


Sept, 20th



Regular languages

Definition 2.1 (Regular languages). Let us fix an alphabet Σ . Then, a language L is regular iff:

1. either $L = \emptyset$;
2. or $L = \{\varepsilon\}$;
3. or $L = \{a\}$ for some $a \in \Sigma$;
4. or $L = L_1 \cup L_2$;
5. or $L = L_1 \cdot L_2$;
6. or $L = L_1^*$

Base cases.

Inductive cases.

! finite number of times.

where L_1 and L_2 are regular languages on Σ .



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Ex. complete

$$\Sigma = \{a, b, c, d\}$$

$$L = \{ab, d\}$$

③ $L_1 = \{a\}$ $\xrightarrow{\text{⑤}} L_1 \cdot L_2 = \{ab\}$

③ $L_2 = \{b\}$

③ $L_3 = \{d\}$

④ \cup

$\{ab, d\}$

Using the same ideas, we can prove that all finite languages are regular.

If my language is $L = \{w_1, w_2, \dots, w_n\}$

For each word w_i , I build a language

$$L_i = \{w_i\} \quad \text{rule (3) or (5)}$$

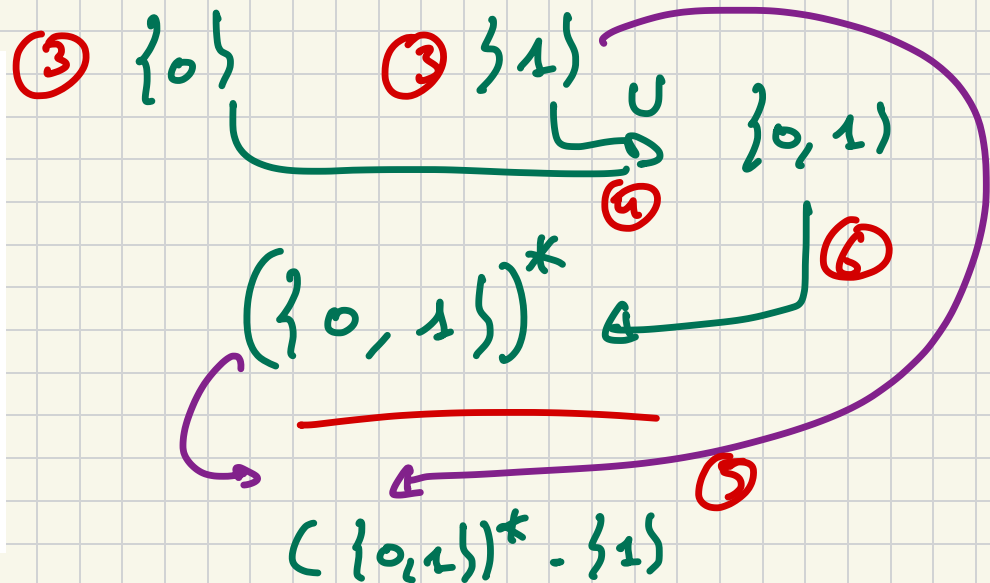
$$\text{Then } L = \bigcup_i L_i \quad \text{(4)}$$

All binary words that represent an odd number

$$\Sigma = \{0, 1\}$$

"as many 0, 1 as I want"

1. either $L = \emptyset$;
2. or $L = \{\varepsilon\}$;
3. or $L = \{a\}$ for some $a \in \Sigma$;
4. or $L = L_1 \cup L_2$;
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a binary word that starts with only 0's
and ends with only 1's

$$\cancel{(\{0, 1\})^k}$$

$$\{0\}^k \cdot \{1\}^k \quad \checkmark$$

$$\Sigma = \{ (,) \}$$

language of all well-parenthesised
words $L()$

not regular!

1. either $L = \emptyset$;
2. or $L = \{\varepsilon\}$;
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$$\{ (,) \}^* \supset L()$$

2 kinds of tools for regular languages

- tool to define a regular language.
- tools to manipulate and recognise these languages.

