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Theoretical Foundations of Computer Science

Lecture 3a Regular Languages

- Regular operations
 - Union, concatenation, star
- Regular expressions
 - Definition and concepts
 - Equivalence with FA

Assessment Criteria

- **Express** an English or Mathematics specification as a RE.
- **Convert** a formal RE specification into an equivalent NFA specification.
- **Convert** a formal DFA specification into an equivalent RE specification.

REGULAR OPERATIONS

Regular Languages

Regular Operations

Union, Concatenation, Star

Closure

NFA and Regular Languages

- A language is called a *regular language* if some (deterministic) finite automaton recognizes it
- Any regular language can be recognized by an NFA (and hence a DFA)
- NFA only recognize regular languages
 - a corollary of previous theorem

Properties of Regular Languages

- Investigating the properties of automata and regular languages
 - Help develop a toolbox of techniques for designing automata for particular languages
 - Ways to prove certain languages to be beyond the capability of automata
- Operations to manipulate languages
 - Similar to arithmetic operations for numbers
 - Here the objects are languages rather than numbers
 - Used to study properties of regular languages

Regular Operations

- Let A and B be languages
 - Union: collects together strings of A and B
 - Concatenation: attaches strings from A in front of strings from B in all possible ways
 - Star: attaches any number of strings together (including the empty string, ϵ)
- The idea is to be able to directly specify a regular language.

Union

- Let A and B be languages
- $A \cup B = \{x \mid x \in A \text{ or } x \in B\}$
 - Collects together strings of A and B
- If $A = \{\text{good}, \text{bad}\}$, and $B = \{\text{boy}, \text{girl}\}$, then $A \cup B = \{\text{good}, \text{bad}, \text{boy}, \text{girl}\}$

Concatenation

- Let A and B be languages
- $A^\circ B = \{xy \mid x \in A \text{ and } y \in B\}$
 - attaches strings from A in front of strings from B in all possible ways
- If $A = \{\text{good}, \text{bad}\}$, and $B = \{\text{boy}, \text{girl}\}$, then
 $A^\circ B = \{\text{goodboy}, \text{goodgirl}, \text{badboy}, \text{badgirl}\}$

- Let A be a language
- $A^* = \{x_1 x_2 \dots x_k \mid k \geq 0 \text{ and each } x_i \in A\}$
 - attaches any number of strings together
 - including the empty string ($k=0$) denoted ε
- If $A = \{\text{good}, \text{bad}\}$, then
 $A^* = \{\varepsilon, \text{good}, \text{bad}, \text{goodgood}, \text{goodbad}, \text{badgood}, \text{badbad}, \text{goodgoodgood}, \text{goodgoodbad}, \text{goodbadgood}, \text{goodbadbad}, \dots\}$

REGULAR EXPRESSIONS

Information Definition

Recursive Definition

Examples

Identities

Regular Expressions

- Start just with the alphabet
- Regular operations: \cup , $^\circ$, $*$
- Use regular operations to build expressions.
- Value of a regular expression is a language.
- Example:
 - $(0 \cup 1)0^*$
 - What does it mean?

Meaning of Regular Expression

- Example: $(0 \cup 1)0^*$
 - Symbols 0 and 1 are shorthand for $\{0\}$ and $\{1\}$
 - $(0 \cup 1)$ means $(\{0\} \cup \{1\})$ or language $\{0,1\}$
 - 0^* stands for $\{0\}^*$, language of strings with any number of 0s
 - $(0 \cup 1)0^*$ is shorthand for $(0 \cup 1) \circ 0^*$
 - Consists of all strings starting with a 0 or a 1 followed by any number of 0s.

Role of regular expressions

- In CS applications
 - Searching for strings that satisfy certain patterns.
 - Regular expressions describe such patterns.
- Applications where regular expressions used for describing patterns
 - Utilities (*e.g.*, AWK, GREP in UNIX)
 - Programming languages (*e.g.*, PERL)
 - Text editors

Operator Precedence

- Star ($*$)
- Concatenation ($^\circ$)
- Union (\cup)
- Use parentheses to alter the usual order

Formal Definition

- R is a regular expression if R is
 - a for some a in the alphabet Σ ,
 - ϵ ,
 - ϕ ,
 - $(R_1 \cup R_2)$ where R_1 and R_2 are regular expressions,
 - $(R_1 \circ R_2)$ where R_1 and R_2 are regular expressions, or
 - (R_1^*) where R_1 is a regular expression.

