

# CS/ECE374A Midterm 1

Regular languages and context free languages



## Disclaimer and logistics



- This is being recorded. Recording will be on HKN website.
- Slides will be available on EdStem and HKN website later.
- Some of us are CAs, but we have not seen the exam. We have no idea what the questions are. However, we've reviewed the practice exams, and taken the course, so we have suspicions as to what the questions will be like.
- Slides that contain information that's not on your cheatsheet will be indicated as such!



- A regular expression r describes a regular language L(r)
- Built inductively on three operators:
  - + is the union operator.  $L(r_1 + r_2) = L(r_1) \cup L(r_2)$



- A regular expression r describes a regular language L(r)
- Built inductively on three operators:
  - + is the union operator.  $L(r_1 + r_2) = L(r_1) \cup L(r_2)$
  - \* is the Kleene star.  $L(r_1^*) = L(r_1)^*$



- A regular expression r describes a regular language L(r)
- Built inductively on three operators:
  - + is the union operator.  $L(r_1 + r_2) = L(r_1) \cup L(r_2)$
  - \* is the Kleene star.  $L(r_1^*) = L(r_1)^*$
  - () are used to group expressions (O+)\*



- A regular expression r describes a regular language L(r)
- Built inductively on three operators:
  - + is the union operator.  $L(r_1 + r_2) = L(r_1) \cup L(r_2)$
  - \* is the Kleene star.  $L(r_1^*) = L(r_1)^*$
  - () are used to group expressions
  - (implicit) concatenation operator:

$$L(r_1r_2) = \{xy : x \in L_1, y \in L_2\}$$



- A regular expression r describes a regular language L(r)
- Built inductively on three operators:
  - + is the union operator.  $L(r_1 + r_2) = L(r_1) \cup L(r_2)$
  - \* is the Kleene star.  $L(r_1^*) = L(r_1)^*$
  - () are used to group expressions
  - (implicit) concatenation operator:

$$L(r_1r_2) = \{xy : x \in L_1, y \in L_2\}$$

Precedence: first (), then \*, then concatenation, then +





- ullet A regular expression r describes a regular language L(r)
- Built inductively on three operators:
  - + is the union operator.  $L(r_1 + r_2) = L(r_1) \cup L(r_2)$
  - \* is the Kleene star.  $L(r_1^*) = L(r_1)^*$
  - () are used to group expressions
  - (implicit) concatenation operator:

$$L(r_1r_2) = \{xy : x \in L_1, y \in L_2\}$$

- $\bullet$  Precedence: first (), then \*, then concatenation, then +
- Regular expressions must use a finite number of these operators



 A language is regular if there exists a DFA/NFA/regular language that decides it (that is, accepts every string in the language and rejects every string not in the language)



- A language is regular if there exists a DFA/NFA/regular language that decides it (that is, accepts every string in the language and rejects every string not in the language)
- But what does that *mean*? What's special about a DFA or an NFA or a regular expression?



- A language is regular if there exists a DFA/NFA/regular language that decides it (that is, accepts every string in the language and rejects every string not in the language)
- But what does that *mean*? What's special about a DFA or an NFA or a regular expression?
- Memory! Given enough paper, you can always draw out the DFA/NFA/regex for any regular language!



- A language is regular if there exists a DFA/NFA/regular language that decides it (that is, accepts every string in the language and rejects every string not in the language)
- But what does that *mean*? What's special about a DFA or an NFA or a regular expression?
- Memory! Given enough paper, you can always draw out the DFA/NFA/regex for any regular language!
- You can implement a DFA/NFA for your regular language in code using only O(1) memory Per = 0



- A language is regular if there exists a DFA/NFA/regular language that decides it (that is, accepts every string in the language and rejects every string not in the language)
- But what does that *mean*? What's special about a DFA or an NFA or a regular expression?
- Memory! Given enough paper, you can always draw out the DFA/NFA/regex for any regular language!
- $\bullet\,$  You can implement a DFA/NFA for your regular language in code using only O(1) memory



 Most common type of question: given a language, write a regular expression for it



- Most common type of question: given a language, write a regular expression for it
- First write down some strings in the language. Are there any common patterns you notice?



- Most common type of question: given a language, write a regular expression for it
- First write down some strings in the language. Are there any common patterns you notice?
  - For example, number of consecutive ones, number of zeroes after a one, etc



- Most common type of question: given a language, write a regular expression for it
- First write down some strings in the language. Are there any common patterns you notice?
  - For example, number of consecutive ones, number of zeroes after a one, etc
- Next write down some strings *not* in the language. What makes these strings different?



- Most common type of question: given a language, write a regular expression for it
- First write down some strings in the language. Are there any common patterns you notice?
  - For example, number of consecutive ones, number of zeroes after a one, etc
- Next write down some strings *not* in the language. What makes these strings different?
- Can you decompose the given language into a combination of smaller languages?



- Most common type of question: given a language, write a regular expression for it
- First write down some strings in the language. Are there any common patterns you notice?
  - For example, number of consecutive ones, number of zeroes after a one, etc
- Next write down some strings *not* in the language. What makes these strings different?
- Can you decompose the given language into a combination of smaller languages?
- Build a regular expression based on your observations and test it. Does it accept / reject the strings you thought of above?



- Most common type of question: given a language, write a regular expression for it
- First write down some strings in the language. Are there any common patterns you notice?
  - For example, number of consecutive ones, number of zeroes after a one, etc
- Next write down some strings *not* in the language. What makes these strings different?
- Can you decompose the given language into a combination of smaller languages?
- Build a regular expression based on your observations and test it. Does it accept / reject the strings you thought of above?
- Explain, in English, each part of your regular expression with a short sentence. Does the explanation match the language?



• Example: let L be the set of all strings w such that in every prefix of w, the number of 0s and 1s differs by at most 1





- Example: let L be the set of all strings w such that in every prefix of w, the number of 0s and 1s differs by at most 1
  - Some strings in this language: 0, 1, 01, 10101, 0110



- Example: let L be the set of all strings w such that in every prefix of w, the number of 0s and 1s differs by at most 1
  - Some strings in this language: 0, 1, 01, 10101, 0110
  - Some strings not in this language: 11, 1011, 0011



- Example: let L be the set of all strings w such that in every prefix of w, the number of 0s and 1s differs by at most 1
  - Some strings in this language: 0, 1, 01, 10101, 0110
  - Some strings not in this language: 11, 1011, 0011
- What is the pattern here? Strings can't start with two 0s or two 1s, and can't have more than 2 0s or 1s in a row.



- Example: let L be the set of all strings w such that in every prefix of w, the number of 0s and 1s differs by at most 1
  - Some strings in this language: 0, 1, 01, 10101, 0110
  - Some strings not in this language: 11, 1011, 0011
- What is the pattern here? Strings can't start with two 0s or two 1s, and can't have more than 2 0s or 1s in a row.
- Can you simplify this pattern? Strings are formed by repeated (01+10), and may end with a 1, 0, or nothing.



