

Compiler Construction Problem Set 1

Magnus Brevik

January 2023

1 Regular languages, NFAs and DFAs

1.1

$\mathcal{L}(a?a?(ba?a?)*)$

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
	ϵ	1
1 :	<i>a</i>	2
	ϵ	2
2 :	<i>b</i>	3
	ϵ	5
3 :	<i>a</i>	4
	ϵ	4
4 :	<i>a</i>	5
	ϵ	5
5 :	ϵ	2

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 :	a	1
	b	2
1 :	a	4
	b	2
2 :	a	3
	b	2
3 :	a	4
	b	2
4 :	a	5
	b	2
5 :	$a b$	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.

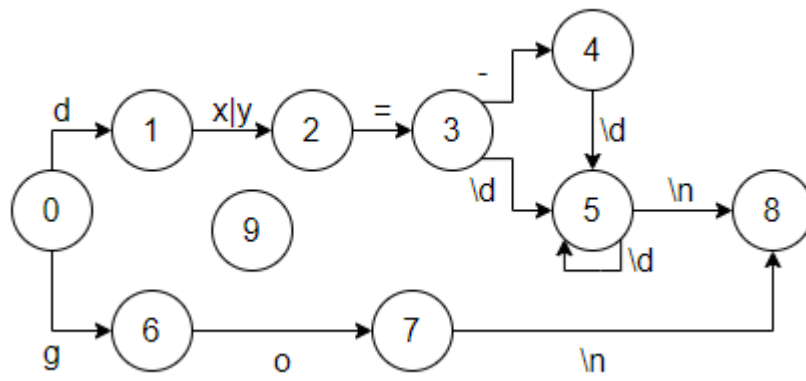
2 DFA for a small language

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