

Lecture #4: DFA Design and Verification — Part Two

Lecture Presentation

Main Points

Problem To Be Solved

Let $\Sigma = \{a, b\}$ and let $L \subseteq \Sigma^*$ be the following language:

$$L = \{w \in \Sigma^* \mid w \text{ ends with } abb\}.$$

The problem to be solved — which was also considered in the previous lecture presentation — is to design a **deterministic finite automaton** with alphabet Σ , whose language is L , and to prove that this DFA is correct.

A First Attempt

We first tried to design a DFA for this language, under the assumption that the only information that the DFA would need to remember, about the string that has been processed so far, is **whether it belongs to the above language L** .

This would correspond to a deterministic finite automaton with two states, q_0 and q_1 , corresponding to the set

$$S_0 = \{\omega \in \Sigma^* \mid \omega \text{ does not end with "abb"}\}$$

— which corresponds to the state q_0 — and the set

$$S_1 = \{\omega \in \Sigma^* \mid \omega \text{ does end with "abb"}\}$$

— which corresponds to the state q_1 . Since $\lambda \in S_0$, q_0 is the start state. Since $S_1 = L$ (so that $S_1 \subseteq L$) and $S_0 = \Sigma^* \setminus L$ (so that $S_0 \cap L = \emptyset$) q_1 should be the only accepting state. That is, $F = \{q_1\}$.

This *first* attempt to design a deterministic finite automaton, for L , **failed**.

How This Failed:

What Could Be Learned From This:

A Second Attempt

What Must the DFA Remember?

Representation Using Subsets of Σ^*

Initial Sanity Checks

Identifying Transitions

A Third Attempt

What Went Wrong — Which Transition was not Well Defined? Why?

What Must the DFA Remember?

Representation Using Subsets of Σ^*

Initial Sanity Checks

Identifying Transitions

What We Have Now:

Writing a Proof Correctness

What Result, from the Lecture Notes, is Useful?

What Things Must Be Established?

A detailed list of the properties that should be established is as follows.

Other Things to Think About, or To Do

Verification vs. Testing