

# Regular Languages are in Nick's Class

We give an  $\mathcal{NC}$  algorithm which decides the membership problem for a regular language, proving that the class of regular languages is a subclass of Nick's Class.

## Logical Matrices

A logical matrix is a matrix whose entries are of Boolean type. We write 1 for true and 0 for false. Matrix addition and multiplication is defined in the usual manner for logical matrices, except that disjunction replaces addition and conjunction replaces multiplication.

For example, 
$$\begin{bmatrix} 0 & 1 & 1 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \end{bmatrix}$$

## Transition Matrices

Let  $L \subseteq \Sigma^*$  be a regular language over  $\Sigma$ , and let  $M = (\Sigma, Q, F, q_0, \delta)$  be an NFA which accepts  $L$ . Let  $Q = \{q_i : 0 \leq i < k\}$ . For any  $a \in \Sigma$  we define the *transition matrix*  $T_a$  to be the  $k \times k$  logical matrix where

$$T_a[i, j] = \begin{cases} 1 & \text{if } q_j \in \delta(a, q_i) \\ 0 & \text{otherwise} \end{cases} \quad \text{for all } 0 \leq i, j < k$$

We extend this definition by mapping concatenation to matrix multiplication, *i.e.*,  $T_{uv} = T_u T_v$ , and  $T_\lambda$  is the identity matrix.

## Algorithm $\mathcal{A}$

$\mathcal{A}$  reads a string  $w \in \Sigma^*$  and returns 1 if and only if  $w \in L$ . Without loss of generality,  $|w|$  is a power of 2. Let  $m = \log_2 n$ . For any  $0 \leq p \leq m$ ,  $w$  is the concatenation of  $2^{m-p}$  substrings of length  $2^p$ . Let  $\mathcal{S}$  be the set of all substrings thus obtained.  $\mathcal{A}$  is as follows:

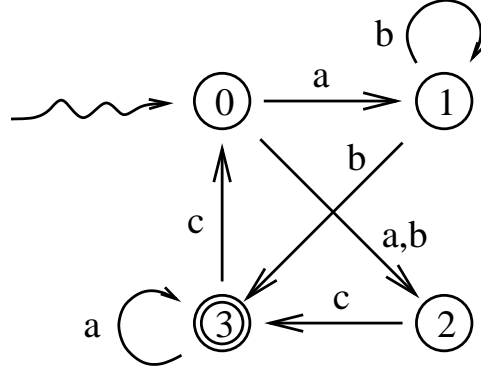
Algorithm  $\mathcal{A}$

Compute the transition matrix  $T_a$  for all  $a \in \Sigma$   
For all  $p$  from 1 to  $m$   
  For all  $u \in \mathcal{S}$  of length  $2^p$   
    Let  $u = xy$  where  $|x| = |y| = 2^{p-1}$   
     $T_u = T_x T_y$   
  If  $(T_w[0, f])$  for some  $f \in F$  return 1  
  Else return 0

Since we are taking the sizes of  $\Sigma$  and  $Q$  to be  $O(1)$ , all  $T_a$  for  $a \in \Sigma$  can be computed in  $O(1)$  time by one processor. The remainder of the algorithm consists of  $n - 1$  matrix multiplications which can be done in  $O(\log n)$  time with  $O(n)$  processors. Thus  $\mathcal{A} \in \mathcal{NC}$ .

### Example

Let  $\Sigma = \{a, b, c\}$  and  $L = L(M)$ , where  $M$  is the following NFA. Let  $w = acacabba$ .



We compute transition matrices of elementary strings, then copy to the 8 leaves of our computation tree. Each matrix in rows 2–4 is the product of the two above it. Then  $w \in L$  since  $T_w[0, 3] = 1$  and  $q_3 \in F$ .

$$\begin{array}{cccc}
 \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} & \begin{bmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \end{bmatrix} \\
 T_\lambda & T_a & T_b & T_c
 \end{array}$$

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$$\begin{array}{cccccccc}
 \begin{bmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \\
 T_a & T_c & T_a & T_c & T_a & T_b & T_b & T_a
 \end{array}$$

$$\begin{array}{cccc}
 \begin{bmatrix} 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \\
 T_{ac} & T_{ac} & T_{ab} & T_{ba}
 \end{array}$$

$$\begin{array}{cc}
 \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} & \begin{bmatrix} 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \\
 T_{acac} & T_{abba}
 \end{array}$$

$$\begin{array}{c}
 \begin{bmatrix} 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \\
 T_{acacabba} = T_w
 \end{array}$$