CMSC 330: Organization of Programming Languages

Regular Expressions and Finite Automata

How do regular expressions work?

- What we've learned
 - What regular expressions are
 - What they can express, and cannot
 - Programming with them
- What's next: how they work
 - A great computer science result

A Few Questions About REs

- How are REs implemented?
 - Given an arbitrary RE and a string, how to decide whether the RE matches the string?
- What are the basic components of REs?
 - Can implement some features in terms of others
 - > E.g., e+ is the same as ee*
- What does a regular expression represent?
 - Just a set of strings
 - > This observation provides insight on how we go about our implementation

Definition: Alphabet

- An alphabet is a finite set of symbols
 - Usually denoted Σ

- Example alphabets:
 - Binary: $\Sigma = \{0, 1\}$
 - Decimal: $\Sigma = \{0,1,2,3,4,5,6,7,8,9\}$
 - Alphanumeric: $\Sigma = \{0-9, a-z, A-Z\}$

Definition: String

- A string is a finite sequence of symbols from Σ
 - ε is the empty string ("" in OCaml)
 - |s| is the length of string s

```
\Rightarrow |Hello| = 5, |\varepsilon| = 0
```

- Note
 - Ø is the empty set (with 0 elements)
 - $\triangleright \emptyset \neq \{ \epsilon \}$ (and $\emptyset \neq \epsilon$)
- **Example strings over alphabet** $\Sigma = \{0,1\}$ (binary):
 - 0101
 - 0101110
 - 3 •

Definition: Language

- ► A language L is a set of strings over an alphabet
- Example: All strings of length 1 or 2 over alphabet $\Sigma = \{a, b, c\}$ that begin with a
 - L = { a, aa, ab, ac }

- Example: All strings over $\Sigma = \{a, b\}$
 - L = { ε, a, b, aa, bb, ab, ba, aaa, bba, aba, baa, ... }
 - Language of all strings written Σ*

Definition: Language (cont.)

- Example: The set of phone numbers over the alphabet $\Sigma = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, (,), -\}$
 - Give an example element of this language (123) 456-7890
 - Are all strings over the alphabet in the language?
 - Is there a regular expression for this language?
 \(\d{3}\\)\d{3}-\d{4}
- Example: The set of all valid (runnable) OCaml programs
 - Later we'll see how we can specify this language
 - (Regular expressions are useful, but not sufficient)

Operations on Languages

- Let Σ be an alphabet and let L, L₁, L₂ be languages over Σ
- Concatenation L₁L₂ creates a language defined as

```
• L_1L_2 = \{ xy \mid x \in L_1 \text{ and } y \in L_2 \} L_1 = \{ a, b \} L_2 = \{ 1, 2, 33 \} L_1L_2 = \{ a, b \}
```

- Union creates a language defined as
 - $L_1 \cup L_2 = \{ x \mid x \in L_1 \text{ or } x \in L_2 \}$
- Kleene closure creates a language is defined as
 - $L^* = \{ x \mid x = \varepsilon \text{ or } x \in L \text{ or } x \in LL \text{ or } x \in LLL \text{ or } \ldots \}$

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Operations Examples

```
Let L_1 = \{a, b\}, L_2 = \{1, 2, 3\}
                                                      (and \Sigma = \{a,b,1,2,3\})
► What is L_1L_2? al_{\mu}2_{\mu}a_{\mu}^3, bl_{\mu}b_{\mu}^2, b_{\mu}^3
    • { a1, a2, a3, b1, b2, b3 }
                             a, b, 1, 2, 3
▶ What is L_1 \cup L_2?
    • { a, b, 1, 2, 3 }
▶ What is L<sub>1</sub>*? { , 4 , b , 44 , 46 , 66 , 6a

    { ε, a, b, aa, bb, ab, ba, aaa, aab, bba, bbb, aba, abb, baa, bab, ... }
```

Quiz 1: Which string is **not** in L₃

```
L_1 = \{a, ab, c, d, \epsilon\} where \Sigma = \{a,b,c,d\}

L_2 = \{d\}

L_3 = L_1 \cup L_2
```



B. c

C.E

D.d

Quiz 1: Which string is **not** in L₃

```
L_1 = \{a, ab, c, d, \epsilon\} where \Sigma = \{a,b,c,d\}

L_2 = \{d\}

L_3 = L_1 \cup L_2
```

