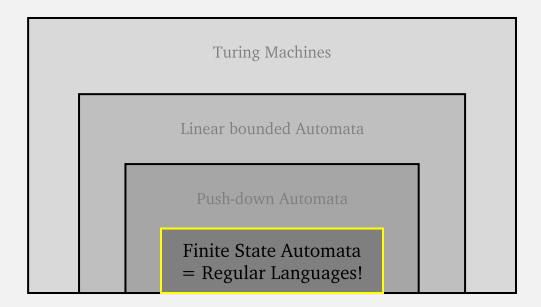
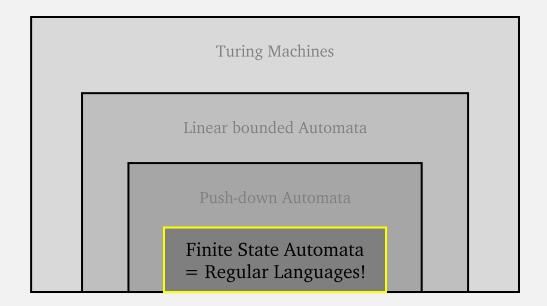
### CS622 Regular Languages

Wednesday, February 7, 2024 UMass Boston Computer Science



### Announcements

- HW 1
  - <u>Due</u>: Mon 2/12 12pm (noon)



### Alphabets, Strings, Languages

An alphabet defines "all possible strings"

(strings with non-alphabet symbols are impossible)

An alphabet is a <u>non-empty finite set</u> of <u>symbols</u>

$$\Sigma_1 = \{0,1\}$$

$$\Sigma_2 = \{ a, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z \}$$

• A string is a finite sequence of symbols from an alphabet

01001

abracadabra

Empty string (length 0)

(ε symbol is not in the alphabet!)

A language is a <u>set</u> of strings

$$A = \{ \mathsf{good}, \mathsf{bad} \}$$

 $\emptyset$  { }

The Empty set is a language

Languages can be infinite

 $A = \{w | w \text{ contains at least one 1 and }$ 

an even number of Os, follow the last 1}

"the set of all ..."

"such that ..."

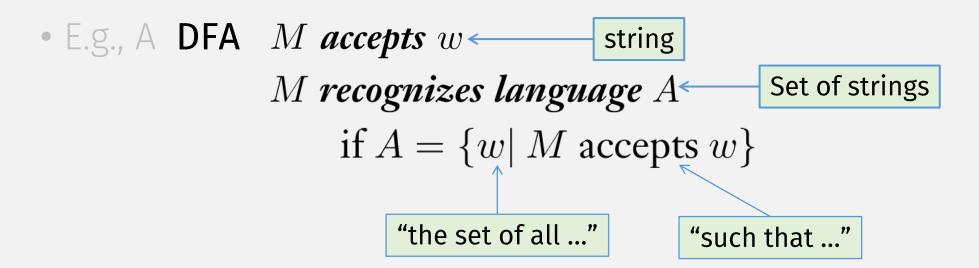
### Computation and Languages

• The language of a machine = set of strings that it accepts

• E.g., A **DFA** M accepts w if  $\hat{\delta}(q_0, w) \in F$ 

## Machine and Language Terminology

The language of a machine = set of strings that it accepts



### Machine and Language Terminology

The language of a machine = set of strings that it accepts

• E.g., A DFA 
$$M$$
 accepts  $w$  
$$M$$
 recognizes language  $L(M) \leftarrow L(M) = \{w | M \text{ accepts } w\}$ 

Using L as function mapping Machine  $\rightarrow$  Language is common notation

### Machine and Language Terminology

The language of a machine = set of strings that it accepts

- E.g., A DFA M accepts w

  M recognizes language L(M)
- Language of  $M = L(M) = \{w | M \text{ accepts } w\}$

### Languages Are Computation Models

- The language of a machine = set of strings that it accepts
  - E.g., a DFA recognizes a language
- A computation model = <u>set of machines</u> it defines
  - E.g., all possible DFAs are a computation model

#### DEFINITION

A *finite automaton* is a 5-tuple  $(Q, \Sigma, \delta, q_0, F)$ , where

- 1. Q is a finite set called the *states*,
- 2.  $\Sigma$  is a finite set called the *alphabet*,
- **3.**  $\delta: Q \times \Sigma \longrightarrow Q$  is the *transition function*,
- **4.**  $q_0 \in Q$  is the *start state*, and
- **5.**  $F \subseteq Q$  is the **set of accept states**.

