

UNIT-II: Regular Languages

Objective:

To familiarize how to employ regular expressions.

Syllabus:

Regular sets, regular expressions, identity rules, construction of finite Automata for a given regular expressions and its inter conversion, pumping lemma of regular sets, closure properties of regular sets (proofs not required), applications of regular languages.

Learning Outcomes:

Students will be able to:

- understand the regular sets and how to represent the regular expressions.
- construct finite Automata for a given regular expression and viceversa.
- list closure properties of regular languages.
- understand the different applications of regular languages.

2.Learning Material

2.1 Regular set:

A language is a regular set (or just regular) if it is the set accepted by some finite automaton.

Example:

$L = \{0, 1, 10, 00, 01, 11, 000, 101, \dots\}$ is a regular set representing any no of 0's and any no of 1's.

2.2 Regular expression:

The languages accepted by finite automata are easily described by simple expressions called regular expressions.

Let Σ be an alphabet. The regular expressions over Σ and the sets that they denote are defined recursively as follows.

- 1) \emptyset is a regular expression and denotes the empty set.
- 2) ϵ is a regular expression and denotes the set $\{\epsilon\}$.
- 3) For each a in Σ , a is a regular expression and denotes the set $\{a\}$.

4) If r and s are regular expressions denoting the languages R and S , respectively, then

$(r + s)$, (rs) , and (r^*) are regular expressions that denote the sets $R \cup S$, RS , and R^* , respectively.

2.2.1 Some Examples on Regular expressions

1. Write regular expressions for each of the following languages over $\Sigma = \{0, 1\}$.

a) The set representing $\{00\}$.

00

b) The set representing all strings of 0's and 1's.

$(0+1)^*$

c) The set of all strings representing with at least two consecutive 0's.

$(0 + 1)^*00(0 + 1)^*$

d) The set of all strings ending in 011.

$(0 + 1)^*011$

e) The set of all strings representing any number of 0's followed by any number of 1's followed by any number of 2's.

$0^*1^*2^*$

f) The set of all strings starting with 011.

$011(0 + 1)^*$

2. Write regular expressions for each of the following languages over $\Sigma = \{a, b\}$.

a) The set of all strings ending with either a or bb .

$(a+b)^*(a + bb)$

b) The set of strings consisting of even no. of a 's followed by odd no. of b 's.

$(aa)^*(bb)^*b$

c) The set of strings representing even number of a 's.

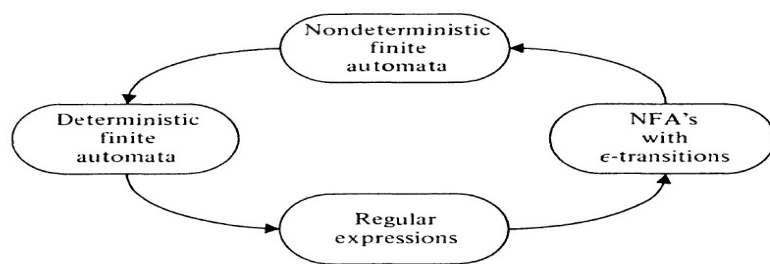
$(b^* a b^* a b^*)^* + b^*$

2.3 Identity Rules Related to Regular Expressions

Given r , s and t are regular expressions, the following identities hold:

- $\emptyset^* = \epsilon$
- $\epsilon^* = \epsilon$
- $r^+ = rr^* = r^*r$
- $r^*r^* = r^*$
- $(r^*)^* = r^*$
- $r + s = s + r$
- $(r + s) + t = r + (s + t)$
- $(rs)t = r(st)$
- $r(s + t) = rs + rt$
- $(r + s)t = rt + st$
- $(\epsilon + r)^* = r^*$
- $(r + s)^* = (r^*s^*)^* = (r^* + s^*)^* = (r+s^*)^*$
- $r + \emptyset = \emptyset + r = r$
- $r\epsilon = \epsilon r = r$
- $\emptyset L = L \emptyset = \emptyset$
- $r + r = r$
- $\epsilon + rr^* = \epsilon + r^*r = r^*$

