

**Theory of Computation** CSC 339 - Spring 2021

**Chapter-1: part3**Regular Languages

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#### **Outline**

- **PRecap**
- **Introduction**
- **Regular Expressions**

#### Recap

- Non-deterministic Finite Automata (NFA)
  - →Given a word w, the automaton can end up in different state each time.
  - ▶NFA provides us with an easier ways to design finite automata.. But, we can always convert it to equivalent DFA.

#### **Regular Expressions: Introduction**

>In arithmetic, we often use operations + and x to build up expressions such as:

$$(5+3) \times 4$$

# **Regular Expressions: Introduction**

In arithmetic, we often use operations + and x to build up expressions such as:

$$(5+3) \times 4$$

In a similar fashion, we can use regular operations to build up expressions describing languages.

#### **Regular Expressions: Introduction**

- Regular expressions are useful in many text-based applications
  - Compilers, search engines, log processing, information retrieval, etc
- In arithmetic, we know that x has precedence over +
- In regular expressions, order of operations:
  - >Star
  - Concatenation
  - **>Union**

#### **Regular Expressions: Definition 1.52**

>Say that R is a regular expression if R is >a for some a in the alphabet  $\Sigma$ , > $\epsilon$ , > $\emptyset$ ,

 $\triangleright$ (R1  $\cup$  R2), where R1 and R2 are regular expressions,

►(R1 ° R2), where R1 and R2 are regular expressions, or

≻(R1\*), where R1 is a regular expression.

### **Regular Expressions: Definition 1.52**

Say that R is a regular expression if R is

```
>a for some a in the alphabet Σ, \leftarrow Represent the languages {a} and {ε} \rightarrow \emptyset, \rightarrow (R1 U R2), where R1 and R2 are regular expressions, \rightarrow (R1 \circ R2), where R1 and R2 are regular expressions, or \rightarrow (R1*), where R1 is a regular expression.
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# **Regular Expressions: Definition 1.52**

Say that R is a regular expression if R is

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>a for some a in the alphabet Σ,
ε,
>Ø,
>(R1 ∪ R2), where R1 and R2 are regular expressions,
>(R1 ∘ R2), where R1 and R2 are regular expressions, or
>(R1*), where R1 is a regular expression.
```

>**R**\*

>All strings that are <u>zero or more</u> concatenations of strings from R

$$>$$
R<sup>+</sup>  $\cup$   $\epsilon$  = R<sup>\*</sup>

>**R**+

- All strings that are <u>one or more</u> concatenations of strings from R
- **>Shorthand for RR\***

```
\begin{array}{l} {}^{\flat}0^{*}10^{*} = \{w \mid w \text{ contains a single 1}\}\\ {}^{\flat}\Sigma^{*}1\Sigma^{*} = \{w \mid w \text{ has at least one 1}\}\\ {}^{\flat}\Sigma^{*}001\Sigma^{*} = \{w \mid w \text{ contains the string 001 as a substring}\}\\ {}^{\flat}(\Sigma\Sigma)^{*} = \{w \mid w \text{ is a string of even length}\}\\ {}^{\flat}(\Sigma\Sigma\Sigma)^{*} = \{w \mid \text{ the length of } w \text{ is a multiple of 3}\}\\ {}^{\flat}(0\ \cup\ \epsilon\ )(1\ \cup\ \epsilon\ ) = \{\ \epsilon\ ,\ 0,\ 1,\ 01\} \end{array}
```

# **Regular Expressions: Identities**

$$\rightarrow R \cup \emptyset = R$$

$$R \circ \epsilon = R$$

What if we flip the Ø and ε?

Regular expressions have numerous text-based applications in computer science.

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Compilers for programming languages

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#### Compilers for programming languages

Example for defining the format of numerical constants with a fractional part and/or a sign

(+ 
$$\cup$$
 -  $\cup$   $\epsilon$  ) (D+  $\cup$  D+ . D\*  $\cup$  D\* . D+)

Regular expressions have numerous text-based applications in computer science.

