

Finite Automata

Part One

Computability Theory

What problems can we solve with a computer?

What problems can we solve with a computer?

What kind of
computer?



Two Challenges

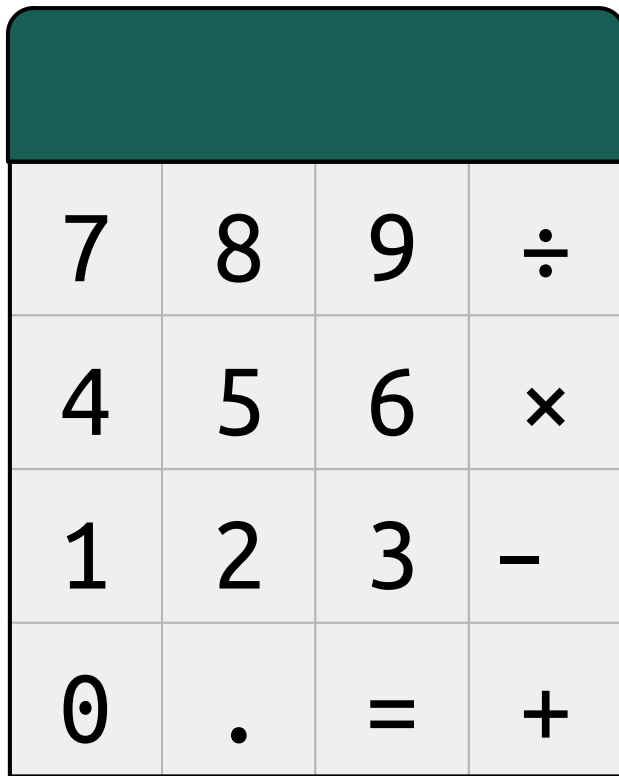
- Computers are dramatically better now than they've ever been, and that trend continues.
- Writing proofs on formal definitions is hard, and computers are *way* more complicated than sets, graphs, or functions.
- ***Key Question:*** How can we prove what computers can and can't do...
 - ... so that our results are still true in 20 years?
 - ... without multi-hundred page proofs?

Enter Automata

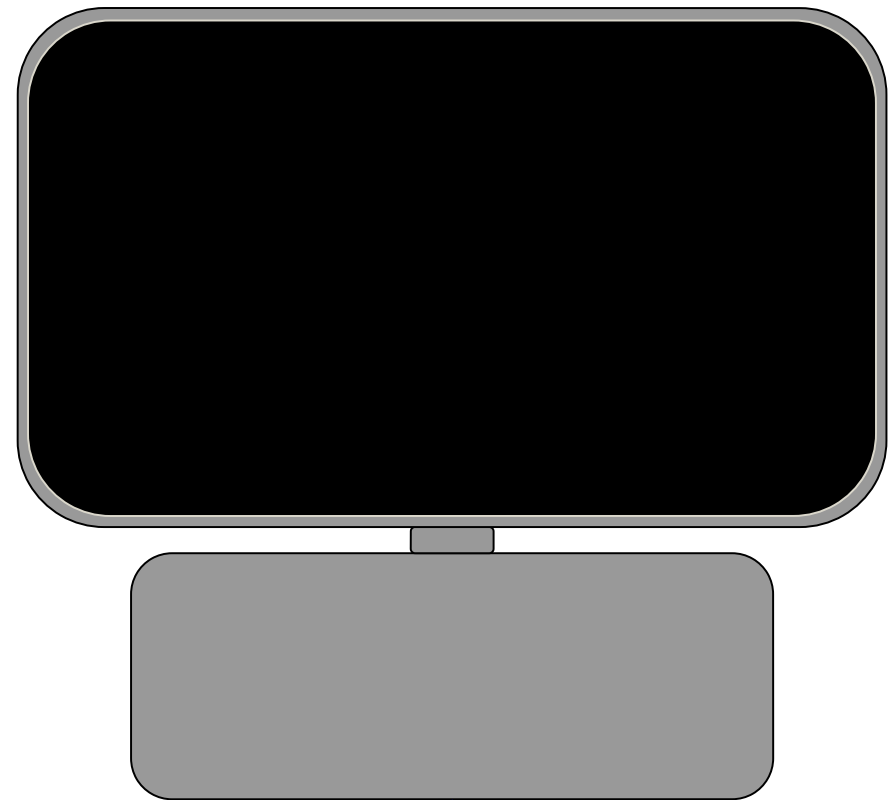
- An ***automaton*** is a mathematical model of a computing device.
- It's an ***abstraction*** of a real computer, the way that graphs are abstractions of social networks, transportation grids, etc.
- The automata we'll explore are
 - powerful enough to capture huge classes of computing devices, yet
 - simple enough that we can reason about them in a small space.

What do these automata look like?

A Tale of Two Computers



Why does this
computer...



...“feel” less
powerful than this
one?

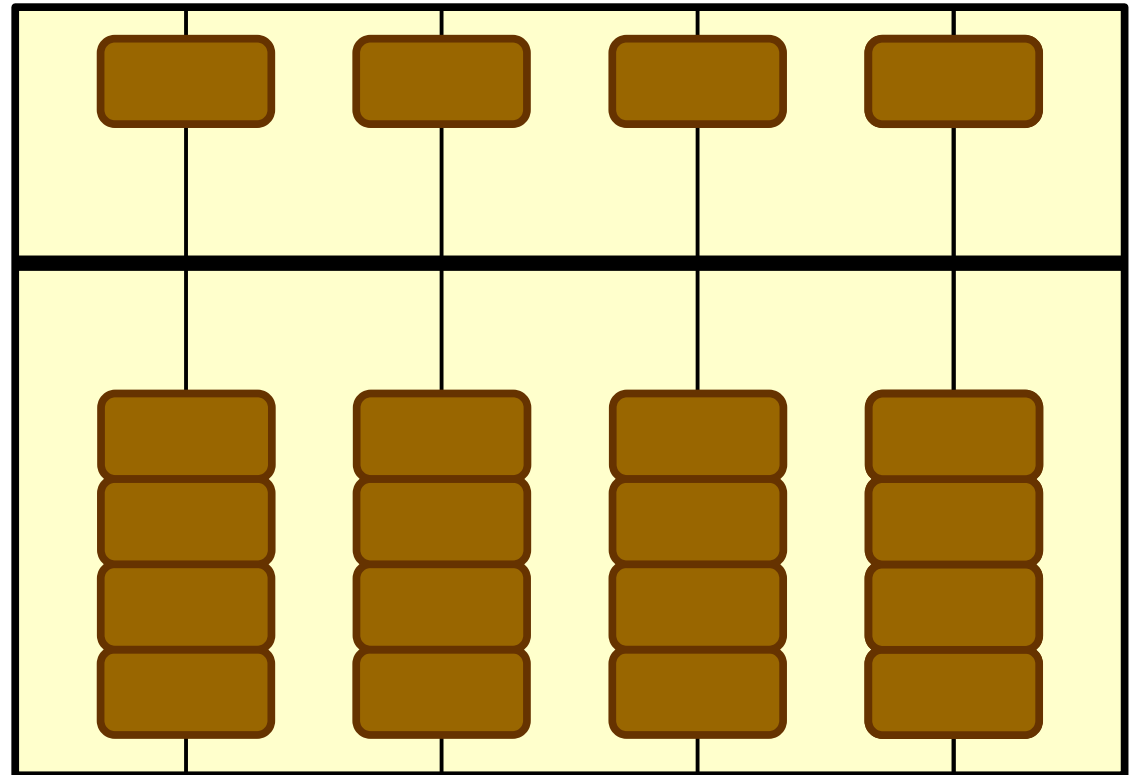
Calculators vs. Desktops

- A calculator has a *small amount of memory*. A desktop computer has a *large amount of memory*.
- A calculator performs a *fixed set of functions*. A desktop is *reprogrammable* and can run many different programs.
- These two distinctions account for much of the difference between “calculator-like” computers and “desktop-esque” computers.
- In CS103, we’ll first explore “small-memory” computers in detail, then discuss “large-memory” computers in depth.

Computing with Finite Memory

7	8	9	÷
4	5	6	×
1	2	3	-
0	.	=	+

Data stored electronically. Algorithm is
in silicon.
Memory limited by display.



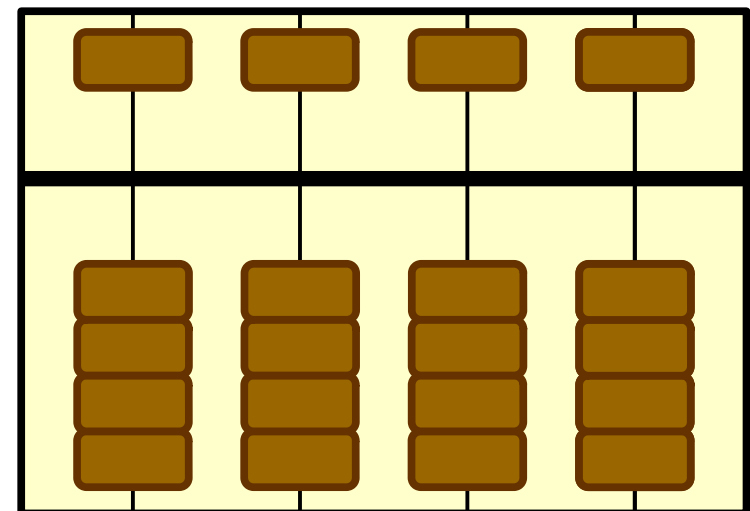
Data stored in wood. Algorithm is in brain.
Memory limited by beads.

How do we model “memory” and
“an algorithm” when they can take
on so many forms?

What's in Common?

- These machines **receive input** from an external source.
- That input is provided **sequentially**, one discrete unit at a time.
- Each input causes the device to **change configuration**. This change, big or small, is where the computation happens.

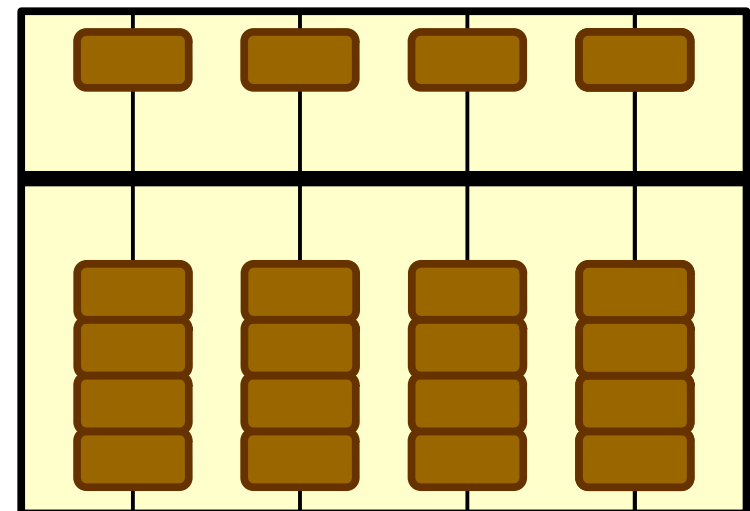
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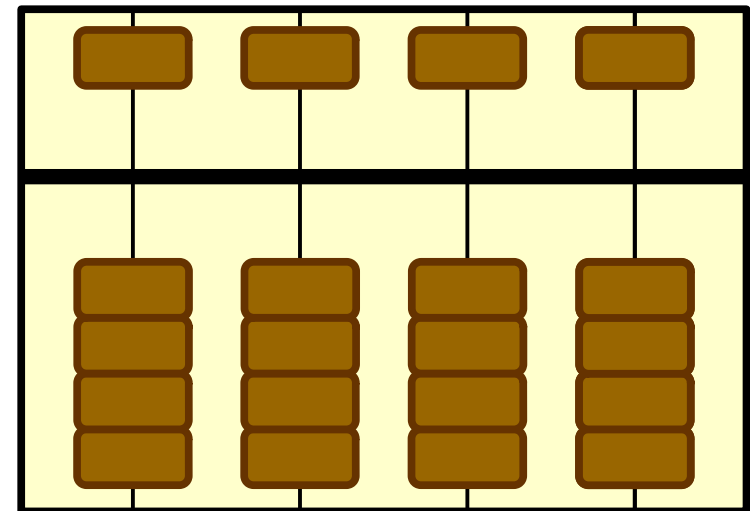
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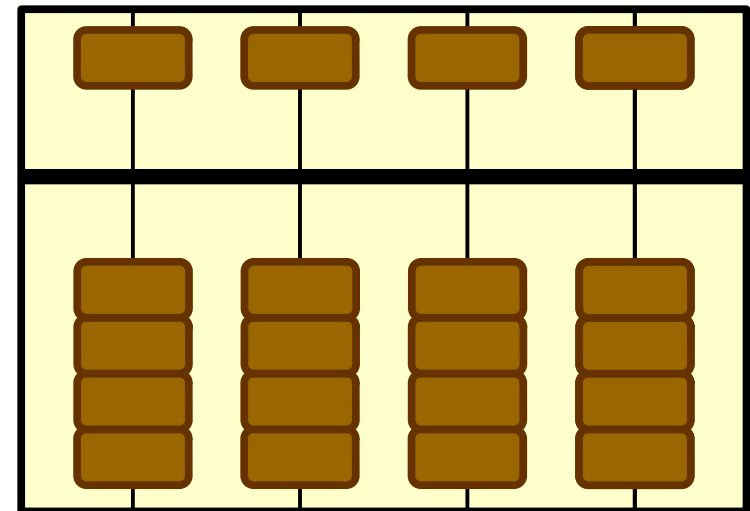
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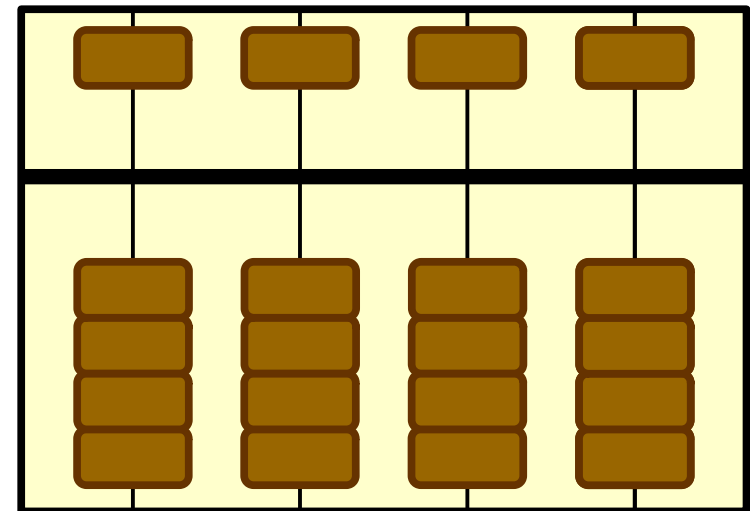
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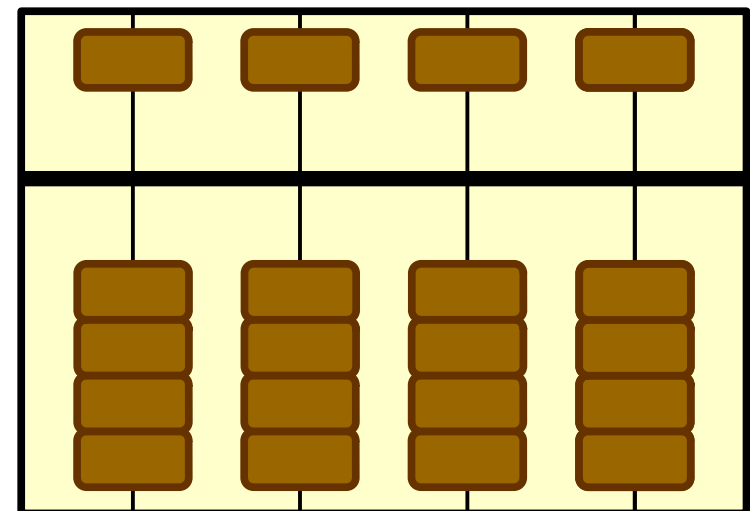
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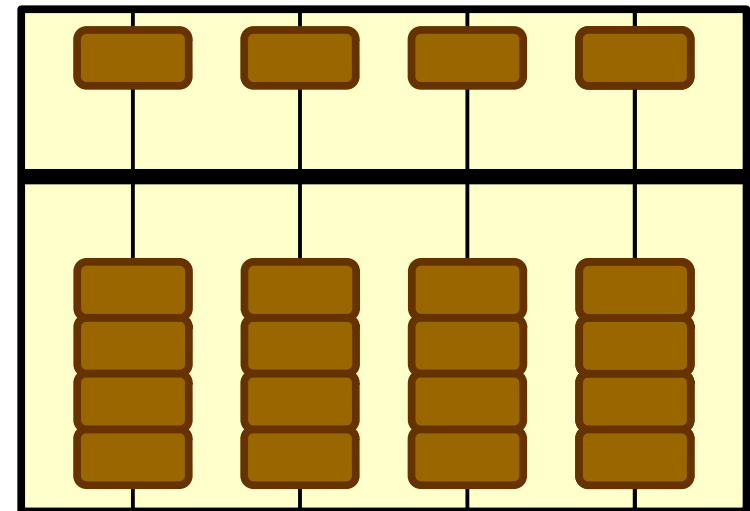
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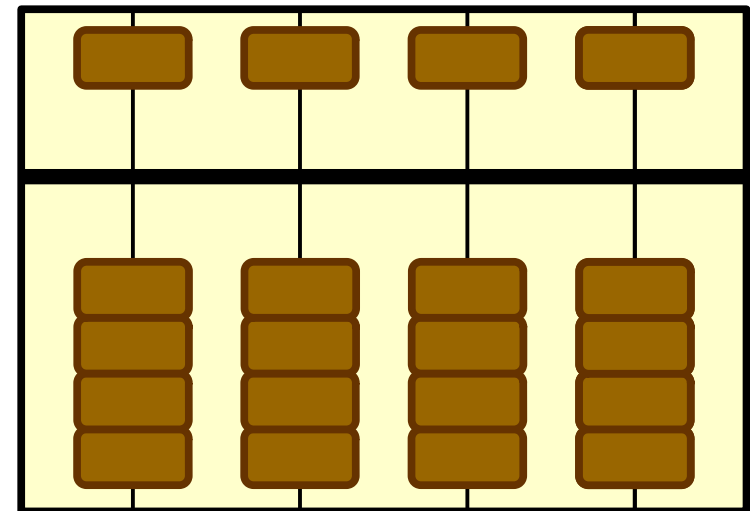
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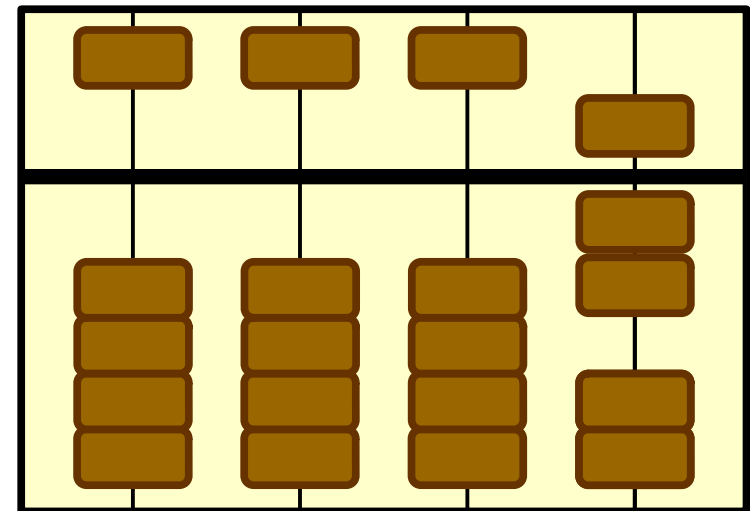
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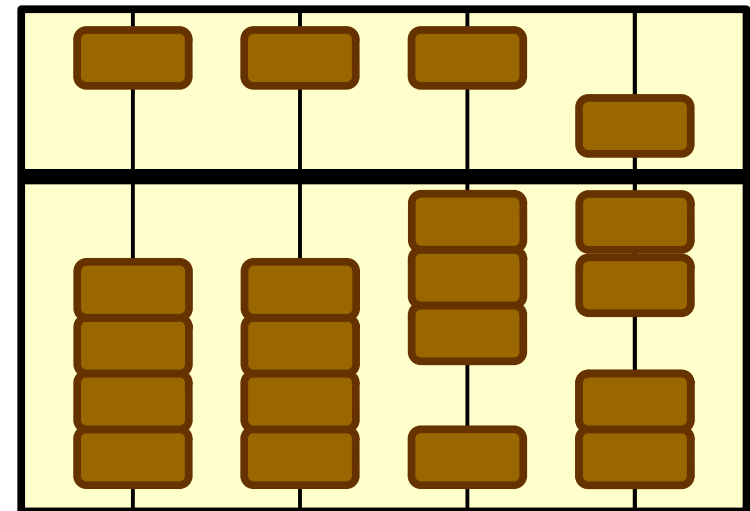
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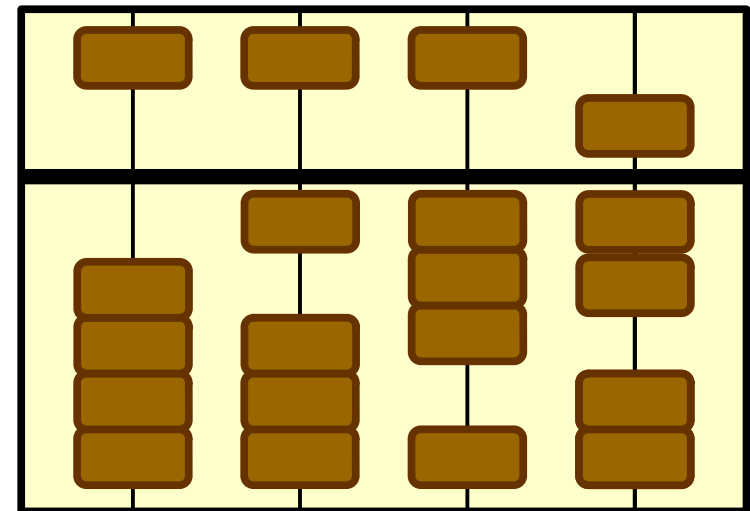
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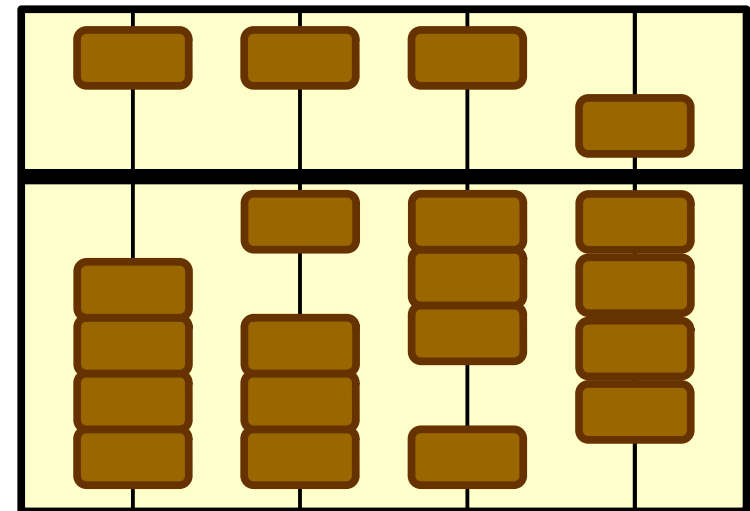
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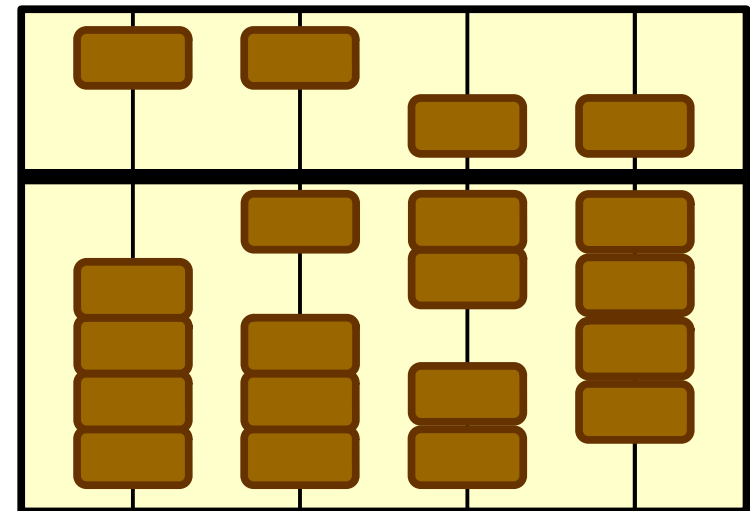
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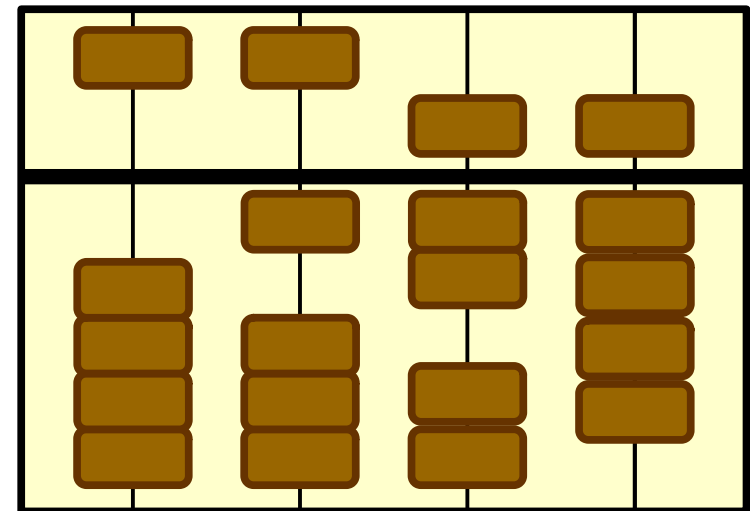
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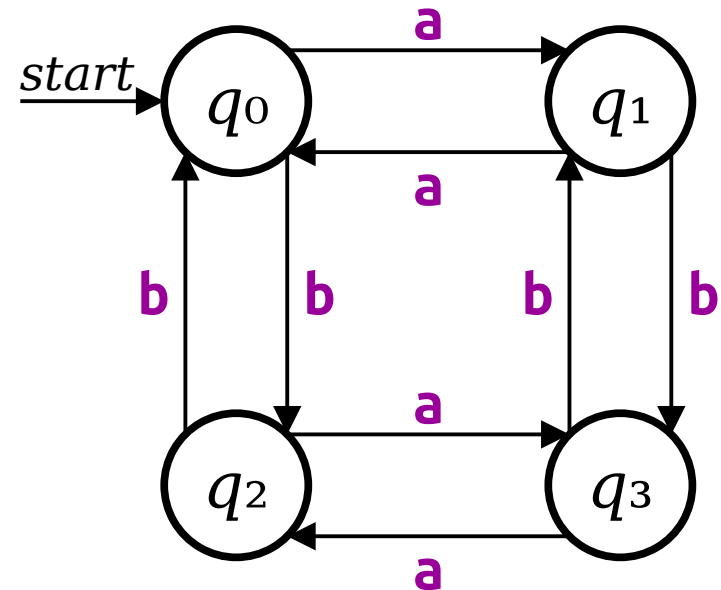
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- Each input causes the device to **change configuration**. This change, big or small, is where the computation happens.
- Once all input is provided, we can **read off an answer** based on the configuration of the device.

179			
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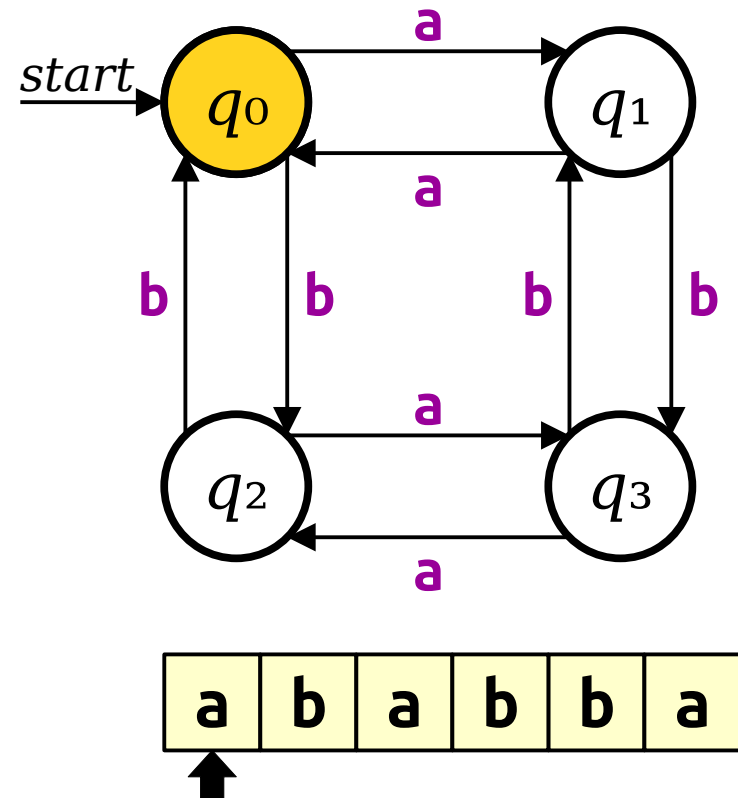
Modeling Finite Computation

- We will model a finite-memory computer as a collection of **states** linked by **transitions**.
- Each state corresponds to one possible configuration of the device's memory.
- Each transition indicates how memory changes in response to inputs.
- Some state is designated as the **start state**. The computation begins in that state.



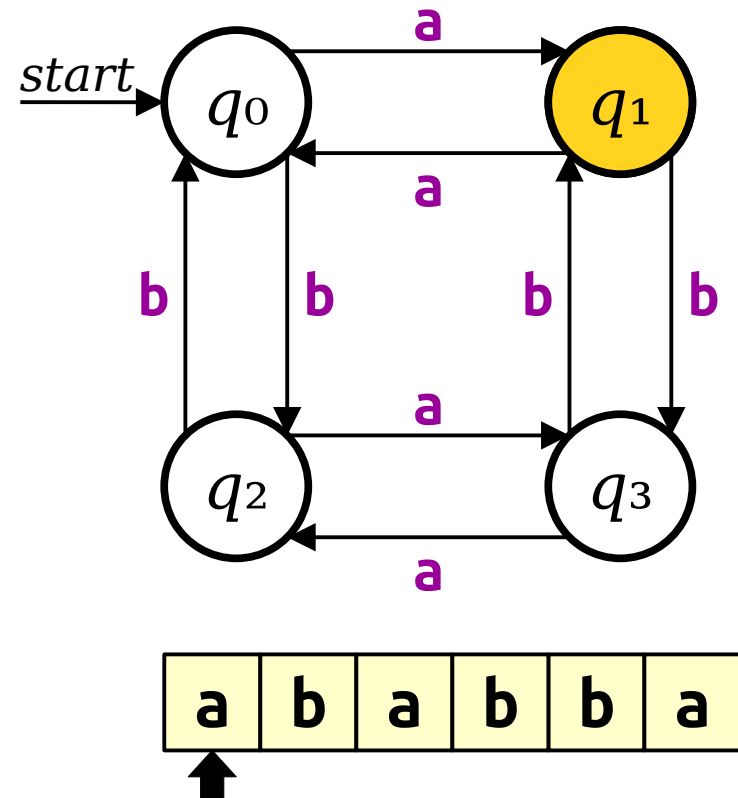
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 - Each character represents some external input to the device.
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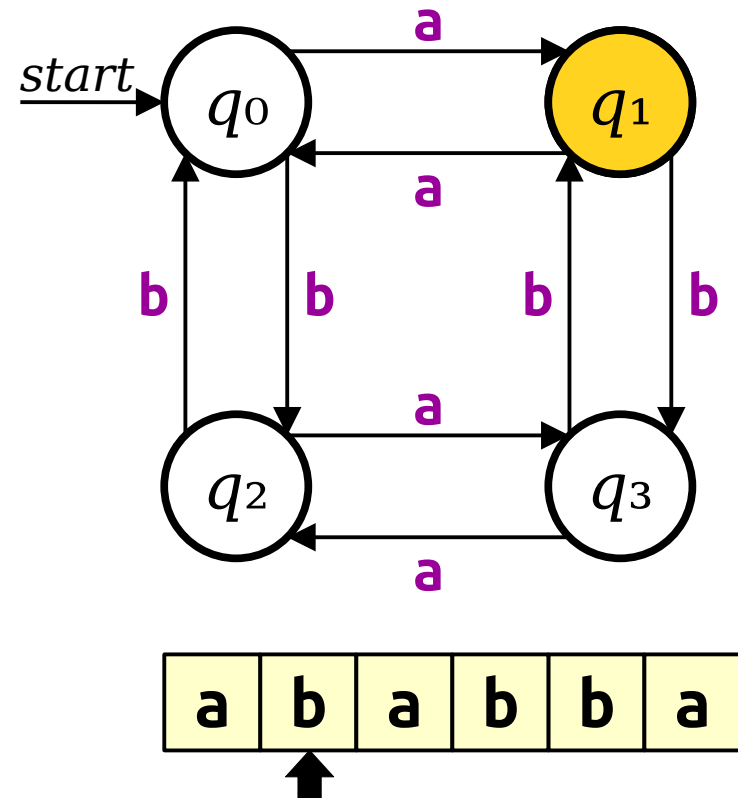
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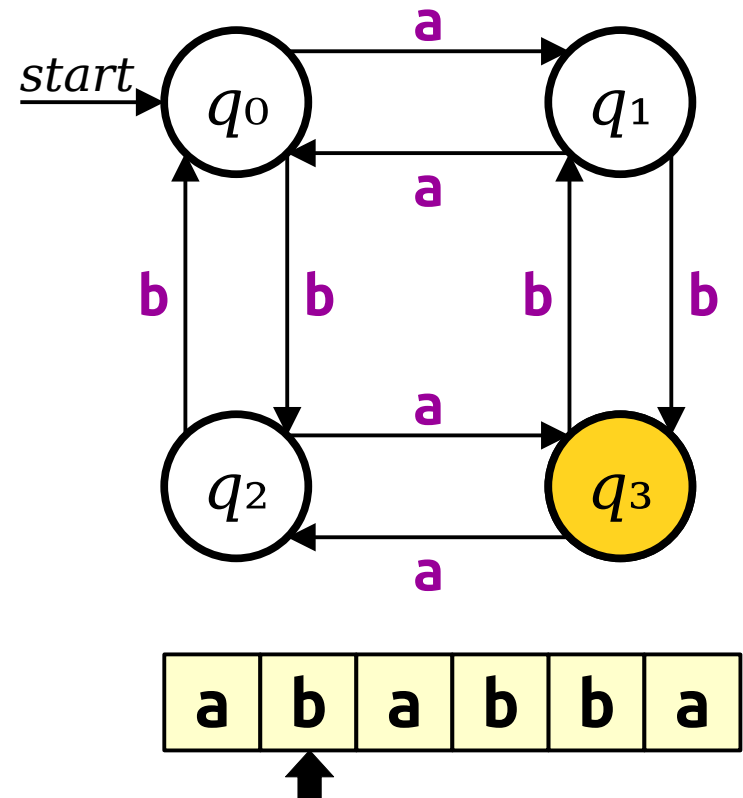
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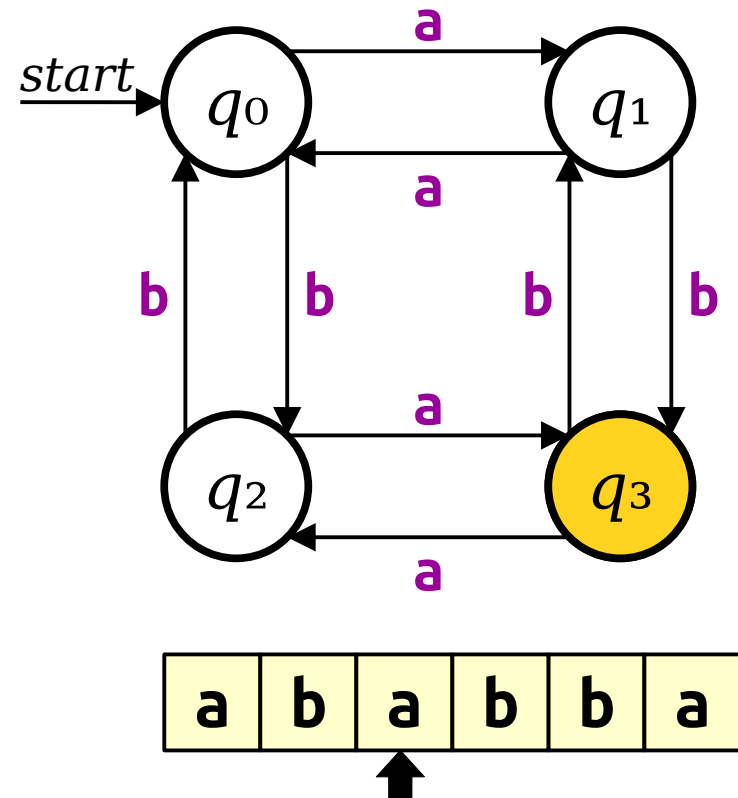
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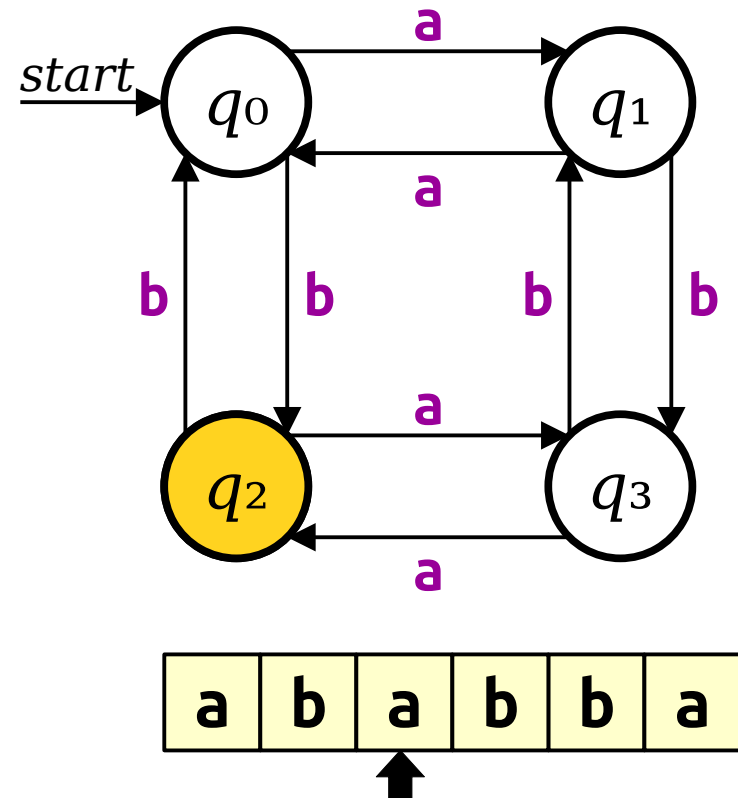
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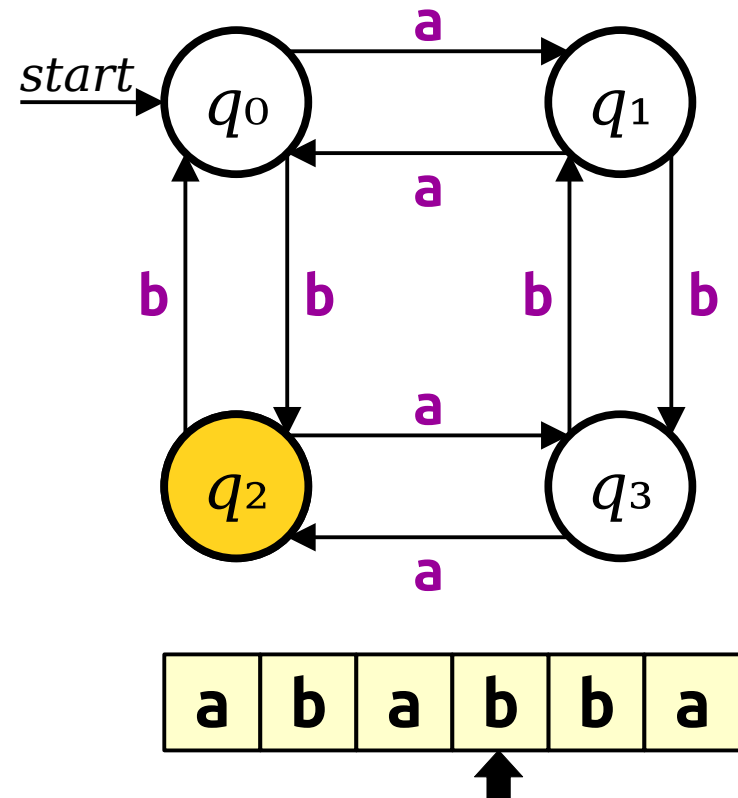
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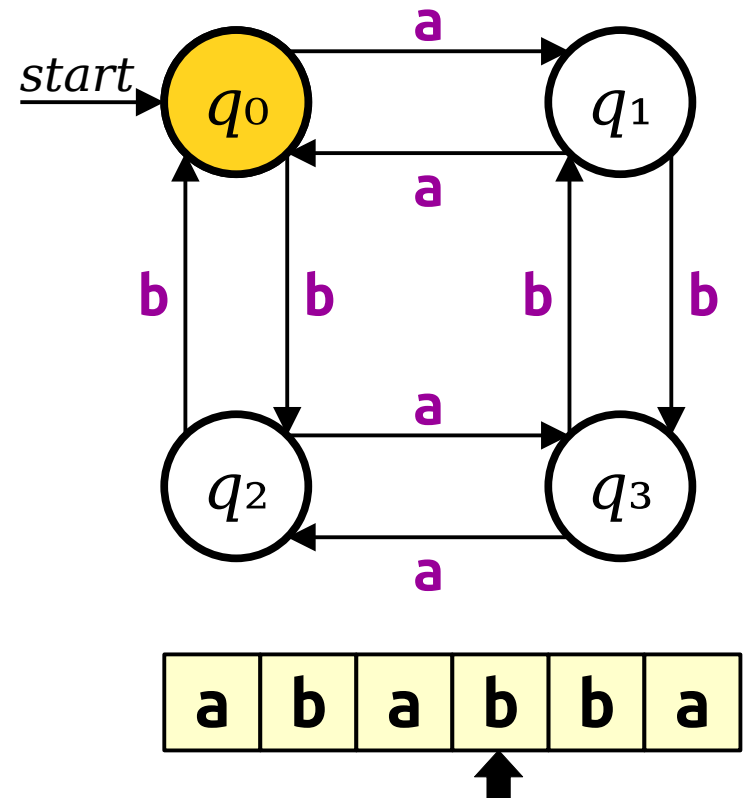
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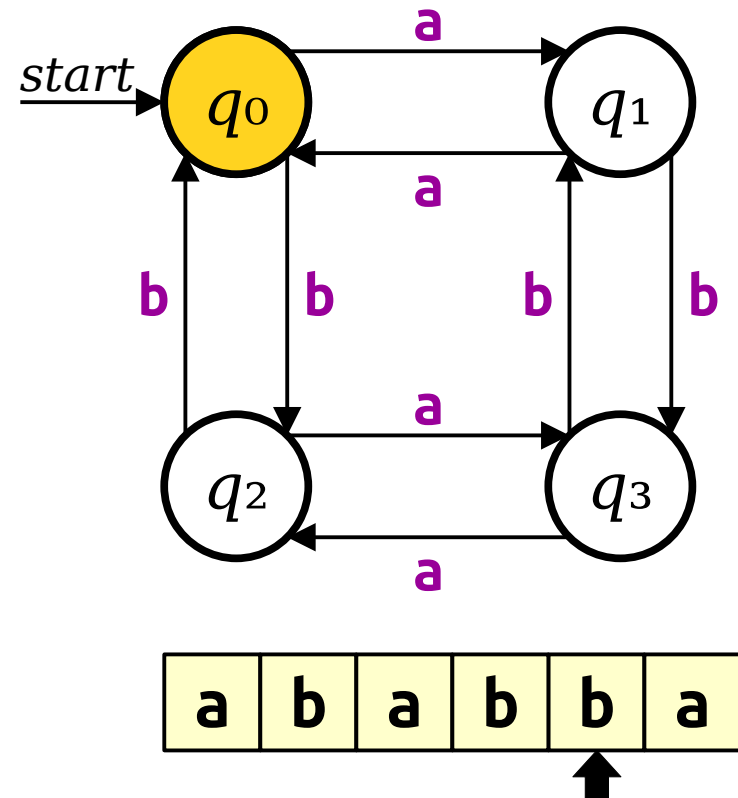
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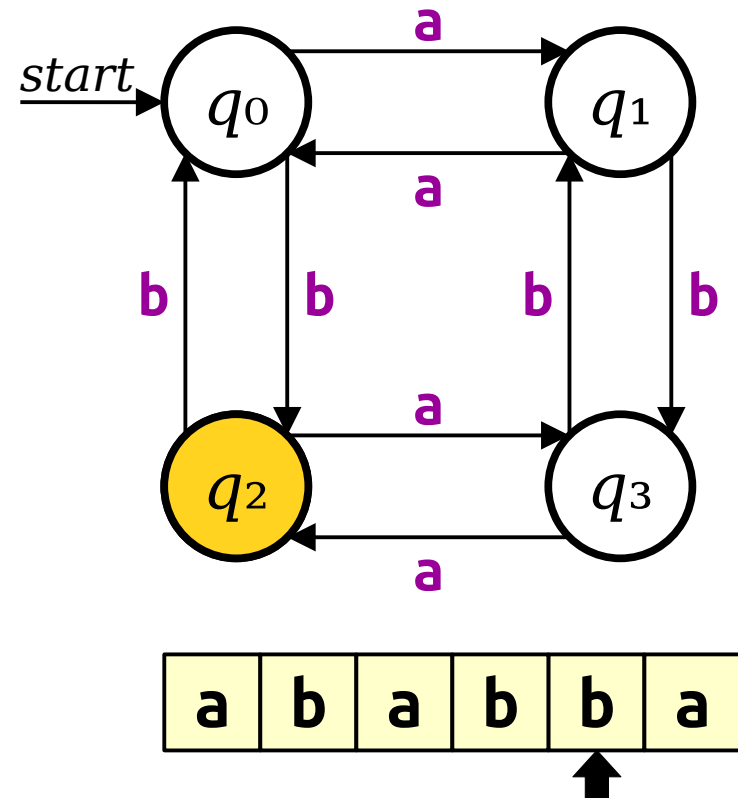
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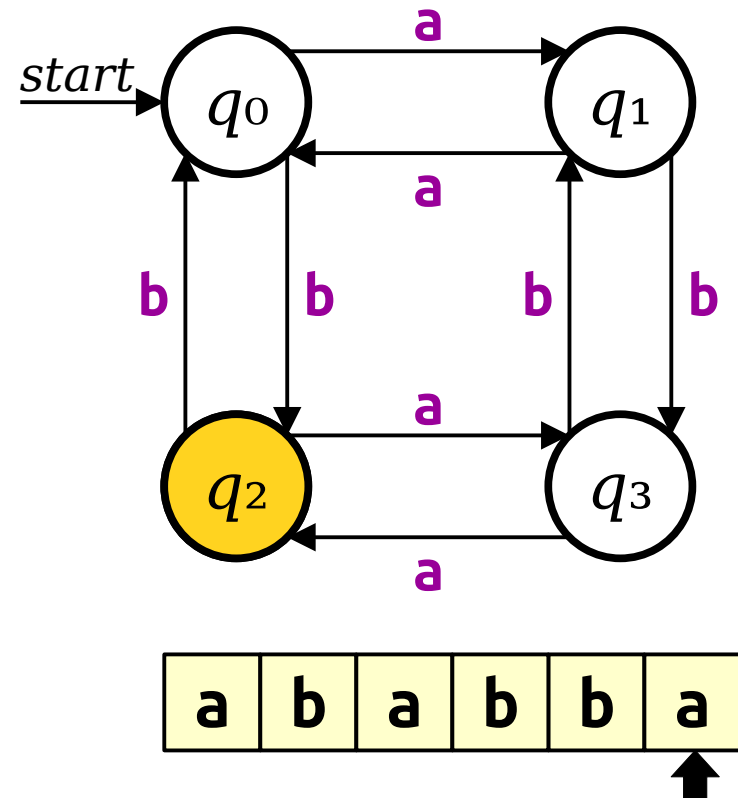
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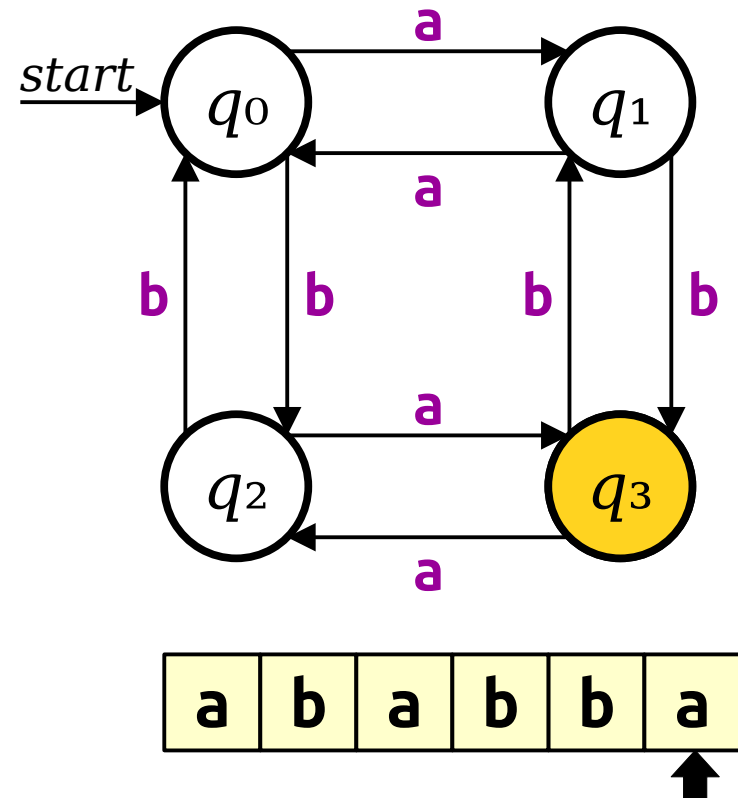
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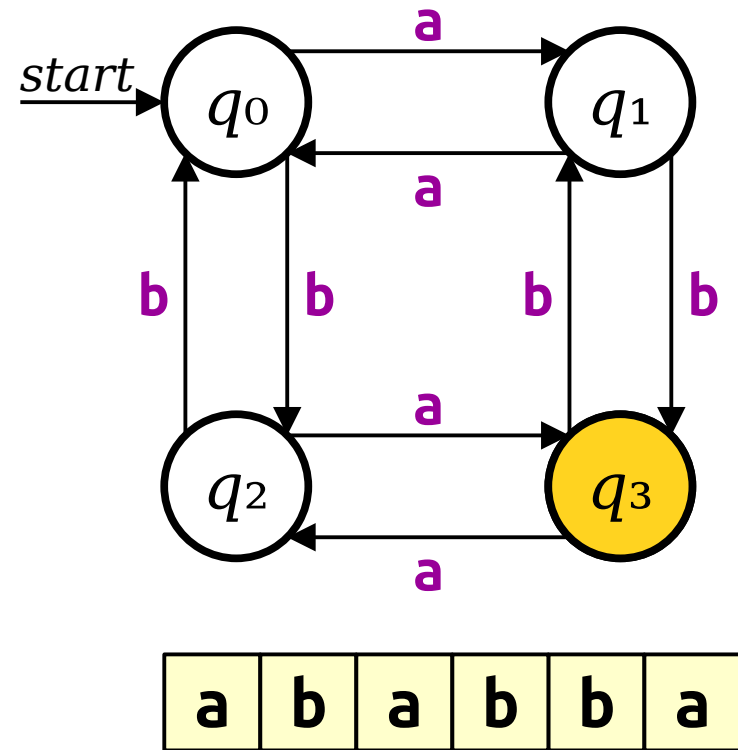
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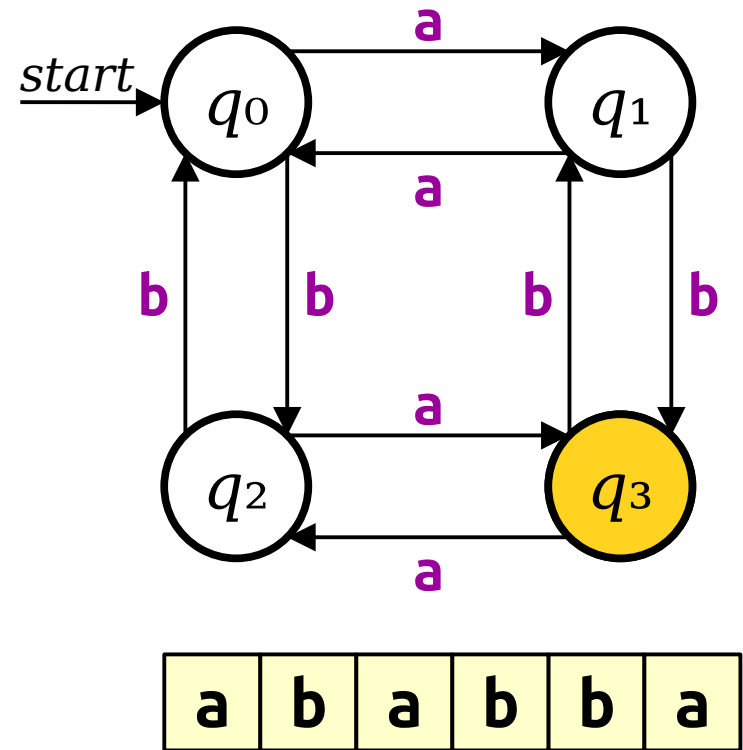
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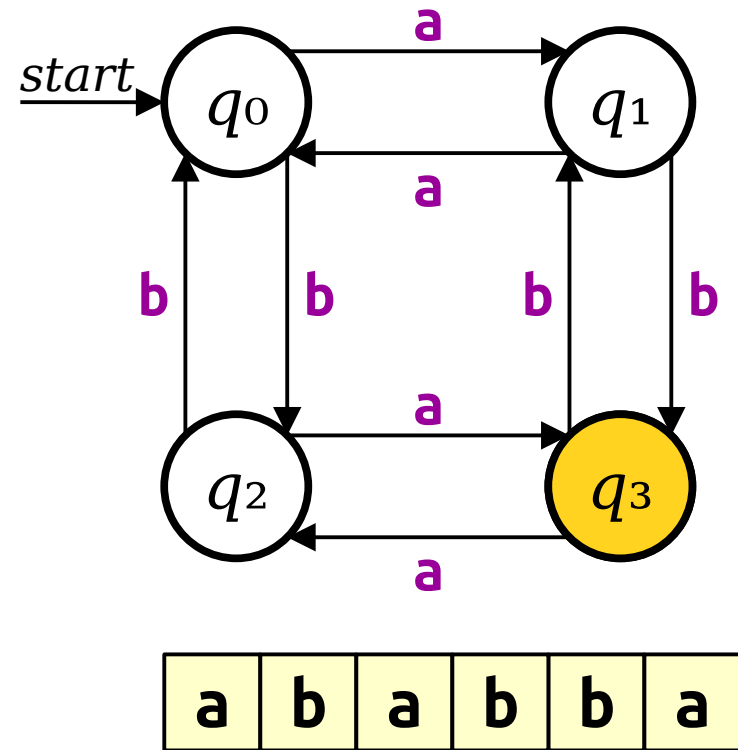
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- Once we've finished entering all the characters of our input, we need to obtain the result of the computation.
- In general, computers can produce all sorts of things as the result of a computation: a number, a piece of text, etc.
- As a simplifying assumption, we'll assume that we just need to get a single bit of output. That is, our machines will just say YES or NO.
- (This can be generalized – come talk to me after class if you're curious how!)



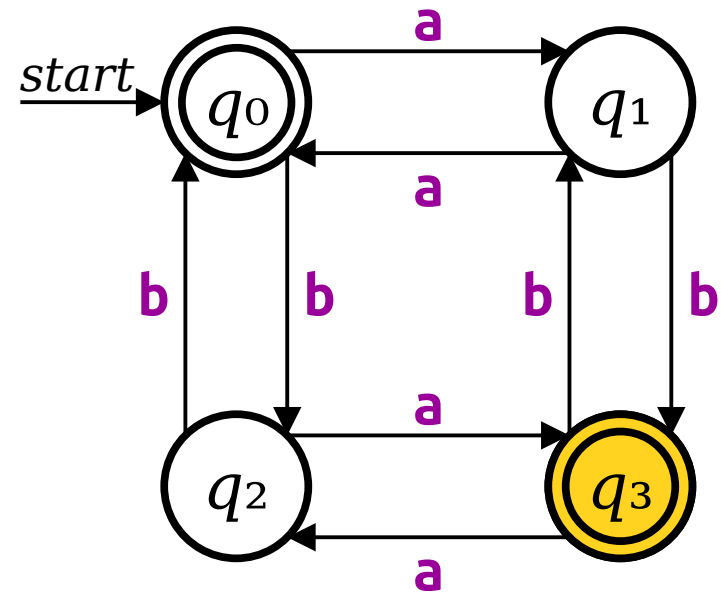
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- Some of the states in our computational device will be marked as **accepting states**. These are denoted with a double ring.



Modeling Finite Computation

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- If the device ends in an accepting state after seeing all the input, **accepts** the input (says YES)
- If the device does not end in an accepting state after seeing all the input, it **rejects** the input (says NO).



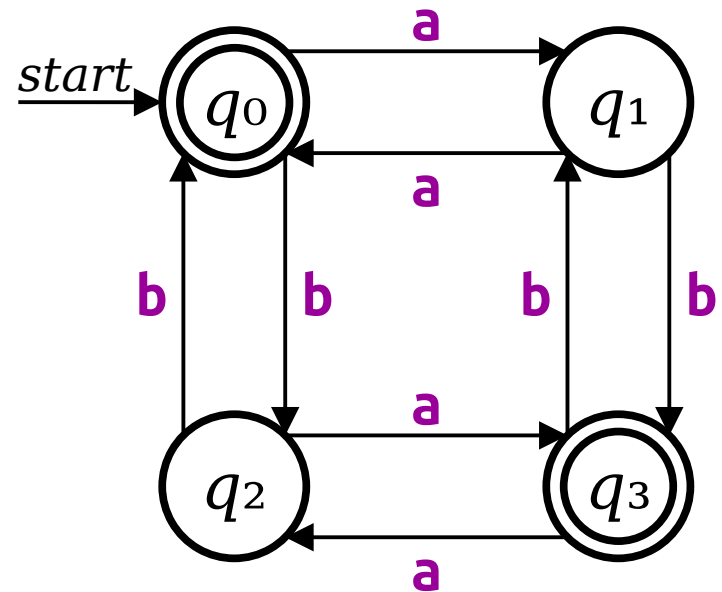
Modeling Finite Computation

- Try it yourself!
Which of these strings does this device accept?

aab

aabb

abbababba



Respond at pollev.com/zhengliao

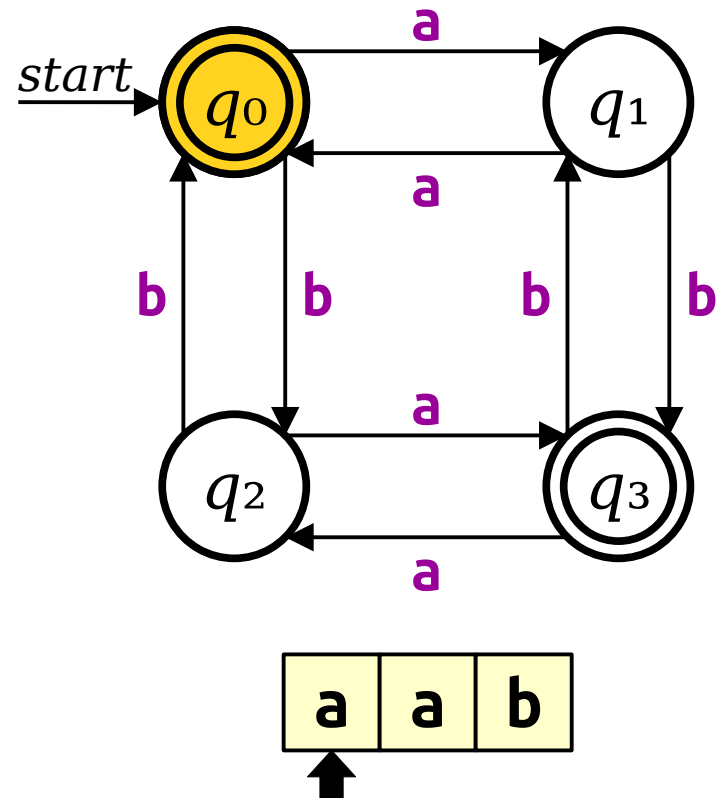
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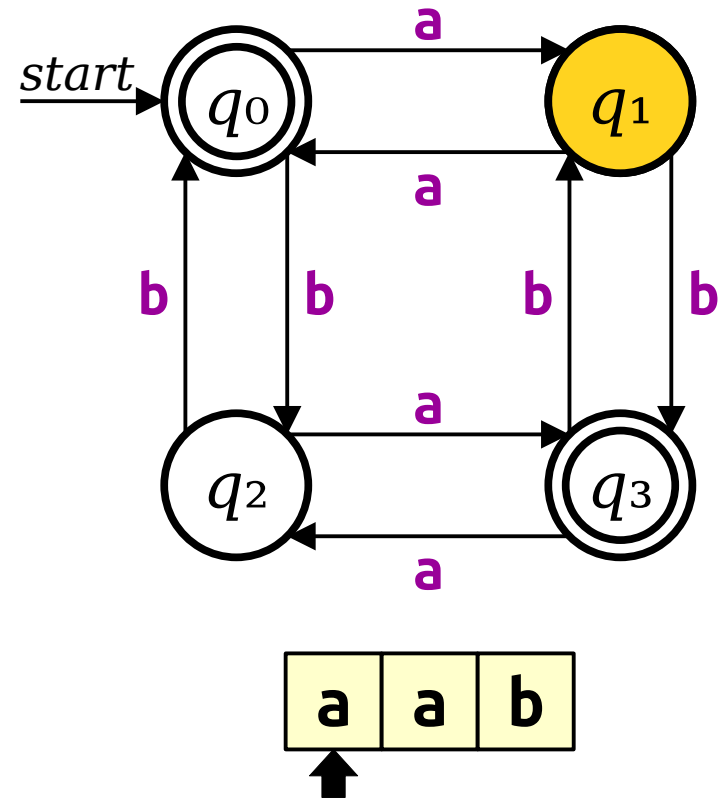
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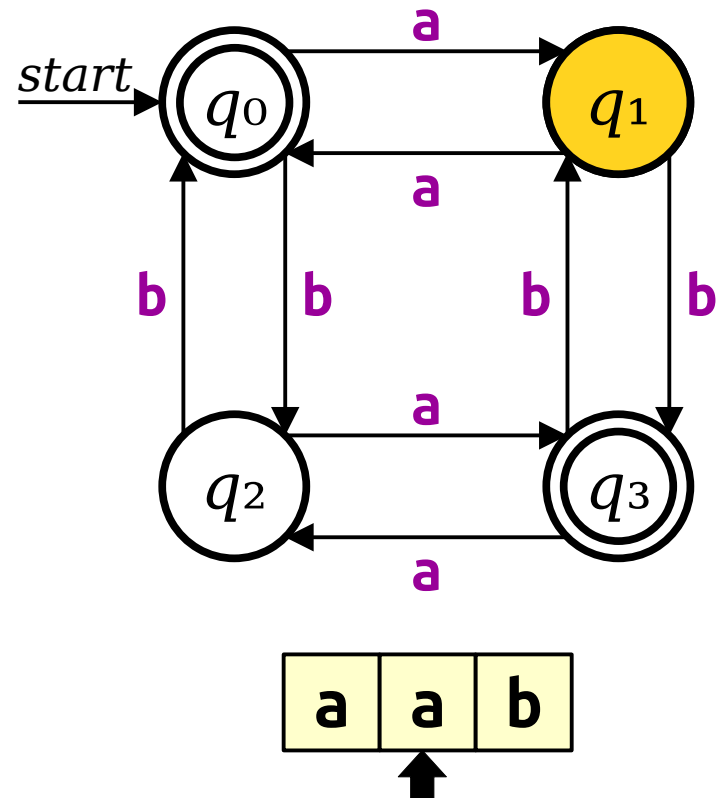
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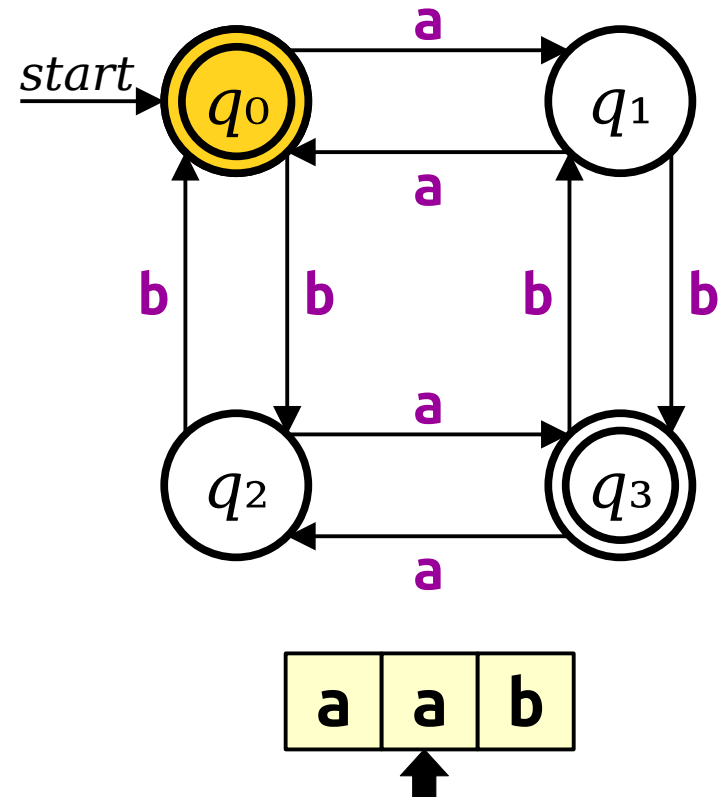
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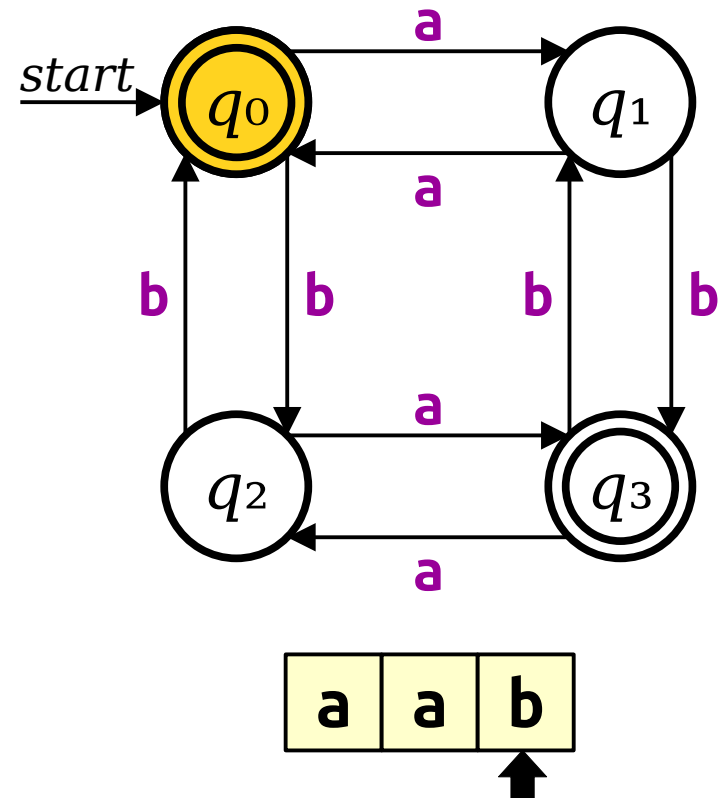
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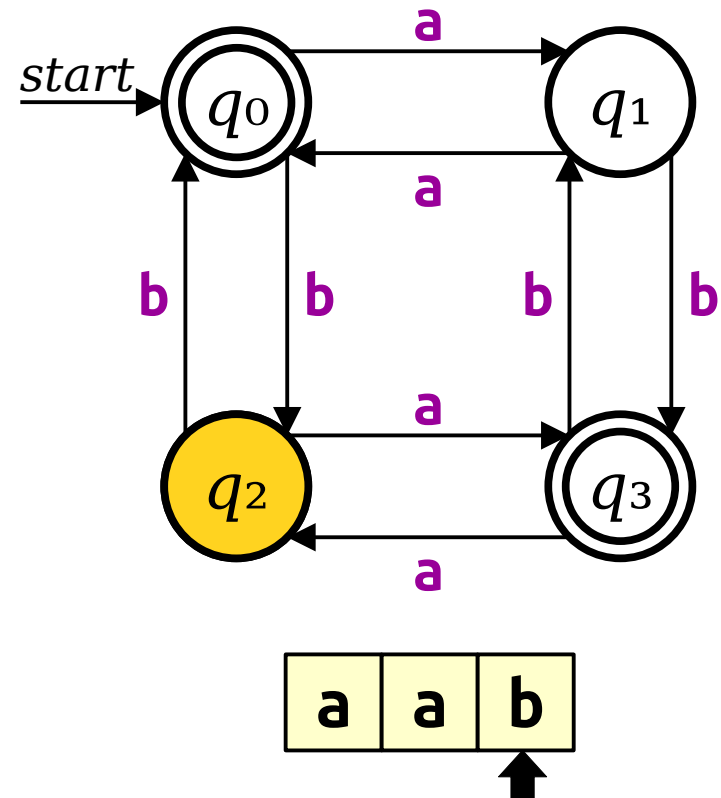
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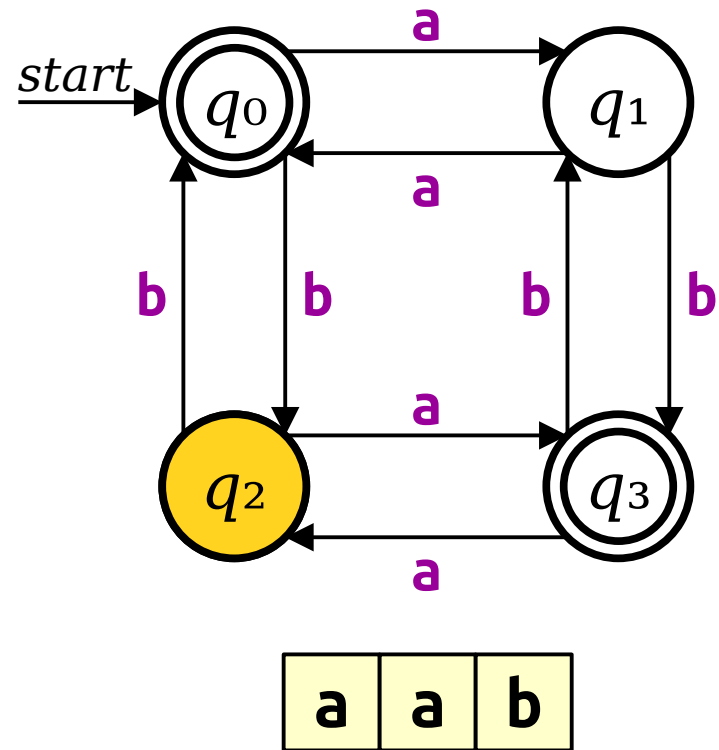
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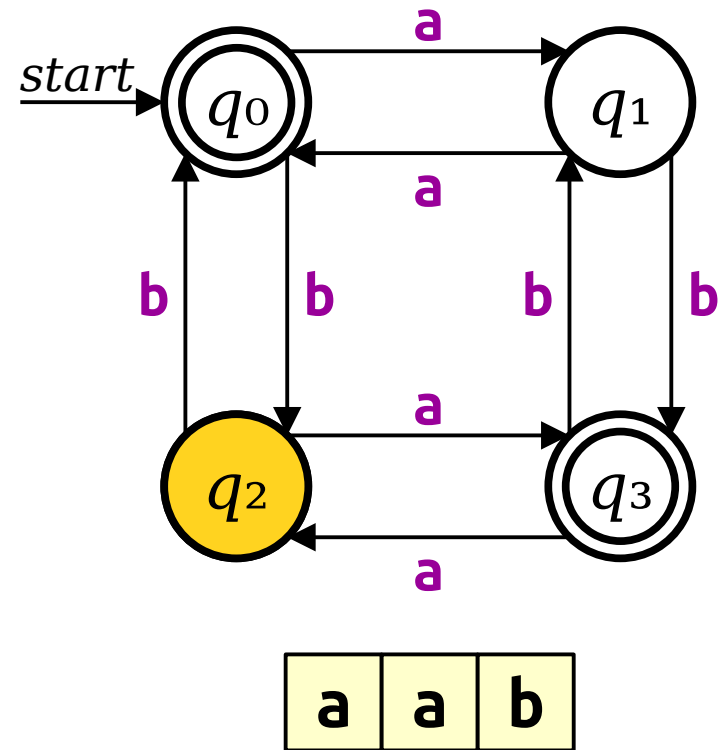
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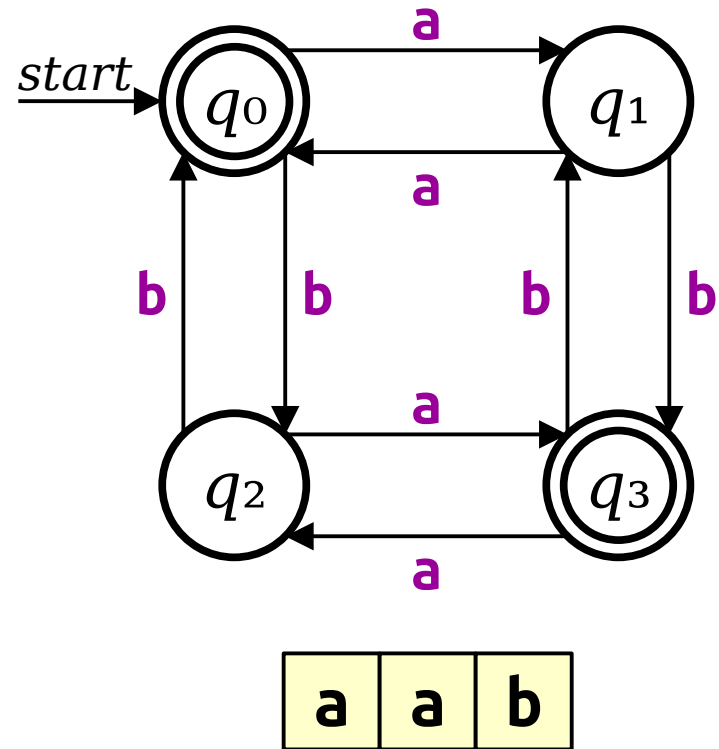
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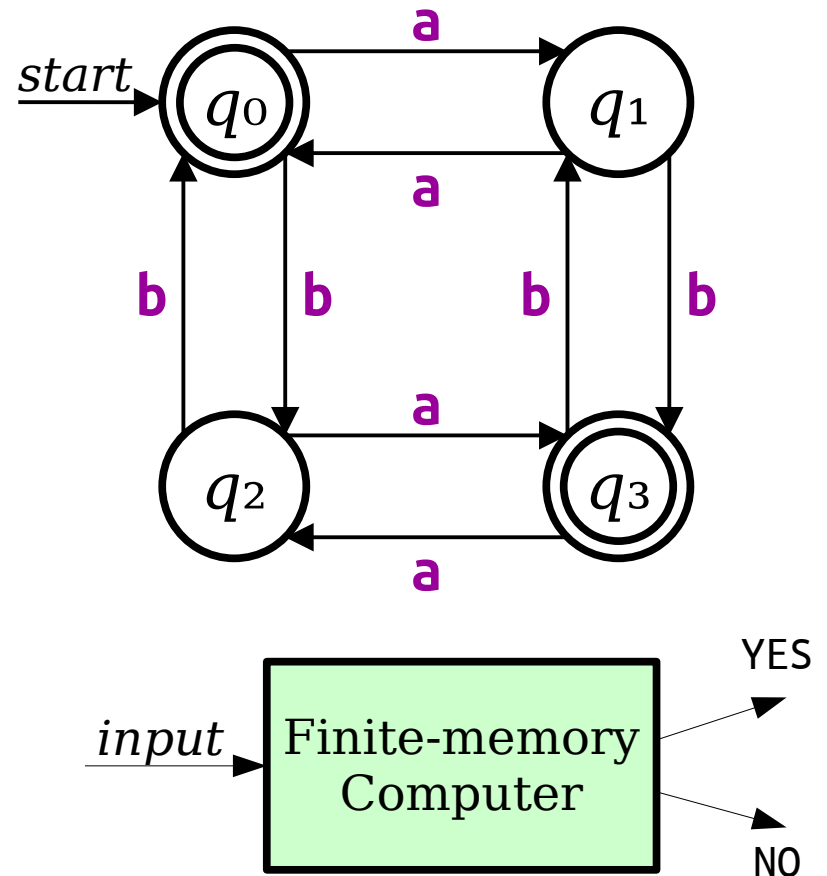
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Finite Automata

- This type of computational device is called a **finite automaton** (plural: **finite automata**).
- Finite automata model computers where (1) memory is finite and (2) the computation produces as YES/NO answer.
- In other words, finite automata model predicates, and do so with a fixed, finite amount of memory.



