

① New TA: Jingyuan Fan o/c hrs Wed 3-5pm

KWR: 1-2 Tue, 3-5 Wed, 1 more hr TBA

James Clay: Mon 5-6 Fri 3-4pm

A language represent:

- A logical condition on a string
- A yes/no decision problem

Example: Given a positive number n , is n a difference of two powers of 2?

with an (arbitrary but) specific encoding of objects as strings.

Instances: $n = 7$? Yes: $2^3 - 2^0 = 8 - 1 = 7$

$n = 120$? Yes: $2^7 - 2^3 = 128 - 8 = 120$

$n = 26$? No!

$n = 54$? No.

$n = 1,260$?

$n = 8$?

$7 = 111$

$120 = 11111000$

$54 = 110110$

$1260 = \dots$

$8 =$

Algorithm: The answer is yes unless a '1' follows a '0' in n , under standard binary encoding (note: $n > 0$).

I actually gave a logical assertion that implies an algorithm and states its correctness. Prove it?

"Proof by Picture": $2^k = \overbrace{0'0'0'0'0'0'0'0'0'0}^k \dots 0$

For some $j < k$, $2^j = \overbrace{0'0'0'0'0'0'0'0'0'0}^j 1'0'0'0'0'0'0'0'0'0'0 \dots 0$

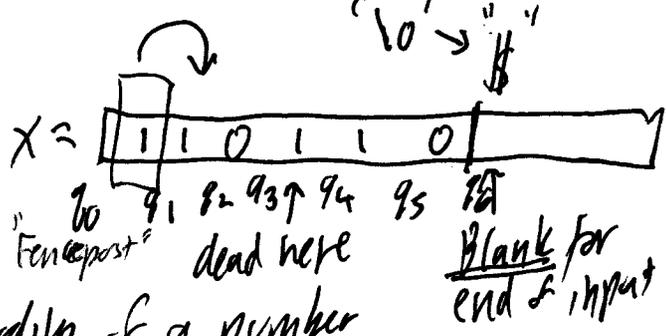
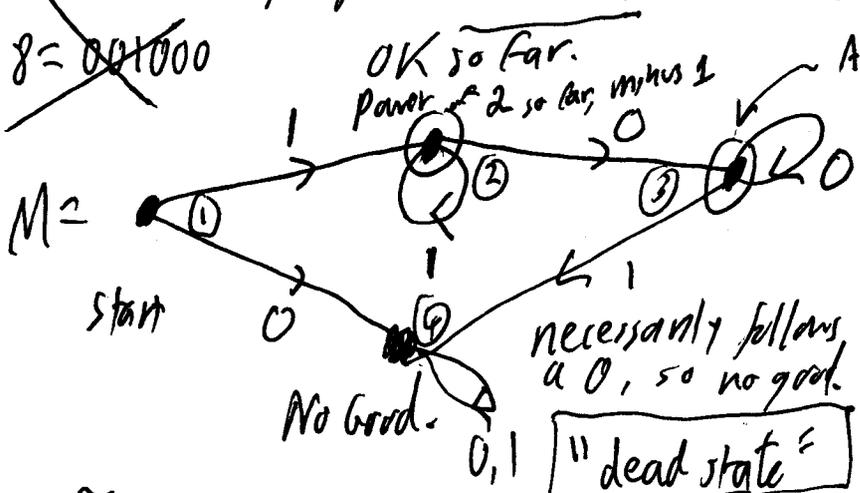
$\overline{0'1'1'1'1'0'0'0'0'0'0} \dots 0$

Output always has one or more 1s followed by zero or more 0s.

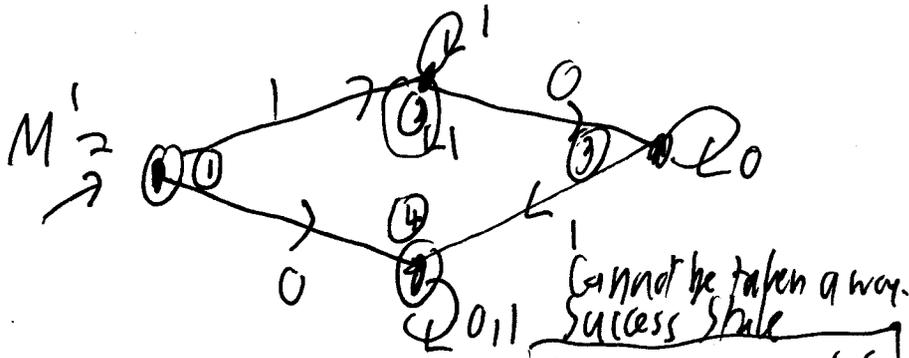
Shorthand: Binary(n) = $\underbrace{1 \cdot 1^*}_{A \cdot 1} \underbrace{0^*}_{B} = 1^+ 0^*$ Superscript + means one-or-more

Part II = A machine-type algorithm for this problem. ②

Language $L = 1 \cdot 1^* \cdot 0^* = 1^+ 0^* = \{x \in \{0,1\}^* : x \text{ begins with at least one } 1 \text{ and has } 1\text{s followed optionally by } 0\text{s}\}$



$\tilde{L} = \{x : x \text{ is a standard binary encoding of a number that is not a diff of two powers of 2, or } x \text{ is not a legal encoding}\}$



$x = 0$ or x has leading 0s.

