

Compilers and Formal Languages

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Slides & Progs: KEATS (also homework is there)

1 Introduction, Languages	6 While-Language
2 Regular Expressions, Derivatives	7 Compilation, JVM
3 Automata, Regular Languages	8 Compiling Functional Languages
4 Lexing, Tokenising	9 Optimisations
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(Basic) Regular Expressions

$r ::=$	0	nothing
	1	empty string / "" / []
	c	character
	$r_1 \cdot r_2$	sequence
	$r_1 + r_2$	alternative / choice
	r^*	star (zero or more)

How about ranges $[a-z]$, r^+ and $\sim r$? Do they increase the set of languages we can recognise?

Negation

Assume you have an alphabet consisting of the letters a , b and c only. Find a (basic!) regular expression that matches all strings *except* ab and ac !

Automata

A **deterministic finite automaton**, DFA, consists of:

an alphabet Σ

a set of states Q_s

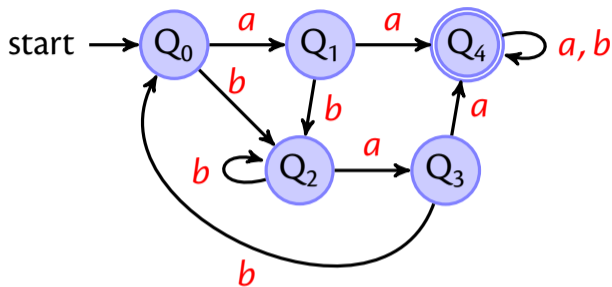
one of these states is the start state Q_0

some states are accepting states F , and

there is transition function δ

which takes a state as argument and a character and produces a new state; this function might not be everywhere defined \Rightarrow partial function

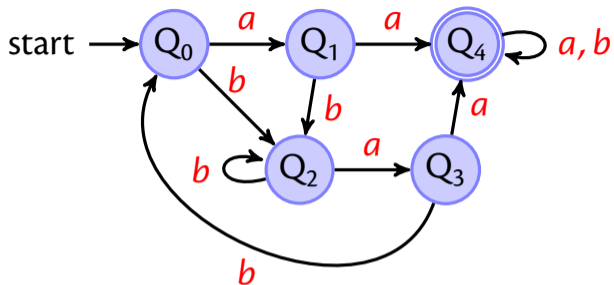
$$A(\Sigma, Q_s, Q_0, F, \delta)$$



the start state can be an accepting state

it is possible that there is no accepting state

all states might be accepting (but this does not necessarily mean all strings are accepted)



for this automaton δ is the function

$$\begin{array}{lll}
 (Q_0, a) \rightarrow Q_1 & (Q_1, a) \rightarrow Q_4 & (Q_4, a) \rightarrow Q_4 \\
 (Q_0, b) \rightarrow Q_2 & (Q_1, b) \rightarrow Q_2 & (Q_4, b) \rightarrow Q_4 \quad \dots
 \end{array}$$

Accepting a String

Given

$$A(\Sigma, Q_s, Q_0, F, \delta)$$

you can define

$$\begin{aligned}\widehat{\delta}(Q, []) &\stackrel{\text{def}}{=} Q \\ \widehat{\delta}(Q, c :: s) &\stackrel{\text{def}}{=} \widehat{\delta}(\delta(Q, c), s)\end{aligned}$$

Accepting a String

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Whether a string s is accepted by A ?

$$\hat{\delta}(Q_0, s) \in F$$

Regular Languages

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

A **regular expression** specifies a language.

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

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not all languages are regular, e.g. $a^n b^n$ is not

Regular Languages (2)

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

or **equivalently**

A language is **regular** iff there exists a deterministic finite automaton that recognises all its strings.

Non-Deterministic Finite Automata

$N(\Sigma, Q_s, Q_{s_0}, F, \rho)$

A non-deterministic finite automaton (NFA) consists of:

a finite set of states, Q_s

some these states are the start states, Q_{s_0}

some states are accepting states, and

there is transition **relation**, ρ

$$\begin{aligned}(Q_1, a) &\rightarrow Q_2 \\(Q_1, a) &\rightarrow Q_3 \quad \dots\end{aligned}$$

Non-Deterministic Finite Automata

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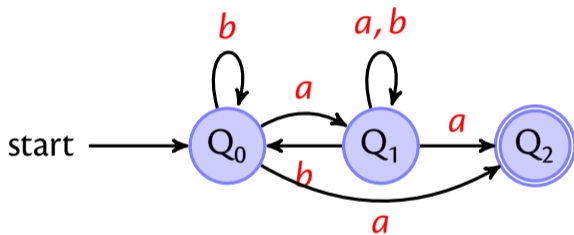
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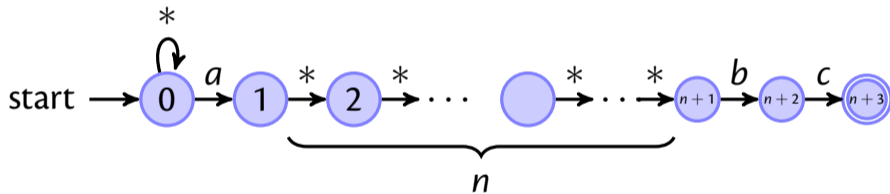
$$\begin{array}{l} (Q_1, a) \rightarrow Q_2 \\ (Q_1, a) \rightarrow Q_3 \end{array} \dots \quad (Q_1, a) \rightarrow \{Q_2, Q_3\}$$

An NFA Example



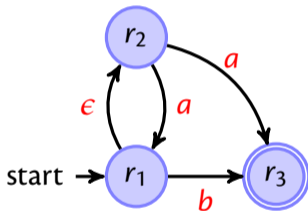
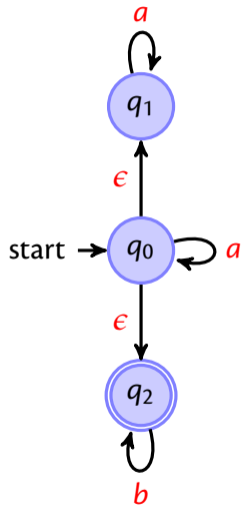
Another Example

For the regular expression $(.*)a(.^{\{n\}})bc$



Note the star-transitions: accept any character.

