

# Automata Theory

Mark van den Bergh / Rudy van Vliet

Bachelor Informatica  
Data Science and Artificial Intelligence  
[Universiteit Leiden](#)

Fall 2024



Universiteit  
Leiden  
Leiden Institute of  
Advanced Computer Science

# Website and Brightspace

Practical information on website:

<https://liacs.leidenuniv.nl/~vlietrvan1/automata/>

Grades and announcements via Brightspace:

course code 4032AUTTHY\_2425\_S1

# Lectures and exercise classes

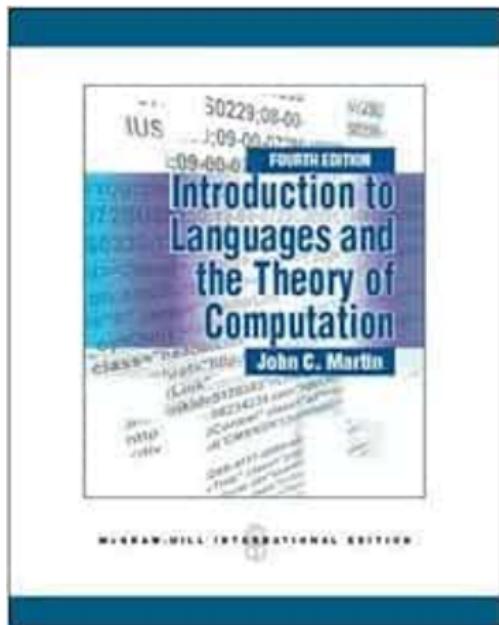
Lectures: Monday 11:00–12:45 in Gorlaeus C3

Lecturers: Mark van den Bergh, Rudy van Vliet

Tutorials: Friday 11:00–12:45 in Gorlaeus BM.1.26 / BM.1.33 / BW.0.40

e-mail: automata(at)liacs(dot)leidenuniv(dot)nl

*Introduction to Languages and the Theory of Computation*, John C. Martin, 4th edition



- Four homework assignments (30%), average grade  $H$
- Written exam (70%), grade  $W$

Let  $A = 0.3H + 0.7W$ .

