

NFA with  $\epsilon$  moves is exactly same as NFA without  $\epsilon$  moves.

But difference exist in the transition function  $\delta$ .  $\delta$  must include information about  $\epsilon$  transitions.

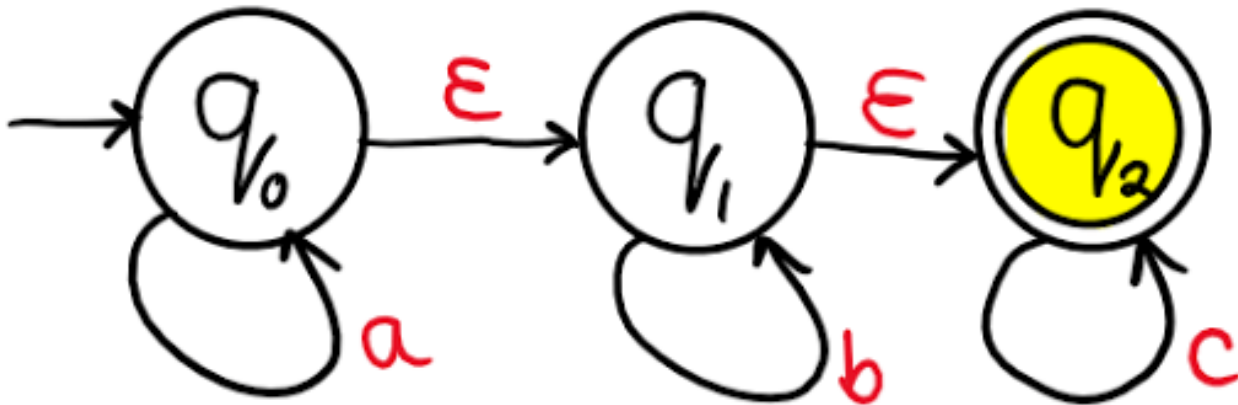
*NFA with  $\epsilon$ -Moves has 6 tuples  $(Q, \Sigma, \delta, q_0, F)$ .*

*Where,*

- $Q$  = finite set of states.
- $\Sigma$  = finite set input symbols.
- $\delta$  = transition function that maps  $Q \times (\Sigma \cup \{\epsilon\})$  to  $2^Q$ .
- $q_0$  = initial state.
- $F$  = set of final states.

The non-deterministic finite automaton can be extended to include the transitions on null/empty input  $\epsilon$ .


For example,

NFA with  $\epsilon$ 

In this NFA with epsilon,

- It accept an input string 'aabc'.
- Or string as number of a's followed by number of b's followed by number of c's.
- The string 'aabc' is accepted by the NFA by following the path with labels a, a,  $\epsilon$ , b,  $\epsilon$ , c.

Transition table for above NFA.

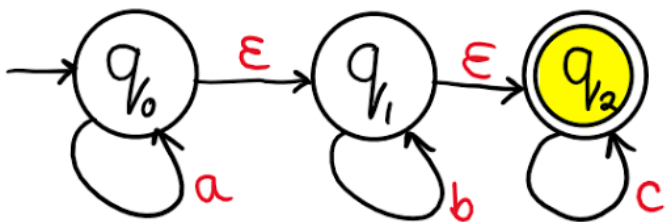
	$\epsilon$	state
	$\{0p\}$	$0p \leftarrow$
	$\Phi$	$1p$
	$\emptyset$	

$\epsilon$ -closure

$\epsilon$ -closure of a state  $q$  is a set of states following by all transitions of  $q$  that are labeled as  $\epsilon$ .

- $\epsilon$ -closure ( $q_0$ ) = ( $q_0, q_1, q_2$ )
- $\epsilon$ -closure ( $q_1$ ) = ( $q_1, q_2$ )
- $\epsilon$ -closure ( $q_2$ ) = ( $q_2$ )

NFA with  $\epsilon$  to NFA without  $\epsilon$



NFA with  $\epsilon$   
Transition diagram

Transition table NFA with  $\epsilon$

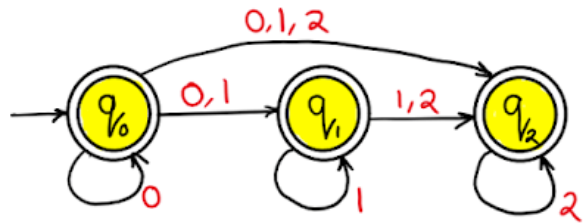
	a	$\epsilon$	state
$q_0$	$\{q_0, q_1, q_2\}$		
$q_1$	$\{q_1, q_2\}$		
$q_2$	$\{q_2\}$		

First find out  $\epsilon$  closure:  $\epsilon$ -closure

- $(q_0) = (q_0, q_1, q_2)$
- $\epsilon$ -closure  $(q_1) = (q_1, q_2)$
- $\epsilon$ -closure  $(q_2) = (q_2)$

Transition table NFA without  $\epsilon$

State	a	b	c
$\rightarrow q_0$	$\{q_0, q_1, q_2\}$	$\{q_1, q_2\}$	$\{q_2\}$
$q_1$	$\emptyset$	$\{q_1, q_2\}$	$\{q_2\}$
$q_2$	$\emptyset$	$\emptyset$	$\{q_2\}$



NFA without  $\epsilon$

Transition diagram

Reference:

- "Introduction to the Theory of Computation" by Michael Sipser.

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54. Design a NFA that accepts the language over the alphabet,  $\Sigma = \{0, 1, 2\}$  where the decimal equivalent of the language is divisible by 3.