- Example: let L be the set of all strings w such that in every prefix of w, the number of 0s and 1s differs by at most 1
  - Some strings in this language: 0, 1, 01, 10101, 0110
  - $\bullet$  Some strings not in this language: 11, 1011, 0011
- What is the pattern here? Strings can't start with two 0s or two 1s, and can't have more than 2 0s or 1s in a row.
- Can you simplify this pattern? Strings are formed by repeated (01+10), and may end with a 1, 0, or nothing.
- Solution:  $(01+10)^*(\epsilon+0+1)$



- Example: let L be the set of all strings w such that in every prefix of w, the number of 0s and 1s differs by at most 1
  - Some strings in this language: 0, 1, 01, 10101, 0110
  - Some strings not in this language: 11, 1011, 0011
- What is the pattern here? Strings can't start with two 0s or two 1s, and can't have more than 2 0s or 1s in a row.
- Can you simplify this pattern? Strings are formed by repeated (01+10), and may end with a 1, 0, or nothing.
- Solution:  $(01+10)^*(\epsilon+0+1)$
- Exercise: which, if any, of the following are also correct:  $(\epsilon + 0 + 1)^*(01 + 10)^*$ ,



- Example: let L be the set of all strings w such that in every prefix of w, the number of 0s and 1s differs by at most 1
  - Some strings in this language: 0, 1, 01, 10101, 0110
  - Some strings not in this language: 11, 1011, 0011
- What is the pattern here? Strings can't start with two 0s or two 1s, and can't have more than 2 0s or 1s in a row.
- Can you simplify this pattern? Strings are formed by repeated (01+10), and may end with a 1, 0, or nothing.
- Solution:  $(01+10)^*(\epsilon+0+1)$
- Exercise: which, if any, of the following are also correct:  $(\epsilon + 0 + 1)^*(01 + 10)^*$ ,  $(01 + 10 + 1010 + 0101 + 0110 + 1001)^*(\epsilon + 0 + 1)$ 
  - The first is wrong with counterexmaple 001. The second is correct. 1010,0101,0110,1001 are all the strings of length 4 in  $(01+10)^*$



ullet Let L be the set of all strings where every run of 1s has odd length.



- Let L be the set of all strings where every run of 1s has odd length.
  - Some strings in this language: 0, 00, 101, 111



- Let L be the set of all strings where every run of 1s has odd length.
  - Some strings in this language: 0, 00, 101, 111
  - Some strings not in this language: 11, 1101, 0011





- Let L be the set of all strings where every run of 1s has odd length.
  - Some strings in this language: 0, 00, 101, 111
  - Some strings not in this language: 11, 1101, 0011
- A string containing an odd number of 1s is given by (11)\*1.



- Let L be the set of all strings where every run of 1s has odd length.
  - Some strings in this language: 0, 00, 101, 111
  - Some strings not in this language: 11, 1101, 0011
- A string containing an odd number of 1s is given by (11)\*1.
- Above, we notice each such string is separated by 1 or more 0s: ((11)\*10<sup>+</sup>)\*



- Let L be the set of all strings where every run of 1s has odd length.
  - Some strings in this language: 0, 00, 101, 111
  - Some strings not in this language: 11, 1101, 0011
- A string containing an odd number of 1s is given by (11)\*1.
- Above, we notice each such string is separated by 1 or more 0s:  $((11)*10^+)*$
- What is this missing?



- Let L be the set of all strings where every run of 1s has odd length.
  - Some strings in this language: 0, 00, 101, 111
  - Some strings not in this language: 11, 1101, 0011
- A string containing an odd number of 1s is given by (11)\*1.
- Above, we notice each such string is separated by 1 or more 0s: ((11)\*10<sup>+</sup>)\*
- What is this missing?
  - There may be no zeroes!



- Let L be the set of all strings where every run of 1s has odd length.
  - Some strings in this language: 0, 00, 101, 111
  - Some strings not in this language: 11, 1101, 0011
- A string containing an odd number of 1s is given by (11)\*1.
- Above, we notice each such string is separated by 1 or more 0s:  $((11)*10^+)*$
- What is this missing?
  - There may be no zeroes!
- Final answer:  $((11)*10^+)* + (11)*1$



• What does it mean to be "closed under" an operation?



- What does it mean to be "closed under" an operation?
- A set X is closed under  $\circ$  if for  $a,b\in X$ ,  $a\circ b\in X$



- What does it mean to be "closed under" an operation?
- A set X is closed under  $\circ$  if for  $a, b \in X$ ,  $a \circ b \in X$ 
  - Example: a vector space is closed under addition



- What does it mean to be "closed under" an operation?
- A set X is closed under  $\circ$  if for  $a, b \in X$ ,  $a \circ b \in X$ 
  - Example: a vector space is closed under addition
- The set of all regular languages is closed under the following:



- What does it mean to be "closed under" an operation?
- A set X is closed under  $\circ$  if for  $a, b \in X$ ,  $a \circ b \in X$ 
  - Example: a vector space is closed under addition
- The set of all regular languages is closed under the following:
  - Union (∪), intersection (∩), concatenation (·), kleene star (\*), complement (<sup>C</sup>), set difference (\), and reverse (<sup>R</sup>)



- What does it mean to be "closed under" an operation?
- A set X is closed under  $\circ$  if for  $a, b \in X$ ,  $a \circ b \in X$ 
  - Example: a vector space is closed under addition
- The set of all regular languages is closed under the following:
  - Union (∪), intersection (∩), concatenation (·), kleene star (\*), complement (<sup>C</sup>), set difference (\), and reverse (<sup>R</sup>)
- How do we know this? Think of NFA/DFA transformations from Thompson's algorithm and product construction (we did a special case of set difference earlier!)
- Regular languages are closed only under finite applications of these operations - this stems from the fact that a DFA must have a finite number of states, so we can't do an infinite product construction.
  - Note: sometimes an infinite sequence of these operations will result in a language that's still regular, but not always!



• Is  $(0+1+L)^*$  regular for any language L?



- Is  $(0 + 1 + L)^*$  regular for  $\alpha ny$  language L?
  - Yes!  $(0+1+L)^* = (0+1)^*$  since  $L \subseteq (0+1)^*$



- Is  $(0+1+L)^*$  regular for any language L?
  - Yes!  $(0+1+L)^* = (0+1)^*$  since  $L \subseteq (0+1)^*$
- Tip: Don't forget about  $\epsilon$ !