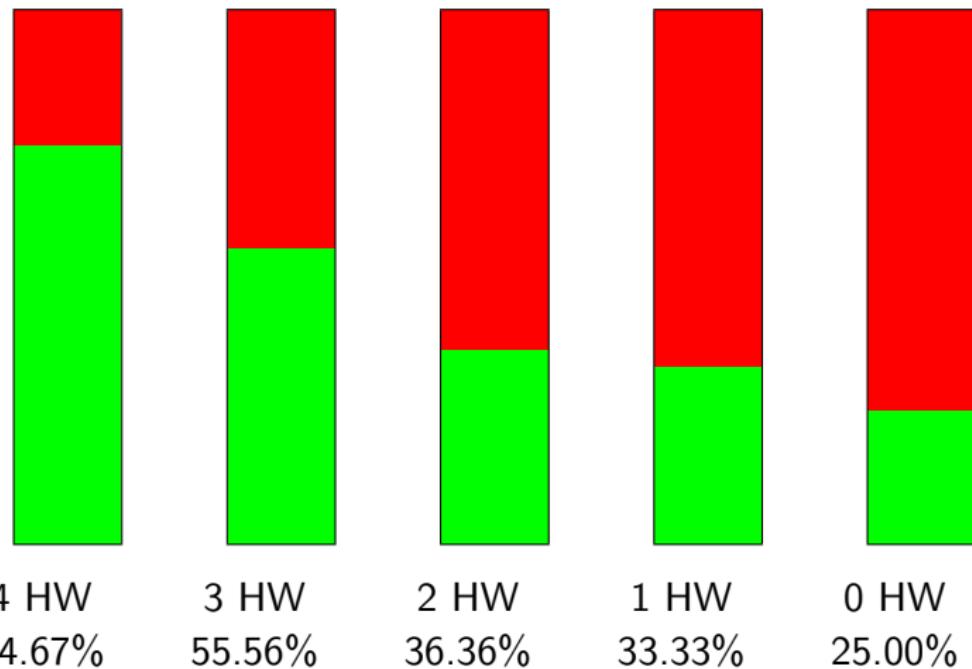
if  $W < 5.5$  then grade =  $W$

else if  $A \geq 5.5$  then grade =  $A$

else grade = 6.0

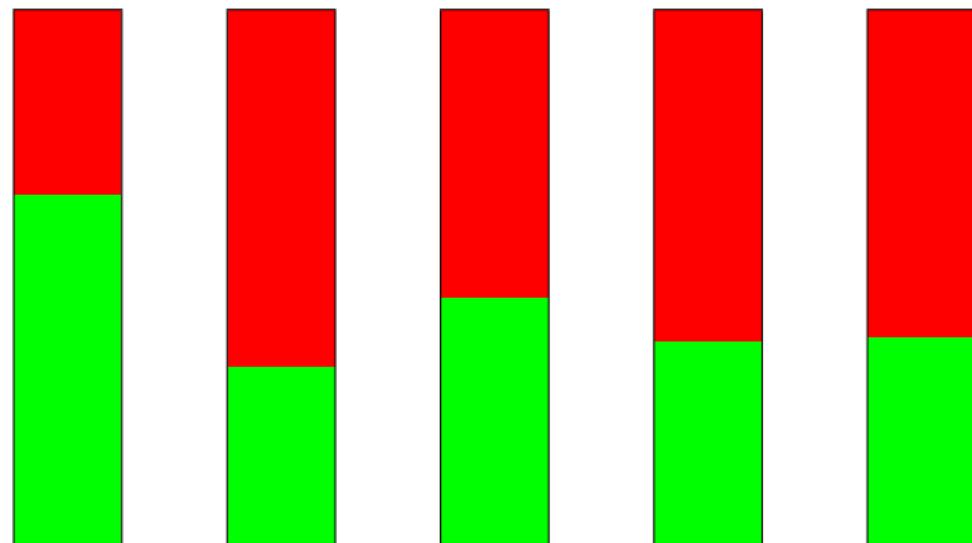
# Results from the Past

first exam, 19 December, 2022



# Results from the Past

first exam, 21 December, 2023



4 HW  
65.42%

3 HW  
33.33%

2 HW  
46.15%

1 HW  
38.10%

0 HW  
38.89%

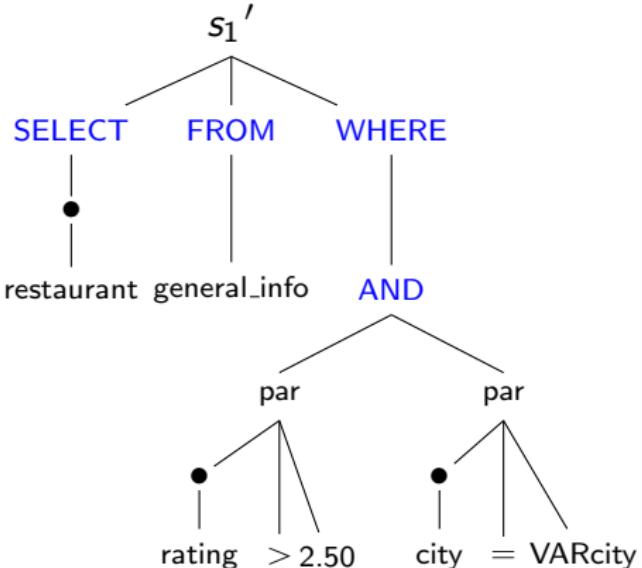
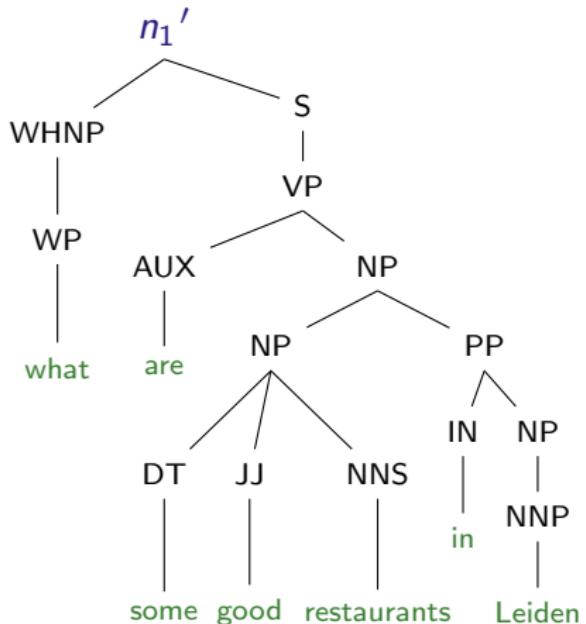
# Alan Turing



