

# *Lexical Analysis*

Uday Khedker

([www.cse.iitb.ac.in/~uday](http://www.cse.iitb.ac.in/~uday))

Department of Computer Science and Engineering,  
Indian Institute of Technology, Bombay



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Languages

Topic:

Scanning

Section:

Introduction

Specifying Scanners

Constructing DFAs

Tokenizing the Input

Representing DFAs

Minimizing DFAs

# Outline

- Introduction
- Specifying scanners
- Tokenizing input using DFAs
- Constructing DFAs
- Representing DFAs using four-arrays
- Minimizing DFAs



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# Introduction



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Prof. Sanyal's slides (scanning-slides-sanyal-part1.pdf)



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# Specifying Scanners



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# Constructing DFAs



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# Constructing DFA for Multiple Patterns

- Join multiple DFAs/NFAs using  $\epsilon$  transition  
Transition without consuming any input symbol
- This creates an NFA (Non-deterministic Finite Automaton)
  - Possible transition without consuming any input symbol
  - Possibly multiple transitions on the same input symbol
- Make the NFA deterministic by subset construction
  - Each state in the resulting DFA is a set of “similar” states of the NFA
  - The start state of the DFA is a union of all original start states (of multiple patterns)
  - Subsequent states are identified by finding out the sets of states of the NFA for each possible input symbol



## Constructing NFA for a Regular Expression

Consider a regular expression  $R$ . Apply steps 1 to 4 to construct an NFA for  $R$  inductively:

1. If  $R$  is a letter in the alphabet  $\Sigma$ , create a two state NFA that accepts the letter (single transition from the start state to a single final state on the letter)
2. If  $R$  is  $R_1 \cdot R_2$ , create an NFA by joining the two NFAs  $N_1$  and  $N_2$  by adding an epsilon transition from every final state of  $N_1$  to the start state of  $N_2$ .
3. If the  $R$  is  $R_1 \mid R_2$ , create an NFA by joining the two NFAs  $N_1$  and  $N_2$  by creating a new start state  $s_0$  and a new final state  $s_f$ . Add an epsilon transition from  $s_0$  the start state of  $R_1$  and similarly for  $R_2$ . Add an epsilon transition from every final state of  $N_1$  to  $s_f$  and similarly for  $N_2$ .
4. If  $R$  is  $R_1^*$ , create an NFA by adding an epsilon transition from every final state of  $R_1$  to the start state of  $R_1$

Alternatively, we can create a new start state  $s_0$  with an epsilon transition to the start state of  $R_1$  and a new final state  $s_f$  with epsilon transitions from the final states of  $R_1$ , and then add an epsilon transition from  $s_f$  to  $s_0$ .



# Constructing DFA for Multiple Patterns: Example 1

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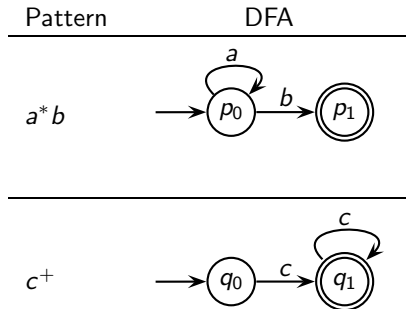
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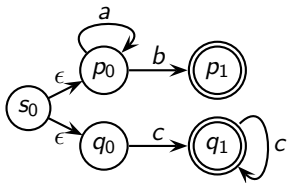
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# Constructing DFA for Multiple Patterns: Example 1



State	Transition		
	a	b	c



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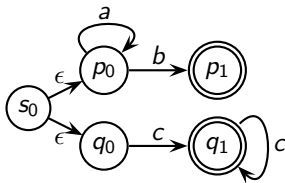
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State	Transition		
	a	b	c
$\{s_0, p_0, q_0\}$			

$\{s_0, p_0, q_0\}$



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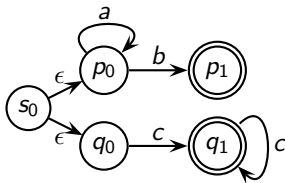
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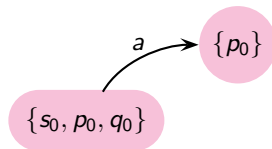
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State	Transition		
	a	b	c
$\{s_0, p_0, q_0\}$	$\{p_0\}$		
$\{p_0\}$			







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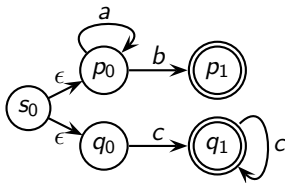
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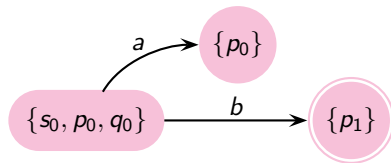
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State	Transition		
	a	b	c
$\{s_0, p_0, q_0\}$	$\{p_0\}$	$\{p_1\}$	
$\{p_0\}$			
$\{p_1\}$			





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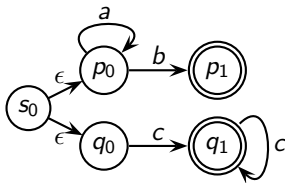
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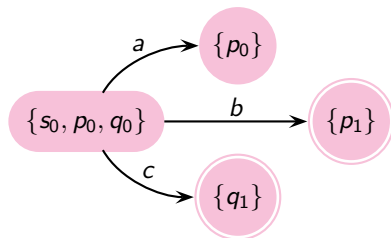
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State	Transition		
	a	b	c
$\{s_0, p_0, q_0\}$	$\{p_0\}$	$\{p_1\}$	$\{q_1\}$
$\{p_0\}$			
$\{p_1\}$			
$\{q_1\}$			





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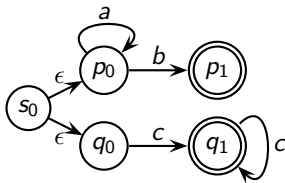
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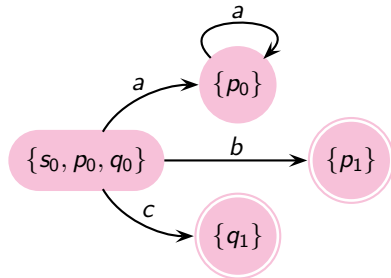
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State	Transition		
	a	b	c
$\{s_0, p_0, q_0\}$	$\{p_0\}$	$\{p_1\}$	$\{q_1\}$
$\{p_0\}$	$\{p_0\}$		
$\{p_1\}$			
$\{q_1\}$			





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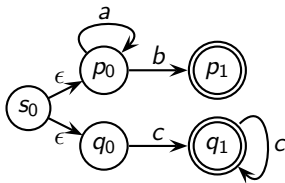
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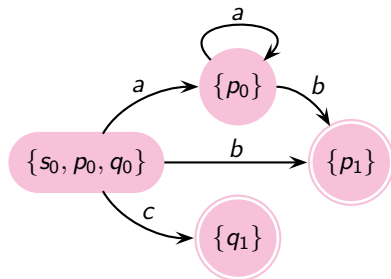
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State	Transition		
	a	b	c
$\{s_0, p_0, q_0\}$	$\{p_0\}$	$\{p_1\}$	$\{q_1\}$
$\{p_0\}$	$\{p_0\}$	$\{p_1\}$	
$\{p_1\}$			
$\{q_1\}$			





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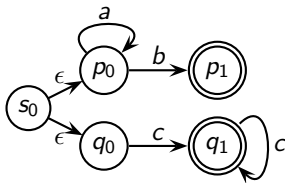
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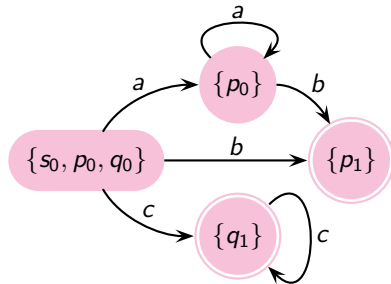
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State	Transition		
	a	b	c
$\{s_0, p_0, q_0\}$	$\{p_0\}$	$\{p_1\}$	$\{q_1\}$
$\{p_0\}$	$\{p_0\}$	$\{p_1\}$	
$\{p_1\}$			
$\{q_1\}$			$\{q_1\}$





## Constructing DFA for Multiple Patterns: Example 2

Let  $L$  and  $D$  denote the set of all letters and digits, respectively

Pattern	Token
int	INT
$L(L D)^*$	ID
$D^+$	NUM
=	=
;	;

For convenience, we will ignore the last two patterns that are completely independent

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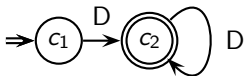
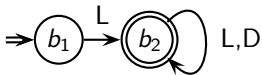
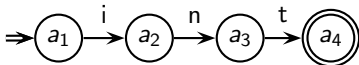
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## Constructing DFA for Multiple Patterns: Example 2



State	$i$	$n$	$t$	$L - \{i, n, t\}$	$D$

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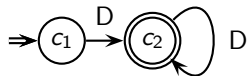
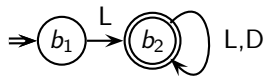
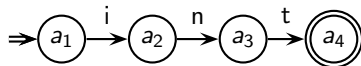
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# Constructing DFA for Multiple Patterns: Example 2



$\Rightarrow \{a_1, b_1, c_1\}$

State	$i$	$n$	$t$	$L - \{i, n, t\}$	$D$
$\{a_1, b_1, c_1\}$					





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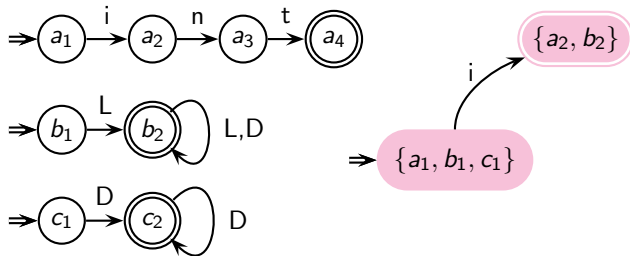
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State	$i$	$n$	$t$	$L - \{i, n, t\}$	$D$
$\{a_1, b_1, c_1\}$	$\{a_2, b_2\}$				
$\{a_2, b_2\}$					



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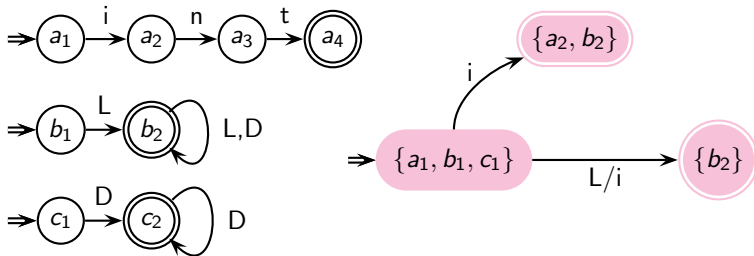
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$\{a_2, b_2\}$					
$\{b_2\}$					



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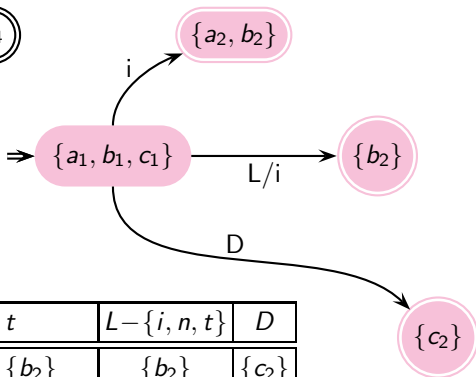
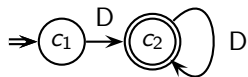
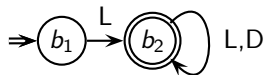
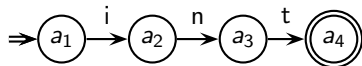
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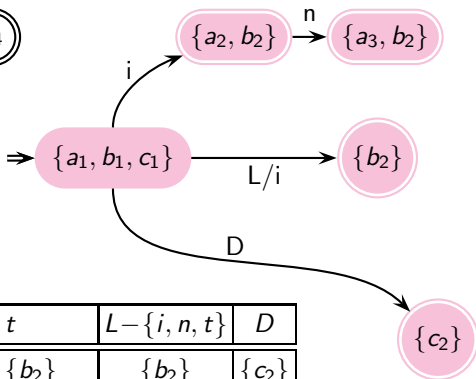
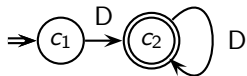
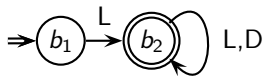
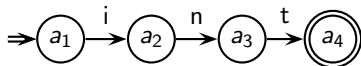
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State	$i$	$n$	$t$	$L - \{i, n, t\}$	$D$
$\{a_1, b_1, c_1\}$	$\{a_2, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{c_2\}$
$\{a_2, b_2\}$					
$\{b_2\}$					
$\{c_2\}$					



## Constructing DFA for Multiple Patterns: Example 2



State	$i$	$n$	$t$	$L - \{i, n, t\}$	$D$
$\{a_1, b_1, c_1\}$	$\{a_2, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{c_2\}$
$\{a_2, b_2\}$		$\{a_3, b_2\}$			
$\{b_2\}$					
$\{c_2\}$					

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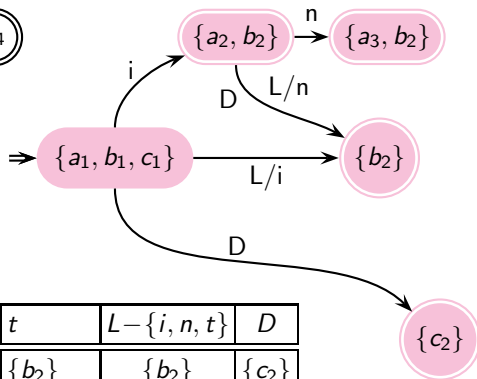
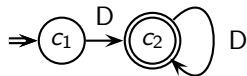
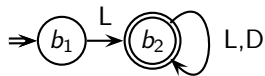
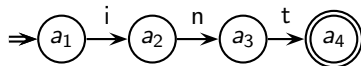
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$\{a_1, b_1, c_1\}$	$\{a_2, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{c_2\}$
$\{a_2, b_2\}$	$\{b_2\}$	$\{a_3, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$
$\{b_2\}$					
$\{c_2\}$					
$\{a_3, b_2\}$					



