

# CMSC 141 Automata and Language Theory

Regular Languages

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# Automata and Language Theory

## Automaton

a theoretical machine capable of computation  
(string processing)

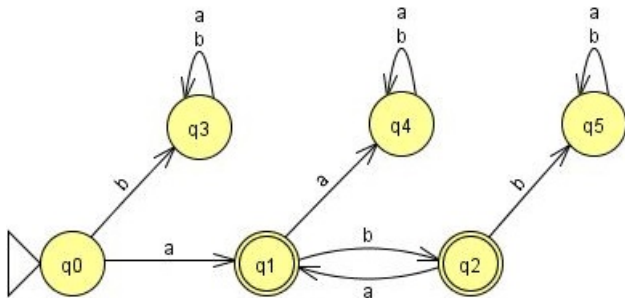
## Formal Language

a set of strings (set can be finite, but most  
interesting languages are infinite)

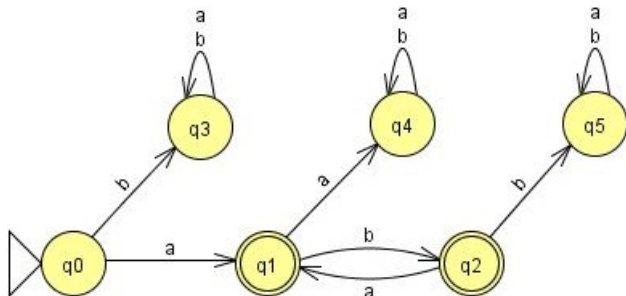
# Example

$L = \{a, ab, aba, abab, ababa, \dots\}$

$L$  = set of strings  $x$  over the alphabet  $\Sigma = \{a, b\}$ ,  
such that  $x$  starts with  $a$  and alternates with  $b$ .



# Finite Automaton



- This finite automaton (finite state machine) accepts all strings in  $L$  and rejects all others
- The machine has a finite number of nodes, but accepts an infinite number of strings

# Why study automata?

- Working with abstract machines and languages train the mind (will train the mind in creating algorithms)
- Automata are essential and a good place to start in studying the limitations of computation
- Applications in various computer science topics like compiler design, natural language processing, fractal graphics, etc.

# Alphabets and Strings

## Alphabet

A finite, non-empty set of symbols. Conventionally, we use the symbol  $\Sigma$  for an alphabet.

- $\Sigma = \{0, 1\}$
- $\Sigma = \{0, 1, 2, \dots, 8, 9\}$
- $\Sigma = \{a, b, c, \dots, x, y, z\}$
- $\Sigma = \textit{ASCII character set}$

# Alphabets and Strings

## Strings

A finite sequence of symbols over some alphabet

Example strings from the binary alphabet

$$\Sigma = \{0, 1\}$$

- 111
- 01
- 1
- 1010
- 111001

# Alphabets and Strings

## The empty string

We represent an empty string by  $\epsilon$ . Other references use  $\lambda$ .

## Length of a string

The number of symbols in a string.

Standard notation for the length of string  $w$  is  $|w|$

- $|101| = 3$
- $|1101| = 4$
- $|\epsilon| = 0$



# Alphabets and Strings

## Powers of an alphabet

The set of all strings of a certain length from an alphabet  $\Sigma$  can be expressed using an exponent notation.

If  $\Sigma = \{0, 1\}$  then

- $\Sigma^0 = \{\epsilon\}$ 
  - This applies to any alphabet
- $\Sigma^1 = \{0, 1\}$
- $\Sigma^2 = \{00, 01, 10, 11\}$

The set of all strings over an alphabet  $\Sigma$  is denoted by  $\Sigma^*$ .

$$\{0, 1\}^* = \{\epsilon, 0, 1, 00, 01, 10, 11, 000, \dots\}$$

# Alphabets and Strings

## String concatenation

If  $x = abb$  and  $y = ab$  then  $xy = abbab$

For any string  $w$ ,  $w = w\epsilon = \epsilon w$  holds since  $\epsilon$  is the *identity* for string concatenation.

## Self-concatenation

Self-concat uses exponent notation

If  $x = abb$  then

- $x^0 = \epsilon$ 
  - This applies to any string
- $x^1 = abb$
- $x^2 = abbabb$
- $x^3 = abbabbabb$

# Alphabets and Strings

Given  $w = xyz$

- $x$  is a prefix of  $w$
  - $y$  is a substring of  $w$
  - $z$  is a suffix of  $w$
- 
- Is concatenation commutative?
    - Is  $xy = yx$  for all strings  $x$  and  $y$ ?
  - Is concatenation associative?
    - Is  $(xy)z = x(yz)$  for all strings  $x$ ,  $y$  and  $z$ ?

# Languages

## Formal language

A formal language is a set of strings over some alphabet

- $\Sigma^* = \{\epsilon, 0, 1, 00, 01, 10, 11, \dots\}$  over  $\Sigma = \{0, 1\}$
- $ID = \{x \in \Sigma^* : x \text{ starts with a letter followed by 0 or more letters or digits}\}$  over  $\Sigma = \{a..z, 0..9\}$
- $INT = \{x \in \Sigma^* : x \text{ is a sequence of one or more digits, prefixed by an optional } + \text{ or } - \text{ sign}\}$  over  $\Sigma = \{0..9, +, -\}$

# Languages

## Set-Formers

A language can be described using a set former:

$\{w \mid \text{something about } w\}$

- $\{w \mid w \text{ consists of an equal number of 0's and 1's}\}$
- $\{w \mid w \text{ is a binary integer that is a prime}\}$
- $\{0^n 1^n \mid n \geq 1\}$

# Operations on Languages

(Most) set operations are applicable to languages since it is a *set* of strings, along with other string-specific operations.