Dealing with languages / sets of instances

- ① Abstract machines to **accept** or to **recognize** languages
- ② Grammars to **generate** languages
- ③ Expressions to **describe** languages

# Specifying languages



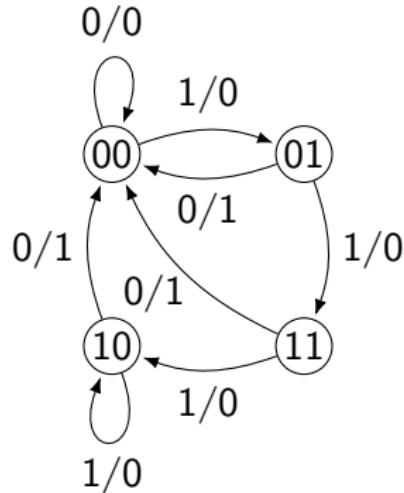
A. Giordani and A. Moschitti. Corpora for Automatically Learning to Map Natural Language Questions into SQL Queries (LREC 2010)

# Formal Languages: Origins

- ① Logic and recursive-function theory      [Introduction to Logic](#)
- ② Switching circuit theory and logical design      [FDSD](#)
- ③ Modeling of biological systems, particularly developmental systems and brain activity
- ④ Mathematical and computational linguistics
- ⑤ Computer programming and the design of ALGOL and other problem-oriented languages

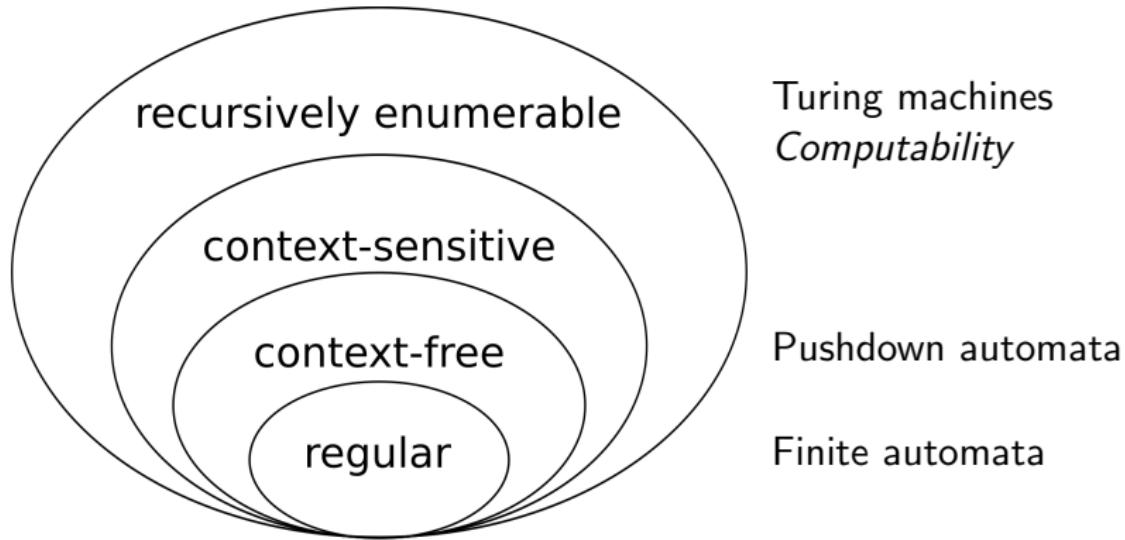
S.A. Greibach. Formal Languages: Origins and Directions.  
Annals of the History of Computing (1981) doi:[10.1109/MAHC.1981.10006](https://doi.org/10.1109/MAHC.1981.10006)