- Is  $(0+1+L)^*$  regular for any language L?
  - Yes!  $(0+1+L)^* = (0+1)^*$  since  $L \subseteq (0+1)^*$
- Tip: Don't forget about  $\epsilon$ !
- Is  $L = \{xyy^Rz : x, y, z \in \Sigma^*\}$  regular?



- Is  $(0+1+L)^*$  regular for any language L?
  - Yes!  $(0+1+L)^* = (0+1)^*$  since  $L \subseteq (0+1)^*$
- Tip: Don't forget about  $\epsilon!$
- Is  $L = \{xyy^Rz : x, y, z \in \Sigma^*\}$  regular?
  - Intuition about palindromes: When a palindrome has a minimum length, but no maximum, language is irregular. Why? If minimum but no maximum, we need O(n) memory to keep track of what might be in the palindrome.

Ly Ly 00001000



- Is  $(0+1+L)^*$  regular for  $\alpha ny$  language L?
  - Yes!  $(0+1+L)^* = (0+1)^*$  since  $L \subseteq (0+1)^*$
- Tip: Don't forget about  $\epsilon$ !
- Is  $L = \{xyy^Rz: x, y, z \in \Sigma^*\}$  regular?
  - Intuition about palindromes: When a palindrome has a minimum length, but no maximum, language is irregular. Why? If minimum but no maximum, we need O(n) memory to keep track of what might be in the palindrome.
  - Note that we can set  $y=\epsilon$  so then  $L=\{xz:x,z\in\Sigma^*\}=\Sigma^*$  so L is regular!



• If L is not regular, then is  $L^*$  also not regular?





- If L is not regular, then is L\* also not regular?
  - No! Let  $L=\{0^n1^n:n\geq 0\}\cup\{0,1\}$ . Since  $0,1\in L$ ,  $L^*\supseteq\{0,1\}^*$  so  $L^*=\{0,1\}^*$ .



- If L is not regular, then is L\* also not regular?
  - No! Let  $L=\{0^n1^n:n\geq 0\}\cup\{0,1\}$ . Since  $0,1\in L$ ,  $L^*\supseteq\{0,1\}^*$  so  $L^*=\{0,1\}^*$ .
- If  $L^*$  is not regular, then is L also not regular?



- If L is not regular, then is  $L^*$  also not regular?
  - No! Let  $L=\{0^n1^n:n\geq 0\}\cup\{0,1\}$ . Since  $0,1\in L$ ,  $L^*\supseteq\{0,1\}^*$  so  $L^*=\{0,1\}^*$ .
- If  $L^*$  is not regular, then is L also not regular?
  - Yes! If L was regular, then  $L^*$  would be regular.



- If L is not regular, then is  $L^*$  also not regular?
  - No! Let  $L=\{0^n1^n:n\geq 0\}\cup\{0,1\}$ . Since  $0,1\in L$ ,  $L^*\supseteq\{0,1\}^*$  so  $L^*=\{0,1\}^*$ .
- If  $L^*$  is not regular, then is L also not regular?
  - Yes! If L was regular, then  $L^*$  would be regular.
- If  $L_1$  is not regular and  $L_2$  is regular, then must  $L_1L_2$  be irregular?



- If L is not regular, then is  $L^*$  also not regular?
  - No! Let  $L=\{0^n1^n:n\geq 0\}\cup\{0,1\}$ . Since  $0,1\in L$ ,  $L^*\supseteq\{0,1\}^*$  so  $L^*=\{0,1\}^*$ .
- If  $L^*$  is not regular, then is L also not regular?
  - Yes! If L was regular, then  $L^*$  would be regular.
- If  $L_1$  is not regular and  $L_2$  is regular, then must  $L_1L_2$  be irregular?
  - No. Consider  $L_1=\{0^{2^n}:n\geq 1\}\cup\{\epsilon\}$  and  $L_2=0^*$ . Then,  $L_1L_2=0^*$ , which is regular.



• Begin by decomposing your language into basic parts that can be combined using logical operators such as  $\land$  and  $\lor$ 



- Begin by decomposing your language into basic parts that can be combined using logical operators such as ∧ and ∨
- For each "simple" sub-language  $L_i$ , write down some strings that are and are not in the language



- Begin by decomposing your language into basic parts that can be combined using logical operators such as  $\land$  and  $\lor$
- For each "simple" sub-language  $L_i$ , write down some strings that are and are not in the language
- See what patterns you observe, and sketch a DFA/NFA



- Begin by decomposing your language into basic parts that can be combined using logical operators such as  $\land$  and  $\lor$
- For each "simple" sub-language  $L_i$ , write down some strings that are and are not in the language
- See what patterns you observe, and sketch a DFA/NFA
- Validate your DFA/NFA. If asked, make sure to define all five elements of the tuple  $(Q, \Sigma, \delta, s, A)$ ! This is an easy way to lose points!







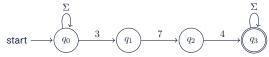
- Begin by decomposing your language into basic parts that can be combined using logical operators such as  $\land$  and  $\lor$
- For each "simple" sub-language  $L_i$ , write down some strings that are and are not in the language
- See what patterns you observe, and sketch a DFA/NFA
- Validate your DFA/NFA. If asked, make sure to define all five elements of the tuple  $(Q, \Sigma, \delta, s, A)$ ! This is an easy way to lose points!
  - And, make sure your set of states is finite!



• Let  $L = \{w \in \Sigma^* : 374 \text{ is a substring of } w\}$ 

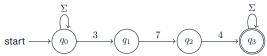


• Let  $L = \{w \in \Sigma^* : 374 \text{ is a substring of } w\}$ 





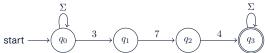
• Let  $L = \{w \in \Sigma^* : 374 \text{ is a substring of } w\}$ 



What about the missing transitions?



• Let  $L = \{w \in \Sigma^* : 374 \text{ is a substring of } w\}$ 



 What about the missing transitions? Simply write "all missing transitions lead to reject"!



• Let  $L_z = \{w \in \Sigma^* : z \text{ is a prefix of } w\}$ 



• Let  $L_z = \{w \in \Sigma^* : z \text{ is a prefix of } w\}$ 

$$Q = \{0, \dots, |z|\}$$

$$s = 0$$

$$A = \{|z|\}$$

$$\delta(i, z_{i+1}) = i + 1 \text{ for } i < |z|$$

$$\delta(|z|, x) = |z| \forall x$$



• Let  $L_z = \{w \in \Sigma^* : z \text{ is a prefix of } w\}$ 

$$Q = \{0, \dots, |z|\}$$

$$s = 0$$

$$A = \{|z|\}$$

$$\underline{\delta(i, z_{i+1}) = i + 1 \text{ for } i < |z|}$$

$$\underline{\delta(|z|, x) = |z| \ \forall x}$$

What about the missing transitions?



