# Automata and Formal Languages (4)


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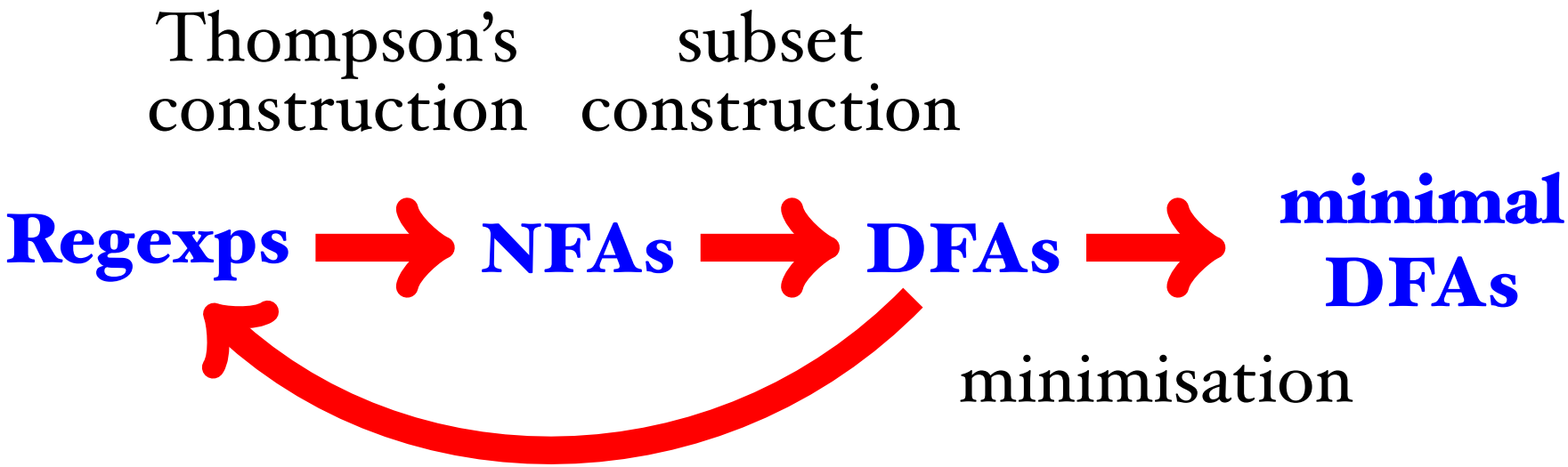
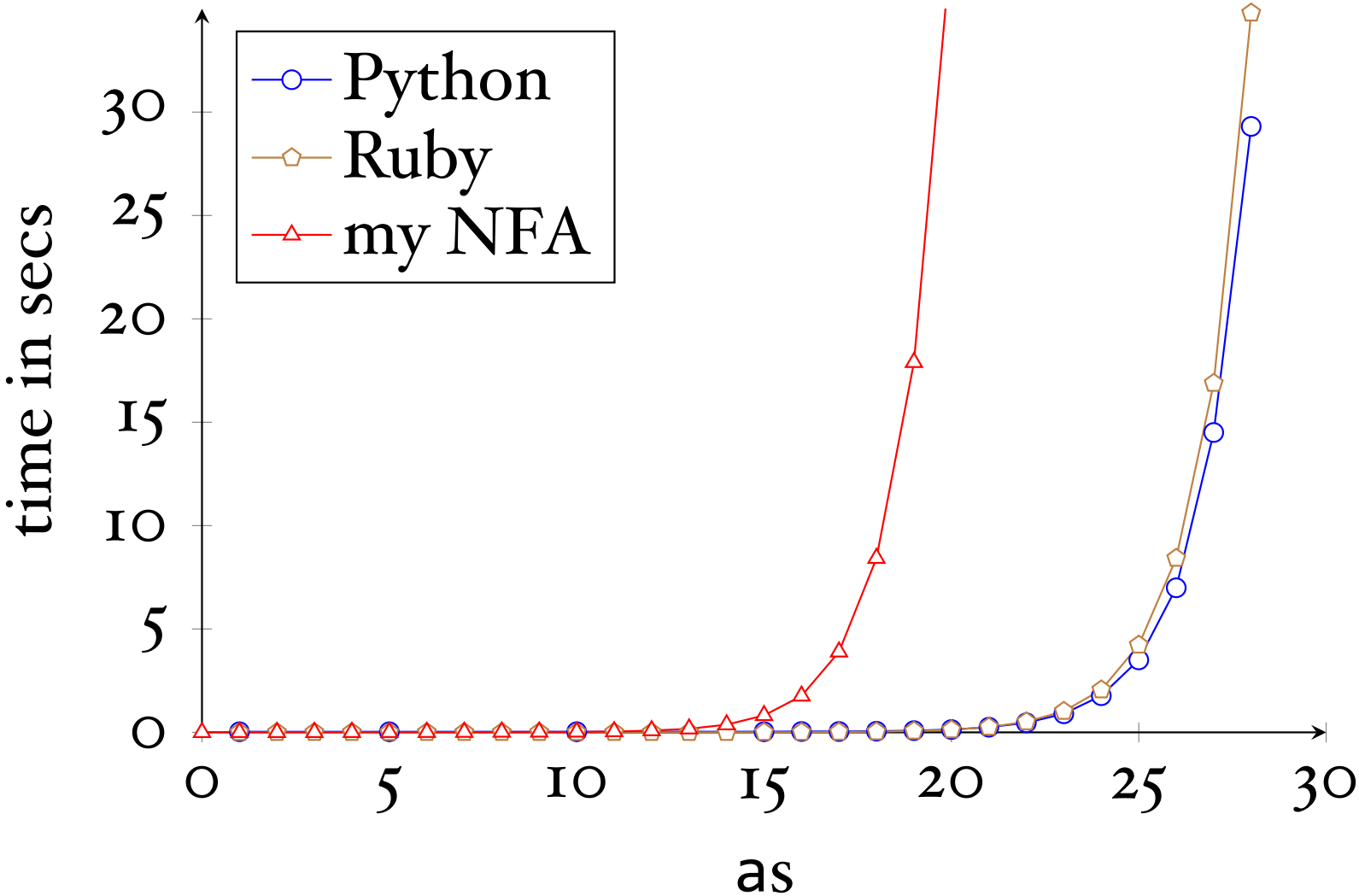
Slides: KEATS (also home work is there)

