BILL, RECORD LECTURE!!!!

BILL RECORD LECTURE!!!



Deterministic Finite Automata (DFA)

*ロ * * @ * * ミ * ミ * ・ ミ * の < や

 Σ will be our alphabet. Usually $\Sigma = \{0, 1\}$ or $\Sigma = \{a, b\}$. Sometimes $\Sigma = \{a, b, c\}$ or bigger.

A sequence of symbols of an alphabet is a string.

 Σ will be our alphabet. Usually $\Sigma = \{0, 1\}$ or $\Sigma = \{a, b\}$. Sometimes $\Sigma = \{a, b, c\}$ or bigger.

A sequence of symbols of an alphabet is a string.

$$\Sigma^2 = \Sigma\Sigma = \{\sigma_1\sigma_2 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma\}.$$

 Σ will be our alphabet. Usually $\Sigma = \{0, 1\}$ or $\Sigma = \{a, b\}$. Sometimes $\Sigma = \{a, b, c\}$ or bigger.

A sequence of symbols of an alphabet is a string.

$$\begin{split} \Sigma^2 &= \Sigma \Sigma = \{ \sigma_1 \sigma_2 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma \}. \\ \Sigma^3 &= \Sigma \Sigma \Sigma = \{ \sigma_1 \sigma_2 \sigma_3 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma \land \sigma_3 \in \Sigma \}. \end{split}$$

 Σ will be our alphabet. Usually $\Sigma = \{0, 1\}$ or $\Sigma = \{a, b\}$. Sometimes $\Sigma = \{a, b, c\}$ or bigger.

A sequence of symbols of an alphabet is a string.

$$\begin{split} \Sigma^2 &= \Sigma \Sigma = \{ \sigma_1 \sigma_2 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma \}. \\ \Sigma^3 &= \Sigma \Sigma \Sigma = \{ \sigma_1 \sigma_2 \sigma_3 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma \land \sigma_3 \in \Sigma \}. \\ \Sigma^i &= \{ \sigma_1 \cdots \sigma_i : \sigma_1, \dots, \sigma_i \in \Sigma \} \end{split}$$

 Σ will be our alphabet. Usually $\Sigma = \{0, 1\}$ or $\Sigma = \{a, b\}$. Sometimes $\Sigma = \{a, b, c\}$ or bigger.

A sequence of symbols of an alphabet is a string.

$$\begin{split} \Sigma^2 &= \Sigma\Sigma = \{\sigma_1\sigma_2 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma\}.\\ \Sigma^3 &= \Sigma\Sigma\Sigma = \{\sigma_1\sigma_2\sigma_3 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma \land \sigma_3 \in \Sigma\}.\\ \Sigma^i &= \{\sigma_1 \cdots \sigma_i : \sigma_1, \dots, \sigma_i \in \Sigma\}\\ i &= 1 \text{ case is just } \Sigma^1 = \Sigma. \end{split}$$

 Σ will be our alphabet. Usually $\Sigma = \{0, 1\}$ or $\Sigma = \{a, b\}$. Sometimes $\Sigma = \{a, b, c\}$ or bigger.

A sequence of symbols of an alphabet is a string.

$$\begin{split} \Sigma^2 &= \Sigma\Sigma = \{\sigma_1\sigma_2 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma\}.\\ \Sigma^3 &= \Sigma\Sigma\Sigma = \{\sigma_1\sigma_2\sigma_3 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma \land \sigma_3 \in \Sigma\}.\\ \Sigma^i &= \{\sigma_1 \cdots \sigma_i : \sigma_1, \dots, \sigma_i \in \Sigma\}\\ i &= 1 \text{ case is just } \Sigma^1 = \Sigma.\\ \end{split}$$
What about $i = 0$ case?

 Σ will be our alphabet. Usually $\Sigma = \{0, 1\}$ or $\Sigma = \{a, b\}$. Sometimes $\Sigma = \{a, b, c\}$ or bigger.

A sequence of symbols of an alphabet is a string.

$$\begin{split} \Sigma^2 &= \Sigma\Sigma = \{\sigma_1\sigma_2 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma\}.\\ \Sigma^3 &= \Sigma\Sigma\Sigma = \{\sigma_1\sigma_2\sigma_3 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma \land \sigma_3 \in \Sigma\}.\\ \Sigma^i &= \{\sigma_1 \cdots \sigma_i : \sigma_1, \dots, \sigma_i \in \Sigma\}\\ i &= 1 \text{ case is just } \Sigma^1 = \Sigma.\\ \text{What about } i &= 0 \text{ case}?\\ \Sigma^0 &= \{e\}, \text{ the empty string}. \end{split}$$

 Σ will be our alphabet. Usually $\Sigma = \{0, 1\}$ or $\Sigma = \{a, b\}$. Sometimes $\Sigma = \{a, b, c\}$ or bigger.

A sequence of symbols of an alphabet is a string.

$$\begin{split} \Sigma^2 &= \Sigma\Sigma = \{\sigma_1\sigma_2 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma\}.\\ \Sigma^3 &= \Sigma\Sigma\Sigma = \{\sigma_1\sigma_2\sigma_3 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma \land \sigma_3 \in \Sigma\}.\\ \Sigma^i &= \{\sigma_1 \cdots \sigma_i : \sigma_1, \dots, \sigma_i \in \Sigma\}\\ i &= 1 \text{ case is just } \Sigma^1 = \Sigma.\\ \text{What about } i &= 0 \text{ case}?\\ \Sigma^0 &= \{e\}, \text{ the empty string}. \end{split}$$

The empty string is useful for the same reason 0 and 1 are useful:

 Σ will be our alphabet. Usually $\Sigma = \{0, 1\}$ or $\Sigma = \{a, b\}$. Sometimes $\Sigma = \{a, b, c\}$ or bigger.