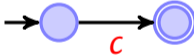
Two Epsilon NFA Examples



Thompson: Rexp to ϵ NFA

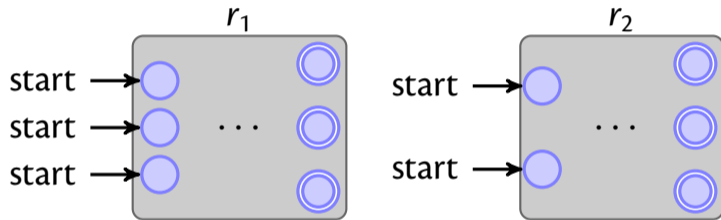
0 start \rightarrow 

1 start \rightarrow 

c start \rightarrow 

Case $r_1 \cdot r_2$

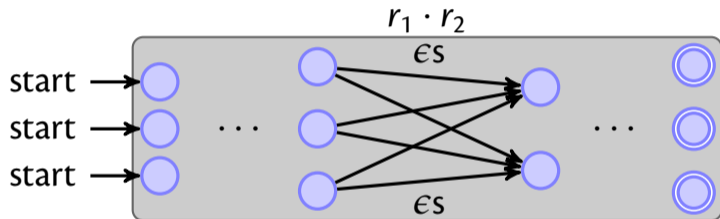
By recursion we are given two automata:



We need to (1) change the accepting nodes of the first automaton into non-accepting nodes, and (2) connect them via ϵ -transitions to the starting state of the second automaton.

Case $r_1 \cdot r_2$

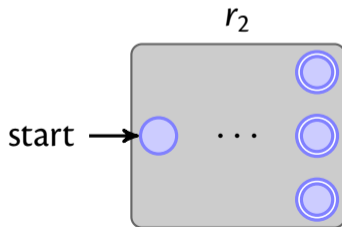
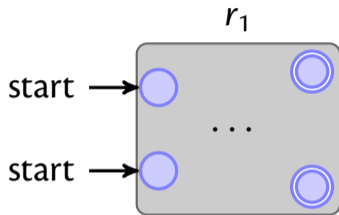
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Case $r_1 + r_2$

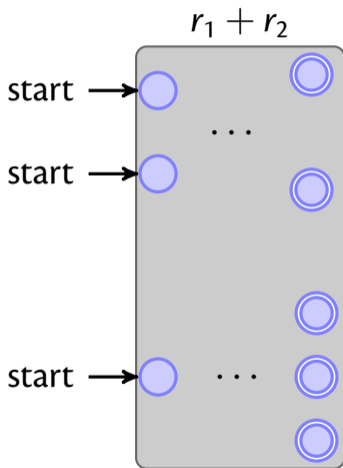
By recursion we are given two automata:



We can just put both automata together.

Case $r_1 + r_2$

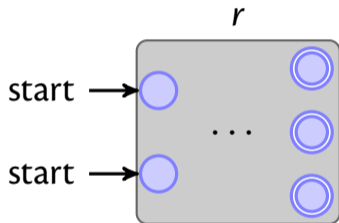
By recursion we are given two automata:



We can just put both automata together.

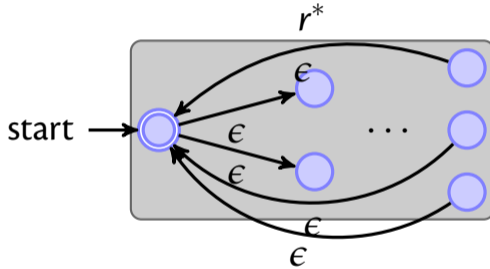
Case r^*

By recursion we are given an automaton for r :



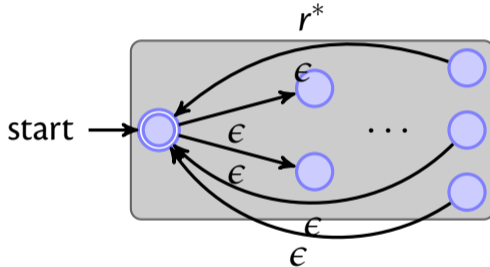
Case r^*

By recursion we are given an automaton for r :



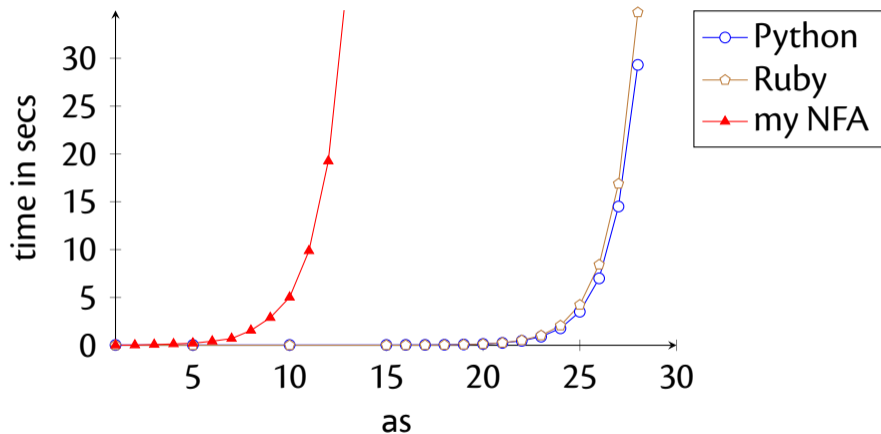
Case r^*

By recursion we are given an automaton for r :

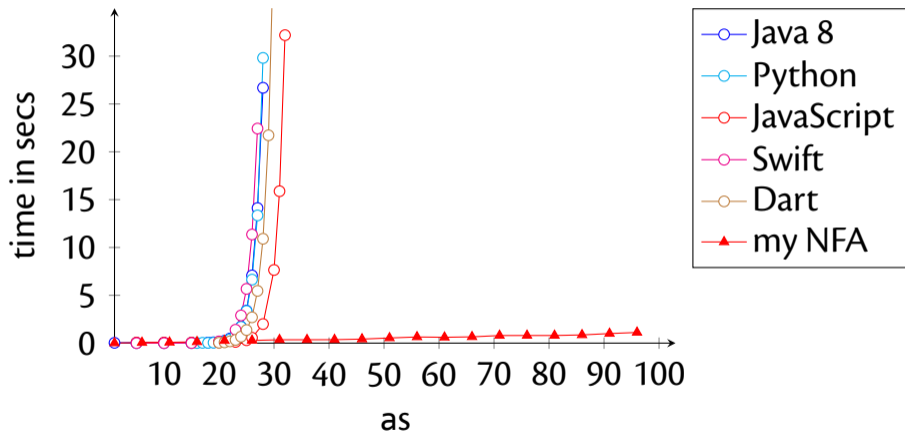


Why can't we just have an epsilon transition from the accepting states to the starting state?

