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TOA - 1

pre-req of compiler

construction.

Automata → model / machine

Language → Medium of communication.

Formal language

→ set of rules defined

→ well defined protocol
e.g. C++.

→ only verbal meanings,
same meaning each time

Informal language

• verbal + gesture meanings.

• d/f meanings on
same verbal if : d/f

gestures are used.

Building blocks of language

(informal) Eng → Alphabets (26 char) → formation of letters (dictionary)
→ sentence (grammar rules).

(formal) C++ → ASCII (256 char)

→ words (rules) (Infinite possible).

→ Instructions -

• for checking valid variable names ⇒ construct
rules (automata)

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TOA-2

(16/01/23)

valid & invalid string.

- D/f language

- Σ / set of alphabets for language.

Represent a language

1) Descriptive.

$$\Sigma = \{0, 1, \dots, 9\}$$

Language of odd no :- $\{1, 3, 5, \dots\}$

can be written in set builder form.

2) Regular Expression..

- Some language are regular/some not.

language that can be represented in regular form.

3) Context free Grammar.

Descriptive form

$\Sigma = \{0, 1\} \rightarrow$ can form infinite strings.

$= \{0, 1, 00, 01, 000, \dots\}$

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- Language start with 0 $\Rightarrow L_1 \Rightarrow \{0, 01, 001, 011, 000, \dots\}$

can be subset of other lang.

word \Rightarrow valid string belonging to a language.

every word is string - but not every string
is word.

- Language start & end with 0/1 char $\Rightarrow L_2 \Rightarrow \{01, 10, 001, \dots\}$

- Language which contains equal no of 0's & 1's $\Rightarrow L_3$

$$\Rightarrow \{01, 10, 1100, \dots\}.$$

- Language with equal 0's & 1's & 0's are formed

before 1's $\Rightarrow L_4 \Rightarrow \{01, 0011, 000111, \dots\}.$

$$\Rightarrow \{0^n 1^n, n \geq 1\}.$$

- Palindrome language $\Rightarrow L_5 \Rightarrow \{0, 1, 00, 010, \dots\}.$

- Palindrome language with length $< 5 \Rightarrow$ finite set.

Regular Expression.

- Regular exp can be difficult.

→ Password Validation

$$\Sigma = \{0, 1, \$, \#, A, \dots, F\}^*$$

- atleast 1 special char.
- atleast 1 digit.

- atleast 1 capital char
- min length 5

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$\Rightarrow \{A \$ 001\}$ valid.

$\{a \$ 001\}$ invalid.

- Regular exp have some limitations.

Operators:

1) Kleen Star *

Repeat 0 or more/infinite time.

2) Kleen Plus +

Repeat 1 or more time.

Example:

$$\Sigma_1 = \{a\}$$

$$\Sigma_2 = \{0, 1\}$$

$$\Sigma_1^* = a^0 = \lambda$$

$$= a^2 = aa$$

$$\Sigma_1^* = \{\lambda, a, aa, \dots\}$$

$\Sigma_2^* \Rightarrow (0, 1)^*$ \Rightarrow Kleen star on whole set.

$$\Rightarrow (0, 1)^0, (0, 1)^1, (0, 1)^2, \dots$$

each possible combination. $\lambda, 0, 1, 00, 01, 10, 11, \dots$

$$\text{Kleen Plus} = \Sigma_1^+ = (a)^+ \Rightarrow a^1, a^2, \dots$$

(null/empty not included). a^+, a^2, a^3, \dots

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String Operations:

• length of string.. $\Rightarrow |aaa| = 3$ (cardinality operator)

• reverse string.

• concatenate string.

$$\hookrightarrow s_1 = a, \quad s_2 = ab.$$

$$s_1 \cdot s_2 = aab.$$

$$s_1 = \lambda, \quad \Rightarrow s_2 = ab.$$

$$s_1 \cdot s_2 = \lambda \cdot ab = ab.$$

Recursive Def

↳ self repeating until base condition.

$$\Sigma = \{0, \dots, 9\}.$$

$$\text{Language of integers} = \{0, \pm 1, \pm 2, \dots\}.$$

1) Some strings are the part of the language.

2) Define some rule that generate the

new strings of the language.

3) Any string which produce from rule 2

belongs to language other than that

no string would be part of

language.

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Example:

Rules for creating int language:

$$\Sigma = \{0, +1, -2\}$$

$$n \in \Sigma \Rightarrow n+1 \text{ or } n-1 \in \Sigma$$

Rules for creating even no language

$$\Sigma = \{2, 4, 6, \dots\}$$

$$n \in \Sigma \Rightarrow n+2 \text{ or } n-2 \in \Sigma$$

Polynomial

$$5x^0, 6x^3, 2x+3x^2$$

$$\Sigma = \{\text{Any number, } x\}$$

If p & q are polynomial.

then $p+q, p-q, pq$ are also polynomial.

$$\begin{array}{r} 2x \\ + 3x \\ \hline p \end{array} \quad \begin{array}{r} 3x \\ \times x \\ \hline q \end{array}$$

ToA-3 (22/01/23)

- 2nd Representation - Regular Expression.

Operations:-

1) Kleen Star ($*$) 0 or more rep

2) Kleen Plus (+) 1 or more rep.

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3) Concatenation (\cdot) $(a)(b) = ab \quad a.b = ab$

4) Option/Choice ($|, +$) $(a+b)_c$

* either a or b or c.