A sequence of symbols of an alphabet is a string.

$$\Sigma^{2} = \Sigma\Sigma = \{\sigma_{1}\sigma_{2} : \sigma_{1} \in \Sigma \land \sigma_{2} \in \Sigma\}.$$

$$\Sigma^{3} = \Sigma\Sigma\Sigma = \{\sigma_{1}\sigma_{2}\sigma_{3} : \sigma_{1} \in \Sigma \land \sigma_{2} \in \Sigma \land \sigma_{3} \in \Sigma\}.$$

$$\Sigma^{i} = \{\sigma_{1} \cdots \sigma_{i} : \sigma_{1}, \dots, \sigma_{i} \in \Sigma\}$$

$$i = 1 \text{ case is just } \Sigma^{1} = \Sigma.$$
What about $i = 0$ case?
$$\Sigma^{0} = \{e\}, \text{ the empty string.}$$

The empty string is useful for the same reason 0 and 1 are useful: If $w \in \mathbb{R}$ then w + 0 = w.

 Σ will be our alphabet. Usually $\Sigma = \{0, 1\}$ or $\Sigma = \{a, b\}$. Sometimes $\Sigma = \{a, b, c\}$ or bigger.

A sequence of symbols of an alphabet is a string.

$$\begin{split} \Sigma^2 &= \Sigma\Sigma = \{\sigma_1\sigma_2 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma\}.\\ \Sigma^3 &= \Sigma\Sigma\Sigma = \{\sigma_1\sigma_2\sigma_3 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma \land \sigma_3 \in \Sigma\}.\\ \Sigma^i &= \{\sigma_1 \cdots \sigma_i : \sigma_1, \dots, \sigma_i \in \Sigma\}\\ i &= 1 \text{ case is just } \Sigma^1 = \Sigma.\\ \text{What about } i &= 0 \text{ case}?\\ \Sigma^0 &= \{e\}, \text{ the empty string.}\\ \text{The empty string is useful for the same reason 0 and 1} \end{split}$$

The empty string is useful for the same reason 0 and 1 are useful: If $w \in \mathbb{R}$ then w + 0 = w. If $w \in \mathbb{R}$ then $w \times 1 = w$.

 Σ will be our alphabet. Usually $\Sigma = \{0, 1\}$ or $\Sigma = \{a, b\}$. Sometimes $\Sigma = \{a, b, c\}$ or bigger.

A sequence of symbols of an alphabet is a string.

$$\begin{split} \Sigma^2 &= \Sigma\Sigma = \{\sigma_1\sigma_2 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma\}.\\ \Sigma^3 &= \Sigma\Sigma\Sigma = \{\sigma_1\sigma_2\sigma_3 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma \land \sigma_3 \in \Sigma\}.\\ \Sigma^i &= \{\sigma_1 \cdots \sigma_i : \sigma_1, \dots, \sigma_i \in \Sigma\}\\ i &= 1 \text{ case is just } \Sigma^1 = \Sigma.\\ \text{What about } i &= 0 \text{ case?}\\ \Sigma^0 &= \{e\}, \text{ the empty string.}\\ \text{The empty string is useful for the same reason 0 and 1 are useful:}\\ \text{If } w \in \mathbb{R} \text{ then } w + 0 &= w.\\ \text{If } w \in \mathbb{R} \text{ then } w \times 1 &= w.\\ \text{If } w \text{ is a string of } a \text{ 's and } b \text{ 's, then } w \cdot e &= w \text{ (this is } \end{split}$$

concatenation).

 Σ will be our alphabet. Usually $\Sigma = \{0, 1\}$ or $\Sigma = \{a, b\}$. Sometimes $\Sigma = \{a, b, c\}$ or bigger.

A sequence of symbols of an alphabet is a string.

$$\begin{split} \Sigma^2 &= \Sigma\Sigma = \{\sigma_1\sigma_2 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma\}.\\ \Sigma^3 &= \Sigma\Sigma\Sigma = \{\sigma_1\sigma_2\sigma_3 : \sigma_1 \in \Sigma \land \sigma_2 \in \Sigma \land \sigma_3 \in \Sigma\}.\\ \Sigma^i &= \{\sigma_1 \cdots \sigma_i : \sigma_1, \dots, \sigma_i \in \Sigma\}\\ i &= 1 \text{ case is just } \Sigma^1 = \Sigma.\\ \text{What about } i &= 0 \text{ case}?\\ \Sigma^0 &= \{e\}, \text{ the empty string.}\\ \text{The empty string is useful for the same reason 0 and 1 are}\\ \text{If } w \in \mathbb{R} \text{ then } w + 0 = w.\\ \text{If } w \in \mathbb{R} \text{ then } w \times 1 = w. \end{split}$$

If w is a string of a's and b's, then $w \cdot e = w$ (this is concatenation).

Notation $\Sigma^* = \Sigma^0 \cup \Sigma^1 \cup \cdots$ is the set of all strings including *e*.

useful:

Let $x, y \in \Sigma^*$. Then xy is the concatenation of x and y. We sometimes write it as $x \cdot y$.

