

---

## Main Points of the Course

What has been covered: chapters 1 to 5 + 7

Plus abstract states/Myhill-Nerode

## Mathematical Definitions

You should know what are, mathematically, DFA, NFA  $\epsilon$ -NFA, CFG

For instance, a NFA is  $(Q, \Sigma, q_0, \delta, F)$  where  $Q$  is a finite state (set of states),  $\Sigma$  a finite set (alphabet),  $q_0 \in Q$ ,

$$\delta : Q \times \Sigma \rightarrow Pow(Q)$$

and  $F \subseteq Q$

Another view of NFA is *labelled transition system*

---

## Mathematical Definitions

You should know also what is a regular expression

Given a regular expression  $E$ , what is the language  $L(E)$  represented by  $E$

---

## Constructions on FA

The 3 main constructions

1. product of two DFAs (or NFAs), to compute union, intersection of regular languages
2. subset construction NFA  $\rightarrow$  DFA
3. minimization DFA  $\rightarrow$  DFA (does *not* work for NFA!!)

## Constructions on FA

Some other constructions we have seen

Complement of a language: complement of an automaton (this works *only* for DFA)

Reverse of a language: reverse of an automaton (work for DFA and NFA; we may get a NFA even if we start with a DFA)

Be *careful*: given  $E_1, E_2$  we can compute  $E$  such that  $L(E) = L(E_1) \cap L(E_2)$  but  $E_1 \cap E_2$  is not a regular expression (only in a generalised sense)

Similarly given  $E_1$  we can compute  $E$  such that  $L(E)$  is  $\overline{L(E_1)}$  the complement of  $L(E_1)$  but  $\overline{E_1}$  is *not* a regular expression

## From FA to regular expressions

FA  $\rightarrow$  regular expression

We have 3 methods to compute a regular expression  $E$  such that  $L(E) = L(A)$

1. method similar to Warshall's algorithm: section 3.2.1
2. eliminating states: section 3.2.2
3. writing a system of equations, and method of successive elimination

## From FA to CFG

It is direct to associate a CFG to a  $\epsilon$ -NFA

$$\begin{aligned} S_0 &\rightarrow S_1 \mid + S_1 \mid - S_1 & S_1 &\rightarrow dS_1 \mid dS_4 \mid \cdot S_2 \\ S_2 &\rightarrow dS_3 & S_3 &\rightarrow \epsilon \mid dS_3 & S_4 &\rightarrow \cdot S_3 \\ d &\rightarrow 0 \mid 1 \mid 2 \mid 3 \mid 4 \mid 5 \mid 6 \mid 7 \mid 8 \mid 9 \end{aligned}$$

---

## From regular expressions to FA

regular expression  $\rightarrow$   $\epsilon$ -NFA

$\epsilon$ -NFA  $\rightarrow$  NFA

NFA  $\rightarrow$  DFA (subset construction)



---

## From regular expressions to FA

Other more direct approach with abstract states

Example:  $0(10)^*$

## Regular expressions

Basic equalities on regular expressions, like

$$E(F + G) = EF + EG \quad (ac)^*a = a(ca)^*$$

For instance, nice solution to  $(ab + a)^*a = a(ba + a)^*$

$$(ab + a)^*a = (a(b + \epsilon))^*a = a((b + \epsilon)a)^* = a(ba + a)^*$$

In practice: try to see what are the possible “first” elements in each languages when trying to decide if two languages are equal. (Good exercise: program in Haskell an equality test)

---

## Minimization

Table-filling algorithm well-described in section 4.4.3

Does not work for NFA

You should know that it is uniquely defined: if  $L(A_1) = L(A_2)$  and  $A_1, A_2$  are minimal then  $A_1$  and  $A_2$  are identical (up to renaming of states), and the states are the abstract states

## Non Regular Languages

Intuitively: a language is non regular when unbounded amount of memory is needed for a machine to recognize it

Typical example

$$S \rightarrow aSb \mid \epsilon$$

One proves by an argument *by contradiction*, using the *pigeon-hole principle* (see page 66) that a finite-state machine cannot recognize  $L(G)$