Explanation

- Items of the definition:
 - a and ϵ represent languages $\{a\}$ and $\{\epsilon\}$
 - ϕ represents the empty language
 - remaining items represent languages obtained by using operations, union, concatenation, or star
 - $\{\epsilon\}$ represents a language containing an empty string
 - ϕ represents a language containing no strings

Examples

- Assume alphabet Σ is $\{0,1\}$.
 - $0^*10^* = \{w \mid w \text{ has exactly a single } 1\}$
 - $\Sigma^*1\Sigma^* = \{w \mid w \text{ has at least one } 1\}$
 - $\Sigma^*001\Sigma^* = \{w \mid w \text{ contains } 001 \text{ as a substring}\}$
 - $(\Sigma\Sigma)^* = \{w \mid w \text{ is a string of even length}\}$
 - $(\Sigma\Sigma\Sigma)^* = \{w \mid \text{length of } w \text{ is a multiple of } 3\}$

Examples

- Assume alphabet Σ is $\{0,1\}$.
 - $01 \cup 10 = \{01, 10\}$
 - $0\Sigma^*0 \cup 1\Sigma^*1 = \{w \mid w \text{ starts and ends with the same symbol}\}$
 - $(0 \cup \varepsilon)1^* = 01^* \cup 1^*$
 - $(0 \cup \varepsilon)(1 \cup \varepsilon) = \{\varepsilon, 0, 1, 01\}$
 - $1^*\phi = \phi$
 - $\phi^* = \{\varepsilon\}$

Identities

- $R \cup \phi = R$
 - Adding the empty language to another language
- $R \circ \varepsilon = R$
 - Adding the empty string to any string
- However,
 - $R \cup \varepsilon$ may not equal R (e.g., if $R = \{0\}$, then $L(R) = \{0\}$, but $L(R \cup \varepsilon) = \{0, \varepsilon\}$)
 - $R \circ \phi$ may not equal R (e.g., if $R = \{0\}$, then $L(R) = \{0\}$, but $L(R \circ \phi) = \phi$)

Regular expressions as tools in Design of compilers

- Programming language tokens such as variables and constants may be described with regular expressions
 - Example: A numerical constant may be described as a member of the language
 - $\{+, -, \epsilon\}(DD^* \cup DD^*.D^* \cup D^*.DD^*)$,
 - where $D = \{0, 1, \dots, 9\}$ is a digit
- Once tokens are described, the lexical analyzer can be generated automatically

CONVERSION BETWEEN RE AND FA

Equivalence: RL are RE

Convert a RE into NFA

Convert NFA into RE

Equivalence With Finite Automata

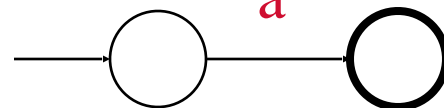
- Regular expressions and finite automata have the same descriptive power.
 - Any finite automaton can be converted to the regular expression it describes and vice versa.
 - Theorem: A language is regular iff some regular expression describes it.
 - Proof by construction.
 - if part: from any regular expression, construct an NFA
 - only if part: given any DFA, convert into a regular expression

Converting R into an NFA

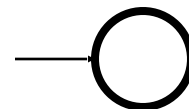
- Consider the six cases in the formal definition of regular expressions

- a for some a in the alphabet Σ ,
- ϵ ,
- ϕ ,
- $(R_1 \cup R_2)$,
- $(R_1 \circ R_2)$, or
- (R_1^*)
- where R_1 and R_2 are regular expressions.