Formalizing Things

Strings

- An **alphabet** is a finite, nonempty set of symbols called **characters**.
 - Typically, we use the symbol Σ to refer to an alphabet.
- A **string over an alphabet Σ** is a finite sequence of characters drawn from Σ .
- Example: Let $\Sigma = \{\mathbf{a}, \mathbf{b}\}$. Here are some strings over Σ :

$\mathbf{a}$ $\mathbf{aabaabbabaaabaaaabbb}$ $\mathbf{abbababba}$
- The **empty string** has no characters and is denoted ϵ .
- Calling attention to an earlier point: since all strings are finite sequences of characters from Σ , you cannot have a string of infinite length.

Languages

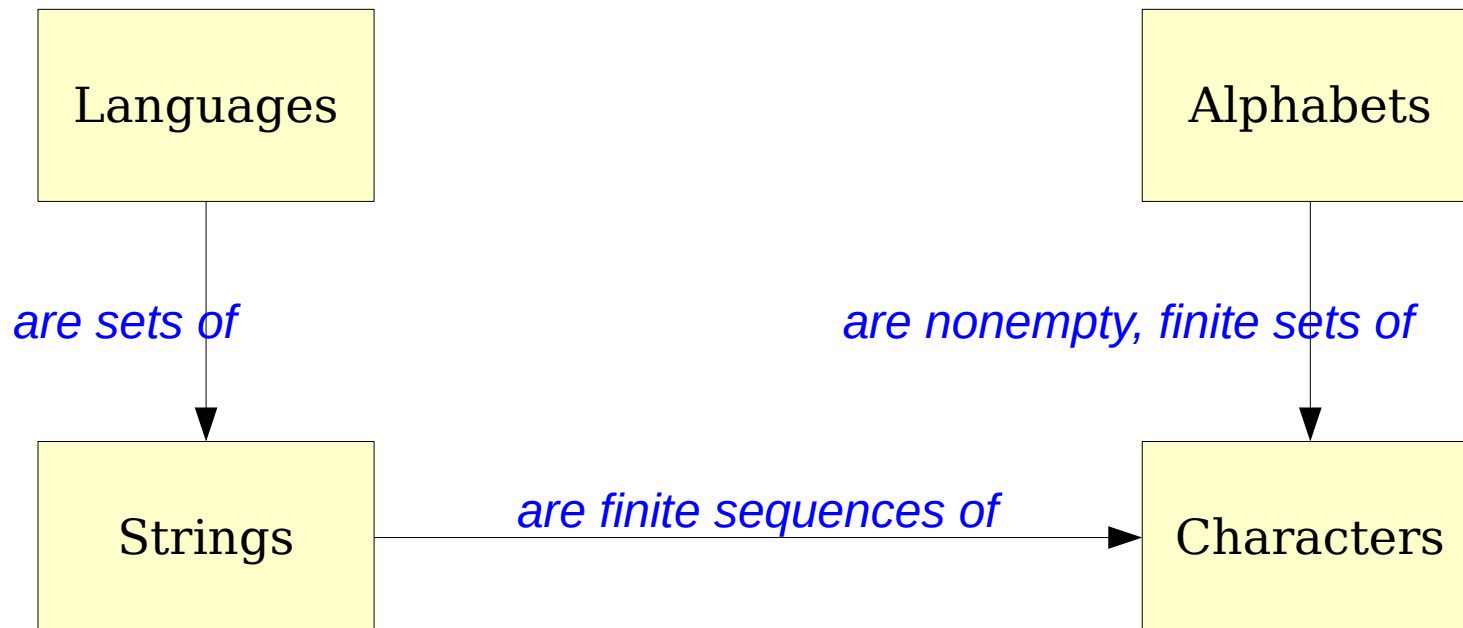
- A **formal language** is a set of strings.
- We say that L is a **language over Σ** if it is a set of strings over Σ .
- Example: The language of palindromes over $\Sigma = \{\mathbf{a}, \mathbf{b}, \mathbf{c}\}$ is the set
 - $\{\epsilon, \mathbf{a}, \mathbf{b}, \mathbf{c}, \mathbf{aa}, \mathbf{bb}, \mathbf{cc}, \mathbf{aaa}, \mathbf{aba}, \mathbf{aca}, \mathbf{bab}, \dots\}$
- The set of all strings composed from letters in Σ is denoted Σ^* .
- Formally, we say that L is a language over Σ if $L \subseteq \Sigma^*$.

Mathematical Lookalikes

- We now have $\in$, ε , Σ , and Σ^* . Yikes!
- The symbol $\in$ is the ***element-of*** relation.
- The symbol ε is the ***empty string***.
- The symbol Σ denotes an ***alphabet***.
- The expression Σ^* means “all strings that can be made from characters in Σ .”
- That lets us write things like
$$\text{We have } \varepsilon \in \Sigma^*, \text{ but } \varepsilon \notin \Sigma.$$
- Ever get confused? ***Just ask!***

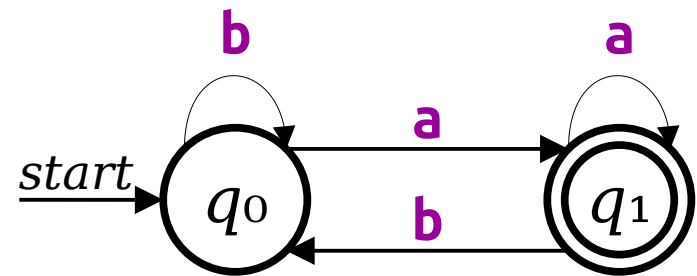
The Cast of Characters

- **Languages** are sets of strings.
- **Strings** are finite sequences of characters.
- **Characters** are individual symbols.
- **Alphabets** are sets of characters.



Finite Automata and Languages

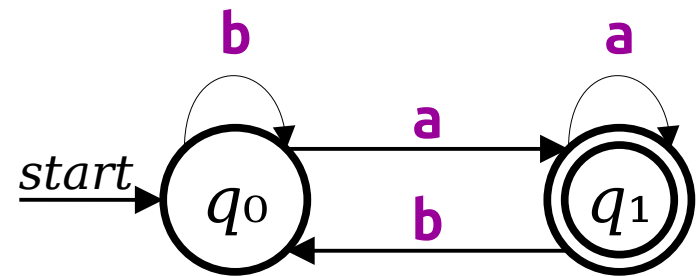
- Let A be an automaton that processes strings drawn from an alphabet Σ .
- The **language of A** , denoted $\mathcal{L}(A)$, is the set of strings over Σ that A accepts:



$$\mathcal{L}(A) = \{ w \in \Sigma^* \mid A \text{ accepts } w \}$$

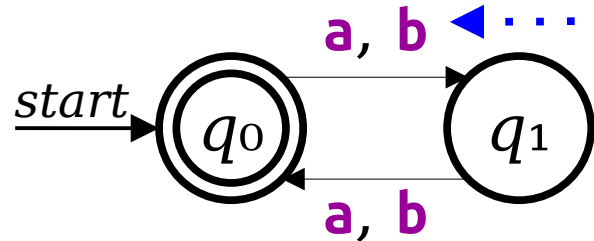
Finite Automata and Languages

- Let D be the automaton shown to the right. It processes strings over $\{\mathbf{a}, \mathbf{b}\}$.
- Notice that D accepts all strings of $\mathbf{a}$'s and $\mathbf{b}$'s that end in $\mathbf{a}$ and rejects everything else.
- So $\mathcal{L}(D) = \{ w \in \{\mathbf{a}, \mathbf{b}\}^* \mid w \text{ ends in } \mathbf{a} \}$.

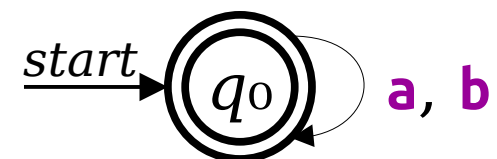
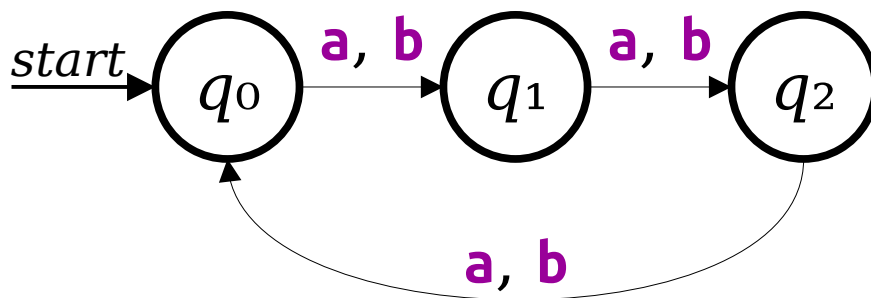
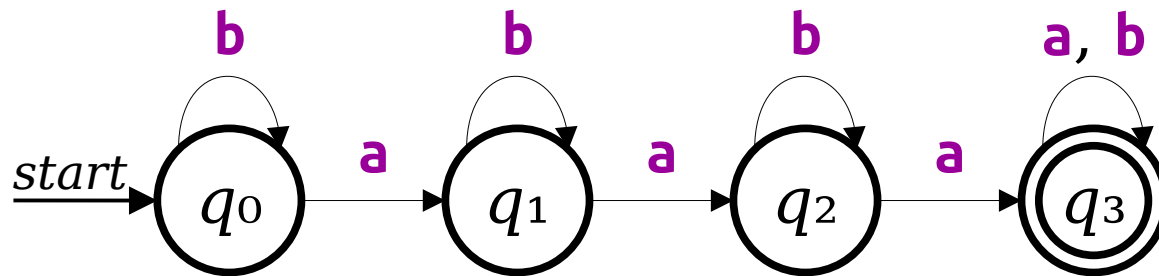


$$\mathcal{L}(A) = \{ w \in \Sigma^* \mid A \text{ accepts } w \}$$

Finite Automata and Languages



This means “take this transition if you see an **a** or a **b**.”



$$\mathcal{L}(A) = \{ w \in \Sigma^* \mid A \text{ accepts } w \}$$

The Story So Far

- A *finite automaton* is a collection of *states* joined by *transitions*.
- Some state is designated as the *start state*.
- Some number of states are designated as *accepting states*.
- The automaton processes a string by beginning in the start state and following the indicated transitions.
- If the automaton ends in an accepting state, it *accepts* the input.
- Otherwise, the automaton *rejects* the input.
- The *language* of an automaton is the set of strings it accepts.

Let's take a quick break!

Time-Out For Announcements!

PS3 Solutions Released

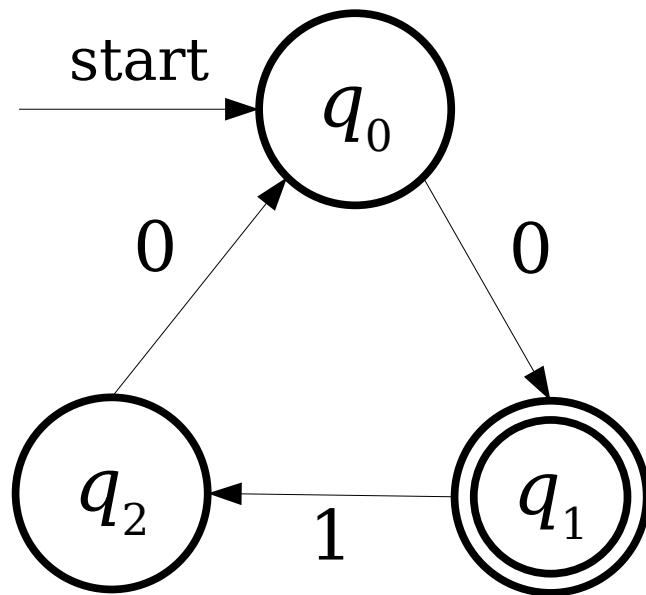
- Solutions to Problem Set Three are now available on the course website.
- We generally don't release solutions to autograded problems. If you have any questions about those, please ping us privately over EdStem or come talk to us in our office hours.
- We're aiming to have things graded by Wednesday before class so that you can review your feedback before the midterm exam.

Midterm Review Session

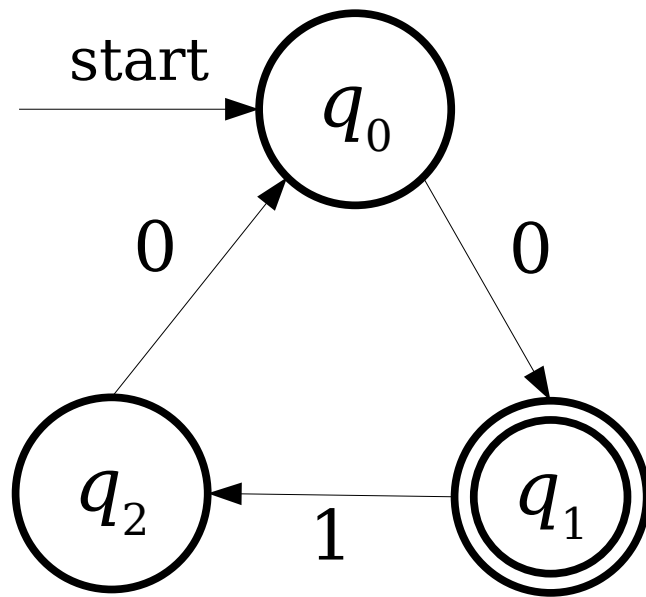
- Your wonderful TA, Abhy, is organizing a midterm review session.
- **Tomorrow** (Tuesday 7/22) from 3:00 – 4:00PM PST, over Zoom.
- Link to join will be shared on Ed.
- Please join live to ask questions! The slides will be shared afterwards for asynchronous review.

Back to CS103!

A Small Problem

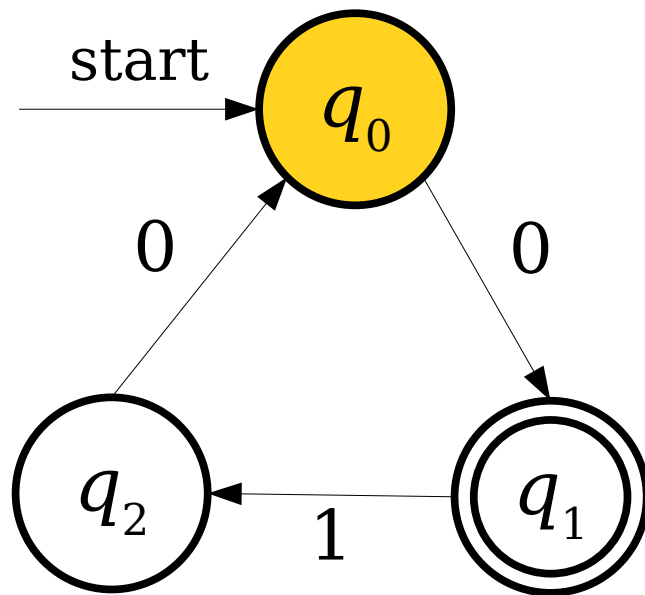


A Small Problem



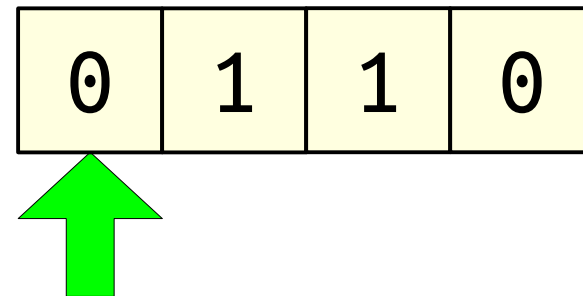
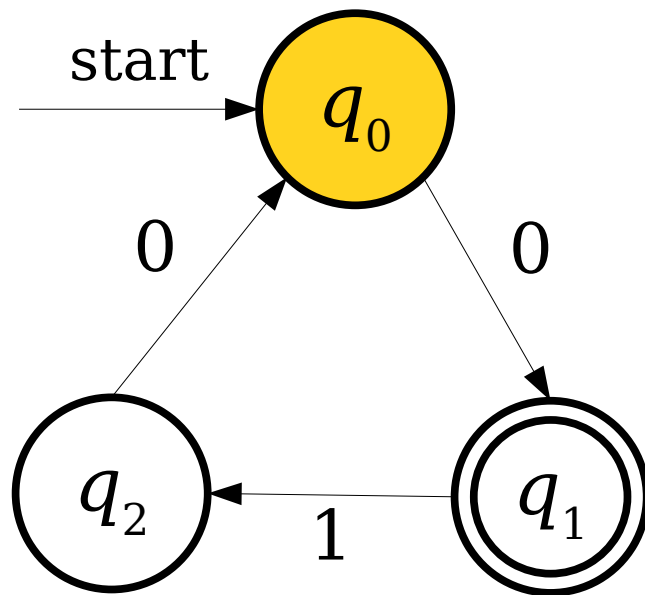
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A Small Problem

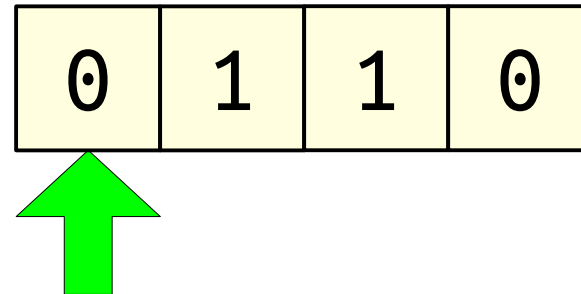
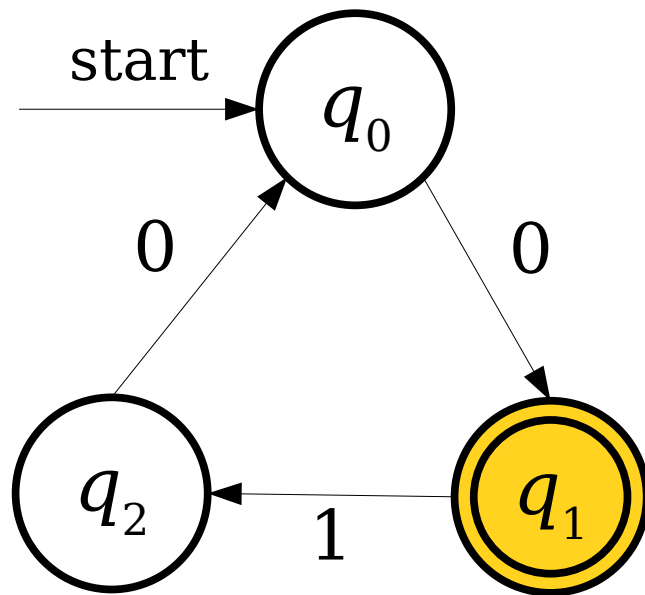


0	1	1	0
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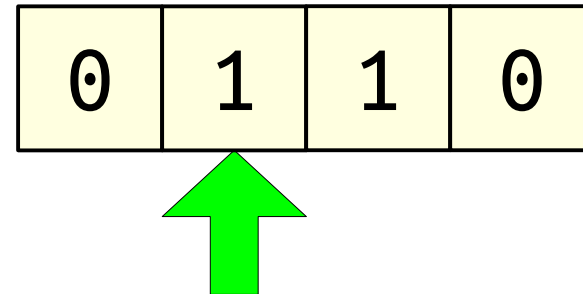
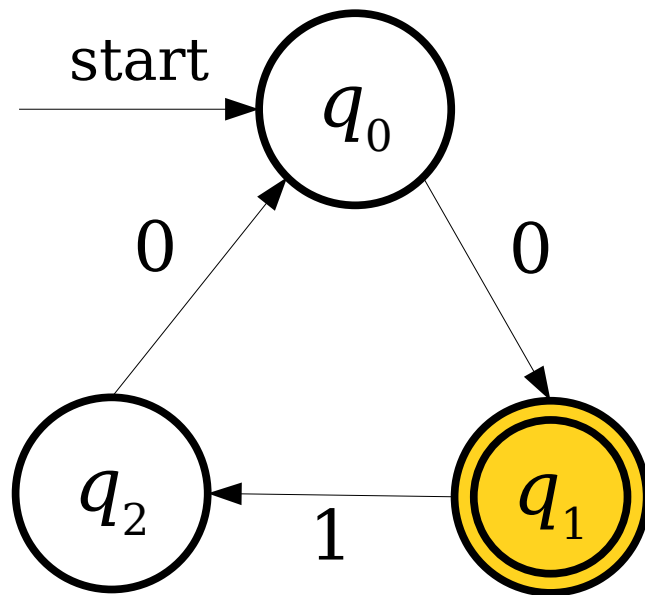
A Small Problem



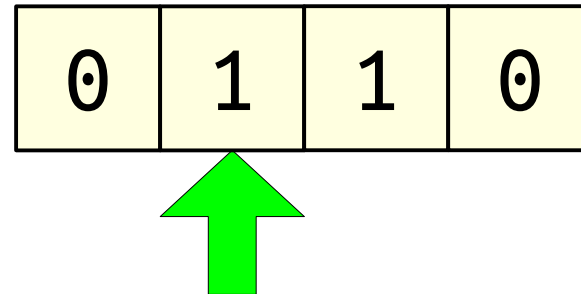
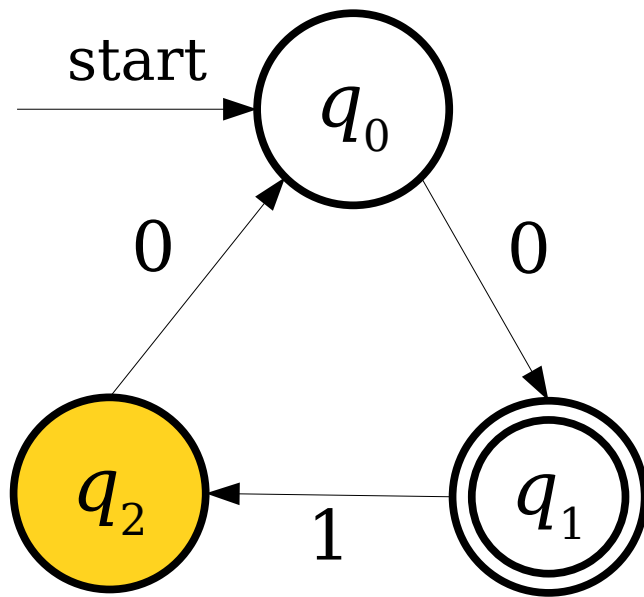
A Small Problem



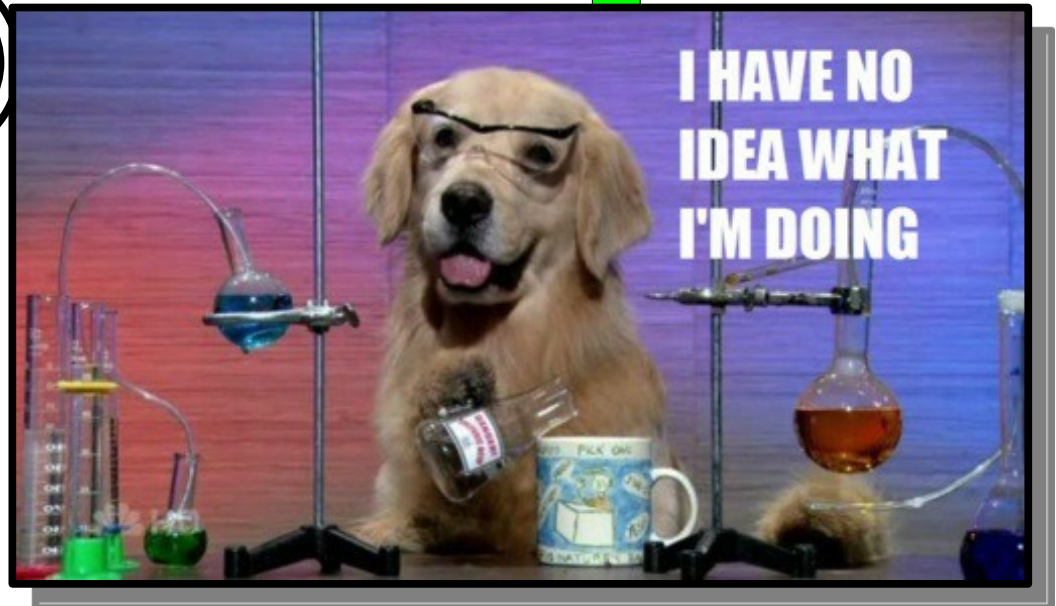
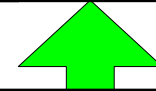
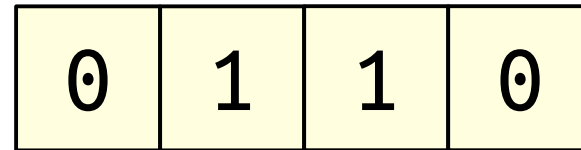
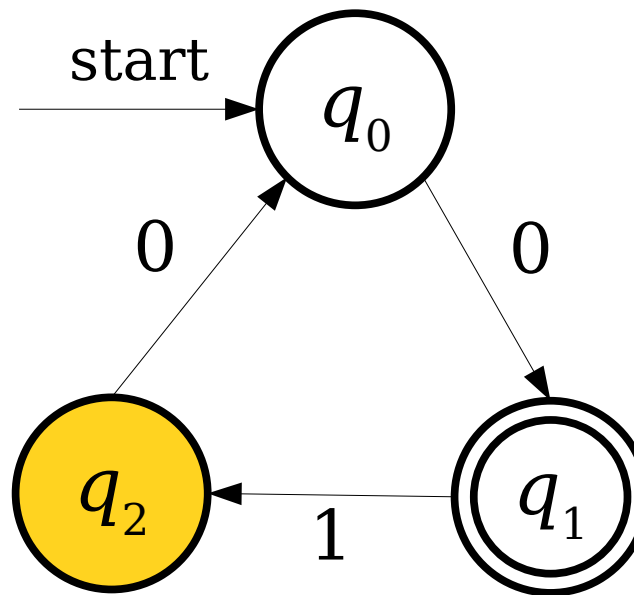
A Small Problem



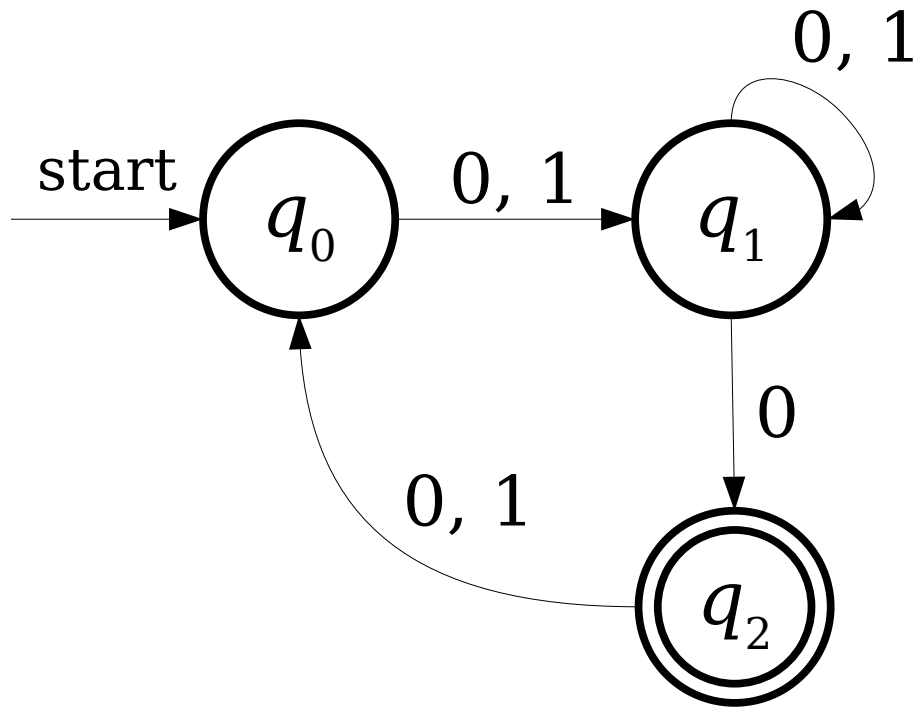
A Small Problem



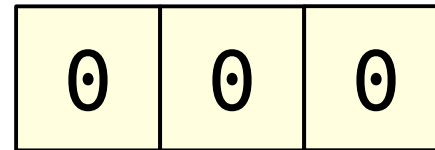
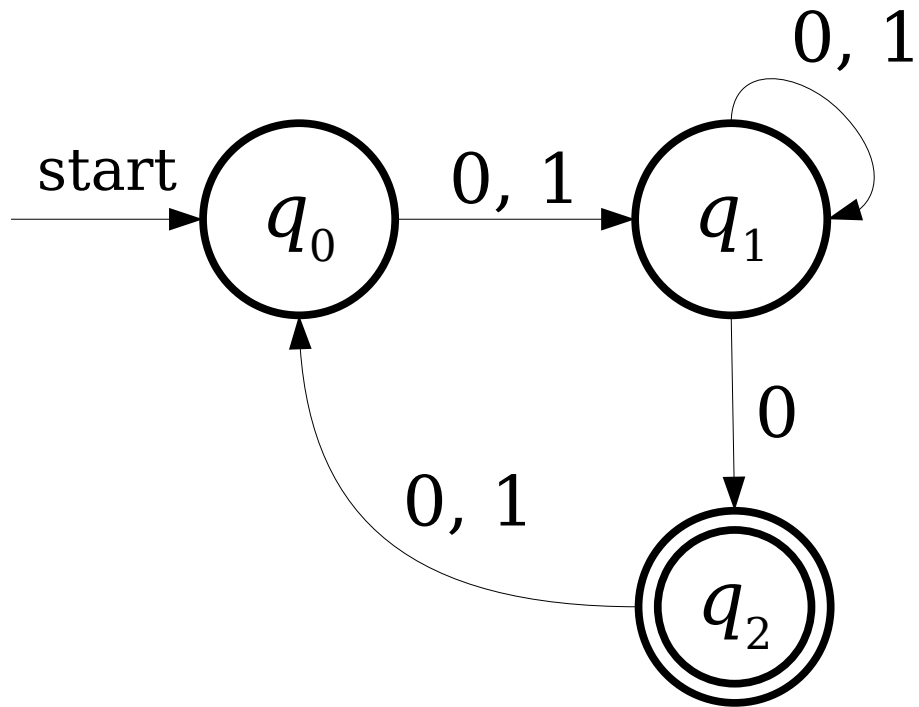
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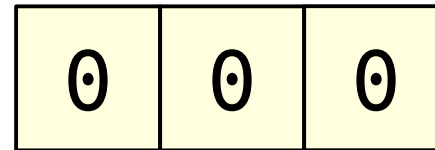
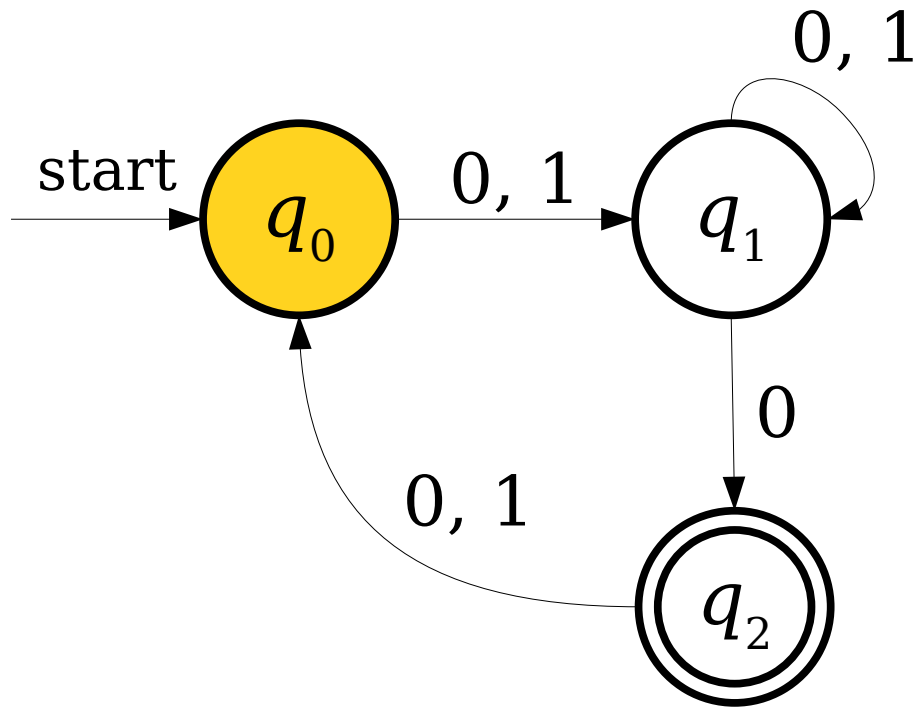
Another Small Problem



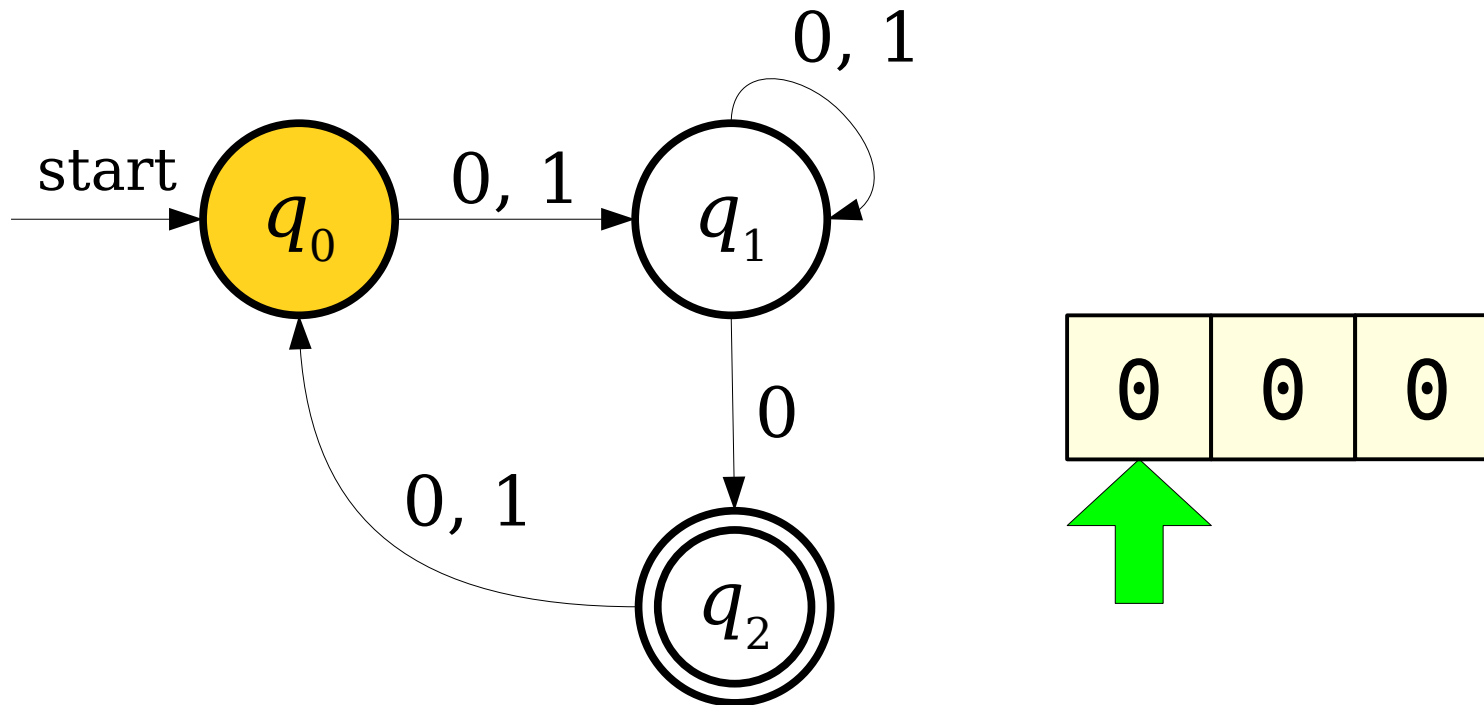
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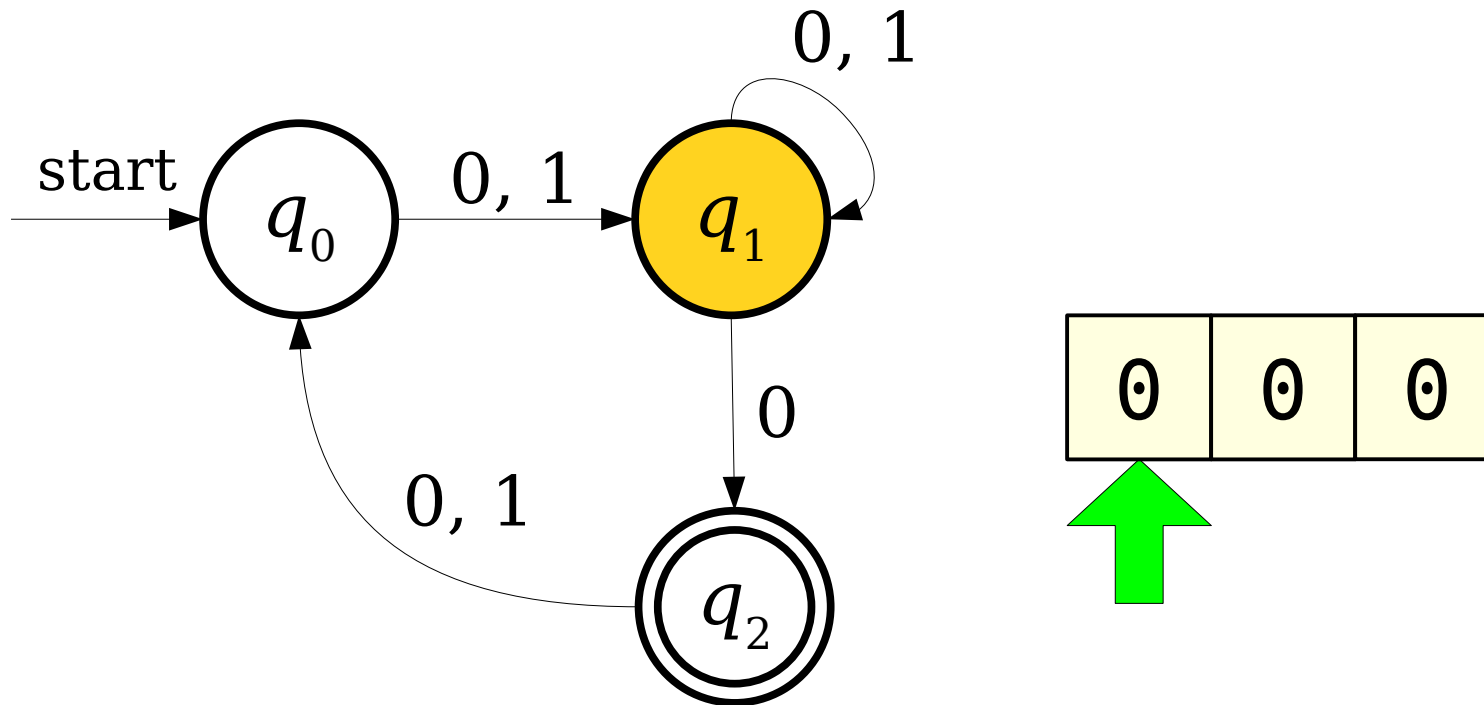
Another Small Problem



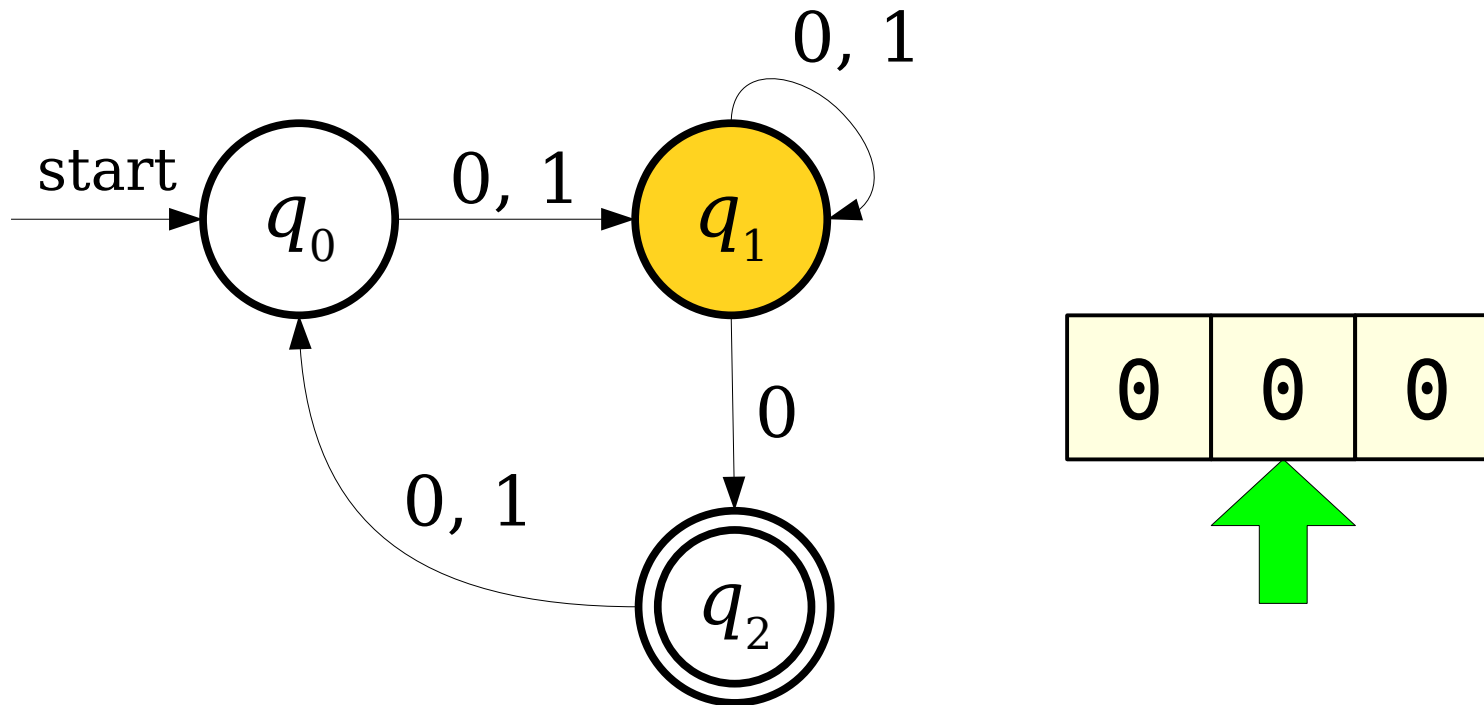
Another Small Problem



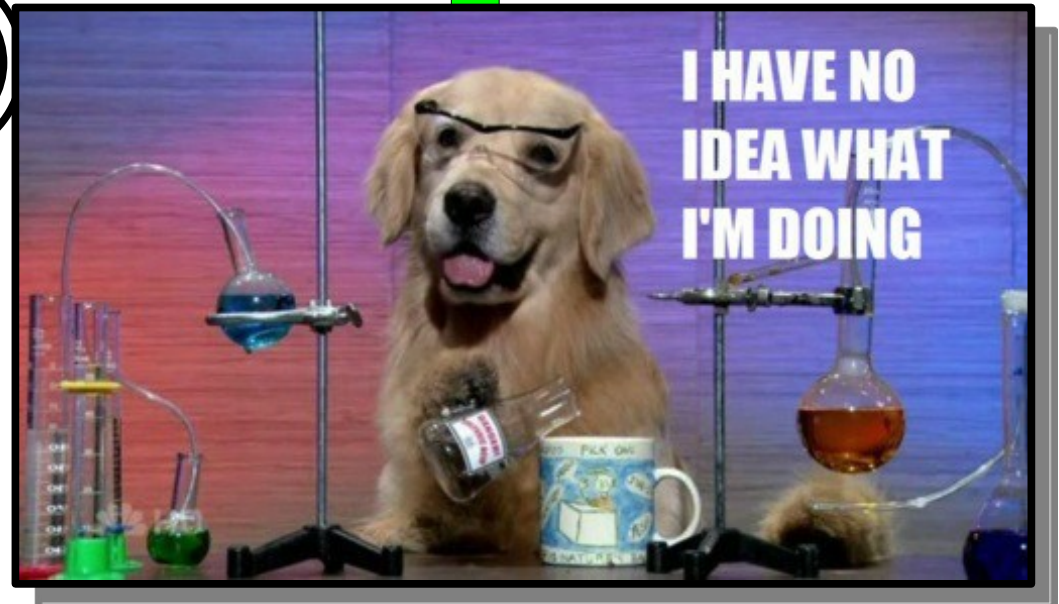
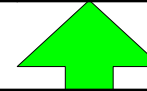
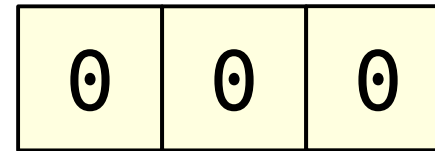
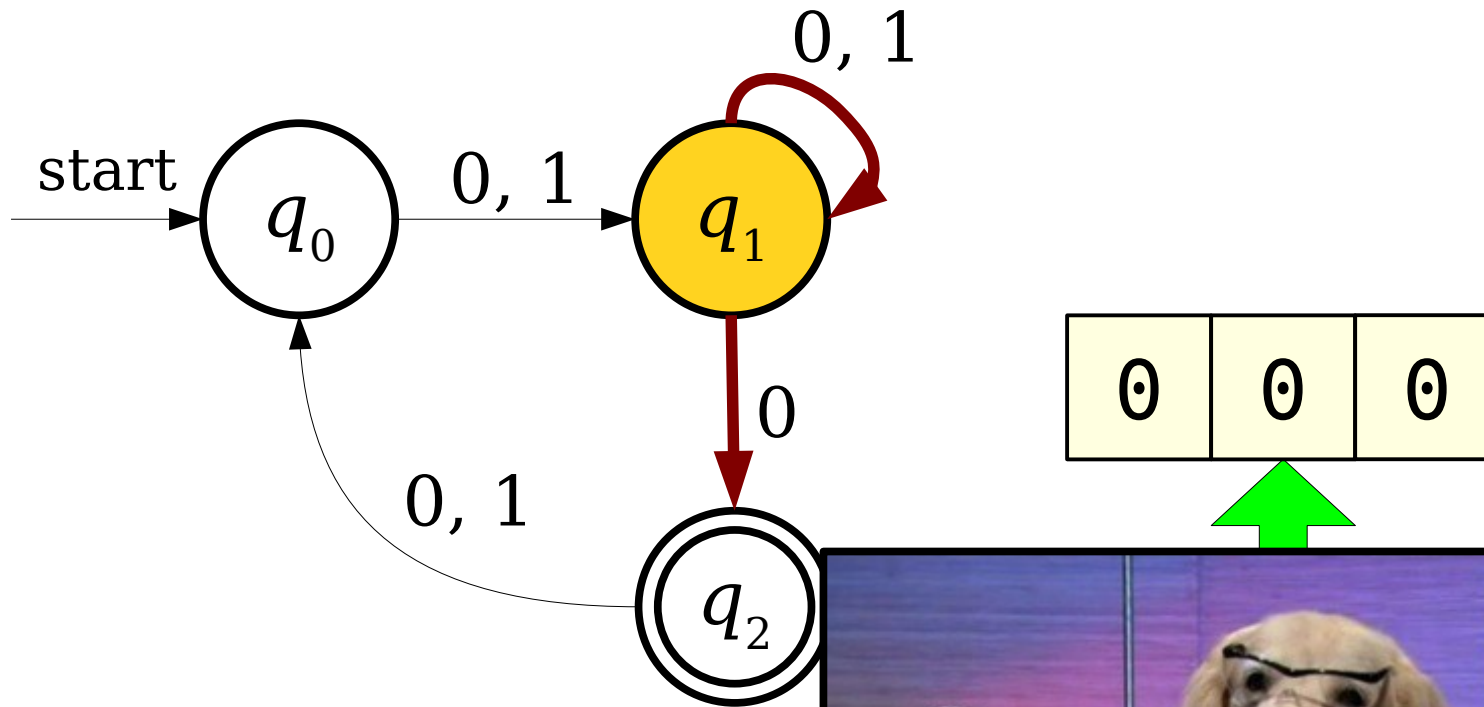
Another Small Problem



Another Small Problem



Another Small Problem



The Need for Formalism

- In order to reason about the limits of what finite automata can and cannot do, we need to formally specify their behavior in *all* cases.
- All of the following need to be defined or disallowed:
 - What happens if there is no transition out of a state on some input?
 - What happens if there are *multiple* transitions out of a state on some input?

DFAs

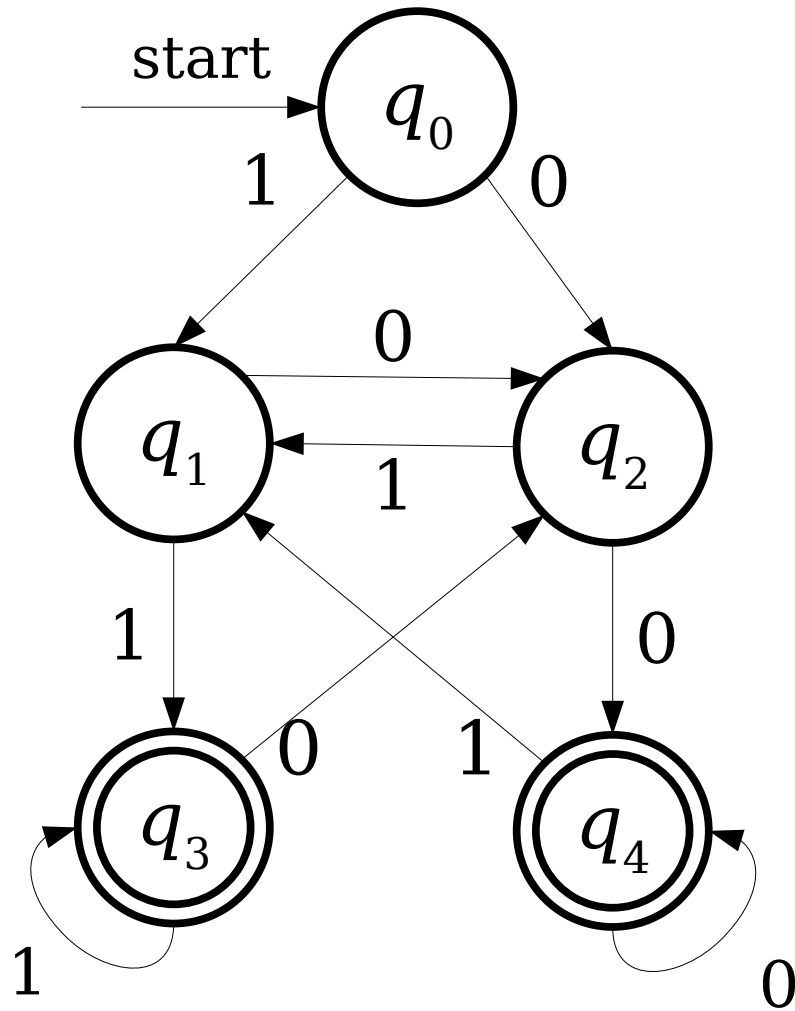
- A **DFA** is a
 - **D**eterministic
 - **F**inite
 - **A**utomaton
- DFAs are the simplest type of automaton that we will see in this course.

DFA_s

- A DFA is defined relative to some alphabet Σ .
- For each state in the DFA, there must be *exactly one* transition defined for each symbol in Σ .
 - This is the “deterministic” part of DFA.
- There is a unique start state.
- There are zero or more accepting states.

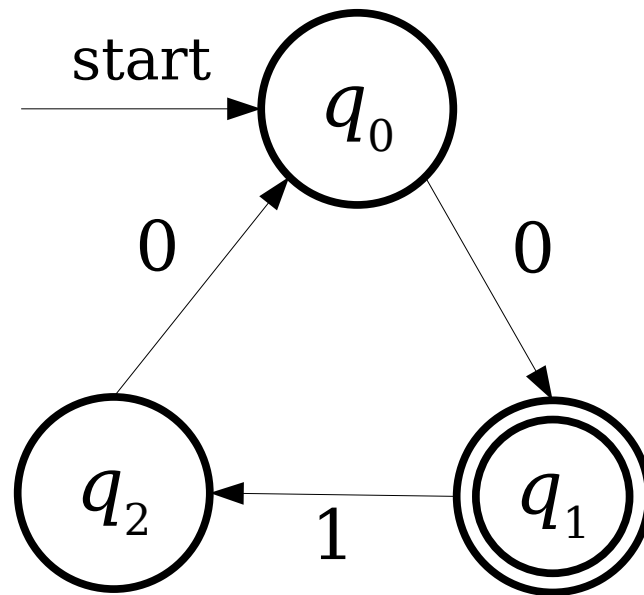
Is this a DFA over $\{0, 1\}$?

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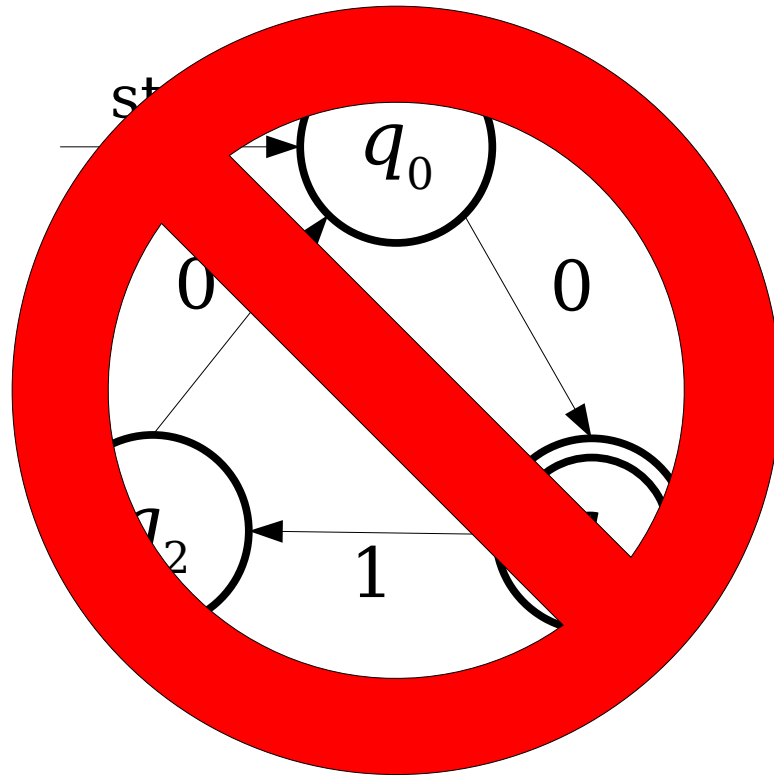


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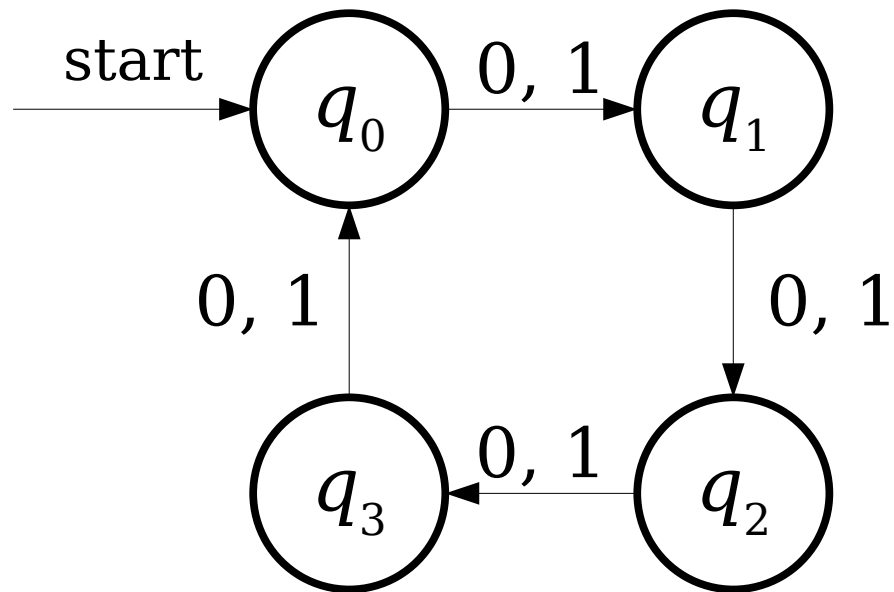


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Is this a DFA over $\{0, 1\}$?

Is this a DFA?



Is this a DFA?



Drinking **F**amily of **A**rdvarks

Designing DFAs

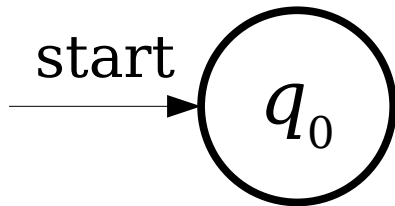
- At each point in its execution, the DFA can only remember what state it is in.
- ***DFA Design Tip:*** Build each state to correspond to some piece of information you need to remember.
 - Each state acts as a “memento” of what you're supposed to do next.
 - Only finitely many different states means only finitely many different things the machine can remember.