2.4 Construction of Finite automata for a given regular expression



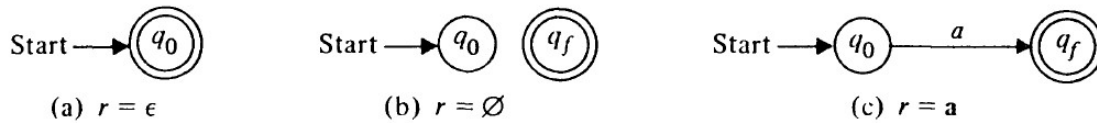
Equivalence of Finite Automata and Regular Expressions

- The languages accepted by finite automata are precisely the languages denoted by regular expressions.
- For every regular expression there is an equivalent NFA with ϵ - transitions.
- For every DFA there is a regular expression denoting its language.

Let r be a regular expression. Then there exists an NFA with ϵ -transitions that accept $L(r)$.

Zero operators:

The expression r must be ϵ , \emptyset , or a for some a in Σ . The NFA's for zero operators are



One or more operators:

Let r have i operators. There are three cases depending on the form of r .

Case 1: Union ($r = r_1 + r_2$.)

There are NFA's $M_1 = (Q_1, \Sigma_1, \delta_1, q_1, \{f_1\})$ and $M_2 = (Q_2, \Sigma_2, \delta_2, q_2, \{f_2\})$ with $L(M_1) = L(r_1)$ and $L(M_2) = L(r_2)$.

Construct

$M = (Q_1 \cup Q_2 \cup \{q_0, f_0\}, \Sigma_1 \cup \Sigma_2, \delta, q_0, \{f_0\})$ where δ is defined by

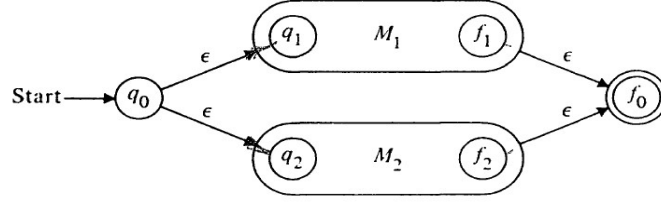
i) $\delta(q_0, \epsilon) = \{q_1, q_2\}$

ii) $\delta(q, a) = \delta_1(q, a)$ for q in $Q_1 - \{f_1\}$ and a in $\Sigma_1 \cup \{\epsilon\}$

iii) $\delta(q, a) = \delta_2(q, a)$ for q in $Q_2 - \{f_2\}$ and a in $\Sigma_2 \cup \{\epsilon\}$

iv) $\delta(f_1, \epsilon) = \delta(f_2, \epsilon) = \{f_0\}$

$$L(M) = L(M1) \cup L(M2)$$



Case 2: Concatenation ($r = r1 r2$).

Let $M1$ and $M2$ be as in Case 1 and construct $M = (Q1 \cup Q2, \Sigma1 \cup \Sigma2, \delta, q1, \{f2\})$

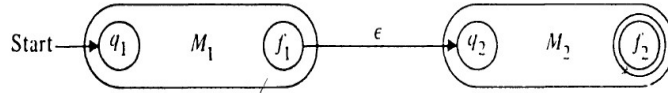
where δ is defined by

i) $\delta(q, a) = \delta1(q, a)$ for q in $Q1 - \{f1\}$ and a in $\Sigma1 \cup \{\epsilon\}$

ii) $\delta(f1, \epsilon) = \{q2\}$

iii) $\delta(q, a) = \delta2(q, a)$ for q in $Q2$ and a in $\Sigma2 \cup \{\epsilon\}$

$L(M) = \{xy \mid x \text{ is in } L(M1) \text{ and } y \text{ is in } L(M2)\}$ and $L(M) = L(M1)L(M2)$



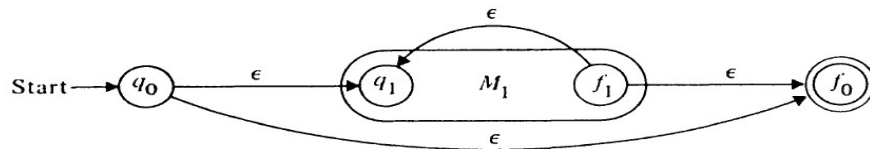
Case 3: Closure ($r = r1^*$)

Let $M1 = (Q1, \Sigma1, \delta1, q1, \{f1\})$ and $L(M1) = r1$.

