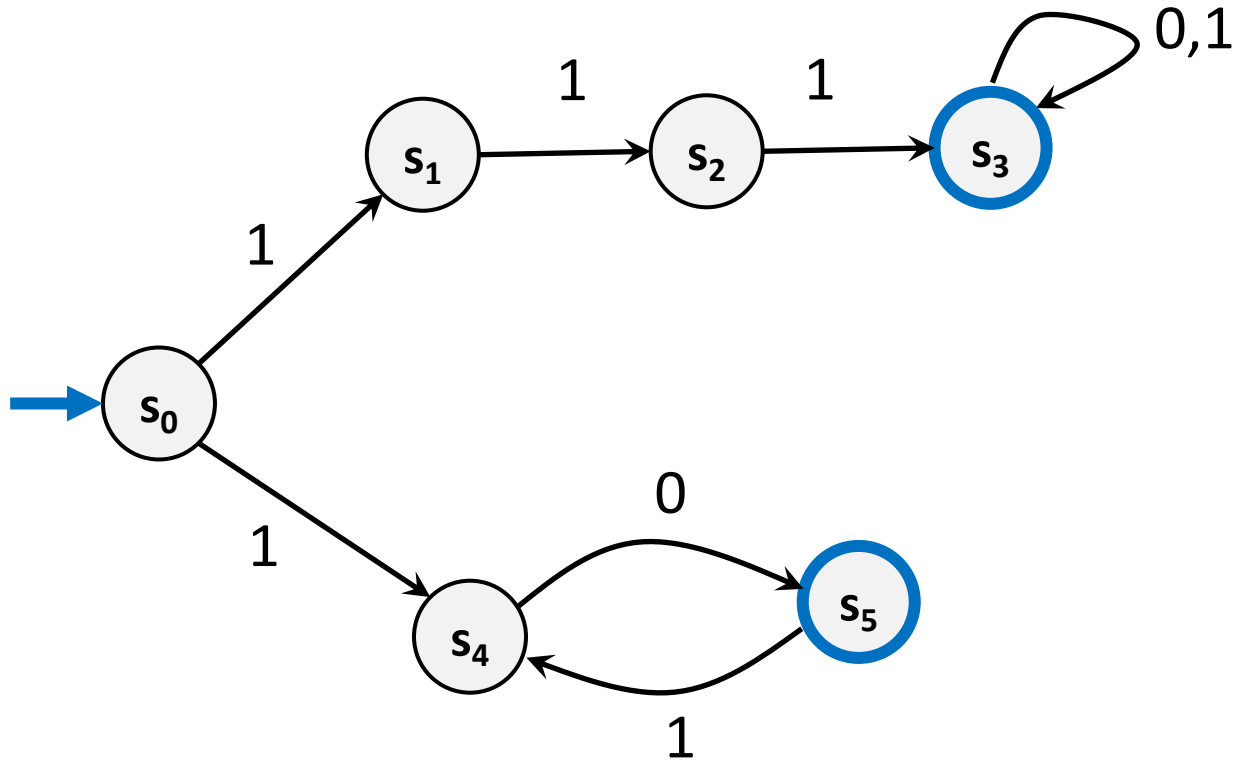
- Graph with start state, final states, edges labeled by symbols (like DFA) but
  - Not required to have exactly 1 edge out of each state labeled by each symbol— can have 0 or >1
  - Also can have edges labeled by empty string  $\epsilon$
- **Definition:**  $x$  is in the language recognized by an NFA if and only if some valid execution of the machine gets to an accept state



Recognized language:  $(0 \cup 1)^* 111(0 \cup 1)^*$  as RE

## Consider This NFA

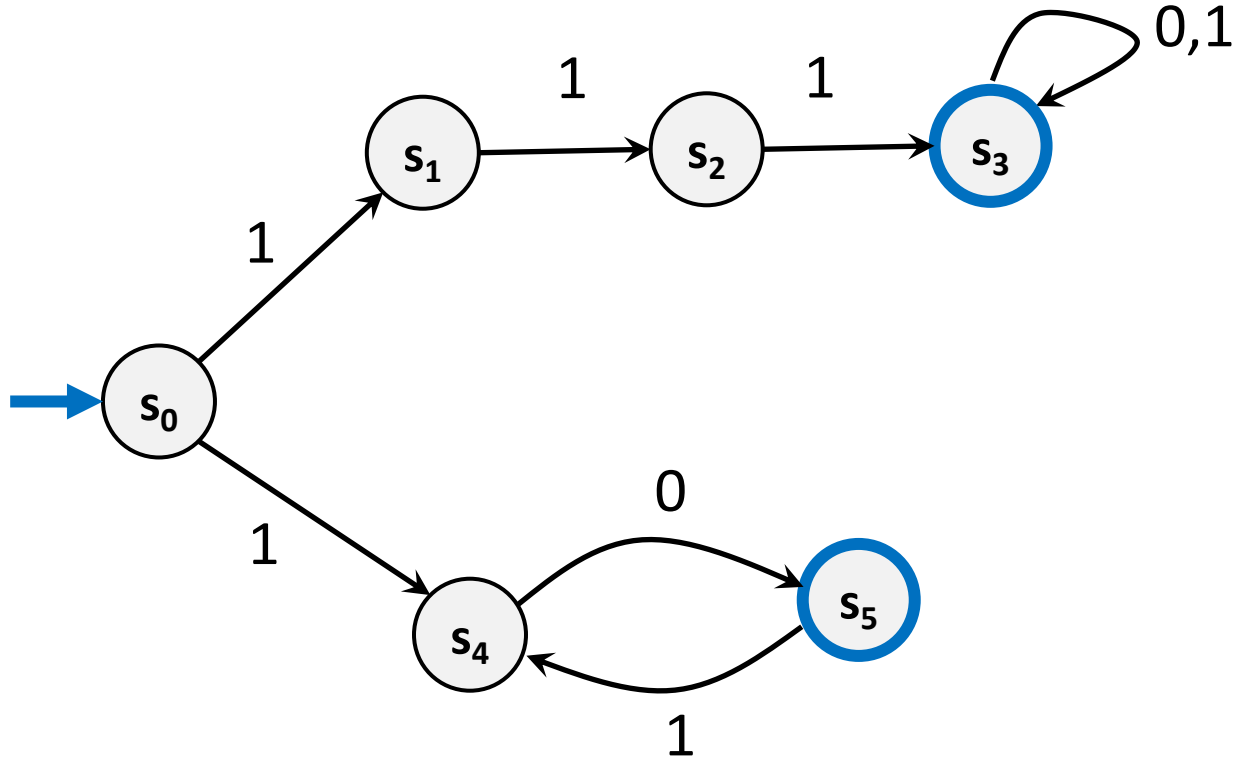
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What language does this NFA accept?

