Peter Bauer

V_01.03.01

Outline

Motivation

Definitions

Regular Grammar Regular Language Regular Set Regular Expression

Finite Automata

Deterministic Finite Automaton (DFA)
Transformations

Motivation

- Simplest type of grammar
- Applications in pattern matching
- Implementations
 - ► lex / flex
 - ▶ In editors for searching (vi, emacs, ...)
 - In many scripting languages (Perl, Python, JavaScript, ...)
 - In frameworks like .NET (System.Text.RegularExpressions) or Java (java.util.regex)

Regular Grammar

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A grammar G is called a *regular grammar* if it has only rules of the form

- $ightharpoonup A
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where $A, B \in V_N$ and $\alpha \in V_T$.

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G may also have the rule $S \to \varepsilon$ if S does not appear on the right side of the grammar.

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An Example

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The following regular grammar describes a simple form of an identifier. c is a terminal class of characters and d is a terminal class of digits.

$$\begin{array}{ccc} S & \rightarrow & c \mid cR \\ R & \rightarrow & c \mid d \mid cR \mid dR \end{array}$$

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The language L(G(S)) of a regular grammar G is a regular language over an alphabet Σ and is defined as follows:

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- ▶ If A and B are regular languages, then $A \cup B$, AB (concatenation), and A^* (Kleene star) are regular languages.
- ▶ No other language over Σ is a regular language.

Regular Set

Definition

Analogously to regular languages we can define *regular sets* as follows:

- ▶ Φ , $\{\varepsilon\}$, and $\{\omega\}$ for each $\omega \in \Sigma$ are regular sets.
- ▶ If A and B are regular sets, then $A \cup B = \{\alpha \mid \alpha \in A \lor \alpha \in B\}$, $AB = \{\alpha\beta \mid \alpha \in A \land \beta \in B\}$, and $A^* = \bigcup_{n \ge 0} P_n$ are regular sets.
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Example

Let $V = \{c, d\}$ be a set where c stands for a character and d stands for a digit. $\{c\}(\{c\} \cup \{d\})^*$ is a regular set that describes a simple form of identifier.

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- ► To avoid parentheses the following priority is assumed:
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 - 2. Concatenation has the second highest priority
 - 3. + has the lowest priority
- ► Sometimes | is used instead of +

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Example

The identifier example from above would boil down to $c(c + d)^*$.

Deterministic Finite Automaton – DFA

Definition

A Deterministic Finite Automaton (DFA) is a quintuple $(Q, \Sigma, \delta, q_0, F)$ where

- Q is a finite set of states
- Σ is a set of inputs
- $\delta: Q \times \Sigma \to Q$ the state transition function
- q₀ the start state
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Remark

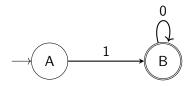
DFAs are often depicted by means of state diagrams

State Diagrams

- \triangleright $Q = \{A, B\}$
- $\Sigma = \{0, 1\}$
- ▶ $\delta(A,1) = B, \delta(B,0) = B$
- $ightharpoonup q_0 = A$
- ► $F = \{B\}$

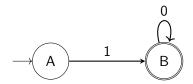
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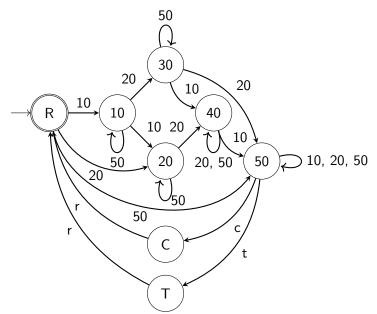
- States are circles
- Transitions are arrows
- ► Inputs are labels on the arrows
- ▶ Initial states are circles with an arrow from "nowhere"
- ► Final states are double circles



Coffee Machine

- ▶ Coins of 10, 20 and 50 cents are accepted
- ► Machine does NOT give change, i.e., if a coin is inserted which would cause an "overpay" the coin is thrown into the return tray and the machine doesn't change state.
- After a total amount of 50 cents inserted "c" for coffee and "t" for tea can be chosen.
- When the machine prepares tea or coffee it is in a state T or C, respectively.
- When the chosen drink is ready the user must press a button "o" to open the chamber in order to grab the cup and the machine goes back into its initial state.

DFA of a Coffee Machine

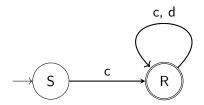


DFA Accepting a Simple Identifier

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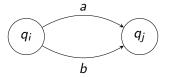
DFA Syntax Check Procedure

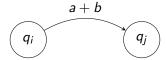
- checkString is a function of a class DFA
- input is the string to be checked
- ightharpoonup delta is the state transition function δ

```
func checkString(_ input: String) -> Bool {
  var currentState: State = initialState
  var stringlsValid = true
  for c in input {
    if let nextState = delta(currentState, c), stringlsValid {
        // transition exists and we are still on track
        currentState = nextState
    } else {
        stringlsValid = false
    }
  }
  return stringlsValid && finalStates.contains(currentState)
}
```

Transformation of a DFA to a Regular Expression — Step 1

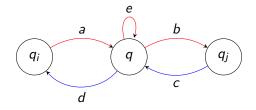
Replace different transitions from one state to another into one

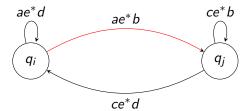




Transformation of a DFA to a Regular Expression — Step 2

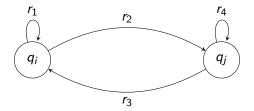
Remove intermediate states





Transformation of a DFA to a Regular Expression — Step 3

Remove remaining states



- ▶ We need $r_1^*r_2$ in any way to go from q_i to q_i .
- ▶ Then we have two possibilities to reach q_i again:
 - ightharpoonup Either we repeat r_4
 - ightharpoonup Or we repeat $r_3r_1^*r_2$
- ► This results in $r_1^* r_2 (r_4 + r_3 r_1^* r_2)^*$

Given a regular expression $a \mid b(cc^* \mid (a \mid c)^*)b$

1. Subscript each symbol of the regular expression with a unique index: $a_1 \mid b_2(c_3c_4^* \mid (a_5 \mid c_6)^*)b_7$. The indices are the states of the DFA.

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- 2. Create an initial state by adding a state 0 at the very beginning of the expression: $_0(a_1 \mid b_2(c_3c_4* \mid (a_5 \mid c_6)*)b_7)$.
- Determine the final states by looking for states which don't require to have a symbol followed. In our example these are the states

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- 3. Determine the final states by looking for states which don't require to have a symbol followed. In our example these are the states 1 and 7.
- 4. Construct a transition matrix by documenting for each state, which symbols may follow and into which subsequent states the automaton will pass. See next slide

$$_0(a_1 \mid b_2(c_3c_4^* \mid (a_5 \mid c_6)^*)b_7).$$

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- 5. The transitions from 5 are to 5 (a), to 6 (c), and to 7 (b).

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- 4. The transitions from 4 are to 4 (c) and to 7(b).
- 5. The transitions from 5 are to 5 (a), to 6 (c), and to 7 (b).
- 6. The transitions from 6 are to 6 (c) to 5 (a), and to 7 (b).
- 7. 7 is a final state.