

## Finite state automata

Data Structures and Algorithms for Computational Linguistics III  
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Winter Semester 2020/21

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## Why study finite-state automata?

- Unlike some of the abstract machines we discussed, finite-state automata are efficient models of computation
- There are many applications
  - Electronic circuit design
  - Workflow management
  - Games
  - Pattern matching
  - ...
- But more importantly >:
  - Tokenization, stemming
  - Morphological analysis
  - Spell checking
  - Shallow parsing/chunking
  - ...

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## Finite-state automata (FSA)

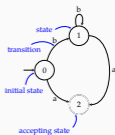
- A finite-state machine is in one of a finite-number of states in a given time
  - The machine changes its state based on its input
  - Every regular language is generated/recognized by an FSA
  - Every FSA generates/recognizes a regular language
  - Two flavors:
    - Deterministic finite automata (DFA)
    - Non-deterministic finite automata (NFA)
- Note: the NFA is a superset of DFA.

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## FSA as a graph

- An FSA is a directed graph
- States are represented as nodes
- Transitions are labeled edges
- One of the states is the *initial state*
- Some states are accepting states



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## DFA: formal definition

Formally, a finite state automaton,  $M$ , is a tuple  $(\Sigma, Q, q_0, F, \Delta)$  with

- $\Sigma$  is the alphabet, a finite set of symbols
- $Q$  a finite set of states
- $q_0$  is the start state,  $q_0 \in Q$
- $F$  is the set of final states,  $F \subseteq Q$
- $\Delta$  is a function that takes a state and a symbol in the alphabet, and returns another state ( $\Delta: Q \times \Sigma \rightarrow Q$ )

At any state and for any input,  
a DFA has a single well-defined action to take.

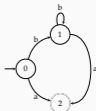
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## DFA: formal definition

an example

$\Sigma = \{a, b\}$   
 $Q = \{q_0, q_1, q_2\}$   
 $q_0 = q_0$   
 $F = \{q_2\}$   
 $\Delta = \{(q_0, a) \rightarrow q_2, (q_0, b) \rightarrow q_1,$   
 $(q_1, a) \rightarrow q_2, (q_1, b) \rightarrow q_1\}$



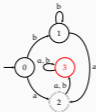
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## Another note on DFA

error or sink state

- Is this FSA deterministic?
- To make all transitions well-defined, we can add a sink (or error) state
- For brevity, we skip the explicit error state
  - In that case, when we reach a dead end, recognition fails



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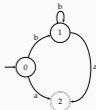
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## DFA: the transition table

		symbol	
		a	b
state	→0	2	1
	1	2	1
	*2	∅	∅

→ marks the start state

\* marks the accepting state(s)



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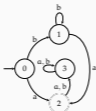
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## DFA: the transition table

		symbol	
		a	b
state	→0	2	1
	1	2	1
	*2	3	3
3	3	3	

→ marks the start state

\* marks the accepting state(s)

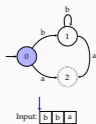


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## DFA recognition

1. Start at  $q_0$
2. Process an input symbol, move accordingly
3. Accept if in a final state at the end of the input

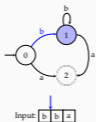


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## DFA recognition

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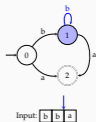


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## DFA recognition

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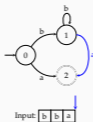


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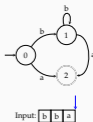
## DFA recognition

1. Start at  $q_0$
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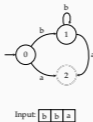
## DFA recognition

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## DFA recognition

1. Start at  $q_0$
2. Process an input symbol, move accordingly
3. Accept if in a final state at the end of the input



- What is the complexity of the algorithm?
- How about inputs:
  - bbbb
  - aa

## A few questions

- What is the language recognized by this FSA?
- Can you draw a simpler DFA for the same language?
- Draw a DFA recognizing strings with even number of 'a's over  $\Sigma = \{a, b\}$



## Non-deterministic finite automata

## Formal definition

A non-deterministic finite state automaton,  $M$ , is a tuple  $(\Sigma, Q, q_0, F, \Delta)$  with

- $\Sigma$  is the alphabet, a finite set of symbols
- $Q$  a finite set of states
- $q_0$  is the start state,  $q_0 \in Q$
- $F$  is the set of final states,  $F \subseteq Q$
- $\Delta$  is a function from  $(Q, \Sigma)$  to  $P(Q)$ , power set of  $Q$  ( $\Delta: Q \times \Sigma \rightarrow P(Q)$ )

## An example NFA



		symbol	
		a	b
state	-0	0,1	0,1
	1	1,2	1
2	0,2	0	

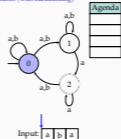
- We have nondeterminism, e.g., if the first input is a, we need to choose between states 0 or 1
- Transition table cells have sets of states

## Dealing with non-determinism

- Follow one of the links, store alternatives, and *backtrack* on failure
- Follow all options in parallel

## NFA recognition

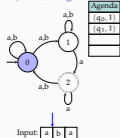
as search (with backtracking)



1. Start at  $q_0$
2. Take the next input, place all possible actions to an agenda
3. Get the next action from the agenda, act
4. At the end of input  
Accept if in an accepting state  
Reject not in accepting state & agenda empty  
Backtrack, otherwise

## NFA recognition

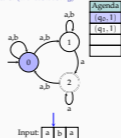
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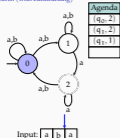
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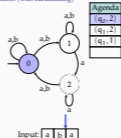
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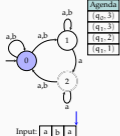
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## NFA recognition