A. cd

B.c

C.E

D.d

Quiz 2: Which string is **not** in L₃

```
L_1 = \{a, ab, c, d, \epsilon\} where \Sigma =
{a,b,c,d}
L_2 = \{d\}
L_3 = L_1(L_2^*)
              B. abd 
C. abdd 
X
                          L1, 12, L1, L2
```

Quiz 2: Which string is **not** in L₃

```
L_1 = \{a, ab, c, d, \epsilon\} where \Sigma =
{a,b,c,d}
L_2 = \{d\}
L_3 = L_1(L_2^*)
```

B. abd

C. abdd

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Regular Expressions: Grammar

We can define a grammar for regular expressions R

$R := \emptyset$	The empty language	
3	The empty string	
σ	A symbol from alphabet Σ	
R_1R_2	The concatenation of two regexps	
$R_1 R_2$	The union of two regexps	
R*	The Kleene closure of a regexp	

Regular Languages

- Regular expressions denote regular languages
- Not all languages are regular
 - Examples (without proof):
 - > The set of palindromes over Σ
 - \rightarrow {aⁿbⁿ | n > 0 } (aⁿ = sequence of *n* a's)
- Almost all programming languages are not regular
 - But aspects of them sometimes are (e.g., identifiers)
 - Regular expressions are commonly used in parsing tools

Semantics: Regular Expressions (1)

• Given an alphabet Σ , the regular expressions over Σ are defined inductively as follows

Constants

regular expression	denotes language	
Ø	Ø	
3	{3}	
each symbol σ ∈ Σ	{σ}	

Ex: with $\Sigma = \{a, b\}$, regex a denotes language $\{a\}$ regex b denotes language $\{b\}$

Semantics: Regular Expressions (2)

Let A and B be regular expressions denoting languages L_A and L_B, respectively. Then:

Operations

regular expression	denotes language
AB	L_AL_B
AJB	L _A U L _B
A*	L _A *

There are no other regular expressions over Σ

Terminology etc.

- Regexps apply operations to symbols
 - Generates a set of strings (i.e., a language)
 - > (Formal definition shortly)
 - Examples
 - a generates language (a)
 - → a|b generates language {a} ∪ {b} = {a, b}
 - \triangleright a* generates language $\{\epsilon\} \cup \{a\} \cup \{aa\} \cup ... = \{\epsilon, a, aa, ... \}$

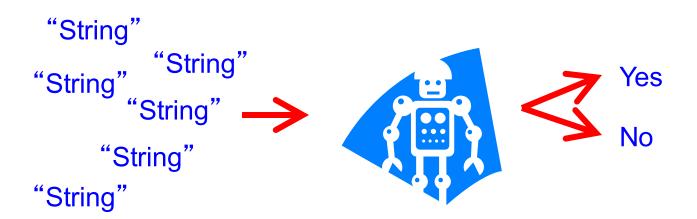
If s ∈ language L generated by a RE r, we say that r accepts, describes, or recognizes string s

Regular Expressions

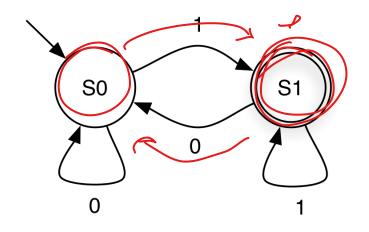
- Almost all of the features we've seen for REs can be reduced to this formal definition
 - OCaml concatenation of single-symbol REs
 - /(OCaml|Rust)/ union
 - /(OCaml)*/ Kleene closure
 - /(OCaml)+/ same as (OCaml)(OCaml)*
 - /(Ocaml)?/ same as (ε|(OCaml))
 - /[a-z]/ same as (a|b|c|...|z)
 - / [^0-9]/ same as (a|b|c|...) for a,b,c,... $\in \Sigma$ {0..9}
 - ^, \$ correspond to extra symbols in alphabet
- Think of every string containing a distinct, hidden symbol at its start and at its end – these are written ^ and \$ CMSC330 Summer 2025

Implementing Regular Expressions

- We can implement a regular expression by turning it into a finite automaton
 - A "machine" for recognizing a regular language