We need regular languages for scanning

```
int i = 5 ;
```

```
int f ( int j ) {  
    int i = j ;  
    return i + 1 ;  
}
```

```
int main ( ) {  
    printf ( "Hello_World_" ) ;  
    printf ( "%d_%d" , i , f ( i + 1 ) ) ;  
    return 0 ;  
}
```

Definition 2.3 (Regular expressions). Given a finite alphabet Σ , the following are regular expressions on Σ :

1. The constant \emptyset . It denotes the language $L(\emptyset) = \emptyset$.
2. The constant ϵ . It denotes the language $L(\epsilon) = \{\epsilon\}$.
3. All constants $a \in \Sigma$. Each constant $a \in \Sigma$ denotes the language $L(a) = \{a\}$.
4. All expressions of the form $r_1 + r_2$, where r_1 and r_2 are regular expressions on Σ . Each expression $r_1 + r_2$ denotes the language $L(r_1 + r_2) = L(r_1) \cup L(r_2)$.
5. All expressions of the form $r_1 \cdot r_2$, where r_1 and r_2 are regular expressions on Σ . Each expression $r_1 \cdot r_2$ denotes the language $L(r_1 \cdot r_2) = L(r_1) \cdot L(r_2)$.
6. All expressions of the form r^* , where r is a regular expression on Σ . Each expression r^* denotes the language $L(r^*) = (L(r))^*$.

In addition, parenthesis are allowed in regular expressions to group subexpressions (with their usual semantics).

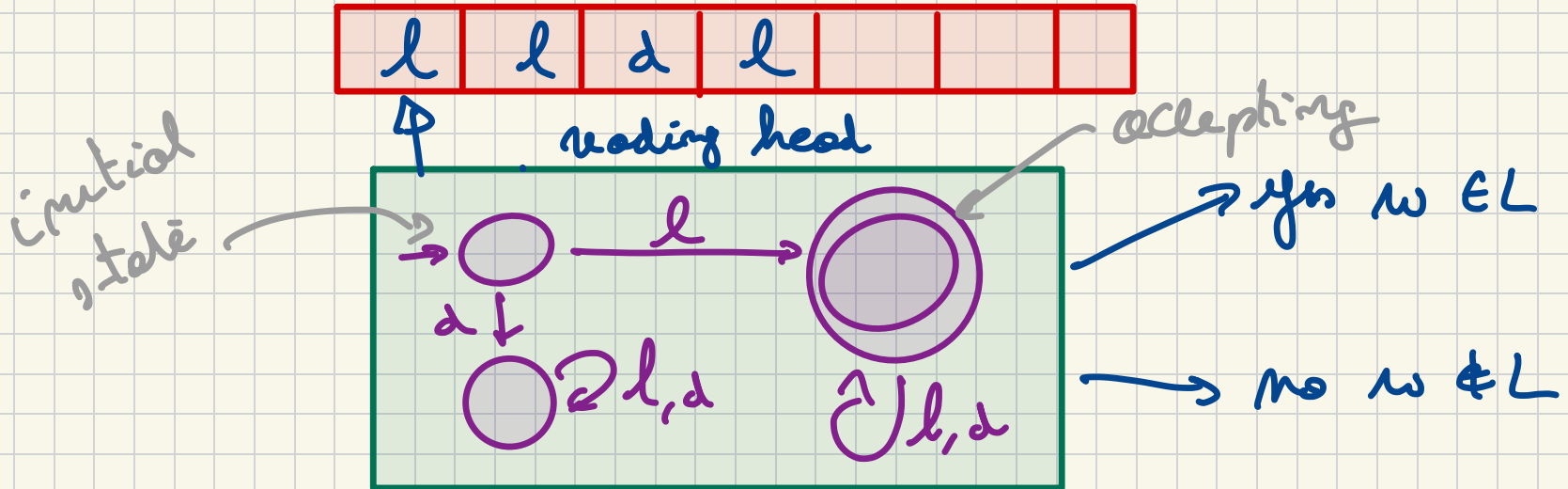
A regular expression defines a regular language.