Section 4.1

Another approach:  $L(G)$  has infinitely many abstract states

## Regular and Context-Free Languages

For regular languages: you should now know how to decide

$$L(A) \neq \emptyset \quad w \in L(A) \quad L(A_1) \subseteq L(A_2)$$

For context-free languages, you should know how to decide

$$L(G) \neq \emptyset$$

There is no algorithm for  $L(G_1) \subseteq L(G_2)$

No algorithm to compute if  $G$  is *ambiguous* (see section 9.5)

## Regular and Context-Free Languages

How to decide

$$L(G) \neq \emptyset$$

if  $G$  is the grammar

$$S \rightarrow aB \mid BC \quad A \rightarrow aA \mid c \mid aDb$$

$$B \rightarrow DB \mid C \quad C \rightarrow b \mid B$$

we compute the *generating* symbols

You should know also how to compute the *accessible* or *reachable* symbols

## Induction on length of derivations

Consider the following grammar  $G$

$$S \rightarrow a \mid b \mid SSS$$

Show that  $L(G)$  is the set of all words in  $\{a, b\}^*$  of *odd* length.

$L = L(G)$  is inductively defined by the clauses

- $a, b \in L$
- if  $w_1, w_2, w_3 \in L$  then  $w_1w_2w_3 \in L$

## Context-Free Languages

Let  $M$  be the set of words of odd length.

We prove  $L = M$  by proving  $L \subseteq M$  and  $M \subseteq L$

$L \subseteq M$  can be proved by induction on the length of  $S \Rightarrow^* w$ :

- $S \Rightarrow a, S \Rightarrow b$  are of length 1, hence  $a, b \in M$
- if  $S \Rightarrow SSS \Rightarrow^* w_1w_2w_3$ . By induction  $|w_i|$  is odd and so is  $|w_1w_2w_3|$



## Context-Free Languages

We have also to prove  $M \subseteq L$

We prove  $w \in M$  implies  $w \in L$  by induction on  $|w|$

If  $|w| = 1$  then  $w = a$  or  $b$

If  $|w| > 1$  then  $w = c_1c_2w'$  with  $c_i = a$  or  $b$ . We know  $w' \in L$  by induction hypothesis. Also,  $a, b \in L$ . Hence  $w \in L$

## Context-Free Languages

Consider the following grammar  $G$

$$S \rightarrow A1B \quad A \rightarrow 0A \mid \epsilon \quad B \rightarrow 1B \mid \epsilon$$

Show that  $G$  is *not* ambiguous

There is *no* general method to solve this kind of problem (section 9.5)

First we try to understand what is  $L(G)$

Here  $L(G) = L(0^*11^*)$

---

## Context-Free Languages

We show that if  $w \in L(G)$  then  $w$  has a *unique* leftmost derivation by induction on  $|w|$

## Context-Free Languages

We do a case analysis if  $w$  starts with the symbol 0 or not

If  $w = 0w'$  then the leftmost derivation has to start

$$S \Rightarrow_{lm} A1B \Rightarrow_{lm} 0A1B$$

with a leftmost derivation of

$$A1B \Rightarrow_{lm}^* w'$$

We know by induction hypothesis that  $w'$  has a unique leftmost derivation

$$S \Rightarrow_{lm} A1B \Rightarrow_{lm}^* w'$$

## Context-Free Languages

If  $w = 1w'$  then  $w' = 1^n$  the leftmost derivation has to start

$$S \Rightarrow_{lm} A1B \Rightarrow_{lm} 1B$$

with a leftmost derivation of

$$B \Rightarrow_{lm}^* w'$$

We show by induction on  $n$  that there is a unique leftmost derivation

$$B \Rightarrow_{lm}^* 1^n$$

## Variation on Automata: Pushdown Automata

Not seen in the course

NFA + stack = context-free language

A stack is needed for recognizing a language such as

$$S \rightarrow \epsilon \mid aSb$$

## Variation on Automata: Pushdown Automata

DFA + stack is less powerful

inclusion  $L(A_1) \subseteq L(A_2)$  decidable for this fragment (proved in 1998!!)

There is no algorithms for testing  $L(G_1) \subseteq L(G_2)$  and so no algorithm for  $L(A_1) \subseteq L(A_2)$ , if  $A_i$  NFA with stacks

## Variation on Automata: Turing Machines

DFA + tape

The machine can write also on the tape

All *recursive* languages

Strict hierarchy between languages:

regular  $\subset$  context-free  $\subset$  recursive

With two stacks we get the same languages as recursive languages. See section 8.2