• Represent a Language:

$$\Sigma = \{a, b\}$$

Multiple RE are possible

1) Language which produce strings that
only contain as:

$$\Rightarrow \{a, aa, aag, \dots\} \quad \text{Descriptive form}$$

$$R.E \Rightarrow a^+$$

2) Language which produce strings that
contains a's or b's.

$$D.F \Rightarrow \{a, b, ab, ba, \dots\}$$

$$R.E \Rightarrow (a+b)^+ \text{ or } (a|b)^+$$

Check: 1) $(a+b)^* \Rightarrow \lambda, a, b, \dots$

$$2) a^*, b^* \Rightarrow \{\lambda, a, b, ab, aa, bb, \dots\}$$

↳ due to concatenation sequence matters

& a cannot be after b.

3) $a^* + b^*$

$$\Leftrightarrow \{\lambda, a, b, aa, bb, aab, abb, \dots\}$$

↳ only 1 variable due to choice.

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because choice is after * operator

(producing combination).

$$\left\{ \begin{array}{l} (a+b)^2 = (a+b)(a+b) \\ \quad = ab, aa, ba, bb. \end{array} \right.$$

$$4) (a^* + b^*)^*$$

$$\Rightarrow \{ \lambda, a, b, ab, ba, aa, \dots \}$$

• to produce ab from this. $\Rightarrow (a^* + b^*)^2$

$$= (a^* + b^*)(a^* + b^*)$$

$$= (a^0 + b^0)(a^0 + b^1)$$

$$= a \cdot b = ab.$$

3) Language that starts with a.

$$\Rightarrow \{ a, ab, aab, \dots \}$$

$$a.(a+b)^*$$

$$a.(a^* + b^*)^*$$

$$(a^+ \cdot b^*)^*$$

$$(a^+ + b^*)^* \times ba \text{ also } \cancel{\text{not possible}}$$

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TOA-4

(23/01/24)

Regular Expression:

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

- 1) Start & end with same letter.

$$\{0, 1, 00, 11, 101, 111, \dots\}$$

$$R.E \Rightarrow 0.(0^* + 1^*)^*.0 + 1.(0^* + 1^*)^*.1 + 0 + 1$$

$$\hookrightarrow 0.(0+1)^*, 0 + 1(0+1)^*, 1 + 0 + 1$$

{ [A-Z] } \Rightarrow range \Rightarrow class Operator

- 2) Start & end with diff letter.

$$\{01, 10, \dots\}$$

$$R.E \Rightarrow 0.(0+1)^* \cdot 1 + 1.(0+1)^* \cdot 0$$

- 3) Language which contains atleast 2 0's.

$$\{00, 100, 010, 001, 1000, \dots\}$$

$$R.E \Rightarrow (0+1)^* \cdot 0 \cdot (0+1)^* \cdot 0 \cdot (0+1)^*$$

- 4) Language which contain consecutive 2 zero's.

$$R.E \Rightarrow (0+1)^* \cdot 00 \cdot (0+1)^*$$

- 5) Even no of 0's. $E = \{0, 2, 4, \dots\}$

$$\{1, 11, 111, \dots, 00, 001, 010, 101, \dots\}$$

$$(1^* \cdot 00 \cdot 1^*)^* \times$$

$$R.E \Rightarrow (1^* \cdot 0 \cdot 1^* \cdot 0 \cdot 1^*)^* + 1^*$$

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Q) Odd no of 0's.

Wrong

$$(1^*, 00, 1^*)^* \cdot 0 \cdot (1^*, 00, 1^*)^*$$

$\{ 0, 01, 10, 0100, \dots \}$.

Q) Even no of 0's & even no of 1's.

$\{ 00, 0000, \dots, 11, 1111, \dots, 0011, 0110, 1100, 1001, \dots \}$.

$$R.E = (11^*. 0. 1^*)^* \times$$

$$= ((00+11)^* + (01+10)(00+11)^*(10+01))^*$$

$1000\ 0001$

$\Sigma = \{ \text{Alphabet}, \text{Digits}, - \}$.

Q) start with - or Alphabet.

1) $(\text{Alphabet} + -) \cdot (\text{Alphabet} + \text{Digit} + -)^*$

Wrong
2) $((\text{Alphabet} + -)^* \cdot \text{Digit}^*)^*$

int a = 4501;

↳ check is it valid num/int?

compiler has pattern stored not all the numbers.

↳ patterns have reg exp behind them

↳ Reg expression for comment also.

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TOA-5

(27/01/24)

Construct RE for a lang:

2) that doesn't contain substring ab. {
 | deny pattern
 | is bit difficult}{ $\lambda, a, b, ba, aa, bb, aaa, bbb, bba, \dots$ }.

$$R.E = a^* + b^* a^* \Rightarrow b^* a^*$$

as multiple can be after b^*

2) that doesn't contain substring aa.

{ $\lambda, ab, ba, bb, aba, bba, bbb, bab, \dots$ }

$$R.E = ab^* + b^* a + b^* \times$$

$$= (a+b)b^*(a+b) \times ababab.$$

$$= b^*(ab^+)^* + a \times ba.$$

$$= b^*(ab^+)^* + a + (b^+ a)^* \times aba.$$

$$= (ab)^* + (ba)^*(b)^* \times babb$$

$$= b^* + a(ba)^* b^* + b(ab)^* + a \quad \text{gt think ok}$$

RE $\Rightarrow (b+ab)^*(\lambda+a)$ ← but simplified is

Precedence of Operators: $*$ L to R $+$ \cdot $+/-$

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→ No of a's = No of b's.

$$(ba)^*(ab)^* + a(ba)^*b.$$

$$(ab+ba+a(ba)^*b+b(ab)^*)^*$$

$$(a^*b^+)$$

$$(ab+ba+a+b)^*$$

not possible \Rightarrow no regular language.

Proving Lang through recursive def

$$\Sigma = \{a, b\}.$$

$$\text{Regular Lang} = RL \Rightarrow \{\Sigma, \lambda\}$$

1) By default all Σ and λ are part of our language.

