

# Formal Languages & Automata

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# Chapter 2: Finite Automata

### Nondeterministic Finite Acceptors (NFA)

- Given an input symbol, a nondeterministic finite acceptor (NFA) has a choice of moves.
- An NFA's transition function can take it to any one state from a set of states:

$$M = (Q, \Sigma, \delta, q_0, F)$$

where

$$\delta: Q \times (\Sigma \cup \{\lambda\}) \to 2^Q$$

## Nondeterministic Finite Acceptors, cont'd

- A transition moves to a subset of states (not to a unique state as in a DFA).
  - $2^{Q}$  is the powerset of Q.

$$\delta: Q \times (\Sigma \cup \{\lambda\}) \to 2^{\mathcal{Q}}$$

- The second argument of  $\delta$  can also be  $\lambda$ .
  - We can make a transition without consuming an input symbol.



#### Example NFAs, *cont'd*



Accept either the string *aaa* or a string with an even number of *a*'s.

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(Simpler than the equivalent DFA.)



The string 10 has two walks, one to  $q_0$  and one to  $q_2$ . The string is accepted because  $q_0$  is a final state.

#### Language Accepted by an NFA

• The language *L* accepted by an NFA

$$M = (Q, \Sigma, \delta, q_0, F)$$

is the set of all strings *w* for which there is a path labeled *w* from the initial vertex to some final vertex.

$$L(M) = \{ w \in \Sigma^* : \delta^*(q_0, w) \cap F \neq \emptyset \}$$