*ロ * * @ * * ミ * ミ * ・ ミ * の < や

Let $x, y \in \Sigma^*$. Then xy is the concatenation of x and y. We sometimes write it as $x \cdot y$.

*ロ * * @ * * ミ * ミ * ・ ミ * の < や

If $A, B \subseteq \Sigma^*$ then $A \cdot B = \{x \cdot y : x \in A \land y \in B\}.$

Let $x, y \in \Sigma^*$. Then xy is the concatenation of x and y. We sometimes write it as $x \cdot y$. If $A, B \subseteq \Sigma^*$ then $A \cdot B = \{x \cdot y : x \in A \land y \in B\}$. Note that $\Sigma\Sigma$ is $\Sigma \cdot \Sigma$.

*ロ * * @ * * ミ * ミ * ・ ミ * の < や

Let $x, y \in \Sigma^*$. Then xy is the concatenation of x and y. We sometimes write it as $x \cdot y$. If $A, B \subseteq \Sigma^*$ then $A \cdot B = \{x \cdot y : x \in A \land y \in B\}$. Note that $\Sigma\Sigma$ is $\Sigma \cdot \Sigma$.

If $x \in \{a, b\}^*$ then $\#_a(x)$ is the number of a's in x.

Let $x, y \in \Sigma^*$. Then xy is the concatenation of x and y. We sometimes write it as $x \cdot y$. If $A, B \subseteq \Sigma^*$ then $A \cdot B = \{x \cdot y : x \in A \land y \in B\}$. Note that $\Sigma\Sigma$ is $\Sigma \cdot \Sigma$.

If $x \in \{a, b\}^*$ then $\#_a(x)$ is the number of *a*'s in *x*. Same for $\#_b$, $\#_0$, etc.

Let $x, y \in \Sigma^*$. Then xy is the concatenation of x and y. We sometimes write it as $x \cdot y$. If $A, B \subseteq \Sigma^*$ then $A \cdot B = \{x \cdot y : x \in A \land y \in B\}$. Note that $\Sigma\Sigma$ is $\Sigma \cdot \Sigma$.

If $x \in \{a, b\}^*$ then $\#_a(x)$ is the number of *a*'s in *x*. Same for $\#_b$, $\#_0$, etc.

If $x, y \in \{a, b\}^*$ then $x \leq y$ means that x is a prefix of y.

Let $x, y \in \Sigma^*$. Then xy is the concatenation of x and y. We sometimes write it as $x \cdot y$. If $A, B \subseteq \Sigma^*$ then $A \cdot B = \{x \cdot y : x \in A \land y \in B\}$. Note that $\Sigma\Sigma$ is $\Sigma \cdot \Sigma$.

If $x \in \{a, b\}^*$ then $\#_a(x)$ is the number of *a*'s in *x*. Same for $\#_b$, $\#_0$, etc.

If $x, y \in \{a, b\}^*$ then $x \leq y$ means that x is a prefix of y. For example, *aab* is a prefix of *aabbaaba*.

▲□▶▲圖▶▲≧▶▲≣▶ ≣ のへで

• $x \equiv y \pmod{N}$ if and only if N divides x - y.

・ロト ・ 理ト ・ ヨト ・ ヨー・ つへぐ

•
$$x \equiv y \pmod{N}$$
 if and only if N divides $x - y$.

▲□▶▲圖▶▲圖▶▲圖▶ 圖 のへで

• $x \equiv y \pmod{N}$ if and only if N divides x - y.

<□ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ >

- ▶ 25 ≡ 35 (mod 10).
- ▶ $100 \equiv 2 \pmod{7}$ since $100 = 7 \times 14 + 2$.

Modular Arithmetic II: Convention

Common usage:

 $100 \equiv 2 \pmod{7}$



Modular Arithmetic II: Convention

Common usage:

 $100 \equiv 2 \pmod{7}$

Commonly if we are in mod n we have a large number on the left and then a number between 0 and n - 1 on the right.

*ロ * * @ * * ミ * ミ * ・ ミ * の < や

Modular Arithmetic II: Convention

Common usage:

$$100 \equiv 2 \pmod{7}$$

Commonly if we are in mod n we have a large number on the left and then a number between 0 and n-1 on the right.

When dealing with mod n we assume the entire universe is $\{0, 1, \ldots, n-1\}$.

 \equiv is mod 26 for this slide. (This slide is from CMSC456.)

(ロト (個) (E) (E) (E) (E) のへの

- \equiv is mod 26 for this slide. (This slide is from CMSC456.)
 - 1. Addition: x + y is easy: wrap around. E.g., $20 + 10 \equiv 30 \equiv 4$. Only use the number 30 as an intermediary value on the way to the real answer.

- \equiv is mod 26 for this slide. (This slide is from CMSC456.)
 - 1. Addition: x + y is easy: wrap around. E.g., $20 + 10 \equiv 30 \equiv 4$. Only use the number 30 as an intermediary value on the way to the real answer.

2. $-7 \equiv x$ where $0 \leq x \leq 25$.

- \equiv is mod 26 for this slide. (This slide is from CMSC456.)
 - 1. Addition: x + y is easy: wrap around. E.g., $20 + 10 \equiv 30 \equiv 4$. Only use the number 30 as an intermediary value on the way to the real answer.