2) If r_1 and $r_2 \in RL$ then r_1^* ,

$r_1.r_2$, r_1+r_2 belongs to RL.

$$a^+ = a.a^*$$

TOA-6 (30/01/24)

Automation model \Rightarrow to construct language.

Finite Automata.

Types

فینی

1) Deterministic FA (DFA)

غیر-فینی

2) Non-deterministic FA (NDFA/NFA)

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$DFA = \{ \Sigma, Q, F, q_0, \delta \}$

↓ ↓ ↓ ↓
 Alphabets final states initial state transition function
 States (more than 1 possible) (only one)

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

$$Q = \{q_0, q_1, q_2\}$$

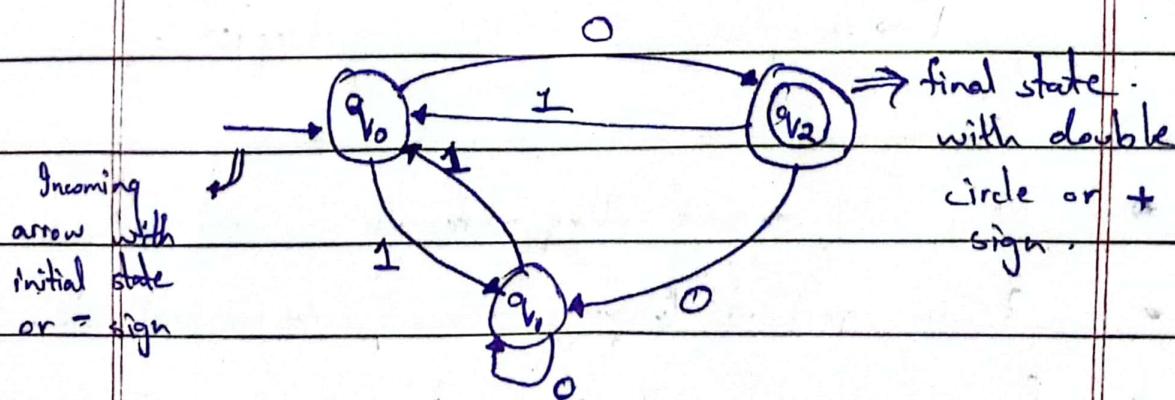
$$F = \{q_2\}$$

q_0 = initial state.

Transitions. (Random)

States \ Σ	0	1
q_0	q_2	q_1
q_1	q_1	q_0
q_2	q_1	q_0

Transition Function:



$q_0 \rightarrow$ initial state

$q_2 \rightarrow$ final state

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if (input string after processing ends on final state):

accepted

else: rejected.

1) $0100 \Rightarrow$ ends on $q_1 \Rightarrow$ rejected.

2) $110 \Rightarrow$ ends on $q_2 \Rightarrow$ accepted.
 $q_0 \ q_1 \ q_2$

- DFA \Rightarrow Every letter has corresponding transition.

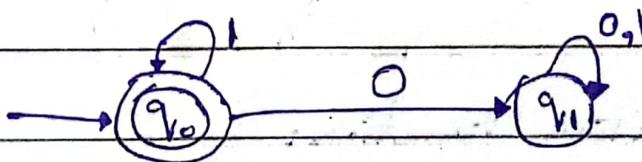
- NFA \Rightarrow Atleast one letter has no/multiple transitions.

Constructing Models:

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

$$L = \{\lambda, 1, 11, 111, \dots\}$$

$$R.F = 1^*$$



"1" \rightarrow Accepted

"11" \rightarrow Accepted

- When null \Rightarrow read nothing \Rightarrow remain at initial state.
- λ is part of language \Rightarrow so q_0 can be final state.
- for every state \Rightarrow define transition against each letter in sigma

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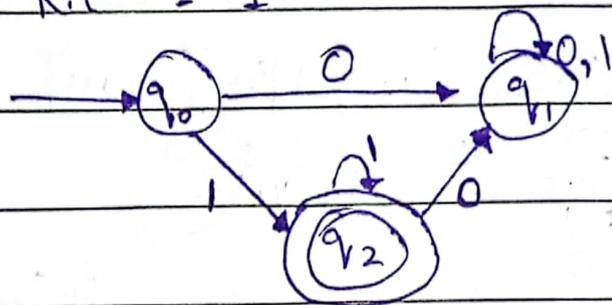
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- for 0 (in this case) move to state that ~~it~~ never moves to final state as 0 is not acceptable.



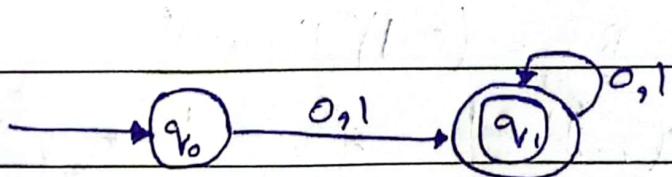
$$L_2 = \{1, 11, 111, \dots\}$$

$$R.E = 1^+$$



$$L_3 = \{0, 1, 01, 00, 10, \dots\}$$

$$R.E = (0+1)^+$$



$$L_4 = \{1, 0, 1, 01, 10, \dots\}$$

$$R.E = (0+1)^*$$



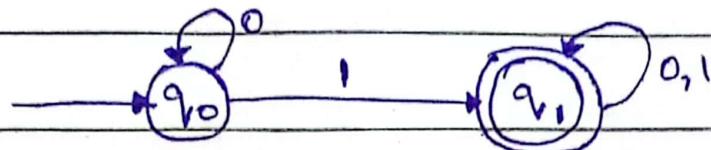
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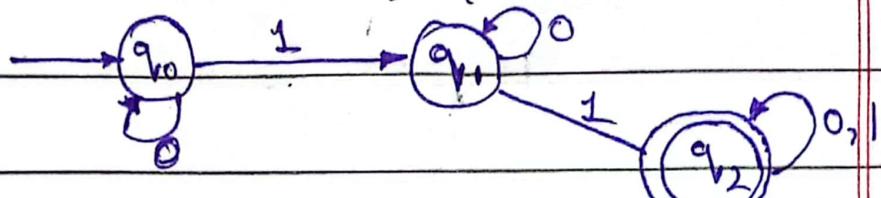
L_5 = At least one 1

