

MINISTERUL EDUCAȚIEI, CULTURII ȘI CERCETĂRII

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Report

Laboratory work n.1

of Formal Languages & Finite Automata

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1. Theory:

Formal Language: A formal language is a precisely defined set of strings (sequences of symbols) constructed from a specific alphabet according to a set of well-defined rules. These rules dictate how the symbols can be combined to form valid words or sentences in the language.

Formal Grammar: Formal grammar is a set of rules that precisely defines the structure and formation of valid strings in a formal language. It consists of production rules that specify how symbols from the alphabet can be combined to generate valid sentences or words in the language. Formal grammars are used to describe the syntax of programming languages, natural languages, and other formal systems.

Finite Automaton: A finite automaton is a computational model characterized by a finite set of states, an alphabet of input symbols, a set of transition rules that define how the automaton transitions between states based on input symbols, and a set of designated initial and accepting states. It processes input symbols sequentially, transitioning between states according to the specified rules, and accepts or rejects an input based on whether the final state is an accepting state. Finite automata are fundamental in the study of formal languages and are classified into different types, such as deterministic and non-deterministic automata.

2. Purpose of the task work:

According to your variant number, get the grammar definition and do the following:

- a. Implement a type/class for your grammar;
- b. Add one function that would generate 5 valid strings from the language expressed by your given grammar;
- c. Implement some functionality that would convert and object of type Grammar to one of type Finite Automaton;
- d. For the Finite Automaton, please add a method that checks if an input string can be obtained via the state transition from it;

3. Implementation description:

Grammar class:

The provided class "Grammar" represents a context-free grammar and is initialized with non-terminal symbols (V_n), terminal symbols (V_t), and production rules (P). The class includes a method, generate_string, which generates a string by iteratively replacing non-terminals in the input word using randomly selected production rules until a string with only terminal symbols is formed, adhering to the given grammar rules.

```
import random
class Grammar:
   def _ init (self, V n, V t, P) :
        self.V n = V n
        self.V t = V t
        self.P = P
   def generate_string(self, word="S"):
        while (not self.check word(word)):
            for char in word:
                if not self.check symbol(char):
                    production = self.replace(
                        self.P[char])
                    word = word.replace(char, production)
        return word
    def check word(self, word):
        for char in word:
            if char in self.V n:
                return False
        return True
    def check symbol(self, char):
        if char in self.V n:
            return False
        return True
   def replace(self, P):
        return random.choice(P)
```

Deterministic Finite Automaton Class:

The class "DFA" represents a deterministic finite automaton (DFA) and is initialized with the set of states (Q), input alphabet (Sigma), transition function (delta) represented as a dictionary, initial state (q0), and set of final states (F). The class includes a check method that takes an input string (w) and determines whether the DFA accepts the input by simulating the transitions based on the input symbols, returning True if the final state is in the set of final states (F), and False otherwise.

```
class DFA :

def __init__(self,Q,Sigma,delta,q0,F) :
    self.Q = Q # set of states
    self.Sigma = Sigma # set of symbols
    self.delta = delta # transition function as a dictionary
    self.q0 = q0 # initial state
    self.F = F # set of final states

def __repr__(self) :
    return f"DFA({self.Q},\n\t{self.Sigma},\n\t{self.delta},\n\t{self.q0},\n\t{self.F})"

def check (self,w) :
    q = self.q0
    while w!="" :
        q = self.delta[(q,w[0])]
        w = w[1:]
    return q in self.F
```

Command Class: (optionally created)

The class "Command" contains static methods to display a set of commands, prompt the user to input the number of words or a word, and returns the respective inputs for generating strings, checking membership, or other interactions within a command-line interface.

```
class Command:
   @staticmethod
   def commands():
        print("")
        print("h - Help")
        print("g - Generate strings")
        print("f - Check appartanence")
        print("exit - End program")
        print("")
   @staticmethod
   def command 1():
        print("")
        number of words = input("Insert number of words: ")
        print("")
        return int(number of words)
   @staticmethod
   def command 2():
        print("")
        word = str(input("Insert word: "))
        print("")
        return word
```

The main:

This code snippet creates instances D0 and D1 representing a grammar and a DFA, respectively, with specific sets of states, symbols, transitions, and final states.

This while loop creates a command-line interface that continuously prompts the user for input commands. Depending on the entered command ('h', 'g', 'f', or 'exit'), it executes corresponding actions: displaying help information for commands, generating strings according to the grammar defined by D0, checking the membership of a word in the language recognized by the DFA D1, or ending the program if the command is 'exit'. The loop continues until the user enters 'exit', providing an interactive interface for grammar and automaton interactions.

```
Command.commands()
while True:
    command = input("Insert command: ")
    if command == 'h':
        Command.commands()
    elif command == 'g':
        number of words = Command.command 1()
        words = []
        while (len(words) < number of words):
            word = D0.generate string()
            if word not in words:
                words.append(word)
        print(*map(str, words), sep='\n')
        print("")
    elif command == 'f':
        word = Command.command 2()
        print(D1.check(word))
        print("")
    elif command == "exit":
        print("Program finished.")
        break
```

4. Program execution:

```
h - Help
g - Generate strings
f - Check appartanence
exit - End program
Insert command: g
Insert number of words: 7
cennnm
cem
cennm
cbccenm
cbnnccem
cbccbnnccem
cenm
Insert command: f
Insert word: cennnm
True
Insert command: f
Insert word: cen
False
Insert command: h
h - Help
g - Generate strings
f - Check appartanence
exit - End program
Insert command: exit
Program finished.
PS D:\FAF\DSL>
```

5. Conclusion:

In this laboratory work, we explored fundamental concepts in formal language theory and automata. We began by defining and implementing a context-free grammar using the Grammar class, followed by the creation of a deterministic finite automaton (DFA) using the DFA class.

Throughout the laboratory work, we gained practical experience in working with formal grammars, finite automata, and command interfaces. The implementation showcased the application of these concepts in generating strings adhering to grammar rules and determining whether a given word is accepted by a DFA. This hands-on exploration provided valuable insights into the foundational principles of formal language theory and its practical implications.