

Regular Expression to E-NFA

By Thompson's Construction in C

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1. How to execute

In Windows,

1. Execute CMD
2. Go to 'Win' Directory
3. Usage : >Automata.exe [regexp] ex> Automata.exe ab (a+b) *cde*

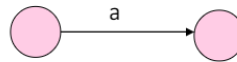
In Linux (Unix) ,

1. Execute Terminal
2. Go to 'Unix' Directory
3. \$make
4. \$ls (Check 'Automata')
5. Usage : \$./Automata [regexp] ex> ./Automata ab (a+b) *ab

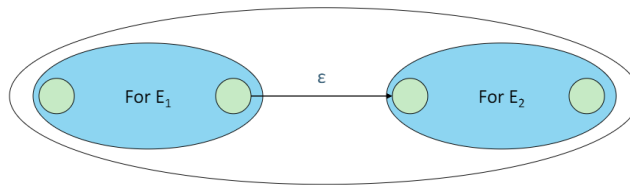
2. Flow of program

- Get input (regular expression) from user (`argv[1]`)
- Extract alphabets from input && Check that the regular expression is correct or not (`regex_extract_alphabet`, `regex_input_validation`)
 - If not correct, return
- Insert additional symbol that represents 'concatenation operator (`.`)' to original regular expression. (`regex_insert_concat`)
- Convert concat-added regular expression to postfix. (`regex_to_postfix`)
- Create an NFA with postfix expression. (`postfix_to_nfa`) & Print E-NFA
 - Function 'nfa_symbol' works as

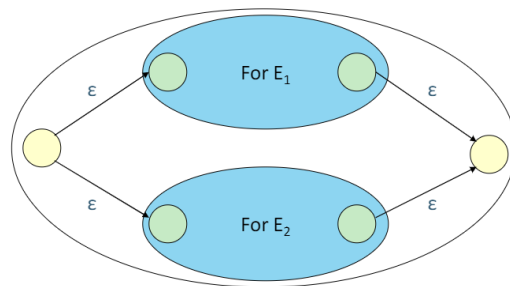
Symbol a:



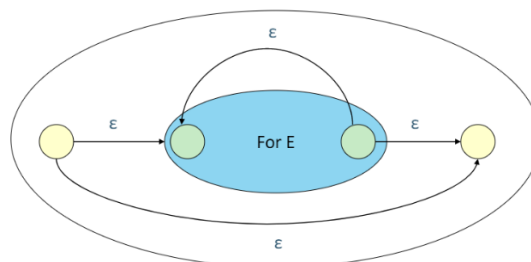
- Function 'nfa_concat' works as



- Function 'nfa_union' works as



- Function 'nfa_kleene' works as



3. Result

※ 'E' in Delta means Epsilon (Not a symbol!)

In Windows,

~Win>Automata.exe ab+b*(cdef)

```
C:\Users\우정현\Desktop\오토마타\20134220우정현\Win>Automata.exe ab+b*(cdef)
Input RE : ab+b*(cdef)

Sigma      = { a b c d e f }
Q           = { q0 q1 q2 q3 q4 q5 q6 q7 q8 q9 q10 q11 q12 q13 q14 q15 q16 q17 q18 q19 }
Start-state = q0
Final-states = { q19 }
Where delta is,
{
    Delta(0,E) = 17
    Delta(1,a) = 2
    Delta(3,b) = 4
    Delta(2,E) = 3
    Delta(5,b) = 6
    Delta(7,E) = 5
    Delta(7,E) = 8
    Delta(6,E) = 5
    Delta(6,E) = 8
    Delta(9,c) = 10
    Delta(11,d) = 12
    Delta(10,E) = 11
    Delta(13,e) = 14
    Delta(12,E) = 13
    Delta(15,f) = 16
    Delta(14,E) = 15
    Delta(8,E) = 9
    Delta(17,E) = 1
    Delta(17,E) = 7
    Delta(4,E) = 18
    Delta(16,E) = 18
    Delta(18,E) = 19
}
```

~Win>Automata.exe a(a+b)*

```
C:\Users\우정현\Desktop\오토마타\20134220우정현\Win>Automata.exe a(a+b)*
Input RE : a(a+b)*

Sigma      = { a b }
Q           = { q0 q1 q2 q3 q4 q5 q6 q7 q8 q9 q10 q11 }
Start-state = q0
Final-states = { q11 }
Where delta is,
{
    Delta(0,E) = 1
    Delta(1,a) = 2
    Delta(3,a) = 4
    Delta(5,b) = 6
    Delta(7,E) = 3
    Delta(7,E) = 5
    Delta(4,E) = 8
    Delta(6,E) = 8
    Delta(9,E) = 7
    Delta(9,E) = 10
    Delta(8,E) = 7
    Delta(8,E) = 10
    Delta(2,E) = 9
    Delta(10,E) = 11
}
```

In Linux,

```
~Unix$ make
```

```
~Unix$ ./Automata a\ (a+b\)* (== a(a+b)*)
```

```
klokov@klokov-virtual-machine:/mnt/hgfs/win/Win$ ls
Automata Makefile define.c define.h define.o main.c main.o
klokov@klokov-virtual-machine:/mnt/hgfs/win/Win$ ./Automata a\ (a+b\)*
Input RE : a(a+b)*

Sigma      = { a b }
Q          = { q0 q1 q2 q3 q4 q5 q6 q7 q8 q9 q10 q11 }
Start-state = q0
Final-states = { q11 }
Where delta is,
{
    Delta(0,E) = 1
    Delta(1,a) = 2
    Delta(3,a) = 4
    Delta(5,b) = 6
    Delta(7,E) = 3
    Delta(7,E) = 5
    Delta(4,E) = 8
    Delta(6,E) = 8
    Delta(9,E) = 7
    Delta(9,E) = 10
    Delta(8,E) = 7
    Delta(8,E) = 10
    Delta(2,E) = 9
    Delta(10,E) = 11
}
```

```
~Unix$ ./Automata (01)*110(0+1)*
```

```
klokov@klokov-virtual-machine:/mnt/hgfs/win/Win$ ./Automata \ (01\)*110\ (0+1\)*
Input RE : (01)*110(0+1)*

Sigma      = { 0 1 }
Q          = { q0 q1 q2 q3 q4 q5 q6 q7 q8 q9 q10 q11 q12 q13 q14 q15 q16 q17 q18 q19 q20 q21 }
Start-state = q0
Final-states = { q21 }
Where delta is,
{
    Delta(0,E) = 5
    Delta(1,0) = 2
    Delta(3,1) = 4
    Delta(2,E) = 3
    Delta(5,E) = 1
    Delta(5,E) = 6
    Delta(4,E) = 1
    Delta(4,E) = 6
    Delta(7,1) = 8
    Delta(6,E) = 7
    Delta(9,1) = 10
    Delta(8,E) = 9
    Delta(11,0) = 12
    Delta(10,E) = 11
    Delta(13,0) = 14
    Delta(15,1) = 16
    Delta(17,E) = 13
    Delta(17,E) = 15
    Delta(14,E) = 18
    Delta(16,E) = 18
    Delta(19,E) = 17
    Delta(19,E) = 20
    Delta(18,E) = 17
    Delta(18,E) = 20
    Delta(12,E) = 19
    Delta(20,E) = 21
}
```