

Transition Diagrams

Tuesday, March 1, 2022 3:31 PM

3.4.1 Recognition of Tokens: Transition Diagrams

- Transition diagrams have a collection of nodes/circles, called STATES
→ Each STATE represents a condition that could occur

STATE → all characters between the lexemeBegin and forward pointer

- EDGES are directed from one state to another.

→ Each EDGE is labeled by a symbol/set of symbols

i.e. If we're in state S and the next input symbol is "a",
we look for the edge out of state S labeled "a".

→ if we find it, we advance the forward pointer
and enter the STATE where EDGE labeled "a" ends.

→ DETERMINISTIC: a diagram with never more than ONE EDGE out of a STATE
with a given symbol in its labels.

1. Certain states are said to be accepting, or final. These states indicate that a lexeme has been found, although the actual lexeme may not consist of all positions between the *lexemeBegin* and *forward* pointers. We always indicate an accepting state by a double circle, and if there is an action to be taken — typically returning a token and an attribute value to the parser — we shall attach that action to the accepting state.
2. In addition, if it is necessary to retract the *forward* pointer one position (i.e., the lexeme does not include the symbol that got us to the accepting state), then we shall additionally place a * near that accepting state. In our example, it is never necessary to retract *forward* by more than one position, but if it were, we could attach any number of *'s to the accepting state.
3. One state is designated the *start state*, or *initial state*; it is indicated by an edge, labeled "start," entering from nowhere. The transition diagram always begins in the start state before any input symbols have been read.

* Computational Grammar (Karen's Notes)

→ alphabet: Set of symbols

- finite
- non-empty
- usually represented with " Σ " sigma
i.e.: English alphabet

$$\Sigma = \{a, b, c, d, e, \dots, z\}$$

i.e.: binary alphabet

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

→ string: ordered sequence of symbols from the alphabet with an specified length (num of characters)

i.e.: 1101 is a string of alphabet $\Sigma = \{0, 1\}$ with length(4)

- Empty string: length 0, represented by epsilon " ϵ ".

→ Power of an alphabet: set of all strings of a certain length that can be formed with an alphabet.

i.e. $\Sigma = \{0, 1\} \rightarrow$ alphabet

$\Sigma^1 = \{0, 1\} \rightarrow$ power 1 set

$\Sigma^2 = \{00, 01, 10, 11\} \rightarrow$ power 2 set:

$\Sigma^3 = \{000, 001, 010, 011, 100, 101, 110, 111\} \rightarrow$ power 3 set:

$$\Sigma^0 = \{\epsilon\}$$

$$\Sigma^* = \Sigma^0 \cup \Sigma^1 \cup \Sigma^2 \cup \Sigma^3 \dots$$

Sigma star: all possible combinations (union of all power zigras)

$$\Sigma^+ = \Sigma^* - \Sigma^0$$

Sigma plus: all but the empty string

→ Concatenation

$x = \text{"hello"} \quad y = \text{"world"} \quad xy = \text{"helloworld"}$

$x\epsilon = \epsilon x = x$

→ LANGUAGE: a language is a subset of sigma star

$L \subseteq \Sigma^*$

L is a language of Σ

Σ^* has all strings that can be formed

* The Problem: to decide if a string is part of a language

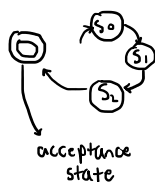
→ all programs are a problem → computer program } AUTOMATA

YES / NO → Series of steps to decide if a string is part of a language

FINITE AUTOMATA

buffer:

1	0	1
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→ states that depend on what is read in a buffer, they change to a different state based on this.

→ If we manage to reach the Acceptance state, the string belongs/is part of the language

FINITE AUTOMATA machine that solves a problem.

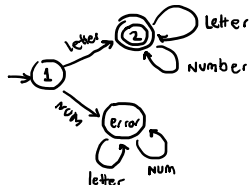
i.e. generate an automata to determine if an identifier is valid or not.

→ begins with a letter

→ continues with letters or numbers

HOW DO WE REPRESENT AN AUTOMATA?

→ with a Transition Diagram



ELEMENTS:

→ Transition: what does the machine do if it receives a certain symbol?

○ State: takes different decisions depending on its transitions

⊙ Acceptance state: if we finish the reading here, the string is valid.

→ ① Initial state: by default we begin here

FINITE AUTOMATA(A): it is a tuple formed by:

$$A = \{\emptyset, \Sigma, \delta, i, F\}$$

\emptyset : finite set of states

Σ : alphabet

δ : Transition function

$$\delta: \emptyset \times \Sigma \rightarrow \emptyset$$

i : initial state $i \in \emptyset$

F : set of final states $F \subseteq \emptyset$

language : $\{w \mid w \text{ contiene la subcadena } 01\}$

$$Q = \{q_0, q_1, q_2\}$$

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

$$I = q_0$$

$$F = \{q_2\}$$

δ : para cada estado y cada elemento del alfabeto

δ : estado \ Símbolo	0	1
q_0	q_2	q_0
q_1	q_1	q_1
q_2	q_2	q_1

\rightarrow (inicial)
 $*$ (aceptación)

i.e. Generate the diagram of an automata that accepts the language:

a) $L_1 = \{w \mid w \text{ has an even number of zeros}\}$