$$R.E = (0+1)^* 1 (0+1)^*$$



L_6 = At least two 1's

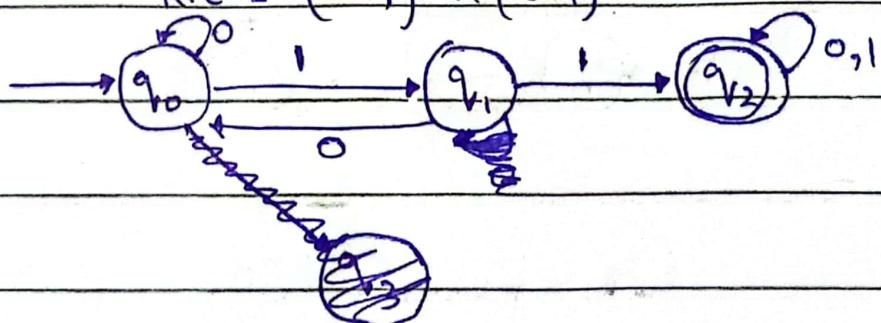
$$R.E = (0+1)^* 1 (0+1)^* 1 (0+1)^*$$



~~5~~ 6

L = consecutive two 1's.

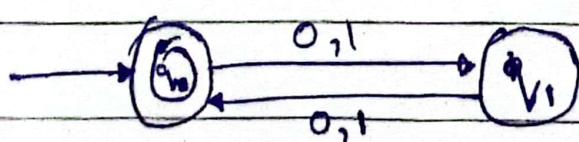
$$R.E = (0+1)^* 1 1 (0+1)^*$$



L_7 = Even length of string,

$$= \{ \lambda, 01, 00, 11, 10, \dots \}$$

$$R.E = ((0+1)(0+1))^*$$

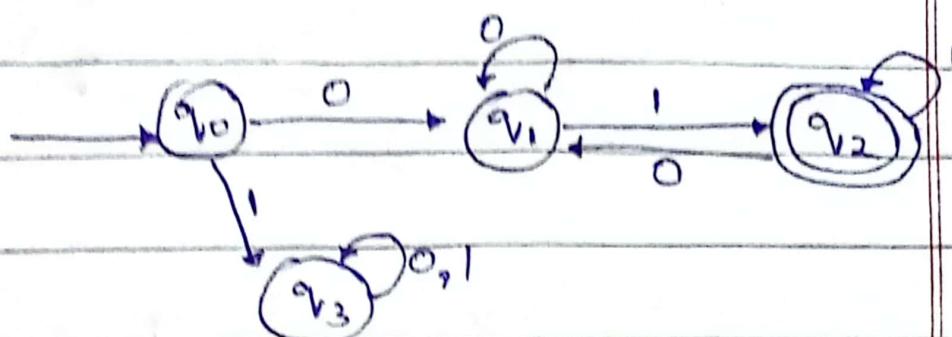


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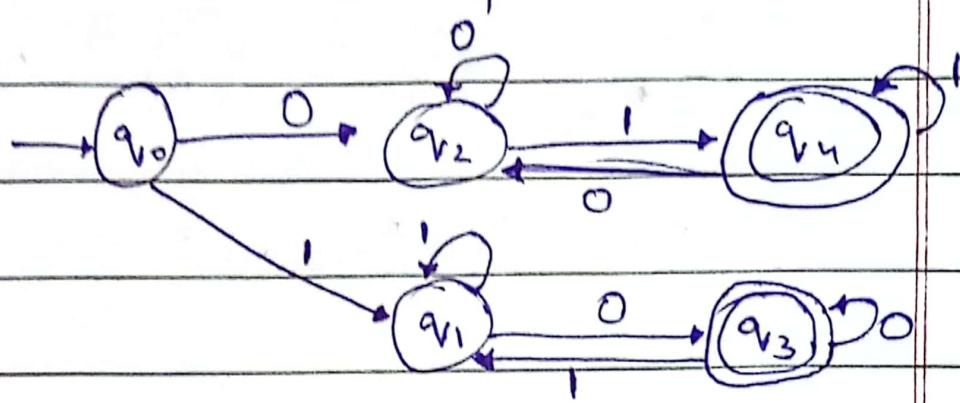
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L5 = start with 0, end on 1.



L9 = start & end with different letter.



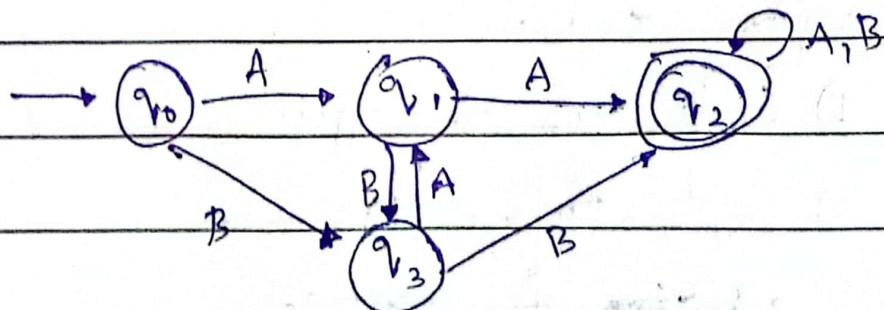
$$\Sigma = \{a, b\}$$

TOA - 7

(12/02/23)

L1 = 2 consecutive A's or B's.