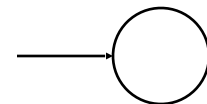
$$R=a, L(R)= \{a\}$$



$$R=\epsilon, L(R)= \{\epsilon\}$$

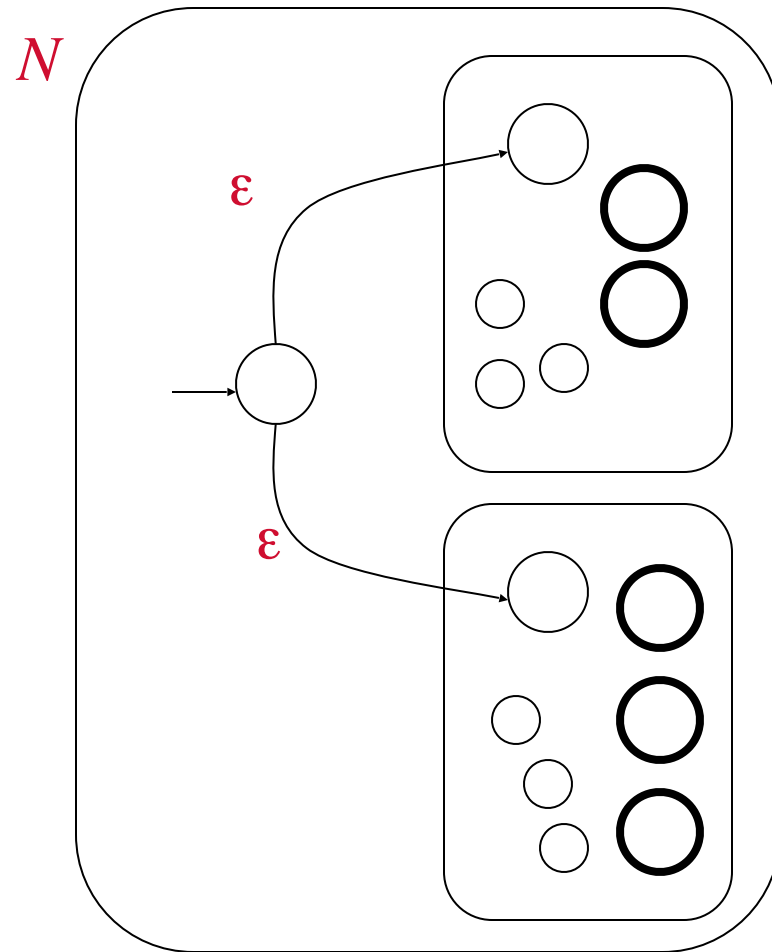
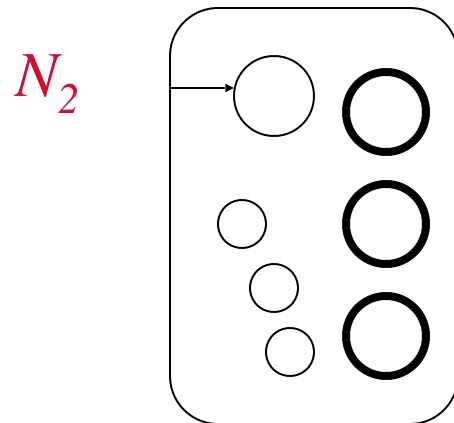
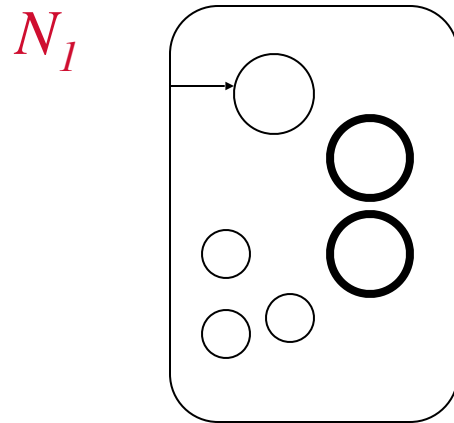