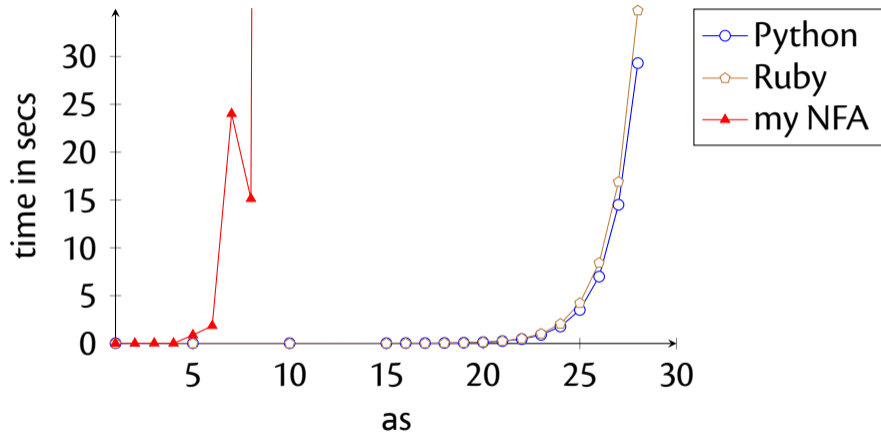
NFA Breadth-First: $a^?{n} \cdot a{n}$



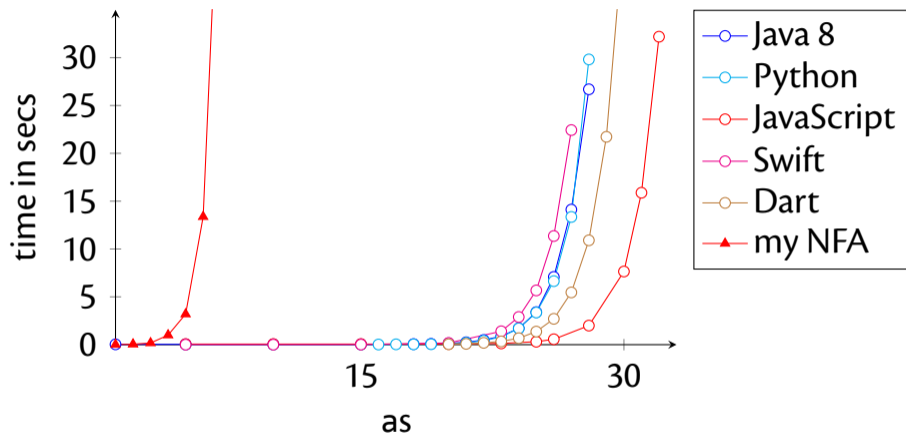
NFA Breadth-First: $(a^*)^* \cdot b$



NFA Depth-First: $a^{\{n\}} \cdot a^{\{n\}}$

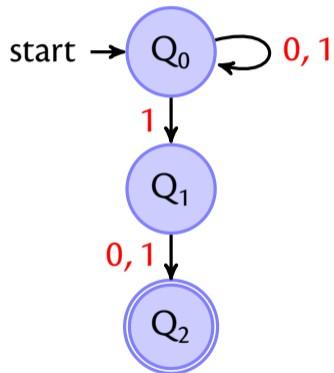


NFA Depth-First: $(a^*)^* \cdot b$



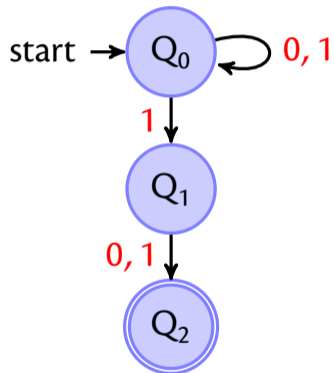
The punchline is that many existing libraries do depth-first search in NFAs (with backtracking).

Subset Construction



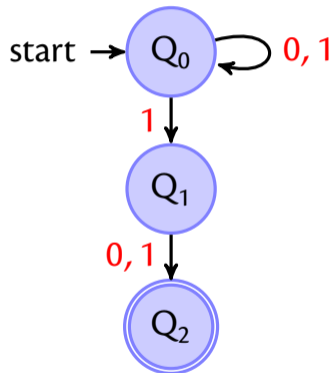
nodes	0	1
$\{\}$		
$\{0\}$		
$\{1\}$		
$\{2\}$		
$\{0, 1\}$		
$\{0, 2\}$		
$\{1, 2\}$		
$\{0, 1, 2\}$		

Subset Construction



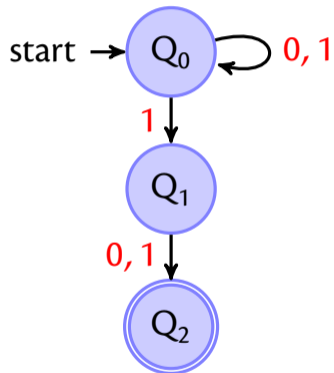
nodes	0	1
$\{\}$	$\{\}$	$\{\}$
$\{0\}$		
$\{1\}$		
$\{2\}$		
$\{0, 1\}$		
$\{0, 2\}$		
$\{1, 2\}$		
$\{0, 1, 2\}$		

