

# Principles of Programming Languages

CS 314

Recitation 1



RUTGERS

Rewrite System

Regular Expressions

Input: Sequence of characters starting with \$ and ending with #, and any combination of 0s and 1s in between.

Rules: You may replace a character pattern  $X$  at any position within the character sequence on the left-hand-side by the pattern  $Y$  on the right-hand-side:  $X \Rightarrow Y$

Rewrite  $\$01101\#$  and  $\$10100\#$  use the following rules

- rule 1 :  $\$1 \Rightarrow 1\&$
- rule 2 :  $\$0 \Rightarrow 0\$$
- rule 3 :  $\&1 \Rightarrow 1\$$
- rule 4 :  $\&0 \Rightarrow 0\&$
- rule 5 :  $\#\$ \Rightarrow A$
- rule 6 :  $\#\& \Rightarrow B$

Input: \$01101#

rule2: 0\$1101#

rule1: 01&101#

rule3: 011\$01#

rule2: 0110\$1#

rule1: 01101&#

rule6: 01101B

- rule 1 : \$1  $\Rightarrow$  1&
- rule 2 : \$0  $\Rightarrow$  0\$
- rule 3 : &1  $\Rightarrow$  1\$
- rule 4 : &0  $\Rightarrow$  0&
- rule 5 : \$#  $\Rightarrow$  A
- rule 6 : &#  $\Rightarrow$  B

Input: \$10100#

rule1: 1&0100#

rule4: 10&100#

rule3: 101\$00#

rule2: 1010\$0#

rule2: 10100\$#

rule5: 10100A

- rule 1 : \$1  $\Rightarrow$  1&
- rule 2 : \$0  $\Rightarrow$  0\$
- rule 3 : &1  $\Rightarrow$  1\$
- rule 4 : &0  $\Rightarrow$  0&
- rule 5 : \$#  $\Rightarrow$  A
- rule 6 : &#  $\Rightarrow$  B

Is the output always unique? Can we have various output by applying rules in different orders?

Input: \$10100#

- rule 1 : \$1  $\Rightarrow$  1&
- rule 2 : \$0  $\Rightarrow$  0\$
- rule 3 : &1  $\Rightarrow$  1\$
- rule 4 : &0  $\Rightarrow$  0&
- rule 5 : \$#  $\Rightarrow$  A
- rule 6 : &#  $\Rightarrow$  B

- extra rule 7: \$10  $\Rightarrow$  \$

\$10100#  $\Rightarrow$  1&0100# (rule1)

\$10100#  $\Rightarrow$  \$100# (rule7)

- extra rule 8: 1&  $\Rightarrow$  \$

1&0100#  $\Rightarrow$  10&100# (rule4)

1&0100#  $\Rightarrow$  \$0100# (rule8)



Is it possible that the system fails to give an output?

Input: \$10100#

- rule 1 : 01  $\Rightarrow$  10
- rule 2 : 10  $\Rightarrow$  01
- rule 3 : &1  $\Rightarrow$  1\$
- rule 4 : &0  $\Rightarrow$  0&
- rule 5 : \$#  $\Rightarrow$  A
- rule 6 : &#  $\Rightarrow$  B

Keep applying rule 1 and 2, the procedure cannot stop.

A syntax (notation) to specify regular languages.

It is one of the following:

1. A character
2. Empty String ( $\epsilon$ )
3. one regular expression followed by another regular expression
4. regular expression 1 | regular expression 2
5. regular expression<sup>\*</sup>
6. regular expression<sup>+</sup>

Construct a regular expression for binary numbers with even length

$((1|0)(1|0))^*$

Construct a regular expression for binary numbers with odd length

$(1|0)((1|0)(1|0))^*$

All strings of a's, b's, and c's that contain at least 2a's.

$$(a|b|c)^*a(a|b|c)^*a(a|b|c)^*$$

All strings of a's, b's, and c's that contain no consecutive a's.

$$(\epsilon | a)((b | c)^+ (\epsilon | a))^*$$
$$(b | c)^*((a(b | c)^+) | (b | c))^*(\epsilon | a)$$

Variables in C can contain lowercase characters, uppercase characters, numbers, and underscores, but can't start with a number.

lower=a|b|c|...|z

upper=A|B|...|Z

number=1|2|...|9



Variables in C can contain lowercase characters, uppercase characters, numbers, and underscores, but can't start with a number.

`(_|lower|upper)(_|lower|upper|number)*`

Construct a regular expression for floating point numbers that don't use scientific notation (e.g., 3.5, 0.15, -47.3).

$$(-|\epsilon)(0-9)^+.(0-9)^+$$