• Let  $L_z = \{w \in \Sigma^* : z \text{ is a prefix of } w\}$ 

$$Q = \{0, \dots, |z|\}$$

$$s = 0$$

$$A = \{|z|\}$$

$$\delta(i, z_{i+1}) = i + 1 \text{ for } i < |z|$$

$$\delta(|z|, x) = |z| \forall x$$

 What about the missing transitions? Simply write "all missing transitions lead to reject"!

### **Combine with Thompson's Algorithm**



Note: not all of this is not on your cheatsheet! You should make sure you remember it, just in case.

Language	Expre.	NFA
φ	φ	→3
{ w}	ω	→ S an a a b a a an e
L, UL2	7, +7 <sub>2</sub>	→ S
L1- L2	Y, Y2	→3 L <sub>1</sub> E & L <sub>2</sub> E
L,*	Υ, *	E E

#### **Combine with product construction**



• Given some languages  $L_1,\ldots,L_n$  we want a DFA that accepts strings w satisfying  $f(w\in L_1,\ldots,w\in L_n)$  where f is some logical function.

#### **Combine with product construction**



- Given some languages  $L_1,\ldots,L_n$  we want a DFA that accepts strings w satisfying  $f(w\in L_1,\ldots,w\in L_n)$  where f is some logical function.
  - ullet For example, L is the set of strings in  $L_1$  and not in  $L_2$

#### Combine with product construction



- Given some languages  $L_1,\ldots,L_n$  we want a DFA that accepts strings w satisfying  $f(w\in L_1,\ldots,w\in L_n)$  where f is some logical function.
  - ullet For example, L is the set of strings in  $L_1$  and not in  $L_2$
- ullet Create a DFA/NFA for L using the following rough format:
  - $Q = Q_1 \times \cdots \times Q_n$
  - $\delta'(q_1, \ldots, q_n) = (\delta_1(q_1), \ldots, \delta_2(q_2))$
  - $s = (s_1, \ldots, s_n)$
  - A' = {convert f into a set expression}

#### **Practice product construction**



• Let L be the set of strings that contain the substring 374 and not the substring 373. Create a DFA for L.



- Let L be the set of strings that contain the substring 374 and not the substring 373. Create a DFA for L.
- We already know these two languages are regular, so we'll skip the process of creating machines  $M_{374}$  and  $M_{373}$  (but you should show this on the exam!)





- Let L be the set of strings that contain the substring 374 and not the substring 373. Create a DFA for L.
- We already know these two languages are regular, so we'll skip the process of creating machines  $M_{374}$  and  $M_{373}$  (but you should show this on the exam!)
- Let's set up the machinery to run  $M_{373}$  and  $M_{374}$  in parallel:



- Let L be the set of strings that contain the substring 374 and not the substring 373. Create a DFA for L.
- We already know these two languages are regular, so we'll skip the process of creating machines  $M_{374}$  and  $M_{373}$  (but you should show this on the exam!)
- Let's set up the machinery to run  $M_{373}$  and  $M_{374}$  in parallel:
  - $Q = Q_{373} \times Q_{374}$
  - $\delta((q_1, q_2), x) = (\delta_{373}(x), \delta_{374}(x))$
  - $s = (s_{373}, s_{374})$



- Let L be the set of strings that contain the substring 374 and not the substring 373. Create a DFA for L.
- We already know these two languages are regular, so we'll skip the process of creating machines  $M_{374}$  and  $M_{373}$  (but you should show this on the exam!)
- Let's set up the machinery to run  $M_{373}$  and  $M_{374}$  in parallel:
  - $Q = Q_{373} \times Q_{374}$
  - $\delta((q_1, q_2), x) = (\delta_{373}(x), \delta_{374}(x))$
  - $s = (s_{373}, s_{374})$
- Now, what is A? We accept when  $M_{373}$  is *not* in an accept state, **and** when  $M_{374}$  is in an accept state:



- Let L be the set of strings that contain the substring 374 and not the substring 373. Create a DFA for L.
- We already know these two languages are regular, so we'll skip the process of creating machines  $M_{374}$  and  $M_{373}$  (but you should show this on the exam!)
- Let's set up the machinery to run  $M_{373}$  and  $M_{374}$  in parallel:
  - $Q = Q_{373} \times Q_{374}$
  - $\delta((q_1, q_2), x) = (\delta_{373}(x), \delta_{374}(x))$
  - $s = (s_{373}, s_{374})$
- Now, what is A? We accept when  $M_{373}$  is *not* in an accept state, **and** when  $M_{374}$  is in an accept state:
  - $A' = (Q_{373} \setminus A_{373}) \times A_{374}$



• Skip something: ex  ${\sf Half}(L) = \{{\sf cut}(w): w \in L\}$  where cut removes characters at odd indices (strings are 1-indexed, cut(hi) = i)



- Skip something: ex  ${\sf Half}(L) = \{{\sf cut}(w) : w \in L\}$  where cut removes characters at odd indices (strings are 1-indexed, cut(hi) = i)
- Insert something: ex  $\mathsf{Double}(L) = \{w : \mathsf{cut}(w) \in L\}$  where cut is defined as above



- Skip something: ex  ${\sf Half}(L) = \{ {\sf cut}(w) : w \in L \}$  where cut removes characters at odd indices (strings are 1-indexed, cut(hi) = i)
- Insert something: ex  $\mathsf{Double}(L) = \{w : \mathsf{cut}(w) \in L\}$  where cut is defined as above
- Change something: ex:  $\operatorname{Quiet}(L) = \{\operatorname{quiet}(w) : w \in L\}$  where quiet replaces any ! with a .



- Skip something: ex  ${\sf Half}(L) = \{ {\sf cut}(w) : w \in L \}$  where cut removes characters at odd indices (strings are 1-indexed, cut(hi) = i)
- Insert something: ex  $\mathsf{Double}(L) = \{w : \mathsf{cut}(w) \in L\}$  where cut is defined as above
- Change something: ex:  $\operatorname{Quiet}(L) = \{\operatorname{quiet}(w) : w \in L\}$  where quiet replaces any ! with a .
- Your NFA should "undo" the operation. For example, in the "Skip something" case, un-cut the string. Always go left-to-right!