## Consider This NFA

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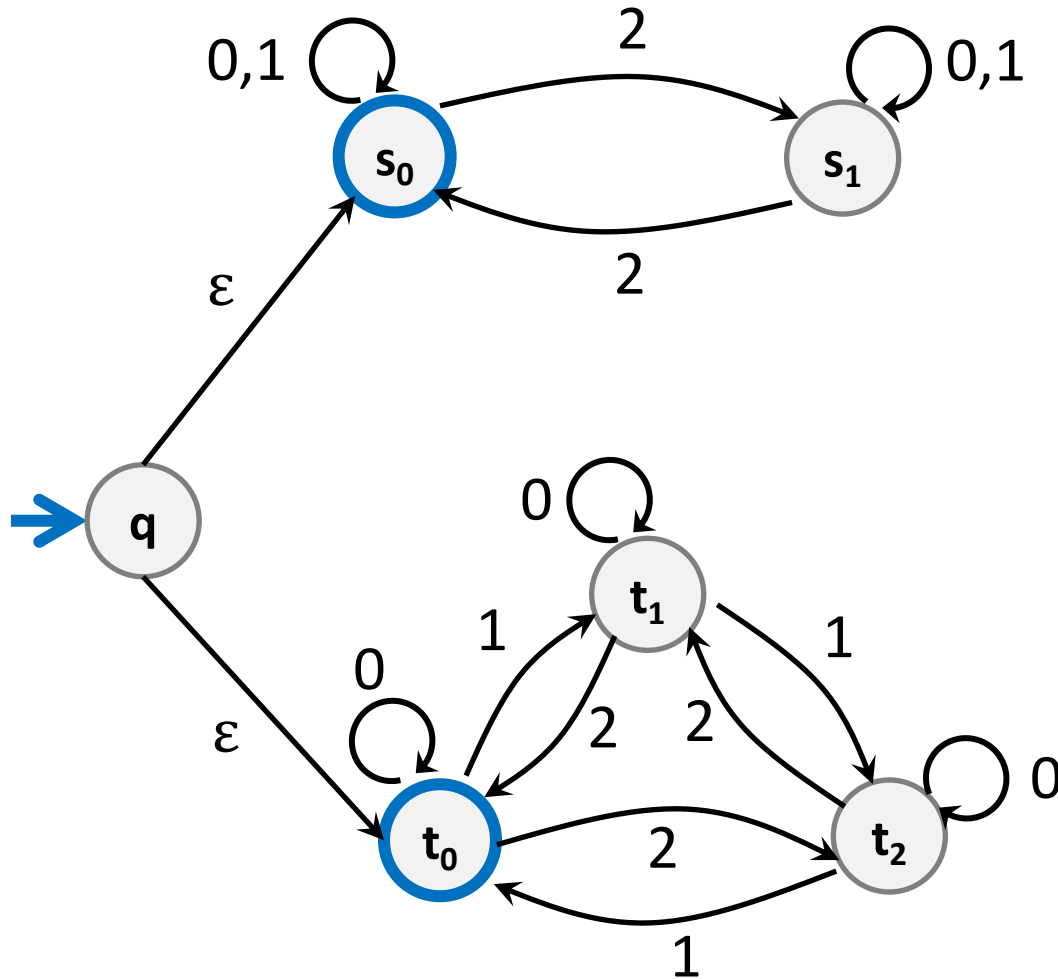


What language does this NFA accept?