2. $-7 \equiv x$ where $0 \leq x \leq 25$. **Pedantic:** -y is the number such that $y + (-y) \equiv 0$.

- \equiv is mod 26 for this slide. (This slide is from CMSC456.)
 - 1. Addition: x + y is easy: wrap around. E.g., $20 + 10 \equiv 30 \equiv 4$. Only use the number 30 as an intermediary value on the way to the real answer.

2. $-7 \equiv x$ where $0 \leq x \leq 25$. **Pedantic:** -y is the number such that $y + (-y) \equiv 0$. $-7 \equiv 19 \pmod{26}$ because $19 + 7 \equiv 0 \pmod{26}$.

- \equiv is mod 26 for this slide. (This slide is from CMSC456.)
 - 1. Addition: x + y is easy: wrap around. E.g., $20 + 10 \equiv 30 \equiv 4$. Only use the number 30 as an intermediary value on the way to the real answer.

2.
$$-7 \equiv x$$
 where $0 \leq x \leq 25$.
Pedantic: $-y$ is the number such that $y + (-y) \equiv 0$.
 $-7 \equiv 19 \pmod{26}$ because $19 + 7 \equiv 0 \pmod{26}$.
Shortcut: $-y \equiv 26 - y$.

- \equiv is mod 26 for this slide. (This slide is from CMSC456.)
 - 1. Addition: x + y is easy: wrap around. E.g., $20 + 10 \equiv 30 \equiv 4$. Only use the number 30 as an intermediary value on the way to the real answer.

2.
$$-7 \equiv x$$
 where $0 \leq x \leq 25$.
Pedantic: $-y$ is the number such that $y + (-y) \equiv 0$.
 $-7 \equiv 19 \pmod{26}$ because $19 + 7 \equiv 0 \pmod{26}$.
Shortcut: $-y \equiv 26 - y$.

3. Mult: xy is easy: wrap around. E.g., $20 \times 10 \equiv 200 \equiv 18$.

- \equiv is mod 26 for this slide. (This slide is from CMSC456.)
 - 1. Addition: x + y is easy: wrap around. E.g., $20 + 10 \equiv 30 \equiv 4$. Only use the number 30 as an intermediary value on the way to the real answer.

2.
$$-7 \equiv x$$
 where $0 \leq x \leq 25$.
Pedantic: $-y$ is the number such that $y + (-y) \equiv 0$.
 $-7 \equiv 19 \pmod{26}$ because $19 + 7 \equiv 0 \pmod{26}$.
Shortcut: $-y \equiv 26 - y$.

3. Mult: xy is easy: wrap around. E.g., $20 \times 10 \equiv 200 \equiv 18$. Shortcut to avoid big numbers:
Modular Arithmetic: $+, -, \times$

- \equiv is mod 26 for this slide. (This slide is from CMSC456.)
 - 1. Addition: x + y is easy: wrap around. E.g., $20 + 10 \equiv 30 \equiv 4$. Only use the number 30 as an intermediary value on the way to the real answer.

2.
$$-7 \equiv x$$
 where $0 \leq x \leq 25$.
Pedantic: $-y$ is the number such that $y + (-y) \equiv 0$.
 $-7 \equiv 19 \pmod{26}$ because $19 + 7 \equiv 0 \pmod{26}$.
Shortcut: $-y \equiv 26 - y$.

3. Mult: xy is easy: wrap around. E.g., $20 \times 10 \equiv 200 \equiv 18$. Shortcut to avoid big numbers:

$$20 \times 10 \equiv -6 \times 10 \equiv -2 \times 30 \equiv -2 \times 4 \equiv -8 \equiv 18.$$

Modular Arithmetic: $+, -, \times$

- \equiv is mod 26 for this slide. (This slide is from CMSC456.)
 - 1. Addition: x + y is easy: wrap around. E.g., $20 + 10 \equiv 30 \equiv 4$. Only use the number 30 as an intermediary value on the way to the real answer.

2.
$$-7 \equiv x$$
 where $0 \leq x \leq 25$.
Pedantic: $-y$ is the number such that $y + (-y) \equiv 0$.
 $-7 \equiv 19 \pmod{26}$ because $19 + 7 \equiv 0 \pmod{26}$.
Shortcut: $-y \equiv 26 - y$.

3. Mult: xy is easy: wrap around. E.g., $20 \times 10 \equiv 200 \equiv 18$. Shortcut to avoid big numbers:

$$20 \times 10 \equiv -6 \times 10 \equiv -2 \times 30 \equiv -2 \times 4 \equiv -8 \equiv 18.$$

ション ふゆ アメリア メリア しょうくしゃ

4. Division: Next Slide.

 \equiv is mod 26 for this slide. $\frac{1}{3} \equiv x$ where $0 \le x \le 25$.