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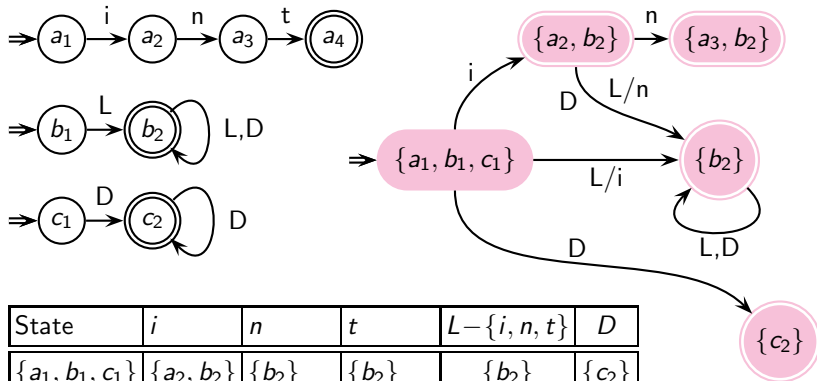
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$\{a_2, b_2\}$	$\{b_2\}$	$\{a_3, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$
$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$
$\{c_2\}$					
$\{a_3, b_2\}$					



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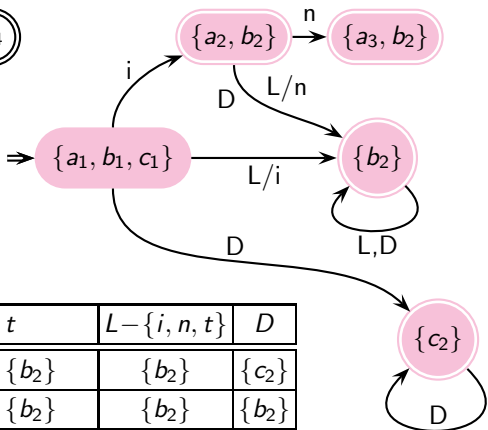
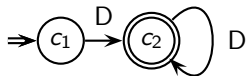
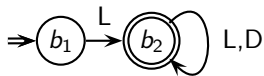
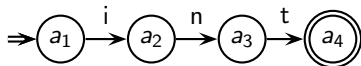
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$\{a_2, b_2\}$	$\{b_2\}$	$\{a_3, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$
$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$
$\{c_2\}$					$\{c_2\}$
$\{a_3, b_2\}$					



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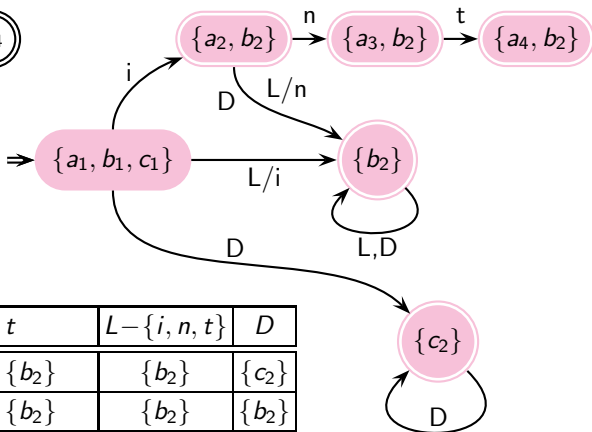
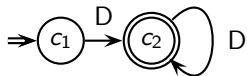
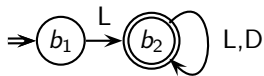
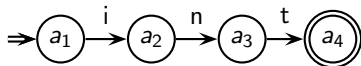
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State	$i$	$n$	$t$	$L - \{i, n, t\}$	$D$
$\{a_1, b_1, c_1\}$	$\{a_2, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{c_2\}$
$\{a_2, b_2\}$	$\{b_2\}$	$\{a_3, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$
$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$
$\{c_2\}$					$\{c_2\}$
$\{a_3, b_2\}$			$\{a_4, b_2\}$		
$\{a_4, b_2\}$					





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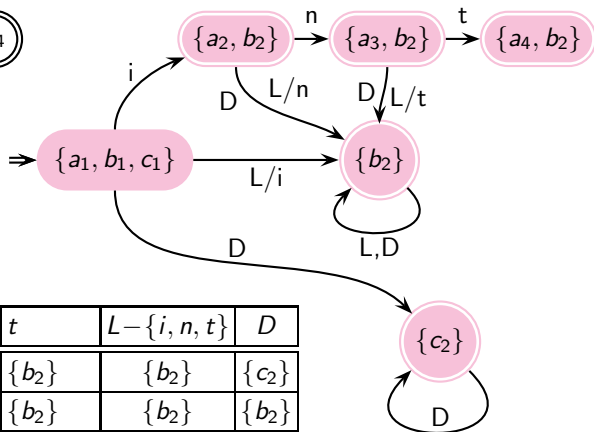
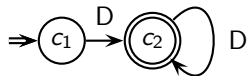
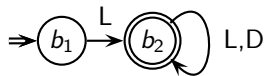
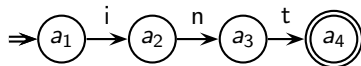
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State	$i$	$n$	$t$	$L - \{i, n, t\}$	$D$
$\{a_1, b_1, c_1\}$	$\{a_2, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{c_2\}$
$\{a_2, b_2\}$	$\{b_2\}$	$\{a_3, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$
$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$
$\{c_2\}$					$\{c_2\}$
$\{a_3, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{a_4, b_2\}$	$\{b_2\}$	$\{b_2\}$
$\{a_4, b_2\}$					



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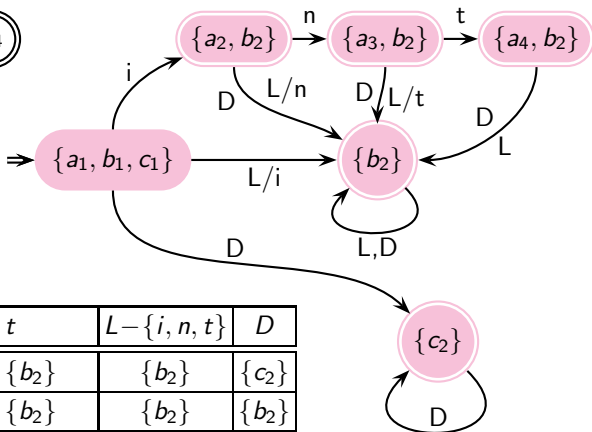
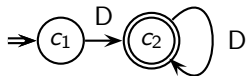
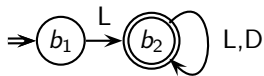
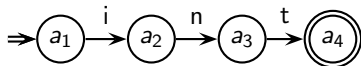
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State	$i$	$n$	$t$	$L - \{i, n, t\}$	$D$
$\{a_1, b_1, c_1\}$	$\{a_2, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{c_2\}$
$\{a_2, b_2\}$	$\{b_2\}$	$\{a_3, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$
$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$
$\{c_2\}$					$\{c_2\}$
$\{a_3, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{a_4, b_2\}$	$\{b_2\}$	$\{b_2\}$
$\{a_4, b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$	$\{b_2\}$



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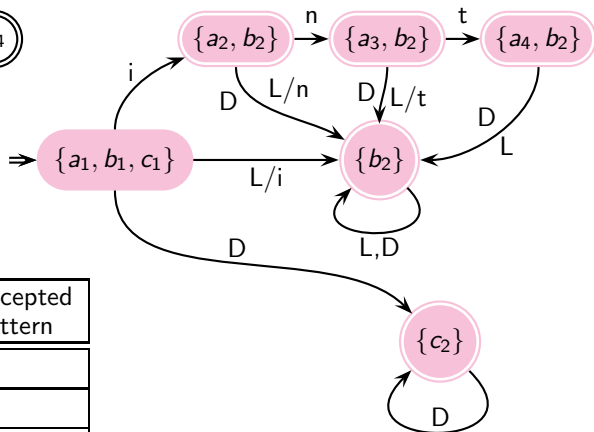
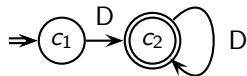
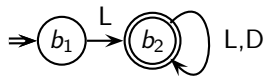
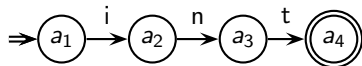
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State	Possible Patterns	Accepted Pattern
$\{a_1, b_1, c_1\}$		
$\{a_2, b_2\}$	ID	ID
$\{b_2\}$	ID	ID
$\{c_2\}$	NUM	NUM
$\{a_3, b_2\}$	ID	ID
$\{a_4, b_2\}$	INT, ID	INT



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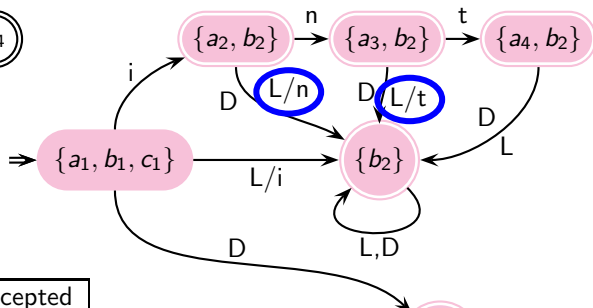
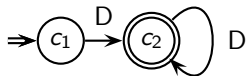
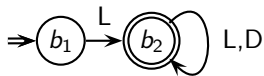
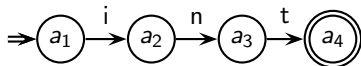
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State	Possible Patterns	Accepted Pattern
$\{a_1, b_1, c_1\}$		
$\{a_2, b_2\}$	ID	ID
$\{b_2\}$	ID	ID
$\{c_2\}$	NUM	NUM
$\{a_3, b_2\}$	ID	ID
$\{a_4, b_2\}$	INT, ID	INT

*Longest match.* Lexeme "int" reaches state  $\{a_4, b_2\}$  whereas lexeme "integer" reaches the state  $\{b_2\}$

*First matching rule preferred.* Transitions L/n and L/t to state  $\{b_2\}$  ensure that INT is preferred over ID for the lexeme "int"



