· (ab+a)· (1+b) ← ab

(Posix) 图 Sequ (left (Sequ (Char(a), Char(b))), left (Emty))

图 Sequ (Right (Char(a)), Right (Char(b)))

· (aa+a)* ← aaa

(Posix) 图 Stars ([left (Seq (Char(a), Clar(a))), Right (Char(a))])

图 Stars ([Right (Char(a)), left (Sequ (Char(a)), Char(a))])

```
Digits := RANGE ("0123456789")
  START_Digits := RANGE ("123456789")
  NUMBERS := Digits + (START_Digits · Digits *)
                 bor -> only 0 start or double digit non-0
  LEFT := CHAR ('(')
   RIGHT := CHAR (')')
   ALPHABETS := RANGE ("abcdefgh .... xyz")
   Id
                 ALPHABETS. ALPHABETS *
   OPERATIONS := CHAR (+) + CHAR ('-') + CHAR ('*)
  LANG = ("num": NUMBERS) + ("id": Id) +
            ("OP": OPERATIONS) + ("IP": LEFT)+ ("P": RIGHT
(a+3)+6 Yes -> lp:(, id:a, op:+, nom:3, rp:),
                  op: *, id: b
) ()++-33 yes -> rp:), lp: (, rp:), op:+, op:+, op:-,
                  num: 33
(a/3) & 3 No -> there is no "/" in the language.
```

r is notable

because r is multable
$$((1+r)+r) \cdot r$$

 $(r+r) \cdot r = r \cdot r$
 $= (r+r) \cdot r$
 $= r \cdot r$

$$=((r)+r)\cdot r$$

Q6

Q7

$$(0\cdot(b\cdot c))+((o\cdot c)+1)$$

$$\Rightarrow 0 + (0) + (0) + 1)$$

$$\Rightarrow$$
 0 + 1

· 0 *

Stars (list()) / Stars (Nil)

Q9

When tokenizing an expression (e.g. splitting into its component words), the record expression is used for clarifying there takens.

e.g. when lexing a block of code, we can produce a resulting expression of records which block each (notable) sub-expression with the token they matched.

```
nullable(0)
                              false
                                                                        zeroable(\mathbf{0})
                                                                                                      true
                                                                                                 <u>de</u>f
nullable(1)
                                                                                                       false
                              true
                                                                        zeroable(1)
                        <u>de</u>f
                                                                                                 <u>de</u>f
                                                                                                      false
nullable(c)
                              false
                                                                        zeroable(c)
                        def
                                                                                                 def
nullable(r_1 + r_2)
                             nullable(r_1) \lor nullable(r_2)
                                                                                                      zeroable(r_1) \wedge zeroable(r_2)
                                                                        zeroable(r_1 + r_2)
                        <u>de</u>f
                             nullable(r_1) \land nullable(r_2)
                                                                                                      zeroable(r_1) \lor zeroable(r_2)
nullable(r_1 \cdot r_2)
                                                                        zeroable(r_1 \cdot r_2)
nullable(r^*)
                                                                        zeroable(r^*)
                                                                                                      true
                             true
                                     <u>de</u>f
      atmostempty(0)
                                           true
                                     \underline{\mathsf{def}}
                                          true
      atmostempty(1)
                                     \underline{\mathsf{def}}
                                           false
      atmostempty(c)
                                     def
                                           atmostempty(r_1) \lor atmostempty(r_2)
      atmostempty(r_1 + r_2)
                                           zeroable(r_1) \lor zeroable(r_2) \lor (atmostempty(r_1) \land atmostempty(r_2))
      atmostempty(r_1 \cdot r_2)
      atmostempty(r^*)
                                           atmostempty(r)
                                                         <u>de</u>f
                                                               false
                              somechars(0)
                                                         <u>de</u>f
                              somechars(1)
                                                               false
                                                         def
                              somechars(c)
                                                               true
                                                         def
                              somechars(r_1 + r_2)
                                                               somechars(r_1) \lor somechars(r_2)
                              somechars(r_1 \cdot r_2)
                                                               (\neg \textit{zeroable}(r_1) \land \textit{somechars}(r_2)) \lor
                                                               (somechars(r_1) \land \neg zeroable(r_2)) \lor
                                                               (nullable(r_1) \land somechars(r_2)) \lor
                                                               (somechars(r_1) \land nullable(r_2))
                                                               somechars(r)
                              somechars(r^*)
                                 def
  infinitestrings(0)
                                       false
                                 \underline{\mathsf{def}}
  infinitestrings(1)
                                       false
                                 <u>de</u>f
  infinitestrings(c)
                                       false
                                 def
  infinitestrings(r_1 + r_2)
                                       infinitestrings(r_1) \lor infinitestrings(r_2)
  infinitestrings(r_1 \cdot r_2)
                                       (\neg zeroable(r_1) \land infinitestrings(r_2)) \lor (\neg zeroable(r_2) \land infinitestrings(r_1))
  infinitestrings(r^*)
                                       somechars(r)
```