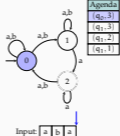
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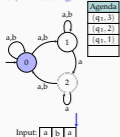
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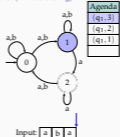
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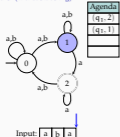
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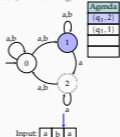
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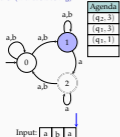
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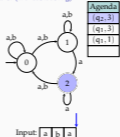
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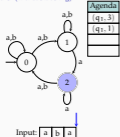
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as search (with backtracking)



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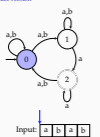
## NFA recognition as search

summary

- Worst time complexity is exponential
  - Complexity is worse if we want to enumerate all derivations
- We used a stack as agenda, performing a depth-first search
- A queue would result in breadth-first search
- If we have a reasonable heuristic  $A^*$  search may be an option
- Machine learning methods may also guide finding a fast or the best solution

## NFA recognition

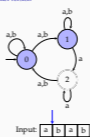
parallel version



1. Start at  $q_0$
2. Take the next input, mark all possible next states
3. If an accepting state is marked at the end of the input, accept

## NFA recognition

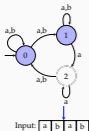
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## NFA recognition

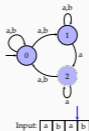
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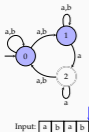
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## NFA recognition

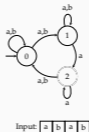
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## NFA recognition

parallel version

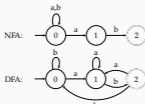


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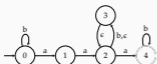
Note: the process is *deterministic*, and *finite-state*.

## An exercise

Construct an NFA and a DFA for the language over  $\Sigma = \{a, b\}$  where all sentences end with  $ab$ .

One more complication:  $\epsilon$  transitions

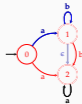
- An extension of NFA,  $\epsilon$ -NFA, allows moving without consuming an input symbol, indicated by an  $\epsilon$ -transition (sometimes called a  $\lambda$ -transition)
- Any  $\epsilon$ -NFA can be converted to an NFA

 $\epsilon$ -transitions need attention

- How does the (depth-first) NFA recognition algorithm we described earlier work on this automaton?
- Can we do without  $\epsilon$  transitions?

 $\epsilon$  removal

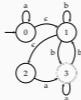
- We start with finding the  $\epsilon$ -closure of all states
  - $\epsilon$ -closure( $q_0$ ) =  $\{q_0\}$
  - $\epsilon$ -closure( $q_1$ ) =  $\{q_1, q_2\}$
  - $\epsilon$ -closure( $q_2$ ) =  $\{q_2\}$
- Replace each arc to each state with  $\text{arc}(s)$  to all states in the  $\epsilon$ -closure of the state

 $\epsilon$  removal

a (rather) solution with the transition table 1

transition table

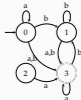
state	symbol			
	a	b	c	$\epsilon^*$
→0	∅	∅	1	0,1,2
1	∅	1,3	2	1,2
2	3	∅	∅	2
*3	3	1	∅	3

 $\epsilon$  removal

a (rather) solution with the transition table 2

transition table

state	symbol				symbol		
	a	b	c	$\epsilon^*$	a	b	
→0	∅	∅	1	0,1,2	∅	∅	∅
1	∅	1,3	2	1,2	1	1,2,3	1,2,3
2	3	∅	∅	2	2	3	∅
*3	3	1	∅	3	*3	3	1,2



## NFA-DFA equivalence

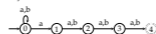
- The language recognized by every NFA is recognized by some DFA
- The set of DFA is a subset of the set of NFA (a DFA is also an NFA)
- The same is true for  $\epsilon$ -NFA
- All recognize/generate regular languages
- NFA can automatically be converted to the equivalent DFA

## Why do we use an NFA then?

- NFA (or  $\epsilon$ -NFA) are often easier to construct
  - Intuitive for humans (cf. earlier exercise)
  - Some representations are easy to convert to NFA rather than DFA, e.g., regular expressions
- NFA may require less memory (fewer states)

A quick exercise – and a not-so-quick one

1. Construct (draw) an NFA for the language over  $\Sigma = \{a, b\}$ , such that 4th symbol from the end is an  $a$



2. Construct a DFA for the same language

## Summary

- FSA are efficient tools with many applications
- FSA have two flavors: DFA, NFA (or maybe three:  $\epsilon$ -NFA)
- DFA recognition is linear, recognition with NFA may require exponential time
- Reading suggestion: Hopcroft and Ullman (1979, Ch. 2&3) (and its successive editions), Jurafsky and Martin (2009, Ch. 2)

Next:

- FSA determinization, minimization
- Reading suggestion: Hopcroft and Ullman (1979, Ch. 2&3) (and its successive editions), Jurafsky and Martin (2009, Ch. 2)

## Acknowledgments, credits, references

- 1 Hopcroft, John E. and Jeffrey D. Ullman (1979). *Introduction to Automata Theory, Languages, and Computation*. Addison-Wesley Series in Computer Science and Information Processing. Addison-Wesley. isbn: 9780201102988.
- 2 Jurafsky, Daniel and James H. Martin (2009). *Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics, and Speech Recognition*. second edition. Pearson Prentice Hall. isbn: 978-0-13-504196-3.