Recognizing Languages with DFAs

$L = \{ w \in \{\mathbf{a}, \mathbf{b}\}^* \mid \text{the number of } \mathbf{b}\text{'s in } w \text{ is congruent to two modulo three} \}$

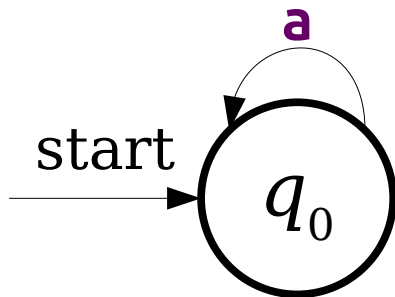
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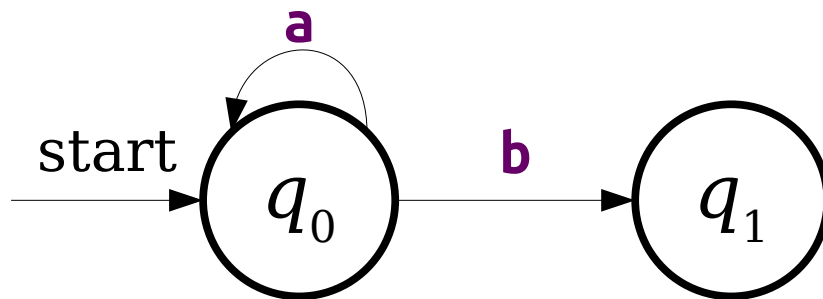
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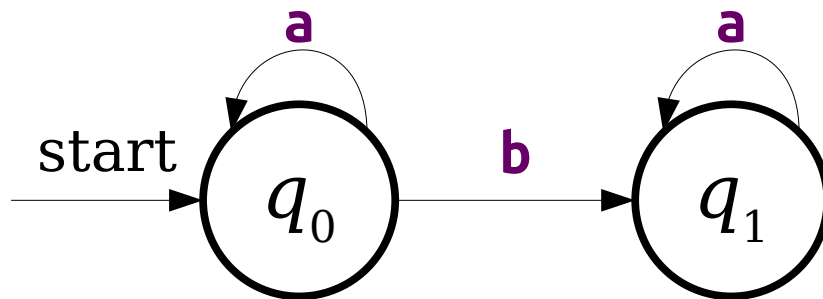
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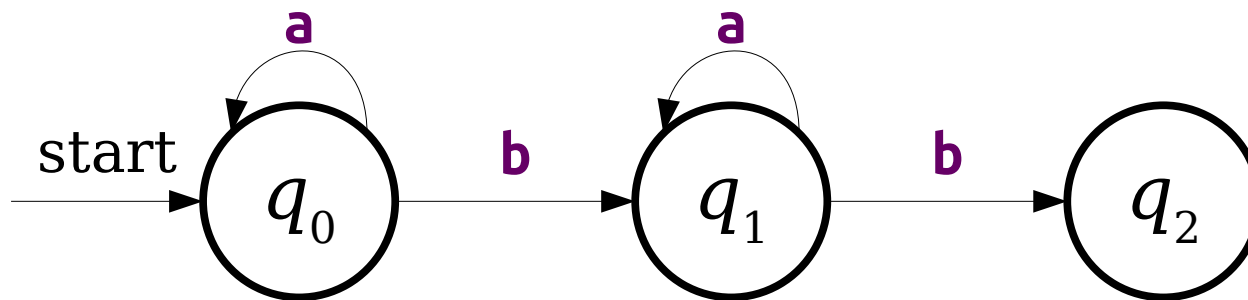
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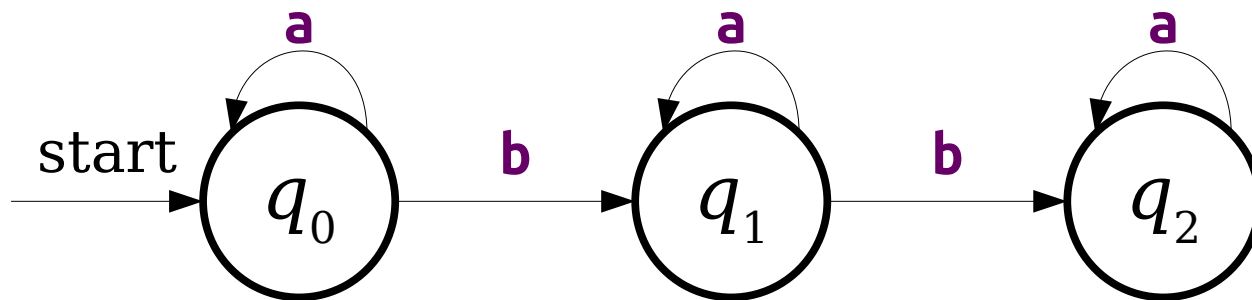
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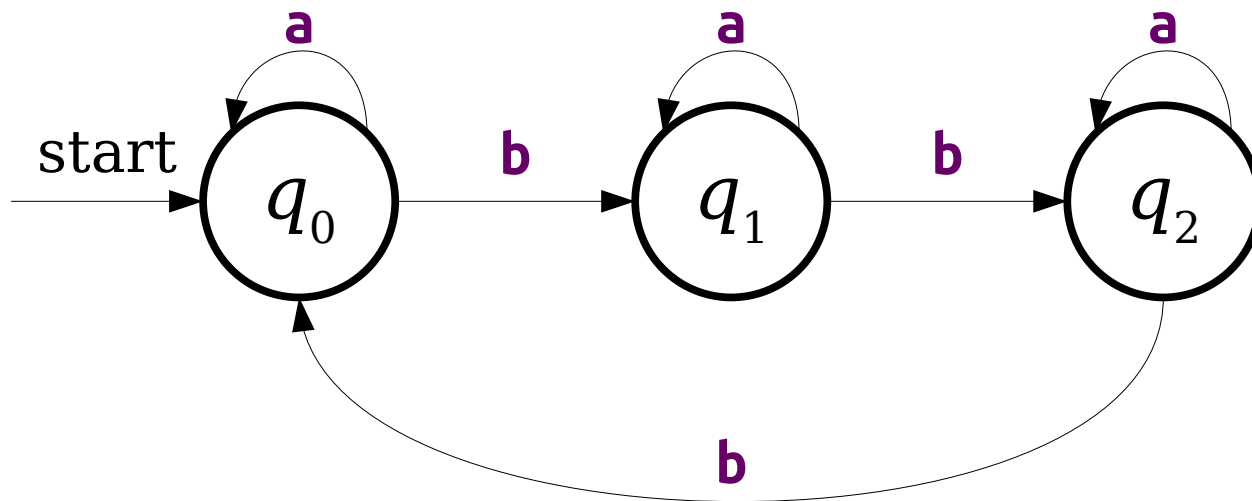
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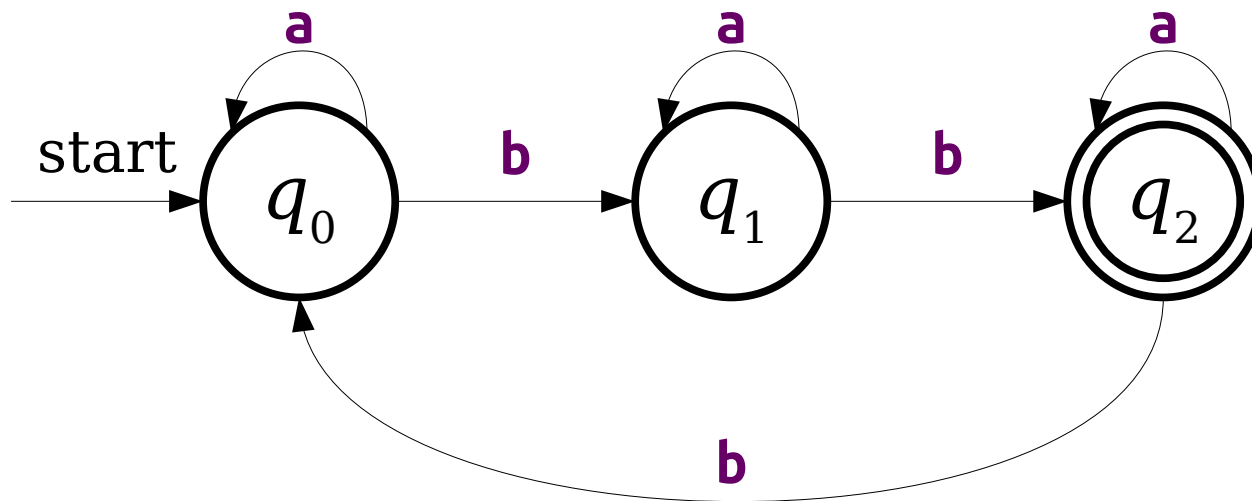
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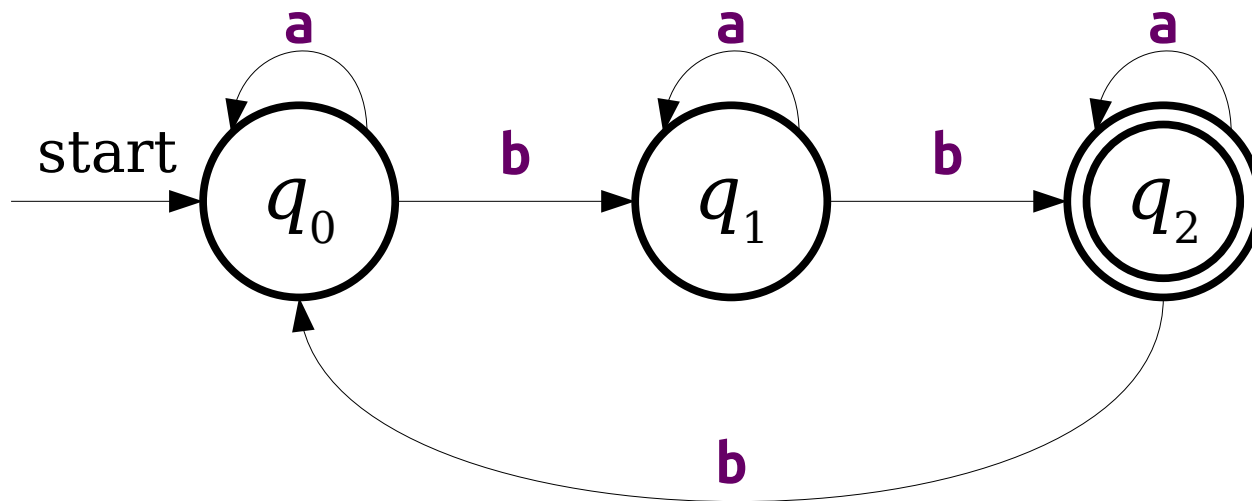
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Recognizing Languages with DFAs

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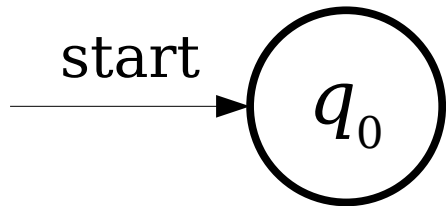
Each state remembers the remainder of the number of **b**s seen so far modulo three.

Recognizing Languages with DFAs

$L = \{ w \in \{\mathbf{a}, \mathbf{b}\}^* \mid w \text{ contains } \mathbf{aa} \text{ as a substring} \}$

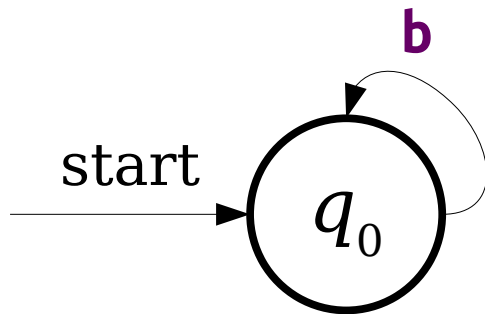
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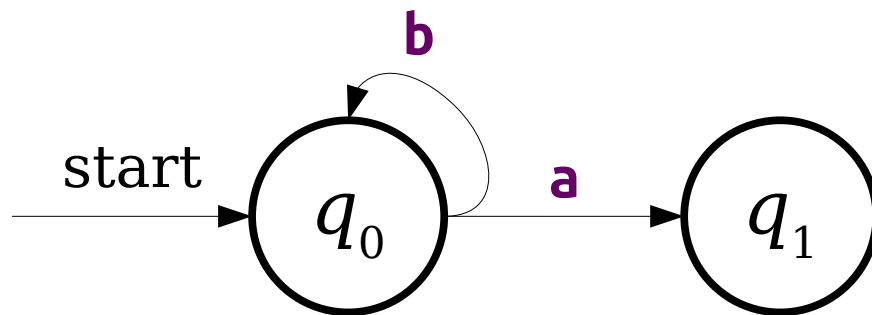
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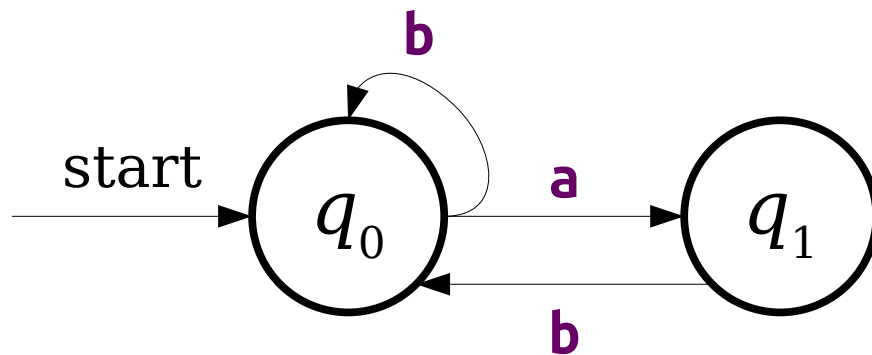
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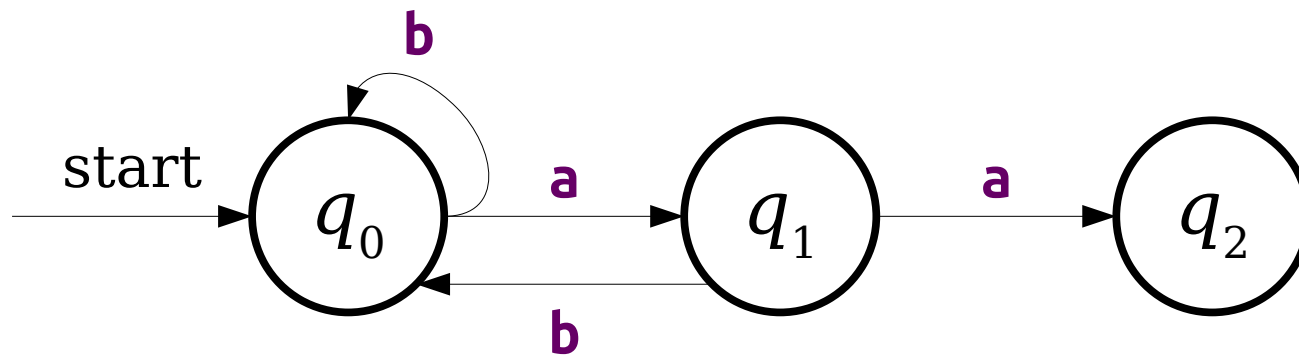
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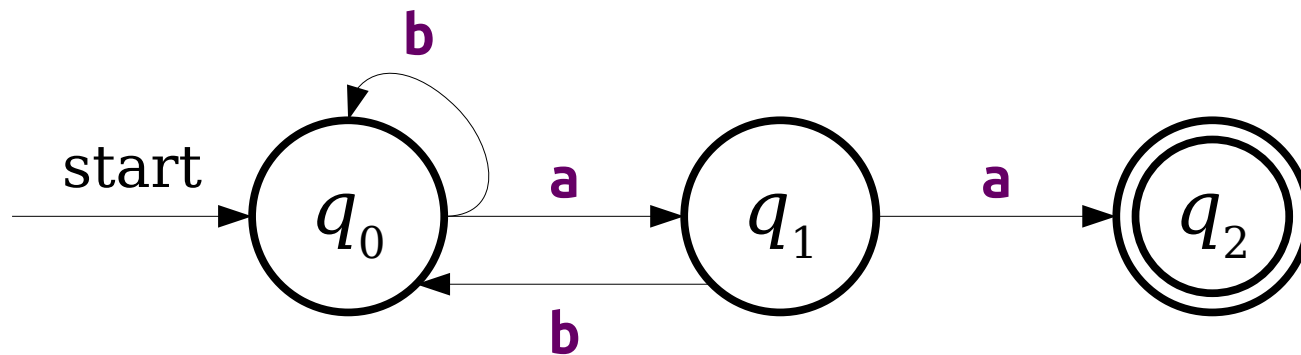
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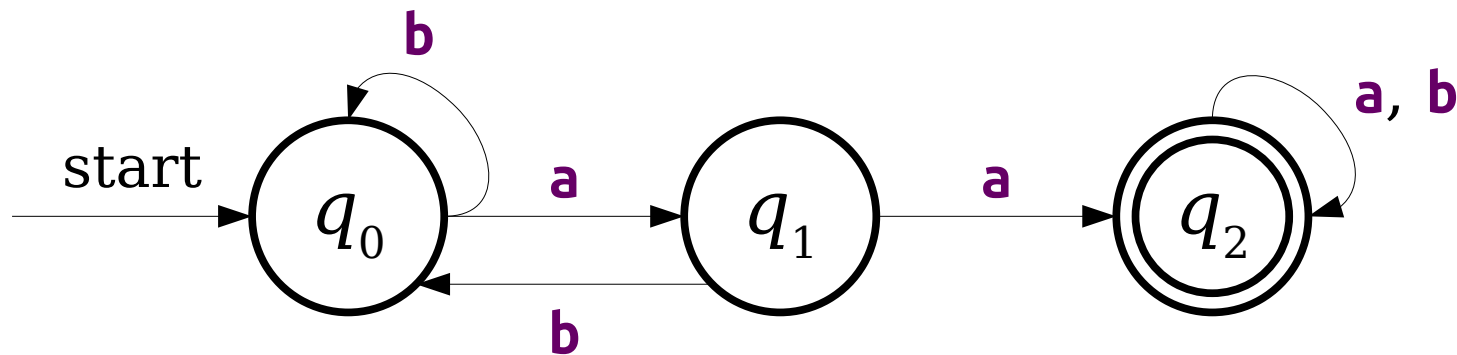
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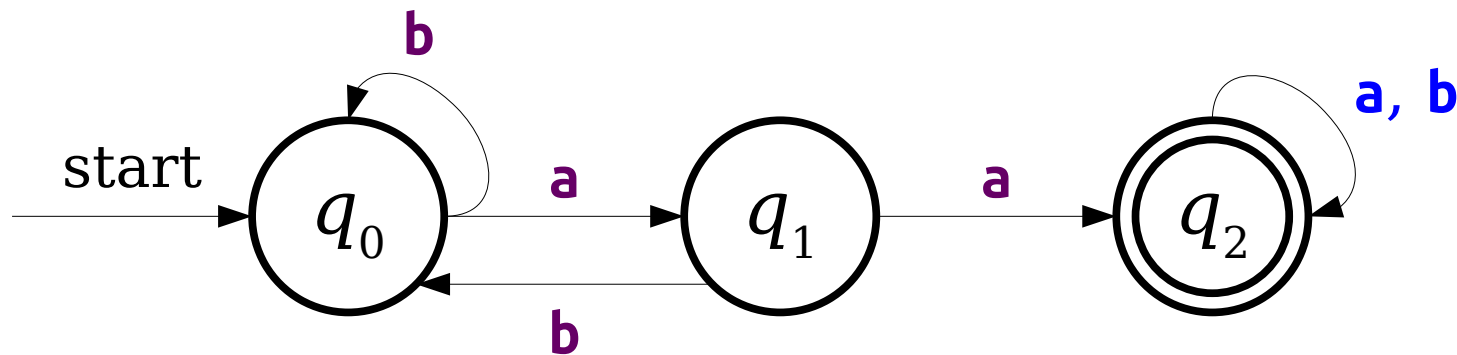
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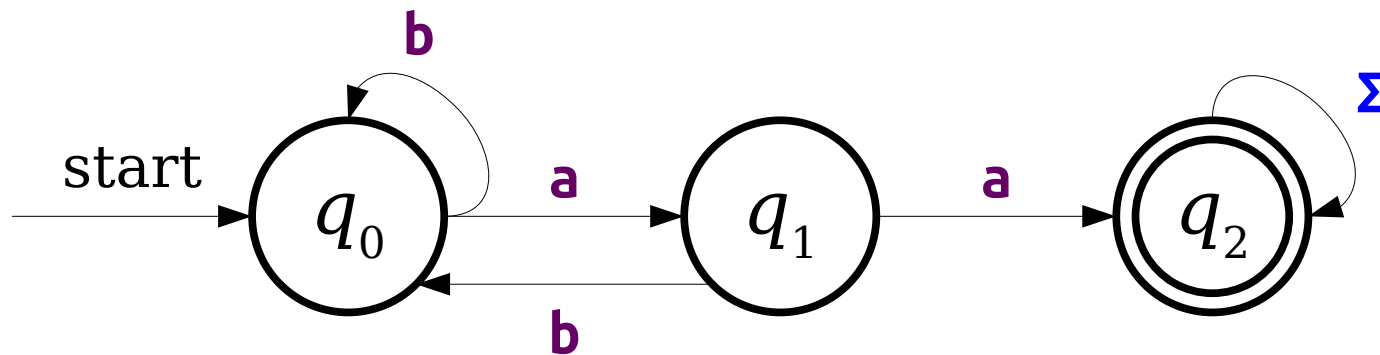
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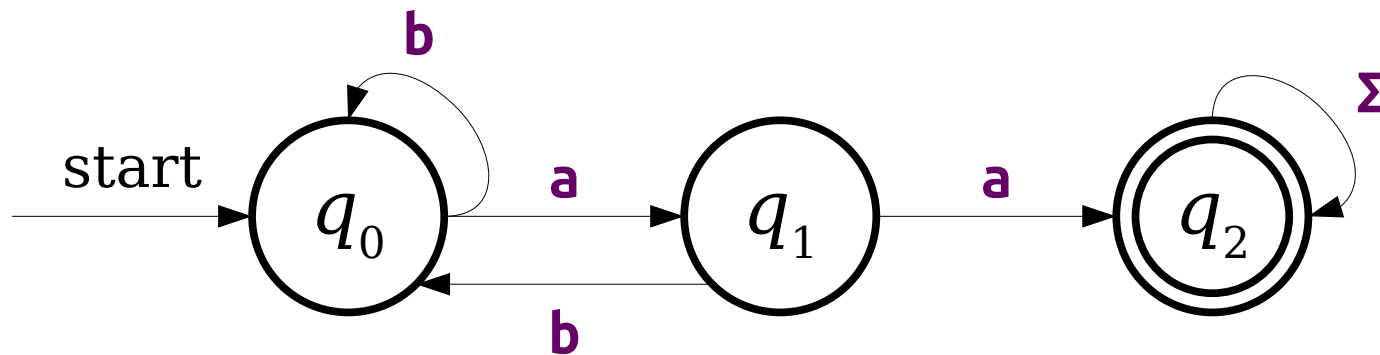
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Recognizing Languages with DFAs

$L = \{ w \in \{\mathbf{a}, \mathbf{b}\}^* \mid w \text{ contains } \mathbf{aa} \text{ as a substring} \}$



More Elaborate DFAs

$$L = \{ w \in \{\mathbf{a}, *, /\}^* \mid w \text{ represents a C-style comment} \}$$

Let's have the **a** symbol be a placeholder for “some character that isn't a star or slash.”

Let's design a DFA for C-style comments. Those are the ones that start with `/*` and end with `*/`.

Accepted:

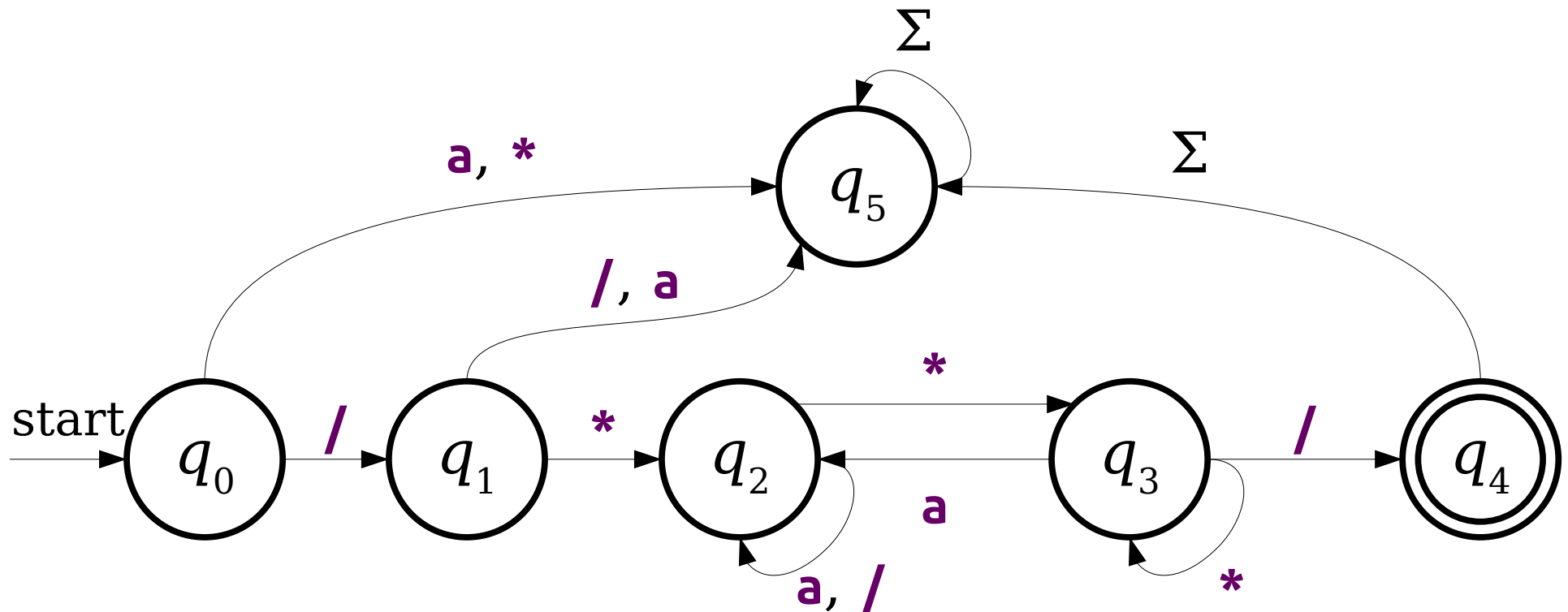
`/*a*/`
`/**/`
`/***/`
`/*aaa*aaa*/`
`/*a/a*/`

Rejected:

`/**`
`/**/a/*aa*/`
`aaa/**/aa`
`/*/`
`/**a/`
`//aaaa`

More Elaborate DFAs

$L = \{ w \in \{\mathbf{a}, *, /\}^* \mid w \text{ represents a C-style comment} \}$

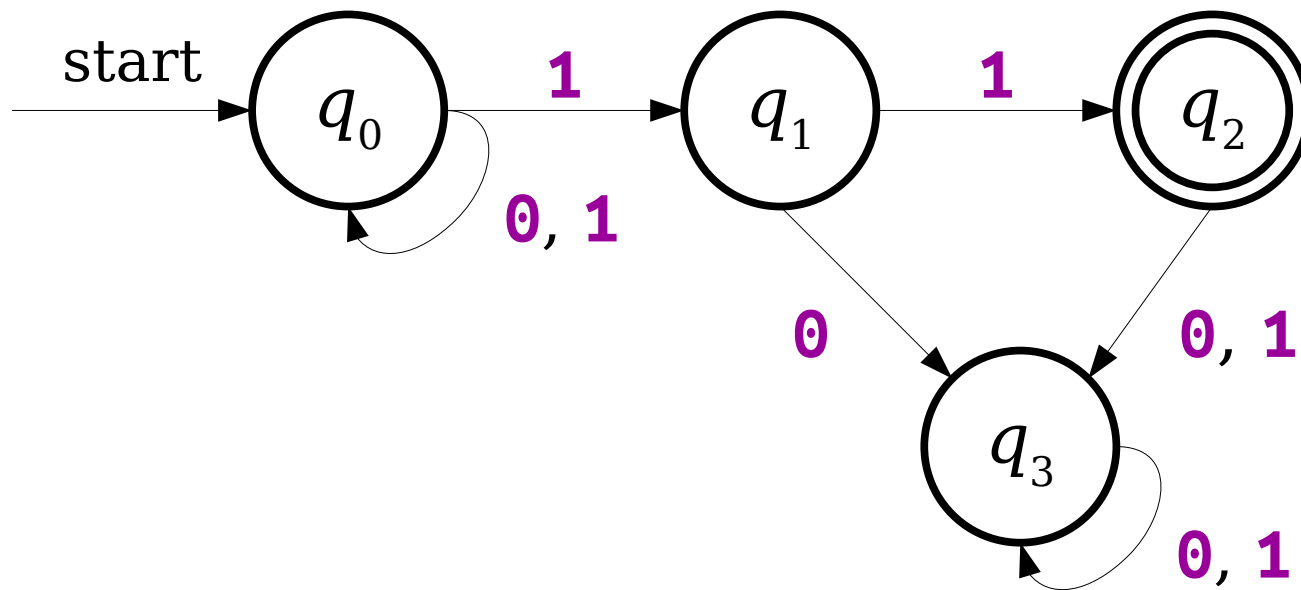


The Regular Languages

A language L is called a ***regular language*** if there exists a DFA D such that $\mathcal{L}(D) = L$.

If L is a language and $\mathcal{L}(D) = L$, we say that D ***recognizes*** the language L .

Revisiting a Problem



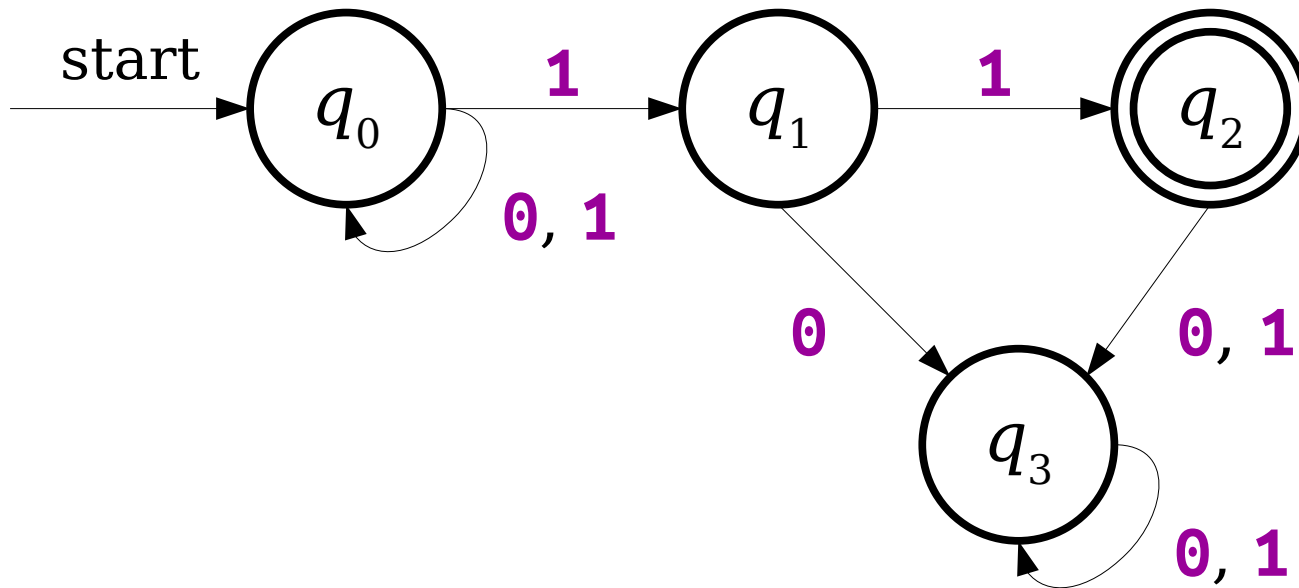
NFAs

- An *NFA* is a
 - *N*ondeterministic
 - *F*inite
 - *A*utomaton
- Structurally similar to a DFA, but represents a fundamental shift in how we'll think about computation.

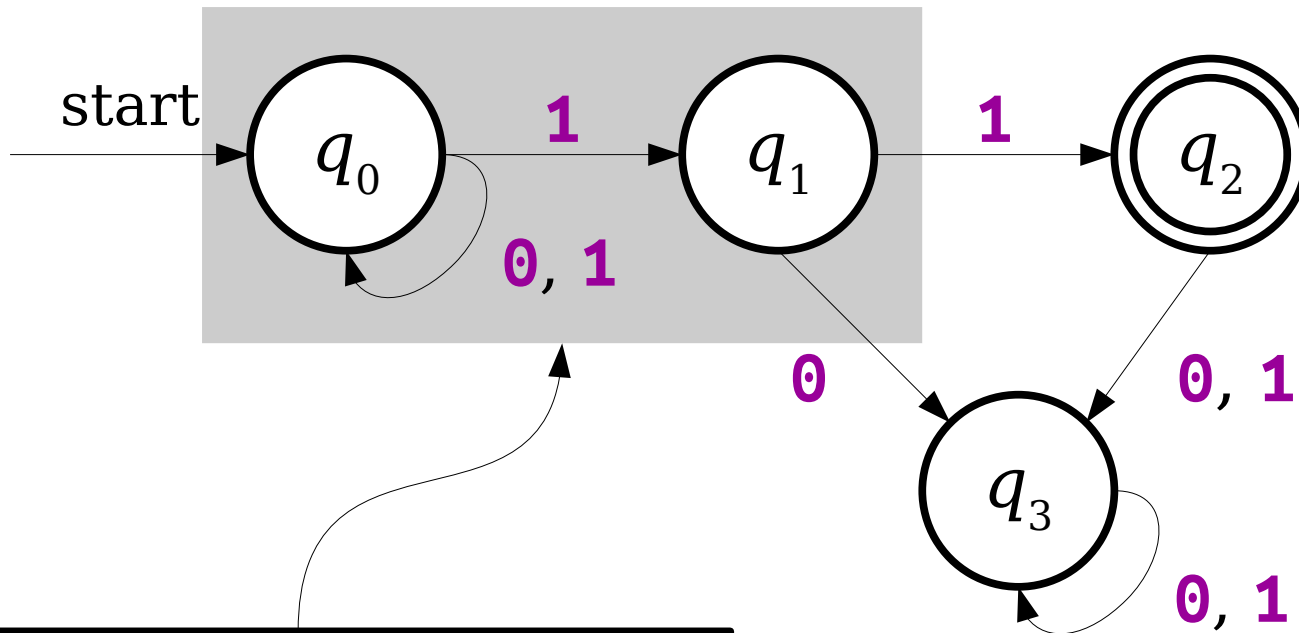
(Non)determinism

- A model of computation is **deterministic** if at every point in the computation, there is exactly one choice that can make.
 - The machine accepts if that series of choices leads to an accepting state.
- A model of computation is **nondeterministic** if the computing machine has a finite number of choices available to make at each point, possibly including zero.
- The machine accepts if **any** series of choices leads to an accepting state.
 - (This sort of nondeterminism is technically called **existential nondeterminism**, the most philosophical-sounding term we'll introduce all quarter.)

A Simple NFA

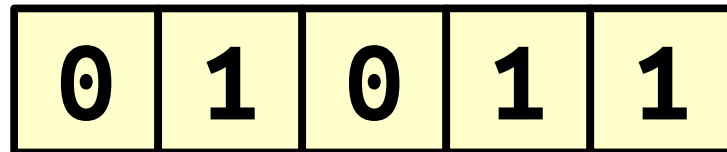
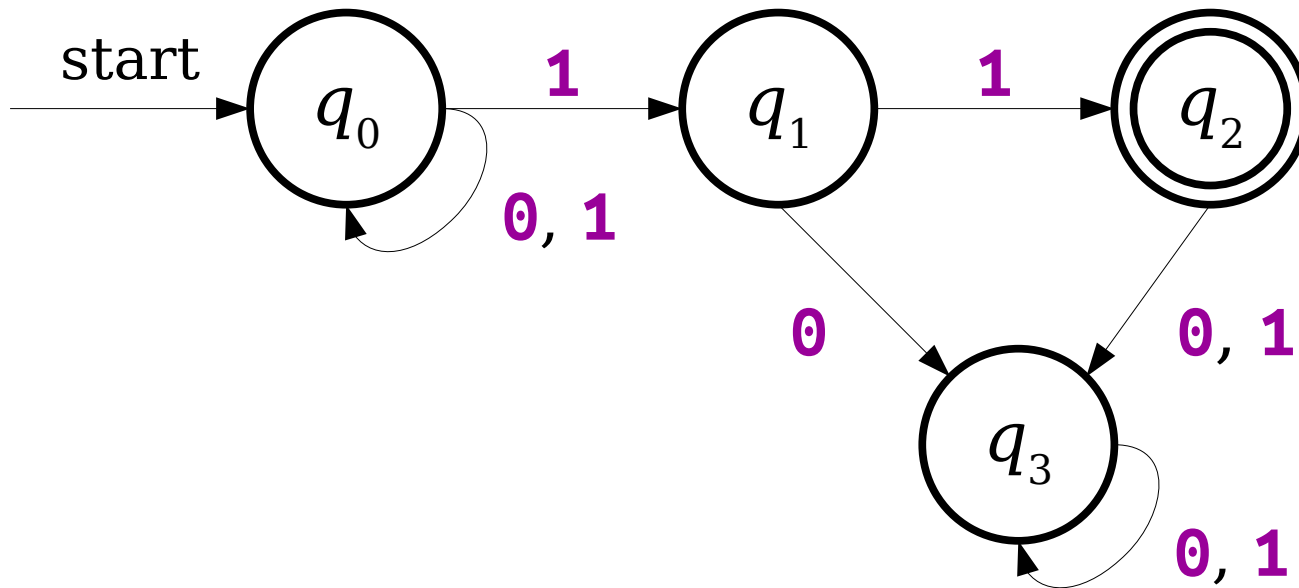


A Simple NFA

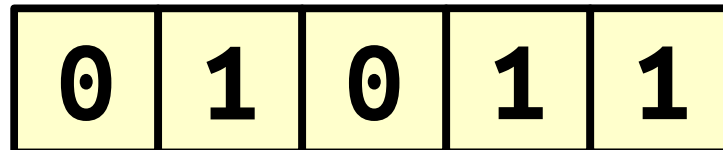
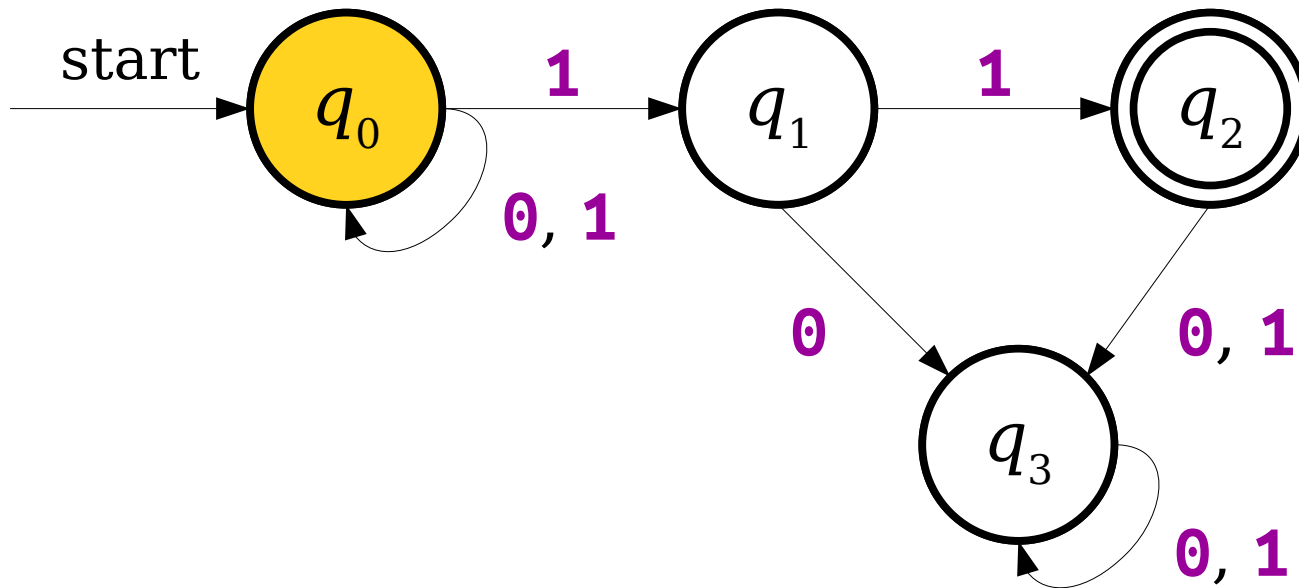


q_0 has two transitions
defined on 1!

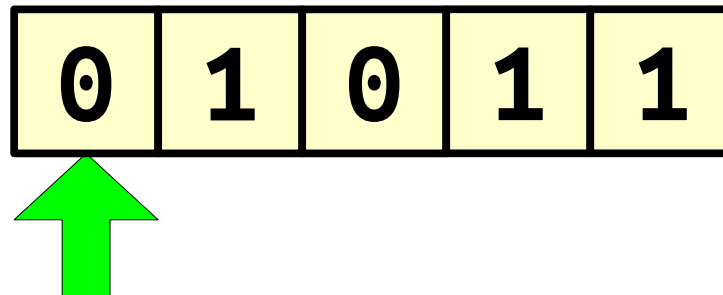
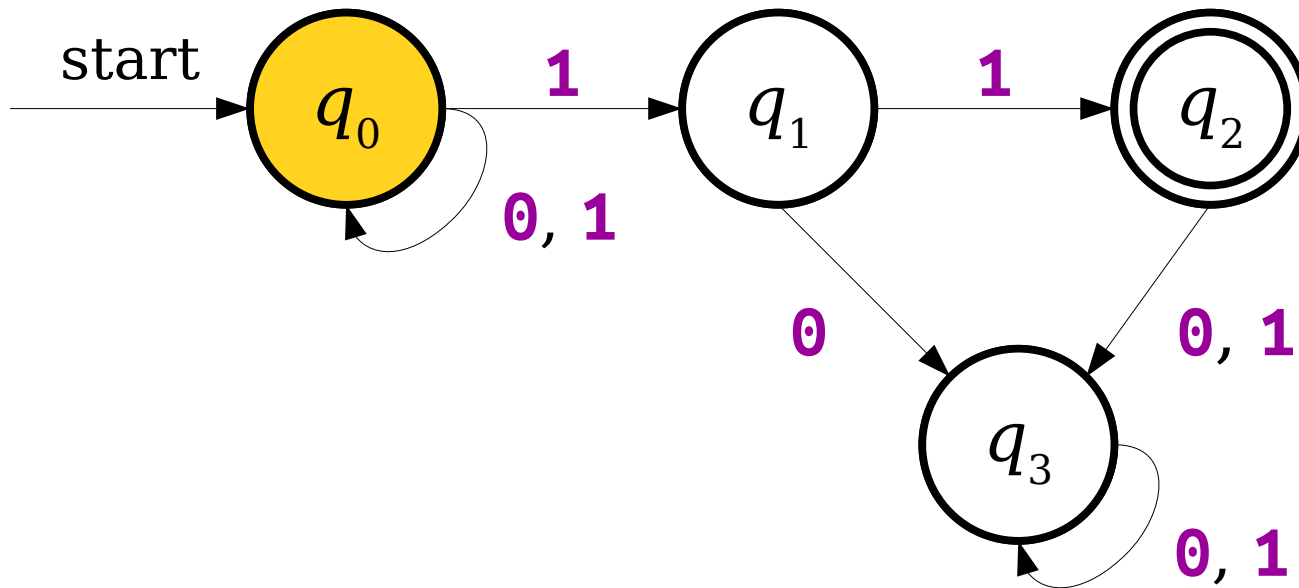
A Simple NFA



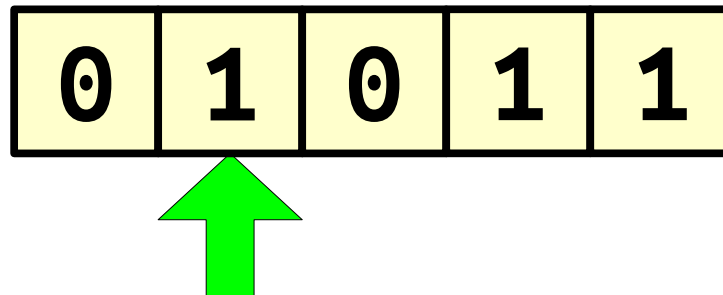
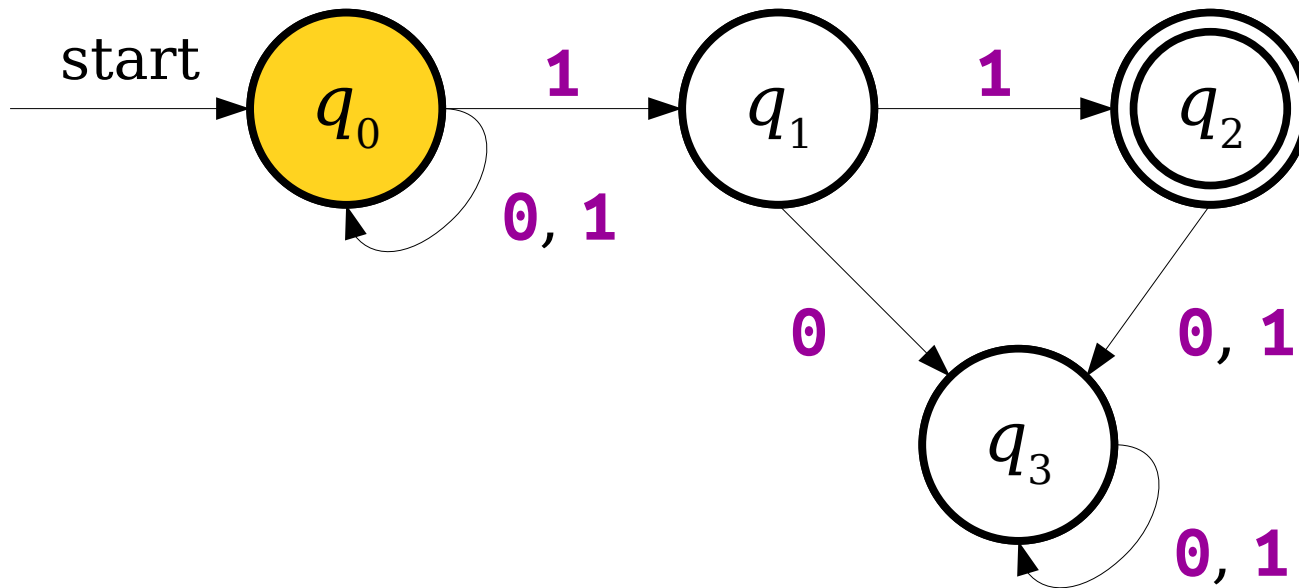
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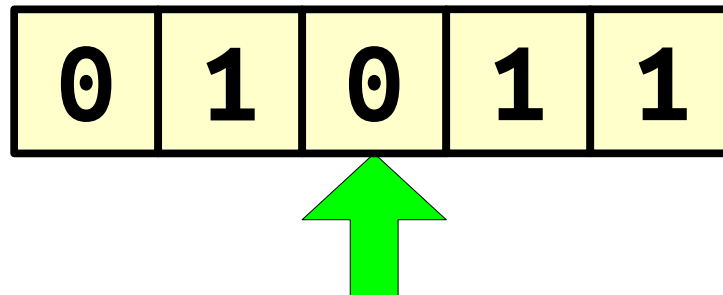
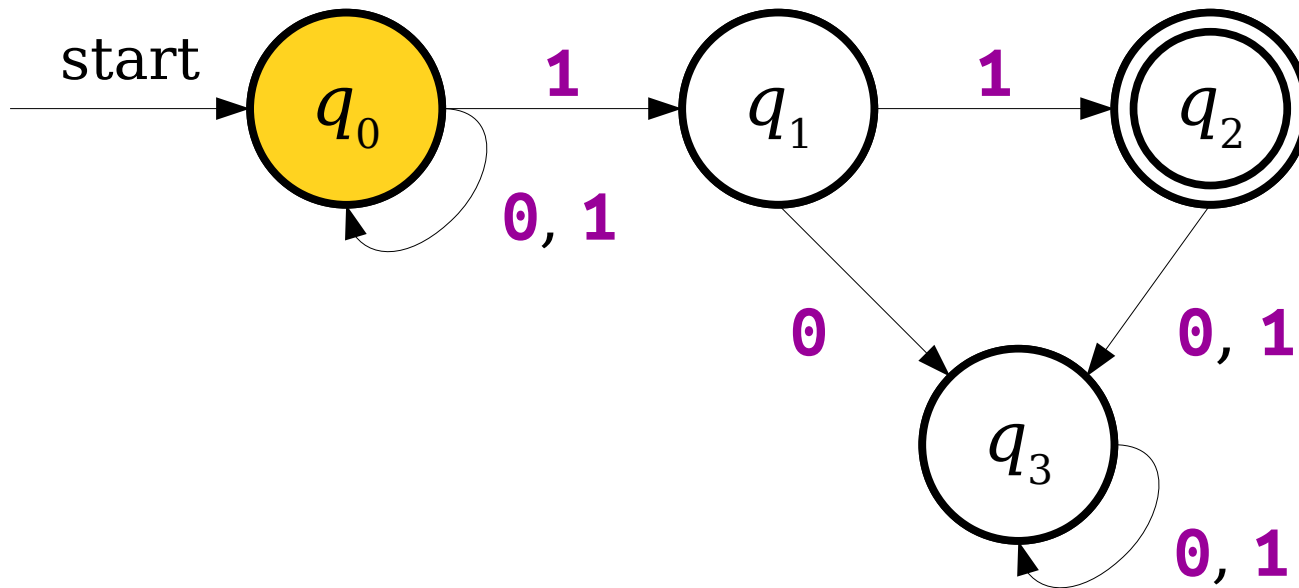
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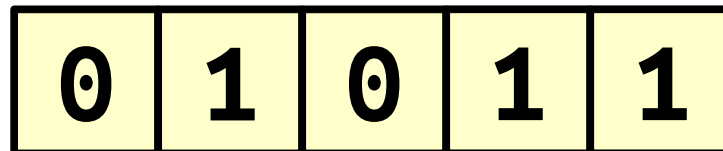
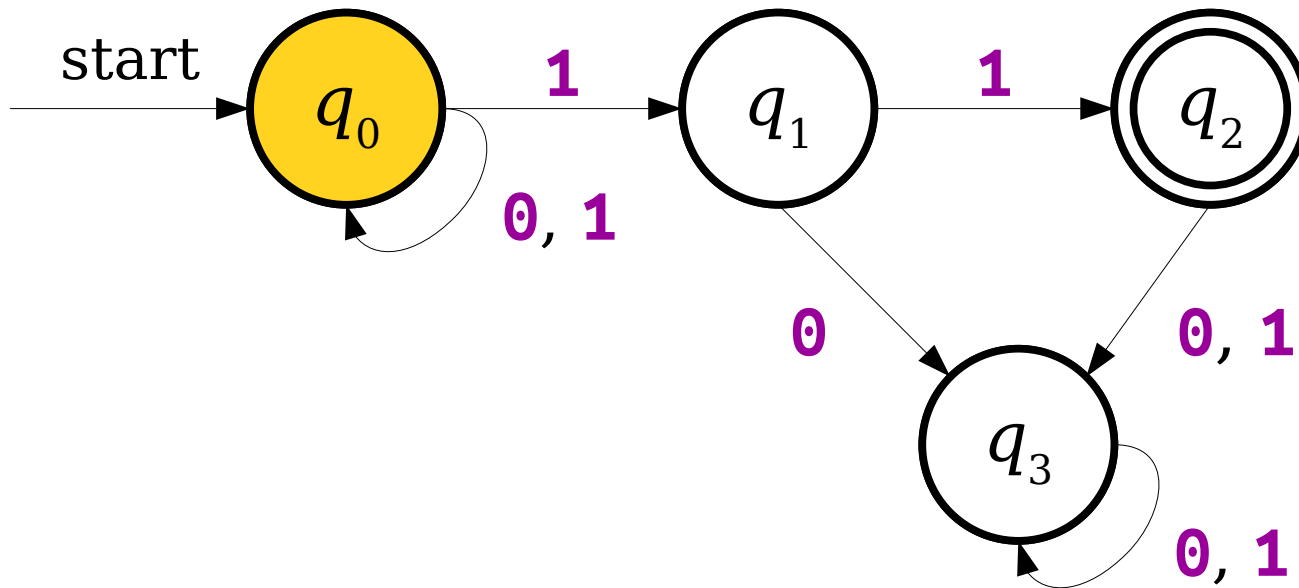
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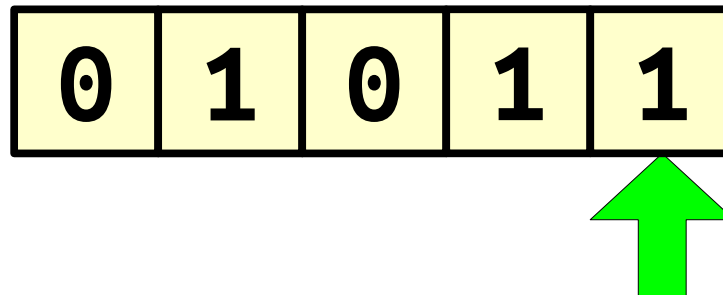
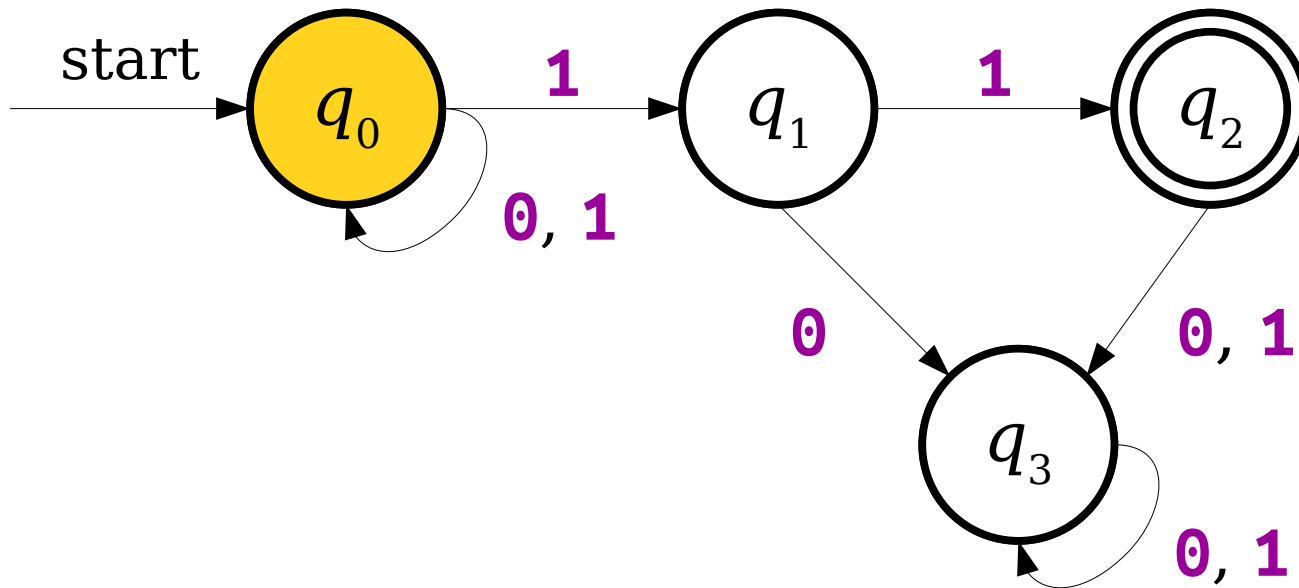
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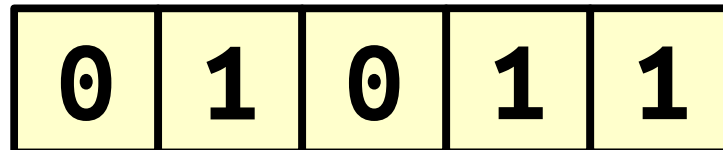
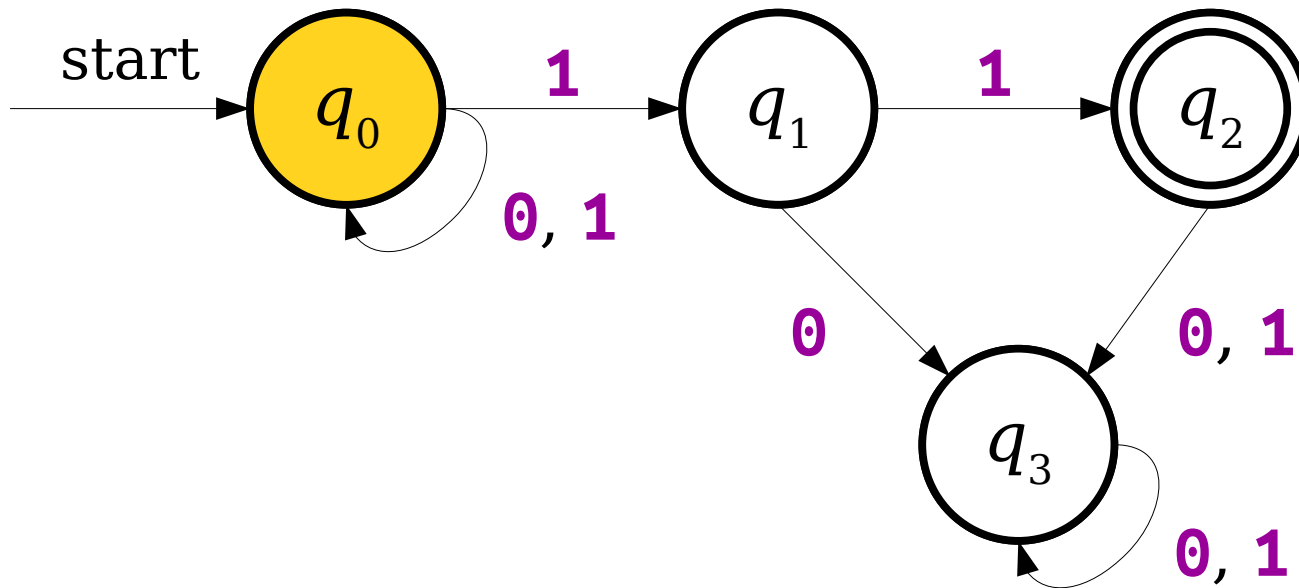
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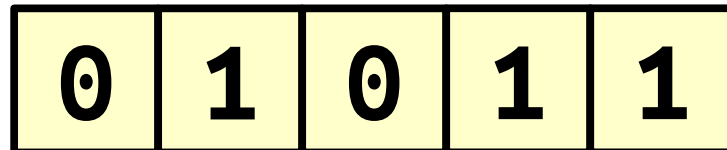
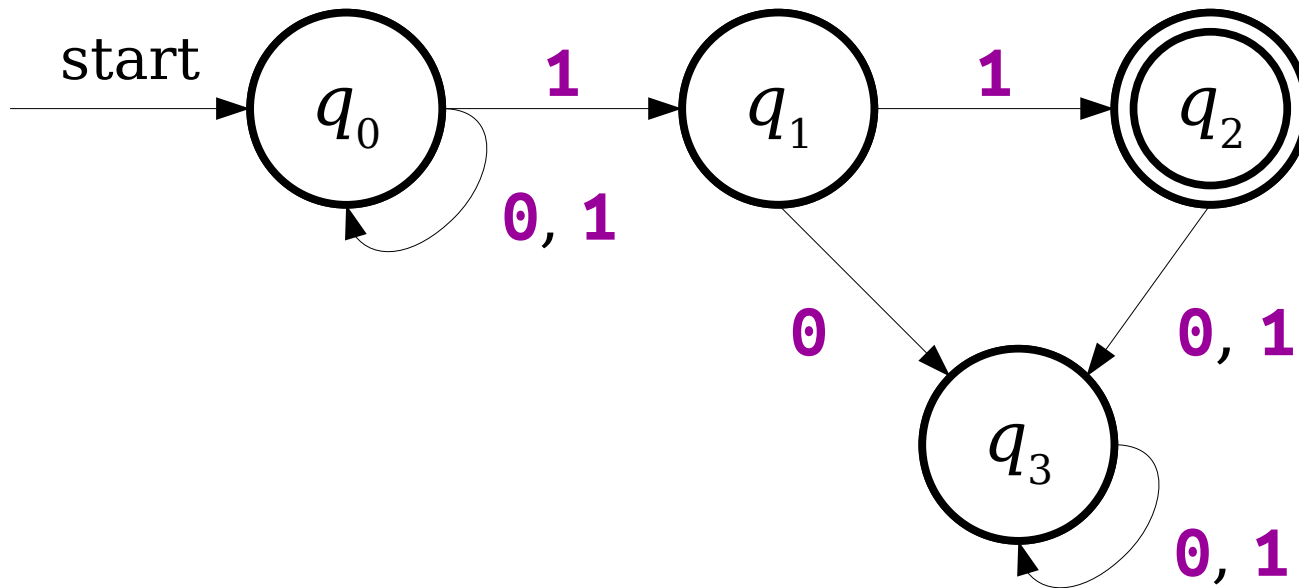
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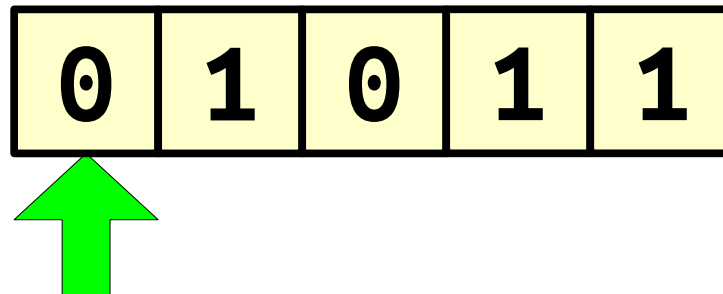
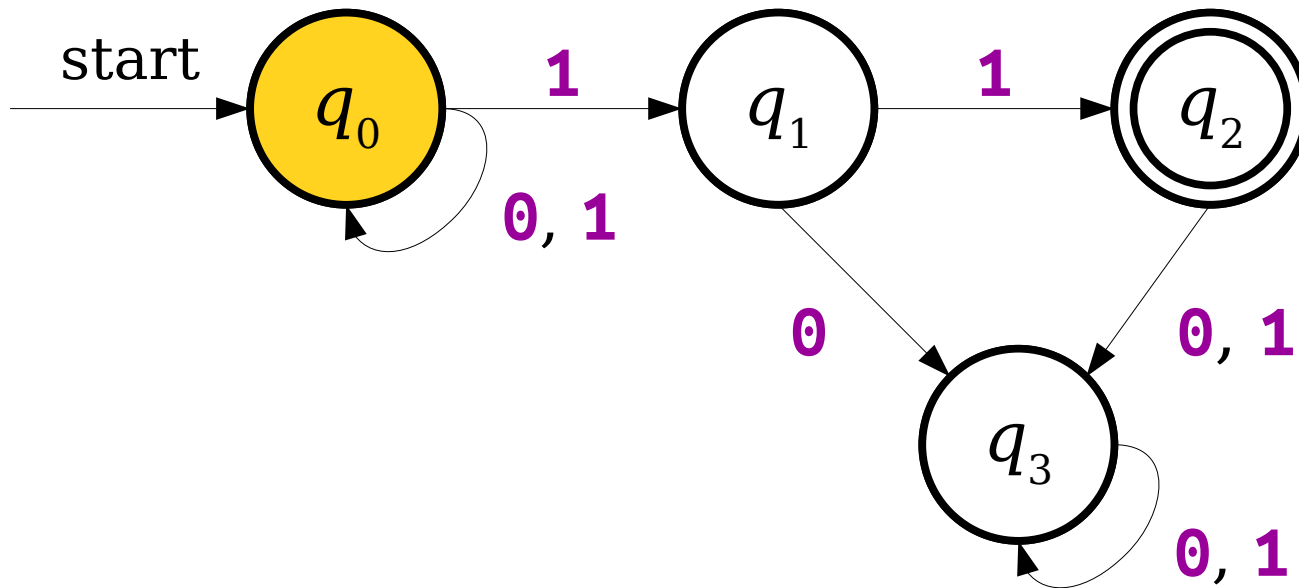
A Simple NFA