$$10(10)^* \cup 111(0 \cup 1)^*$$

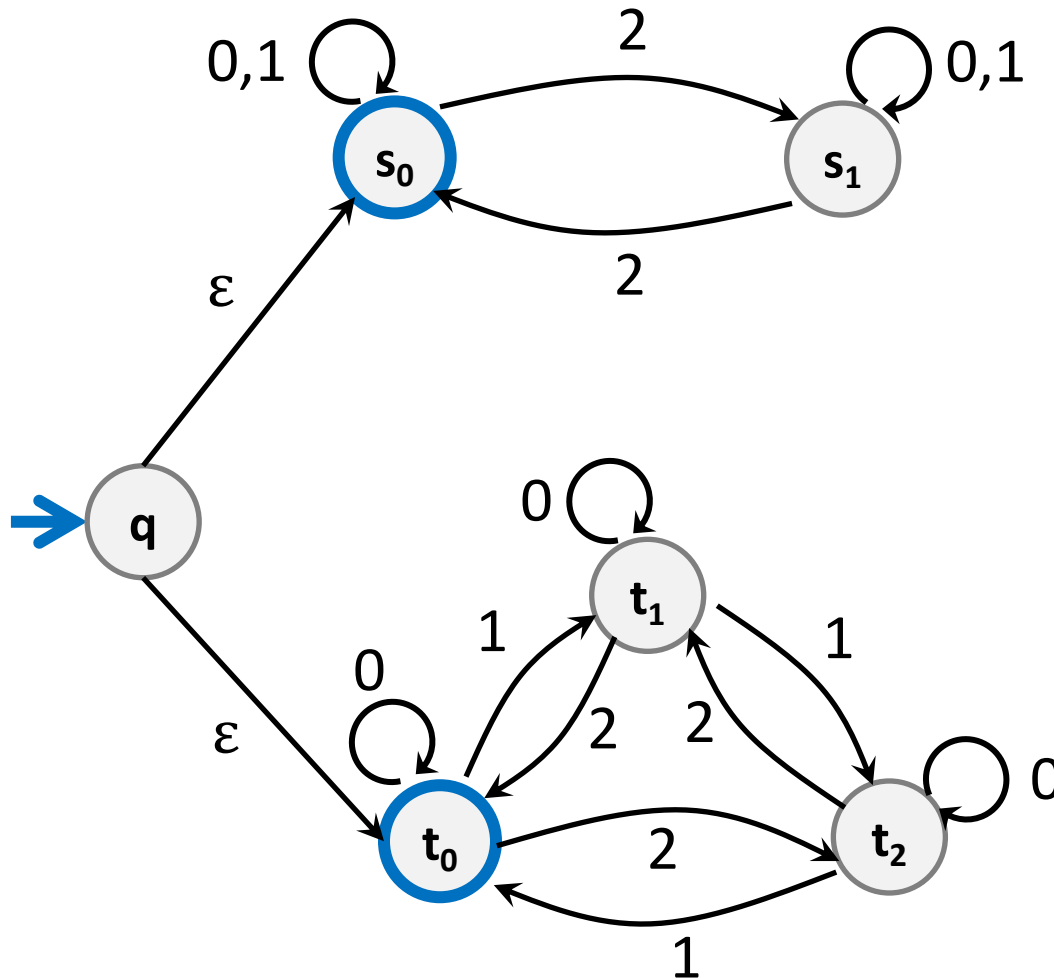
# NFA $\epsilon$ -moves

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# NFA $\epsilon$ -moves

Strings over  $\{0,1,2\}$  w/even # of 2's OR sum to 0 mod 3



# Lecture 24 Activity

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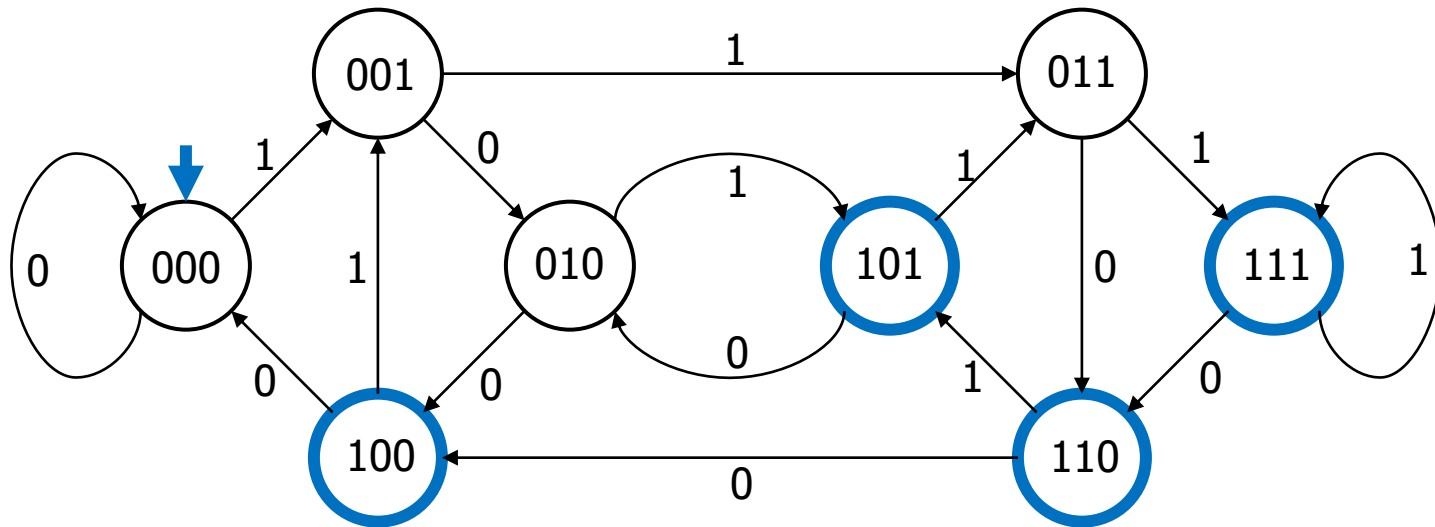
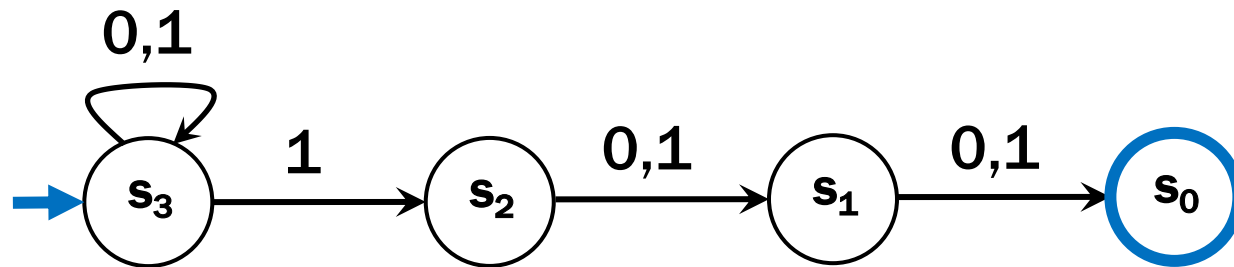
- You will be assigned to **breakout rooms**. Please:
- Introduce yourself
- Choose someone to share screen, showing this PDF

Construct an NFA for the set of binary strings with a **1** in the **3<sup>rd</sup>** position from the end

Fill out a poll everywhere for **Activity Credit!**  
Go to [pollev.com/thomas311](https://pollev.com/thomas311) and login  
with your UW identity