$$R=\phi, L(R)= \phi$$

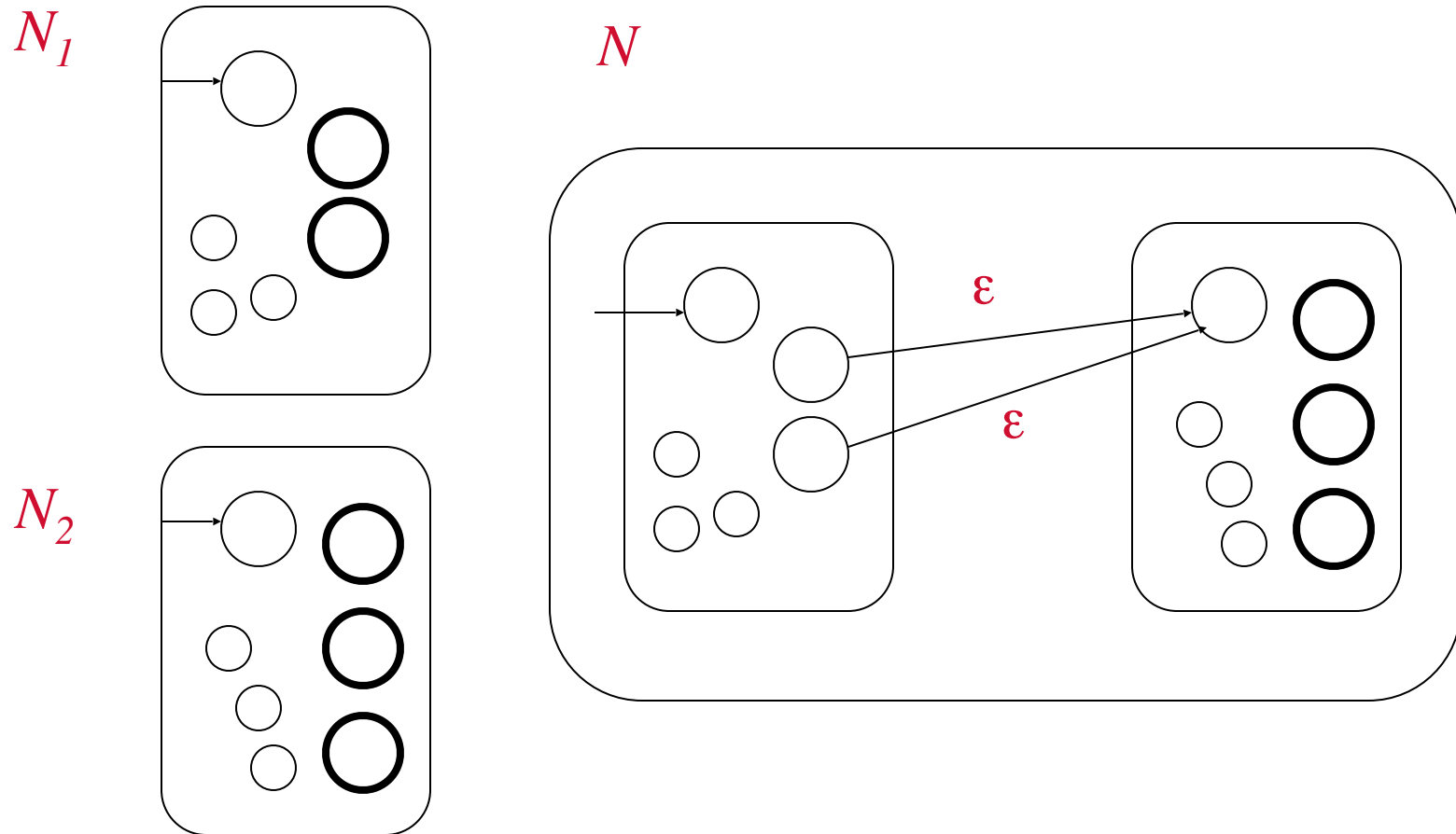


- For each one, we can build an equivalent NFA (for the first three) or find an equivalent way to join two NFAs.

