



Finite Automaton

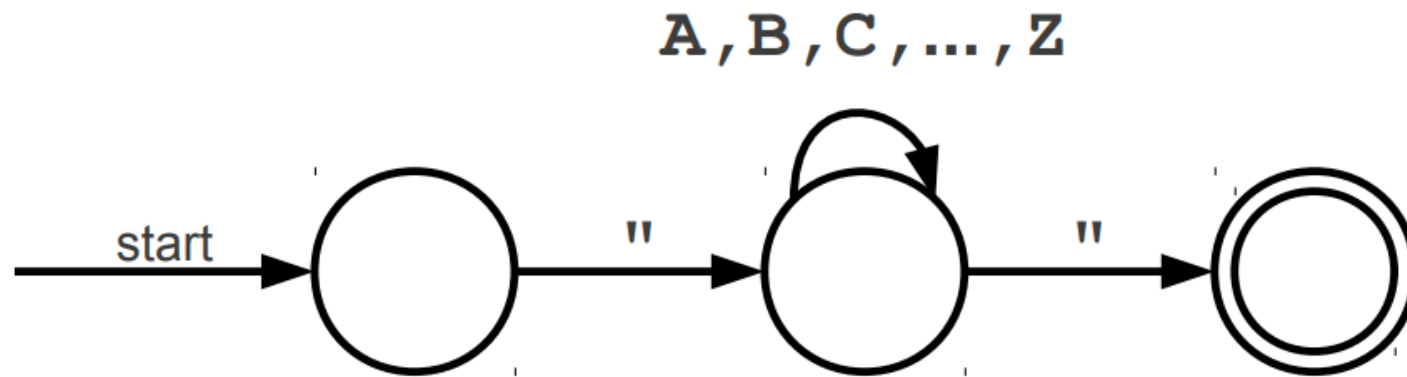
Professor: Suman Saha

Implementing Regular Expression

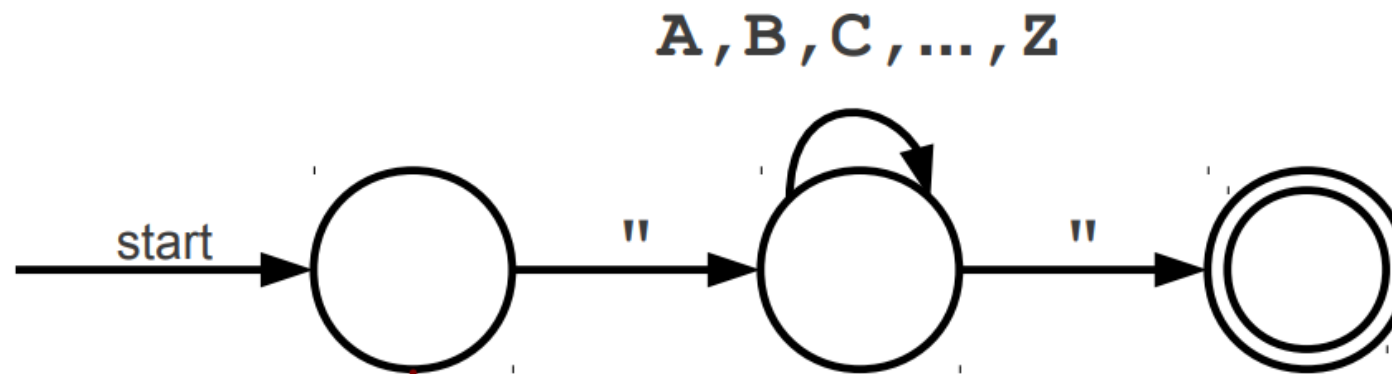


- Regular expressions are equivalent to **finite automata**
 - NFAs (nondeterministic finite automata)
 - DFAs (deterministic finite automata)
- Finite automata are easily turned into computer programs
- Two methods:
 - Convert the regular expressions to an NFA and simulate the NFA
 - Convert the regular expressions to an NFA, convert the NFA to a DFA, and simulate the DFA.

A Simple Automaton

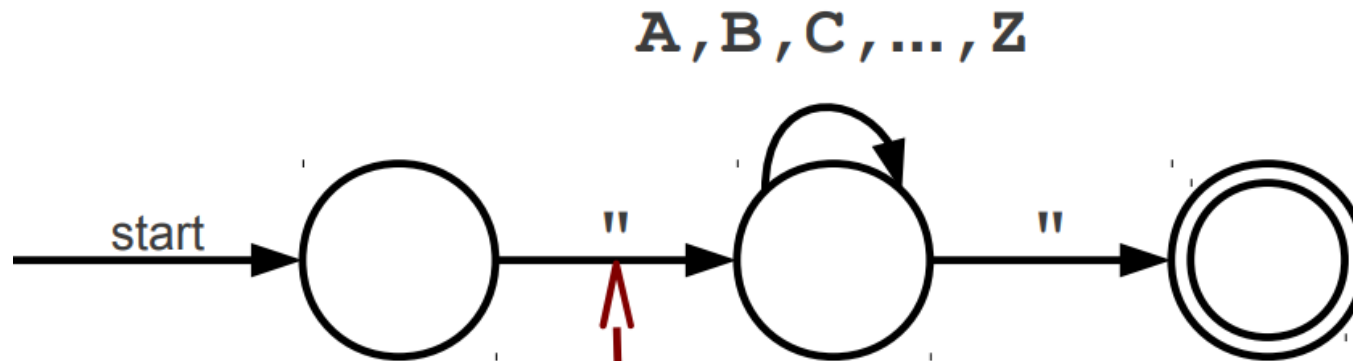


A Simple Automaton



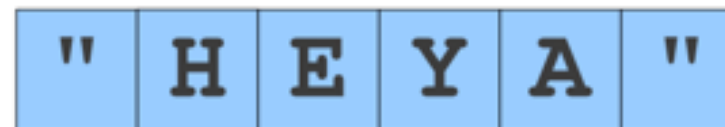
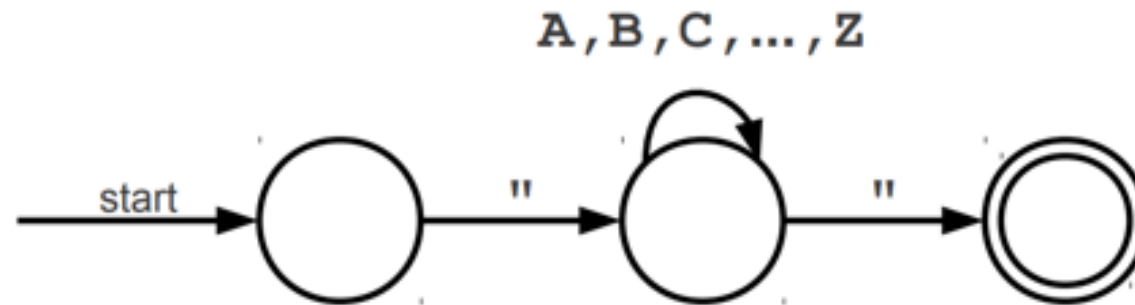
Each circle is a **state** of the automaton. The automaton's configuration is determined by what state(s) it is in.

A Simple Automaton



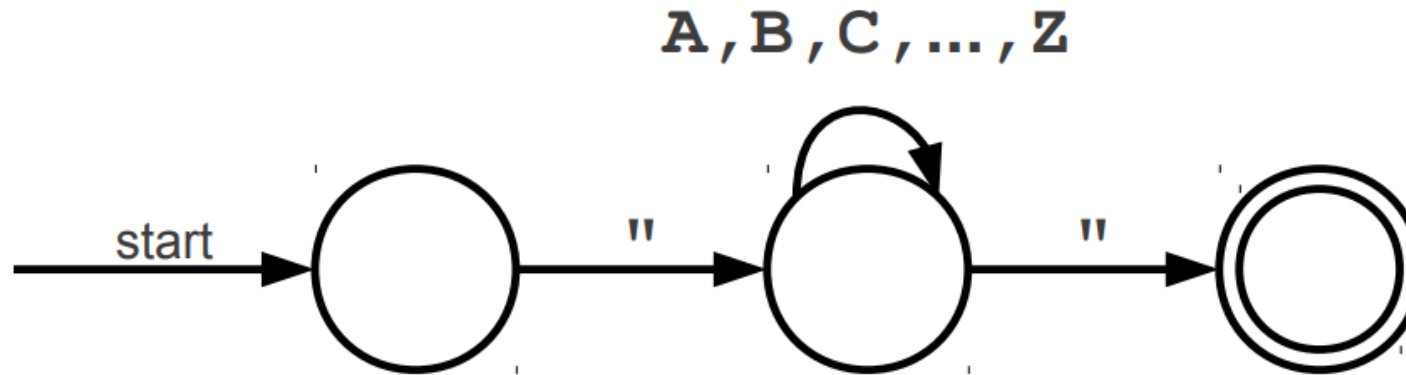
These arrows are called **transitions**. The automaton changes which state(s) it is in by following transitions.

A Simple Automaton

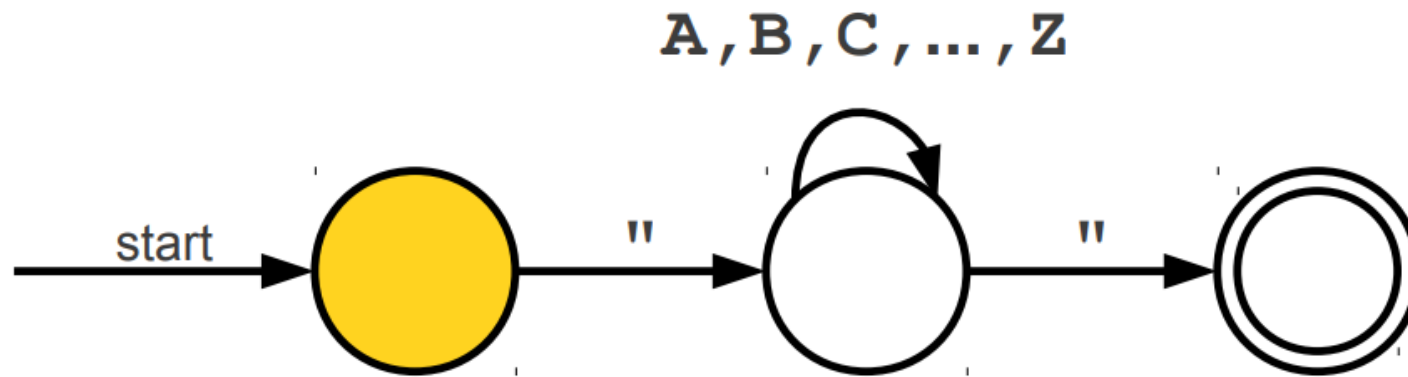


The automaton takes a string as input and decides whether to accept or reject the string.

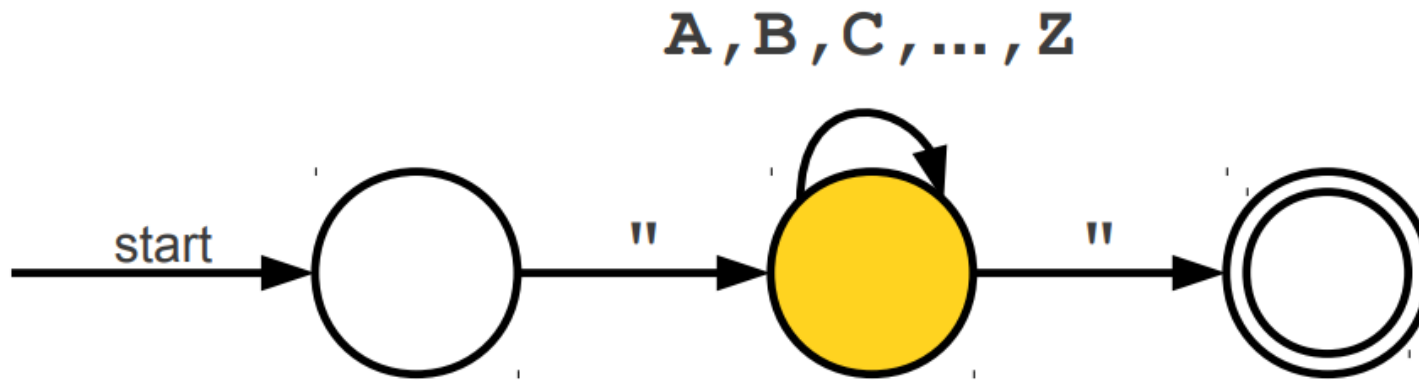
A Simple Automaton



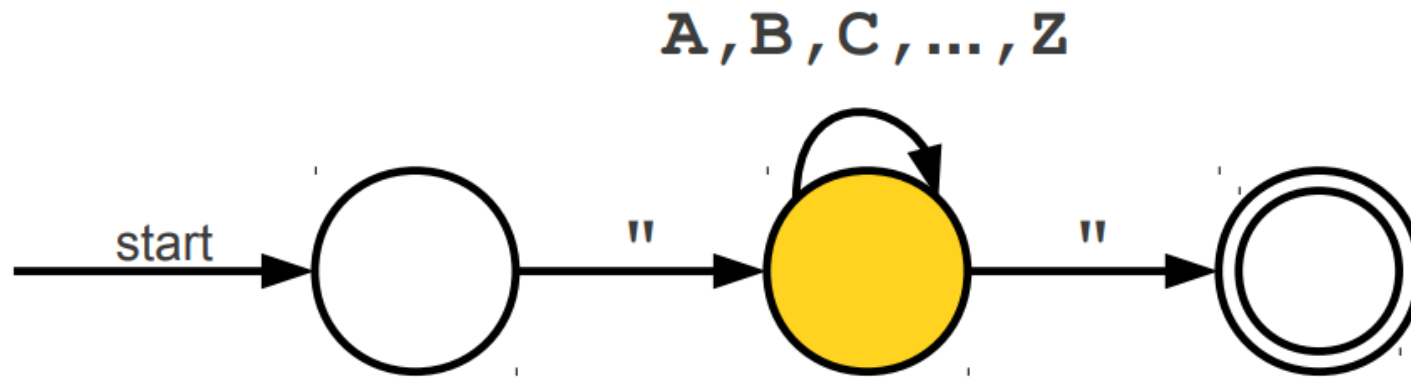
A Simple Automaton



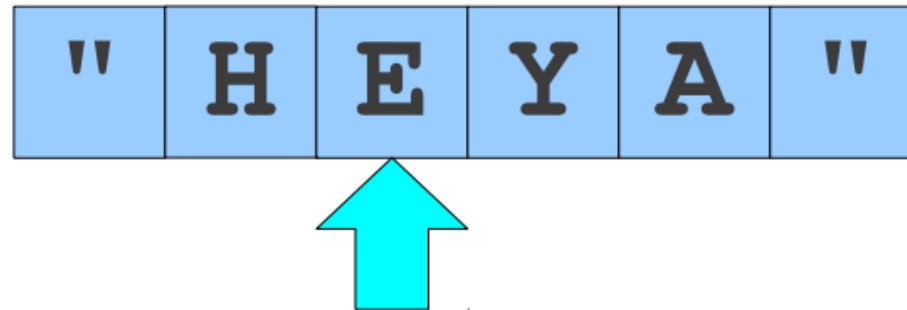
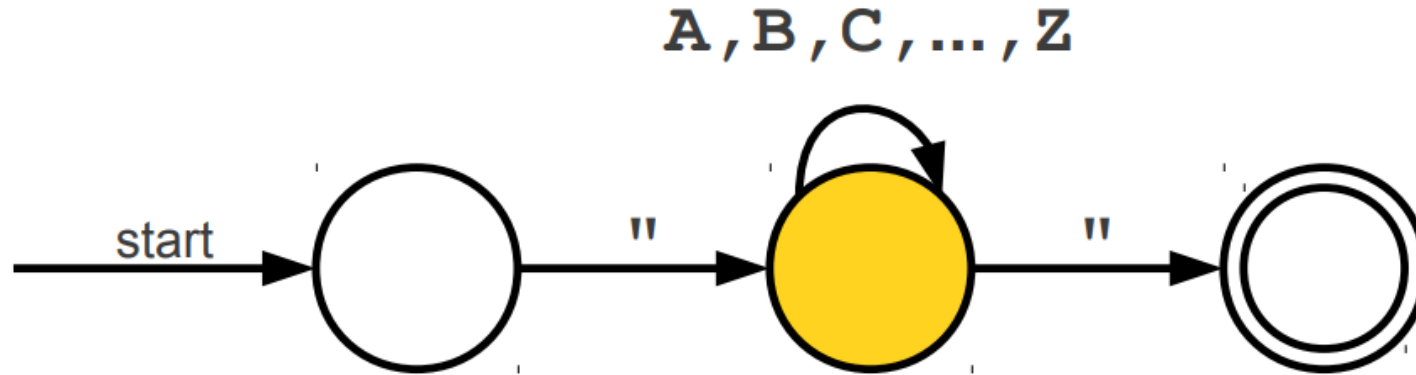
A Simple Automaton



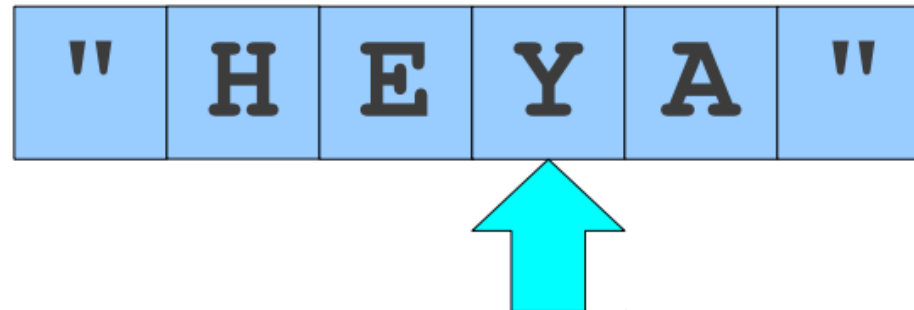
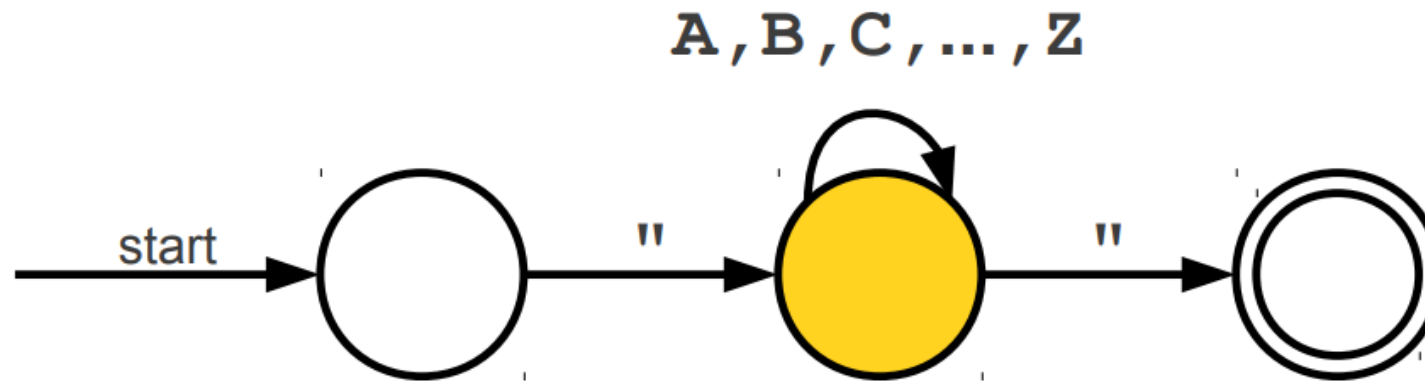
A Simple Automaton



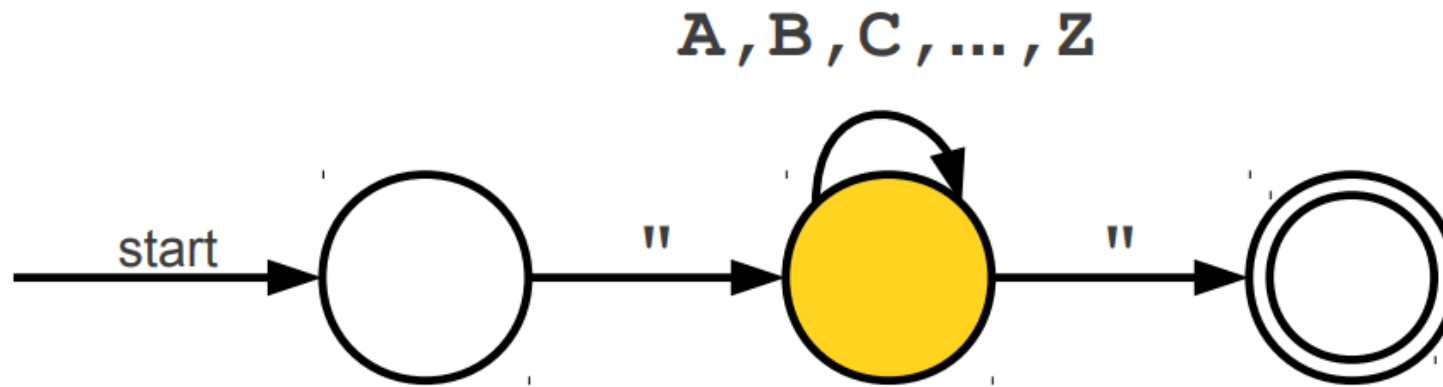
A Simple Automaton



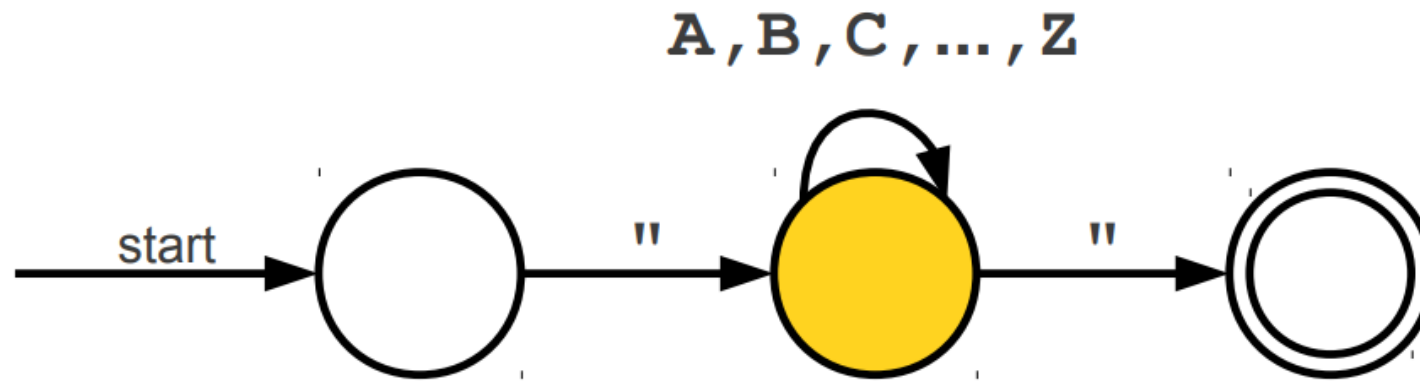
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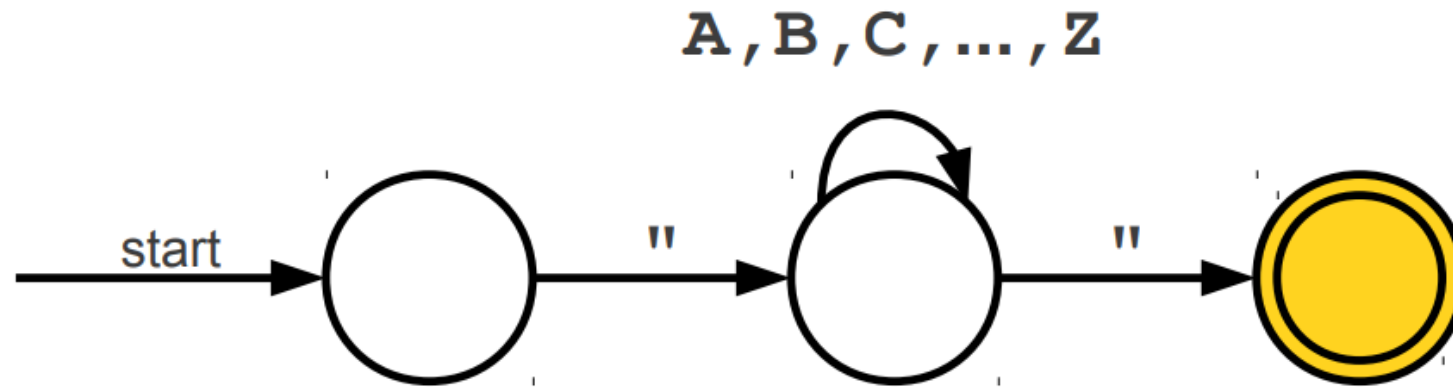
A Simple Automaton