Subset Construction



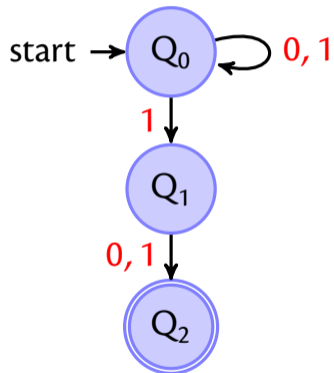
nodes	0	1
$\{\}$	$\{\}$	$\{\}$
$\{0\}$	$\{0\}$	$\{0, 1\}$
$\{1\}$	$\{2\}$	$\{2\}$
$\{2\}$	$\{\}$	$\{\}$
$\{0, 1\}$		
$\{0, 2\}$		
$\{1, 2\}$		
$\{0, 1, 2\}$		

Subset Construction



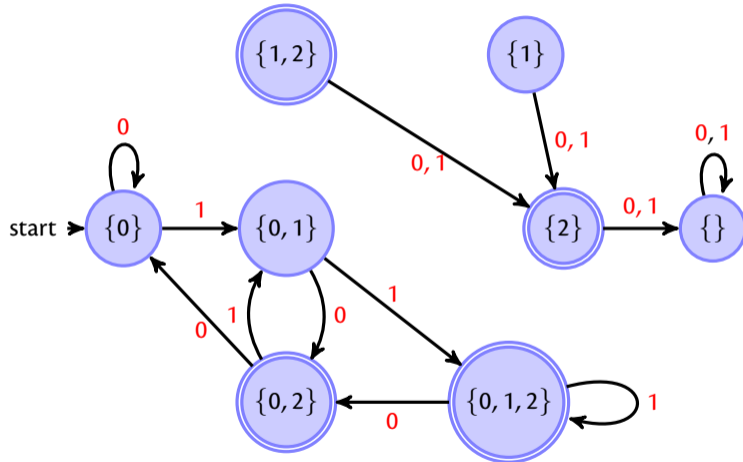
nodes	0	1
$\{\}$	$\{\}$	$\{\}$
$\{0\}$	$\{0\}$	$\{0, 1\}$
$\{1\}$	$\{2\}$	$\{2\}$
$\{2\}$	$\{\}$	$\{\}$
$\{0, 1\}$	$\{0, 2\}$	$\{0, 1, 2\}$
$\{0, 2\}$	$\{0\}$	$\{0, 1\}$
$\{1, 2\}$	$\{2\}$	$\{2\}$
$\{0, 1, 2\}$	$\{0, 2\}$	$\{0, 1, 2\}$

Subset Construction



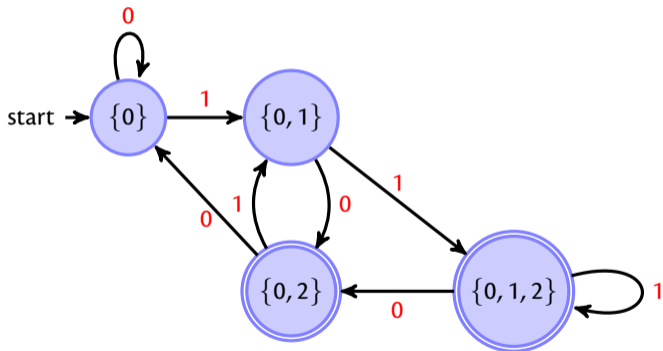
nodes	0	1
$\{\}$	$\{\}$	$\{\}$
s: $\{0\}$	$\{0\}$	$\{0, 1\}$
$\{1\}$	$\{2\}$	$\{2\}$
$\{2\}$ *	$\{\}$	$\{\}$
$\{0, 1\}$	$\{0, 2\}$	$\{0, 1, 2\}$
$\{0, 2\}$ *	$\{0\}$	$\{0, 1\}$
$\{1, 2\}$ *	$\{2\}$	$\{2\}$
$\{0, 1, 2\}$ *	$\{0, 2\}$	$\{0, 1, 2\}$

The Result

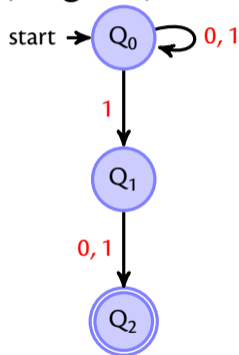


Removing Dead States

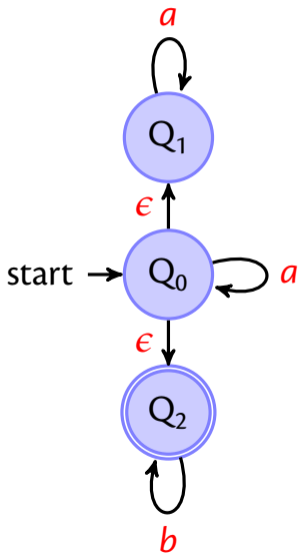
DFA:



(original) NFA:

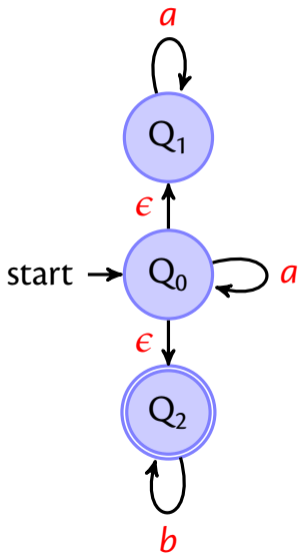


Subset Construction (ϵ NFA)



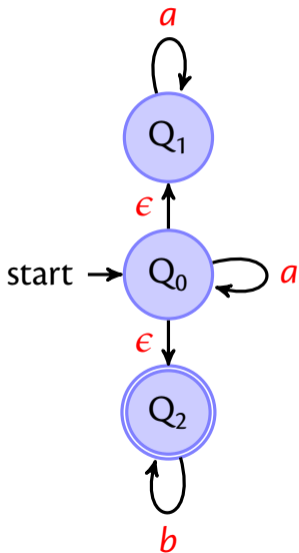
nodes	a	b
$\{\}$		
$\{0\}$		
$\{1\}$		
$\{2\}$		
$\{0, 1\}$		
$\{0, 2\}$		
$\{1, 2\}$		
$\{0, 1, 2\}$		

Subset Construction (ϵ NFA)



