Compiler Construction (CS-636)

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Outline

- Deterministic Finite Automata
- 2. Non-deterministic Finite Automata
- 3. Summary

Revision of Automata Theory Concepts

Lecture: 5 & 6

Formal Language Definitions

- Why need formal definitions of language
 - Define a precise, unambiguous and uniform interpretation
 - Communication with machines
- Formal Language notation/definition
 - Regular Expression
 - Tell how to generate words of that language
 - Tell which words belong to this language

Finite Automata

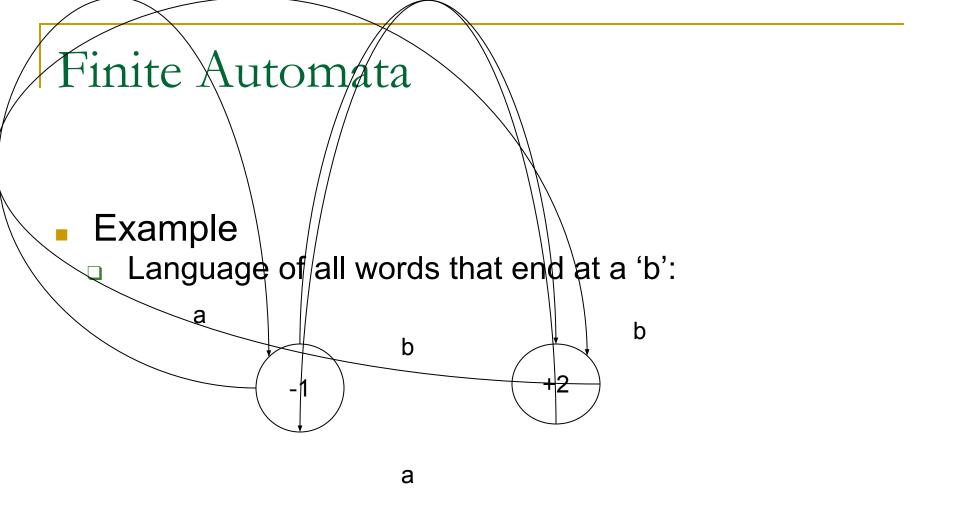
- Language Recognizers
- Machines embedded with grammatical rules that recognize a language
- Automated language recognition
- REs define a language and FAs accept (or reject) them
- FAs serve two purposes
 - Implicit language definition
 - Explicit Recognition

Finite Automaton

- A finite automaton is a collection of three things
 - A finite set of states
 - Exactly one initial state (start state)
 - One or more (may be none) final states that mark the acceptance of a word
 - Intermediate states that are neither start not final states
 - □ An alphabet ∑ of possible input letters
 - A finite set of transitions that tell for each state and for each letter of the input alphabet which state to go to next

Finite Automaton

- Visual representations
 - States represented by circles labeled to identify each distinctly
 - Initial and Final states
 - Transitions
 - Directed edges labeled with the characters of ∑



Characteristics of DFA

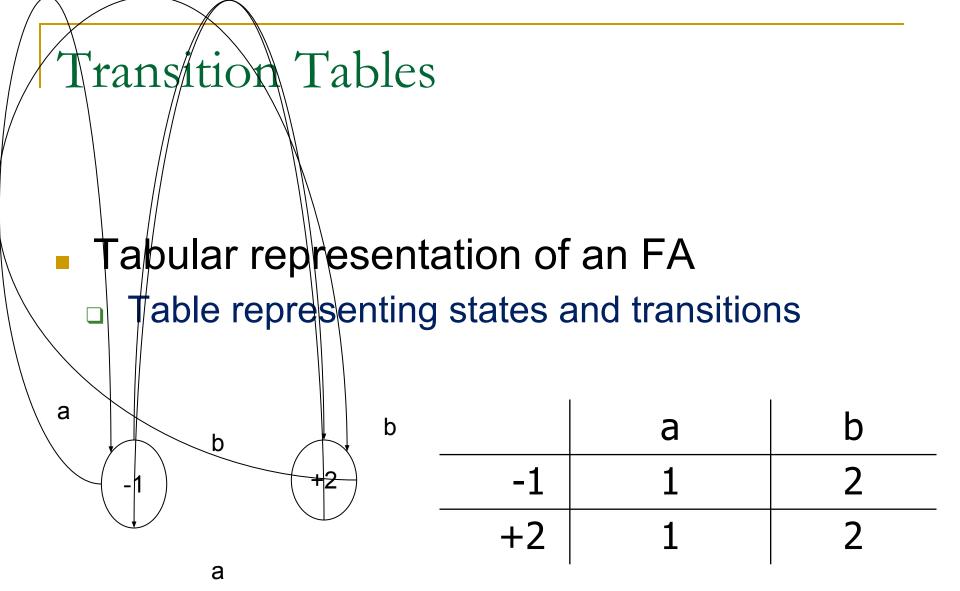
- Every FA must have exactly one start state
- There may be multiple or may be no final states
 - In the latter case the FA does not accept any language
- Only a single character is read on a state at a time

Characteristics of DFA

- Every state define a transition for every character in the alphabet set or alternatively every state has exactly as many outgoing transitions as the number of characters in ∑, each labeled with a distinct letter from ∑
 - No duplicate edges
 - No missing edges

Mathematical Representations of FA

- FA = (Q, $\sum q_0, F, \delta$)
 - $\mathbb{Q} = \{q_0, q_1, q_2, ... q_n \text{ where n is finite}\}$
 - \Box Σ = set of input alphabets
 - q_0 is the start states
 - □ F ⊆ Q is the set of final states F may be φ
 - δ is the transition function
 - $\bullet \quad \delta (q_{i,} x_{j}) = q_{k}$
- Mathematical representation of FA for all words ending at b.

