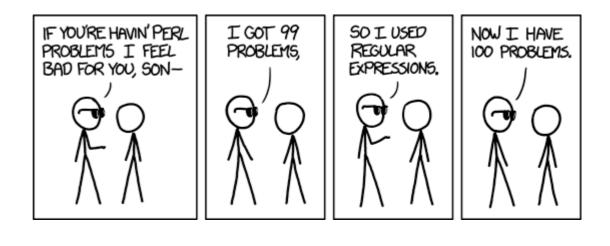
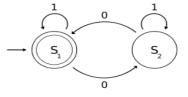
# CS 432 Fall 2017



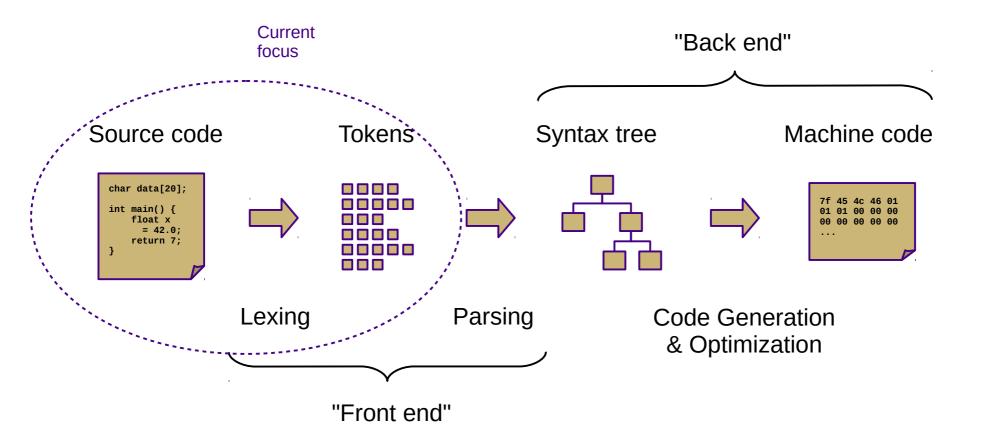
Mike Lam, Professor

a|(bc)\*



Regular Expressions and Finite Automata

# Compilation



- Lexemes or tokens: the smallest building blocks of a language's syntax
- Lexing or scanning: the process of separating a character stream into tokens

total = sum(vals) / n		char *str = "hi";	
total = sum ( vals ) /	identifier equals_op identifier left_paren identifier right_paren divide_op	char * str = "hi" ;	keyword star_op identifier equals_op str_literal semicolon
n	identifier		

# **Discussion question**

• What is a language?

#### Language

• A language is "a (potentially infinite) set of strings over a finite alphabet"

### **Discussion question**

• How do we describe languages?

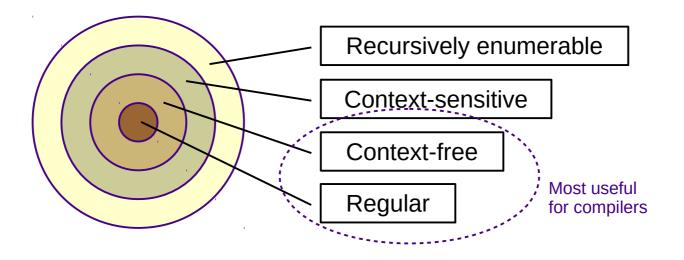
хуу	ху		
ху	хуу		xyy xyyz xyyzz xyyzzz
xyyzzz	xyz		
xyz	xyyz		
xyzz	xyzz		
xyyzz	xyyzz	(etc.)	
xyyz	xyzzz		
XYZZZ	xyyzzz		
(etc.)	(etc.)		

### Language description

- Ways to describe languages
  - Ad-hoc prose
    - "A single 'x' followed by one or two 'y's followed by any number of 'z's"
  - Formal regular expressions (current focus)
    - x(y|yy)z\*
  - Formal grammars (in two weeks)
    - $A \rightarrow X B C$
    - B → y | y y
    - $C \rightarrow Z C \mid \epsilon$

#### Languages

#### **Chomsky Hierarchy of Languages**



- Alphabet:
  - $\Sigma = \{ \text{ set of all characters } \}$
- Language:
  - L = { set of sequences of characters from  $\Sigma$  }

# **Regular expressions**

- Regular expressions describe regular languages
  - Can also be thought of as generalized search patterns
- Three basic recursive operations:
  - Alternation: a|b
  - Concatenation: ab
  - ("Kleene") Closure: a\*
- Extended constructs:
  - Character sets: [0-9] == 0|1|2|3|4|5|6|7|8|9
  - Grouping: (a|b)c == ac|bc
  - Positive closure: a+ == aa\*

# **Discussion question**

- How would you implement regular expressions?
  - Given a regular expression and a string, how would you tell whether the string belongs to the language described by the regular expression?