Finite Automaton

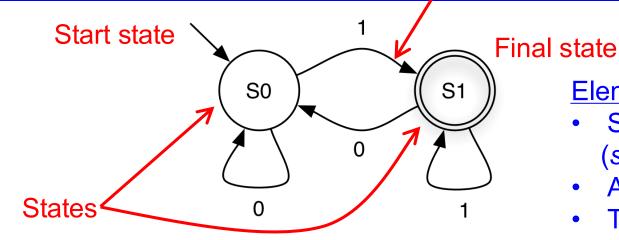


Elements

- States S (start, final)
- Alphabet Σ
- Transition edges δ

Finite Automaton

Transition on 1



Elements

- States S
- Alphabet Σ

(start, final)

Transition edges δ

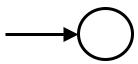
- Machine starts in start or initial state
- Repeat until the end of the string s is reached
 - Scan the next symbol $\sigma \in \Sigma$ of the string s
 - Take transition edge labeled with σ
- String s is accepted if automaton is in final state when end of string s is reached

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Finite Automaton: States

Start state

- State with incoming transition from no other state
- Can have only one start state



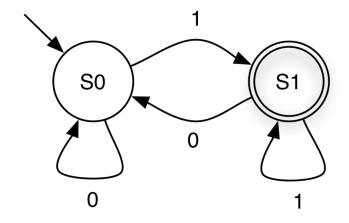
Final states

States with double circle



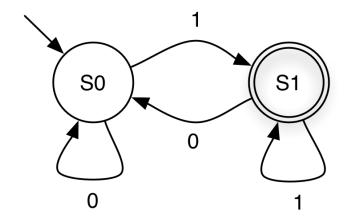


- Can have zero or more final states
- Any state, including the start state, can be final



001011

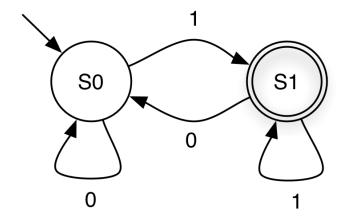
Accepted?
Yes



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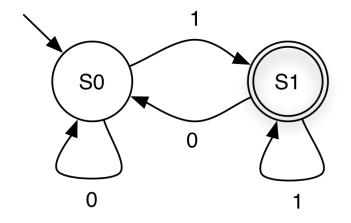
Accepted?

Quiz 3: What Language is This?

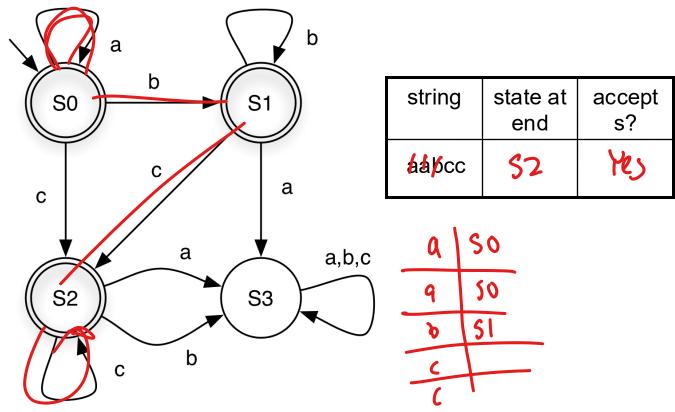


- A. All strings over {0, 1}
- B. All strings over {1}
- C. All strings over {0, 1} of length 1
- (0, 1) All strings over (0, 1) that end in 1

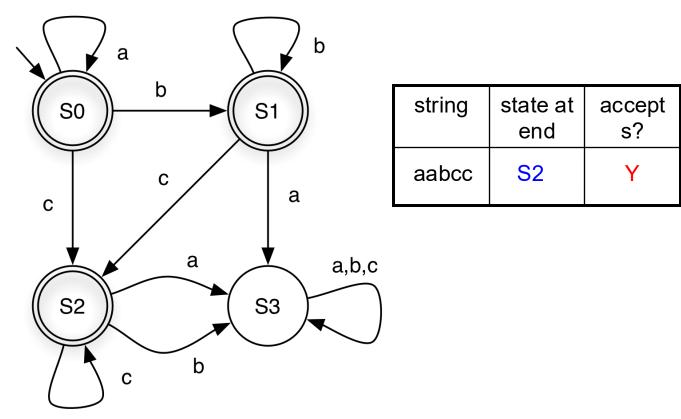
Quiz 3: What Language is This?