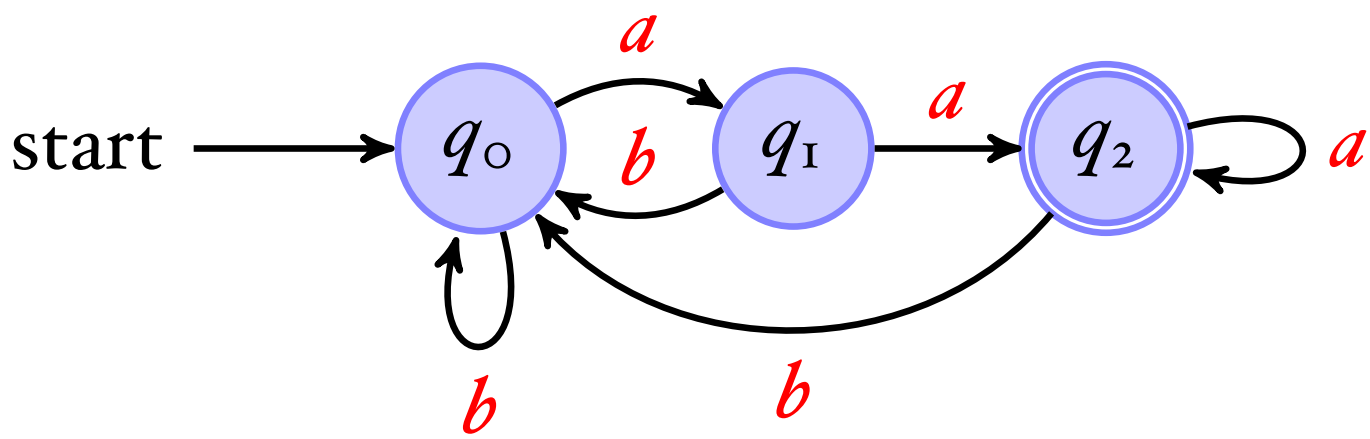
# Regexps and Automata



# $(a?\{n\}) \cdot a\{n\}$

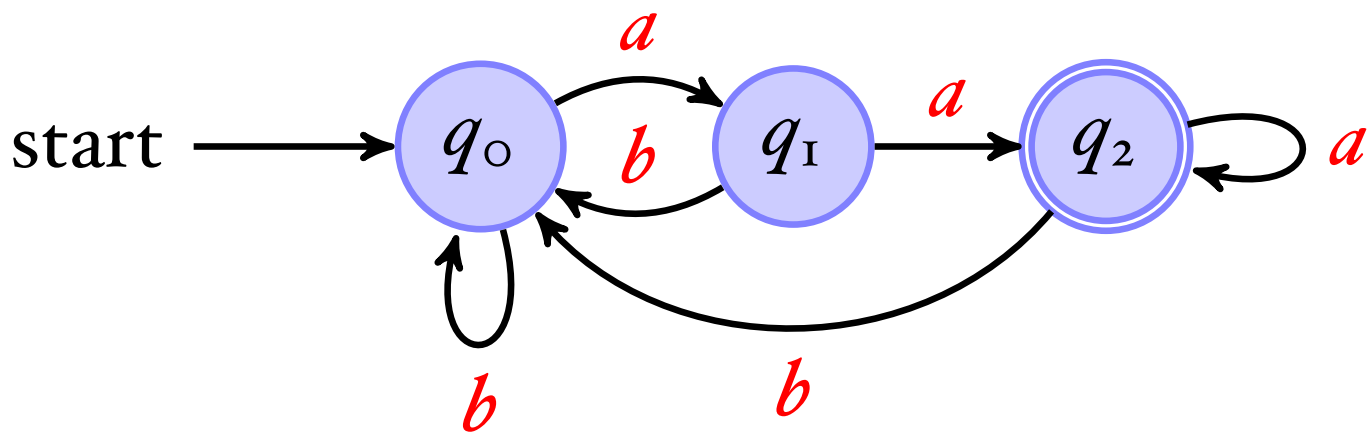


# DFA to Rexp




$$q_0 = \epsilon + q_0 b + q_1 b + q_2 b \qquad \text{(start state)}$$
$$q_1 = q_0 a$$
$$q_2 = q_1 a + q_2 a$$

# DFA to Rexp

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Arden's Lemma:

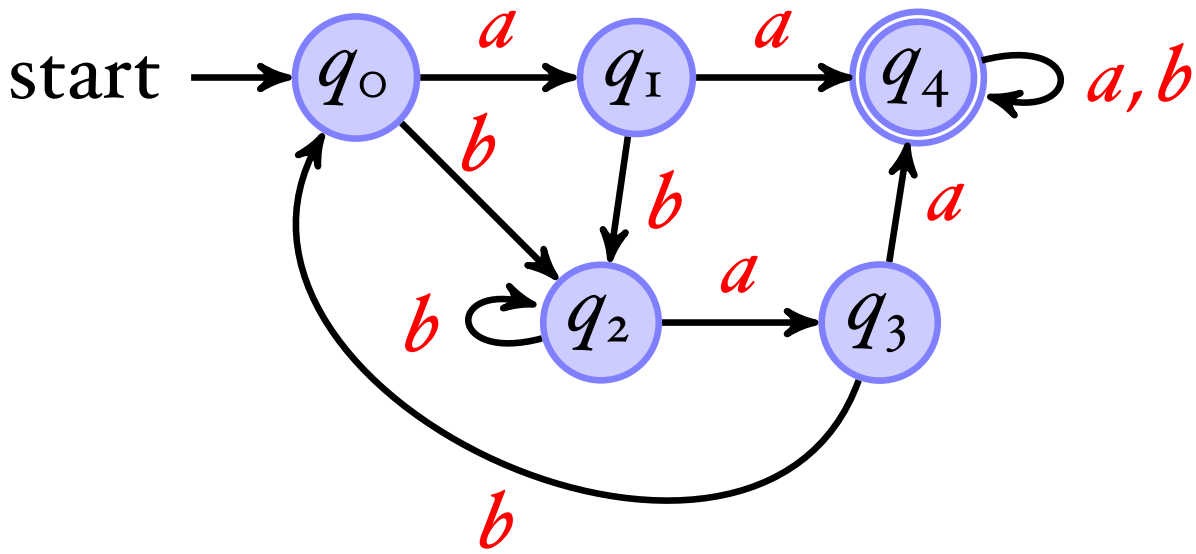
$$\text{If } q = qr + s \text{ then } q = sr^*$$