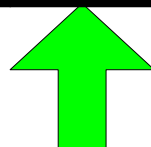
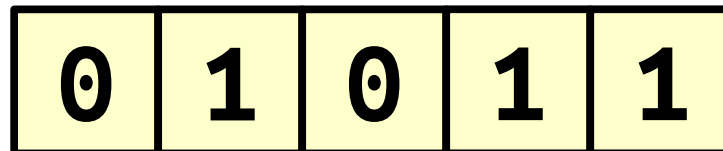
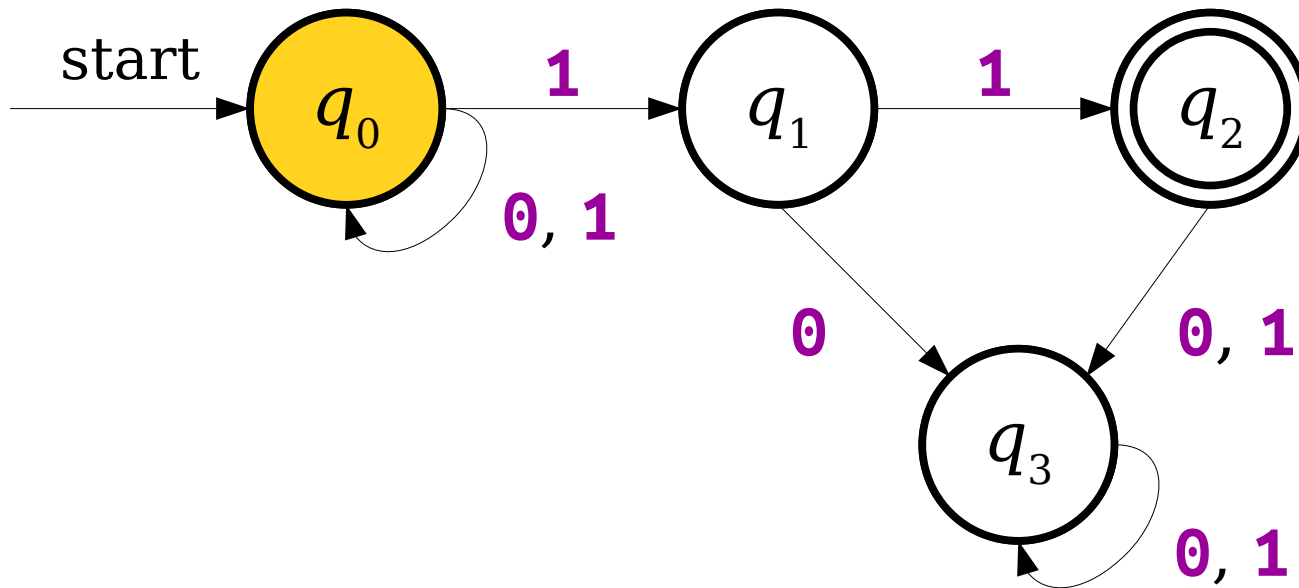
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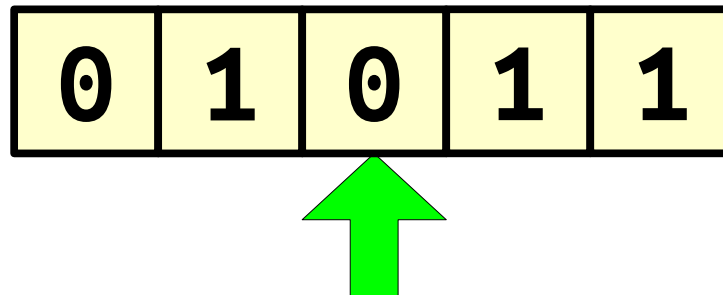
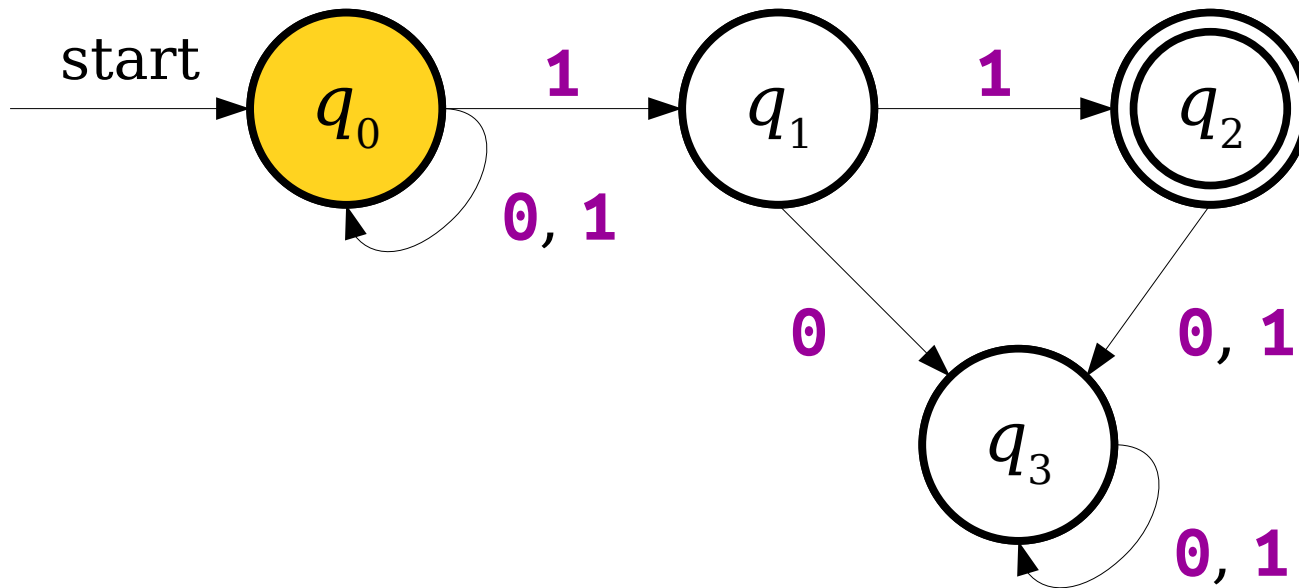
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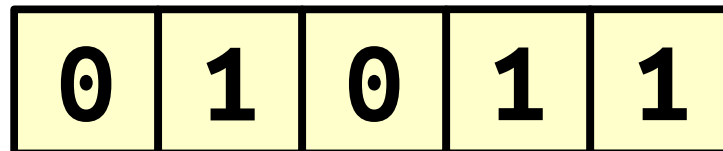
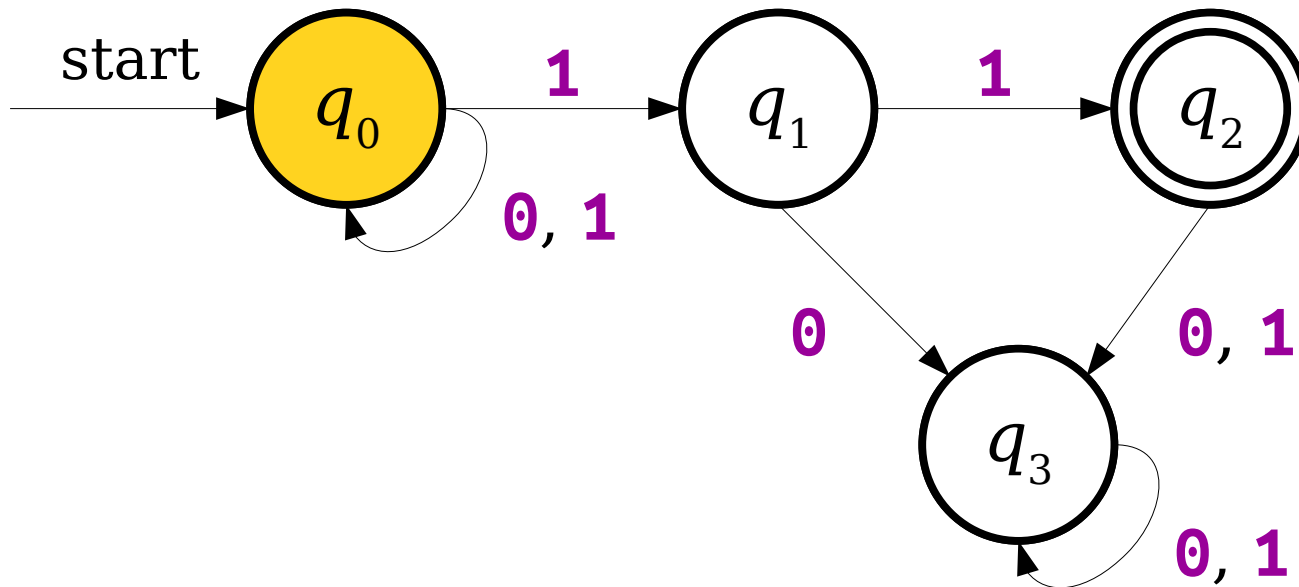
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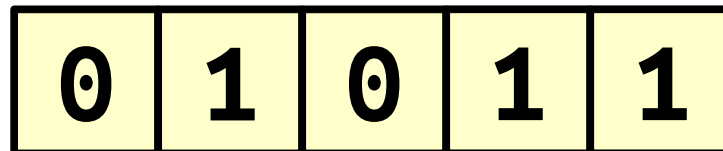
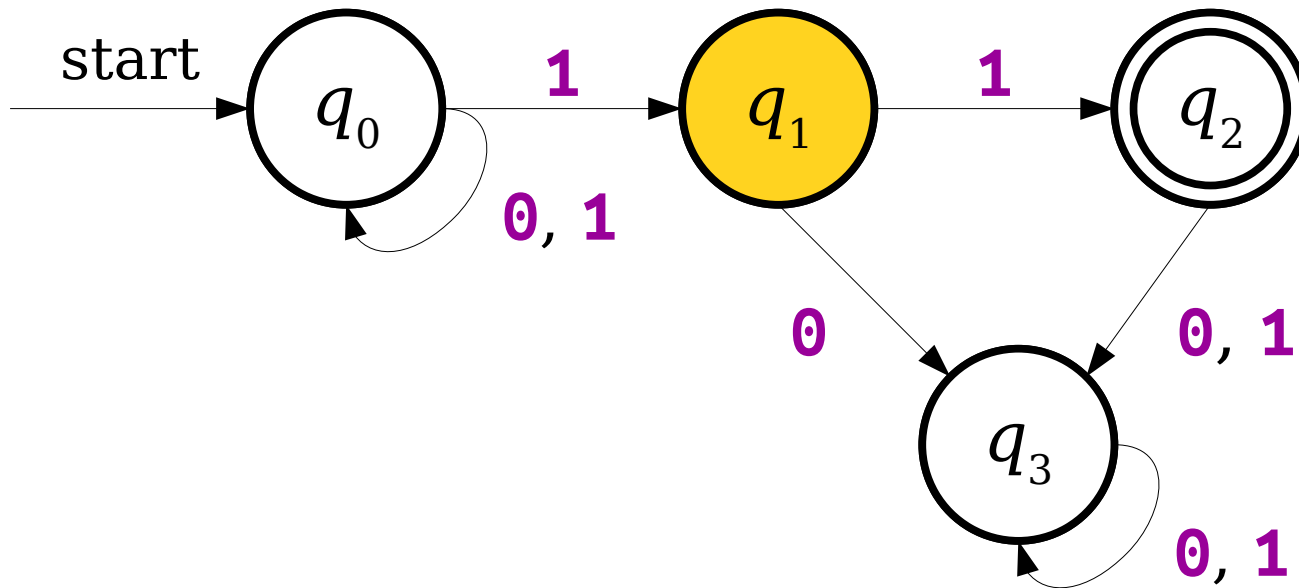
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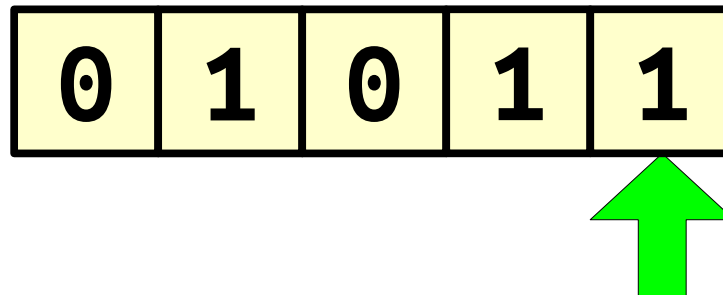
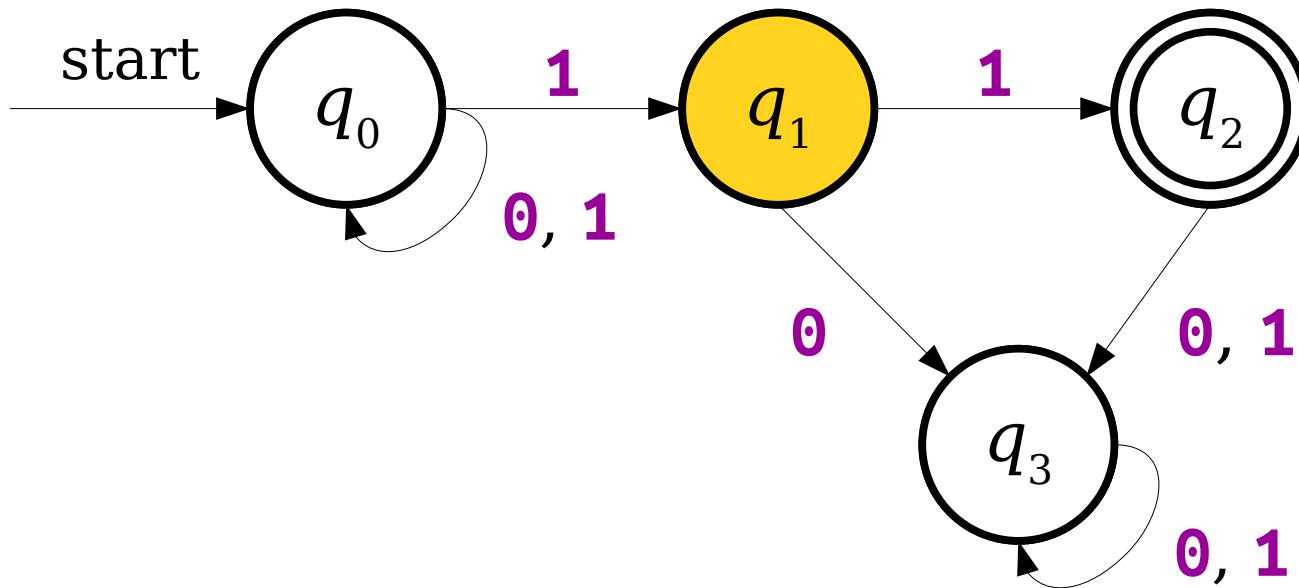
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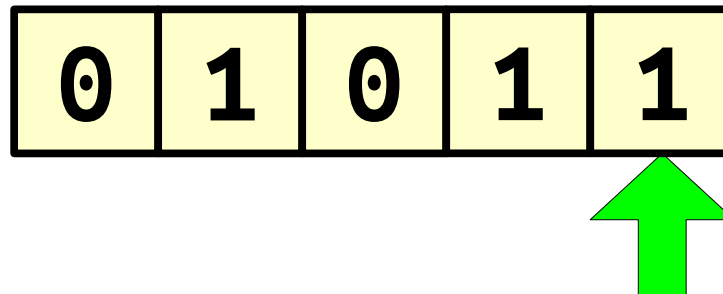
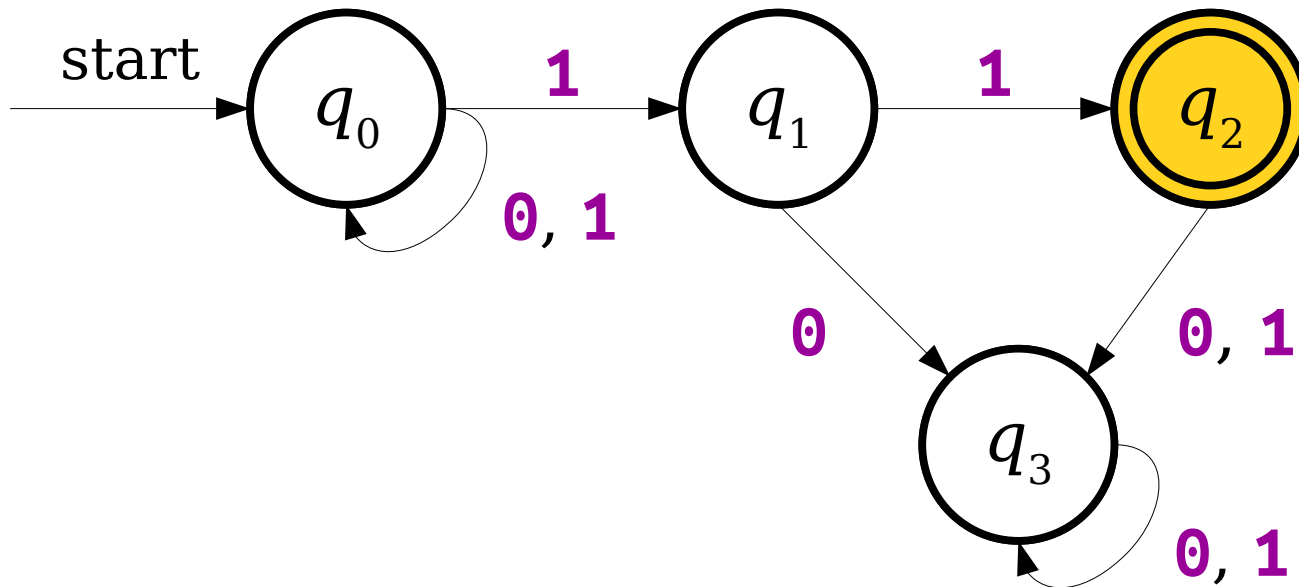
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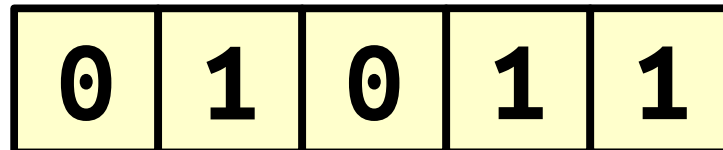
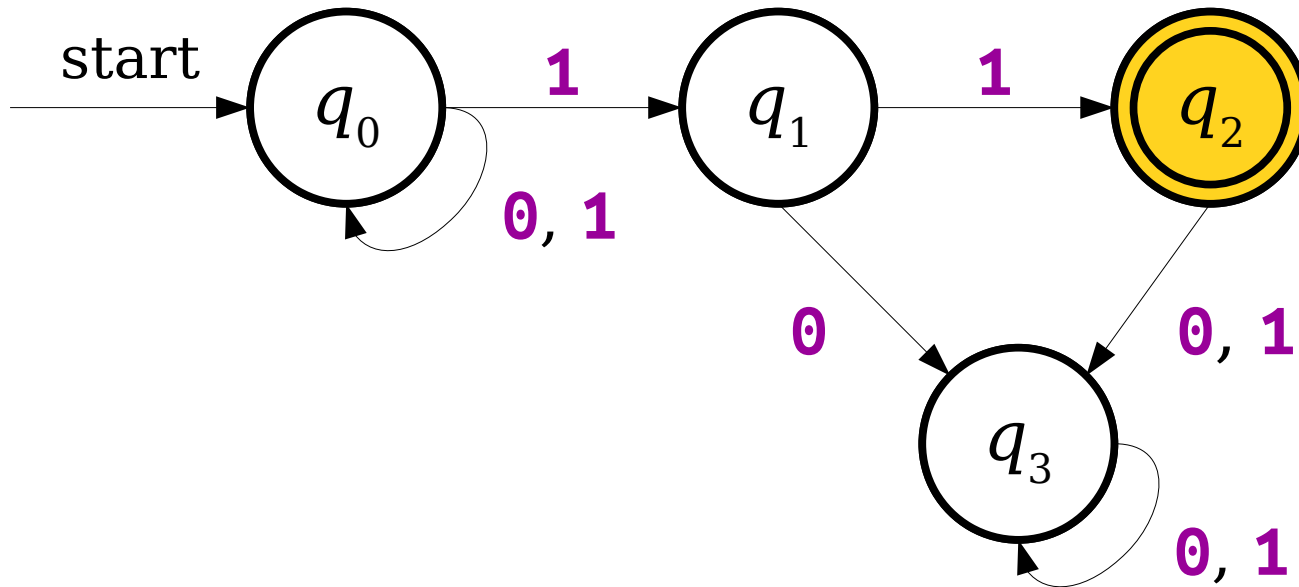
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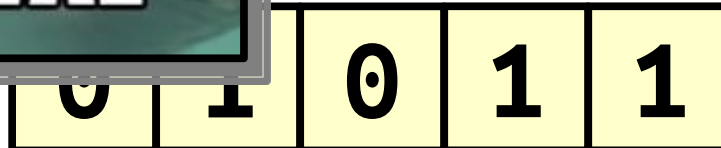
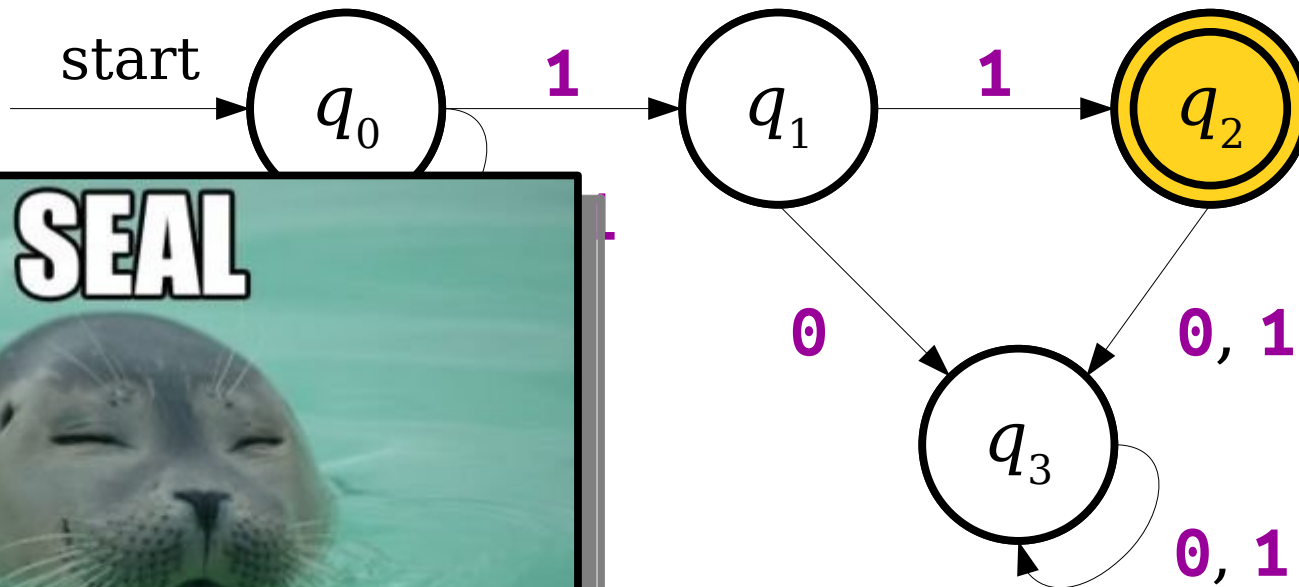
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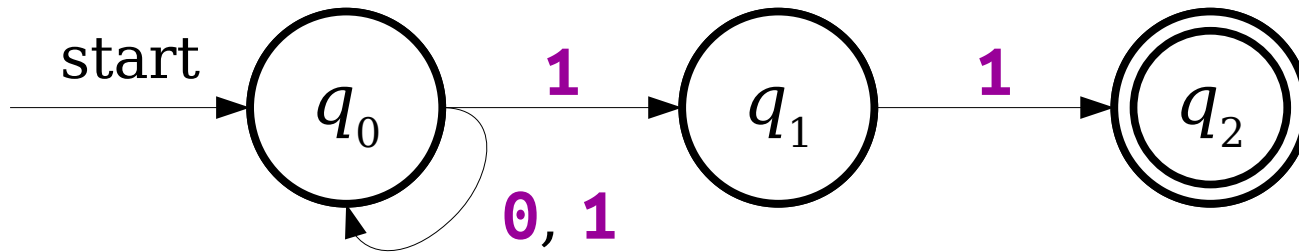
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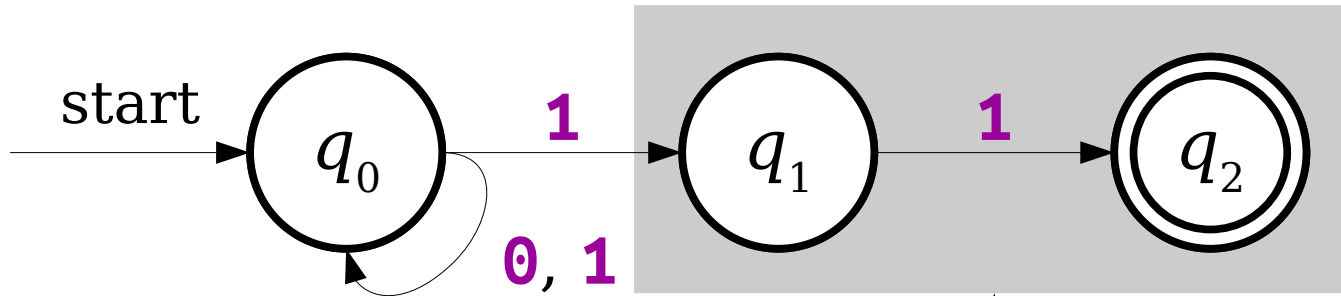
A Simple NFA



A More Complex NFA

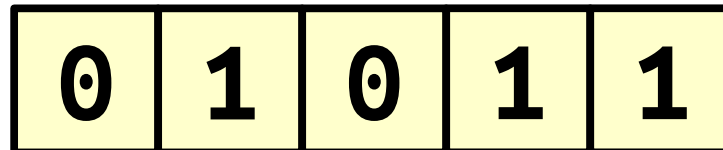
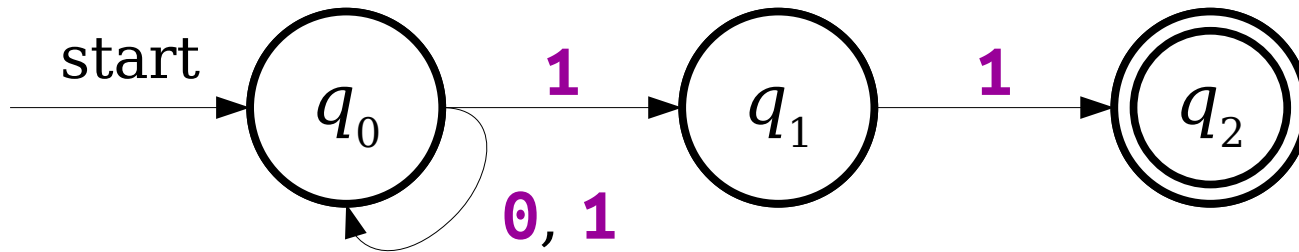


A More Complex NFA

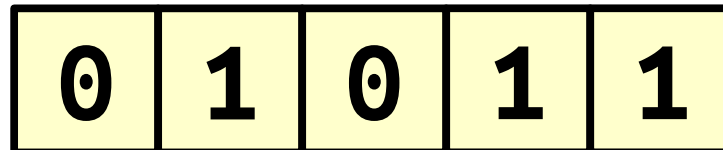
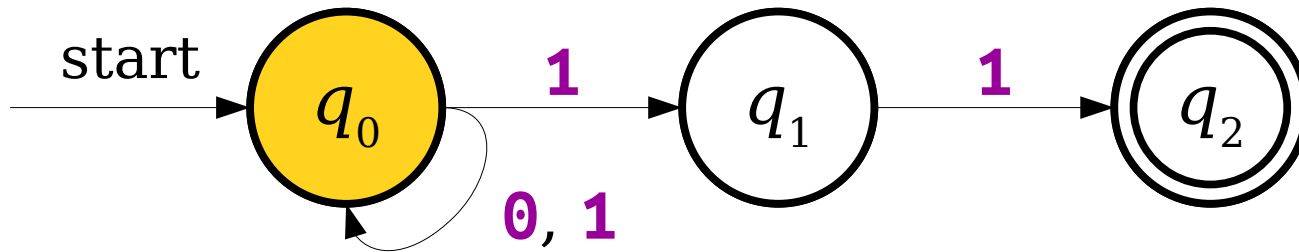


If a NFA needs to make a transition when no transition exists, the automaton **dies** and that particular path does not accept.

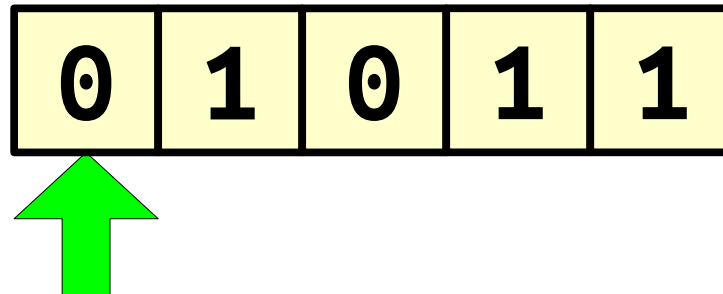
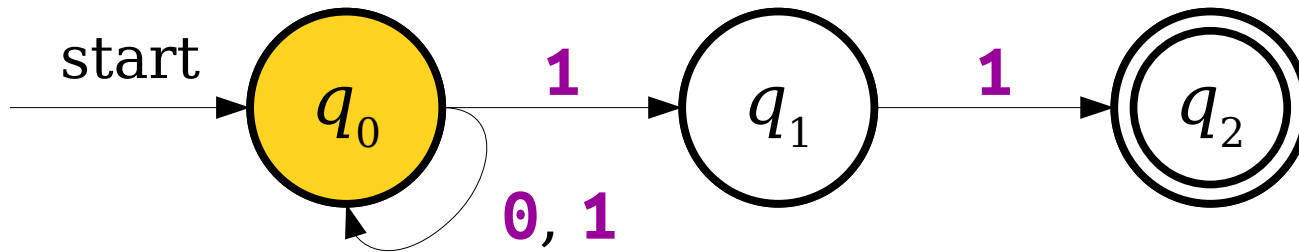
A More Complex NFA



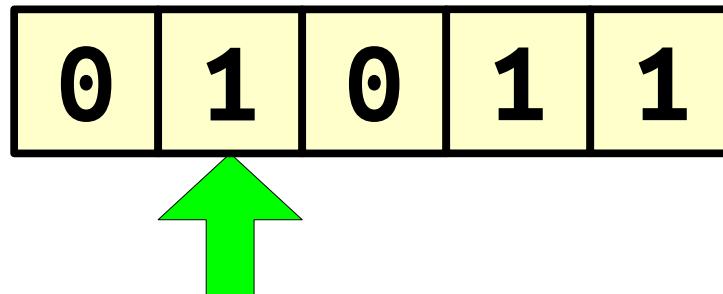
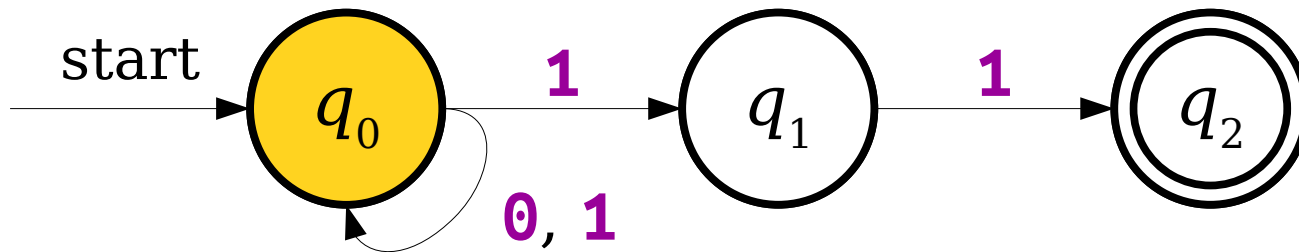
A More Complex NFA



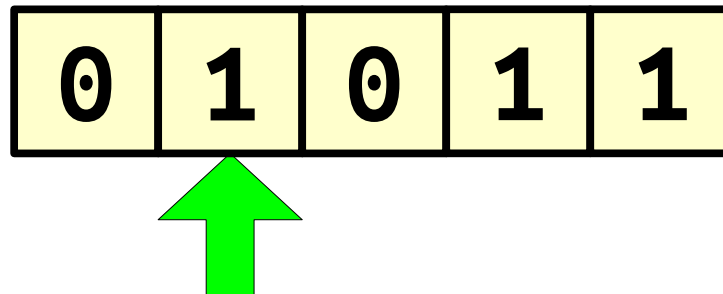
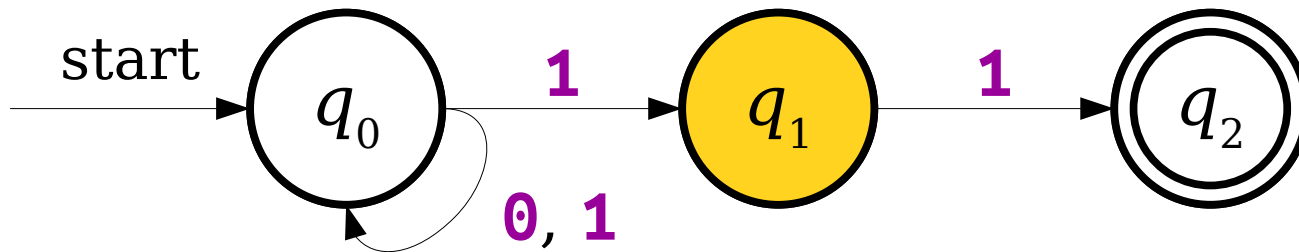
A More Complex NFA



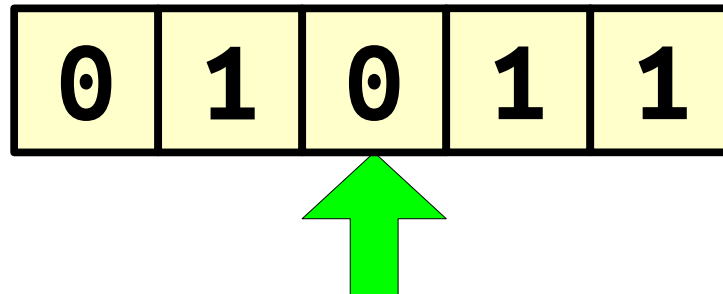
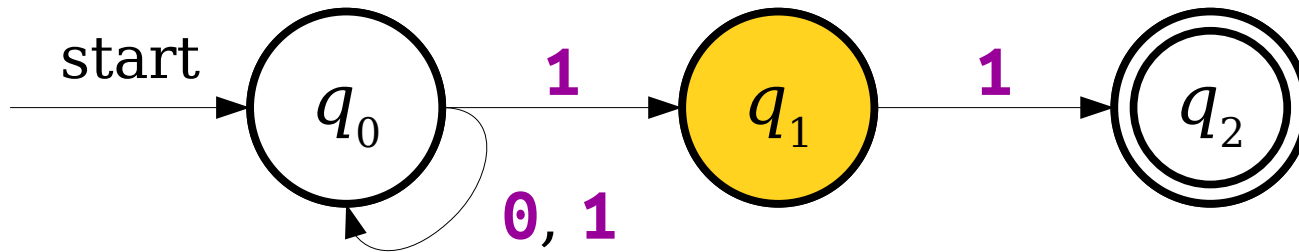
A More Complex NFA



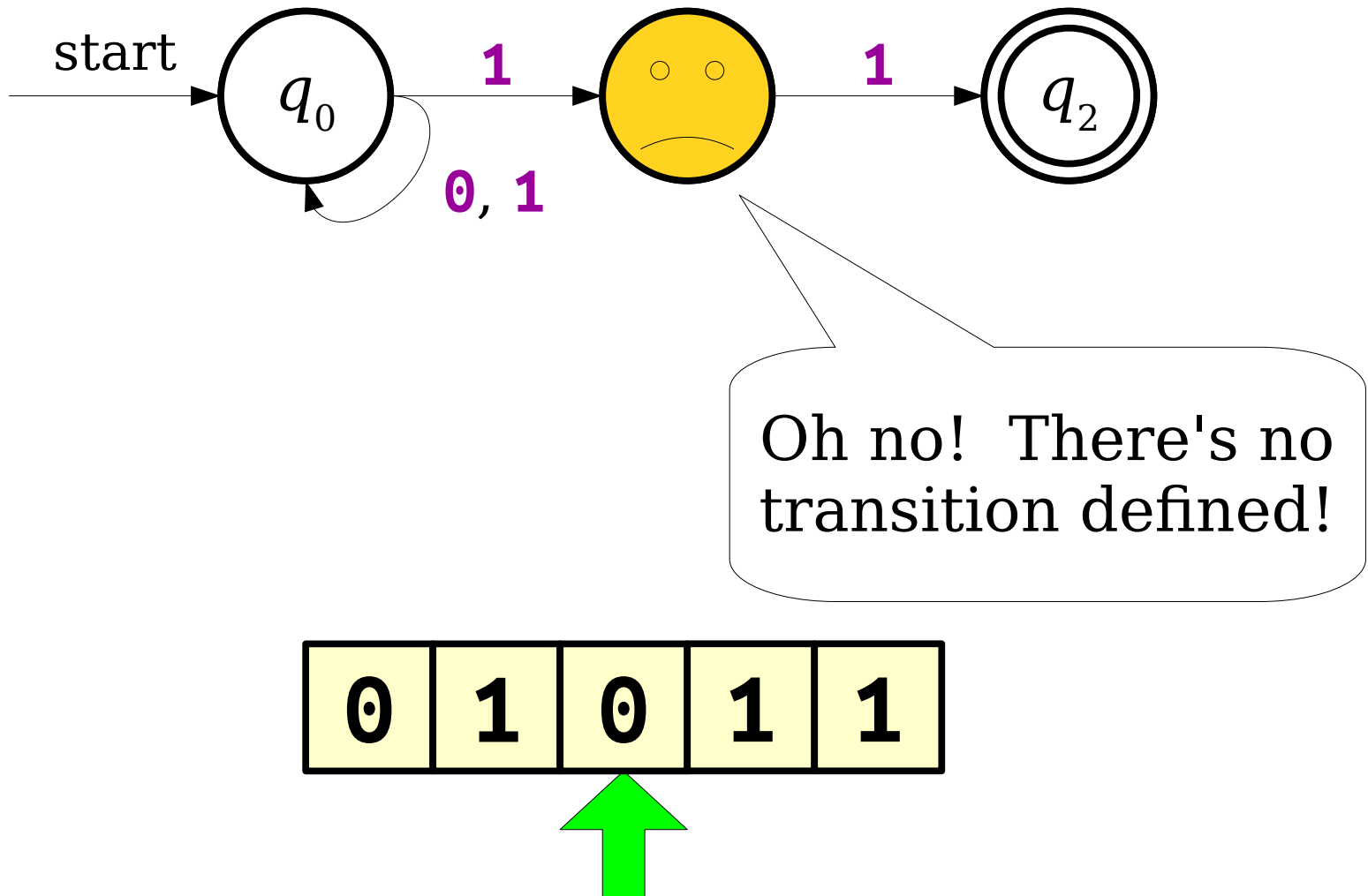
A More Complex NFA



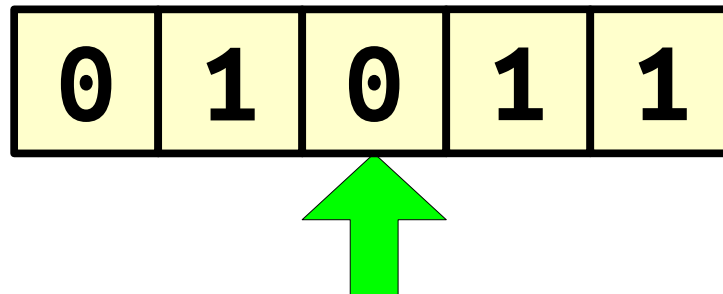
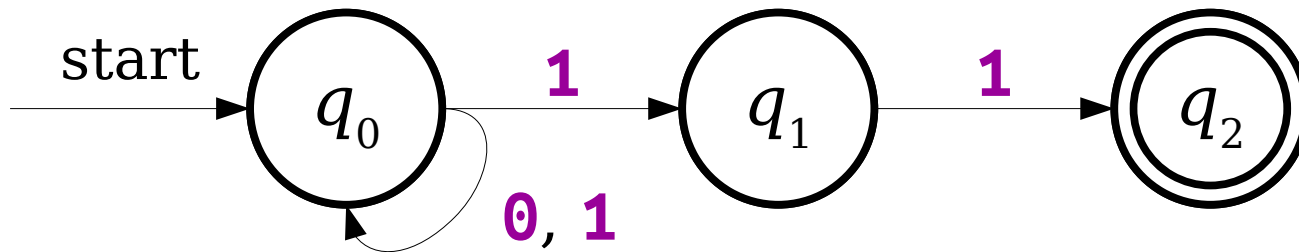
A More Complex NFA



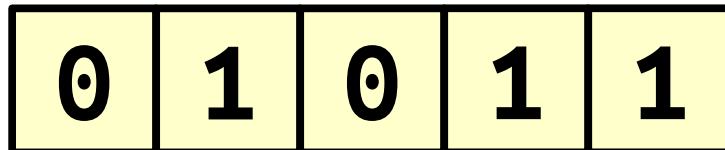
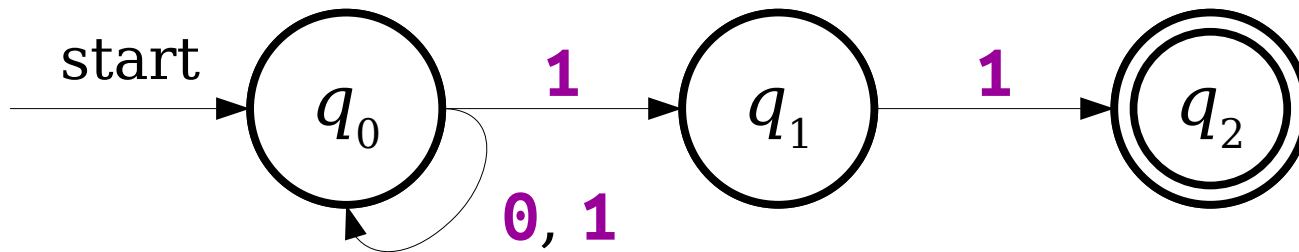
A More Complex NFA



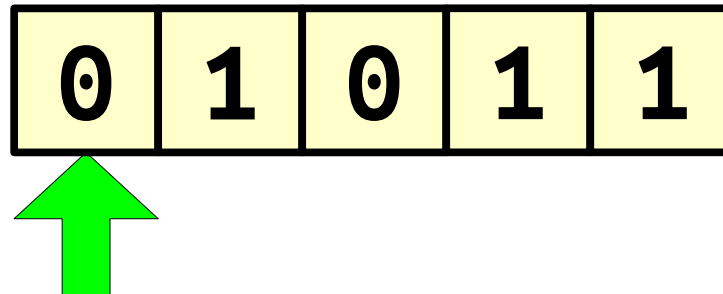
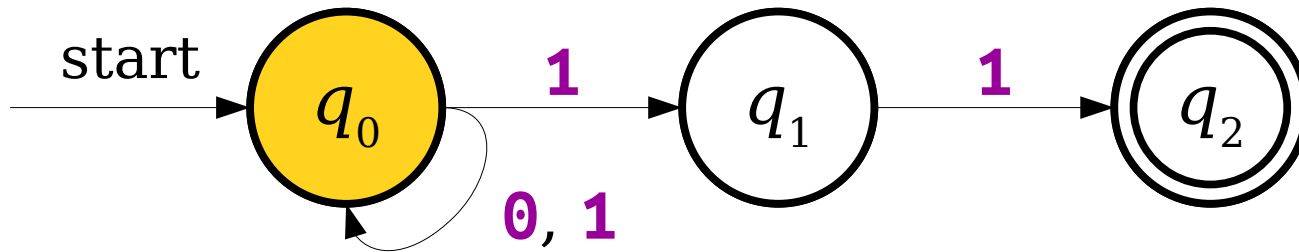
A More Complex NFA



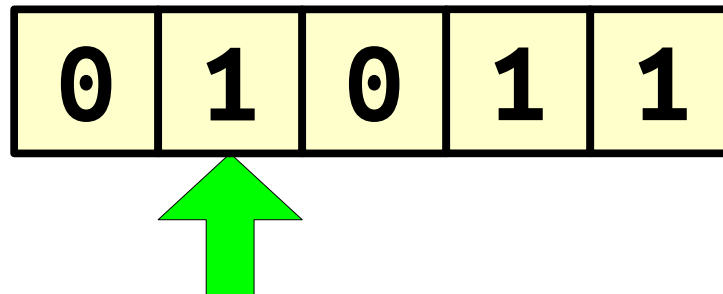
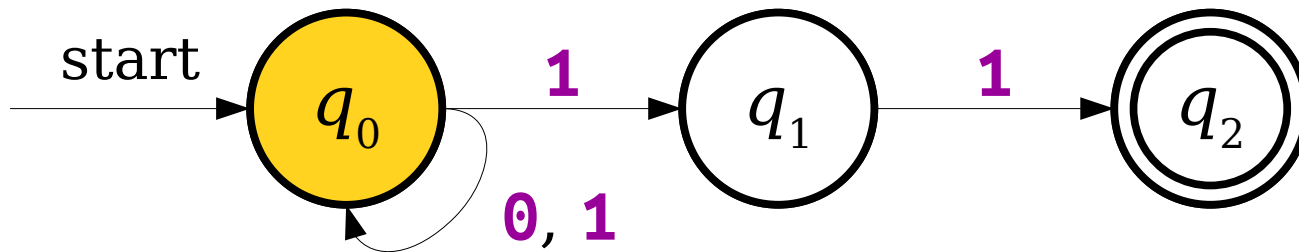
A More Complex NFA



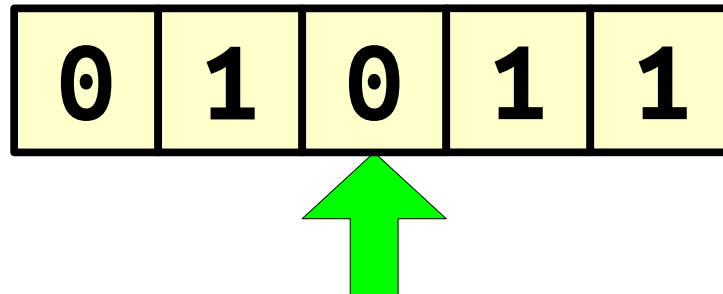
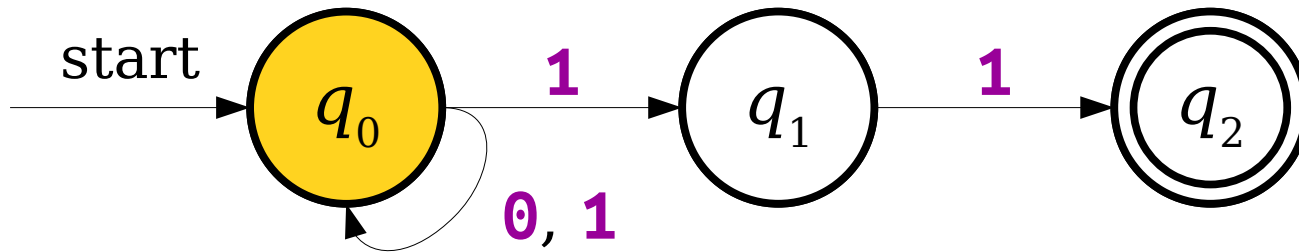
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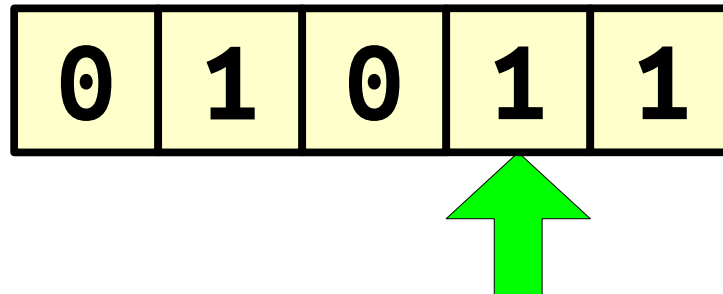
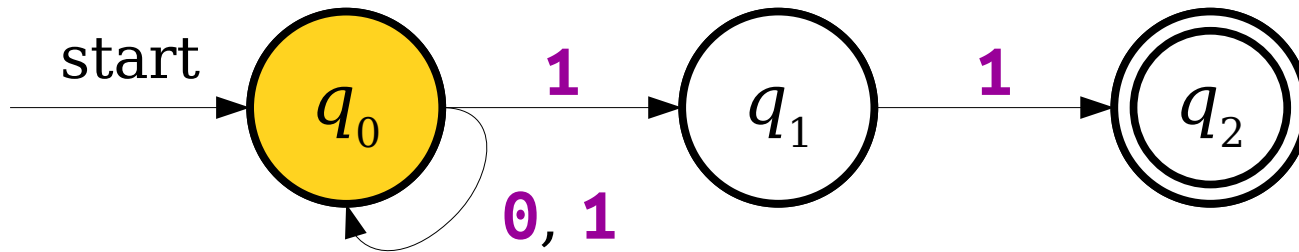
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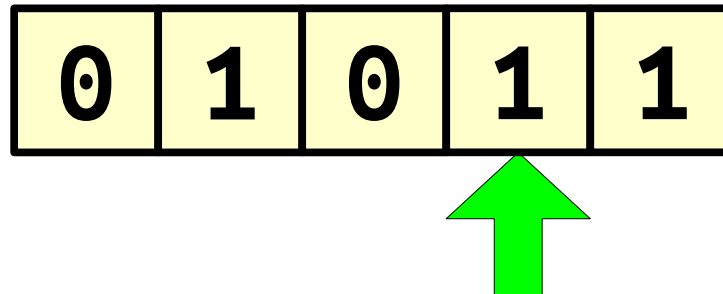
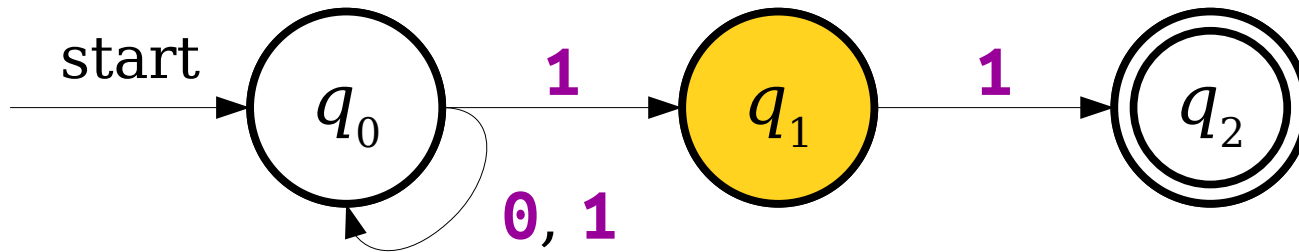
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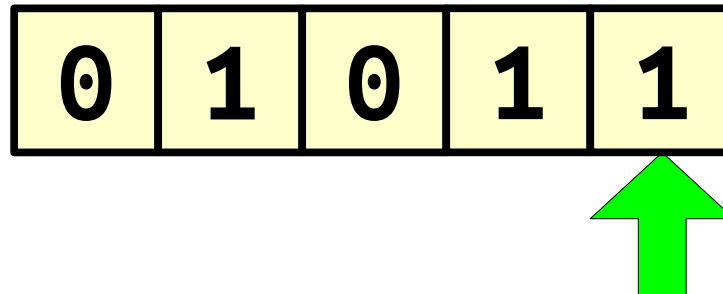
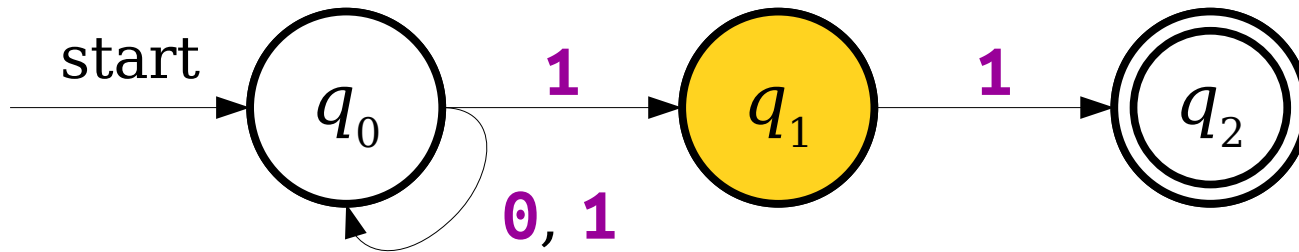
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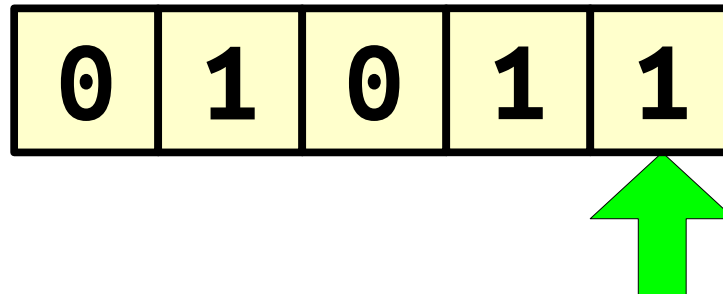
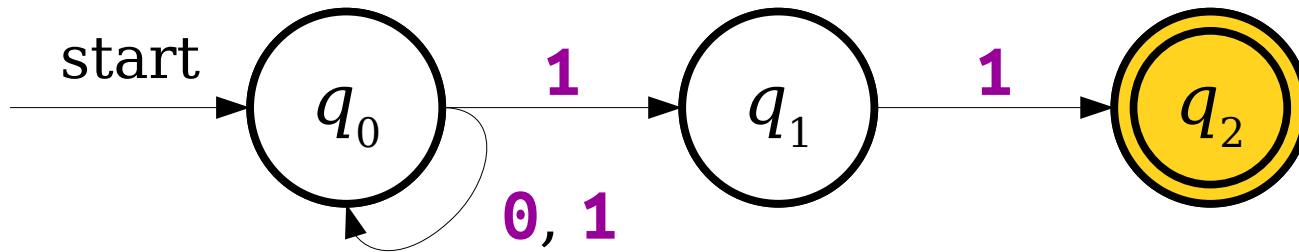
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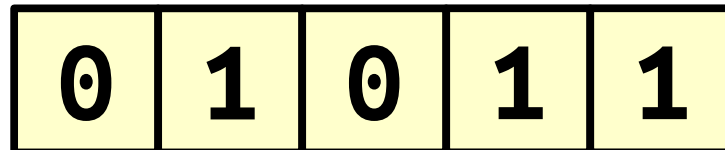
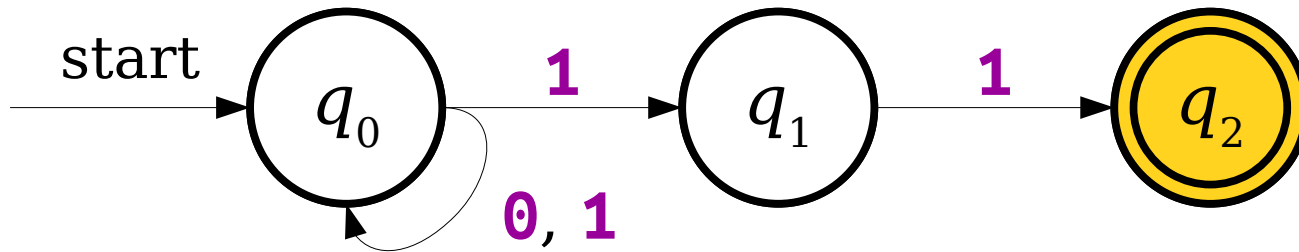
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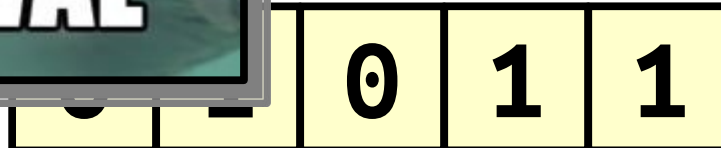
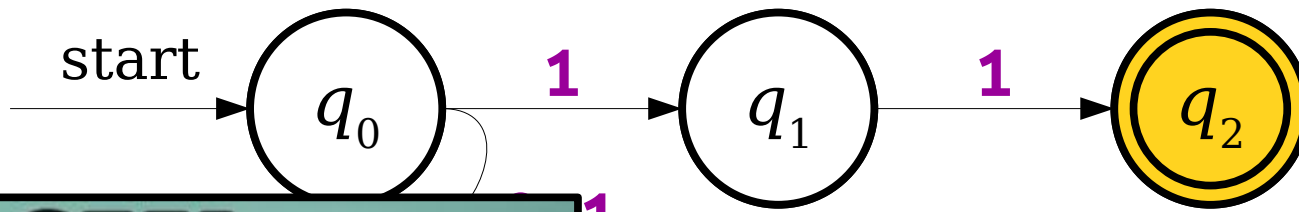
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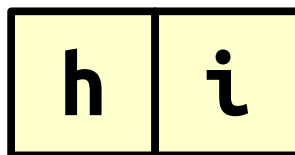
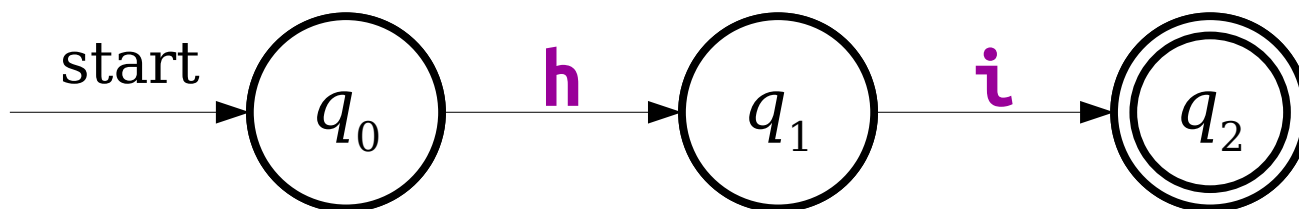
A More Complex NFA



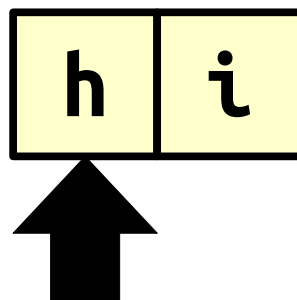
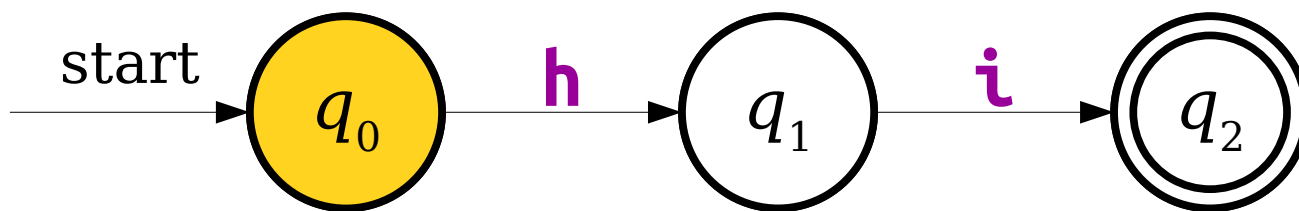
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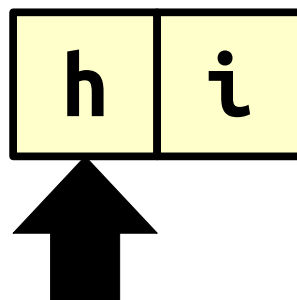
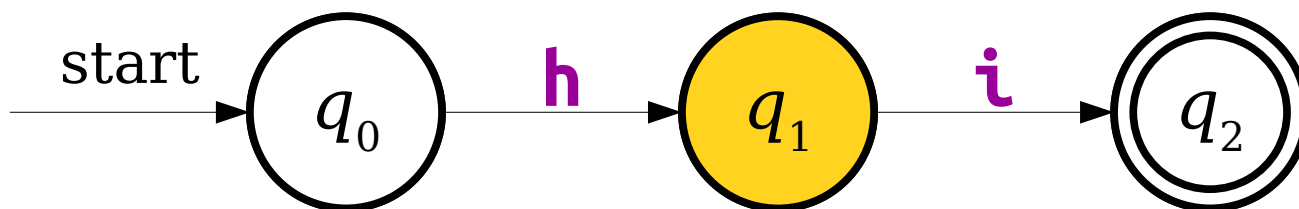
Hello, NFA!



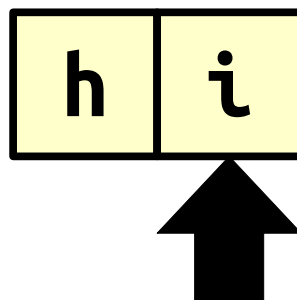
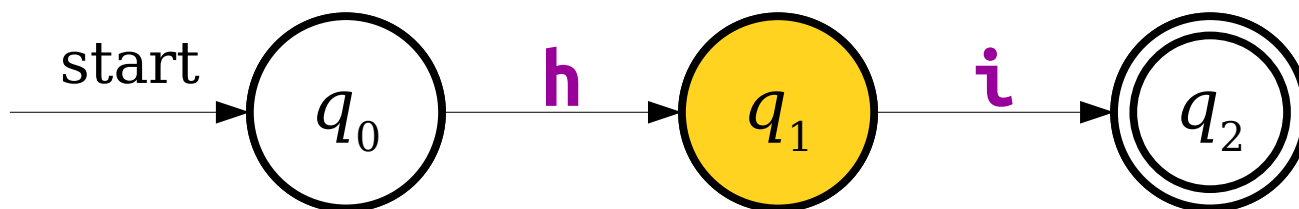
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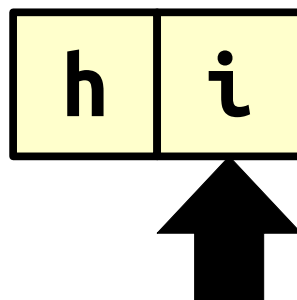
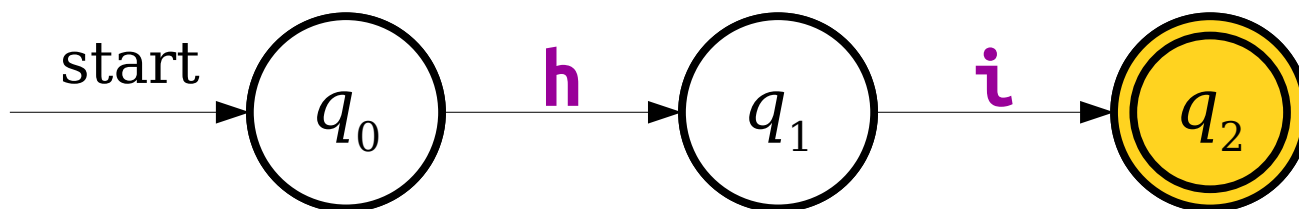
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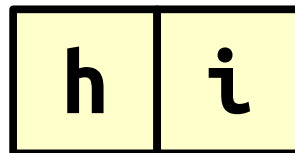
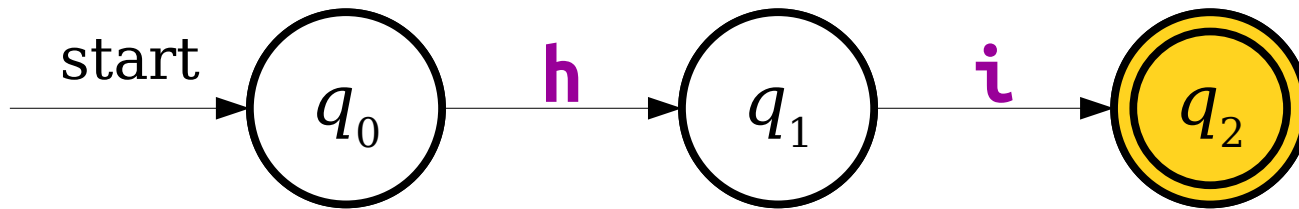
Hello, NFA!



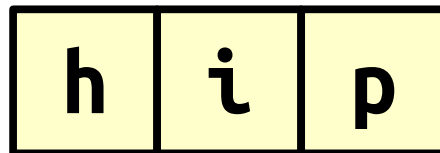
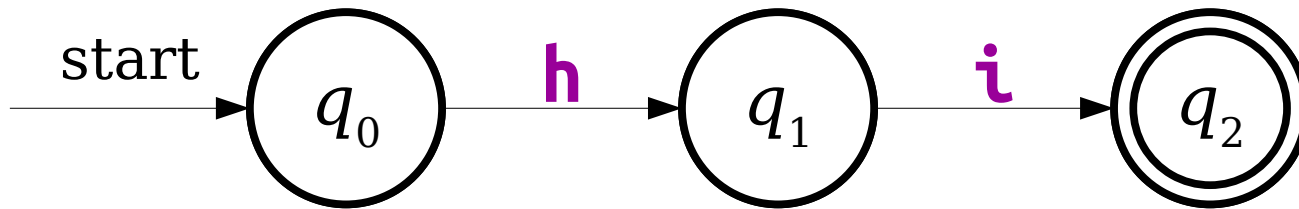
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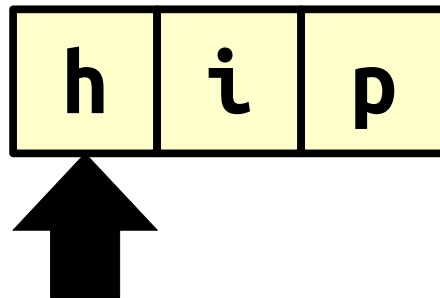
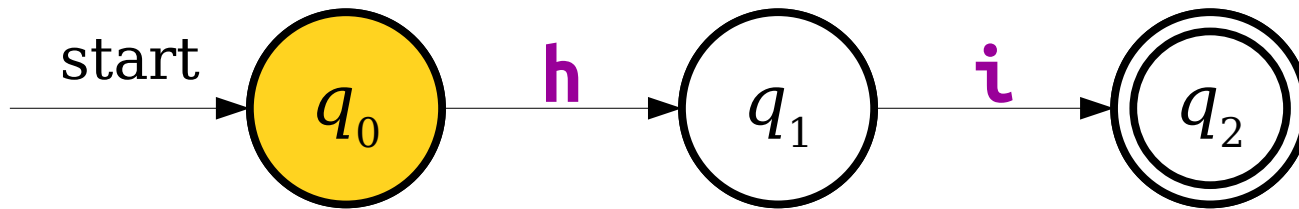
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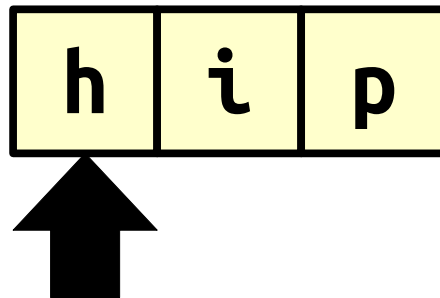
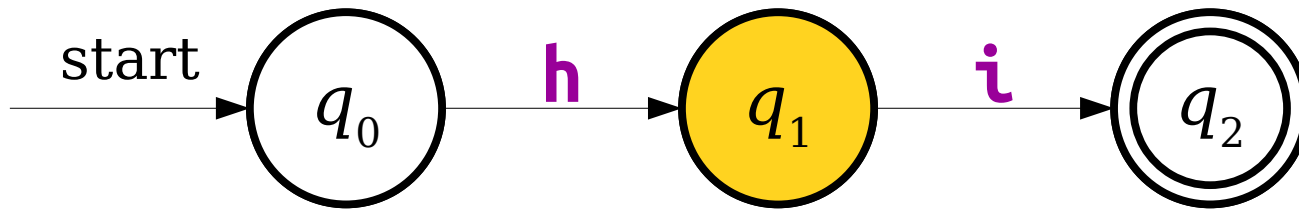
Tragedy in Paradise



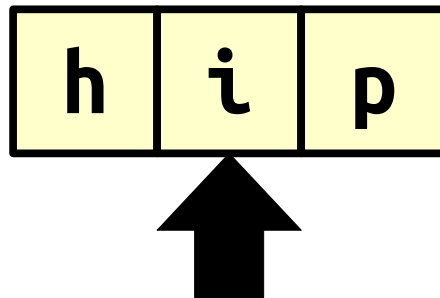
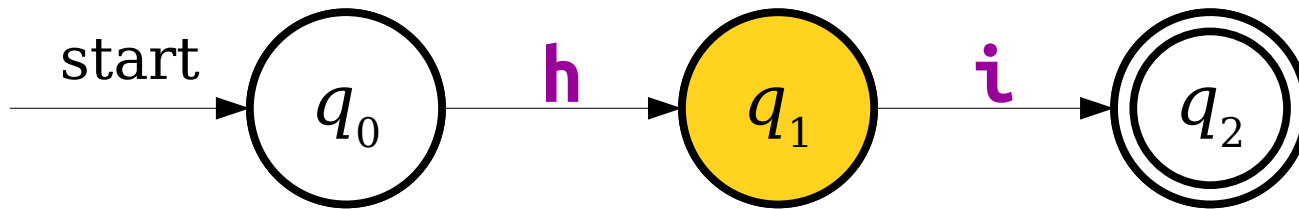
Tragedy in Paradise



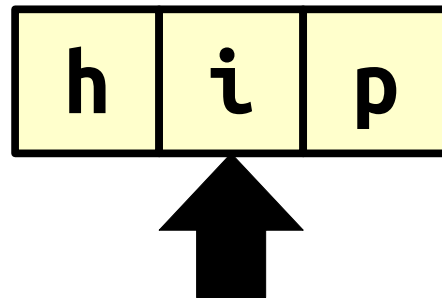
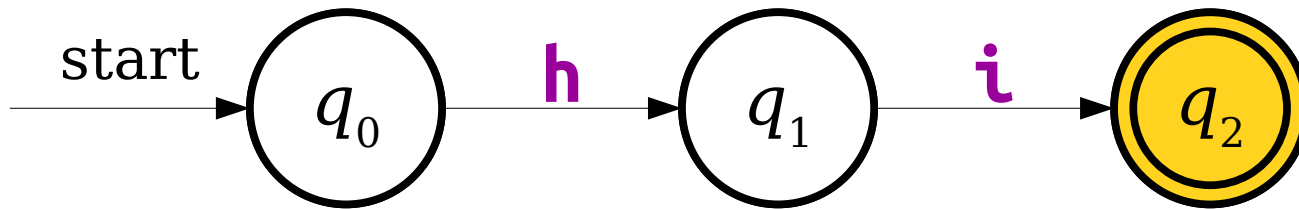
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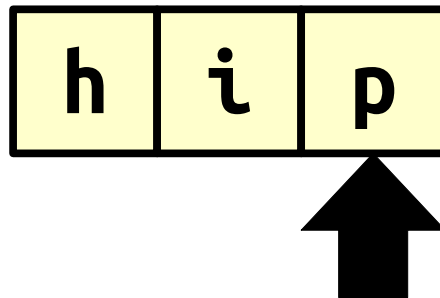
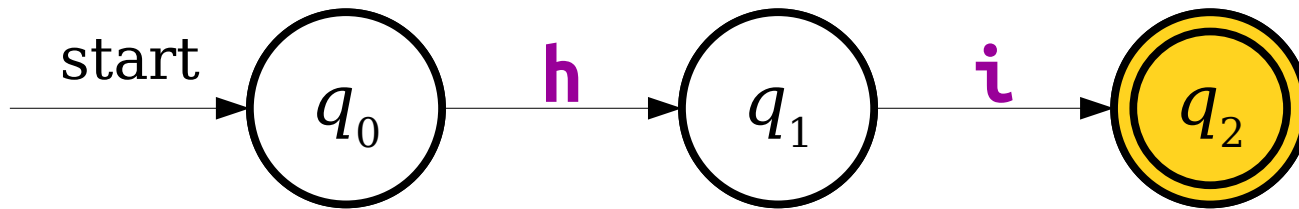
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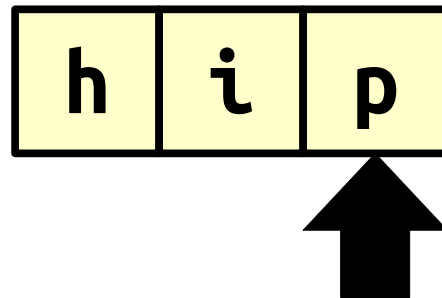
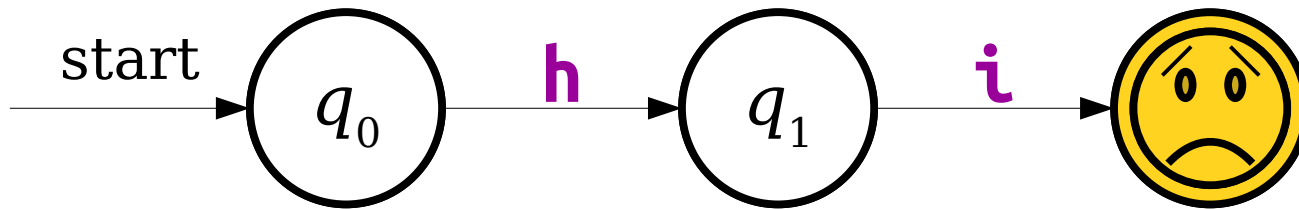
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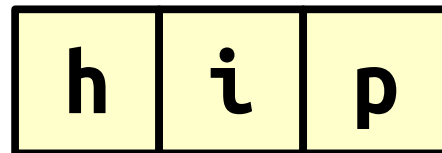
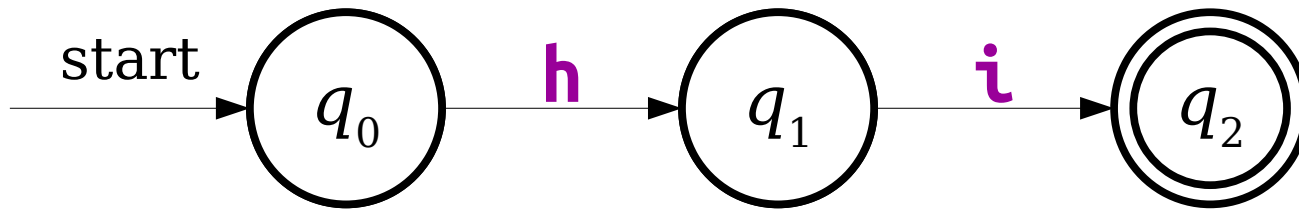
Tragedy in Paradise

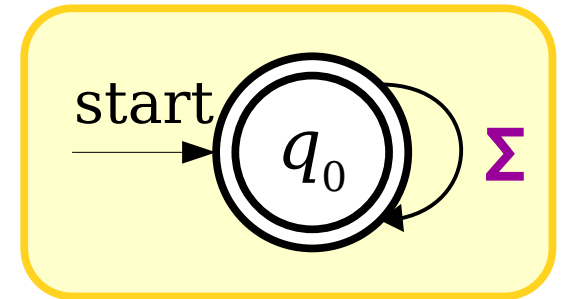
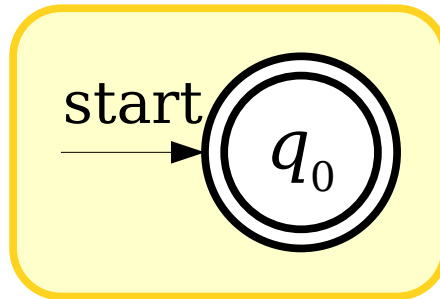
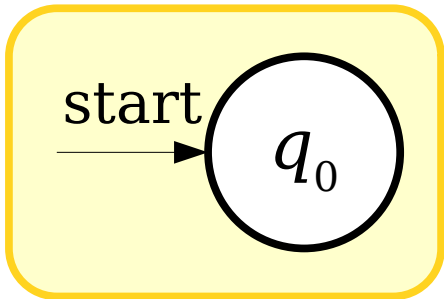
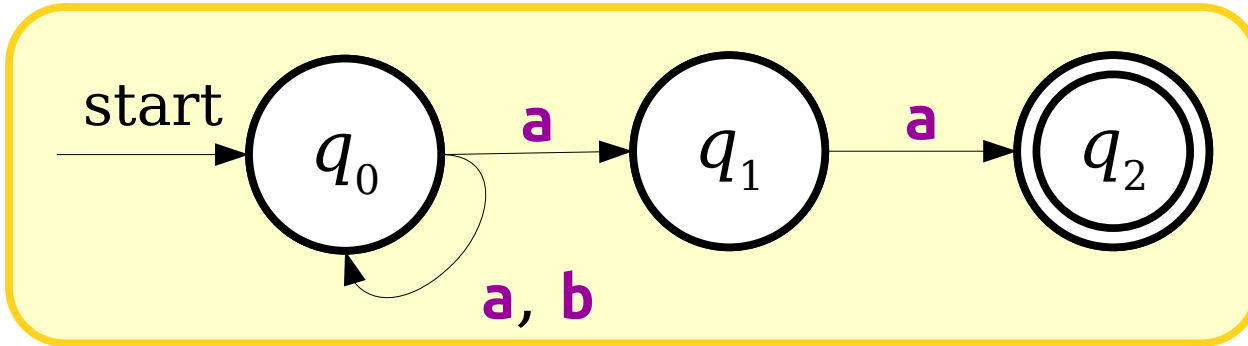
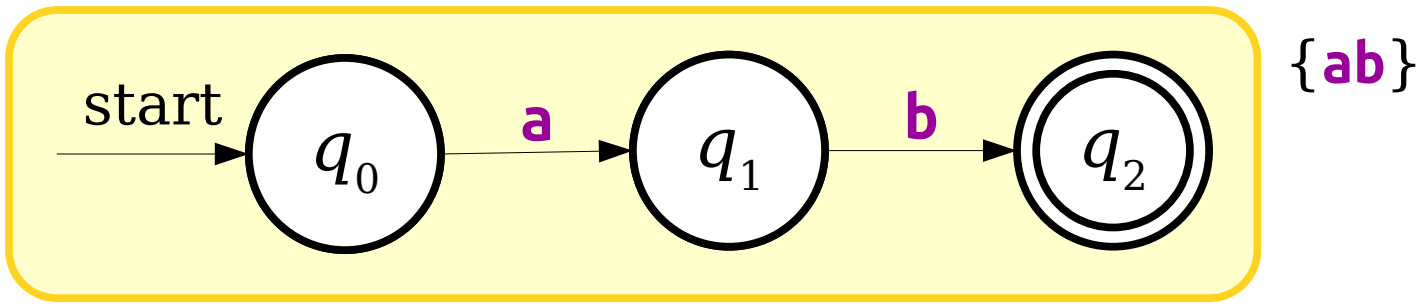


Tragedy in Paradise



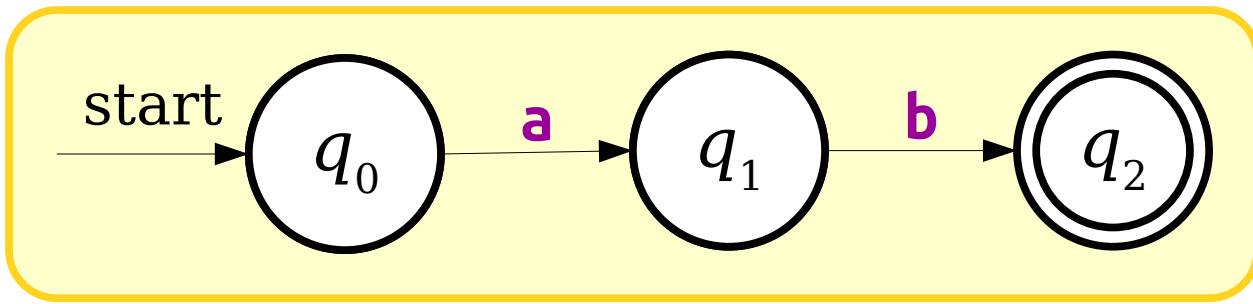
Tragedy in Paradise





Respond at
pollev.com/zhenglian

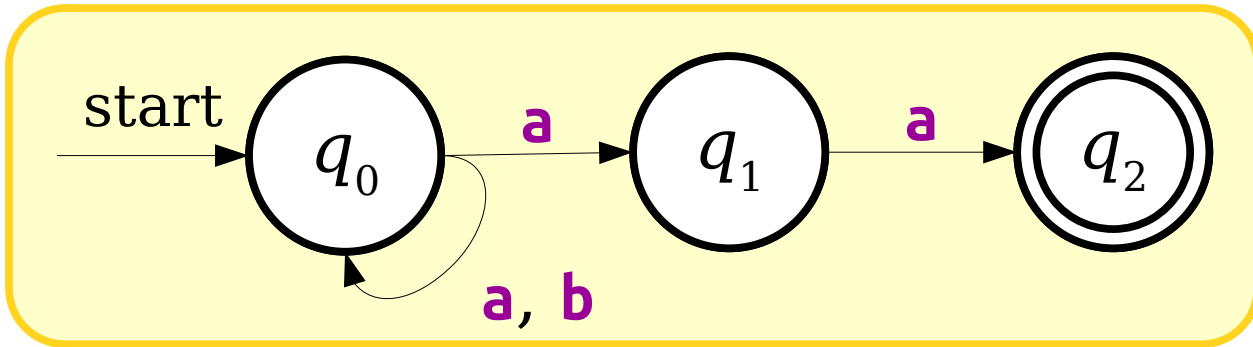
The **language of an NFA** is
 $\mathcal{L}(N) = \{ w \in \Sigma^* \mid N \text{ accepts } w \}.$
 What is the language of each NFA?
 (Assume $\Sigma = \{a, b\}.$)



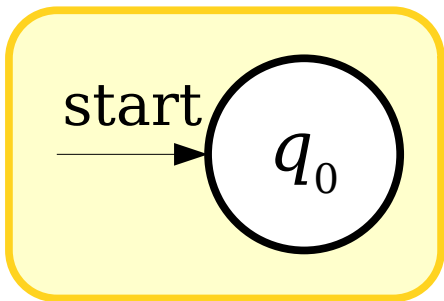
$\{ab\}$

Question to ponder:

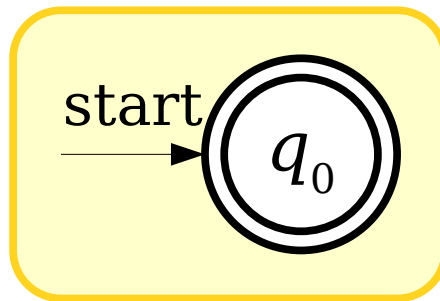
Why is the answer
 $\{ w \in \Sigma^* \mid w \text{ ends in } aaa \}$
 not correct?