- Union  $\Rightarrow L_1 \cup L_2$  (also denoted as  $L_1 + L_2$ )
- Intersection  $\Rightarrow L_1 \cap L_2$
- Concatenation  $\Rightarrow L_1 L_2 = \{xy : x \in L_1, y \in L_2\}$
- Kleene Closure  $\Rightarrow L^* = L^0 \cup L^1 \cup L^2 \cup \dots$
- Complement  $\Rightarrow \Sigma^* - L$

# Operations on Languages

## Examples

- Concatenation:

- $\{0, 1\}\{0, 1\} = \{00, 01, 10, 11\}$

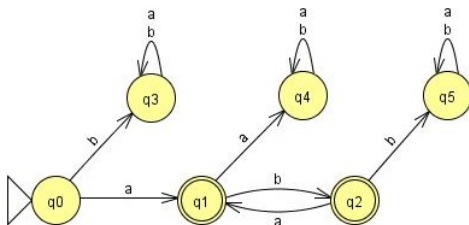
- Kleene Closure

- $\{0, 1\}^* = \{\epsilon, 0, 1, 00, 01, 10, 11, 000, \dots\}$

- $\{a, b, c\}^* =$   
 $\{\epsilon, a, b, c, aa, ab, ac, ba, bb, bc, ca, cb, cc, \dots\}$

- $\{a, ab, abb\}^* =$   
 $\{\epsilon, a, ab, abb, aa, aab, aabb, aba, abab, \dots\}$

# Finite Automata



- Finite automata can describe Regular Languages
- A finite automaton has a finite set of states
- Its "control" transfers from state to state in response to external "inputs"
- Can be deterministic or non-deterministic

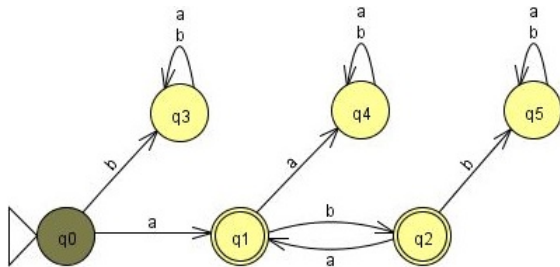
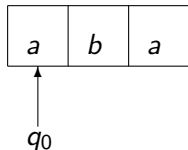


# How FA process strings

- A FA decides whether to "accept" or "reject" a string
- The set of all strings a FA accepts is the language it represents
- Starting from the start state, we transition among the states using the transition function  $\delta$  using each symbol in the input string until the whole string is read
- If we eventually ended in a final state, the input string is accepted

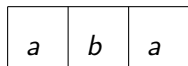
# Sample Run

$L = \{a, ab, aba, abab, ababa, \dots\}$  over  $\Sigma = \{a, b\}$   
Test if "aba" belong to the language.

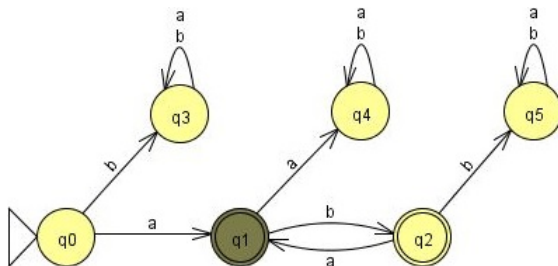


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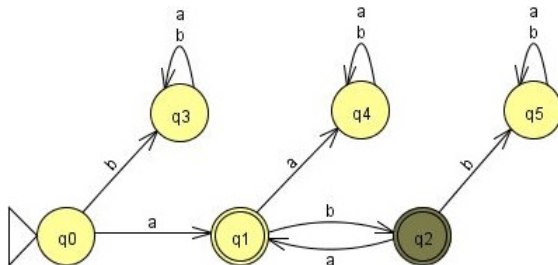
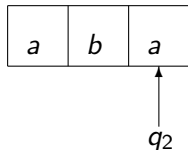


$q_1$



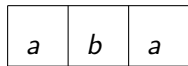
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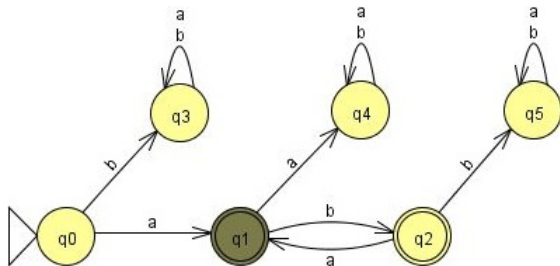


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$\uparrow$   
 $q_1$



# References

- Previous slides on CMSC 141
- M. Sipser. Introduction to the Theory of Computation. Thomson, 2007.
- J.E. Hopcroft, R. Motwani and J.D. Ullman. Introduction to Automata Theory, Languages and Computation. 2nd ed, Addison-Wesley, 2001.
- E.A. Albacea. Automata, Formal Languages and Computations, UPLB Foundation, Inc. 2005
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