

Compilers

Finite Automata

- Regular expressions = specification
- Finite automata = implementation
- A finite automaton consists of
 - An input alphabet Σ
 A set of states S

 - A start state n
 - A set of accepting states <u>F</u> ⊆ S
 - A set of transitions state → input state

Transition

Is read

$$S_1 \rightarrow S_2$$

In state s₁ on input a go to state s₂

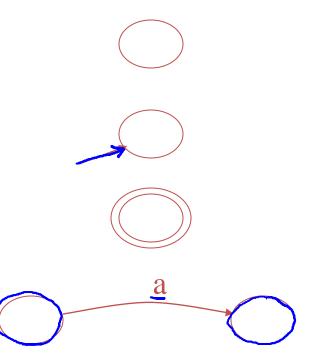
- If end of input and in accepting state => accept
- Otherwise => reject terminates in state s&F
 gets stuck

A state

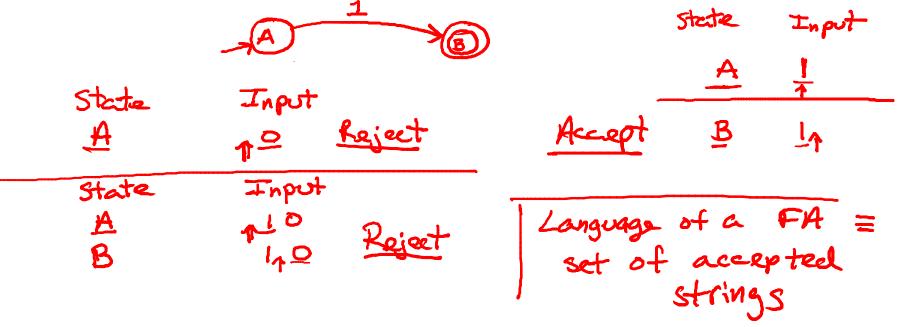
The start state

An accepting state

• A transition

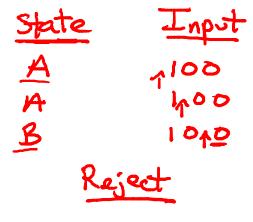


A finite automaton that accepts only "1"



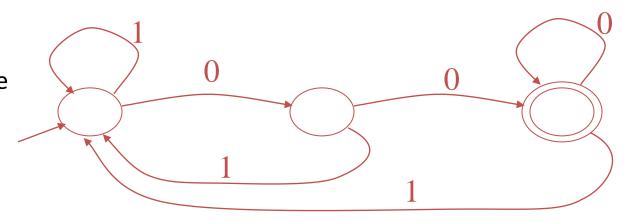
 A finite automaton accepting any number of 1's followed by a single 0

• Alphabet: {0,1}





Select the regular language that denotes the same language as this finite automaton



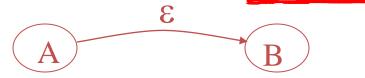
$$(0+1)^*$$

$$(1*+0)(1+0)$$

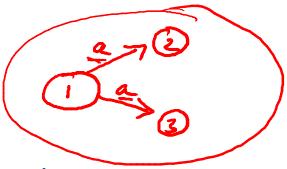
$$01* + (01)* + (001)* + (000*1)*$$

$$0 (0 + 1)*00$$

• Another kind of transition: ε-moves



- Deterministic Finite Automata (DFA)
 - One transition per input per state
 - No ε-moves

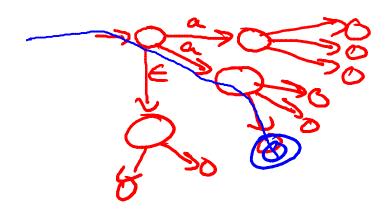


- Nondeterministic Finite Automata (NFA)
 - Can have multiple transitions for one input in a given state
 - Can have ε-moves

• A DFA takes only one path through the state graph

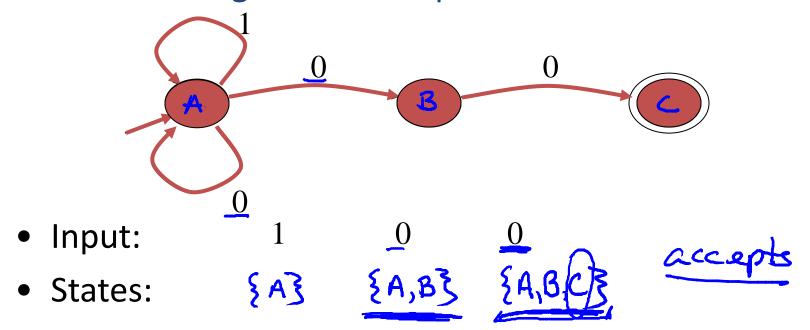


An NFA can choose



An NFA accepts if some choices lead to an accepting state.

An NFA can get into multiple states



- NFAs and DFAs recognize the same set of languages
 - regular languages

- DFAs are faster to execute
 - There are no choices to consider

NFAs are, in general, smaller