#### Compilers for programming languages

Example for defining the format of numerical constants with a fractional part and/or a sign

(+
$$\cup$$
 -  $\cup$   $\epsilon$  ) (D<sup>+</sup>  $\cup$  D<sup>+</sup> . D<sup>\*</sup>  $\cup$  D<sup>\*</sup> . D<sup>+</sup>)

Examples of accepted expressions: 72, 3.14159, +7., -0.1

- Regular expressions have numerous text-based applications in computer science.
  - Compilers for programming languages
  - Log analysis and debugging large systems
  - Natural language processing (NLP)

#### Regular Expressions: equivalence w/ finite automata

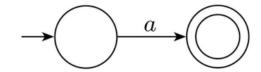
- Regular expressions are equivalent with finite automata.
- >Any regular expression can be converted into a finite automaton that recognizes the language it describes.

"A language is regular if and only if some regular expression describes it."

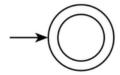
"A language is regular if and only if some regular expression describes it."

- >Two-direction theorem (iff)
- First direction:
  - >If we can convert a regular expression R into NFA, then we can prove that the language R describes is regular.
- Back to definition of a regular expression.

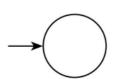
PR = a for some a  $\in \Sigma$ . Then L(R) = {a} and the following NFA recognizes L(R).



 $PR = \epsilon$ . Then L(R) = {  $\epsilon$  }



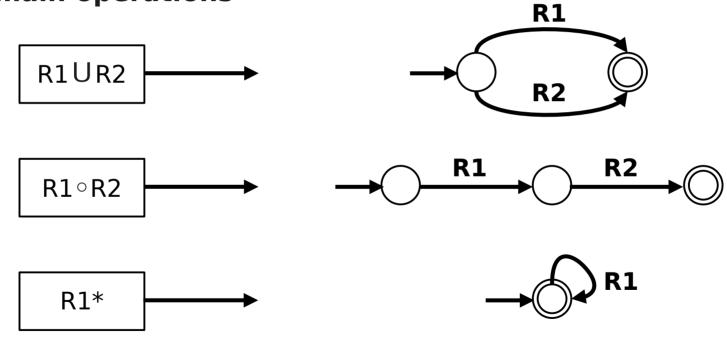
 $PR = \Phi$ . Then L(R) =  $\{\Phi\}$ 



- $^{>}$ (R1  $^{\cup}$  R2), where R1 and R2 are regular expressions,  $^{>}$ (R1  $^{\circ}$  R2), where R1 and R2 are regular expressions, or  $^{>}$ (R1\*), where R1 is a regular expression.
- For these three cases, we can use constructions given in previous proofs that the class of regular languages is closed under the regular operations.

### **Regular Expressions: Regex to NFA**

#### >Three main operations



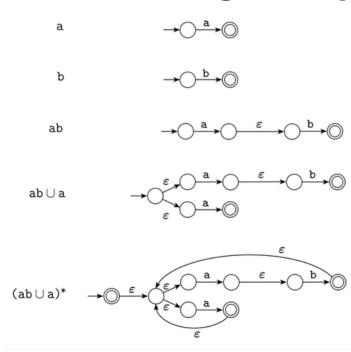
# **Regular Expressions: Regex to NFA - Examples**

#### >Three main operations

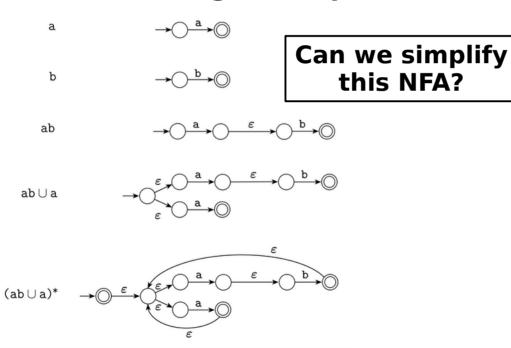
- 1.ab\*a
- 2.(a U b)a
- 3.a(bb)\*
- 4.(ba)\*
- 5.(ba)+