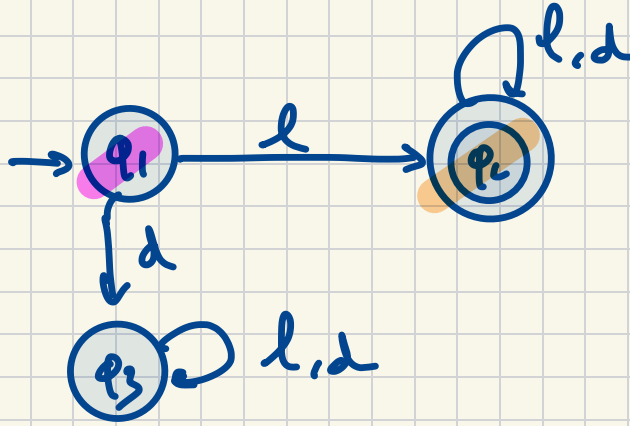
$$(0+1)^* \cdot 1$$



Finite Automata

$w \in L \rightarrow$ regular





$$A = \langle Q, \Sigma, \delta, q_0, F \rangle$$

where:

1. Q is a finite set of states;
2. Σ is the (finite) input alphabet;
3. $\delta: Q \times (\Sigma \cup \{\epsilon\}) \rightarrow 2^Q$ is the transition function;
4. $q_0 \in Q$ is the initial state;
5. $F \subseteq Q$ is the set of accepting states.

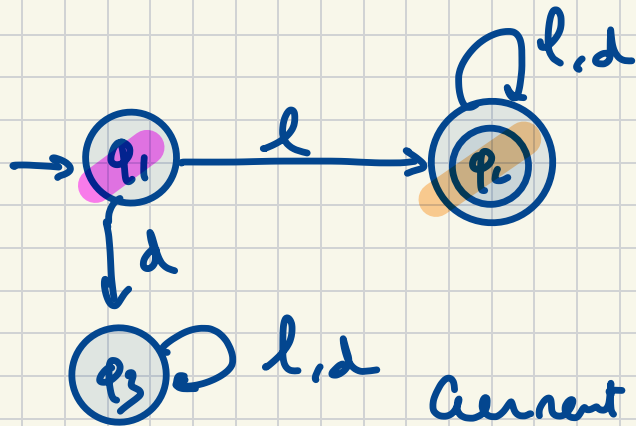
$$l.(l+d)^*$$

$$Q = \{q_1, q_2, q_3\}$$

$$\Sigma = \{l, d\}$$

$$q_0 = q_1$$

$$F = \{q_2\}$$



3. $\delta : Q \times (\Sigma \cup \{\epsilon\}) \rightarrow 2^Q$ is the transition function;

a set of states

current state

letter ϵ
which is read.

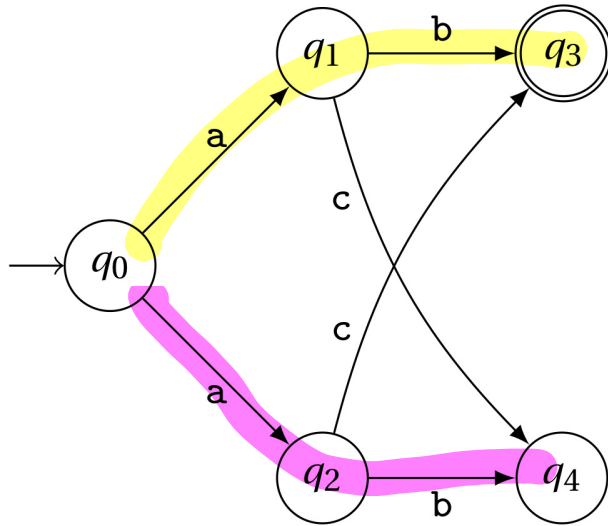
$$\delta(q_1, l) = \{q_2\}$$

$$\delta(q_1, a) = \{q_3\}$$

$$\delta(q_2, l) = \{q_2\}$$

⋮

Non-deterministic automaton



On ab

q_0, q_1, q_3 accepts

q_0, q_2, q_4 rejects

Convention: a word
is accepted if there exists
at least one accepting
path.

Why ???

I want an automaton that accepts all binary words where there are two **1** separated by 2 symbols