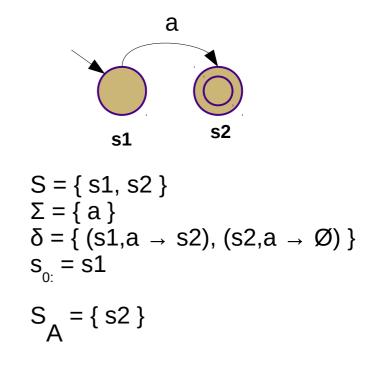
- Implemented using state machines (finite state automata)
  - Set of states with a single start state
  - Transitions between states on inputs (w/ implicit dead states)
  - Some states are final or accepting
- Deterministic vs. non-deterministic
  - Non-deterministic: multiple possible states for given sentence
  - One edge from each state per character (deterministic)
  - Multiple edges from each state per character (non-deterministic)
  - Empty or ε-transitions (non-deterministic)



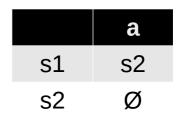
# Deterministic finite automata

- Formal definition
  - S: set of states
  - Σ: alphabet (set of characters)
  - δ: transition function: (S, Σ)  $\rightarrow$  S
  - s<sub>0:</sub> start state
  - $S_A$ : accepting/final states
- Acceptance algorithm

 $s := s_0$ for each input c:  $s := \delta(s,c)$ return  $s \in S_A$ 



Alternative  $\delta$  representation:



# Non-deterministic finite automata

- Formal definition
  - DFA w/ multiple paths and  $\epsilon$ -transitions
  - − δ: (S, (Σ ∪ {ε})) -> [S]
  - $\epsilon$ -closure: all states reachable from s via  $\epsilon$ -transitions
    - Formally: {s}  $\cup$  { t  $\in$  S | (s, $\epsilon \rightarrow t$ )  $\in \delta$  } (extended to sets by union)
- Acceptance algorithm

```
T := \varepsilon\text{-}closure(s_0)
```

for each input c:

```
N := \{\}
for each s in T:

N := N \cup \varepsilon \text{-closure}(\delta(s,c))
T := N
return |T \cap S_A| > 0
```

# Summary

#### DFAs

- S: set of states
- Σ: alphabet (set of characters)
- $\delta$ : transition function: (S,  $\Sigma$ )  $\rightarrow$  S
- s<sub>0:</sub> start state
- S<sub>A</sub>: accepting/final states

#### accept():

 $s := s_0$ 

#### for each input c:

 $s := \delta(s,c)$ return  $s \in S_A$ 

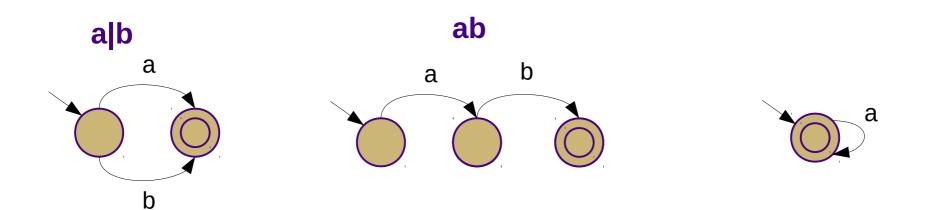
#### NFAs

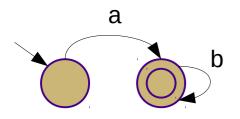
- $\delta$  may contain  $\epsilon$ -transitions
- δ may contain transitions to multiple different states on the same symbol