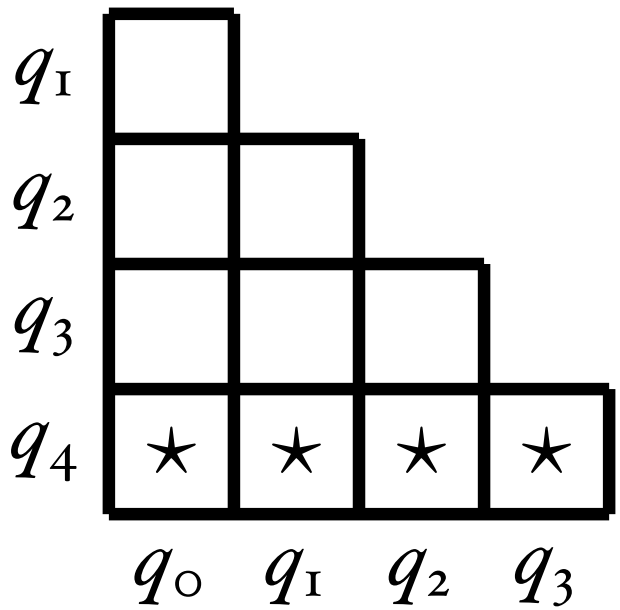
# DFA Minimisation

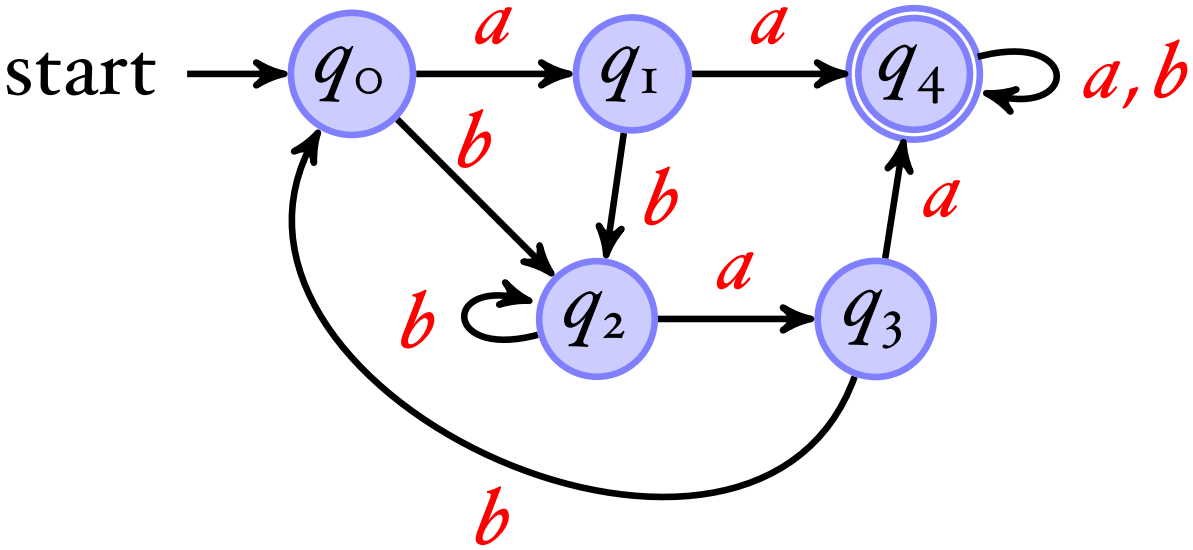
1. Take all pairs $(q, p)$ with $q \neq p$
2. Mark all pairs that accepting and non-accepting states
3. For all unmarked pairs $(q, p)$ and all characters $c$ test whether

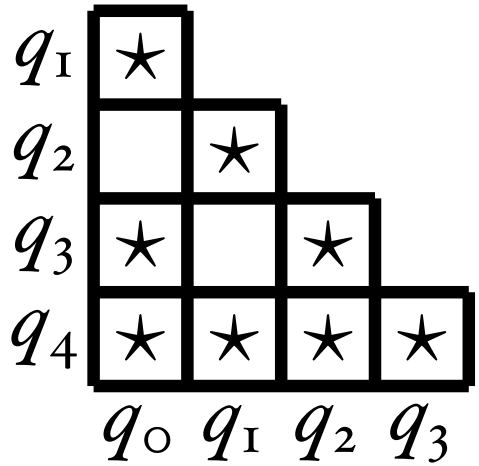
$$(\delta(q, c), \delta(p, c))$$

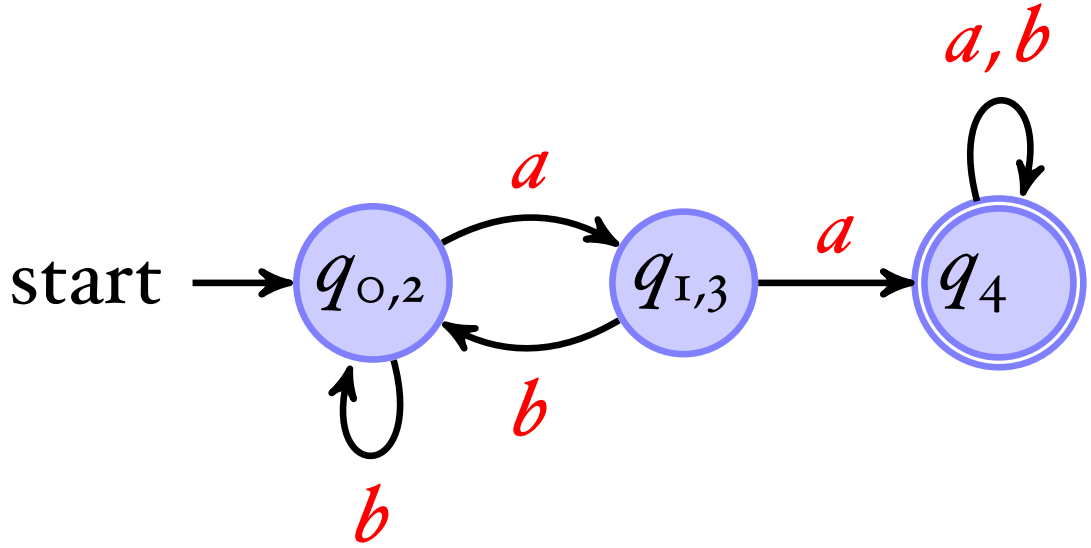
   are marked. If yes, then also mark $(q, p)$.
4. Repeat last step until no change.
5. All unmarked pairs can be merged.


