## COMP2111 Week 8 Term 1, 2019 Week 7 recap

## Week 7 recap: State machines/Transition systems

Abstractions of step-by-step processes

- Definitions:
- States and Transitions
- (Non-)determinism
- Reachability
- Safety and Liveness
- The Invariant Principle
- Termination
- Finite automata:
- DFAs, NFAs
- Regular languages


## Definitions

A transition system is a pair $(S, \rightarrow)$ where:

- $S$ is a set (of states), and
- $\rightarrow \subseteq S \times S$ is a (transition) relation.
- $S$ may have a designated start state, $s_{0} \in S$
- $S$ may have designated final states, $F \subseteq S$
- The transitions may be labelled by elements of a set $\Lambda$ :
- $\rightarrow \subseteq S \times \wedge \times S$
- $\left(s, a, s^{\prime}\right) \in \rightarrow$ is written as $s \xrightarrow{a} s^{\prime}$
- If $\rightarrow$ is a function we say the system is deterministic, in general it is non-deterministic


## Runs and reachability

Given a transition system $(S, \rightarrow)$ and states $s, s^{\prime} \in S$,

- a run from $s$ is a (possibly infinite) sequence $s_{1}, s_{2}, \ldots$ such that $s=s_{1}$ and $s_{i} \rightarrow s_{i+1}$ for all $i \geq 1$.
- we say $s^{\prime}$ is reachable from $s$, written $s \rightarrow^{*} s^{\prime}$, if $\left(s, s^{\prime}\right)$ is in the transitive closure of $\rightarrow$.


## Safety and Liveness

## Common problem (Safety)

Will every run of a transition system avoid a particular state or states? Equivalently, will some run of a transition system reach a particular state or states?

## Common problem (Liveness)

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## The Invariant Principle (safety)

A preserved invariant of a transition system is a unary predicate $\varphi$ on states such that if $\varphi(s)$ holds and $s \rightarrow s^{\prime}$ then $\varphi\left(s^{\prime}\right)$ holds.

## Invariant principle

If a preserved invariant holds at a state $s$, then it holds for all states reachable from $s$.

## Example

## Example

- States: $\mathbb{Z} \times \mathbb{Z} \times \mathbb{Z}$
- Transition:
- $(x, y, r) \rightarrow\left(x^{2}, \frac{y}{2}, r\right)$ if $y$ is even
- $(x, y, r) \rightarrow\left(x^{2}, \frac{y-1}{2}, r x\right)$ if $y$ is odd


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- $(x, y, r) \rightarrow\left(x^{2}, \frac{y-1}{2}, r x\right)$ if $y$ is odd
- Preserved invariant: $r x^{y}$ is a constant
- $\Rightarrow$ All states reachable from $(m, n, 1)$ will satisfy $r x^{y}=m^{n}$
- $\Rightarrow$ if $(x, 0, r)$ is reachable from $(m, n, 1)$ then $r=m^{n}$.


## Termination (liveness)

A transition system $(S, \rightarrow)$ terminates from a state $s$ if there is an $N$ such that all runs from $s$ have length at most $N$.

A derived variable is a function $f: S \rightarrow \mathbb{R}$.
A derived variable is strictly decreasing if $s \rightarrow s^{\prime}$ implies $f(s)>f\left(s^{\prime}\right)$.

## Theorem

If $f$ is an $\mathbb{N}$-valued, strictly decreasing derived variable, then the length of any run from $s$ is at most $f(s)$.

## Deterministic Finite Automata



A deterministic finite automaton (DFA) is a tuple $\left(Q, \Sigma, \delta, q_{0}, F\right)$ where

- $Q$ is a finite set of states
- $\Sigma$ is the input alphabet
- $\delta: Q \times \Sigma \rightarrow Q$ is the transition function
- $q_{0} \in Q$ is the start state
- $F \subseteq Q$ is the set of final/accepting states


## Language of a DFA



A DFA accepts a sequence of symbols from $\Sigma$ - i.e. elements of $\Sigma^{*}$ Informally: A word defines a run in the DFA and the word is accepted if the run ends in a final state.

## Language of a DFA


w: 1001

A DFA accepts a sequence of symbols from $\Sigma$ - i.e. elements of $\Sigma^{*}$

- Start in state $q_{0}$
- Take the first symbol of $w$
- Repeat the following until there are no symbols left:
- Based on the current state and current input symbol, transition to the appropriate state determined by $\delta$
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## Language of a DFA



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L(\mathcal{A})=\{1,01,11,101, \ldots\}
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For a DFA $\mathcal{A}=\left(Q, \Sigma, \delta, q_{0}, F\right)$, the language of $\mathcal{A}, L(\mathcal{A})$, is the set of words from $\Sigma^{*}$ which are accepted by $\mathcal{A}$

A language $L \subseteq \Sigma^{*}$ is regular if there is some DFA $\mathcal{A}$ such that $L=L(\mathcal{A})$

## Example

## Example

$\mathcal{A}$ such that $L(\mathcal{A})=\left\{w \in\{a, b\}^{*}:\right.$ every odd symbol is $\left.b\right\}$ $\mathcal{A}$


## Non-deterministic Finite Automata



A non-deterministic finite automaton (NFA) is a nondeterministic, finite state acceptor.

More general than DFAs: A DFA is an NFA

## Non-deterministic Finite Automata



Formally, a non-deterministic finite automaton (NFA) is a tuple $\left(Q, \Sigma, \delta, q_{0}, F\right)$ where

- $Q$ is a finite set of states
- $\Sigma$ is the input alphabet
- $\delta \subseteq Q \times(\Sigma \cup\{\epsilon\}) \times Q$ is the transition relation
- $q_{0} \in Q$ is the start state
- $F \subseteq Q$ is the set of final/accepting states


## Language of an NFA



An NFA accepts a sequence of symbols from $\Sigma$ - i.e. elements of $\Sigma^{*}$
Informally: A word defines several runs in the NFA and the word is accepted if at least one run ends in a final state.

Note 1: Runs can end prematurely (these don't count)
Note 2: An NFA will always "choose wisely"

## Language of an NFA


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- Start in state $q_{0}$
- Take the first symbol of $w$
- Repeat until there are no symbols left or no transitions available:
- Based on the current state and current input symbol or $\epsilon$, transition to any state determined by $\delta$
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