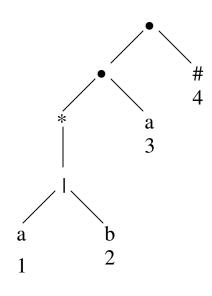
Converting Regular Expressions Directly to DFAs Scheduled for 18.12.07 5th and 8thHour

- We may convert a regular expression into a DFA (without creating a NFA first).
- First we augment the given regular expression by concatenating it with a special symbol #.
 - r → (r)# augmented regular expression
- Then, we create a syntax tree for this augmented regular expression.
- In this syntax tree, all alphabet symbols (including #) in the augmented regular expression will be on the leaves, and all inner nodes will be the operators in that augmented regular expression.
- Then each alphabet symbol (including #) will be numbered (position numbers).

Regular Expression → **DFA** (cont.)

augmented regular expression



Syntax tree of (alb) * a #

- each symbol is numbered (positions)
- each symbol is at a leaf
- inner nodes are operators

firstpos, lastpos, nullable

- To evaluate followpos, we need three more functions to be defined for the nodes (not just for leaves) of the syntax tree.
- **firstpos(n)** -- the set of the positions of the **first** symbols of strings generated by the sub-expression rooted by n.
- **lastpos(n)** -- the set of the positions of the **last** symbols of strings generated by the sub-expression rooted by n.
- **nullable(n)** -- *true* if the empty string is a member of strings generated by the sub-expression rooted by n *false* otherwise

followpos

Then we define the function **followpos** for the positions (positions assigned to leaves).

followpos(i) -- is the set of positions which can follow the position i in the strings generated by the augmented regular expression.

```
For example, (a|b)^* a \#
1 2 3 4
followpos(1) = \{1,2,3\} \qquad followpos is just defined for leaves, it is not defined for inner nodes. followpos(3) = \{4\}
followpos(4) = \{\}
```

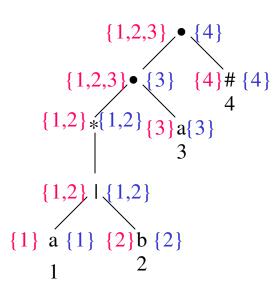
How to evaluate firstpos, lastpos, nullable

<u>n</u>	nullable(n)	<u>firstpos(n)</u>	<u>lastpos(n)</u>
leaf labeled ε	true	Φ	Φ
leaf labeled with position i	false	{i}	{i}
c_1 c_2	$nullable(c_1)$ or $nullable(c_2)$	$firstpos(c_1) \cup firstpos(c_2)$	$lastpos(c_1) \cup lastpos(c_2)$
c_1 c_2	$nullable(c_1)$ and $nullable(c_2)$	if $(\text{nullable}(c_1))$ firstpos $(c_1) \cup \text{firstpos}(c_2)$ else firstpos (c_1)	if $(nullable(c_2))$ $lastpos(c_1) \cup lastpos(c_2)$ $else \ lastpos(c_2)$
* c ₁	true	firstpos(c ₁)	lastpos(c ₁)

How to evaluate followpos

- Two-rules define the function followpos:
- 1. If **n** is concatenation-node with left child c_1 and right child c_2 , and **i** is a position in $lastpos(c_1)$, then all positions in $firstpos(c_2)$ are in followpos(i).
- 2. If **n** is a star-node, and **i** is a position in **lastpos**(**n**), then all positions in **firstpos**(**n**) are in **followpos**(**i**).
- If firstpos and lastpos have been computed for each node, followpos of each position can be computed by making one depth-first traversal of the syntax tree.

Example -- (a|b)* a



```
pink – firstpos
blue – lastpos
```

Then we can calculate followpos

followpos(1) =
$$\{1,2,3\}$$

followpos(2) = $\{1,2,3\}$
followpos(3) = $\{4\}$
followpos(4) = $\{\}$

• After we calculate follow positions, we are ready to create DFA for the regular expression.

Algorithm (RE → **DFA)**

- Create the syntax tree of (r) #
- Calculate the functions: followpos, firstpos, lastpos, nullable
- Put firstpos(root) into the states of DFA as an unmarked state.
- while (there is an unmarked state S in the states of DFA) do
 - mark S
 - for each input symbol a do
 - let U be the set of positions that are in followpos(p) for some position p in T, such that the symbol at position p is a;
 - if (U is not empty and not in the states of DFA)
 - add U as an unmarked state to Dstates.
 - Dtran[T,a]=U
- the start state of DFA is firstpos(root)
- the accepting states of DFA are all states containing the position of #

Example --
$$(a \mid b)^* a \#_{1 \mid 2} *_{3 \mid 4}$$

 $followpos(1)=\{1,2,3\}$ $followpos(2)=\{1,2,3\}$ $followpos(3)=\{4\}$ $followpos(4)=\{\}$

A=firstpos(root)= $\{1,2,3\}$ \downarrow mark A

A on input symbol a: followpos(1) \cup followpos(3)={1,2,3,4}=B move(A,a)=B

A on input symbol b: followpos(2)={1,2,3}=A move(A,b)=A ↓ mark B

B on input symbol a: followpos(1) \cup followpos(3)={1,2,3,4}=B move(B,a)=B

A on input symbol b: followpos(2)= $\{1,2,3\}$ =A move(B,b)=A

start state: S₁

accepting states: $\{S_2\}$