start
$q_0$
$q_1$
$q_4$
$q_2$
$q_3$
a
a
a, b
b
b
a
b
a
b


$q_1$
$q_2$
$q_3$
$q_4$
$q_0$ $q_1$ $q_2$ $q_3$

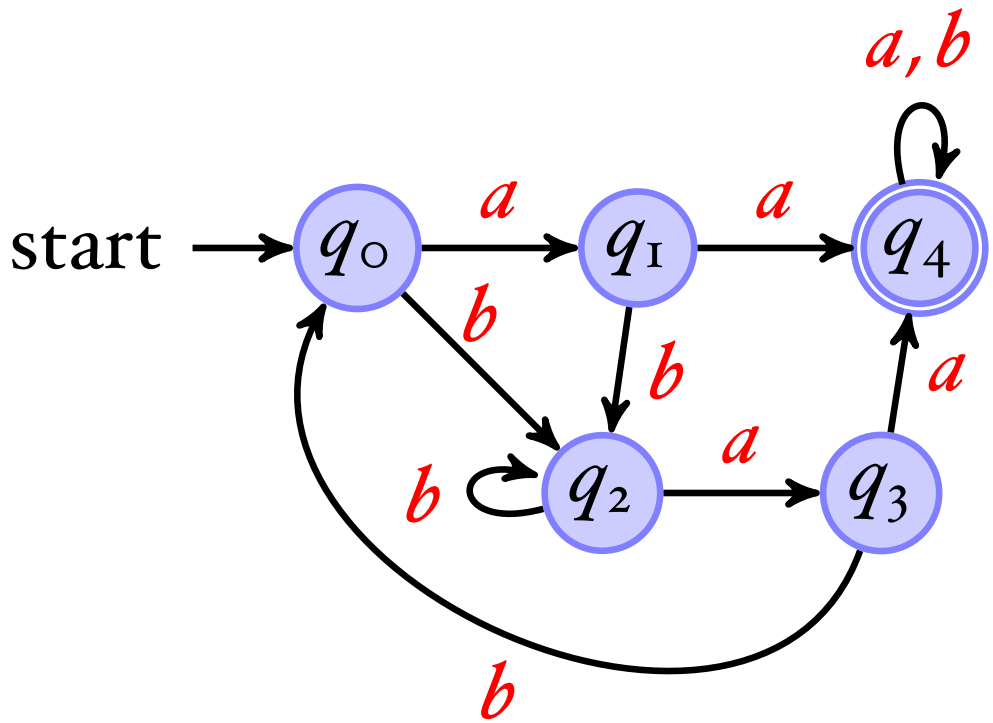



minimal automaton

# Alternatives



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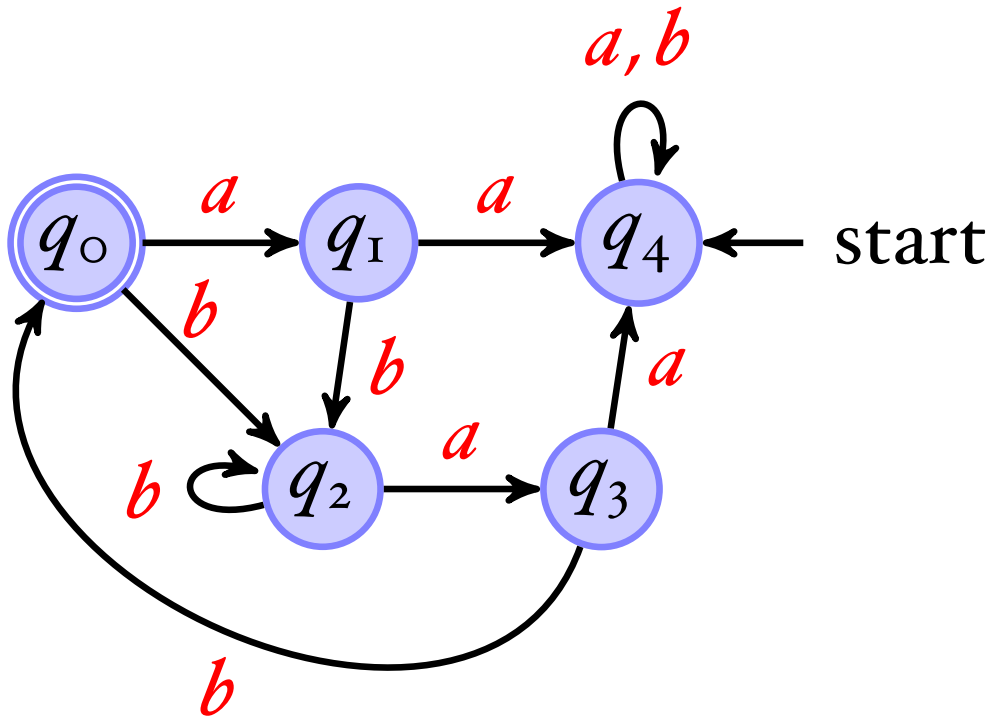
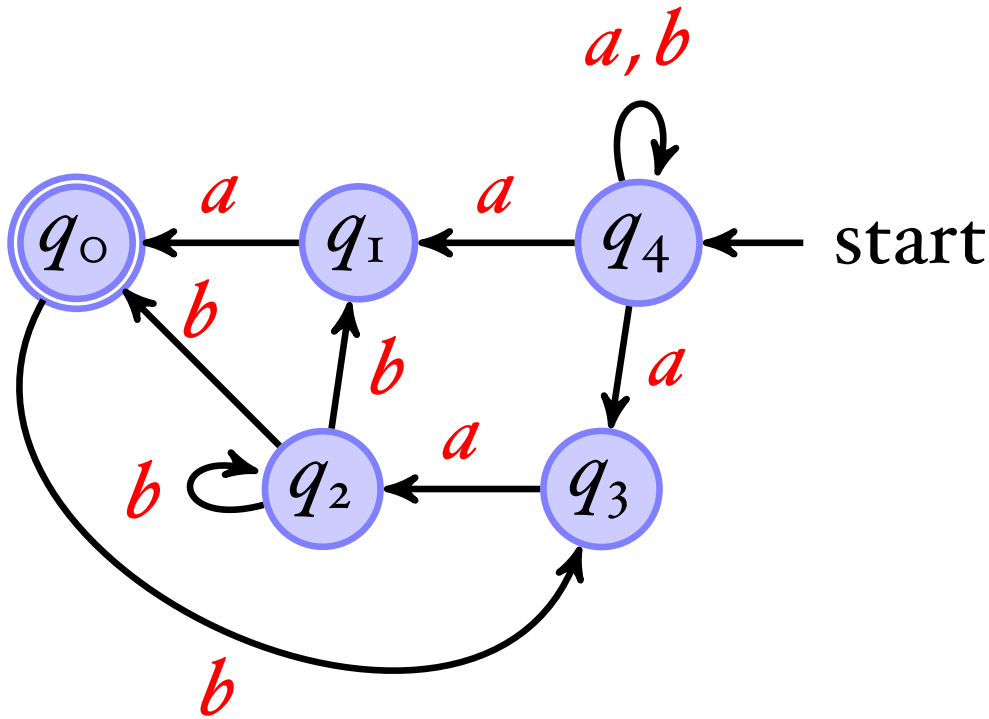


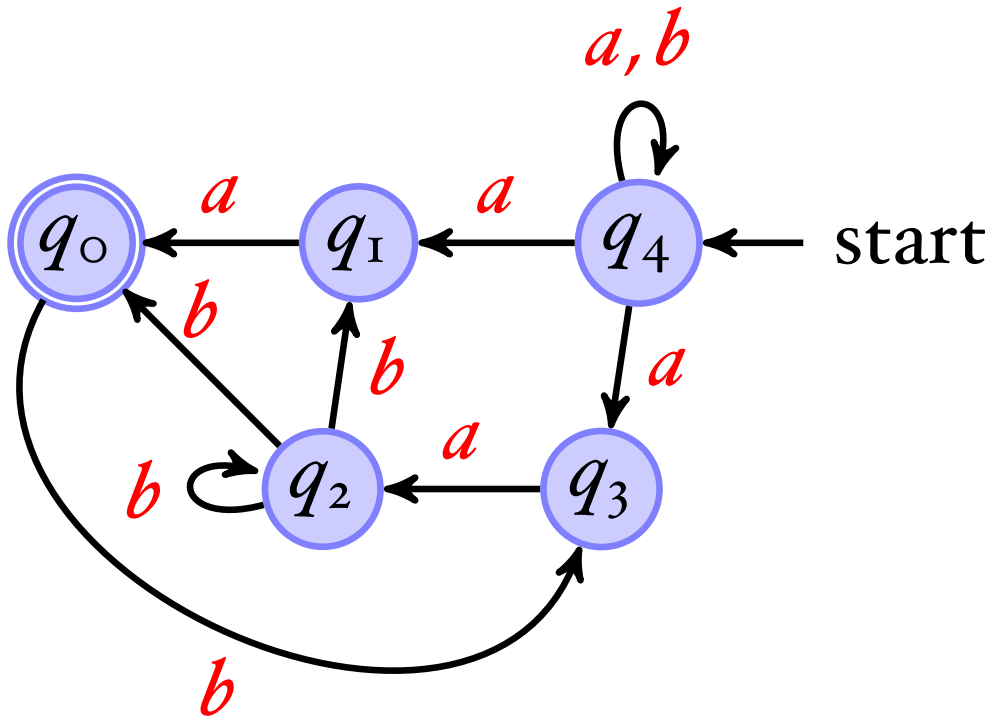

- exchange initial / accepting states

# Alternatives




- exchange initial / accepting states
- reverse all edges

# Alternatives

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- subset construction $\Rightarrow$ DFA