= set of set of strings

Thus: a computation model equivalently = a set of languages

This class is <u>really</u> about studying **sets of languages!** 

### Regular Languages

• first set of languages we will study: regular languages

### Regular Languages: Definition

If a **deterministic finite automata** (**DFA**) <u>recognizes</u> a language, then that language is called a **regular language**.

### A Language, Regular or Not?

- If given: a DFA M
  - We know: L(M), the language recognized by M, is a regular language

If a DFA <u>recognizes</u> a <u>language</u>, then <u>that language</u> is called a <u>regular language</u>.

(modus ponens)

- If given: a Language A
  - Is A a regular language?
    - Not necessarily!

<u>Proof</u>: ??????

Prove: A language  $L = \{ ... \}$  is a regular language

#### Proof:

#### **Statements**

- 1. DFA  $M = (Q, \Sigma, \delta, q_0, F)$ (TODO: actually define *M*) (no unbound variables!)
- 2. DFA *M* recognizes *L*
- 3. If a DFA recognizes L, then L is a regular language
- 4. Language *L* is a regular language

### **Justifications**

1. Definition of a DFA

- TODO: ???
- 3. Definition of a regular language
- 4. Stmts 2 and 3 (and modus ponen: -P

**Modus Ponens** 

If we can prove these:

- If P then Q

Then we've proved:

### A Language: strings with odd # of 1s

• In-class exercise (submit to gradescope):

String	In the language?

Come up with string examples (in a table), both

- in the language
- and not in the language

$$\Sigma_1 = \{0,1\}$$

If a DFA <u>recognizes</u> a language, then that language is called a <u>regular language</u>.

How to prove the language is regular?

Prove there's a DFA recognizing it!

Prove: A language  $L = \{ ... \}$  is a regular language

#### Proof:

#### **Statements**

- 1. **DFA**  $M = (Q, \Sigma, \delta, q_0, F)$  (TODO: actually define M) (no unbound variables!)
- 2. DFA *M* recognizes *L*
- 3. <u>If a DFA recognizes *L*, then *L* is a regular language</u>
- 4. Language *L* is a regular language

### **Justifications**

1. Definition of a DFA

- **2.** TODO: ???
- 3. Definition of a regular language
- 4. Stmts 2 and 3 (and modus ponens)

### Designing Finite Automata: Tips

- Input is read only once, one char at a time (cant go back)
- Must decide accept/reject after that
- States = the machine's "memory"!
  - # states must be decided in advance
  - Think about what information must be "remembered".
- Every state/symbol pair must have a defined transition (for DFAs)
- Come up with examples to help you!

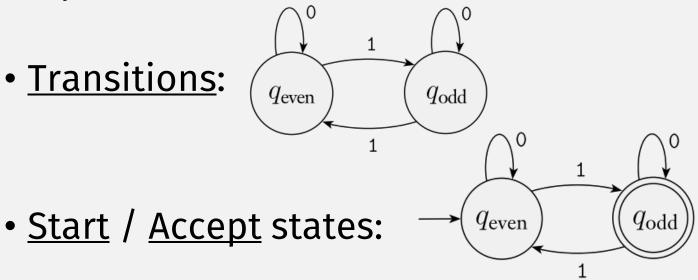
### Design a DFA: accept strs with odd # 1s

- States:
  - 2 states:
    - seen even 1s so far
    - seen odds 1s so far



Alphabet: 0 and 1

• Transitions:



Prove: A language  $L = \{ ... \}$  is a regular language

#### Proof:

#### **Statements**

- ✓1. DFA M=See state diagram (only if problem allows!)
  - 2. DFA *M* recognizes *L*
  - 3. <u>If a DFA recognizes *L*, then *L* is a regular language</u>
  - 4. Language *L* is a regular language

### **Justifications**

1. Definition of a DFA

- **2.** TODO: ???
- 3. Definition of a regular language
- 4. Stmts 2 and 3 (and modus ponens)

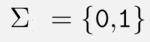
## "Prove" that DFA recognizes a language

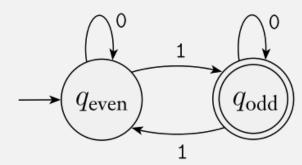
• In-class exercise (part 2):

String	In the language?
1	Yes
0	No
01	Yes
11	No
1101	Yes
3	no

#### Confirm the DFA:

- Accepts strings in the language
- Rejects strings not in the language





In this class, a table like this is sufficient to "prove" that a DFA recognizes a language

Prove: A language  $L = \{ ... \}$  is a regular language

#### Proof:

#### **Statements**

1. DFA M=

See state diagram (only if problem allows!)

- 2. DFA *M* recognizes *L*
- 3. <u>If a DFA recognizes *L*, then *L* is a regular language</u>
- 4. Language *L* is a regular language

### **Justifications**

1. Definition of a DFA

- ☑ 2. See examples table
  - 3. Definition of a regular language
  - 4. Stmts 2 and 3 (and modus ponens)

### In-class exercise 2

- Prove: the following language is a regular language:
  - $A = \{ w \mid w \text{ has exactly three 1's } \}$

• Where  $\Sigma = \{0, 1\}$ ,

### Remember:

To understand the language, always come up with string examples first (in a table)! Both:

- in the language
- and not in the language

You will need this later in the proof anyways!

#### **DEFINITION**

A *finite automaton* is a 5-tuple  $(Q, \Sigma, \delta, q_0, F)$ , where

- 1. Q is a finite set called the *states*,
- **2.**  $\Sigma$  is a finite set called the *alphabet*,
- **3.**  $\delta: Q \times \Sigma \longrightarrow Q$  is the *transition function*,
- **4.**  $q_0 \in Q$  is the *start state*, and
- **5.**  $F \subseteq Q$  is the *set of accept states*.

Prove: A language  $L = \{ ... \}$  is a regular language

#### Proof:

#### **Statements**

- 1. **DFA**  $M=(Q,\Sigma,\delta,q_0,F)$  (TODO: actually define M) (no unbound variables!)
- 2. DFA *M* recognizes *L*
- 3. <u>If a DFA recognizes *L*, then *L* is a regular language</u>
- 4. Language *L* is a regular language

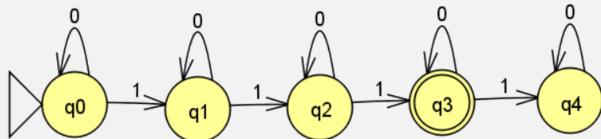
### **Justifications**

1. Definition of a DFA

- **2.** TODO: ???
- 3. Definition of a regular language
- 4. Stmts 2 and 3 (and modus ponens)

### In-class exercise Solution

- Design finite automata recognizing:
  - {w | w has exactly three 1's}
- States:
  - Need one state to represent how many 1's seen so far
  - $Q = \{q_0, q_1, q_2, q_3, q_{4+}\}$
- Alphabet:  $\Sigma = \{0, 1\}$
- Transitions:



So a DFA's computation recognizes simple string patterns?

#### Yes!

Have you ever used a programming language feature to <u>recognize</u> <u>simple string patterns</u>?

- Start state:
  - q<sub>0</sub>
- Accept states:
  - $\{q_3\}$

### Submit 2/7 in-class work to gradescope