Construction of NFA for $N_1 \cup N_2$

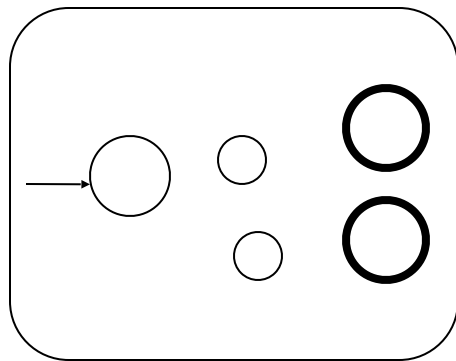


Construction of NFA for $N_1 \circ N_2$

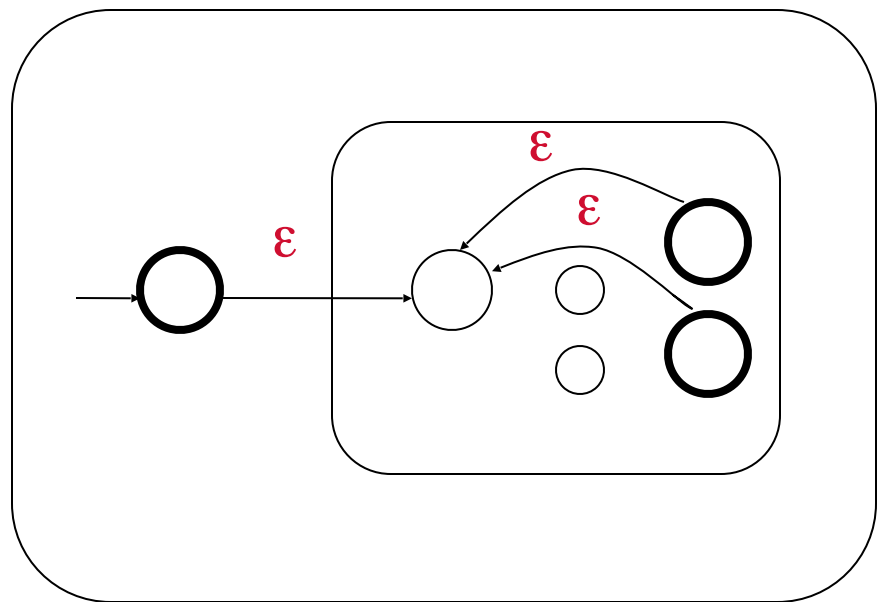


Construction of NFA for N^*

