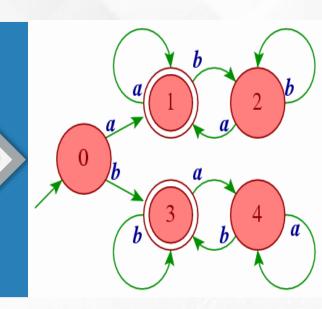


# **UCS701 Theory of Computation**

# Chapter 1: Regular Languages & Finite Automata



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# **Regular Expression**

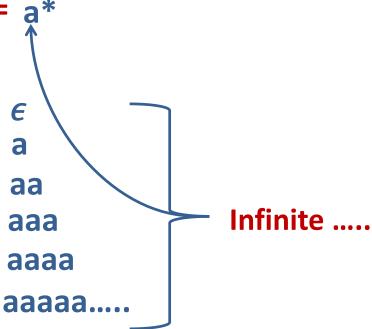
#### Regular expression

- A regular expression is a sequence of characters that define a pattern.
- Notational shorthand's
  - 1. One or more occurrences: +
  - 2. Zero or more occurrences: \*
  - 3. Alphabets:  $\Sigma$

#### Regular expression

L = Zero or More Occurrences of a = a\*





## Regular expression

L = One or More Occurrences of a = a<sup>+</sup>

a
aa
aaa
aaaa
aaaa
aaaaa....

## Precedence and associativity of operators

Operator	Precedence	Associative
Kleene *	1	left
Concatenation	2	left
Union	3	left

1. 0 or 1

Strings: 0, 1

R. E. = 0 | 1

2. 0 or 11 or 111

Strings: 0, 11, 111

R. E. = 0 | 11 | 111

String having zero or more a.

 $R.E.=a^*$ 

4. String having one or more *a*.

Strings: a, aa, aaa,  $aaaa \dots R$ .  $E = a^+$ 

5. Regular expression over  $\Sigma = \{a, b, c\}$  that represent all string of length 3.

Strings: abc, bca, bbb, cab, aba .... R.E. = (a|b|c)(a|b|c)(a|b|c)

All binary string.

Strings: 0, 11, 101, 10101, 1111 ...  $R.E. = (0 \mid 1) + (0 \mid 1)$ 

7. 0 or more occurrence of either a or b or both

```
Strings: \epsilon, a, aa, abab, bab ... R. E. = (a \mid b) *
```

8. I or more occurrence of either a or b or both

Strings: 
$$a, aa, abab, bab, bbbaaa \dots R.E. = (a \mid b) +$$

9. Binary no. ends with 0

Strings: 0, 10, 100, 1010, 11110 ... 
$$R.E. = (0 \mid 1) * 0$$

10. Binary no. ends with 1

Strings: 1, 101, 1001, 10101, ... 
$$R.E. = (0 \mid 1) * 1$$

11. Binary no. starts and ends with 1

Strings: 11, 101, 1001, 10101, ... 
$$R. E. = 1 (0 | 1) * 1$$

12. String starts and ends with same character

Strings: 00, 101, aba, baab ... 
$$R. E. = 1 (0 | 1) * 1 \text{ or } 0 (0 | 1) * 0$$
  
 $a (a | b) * a \text{ or } b (a | b) * b$ 

13. All string of a and b starting with a

```
Strings: a, ab, aab, abb... R. E. = a(a \mid b) *
```

14. String of 0 and 1 ends with 00

$$Strings: 00, 100, 000, 1000, 1100...$$
  $R. E. = (0 | 1) * 00$ 

15. String ends with abb

Strings: 
$$abb$$
,  $babb$ ,  $ababb$ ...  $R. E. = (a \mid b) * abb$ 

- 16. String starts with 1 and ends with 0 Strings: 10, 100, 110, 1000, 1100... R. E. = 1(0 | 1) \* 0
- 17. All binary string with at least 3 characters and  $3^{rd}$  character should be zero Strings: 000, 100, 1100, 1001... R. E. = (0|1)(0|1)0(0|1)\*
- 18. Language which consist of exactly two b's over the set  $\Sigma = \{a, b\}$

Strings: bb, bab, aabb, abba... 
$$R. E. = a^* b a^* b a^*$$

19. The language with  $\Sigma = \{a, b\}$  such that  $3^{rd}$  character from right end of the string is always

```
Strings: aaa, aba, aaba, abb... R. E. = (a \mid b) * a(a \mid b)(a \mid b)
```