Construct $M = (Q1 \cup \{q0, f0\}, \Sigma1, \delta, q0, \{f0\})$, where δ is defined by

i) $\delta(q0, \epsilon) = \delta(f1, \epsilon) = \{q1, f0\}$

ii) $\delta(q, a) = \delta1(q, a)$ for q in $Q1 - \{f1\}$ and a in $\Sigma1 \cup \{\epsilon\}$

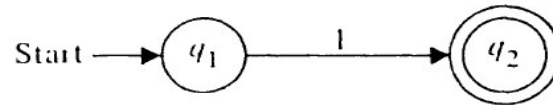


Example:

1. Construct an NFA for the regular expression 01^*+1

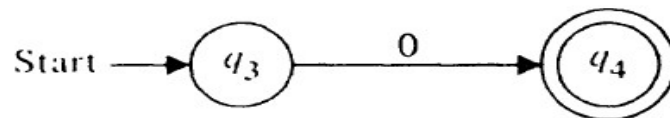
Regular expression is of the form $r_1 + r_2$, where $r_1 = 01^*$ and $r_2 = 1$.

The automaton for r_2 is



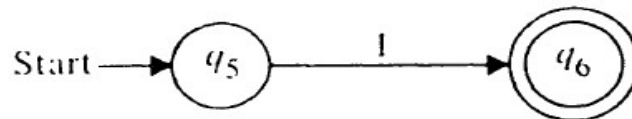
Express r_1 as r_3 and r_4 , where $r_3 = 0$ and $r_4 = 1^*$

The automaton for r_3 is

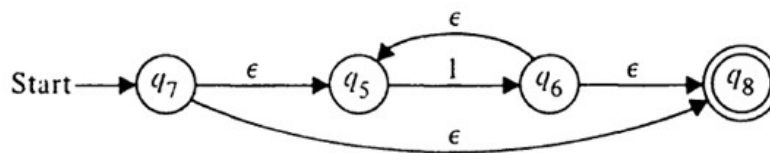


r_4 is r_5^* where $r_5 = 1$

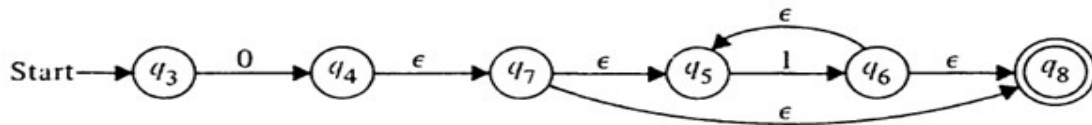
The NFA for r_5 is



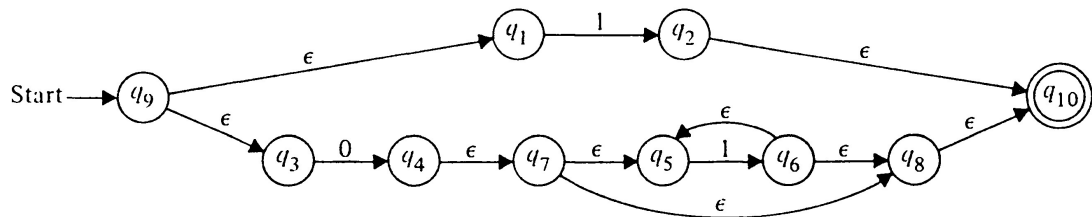
To construct an NFA for $r_4 = r_5^*$ use the construction of closure. The resulting NFA for r_4 is



Then, for $r_1 = r_3 r_4$ use the construction of concatenation.



Finally, use the construction of union to find the NFA for $r = r_1 + r_2$



2.5 Construction of regular expressions for the given finite Automata:

Arden's Theorem

Let P and Q be two regular expressions over Σ , and if P does not contain epsilon, then $R = Q + RP$ has a unique solution $R = QP^*$.

Procedure:

Assume the given finite automata should not contain any epsilons.

Step 1: Find the reachability for each and every state in given Finite automata.

Reachability of a state is the set of states whose edges enter into that state.