- Skip something: ex  ${\sf Half}(L) = \{ {\sf cut}(w) : w \in L \}$  where cut removes characters at odd indices (strings are 1-indexed, cut(hi) = i)
- Insert something: ex  $\mathsf{Double}(L) = \{w : \mathsf{cut}(w) \in L\}$  where cut is defined as above
- Change something: ex:  ${\sf Quiet}(L) = \{{\sf quiet}(w) : w \in L\}$  where quiet replaces any ! with a .
- Your NFA should "undo" the operation. For example, in the "Skip something" case, un-cut the string. Always go left-to-right!
- Approach: first create a language L that will be impacted by the transformation



- Skip something: ex  ${\sf Half}(L) = \{{\sf cut}(w): w \in L\}$  where cut removes characters at odd indices (strings are 1-indexed, cut(hi) = i)
- Insert something: ex  $\mathsf{Double}(L) = \{w : \mathsf{cut}(w) \in L\}$  where cut is defined as above
- Change something: ex:  $\operatorname{Quiet}(L) = \{\operatorname{quiet}(w) : w \in L\}$  where quiet replaces any ! with a .
- Your NFA should "undo" the operation. For example, in the "Skip something" case, un-cut the string. Always go left-to-right!
- ullet Approach: first create a language L that will be impacted by the transformation
  - Example: for Quiet we might pick  $L = \{Hil, Bye., Hi.\}$



- Skip something: ex  ${\sf Half}(L) = \{{\sf cut}(w): w \in L\}$  where cut removes characters at odd indices (strings are 1-indexed, cut(hi) = i)
- Insert something: ex  $\mathsf{Double}(L) = \{w : \mathsf{cut}(w) \in L\}$  where cut is defined as above
- Change something: ex:  ${\sf Quiet}(L) = \{{\sf quiet}(w) : w \in L\}$  where quiet replaces any ! with a .
- Your NFA should "undo" the operation. For example, in the "Skip something" case, un-cut the string. Always go left-to-right!
- ullet Approach: first create a language L that will be impacted by the transformation
  - Example: for Quiet we might pick  $L = \{Hil, Bye., Hi.\}$
- ullet Next, compute the transformed language f(L)



- Skip something: ex  ${\sf Half}(L) = \{ {\sf cut}(w) : w \in L \}$  where cut removes characters at odd indices (strings are 1-indexed, cut(hi) = i)
- Insert something: ex  $\mathsf{Double}(L) = \{w : \mathsf{cut}(w) \in L\}$  where cut is defined as above
- Change something: ex:  $\operatorname{Quiet}(L) = \{\operatorname{quiet}(w) : w \in L\}$  where quiet replaces any ! with a .
- Your NFA should "undo" the operation. For example, in the "Skip something" case, un-cut the string. Always go left-to-right!
- ullet Approach: first create a language L that will be impacted by the transformation
  - Example: for Quiet we might pick  $L = \{Hil, Bye., Hi.\}$
- Next, compute the transformed language f(L)
  - Example:  $Quiet(L) = \{Hi., Bye.\}$



- Skip something: ex  $\mathrm{Half}(L) = \{\mathrm{cut}(w) : w \in L\}$  where cut removes characters at odd indices (strings are 1-indexed,  $\mathrm{cut}(\mathrm{hi}) = \mathrm{i})$
- Insert something: ex  $\mathsf{Double}(L) = \{w : \mathsf{cut}(w) \in L\}$  where cut is defined as above
- Change something: ex:  ${\sf Quiet}(L) = \{{\sf quiet}(w) : w \in L\}$  where quiet replaces any ! with a .
- Your NFA should "undo" the operation. For example, in the "Skip something" case, un-cut the string. Always go left-to-right!
- ullet Approach: first create a language L that will be impacted by the transformation
  - Example: for Quiet we might pick  $L = \{Hil, Bye., Hi.\}$
- ullet Next, compute the transformed language f(L)
  - Example:  $Quiet(L) = \{Hi., Bye.\}$
- Figure out what you need to go from a string in f(L) to the original string in L. This is what your NFA for f(L) needs to do!



- Skip something: ex  $Half(L) = \{cut(w) : w \in L\}$  where cut removes characters at odd indices (strings are 1-indexed, cut(hi) = i)
- Insert something: ex  $\mathsf{Double}(L) = \{w : \mathsf{cut}(w) \in L\}$  where cut is defined as above
- Change something: ex:  ${\sf Quiet}(L) = \{{\sf quiet}(w) : w \in L\}$  where quiet replaces any ! with a .
- Your NFA should "undo" the operation. For example, in the "Skip something" case, un-cut the string. Always go left-to-right!
- Approach: first create a language L that will be impacted by the transformation
  - Example: for Quiet we might pick  $L = \{Hil, Bye., Hi.\}$
- Next, compute the transformed language f(L)
  - Example:  $Quiet(L) = \{Hi., Bye.\}$
- Figure out what you need to go from a string in f(L) to the original string in L. This is what your NFA for f(L) needs to do!
  - Example: we need to change Hi. to Hi!, and Bye. stays the



• Quiet $(L) = \{quiet(w) : w \in L\}$ 



- Quiet $(L) = \{quiet(w) : w \in L\}$
- When our NFA sees a . in the input string, it might need to replace it with a!, but it might not

#;;



- Quiet $(L) = \{quiet(w) : w \in L\}$
- When our NFA sees a . in the input string, it *might* need to replace it with a !, but it *might* not
- Intuition: our NFA should simulate the DFA  ${\cal M}_Q$  for Quiet(L), but override the transition function for .



- Quiet $(L) = \{quiet(w) : w \in L\}$
- When our NFA sees a . in the input string, it *might* need to replace it with a!, but it might not
- Intuition: our NFA should simulate the DFA  $M_O$  for Quiet(L), but override the transition function for .
- Proposed solution:
  - $\bullet$   $Q=Q_{O}$
  - $s = s_O$
  - $\begin{array}{l} \bullet \ \ \delta(q,x) = \{\delta_Q(q,x)\} \ \ \underline{\text{if} \ x \neq .,} \ \ \text{ptherwise} \ \underline{\delta(q,.)} = \{\underline{\delta_Q(q,.)}, \delta_Q(q,!)\} \\ \bullet \ \ A = A_O \end{array}$



- Quiet $(L) = \{quiet(w) : w \in L\}$
- When our NFA sees a . in the input string, it *might* need to replace it with a !, but it *might* not
- $\bullet$  Intuition: our NFA should simulate the DFA  $M_Q$  for  ${\rm Quiet}(L)$  , but override the transition function for .
- Proposed solution:
  - $Q = Q_Q$
  - $s = s_Q$
  - $\delta(q,x) = \{\delta_Q(q,x)\}$  if  $x \neq .$ , otherwise  $\delta(q,.) = \{\delta_Q(q,.), \delta_Q(q,!)\}$
  - $\bullet \ A = A_Q$
- What's wrong here? Does M accept Hi!? Should it?