**▶Let's convert the regular expression (ab u a)\* into an NFA.** 

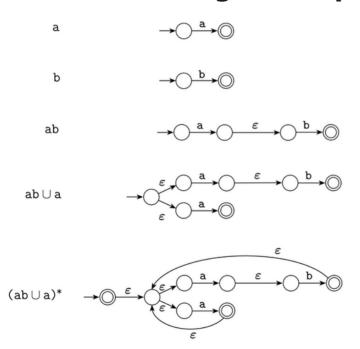
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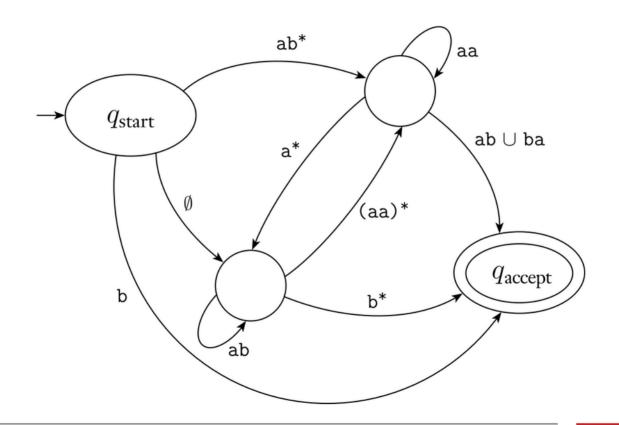


Also see example 1.58

- >The other direction of theorem 1.54
  - "If a language is regular, then it is described by a regular expression"
- Converting an NFA into a regular expression
- Generalized nondeterministic finite automata (GNFA)
  - >Transition arrows may have regular expressions as labels
  - ►GNFA reads blocks of symbols from the input as opposed to reading symbol by symbol

#### Special conditions

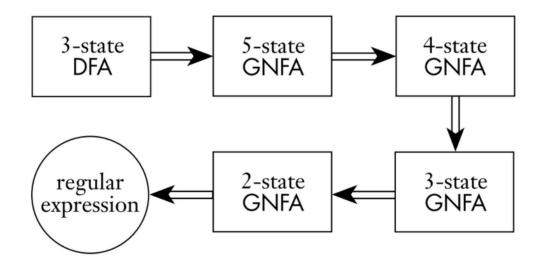
- >Start state has outgoing transition arrows to every other state (but, no incoming arrows).
- Only single accept state that has arrows from every other state.
- >Except for start and accept states, one arrow goes from every state to every other state, and from each state to itself.

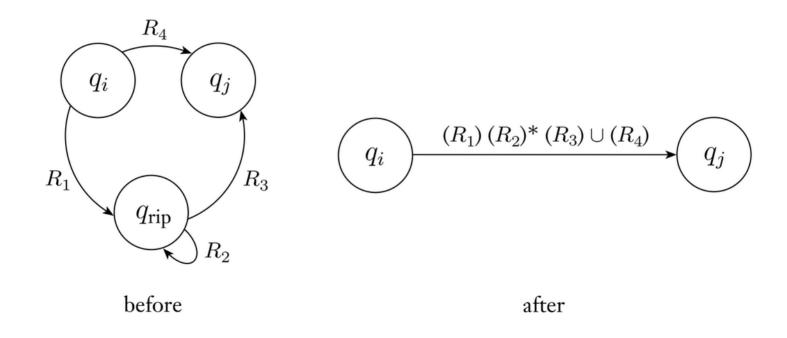


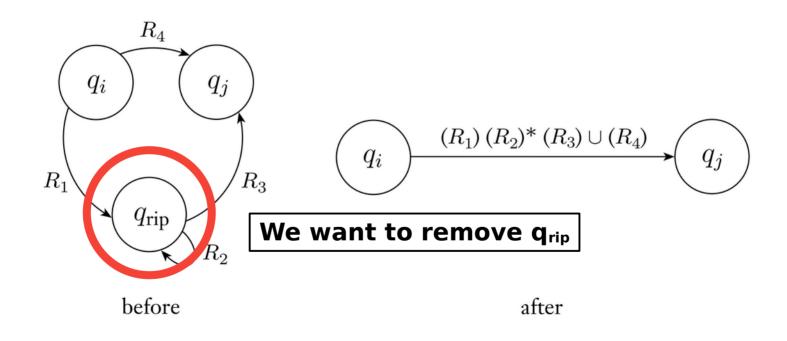
- Converting DFA into GNFA
  - $\triangleright$ Add new start state with an  $\epsilon$  arrow to the old start state.
  - $\triangleright$ Add new accept state with  $\epsilon$  arrows from old accept states.