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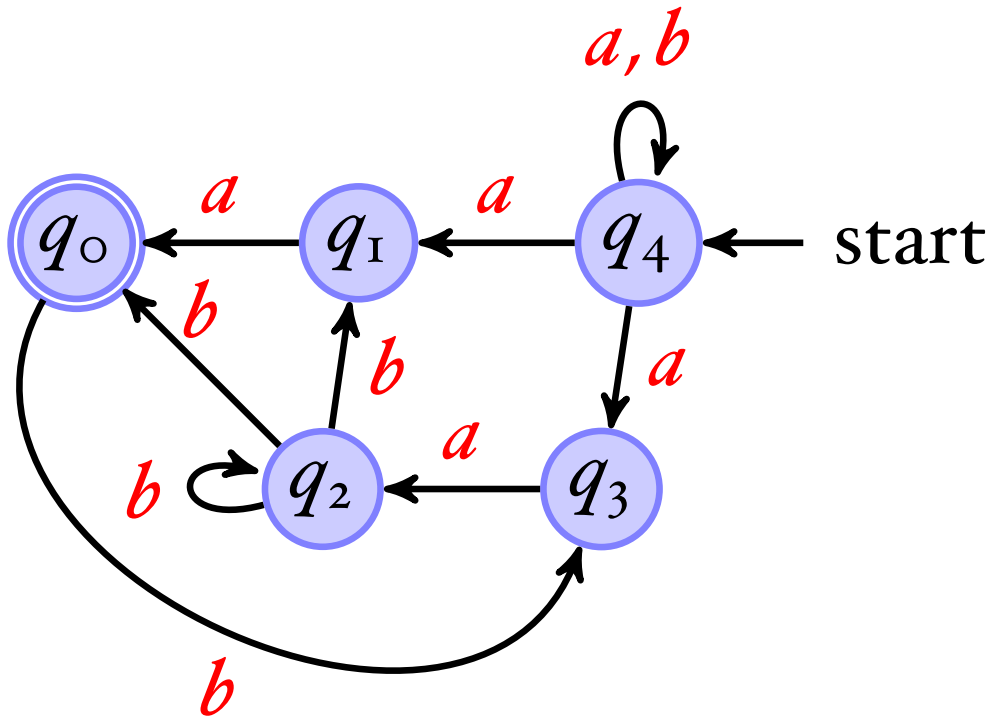


- exchange initial / accepting states
- reverse all edges
- subset construction ⇒ DFA
- repeat once more

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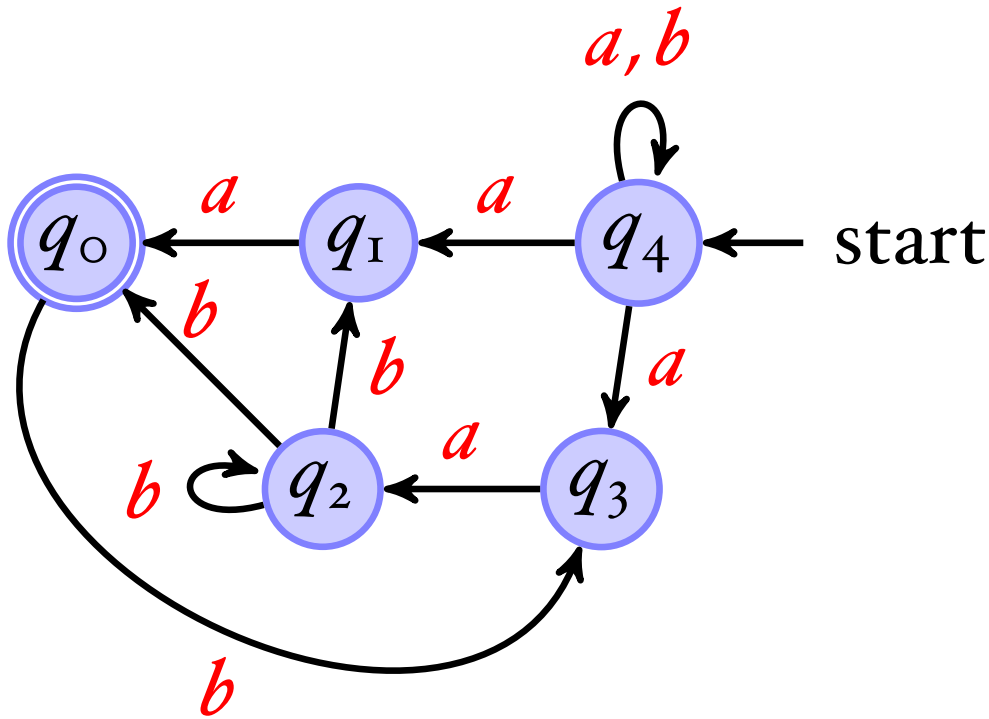



- exchange initial / accepting states
- reverse all edges
- subset construction ⇒ DFA
- repeat once more ⇒ minimal DFA

# Regular Languages

Two equivalent definitions:

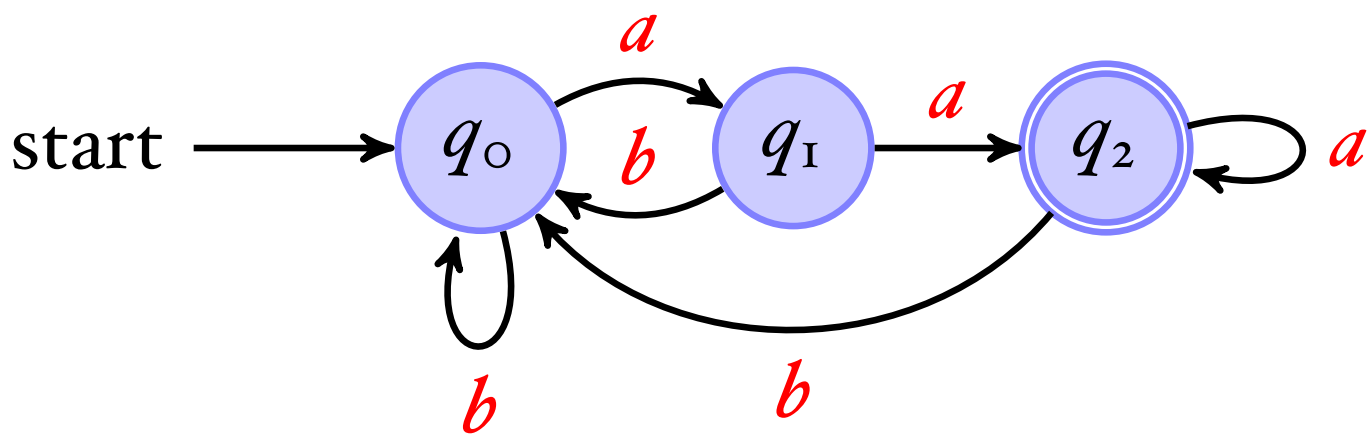
A language is regular iff there exists a regular expression that recognises all its strings.