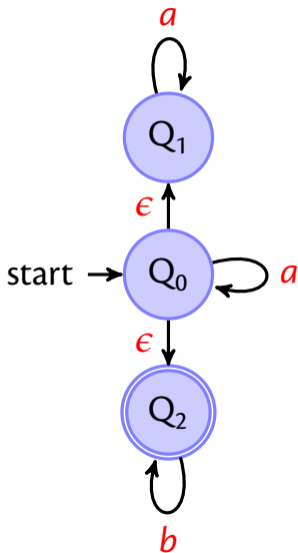
nodes	a	b
$\{\}$	$\{\}$	$\{\}$
$\{0\}$		
$\{1\}$		
$\{2\}$		
$\{0, 1\}$		
$\{0, 2\}$		
$\{1, 2\}$		
$\{0, 1, 2\}$		

Subset Construction (ϵ NFA)



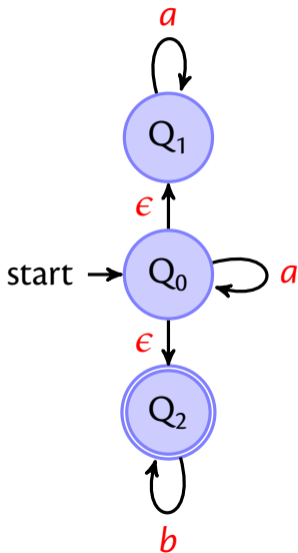
nodes	a	b
$\{\}$	$\{\}$	$\{\}$
$\{0\}$	$\{0, 1, 2\}$	$\{2\}$
$\{1\}$	$\{1\}$	$\{\}$
$\{2\}$	$\{\}$	$\{2\}$
$\{0, 1\}$		
$\{0, 2\}$		
$\{1, 2\}$		
$\{0, 1, 2\}$		

Subset Construction (ϵ NFA)



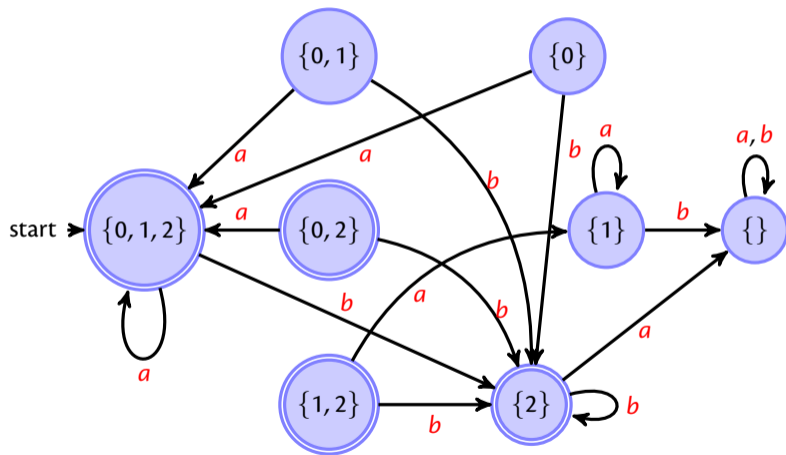
nodes	a	b
$\{\}$	$\{\}$	$\{\}$
$\{0\}$	$\{0, 1, 2\}$	$\{2\}$
$\{1\}$	$\{1\}$	$\{\}$
$\{2\}$	$\{\}$	$\{2\}$
$\{0, 1\}$	$\{0, 1, 2\}$	$\{2\}$
$\{0, 2\}$	$\{0, 1, 2\}$	$\{2\}$
$\{1, 2\}$	$\{1\}$	$\{2\}$
$\{0, 1, 2\}$	$\{0, 1, 2\}$	$\{2\}$

Subset Construction (ϵ NFA)



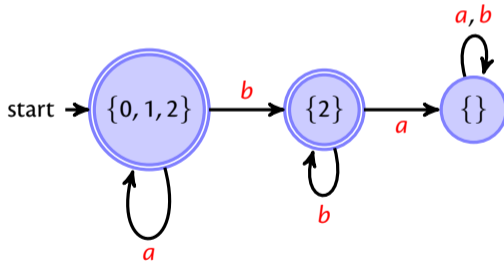
nodes	a	b
$\{\}$	$\{\}$	$\{\}$
$\{0\}$	$\{0, 1, 2\}$	$\{2\}$
$\{1\}$	$\{1\}$	$\{\}$
$\{2\}^*$	$\{\}$	$\{2\}$
$\{0, 1\}$	$\{0, 1, 2\}$	$\{2\}$
$\{0, 2\}^*$	$\{0, 1, 2\}$	$\{2\}$
$\{1, 2\}^*$	$\{1\}$	$\{2\}$
s: $\{0, 1, 2\}^*$	$\{0, 1, 2\}$	$\{2\}$

The Result

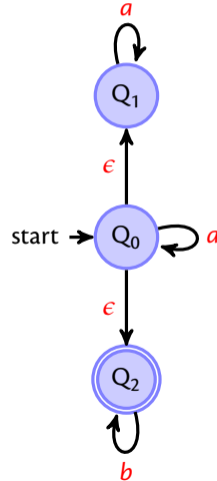


Removing Dead States

DFA:



(original) NFA:

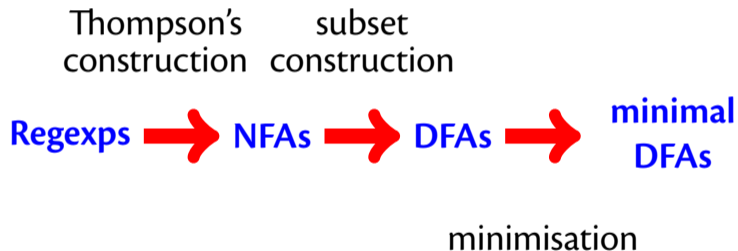


Regexps and Automata

Thompson's construction subset construction

Regexps  NFAs  DFAs

Regexps and Automata



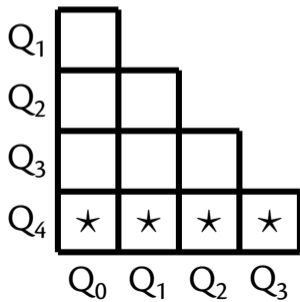
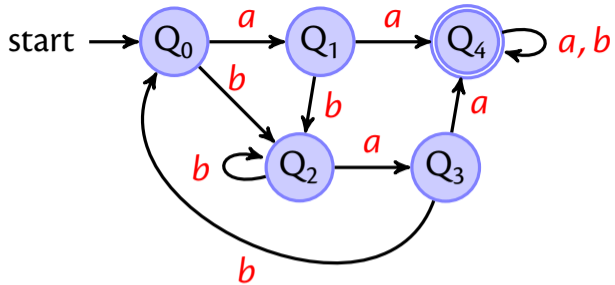
DFA Minimisation