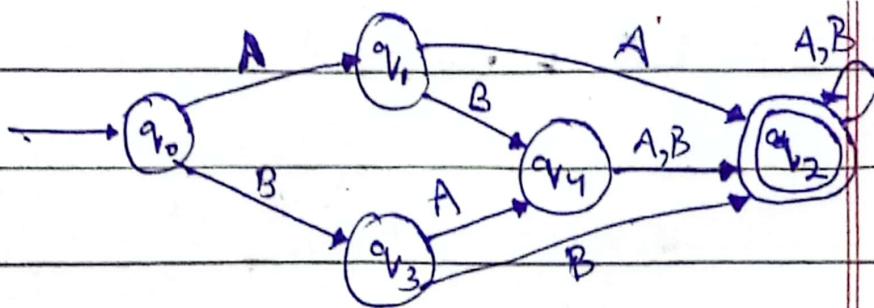
$$R.F = (a+b)^*(aa+bb)(aa+b)^*$$



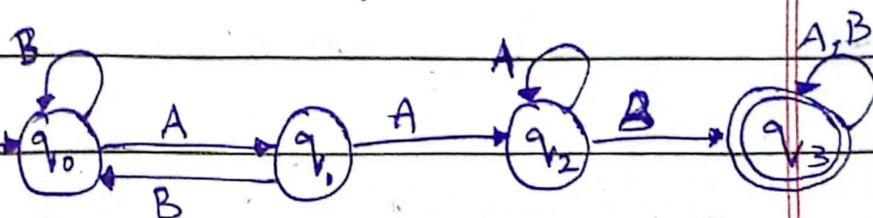
Extra \Rightarrow 2 A's or B's.

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L_2 = substring "aab" appears.



$$R.F = (a+b)^* aab(a+b)^*$$

L_3 = All string without ab as substring

$$R.F = b^* a^*$$

for negation DFA

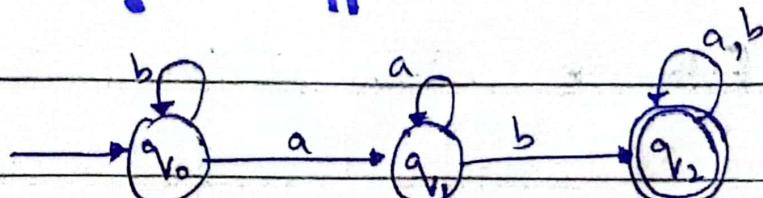
first create for simple then

negation of final states

1) Create for ab appear.

2) Negate final states.

substring ab appear.



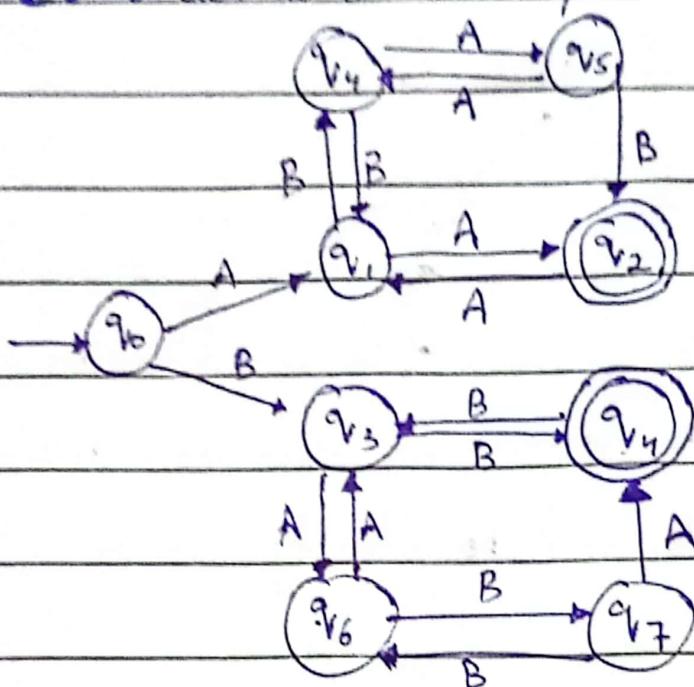
Dom.

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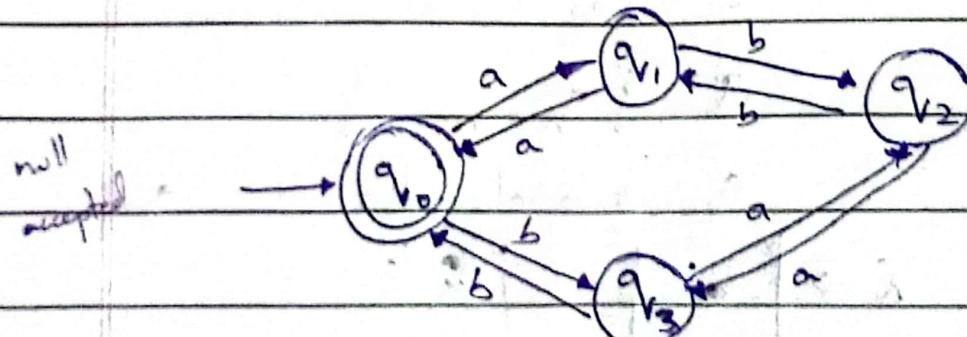
substring ab not appear



L4 \Rightarrow Even no of A's & Even no of B's



not accepted



not accepted

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TOA-8

(13/02/24)

F.A

1) Deterministic FA $\Rightarrow \{\Sigma, Q, q_0, F, \delta\}$

↳ only 1 transition

↳ no state can be skipped.