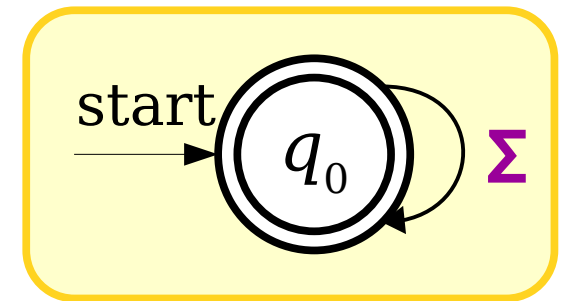
$\{ w \in \Sigma^* \mid w \text{ ends in } aa \}$



$\emptyset$



$\{\epsilon\}$



Σ^*

Note that flipping the accept and reject states of an NFA doesn't always give an NFA for the complement of the original language. (Why?)

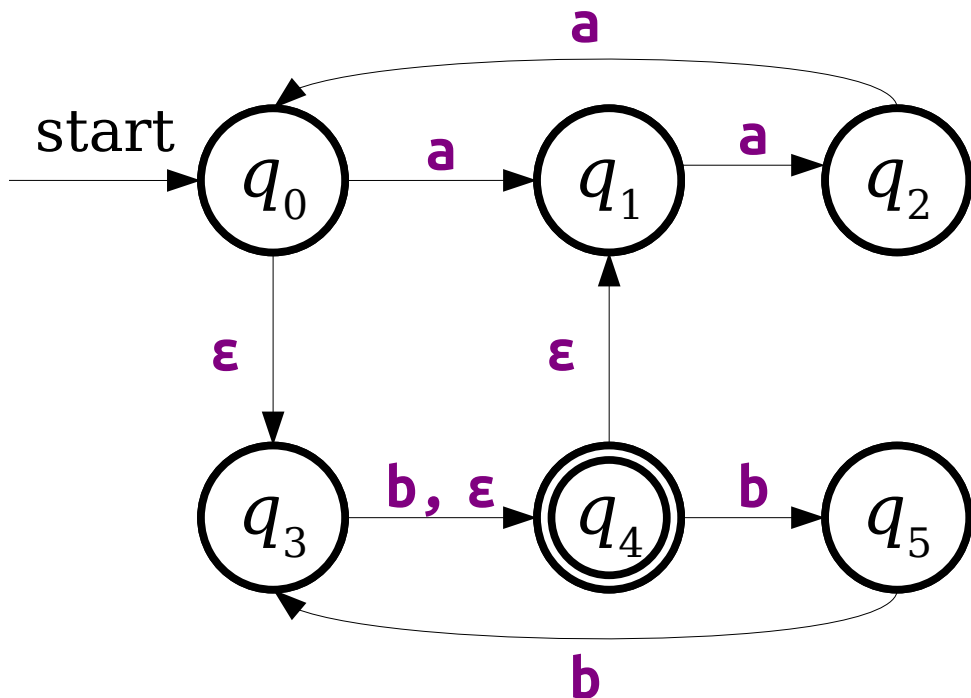
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- An NFA may follow any number of ϵ -transitions at any time without consuming any input.

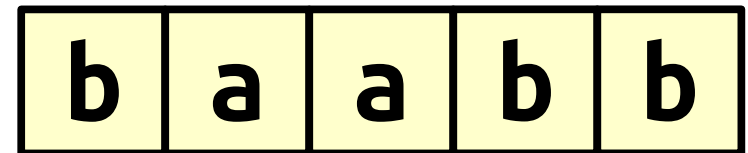
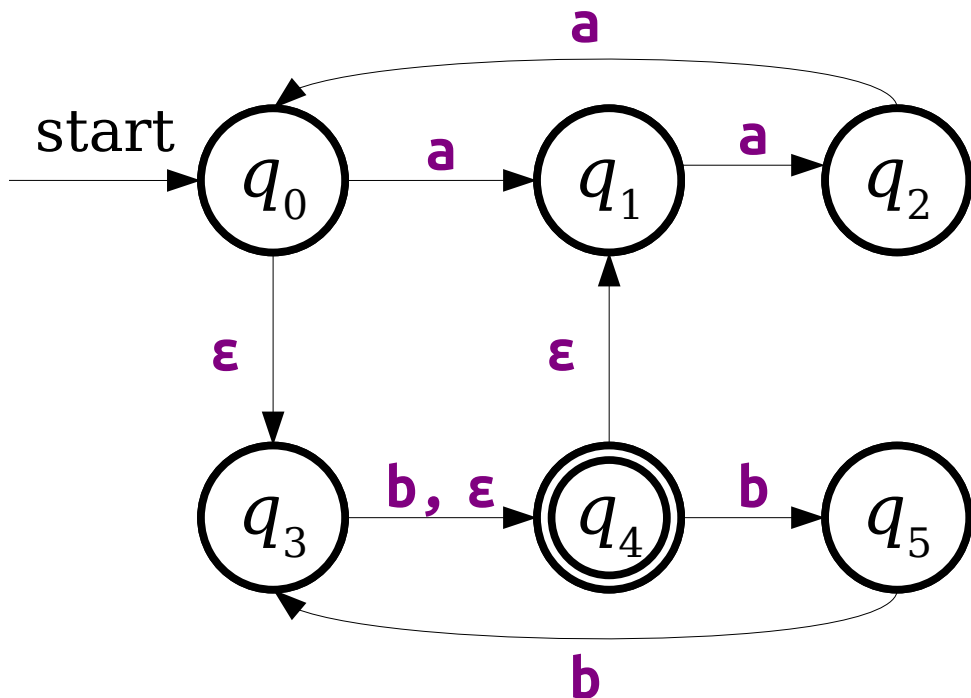
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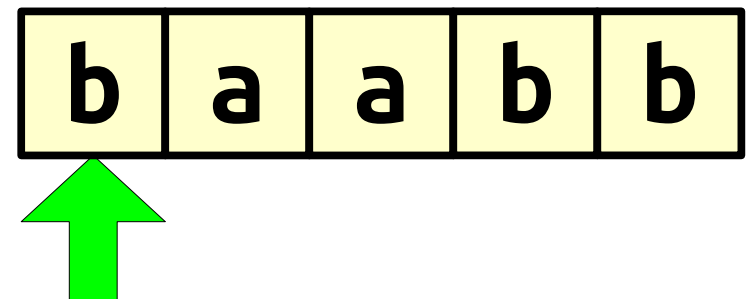
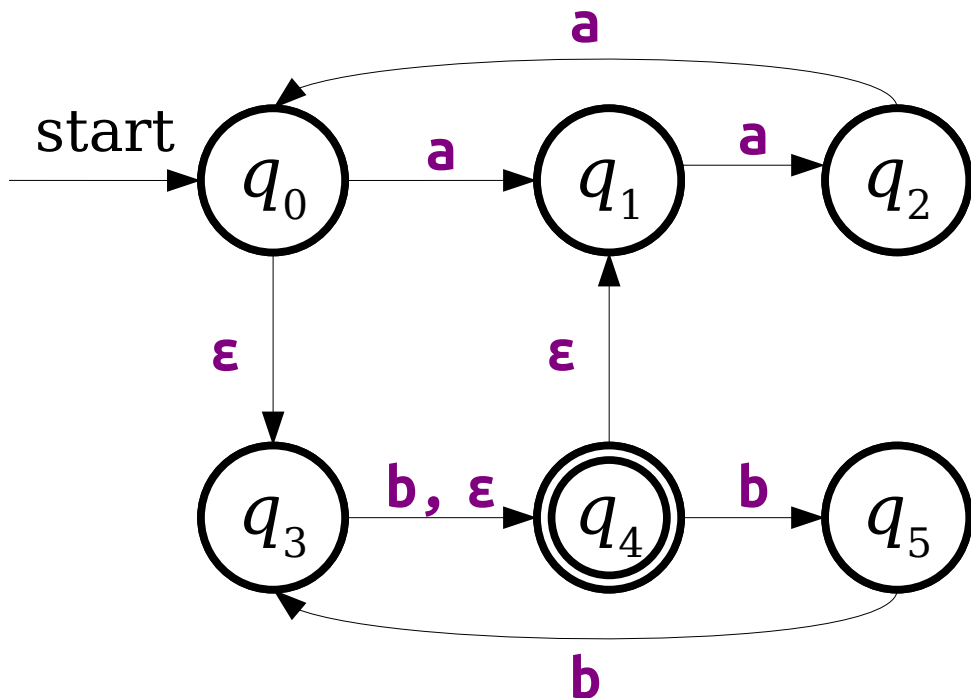
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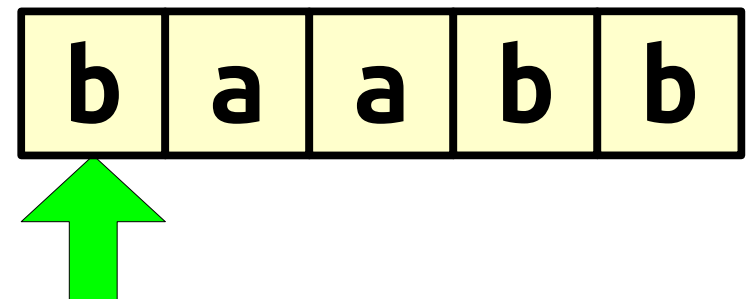
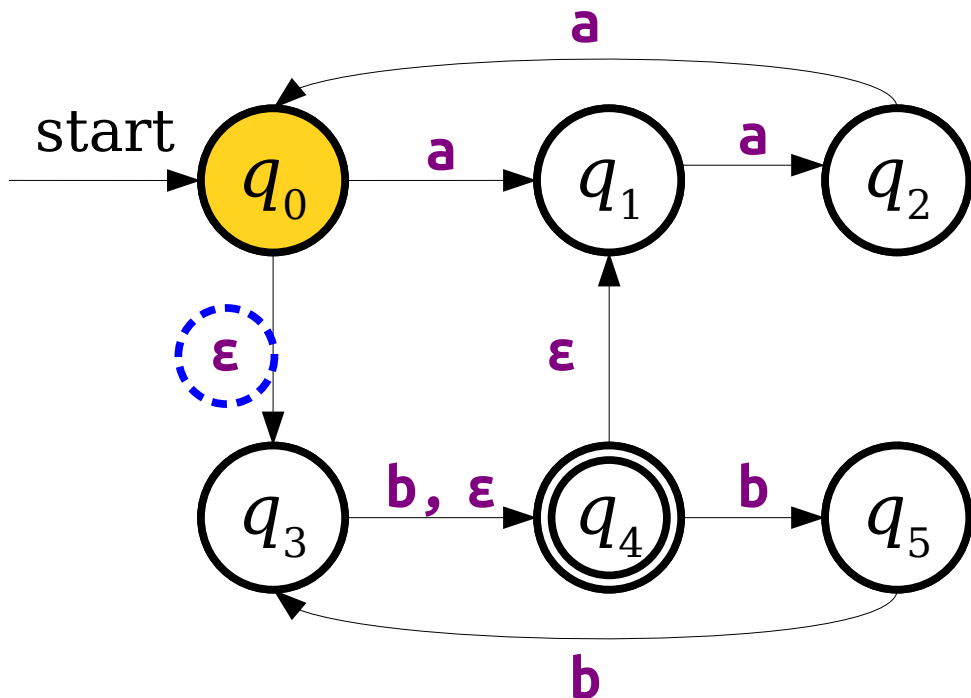
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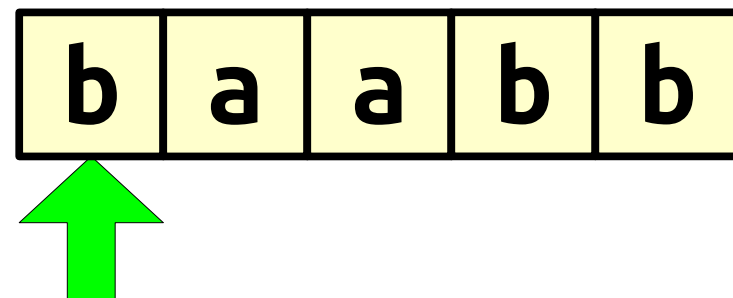
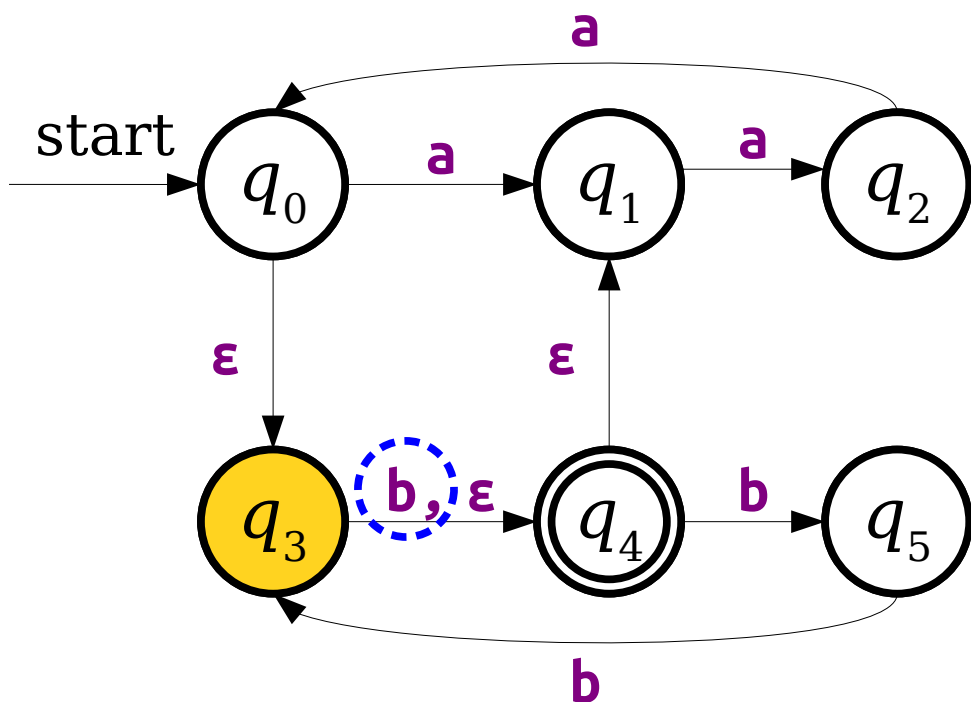
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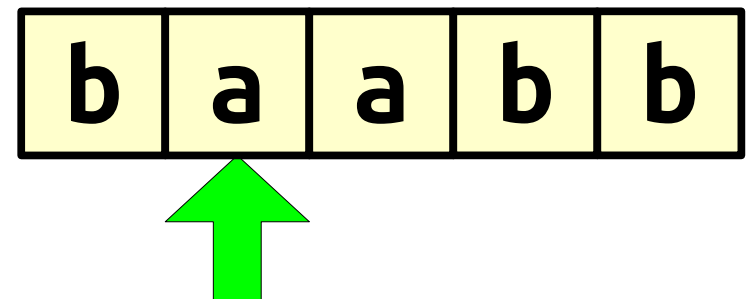
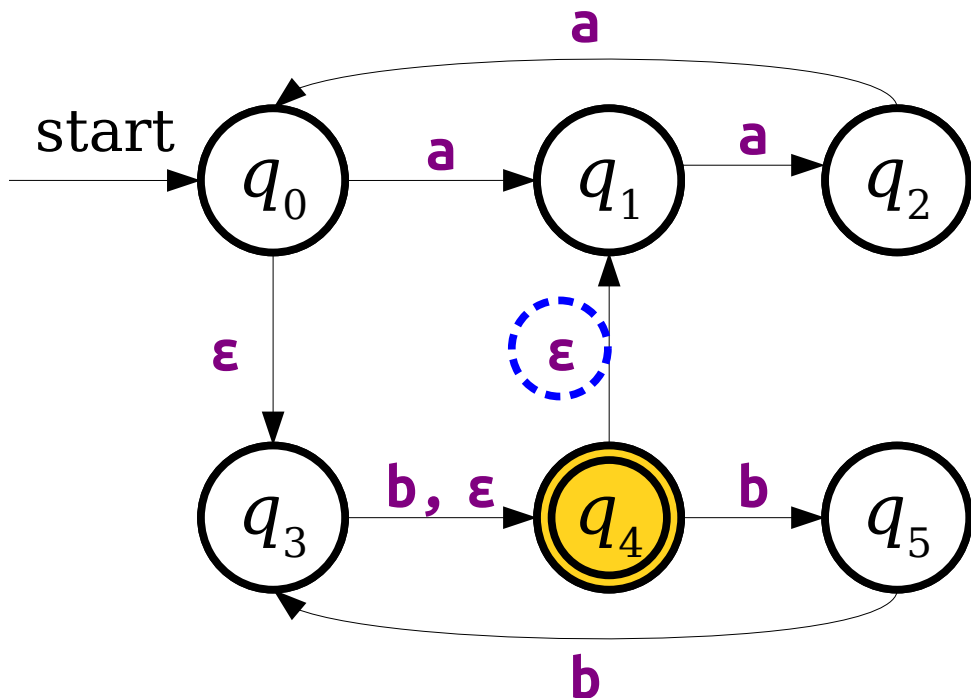
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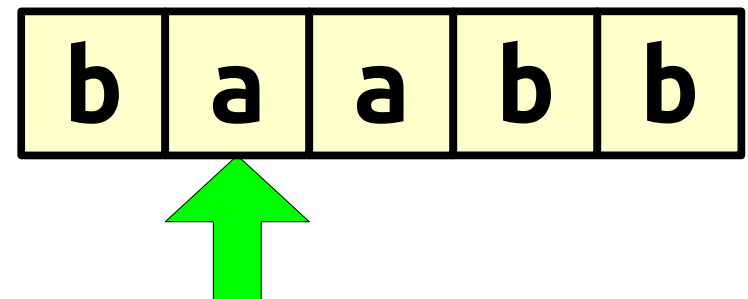
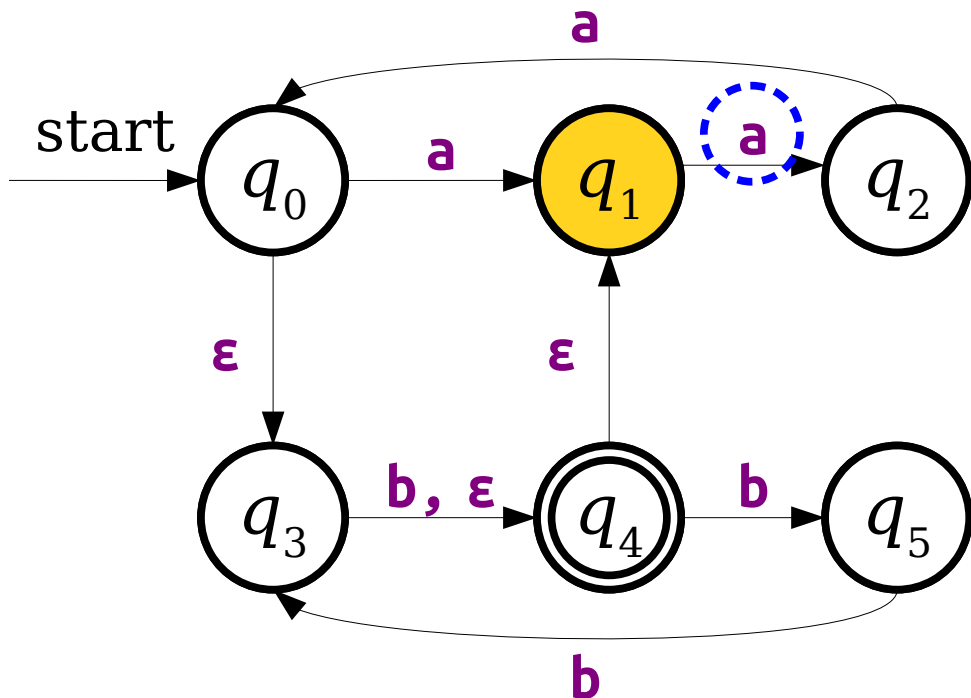
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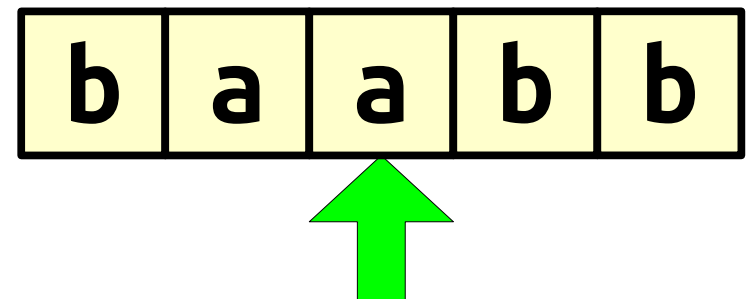
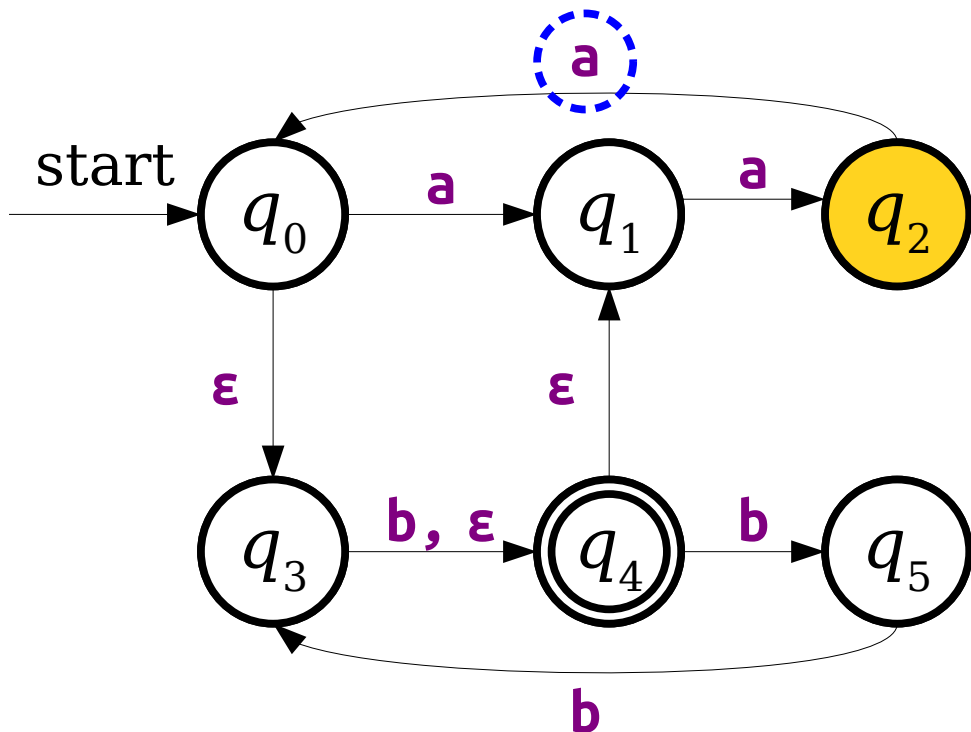
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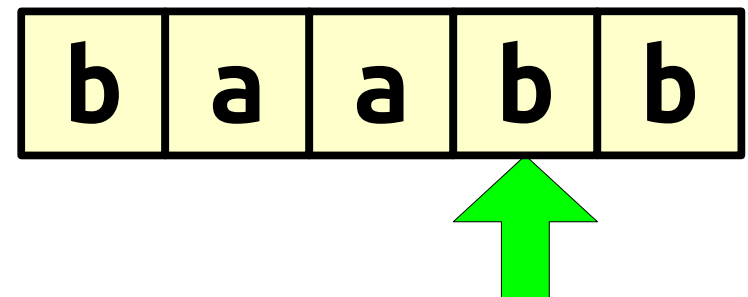
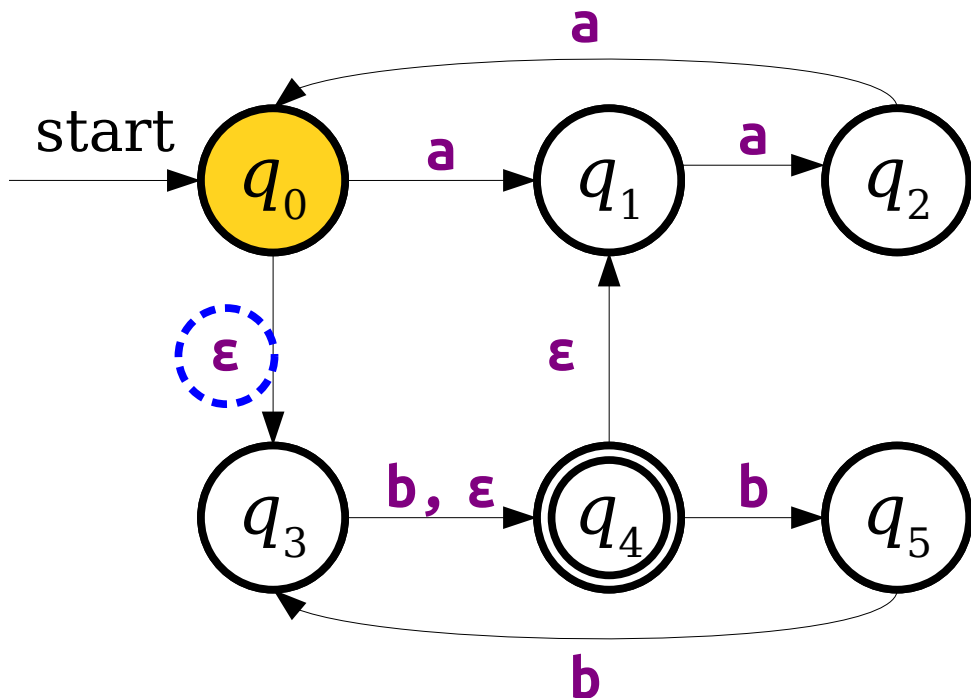
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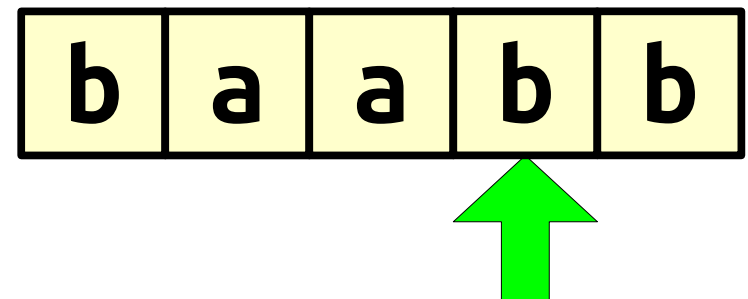
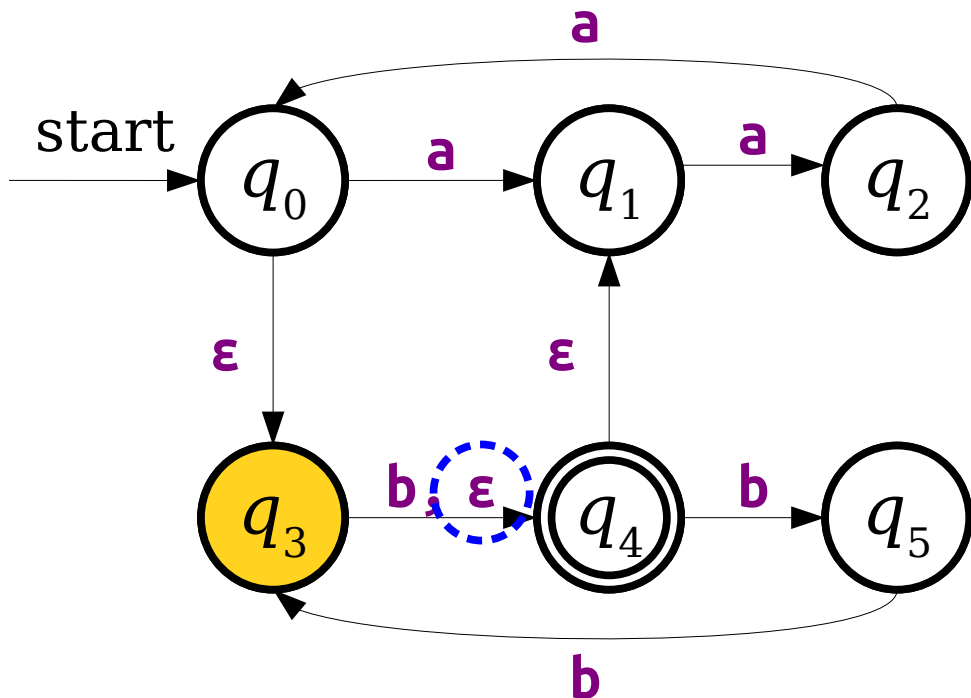
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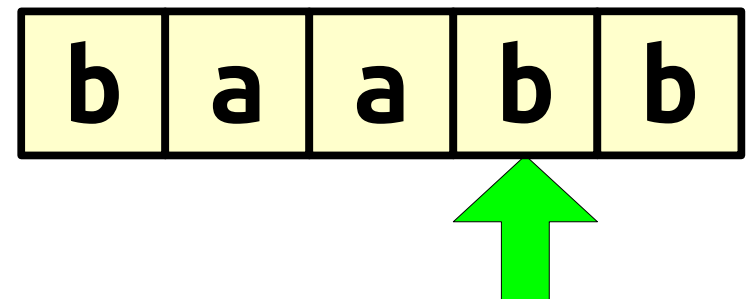
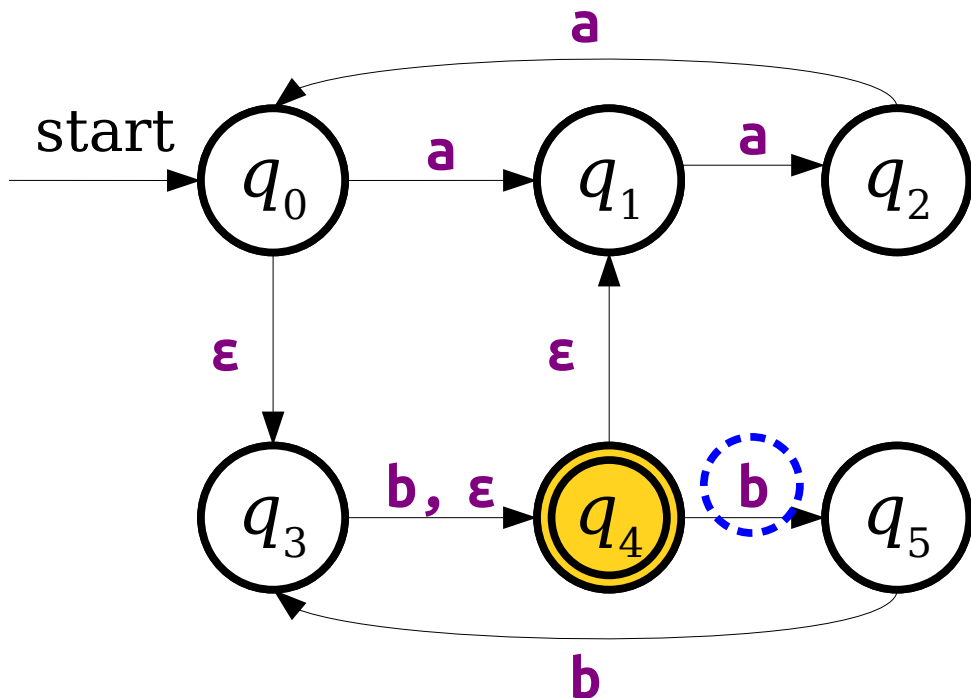
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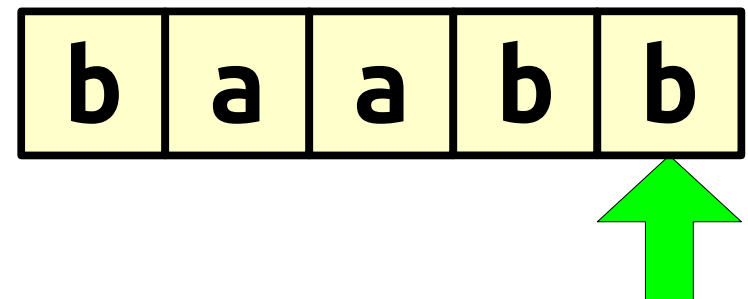
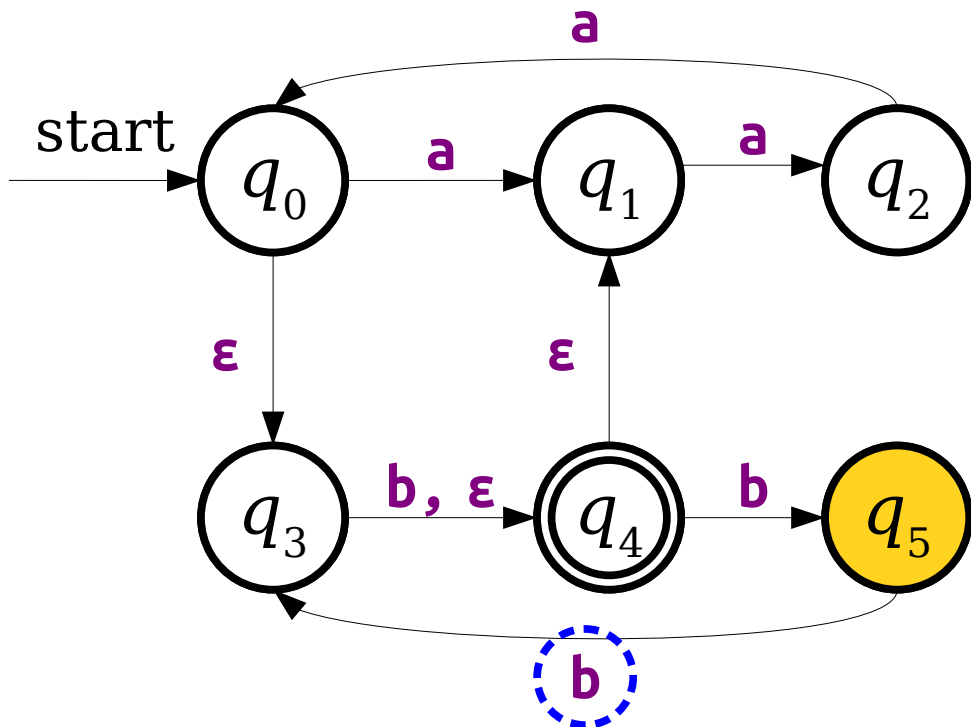
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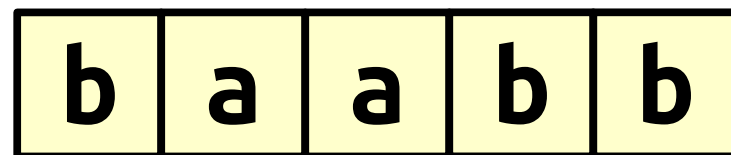
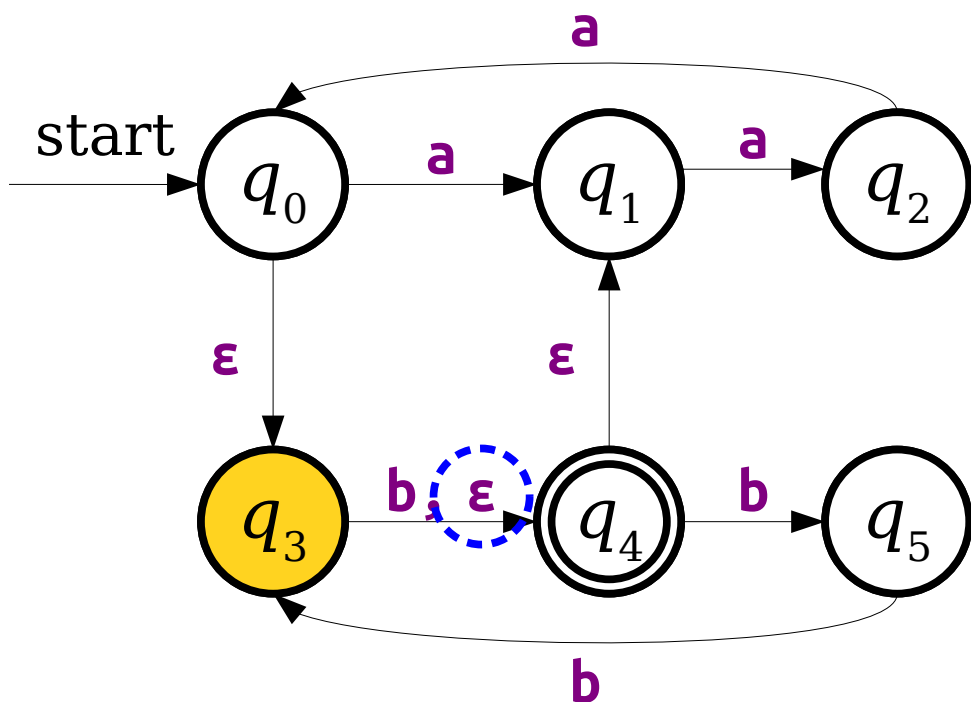
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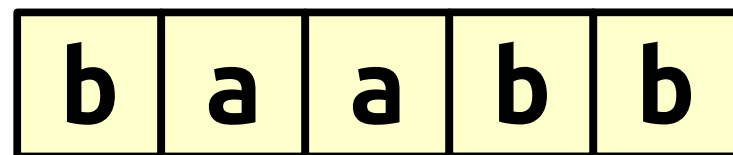
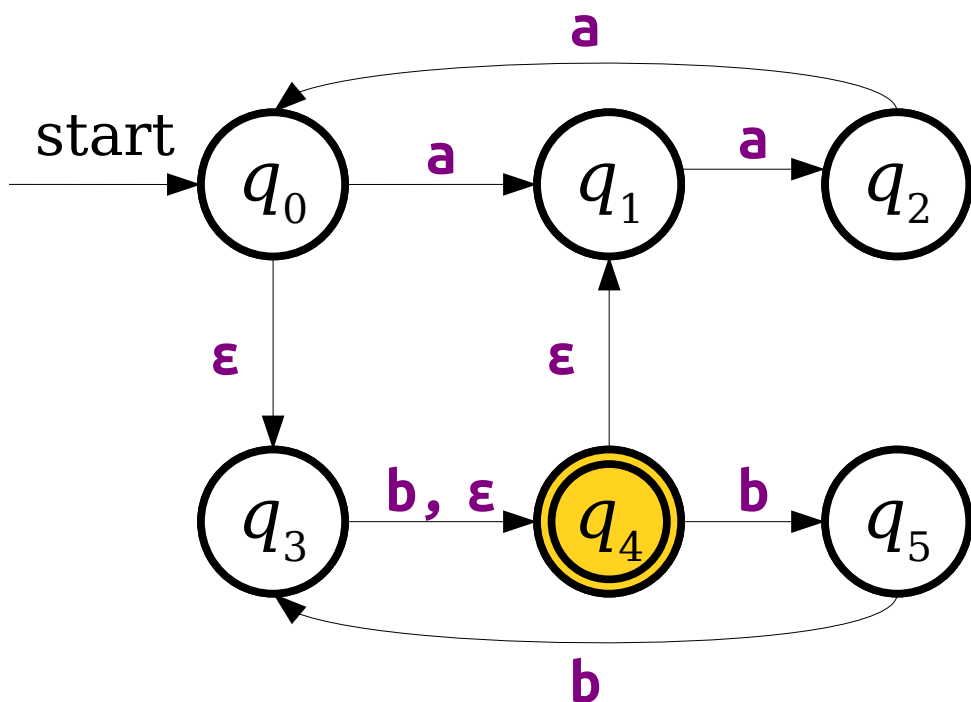
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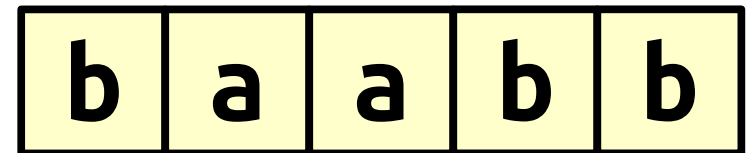
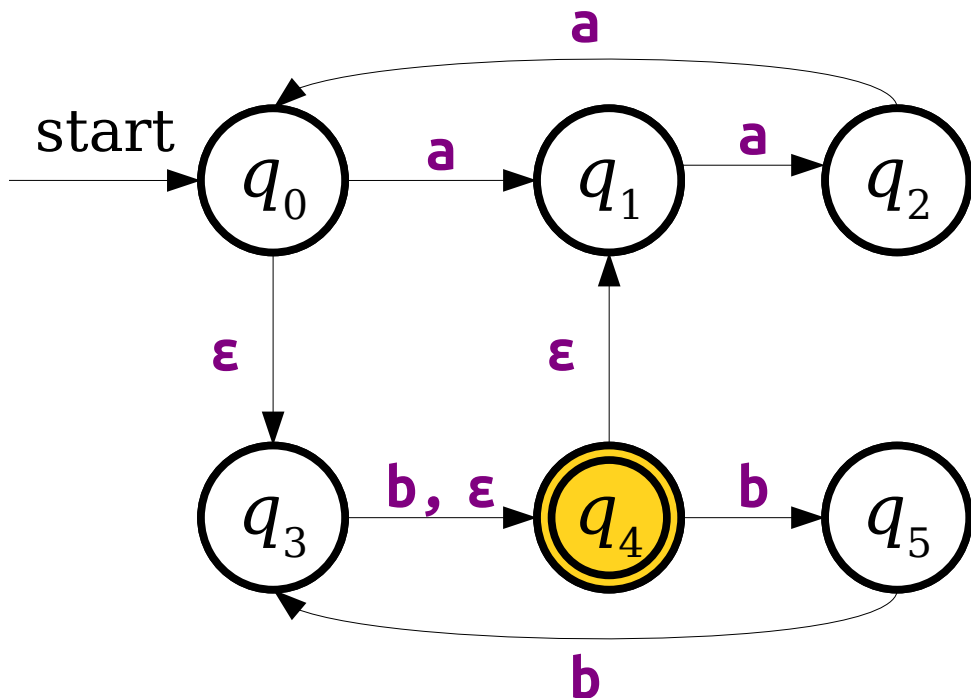
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ϵ -Transitions

- NFAs have a special type of transition called the **ϵ -transition**.
- An NFA may follow any number of ϵ -transitions at any time without consuming any input.
- NFAs are not *required* to follow ϵ -transitions. It's simply another option at the machine's disposal.

NFAs feel like automata with magical superpowers. Just how powerful are they?

Next Time

- ***The Powerset Construction***
 - So beautiful. So elegant. So cool!
- ***Closure Properties***
 - Can we combine regular languages?
- ***Language Transformations***
 - What's the deal with the notation Σ^* ?

Recap from Last Time

DFAs

- A **DFA** is a
 - **D**eterministic
 - **F**inite
 - **A**utomaton
- DFAs are the simplest type of automaton that we will see in this course.

DFA's

- A DFA is defined relative to some alphabet Σ .
- For each state in the DFA, there must be *exactly one* transition defined for each symbol in Σ .
 - This is the “deterministic” part of DFA.
- There is a unique start state.
- There are zero or more accepting states.

If D is a DFA, the ***language of D*** , denoted $\mathcal{L}(D)$, is $\{ w \in \Sigma^* \mid D \text{ accepts } w \}$.

A language L is called a ***regular language*** if there exists a DFA D such that $\mathcal{L}(D) = L$.

NFAs

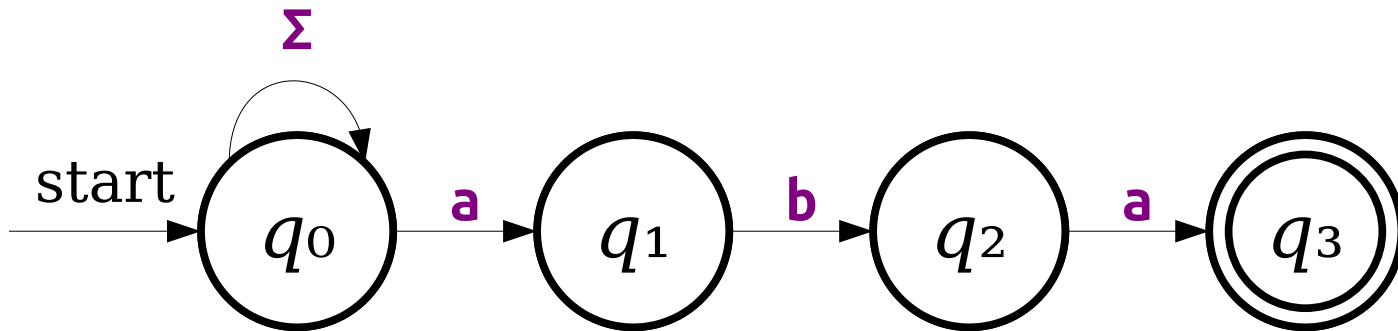
- An **NFA** is a
 - **N**ondeterministic
 - **F**inite
 - **A**utomaton
- Can have missing transitions or multiple transitions defined on the same input symbol.
- Accepts if *any possible series of choices* leads to an accepting state.

New Stuff!

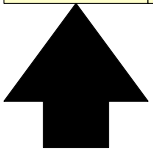
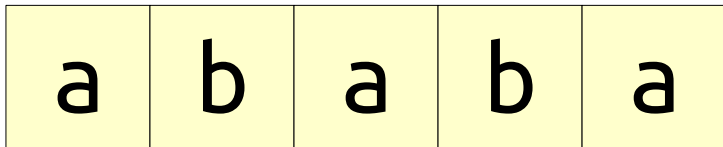
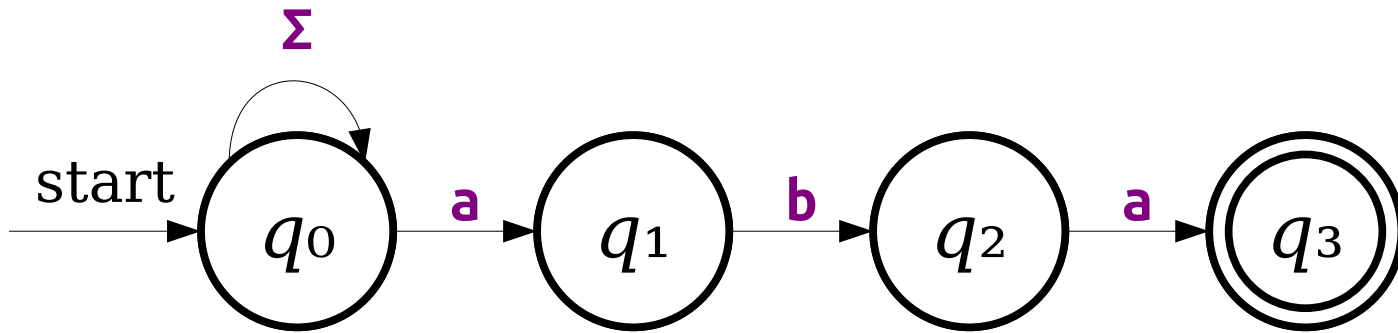
Intuiting Nondeterminism

- Nondeterministic machines are a serious departure from physical computers. How can we build up an intuition for them?
- There are two particularly useful frameworks for interpreting nondeterminism:
 - *Perfect positive guessing*
 - *Massive parallelism*

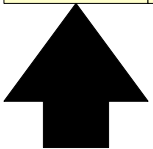
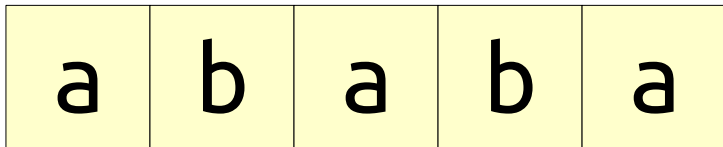
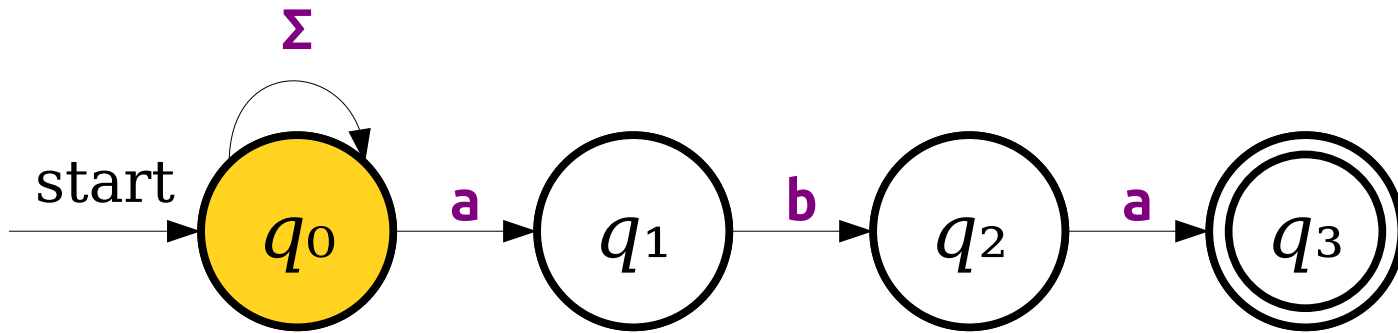
Perfect Positive Guessing



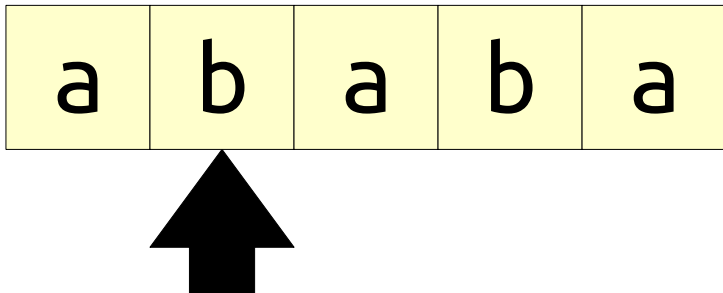
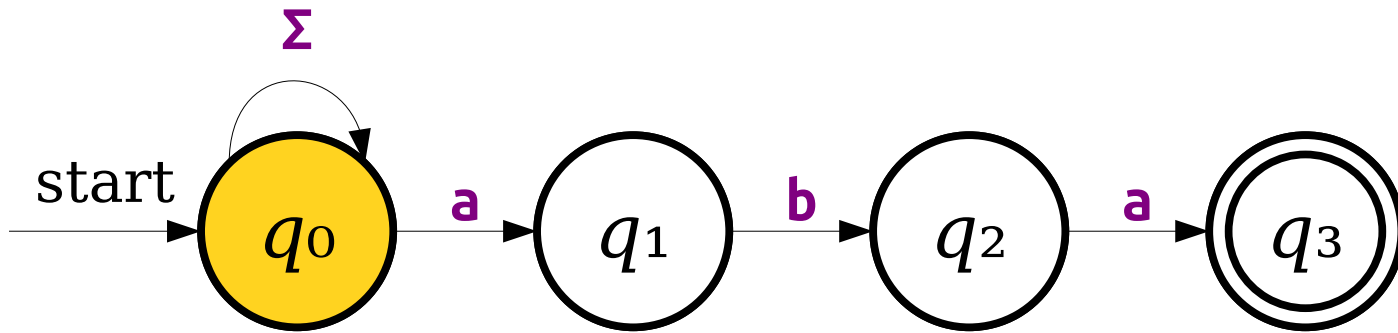
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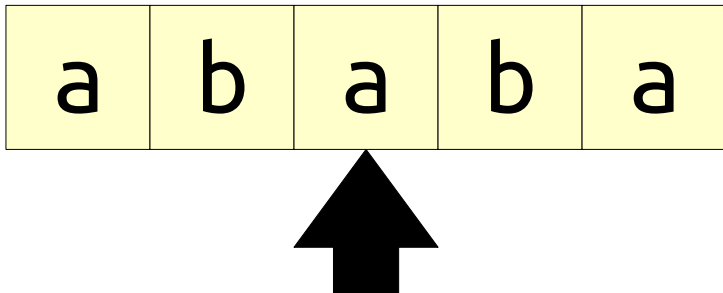
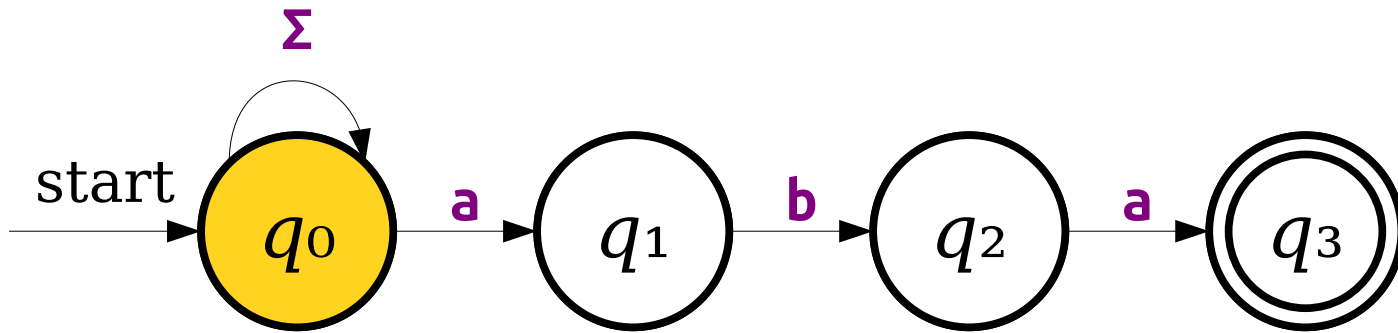
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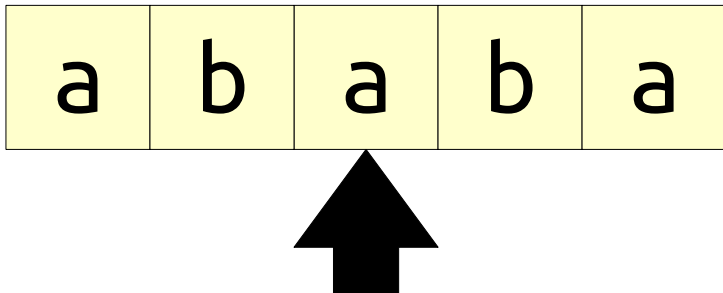
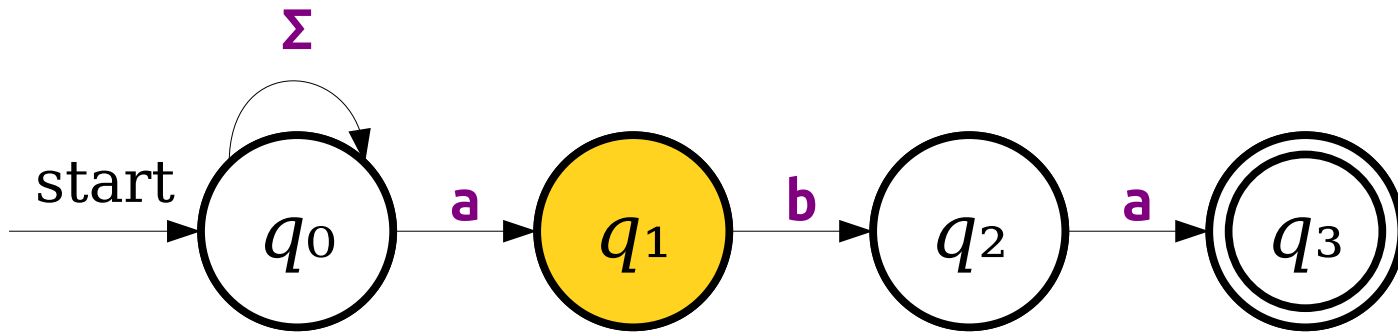
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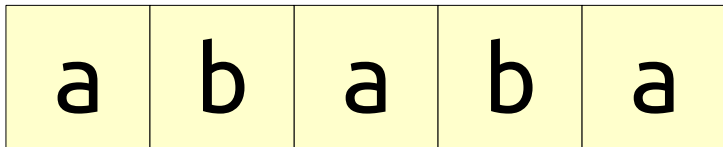
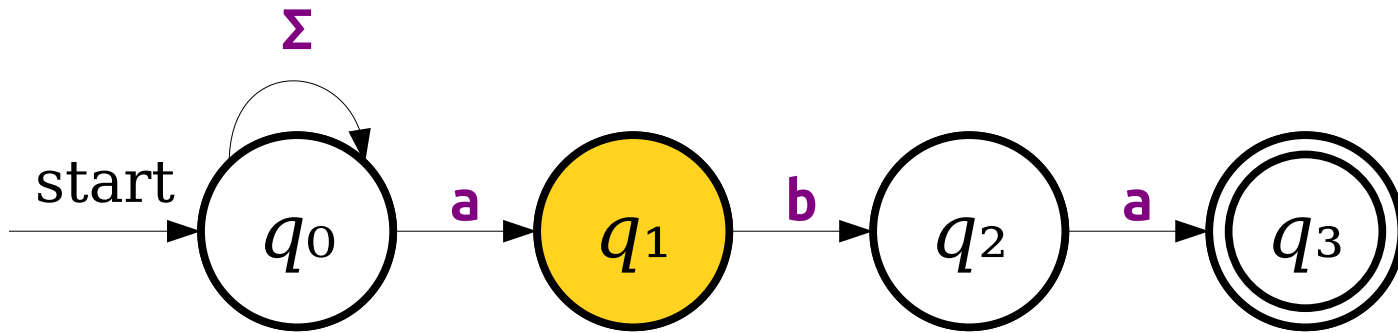
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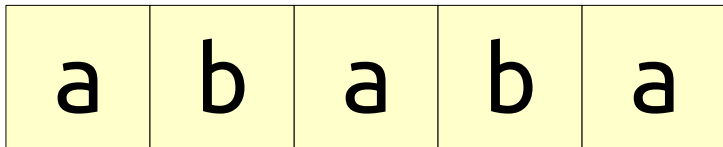
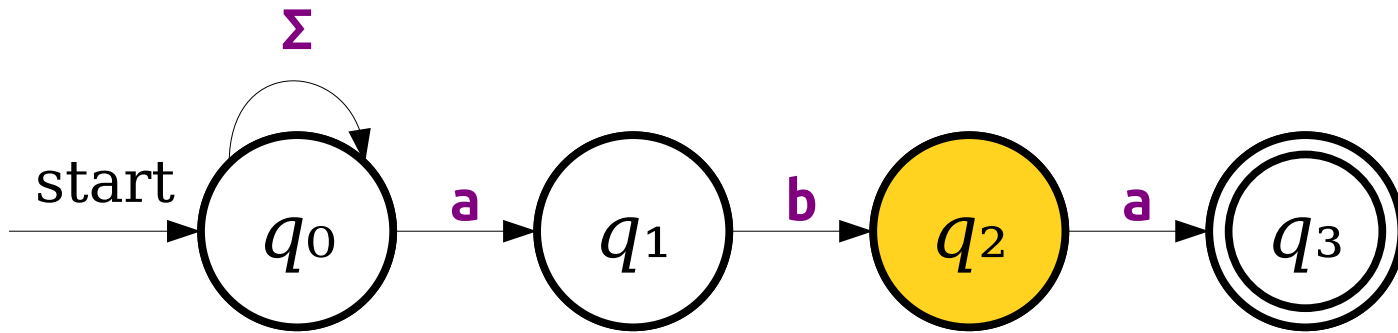
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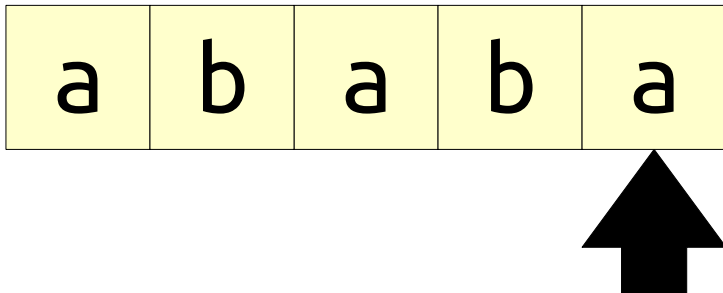
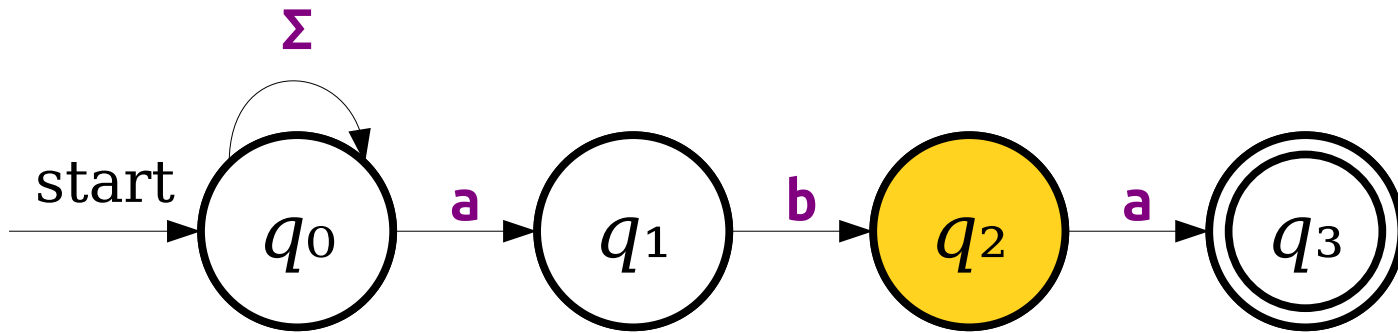
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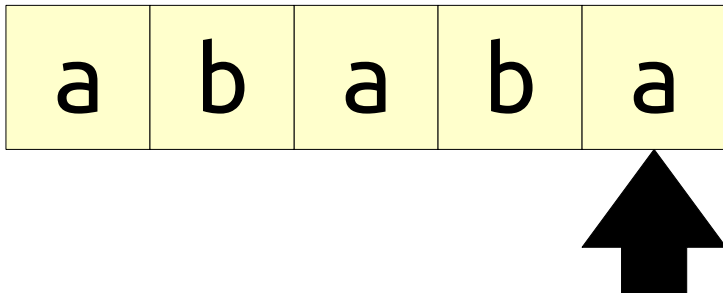
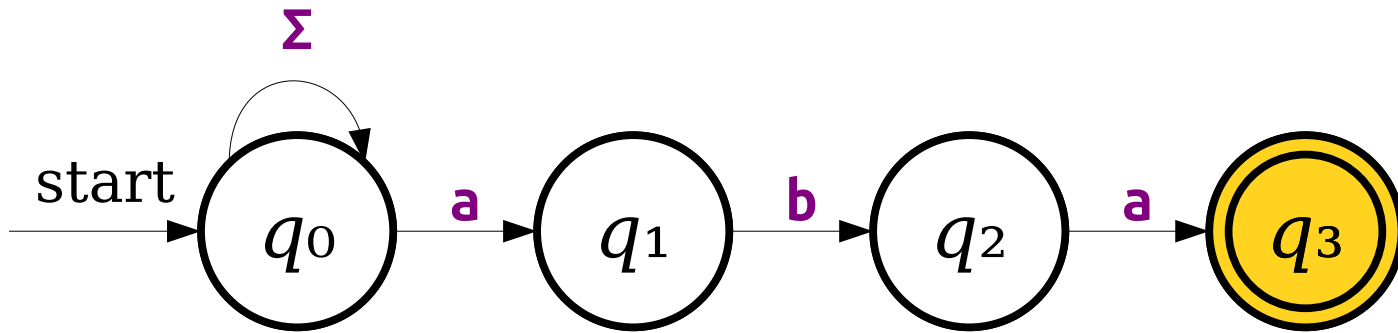
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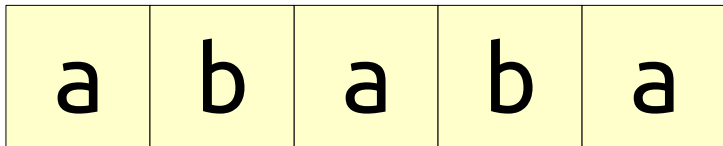
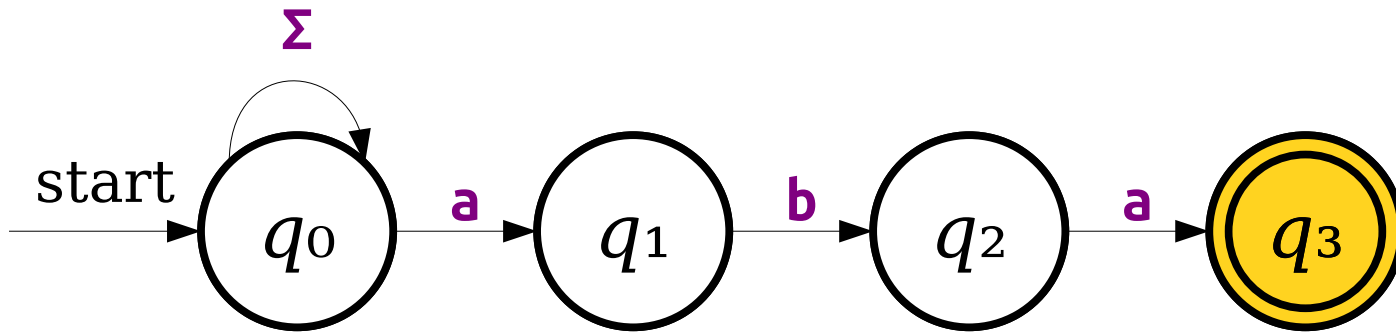
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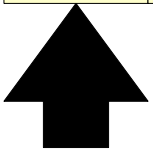
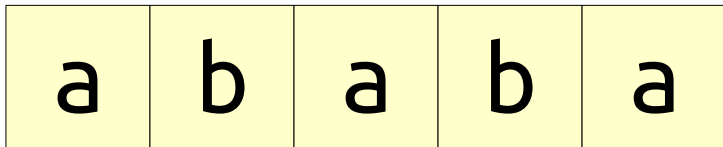
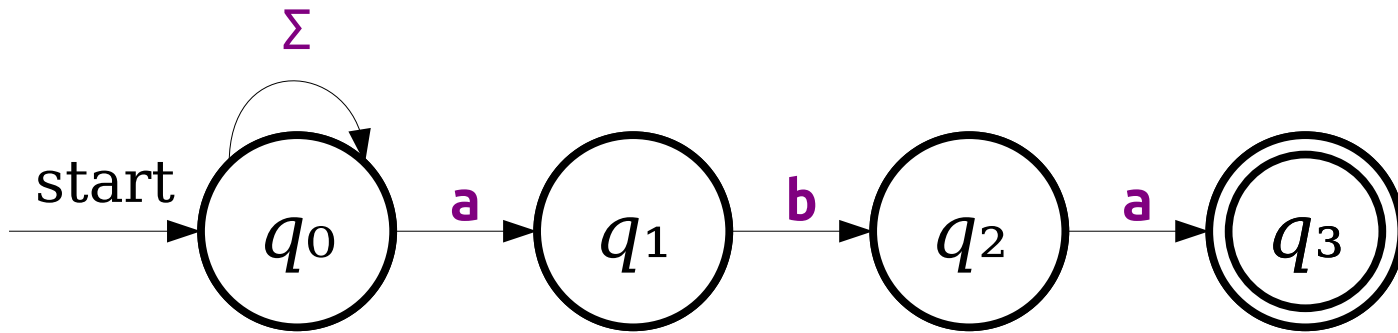
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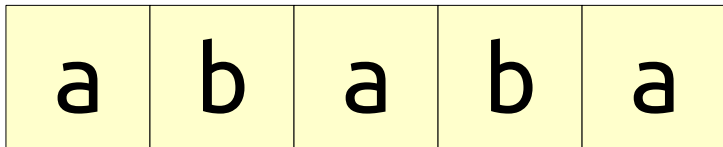
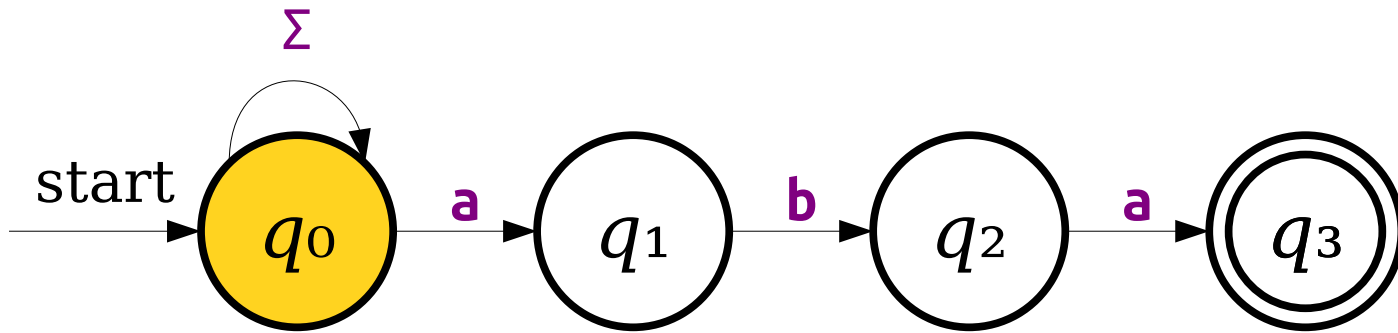
Perfect Positive Guessing

- We can view nondeterministic machines as having ***Magic Superpowers*** that enable them to guess choices that lead to an accepting state.
 - If there is at least one choice that leads to an accepting state, the machine will guess it.
 - If there are no choices, the machine guesses any one of the wrong guesses.
- There is no known way to physically model this intuition of nondeterminism – this is quite a departure from reality!