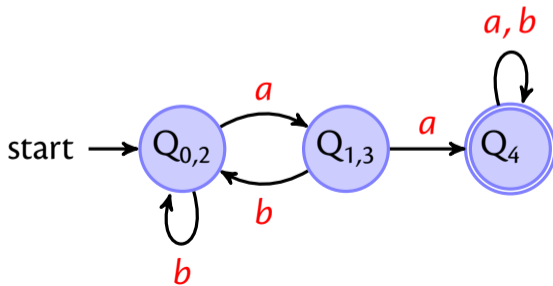
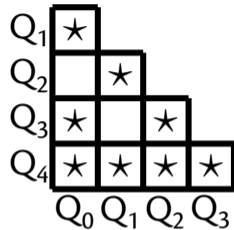
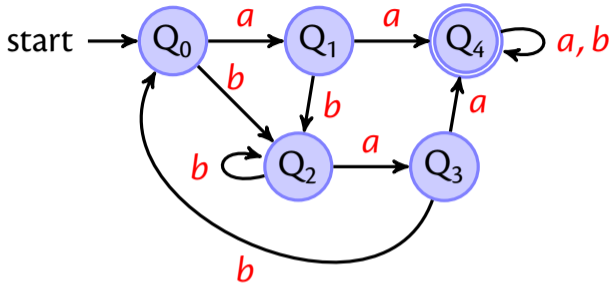
1. Take all pairs (q, p) with $q \neq p$
2. Mark all pairs that accepting and non-accepting states
3. For all unmarked pairs (q, p) and all characters c test whether

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

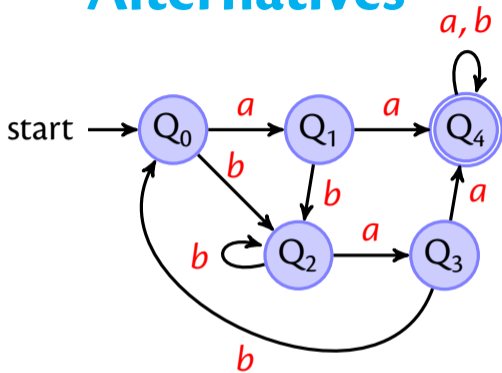
are marked. If yes in at least one case, then also mark (q, p) .