2) Non-Deterministic FA



NFA

Transition Graph.

- only 1 q_0
directly

- multiple q_0 directly defined.
- string input can be defined.

\Rightarrow NFA \Rightarrow never on computational resources

\Rightarrow NFA must be ultimately converted to DFA.

NFA

$$\Sigma = \{a, b\}$$

$$Q = \{q_0, q_1, q_2\}$$

$q_0 \Rightarrow$ initial state $F = \{q_1\}$

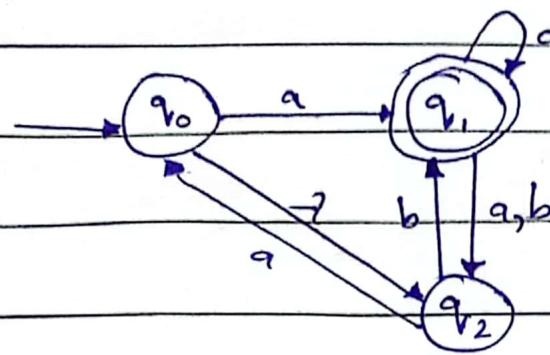
$\delta \Rightarrow$	a	b	a/b
q_0	q_1		q_2
q_1	q_1, q_2	q_2	
q_2	q_1	q_1	

- missing transition + multiple transitions

+ can move without reading anything

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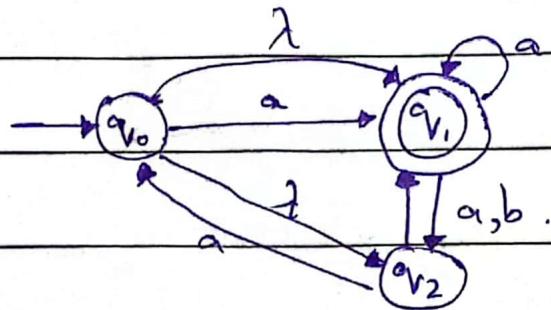
In NFA, same input can be processed by multiple paths

→ Is "b" acceptable? Yes first read λ .

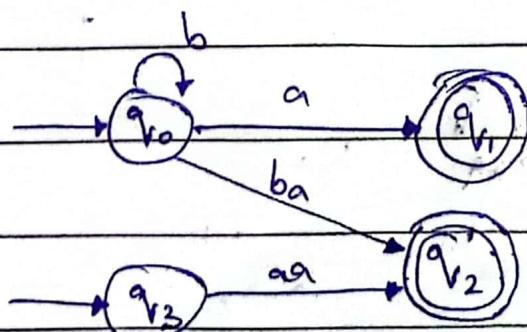
2 paths: $q_0 \rightarrow$ path crashed.

$q_2 \rightarrow$ accepted. ✓

↳ Atleast one path to be acceptable



Transition Graph:

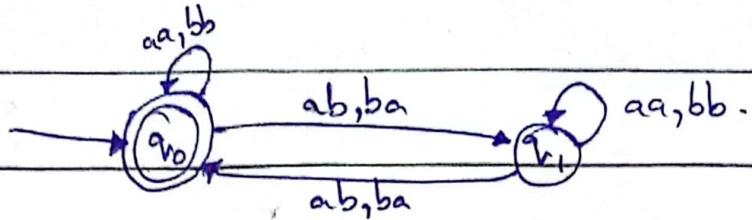


(directly more than 1 q_0 possible)

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$L \Rightarrow$ Even no of A's & even no B's.