#### accept():

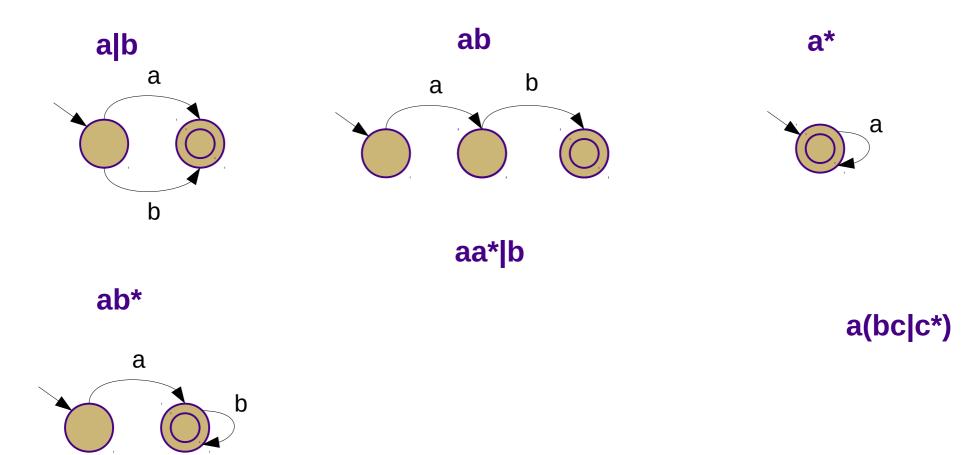
 $T := \varepsilon \text{-}closure(s_0)$ for each input c:  $N := \{\}$ for each s in T:  $N := N \cup \varepsilon \text{-}closure(\delta(s,c))$  T := Nreturn  $|T \cap S_A| > 0$ 

• Examples:

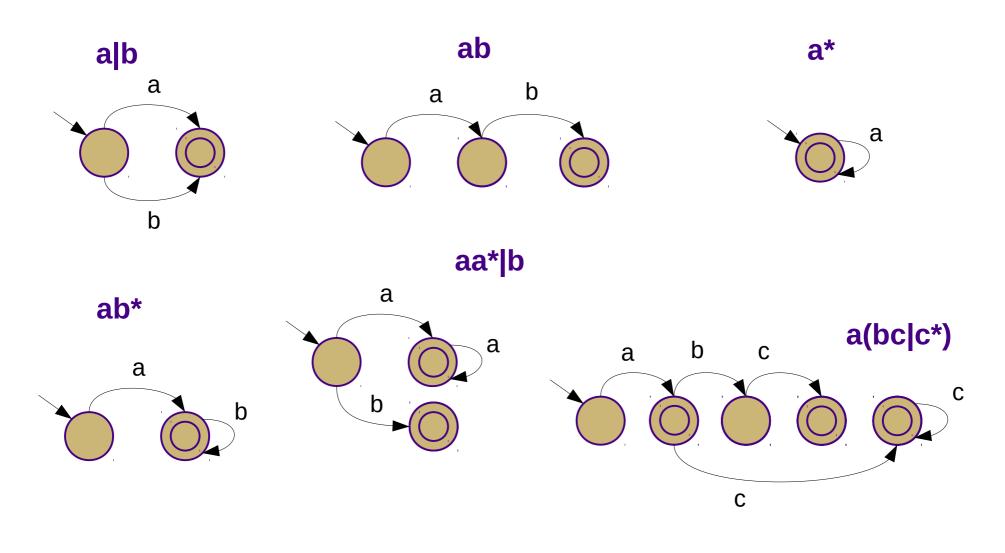




• Examples:



• Examples:



# Equivalence

- A regular expression and a finite automaton are equivalent if they recognize the same language
  - Same applies between different REs and between different FAs
- Regular expressions, NFAs, and DFAs all describe the same set of languages
  - "Regular languages" from Chomsky hierarchy
- Next week, we will learn how to convert between them

# Application

- PA2: Use Java regular expressions to tokenize Decaf files
  - Process the input one line at a time
  - Generally: one regex per token type
  - Each regex begins with "^" (only match from beginning)
  - Prioritize regexes and try each of them in turn
  - When you find a match, extract the matching text
  - Repeat until no match is found or input is consumed
  - Less efficient than an auto-generated lexer
  - However, it is simpler to understand
  - (Our approach to PA3 will be similar)

### Activity

Construct state machines for the following regular expressions:

x\*yz\*1(1|0)\*1(10)\*(a|b|c)(ab|bc) $(dd^*.d^*)|(d^*.dd^*)$  $\leftarrow$   $\epsilon$ -transitions may make this one slightly easier