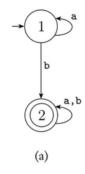
#### **Regular Expressions: DFA to Regex**

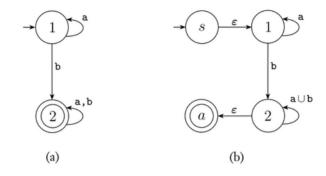
- >We will follow a state elimination technique
- Convert the DFA into a GNFA, and then, start eliminating states by converting them into corresponding regular expressions.



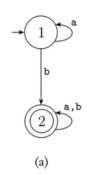


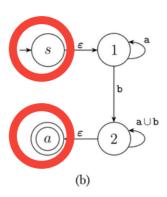


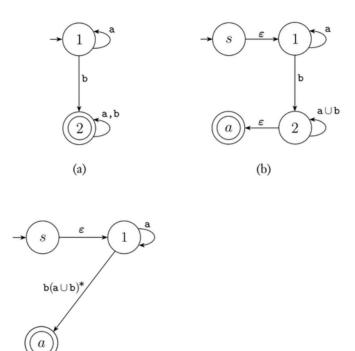




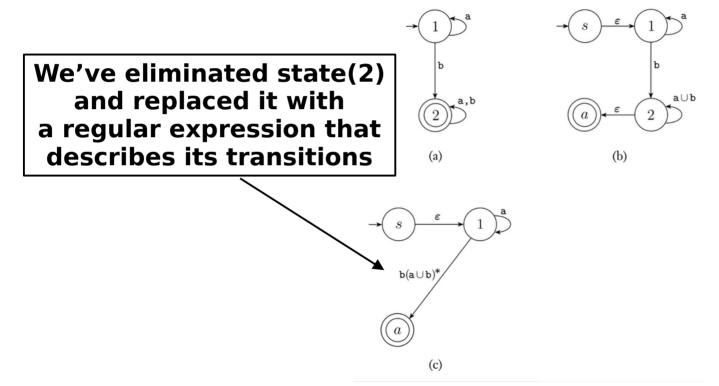
Add new start and accept states

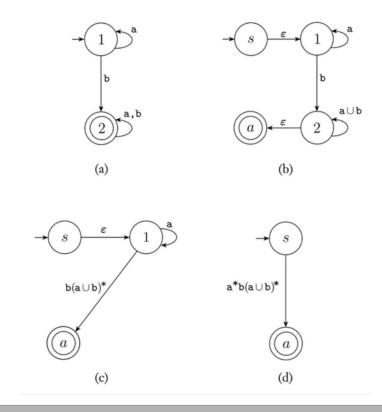


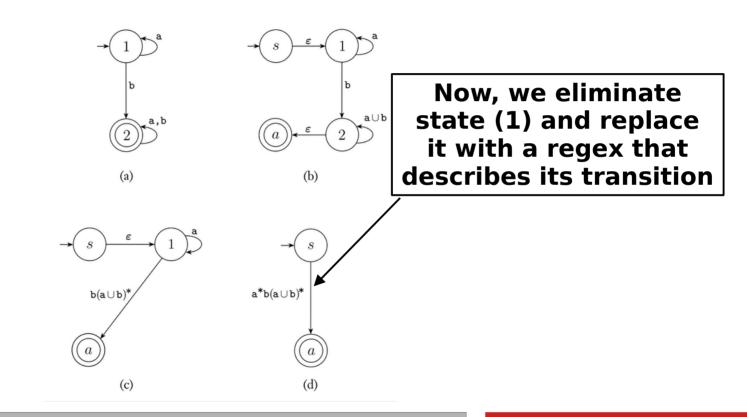




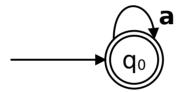
(c)