- 20. Any no. of a followed by any no. of b followed by any no. of c  $Strings: \epsilon, abc, aabbcc, aabc, abb...$   $R. E. = a^*b^*c^*$
- 21. String should contain at least three 1

```
Strings: 111, 01101, 0101110.... R. E. = (0|1)^*1 (0|1)^*1 (0|1)^*1 (0|1)^*
```

22. String should contain exactly two 1

```
Strings: 11, 0101, 1100, 010010, 100100.... R. E. = 0*10*10*
```

23. Length of string should be at least 1 and at most 3

```
Strings: 0, 1, 11, 01, 111, 010, 100.... R.E. = (0|1) | (0|1)(0|1) | (0|1)(0|1)
```

24. No. of zero should be multiple of 3

```
Strings: 000, 010101, 110100, 000000, 100010010... R. E. = (1*01*01*01*)*
```

25. The language with  $\Sigma = \{a, b, c\}$  where a should be multiple of 3

```
Strings: aaa, baaa, bacaba, aaaaaaa. R.E. = ((b|c)^*a(b|c)^*a(b|c)^*a(b|c)^*)^*
```

26. Even no. of 0

Strings: 00, 0101, 0000, 100100.... 
$$R. E. = (1*01*01*)*$$

27. String should have odd length

Strings: 0, 010, 110, 000, 10010.... 
$$R. E. = (0|1) ((0|1)(0|1))^*$$

28. String should have even length

Strings: 00, 0101, 0000, 100100.... 
$$R.E. = ((0|1)(0|1))^*$$

29. String start with 0 and has odd length

```
Strings: 0, 010, 010, 000, 00010.... R.E. = (0)((0|1)(0|1))^*
```

30. String start with 1 and has even length

```
Strings: 10, 1100, 1000, 100100.... R.E. = 1(0|1)((0|1)(0|1))^*
```

31. All string begins or ends with 00 or 11

```
Strings: 00101, 10100, 110, 01011 ... R.E. = (00|11)(0|1)*|(0|1)*|(00|11)
```

32. Language of all string containing both 11 and 00 as substring

```
Strings: 0011, 1100, 100110, 010011 ...

R. E. = ((0|1)^*00(0|1)^*11(0|1)^*) \mid ((0|1)^*11(0|1)^*00(0|1)^*)
```

33. String ending with 1 and not contain 00

```
Strings: 011, 1101, 1011 .... R.E. = (1|01)^{+}
```

34. Language of C identifier

```
Strings: area, i, redious, grade1 .... R.E. = (\_ + L)(\_ + L + D)^*
where L is Letter & D is digit
```

# **Finite Automata**

#### **Finite Automata**

- A finite automaton, or finite state machine is a 5-tuple  $(Q, \Sigma, q_0, A, \delta)$  where
  - *Q* is finite set of states;
  - $\Sigma$  is finite alphabet of *input symbols*;
  - $q_0 \in Q$  (initial state);
  - $A \subseteq Q$  (the set of *accepting* states);
  - $\delta$  is a function from  $Q \times \Sigma$  to Q (the transition function).
- For any element q of Q and any symbol  $a \in \Sigma$ , we interpret  $\delta(q, a)$  as the state to which the FA moves, if it is in state q and receives the input a.