# Compare with the smallest DFA

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# State Minimization

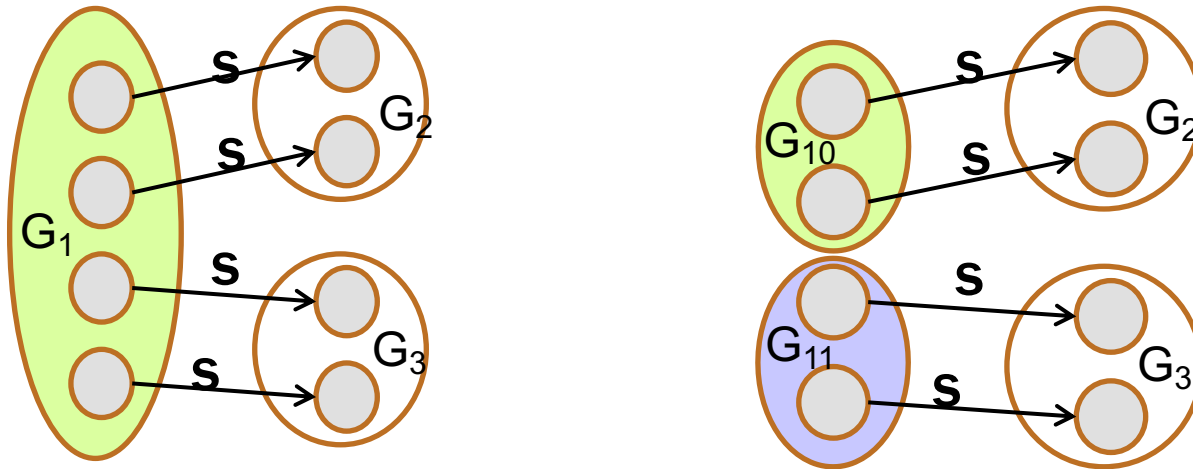
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- **Many different FSMs (DFAs) for the same problem**
- **Take a given FSM and try to reduce its state set by combining states**
  - **Algorithm will always produce the unique minimal equivalent machine (up to renaming of states) but we won't prove this**

# State Minimization Algorithm

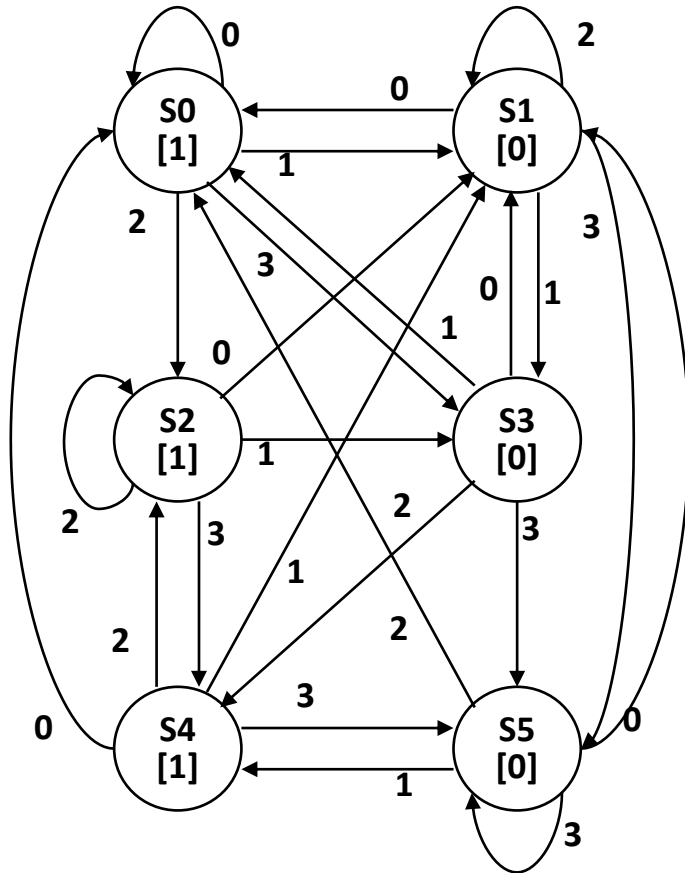
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1. Put states into groups based on their outputs (or whether they are final states or not)
2. Repeat the following until no change happens
  - a. If there is a symbol **s** so that not all states in a group **G** agree on which group **s** leads to, split **G** into smaller groups based on which group the states go to on **s**



3. Finally, convert groups to states

# State Minimization Example

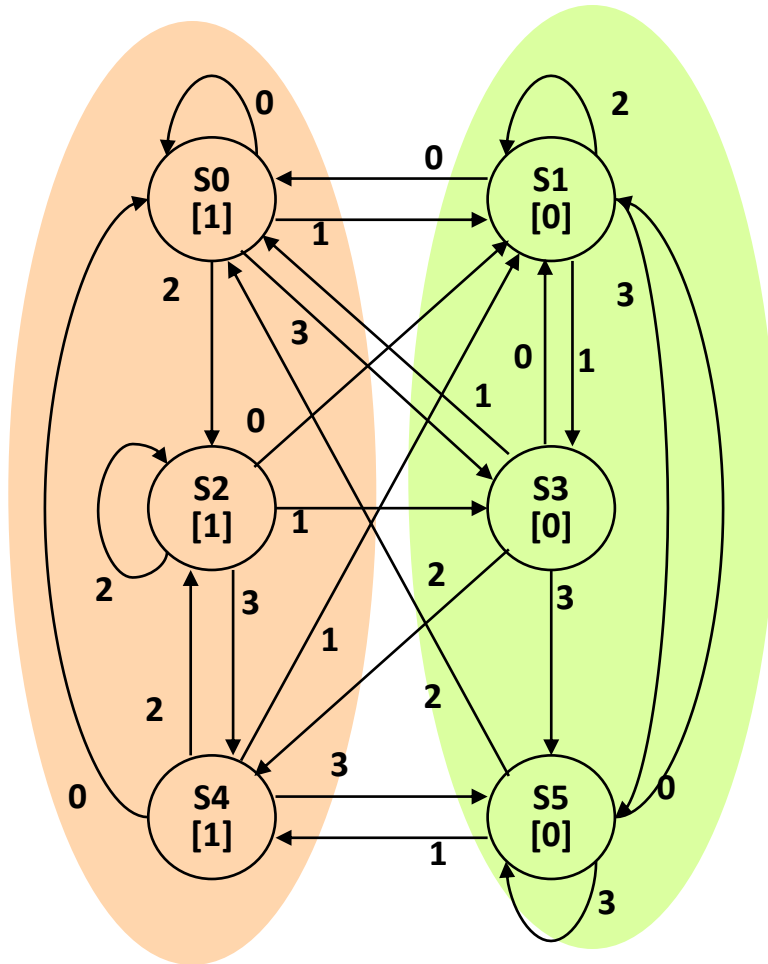


present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

state transition table

Put states into groups based on their outputs (or whether they are final states or not)

