

Automata Theory

How Machines Hear and Recognize Speech

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1. Finite Automata
2. Context-Free Grammars and Pushdown Automata
3. Applications of Automata Theory
4. Conclusion

So, what is a computer?

FINITE AUTOMATA

1. Limited memory, useful for fundamental tasks
2. Visualization: state diagrams
3. Start state, accept state, transitions
4. Accept vs. Reject

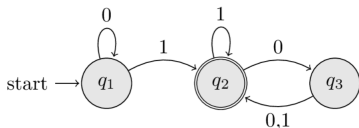


Figure 1: State diagram of a finite automaton with start state q_1 and accept state q_2

FORMAL DEFINITION OF A FINITE AUTOMATON

A **finite automaton** is a 5-tuple $(Q, \Sigma, \delta, q_0, F)$, where

1. Q represents the finite set of states,
2. Σ represents the input alphabet,
3. $\delta : Q \times \Sigma \rightarrow Q$ is the transition function,
5. $q_0 \in Q$ is the start state, and
6. $F \subseteq Q$ is the set of accept states.

NONDETERMINISM

- DFAs vs. NFAs: Similarities and Differences
- Several choices of which step to take next
- ϵ - nondeterministic decisions

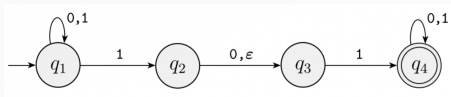


Figure 2: State diagram of NFA with start state q_1 and accept state q_4

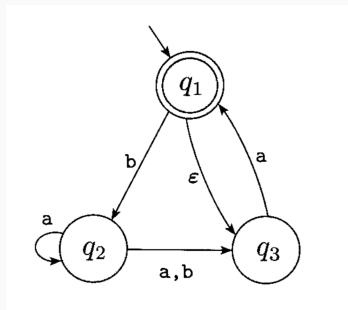


Figure 3:

State diagram of a NFA with start and accept state q_1

1. A language L is a **regular language** if there exists a finite automaton that accepts exactly the strings in L .

2. Regular Operations

- **Union:** $A \cup B = \{x \mid x \in A \text{ or } x \in B\}$
- **Concatenation:** $A \circ B = \{xy \mid x \in A \text{ and } y \in B\}$
- **Star:** $A^* = \{x_1x_2\dots x_k \mid k \geq 0 \text{ and each } x_i \in A\}$

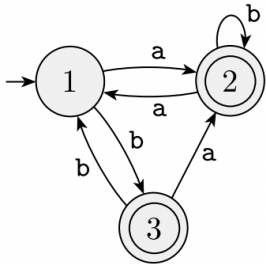
The class of regular languages is **closed** under the operations of union, concatenation, and star.

- Arithmetic expressions use $+$, $-$, \times , \div
- **Regular** expressions use \cup , \circ , $*$
- While an arithmetic expression usually yields a number, a regular expression yields a regular language.
- Arithmetic expression: $(5 + 7) \times 3 + 6 \div 2 = 39$
- Regular expression: $(0 \cup 1)1^*$
- Order of Operations!

FINITE AUTOMATA \leftrightarrow REGULAR EXPRESSIONS

- Regular expressions may seem very different from finite automata

- They are actually equivalent in their descriptive power



The equivalent (very long) regular expression!

$$(a(aa \cup b)^* ab \cup b)((ba \cup a)(aa \cup b)^* ab \cup bb)^* ((ba \cup a)(aa \cup b)^* \cup \epsilon) \cup a(aa \cup b)^*$$

Figure 4: State diagram of a DFA

Context-Free Grammars and Pushdown Automata

- Finite automata have **limitations**
- CFGs describe **recursive** structures
- Useful in real-world applications
 - programming languages
 - parsers
 - speech recognition

$$L(G_1) = \{0^n \# 1^n \mid n \geq 0\}$$

Examples:

- #
- 0#1
- 00#11
- 000#111

HOW CFGS GENERATE STRINGS

Rules:

- $A \rightarrow 0A1$
- $A \rightarrow B$
- $B \rightarrow \#$

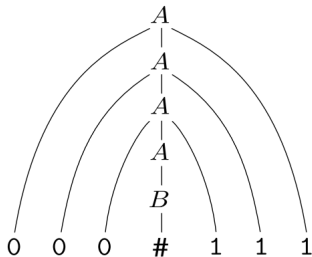


Figure 5: Parse tree for $000\#111$ in grammar G_1

Derivation:

$A \Rightarrow 0A1 \Rightarrow 00A11 \Rightarrow 000A111 \Rightarrow 000B111 \Rightarrow 000\#111.$

$$(V, \Sigma, R, S)$$

Table 1: Components of a Context-Free Grammar

Symbol	Meaning
V	variables
Σ	terminals
R	rules
S	start variable

$$L(G_1) = \{0^n \# 1^n \mid n \geq 0\}$$

INTRODUCTION TO PUSHDOWN AUTOMATA

- PDA = finite automaton + **stack**
- Stack provides **memory**
- Recognizes some nonregular languages