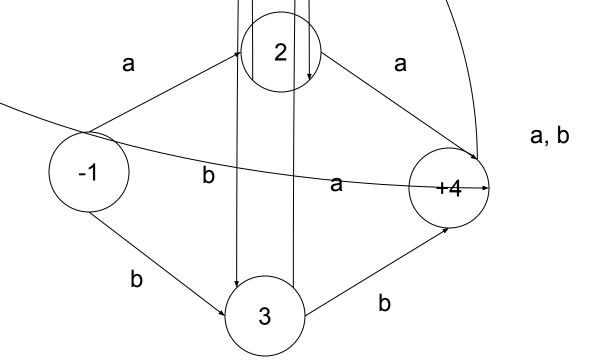


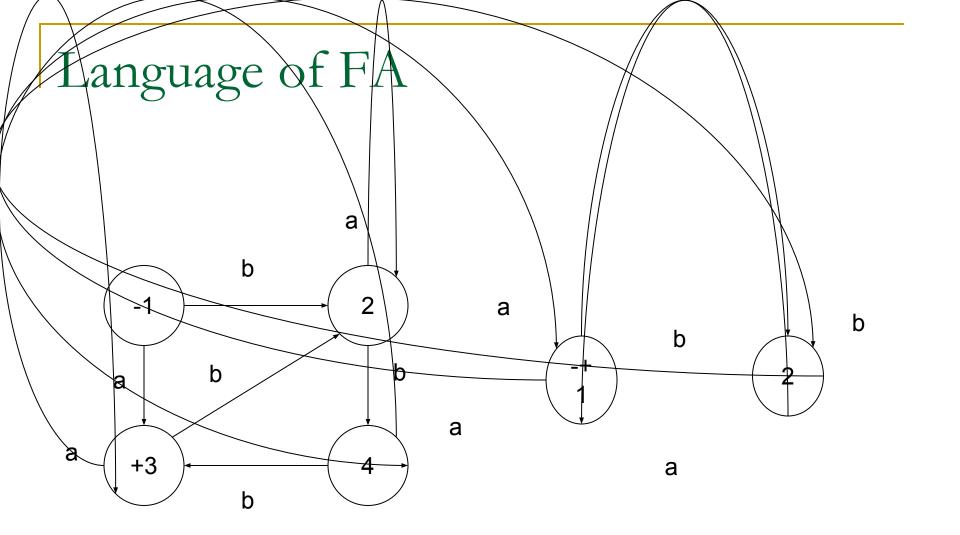
Languages of FA

- FAs define Regular Language
- Any language that can be define by a regular expression can be recognized by an FA

Language of FA

What language does the following FA define





Nondeterministic Finite Automata (NFA)

- The FA where a state can have more than one transition for the same character. This puts the machine in an indecisive state for which transition to follow
 - Has duplicate transitions
 - Can miss transitions for some characters
- Thus called Non-deterministic Finite Automaton

NFA

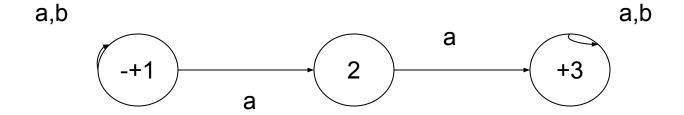
- Reduces number of states and transitions
- Costly execution
 - Needs concurrent processing to find a successful path
- An NFA can have a successful and an unsuccessful path for the same input
- If an NFA has at least one successful path for an input, it is considered to be valid.
- Machine crashes for an undefined transition thus causing implicit reject

NFA Language recognition

- Acceptance
 - If at least one successful path exists
- Rejection
 - Either machine crashes on input OR
 - No successful path exists

NFA Example

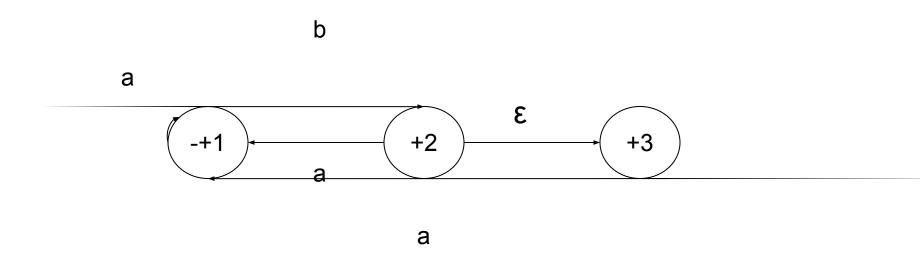
All strings that contain at least one existence of aa



Epsilon Transitions

- ε- Transitions
- A null transition that changes state but doesn't consume any character
- Possible with NFAs and Transition Graphs

Epsilon Transitions Example



Why NFA?

- NFAs are sometimes easier to construct than DFAs and are less complicated than DFAs
- It is easier to prove properties of computational theory on NFAs rather than DFAs

Summary

Any Questions?