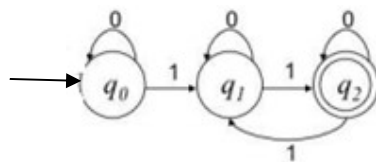
Step 2: For the initial state of finite automata, add epsilon to the reachability equation.

Step 3: Solve the equations by using Arden's Theorem.

Step 4: Substitute the results of each state equation into the final state equation, to get the regular expression for the given DFA.

Example:

1. Construct regular expression for the given finite automaton.



The given Finite Automata is not having any ϵ 's (epsilons).

Step 1: Find the reachability for each and every state in given Finite automata.

Reachability of a state is the set of states whose edges enter into that state.

$$q_0 = q_0 0 \quad \text{—————} \quad 1$$

$$q_1 = q_0 1 + q_1 0 + q_2 1 \quad \text{—————} \quad 2$$

$$q_2 = q_1 1 + q_2 0 \quad \text{—————} \quad 3$$

Step 2: For the initial state of finite automata, add epsilon to the reachability equation.

$$q_0 = q_0 0 + \epsilon$$

Step 3: Solve the equations by using Arden's Theorem.

After applying arden's theorem for equation 3

$$q_2 = q_1 10^* \quad \text{—————} \quad 4$$

Substitute equation 4 in equation 2

$$q_1 = q_0 1 + q_1 0 + q_1 10^*$$

$$q_1 = q_0 1 + q_1(0+10^*) \quad \text{—————} \quad 5$$

Apply arden's theorem on equation 5

$$q_1 = q_0 1 (0+10^*)^* \quad \text{—————} \quad 6$$

Apply arden's theorem on equation 1

$$q_0 = q_0 0 + \epsilon$$

$$q_0 = \epsilon 0^* \quad \text{—————} \quad 7$$

Substitute equation 7 in equation 6

$$q_1 = \epsilon 0^* 1 (0+10^*)^* \quad \text{—————} \quad 8$$

Step 4: Substitute the results of each state equation into the final state equation, to get the regular expression for the given DFA.

$$q_2 = \epsilon 0^* 1 (0+10^*)^* 10^*$$

Therefore, the regular expression for the given DFA is $0^* 1 (0+10^*)^* 10^*$.

2.6 Pumping Lemma for Regular Sets:

- Pumping lemma, which is a powerful tool for proving certain languages non-regular.
- It is also useful in the development of algorithms to answer certain questions concerning finite automata, such as whether the language accepted by a given FA is finite or infinite.

Lemma

Let L be a regular set. Then there is a constant n such that if z is any word in L , and $|z| > n$, we may write $z=uvw$ in such a way that $|uv| \leq n$, $v \geq 1$, and for all $i \geq 0$, $uv^i w$ is in L . Furthermore, n is no greater than the number of states of the smallest FA accepting L .

Example:

The set $L = \{0^{i^2} \mid i \text{ is an integer, } i \geq 1\}$, which consists of all strings of 0's whose length is a perfect square, is not regular.

Assume L is regular and let n be the integer in the pumping lemma.

Let $z = 0^{n^2}$.

By the pumping lemma, 0^{n^2} may be written as uvw , where $1 \leq |v| \leq n$ and $uv^i w$ is in L for all i . Let $i = 2$, $n^2 < |uv^2 w| < n^2 + n < (n+1)^2$.

That is, the length of $uv^2 w$ lies properly between n^2 and $(n+1)^2$, and is thus not a perfect square.

Thus $uv^2 w$ is not in L , a contradiction.

We conclude that L is not regular.

2.7 Closure Properties of Regular Sets:

- The regular sets are closed under union, concatenation, and Kleene closure.
- The class of regular sets is closed under complementation. That is, if L is a regular set and $L \subseteq \Sigma^*$, then $\Sigma^* - L$ is a regular set.
- The regular sets are closed under intersection.
- The class of regular sets is closed under substitution.
- The class of regular sets is closed under homomorphism and inverse homomorphism.
- The class of regular sets is closed under quotient with arbitrary sets.

2.8 Applications of Regular Languages:-

- Efficient string searching .
- Pattern matching with regular expressions (example: Unix grep utility)
- Lexical analysis (a.k.a. scanning, tokenizing) in a compiler.