A language is regular iff there exists an automaton that recognises all its strings.

for example $a^n b^n$ is not regular

# Negation

Regular languages are closed under negation:



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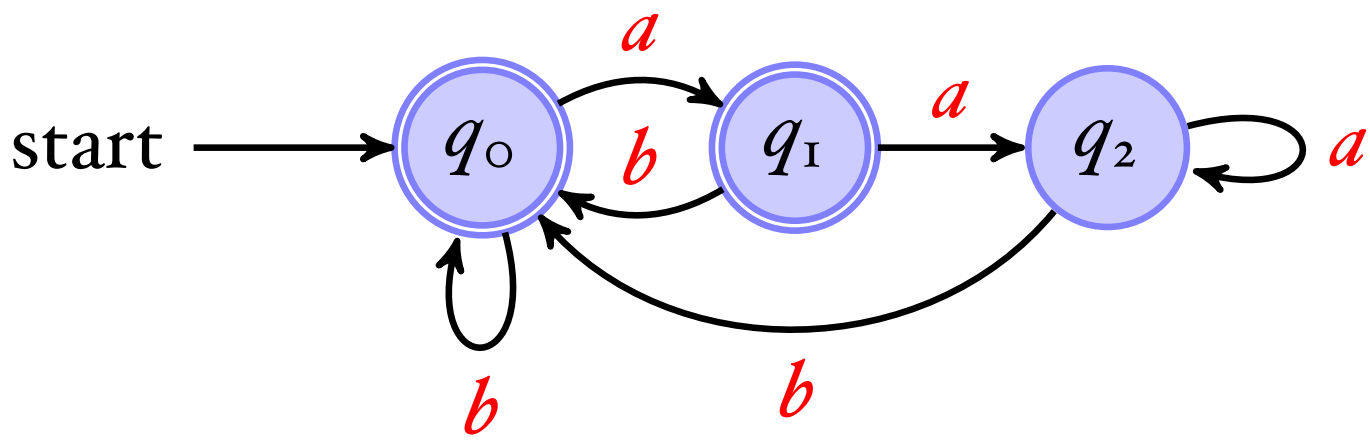


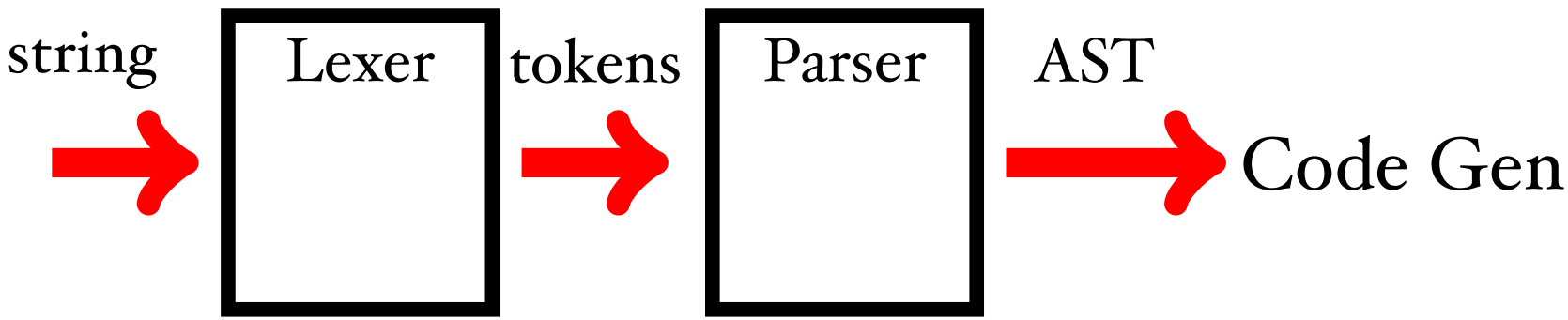

But requires that the automaton is completed!

```
1  /* Fibonacci Program
2     input: n */
3
4  write "Fib";
5  read n;
6  minus1 := 0;
7  minus2 := 1;
8  while n > 0 do {
9          temp := minus2;
10         minus2 := minus1 + minus2;
11         minus1 := temp;
12         n := n - 1
13 };
14 write "Result";
15 write minus2
```

# ??

```
1 write ”Input a number ”;
2 read n;
3 while n > 1 do {
4    if n % 2 == 0
5    then n := n/2
6    else n := 3*n+1;
7 };
8 write ”Yes”;
```

# A Compiler



## ”if true then then 42 else +”

KEYWORD:
  if, then, else,
WHITESPACE:
  ” ”, \n,
IDENT:
  LETTER · (LETTER + DIGIT + _)*
NUM:
  (NONZERODIGIT · DIGIT*) + 0
OP:
  +
COMMENT:
  /* · (ALL* · ∼(*/) · ALL*) · */

# ”if true then then 42 else +”

```
KEYWORD(if),
WHITESPACE,
IDENT(true),
WHITESPACE,
KEYWORD(then),
WHITESPACE,
KEYWORD(then),
WHITESPACE,
NUM(42),
WHITESPACE,
KEYWORD(else),
WHITESPACE,
OP(+)
```

# ”if true then then 42 else +”

```
KEYWORD(if),
IDENT(true),
KEYWORD(then),
KEYWORD(then),
NUM(42),
KEYWORD(else),
OP(+)
```

There is one small problem with the tokenizer. How should we tokenize:

$$"x-3"$$

```
ID: …
OP:
  "+", "-"
NUM:
  (NONZERODIGIT · DIGIT*) + "0"
NUMBER:
  NUM + ("-" · NUM)
```

# POSIX: Two Rules

- Longest match rule ("maximal munch rule"): The longest initial substring matched by any regular expression is taken as next token.

- Rule priority: For a particular longest initial substring, the first regular expression that can match determines the token.

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most posix matchers are buggy
http://www.haskell.org/haskellwiki/Regex_Posix

# Sulzmann Matcher

We want to match the string $abc$ using $r_1$:

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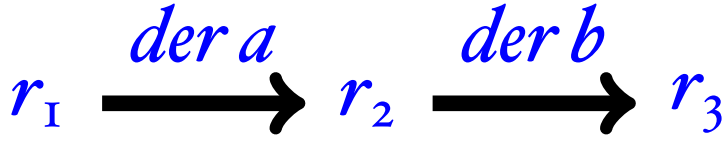

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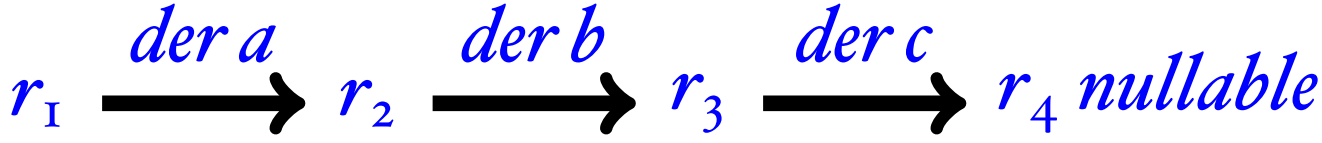