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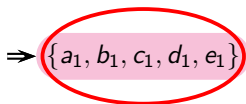
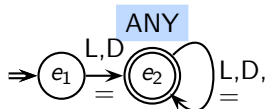
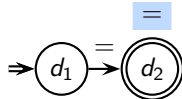
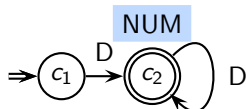
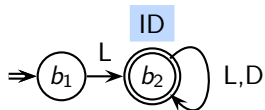
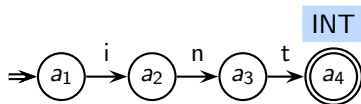
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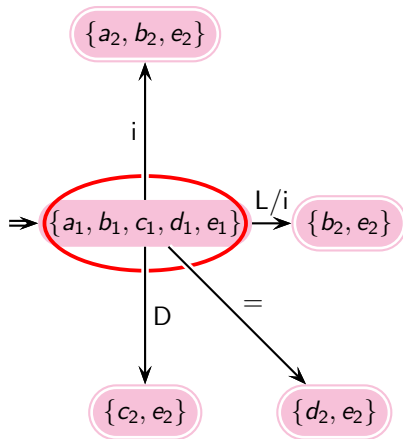
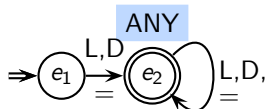
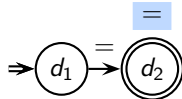
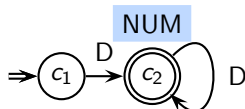
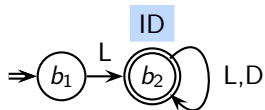
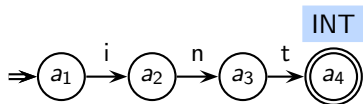
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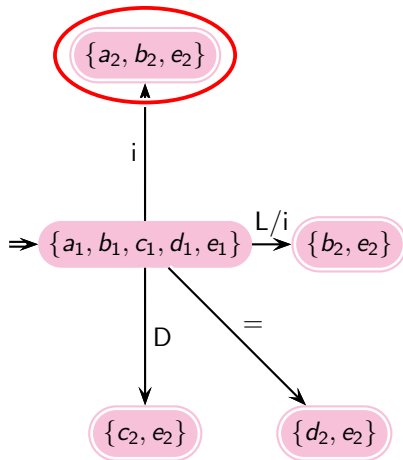
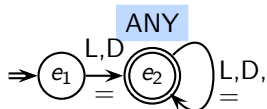
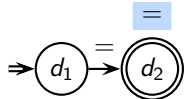
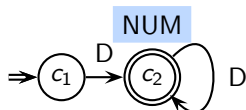
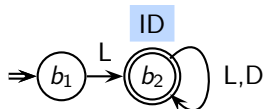
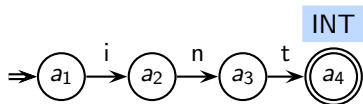
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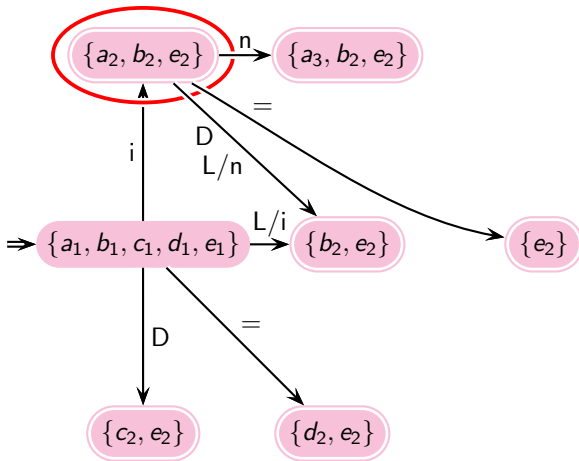
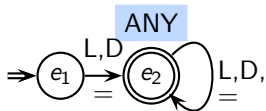
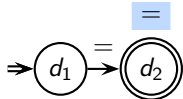
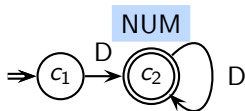
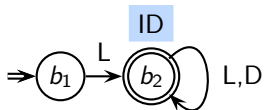
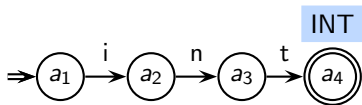
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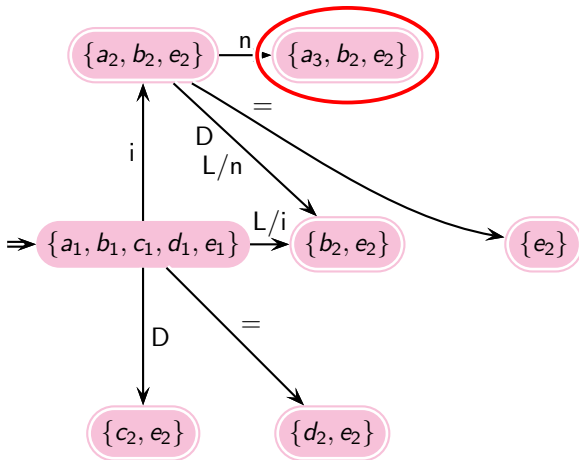
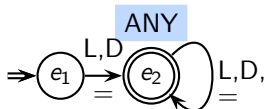
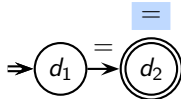
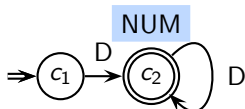
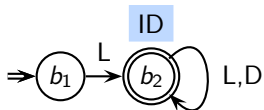
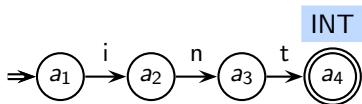
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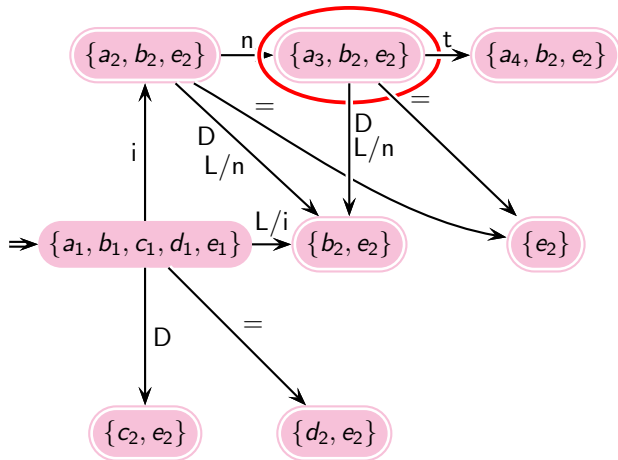
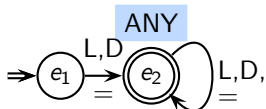
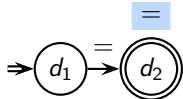
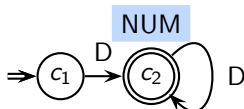
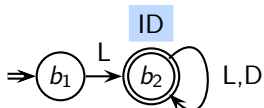
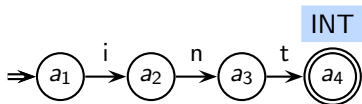
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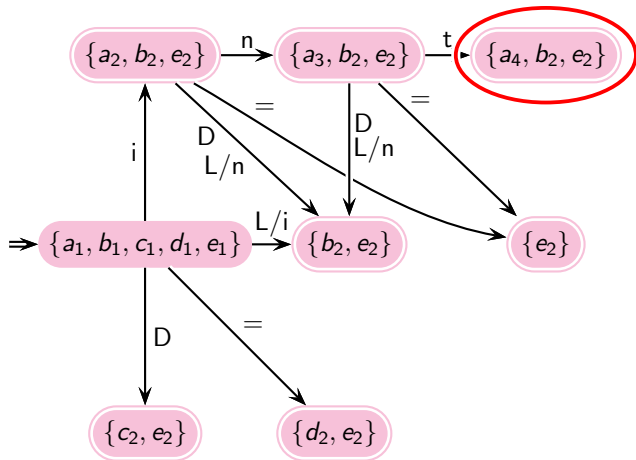
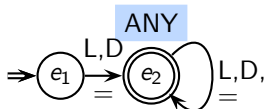
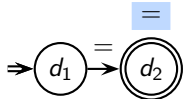
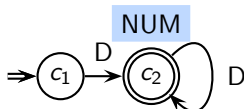
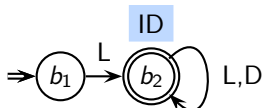
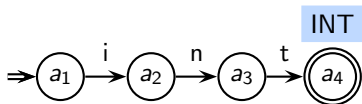
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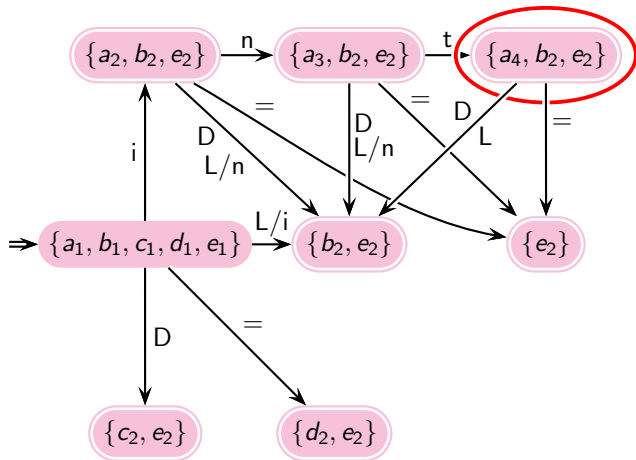
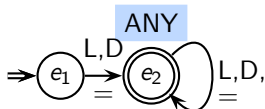
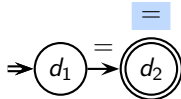
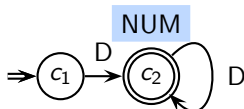
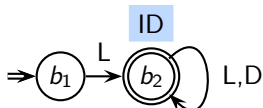
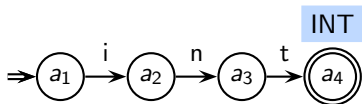
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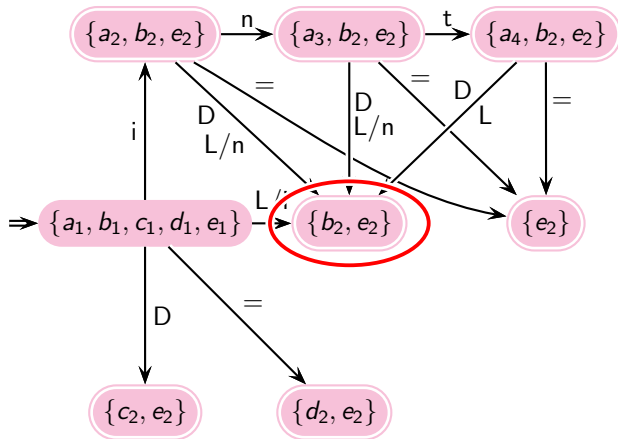
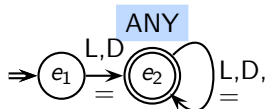
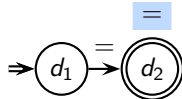
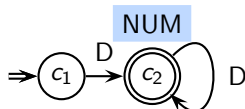
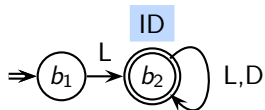
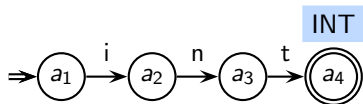
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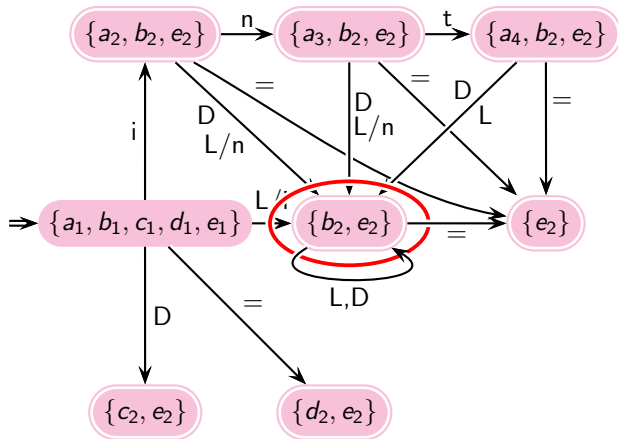
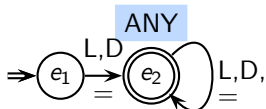
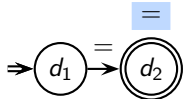
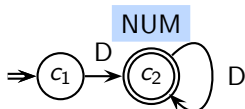
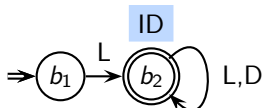
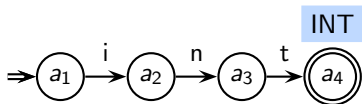
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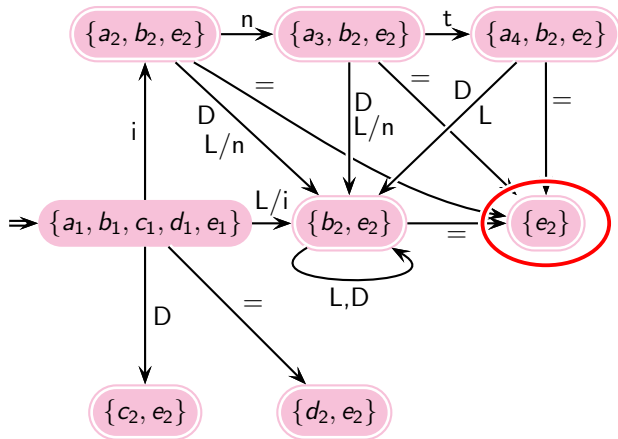
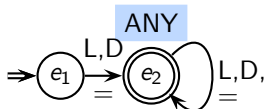
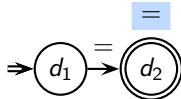
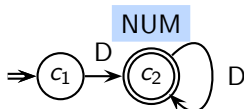
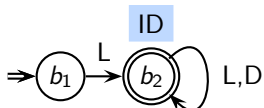
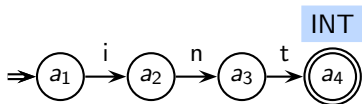
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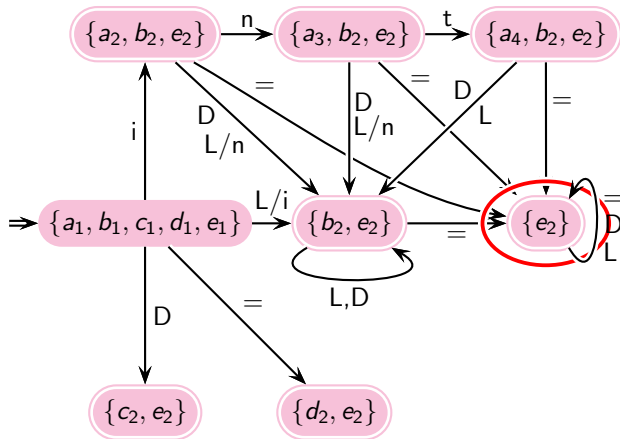
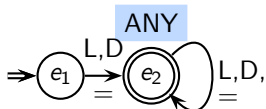
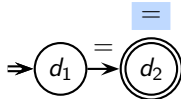
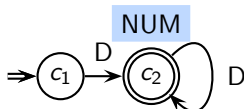
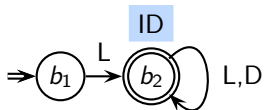
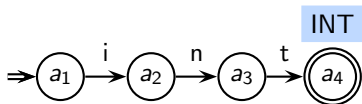
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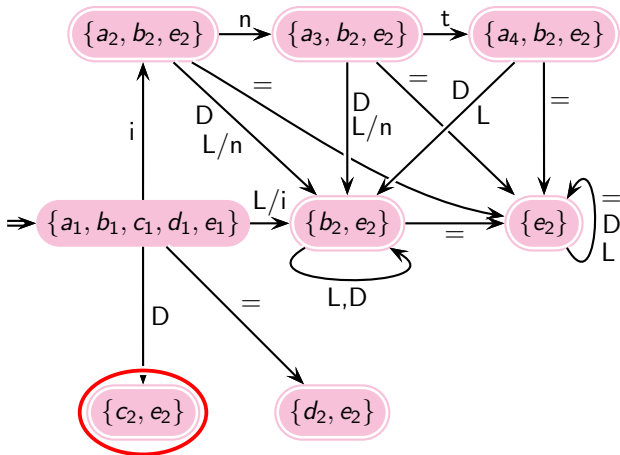
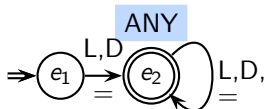
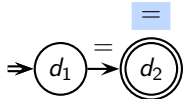
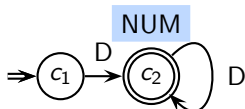
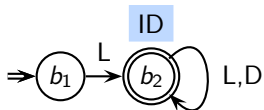
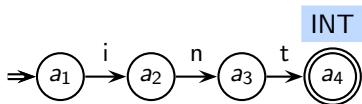
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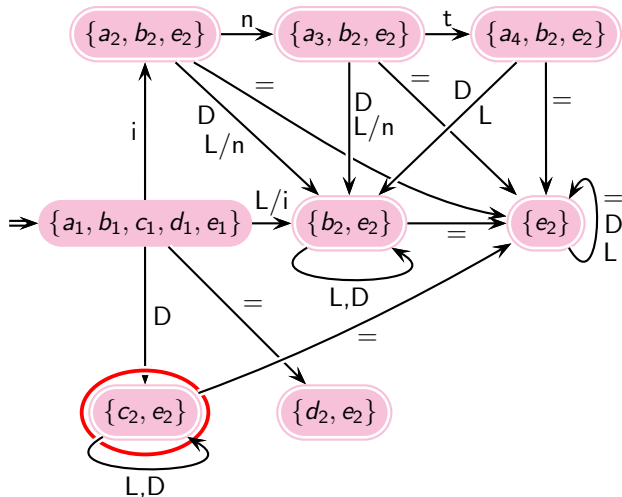
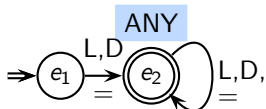
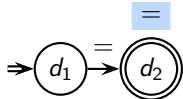
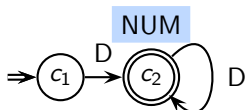
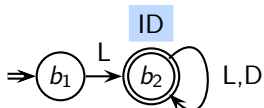
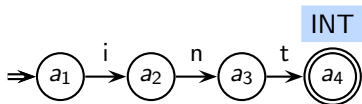
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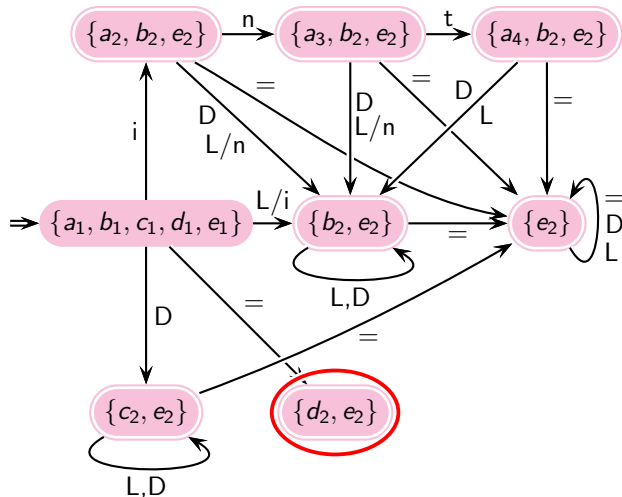
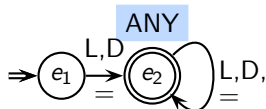
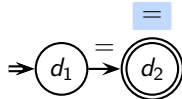
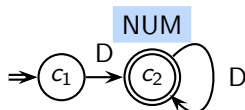
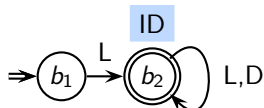
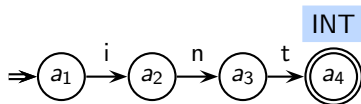
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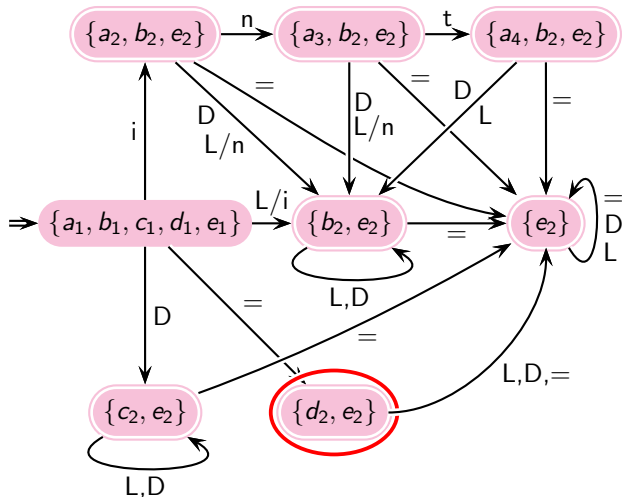
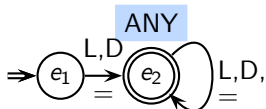
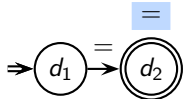
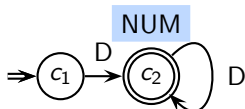
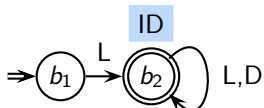
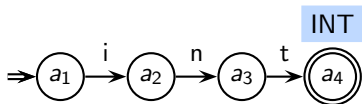
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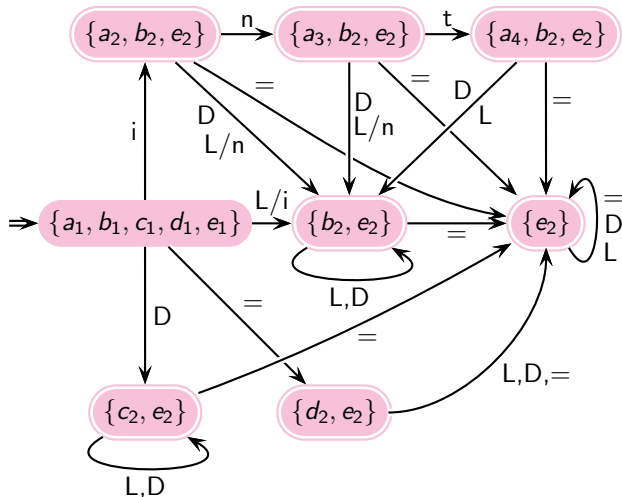
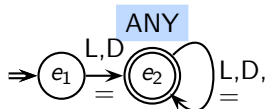
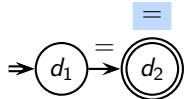
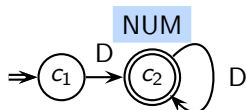
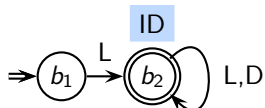
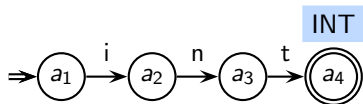
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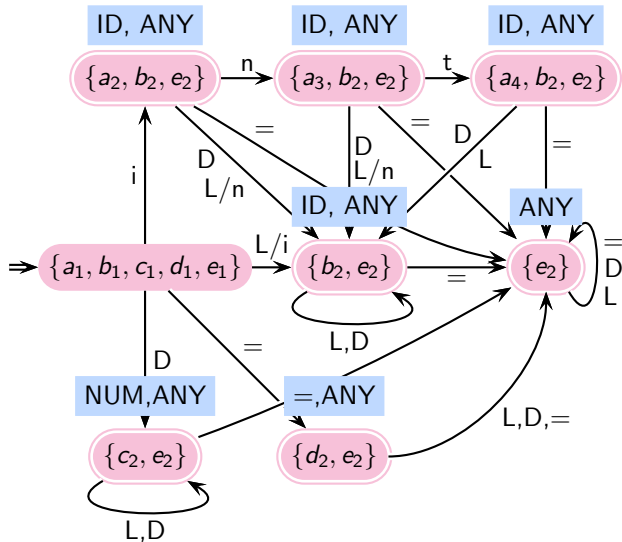
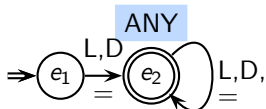
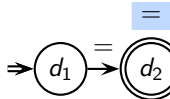
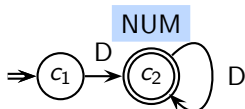
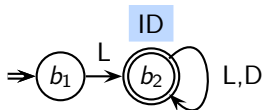
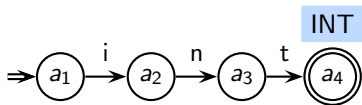
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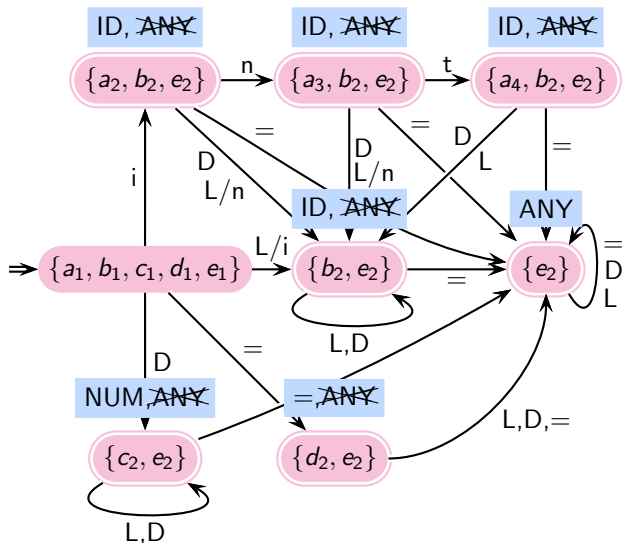
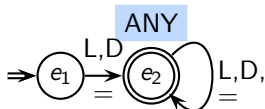
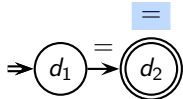
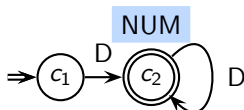
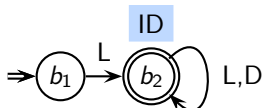
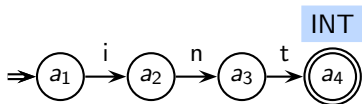
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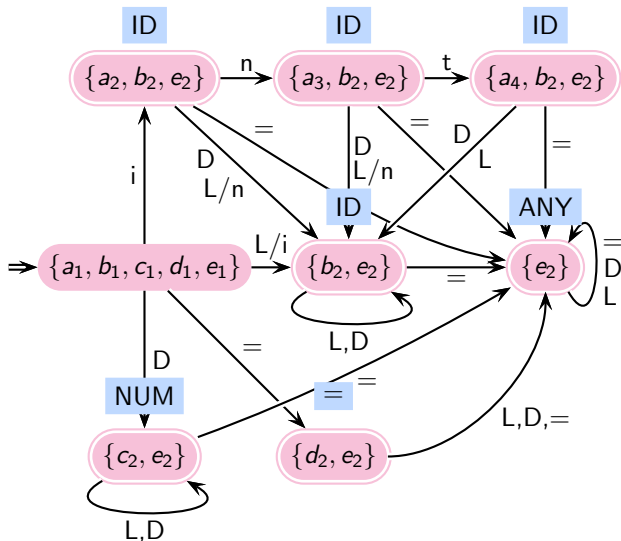