N_1

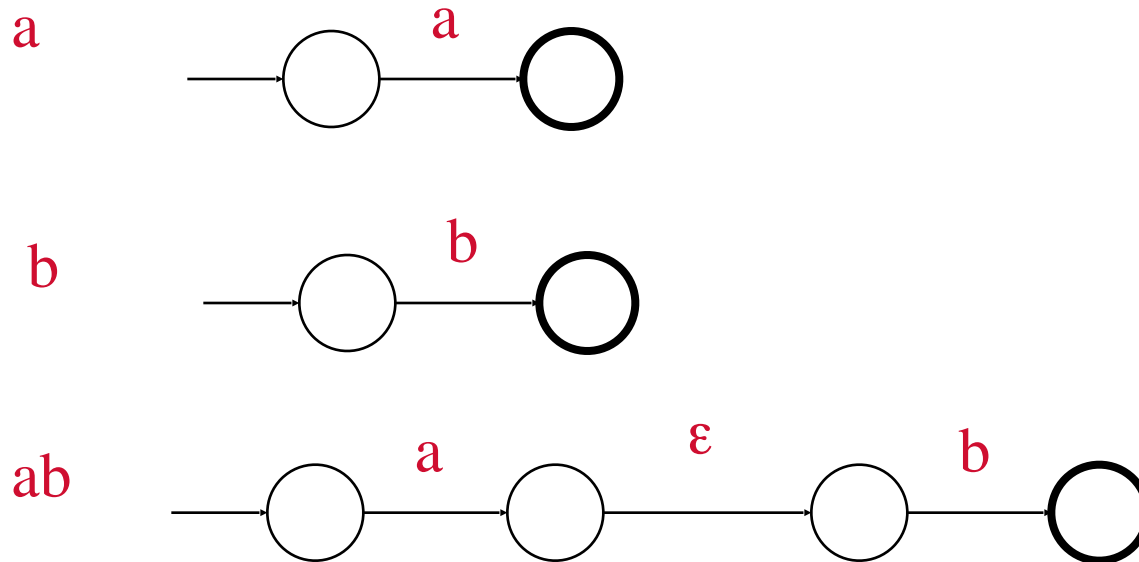


N



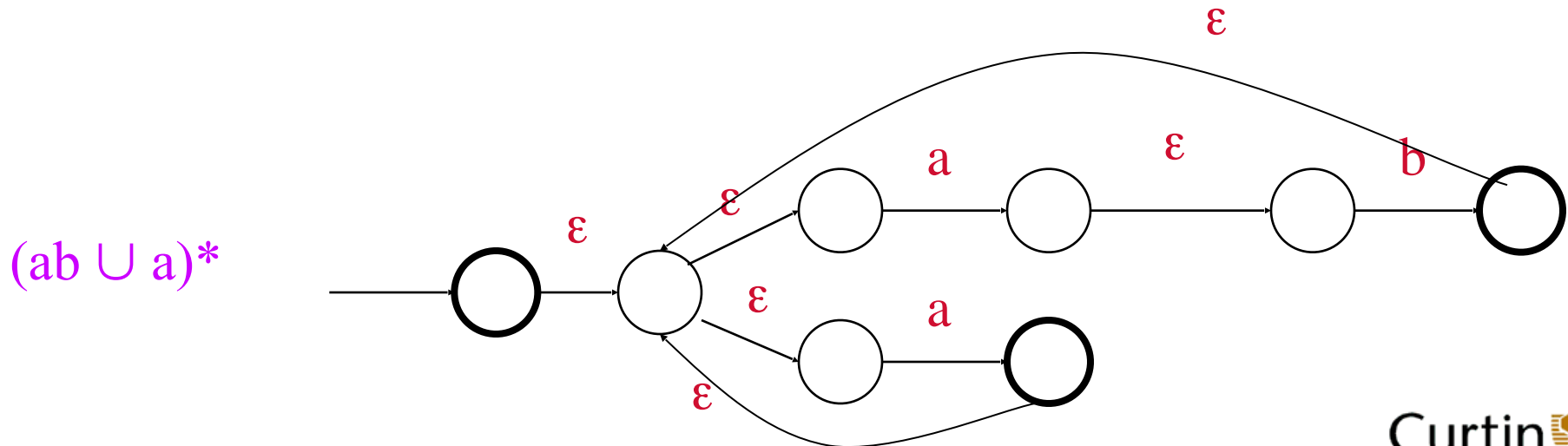
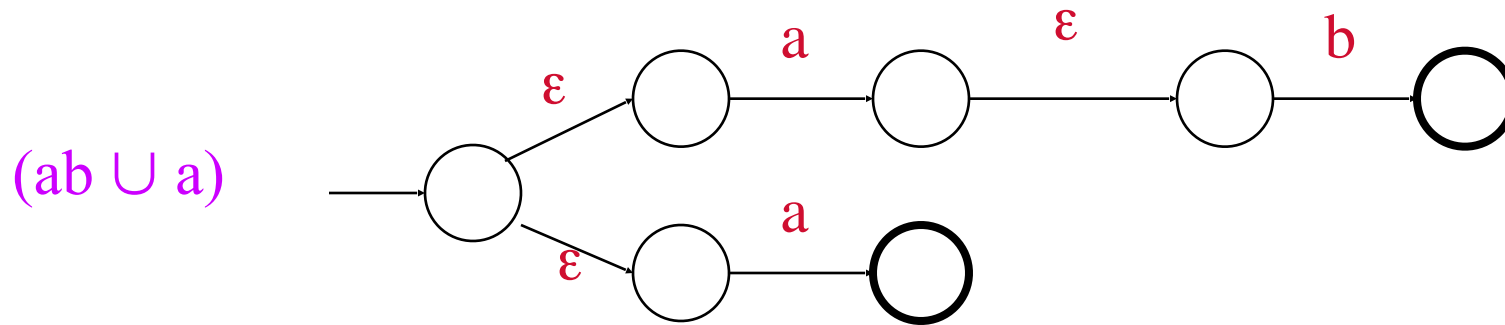
Example

- Convert $(ab \cup a)^*$ to an NFA.