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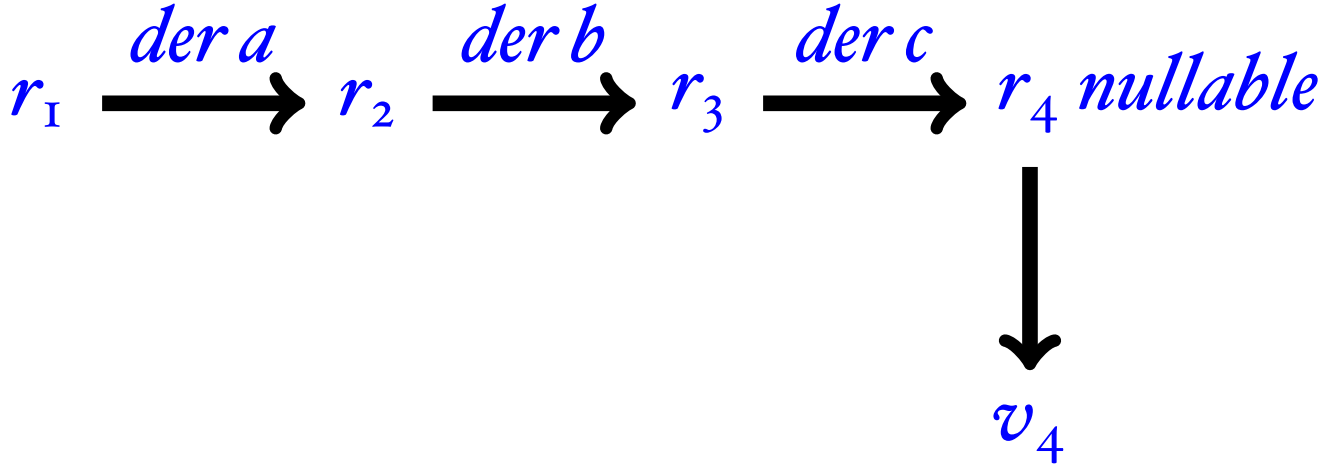

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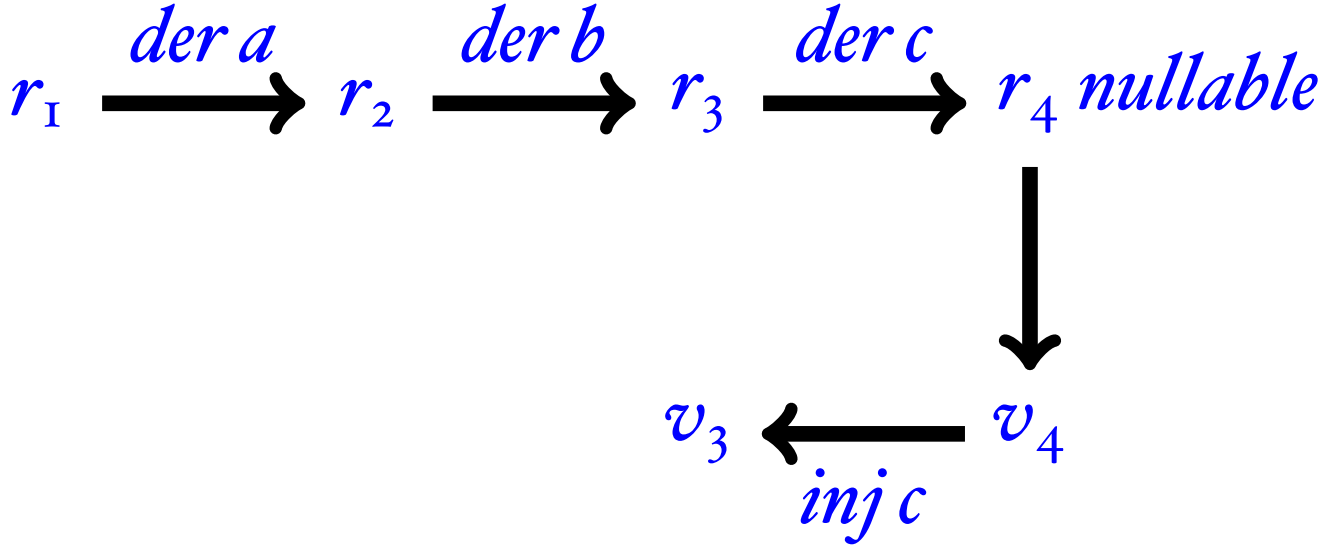

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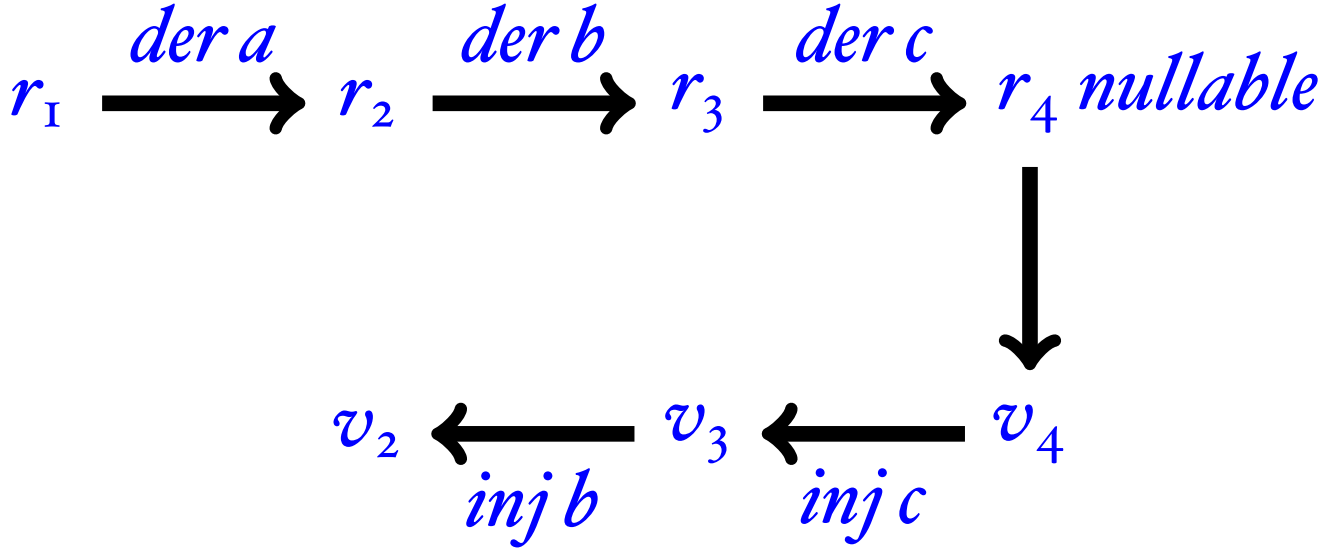

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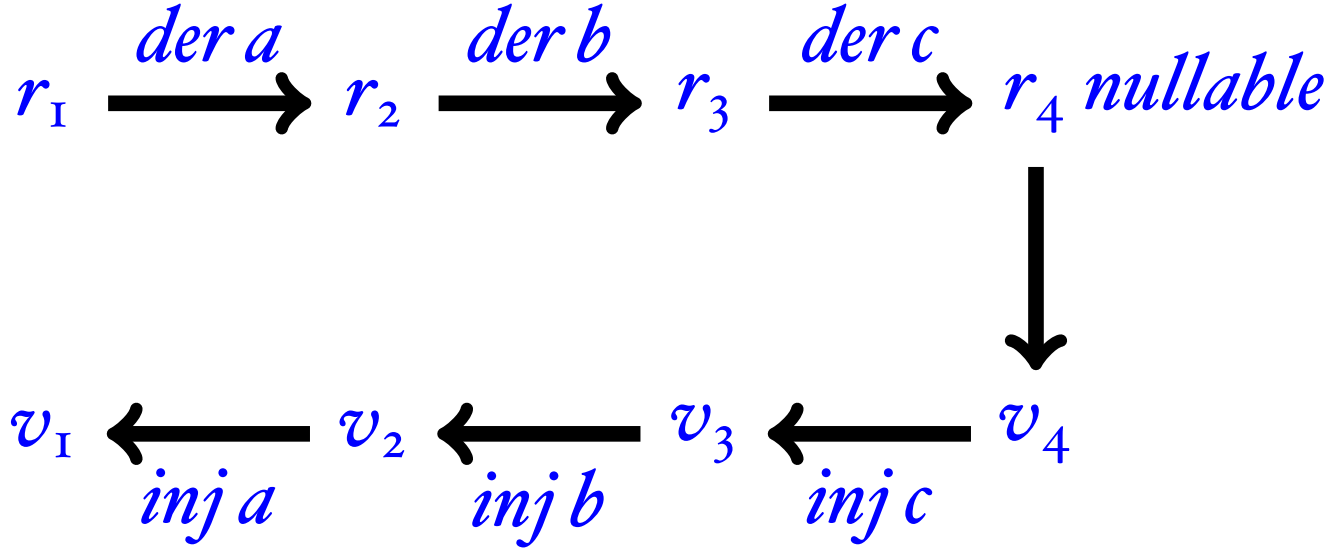