▲□▶ ▲□▶ ▲ 臣▶ ▲ 臣▶ ― 臣 … のへぐ

 $\equiv \text{ is mod 26 for this slide.} \\ \frac{1}{3} \equiv x \text{ where } 0 \le x \le 25. \\ \text{Pedantic: } \frac{1}{y} \text{ is the number such that } y \times \frac{1}{y} \equiv 1. \\ \end{cases}$

・ロト・日本・ヨト・ヨト・日・ つへぐ

 $\equiv \text{ is mod } 26 \text{ for this slide.}$ $\frac{1}{3} \equiv x \text{ where } 0 \le x \le 25.$ **Pedantic:** $\frac{1}{y}$ is the number such that $y \times \frac{1}{y} \equiv 1$. $\frac{1}{3} \equiv 9 \text{ since } 9 \times 3 = 27 \equiv 1.$

・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・
 ・

 $\equiv \text{ is mod } 26 \text{ for this slide.} \\ \frac{1}{3} \equiv x \text{ where } 0 \leq x \leq 25. \\ \text{Pedantic: } \frac{1}{y} \text{ is the number such that } y \times \frac{1}{y} \equiv 1. \\ \frac{1}{3} \equiv 9 \text{ since } 9 \times 3 = 27 \equiv 1. \\ \text{Shortcut: } \end{cases}$

▲□▶ ▲□▶ ▲三▶ ▲三▶ 三三 - のへぐ

 $\equiv \text{ is mod } 26 \text{ for this slide.}$ $\frac{1}{3} \equiv x \text{ where } 0 \leq x \leq 25.$ **Pedantic:** $\frac{1}{y}$ is the number such that $y \times \frac{1}{y} \equiv 1.$ $\frac{1}{3} \equiv 9 \text{ since } 9 \times 3 = 27 \equiv 1.$ Shortcut: there is an algorithm that finds $\frac{1}{y}$ quickly.

= is mod 26 for this slide. $\frac{1}{3} = x \text{ where } 0 \le x \le 25.$ $Pedantic: \frac{1}{y} \text{ is the number such that } y \times \frac{1}{y} \equiv 1.$ $\frac{1}{3} \equiv 9 \text{ since } 9 \times 3 = 27 \equiv 1.$ $Shortcut: \text{ there is an algorithm that finds } \frac{1}{y} \text{ quickly.}$ We will NOT study the algorithm later.

= is mod 26 for this slide. $\frac{1}{3} = x \text{ where } 0 \le x \le 25.$ $Pedantic: \frac{1}{y} \text{ is the number such that } y \times \frac{1}{y} \equiv 1.$ $\frac{1}{3} \equiv 9 \text{ since } 9 \times 3 = 27 \equiv 1.$ $Shortcut: \text{ there is an algorithm that finds } \frac{1}{y} \text{ quickly.}$ We will NOT study the algorithm later.

$$\frac{1}{2} \equiv x$$
 where $0 \leq x \leq 25$.

= is mod 26 for this slide. $\frac{1}{3} = x \text{ where } 0 \le x \le 25.$ $Pedantic: \frac{1}{y} \text{ is the number such that } y \times \frac{1}{y} \equiv 1.$ $\frac{1}{3} \equiv 9 \text{ since } 9 \times 3 = 27 \equiv 1.$ $Shortcut: \text{ there is an algorithm that finds } \frac{1}{y} \text{ quickly.}$ We will NOT study the algorithm later.

ション ふゆ アメビア メロア しょうくしゃ

 $\frac{1}{2} \equiv x$ where $0 \leq x \leq 25$. Think about it.

= is mod 26 for this slide. $\frac{1}{3} = x \text{ where } 0 \le x \le 25.$ $Pedantic: \frac{1}{y} \text{ is the number such that } y \times \frac{1}{y} \equiv 1.$ $\frac{1}{3} \equiv 9 \text{ since } 9 \times 3 = 27 \equiv 1.$ $Shortcut: \text{ there is an algorithm that finds } \frac{1}{y} \text{ quickly.}$ We will NOT study the algorithm later.

ション ふゆ アメビア メロア しょうくしゃ

 $\frac{1}{2} \equiv x$ where $0 \le x \le 25$. Think about it. No such x exists.

= is mod 26 for this slide. $\frac{1}{3} = x \text{ where } 0 \le x \le 25.$ $Pedantic: \frac{1}{y} \text{ is the number such that } y \times \frac{1}{y} \equiv 1.$ $\frac{1}{3} \equiv 9 \text{ since } 9 \times 3 = 27 \equiv 1.$ $Shortcut: \text{ there is an algorithm that finds } \frac{1}{y} \text{ quickly.}$ We will NOT study the algorithm later.

 $\frac{1}{2} \equiv x$ where $0 \le x \le 25$. Think about it. No such x exists.

Fact: A number *y* has an inverse mod 26 if *y* and 26 have no common factors. Numbers that have an inverse mod 26:

 $\{1, 3, 5, 7, 9, 11, 15, 17, 19, 21, 23, 25\}$

Examples of DFA's Before Formal Def

We do examples of DFA's before defining them formally.

・ロト・日本・ヨト・ヨト・日・ つへぐ

・ロト・西ト・モン・モー シック



▲□▶ ▲□▶ ▲三▶ ▲三▶ 三三 のへで



▲ロト ▲御 ト ▲ 臣 ト ▲ 臣 ト ○ ○ ○ ○ ○ ○

A DFA-classifier does not ACCEPT and REJECT. It classifies.



A DFA-classifier does not ACCEPT and REJECT. It classifies. If w is fed to the DFA in the last slide, the resulting state is

 $(\#_a(w) \pmod{2}, \#_b(w) \pmod{3})$

A DFA-classifier does not ACCEPT and REJECT. It classifies. If w is fed to the DFA in the last slide, the resulting state is

 $(\#_a(w) \pmod{2}, \#_b(w) \pmod{3})$

ション ふゆ アメビア メロア しょうくしゃ

The first DFA accepted (1, 2)-strings and rejected the rest.