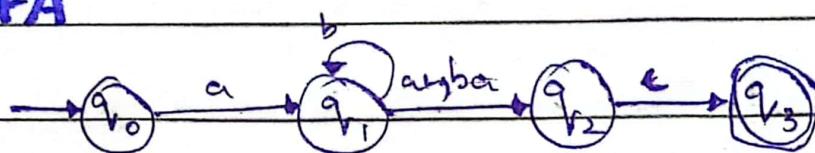


Construct DFA & NFA from R.E

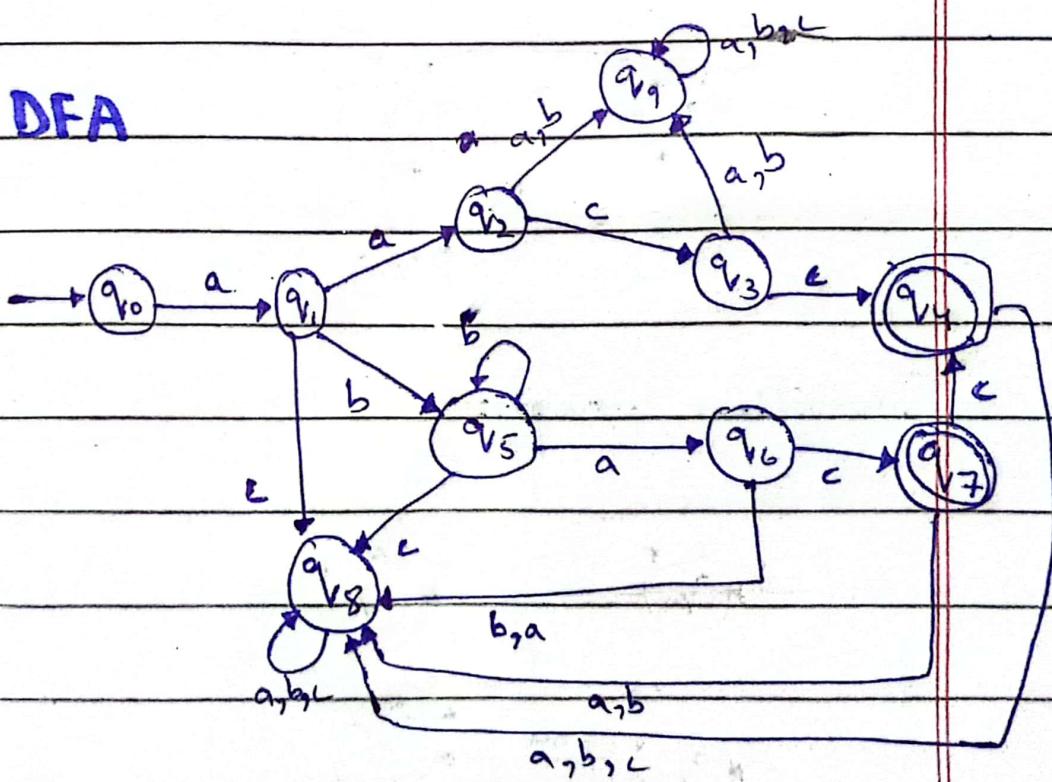
$$\Sigma = \{a, b, c\}$$

$$R.E = \epsilon \cup ab^* (a \cup b \cup c)^*$$

NFA



DFA



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Kleen's Theorem:

To convert NFA to DFA \rightarrow activity to perform

Reg Language \rightarrow R.F \Rightarrow DFA \Rightarrow NFA \Rightarrow Transition

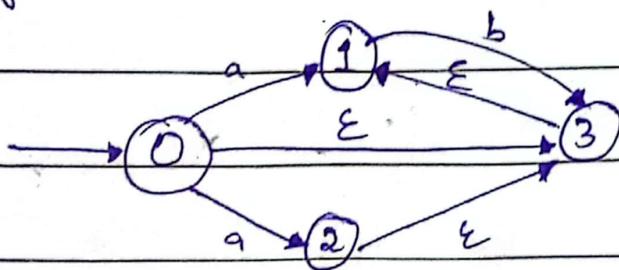
confirm
1) T.G can be converted to R.F. Graph.

2) R.F can be used to generate NFA/DFA

3) NFA \rightarrow T.G

NFA \rightarrow DFA

- By subset construction method:



ϵ -closure:

{given all ϵ, λ transitions}

$$\epsilon\text{-closure}\{0\} \Rightarrow \{0, 1, 3\} \Rightarrow S_0$$

$$\{1\} \Rightarrow \{1\}$$

$$\{2\} \Rightarrow \{1, 2, 3\}$$

$$\{3\} \Rightarrow \{1, 3\}$$

Perform transition $(S_0, a) \Rightarrow \{1, 2\}$ {as $\{1, 2\}, \{1\}$ }

$$1) \epsilon\text{-closure } (S_0, a) \Rightarrow \{1, 2, 3\} \Rightarrow S_1$$

\hookrightarrow from $\epsilon\text{-c}\{\cdot\}$
 $\nsubseteq \epsilon\text{-c}\{2\}$

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2) $\epsilon\text{-closure}(S_0, b) \Rightarrow \{3\} \Rightarrow \{1, 3\} \Rightarrow S_2$.

3) $\epsilon\text{-closure}(S_1, a) \Rightarrow \{7\} \Rightarrow S_3$

4) $\epsilon\text{-closure}(S_1, b) \Rightarrow \{3\} \Rightarrow S_2$. [same as S₂]

5) .. $(S_2, a) \Rightarrow \{7\} \Rightarrow S_3$ [same as S₃]

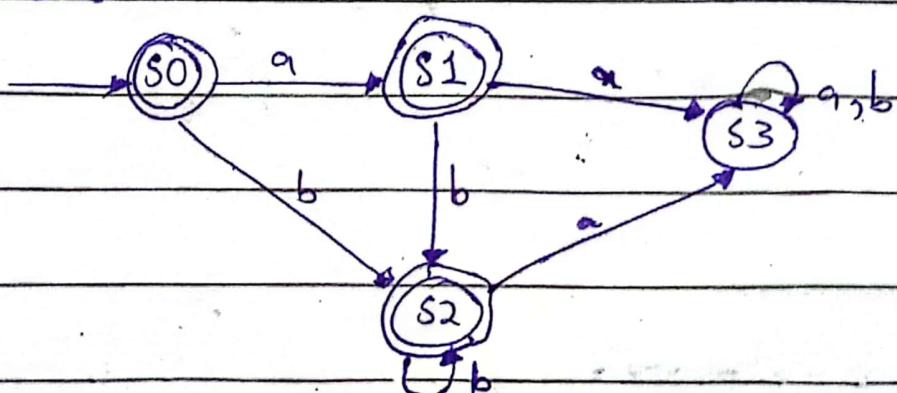
6) .. $(S_2, b) \Rightarrow \{3\} \Rightarrow S_2$. [same as S₂]

7) .. $(S_3, a) \Rightarrow \{7\} \Rightarrow S_3$

optional

8) .. $(S_3, b) \Rightarrow \{7\} \Rightarrow S_3$

DFA



{ Since 3 is final state in NFA ϵ ,

{ 3 is in set $S_0, S_1, S_2 \Rightarrow$ final state }

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TOA - 9

(19/02/24)

Regular language is represented by either

- i) TG
- ii) FA
- iii) RE

↳ if represented by one can be converted to other form.

i) FA \rightarrow TG

ii) TG \rightarrow R.E

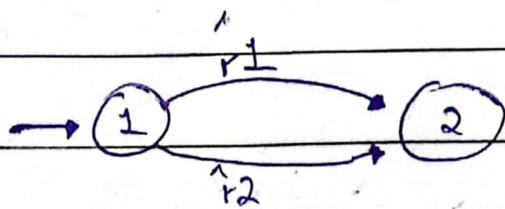
iii) R.F \rightarrow FA

* Prove these 3 parts

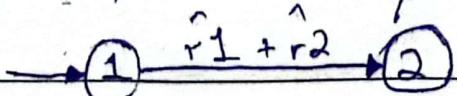
1) FA \rightarrow TG



2) TG \rightarrow R.E



\Rightarrow If multiple paths from one state to another, can be represented as:

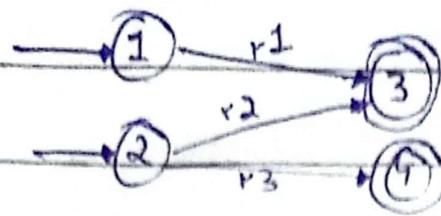


\Rightarrow Resolve multiple initial states.