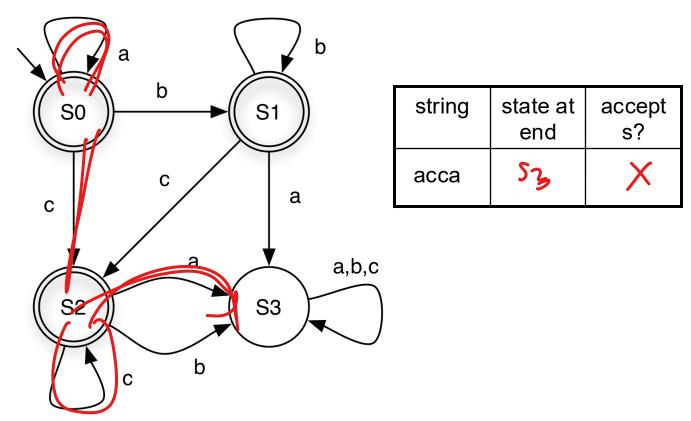
- A. All strings over {0, 1}
- B. All strings over {1}
- C. All strings over {0, 1} of length 1
- D. All strings over {0, 1} that end in 1 regular expression for this language is (0|1)*1



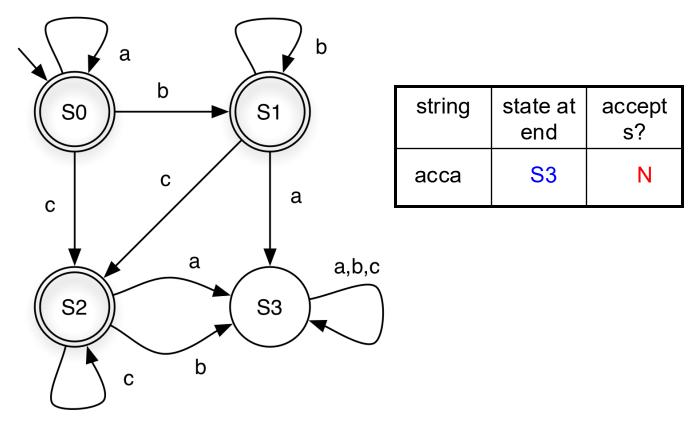
(a,b,c notation shorthand for three self loops)



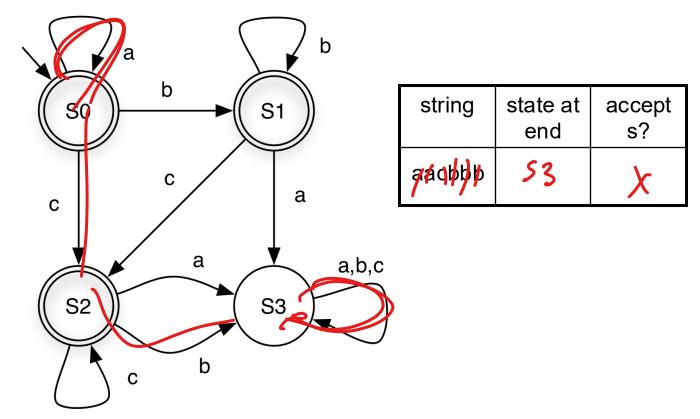
(a,b,c notation shorthand for three self loops)



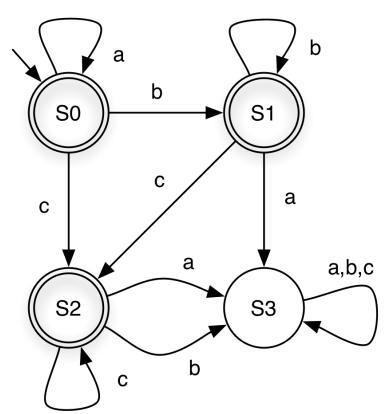
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(a,b,c notation shorthand for three self loops)

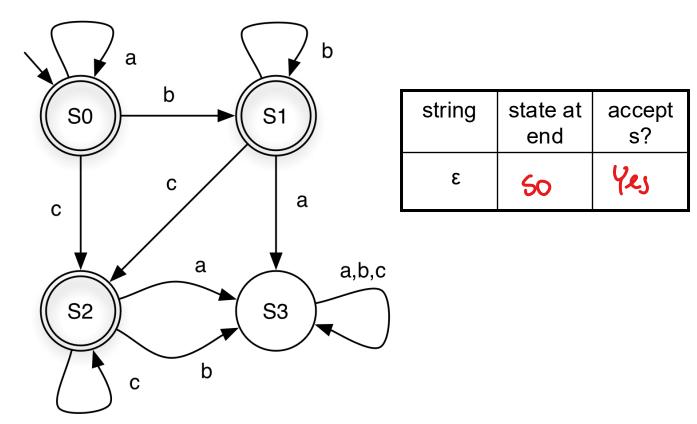


(a,b,c notation shorthand for three self loops)