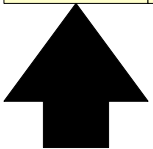
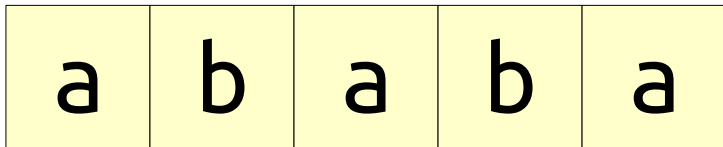
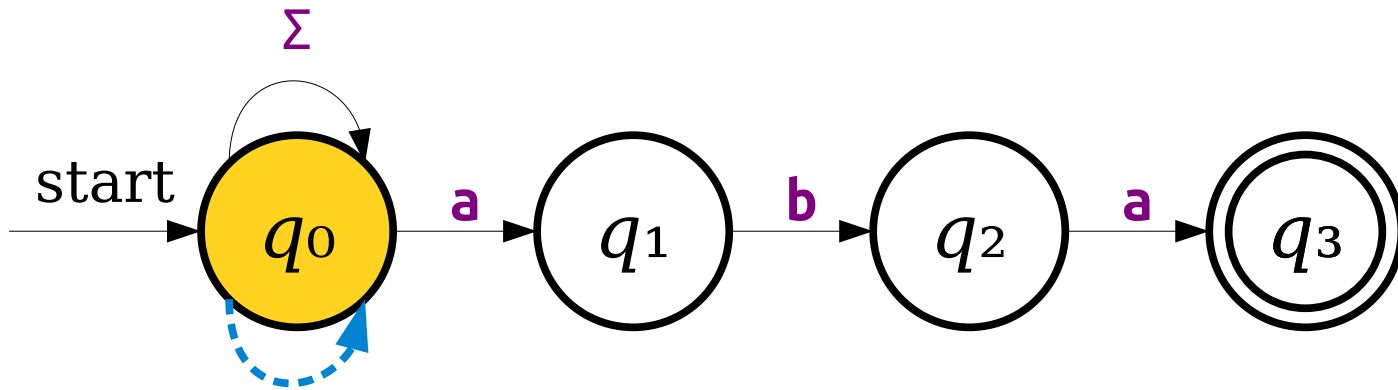
Massive Parallelism



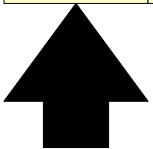
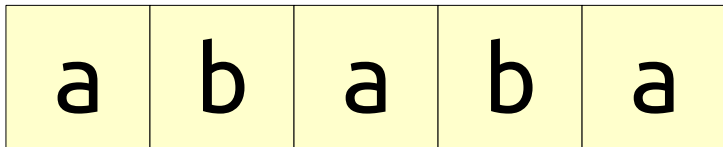
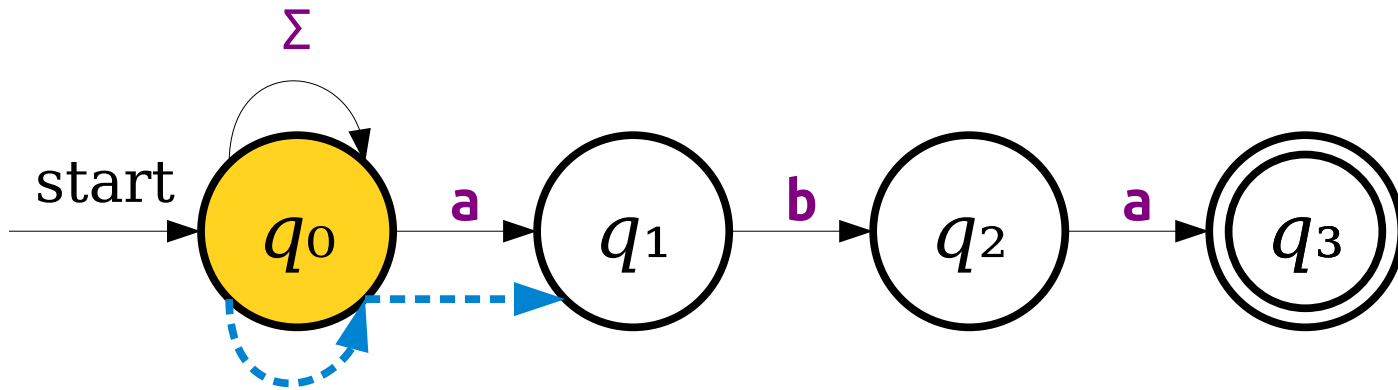
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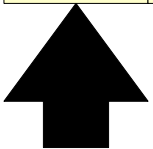
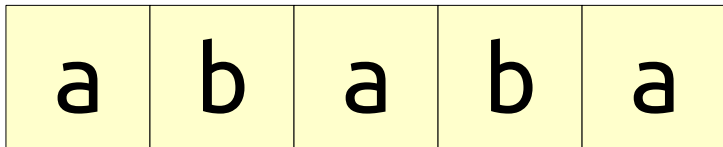
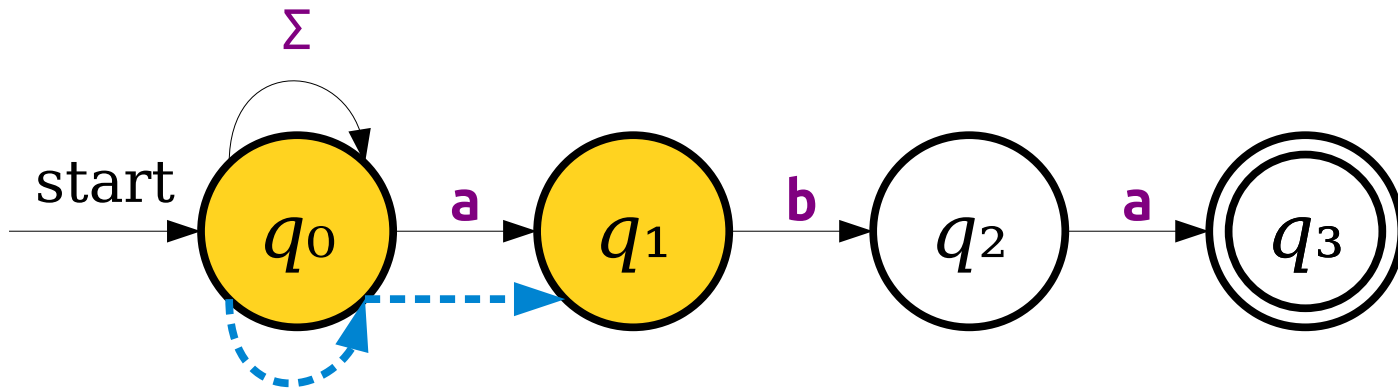
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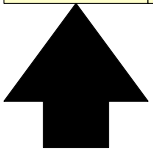
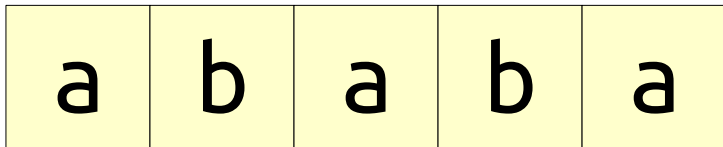
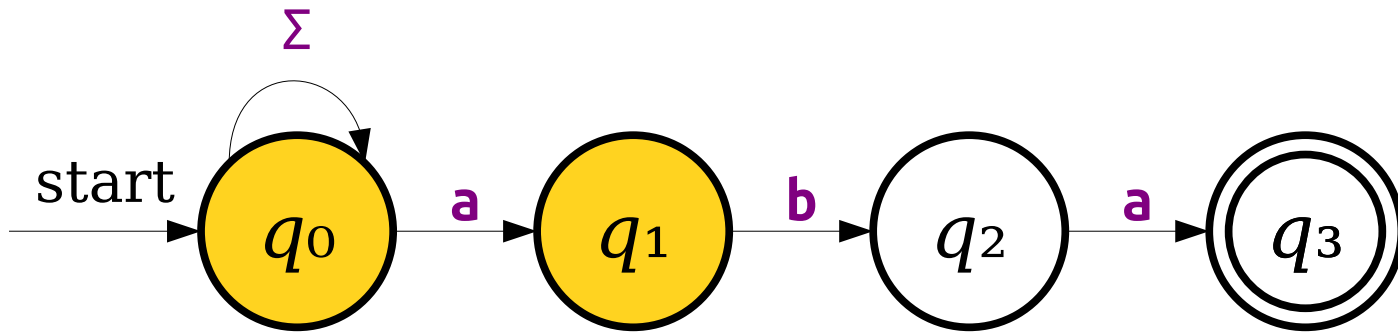
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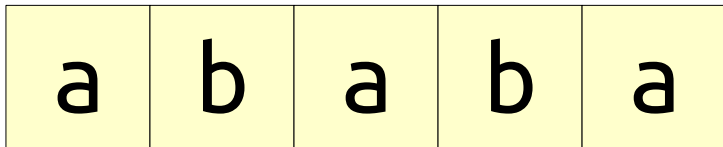
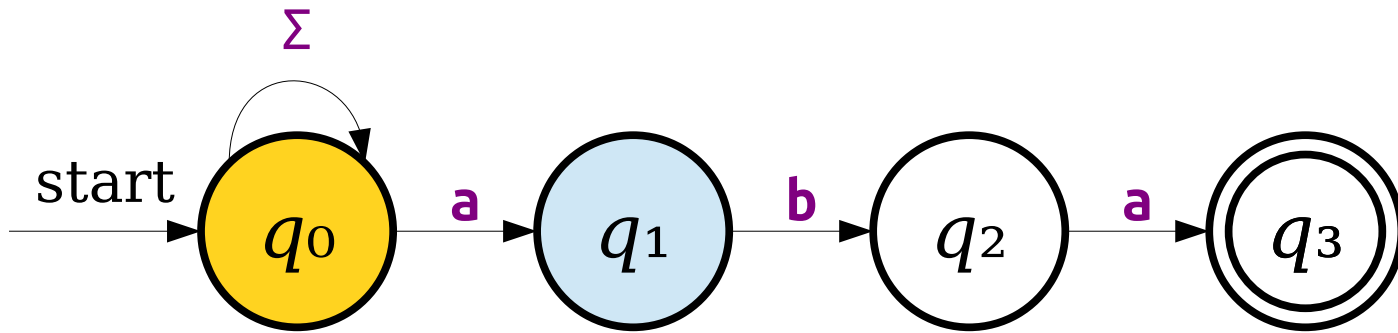
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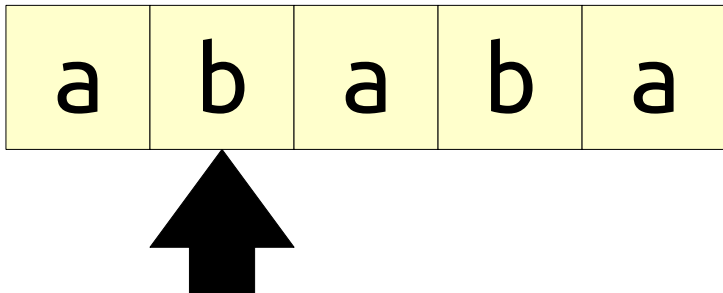
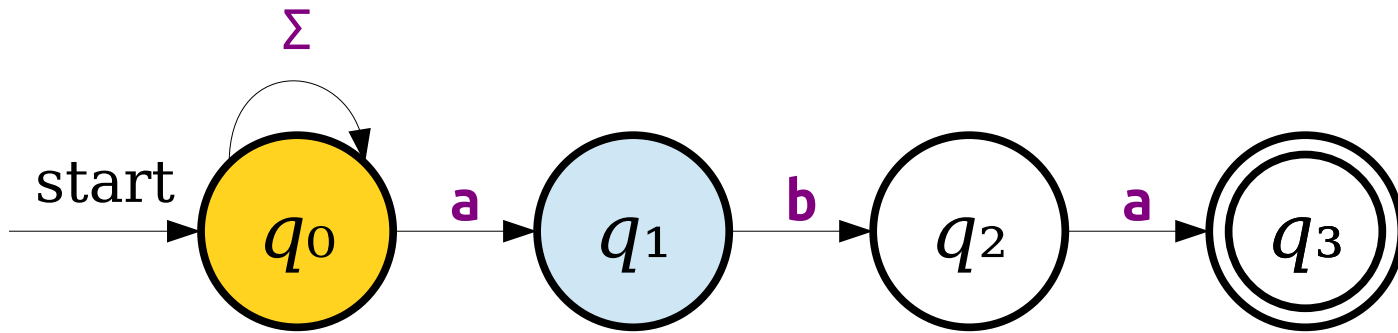
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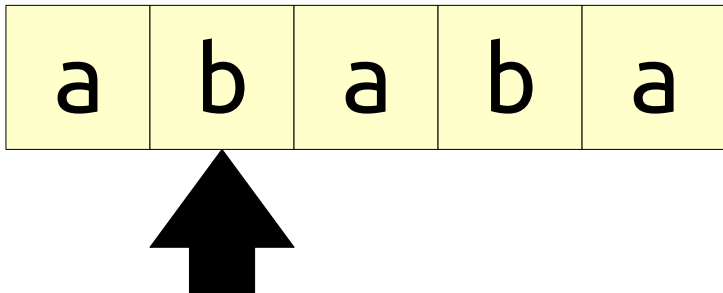
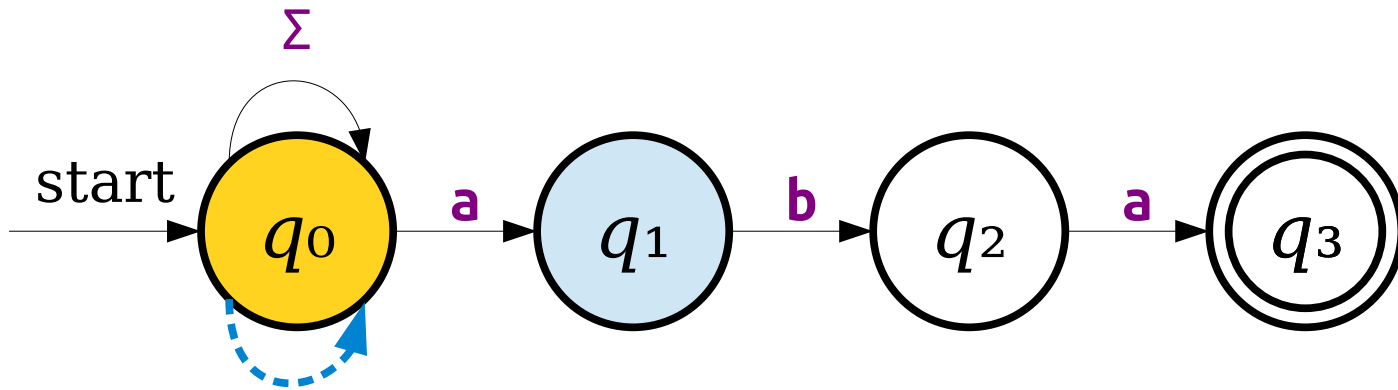
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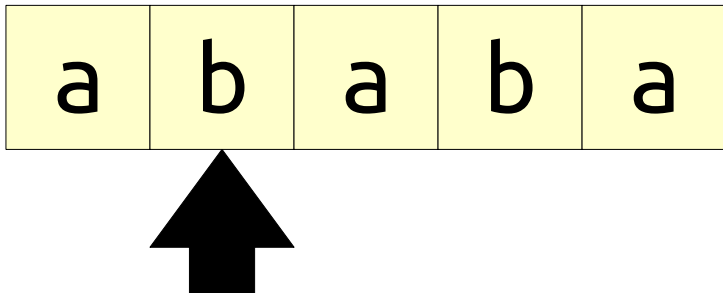
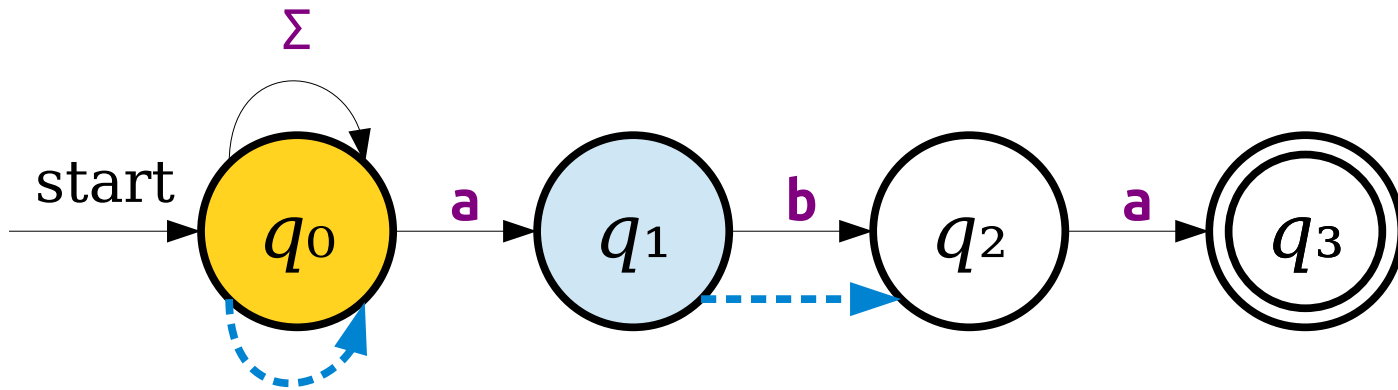
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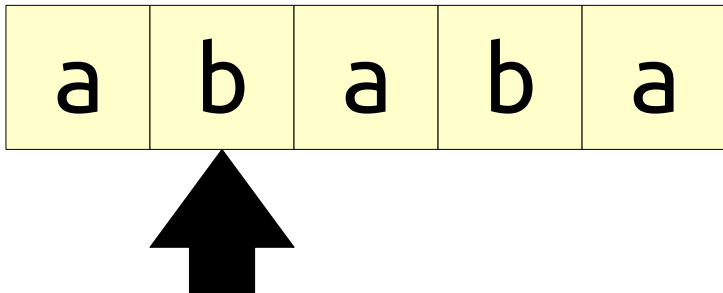
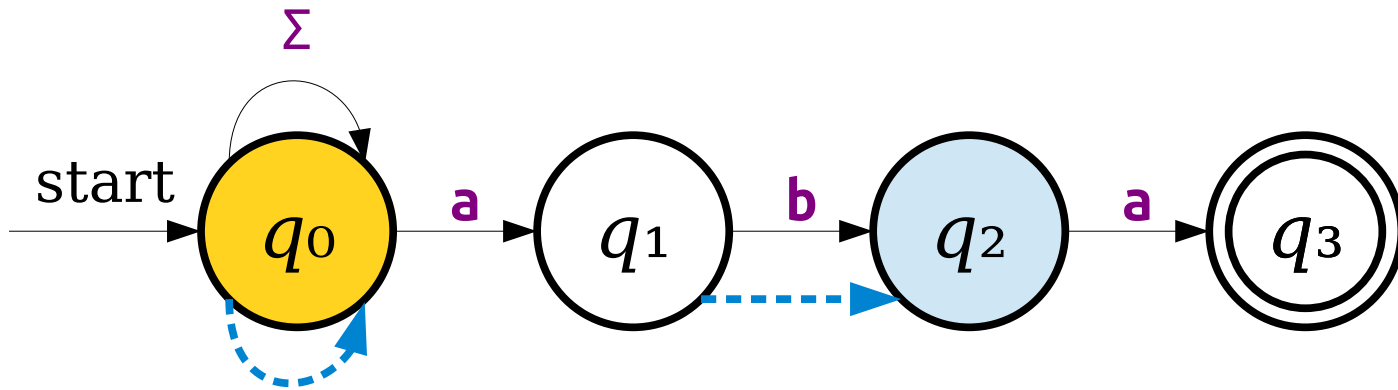
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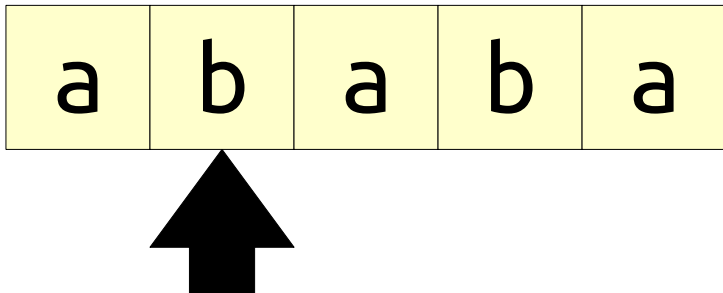
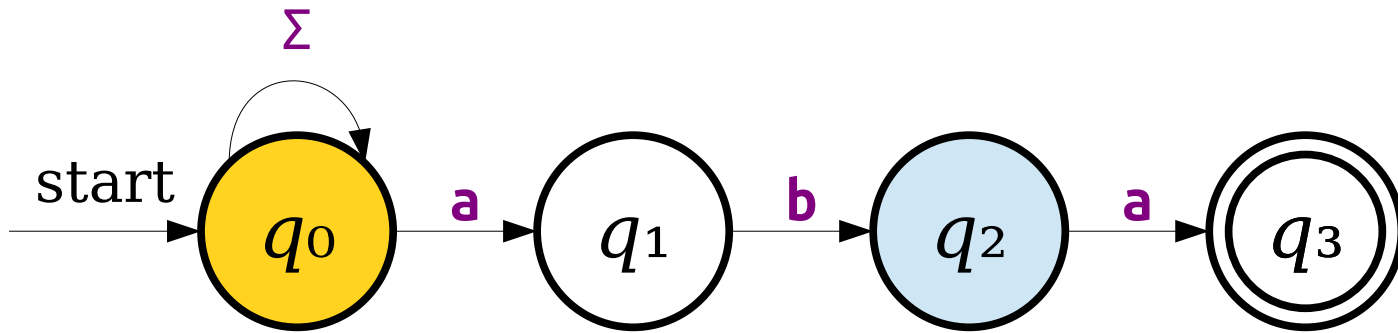
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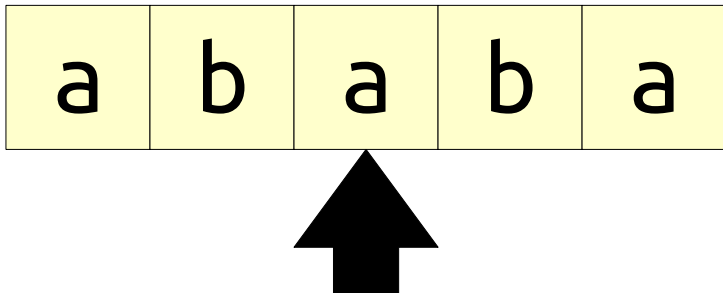
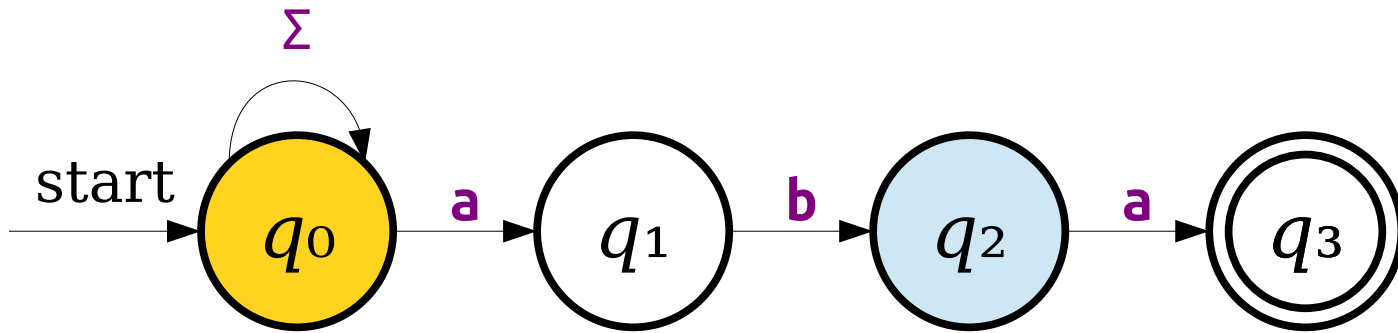
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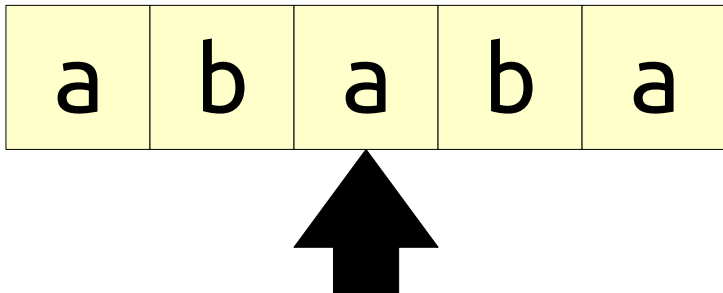
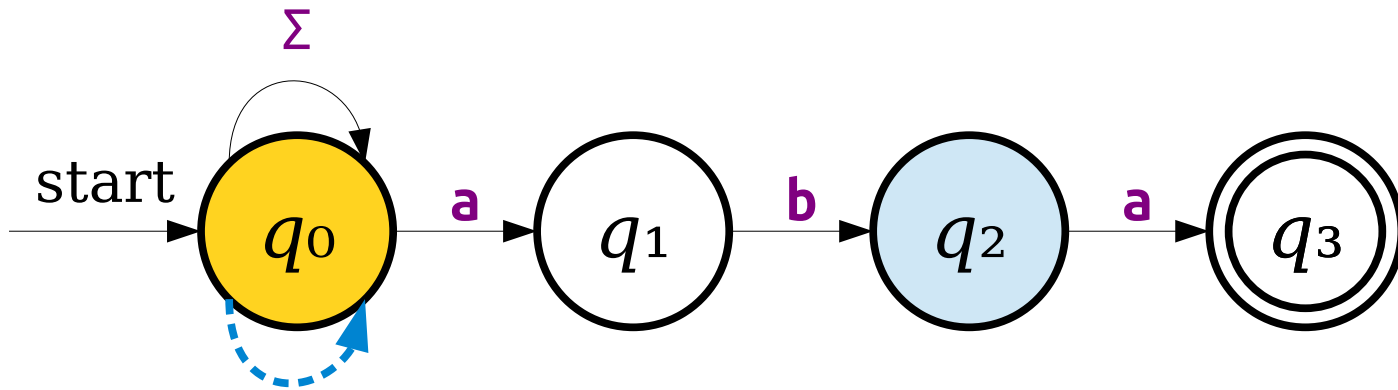
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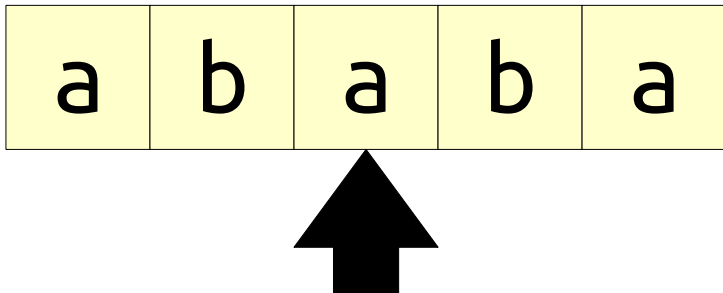
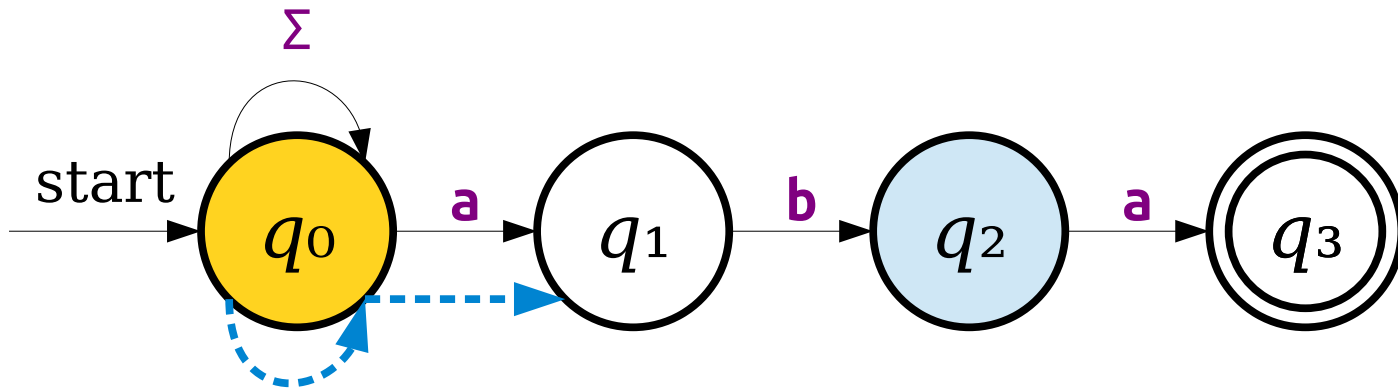
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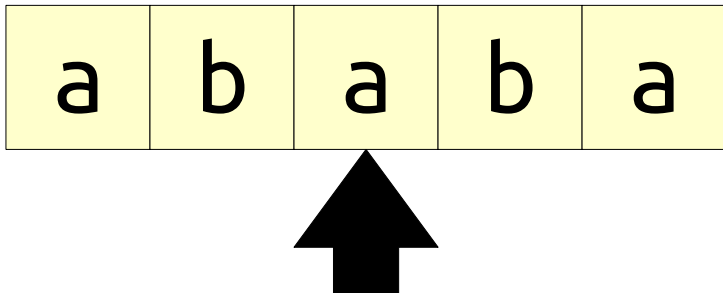
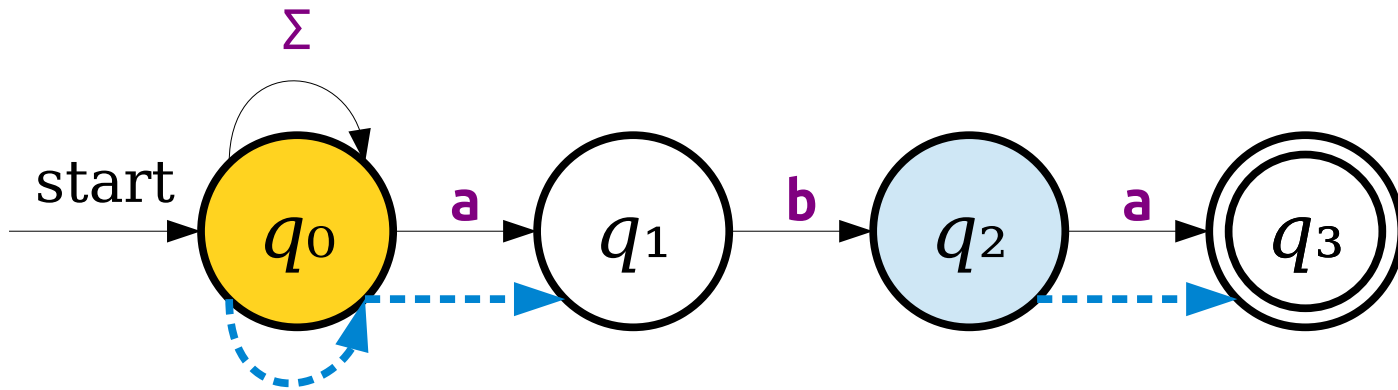
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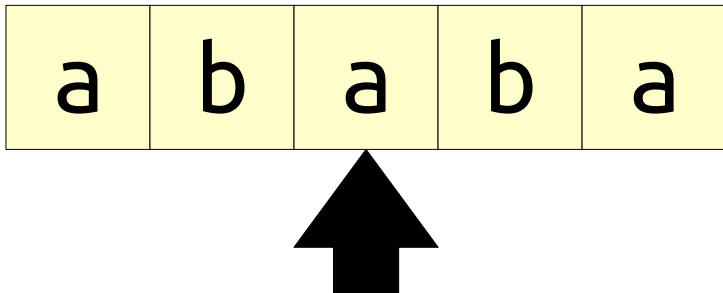
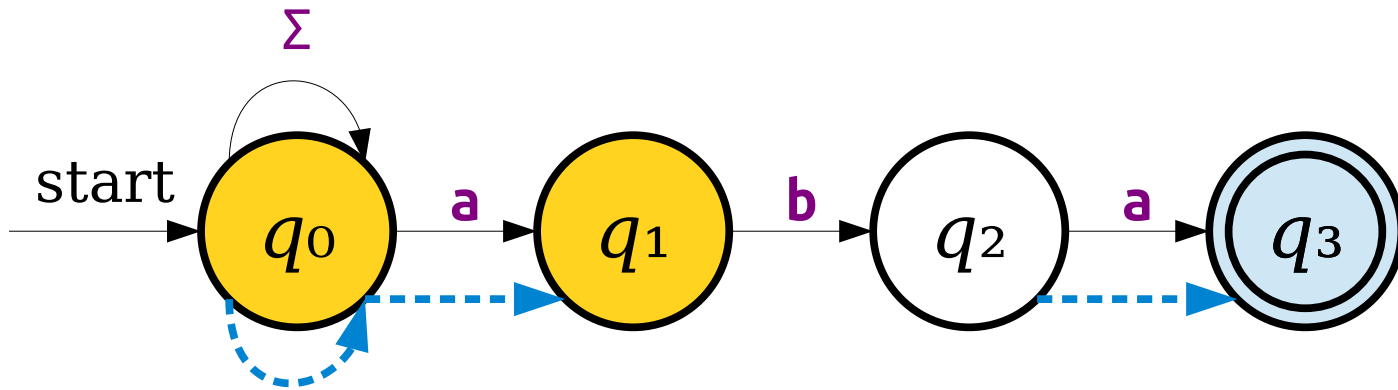
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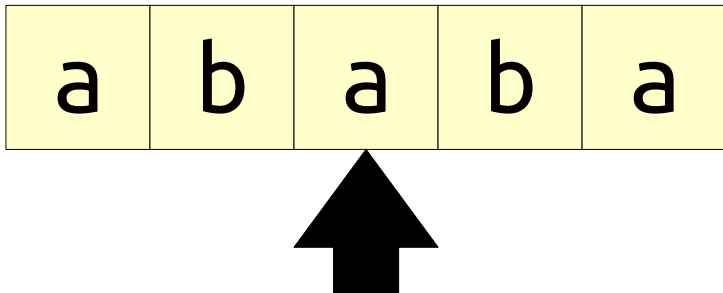
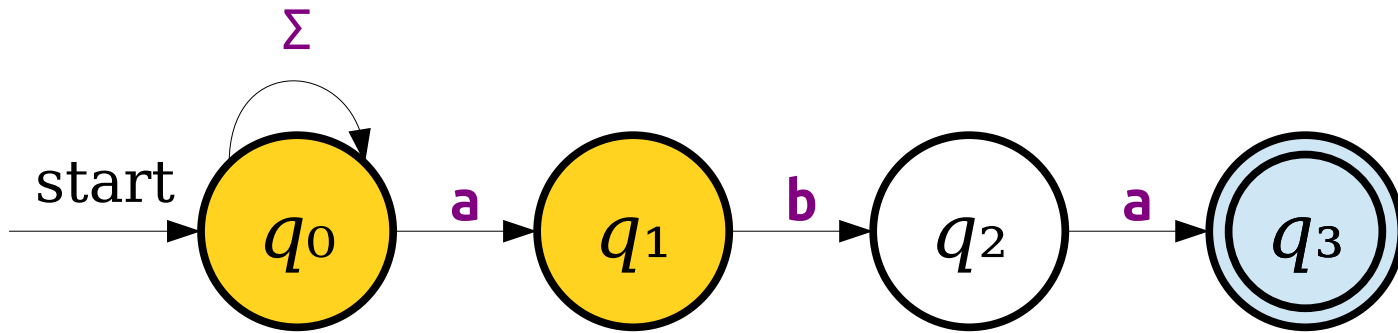
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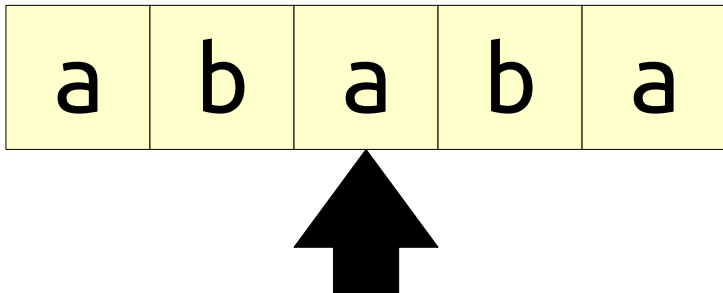
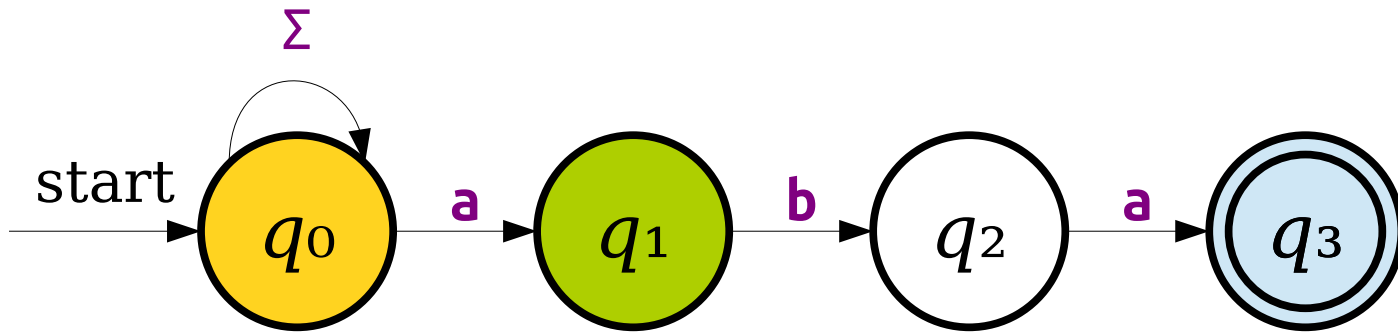
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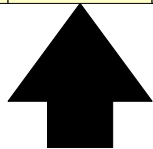
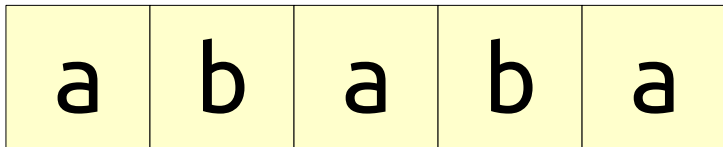
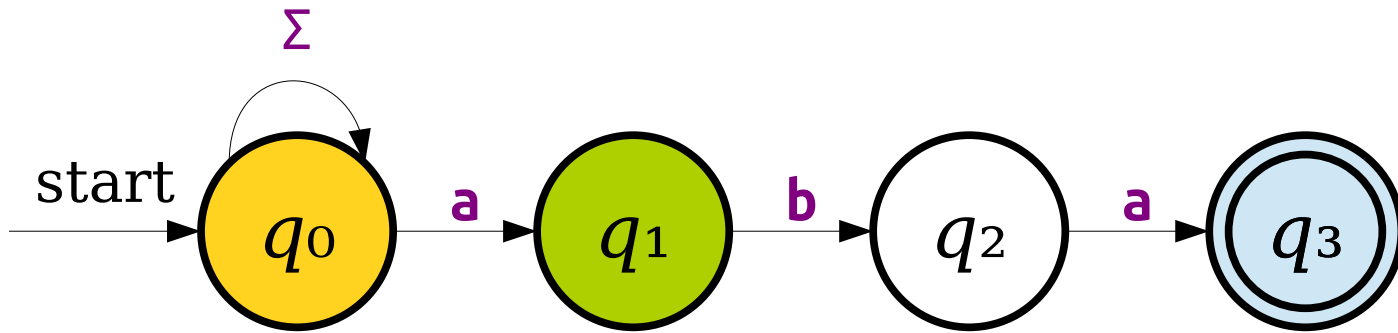
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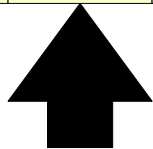
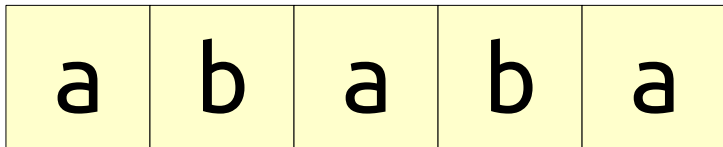
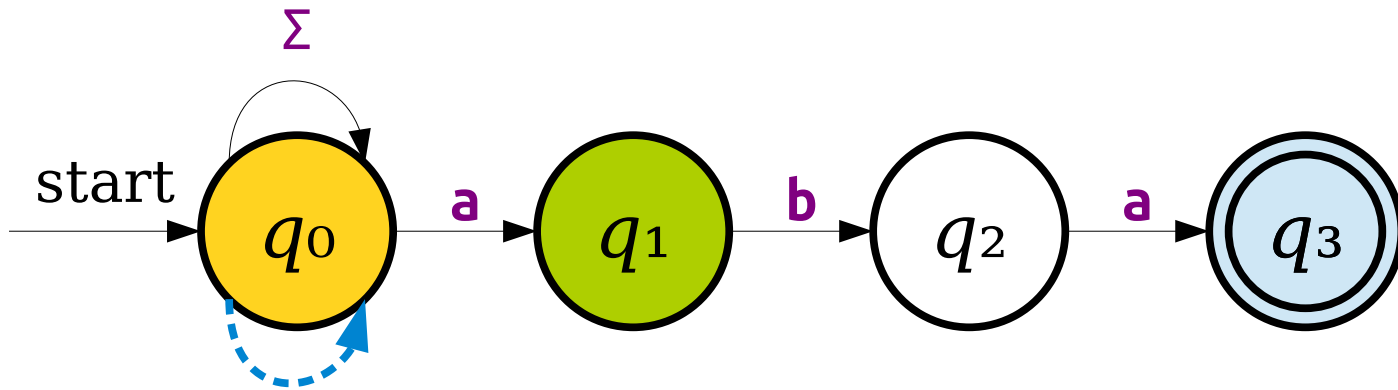
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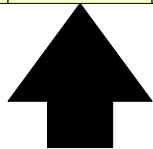
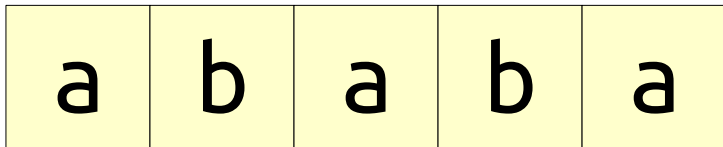
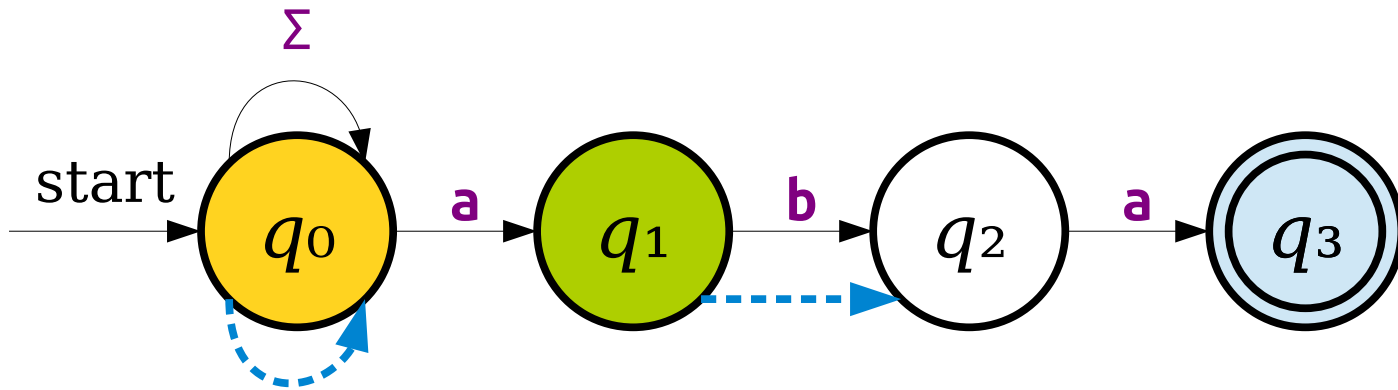
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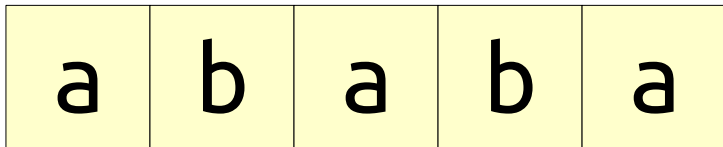
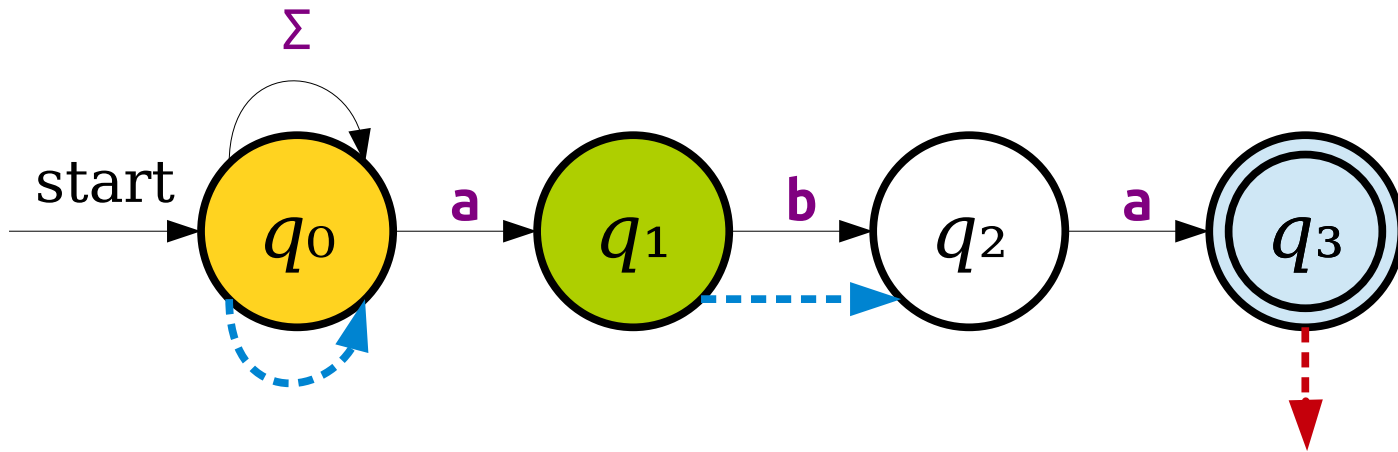
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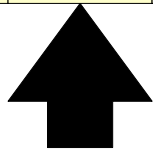
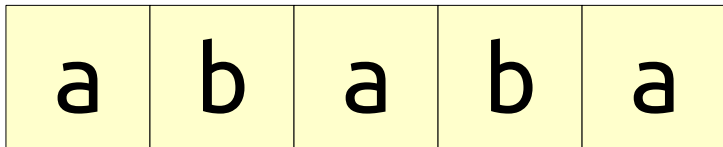
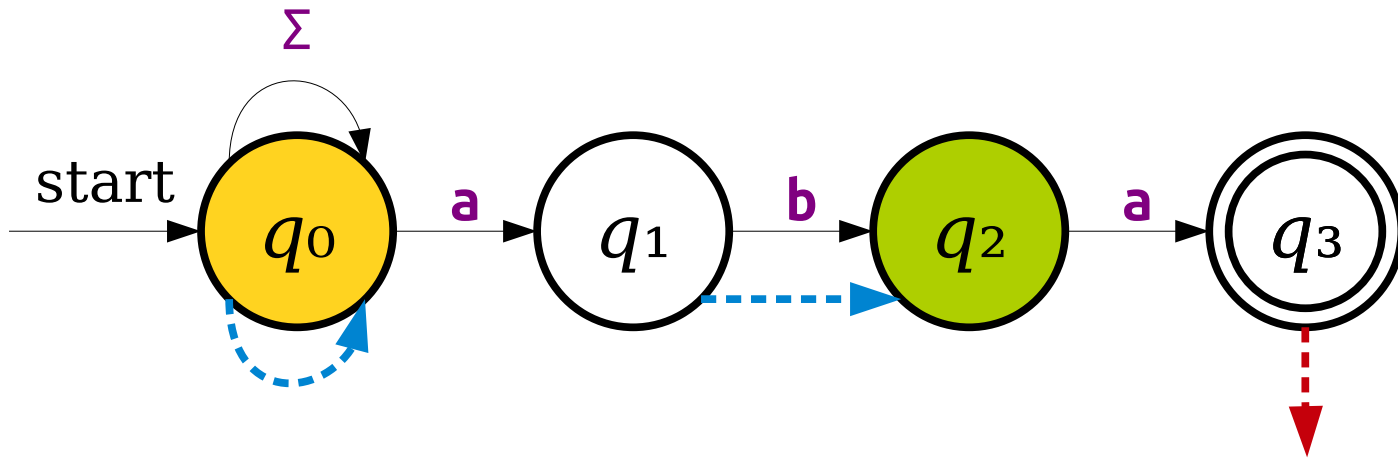
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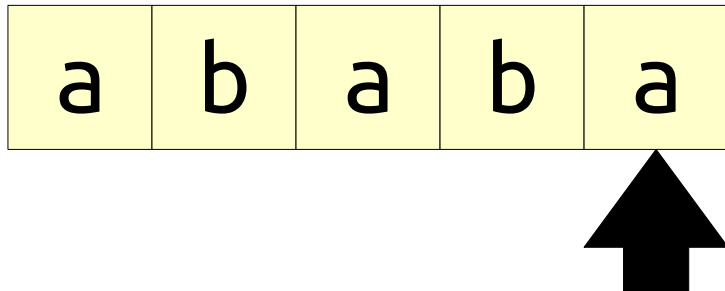
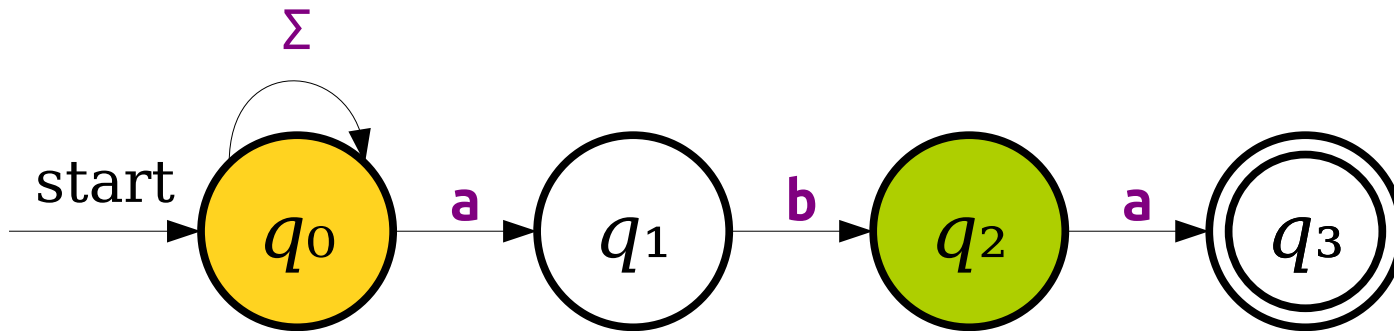
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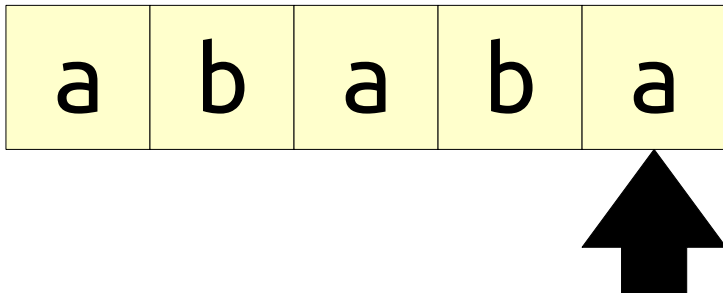
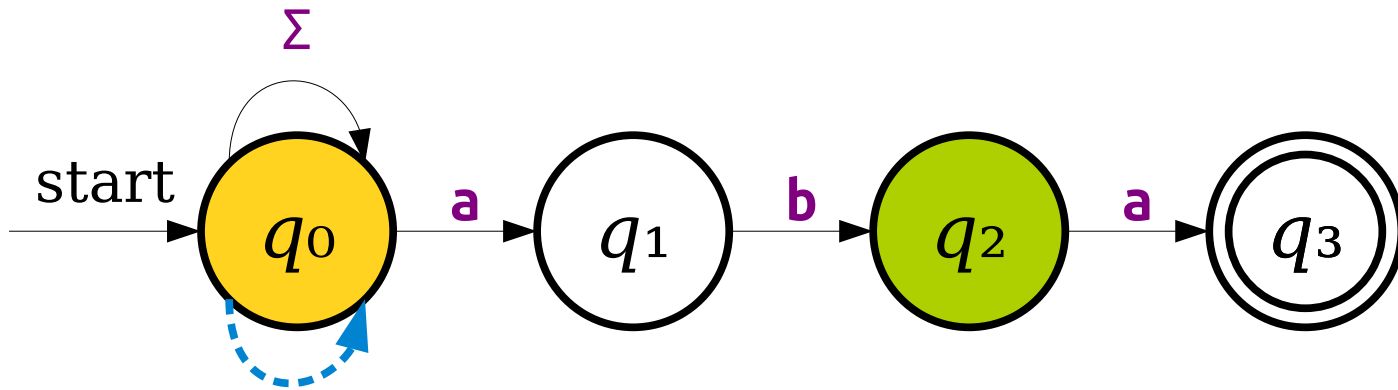
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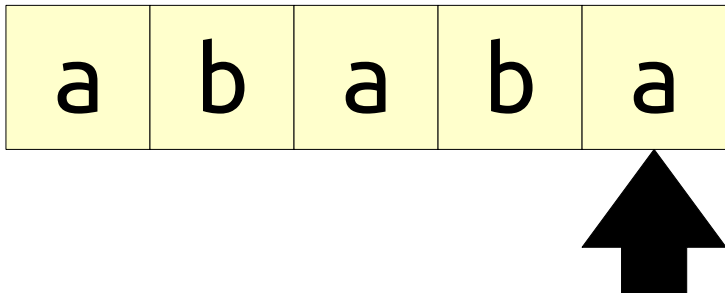
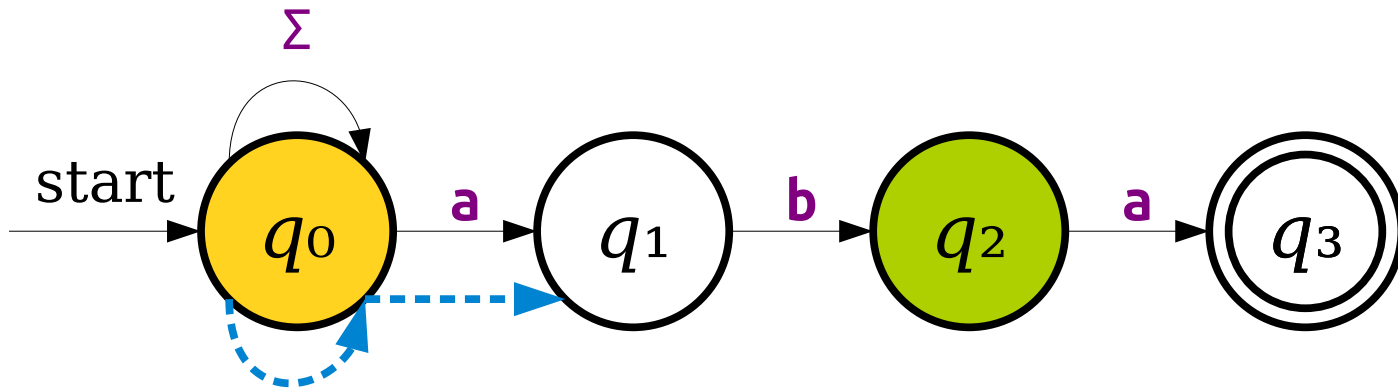
Using the massive parallelism intuition, if we are in the states q_0 and q_2 , what set of states will we be in after reading the character **a**?

***Respond at
pollev.com/zhenglian***

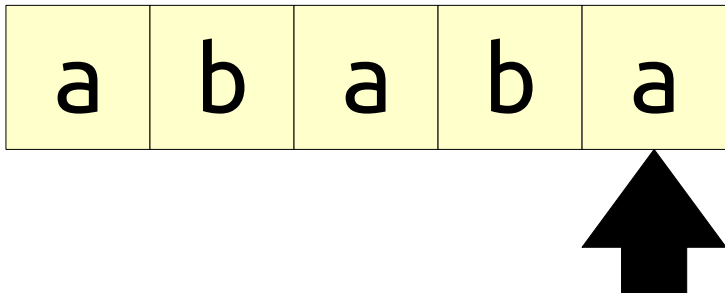
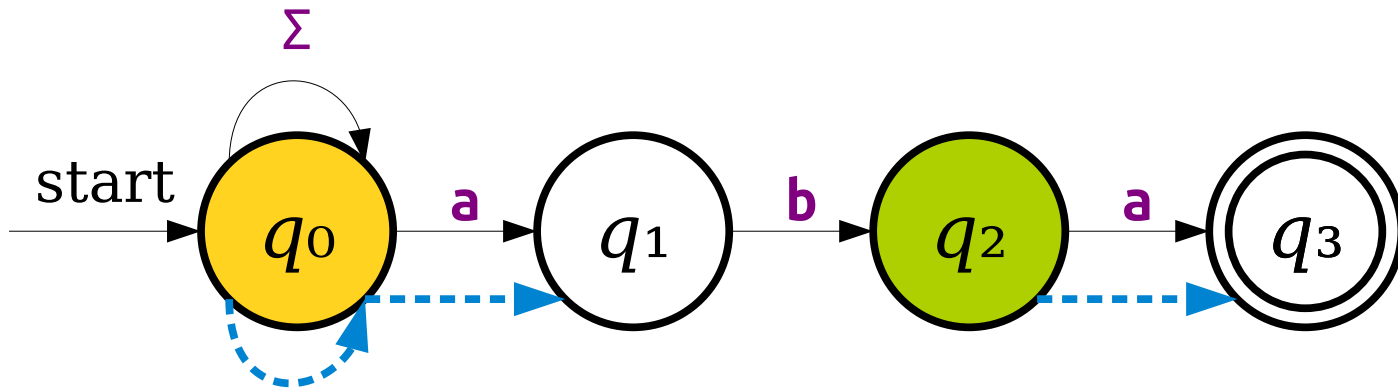
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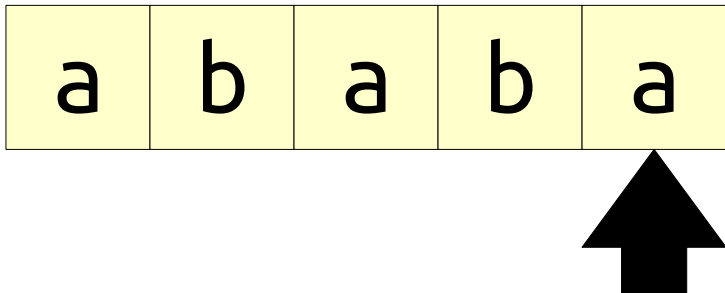
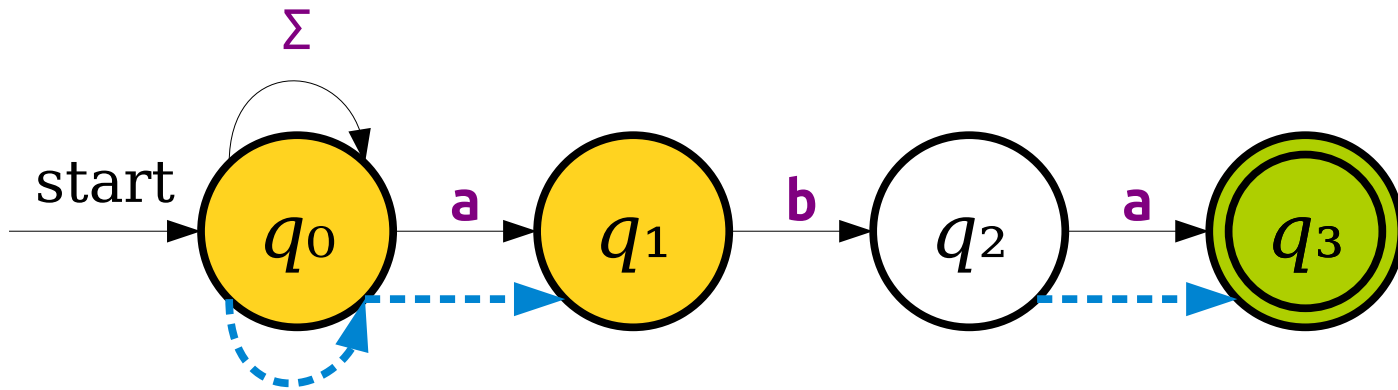
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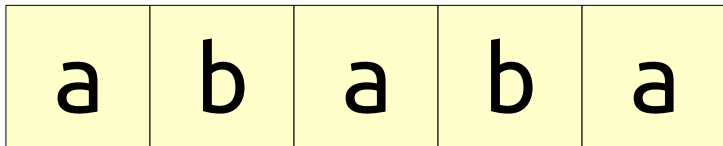
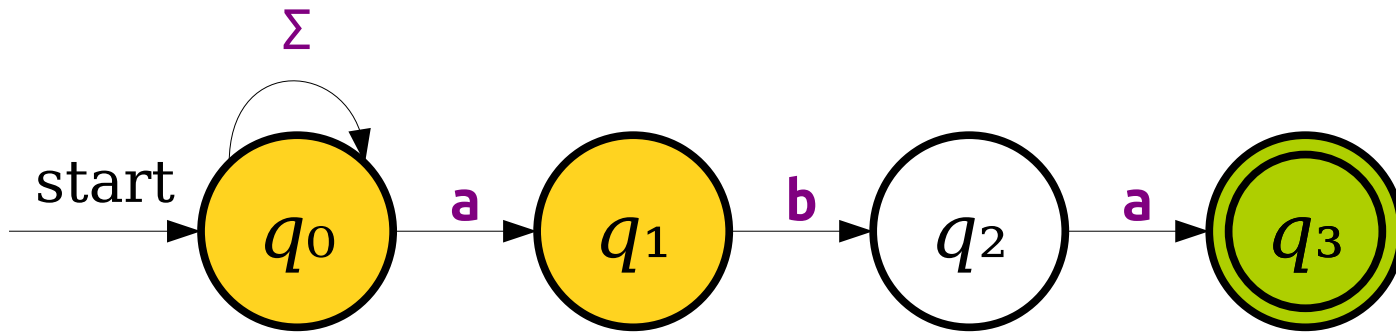
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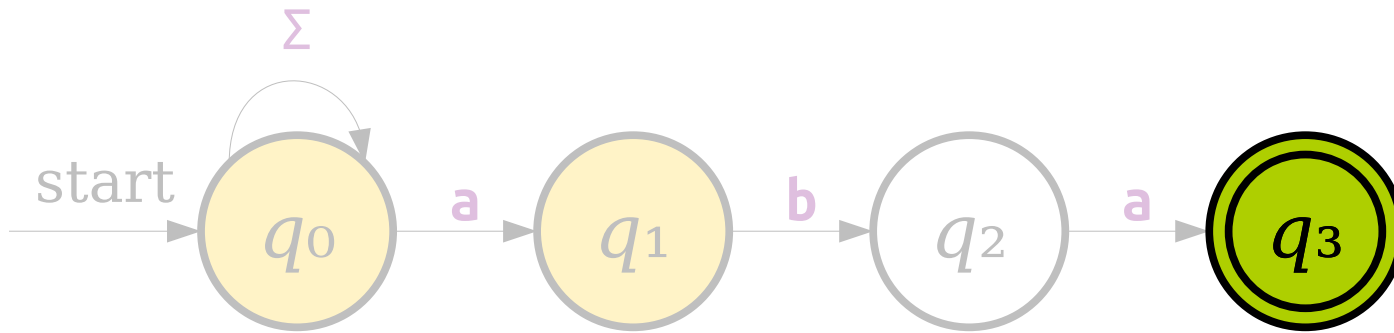
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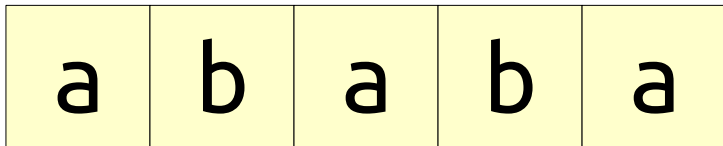
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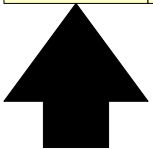
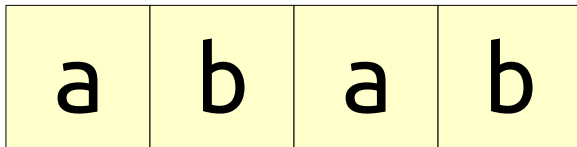
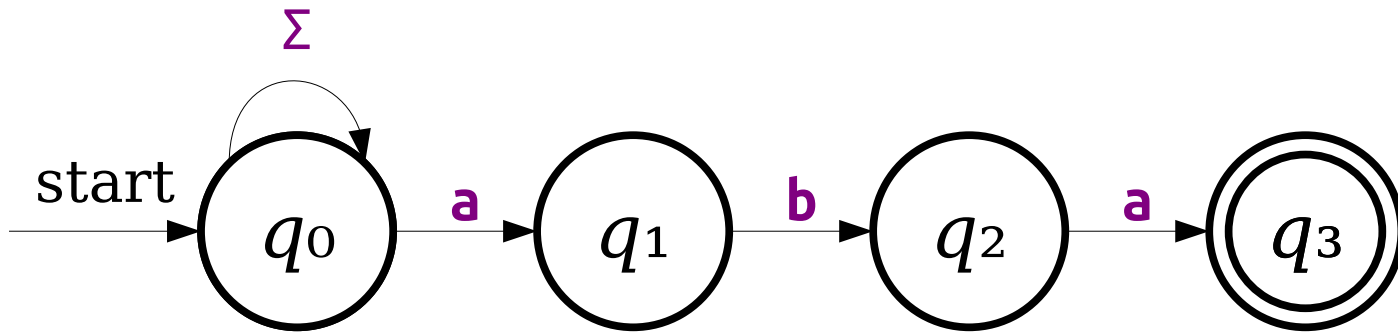
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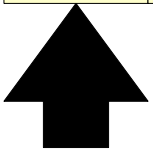
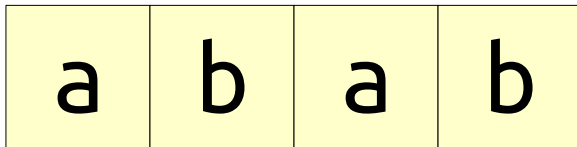
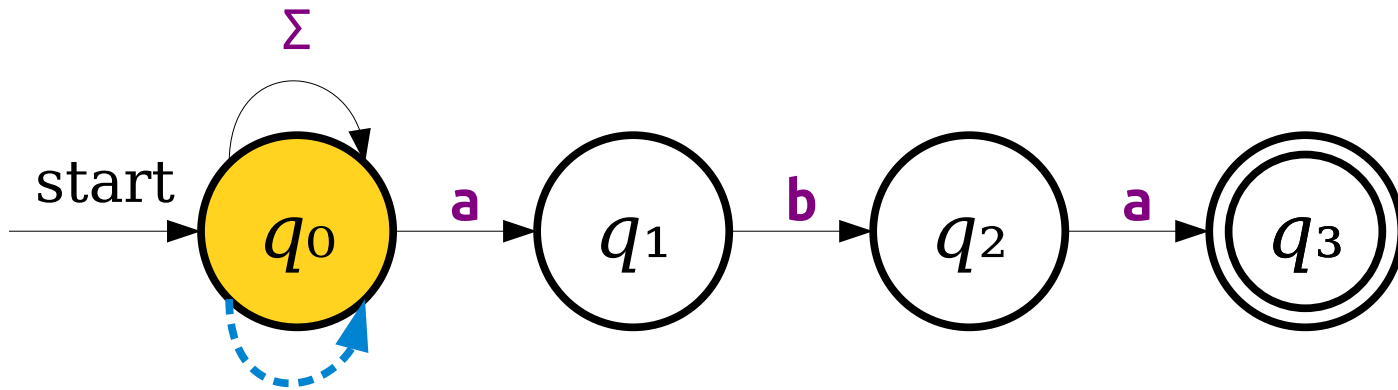
We're in at least one accepting state, so there's some path that gets us to an accepting state.