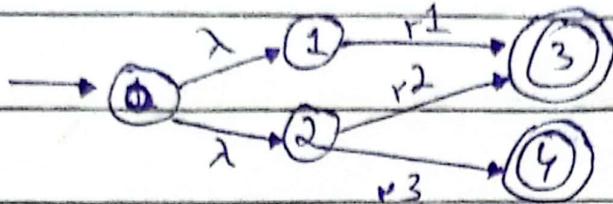
(by adding 1 state before them).

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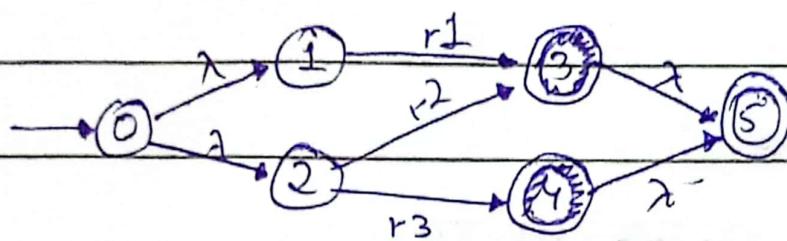


Sol:



→ Resolve multiple final states \Rightarrow only 1
(by adding 1 state at end)

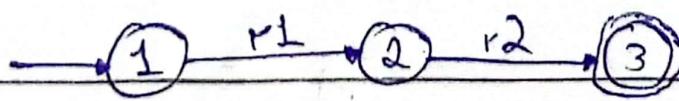
Sol:



→ ~~mid~~ Remove mid states 1-by-1.

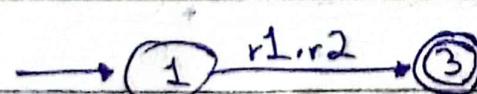
↳ multiple scenarios possible.

1)

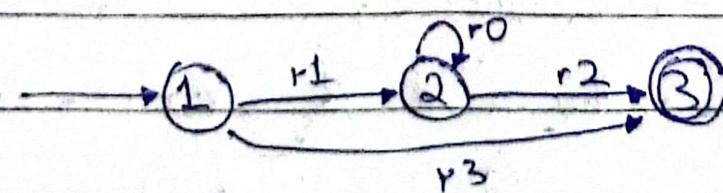


remove 2

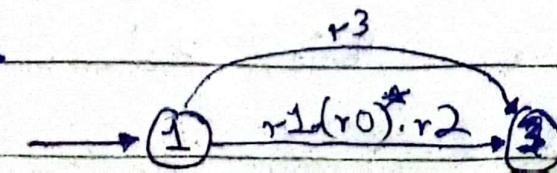
Sol:



2)

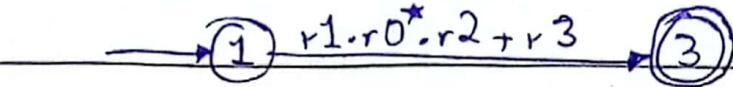


Sol:

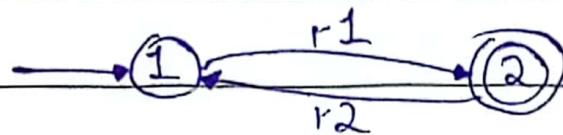


Date: _____

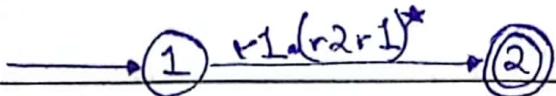
Day: M T W T F S



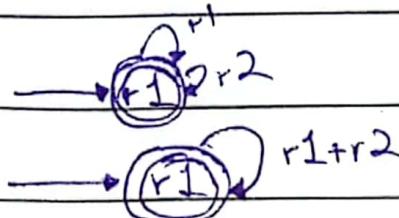
3)



Sol:

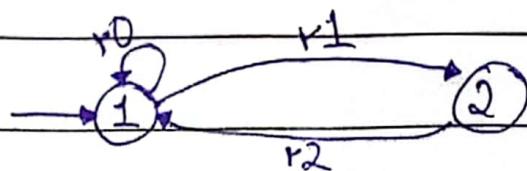


4)

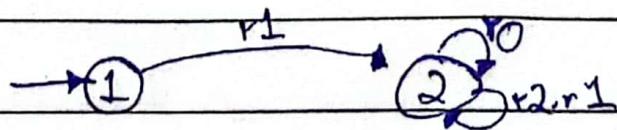
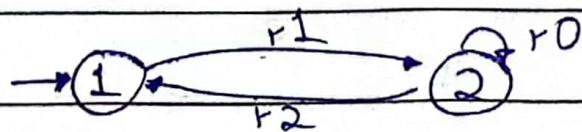


$$R.E = (r_1 + r_2)^*$$

5)



$$R.E \Rightarrow r_0^* \cdot r_1 \cdot (r_2 \cdot r_0^* \cdot r_1)^*$$



$$R.E \Rightarrow r_1 \cdot (r_0 + r_2, r_1)^*$$