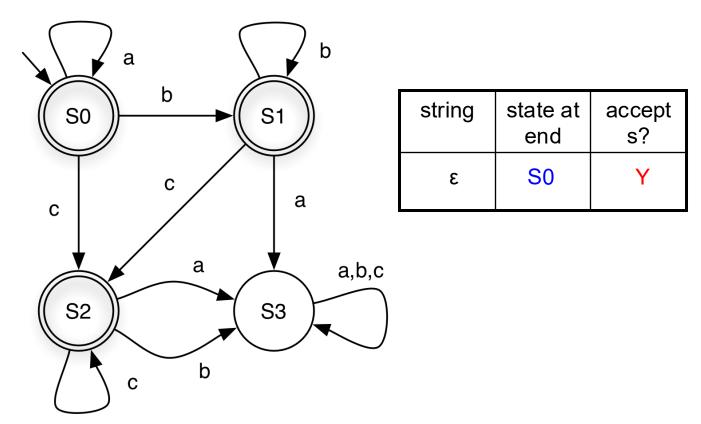


string	state at end	accept s?
aacbbb	S3	N

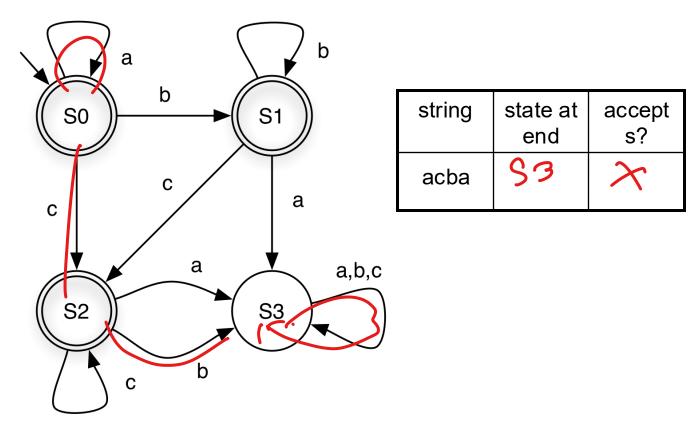
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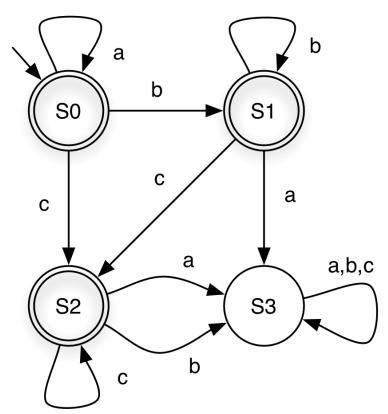
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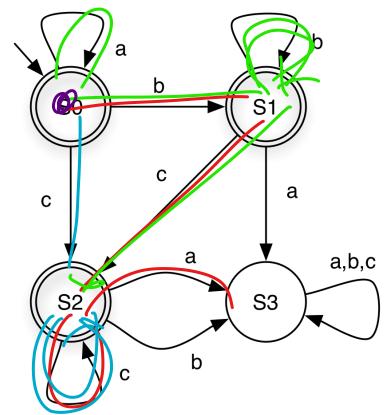
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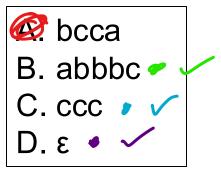


string	state at end	accept s?
acba	S3	N

(a,b,c notation shorthand for three self loops)

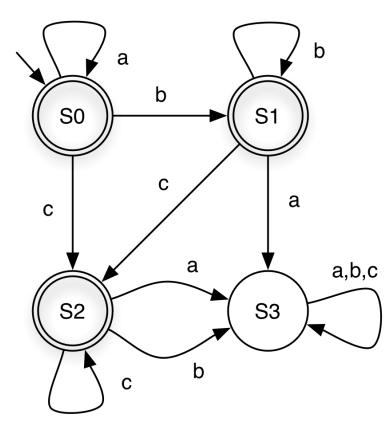
Quiz 4: Which string is **not** accepted?





(a,b,c notation shorthand for three self loops)

Quiz 4: Which string is **not** accepted?



