

# Lec 9 CS241

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## Regular Languages

built from:

- finite languages
- union
- concatenation
- repetition

- Union of two languages:

$$L_1 \cup L_2 = \{x | x \in L_1 \text{ or } x \in L_2\}$$

- Concatenation of two languages:  $L_1 \cdot L_2 = \{xy | x \in L_1, y \in L_2\}$

$$\text{eg: } L_1 = \{dog, cat\} \quad L_2 = \{fish, \epsilon\} \quad L_1 L_2 = \{dogfish, dog, catfish, cat\}$$

- Repetition:  $L^* = \{\epsilon\} \cup \{xy | x \in L^*, y \in L\}$

$$= \{\epsilon\} \cup L \cup LL \cup LLL \cup \dots$$

= 0 or more occurrences of a word in L

EG:  $L = \{a, b\}$

$$L^* = \{\epsilon, a, b, aa, ab, bb, ba, aaa, aab, abb, \dots\}$$

Show:  $\{2^{2n}b | n \geq 0\}$  is regular

$$(\{aa\})^* \cdot \{b\}$$

Shorthand - regular expression.

| Language       | Regular Expression | name                                  |
|----------------|--------------------|---------------------------------------|
| $\{\}$         | $\emptyset$        | empty language                        |
| $\{\epsilon\}$ | $\epsilon$         | language consisting of the empty word |
| $\{aaa\}$      | $aaa$              | singleton language                    |
| $L_1 \cup L_2$ | $L_1   L_2$        | alternation (union)                   |
| $L_1 L_2$      | $L_1 L_2$          | concatenation                         |
| $L^*$          | $L^*$              | repetition                            |

$\{a^{2n}b | n \geq 0\} = (aa)^* b$

## Is C regular?

A C program is a sequence of tokens.

A C program is a sequence of tokens, each of which comes from a regular language.  $C \subseteq \{validtokens\}^*$  maybe.

How can we recognize an arbitrary regular language automatically?

Eg.  $\{a^{2n}b | n \geq 0\} = (aa)^*b$

Can we harness what we learned about finite languages?

- Yes if we allow loops in the diagram

start  $\xrightleftharpoons[a]{a}$  state  
 $\downarrow$   
 $\downarrow$   
 $\downarrow$   
finished state

## Set of MIPS labels

start  $\xrightarrow{a-z|A-Z} state(loops \text{ with } a-z|A-Z | 0-9) \xrightarrow{\cdot} finished \text{ state}$

## Deterministic Finite Automata

These "machines" (state diagrams) are called Deterministic Finite Automata (DFAs)

- always start at the start state
- for each character in the input, follow the corresponding arc to the next state
- if on an accepting state when the input is exhausted, you accept, else you reject.

What if there is no transition?  $\text{start} \xrightleftharpoons[a]{a} \text{state}$

$\downarrow$   
 $b$

finished state

If you exit at the middle (not finished or start) state, you fall off the machine and are rejected.

How to reject:

- you fall off of the machine
- you are not in an accepting state at end of input

More formally:

There is an implicit "error state", all unlabeled transitions go to this error state.

**Example:** Strings over  $\{a,b\}$  with an even number of a's and an odd number of b's

$\rightarrow$  start state  $\xrightarrow{b}$  accept state

$\downarrow \uparrow$   
 $a \ a$

mid state  $\xrightleftharpoons[b]{b}$  midstate (odd a, odd b) (this goes up to the accept state back and forth with a's)

## Formal Definition of a DFA

A DFA is a 5-tuple  $(\Sigma, Q, q_0, A, \delta)$

- $\Sigma$  is a finite, non-empty set (alphabet)
- $Q$  is a finite non-empty set (states)
- $q_0 \in Q$  (start state)
- $A \subseteq Q$  (accepting states)

- $\delta$  takes  $q \times \Sigma \rightarrow Q$  (transition function: maps state + input character to next state)

$\delta$  consumes one character, can extend  $\delta$  to a function that consumes an entire word:

**Definition:**

$$\delta^*(q, \epsilon) = q$$

$$\delta^*(q, cw) = qc$$

We say a DFA  $(\Sigma, Q, q_0, A, \delta)$  accepts a word  $w$  if:

$$\delta^*(q_0, w) \in A$$

If  $M$  is a DFA, we denote by  $L(M)$  ("The language of  $M$ "), the set of all strings accepted by  $M$

$$L(M) = \{w \mid M \text{ accepts } w\}$$

**Theorem: Kleene**

$L$  is regular iff  $L = L(M)$  for some DFA  $M$ . (The regular languages are the languages accepted by DFA's.)