# State Minimization Example

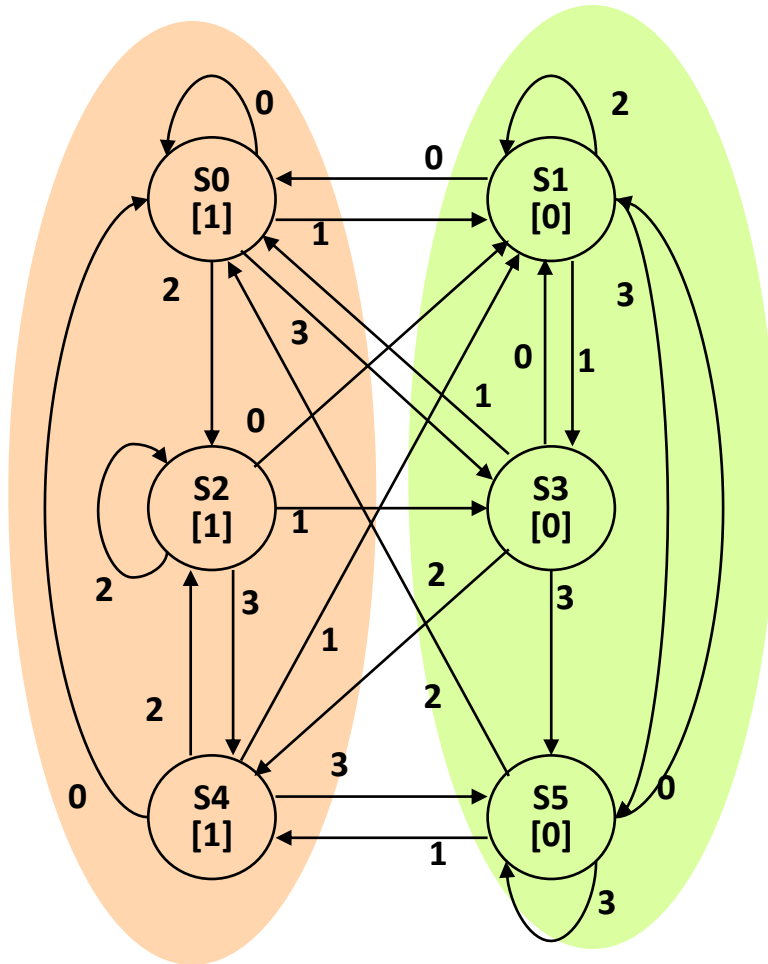


present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

state transition table

Put states into groups based on their outputs (or whether they are final states or not)

# State Minimization Example



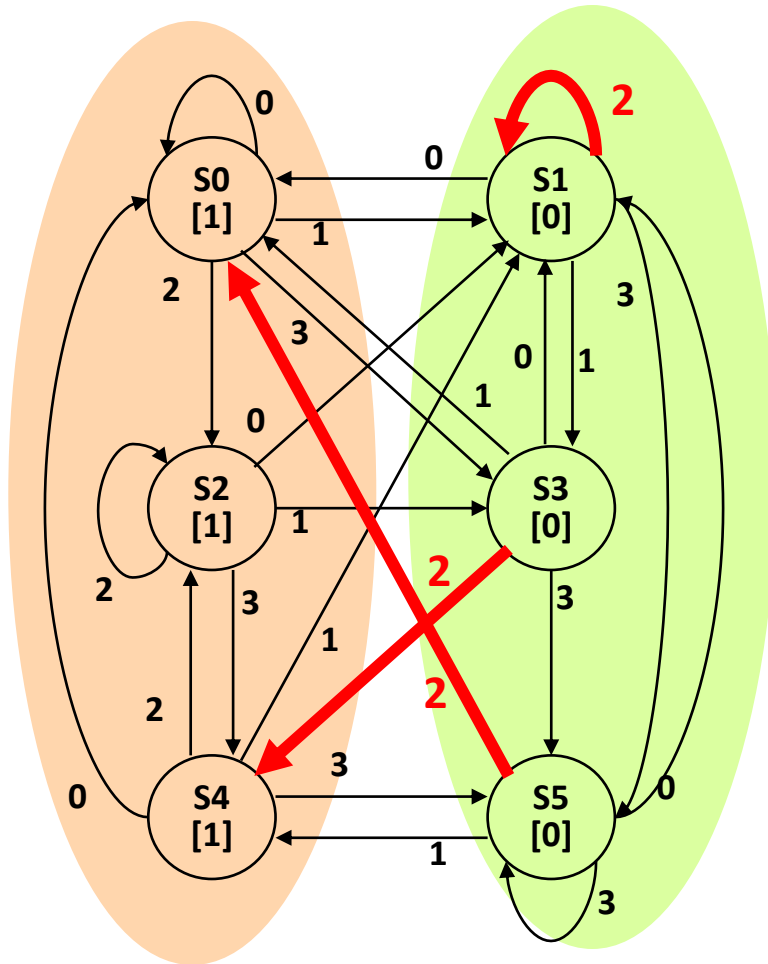
present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

state transition table

Put states into groups based on their outputs (or whether they are final states or not)

If there is a symbol **s** so that not all states in a group **G** agree on which group **s** leads to, split **G** based on which group the states go to on **s**