- Quiet $(L) = \{quiet(w) : w \in L\}$
- When our NFA sees a . in the input string, it *might* need to replace it with a !, but it *might* not
- $\bullet$  Intuition: our NFA should simulate the DFA  $M_Q$  for  ${\rm Quiet}(L)$  , but override the transition function for .
- Proposed solution:
  - $Q = Q_Q$
  - $s = s_Q$
  - $\delta(q,x) = \{\delta_Q(q,x)\}$  if  $x \neq .$ , otherwise  $\delta(q,.) = \{\delta_Q(q,.), \delta_Q(q,!)\}$
  - $\bullet \ A = A_Q$
- What's wrong here? Does M accept Hil? Should it?
- Fix:  $\delta(q,!) = \{\text{reject}\}$



- Quiet $(L) = \{quiet(w) : w \in L\}$
- When our NFA sees a . in the input string, it *might* need to replace it with a !, but it *might* not
- $\bullet$  Intuition: our NFA should simulate the DFA  $M_Q$  for  ${\rm Quiet}(L)$  , but override the transition function for .
- Proposed solution:
  - $Q = Q_Q$
  - $s = s_Q$
  - $\delta(q,x) = \{\delta_Q(q,x)\}$  if  $x \neq .$ , otherwise  $\delta(q,.) = \{\delta_Q(q,.), \delta_Q(q,!)\}$
  - $\bullet \ A = A_Q$
- What's wrong here? Does M accept Hi!? Should it?
- Fix:  $\delta(q,!) = \{\text{reject}\}$
- Why did we need an NFA here?



- Quiet $(L) = \{quiet(w) : w \in L\}$
- When our NFA sees a . in the input string, it *might* need to replace it with a !, but it *might* not
- $\bullet$  Intuition: our NFA should simulate the DFA  $M_Q$  for  ${\rm Quiet}(L)$  , but override the transition function for .
- Proposed solution:
  - $Q = Q_Q$
  - $s = s_Q$
  - $\delta(q,x) = \{\delta_Q(q,x)\}$  if  $x \neq .$ , otherwise  $\delta(q,.) = \{\delta_Q(q,.), \delta_Q(q,!)\}$
  - $\bullet \ A = A_Q$
- What's wrong here? Does M accept Hi!? Should it?
- Fix:  $\delta(q,!) = \{\text{reject}\}$
- Why did we need an NFA here?Usually we have to consider multiple options, and an NFA is the easiest way to do this.



- Double $(L) = \{w : \mathsf{cut}(w) \in L\}$
- When our DFA M' sees a character at an odd index, it shouldn't send the character into M, since we want  $\operatorname{cut}(w) \in L$ .



- Double $(L) = \{w : \mathsf{cut}(w) \in L\}$
- When our DFA M' sees a character at an odd index, it shouldn't send the character into M, since we want  $\mathrm{cut}(w) \in L$ .
- Intuition: track whether the next character should be skipped, and flip this every time we read a character



- Double $(L) = \{w : \mathsf{cut}(w) \in L\}$
- When our DFA M' sees a character at an odd index, it shouldn't send the character into M, since we want  $\mathrm{cut}(w) \in L$ .
- Intuition: track whether the next character should be skipped, and flip this every time we read a character
- Partial solution:
  - $Q' = Q \times \{T, F\}$



- Double $(L) = \{w : \mathsf{cut}(w) \in L\}$
- When our DFA M' sees a character at an odd index, it shouldn't send the character into M, since we want  $\mathrm{cut}(w) \in L$ .
- Intuition: track whether the next character should be skipped, and flip this every time we read a character
- Partial solution:
  - $\bullet \ Q' = Q \times \{T, F\}$
  - $\delta'((q,T),a) = (q,F)$



- Double $(L) = \{w : \mathsf{cut}(w) \in L\}$
- When our DFA M' sees a character at an odd index, it shouldn't send the character into M, since we want  $\mathrm{cut}(w) \in L$ .
- Intuition: track whether the next character should be skipped, and flip this every time we read a character
- Partial solution:
  - $\bullet \ Q' = Q \times \{T, F\}$
  - $\delta'((q,T),a) = (q,F)$
  - $\delta'((q, F), a) = (\delta(q, a), T)$



- Double $(L) = \{w : \mathsf{cut}(w) \in L\}$
- When our DFA M' sees a character at an odd index, it shouldn't send the character into M, since we want  $\mathrm{cut}(w) \in L$ .
- Intuition: track whether the next character should be skipped, and flip this every time we read a character
- Partial solution:
  - $Q' = Q \times \{T, F\}$
  - $\delta'((q,T),a) = (q,F)$
  - $\delta'((q, F), a) = (\delta(q, a), T)$
- What should s' be?



- Double $(L) = \{w : \mathsf{cut}(w) \in L\}$
- When our DFA M' sees a character at an odd index, it shouldn't send the character into M, since we want  $\mathrm{cut}(w) \in L$ .
- Intuition: track whether the next character should be skipped, and flip this every time we read a character
- Partial solution:
  - $Q' = Q \times \{T, F\}$
  - $\delta'((q,T),a) = (q,F)$
  - $\delta'((q, F), a) = (\delta(q, a), T)$
- What should s' be? We need to skip the first character, so s' = (s,T)



- Double $(L) = \{w : \mathsf{cut}(w) \in L\}$
- When our DFA M' sees a character at an odd index, it shouldn't send the character into M, since we want  $\operatorname{cut}(w) \in L$ .
- Intuition: track whether the next character should be skipped, and flip this every time we read a character
- Partial solution:
  - $Q' = Q \times \{T, F\}$
  - $\delta'((q,T),a) = (q,F)$
  - $\delta'((q, F), a) = (\delta(q, a), T)$
- What should s' be? We need to skip the first character, so s'=(s,T)
- What should A' be?



- Double $(L) = \{w : \mathsf{cut}(w) \in L\}$
- When our DFA M' sees a character at an odd index, it shouldn't send the character into M, since we want  $\mathrm{cut}(w) \in L$ .
- Intuition: track whether the next character should be skipped, and flip this every time we read a character
- Partial solution:
  - $Q' = Q \times \{T, F\}$
  - $\delta'((q,T),a) = (q,F)$
  - $\delta'((q, F), a) = (\delta(q, a), T)$
- What should s' be? We need to skip the first character, so s'=(s,T)
- What should A' be? We don't care about our skipping state, so  $A' = A \times \{T, F\}$



• What should you think when you see regular?



• What should you think when you see regular? Finite!



- What should you think when you see regular? Finite!
- An *irregular* language would need an infinite number of states



- What should you think when you see regular? Finite!
- An *irregular* language would need an infinite number of states
- In CS374, we use fooling sets to show that a language is irregular



- What should you think when you see regular? Finite!
- An *irregular* language would need an infinite number of states
- In CS374, we use fooling sets to show that a language is irregular
- A fooling set F for a language L is a set such that for any  $x,y\in F$ , there exists a suffix z so that  $xz\in L$  and  $yz\notin L$



- What should you think when you see regular? Finite!
- An *irregular* language would need an infinite number of states
- In CS374, we use fooling sets to show that a language is irregular
- A fooling set F for a language L is a set such that for any  $\underline{x},\underline{y} \in F$ , there exists a suffix z so that  $x\underline{z} \in L$  and  $y\underline{z} \notin L$ 
  - By Myhill-Nerode, if a language L has a fooling set of size |F|, any DFA for that language must have at least |F| states



- What should you think when you see regular? Finite!
- An *irregular* language would need an infinite number of states
- In CS374, we use fooling sets to show that a language is irregular
- A fooling set F for a language L is a set such that for any  $x,y\in F$ , there exists a suffix z so that  $xz\in L$  and  $yz\notin L$ 
  - By Myhill-Nerode, if a language L has a fooling set of size |F|, any DFA for that language must have at least |F| states
  - This implies that the existence of an *infinite* fooling set for a language *L* means *L* is irregular!