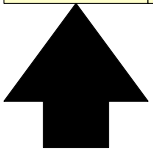
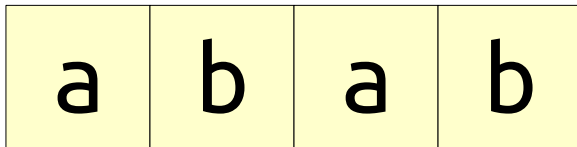
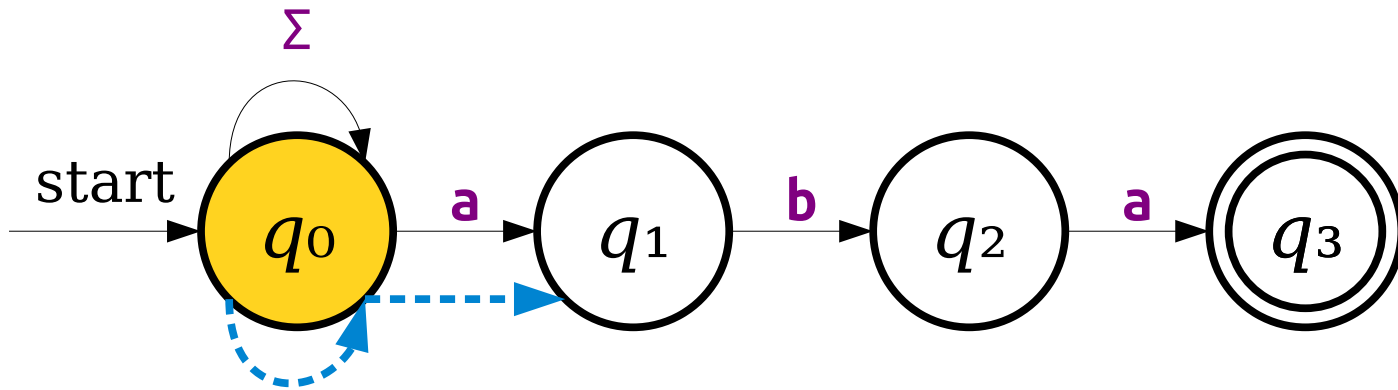
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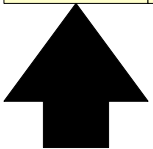
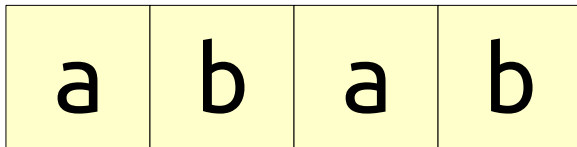
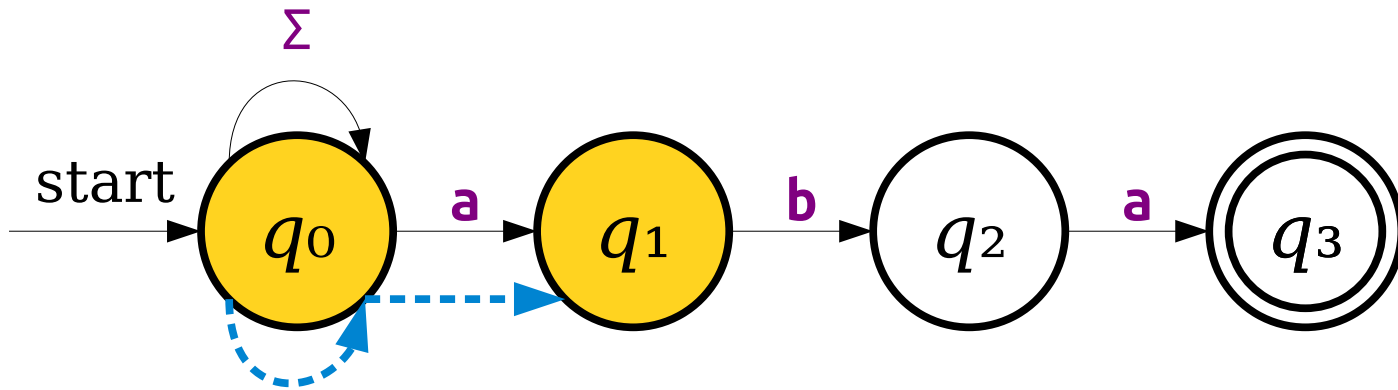
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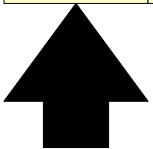
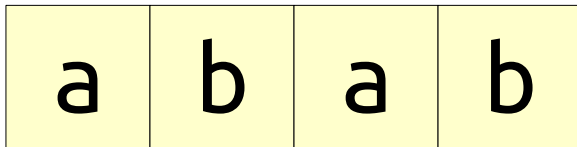
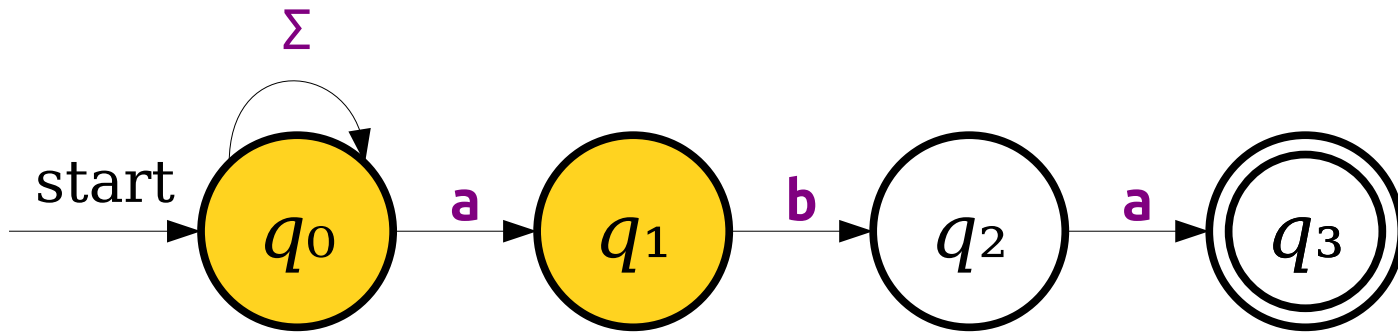
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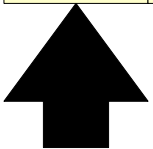
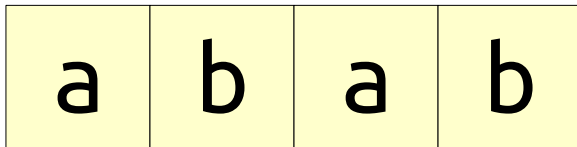
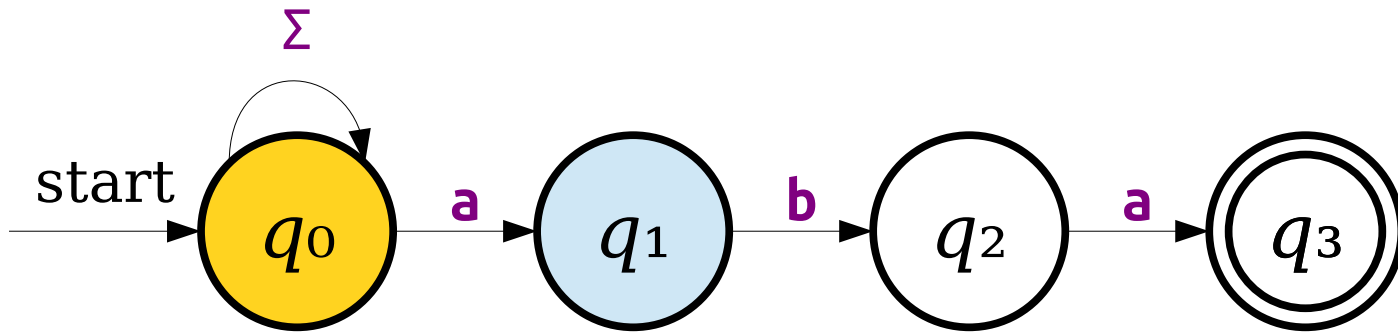
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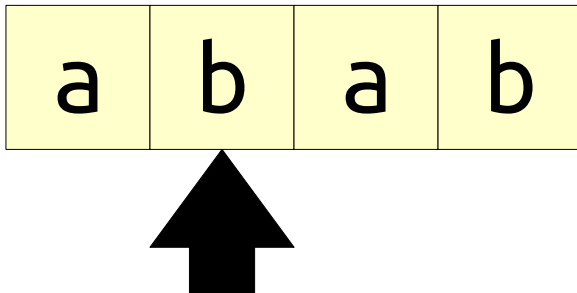
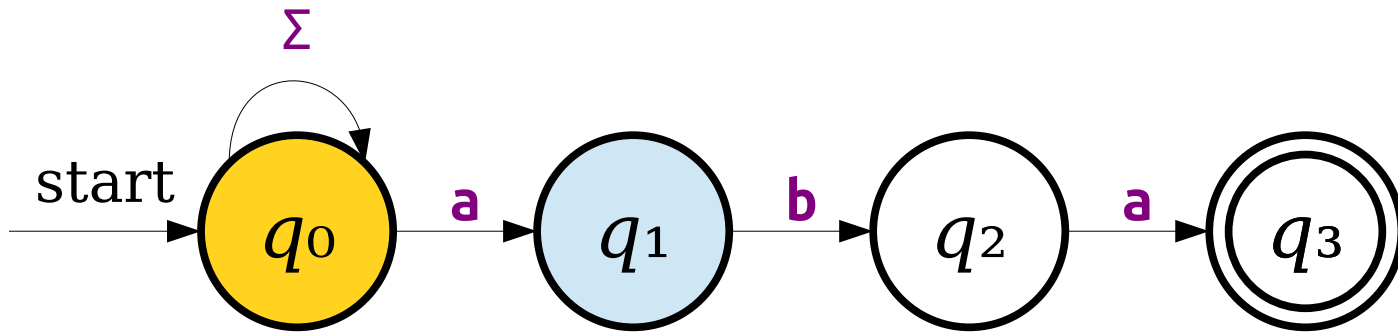
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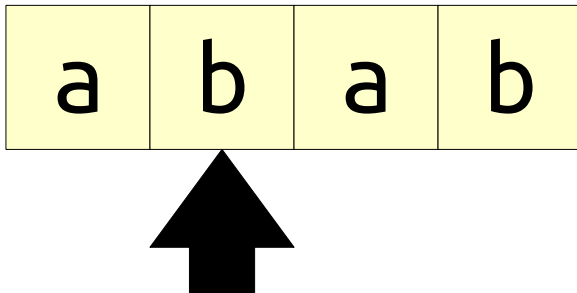
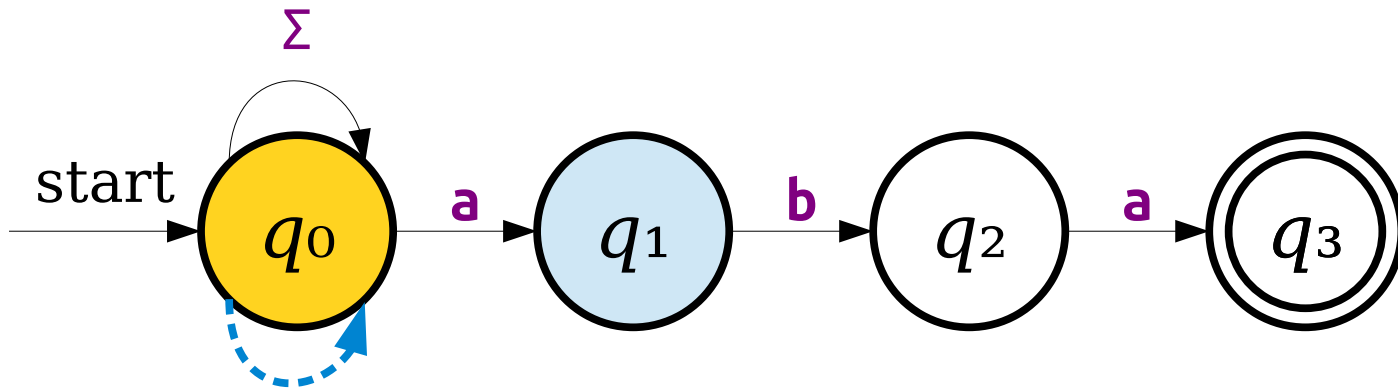
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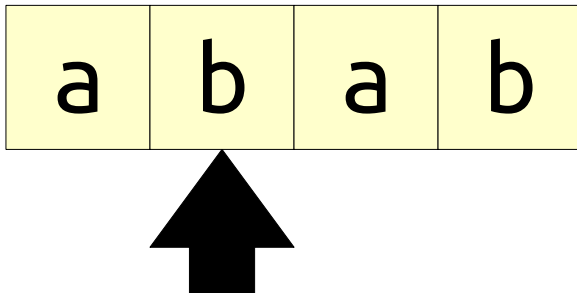
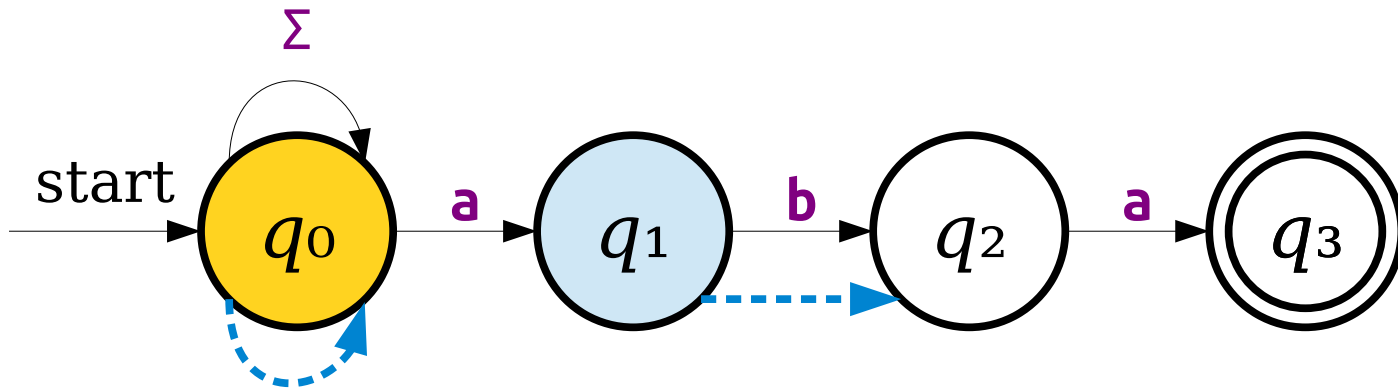
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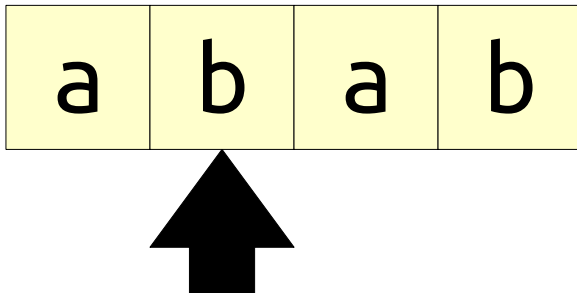
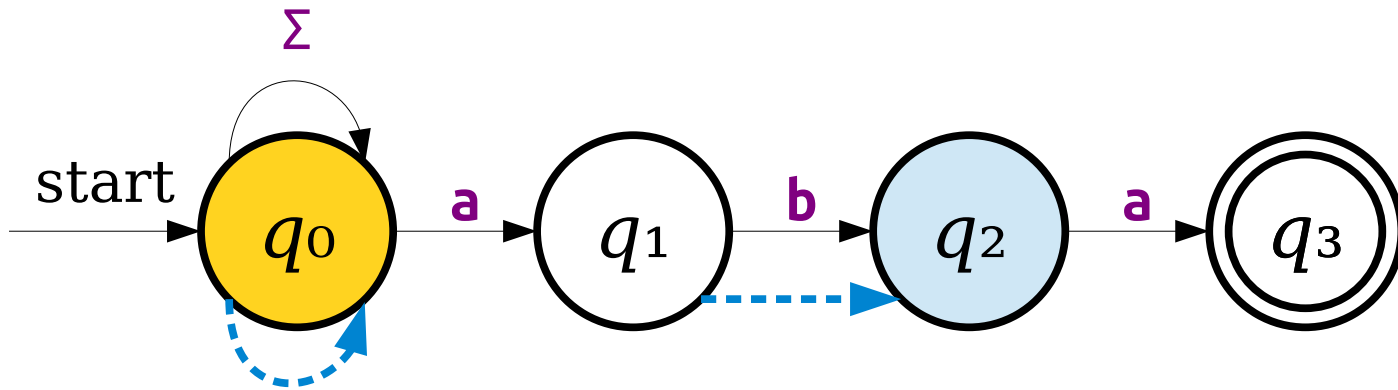
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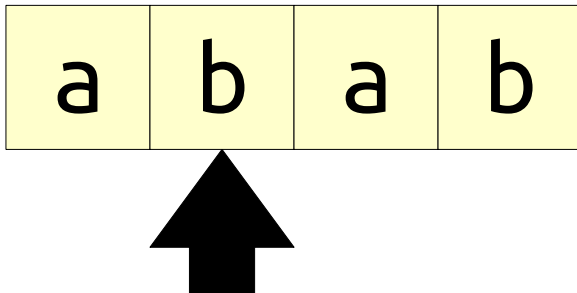
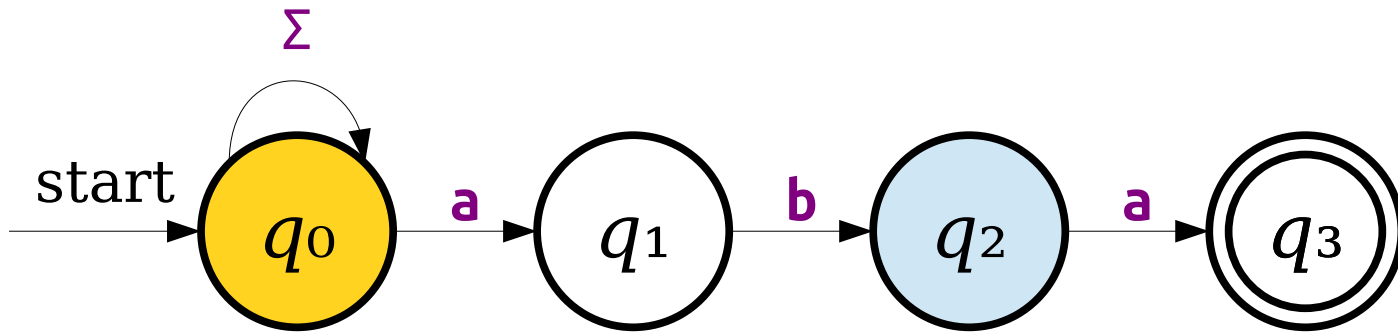
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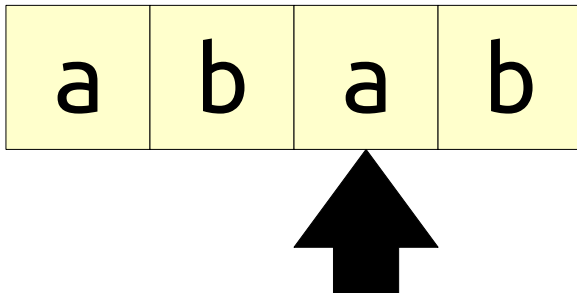
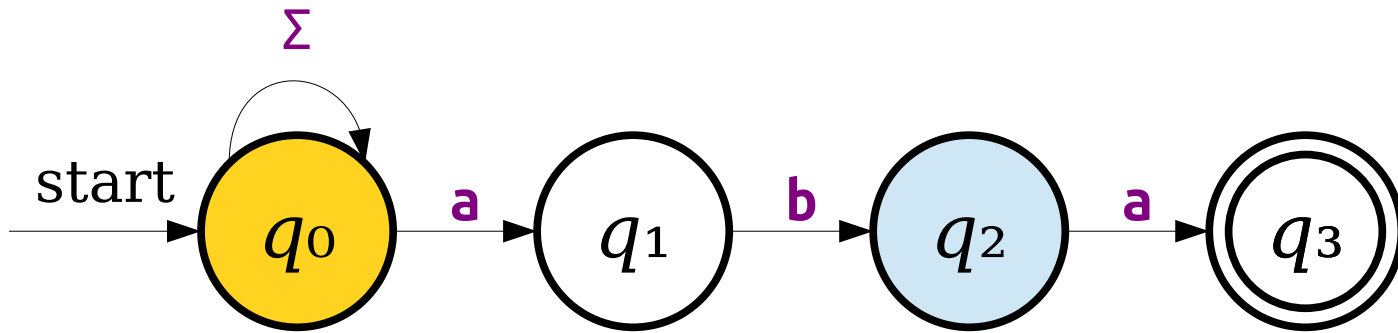
Massive Parallelism



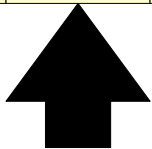
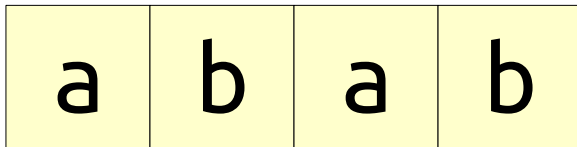
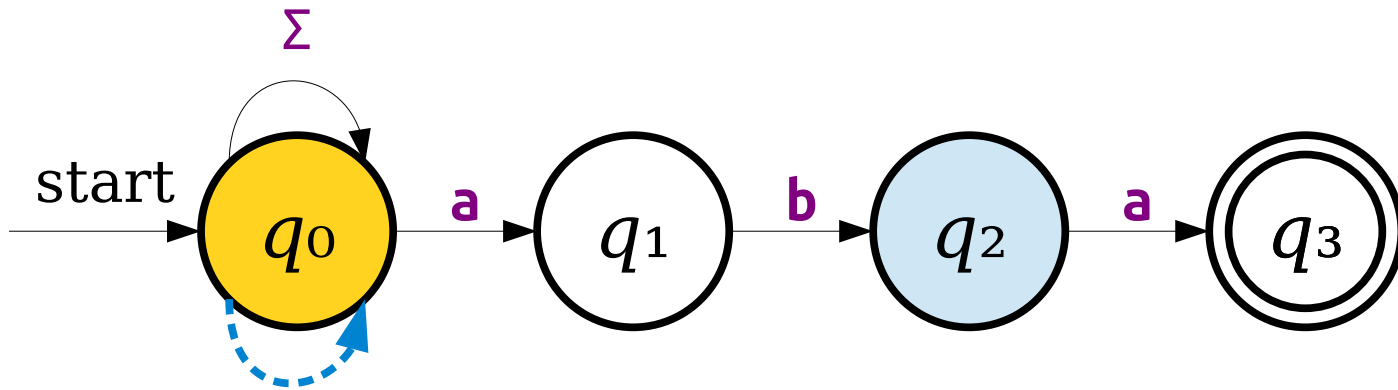
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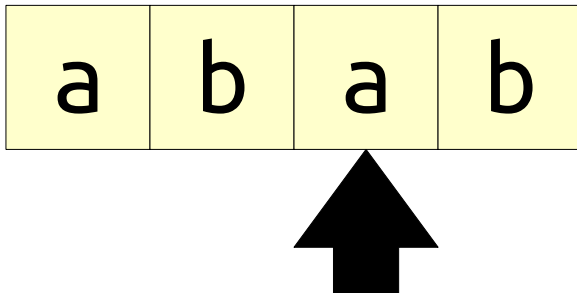
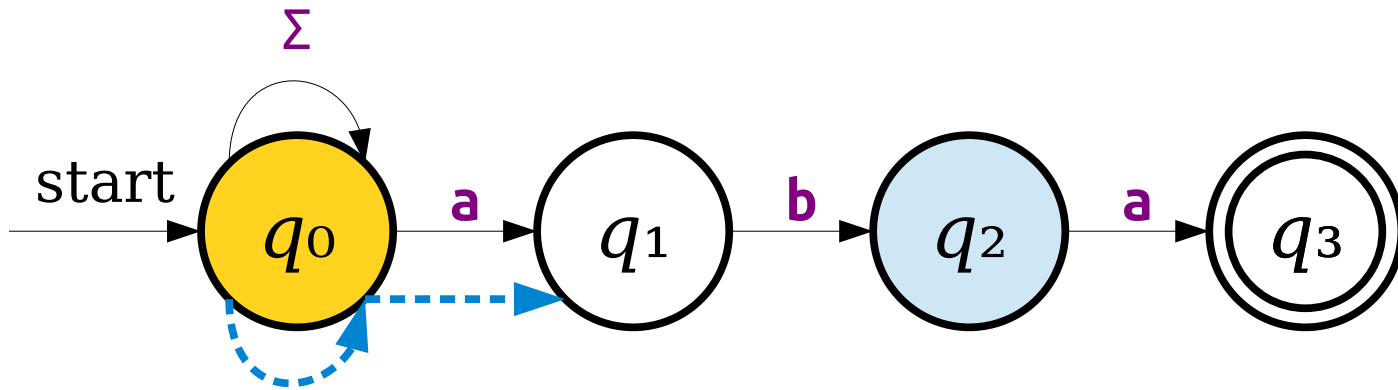
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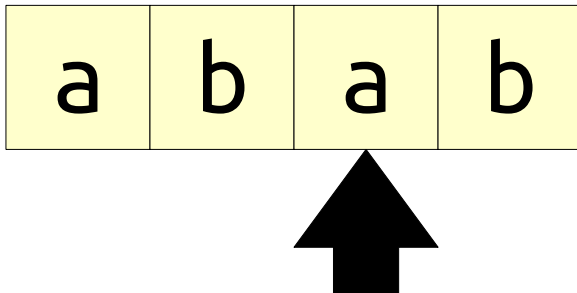
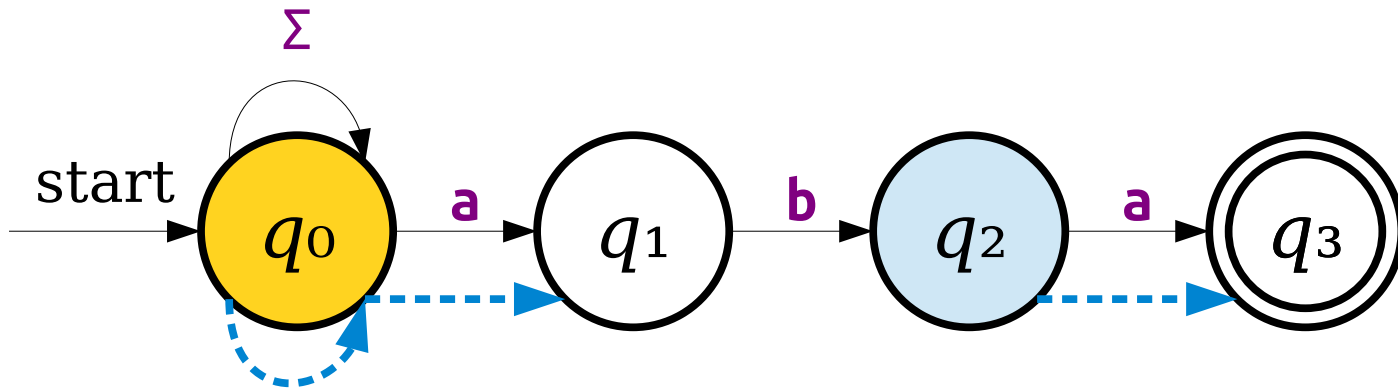
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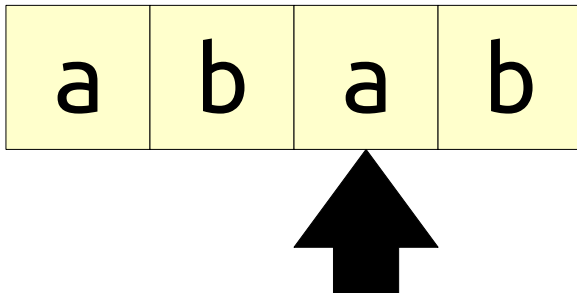
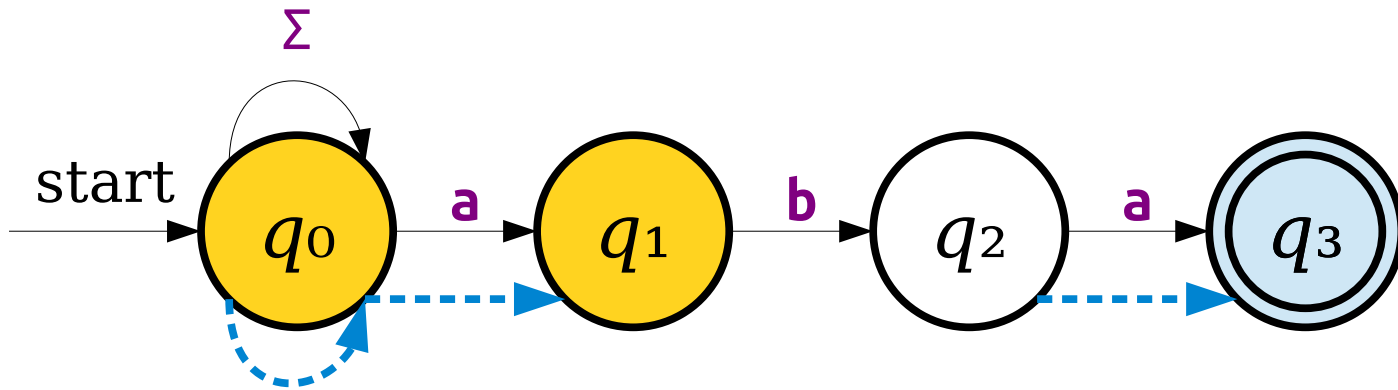
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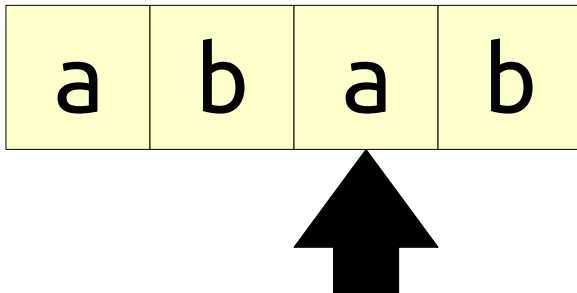
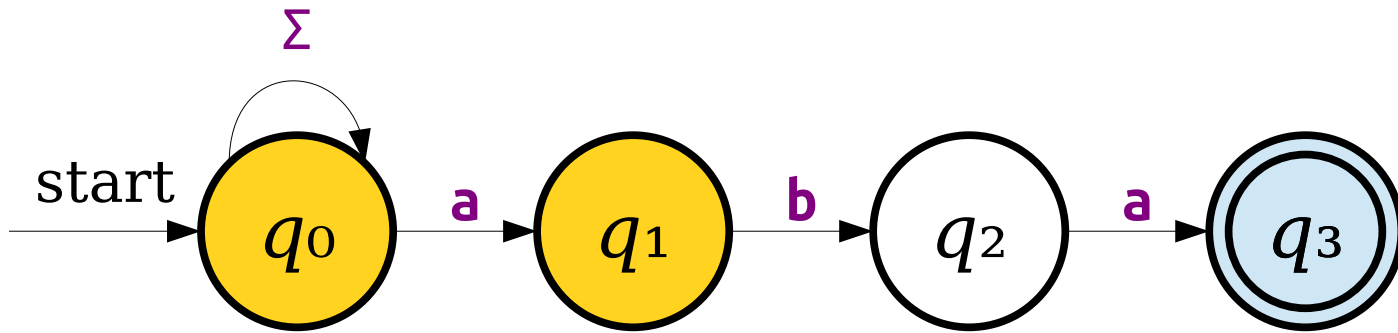
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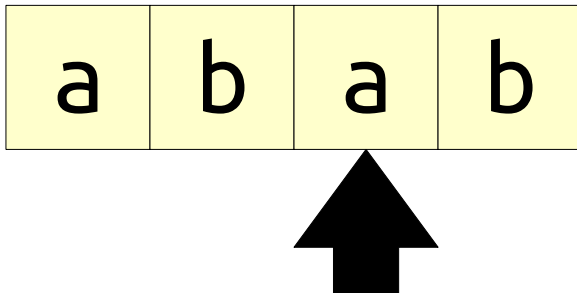
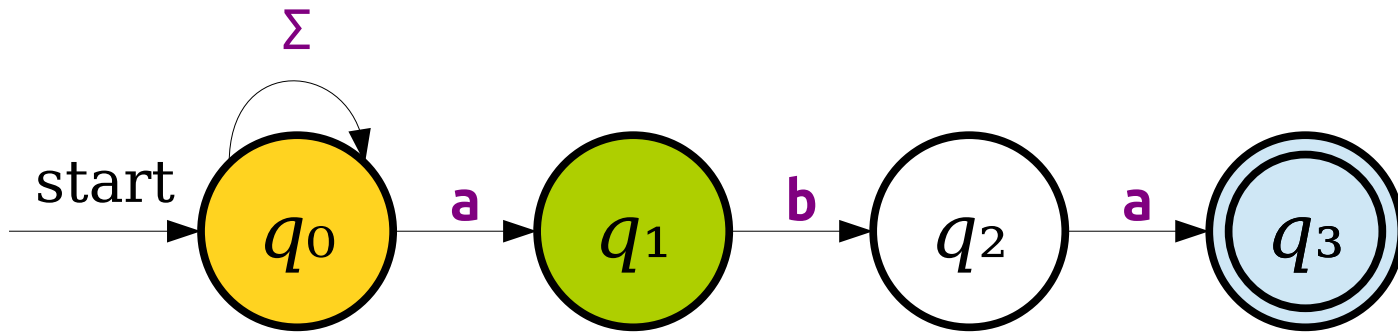
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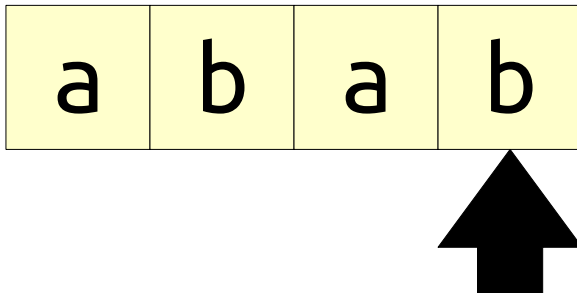
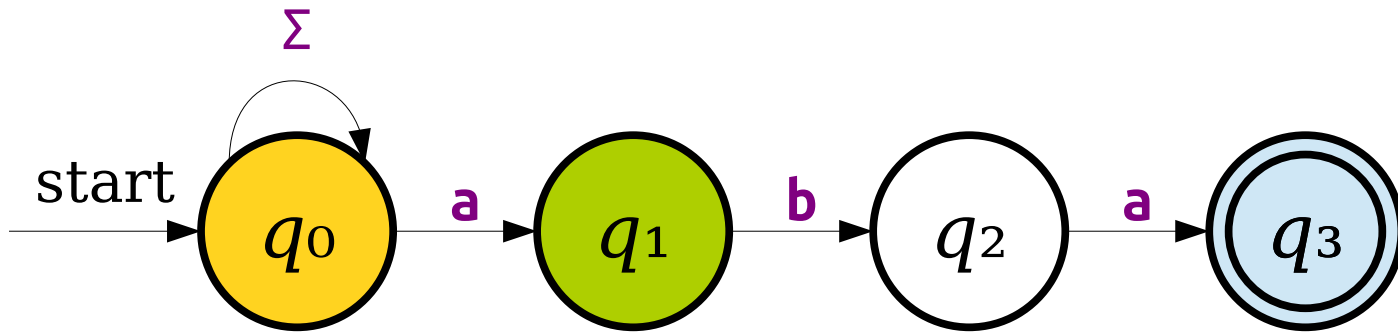
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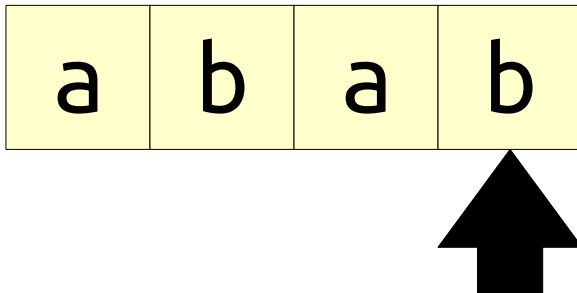
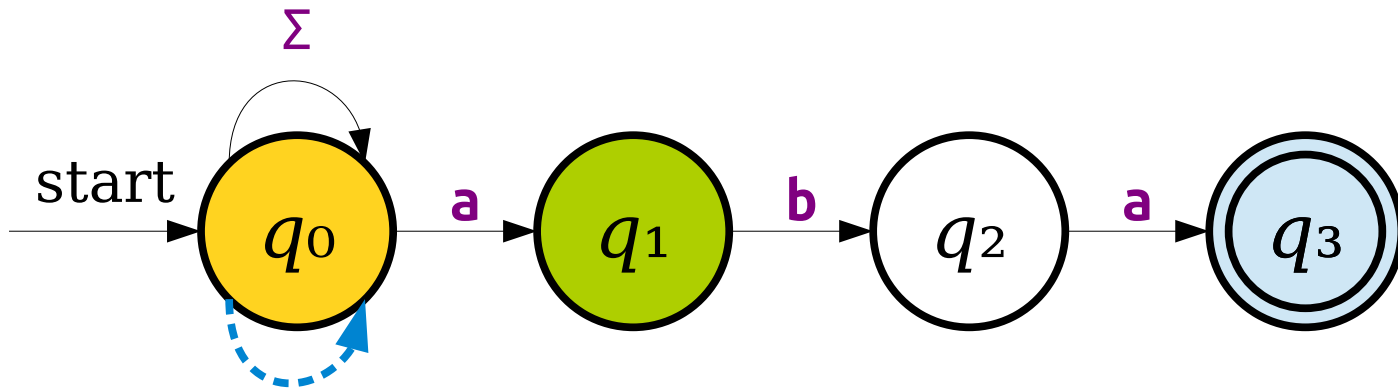
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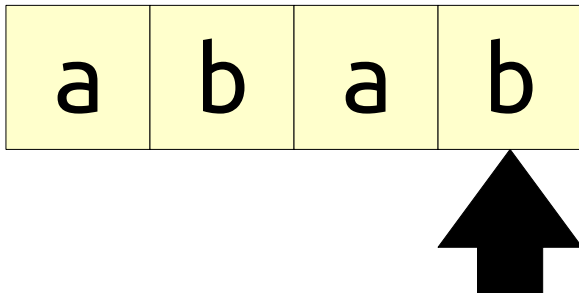
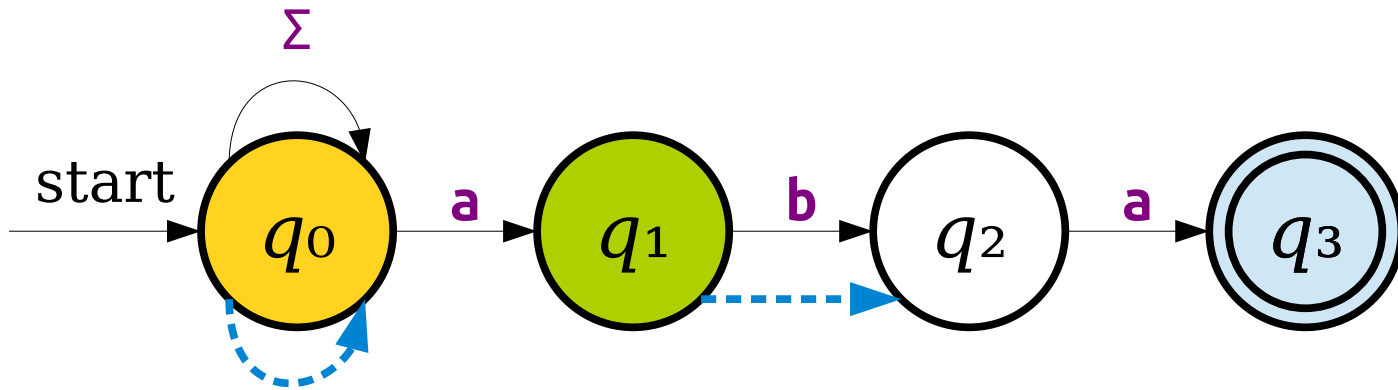
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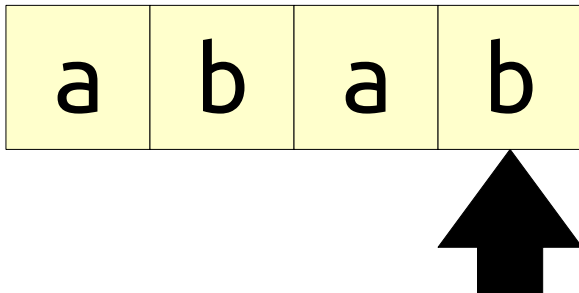
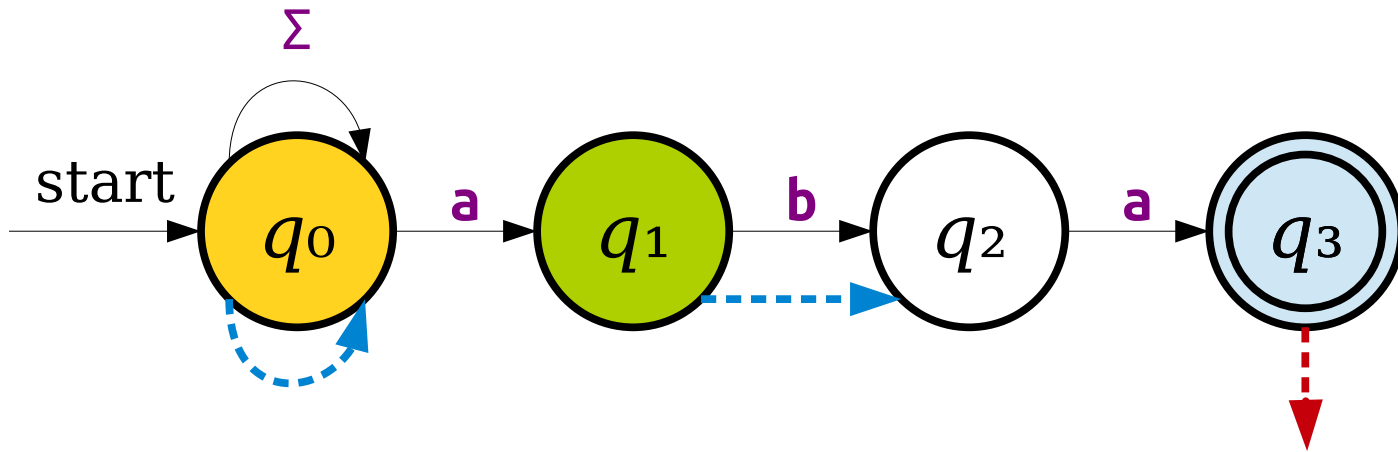
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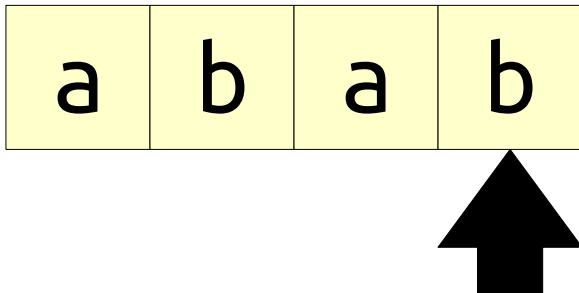
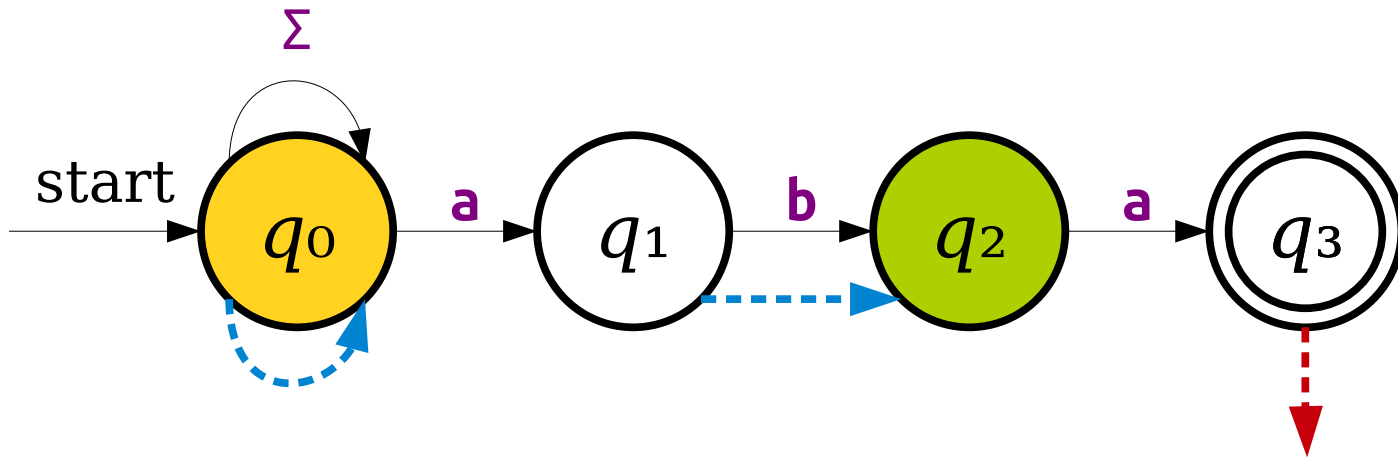
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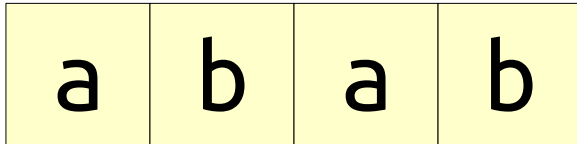
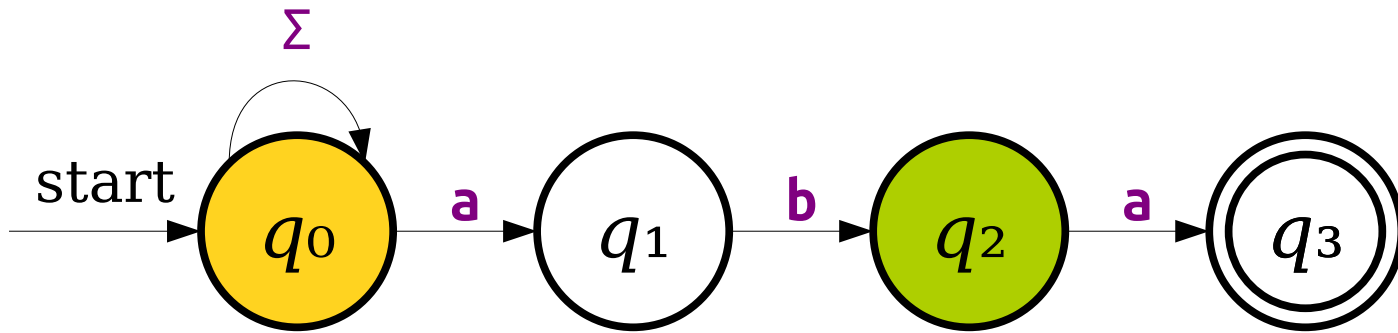
Massive Parallelism



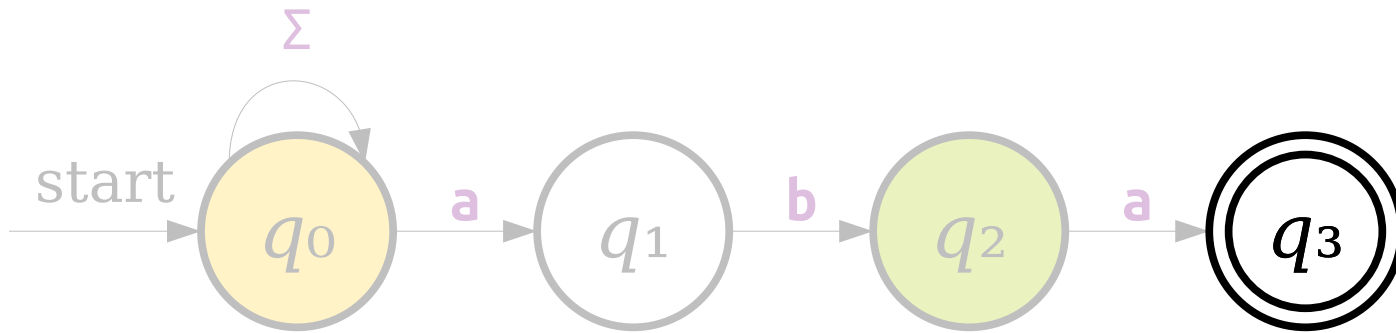
Massive Parallelism



Massive Parallelism



Massive Parallelism



We're not in any accepting state, so
no possible path accepts.

a	b	a	b
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Massive Parallelism

- An NFA can be thought of as a DFA that can be in many states at once.
- At each point in time, when the NFA needs to follow a transition, it tries all the options at the same time.
- (Here's a rigorous explanation about how this works; read this on your own time).
 - Start off in the set of all states formed by taking the start state and including each state that can be reached by zero or more ϵ -transitions.
 - When you read a symbol **a** in a set of states S :
 - Form the set S' of states that can be reached by following a single **a** transition from some state in S .
 - Your new set of states is the set of states in S' , plus the states reachable from S' by following zero or more ϵ -transitions.

Designing NFAs

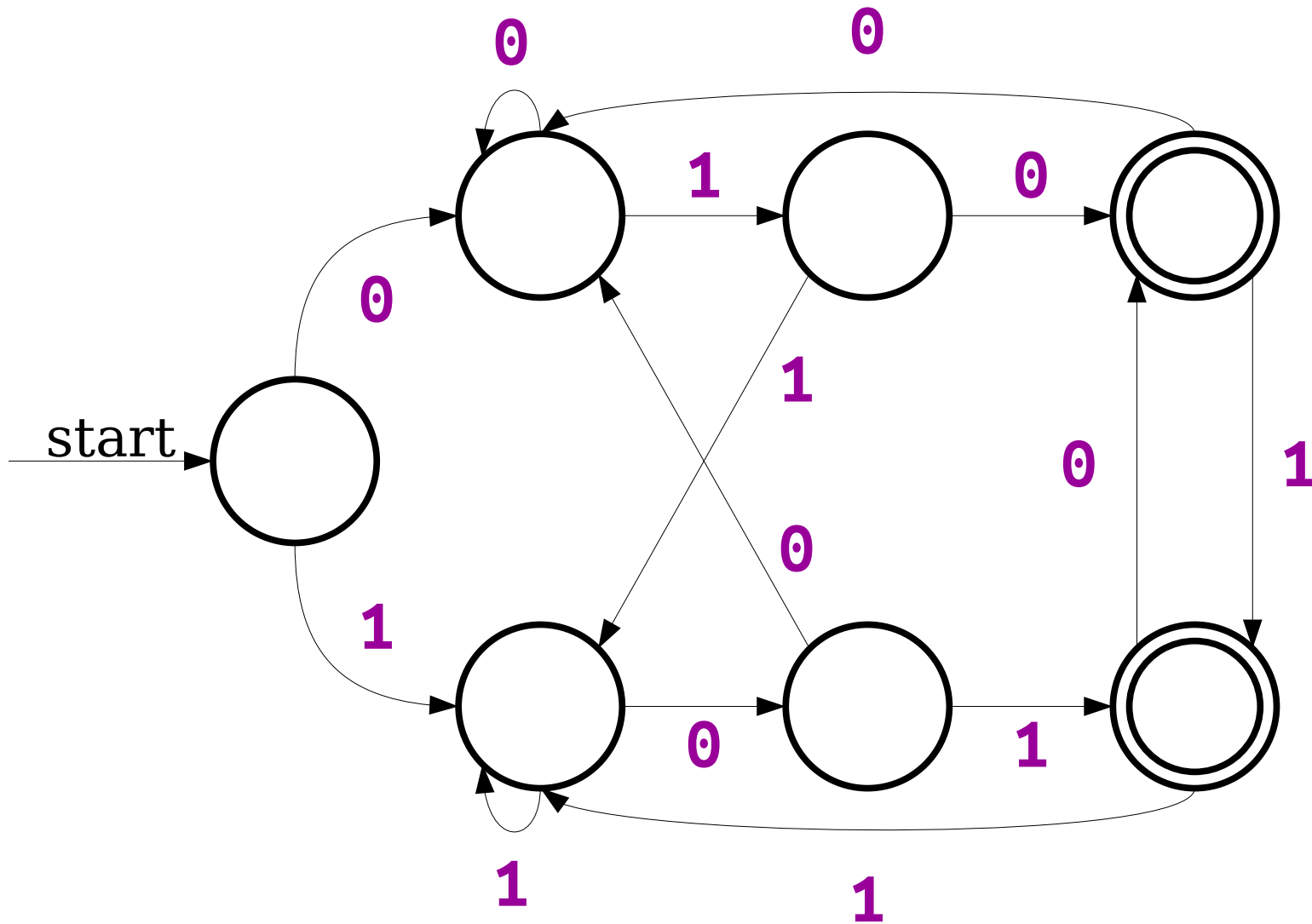
- ***Embrace the nondeterminism!***
- Good model: ***Guess-and-check***:
 - Is there some information that you'd really like to have? Have the machine *nondeterministically guess* that information.
 - Then, have the machine *deterministically check* that the choice was correct.
- The *guess* phase corresponds to trying lots of different options.
- The *check* phase corresponds to filtering out bad guesses or wrong options.

Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$

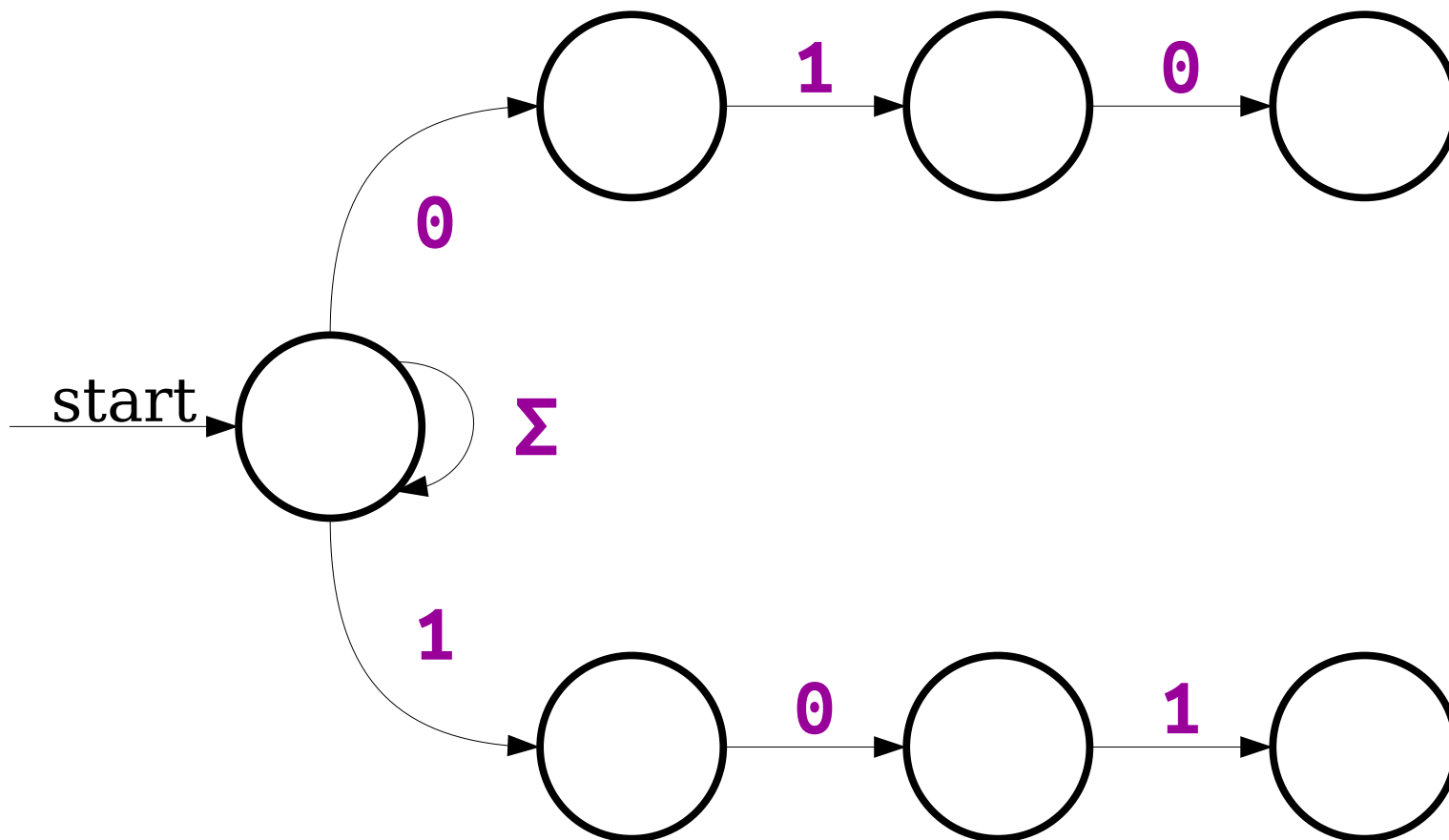
Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$



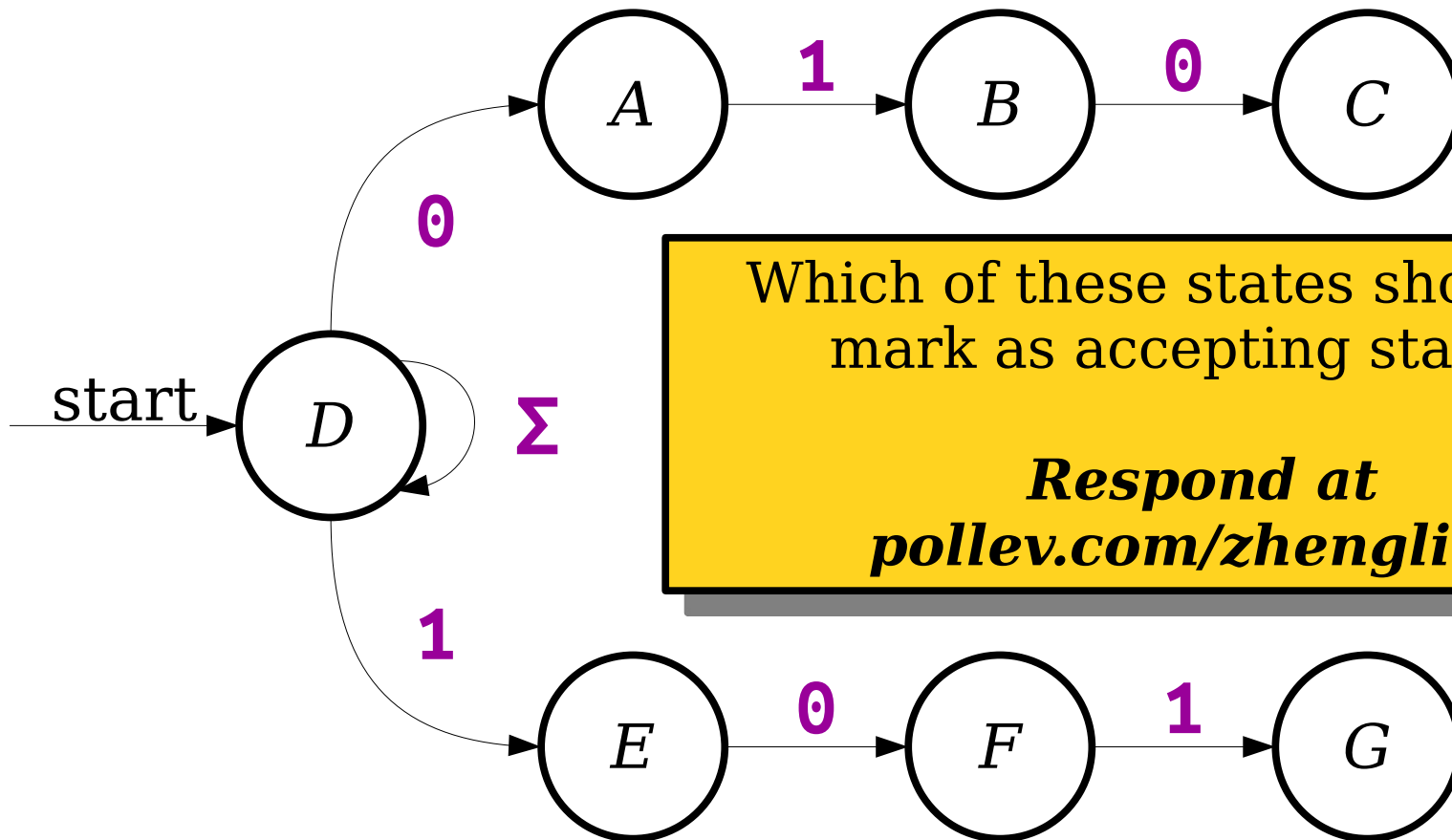
Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$



Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$

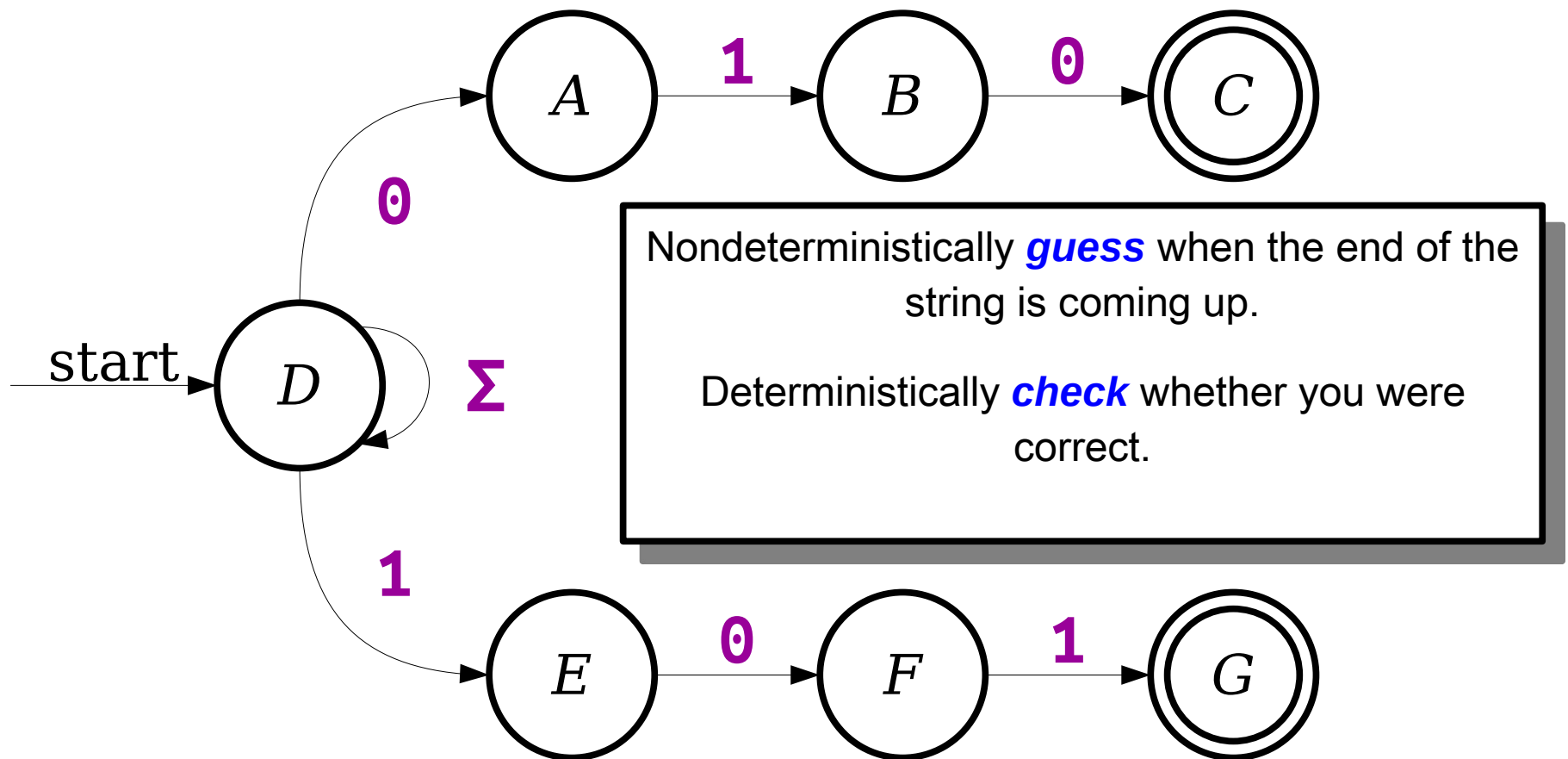


Which of these states should we mark as accepting states?