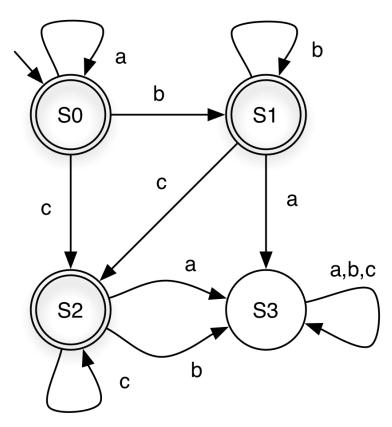
A. bcca

B. abbbc

C. ccc

D. ε

(a,b,c notation shorthand for three self loops)

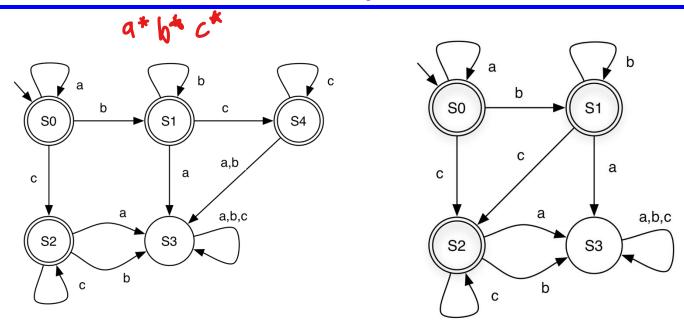


What language does this FA accept?

a*b*c*

S3 is a dead state – a nonfinal state with no transition to another state

- aka a trap state

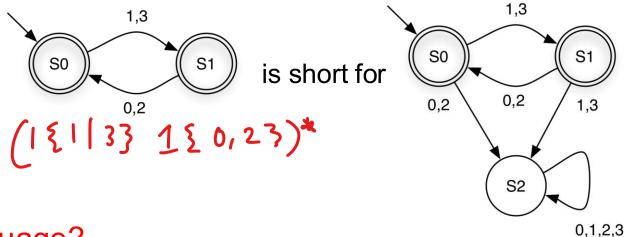


Language?

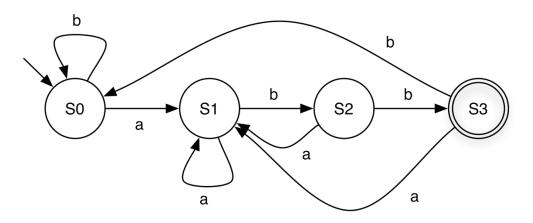
a*b*c* again, so FAs are not unique

Dead State: Shorthand Notation

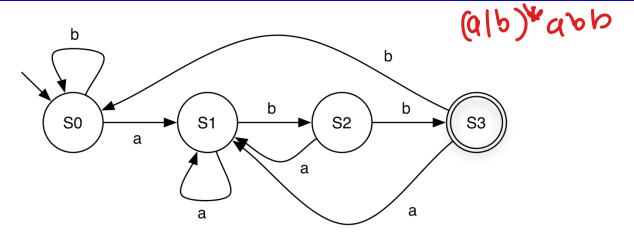
If a transition is omitted, assume it goes to a dead state that is not shown



- Language?
 - Strings over {0,1,2,3} with alternating even and odd digits, beginning with odd digit



- Description for each state
 - S0 = "Haven't seen anything yet" OR "Last symbol seen was a b"
 - S1 = "Last symbol seen was an a"
 - S2 = "Last two symbols seen were ab"
 - S3 = "Last three symbols seen were abb"



- Language as a regular expression?
 - ▶ (a|b)*abb

Quiz 5



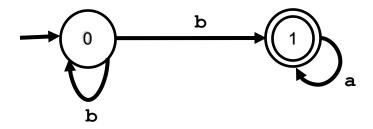
Over $\Sigma = \{a,b\}$, this FA accepts only:

- A. A string that contains a single b.
- в. Any string in {a,b}.

A string that starts with b followed by a's.

One or more b's, followed by zero or more a's.

Quiz 5

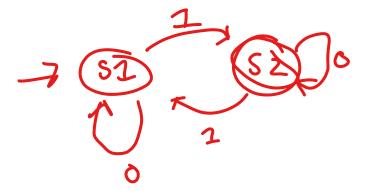


Over $\Sigma = \{a,b\}$, this FA accepts only:

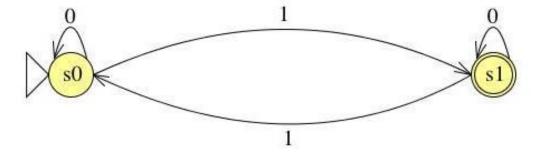
- A. A string that contains a single b.
- в. Any string in {a,b}.
- c. A string that starts with b followed by a's.
- D. One or more b's, followed by zero or more a's.