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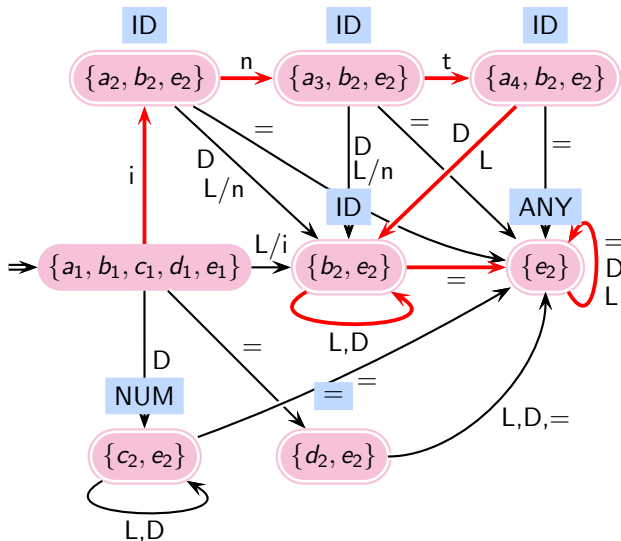




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Input `int12=3` reaches state  $\{e_2\}$  along the red transitions, recognizing the token ANY

Hence the `".*"` pattern should be used with caution in a lex script

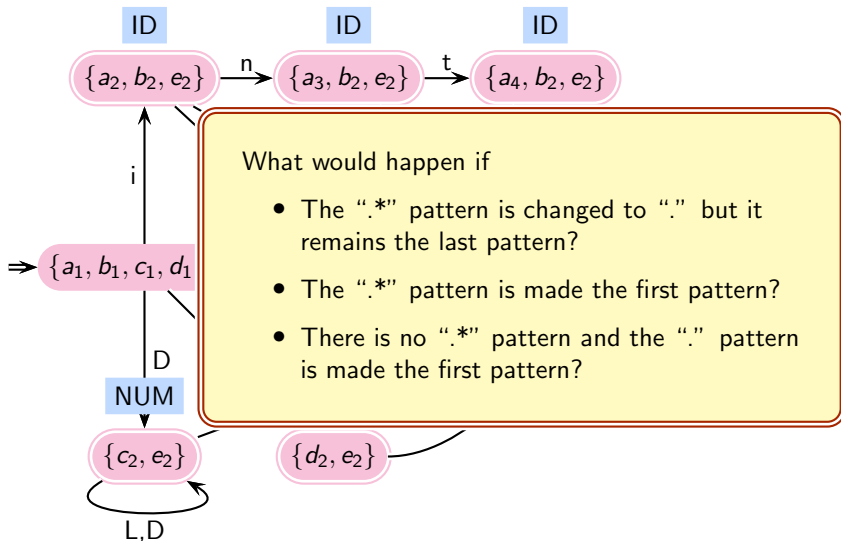
The `"."` pattern is much safer in a lex script



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# Tokenizing the Input Using DFAs



## An Example for Scanning: Specifications

Let  $L$  and  $D$  denote the set of all letters and digits, respectively

Pattern	Token
int	INT
$L(L D)^*$	ID
$D^+$	NUM
=	=
;	;

We will scan the input string int int32=5;↵

# Example for Scanning: DFA for the Patterns



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Formally, a Deterministic Finite Automaton (DFA) is a five tuple

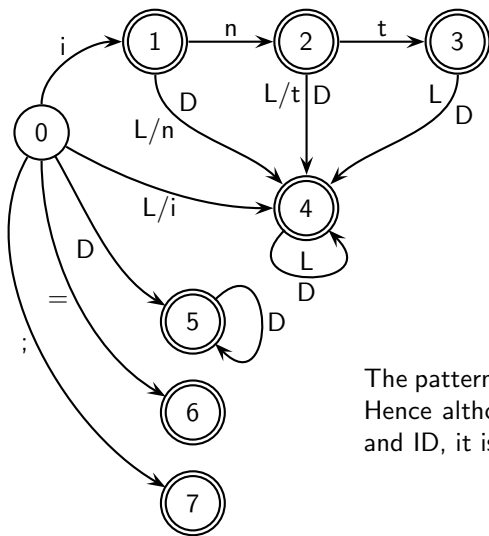
$$(\Sigma, S, s_0, \delta, F)$$

where

- $\Sigma$  is the input alphabet
- $S$  is the set of states
- $s_0 \in S$  is a unique start state
- $\delta : S \times \Sigma \rightarrow S$  is a transition function
- $F \subseteq S$  is a set of final states



## Example for Scanning: DFA for the Patterns



States	Action
3	Found INT
1, 2, 4	Found ID
5	Found NUM
6	Found =
7	Found ;

The patterns for INT precedes the pattern for ID  
Hence although state 3 could accept both INT and ID, it is made to accept only INT



# A Format to Show A Trace of Scanning

Step No	State	MatchedString	Buffer	NextChar	LastFinalState	MarkedPos	Action
---------	-------	---------------	--------	----------	----------------	-----------	--------

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- **State (S).** Current State
- **MatchedString (MS).** Prefix of the buffer matched to identify a lexeme
- **Buffer.**
- **NextChar (NC).** The next character in the input; it will be shifted to the buffer if there is a valid transition in the DFA
- **LastFinalState (LFS).** The last final state seen
- **MarkedPos (MP).** The position of the character (in the buffer) just after the last seen lexeme
- **Action.**





# A Format to Show A Trace of Scanning

Step No	State	MatchedString	Buffer	NextChar	LastFinalState	MarkedPos	Action
---------	-------	---------------	--------	----------	----------------	-----------	--------

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- **State (S).** Current State

- **M** When there is no transition on Nextchar,

- **B**
- **N** if MarkedPos is -1, no final state is seen, the first character in the buffer is discarded, and the second character becomes NextChar,

- **L** otherwise, the lexeme upto MarkedPos (excluding it) is returned, the character at MarkedPos becomes NextChar

- **M** In either case, the LastFinalState is set to -1 and the state is set to 0

- **Action.**

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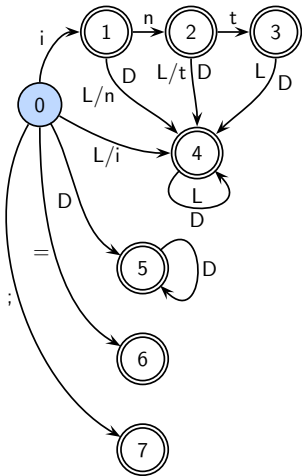
Constructing DFAs

Tokenizing the Input

Representing DFAs

Minimizing DFAs

## Scanning the Input “int int32=5;↵”



Last Final State

Matched String

i n t ~ i n t 3 2 = 5 ; ↵

Marked Position

Next Char



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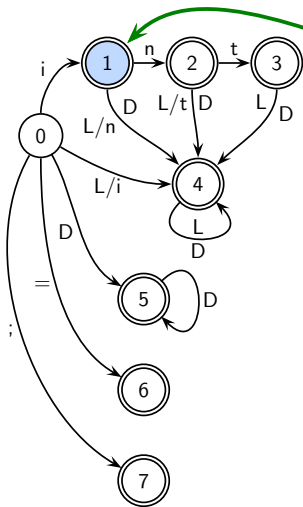
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Minimizing DFAs

## Scanning the Input “int int32=5;↵”



Last Final State

Matched String

i n t ~ i n t 3 2 = 5 ; ↵

Marked Position

Next Char



# Scanning the Input “int int32=5;↵”

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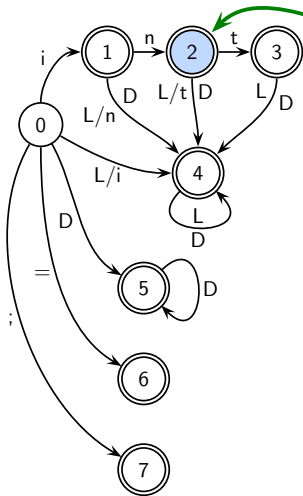
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Last Final State

Matched String

i n t ~ i n t 3 2 = 5 ; ↵

Marked Position

Next Char



# Scanning the Input “int int32=5;↵”

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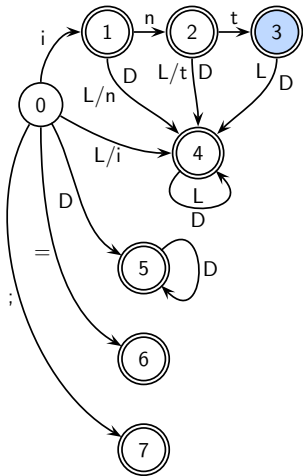
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Last Final State

Matched String

Found INT

i n t ~ i n t 3 2 = 5 ; ↵

Marked Position

Next Char



# Scanning the Input “int int32=5;↵”

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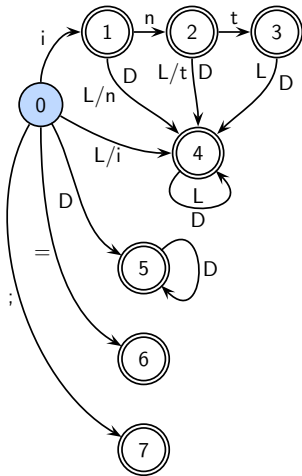
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Last Final State

Matched String

Discard

↵ i n t 3 2 = 5 ; ↵

Marked Position

Next Char



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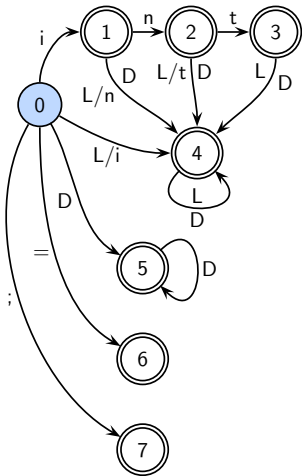
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Minimizing DFAs

## Scanning the Input “int int32=5;↵”



Last Final State

Matched String

i n t 3 2 = 5 ; ↵

Marked Position

Next Char



# Scanning the Input “int int32=5;↵”

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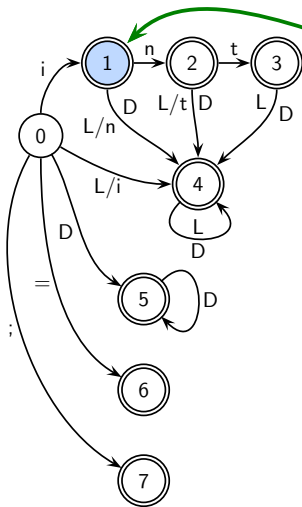
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Last Final State

Matched String

i n t 3 2 = 5 ; ↵

Marked Position

Next Char





# Scanning the Input “int int32=5;↵”

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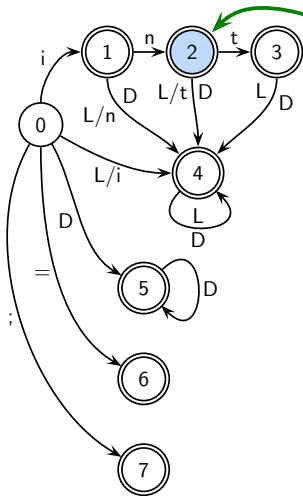
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Last Final State

Matched String

i n t 3 2 = 5 ; ↵

Marked Position

Next Char



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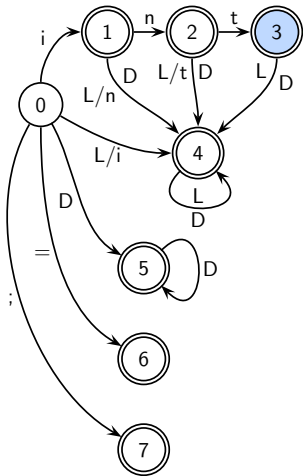
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## Scanning the Input “int int32=5;↵”



Last Final State

Matched String

i n t 3 2 = 5 ; ↵

Marked Position

Next Char



# Scanning the Input “int32=5;↵”

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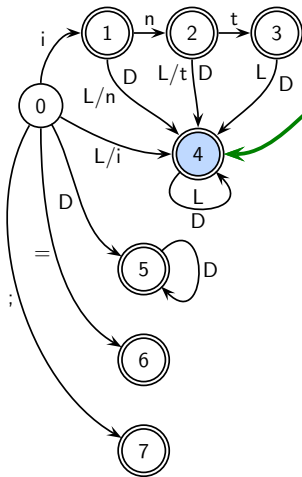
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Last Final State

Matched String

i n t 3 2 = 5 ; ↵

Marked Position

Next Char



# Scanning the Input “int32=5;↵”

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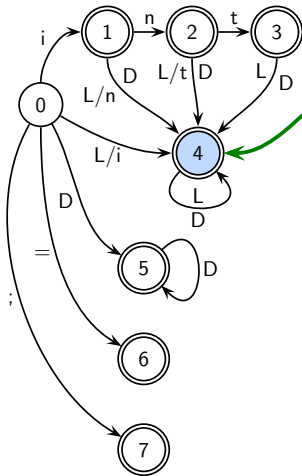
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Last Final State

Found ID

Matched String

i n t 3 2 = 5 ; ↵

Marked Position

Next Char



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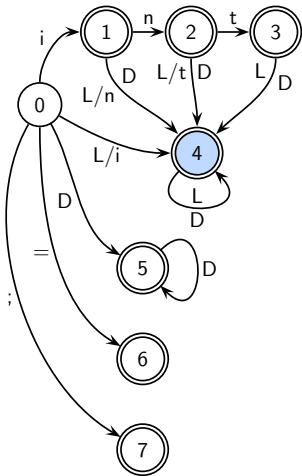
Constructing DFAs

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Minimizing DFAs

## Scanning the Input “int int32=5;↵”



Last Final State

Matched String

These patterns do not illustrate the situation when Marked Position is different from Next Char. The next example demonstrates it.

i n t 3 2 = 5 ; ↵

Marked Position

Next Char



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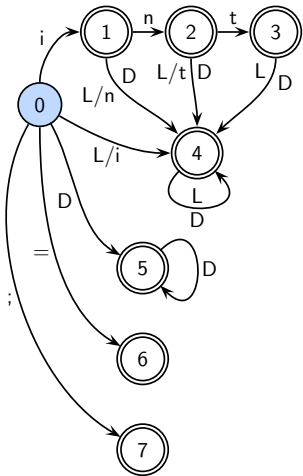
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## Scanning the Input “int int32=5;↵”



Last Final State

Matched String

= 5 ; ↵

Marked Position

Next Char



# Scanning the Input “int int32=5;↵”

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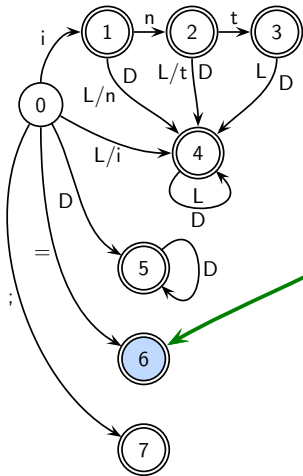
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Last Final State

Matched String

Found =

Marked Position

Next Char

= 5 ; ↵



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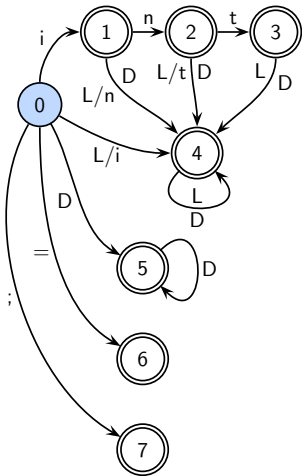
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## Scanning the Input “int int32=5;↵”



Last Final State

Matched String

5 ; ↵

Marked Position

Next Char

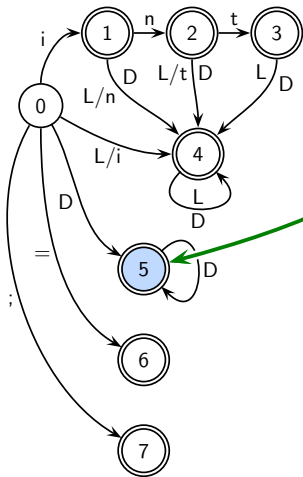




# Scanning the Input “int int32=5;↵”

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Last Final State

Matched String

Found NUM

Marked Position

Next Char

5 ; ↵



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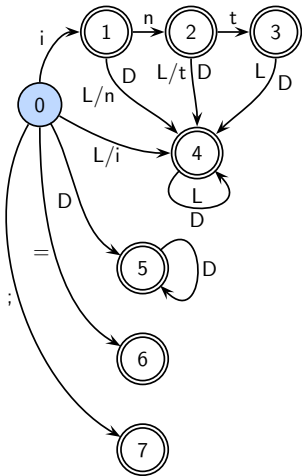
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Scanning the Input “int int32=5;↵”



Last Final State

Matched String

Marked Position

Next Char

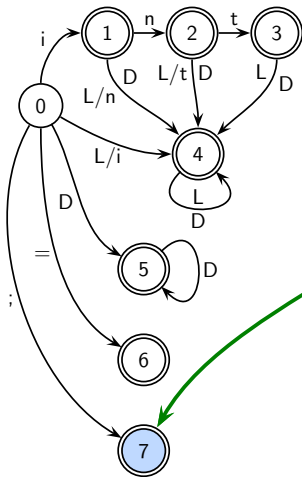
; ↵



# Scanning the Input “int int32=5;↵”

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Last Final State

Matched String

Found ;

Marked Position

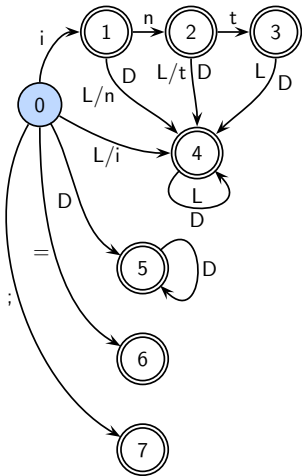
Next Char



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## Scanning the Input “int int32=5;↵”



Last Final State

Matched String

Discard

Marked Position

Next Char





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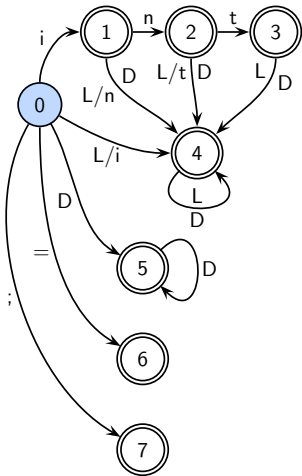
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## Scanning the Input “int int32=5;↵”



Last Final State

Matched String

Marked Position

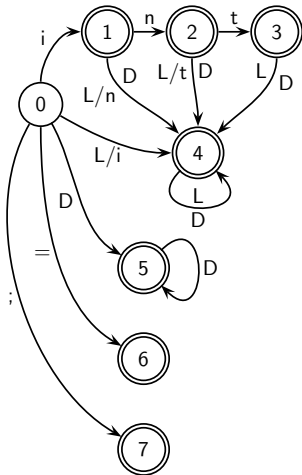
Next Char



# The Trace of Scanning the Input "int int32=5;↵"

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SNo	S	MS	Buffer	NC	LFS	MP	Action
1	0		int↵int32=5;↵	i			
2	1	i	int↵int32=5;↵	n	1	1	
3	2	in	int↵int32=5;↵	t	2	2	
4	3	int	int↵int32=5;↵	↵	3	3	Found INT
5	0		↵int32=5;↵	↵			Discard ↵
6	0		int32=5;↵	i			
7	1	i	int32=5;↵	n	1	1	
8	2	in	int32=5;↵	t	2	2	
9	3	int	int32=5;↵	3	3	3	
10	4	int3	int32=5;↵	2	4	4	
11	4	int32	int32=5;↵	=	4	5	Found ID
12	0		=5;↵	=			
13	6	=	=5;↵	5	6	1	Found =
14	0		5;↵	5			
15	5	5	5;↵	;	5	1	Found NUM
16	0		;↵	;			
17	7	;	↵	↵	7		Found ;

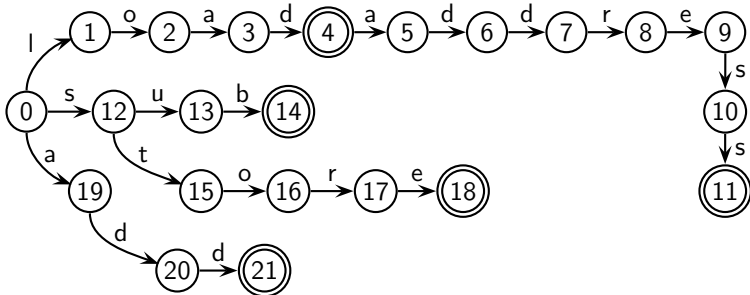


## Tutorial Problem On Scanning

- Find the occurrences of following substrings in a given input string

load, loadaddress, add, sub, store

- Use the following automata

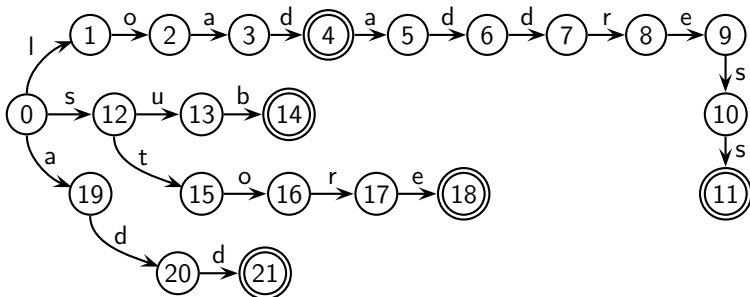


- Scan two input strings `loadsubadd↵` and `loadaddsub↵`



# The Role of MarkedPos

Observe the role of MarkedPos for the input `loadaddsub↵`



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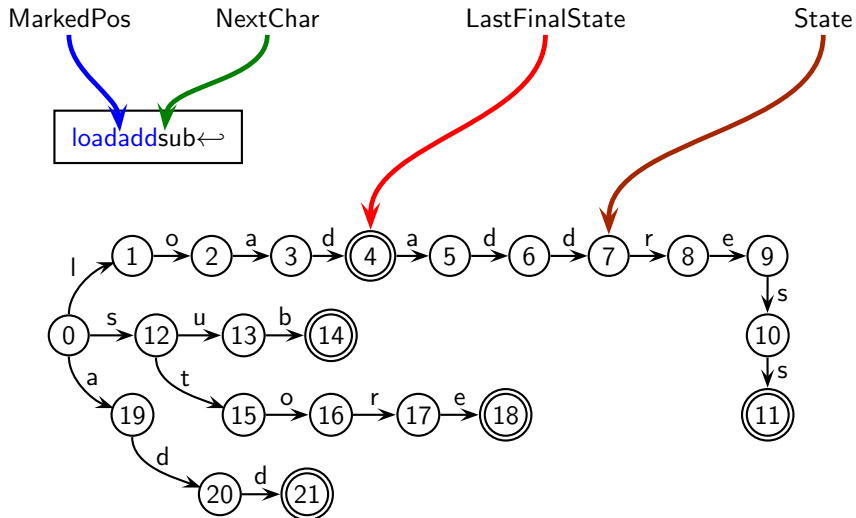
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Representing DFAs

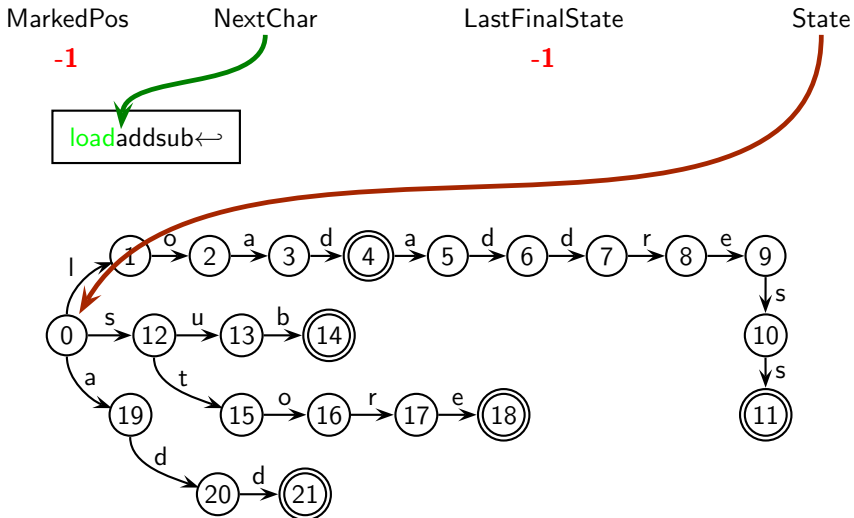
Minimizing DFAs

## The Role of MarkedPos





## The Role of MarkedPos





# Demo of Scan Trace

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# Representing DFAs Using Four Arrays



# DFA to be Represented Using Four Arrays: Example 1

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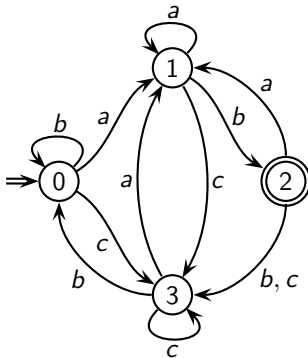
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# DFA to be Represented Using Four Arrays: Example 1

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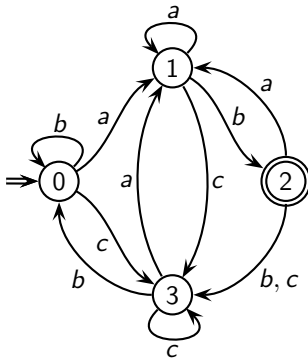
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	a	b	c
0	1	0	3
1	1	2	3
2	1	3	3
3	1	0	3



# DFA to be Represented Using Four Arrays: Example 1

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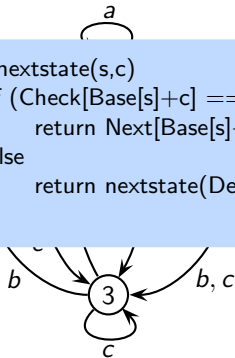
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Minimizing DFAs

```
int nextstate(s,c)
{ if (Check[Base[s]+c] == s)
  return Next[Base[s]+c];
  else
  return nextstate(Default[s],c);
}
```



States 0 and 3 have identical transitions. Transitions in states 1 and 2 differ from them only on b.

Char	Code
a	0
b	1
c	2

	a	b	c
0	1	0	3
1	1	2	3
2	1	3	3
3	1	0	3

State	Default	Base
0		
1		
2		
3		

	Next	Check
0		
1		
2		
3		
4		
5		



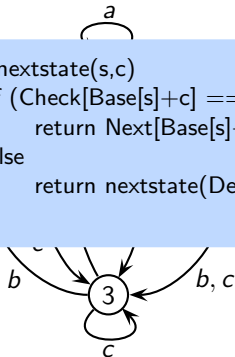


# DFA to be Represented Using Four Arrays: Example 1

We choose to fill the entries for state 0 first (state 3 could also have been used)

```
int nextstate(s,c)
{ if (Check[Base[s]+c] == s)
  return Next[Base[s]+c];
  else
  return nextstate(Default[s],c);
}
```

Char	Code
a	0
b	1
c	2



	a	b	c
0	1	0	3
1	1	2	3
2	1	3	3
3	1	0	3

State	Default	Base
0		
1		
2		
3		

	Next	Check
0		
1		
2		
3		
4		
5		



# DFA to be Represented Using Four Arrays: Example 1

The Check array contains 0 to confirm that the corresponding entries in the next array are for state 0

```
int nextstate(s,c)
{ if (Check[Base[s]+c] == s)
  return Next[Base[s]+c];
  else
  return nextstate(Default[s],c);
}
```

Char	Code
a	0
b	1
c	2



	a	b	c
0	1	0	3
1	1	2	3
2	1	3	3
3	1	0	3

State	Default	Base
0		
1		
2		
3		

	Next	Check
0	1	0
1	0	0
2	3	0
3		
4		
5		



# DFA to be Represented Using Four Arrays: Example 1

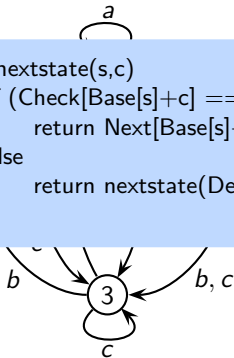
The Check array contains 0 to confirm that the corresponding entries in the next array are for state 0

```

int nextstate(s,c)
{ if (Check[Base[s]+c] == s)
  return Next[Base[s]+c];
  else
  return nextstate(Default[s],c);
}

```

Char	Code
a	0
b	1
c	2



	a	b	c
0	1	0	3
1	1	2	3
2	1	3	3
3	1	0	3

State	Default	Base
0		
1		
2		
3		

	Next	Check
0	1	0
1	0	0
2	3	0
3		
4		
5		



# DFA to be Represented Using Four Arrays: Example 1

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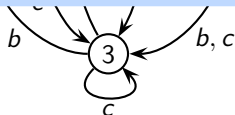
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Minimizing DFAs

```
int nextstate(s,c)
{ if (Check[Base[s]+c] == -1)
  return Next[Base[s]+c];
  else
  return nextstate(Default[s],c);
}
```

For state 1, we reuse the transitions on a and c from state 0 but need to enter transition on b explicitly. We do this using the next free entry (index 3) in the next array and back calculating the base of state 1.



Char	Code
a	0
b	1
c	2

	a	b	c
0	1	0	3
1	1	2	3
2	1	3	3
3	1	0	3

State	Default	Base
0		
1	0	
2		
3		

	Next	Check
0	1	0
1	0	0
2	3	0
3	2	1
4		
5		



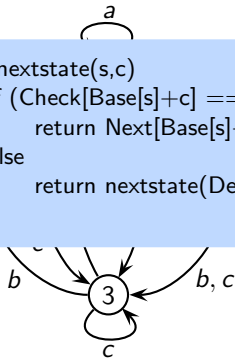
# DFA to be Represented Using Four Arrays: Example 1

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```
int nextstate(s,c)
{ if (Check[Base[s]+c] == s)
    return Next[Base[s]+c]
    else
    return nextstate(Default[s],c);
}
```

The variation in state 2 is similar to that for state 1. We reuse the transitions on a and c from state 0 but enter transition on b explicitly in the next free entry (index 4) in the next array and back-calculate the base of state 2.



Char	Code
a	0
b	1
c	2

	a	b	c
0	1	0	3
1	1	2	3
2	1	3	3
3	1	0	3

State	Default	Base
0		
1	0	
2	0	
3		

	Next	Check
0	1	0
1	0	0
2	3	0
3	2	1
4	3	2
5		



# DFA to be Represented Using Four Arrays: Example 1

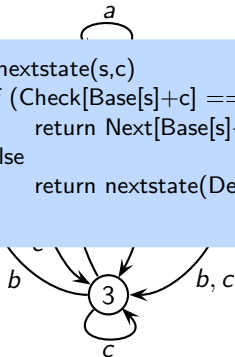
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```
int nextstate(s,c)
{ if (Check[Base[s]+c] == s)
  return Next[Base[s]+c]
  else
    return nextstate(Default[s],c);
}
```

State 3 is identical to state 0. We have shown here its base as same as for state 0.

(In practice, lex begins the entries from index 1 and keeps index 0 free for such entries. We have ignored it because it is a matter of details.)



Char	Code
a	0
b	1
c	2

	a	b	c
0	1	0	3
1	1	2	3
2	1	3	3
3	1	0	3

State	Default	Base
0		
1	0	
2	0	
3	0	

	Next	Check
0	1	0
1	0	0
2	3	0
3	2	1
4	3	2
5		

# The Intuition Behind Four Array Representation



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How to find the appropriate space in Next array for a state?

- View the entries (in the row of the state) that are required to be stored as “pins” separated by the entries that are not required to be stored
- View the positions in the Next array that do not contain a transition as “holes”
- Try to match the pattern (i.e. separation) of pins with that of the available holes



## DFA to be Represented Using Four Arrays: Example 2

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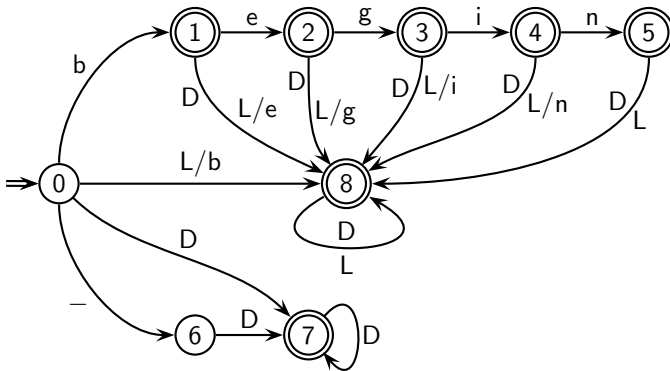
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Set	Characters
L	a to z
D	0 to 9

Pattern	Token
begin	BEGIN
$L(L D)^*$	ID
$(- \epsilon)D^+$	NUM





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## Table Representation for Example 2

In the following, L denotes any letter from a to z other than b, e, g, i, n because these letters are listed separately

	b	e	g	i	n	L	D	-
0	1	8	8	8	8	8	7	6
1	8	2	8	8	8	8	8	
2	8	8	3	8	8	8	8	
3	8	8	8	4	8	8	8	
4	8	8	8	8	5	8	8	
5	8	8	8	8	8	8	8	
6							7	
7							7	
8	8	8	8	8	8	8	8	

Character	Code
a - z	0 - 25
0 - 9	26 - 35
-	36



## Choice of Default States for Example 2

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- States 8 and 6 are represented independently
- State 6 is the default state for state 7
- State 8 is the default state for all other states



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## Four Arrays Representation for Example 2

S: State  
D: Default  
B: Base  
N: Next  
C: Check

S	D	B
0		
1		
2		
3		
4		
5		
6		
7		
8		

	N	C		N	C		N	C		N	C
0			20			40			60		
1			21			41			61		
2			22			42			62		
3			23			43			63		
4			24			44			64		
5			25			45			65		
6			26			46			66		
7			27			47			67		
8			28			48			68		
9			29			49			69		
10			30			50			70		
11			31			51			71		
12			32			52			72		
13			33			53			73		
14			34			54			74		
15			35			55			75		
16			36			56			76		
17			37			57			77		
18			38			58			78		
19			39			59			79		



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## Four Arrays Representation for Example 2

			N C		N C		N C		N C	
S	D	B	0	8 8	20	8 8	40		60	
0			1	8 8	21	8 8	41		61	
1			2	8 8	22	8 8	42		62	
2			3	8 8	23	8 8	43		63	
3			4	8 8	24	8 8	44		64	
4			5	8 8	25	8 8	45		65	
5			6	8 8	26	8 8	46		66	
6			7	8 8	27	8 8	47		67	
7			8	8 8	28	8 8	48		68	
8			9	8 8	29	8 8	49		69	
			10	8 8	30	8 8	50		70	
			11	8 8	31	8 8	51		71	
			12	8 8	32	8 8	52		72	
			13	8 8	33	8 8	53		73	
			14	8 8	34	8 8	54		74	
			15	8 8	35	8 8	55		75	
			16	8 8	36		56		76	
			17	8 8	37		57		77	
			18	8 8	38		58		78	
			19	8 8	39		59		79	



## Four Arrays Representation for Example 2

S: State  
D: Default  
B: Base  
N: Next  
C: Check

S	D	B
0	8	●
1		
2		
3		
4		
5		
6		
7		
8		●

N	C
0	8
1	8
2	8
3	8
4	8
5	8
6	8
7	8
8	8
9	8
10	8
11	8
12	8
13	8
14	8
15	8
16	8
17	8
18	8
19	8

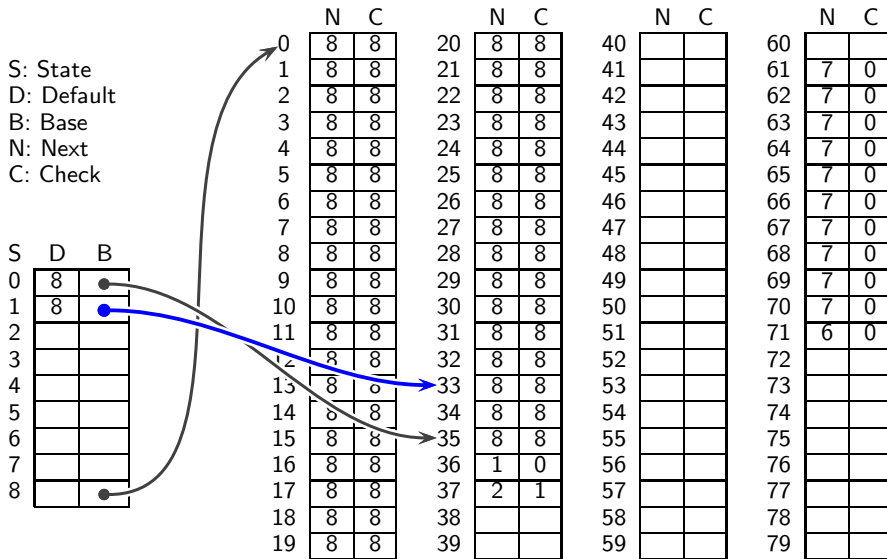
N	C
20	8
21	8
22	8
23	8
24	8
25	8
26	8
27	8
28	8
29	8
30	8
31	8
32	8
33	8
34	8
35	8
36	1
37	
38	
39	

N	C
40	
41	
42	
43	
44	
45	
46	
47	
48	
49	
50	
51	
52	
53	
54	
55	
56	
57	
58	
59	

N	C
60	
61	7
62	7
63	7
64	7
65	7
66	7
67	7
68	7
69	7
70	7
71	6
72	
73	
74	
75	
76	
77	
78	
79	

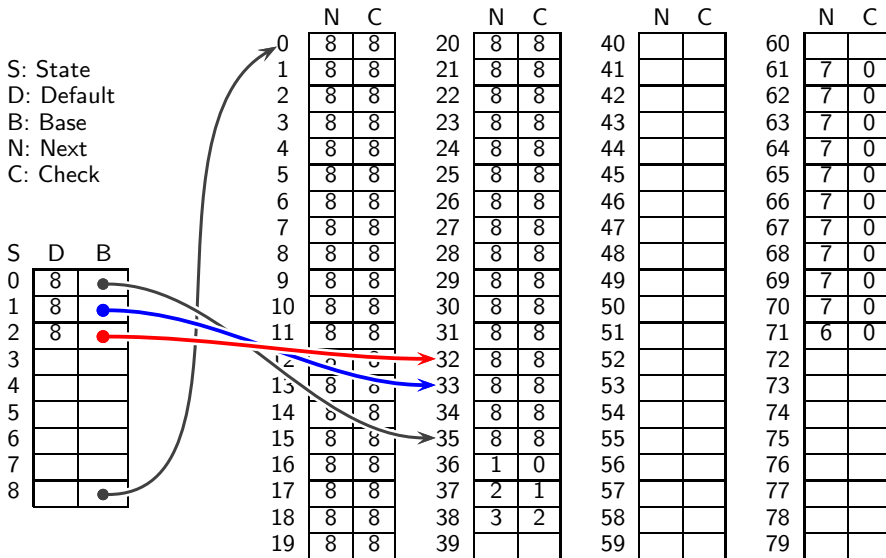


## Four Arrays Representation for Example 2



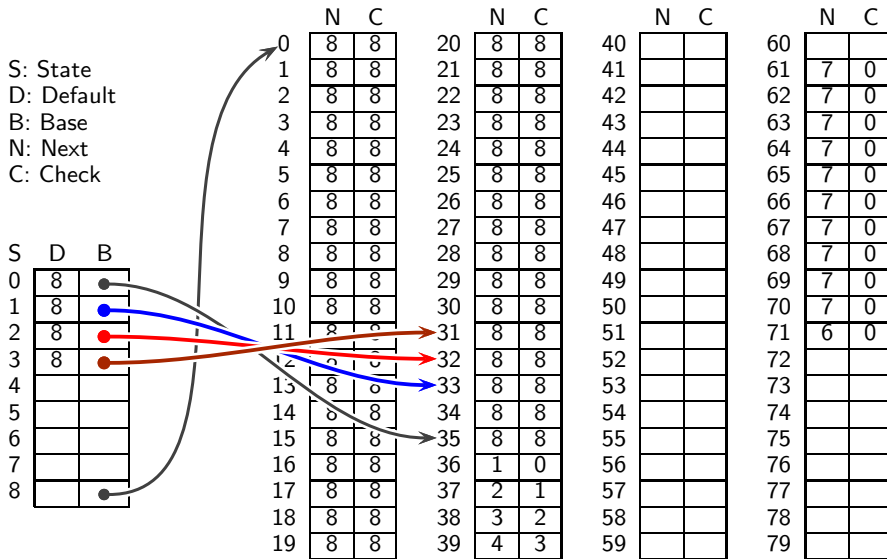


## Four Arrays Representation for Example 2





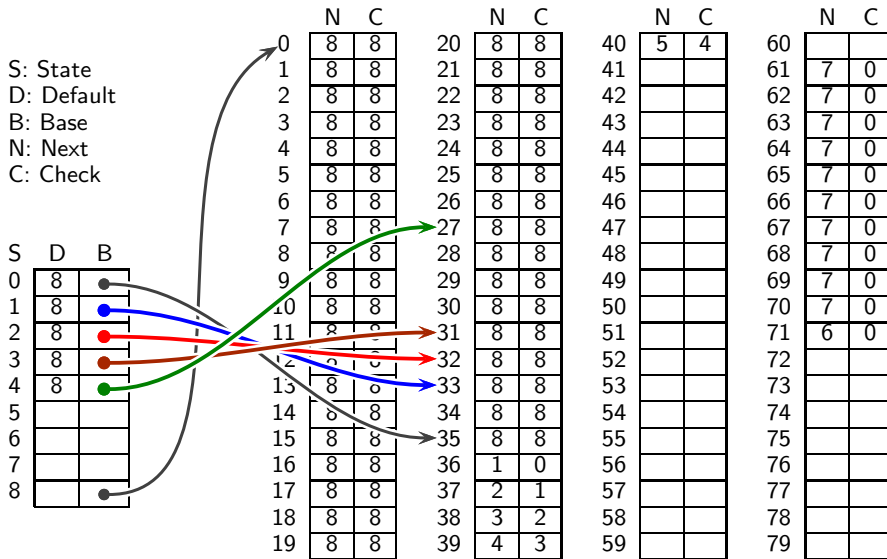
## Four Arrays Representation for Example 2

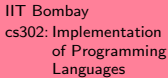






## Four Arrays Representation for Example 2





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## Tokenizing the Input

## Representing DFAs

## Minimizing DFAs

S: State  
D: Default  
B: Base  
N: Next  
C: Check

S	D	B
0	8	●
1	8	●
2	8	●
3	8	●
4	8	●
5	8	●
6		
7		
8		●

	N	C
0	8	8
1	8	8
2	8	8
3	8	8
4	8	8
5	8	8
6	8	8
7	8	8
8	8	8
9	8	8
10	8	8
11	8	8
12	8	8
13	8	8
14	8	8
15	8	8
16	8	8
17	8	8
18	8	8
19	8	8

	N	C
20	8	8
21	8	8
22	8	8
23	8	8
24	8	8
25	8	8
26	8	8
27	8	8
28	8	8
29	8	8
30	8	8
31	8	8
32	8	8
33	8	8
34	8	8
35	8	8
36	1	0
37	2	1
38	3	2
39	4	3

	N	C
40	5	4
41		
42		
43		
44		
45		
46		
47		
48		
49		
50		
51		
52		
53		
54		
55		
56		
57		
58		
59		

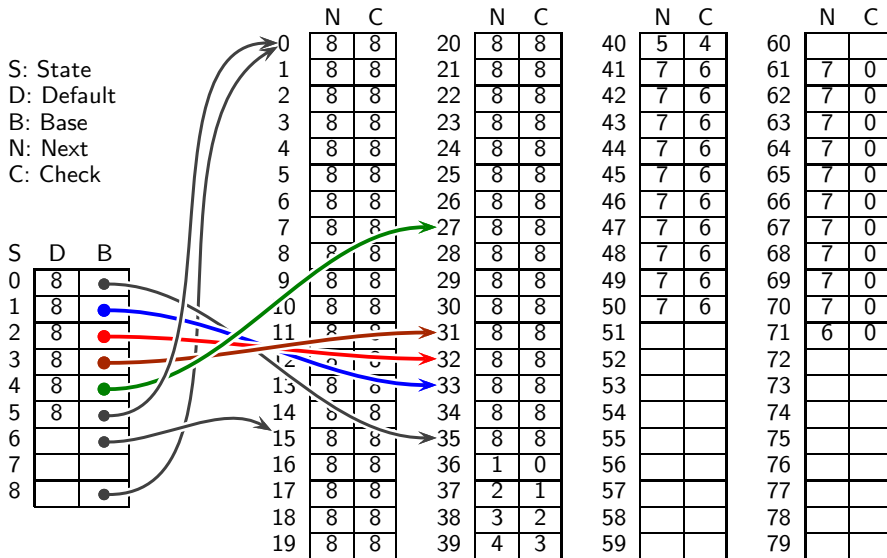
	N	C
60		
61	7	0
62	7	0
63	7	0
64	7	0
65	7	0
66	7	0
67	7	0
68	7	0
69	7	0
70	7	0
71	6	0
72		
73		
74		
75		
76		
77		
78		
79		



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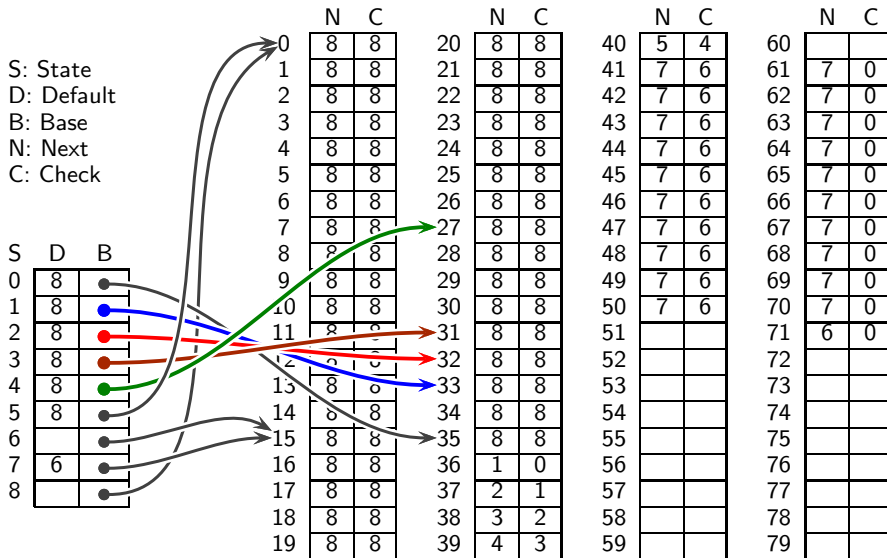
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## Four Arrays Representation for Example 2





## Four Arrays Representation for Example 2





## Size Comparison for Example 2

- Space for a 2 dimensional table

$$\text{rows} \times \text{columns} = 9 \times 36 = 324$$

- Space for four arrays representation

Array	Size
Next	71
Check	71
Default	9
Base	9
Total	160

- If a large graph seen as adjacency matrix is stored using four arrays, it would have the need of pointers and dynamic memory allocation

This would imply good cache behaviour

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# Further Compression Using Equivalence Classes



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- The four arrays handle similarity in the rows of the 2-D table
- Several columns could have a lot of similarity too
- We can define equivalence classes of characters that have identical transitions  
Identical columns are collapsed into a single column
- The equivalence classes are given contiguous codes thereby eliminating several “holes” in the Next and Check arrays



## Further Compression Using Equivalence Classes for Example 2

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EC →	0	1	2	3	4	5	6	7
	b	e	g	i	n	L	D	-
0	1	8	8	8	8	8	7	6
1	8	2	8	8	8	8	8	
2	8	8	3	8	8	8	8	
3	8	8	8	4	8	8	8	
4	8	8	8	8	5	8	8	
5	8	8	8	8	8	8	8	
6							7	
7							7	
8	8	8	8	8	8	8	8	

```
int nextstate(s,c)
{ if (Check[Base[s]+c] == s)
    return Next[Base[s]+c];
  else
    return nextstate(Default[s],c);
}
```

Now c represents the class of a character instead of the character



# Four Arrays Representation Using Equivalence Classes for Example 2

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Minimizing DFAs

EC →	0	1	2	3	4	5	6	7
	b	e	g	i	n	L	D	-
0	1	8	8	8	8	8	7	6
1	8	2	8	8	8	8	8	
2	8	8	3	8	8	8	8	
3	8	8	8	4	8	8	8	
4	8	8	8	8	5	8	8	
5	8	8	8	8	8	8	8	
6							7	
7							7	
8	8	8	8	8	8	8	8	

S: State

D: Default

B: Base

N: Next

C: Check

S	D	B
0		
1		
2		
3		
4		
5		
6		
7		
8		

	N	C
0		
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		





# Four Arrays Representation Using Equivalence Classes for Example 2

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	b	e	g	i	n	L	D	-
0	1	8	8	8	8	8	7	6
1	8	2	8	8	8	8	8	
2	8	8	3	8	8	8	8	
3	8	8	8	4	8	8	8	
4	8	8	8	8	5	8	8	
5	8	8	8	8	8	8	8	
6							7	
7							7	
8	8	8	8	8	8	8	8	8

S: State  
D: Default  
B: Base  
N: Next  
C: Check

S	D	B
0		
1		
2		
3		
4		
5		
6		
7		
8		

	N	C
0	8	8
1	8	8
2	8	8
3	8	8
4	8	8
5	8	8
6	8	8
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		



# Four Arrays Representation Using Equivalence Classes for Example 2

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EC →	0	1	2	3	4	5	6	7
	b	e	g	i	n	L	D	-
0	1	8	8	8	8	8	7	6
1	8	2	8	8	8	8	8	
2	8	8	3	8	8	8	8	
3	8	8	8	4	8	8	8	
4	8	8	8	8	5	8	8	
5	8	8	8	8	8	8	8	
6							7	
7							7	
8	8	8	8	8	8	8	8	

S: State  
D: Default  
B: Base  
N: Next  
C: Check

S	D	B
0	8	•
1		
2		
3		
4		
5		
6		
7		
8		•

N	C
0	8
1	8
2	8
3	8
4	8
5	8
6	8
7	1
8	
9	
10	
11	
12	
13	7
14	6
15	
16	



# Four Arrays Representation Using Equivalence Classes for Example 2

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	b	e	g	i	n	L	D	-
0	1	8	8	8	8	8	7	6
1	8	2	8	8	8	8	8	
2	8	8	3	8	8	8	8	
3	8	8	8	4	8	8	8	
4	8	8	8	8	5	8	8	
5	8	8	8	8	8	8	8	
6							7	
7							7	
8	8	8	8	8	8	8	8	

S: State  
D: Default  
B: Base  
N: Next  
C: Check

S	D	B
0	8	•
1	8	•
2		
3		
4		
5		
6		
7		
8		•

N	C
0	8
1	8
2	8
3	8
4	8
5	8
6	8
7	1
8	2
9	
10	
11	
12	
13	7
14	6
15	
16	



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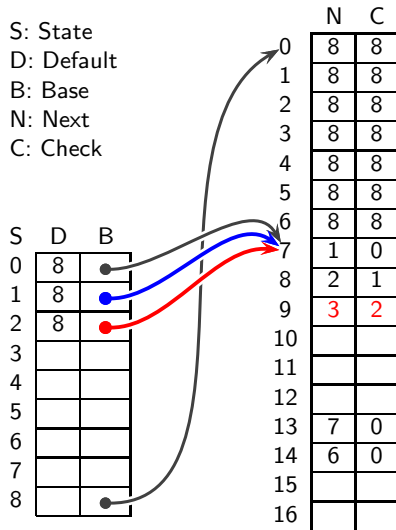
Tokenizing the Input

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Minimizing DFAs

EC →	0	1	2	3	4	5	6	7
	b	e	g	i	n	L	D	-
0	1	8	8	8	8	8	7	6
1	8	2	8	8	8	8	8	
2	8	8	3	8	8	8	8	
3	8	8	8	4	8	8	8	
4	8	8	8	8	5	8	8	
5	8	8	8	8	8	8	8	
6							7	
7							7	
8	8	8	8	8	8	8	8	

S: State  
D: Default  
B: Base  
N: Next  
C: Check





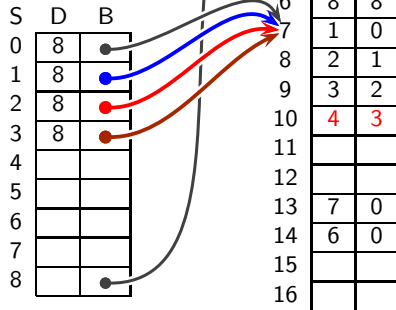
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EC →	0	1	2	3	4	5	6	7
	b	e	g	i	n	L	D	-
0	1	8	8	8	8	8	7	6
1	8	2	8	8	8	8	8	
2	8	8	3	8	8	8	8	
3	8	8	8	4	8	8	8	
4	8	8	8	8	5	8	8	
5	8	8	8	8	8	8	8	
6							7	
7							7	
8	8	8	8	8	8	8	8	

S: State  
D: Default  
B: Base  
N: Next  
C: Check





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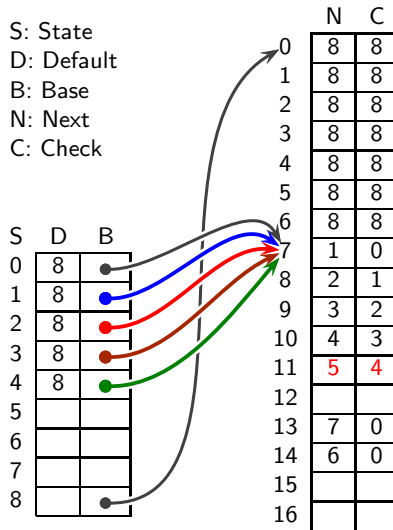
Constructing DFAs

Tokenizing the Input

Representing DFAs

Minimizing DFAs

EC →	0	1	2	3	4	5	6	7
	b	e	g	i	n	L	D	-
0	1	8	8	8	8	8	7	6
1	8	2	8	8	8	8	8	
2	8	8	3	8	8	8	8	
3	8	8	8	4	8	8	8	
4	8	8	8	8	5	8	8	
5	8	8	8	8	8	8	8	
6							7	
7							7	
8	8	8	8	8	8	8	8	





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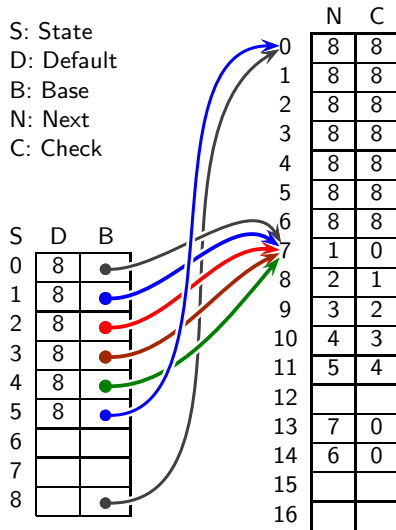
Tokenizing the Input

Representing DFAs

Minimizing DFAs

EC →	0	1	2	3	4	5	6	7
	b	e	g	i	n	L	D	-
0	1	8	8	8	8	8	7	6
1	8	2	8	8	8	8	8	
2	8	8	3	8	8	8	8	
3	8	8	8	4	8	8	8	
4	8	8	8	8	5	8	8	
5	8	8	8	8	8	8	8	
6							7	
7							7	
8	8	8	8	8	8	8	8	

S: State  
D: Default  
B: Base  
N: Next  
C: Check



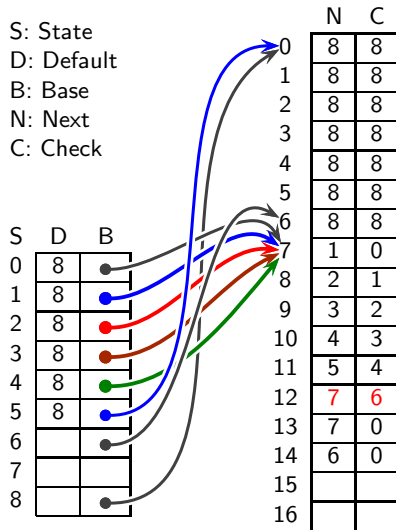


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EC →	0	1	2	3	4	5	6	7
	b	e	g	i	n	L	D	-
0	1	8	8	8	8	8	7	6
1	8	2	8	8	8	8	8	
2	8	8	3	8	8	8	8	
3	8	8	8	4	8	8	8	
4	8	8	8	8	5	8	8	
5	8	8	8	8	8	8	8	
6							7	
7							7	
8	8	8	8	8	8	8	8	





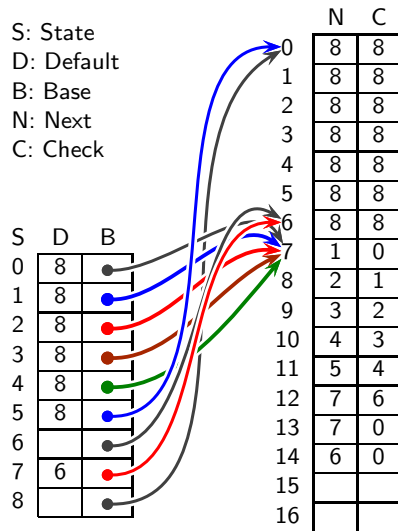


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EC →	0	1	2	3	4	5	6	7
	b	e	g	i	n	L	D	-
0	1	8	8	8	8	8	7	6
1	8	2	8	8	8	8	8	
2	8	8	3	8	8	8	8	
3	8	8	8	4	8	8	8	
4	8	8	8	8	5	8	8	
5	8	8	8	8	8	8	8	
6							7	
7							7	
8	8	8	8	8	8	8	8	





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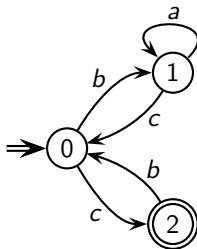
Tokenizing the Input

Representing DFAs

Minimizing DFAs

## Tutorial Problem

Represent the following DFA using 4-arrays notation as compactly as possible



Character	Code
<i>a</i>	0
<i>b</i>	1
<i>c</i>	2



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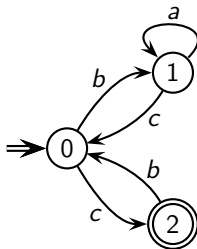
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## Tutorial Problem

Represent the following DFA using 4-arrays notation as compactly as possible



Character	Code
<i>a</i>	0
<i>b</i>	1
<i>c</i>	2

State	Base	Default
0	2	
1	0	
2	0	

	Next	Check
0	1	1
1	0	2
2	0	1
3	1	0
4	2	0
5		



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**Minimizing DFAs**

# Minimizing DFAs



# Minimizing DFAs

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Prof. Sanyal's slides (scanning-slides-sanyal-part3.pdf)