# State Minimization Example



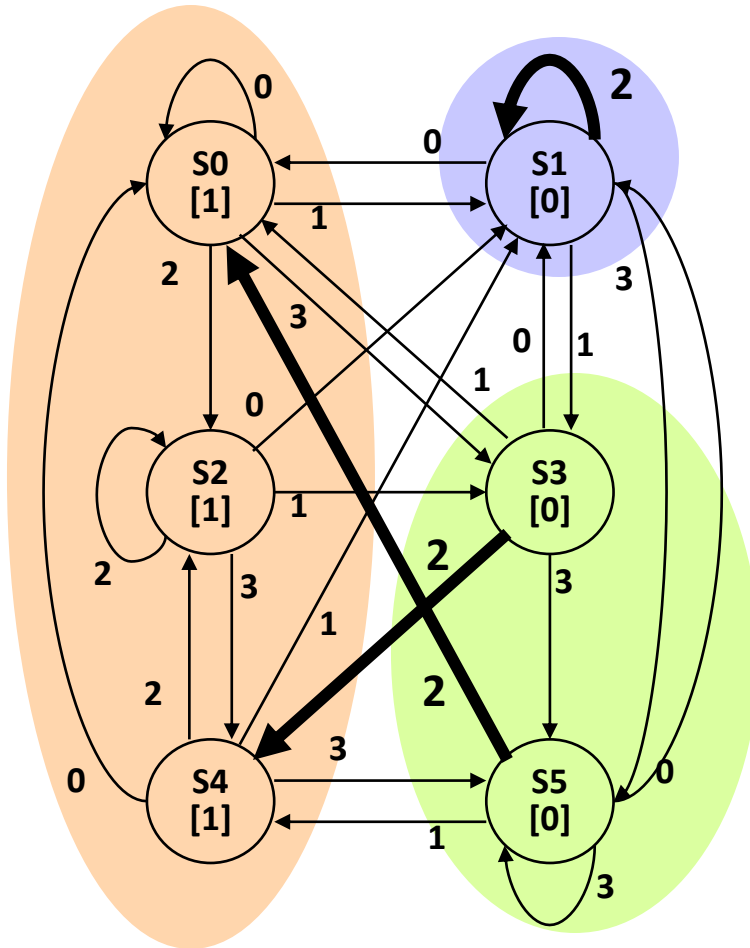
present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

state transition table

Put states into groups based on their outputs (or whether they are final states or not)

If there is a symbol **s** so that not all states in a group **G** agree on which group **s** leads to, split **G** based on which group the states go to on **s**

# State Minimization Example



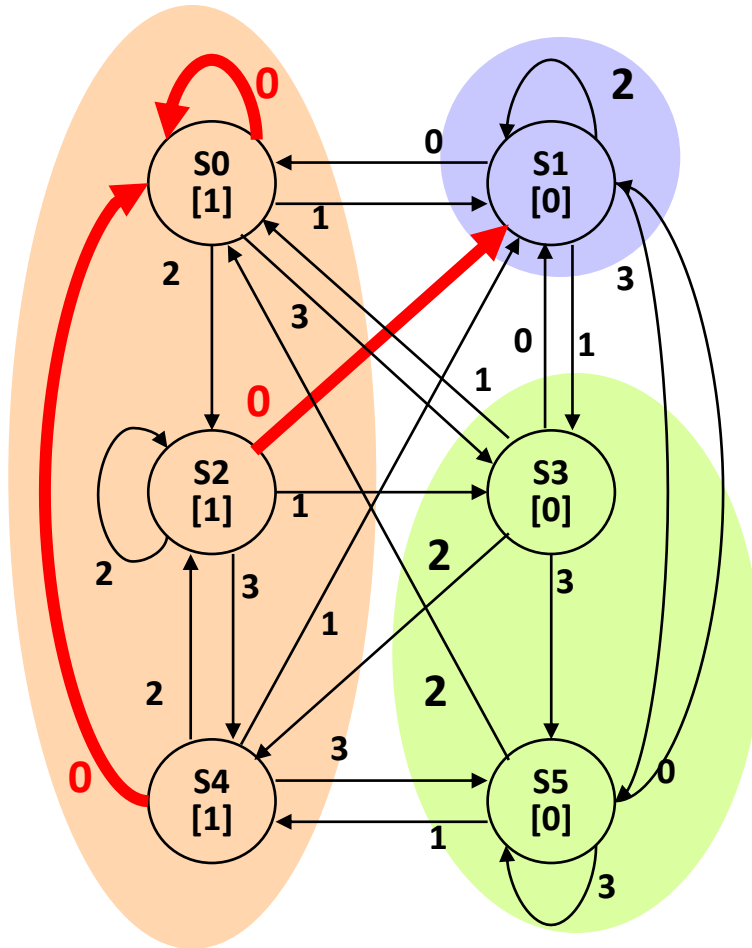
present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

state transition table

Put states into groups based on their outputs (or whether they are final states or not)

If there is a symbol **s** so that not all states in a group **G** agree on which group **s** leads to, split **G** based on which group the states go to on **s**

