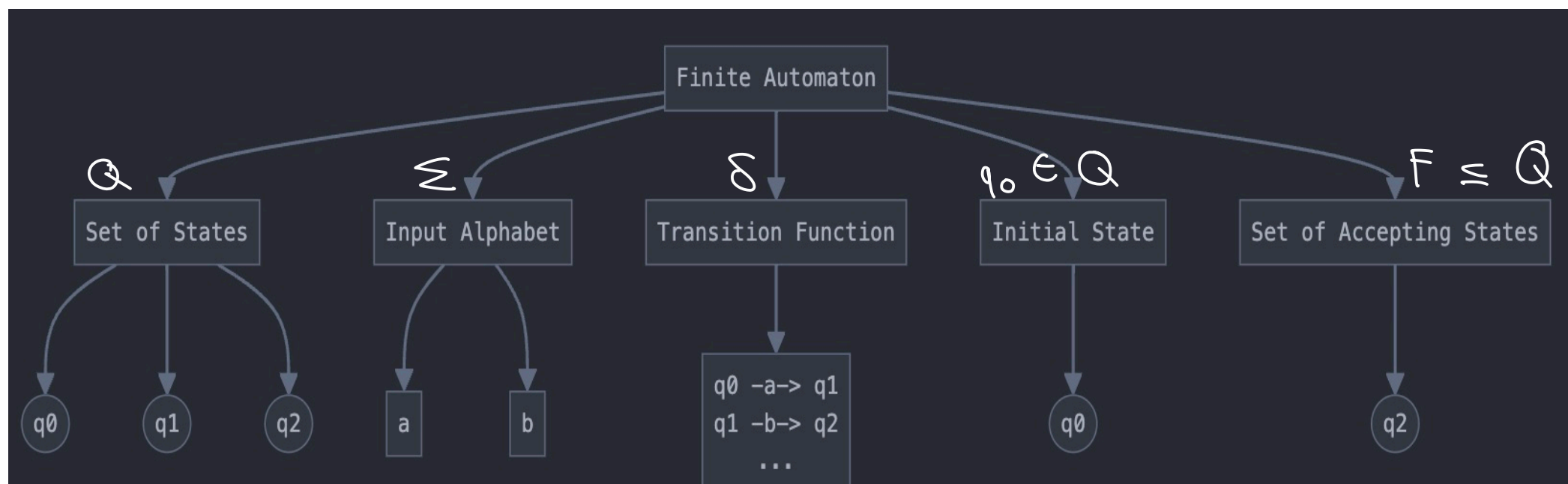


Finite Automata:

Finite automata (Finite State Machines) scan the characters, while keeping a finite set of states. When it sees a new character, it determines the next state to transition to. The next state could be another state or itself.

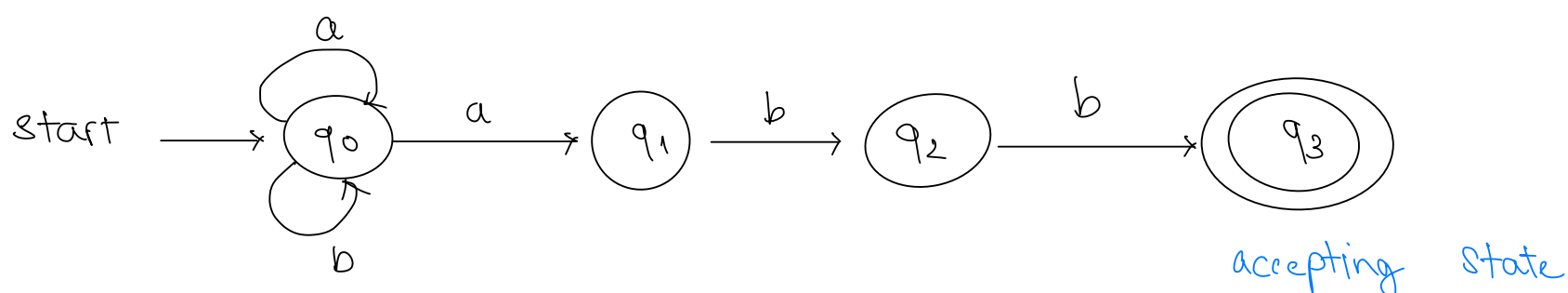


Types of finite automata:

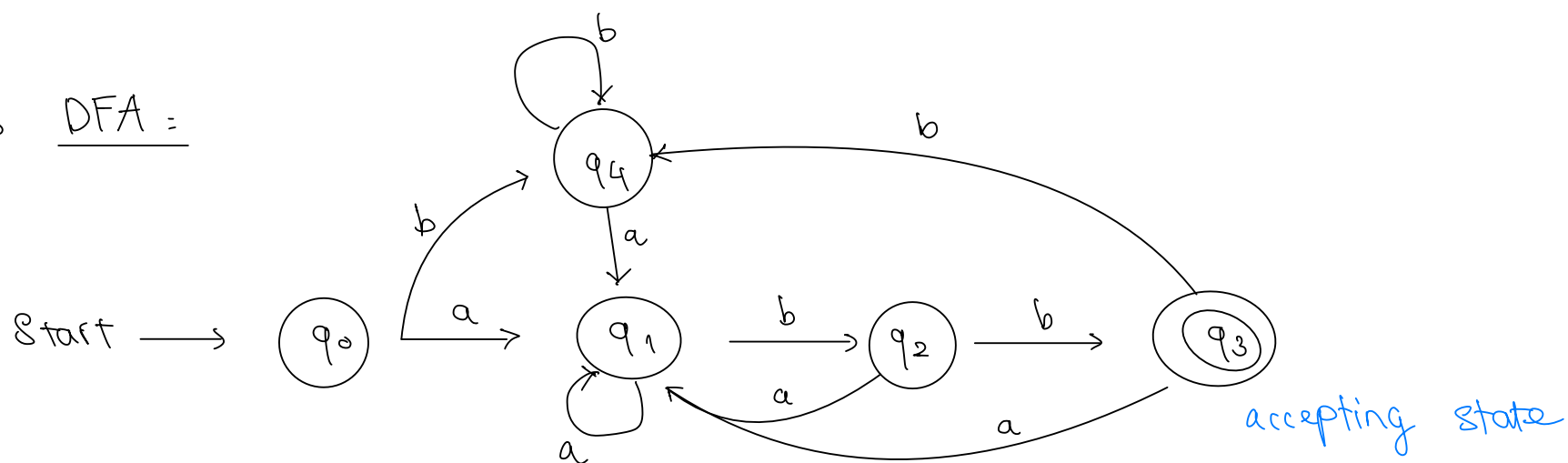
- Deterministic Finite Automata (DFA):
 - For each state and input, there is exactly 1 next state
 - There is always a next state
 - Easier to implement
- Non-deterministic Finite Automata (NFA):
 - For each state and input, can have multiple next states
 - May have ϵ -transition, which allow state change without input
 - Easier to design, harder to implement

Example: Show the NFA and DFA of this pattern $(a|b)^* abb$

◦ NFA :



◦ DFA :



Maximal Munch Principle: (Principle of maximal scan)

It states that the lexer will try to match the longest possible string that form a valid token.

↳ The lexer doesn't immediately output a token upon reaching an accepting state, it will keep going until no longer can extend the current token.

↳ If it can no longer match, it backtrack to the last accepting state.

Finite Automata is used to implement Regular Languages

What is Regular Languages

Language is "regular" if it:

- Can be recognized by a finite automaton (finite state machine)
- Can be described using regular expression

Regular Languages Properties:

1. Closure properties:

Given languages R and S , the following languages are also regular:

- $R \cup S$
- $R \cap S$
- $R \setminus S = \{x \in \Sigma^* : x \in R \wedge x \notin S\}$ R without S
- $R \circ S = \{xy \in \Sigma^* : x \in R \wedge y \in S\}$ R concat S
- $\bar{R} = \{x \in \Sigma^* : x \notin R\}$ not R
- $R' = \{x \in \Sigma^* : x' \in R\}$ reverse R
- $R^i = \begin{cases} \{\epsilon\}, & i=0 \\ L^{i-1}L, & i>0 \end{cases}$ multiple R's