A DFA-classifier does not ACCEPT and REJECT. It classifies. If w is fed to the DFA in the last slide, the resulting state is

 $(\#_a(w) \pmod{2}, \#_b(w) \pmod{3})$

ション ふぼう メリン メリン しょうくしゃ

The first DFA **accepted** (1, 2)-strings and **rejected** the rest. The second DFA **classifies** strings without judgment.

*ロ * * @ * * ミ * ミ * ・ ミ * の < や

Thm Any DFA for the lang has at least 6 states. **Proof** Assume DFA M has \leq 5 states.

Thm Any DFA for the lang has at least 6 states. **Proof** Assume DFA *M* has \leq 5 states. On input *e*, the empty string, goes to state q_e .

Thm Any DFA for the lang has at least 6 states. **Proof** Assume DFA M has ≤ 5 states. On input e, the empty string, goes to state q_e . On input a goes to state q_a .

ション ふゆ アメビア メロア しょうくしゃ

Thm Any DFA for the lang has at least 6 states. **Proof** Assume DFA M has ≤ 5 states. On input e, the empty string, goes to state q_e . On input a goes to state q_a . On input b goes to state q_b .

ション ふゆ アメビア メロア しょうくしゃ

Thm Any DFA for the lang has at least 6 states. **Proof** Assume DFA *M* has \leq 5 states. On input *e*, the empty string, goes to state q_e . On input *a* goes to state q_a . On input *b* goes to state q_b . On input *bb* goes to state q_{bb} .

ション ふゆ アメビア メロア しょうくしゃ

Thm Any DFA for the lang has at least 6 states. **Proof** Assume DFA *M* has \leq 5 states. On input *e*, the empty string, goes to state q_e . On input *a* goes to state q_a . On input *b* goes to state q_b . On input *bb* goes to state q_{bb} . On input *ab* goes to state q_{ab} .

Thm Any DFA for the lang has at least 6 states. **Proof** Assume DFA *M* has \leq 5 states. On input *e*, the empty string, goes to state q_e . On input *a* goes to state q_a . On input *b* goes to state q_b . On input *bb* goes to state q_{bb} . On input *ab* goes to state q_{ab} . On input *abb* goes to state q_{abb} .

Thm Any DFA for the lang has at least 6 states. **Proof** Assume DFA *M* has \leq 5 states. On input *e*, the empty string, goes to state q_e . On input *a* goes to state q_a . On input *b* goes to state q_b . On input *bb* goes to state q_{bb} . On input *ab* goes to state q_{abb} . On input *abb* goes to state q_{abb} . Since \leq 5 states two of these go to the same state, say q_{aa} and q_{bb} .

Thm Any DFA for the lang has at least 6 states. **Proof** Assume DFA M has < 5 states. On input e, the empty string, goes to state q_e . On input a goes to state q_a . On input b goes to state q_b . On input bb goes to state q_{bb} . On input *ab* goes to state q_{ab} . On input *abb* goes to state q_{abb} . Since ≤ 5 states two of these go to the same state, say q_{aa} and q_{bb} .

 $aa \cdot abb$ goes to state q which must accept since $aaabb \in L$.

Thm Any DFA for the lang has at least 6 states. **Proof** Assume DFA M has < 5 states. On input e, the empty string, goes to state q_e . On input *a* goes to state q_a . On input b goes to state q_b . On input bb goes to state q_{bb} . On input *ab* goes to state q_{ab} . On input *abb* goes to state q_{abb} . Since ≤ 5 states two of these go to the same state, say q_{aa} and q_{bb} . $aa \cdot abb$ goes to state q which must accept since $aaabb \in L$. $bb \cdot abb$ goes to state q which accepts. OH, but $bbabb \notin L$. Contradiction.

Thm Any DFA for the lang has at least 6 states. **Proof** Assume DFA M has < 5 states. On input e, the empty string, goes to state q_e . On input a goes to state q_a . On input *b* goes to state q_b . On input bb goes to state q_{bb} . On input *ab* goes to state q_{ab} . On input *abb* goes to state q_{abb} . Since ≤ 5 states two of these go to the same state, say q_{aa} and q_{bb} . $aa \cdot abb$ goes to state q which must accept since $aaabb \in L$. $bb \cdot abb$ goes to state q which accepts. OH, but $bbabb \notin L$. Contradiction.

Would need to do this argument with all pairs OR do it in a more general way. Might be on a HW, MIDTERM, or FINAL.

 $\{w:\#_a(w)\equiv 0 \pmod{8}\}$



▲ロト ▲御 ト ▲ 臣 ト ▲ 臣 ト ○臣 … 釣んで

DFA-Classifier for $\{w : \#_a(w) \equiv 0 \pmod{8}\}$



 $L = \{w : \#_a(w) \equiv 0 \pmod{8}\}$

Thm Any DFA for L has at least 8 states.

▲□▶ ▲□▶ ▲ 臣▶ ▲ 臣▶ ― 臣 … のへぐ

 $L = \{w : \#_a(w) \equiv 0 \pmod{8}\}$

Thm Any DFA for *L* has at least 8 states. Might be on a HW or exam.