- What should you think when you see regular? Finite!
- An *irregular* language would need an infinite number of states
- In CS374, we use fooling sets to show that a language is irregular
- A fooling set F for a language L is a set such that for any  $x,y\in F$ , there exists a suffix z so that  $xz\in L$  and  $yz\notin L$ 
  - By Myhill-Nerode, if a language L has a fooling set of size |F|, any DFA for that language must have at least |F| states
  - This implies that the existence of an *infinite* fooling set for a language *L* means *L* is irregular!
- Intuition: when you need to keep track of unbounded information (i.e. occurrences of a character), the language is probably irregular



- Find the size (or, a rough bound on it) of the largest fooling set for each language. Which is regular?
  - $L_1 = \{w \in \{0,1\}^* : \#_1(w) \#_0(w) \ge 374\}$
  - $\bullet \ \ L_2 = \{w \in \{0,1\}^* : \#_1(w) \#_0(w) \bmod 3 \geq 1\}$



- Find the size (or, a rough bound on it) of the largest fooling set for each language. Which is regular?
  - $L_1 = \{w \in \{0,1\}^* : \#_1(w) \#_0(w) \ge 374\}$
  - $L_2 = \{w \in \{0,1\}^* : \#_1(w) \#_0(w) \bmod 3 \ge 1\}$
- What did this show us? mod usually has finitely many states!



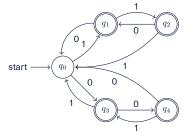
- Find the size (or, a rough bound on it) of the largest fooling set for each language. Which is regular?
  - $L_1 = \{w \in \{0,1\}^* : \#_1(w) \#_0(w) \ge 374\}$
  - $L_2 = \{w \in \{0,1\}^* : \#_1(w) \#_0(w) \bmod 3 \ge 1\}$
- What did this show us? mod usually has finitely many states!
  - $L_1$  has the following infinite fooling set:  $F = \{1^i : i > 500\}$



- Find the size (or, a rough bound on it) of the largest fooling set for each language. Which is regular?
  - $L_1 = \{w \in \{0,1\}^* : \#_1(w) \#_0(w) \ge 374\}$
  - $L_2 = \{w \in \{0,1\}^* : \#_1(w) \#_0(w) \bmod 3 \ge 1\}$
- What did this show us? mod usually has finitely many states!
  - $L_1$  has the following infinite fooling set:  $F = \{1^i : i > 500\}$ 
    - For  $x=1^i$  and  $y=1^j$  where i < j,  $z=0^{i-373}$  is a distinguising suffix since i-(i-373)=373<374 but since  $j \ge i+1$ ,  $j-(i-373) \ge 374$ .



- Find the size (or, a rough bound on it) of the largest fooling set for each language. Which is regular?
  - $L_1 = \{w \in \{0,1\}^* : \#_1(w) \#_0(w) \ge 374\}$
  - $\bullet \ \ L_2 = \{w \in \{0,1\}^* : \#_1(w) \#_0(w) \bmod 3 \geq 1\}$
- What did this show us? mod usually has finitely many states!
  - $L_1$  has the following infinite fooling set:  $F = \{1^i : i > 500\}$ 
    - For  $x=1^i$  and  $y=1^j$  where i< j,  $z=0^{i-373}$  is a distinguising suffix since i-(i-373)=373<374 but since  $j\geq i+1$ ,  $j-(i-373)\geq 374$ .
  - We can write a DFA for  $L_2$  with 5 states, so  $|F| \le 5$





• A context-free language L is generated by a context-free grammar G = (V, T, P, S)



- A context-free language L is generated by a context-free grammar G = (V, T, P, S)
- What does context-free mean? Concatenation, union, and recursion

S-> AB

3 7 A/B

5 7 ... 5.



- A context-free language L is generated by a context-free grammar G = (V, T, P, S)
- What does context-free mean? Concatenation, union, and recursion
  - This means every regular language is context free, but not every context free language is regular



- A context-free language L is generated by a context-free grammar G = (V, T, P, S)
- What does context-free mean? Concatenation, union, and recursion
  - This means every regular language is context free, but not every context free language is regular
- CFLs only closed under union, kleene star, and concatenation



- A context-free language L is generated by a context-free grammar G = (V, T, P, S)
- What does context-free mean? Concatenation, union, and recursion
  - This means every regular language is context free, but not every context free language is regular
- CFLs only closed under union, kleene star, and concatenation
- Intuition 1: a CFL "builds" strings, going from the outside in, you can choose any rule to add characters at the left / right



- A context-free language L is generated by a context-free grammar G = (V, T, P, S)
- What does context-free mean? Concatenation, union, and recursion
  - This means every regular language is context free, but not every context free language is regular
- CFLs only closed under union, kleene star, and concatenation
- Intuition 1: a CFL "builds" strings, going from the outside in, you can choose any rule to add characters at the left / right
  - Example  $L=\{0^i1^{2i}:i>0\}$ . To build 001111, we only need the production rule  $\underline{S}\to \underline{0}S\underline{11}|\epsilon$ . We start with 0S11, then replace the S with 0S11 to get 00S1111 and then take the other case,  $\epsilon$



- A context-free language L is generated by a context-free grammar G = (V, T, P, S)
- What does context-free mean? Concatenation, union, and recursion
  - This means every regular language is context free, but not every context free language is regular
- CFLs only closed under union, kleene star, and concatenation
- Intuition 1: a CFL "builds" strings, going from the outside in, you can choose any rule to add characters at the left / right
  - Example  $L=\{0^i1^{2i}:i>0\}$ . To build 001111, we only need the production rule  $S\to 0S11|\epsilon$ . We start with 0S11, then replace the S with 0S11 to get 00S1111 and then take the other case,  $\epsilon$
- Intuition 2: a CFL "peels back" strings, starting from a chosen pivot point.