Fundamentals of Digital Systems Design by Todor Stefanov, Leiden University

# Chomsky hierarchy



[M] Table 8.21

# Sets and boolean algebra

$\cup, \cap, {}^c$

commutativity	$A \cup B = B \cup A$	...
associativity	$(A \cup B) \cup C = A \cup (B \cup C)$	
distributivity	$A \cap (B \cup C) = (A \cap B) \cup (A \cap C)$	
idempotency	$A \cup A = A$	$A \cap A = A$
De Morgan	$(A \cup B)^c = A^c \cap B^c$	
unit	$A \cup \emptyset = A$	$A \cap U = A$
	$A \cap \emptyset = \emptyset$	$A \cup U = U$
involution	$(A^c)^c = A$	
complement	$A \cap A^c = \emptyset$	
		duality

brackets

priority  ${}^c$  before  $\cup, \cap$

$K \cap L \cup M ??$

[M] page 4 FDSD, FOCS



*letter*, symbol  $\sigma$  0, 1  $a, b, c$

*alphabet*  $\Sigma$   $\{a, b, c\}$   
 (finite, nonempty)

*string*, word  $w$  finite

$w = a_1 a_2 \dots a_n$ ,  $a_i \in \Sigma$  abbabb

empty string  $\lambda, \Lambda, \varepsilon$

length  $|x|$   $|\lambda| = 0$   $|xy| = |x| + |y|$

concatenation  $a_1 \dots a_m \cdot b_1 \dots b_n$   $ab \cdot babb$   
 $w\lambda = \lambda w = w$   $(xy)z = x(yz)$

*string*  $w \in \Sigma^*$   $w \in \{a, b\}^*$

$\Sigma^* = \{\lambda, a, b, aa, ab, ba, bb, aaa, aab, \dots\}$  canonical order

infinite set of finite strings

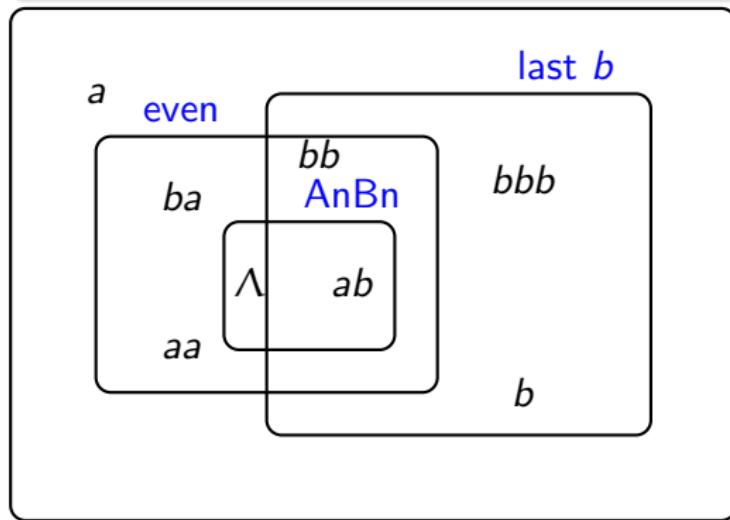
*language*  $L \subseteq \Sigma^*$



$\Lambda$    vs.    $\{\Lambda\}$    vs.    $\emptyset$

## Example

- $\{a, b\}^*$  all strings over  $\{a, b\}$   $\Lambda, baa, aaaaa$
- all strings of even length  $\Lambda, babbba$
- all strings with last letter  $b$   $bbb, aabb$
- $AnBn = \{a^n b^n \mid n \in \mathbb{N}\}$   $\Lambda, aaabbb$  ( $\mathbb{N} = \{0, 1, 2, 3, \dots\}$ )