4. Repeat last step until no change.
5. All unmarked pairs can be merged.



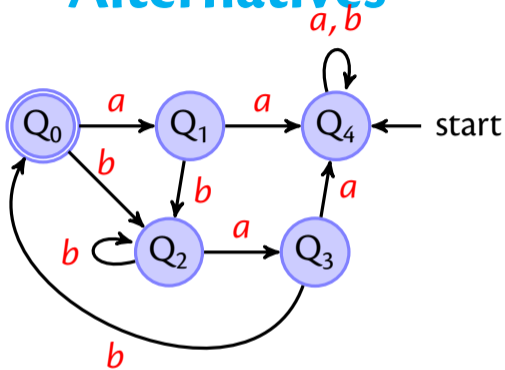


Alternatives



exchange initial / accepting states

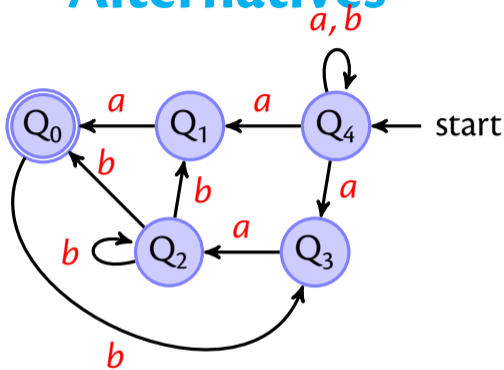
Alternatives



exchange initial / accepting states

reverse all edges

Alternatives

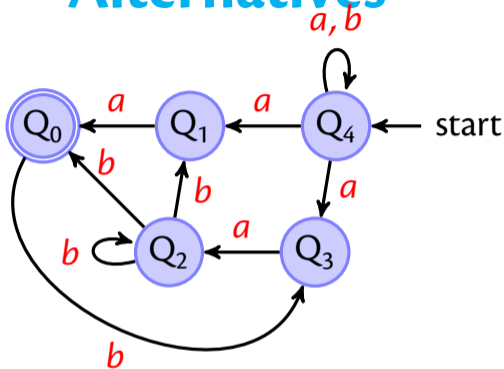


exchange initial / accepting states

reverse all edges

subset construction \Rightarrow DFA

Alternatives



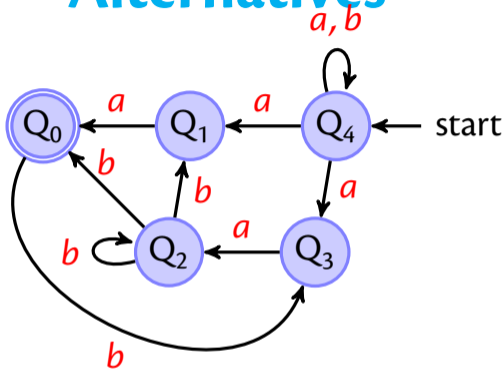
exchange initial / accepting states

reverse all edges

subset construction \Rightarrow DFA

remove dead states

Alternatives



exchange initial / accepting states

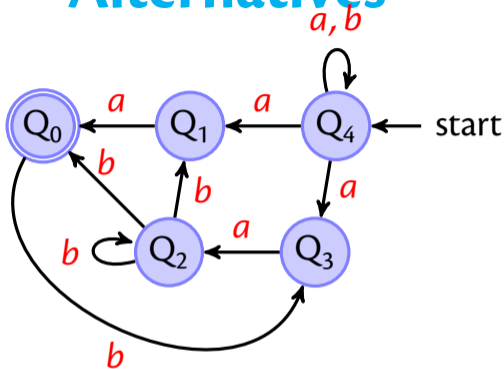
reverse all edges

subset construction \Rightarrow DFA

remove dead states

repeat once more

Alternatives



exchange initial / accepting states

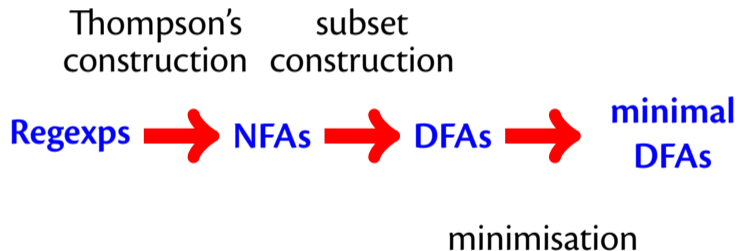
reverse all edges

subset construction \Rightarrow DFA

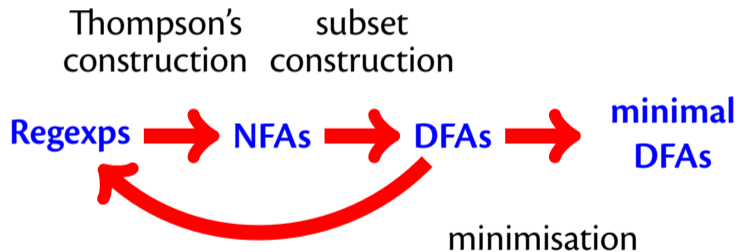
remove dead states

repeat once more \Rightarrow minimal DFA

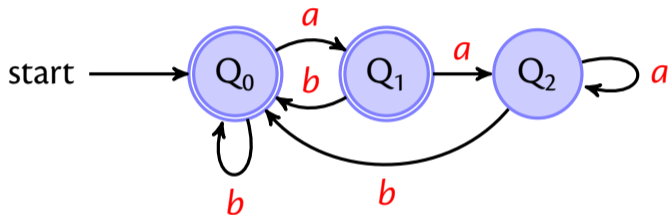
Regexps and Automata

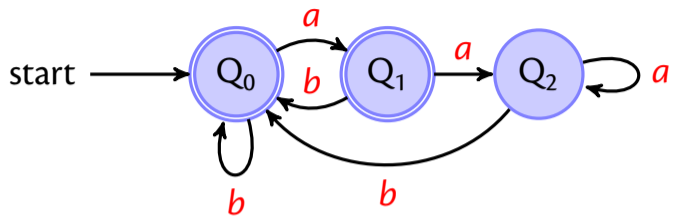


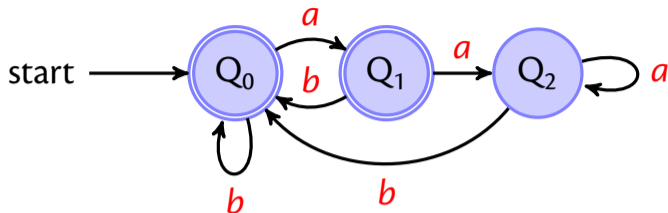
Regexps and Automata



DFA to Rexp





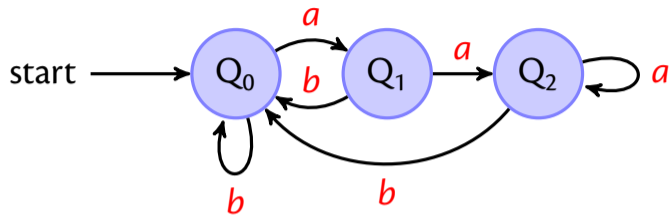


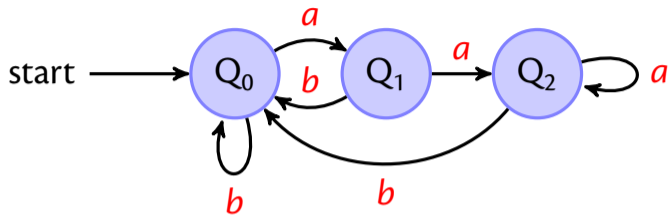
You know how to solve since school days, no?

$$Q_0 = 2Q_0 + 3Q_1 + 4Q_2$$

$$Q_1 = 2Q_0 + 3Q_1 + 1Q_2$$

$$Q_2 = 1Q_0 + 5Q_1 + 2Q_2$$





$$Q_0 = Q_0 b + Q_1 b + Q_2 b + \mathbf{1}$$

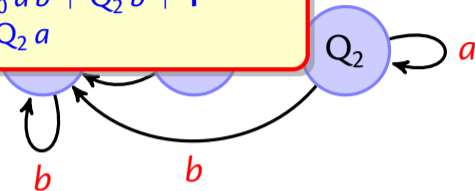
$$Q_1 = Q_0 a$$

$$Q_2 = Q_1 a + Q_2 a$$

substitute Q_1 into Q_0 & Q_2 :

$$Q_0 = Q_0 b + Q_0 a b + Q_2 b + 1$$

$$Q_2 = Q_0 a a + Q_2 a$$



$$Q_0 = Q_0 b + Q_1 b + Q_2 b + 1$$

$$Q_1 = Q_0 a$$

$$Q_2 = Q_1 a + Q_2 a$$

substitute Q_1 into Q_0 & Q_2 :

$$Q_0 = Q_0 b + Q_0 a b + Q_2 b + 1$$

$$Q_2 = Q_0 a a + Q_2 a$$



simplifying Q_0 :

$$Q_0 = Q_0 (b + a b) + Q_2 b + 1$$

$$Q_2 = Q_0 a a + Q_2 a$$

$$Q_0 = Q_0 b + Q_1 b + Q_2 b + 1$$

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Arden's Lemma:

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

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Arden for Q_2 :

$$Q_0 = Q_0 (b + a b) + Q_2 b + 1$$

$$Q_2 = Q_0 a a (a^*)$$

$$Q_1 = Q_0 a$$

Arden's Lemma:

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

substitute Q_1 into Q_0 & Q_2 :

$$Q_0 = Q_0 b + Q_0 a b + Q_2 b + 1$$

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$$Q_0 = Q_0 (b + a b) + Q_2 b + 1$$