▲□▶ ▲□▶ ▲目▶ ▲目▶ | 目 | のへの

Example of DFA: $\{w : aab \leq w\}$

◆□▶ ◆□▶ ◆三▶ ◆三▶ ・三 ・ のへで
Example of DFA: $\{w : aab \leq w\}$



<ロト < 回 > < 回 > < 回 > < 回 > < 三 > 三 三

Example of DFA: $\{w : w \leq aab\}$

◆□▶ ◆□▶ ◆三▶ ◆三▶ ・三 ・ のへで

Example of DFA: $\{w : w \leq aab\}$



◆□▶ ◆□▶ ◆臣▶ ◆臣▶ ○臣 - のへで

Example of DFA: {aaaaa}



▲□ > ▲圖 > ▲目 > ▲目 > ▲目 > ● ④ < @

The DFA we drew for this had 7 states. Thm Any DFA for this lang has \geq 7 states. Pf Assume there is a DFA with 6 states.

The DFA we drew for this had 7 states. Thm Any DFA for this lang has \geq 7 states. Pf Assume there is a DFA with 6 states. Start state is q_0 .

The DFA we drew for this had 7 states. Thm Any DFA for this lang has \geq 7 states. Pf Assume there is a DFA with 6 states. Start state is q_0 . On input *a* end in q_1 . From here a^4 gets to an accept.

The DFA we drew for this had 7 states. Thm Any DFA for this lang has \geq 7 states. Pf Assume there is a DFA with 6 states. Start state is q_0 . On input *a* end in q_1 . From here a^4 gets to an accept. On input a^2 end in q_2 . From here a^3 gets to an accept.

The DFA we drew for this had 7 states. **Thm** Any DFA for this lang has \geq 7 states. **Pf** Assume there is a DFA with 6 states. Start state is q_0 . On input *a* end in q_1 . From here a^4 gets to an accept. On input a^2 end in q_2 . From here a^3 gets to an accept. On input a^3 end in q_3 . From here a^2 gets to an accept.

ション ふぼう メリン メリン しょうくしゃ

The DFA we drew for this had 7 states. **Thm** Any DFA for this lang has \geq 7 states. **Pf** Assume there is a DFA with 6 states. Start state is q_0 . On input *a* end in q_1 . From here a^4 gets to an accept. On input a^2 end in q_2 . From here a^3 gets to an accept. On input a^3 end in q_3 . From here a^2 gets to an accept. On input a^4 end in q_4 . From here a^1 gets to an accept.

The DFA we drew for this had 7 states. **Thm** Any DFA for this lang has > 7 states. **Pf** Assume there is a DFA with 6 states. Start state is q_0 . On input a end in q_1 . From here a^4 gets to an accept. On input a^2 end in q_2 . From here a^3 gets to an accept. On input a^3 end in q_3 . From here a^2 gets to an accept. On input a^4 end in q_4 . From here a^1 gets to an accept. On input a^5 end in q_5 which accepts.

The DFA we drew for this had 7 states. **Thm** Any DFA for this lang has \geq 7 states. **Pf** Assume there is a DFA with 6 states. Start state is q_0 . On input a end in q_1 . From here a^4 gets to an accept. On input a^2 end in q_2 . From here a^3 gets to an accept. On input a^3 end in q_3 . From here a^2 gets to an accept. On input a^4 end in q_4 . From here a^1 gets to an accept. On input a^5 end in q_5 which accepts. On input a^6 end in q_6 .

The DFA we drew for this had 7 states. **Thm** Any DFA for this lang has > 7 states. **Pf** Assume there is a DFA with 6 states. Start state is q_0 . On input a end in q_1 . From here a^4 gets to an accept. On input a^2 end in q_2 . From here a^3 gets to an accept. On input a^3 end in q_3 . From here a^2 gets to an accept. On input a^4 end in q_4 . From here a^1 gets to an accept. On input a^5 end in q_5 which accepts. On input a^6 end in q_6 .

Two of q_i, q_j are the same state. See next slide.

Continuing proof

Assume i < j and $q_i = q_j = q$. Note that $i \le 5$. Input a^i ends in state q_i . Input a^j ends in state q_j . $a^i a^{5-i} = a^5$ ends in ACCEPT state. $a^j a^{5-i} = a^{5+j-i}$ ends in REJECT state since 5 + j - i > 5. But these strings end in SAME state, so contradiction.

・ロト・西ト・西ト・西ト・日・今日・

Example of DFA: {*bb*, *aba*}

▲□▶▲圖▶▲≣▶▲≣▶ ■ のへの

Example of DFA: {*bb*, *aba*}



▲ロト ▲御 ト ▲ 臣 ト ▲ 臣 ト ○臣 … 釣んで

Let L be a finite set. Let the longest string in L be of length n.

▲□▶ ▲□▶ ▲ 臣▶ ▲ 臣▶ ― 臣 … のへぐ

Let *L* be a finite set. Let the longest string in *L* be of length *n*. Draw a DFA with a diff state for every string of length $\leq n$.

▲□▶ ▲□▶ ▲目▶ ▲目▶ 三日 - のへで

Let *L* be a finite set. Let the longest string in *L* be of length *n*. Draw a DFA with a diff state for every string of length $\leq n$. Make the states for strings in *L* accept states.

▲ロ ▶ ▲周 ▶ ▲ ヨ ▶ ▲ ヨ ▶ → ヨ → の Q @

Let *L* be a finite set. Let the longest string in *L* be of length *n*. Draw a DFA with a diff state for every string of length $\leq n$. Make the states for strings in *L* accept states. This will take $\sim 2^n$ states. For many finite sets can do it with far fewer states.