## Definition

$$K \cdot L = KL = \{ xy \mid x \in K, y \in L \}$$

$$\{a, ab\}\{a, ba\} = \{aa, aba, abba\}$$

one       $\{\Lambda\}L = L\{\Lambda\} = L$

zero       $\emptyset L = L\emptyset = \emptyset$

associative       $(KL)M = K(LM)$

$$L^0 = \{\Lambda\}, \text{ even if } L = \emptyset, \text{ c.f. } 0^0$$

$$L^1 = L, \quad L^2 = LL, \dots$$

$$L^{n+1} = L^n L.$$

## Definition

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

$$L^n = \underbrace{L \cdot L \cdot \dots \cdot L}_{n \text{ times}}$$

$$L^n = \{ w_1 w_2 \dots w_n \mid w_1, w_2, \dots, w_n \in L \} \quad \text{fixed } n$$

$$L^* = \{ w_1 w_2 \dots w_n \mid w_1, w_2, \dots, w_n \in L, n \in \mathbb{N} \}$$

c.f.  $\Sigma^*$

## Example

$$\{a\}^* \cdot \{b\} = \{\Lambda, a, aa, aaa, \dots\} \cdot \{b\} = \{b, ab, aab, aaab, \dots\}$$

$$(\{a\}^* \cdot \{b\})^* = \{b, ab, aab, aaab, \dots\}^* = \\ \{\Lambda, b, ab, bb, aab, abb, bab, bbb, aaab, \dots\}$$

$$(\{a\}^* \cdot \{b\})^* = \{a, b\}^* \{b\} \cup \{\Lambda\}$$

*family* all languages that can be defined by

- type of automata
  - (deterministic) finite aut. FA, NFA, pushdown aut. PDA
- type of grammar
  - context-free grammar CFG, regular (aka right-linear)
- certain operations
  - regular REG

Boolean operations:  $\cup$ ,  $\cap$ ,  ${}^c$

Regular operations:  $\cup$ ,  $\cdot$ ,  $*$

family  $F$  *closed under* operation  $\nabla$ :

if  $K, L \in F$ , then  $K \nabla L \in F$ .

RECOGNIZING, algorithm

$$L = \{ x \in \{a, b\}^* \mid n_a(x) > n_b(x) \}$$

count  $a$  and  $b$

deterministic [finite] automaton

GENERATING, description

regular expression

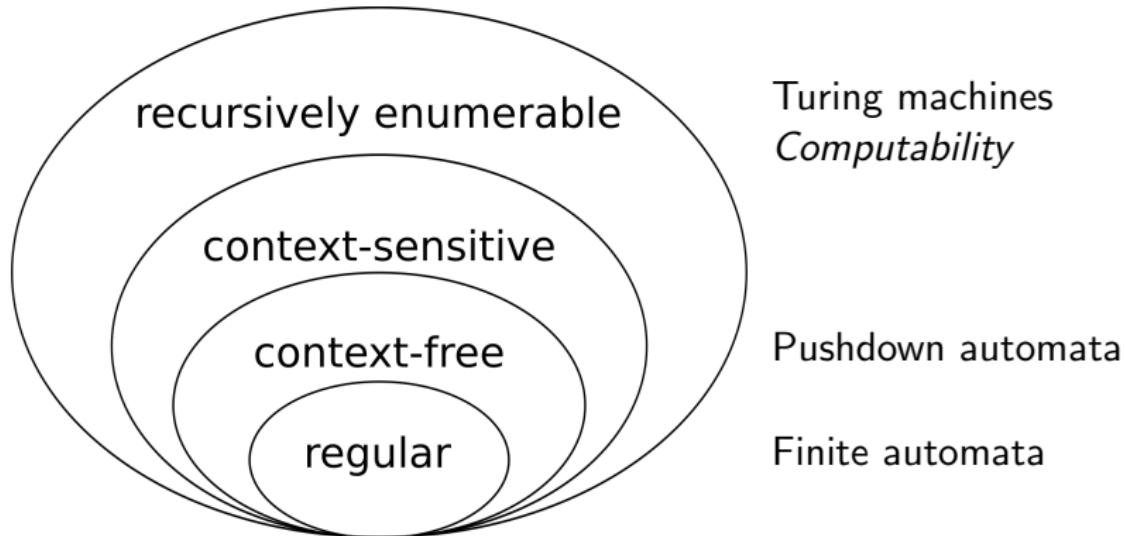
$$K = (\{ab, bab\}^*\{b\})^*\{ab\} \cup \{b\}\{ba\}^*\{ab\}^*$$

recursive definition

↪ well-formed formulas

grammar

# Chomsky hierarchy



[M] Table 8.21

During lectures: sometimes complete proofs, sometimes only sketch

In exercises, validity of a statement requires *proof*

To prove non-validity, provide *counterexample*



$L_1, L_2, L_3$  are languages over some alphabet  $\Sigma$ .

For each pair of languages below, what is their relationship?

Are they always equal? If not, is one always a subset of the other?

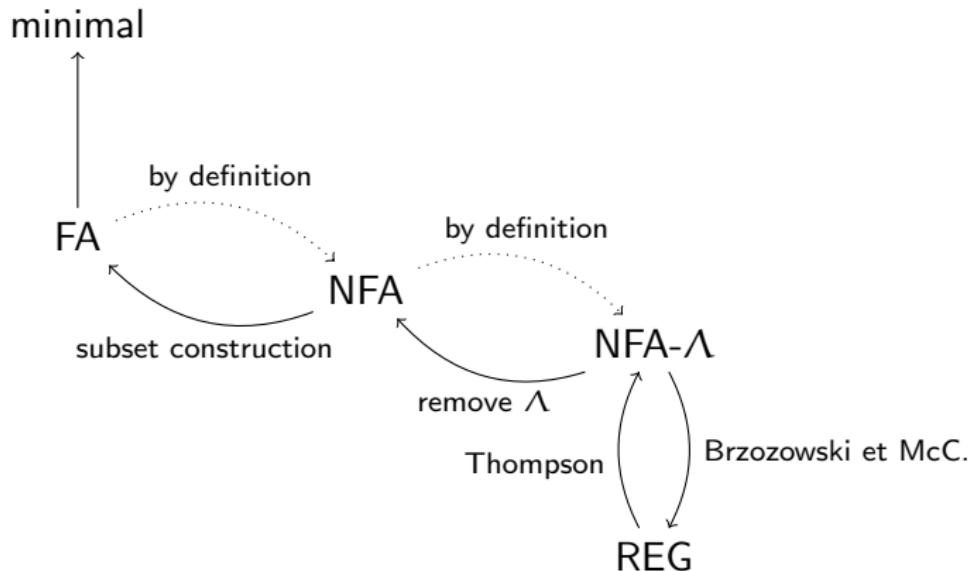
- ①  $L_1(L_2 \cap L_3)$  vs.  $L_1L_2 \cap L_1L_3$
- ②  $L_1^* \cap L_2^*$  vs.  $(L_1 \cap L_2)^*$
- ③  $L_1^*L_2^*$  vs.  $(L_1L_2)^*$

[M] Exercise 1.37

---

<sup>1</sup>A quiz is a brief assessment used in education to measure growth in knowledge, abilities, and/or skills. [Wikipedia](#)





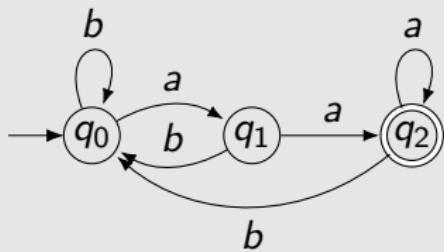
## Section 1

### (Deterministic) Finite Automata

## 1 (Deterministic) Finite Automata

- Examples

## Example

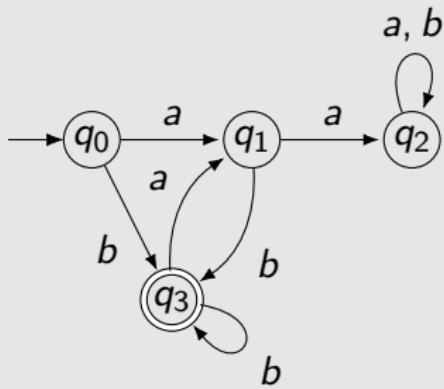
$$L_1 = \{ x \in \{a, b\}^* \mid x \text{ ends with } aa \}$$