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Arden for Q_2 :

$$Q_0 = Q_0 (b + a b) + Q_2 b + 1$$

$$Q_2 = Q_0 a a (a^*)$$

$Q_1 =$
 $Q_2 =$

Substitute Q_2 and simplify:

$$Q_0 = Q_0 (b + a b + a a (a^*) b) + 1$$

substitute Q_1 into Q_0 & Q_2 :

$$Q_0 = Q_0 b + Q_0 a b + Q_2 b + 1$$

$$Q_2 = Q_0 a a + Q_2 a$$



simplifying Q_0 :

$$Q_0 = Q_0 (b + a b) + Q_2 b + 1$$

$$Q_2 = Q_0 a a + Q_2 a$$

Arden's Lemma:

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

1

$$\begin{aligned} Q_1 &= \\ Q_2 &= \end{aligned}$$

Substitute Q_2 and simplify:

$$Q_0 = Q_0 (b + a b + a a (a^*) b) + 1$$

Arden again for Q_0 :

$$Q_0 = (b + a b + a a (a^*) b)^*$$

substitute Q_1 into Q_0 & Q_2 :

$$Q_0 = Q_0 b + Q_0 a b + Q_2 b + 1$$

$$Q_2 = Q_0 a a + Q_2 a$$



simplifying Q_0 :

$$Q_0 = Q_0 (b + a b) + Q_2 b + 1$$

$$Q_2 = Q_0 a a + Q_2 a$$

Arden for Q_2 :

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$$Q_2 = Q_0 a a (a^*)$$

$Q_1 =$
 $Q_2 =$

Substitute Q_1 into Q_0 & Q_2 :

$$Q_0 = Q_0$$

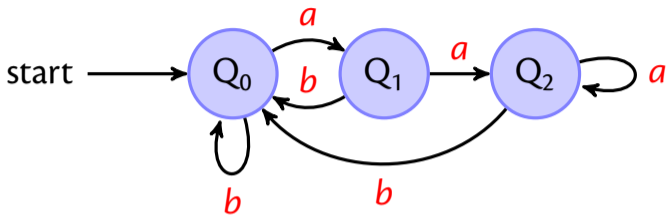
Finally:

$$Q_0 = (b + a b + a a (a^*) b)^*$$

$$Q_1 = (b + a b + a a (a^*) b)^* a$$

$$Q_2 = (b + a b + a a (a^*) b)^* a a (a^*)$$

Arden
 Q_0



$$Q_0 = Q_0 b + Q_1 b + Q_2 b + 1$$

$$Q_1 = Q_0 a$$

$$Q_2 = Q_1 a + Q_2 a$$

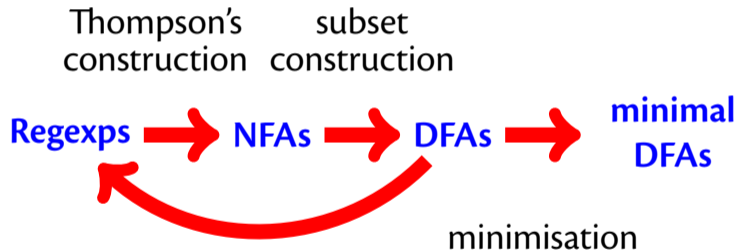
Finally:

$$Q_0 = (b + ab + aa(a^*)b)^*$$

$$Q_1 = (b + ab + aa(a^*)b)^* a$$

$$Q_2 = (b + ab + aa(a^*)b)^* aa(a^*)$$

Regexps and Automata



Regular Languages (3)

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

or **equivalently**

A language is **regular** iff there exists a deterministic finite automaton that recognises all its strings.

Regular Languages (3)

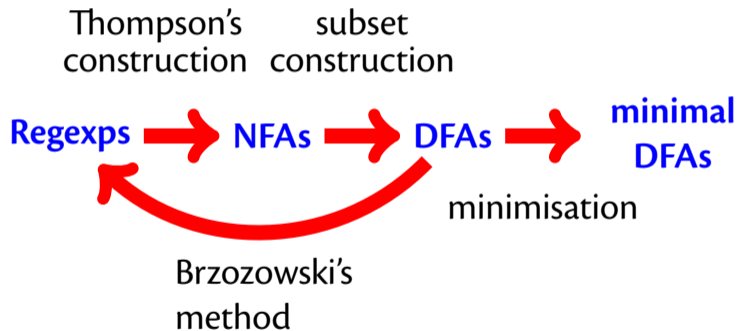
A language is **regular** iff there exists a regular expression that recognises all its strings.

or **equivalently**

A language is **regular** iff there exists a deterministic finite automaton that recognises all its strings.

Why is every finite set of strings a regular language?

Regexps and Automata



Regular Languages

Two equivalent definitions:

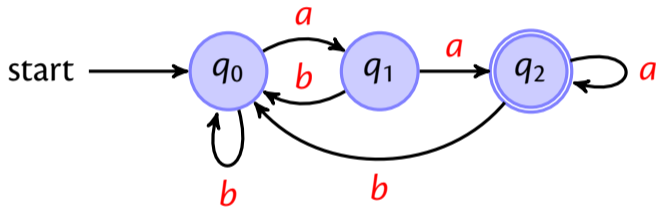
A language is **regular** iff there exists a regular expression that recognises all its strings.

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

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

Negation

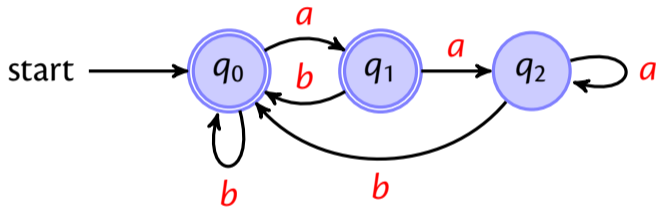
Regular languages are closed under negation:



But requires that the automaton is **completed!**

Negation

Regular languages are closed under negation:



But requires that the automaton is **completed!**

I always thought dfa's needed a transition for each state for each character, and if not it would be an nfa not a dfa. Is there an example that disproves this?

Do the regular expression matchers in Python and Java 8 have more features than the one implemented in this module? Or is there another reason for their inefficiency?