## **Example: Finite Automata**

• 
$$M = (Q, \Sigma, q_0, A, \delta)$$

• 
$$Q = \{q_0, q_1, q_2\}$$

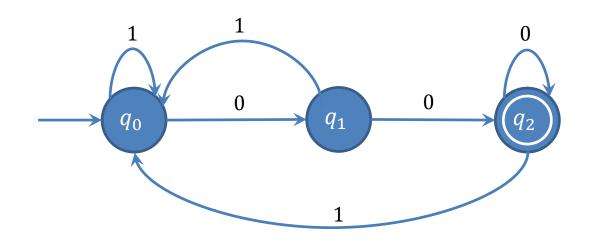
• 
$$\Sigma = \{0,1\}$$

• 
$$q_0 = q_0$$

• 
$$A = \{q_2\}$$

•  $\delta$  is defined as

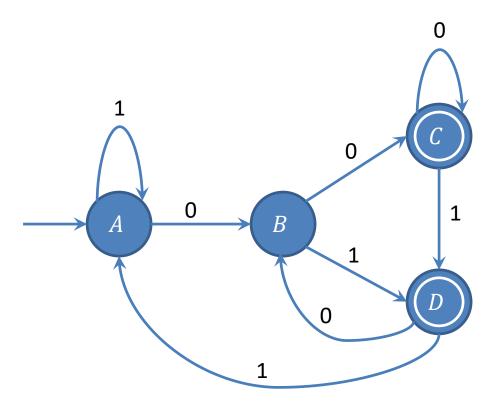
δ	Input	
State	0	1
$q_0$	$q_1$	$q_0$
$q_1$	$q_2$	$q_0$
$q_2$	$q_2$	$q_0$



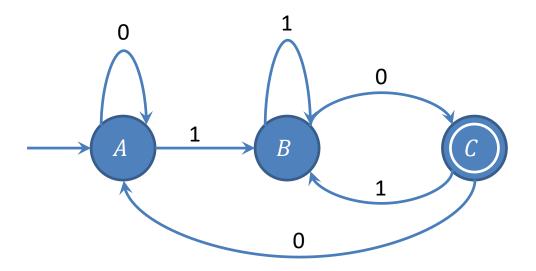
#### **Applications of FA**

- Lexical analysis phase of a compiler.
- Design of digital circuit.
- String matching.
- Communication Protocol for information exchange.

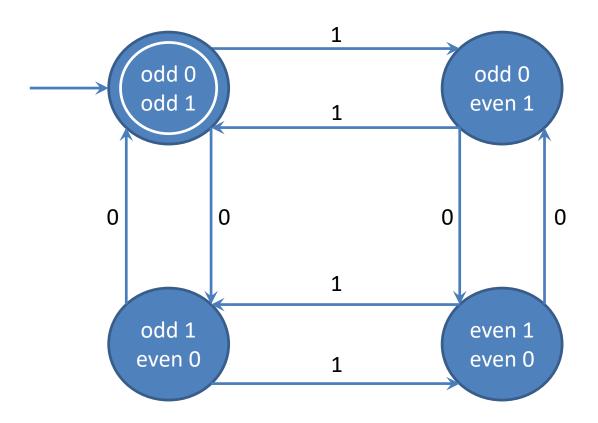
The string with next to last symbol as 0.



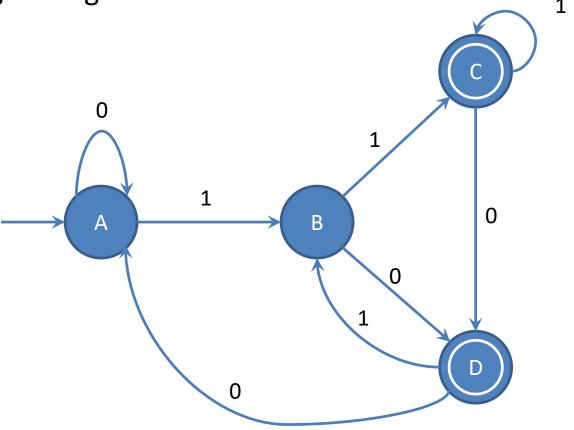
The strings ending with 10.



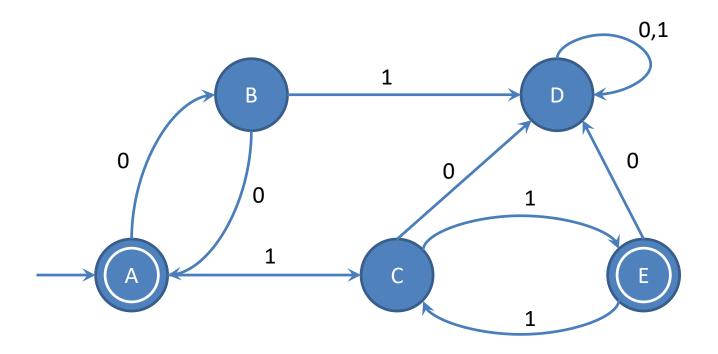
The string with number of 0's and number of 1's are odd



The string ending in 10 or 11



The string corresponding to Regular expression {00}\*{11}\*



• (a+b)\*baaa