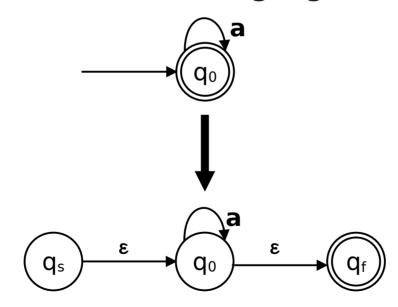




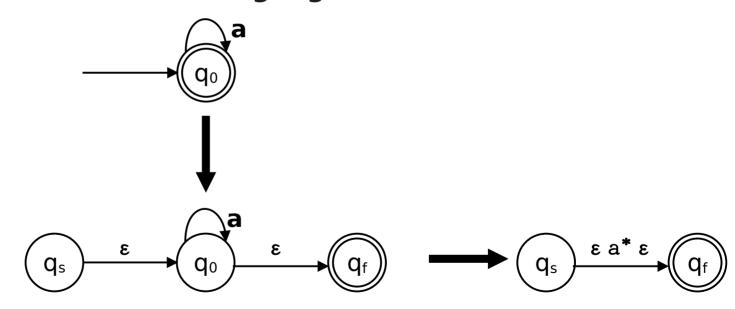
- Convert the following DFA into regular expressions
- >We want to reserve the same language.



