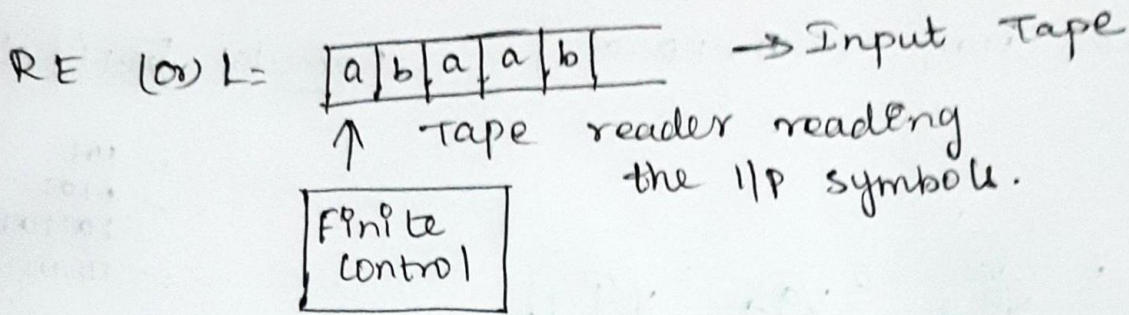
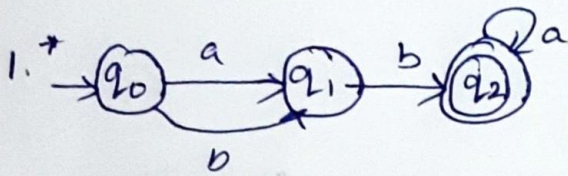


Finite Automata: (or) Finite state machine



Finite Automata (FA).

DFA
(Deterministic Finite Automata)



2. Transition moves to only one state (for one I/P symbol).

3. $M_D = (Q, \Sigma, \delta, \{q_0\}, F)$

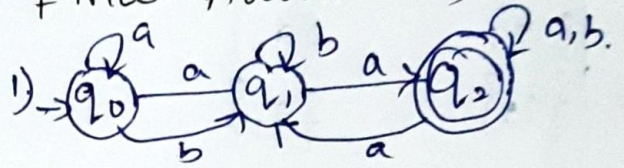
$\delta = Q \times \Sigma \rightarrow Q$

$Q = \{q_0, q_1, q_2\}$

δ_D	a	b
→ q ₀	{q ₁ }	{q ₁ }
q ₁	{ ϕ }	{q ₂ }
* q ₂	{q ₂ }	{ ϕ }

NFA / N DFA.

(Non-Deterministic Finite Automata)



2. Transition moves to more than one state (for more than one I/P symbol).

3. $M_N = (Q, \Sigma, \delta, \{q_0\}, F)$

$\delta = Q \times \Sigma \rightarrow 2^Q$

$\{q_0, q_1, q_2\} \{q_0, q_1\} \{q_0, q_2\}$
 $\{q_1, q_2\} \{\phi\} \{q_0\} \{q_1\} \{q_2\}$

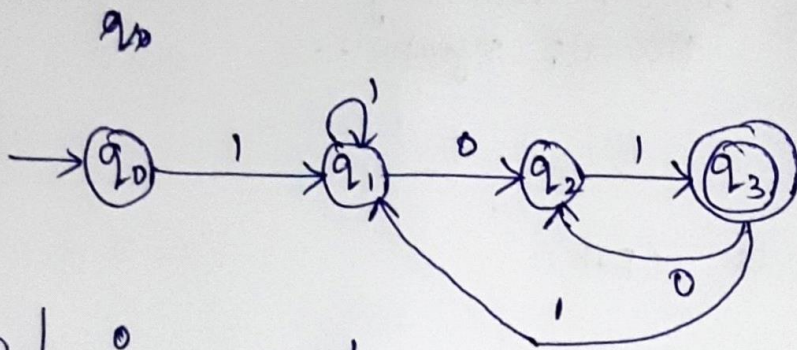
δ_N	a	b
→ q ₀	{q ₀ , q ₁ }	{q ₁ }
q ₁	{q ₀ , q ₁ , q ₂ }	{q ₁ }
* q ₂	{q ₂ , q ₁ }	{q ₂ }

Eg1: Design a DFA that accepts strings ending with 101 as substring.

$$L = \{ 101, 0101, 1101, 001101, 10101, \dots \}$$

Formula: $n+1 \Rightarrow \dots$

- ✓ 101
- ✓ 1101
- ✓ 101101
- ✓ 10101



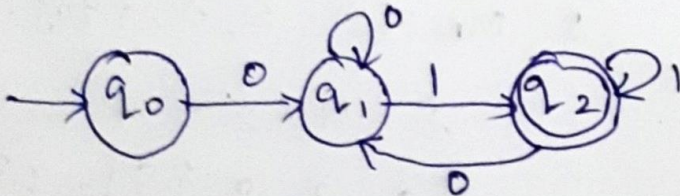
δ_D	0	1
$\rightarrow q_0$	$\{\phi\}$	$\{q_1\}$
q_1	$\{q_2\}$	$\{q_1\}$
q_2	$\{\phi\}$	$\{q_3\}$
$* q_3$	$\{q_2\}$	$\{q_1\}$

Eg2: Design DFA with $\Sigma = \{0, 1\}$ accepts those strings which starts with 1 & ends with 0.

Formula: $n+1 = 3$

$$L = \{ 01, 001, 0101, 0011, \dots \}$$

- ✓ 001
- ✓ 0101



δ_D	0	1
$\rightarrow q_0$	$\{q_1\}$	$\{\phi\}$
q_1	$\{q_1\}$	$\{q_2\}$
$* q_2$	$\{q_1\}$	$\{\phi\}$