- That accepts strings containing two consecutive 0s followed by two consecutive 1s
- That accepts strings with an odd number of 1s
- That accepts strings containing an even number of 0s and any number of 1s
- That accepts strings containing an odd number of 0s and odd number of 1s
- That accepts strings that DO NOT contain odd number of 0s and an odd number of 1s

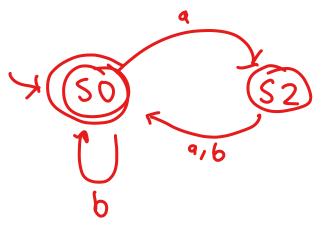
That accepts strings with an odd number of 1s



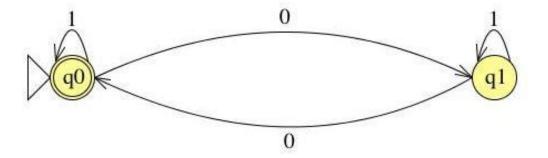
That accepts strings with an odd number of 1s



That accepts strings containing an even number of a's and any number of b's

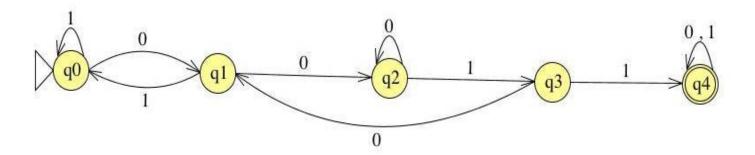


That accepts strings containing an even number of 0s and any number of 1s



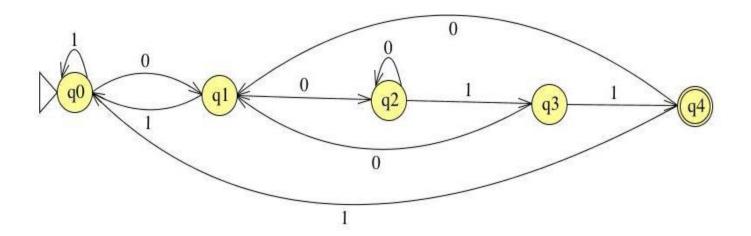
► That accepts strings containing two consecutive 0s followed by two consecutive 1s

That accepts strings containing two consecutive 0s very immediately (right after, no other things in between) followed by two consecutive 1s



That accepts strings end with two consecutive 0s followed by two consecutive 1s

That accepts strings end with two consecutive 0s followed by two consecutive 1s



 That accepts strings containing an odd number of 0s and odd number of 1s

 That accepts strings containing an odd number of 0s and odd number of 1s

4 states:

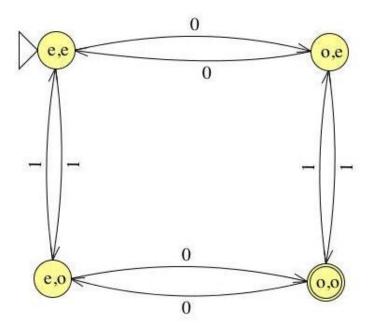
0s 1s

e e

o e

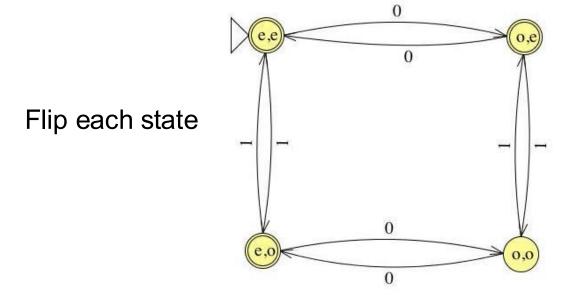
e o

0 0



That accepts strings that DO NOT contain odd number of 0s and an odd number of 1s

That accepts strings that DO NOT contain odd number of 0s and an odd number of 1s



Languages and Machines

A formal language is a set of strings of symbols drawn from a finite alphabet.

Can be specified either by

- a set of rules (such as regular expressions or a CFG) that generates the language
- a formal machine that accepts (recognizes) the language.