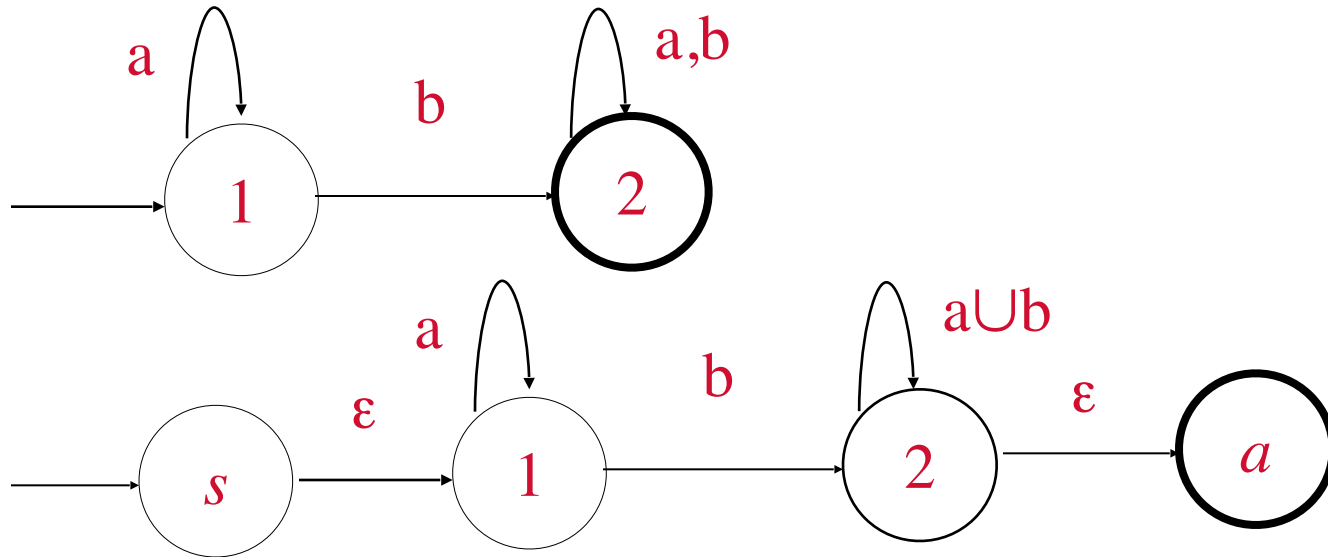


Example: RE to NFA

- Convert $(ab \cup a)^*$ to an NFA.