***Respond at
pollev.com/zhenglian***

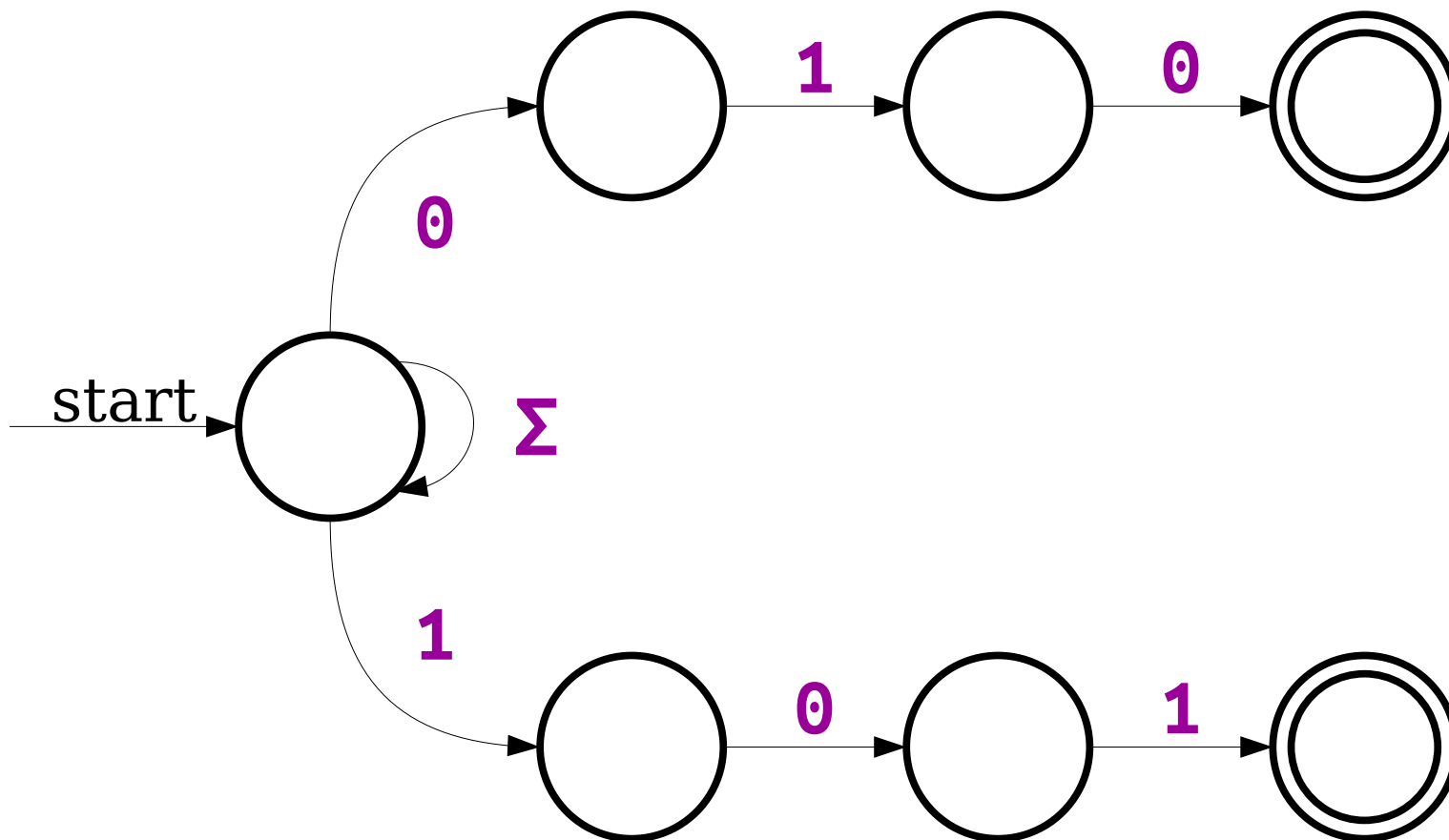
Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$



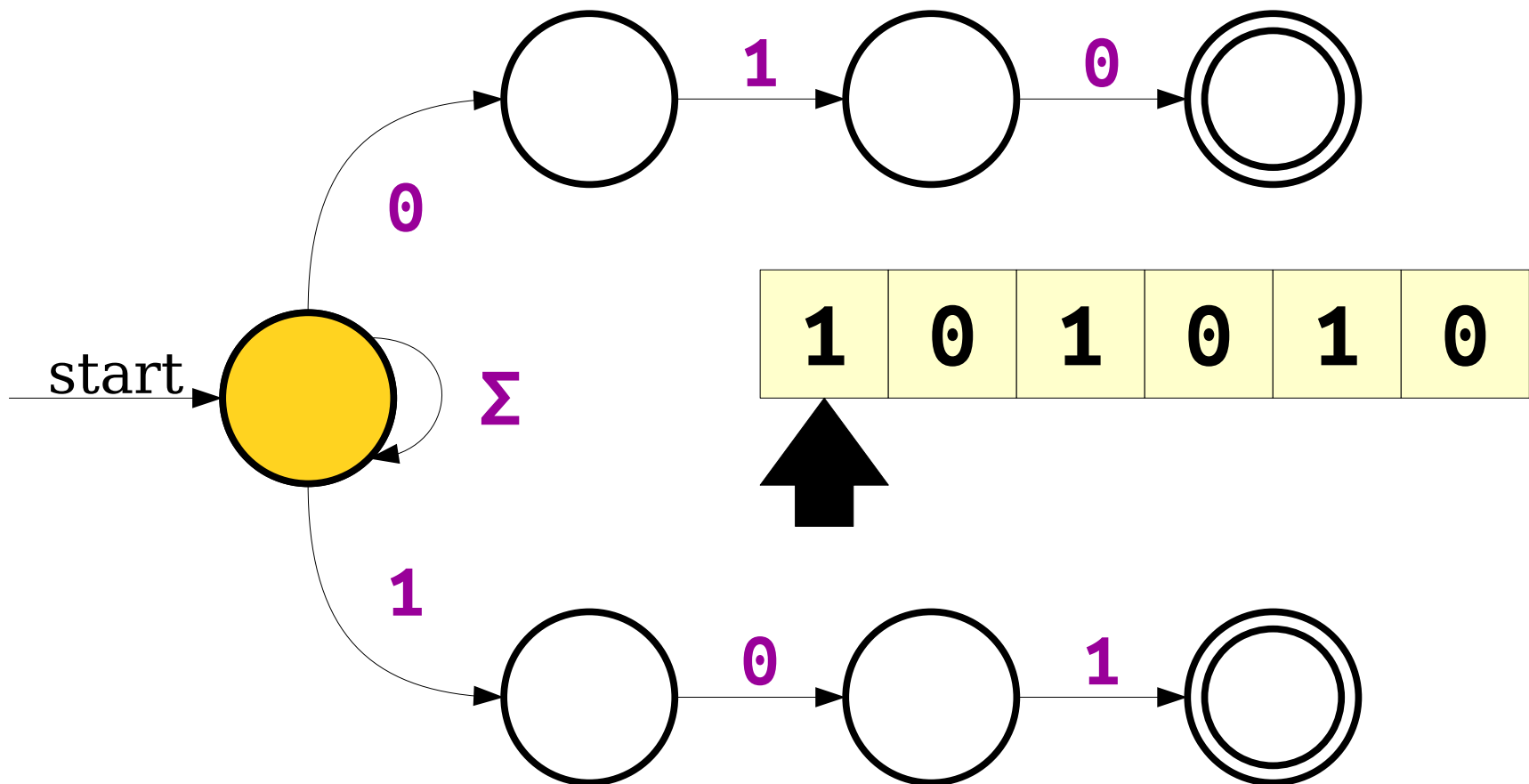
Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$



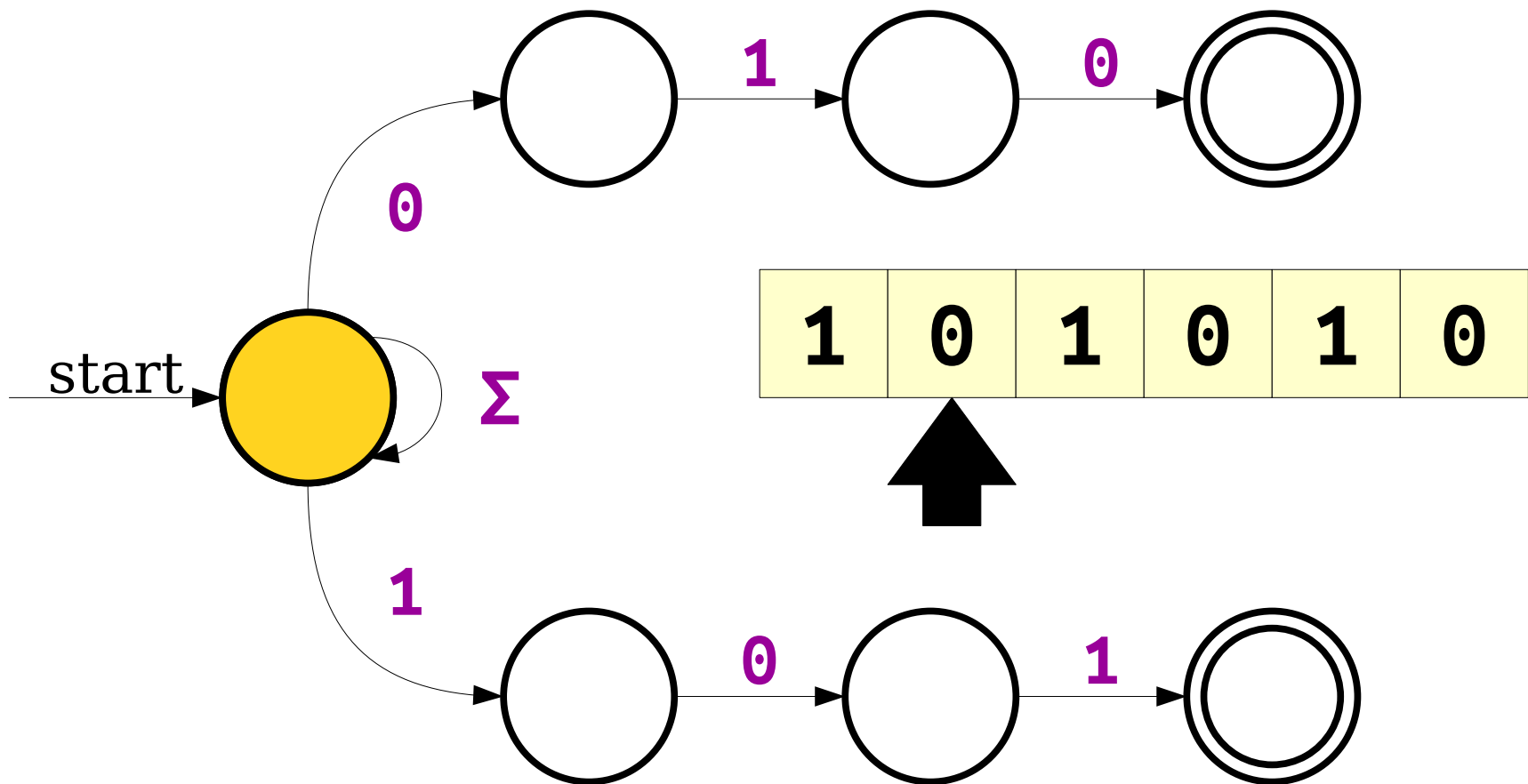
Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$



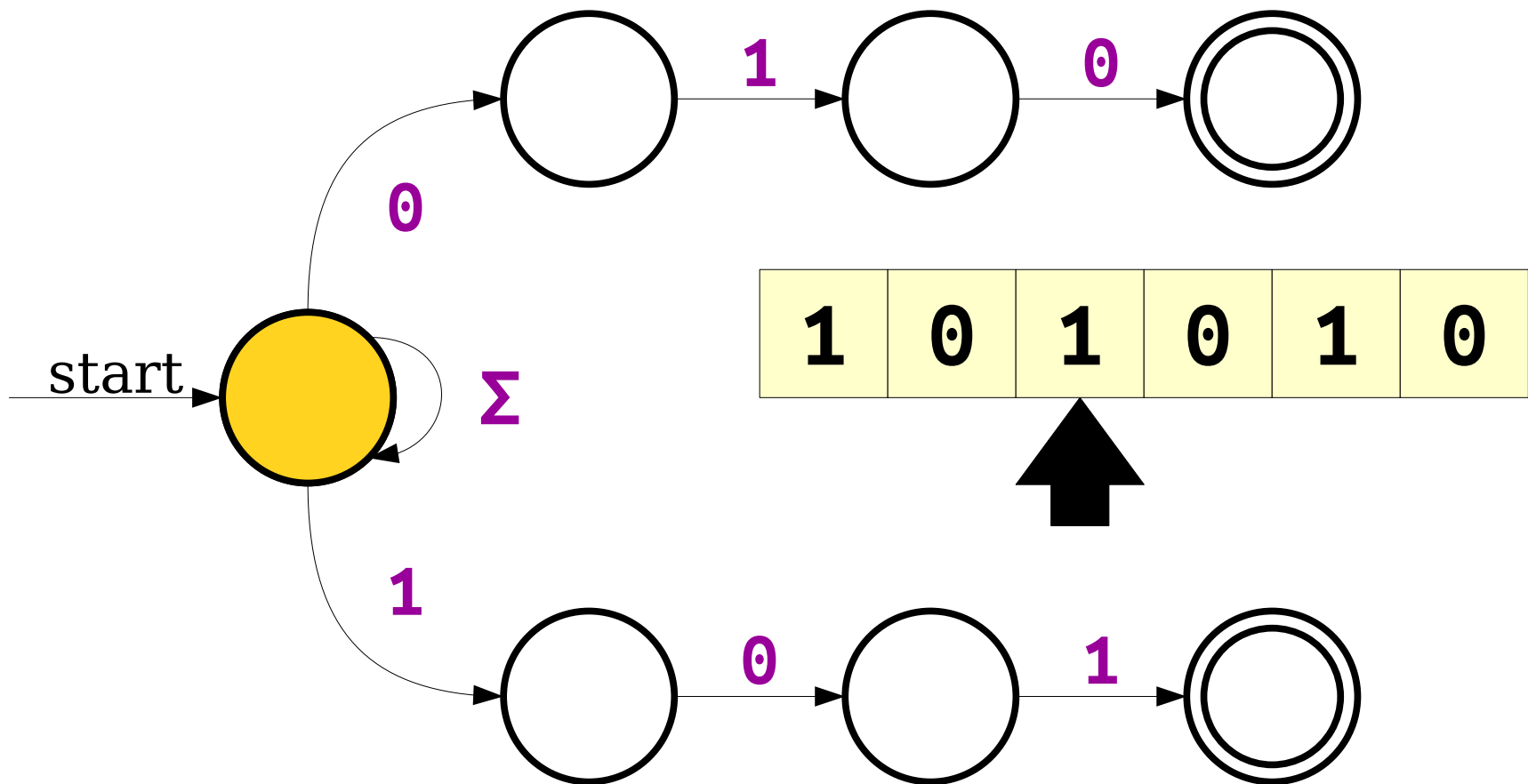
Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$



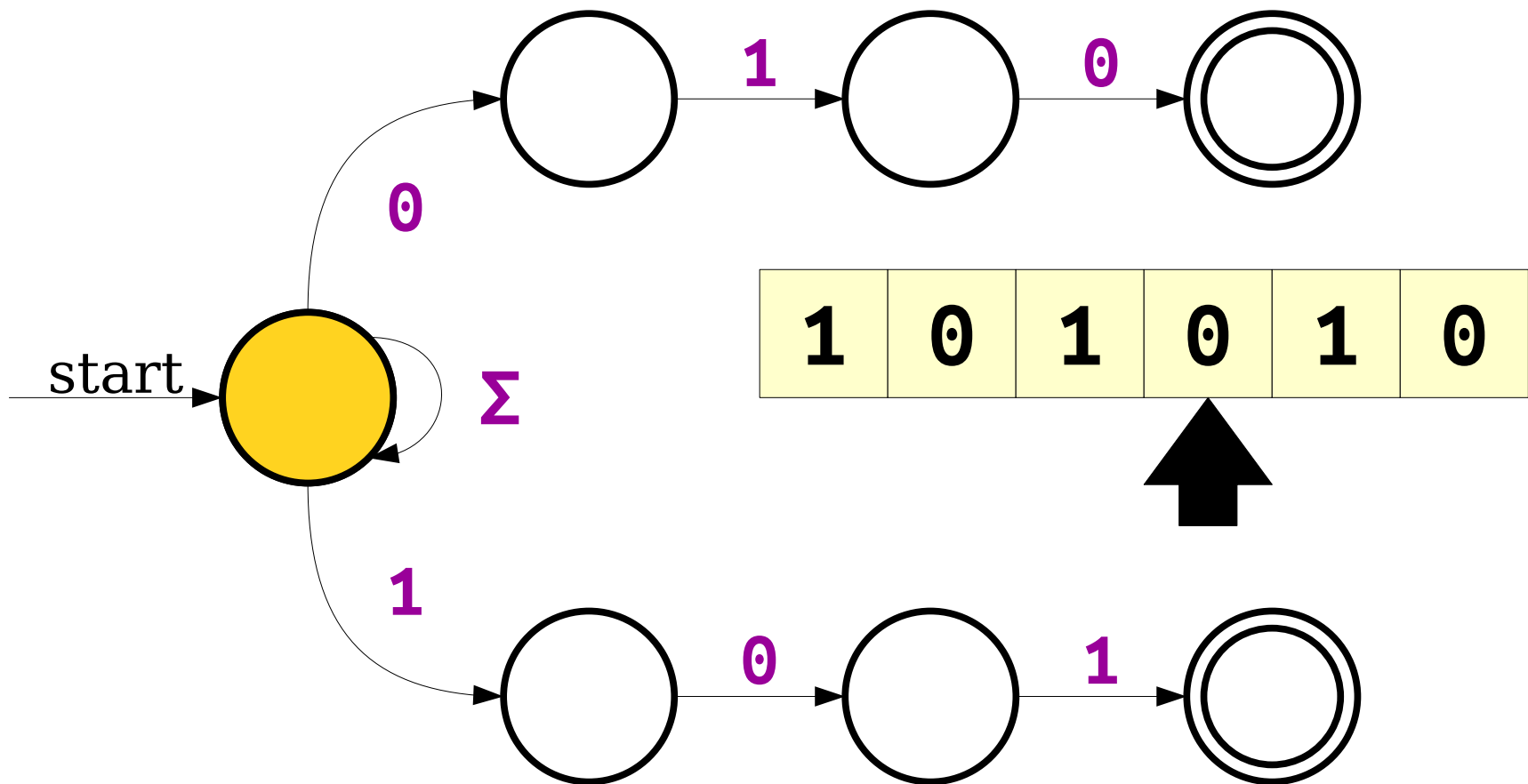
Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$



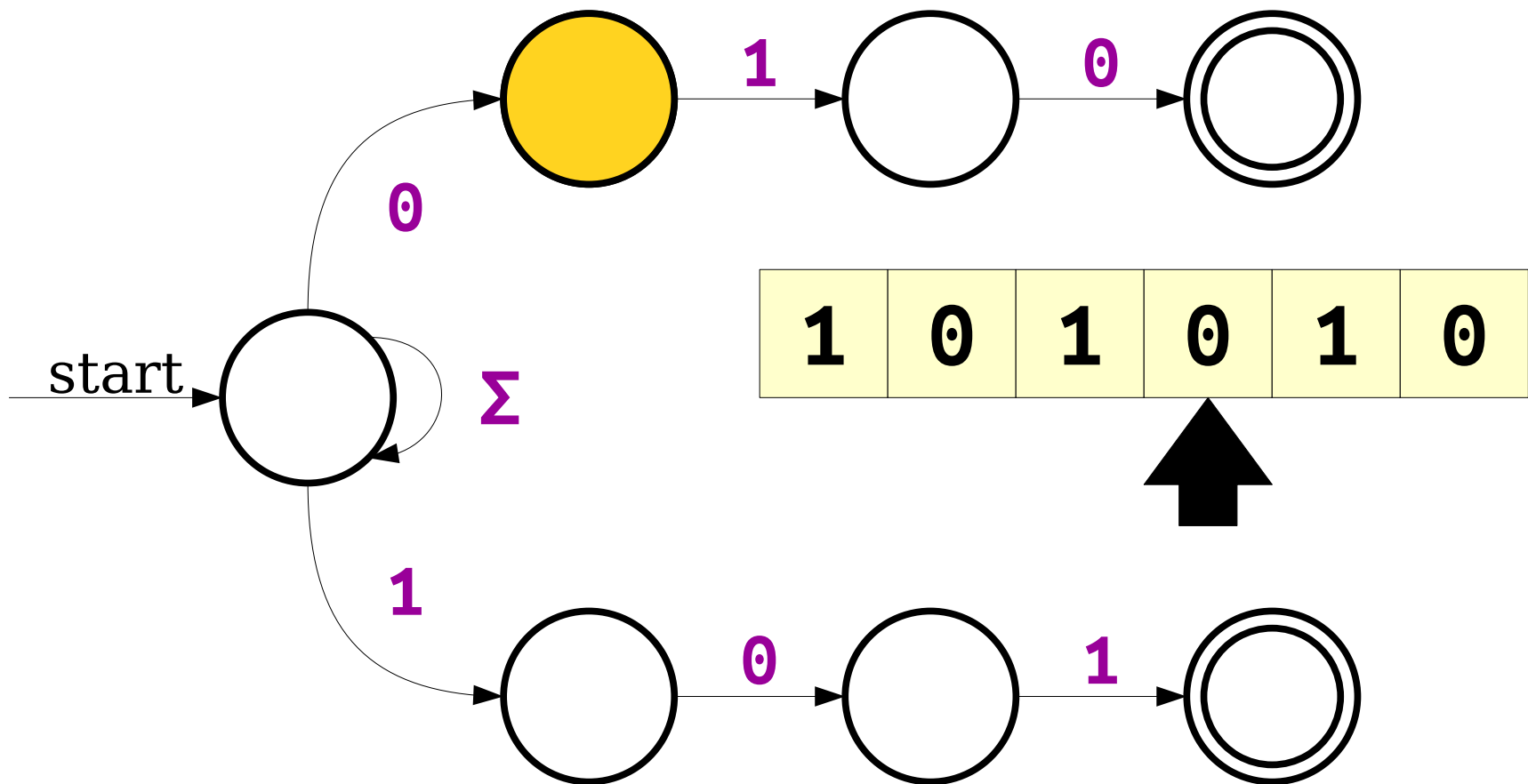
Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$



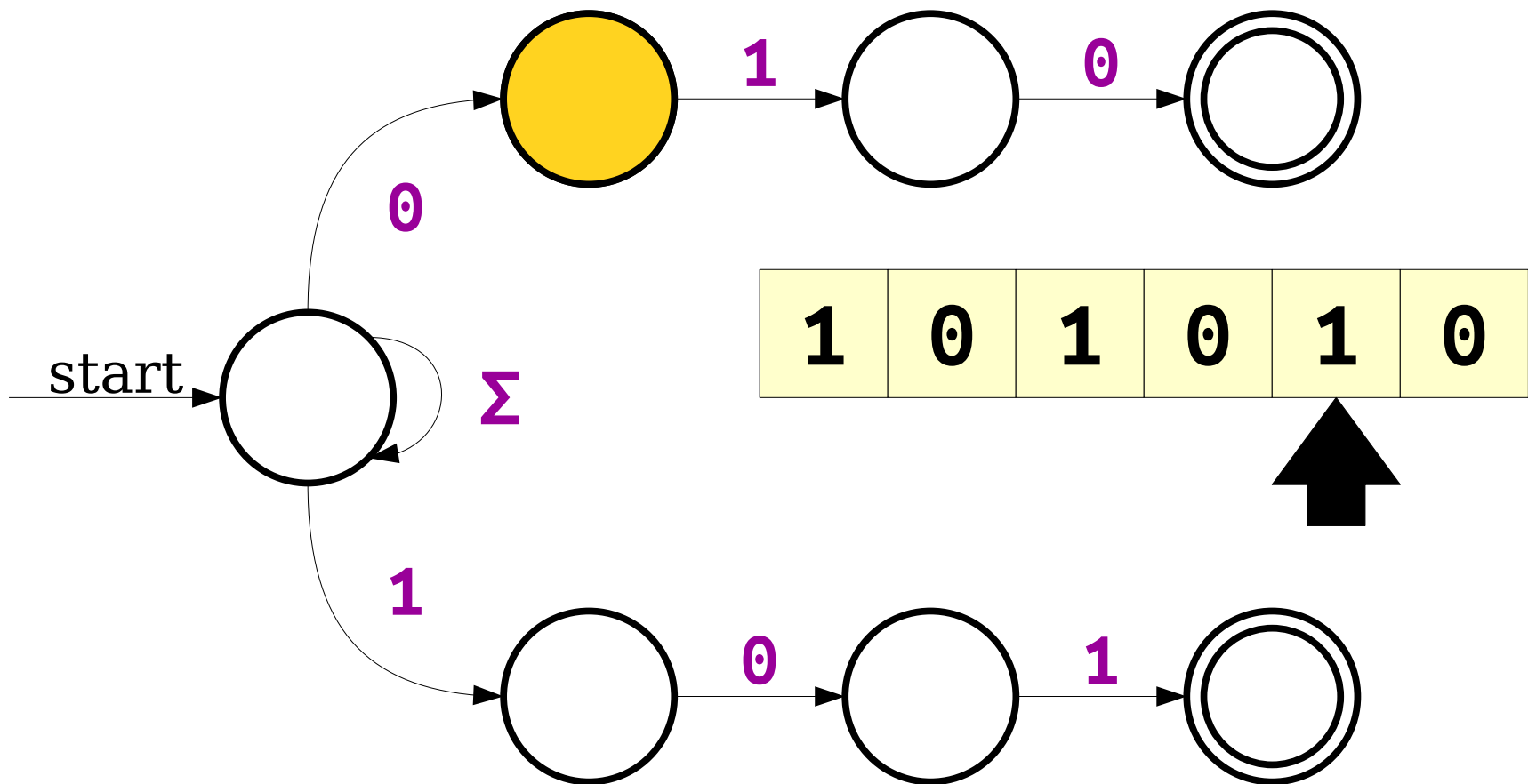
Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$



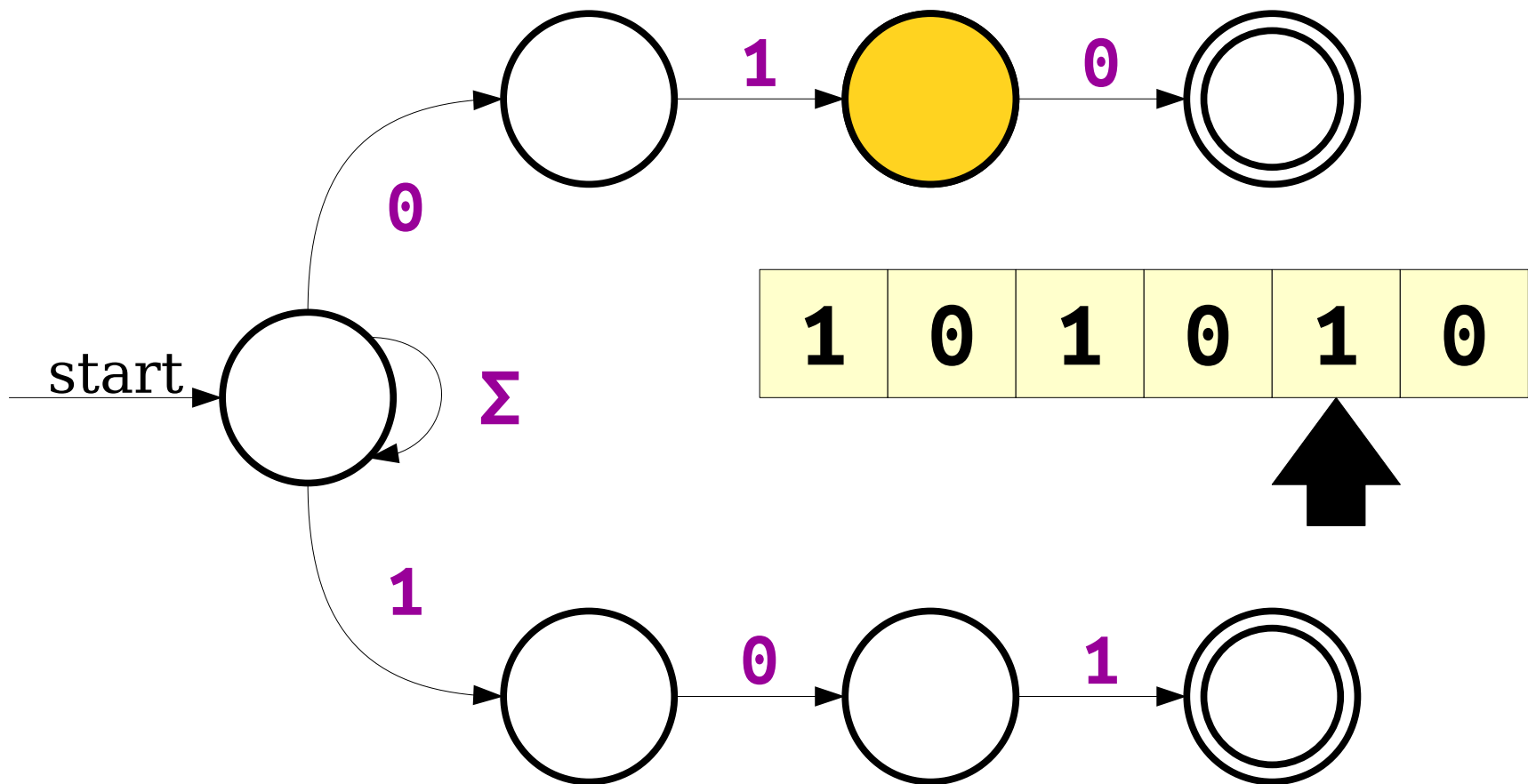
Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$



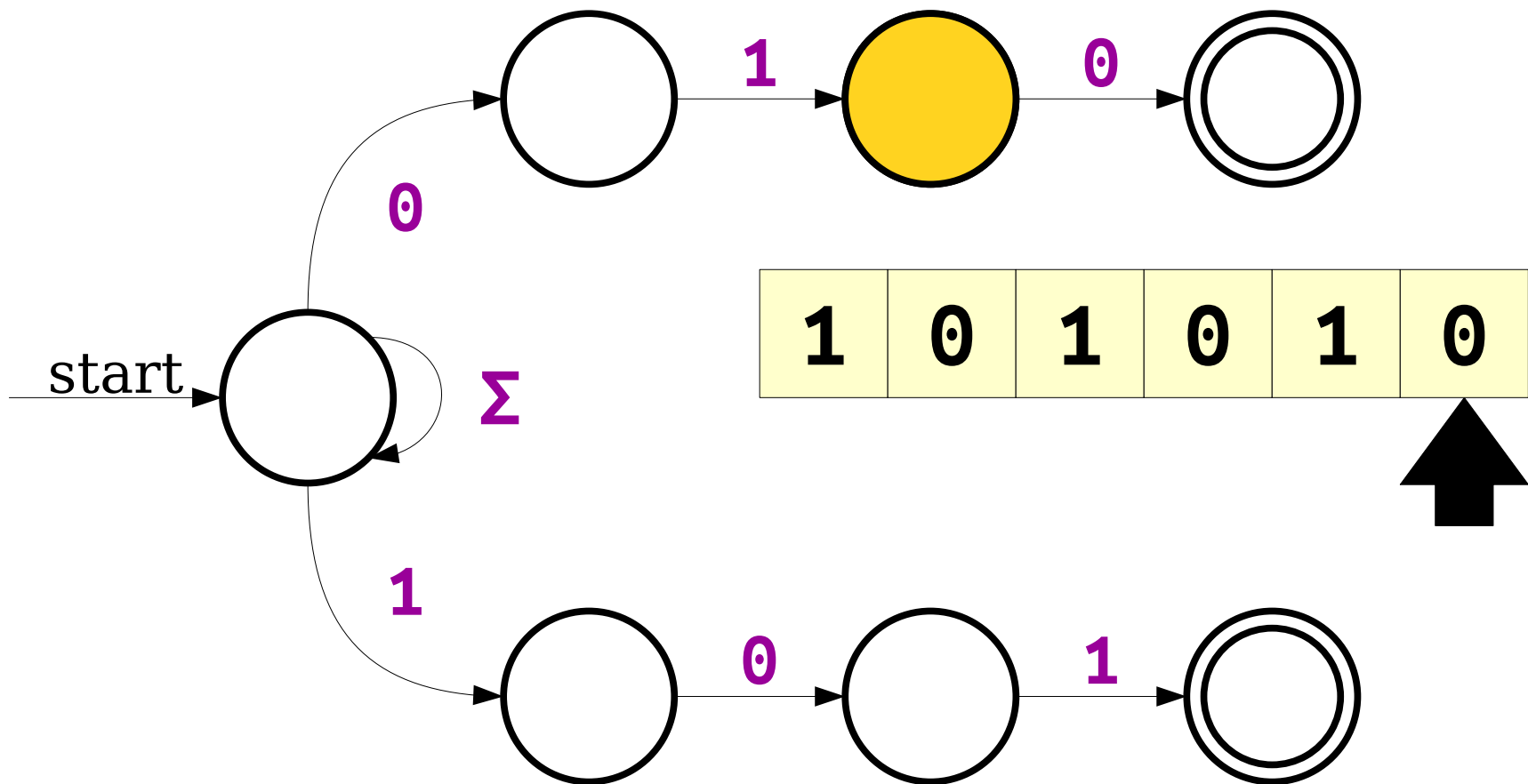
Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$



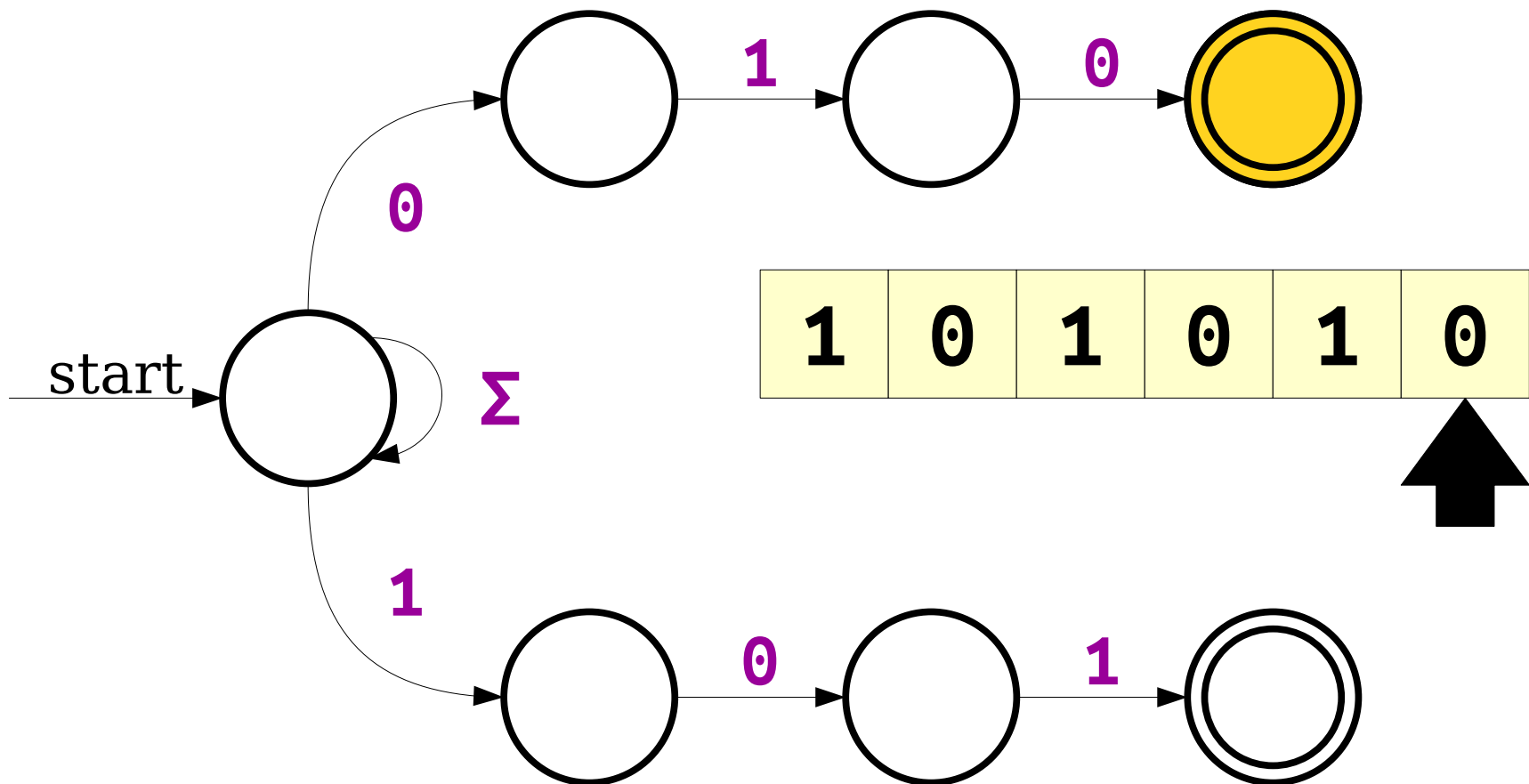
Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$



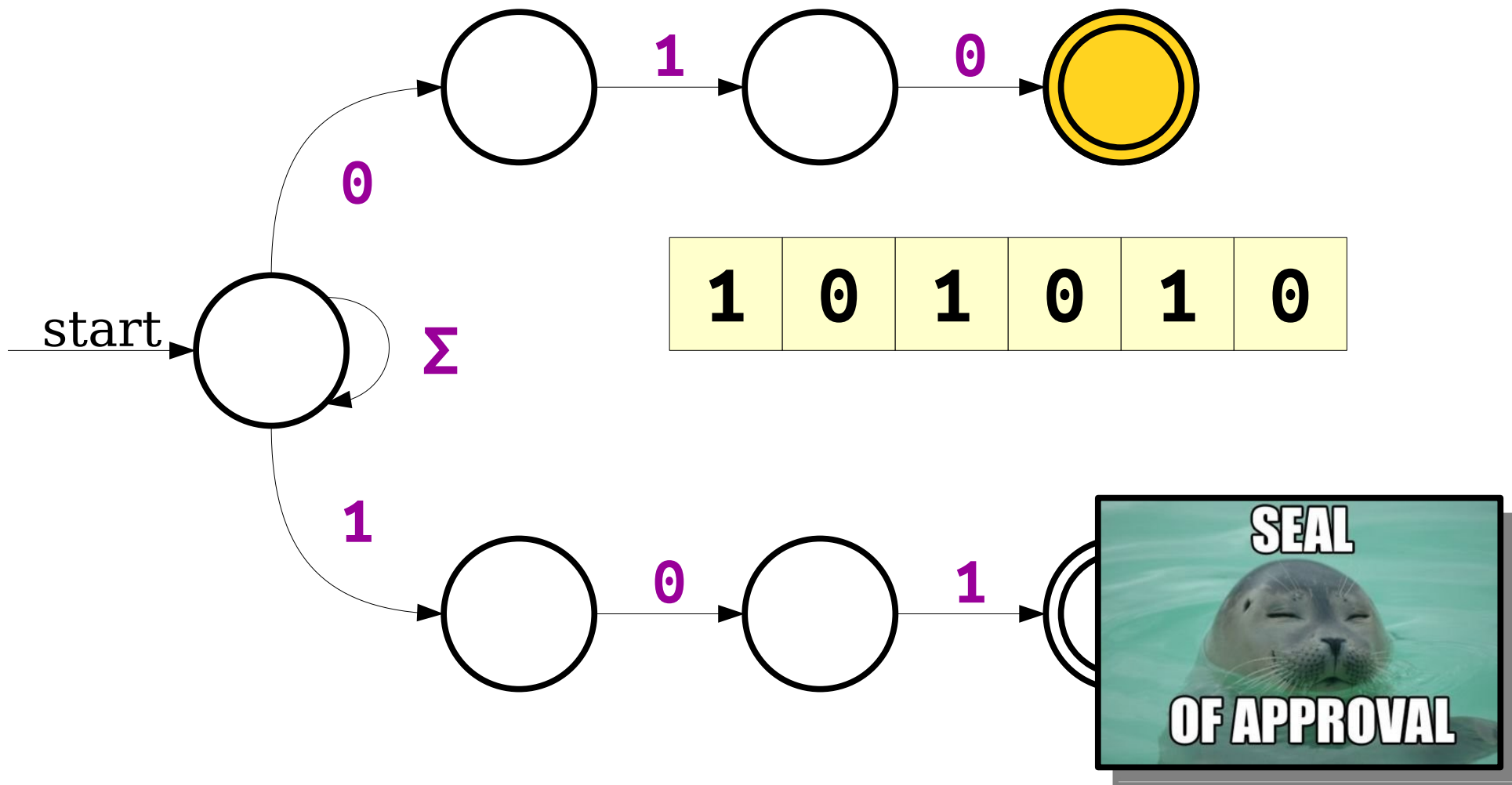
Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$



Guess-and-Check

$$L = \{ w \in \{0, 1\}^* \mid w \text{ ends in } 010 \text{ or } 101 \}$$

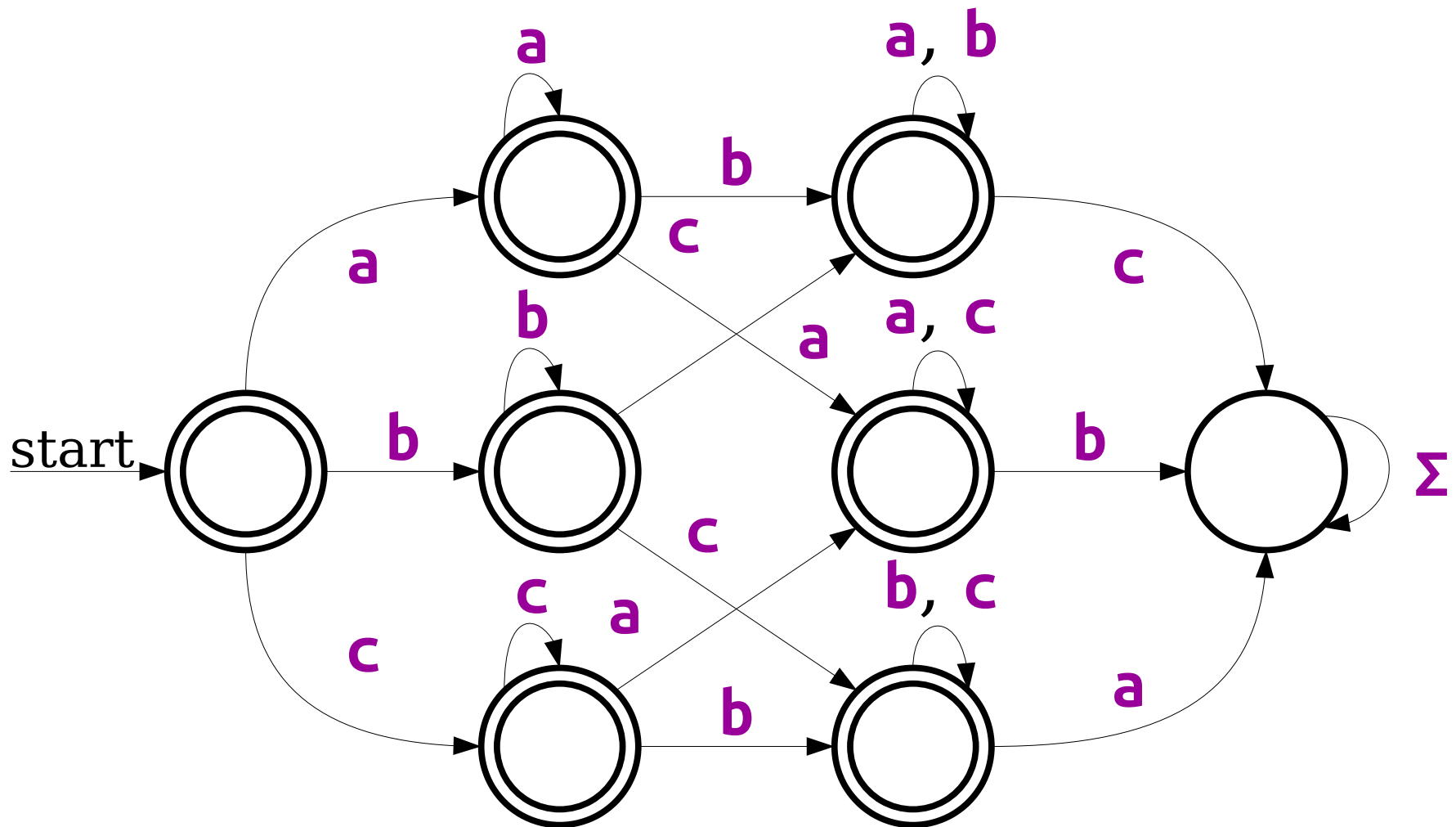


Guess-and-Check

$L = \{ w \in \{\mathbf{a}, \mathbf{b}, \mathbf{c}\}^* \mid \text{at least one of } \mathbf{a}, \mathbf{b}, \text{ or } \mathbf{c} \text{ is not in } w \}$

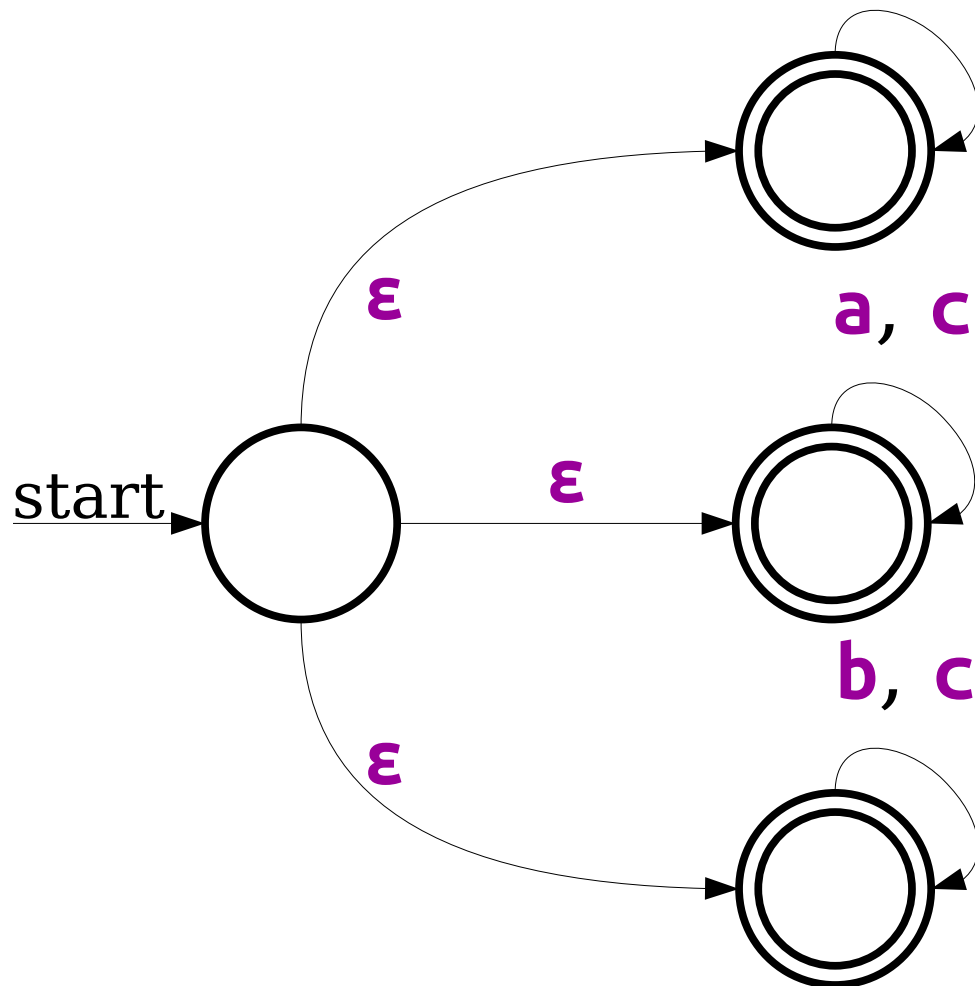
Guess-and-Check

$L = \{ w \in \{a, b, c\}^* \mid \text{at least one of } a, b, \text{ or } c \text{ is not in } w \}$



Guess-and-Check

$L = \{ w \in \{a, b, c\}^* \mid \text{at least one of } a, b, \text{ or } c \text{ is not in } w \}$

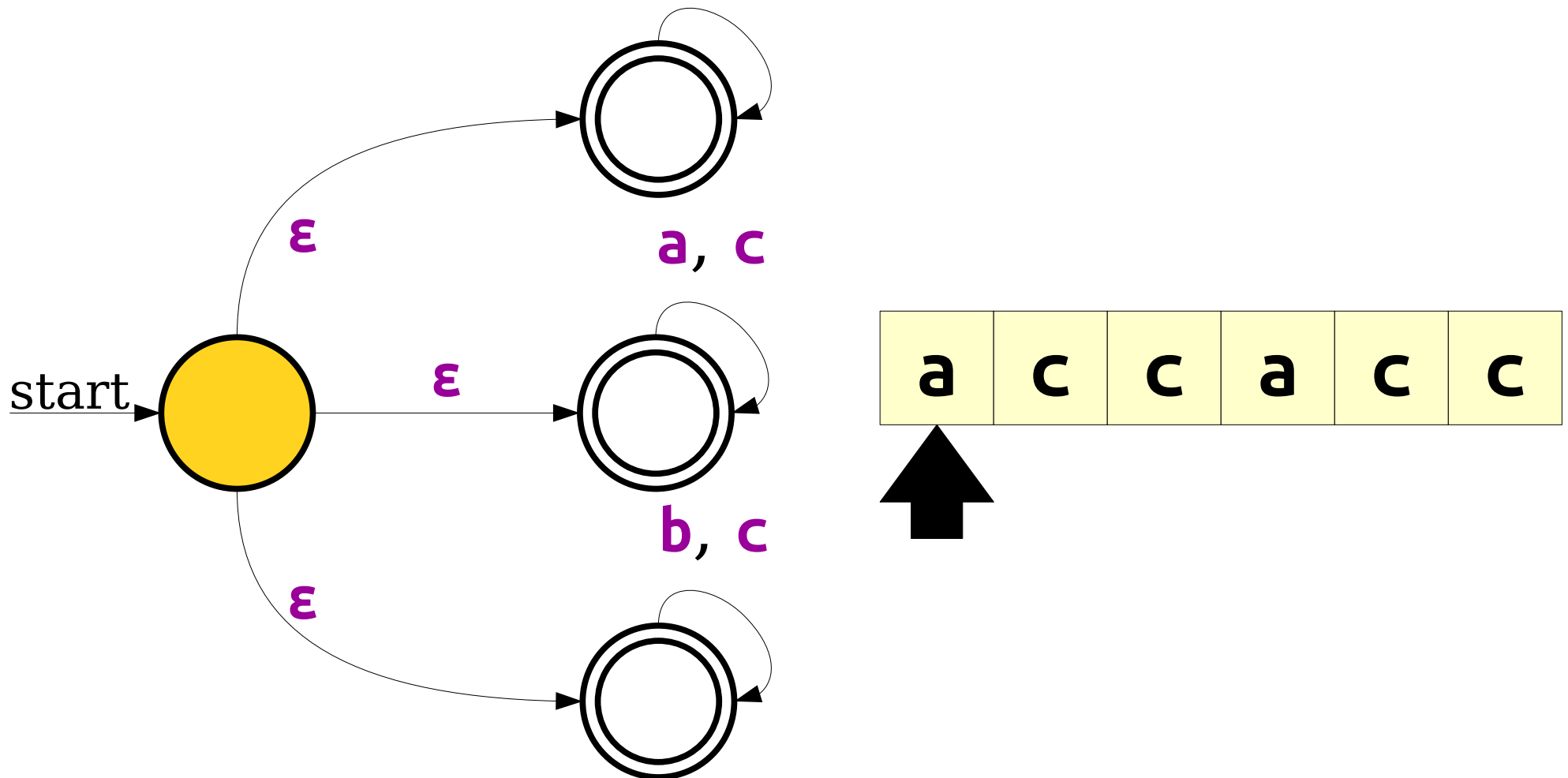


Nondeterministically *guess* which character is missing.

Deterministically *check* whether that character is indeed missing.

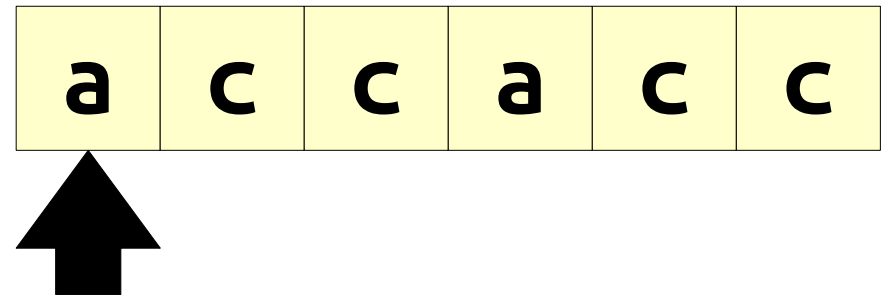
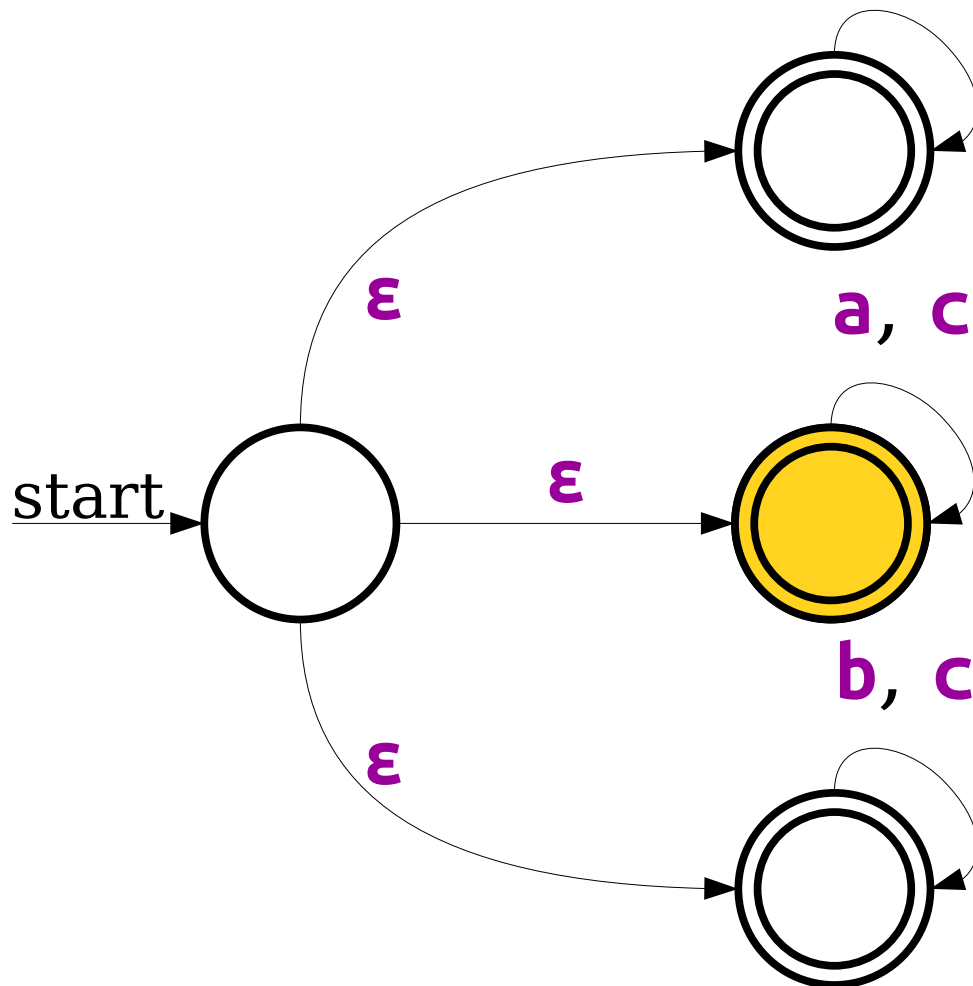
Guess-and-Check

$L = \{ w \in \{a, b, c\}^* \mid \text{at least one of } a, b, \text{ or } c \text{ is not in } w \}$



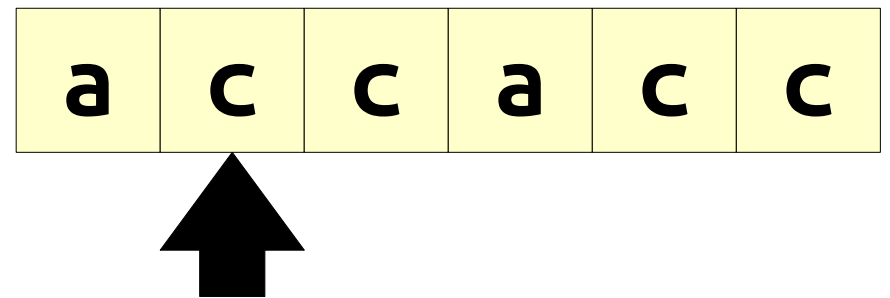
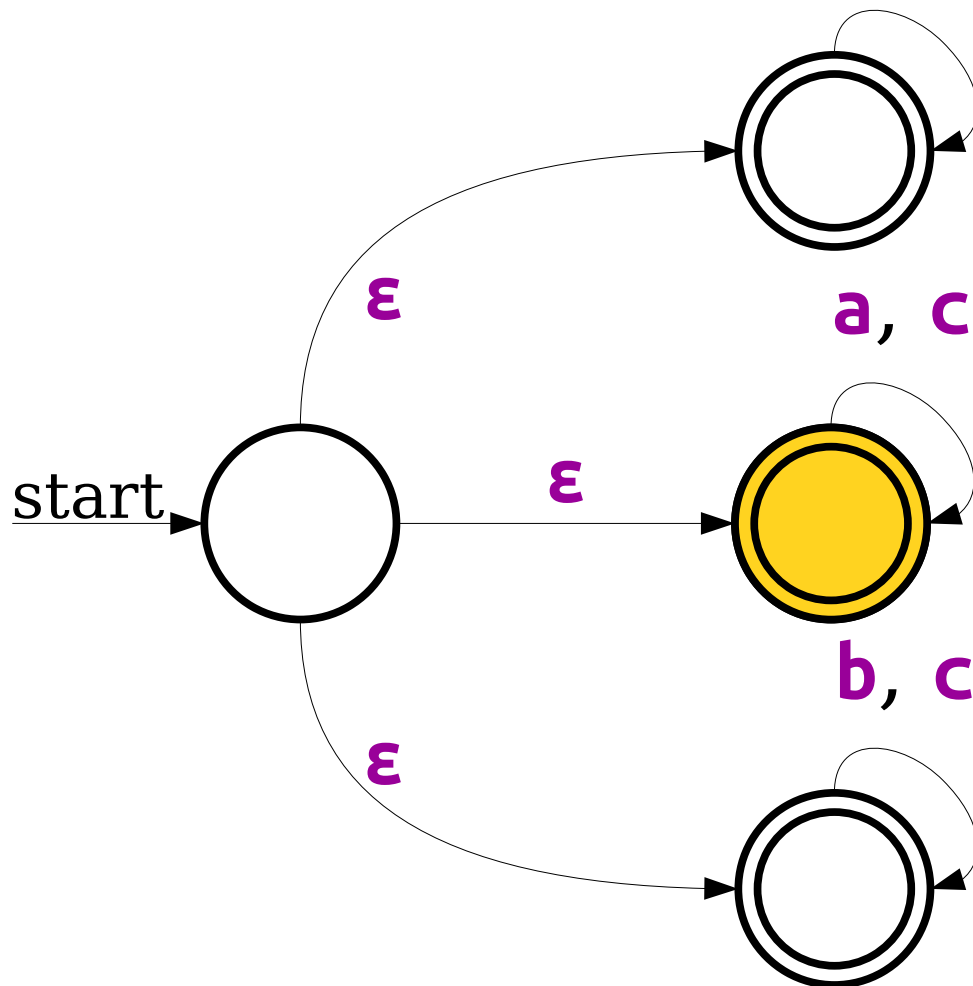
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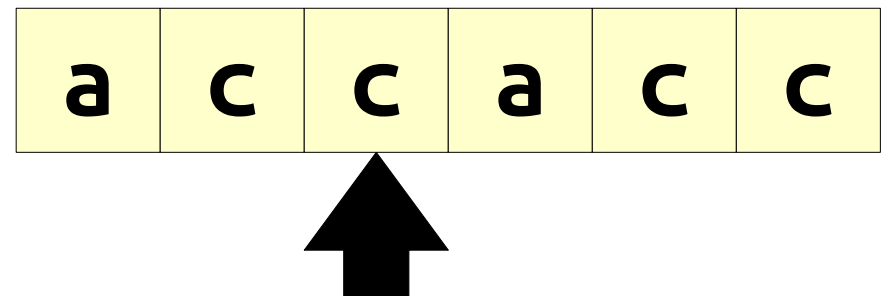
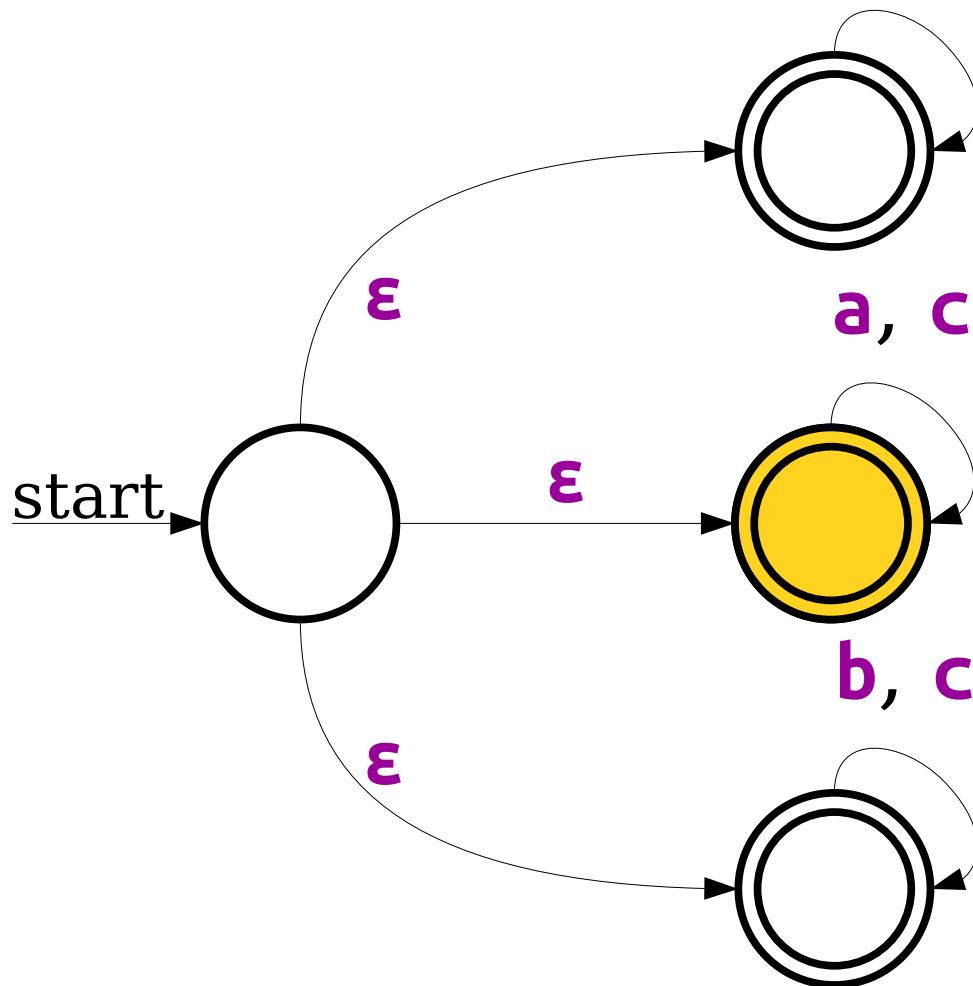
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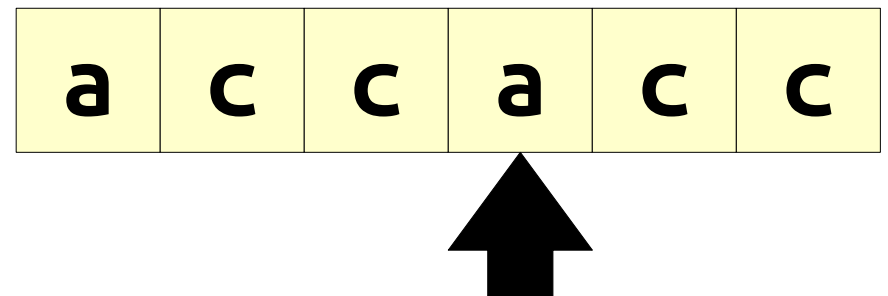
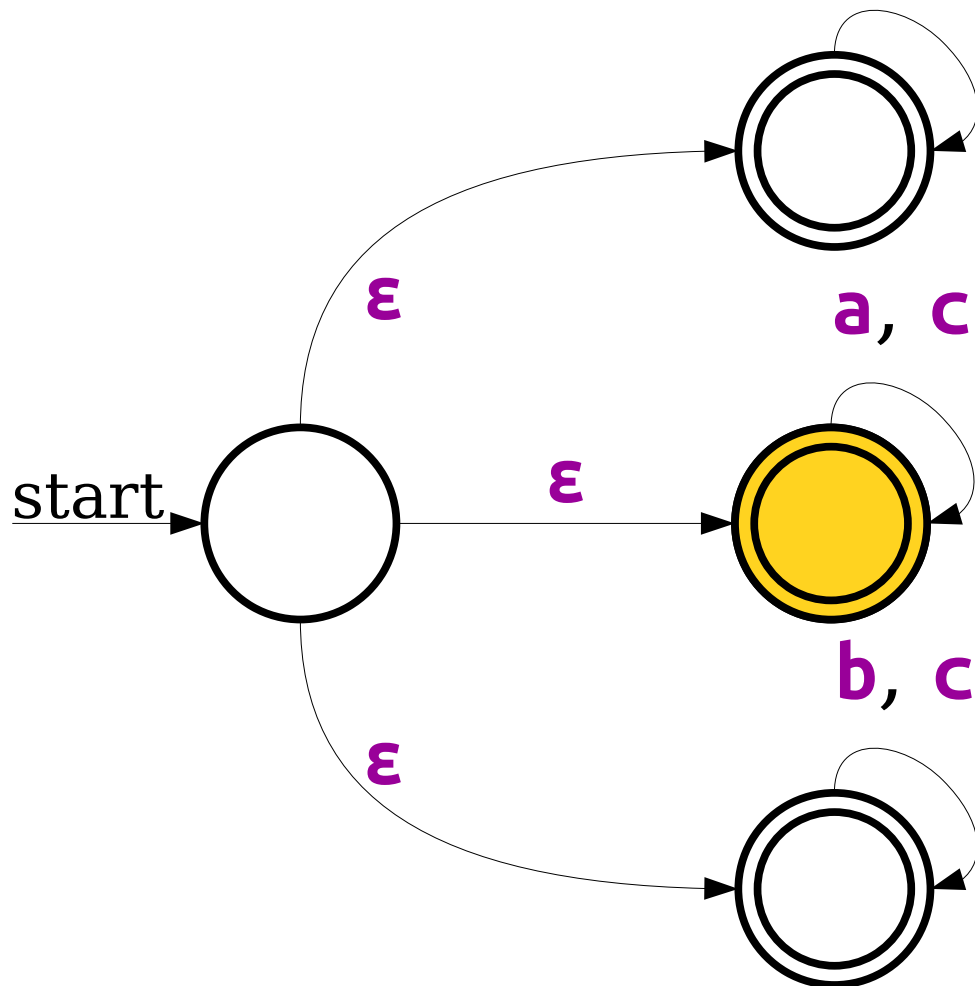
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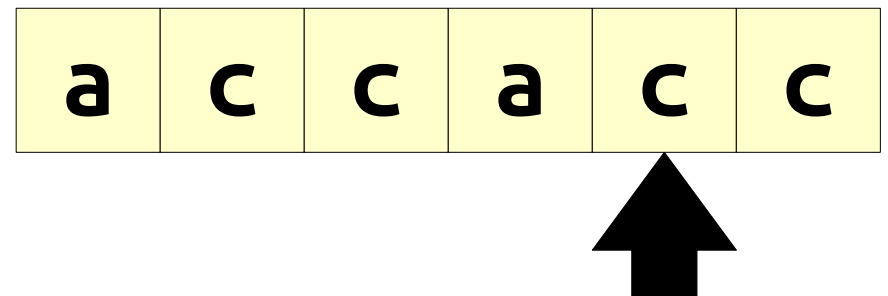
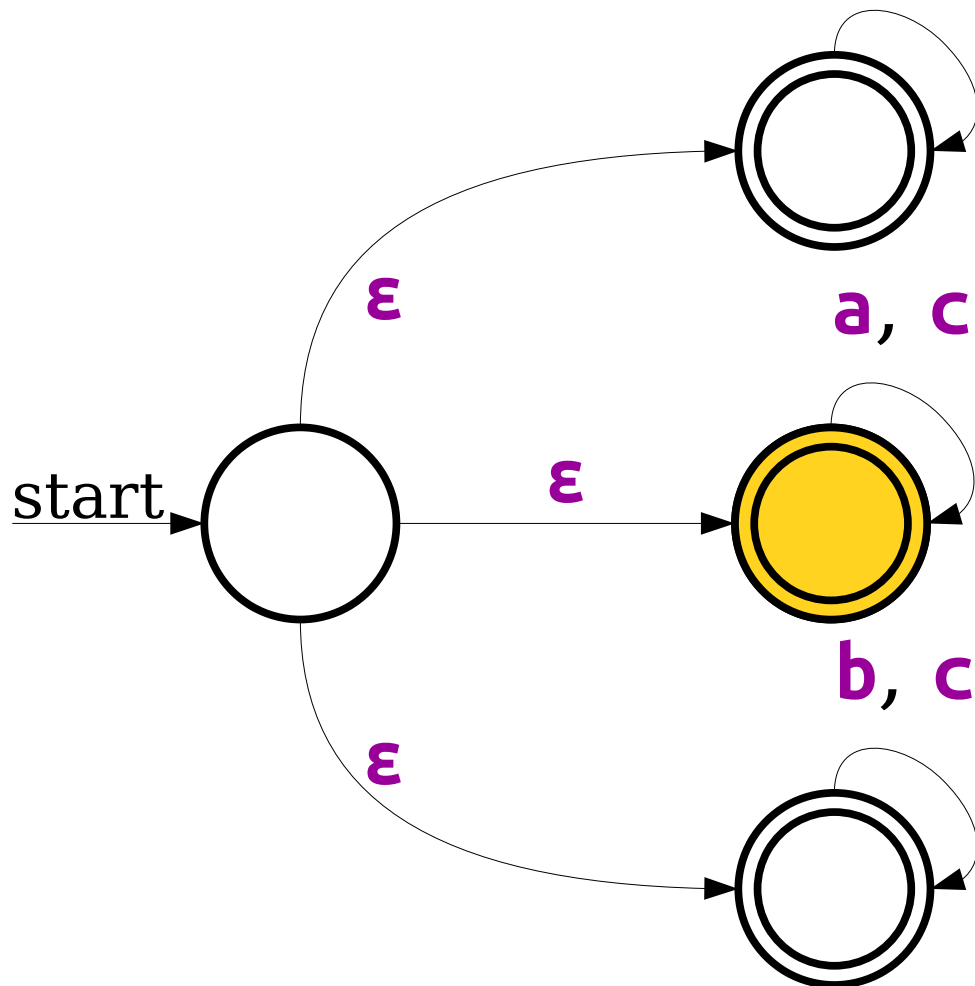
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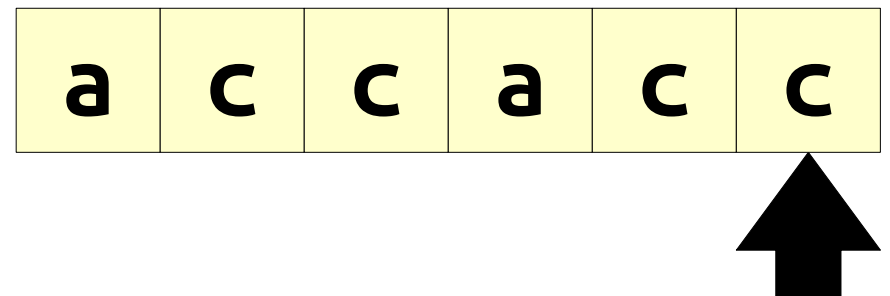
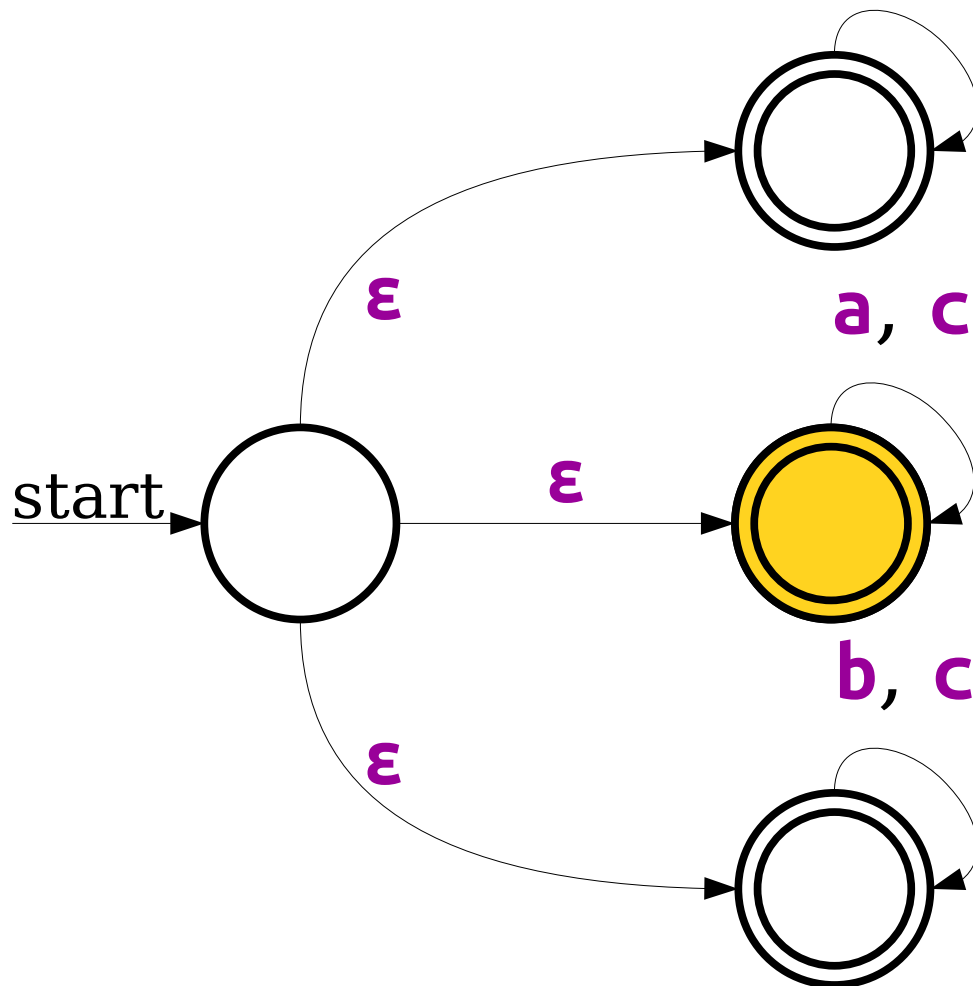
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