Desired Final States.

For M , $F = \{2, 3\}$

$Q = \{1, 2, 3, 4\}$

For M' : $F' = \{1, 4\}$ instead.

Formal Definition 5.1.1:

A deterministic finite automaton (DFA) is a 5-tuple $M = (Q, \Sigma, \delta, s, F)$ where:

- Q is a finite set of elements called states.
- Σ is the input alphabet.
- s , a member of Q , is the start state (text: q_0)
- F , a subset of Q , is the set of final states
- $\delta : Q \times \Sigma \rightarrow Q$. Here: $\delta(1,0) = 2, \delta(1,1) = 2, \delta(2,0) = 3, \delta(2,1) = 2, \delta(3,0) = 3, \delta(3,1) = 4, \delta(4,0) = 4, \delta(4,1) = 4$

$Q = \{1, 2, 3, 4\}, \Sigma = \{0, 1\}, s = 1, F = \{1, 4\}$ in M'

Given char and a State type already enum

```

class DFA {
    set<State> Q;
    set<char> Sigma;
    State s;
    set<State> F;
    State (*delta)(State p, char c);
}
    
```

[Member function rather than a method]

State delta(State p, char c);

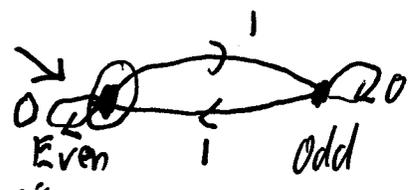
Segue to Thursday's lecture

Note: 0 is an even number.

Example 2: $L_2 = \{x \in \{0,1\}^* : \text{the number of 1s in } x \text{ is even}\}$
abbreviated #1(x) or $N_2(x)$, not in text.

Unlike Example 1, I don't know a simple way to define the corresponding set of binary numbers "numerically".

The algorithm is easy though - a DFA with only 2 states will do:



$Q = \{\text{"Even", "Odd"}\}$ $\delta(\text{Even}, 0) = \text{Even}$ Using the idea of the graph of a function,
 $\Sigma = \{0, 1\}$, $s = \text{"Even"}$ $\delta(\text{Even}, 1) = \text{Odd}$ we can rewrite δ as a
 $F = \{\text{"Even"}\} = \{s\}$ $\delta(\text{Odd}, 0) = \text{Odd}$ set of instructions:
 $\delta(\text{Odd}, 1) = \text{Even}$

Set3" δ
Set (State, char, State) $\delta = \{(\text{Even}, 0, \text{Even}), (\text{Even}, 1, \text{Odd}), (\text{Odd}, 0, \text{Odd}), (\text{Odd}, 1, \text{Even})\}$

Note we defined the whole DFA without using numbers for states: State can be anything.
 To be super-technical we should write the graph form of e.g. $\delta(\text{Even}, 1) = \text{Odd}$ as a nested pair $(\text{Even}, 1), \text{Odd}$, but simple triples are AOK. C++/Java/etc. let you do it either way too:
 Set $\langle \text{Triple} \langle \text{state}, \text{char}, \text{State} \rangle \rangle$ or set $\langle \text{Pair} \langle \text{Pair} \langle \text{State}, \text{char} \rangle, \text{State} \rangle \rangle$
 C++ does not have a standard Triple type. You could write your own "Set3" class to be like above. "Yuck!" (use typedefs?) in C++ need this space, Java OK.

A regular expression for L_2 is easy too. We can reason directly or by "tracing" the DFA.

• Directly: '0' doesn't matter, so we can stick "zero or more 0s" anywhere. What we need is "zero or more pairs of 1s." By itself that's $(11)^*$. Combined gives $(0^* 10^* 10^*)^*$.

• From the machine: We need to begin and end at the "Even" state. We can come back in two ways: a single 0; or a 1 then any number of 0s then a 1 again. Expression:

Comeback = $0 \cup 10^* 1$

We begin and need to do zero-or-more "comeback"s. So we get: $(0 \cup 10^* 1)^*$
Hey! The answers are different! Is one wrong? No~ but it's a sign of a "bumpy ride..."