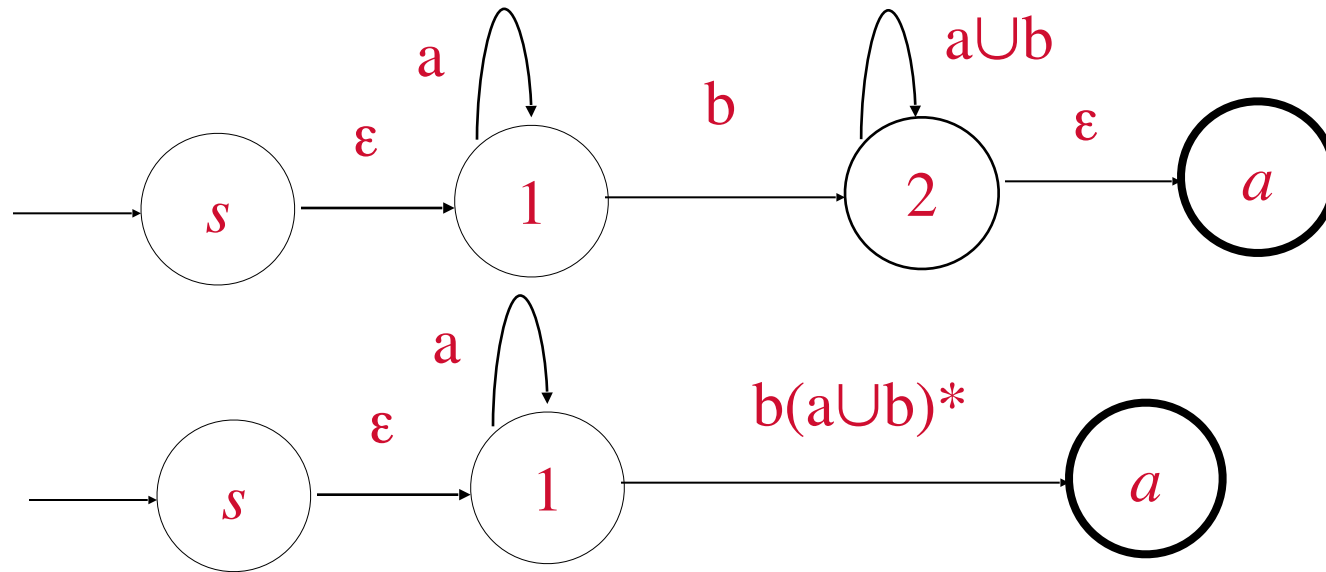


DFA to regular expression



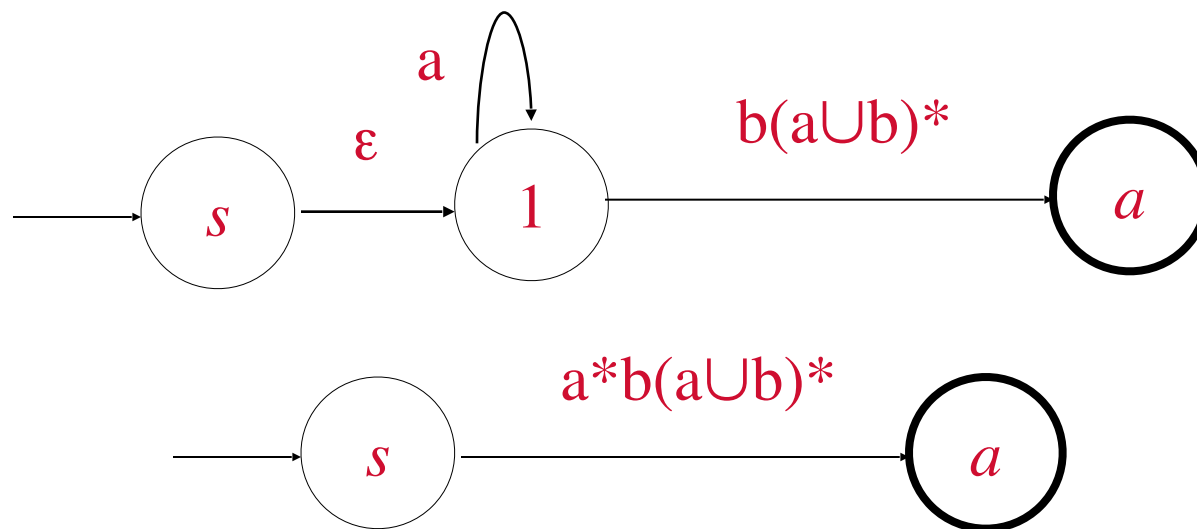
- Make a 4-state Generalized NFA:
 - Add a new start state s and a new accept state a to the DFA.
 - GNFA allows transitions on blocks of symbols instead of only one symbol per transition.

DFA to RE



- First rip out state 2
 - Repair the GNFA so that it will accept the same set of strings as before.

DFA to RE



- Next rip out state 1:
 - Repair the GNFA so that it will accept the same set of strings as before.
 - Now the arrow from s to a is labeled by the regular expression corresponding to the DFA.

Non-regular languages

- Limitations of finite automata
 - certain languages cannot be recognized by any finite automaton
- Example: Language $B = \{0^n 1^n \mid n \geq 0\}$
 - Claim:
 - a machine recognizing B need to remember how many 0s have been seen so far as it reads input
 - an unlimited number of states needed for this
 - Thus non-regular
- Need to be able to prove that something is non-regular.

Summary

- Regular operations
 - Union, concatenation, star
- Regular expressions
 - Definition
 - <ULO> Express specification as a RE
 - Equivalence with FA
 - <ULO> Convert RE to NFA and Convert DFA to RE