

Automata and Formal Languages (2)

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Languages

A **language** is a set of strings.

A **regular expression** specifies a set of strings, or language.

Strings

Different ways of writing strings:

”hello” [*h, e, l, l, o*] *h::e::l::l::o::Nil*
 """ *[]* *Nil*

Strings

Different ways of writing strings:

”hello” $[h, e, l, l, o]$ $h :: e :: l :: l :: o :: Nil$
”” $[]$ Nil

The concatenation operation on strings and sets of strings:

”foo” @ ”bar” = ”foobar”

$A @ B \stackrel{\text{def}}{=} \{s_1 @ s_2 \mid s_1 \in A \wedge s_2 \in B\}$

Regular Expressions

Their inductive definition:

$r ::=$	\emptyset	null
	ϵ	empty string / "" / []
	c	character
	$r_1 \cdot r_2$	sequence
	$r_1 + r_2$	alternative / choice
	r^*	star (zero or more)

Re

Their indu

```
1 abstract class Rexp
2
3 case object NULL extends Rexp
4 case object EMPTY extends Rexp
5 case class CHAR(c: Char) extends Rexp
6 case class ALT(r1: Rexp, r2: Rexp) extends Rexp
7 case class SEQ(r1: Rexp, r2: Rexp) extends Rexp
8 case class STAR(r: Rexp) extends Rexp
```

$r ::= \emptyset$

| ϵ

| c

| $r_1 \cdot r_2$

| $r_1 + r_2$

| r^*

null

empty string / "" / []

character

sequence

alternative / choice

star (zero or more)

The Meaning of a Regular Expression

$$L(\emptyset) \stackrel{\text{def}}{=} \emptyset$$

$$L(\epsilon) \stackrel{\text{def}}{=} \{""\}$$

$$L(c) \stackrel{\text{def}}{=} \{ "c" \}$$

$$L(r_1 + r_2) \stackrel{\text{def}}{=} L(r_1) \cup L(r_2)$$

$$L(r_1 \cdot r_2) \stackrel{\text{def}}{=} L(r_1) @ L(r_2)$$

$$L(r^*) \stackrel{\text{def}}{=} \bigcup_{n \geq 0} L(r)^n$$

L is a function from
regular expressions to sets
of strings

$$L : \text{Rexp} \Rightarrow \text{Set}[\text{String}]$$

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$$L(r)^0 \stackrel{\text{def}}{=} \{""\}$$

$$L(r)^{n+1} \stackrel{\text{def}}{=} L(r) @ L(r)^n$$

L is a function from
regular expressions to sets
of strings

$$L : \text{Rexp} \Rightarrow \text{Set}[\text{String}]$$

What is $L(\mathbf{a}^*)$?

Reg Exp Equivalences

$$(a + b) + c \equiv? a + (b + c)$$

$$a + a \equiv? a$$

$$(a \cdot b) \cdot c \equiv? a \cdot (b \cdot c)$$

$$a \cdot a \equiv? a$$

$$\epsilon^* \equiv? \epsilon$$

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$$\forall r. \quad r \cdot \epsilon \equiv? r$$

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$$c \cdot (a + b) \equiv? (c \cdot a) + (c \cdot b)$$

$$a^* \equiv? \epsilon + (a \cdot a^*)$$

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Reg Exp Equivalences

	$(a + b) + c$	$\equiv^?$	$a + (b + c)$	yes
	$a + a$	$\equiv^?$	a	yes
	$(a \cdot b) \cdot c$	$\equiv^?$	$a \cdot (b \cdot c)$	yes
	$a \cdot a$	$\equiv^?$	a	no
	ϵ^*	$\equiv^?$	ϵ	yes
	\emptyset^*	$\equiv^?$	\emptyset	no
$\forall r.$	$r \cdot \epsilon$	$\equiv^?$	r	yes
$\forall r.$	$r + \epsilon$	$\equiv^?$	r	no
$\forall r.$	$r + \emptyset$	$\equiv^?$	r	yes
$\forall r.$	$r \cdot \emptyset$	$\equiv^?$	r	no
	$c \cdot (a + b)$	$\equiv^?$	$(c \cdot a) + (c \cdot b)$	yes
	a^*	$\equiv^?$	$\epsilon + (a \cdot a^*)$	yes