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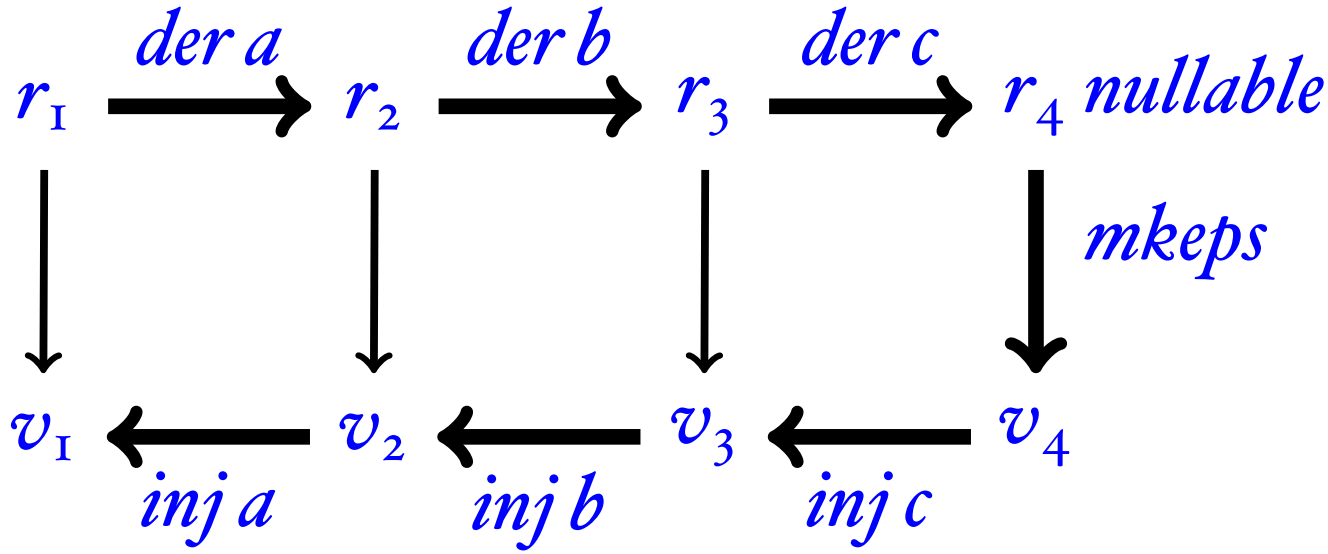

# Regexes and Values

Regular expressions and their corresponding values:

$$
\begin{array}{rcl}
r & ::= & \varnothing \\
 & | & \epsilon \\
 & | & c \\
 & | & r_1 \cdot r_2 \\
 & | & r_1 + r_2 \\
 & | & r^* \\
\end{array}
\qquad\qquad
\begin{array}{rcl}
v & ::= & \\
 & & \mathit{Empty} \\
 & | & \mathit{Char}(c) \\
 & | & \mathit{Seq}(v_1\, v_2) \\
 & | & \mathit{Left}(v) \\
 & | & \mathit{Right}(v) \\
 & | & [] \\
 & | & [v_1, \ldots v_n] \\
\end{array}
$$

# Mkeps

Finding a (posix) value for recognising the empty string

$$
\begin{array}{lcl}
mkeps\,\epsilon & \stackrel{\text{def}}{=} & Empty \\
mkeps\,r_1 + r_2 & \stackrel{\text{def}}{=} & \text{if } nullable(r_1) \\
 & & \text{then } Left(mkeps(r_1)) \\
 & & \text{else } Right(mkeps(r_2)) \\
mkeps\,r_1 \cdot r_2 & \stackrel{\text{def}}{=} & Seq(mkeps(r_1), mkeps(r_2)) \\
mkeps\,r^* & \stackrel{\text{def}}{=} & []
\end{array}
$$

# Inject

Injecting ("Adding") a character to a value

$$
\begin{array}{ll}
inj\,(c)\,c\,Empty & \stackrel{\text{def}}{=} Char\,c \\
inj\,(r_1 + r_2)\,c\,Left(v) & \stackrel{\text{def}}{=} Left(inj\,r_1\,c\,v) \\
inj\,(r_1 + r_2)\,c\,Right(v) & \stackrel{\text{def}}{=} Right(inj\,r_2\,c\,v) \\
inj\,(r_1 \cdot r_2)\,c\,Seq(v_1, v_2) & \stackrel{\text{def}}{=} Seq(inj\,r_1\,c\,v_1, v_2) \\
inj\,(r_1 \cdot r_2)\,c\,Left(Seq(v_1, v_2)) & \stackrel{\text{def}}{=} Seq(inj\,r_1\,c\,v_1, v_2) \\
inj\,(r_1 \cdot r_2)\,c\,Right(v) & \stackrel{\text{def}}{=} Seq(mkeps(r_1), inj\,r_2\,c\,v) \\
inj\,(r^*)\,c\,Sequ(v, vs) & \stackrel{\text{def}}{=} inj\,r\,c\,v :: vs
\end{array}
$$

*inj*: 1st arg $\mapsto$ a rexp; 2nd arg $\mapsto$ a character; 3rd arg $\mapsto$ a value

# Lexing

$$lex\, r\, [] \stackrel{\text{def}}{=} \text{if } nullable(r) \text{ then } mkeps(r) \text{ else } error$$

$$lex\, r\, c :: s \stackrel{\text{def}}{=} inj\, r\, c\, lex(der(c, r), s)$$

*lex*: returns a value

# Records

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- $der\, c\, (x : r) \stackrel{\text{def}}{=} (x : der\, c\, r)$
- $mkeps(x : r) \stackrel{\text{def}}{=} Rec(x, mkeps(r))$
- $inj\, (x : r)\, c\, v \stackrel{\text{def}}{=} Rec(x, inj\, r\, c\, v)$

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for extracting subpatterns $(z : ((x : ab) + (y : ba))$

# While Tokens

$$\texttt{WHILE\_REGS} \stackrel{\text{def}}{=} \texttt{((”k” : KEYWORD) + (”i” : ID) + (”o” : OP) + (”n” : NUM) + (”s” : SEMI) + (”p” : (LPAREN + RPAREN)) + (”b” : (BEGIN + END)) + (”w” : WHITESPACE))}^*$$