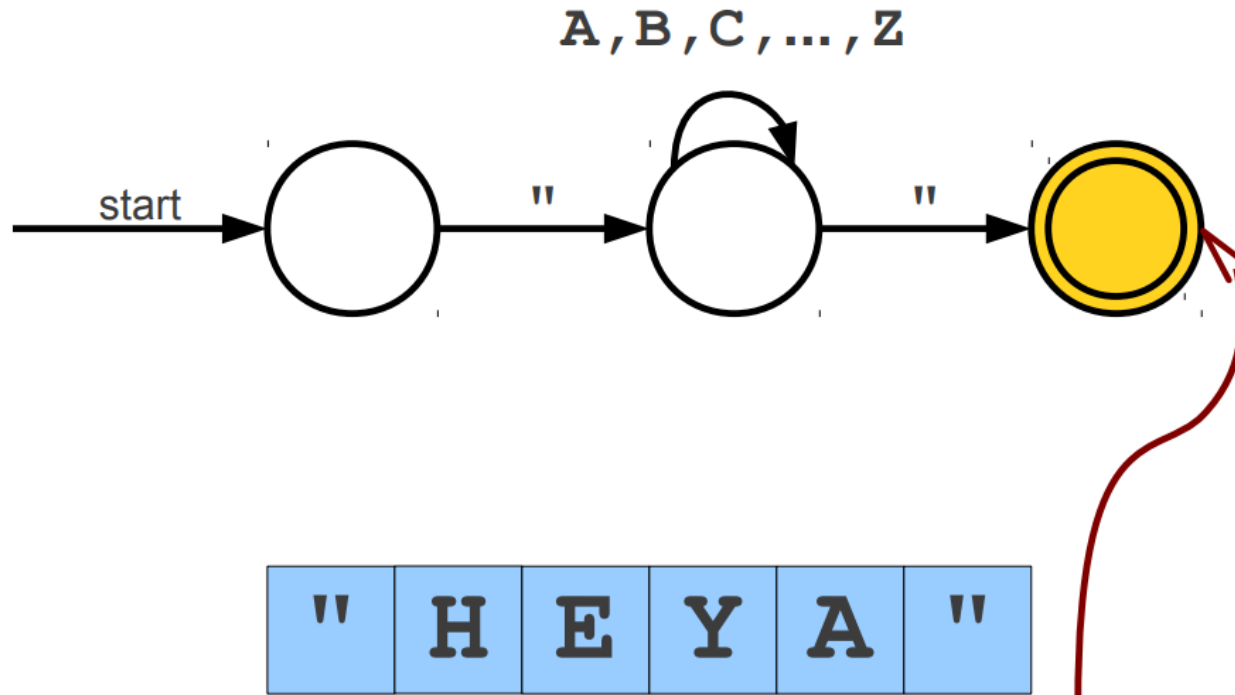
A Simple Automaton



A Simple Automaton

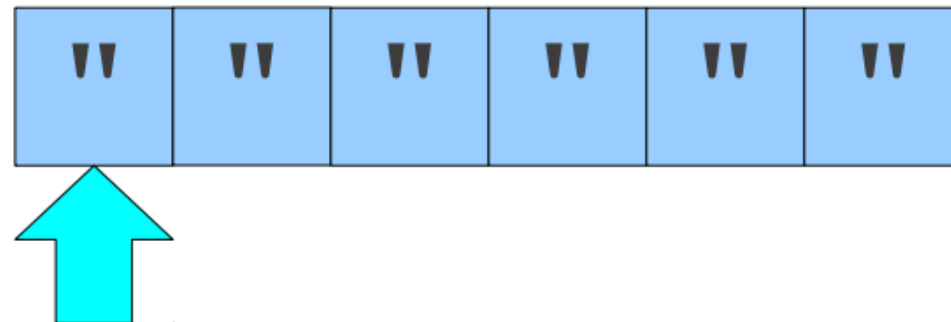
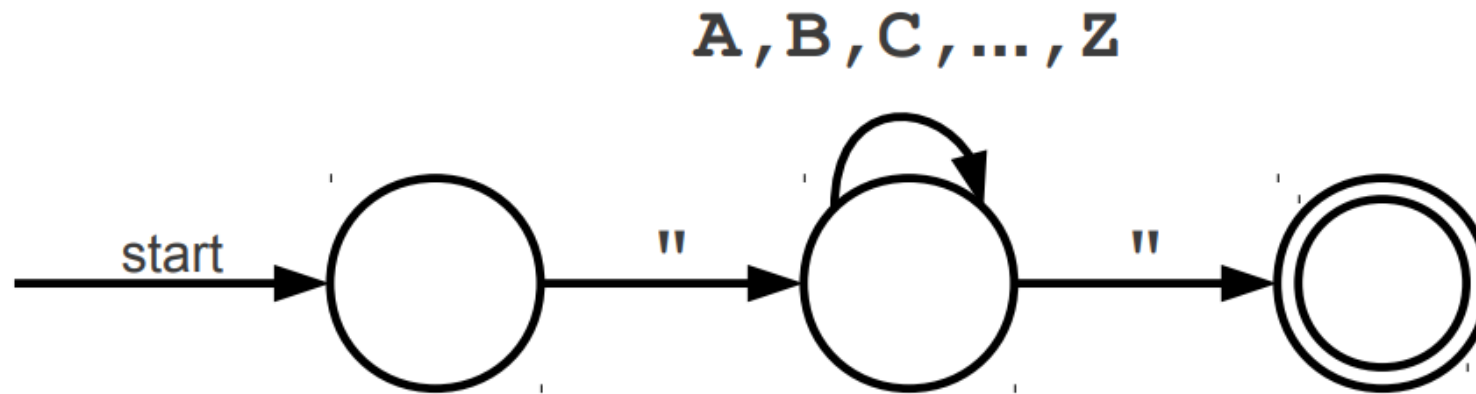


A Simple Automaton

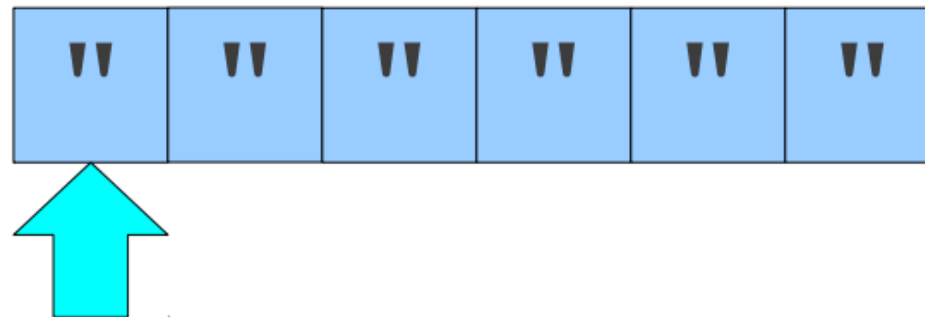
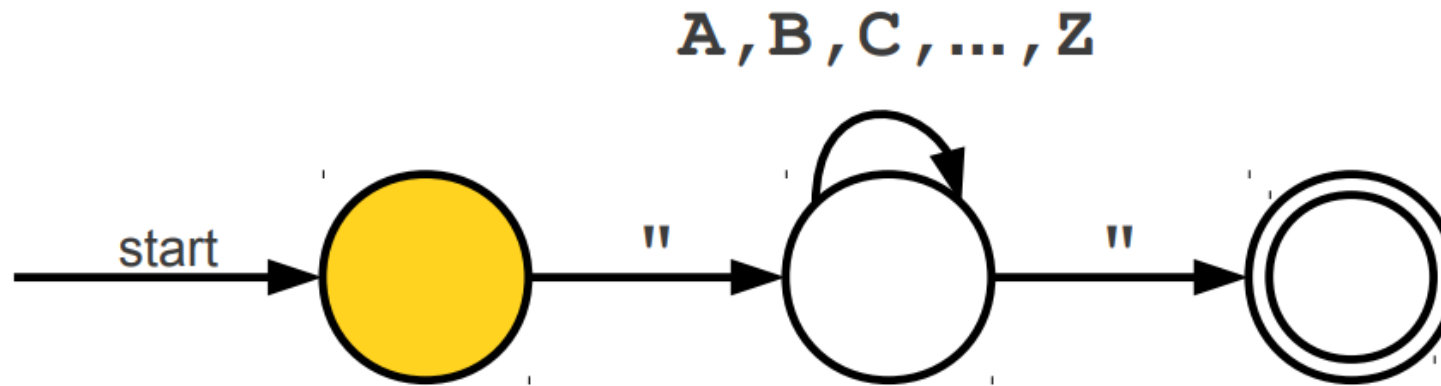


The double circle indicates that this state is an **accepting state**. The automaton accepts the string if it ends in an accepting state.

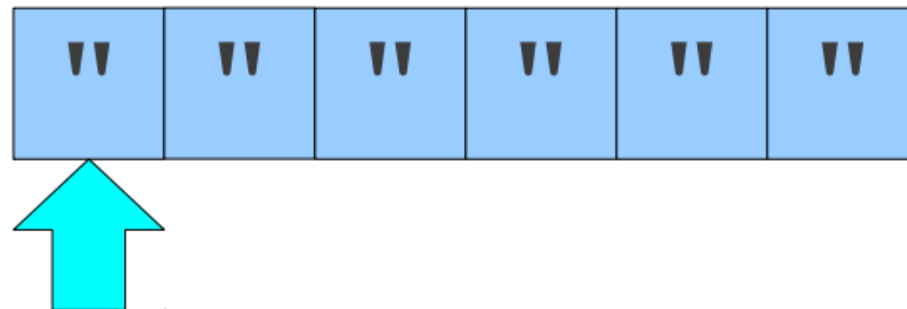
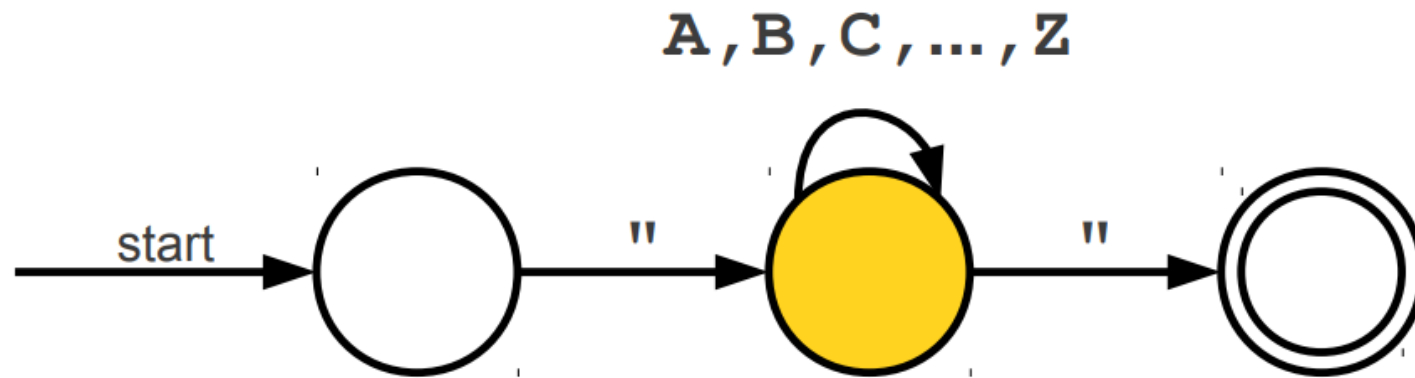
A Simple Automaton



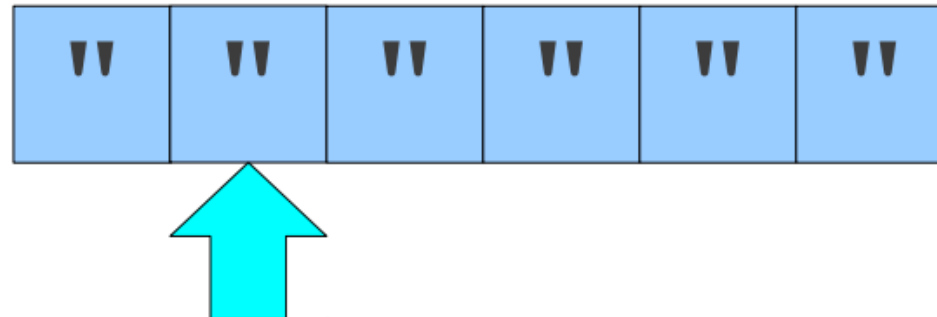
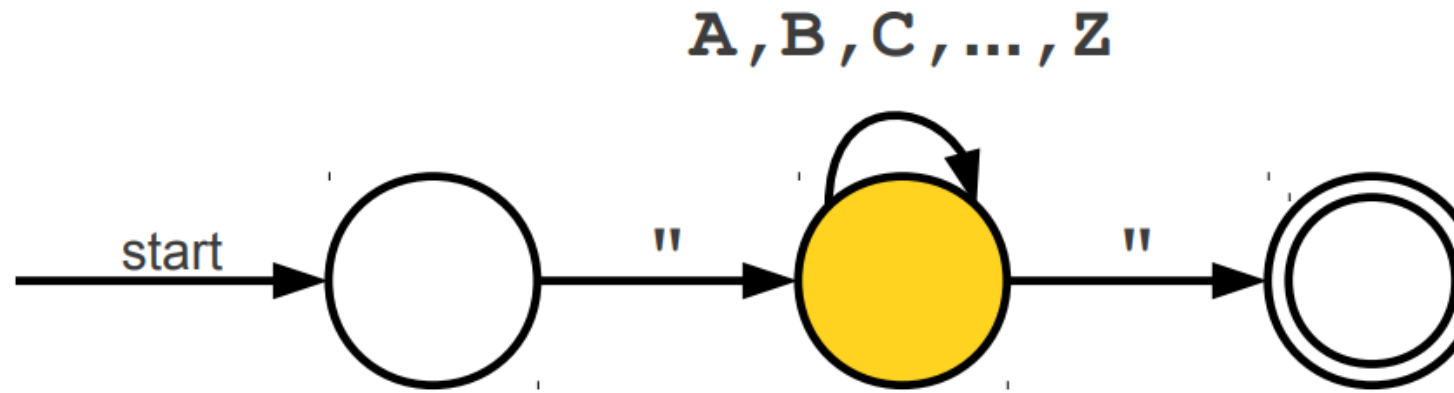
A Simple Automaton



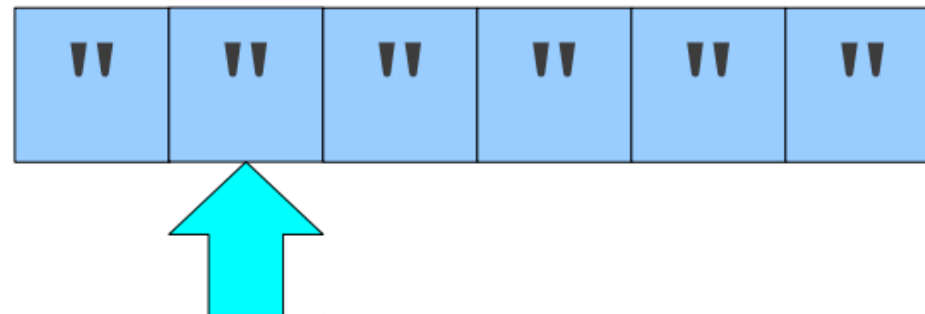
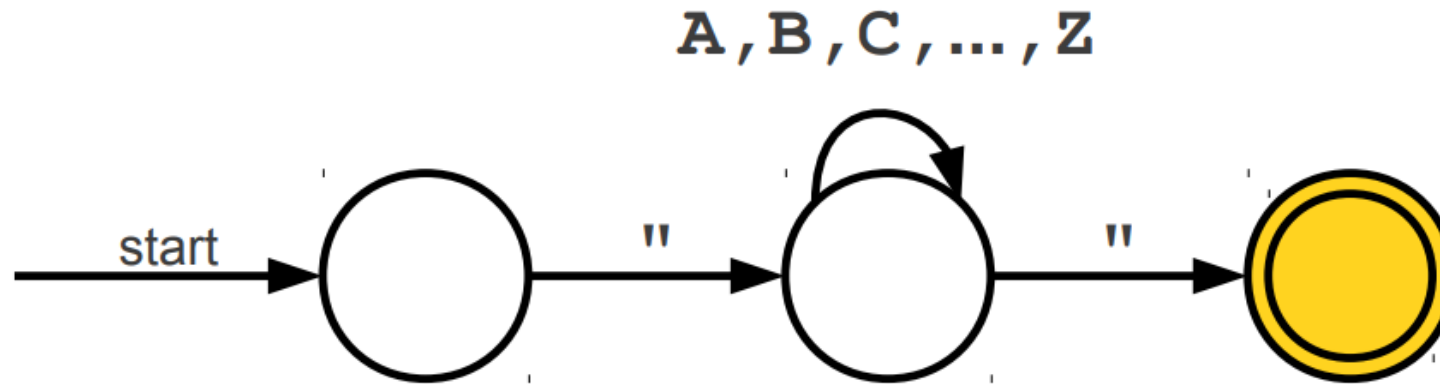
A Simple Automaton



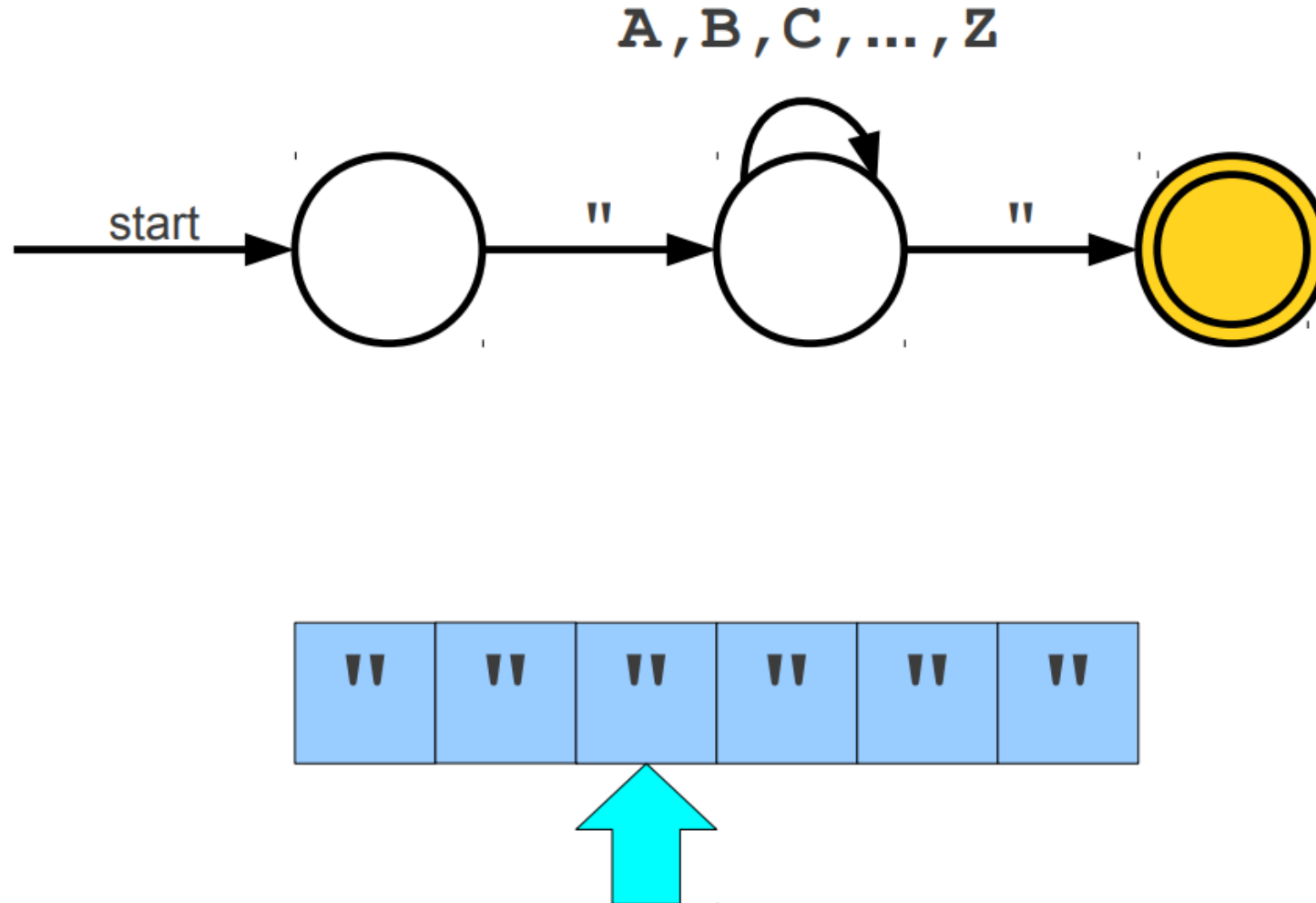
A Simple Automaton



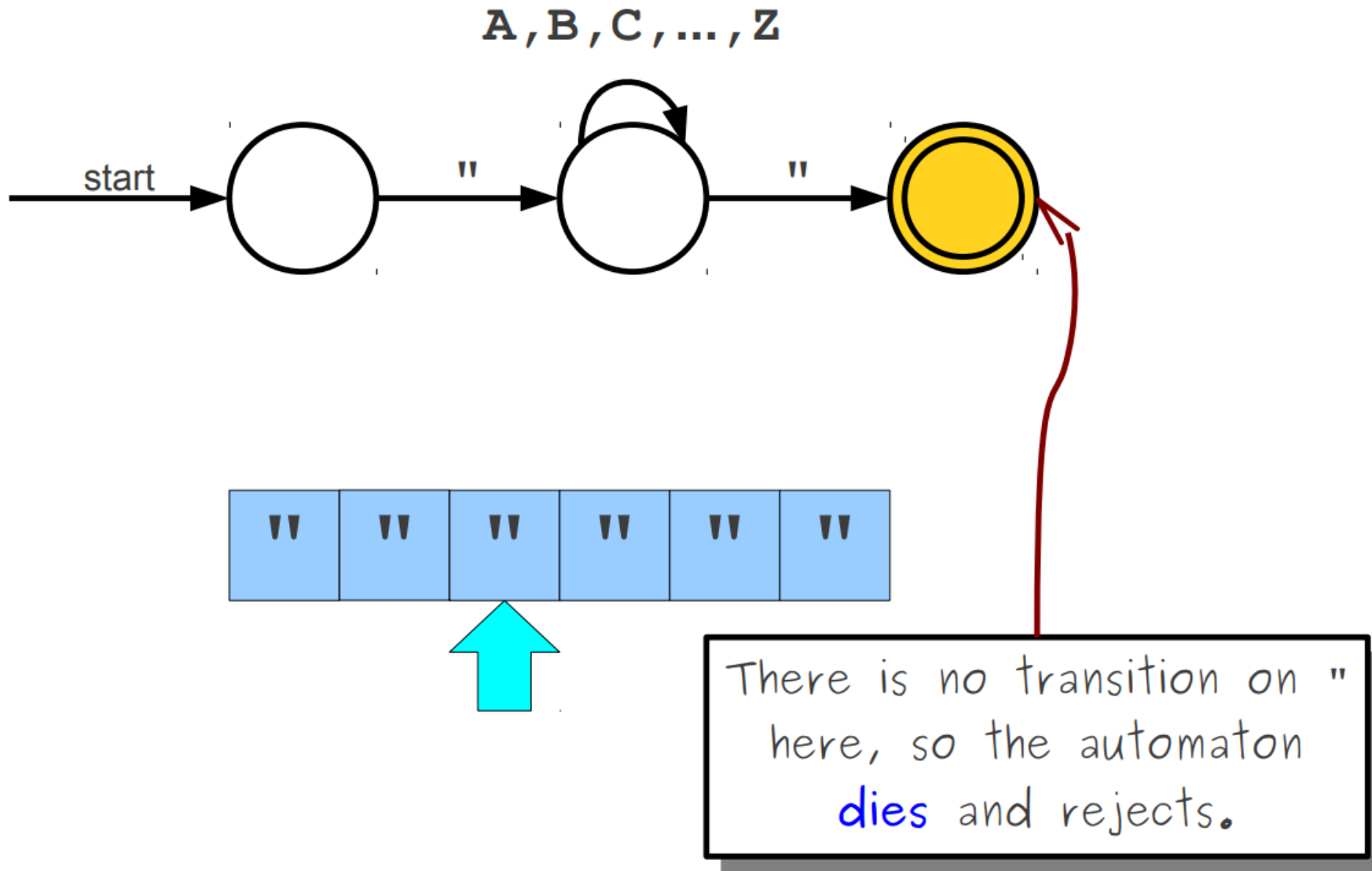
A Simple Automaton



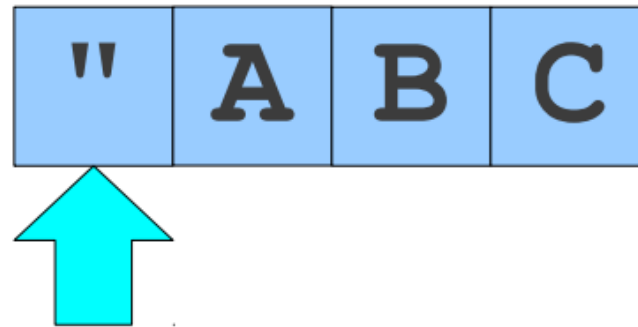
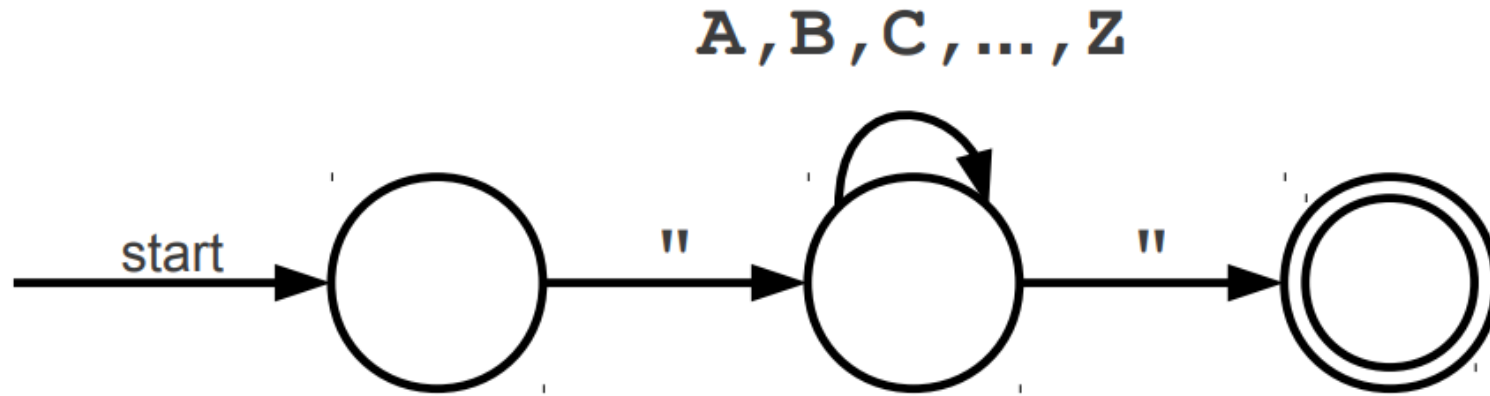
A Simple Automaton



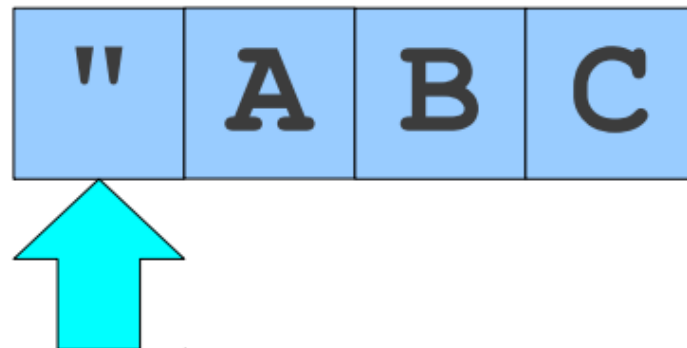
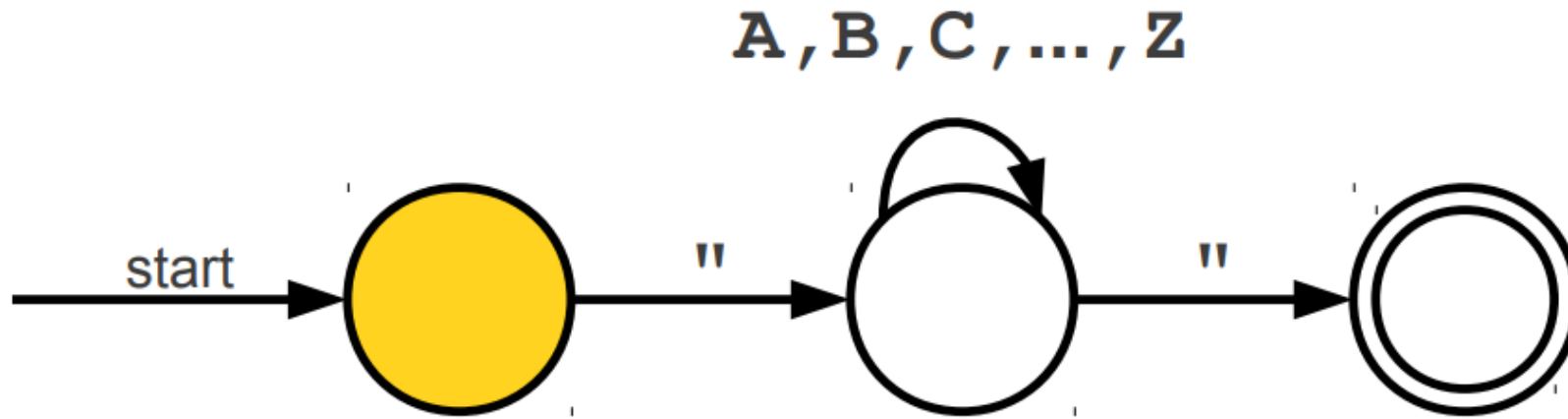
A Simple Automaton



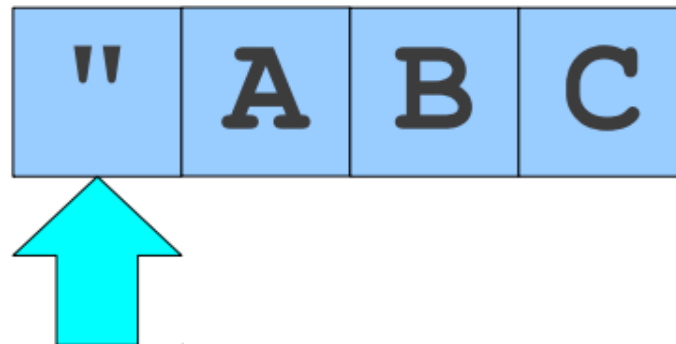
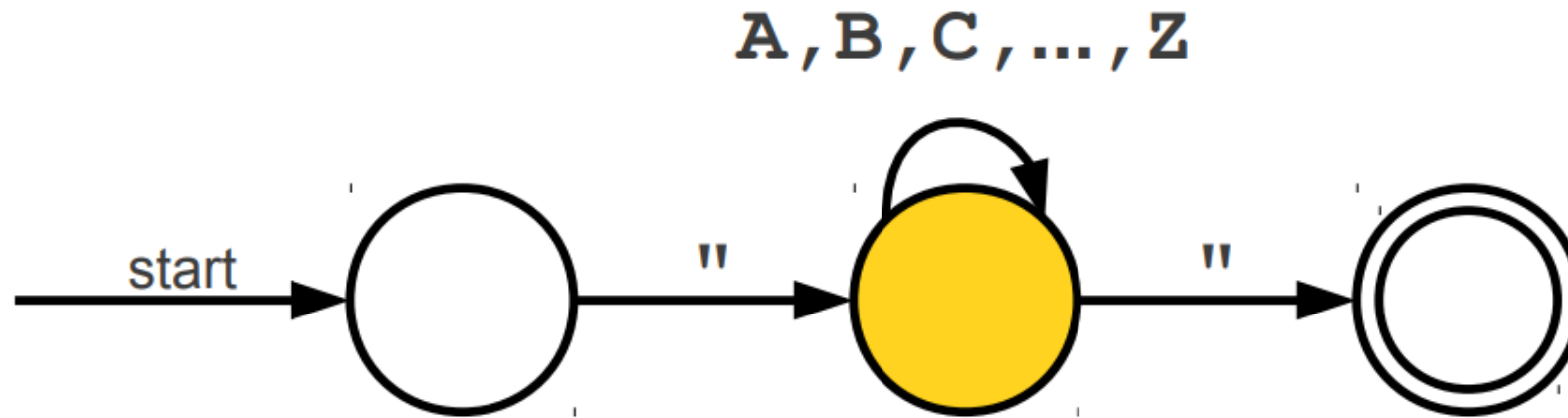
A Simple Automaton



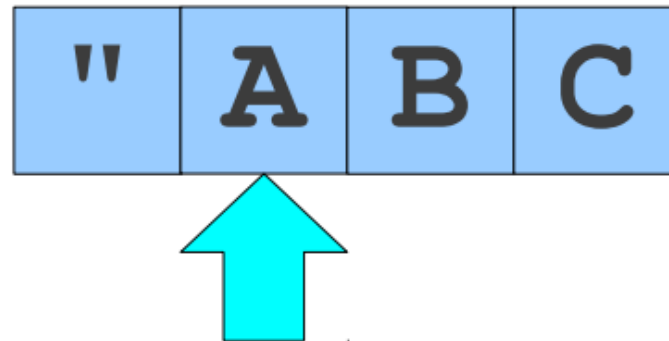
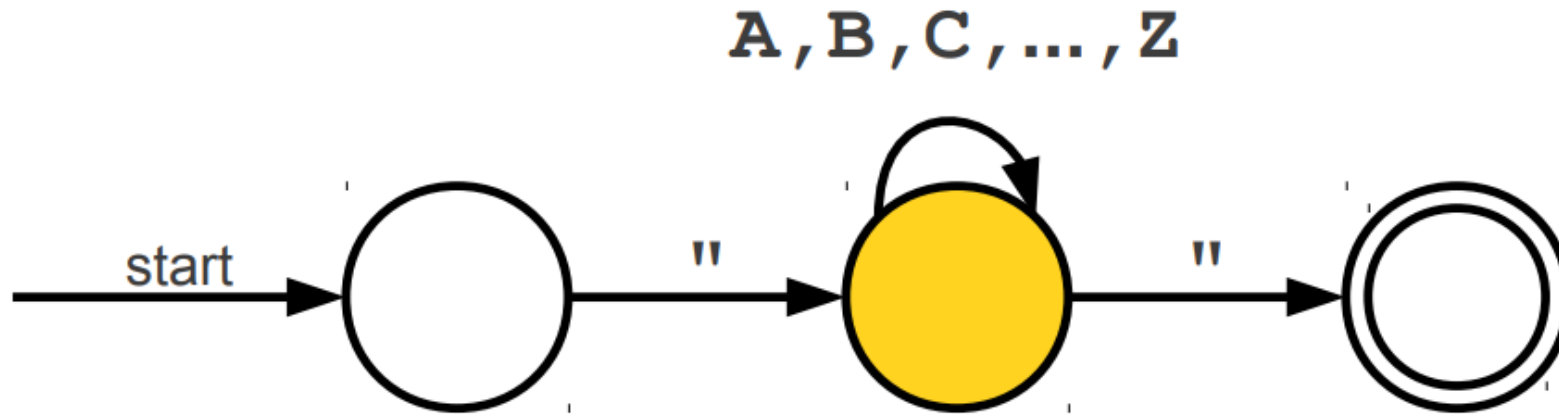
A Simple Automaton



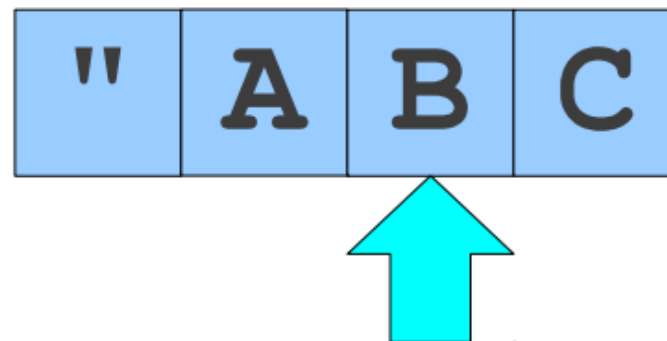
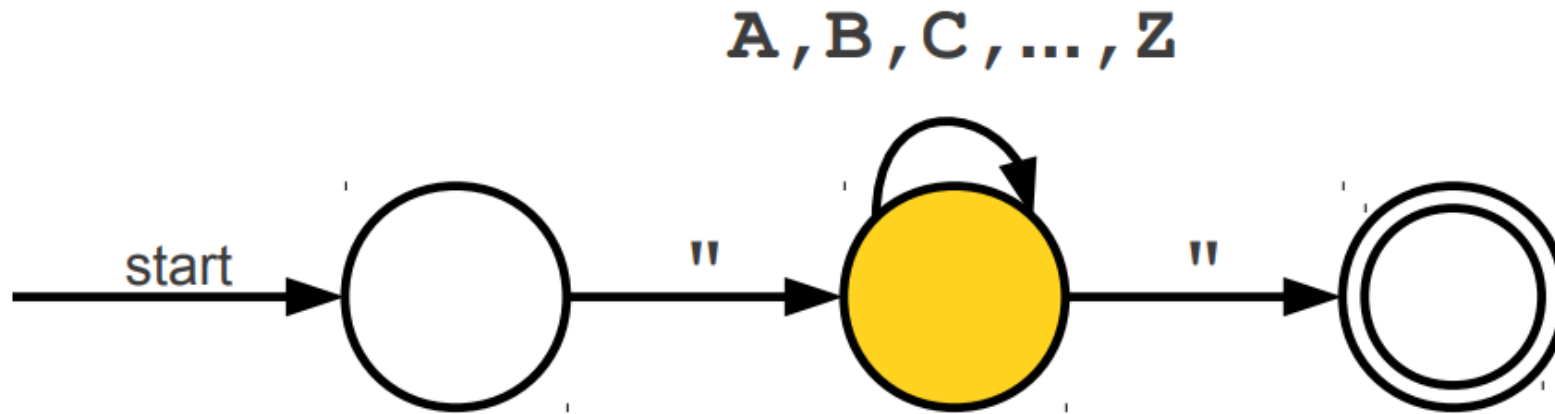
A Simple Automaton



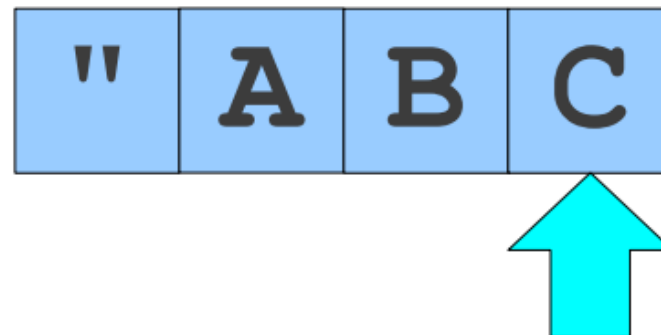
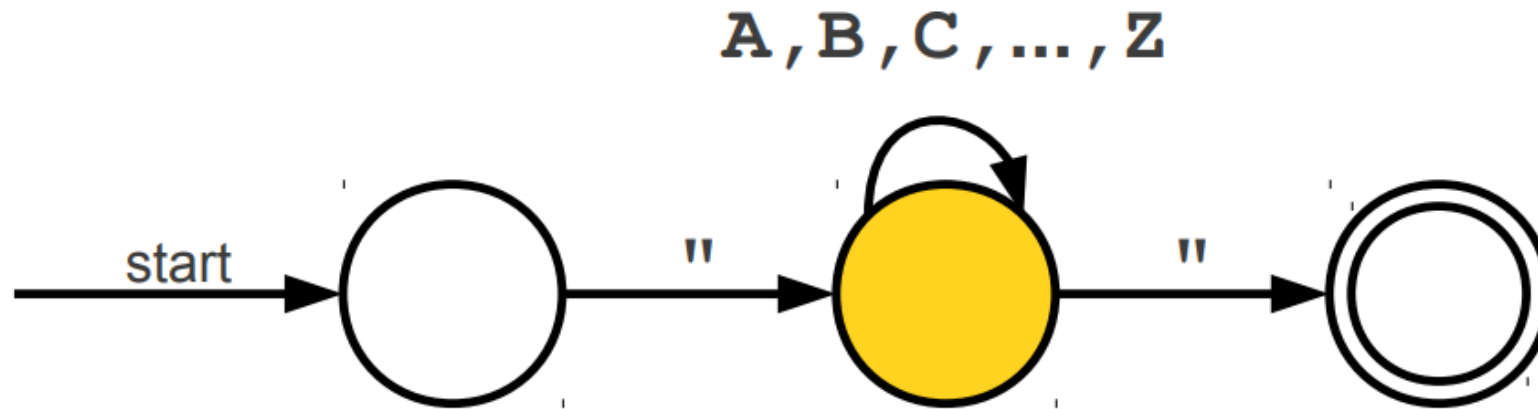
A Simple Automaton



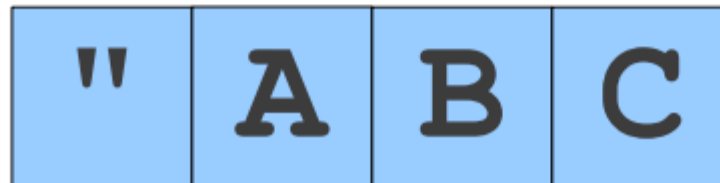
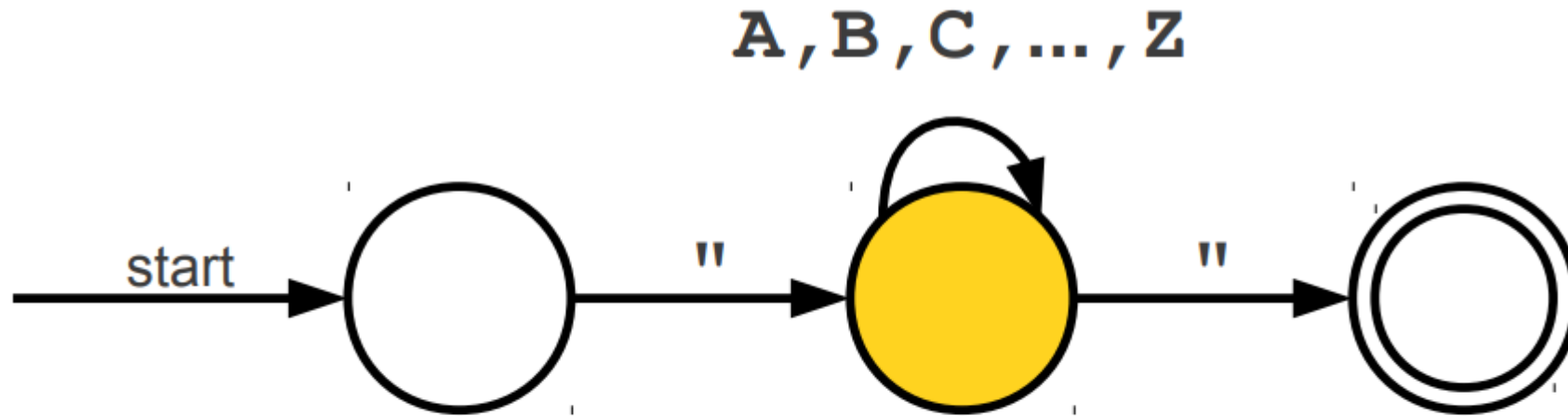
A Simple Automaton



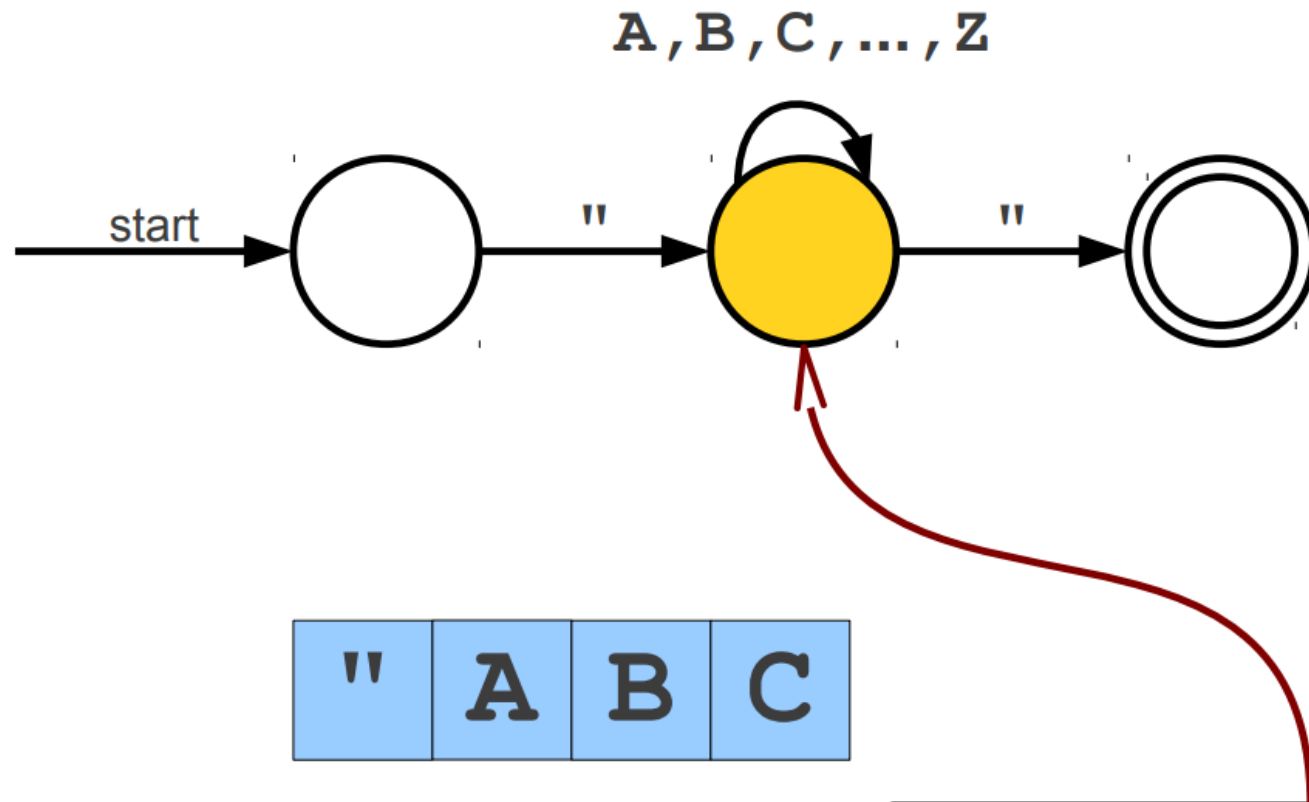
A Simple Automaton



A Simple Automaton

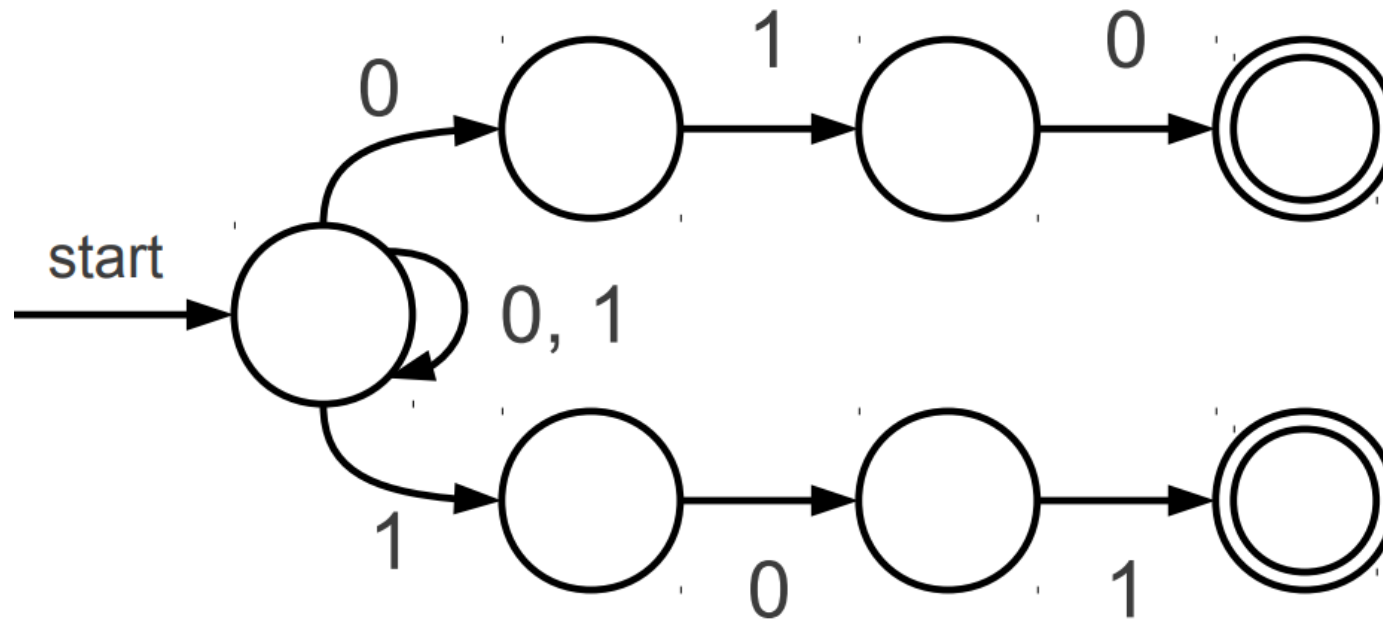


A Simple Automaton

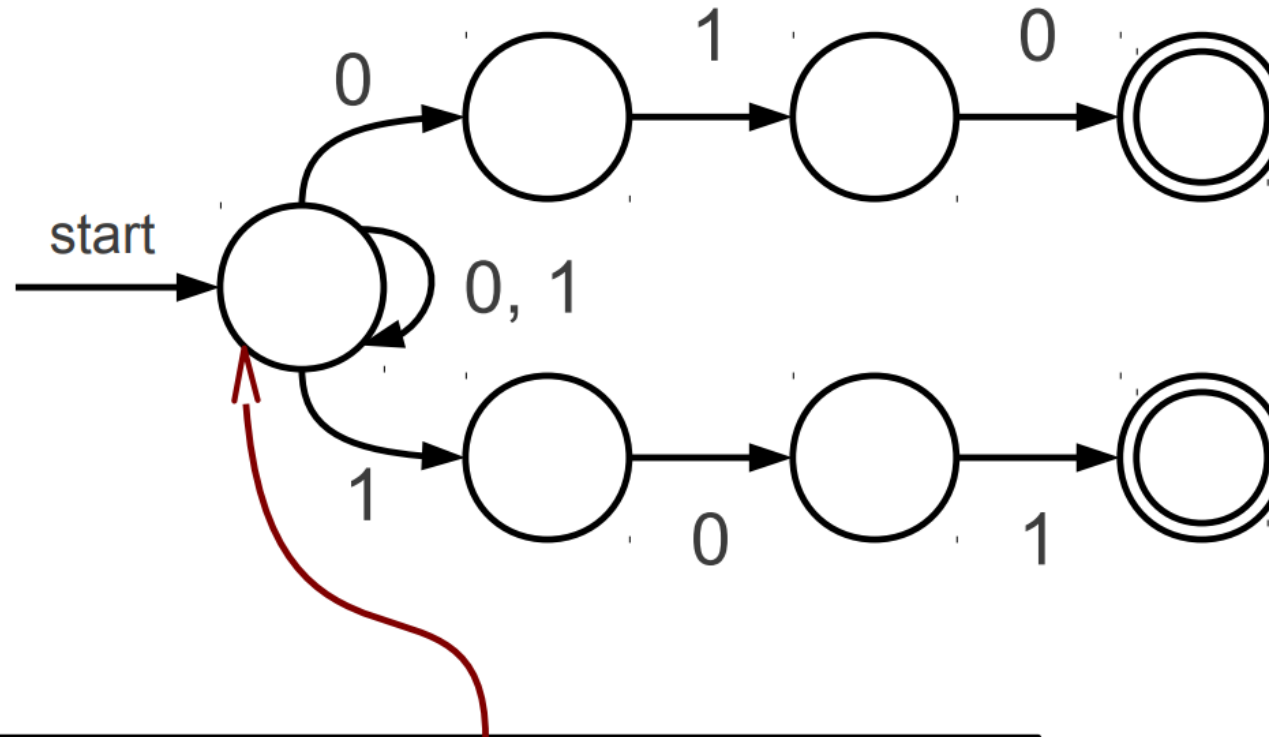


This is not an accepting state, so the automaton rejects.

A More Complex Automaton

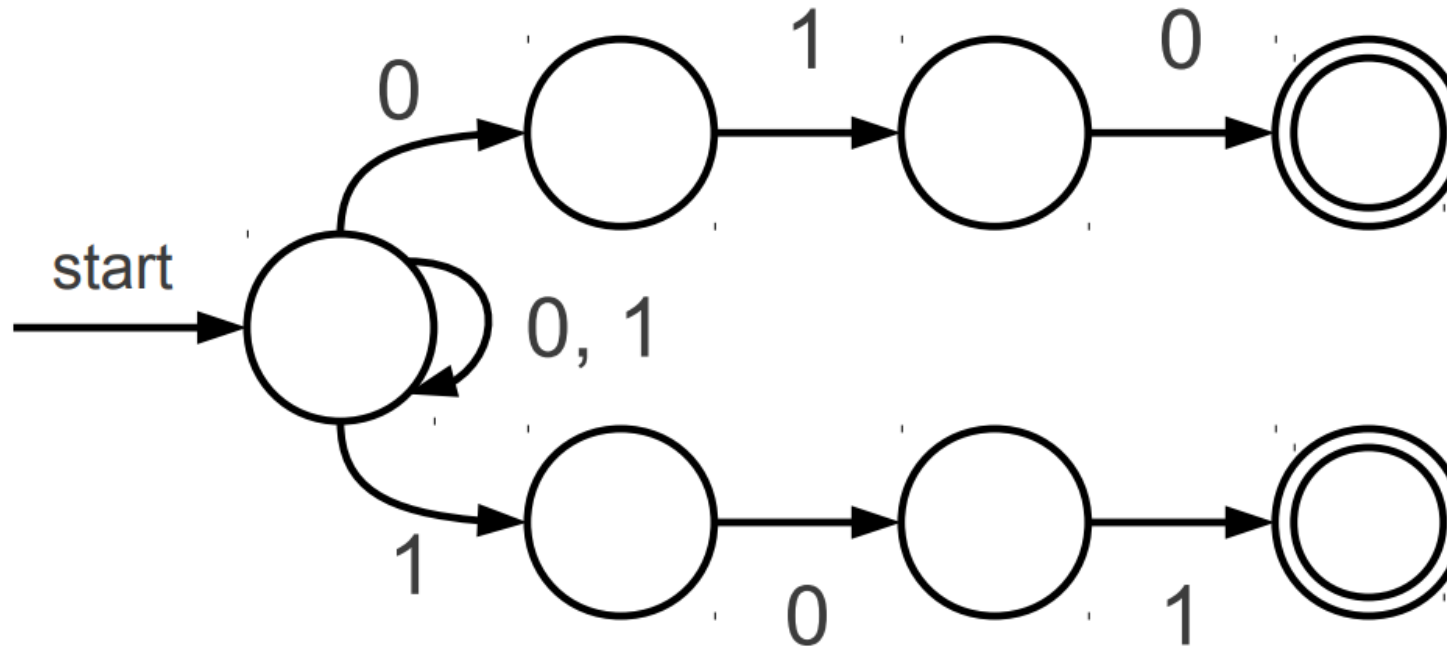


A More Complex Automaton



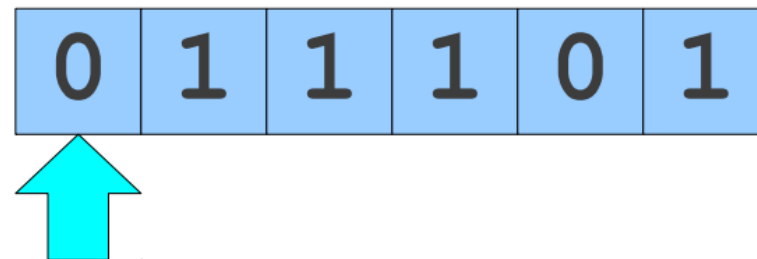
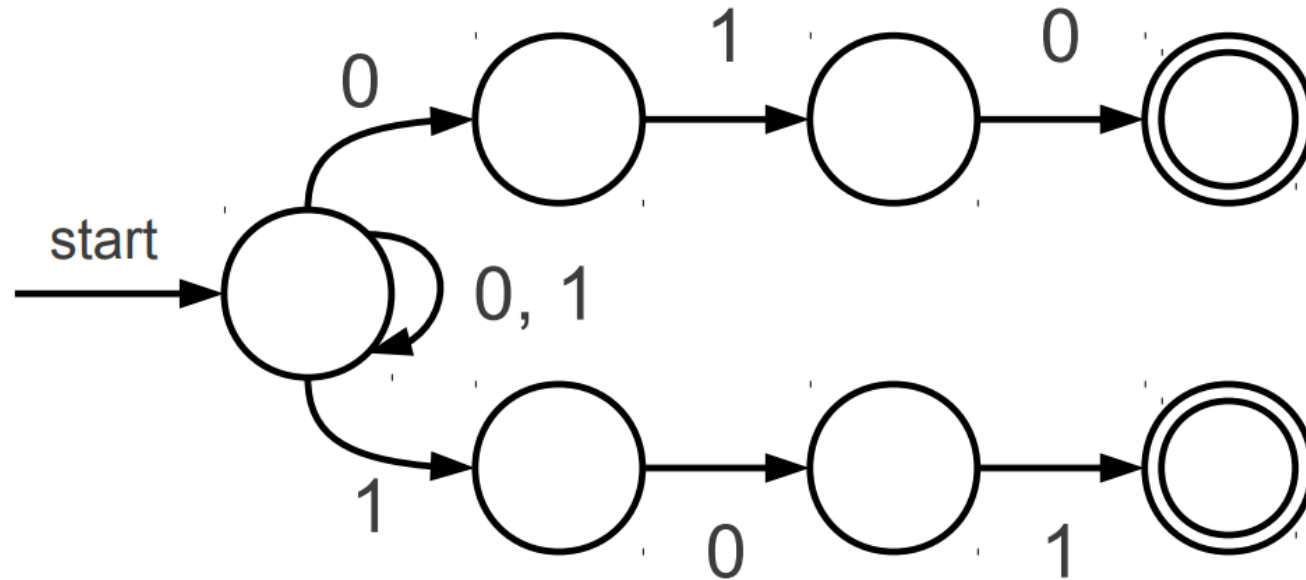
Notice that there are multiple transitions defined here on 0 and 1. If we read a 0 or 1 here, we follow *both* transitions and enter multiple states.

A More Complex Automaton

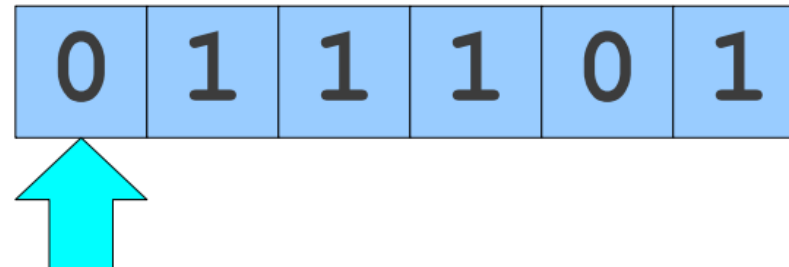
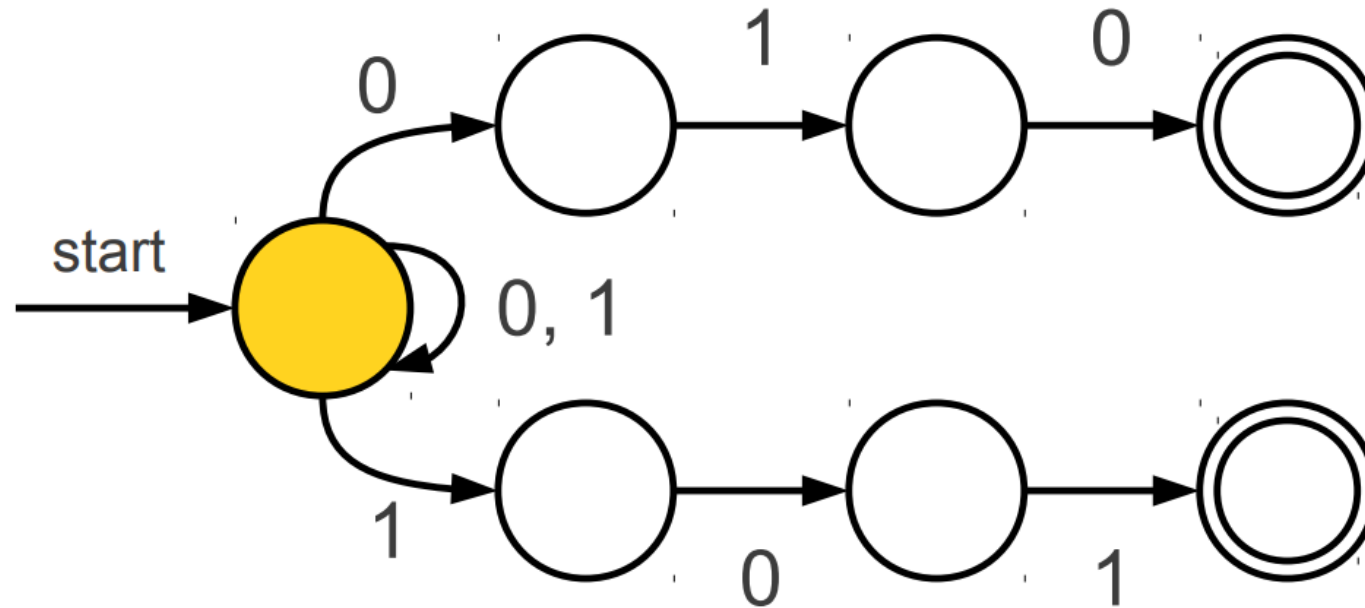


0	1	1	1	0	1
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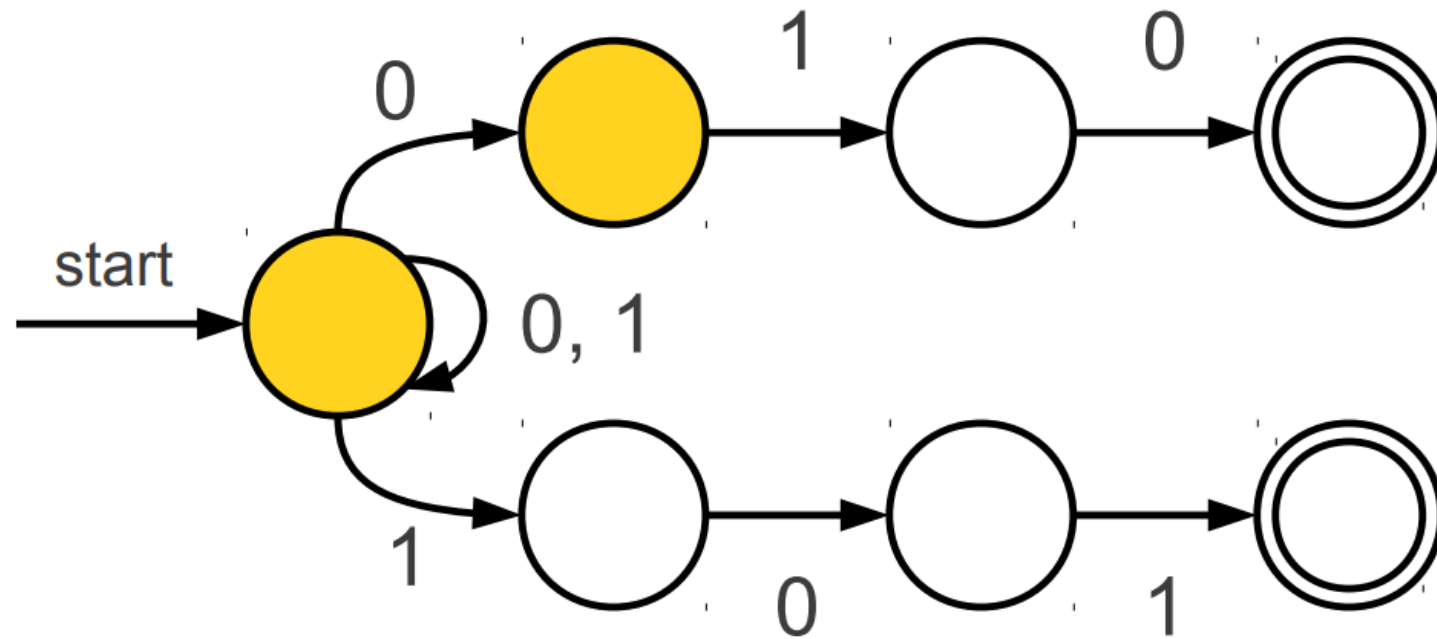
A More Complex Automaton



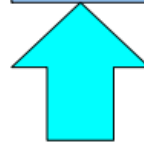
A More Complex Automaton



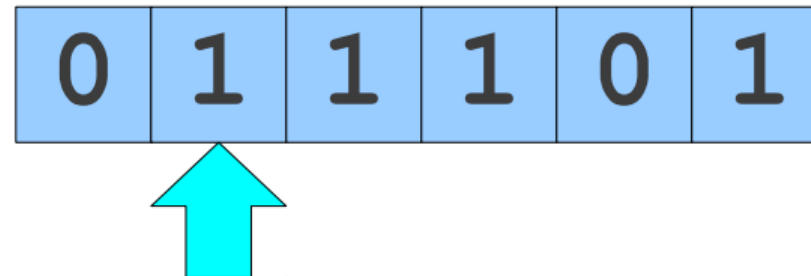
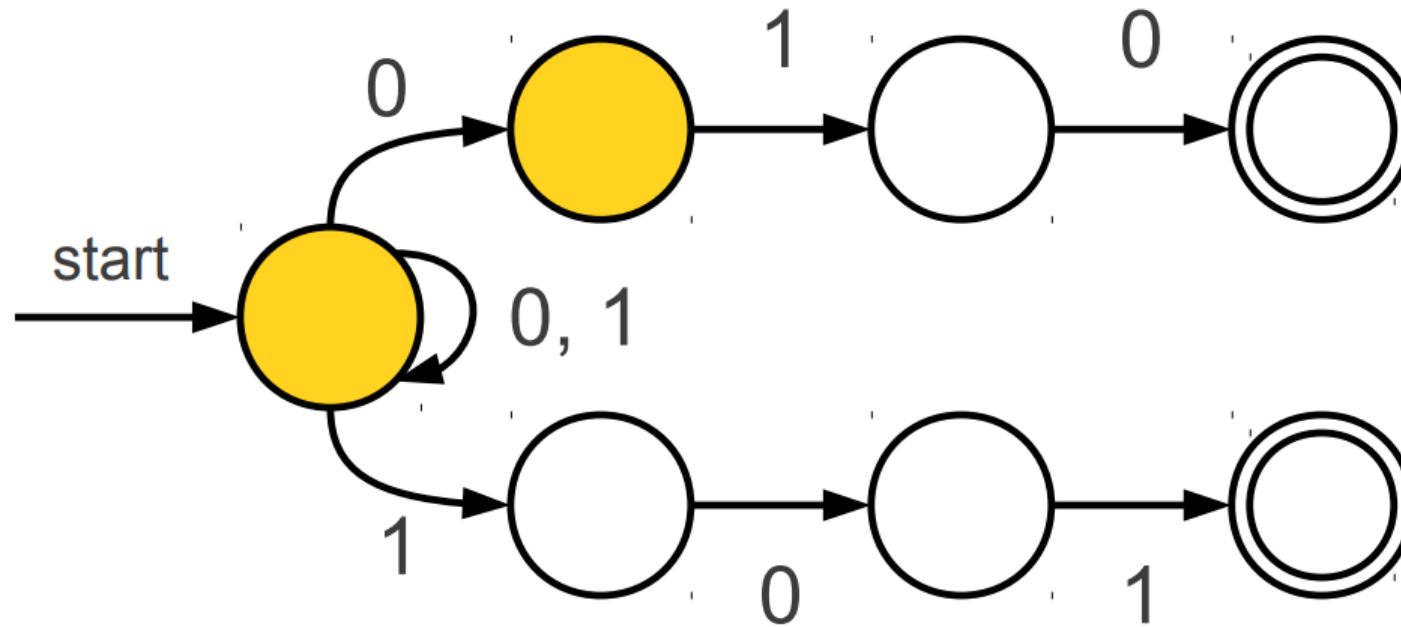
A More Complex Automaton



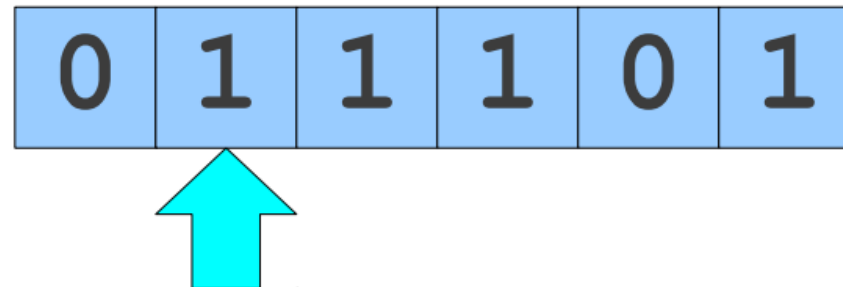
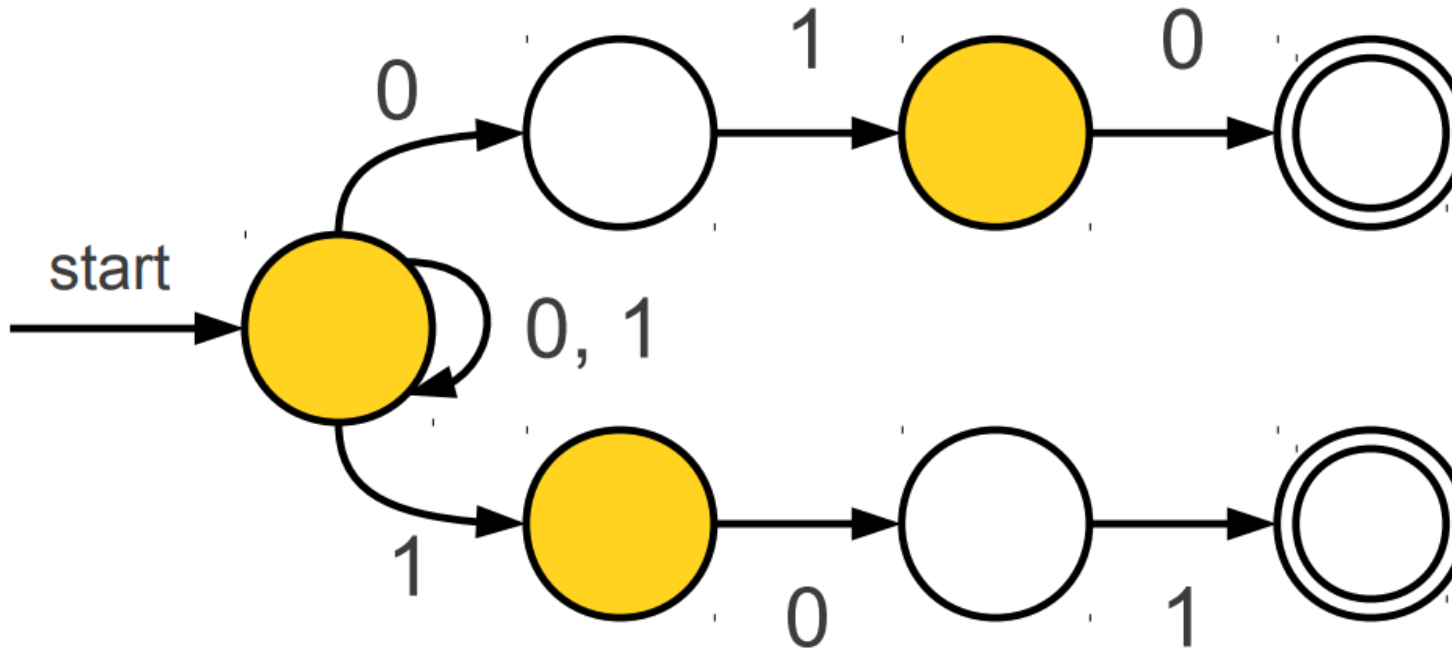
0	1	1	1	0	1
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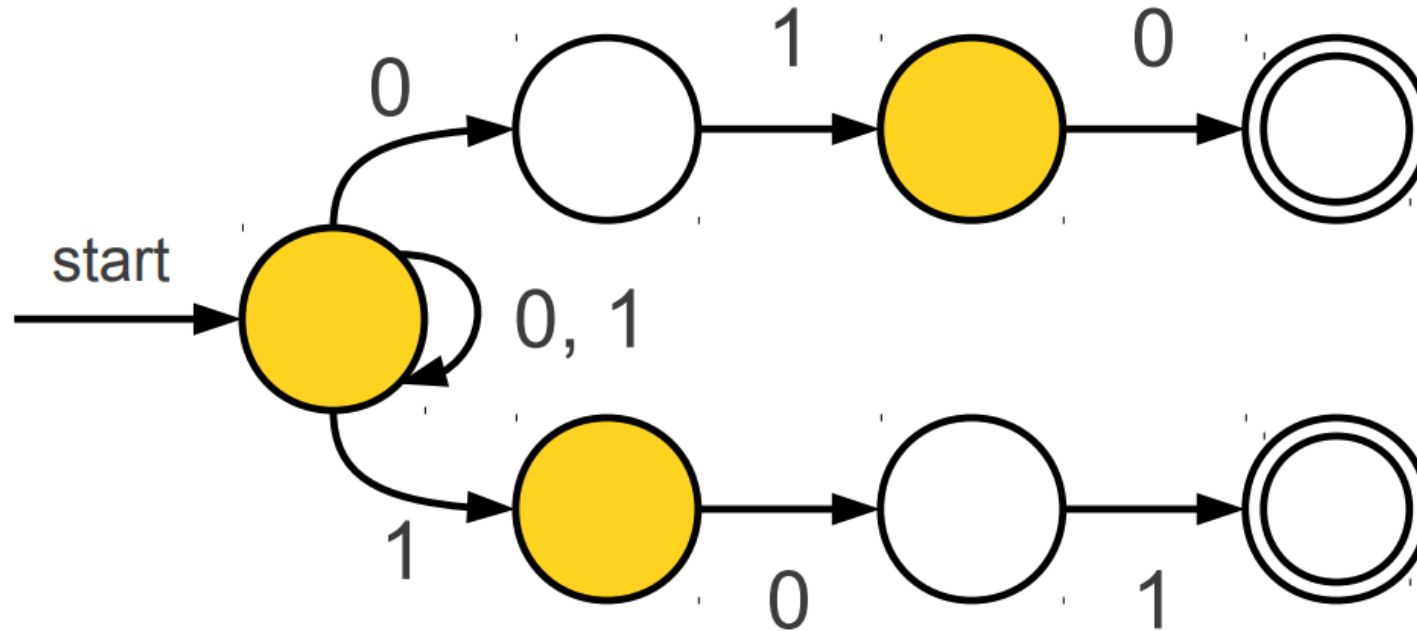
A More Complex Automaton



A More Complex Automaton



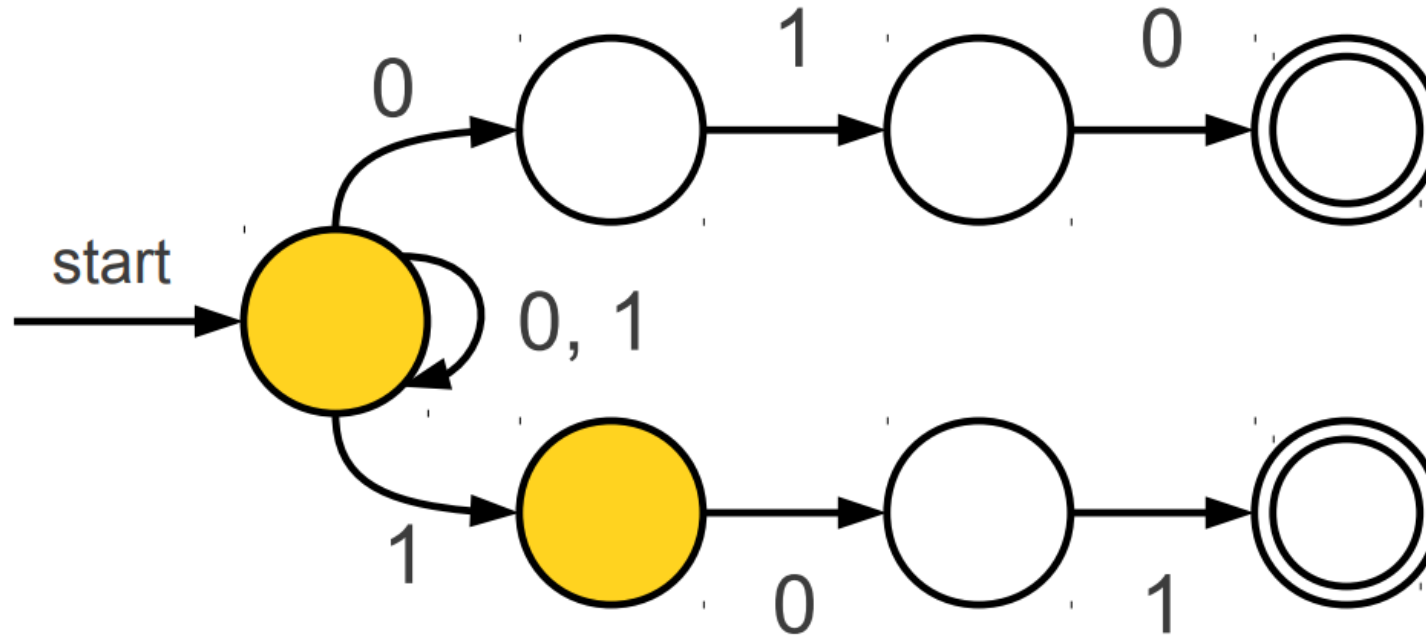
A More Complex Automaton



0	1	1	1	0	1
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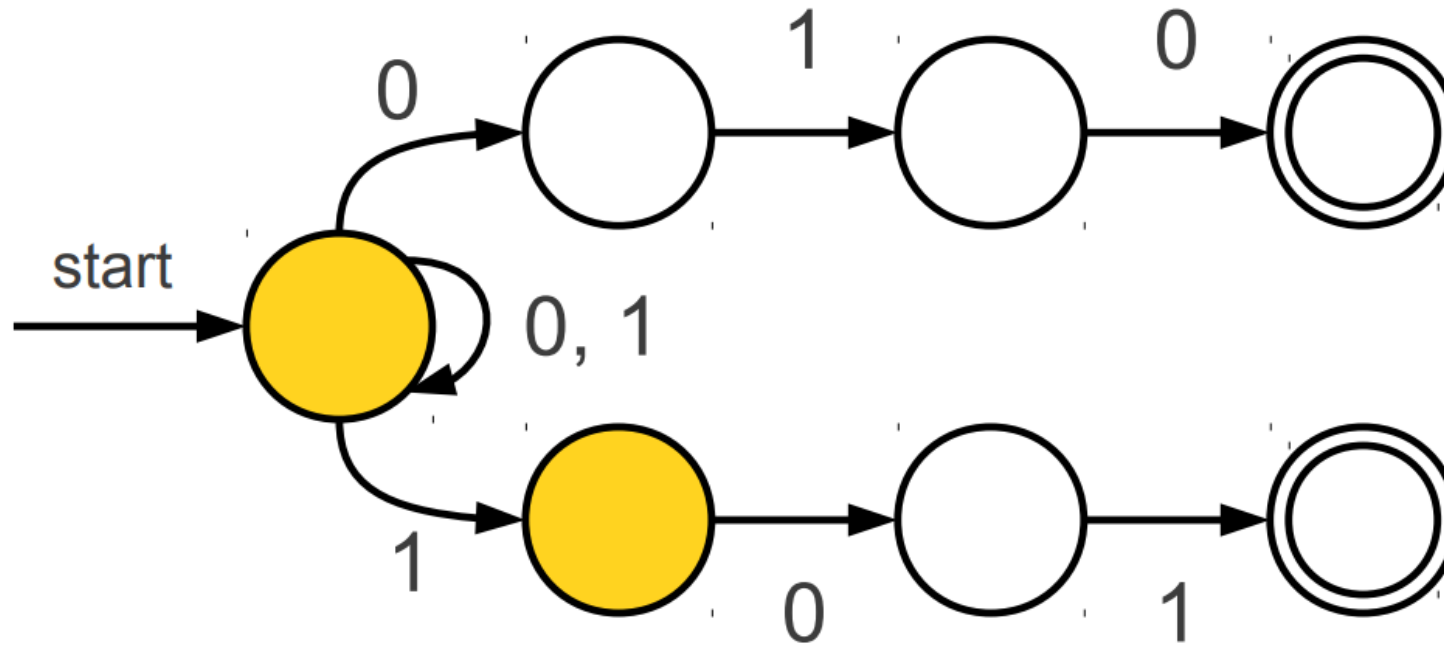
A More Complex Automaton



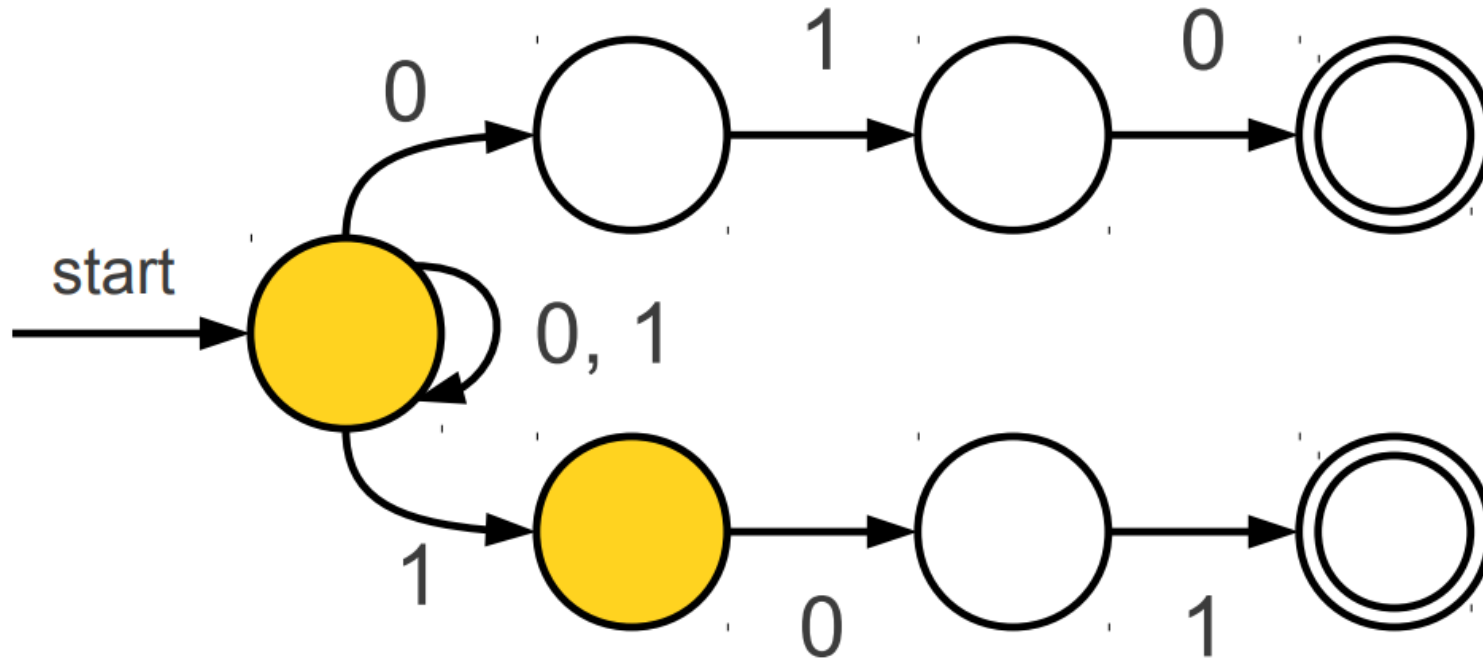
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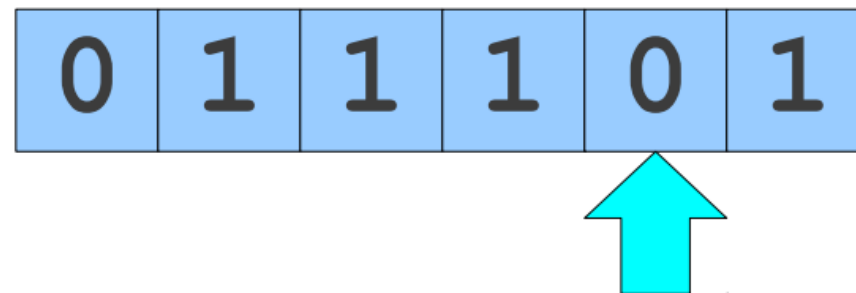
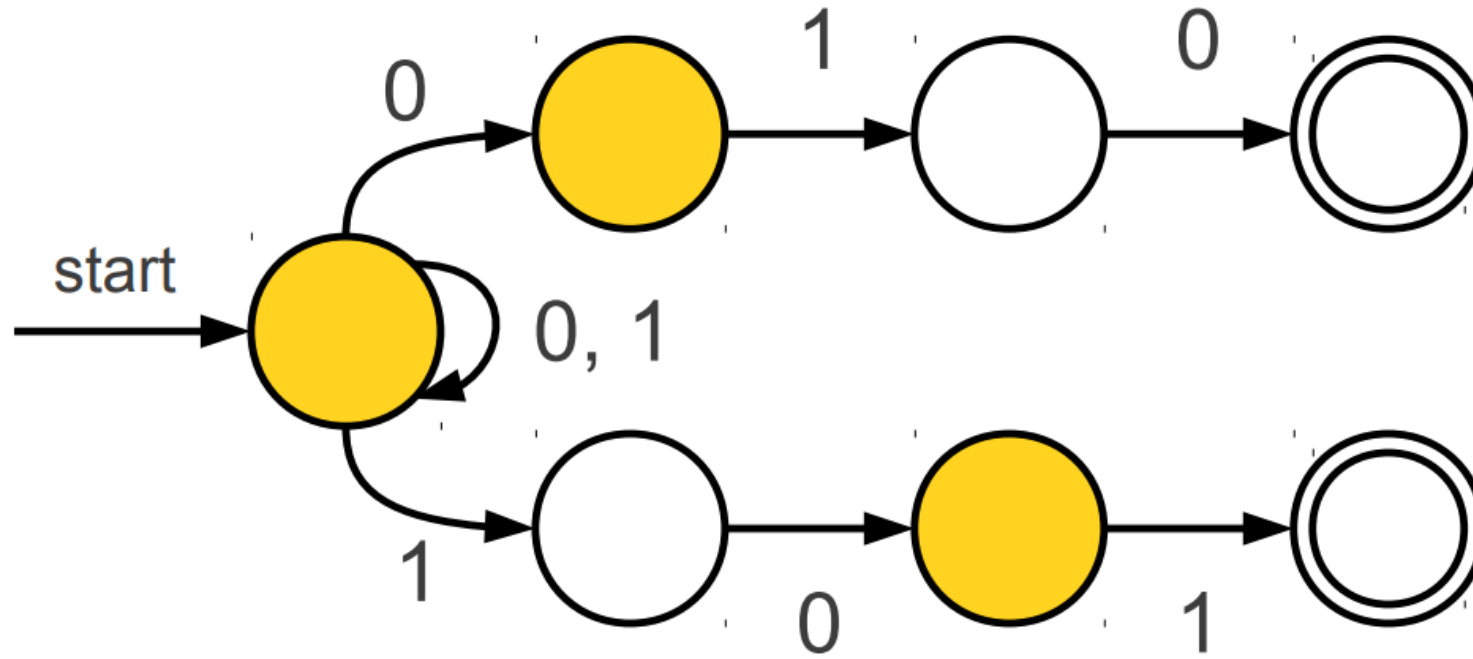
A More Complex Automaton



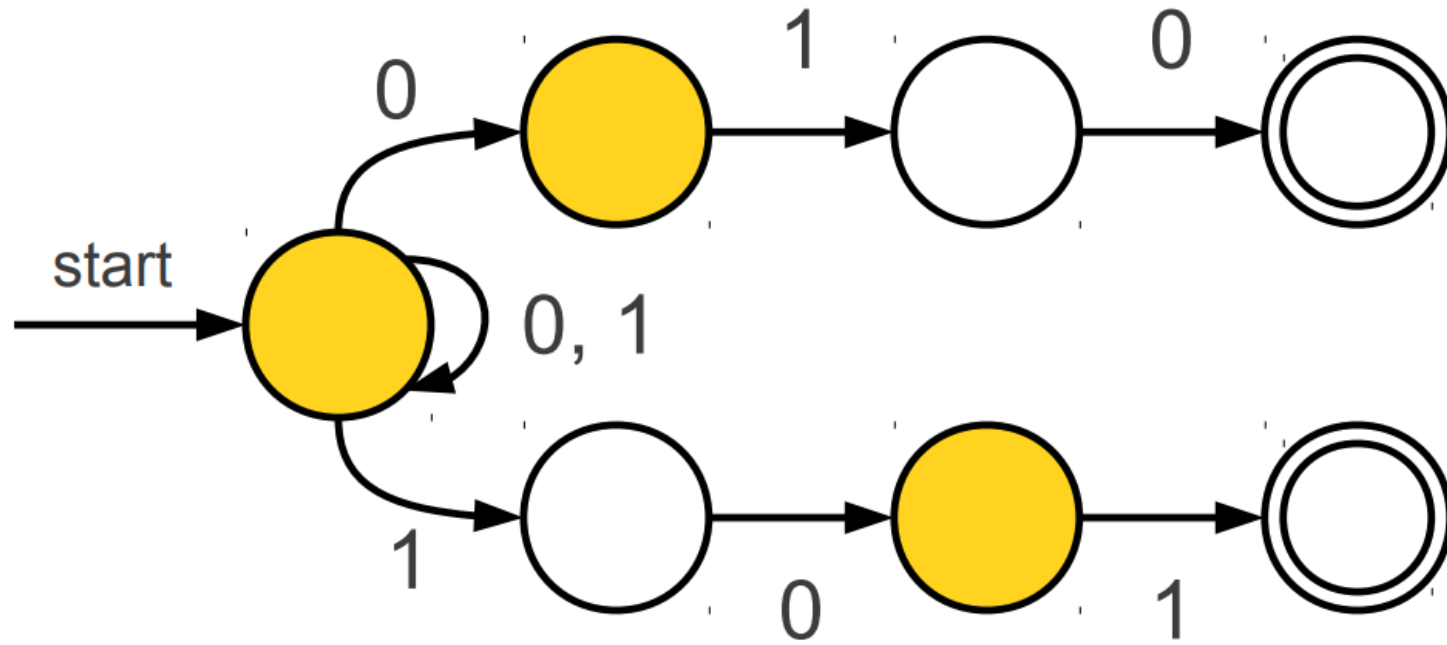
A More Complex Automaton



A More Complex Automaton



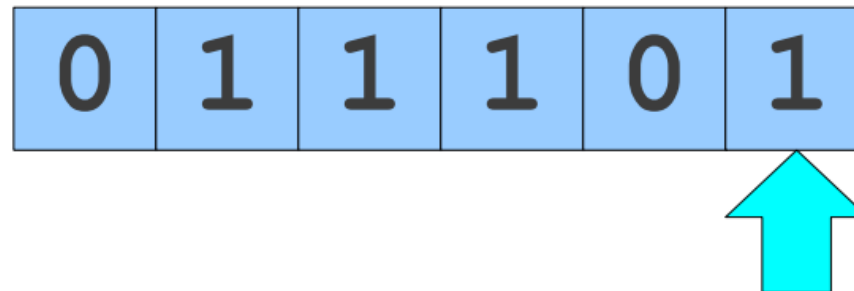
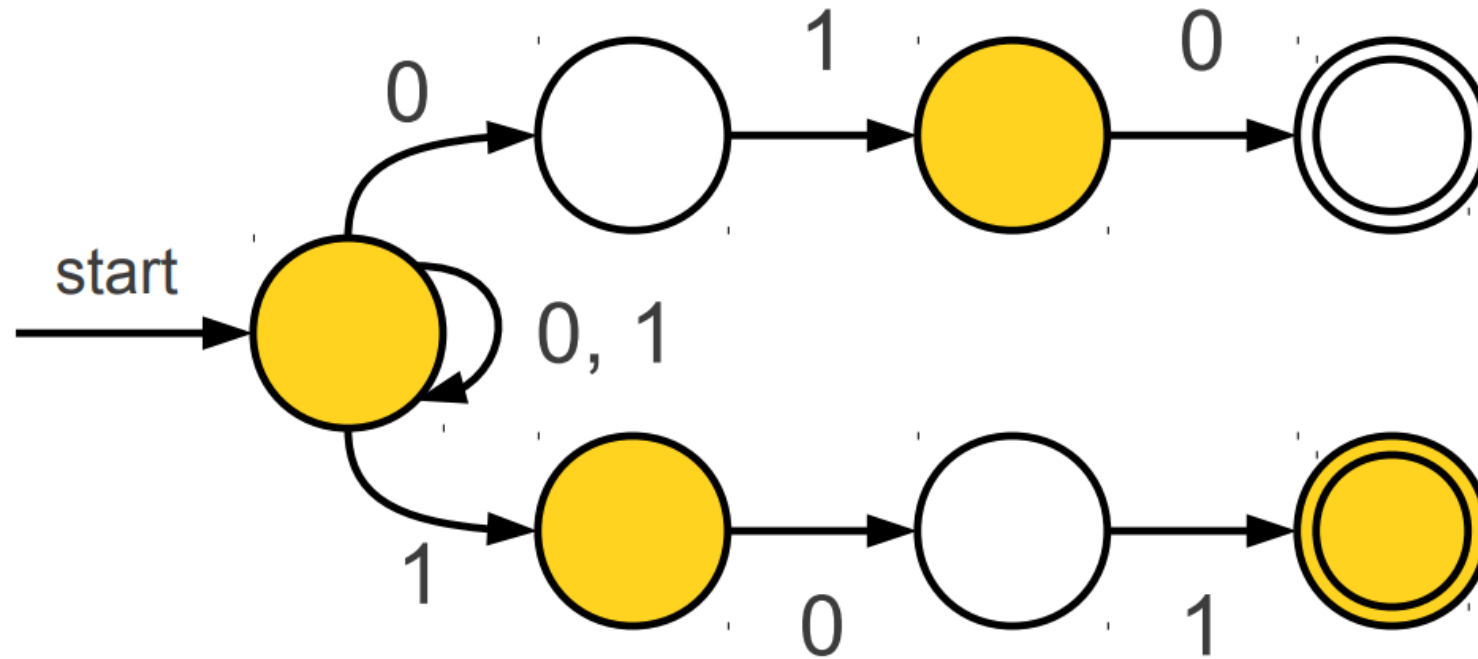
A More Complex Automaton



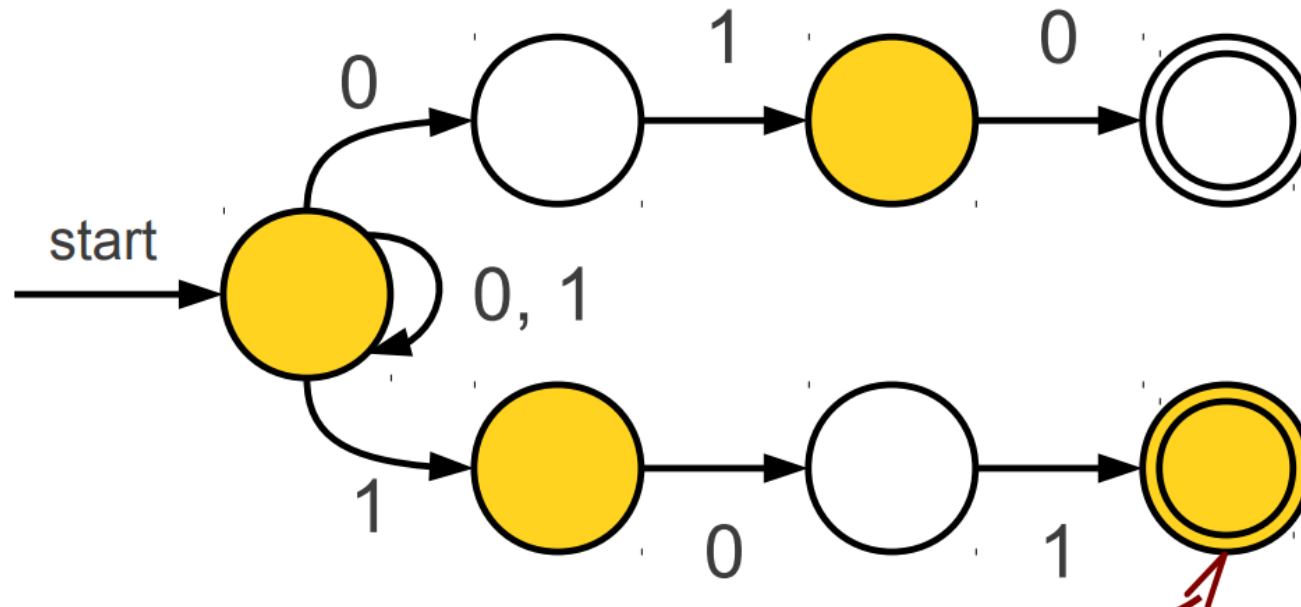
0	1	1	1	0	1
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A More Complex Automaton



A More Complex Automaton

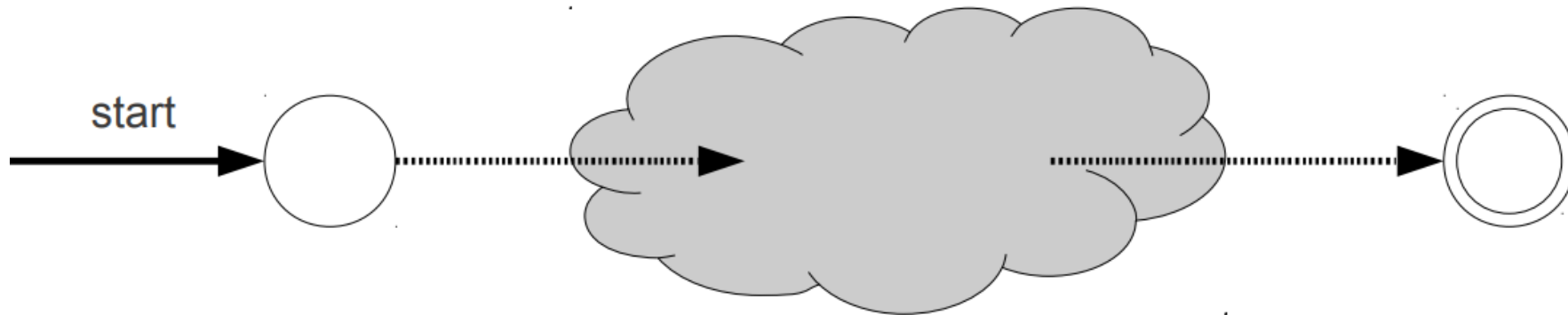


Since we are in at least one accepting state, the automaton accepts.

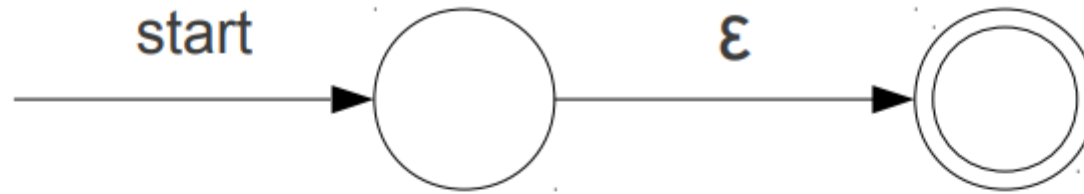
0	1	1	1	0	1
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From RE to NFAs

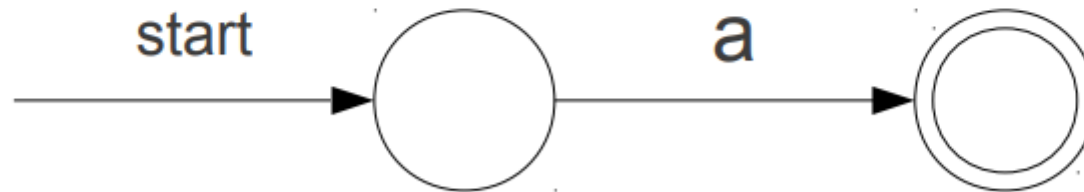
- There is a (beautiful!) procedure from converting a regular expression to an NFA



Base Cases

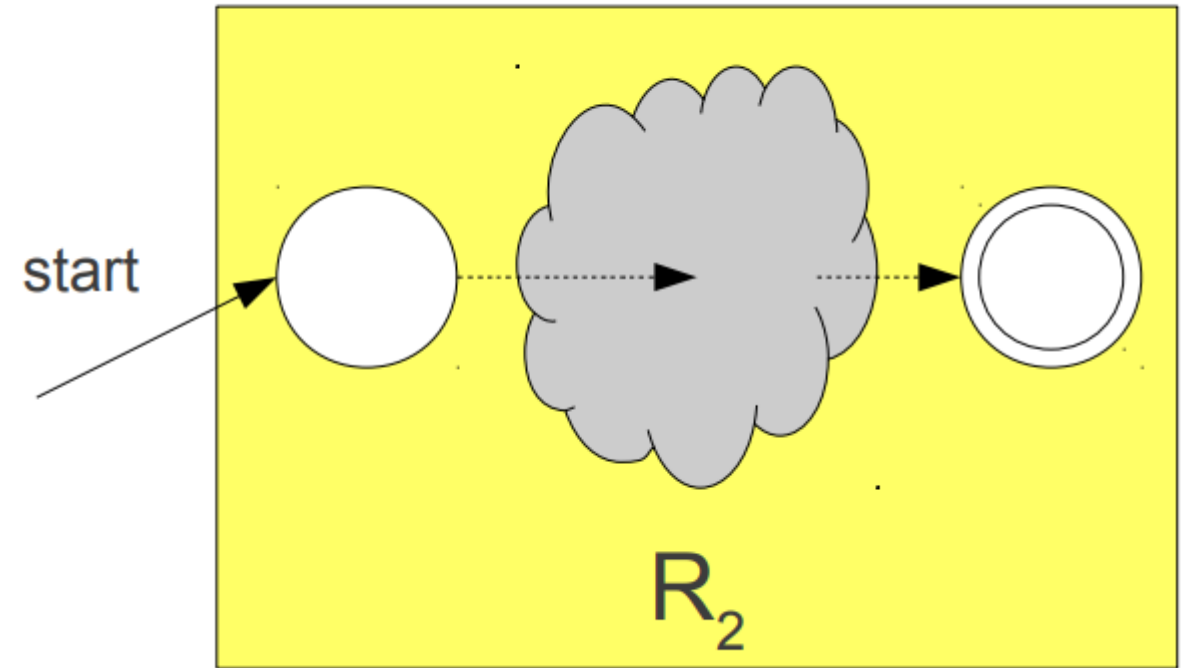
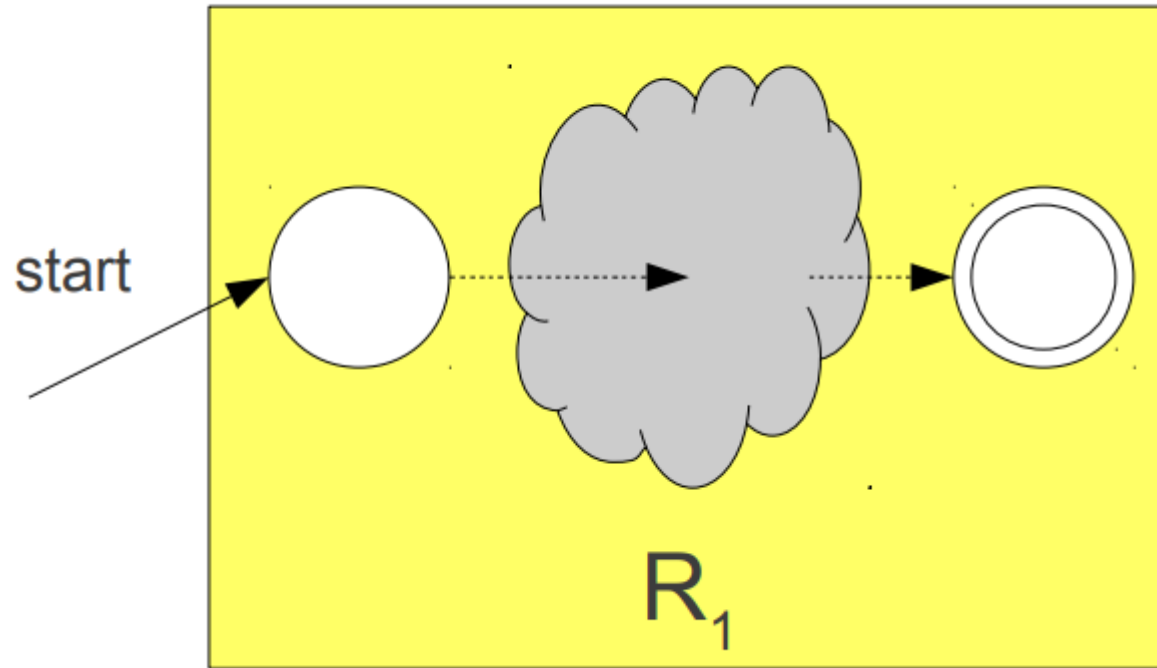


Automaton for ϵ

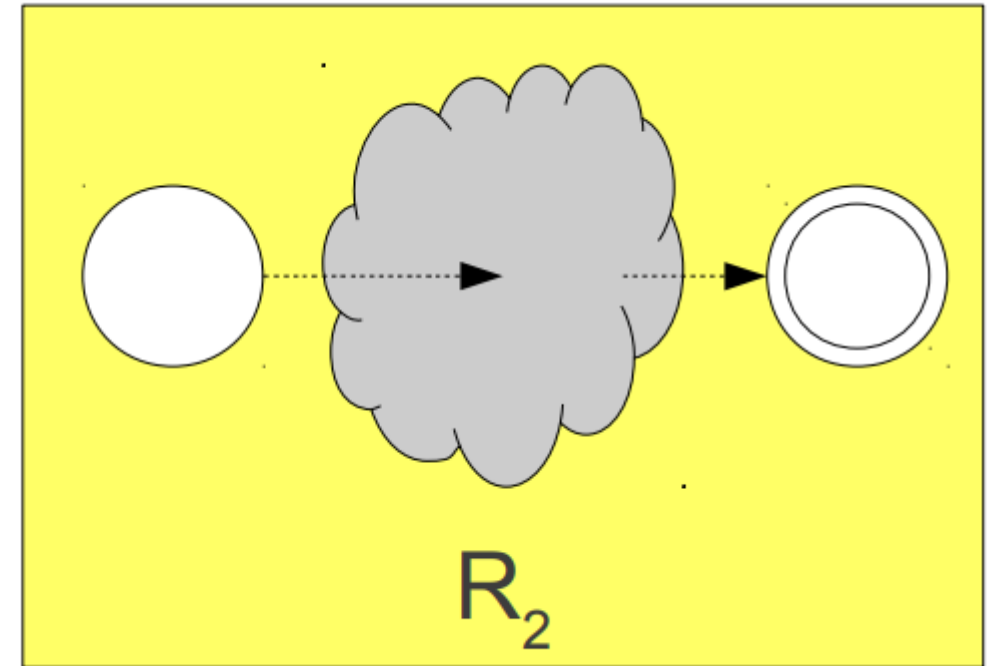
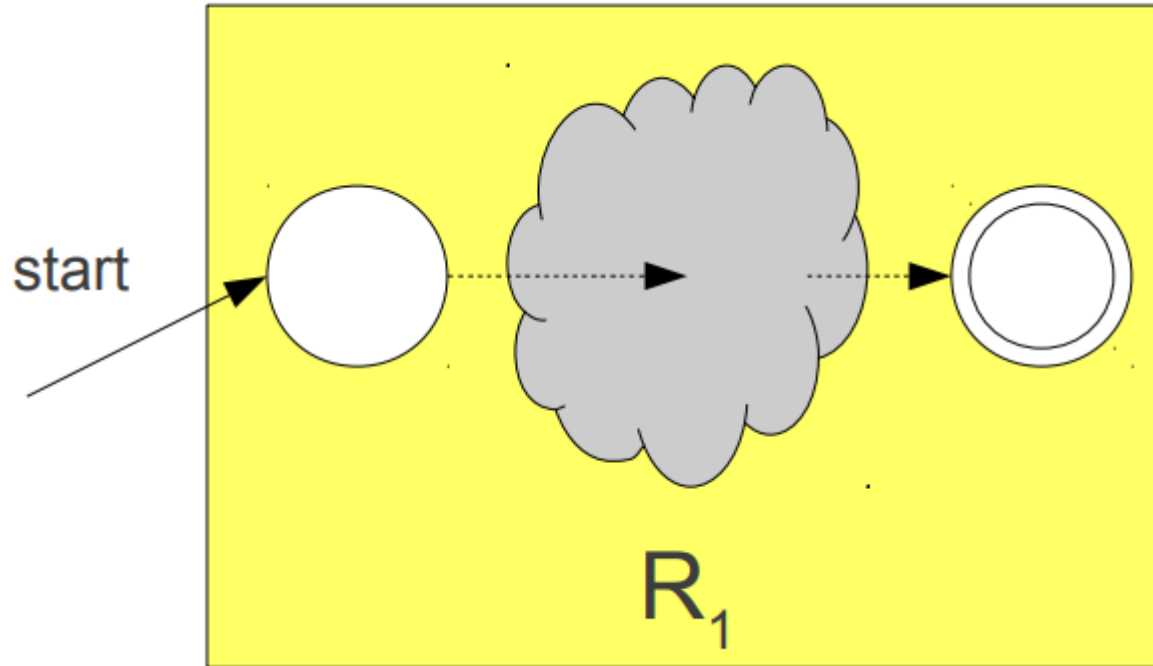


Automaton for single character **a**

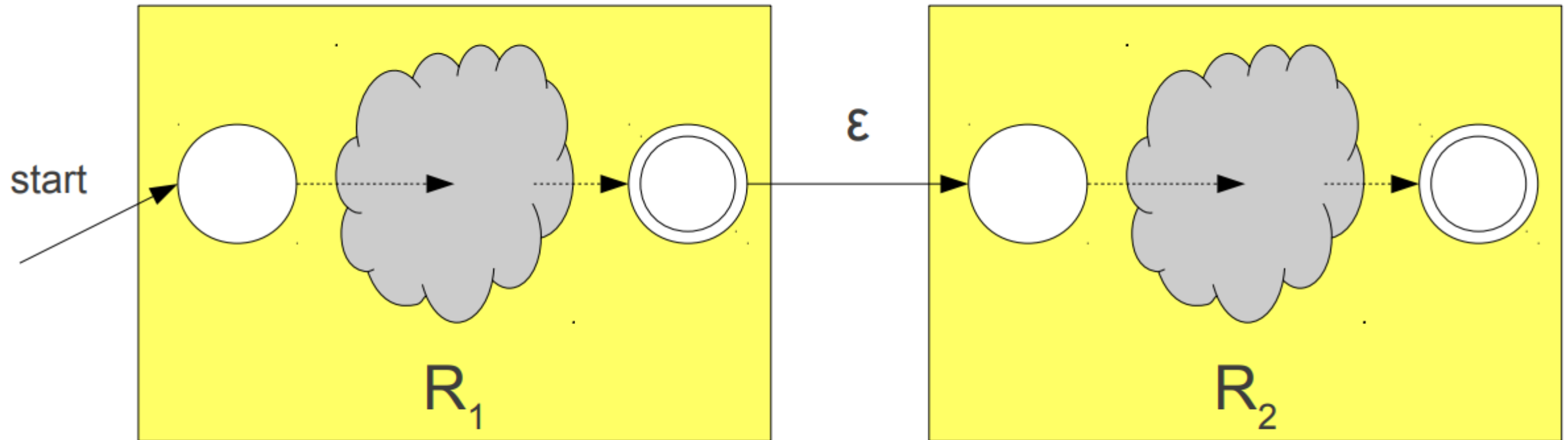
Construction for $R_1 R_2$



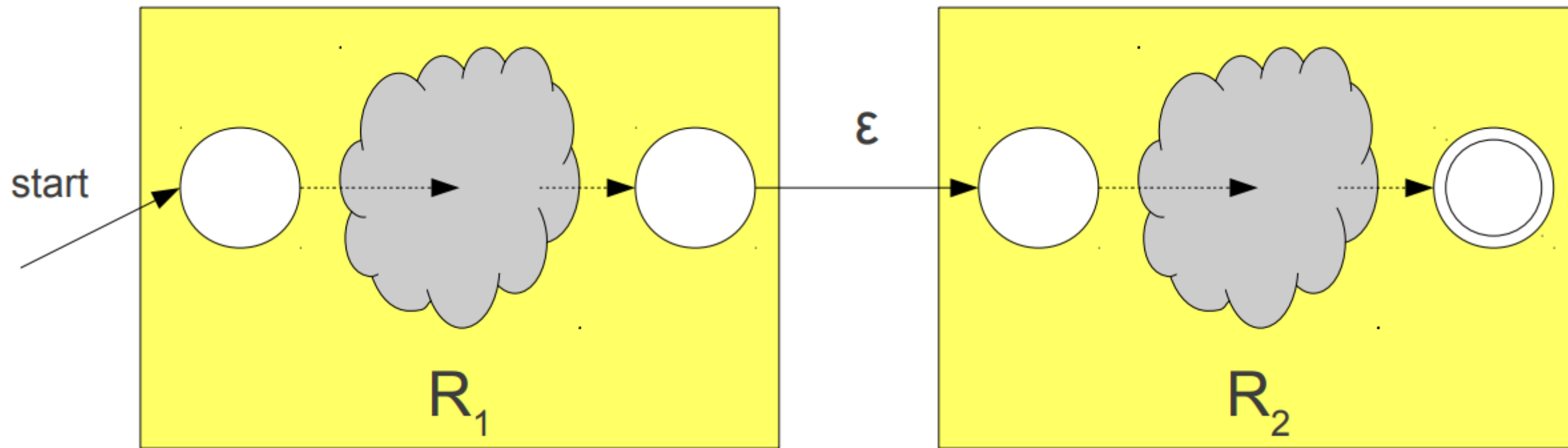
Construction for $R_1 R_2$



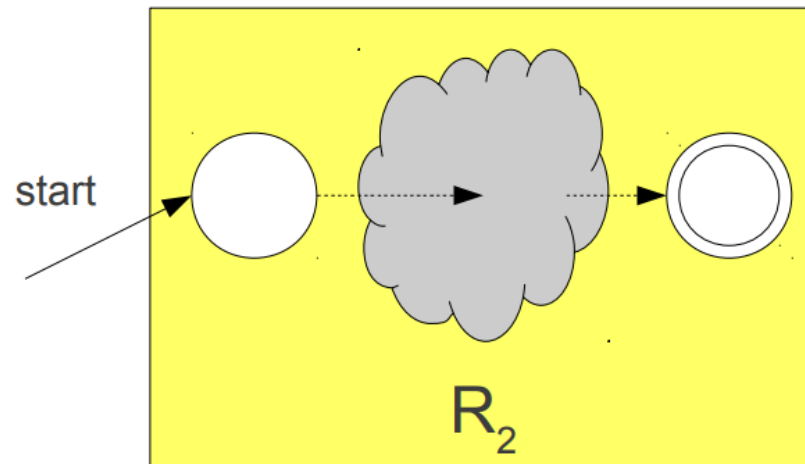
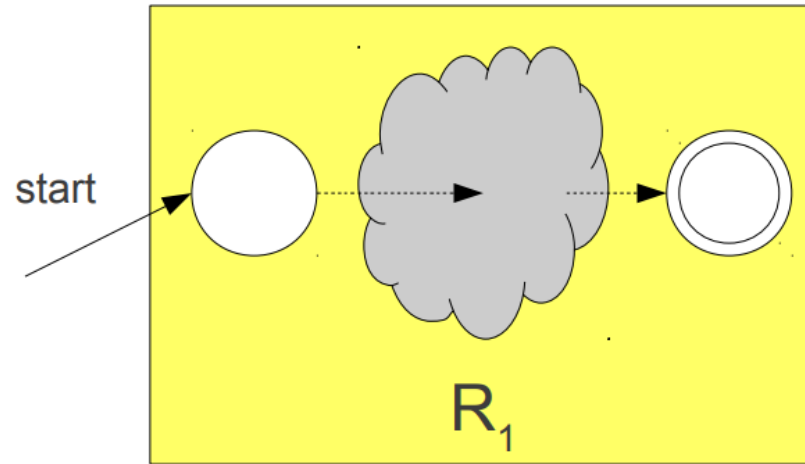
Construction for $R_1 R_2$