# State Minimization Example



present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

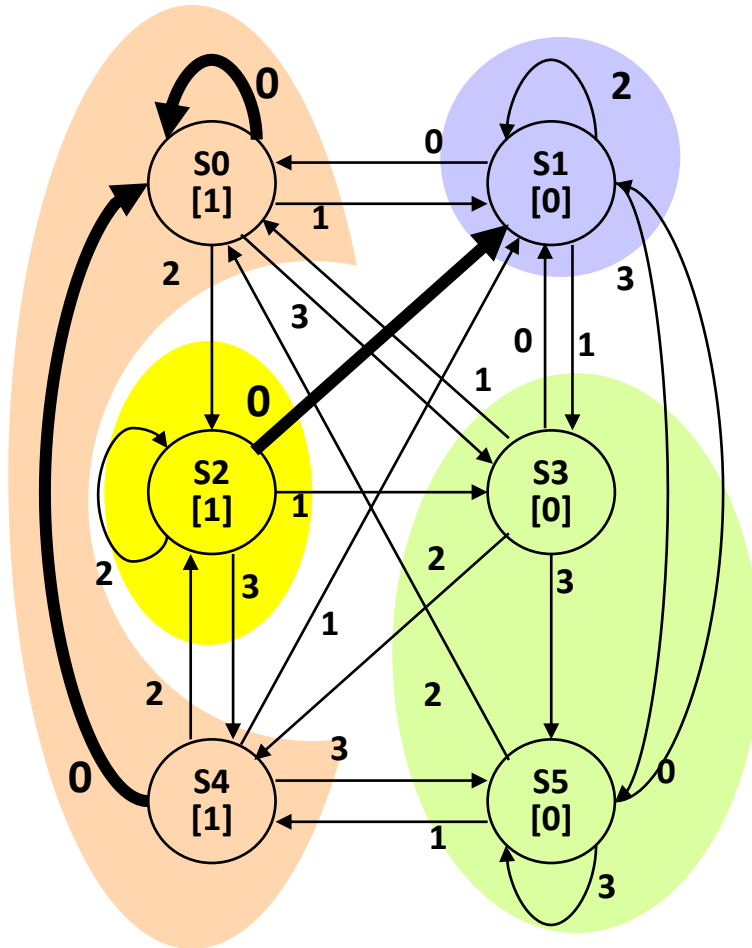
state transition table

Put states into groups based on their outputs (or whether they are final states or not)

If there is a symbol **s** so that not all states in a group **G** agree on which group **s** leads to, split **G** based on which group the states go to on **s**



# State Minimization Example



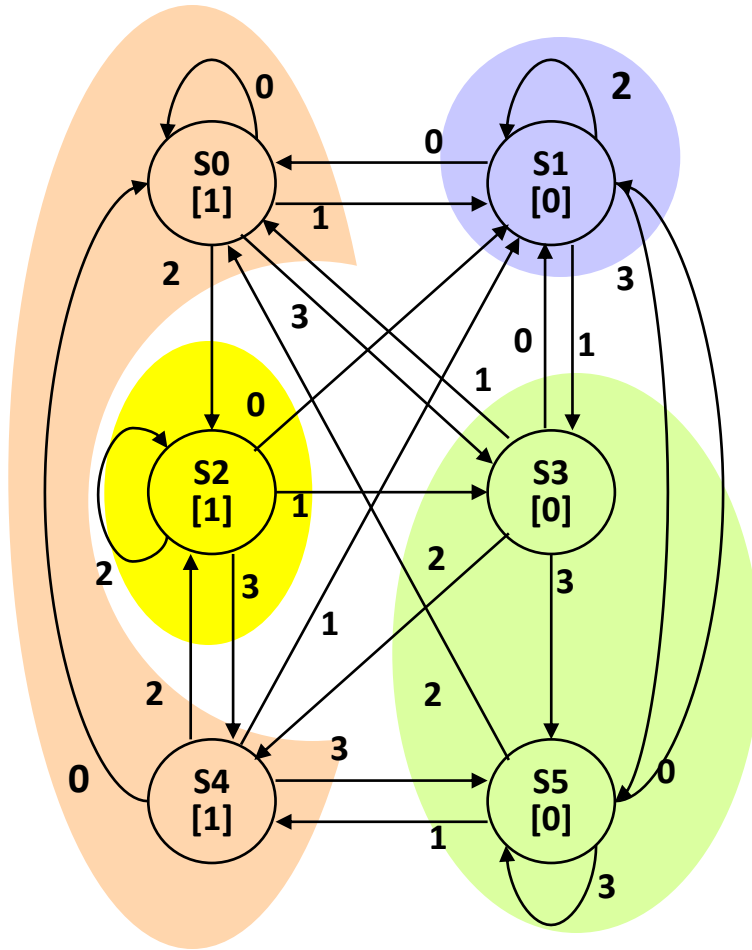
present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

state transition table

Put states into groups based on their outputs (or whether they are final states or not)

If there is a symbol **s** so that not all states in a group **G** agree on which group **s** leads to, split **G** based on which group the states go to on **s**

# State Minimization Example



present state	next state				output
	0	1	2	3	
S0	S0	S1	S2	S3	1
S1	S0	S3	S1	S5	0
S2	S1	S3	S2	S4	1
S3	S1	S0	S4	S5	0
S4	S0	S1	S2	S5	1
S5	S1	S4	S0	S5	0

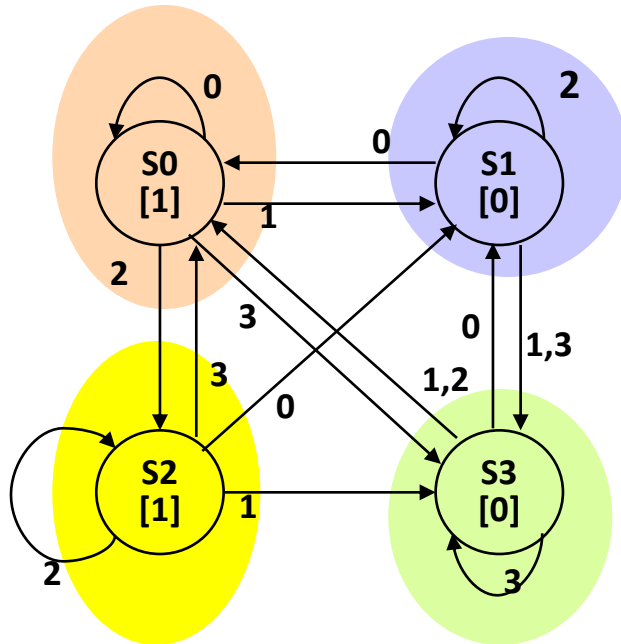
state transition table

Finally convert groups to states:

Can combine states S0-S4 and S3-S5.