The Specification of Matching

a regular expression r matches a string s is defined as

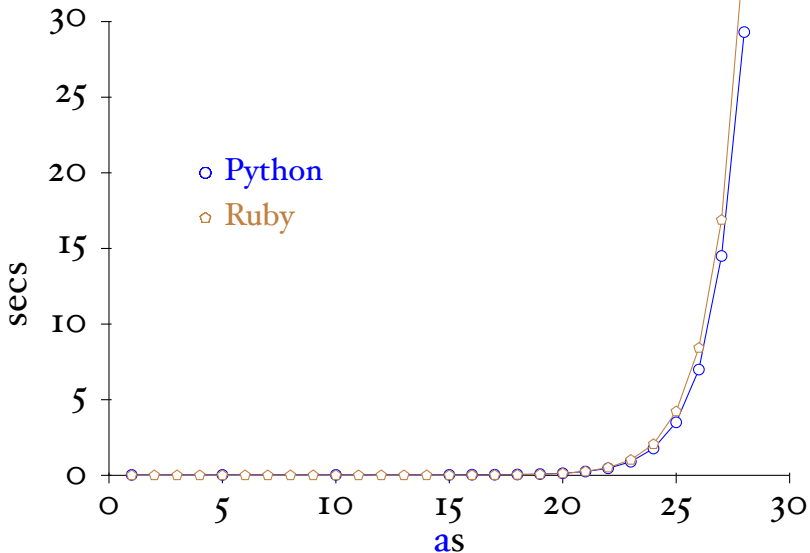
$$s \in L(r)$$

The Specification of Matching

a regular expression r matches a string s is defined as

$$s \in L(r)$$

$$(a^{\{n\}}) \cdot a\{n\}$$



Evil Regular Expressions

- Regular expression Denial of Service (ReDoS)
- Evil regular expressions
 - $(a?\{n\}) \cdot a\{n\}$
 - $(a^+)^+$
 - $([a-z]^+)^*$
 - $(a + a \cdot a)^+$
 - $(a + a?)^+$

A Matching Algorithm

...whether a regular expression can match the empty string:

$$\mathit{nullable}(\emptyset) \stackrel{\text{def}}{=} \mathit{false}$$

$$\mathit{nullable}(\epsilon) \stackrel{\text{def}}{=} \mathit{true}$$

$$\mathit{nullable}(c) \stackrel{\text{def}}{=} \mathit{false}$$

$$\mathit{nullable}(r_1 + r_2) \stackrel{\text{def}}{=} \mathit{nullable}(r_1) \vee \mathit{nullable}(r_2)$$

$$\mathit{nullable}(r_1 \cdot r_2) \stackrel{\text{def}}{=} \mathit{nullable}(r_1) \wedge \mathit{nullable}(r_2)$$

$$\mathit{nullable}(r^*) \stackrel{\text{def}}{=} \mathit{true}$$

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$nullable(r_1 \cdot r_2) \stackrel{\text{def}}{=} nullable(r_1) \wedge nullable(r_2)$

$nullable(r^*) \stackrel{\text{def}}{=} true$

```
1 def nullable (r: Rexp) : Boolean = r match {
2   case NULL => false
3   case EMPTY => true
4   case CHAR(_) => false
5   case ALT(r1, r2) => nullable(r1) || nullable(r2)
6   case SEQ(r1, r2) => nullable(r1) && nullable(r2)
7   case STAR(_) => true
8 }
```

The Derivative of a Rexp

If r matches the string $c::s$, what is a regular expression that matches s ?

$der\ c\ r$ gives the answer

The Derivative of a Rexp (2)

$$\mathit{der} \ c (\emptyset) \stackrel{\text{def}}{=} \emptyset$$

$$\mathit{der} \ c (\epsilon) \stackrel{\text{def}}{=} \emptyset$$

$$\mathit{der} \ c (d) \stackrel{\text{def}}{=} \text{if } c = d \text{ then } \epsilon \text{ else } \emptyset$$

$$\mathit{der} \ c (r_1 + r_2) \stackrel{\text{def}}{=} \mathit{der} \ c r_1 + \mathit{der} \ c r_2$$

$$\mathit{der} \ c (r_1 \cdot r_2) \stackrel{\text{def}}{=} \text{if } \mathit{nullable}(r_1) \\ \text{then } (\mathit{der} \ c r_1) \cdot r_2 + \mathit{der} \ c r_2 \\ \text{else } (\mathit{der} \ c r_1) \cdot r_2$$

$$\mathit{der} \ c (r^*) \stackrel{\text{def}}{=} (\mathit{der} \ c r) \cdot (r^*)$$