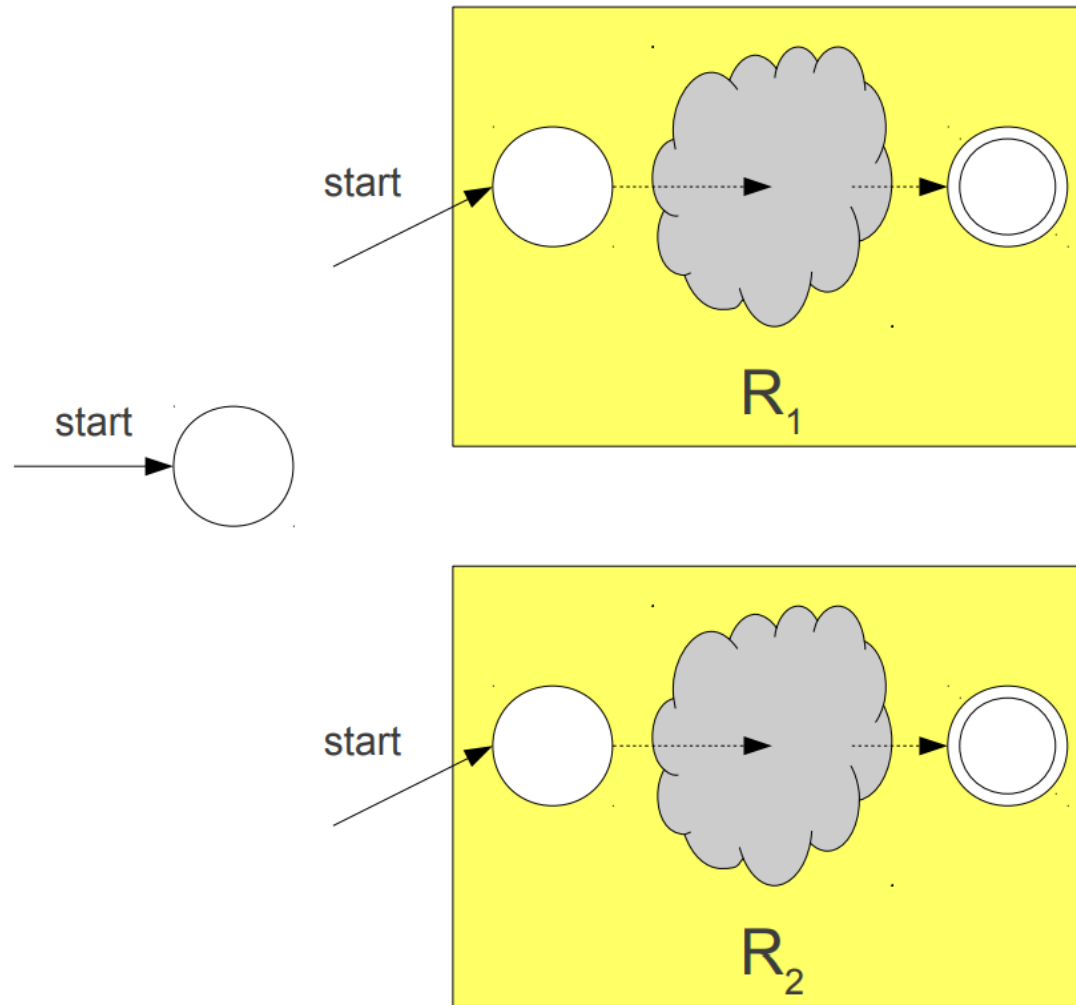
Construction for $R_1 R_2$



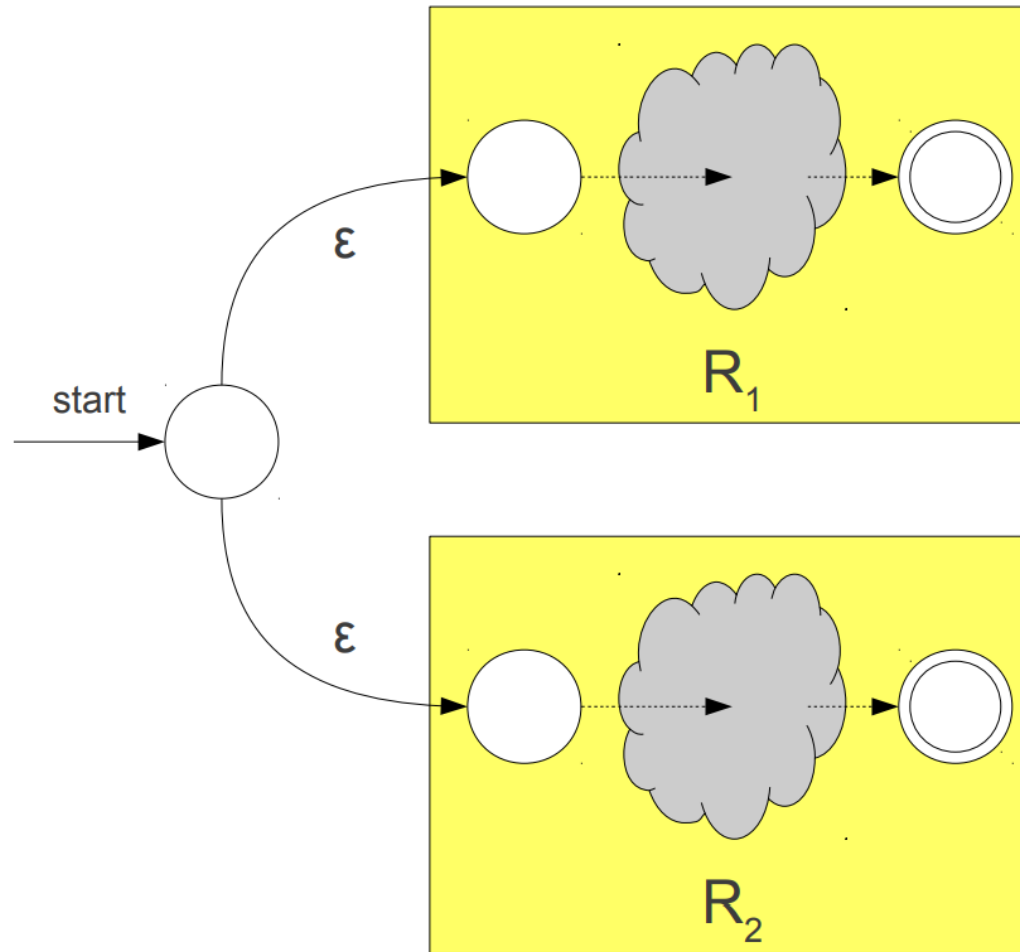
Construction for $R_1 \mid R_2$



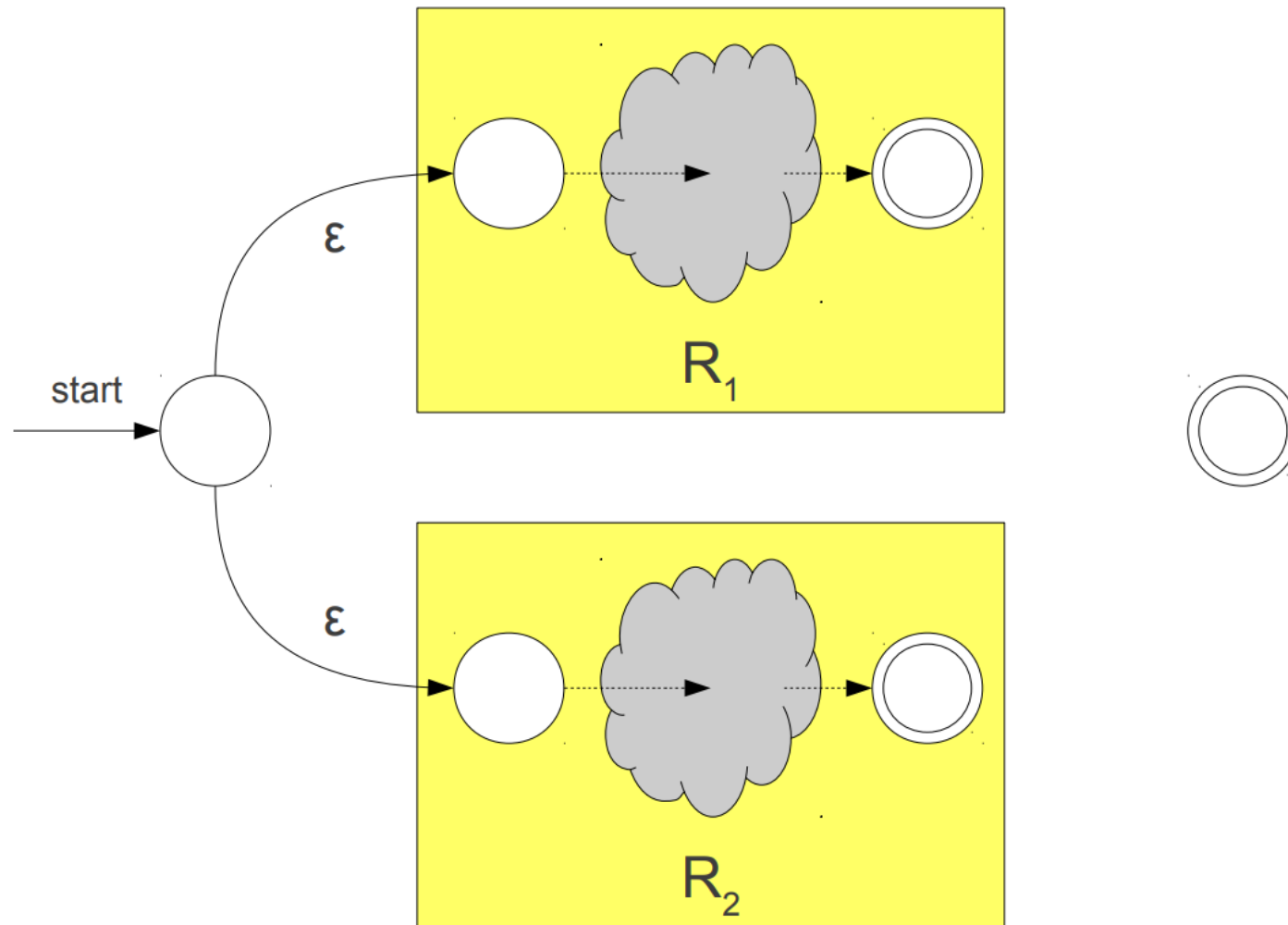
Construction for $R_1 \mid R_2$



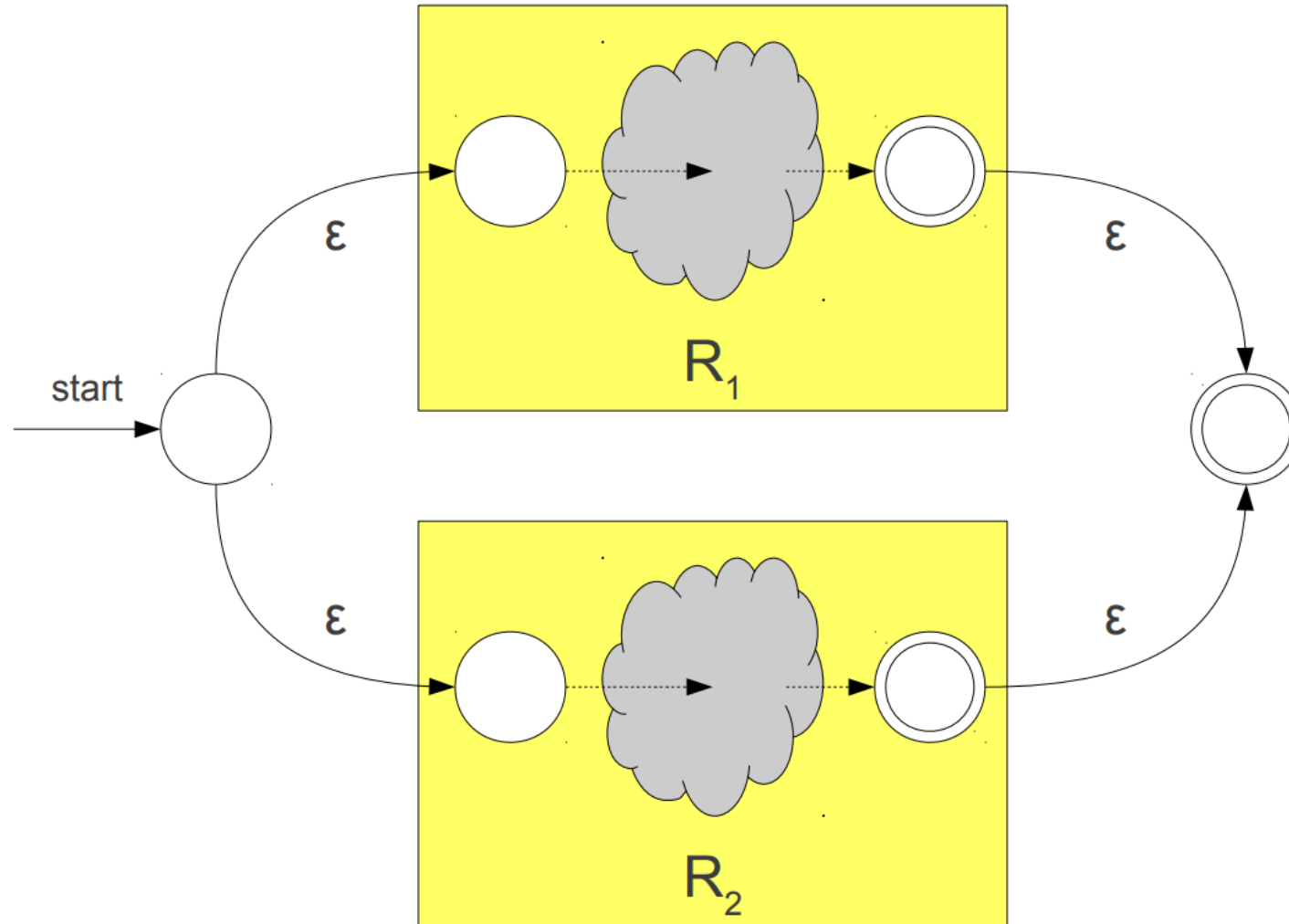
Construction for $R_1 \mid R_2$



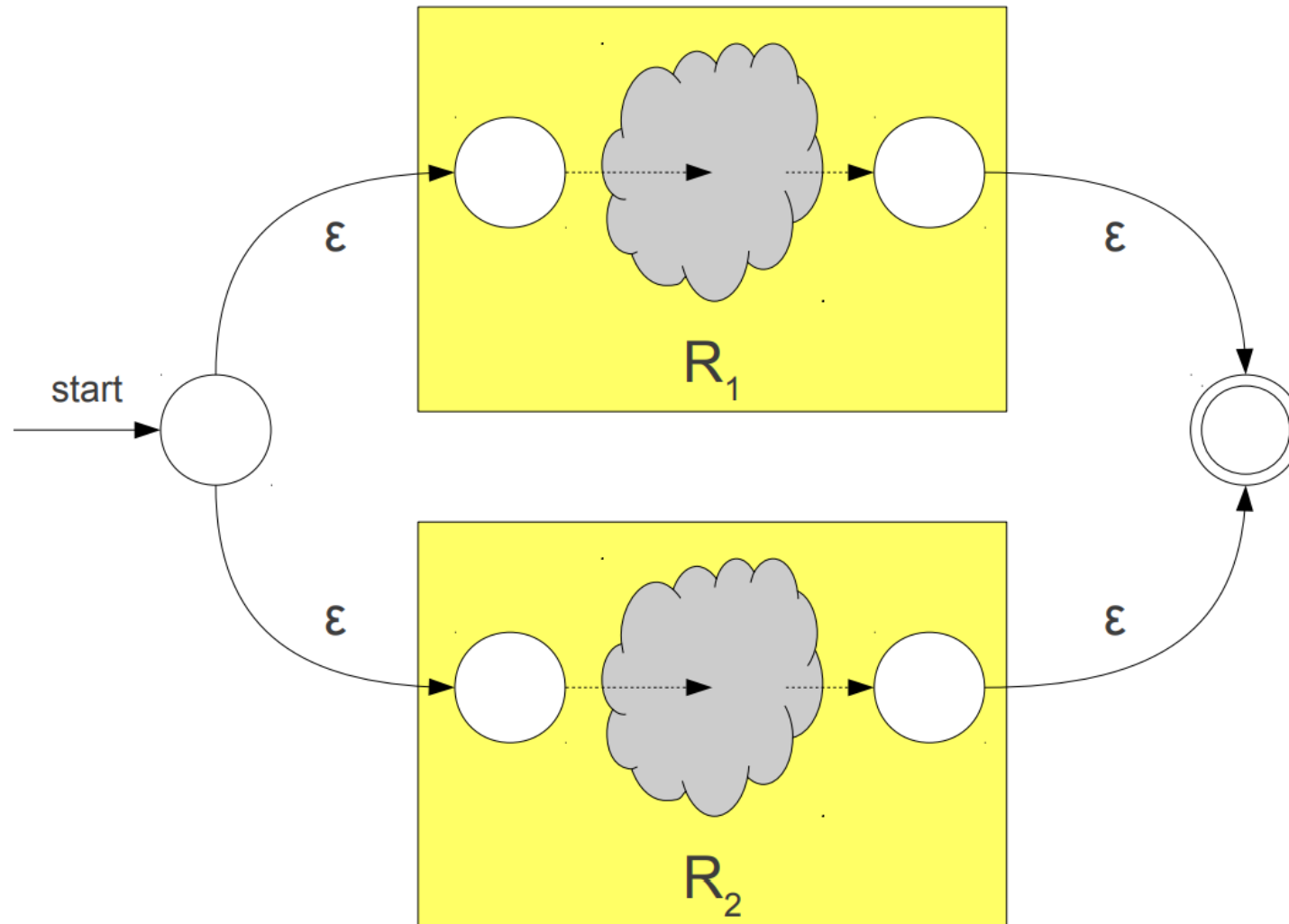
Construction for $R_1 \mid R_2$



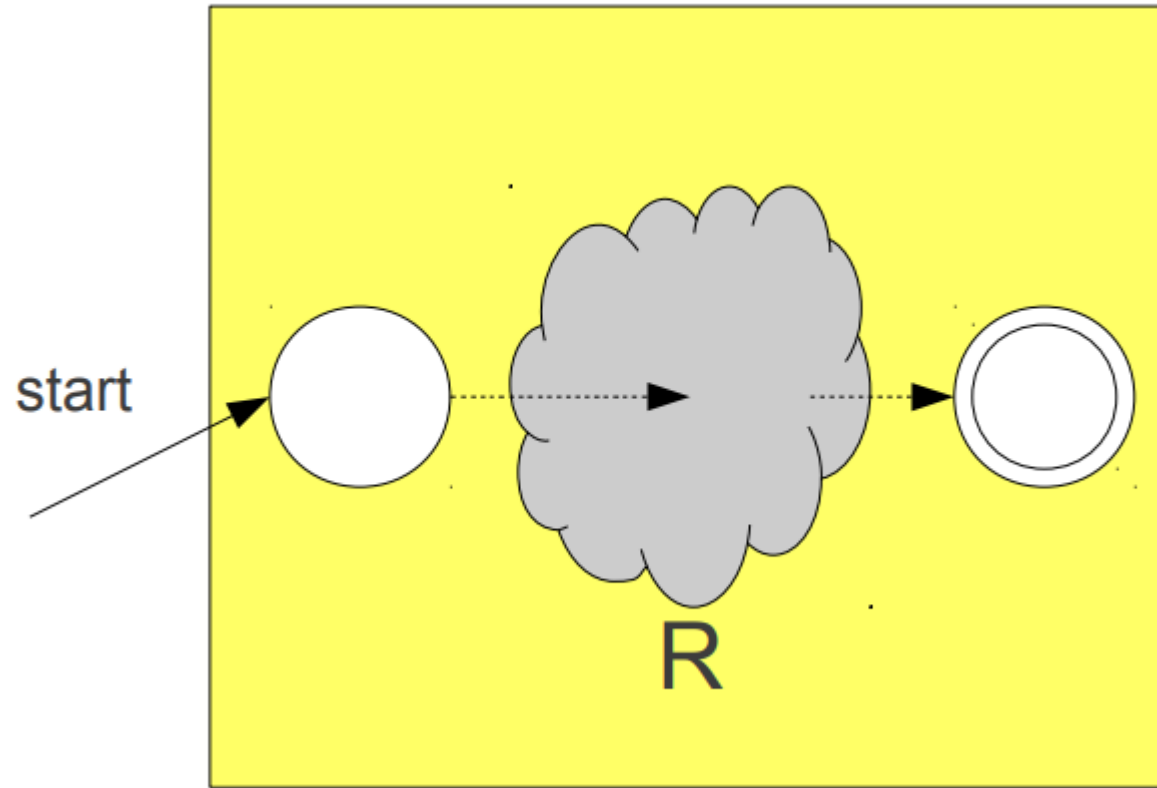
Construction for $R_1 \mid R_2$



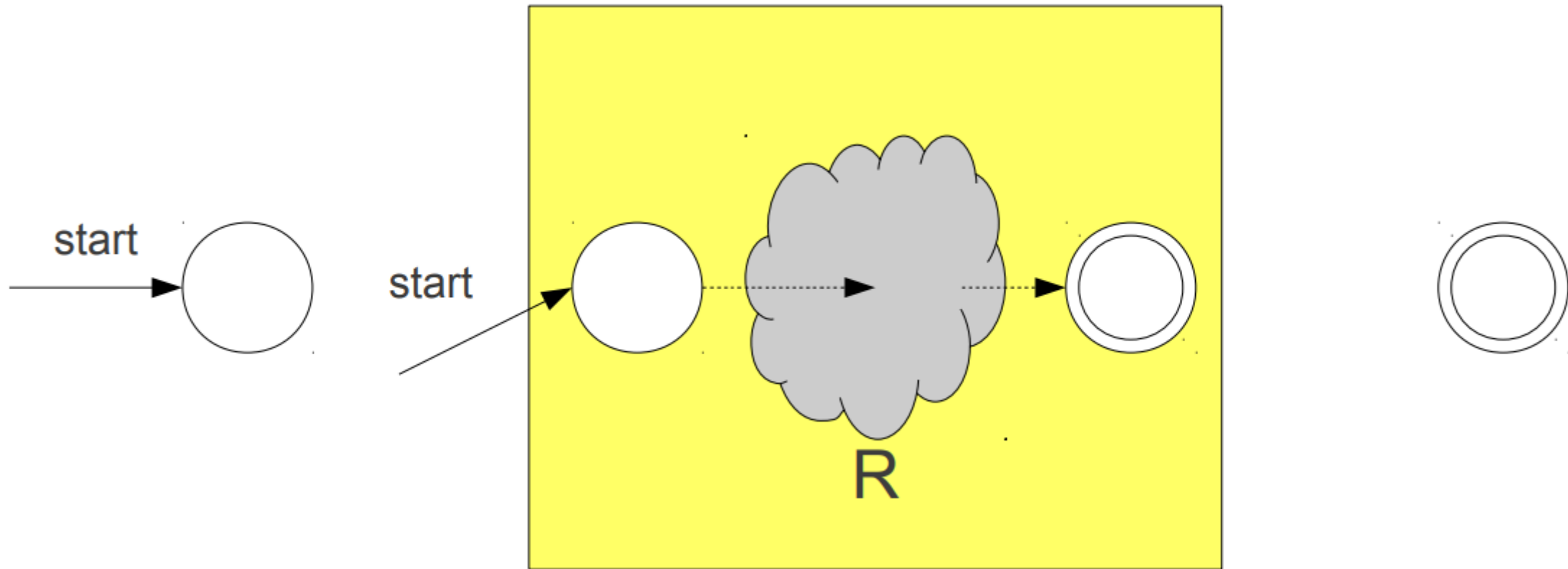
Construction for $R_1 \mid R_2$



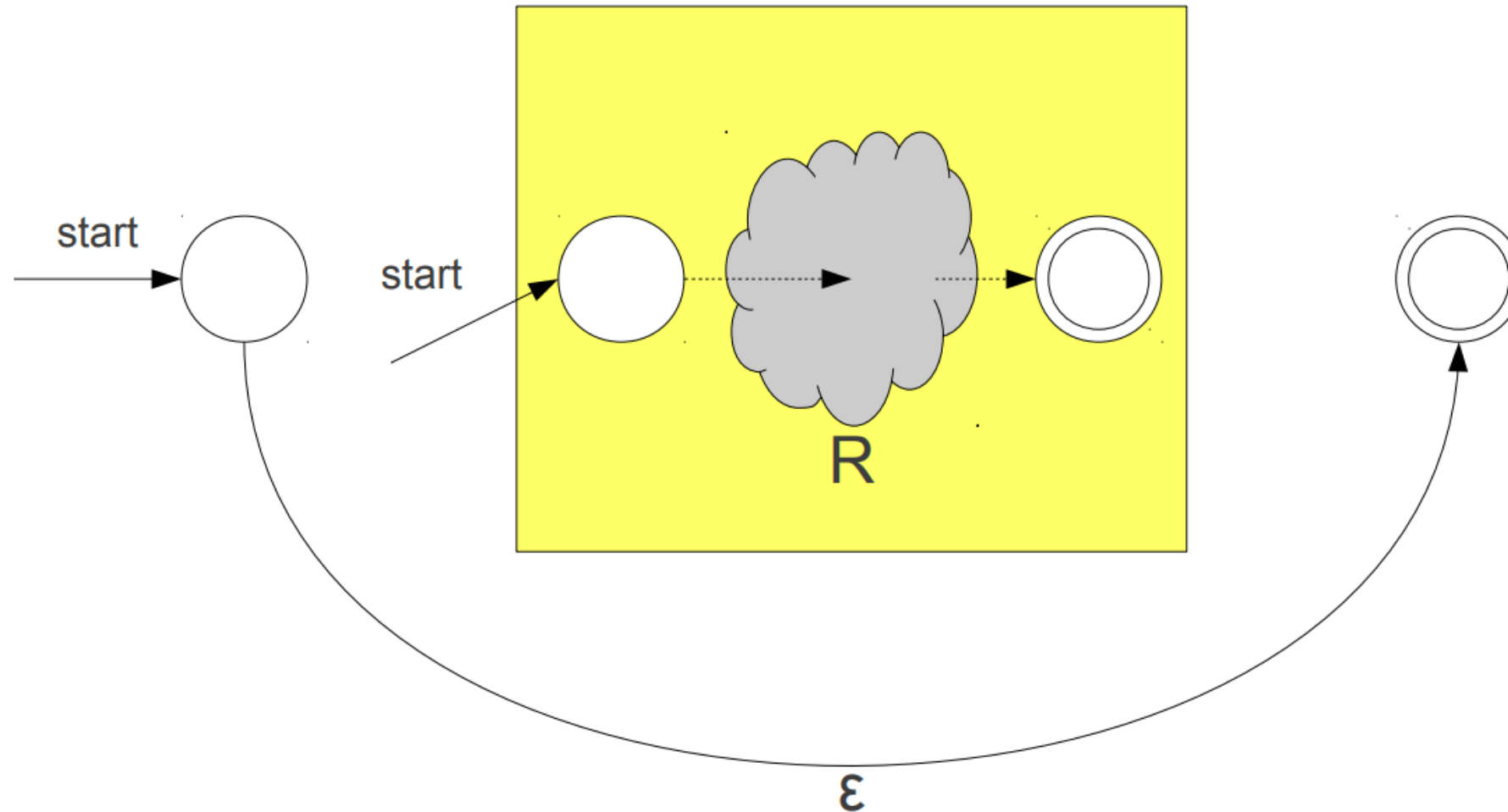
Construction for R^*



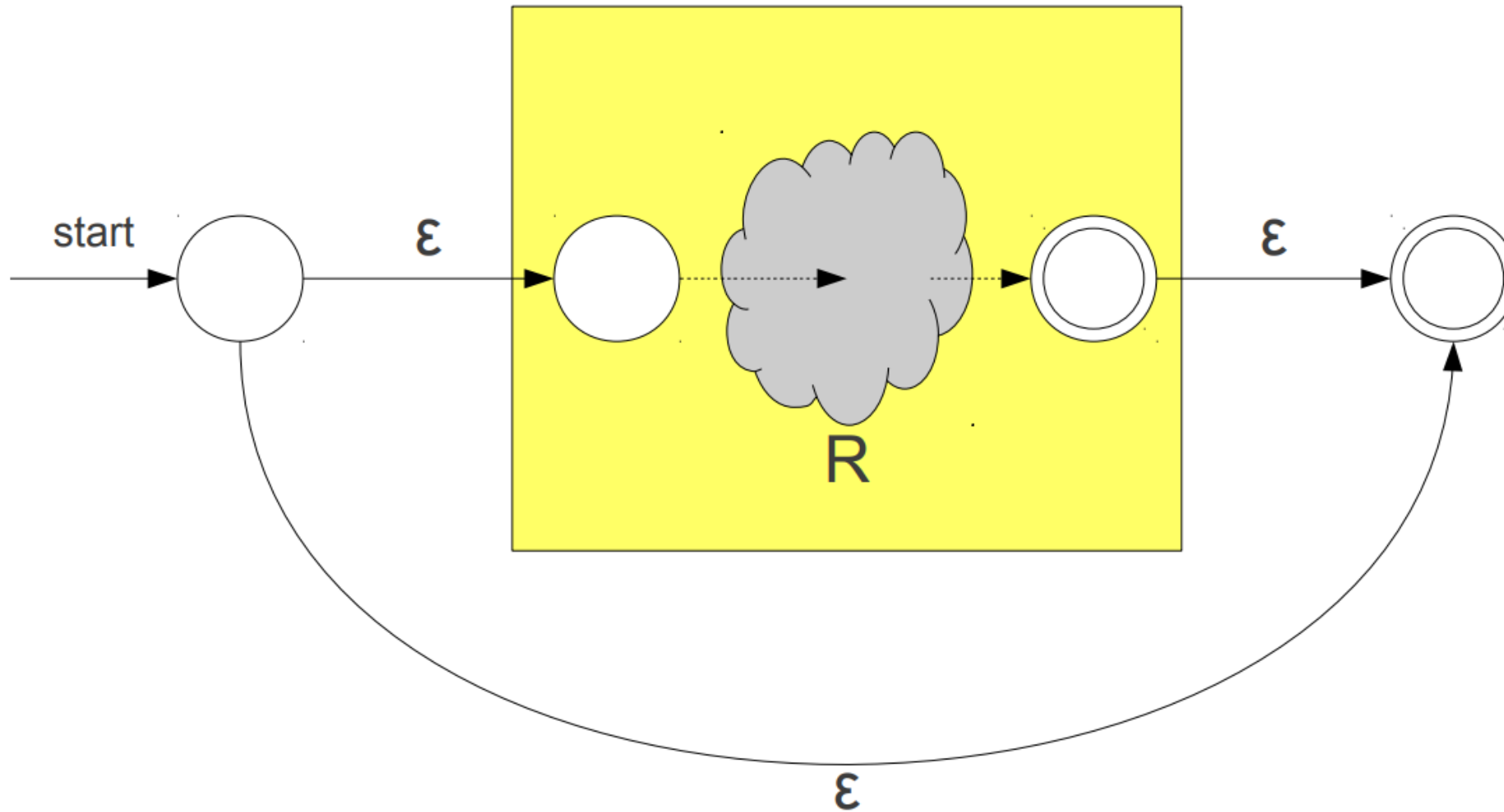
Construction for R^*



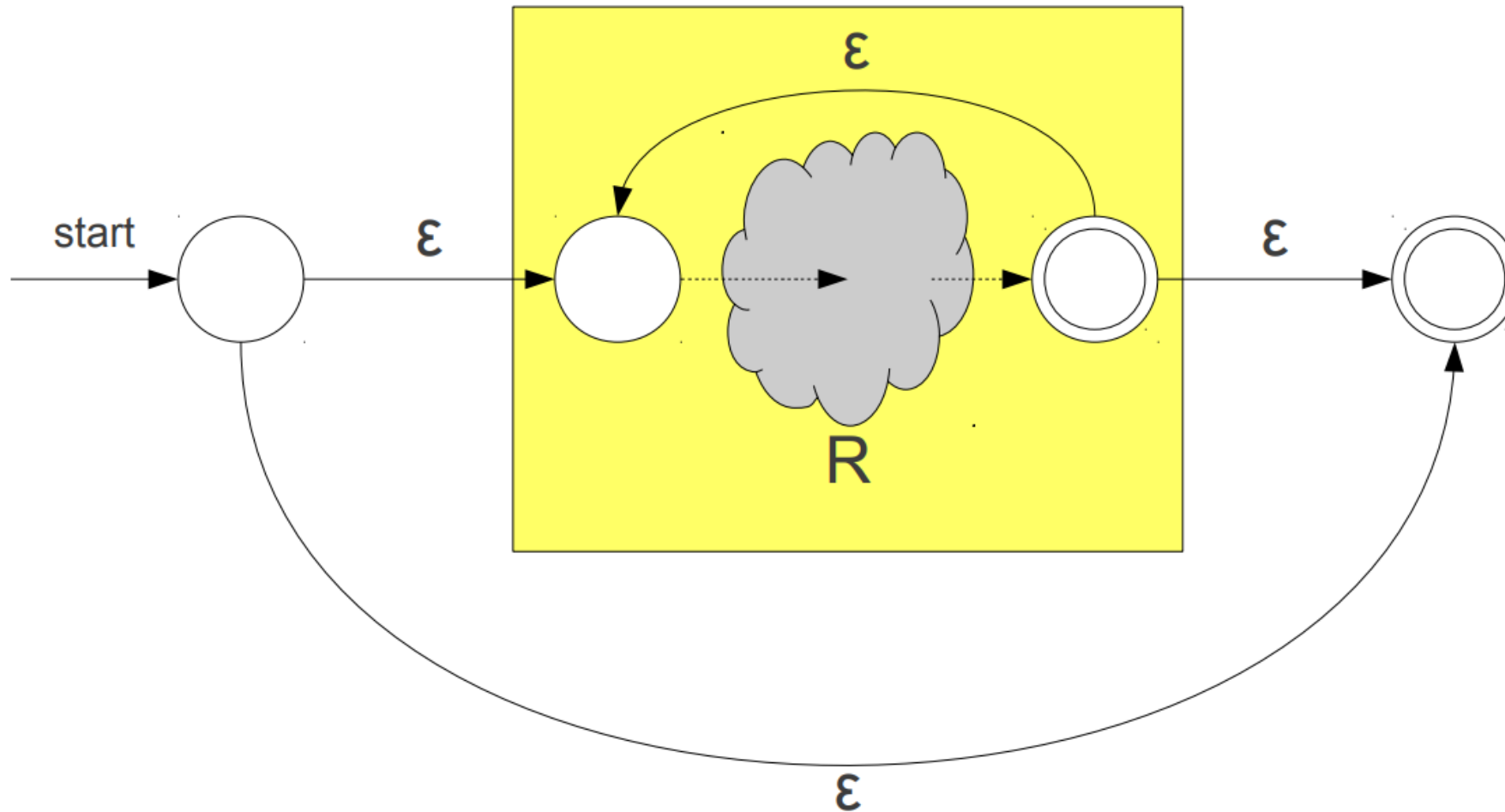
Construction for R^*



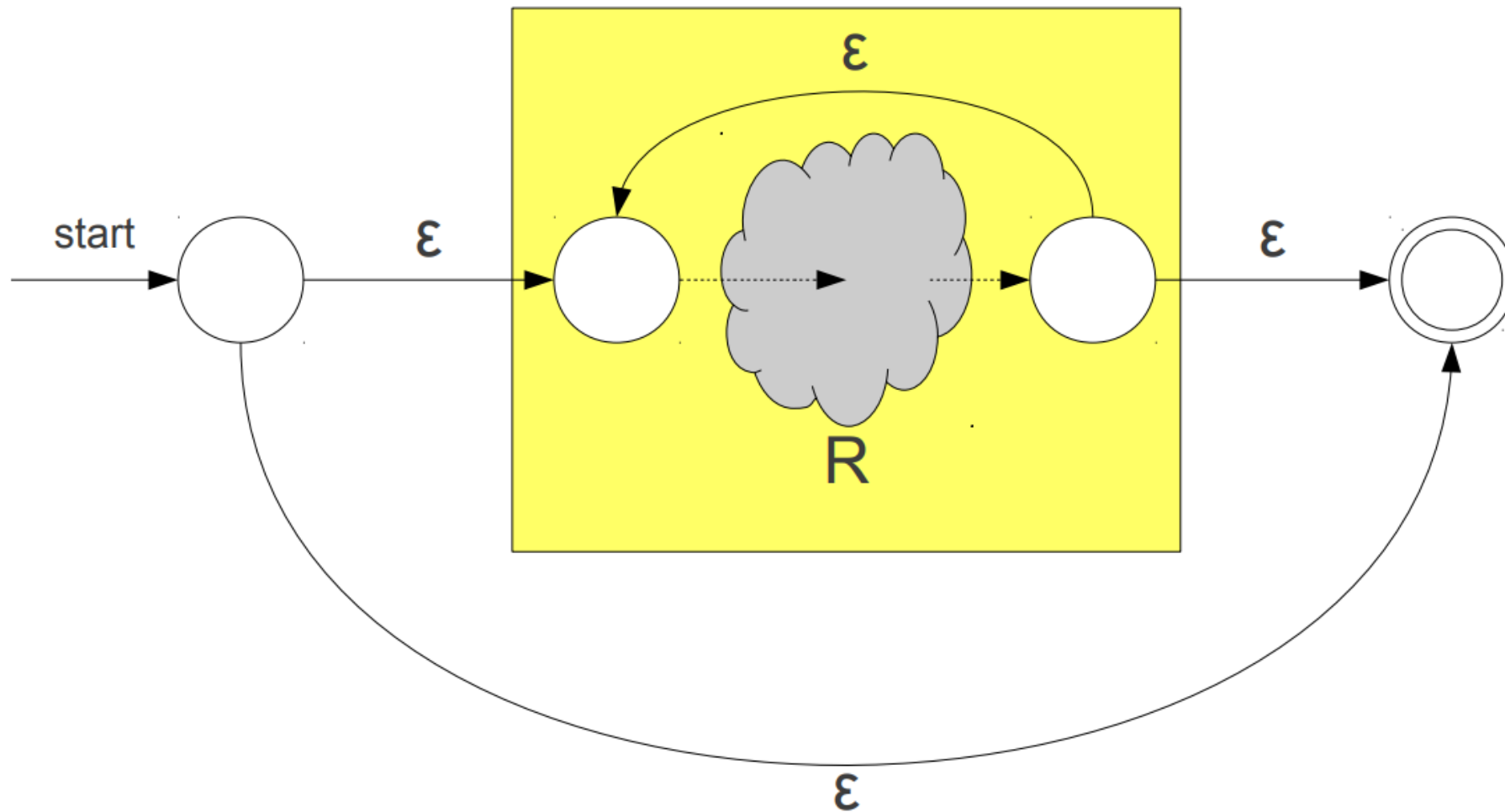
Construction for R^*



Construction for R^*

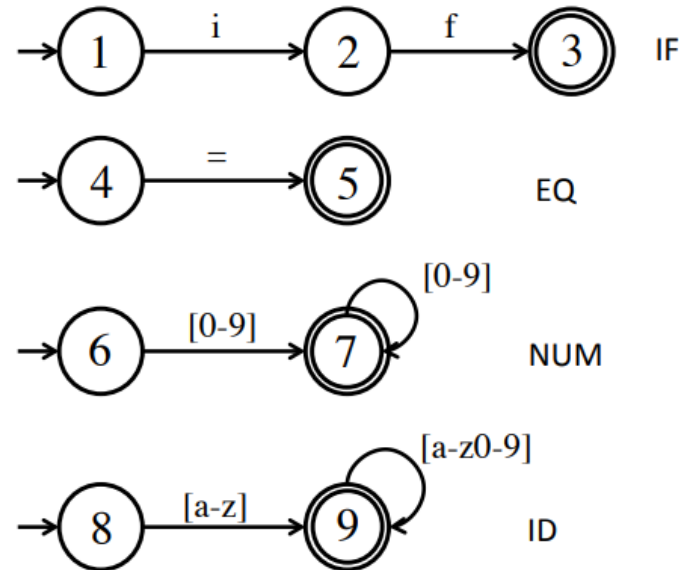


Construction for R^*



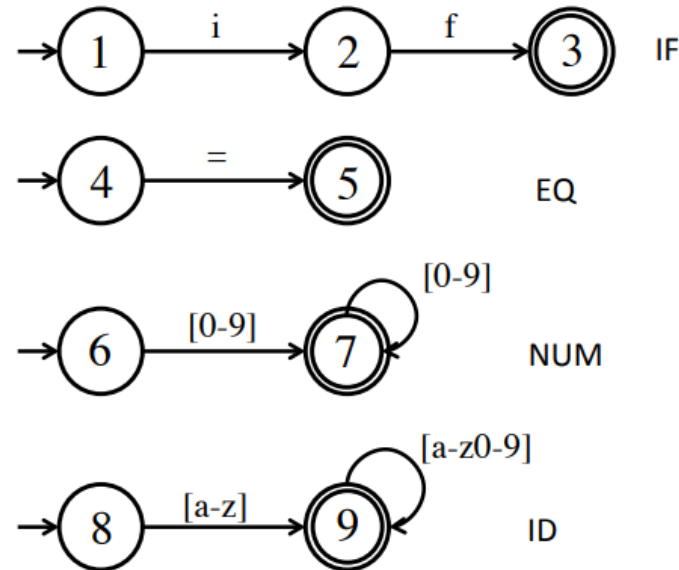
- What we have so far:
 - Regular expressions for each token
 - NFAs for each token that can recognize the corresponding lexemes
 - A way to simulate an NFA
- How to combine these to cut apart the input text and recognize tokens?
- Two ways:
 - Simulate all NFAs in turn (or in parallel) from the current position and output the token of the first one to get to an accepting state
 - Merge all NFAs into a single one with labels of the tokens on the accepting states

Illustration



- Four tokens: IF=if, ID=[a-z][a-z0-9]*, EQ='=', NUM=[0-9]+
- Lexical analysis of **x = 60** yields:
 - <ID, x>, <EQ>, <NUM, 60>

Illustration: ambiguities



- Lexical analysis of `ifu26 = 60` yields:
- Many splits are possible
 - `<IF>`, `<ID, u26>`, `<EQ>`, `<NUM, 60>`
 - `<ID, ifu26>`, `<EQ>`, `<NUM, 60>`
 - `<ID, ifu>`, `<NUM, 26>`, `<EQ>`, `<NUM, 6>`, `<NUM, 0>`

Conflict Resolutions



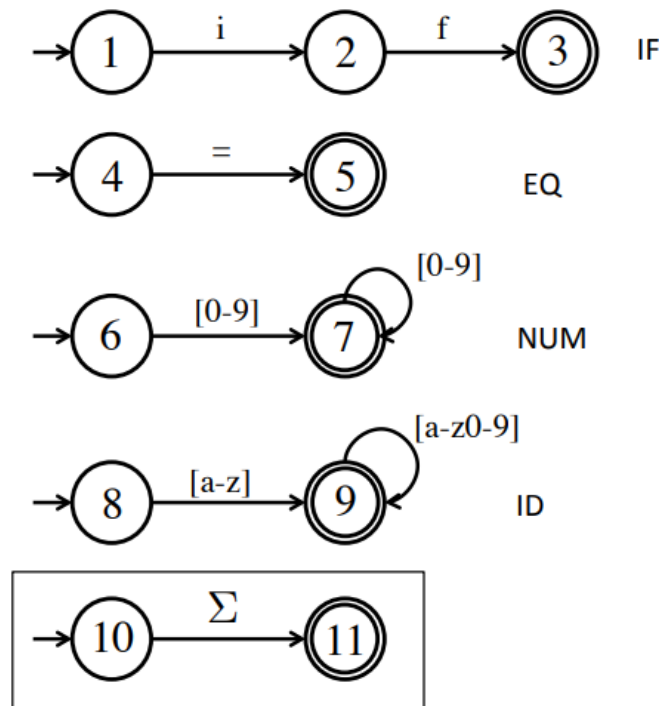
- Principle of the **longest matching prefix**: we choose the longest of the input that matches any token
- Following this principle, **ifu26 = 60** will be split into
 - $\langle \text{ID}, \text{ifu26} \rangle$, $\langle \text{EQ} \rangle$, $\langle \text{NUM}, 60 \rangle$
- How to implement?
