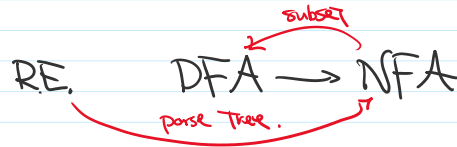




Question. Are $\alpha(1)$ -memory programs better than no-memory ones?



Kleene Thm. [1951]

Every automata language is regular. i.e.
every language recognized by some DFA has a reg. expression.

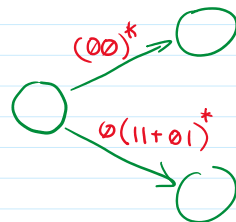
[Hun-Wood'05]

Pr. generalize NFAs even further.

$\textcircled{p} \xrightarrow{R} \textcircled{q}$: Take transition if reading w that matches R

GNFA accepts w if \exists decomp. $w = x_1 \cdot x_2 \cdot \dots \cdot x_k$
 $\exists \textcircled{p} \xrightarrow{R_1} \textcircled{q_1} \xrightarrow{R_2} \textcircled{q_2} \dots \textcircled{q_k} \xrightarrow{R_k} \textcircled{f}$ $x_i \in R_i$

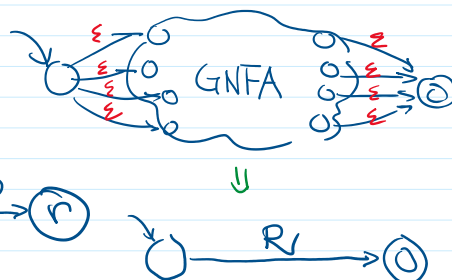
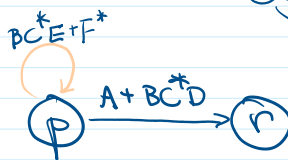
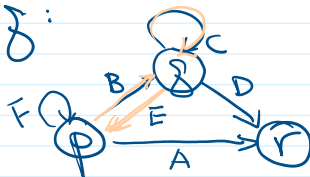
(intuition: any decomposition of w matching any walk in GNFA)



• Now, turn GNFA into RE.

To remove q :

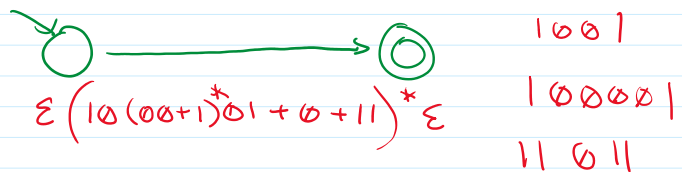
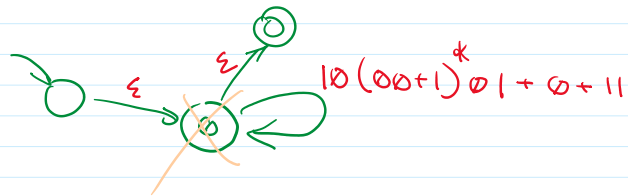
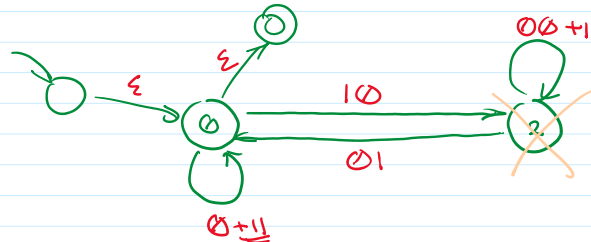
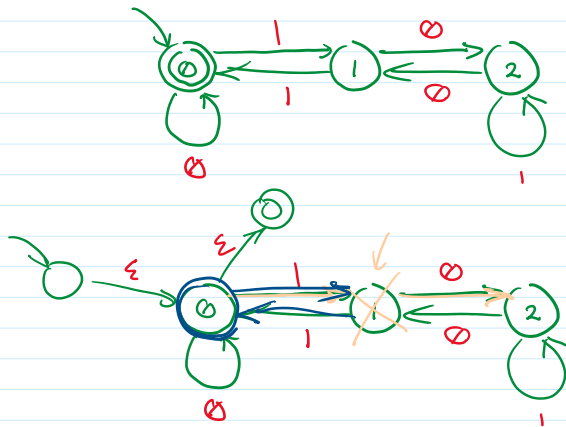
$\forall p, r$:



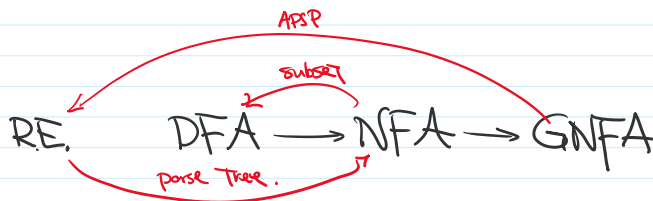
example. { binary repr. of n divisible by 3 }

$$1001_2 = 9$$

$$11011_2 = 27$$



Cor. Regular languages can be modeled as :



Moral. Different models work better in diff. scenarios.

- RE : recursive def., good for induction - the AND/OR/NOT of regular language.
- DFA : deterministic, good for what can't be done.
- NFA : good for algorithm design.
- GNFA : exist for the sake of reduction to RE. (middle-step object).

Concluding Question. DFAs are surprisingly powerful.
What can't DFAs do?

Question. How do we show that no program (w/ restriction) can solve a specific problem?

Answer. We need to analyse the structure of programs
the simpler the better!

• This is incredibly hard in general.

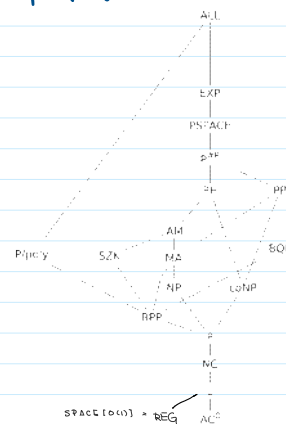
Q. What can't a DFA do?
What problem is too hard to be solved by DFA/NFAs?

addition?

counting?

majority?

nested parentheses? $)))(($



Q. How do we prove this?

Most important restriction of DFA:

- Finite #states. (indep. to input length)
- Deterministic.