$\delta$	$a$	$b$
$q_0$	$q_1$	$q_0$
$q_1$	$q_2$	$q_0$
$q_2$	$q_2$	$q_0$

[M] E. 2.1

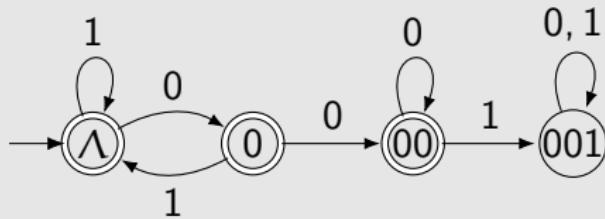
## Example

$L_2 = \{ x \in \{a, b\}^* \mid x \text{ ends with } b \text{ and does not contain } aa \}$



[M] E. 2.3

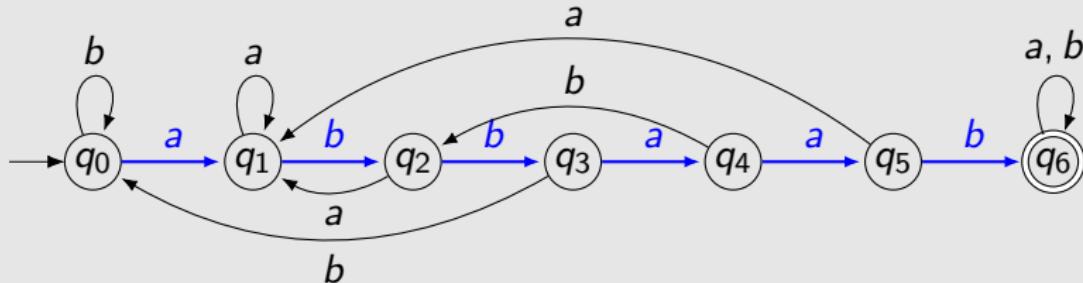
Example (Strings not containing 001)



[L] E 2.4

Example (Similar to Knuth-Morris-Pratt string search)

$$L_3 = \{ x \in \{a, b\}^* \mid x \text{ contains the substring } abbaab \}$$



[M] E. 2.5

# Binary integers divisible by 3

Self-study

Note:  $x$  is divisible by 3  $\Leftrightarrow x \bmod 3 = 0$ .

Note:  $x_0 = 2 \cdot x$ , and  $x_1 = 2 \cdot x + 1$ .

Therefore:

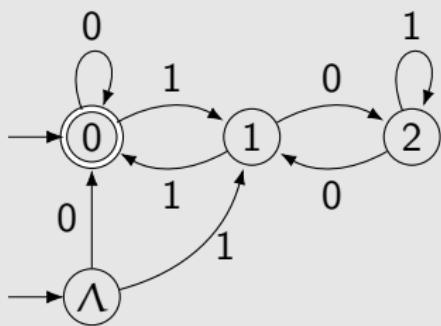
if  $x \bmod 3 = 0$ , then  $x_0 \bmod 3 = 0$  and  $x_1 \bmod 3 = 1$ ;

if  $x \bmod 3 = 1$ , then  $x_0 \bmod 3 = 2$  and  $x_1 \bmod 3 = 0$ ;

if  $x \bmod 3 = 2$ , then  $x_0 \bmod 3 = 1$  and  $x_1 \bmod 3 = 2$ .



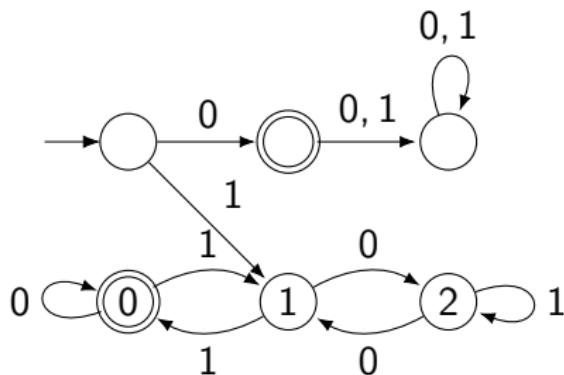
## Example



$\delta$	0	1
$x$	$2x$	$2x + 1$
$\Lambda$	0	1
0	0	1
1	2	0
2	1	2

States represent  $x \bmod 3$ .

Disallows leading 0's in binary representations, e.g., 0001.



[M] E. 2.7