 - Run all NFAs in parallel, keeping track of the last accepting state reached by any of the NFAs
 - When all automata get stuck, report the last match and restart the search at that point
- Requires to retain the characters read since the last match to re-insert them on the input
 - In our example, '=' would be read and then re-inserted in the buffer

Other Source of Ambiguity

- A lexeme can be accepted by two NFAs
 - Example: keywords are often also identifiers (**if** in the example)
- Two Solutions:
 - Report an error (such conflict is not allowed in the language)
 - Let the user decide on a priority order on the tokens (eg., keywords have priority over identifiers)

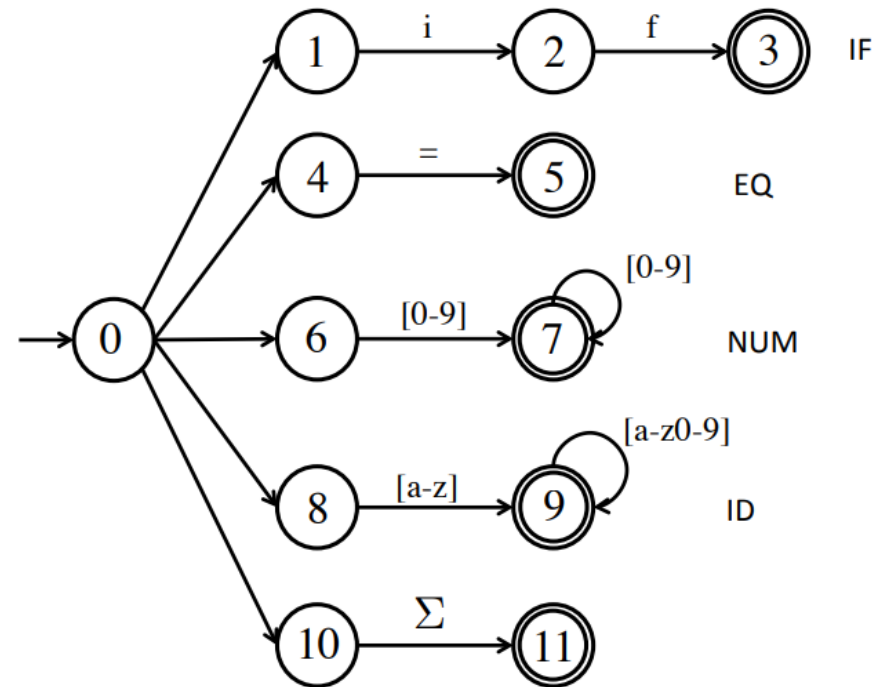
What if nothing matches

- What if we can not reach any accepting states given the current input?
- Add a “catch-all” rule that matches any character and reports an error



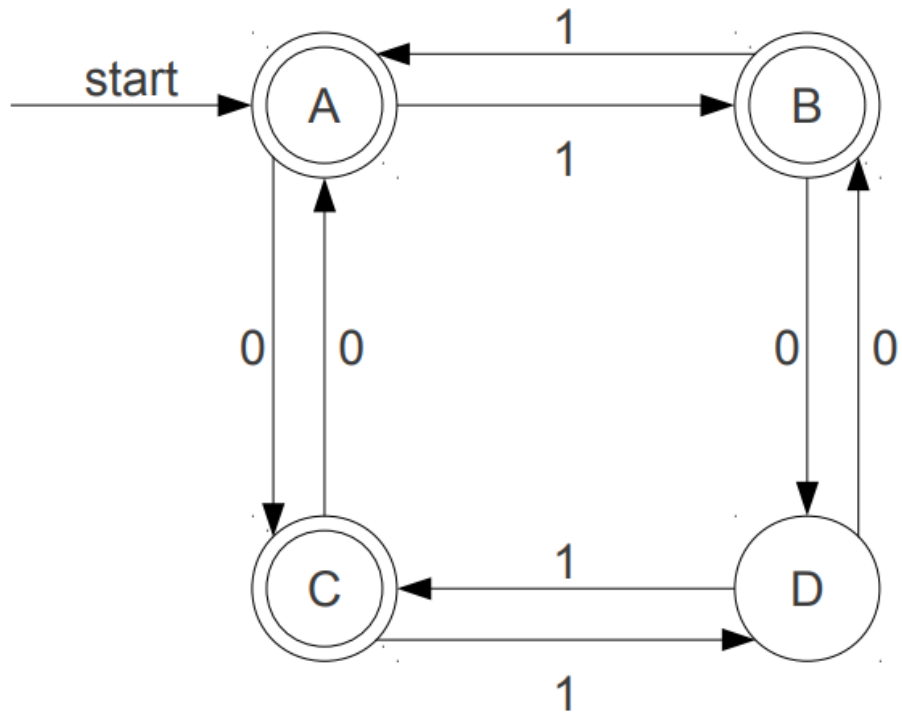
Merging all automata into a single NFA

- In practice, all NFAs are merged and simulated as a single NFA
- Accepting states are labeled with the token name

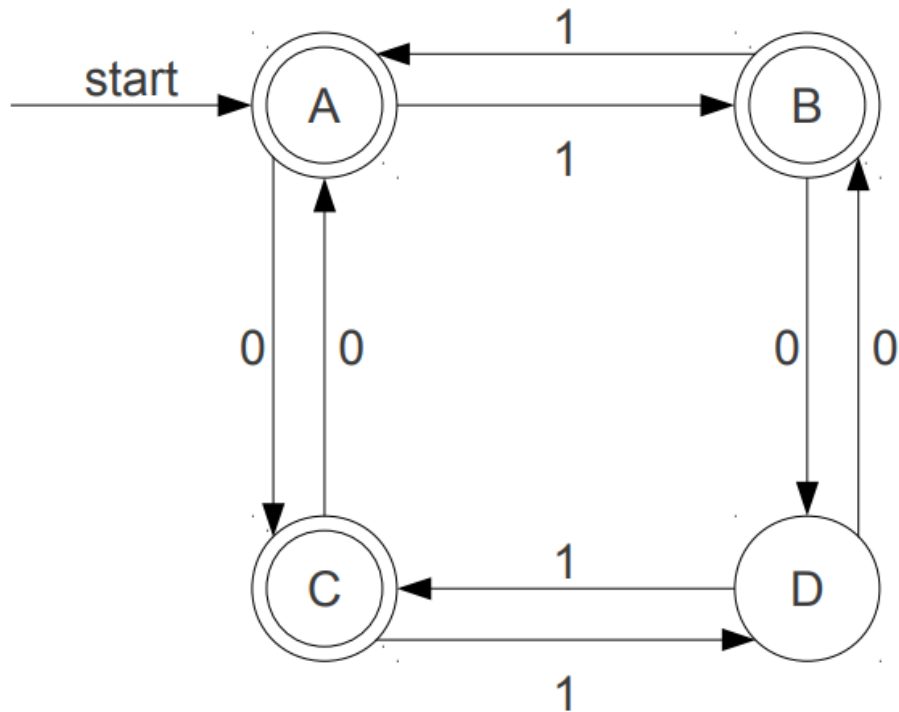


- The automata we've seen so far have all been NFAs
- It is possible to reduce complexity of matching to by transforming the NFA into an equivalent deterministic finite automata (DFA)
- DFA:
 - Transitions based on ϵ are not allowed
 - Each state has at most one outgoing transition defined for every letter

A Sample DFA



A Sample DFA

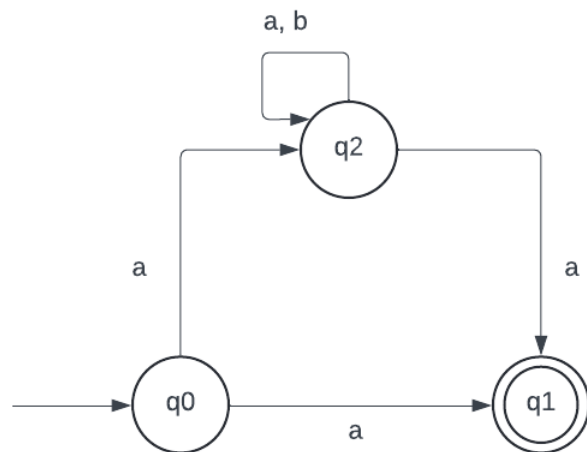


	0	1
A	C	B
B	D	A
C	A	D
D	B	C

Subset Construction

- NFAs can be in many states at once, while DFAs can only be in a single state at a time
- Key idea: **Make the DFA simulate the NFA**
- Have the states of the DFA correspond to the sets of states of the NFA
- Transitions between states of DFA correspond to transitions between sets of states in the NFA

From NFA to DFA



NFA

NFA table

state	a	b
<i>q0</i>		
<i>q1</i>		
<i>q2</i>		

DFA table

state	a	b

Reading and Exercises



Reading

- Chapter: 2.2 (Michael Scott Book)

Exercises

- Exercises: 2.2, 2.4, and 2.5 (Michael Scott Book)

References



Lecture Materials of CS 143, Stanford University