In table replace all S4 with S0 and all S5 with S3

# Minimized Machine

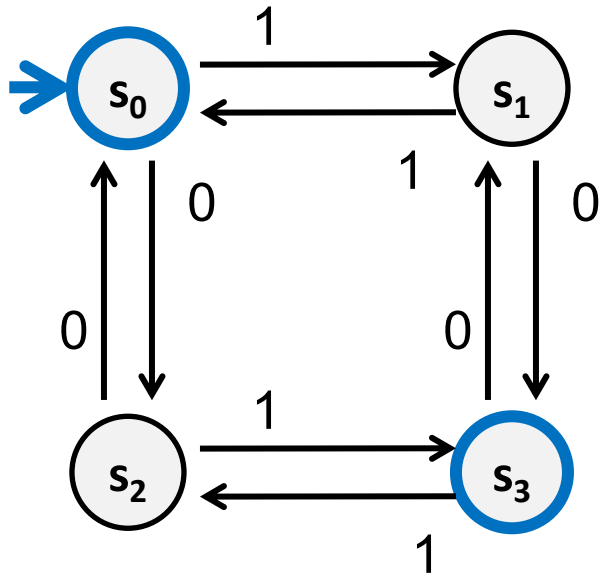


present state	next state				output
	0	1	2	3	
<b>S0</b>	<b>S0</b>	<b>S1</b>	<b>S2</b>	<b>S3</b>	1
<b>S1</b>	<b>S0</b>	<b>S3</b>	<b>S1</b>	<b>S3</b>	0
<b>S2</b>	<b>S1</b>	<b>S3</b>	<b>S2</b>	<b>S0</b>	1
<b>S3</b>	<b>S1</b>	<b>S0</b>	<b>S0</b>	<b>S3</b>	0

state transition table

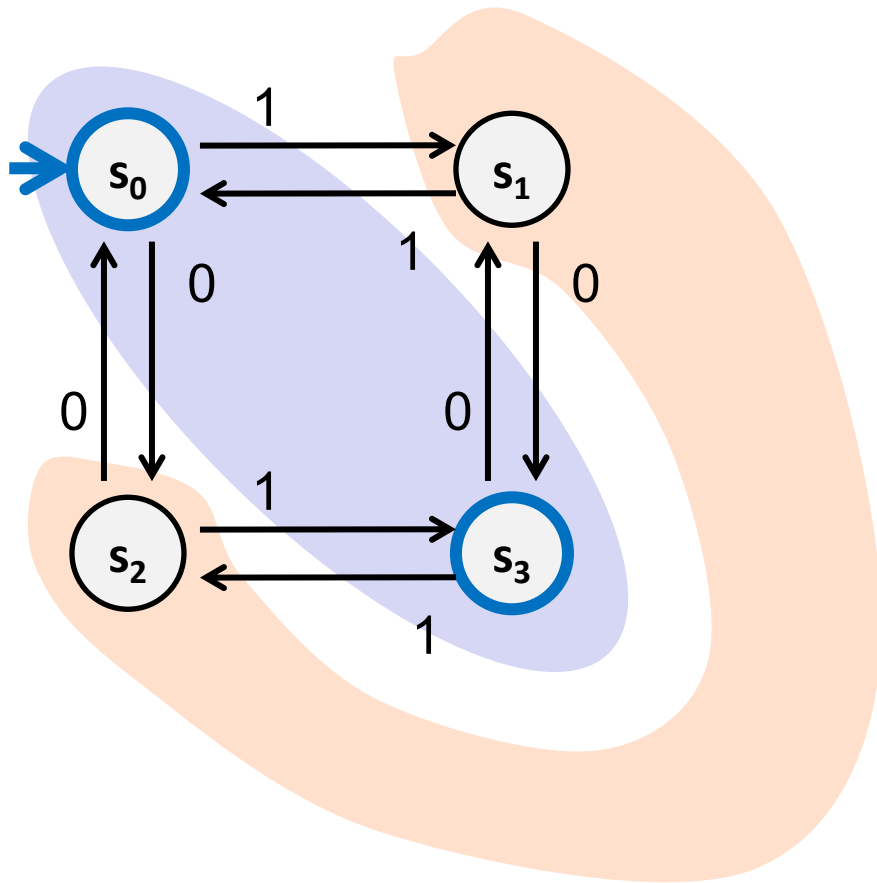
# A Simpler Minimization Example

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# A Simpler Minimization Example

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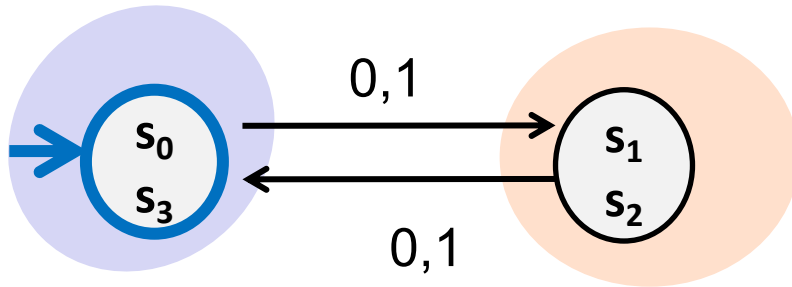


**Split states into  
final/non-final groups**

**Every symbol causes  
the DFA to go from one  
group to the other so  
neither group needs to  
be split**

# Minimized DFA

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# Partial Correctness of Minimization Algorithm

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- **Prove this claim: after processing input  $x$ , if the old machine was in state  $q$ , then the new machine is in the state  $S$  with  $q \in S$** 
  - **True after 0 characters processed**
  - **If true after  $k$  characters processed, then it's true after  $k+1$  characters processed:**
    - By inductive hypothesis, after  $k$  steps, old machine is in state  $q$  and new one in state  $S$  with  $q \in S$
    - By construction, every  $r \in S$  is taken to the same state  $S'$  on input  $x_{k+1}$ , so  $q$  is taken to some  $q' \in S'$ .
- **At end, since every  $r \in S$  is accepting or rejecting, new machine gives correct answer.**

# Another way to look at DFAs

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Definition: The label of a path in a DFA is the concatenation of all the labels on its edges in order

Lemma:  $x$  is in the language recognized by a DFA iff  $x$  labels a path from the start state to some final state