DFA Intuitively

1. A DFA reads the input a letter at a time and never looks at it again. So one-scan.

- 2. A DFA only has a finite number of states, so O(1) memory.
- 3. Contrast:
 - 3.1 A DFA can keep track of $\#_a(w) \pmod{17}$.
 - 3.2 A DFA cannot keep track of $\#_a(w)$.

Def A **DFA** is a tuple $(Q, \Sigma, \delta, s, F)$ where:

- 1. Q is a finite set of states.
- 2. Σ is a finite **alphabet**.
- 3. $\delta: Q \times \Sigma \rightarrow Q$ is the transition function.

- 4. $s \in Q$ is the start state.
- 5. $F \subseteq Q$ is the set of **final states**.

Def A **DFA** is a tuple $(Q, \Sigma, \delta, s, F)$ where:

- 1. Q is a finite set of states.
- 2. Σ is a finite **alphabet**.
- 3. $\delta: Q \times \Sigma \to Q$ is the transition function.
- 4. $s \in Q$ is the start state.
- 5. $F \subseteq Q$ is the set of **final states**.

Def If *M* is a DFA and $x \in \Sigma^*$ then M(x) accepts if when you run *M* on *x* you end up in a **final state**.

▲ロ ▶ ▲ □ ▶ ▲ □ ▶ ▲ □ ▶ ▲ □ ▶ ● ○ ○ ○

Def A **DFA** is a tuple $(Q, \Sigma, \delta, s, F)$ where:

- 1. Q is a finite set of states.
- 2. Σ is a finite **alphabet**.
- 3. $\delta: Q \times \Sigma \rightarrow Q$ is the transition function.
- 4. $s \in Q$ is the start state.
- 5. $F \subseteq Q$ is the set of **final states**.

Def If *M* is a DFA and $x \in \Sigma^*$ then M(x) accepts if when you run *M* on *x* you end up in a **final state**. **Def** If *M* is a DFA then $L(M) = \{x : M(x) \text{ accepts}\}.$

Def A **DFA** is a tuple $(Q, \Sigma, \delta, s, F)$ where:

- 1. Q is a finite set of states.
- 2. Σ is a finite **alphabet**.
- 3. $\delta: Q \times \Sigma \rightarrow Q$ is the transition function.
- 4. $s \in Q$ is the start state.
- 5. $F \subseteq Q$ is the set of **final states**.

Def If *M* is a DFA and $x \in \Sigma^*$ then M(x) accepts if when you run *M* on *x* you end up in a final state. **Def** If *M* is a DFA then $L(M) = \{x : M(x) \text{ accepts}\}$. **Def** Let $L \subseteq \Sigma^*$. If there exists a DFA *M* such that L(M) = L then *L* is regular.

Can Represent DFA's as Diagram or Transition Table

If it's a particular example and not too many states, like those drawn a few slides ago, then draw it.

▲□▶ ▲□▶ ▲目▶ ▲目▶ 三日 - のへで

Can Represent DFA's as Diagram or Transition Table

- If it's a particular example and not too many states, like those drawn a few slides ago, then draw it.
- If it is many states or a general case (next slide) then give the transition table (the definition of δ).

・ロト・日本・モン・モン・モー・ション・

$$Q = \{0,\ldots,n-1\} \times \{0,\ldots,m-1\}$$

・ロト・日本・モン・モン・モー・ション・

$$Q = \{0, \dots, n-1\} \times \{0, \dots, m-1\}$$

 $s = (0, 0)$

$$Q = \{0, \dots, n-1\} \times \{0, \dots, m-1\}$$

s = (0,0)
F = {(0,0)}

▲□▶ ▲圖▶ ▲臣▶ ▲臣▶ ―臣 … のへで

$$Q = \{0, \dots, n-1\} \times \{0, \dots, m-1\}$$

$$s = (0, 0)$$

$$F = \{(0, 0)\}$$

$$\delta((i, j), a) = (i + 1 \pmod{n}, j).$$

$$\delta((i, j), b) = (i, j + 1 \pmod{m}).$$

$$Q = \{0, \dots, n-1\} \times \{0, \dots, m-1\}$$

$$s = (0, 0)$$

$$F = \{(0, 0)\}$$

$$\delta((i, j), a) = (i + 1 \pmod{n}, j).$$

$$\delta((i, j), b) = (i, j + 1 \pmod{m}).$$

Number of states is *nm*. Is there a DFA for this lang with a smaller DFA?

*ロ * * @ * * ミ * ミ * ・ ミ * の < や

$$Q = \{0, \dots, n-1\} \times \{0, \dots, m-1\}$$

$$s = (0,0)$$

$$F = \{(0,0)\}$$

$$\delta((i,j), a) = (i+1 \pmod{n}, j).$$

$$\delta((i,j), b) = (i, j+1 \pmod{m}).$$

Number of states is *nm*. Is there a DFA for this lang with a smaller DFA? No.

*ロ * * @ * * ミ * ミ * ・ ミ * の < や

$$Q = \{0, \dots, n-1\} \times \{0, \dots, m-1\}$$

$$s = (0, 0)$$

$$F = \{(0, 0)\}$$

$$\delta((i, j), a) = (i + 1 \pmod{n}, j).$$

$$\delta((i, j), b) = (i, j + 1 \pmod{m}).$$

Number of states is *nm*. Is there a DFA for this lang with a smaller DFA?

*ロ * * @ * * ミ * ミ * ・ ミ * の < や

No. We may prove this later in the term.