The Derivative of a Rexp (2)

$$\mathit{der} \ c (\emptyset) \stackrel{\text{def}}{=} \emptyset$$

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$$\mathit{der} \ c (r_1 \cdot r_2) \stackrel{\text{def}}{=} \text{if } \mathit{nullable}(r_1) \\ \text{then } (\mathit{der} \ c r_1) \cdot r_2 + \mathit{der} \ c r_2 \\ \text{else } (\mathit{der} \ c r_1) \cdot r_2$$

$$\mathit{der} \ c (r^*) \stackrel{\text{def}}{=} (\mathit{der} \ c r) \cdot (r^*)$$

$$\mathit{ders} \ [] r \stackrel{\text{def}}{=} r$$

$$\mathit{ders} (c :: s) r \stackrel{\text{def}}{=} \mathit{ders} s (\mathit{der} \ c r)$$

The Derivative of a Rexp (2)

$der\ c(\emptyset) \stackrel{\text{def}}{=} \emptyset$

$der\ c(\epsilon) \stackrel{\text{def}}{=} \emptyset$

```
1  def der (r: Rexp, c: Char) : Rexp = r match {
2    case NULL => NULL
3    case EMPTY => NULL
4    case CHAR(d) => if (c == d) EMPTY else NULL
5    case ALT(r1, r2) => ALT(der(r1, c), der(r2, c))
6    case SEQ(r1, r2) =>
7      if (nullable(r1)) ALT(SEQ(der(r1, c), r2), der(r2, c))
8      else SEQ(der(r1, c), r2)
9    case STAR(r) => SEQ(der(r, c), STAR(r))
10 }
11
12 def ders (s: List[Char], r: Rexp) : Rexp = s match {
13   case Nil => r
14   case c::s => ders(s, der(c, r))
15 }
```


The Rexp Matcher

```
1  abstract class Parser[I, T] {
2    def parse(ts: I): Set[(T, I)]
3
4    def parse_all(ts: I) : Set[T] =
5      for ((head, tail) <- parse(ts); if (tail.isEmpty))
6        yield head
7
8    def || (right : => Parser[I, T]) : Parser[I, T] =
9      new AltParser(this, right)
10   def ==>[S] (f: => T => S) : Parser [I, S] =
11     new FunParser(this, f)
12   def ~[S] (right : => Parser[I, S]) : Parser[I, (T, S)] =
13     new SeqParser(this, right)
14 }
```

Proofs about Rexp

Remember their inductive definition:

$$\begin{array}{l} r ::= \emptyset \\ | \epsilon \\ | c \\ | r_1 \cdot r_2 \\ | r_1 + r_2 \\ | r^* \end{array}$$

If we want to prove something, say a property $P(r)$, for all regular expressions r then ...

Proofs about Rexp (2)

- P holds for \emptyset , ϵ and c
- P holds for $r_1 + r_2$ under the assumption that P already holds for r_1 and r_2 .
- P holds for $r_1 \cdot r_2$ under the assumption that P already holds for r_1 and r_2 .
- P holds for r^* under the assumption that P already holds for r .

Proofs about Rexp (3)

Assume $P(r)$ is the property:

$\text{nullable}(r)$ if and only if $\epsilon \in L(r)$

Proofs about Strings

If we want to prove something, say a property $P(s)$, for all strings s then ...

- P holds for the empty string, and
- P holds for the string $c::s$ under the assumption that P already holds for s

Proofs about Strings (2)

Let $\text{Der } c \ A$ be the set defined as

$$\text{Der } c \ A \stackrel{\text{def}}{=} \{ s \mid c::s \in A \}$$

Assume that $L(\text{der } c \ r) = \text{Der } c \ (L(r))$. Prove that

$\text{matcher}(r, s)$ if and only if $s \in L(r)$

Regular Languages

A language (set of strings) is **regular** iff there exists a regular expression that recognises all its strings.

Automata

A deterministic finite automaton consists of:

- a set of states
- one of these states is the start state
- some states are accepting states, and
- there is transition function

which takes a state as argument and a character and produces a new state

this function might not always be defined