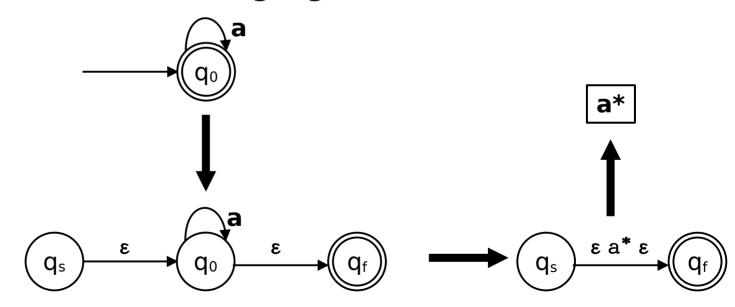
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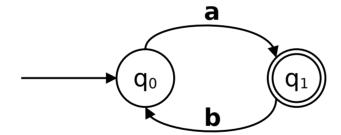
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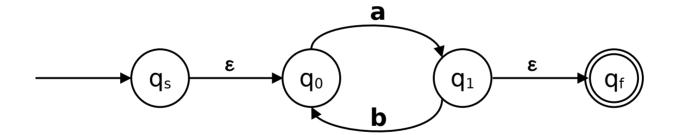
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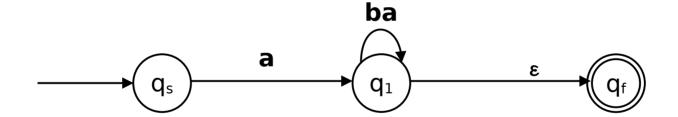
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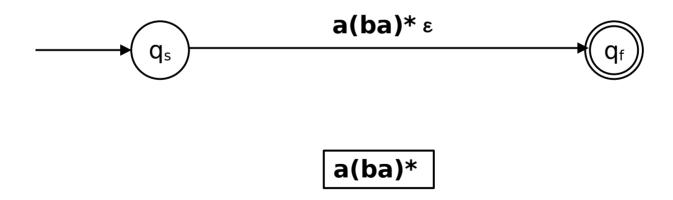
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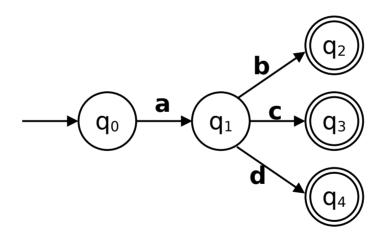
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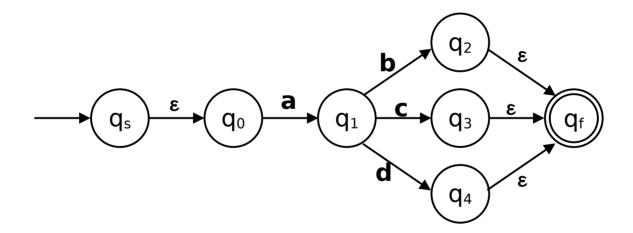
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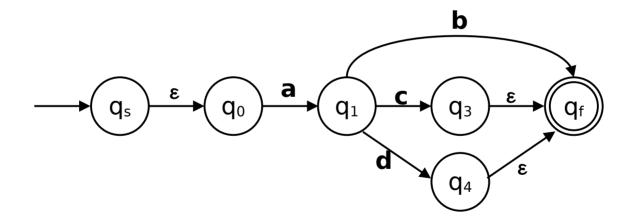
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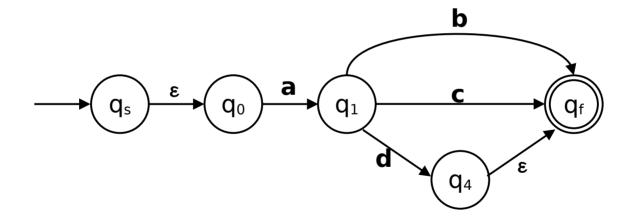
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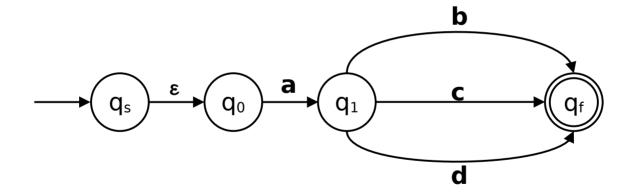
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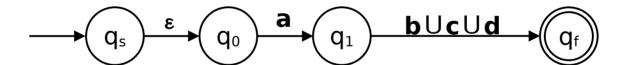
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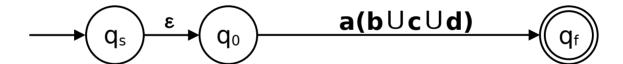
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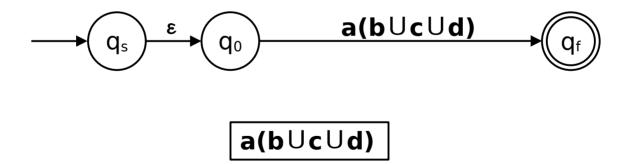
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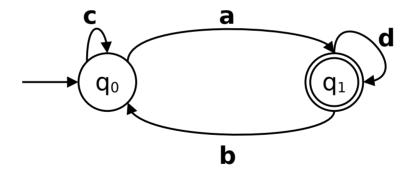
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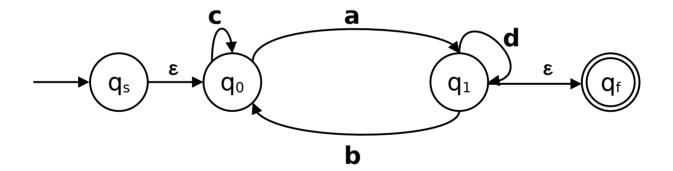
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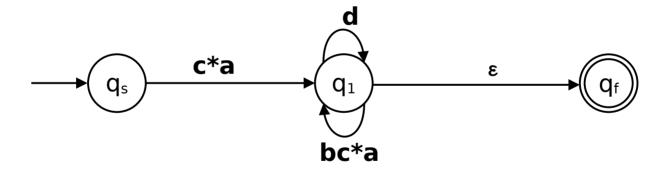
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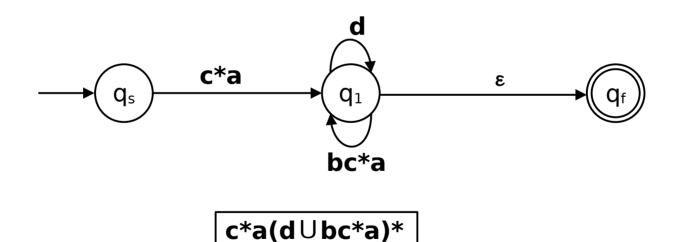
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Read example 1.68

#### **Homework**

**Reading** 

**≻1.4**