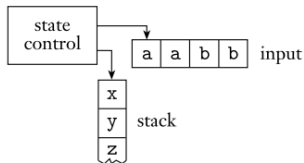


Figure 6: Schematic of a pushdown automaton

An example of a language recognizable by a PDA

$$\{0^n 1^n \mid n \geq 0\}$$

Example for recognizing $\{0^n 1^n \mid n \geq 0\}$

1. Read 0 \rightarrow push onto stack
2. Read 1 \rightarrow pop from stack
3. Accept if input ends and stack is empty

Input: 0011

1. Read 0 \rightarrow Stack: 0
2. Read 0 \rightarrow Stack: 00
3. Read 1 \rightarrow Stack: 0
4. Read 1 \rightarrow Stack: ϵ

$$(Q, \Sigma, \Gamma, \delta, q_0, F)$$

Table 2: Components of a Pushdown Automata

Symbol	Meaning
Q	states
Σ	input alphabet
Γ	stack alphabet
δ	transition function
q_0	start state
F	accept states

$$\delta : Q \times \Sigma_{\epsilon} \times \Gamma_{\epsilon} \rightarrow \mathcal{P}(Q \times \Gamma_{\epsilon})$$

NONDETERMINISTIC PDA EXAMPLE

Language:

$$\{a^i b^j c^k \mid i, j, k \geq 0 \text{ and } i = j \text{ or } i = k\}$$

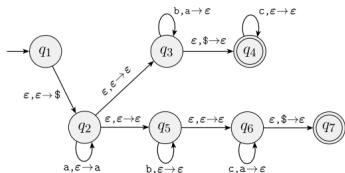
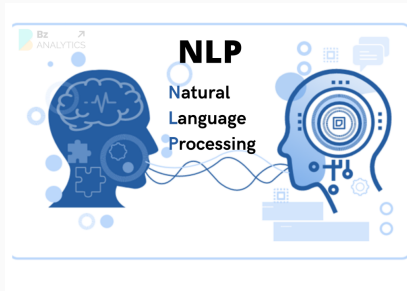


Figure 7: State diagram for PDA M_1 that recognizes

- PDA "guesses"
- Matches a 's with:
 - b 's OR
 - c 's
- Accept if one branch succeeds

Why Is This Important?

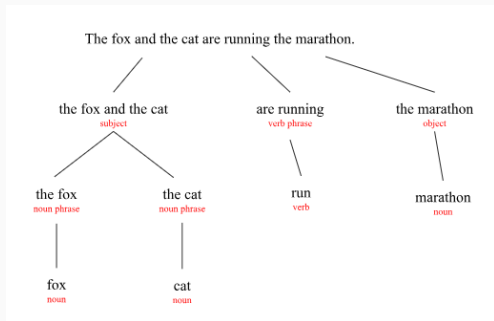


- NLP = Natural Language Processing
- One real-world application of Automata Theory (Context-Free Grammars)
- Allows machines to understand, interpret, and generate language

TOKENIZATION

CFGs can perform **TOKENIZATION**, the process of breaking down sentences and words into smaller, processable parts:

- Subject/verb/object
- Noun phrases and verb phrases
- Nouns, verbs, adjectives and adverbs
- Affixes, roots and suffixes



HOW CFGS HELP WITH NLP

- Variables/non-terminal symbols = parts of speech
- Terminals = words

```
[SENTENCE] → [NOUN-PHRASE][VERB-PHRASE]
[NOUN-PHRASE] → [CMPLX-NOUN] | [CMPLX-NOUN][PREP-PHRASE]
[VERB-PHRASE] → [CMPLX-VERB] | [CMPLX-VERB][PREP-PHRASE]
[PREP-PHRASE] → [PREP][CMPLX-NOUN]
[CMPLX-NOUN] → [ARTICLE][NOUN]
[CMPLX-VERB] → [VERB] | [VERB][NOUN-PHRASE]
[ARTICLE] → a | the
[NOUN] → child | parent | dog
[VERB] → touches | helps | pets
[PREP] → with
```

Figure 8: Example of how a CFG might generate a sentence

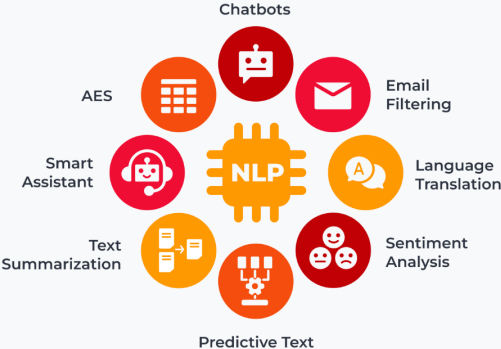


Figure 9: Some possible applications of NLP

GENERAL APPLICATIONS OF AUTOMATA THEORY

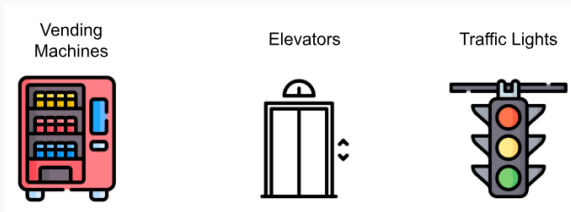


Figure 10: Examples of some of the ways Finite Automata can be used in the real world

CFLs and Automata Theory help mathematicians understand the capabilities of real-world computers:

- What problems they can and cannot solve
- The space & time needed to solve them

Conclusion

Finite Automata → limited memory and capabilities.

Pushdown Automata → more memory because of its access to a **stack**

Context-Free Grammars (CFGs) **generate** languages while Pushdown Automata (PDAs) **recognize** them.

CFGs can model Natural Language Processing and speech recognition.

Thank You!

- [1] Sipser, M. (2013). Introduction to the Theory of Computation (3rd ed.).