

# Compiler Construction Problem Set 1

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# 1 Regular languages, NFAs and DFAs

## 1.1

$\mathcal{L}(b^*a((a|b|c)^*cb^*a)?(a|b)^*)$

## 1.2

Not including a graph as this should be sufficient to replicate one.

State 0 is the starting state.

State 5 is the accepting state.

State	Letter	Result State
0 :	<i>a</i>	1
	<i>b</i>	0
	$\epsilon$	0
1 :	<i>a</i>	2
	<i>b</i>	2
	<i>c</i>	2
	$\epsilon$	5
2 :	<i>a</i>	2
	<i>b</i>	2
	<i>c</i>	2
	$\epsilon$	3
3 :	<i>c</i>	4
	$\epsilon$	3
4 :	<i>a</i>	5
	<i>b</i>	4
	$\epsilon$	4
5 :	<i>a</i>	5
	<i>b</i>	5
	$\epsilon$	5

### 1.3

DFA State 0 is the start state.

Accepting DFA States are  $\{0, 1, 2, 3, 4\}$

State 5 is a dead end.

DFA State	NFA States
0	$\{0, 1, 2, 5\}$
1	$\{1, 2, 5\}$
2	$\{2, 3, 4, 5\}$
3	$\{2, 4, 5\}$
4	$\{2, 5\}$
5	$\{\}$

#### Rules:

State	Letter	Result State
0 :	<i>a</i>	1
	<i>b</i>	2
1 :	<i>a</i>	4
	<i>b</i>	2
2 :	<i>a</i>	3
	<i>b</i>	2
3 :	<i>a</i>	4
	<i>b</i>	2
4 :	<i>a</i>	5
	<i>b</i>	2
5 :	<i>a b</i>	5

## 1.4

I forgot my crayons at home, so instead of colours I will use a letter with a subscript number for the intermediate states during minimisation.

Accepting States ( $a_0$ ):  $\{0, 1, 2, 3, 4\}$

Non-accepting States ( $a_1$ ):  $\{5\}$

Non-minimal State:	0	1	2	3	4	5
$a :$	$a_0$	$a_0$	$a_0$	$a_0$	$a_1$	$a_1$
$b :$	$a_0$	$a_0$	$a_0$	$a_0$	$a_0$	$a_1$

States  $\{0, 1, 2, 3\}$  are identical within group  $a_0$ , while 4 is different.

Next step uses the groups

$b_0 :$   $\{0, 1, 2, 3\}$

$b_1 :$   $\{4\}$

$b_2 :$   $\{5\}$

Non-minimal State:	0	1	2	3	4	5
$a :$	$b_0$	$b_1$	$b_0$	$b_1$	$b_2$	$b_2$
$b :$	$b_0$	$b_0$	$b_0$	$b_0$	$b_0$	$b_1$

States  $\{0, 2\}$  and  $\{1, 3\}$  are identical within group  $b_0$ .

Next step uses the groups

$c_0 :$   $\{0, 2\}$

$c_1 :$   $\{1, 3\}$

$c_2 :$   $\{4\}$

$c_3 :$   $\{5\}$

Non-minimal State:	0	1	2	3	4	5
$a :$	$c_1$	$c_2$	$c_1$	$c_2$	$c_3$	$c_3$
$b :$	$c_0$	$c_0$	$c_0$	$c_0$	$c_0$	$c_3$

Now all groups consist of only identical NFA states, therefore we can rename them to just the number from the intermediate state names, and get

0 :  $\{0, 2\}$

1 :  $\{1, 3\}$

2 :  $\{4\}$

3 :  $\{5\}$

with the rules

State	Letter	Result State
0 :	<i>a</i>	1
	<i>b</i>	0
1 :	<i>a</i>	2
	<i>b</i>	0
2 :	<i>a</i>	3
	<i>b</i>	0
3 :	<i>a b</i>	3

where state 0 is the starting state, states {0, 1, 2} are accepting states, and state 5 is a dead end.

## 1.5

To be honest I cannot find a good way to negate DFA without just going through the same steps of making a regular expression and following the same steps. I might just be missing something in the book or online about it, but did not find anything interesting when searching for "negate deterministic finite automaton". Instead I made the regular expression  $(a|b)^*aaa(a|b)^*$  and made an automaton through NFA and NFA to DFA algorithms.

State 0 is the starting state, state 3 is the accepting state, and state 4 is a dead end.

State	Letter	Result State
0 :	<i>a</i>	1
	<i>b</i>	0
1 :	<i>a</i>	2
	<i>b</i>	4
2 :	<i>a</i>	3
	<i>b</i>	4
3 :	<i>a b</i>	3
4 :	<i>a b</i>	4

I found inverting the regular expression easier, but this was also a very simple expression to just create without the original, which is what I actually did. There is probably some algorithm to invert or negate a DFA which I did not find which makes it easier than negating a regular expression.

## 2 DFA for a small language

### 2.1

In modern regex one can usually use the identifier `\d` to denote a digit, i.e. `[0-9]`.  
`(d(x|y)=-?\d+)|(go)\n`

### 2.2

State 9 is the invalid state, so any invalid characters point there.

### 2.3

Code implementation