- A context-free language L is generated by a context-free grammar G = (V, T, P, S)
- What does context-free mean? Concatenation, union, and recursion
  - This means every regular language is context free, but not every context free language is regular
- CFLs only closed under union, kleene star, and concatenation
- Intuition 1: a CFL "builds" strings, going from the outside in, you can choose any rule to add characters at the left / right
  - Example  $L=\{0^i1^{2i}:i>0\}$ . To build 001111, we only need the production rule  $S\to 0S11|\epsilon$ . We start with 0S11, then replace the S with 0S11 to get 00S1111 and then take the other case,  $\epsilon$
- Intuition 2: a CFL "peels back" strings, starting from a chosen pivot point.
  - Example: follow the above example, but in reverse



- A context-free language L is generated by a context-free grammar G = (V, T, P, S)
- What does context-free mean? Concatenation, union, and recursion
  - This means every regular language is context free, but not every context free language is regular
- CFLs only closed under union, kleene star, and concatenation
- Intuition 1: a CFL "builds" strings, going from the outside in, you can choose any rule to add characters at the left / right
  - Example  $L=\{0^i1^{2i}:i>0\}$ . To build 001111, we only need the production rule  $S\to 0S11|\epsilon$ . We start with 0S11, then replace the S with 0S11 to get 00S1111 and then take the other case,  $\epsilon$
- Intuition 2: a CFL "peels back" strings, starting from a chosen pivot point.
  - Example: follow the above example, but in reverse
- Both ways to think about CFLs are completely fine!

# **The Chomsky Hierarchy**

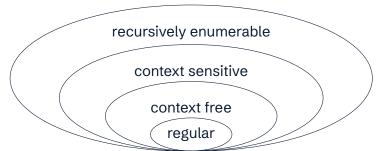


• Remember, all regular languages are context-free!

# **The Chomsky Hierarchy**



- Remember, all regular languages are context-free!
- You'll learn about other classes of languages later in the course.





• Let  $L = \{0^j 1^i 0^k : i + j \neq k\}$ 

- いは大とう
- Let  $L = \{0^j 1^i 0^k : i + j \neq k\}$
- First try:

$$S \to 0S0|\underline{N}$$

$$N \to 1N0|1|0$$

CFLs are NOT closed under negation



AMBMCN ECFL AMBMCN ECFL AMBMCN ECFL AMBMCN ECFL



- Let  $L = \{0^j 1^i 0^k : i + j \neq k\}$
- First try:

$$S \to 0S0|N$$

$$N \to 1N0|1|0$$

What's wrong with this?



• Let  $L = \{0^j 1^i 0^k : i + j \neq k\}$ 

11/4

• First try:

$$S \to 0S0|N$$

$$N \to 1N0|1|0$$

$$1 \dots 1 \quad 0 \dots 0$$

• What's wrong with this? Forces j = k. How can we solve this?



- Let  $L = \{0^j 1^i 0^k : i + j \neq k\}$
- First try:

$$S \to 0S0|N$$

$$N \to 1N0|1|0$$

- What's wrong with this? Forces j = k. How can we solve this?
- Casework!



- Let  $L = \{0^j 1^i 0^k : i + j \neq k\}$
- First try:

$$S \to 0S0|N$$

$$N \to 1N0|1|0$$

- What's wrong with this? Forces j = k. How can we solve this?
- Casework! Create production rules L and G for when j < k and j > k, respectively:

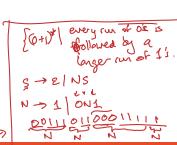


$$S \to 0S0|N$$

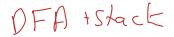
$$N \to 1N0|1|0$$



- What's wrong with this? Forces j = k. How can we solve this?
- Casework! Create production rules L and G for when j < kand j > k, respectively:



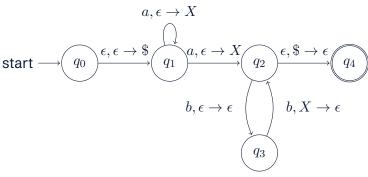
#### **Push Down Automata**



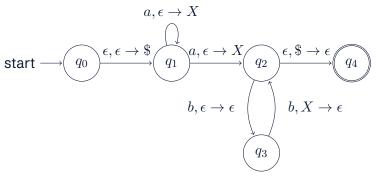


- Unlikey to be on exam, alternative to using a CFG to prove a language is context free.
- Adds a stack to a FSM, making it able to decide context free grammars.
- Each transition can interact with the stack by popping or pushing a character from the stack alphabet.
- In order to take a transition, the top of the stack and the input must match the transition rule. Unless they are  $\epsilon$ .
- Formally defined as a 6-Tuple:  $(Q, \Sigma, \Gamma, s, A, \delta)$



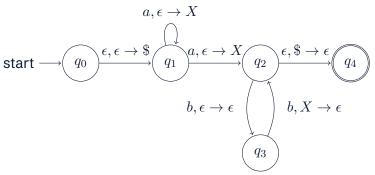






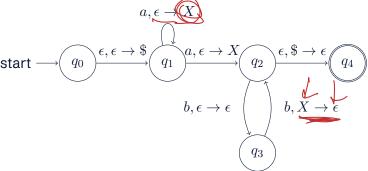
$$\bullet \ L = \{a^n b^{2n} \mid n \ge 1\}$$





- $L = \{a^n b^{2n} \mid n \ge 1\}$
- What happens if we change  $q_1 \to q_2$  to  $\epsilon, \epsilon \to \epsilon$ ?





- $L = \{a^n b^{2n} \mid n \ge 1\}$
- What happens if we change  $q_1 \to q_2$  to  $\epsilon, \epsilon \to \epsilon$ ?
- $\bullet \ L = \{a^n b^{2n} \mid n \ge 0\}$



 If you know a language is regular, remember that there is always an NFA, DFA, and regular expression for the language



- If you know a language is regular, remember that there is always an NFA, DFA, and regular expression for the language
- When you see recursive definitions, you should almost always use induction!



- If you know a language is regular, remember that there is always an NFA, DFA, and regular expression for the language
- When you see recursive definitions, you should almost always use induction!
- Writing something is better than nothing



- If you know a language is regular, remember that there is always an NFA, DFA, and regular expression for the language
- When you see recursive definitions, you should almost always use induction!
- Writing something is better than nothing
- Go easiest to hardest



- If you know a language is regular, remember that there is always an NFA, DFA, and regular expression for the language
- When you see recursive definitions, you should almost always use induction!
- Writing something is better than nothing
- Go easiest to hardest
- Sanity check your answers (consider edge cases: strings of length 1 or 0)



- If you know a language is regular, remember that there is always an NFA, DFA, and regular expression for the language
- When you see recursive definitions, you should almost always use induction!
- Writing something is better than nothing
- Go easiest to hardest
- Sanity check your answers (consider edge cases: strings of length 1 or 0)
- Practice until you could explain the concept to a friend

### **Closing Remarks**



- Good luck on Midterm 1!
- Please fill out feedback form for this review session.
- Worksheet links and feedback form:

