

# Matching

Each regular expression  $r$  over an alphabet  $\Sigma$  determines a language  $L(r) \subseteq \Sigma^*$ . The strings  $u$  in  $L(r)$  are by definition the ones that **match**  $r$ , where

- ▶  $u$  matches the regular expression  $a$  (where  $a \in \Sigma$ ) iff  $u = a$
- ▶  $u$  matches the regular expression  $\epsilon$  iff  $u$  is the null string  $\epsilon$
- ▶ no string matches the regular expression  $\emptyset$
- ▶  $u$  matches  $r|s$  iff it either matches  $r$ , or it matches  $s$
- ▶  $u$  matches  $rs$  iff it can be expressed as the concatenation of two strings,  $u = vw$ , with  $v$  matching  $r$  and  $w$  matching  $s$
- ▶  $u$  matches  $r^*$  iff either  $u = \epsilon$ , or  $u$  matches  $r$ , or  $u$  can be expressed as the concatenation of two or more strings, each of which matches  $r$ .

# Inductive definition of matching

$$U = \Sigma^* \times \{\text{regular expressions over } \Sigma\}$$

axioms:

$$\frac{}{(a, a)}$$

$$\frac{}{(\epsilon, \epsilon)}$$

$$\frac{}{(\epsilon, r^*)}$$

abstract syntax trees

rules:

$$\frac{(u, r)}{(u, r|s)}$$

$$\frac{(u, s)}{(u, r|s)}$$

$$\frac{(v, r) \quad (w, s)}{(vw, rs)}$$

$$\frac{(u, r) \quad (v, r^*)}{(uv, r^*)}$$

(No axiom/rule involves the empty regular expression  $\emptyset$  – why?)

# Examples of matching

Assuming  $\Sigma = \{a, b\}$ , then:

- ▶  $a|b$  is matched by each symbol in  $\Sigma$
- ▶  $b(a|b)^*$  is matched by any string in  $\Sigma^*$  that starts with a 'b'
- ▶  $((a|b)(a|b))^*$  is matched by any string of even length in  $\Sigma^*$
- ▶  $(a|b)^*(a|b)^*$  is matched by any string in  $\Sigma^*$
- ▶  $(\varepsilon|a)(\varepsilon|b)|bb$  is matched by just the strings  $\varepsilon$ ,  $a$ ,  $b$ ,  $ab$ , and  $bb$
- ▶  $\emptyset b|a$  is just matched by  $a$

**grep** global regular expression search and print tool

Unix tool which searches a file for matches to a **regular expression**. Can print various things:

Print lines which contain matches:

```
grep <reg exp> <file name>
```

Print the (maximal) matching strings:

```
grep -o <reg exp> <file name>
```

Print number of lines which contain matches:

```
grep -c <reg exp> <file name>
```

## unix command line:

```
> more foo
```

```
A list of fruit is not terribly exciting:
```

```
apple
```

```
pineapple
```

```
blueberry
```

```
loganberry
```

```
cranberry
```

```
orange (which nothing rhymes with)
```

```
valencia orange
```

```
tangerine
```

```
etc
```

```
>
```

foo:

```
A list of fruit is not terribly exciting:  
apple  
pineapple  
blueberry  
loganberry  
cranberry  
orange (which nothing rhymes with)  
valencia orange  
tangerine  
etc
```

unix command line:

```
> grep 'apple' foo  
apple  
pineapple  
>
```

foo:

```
A list of fruit is not terribly exciting:  
apple  
pineapple  
blueberry  
loganberry  
cranberry  
orange (which nothing rhymes with)  
valencia orange  
tangerine  
etc
```

unix command line:

```
> grep 'apple\|berry' foo  
apple  
pineapple  
blueberry  
loganberry  
cranberry  
>
```

foo:

A list of fruit is not terribly exciting:

apple

pineapple

blueberry

loganberry

cranberry

orange (which nothing rhymes with)

valencia orange

tangerine

etc

unix command line:

```
> grep -o 'pp*' foo
```

```
pp
```

```
p
```

```
pp
```

```
> grep 'pp*' foo
```

```
apple
```

```
pineapple
```

```
>
```



foo:

A list of fruit is not terribly exciting:

apple

pineapple

blueberry

loganberry

cranberry

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etc

unix command line:

```
> grep -o 'ap*le' foo
```

```
apple
```

```
apple
```

```
ale
```

```
>
```

foo:

A list of fruit is not terribly exciting:

apple

pineapple

blueberry

loganberry

cranberry

orange (which nothing rhymes with)

valencia orange

tangerine

etc

unix command line:

```
> grep '[a-c][o-r]' foo
```

```
apple
```

```
pineapple
```

```
cranberry
```

```
> grep -o '[a-c][o-r]' foo
```

```
ap
```

```
ap
```

```
cr
```

```
>
```

foo:

```
A list of fruit is not terribly exciting:  
apple  
pineapple  
blueberry  
loganberry  
cranberry  
orange (which nothing rhymes with)  
valencia orange  
tangerine  
etc
```

unix command line:

```
> grep -v 'apple' foo  
A list of fruit is not terribly exciting:  
blueberry  
loganberry  
cranberry  
orange (which nothing rhymes with)  
valencia orange  
tangerine  
etc
```

# Regular expressions (concrete syntax)

over a given alphabet  $\Sigma$ .

Let  $\Sigma'$  be the 6-element set  $\{\epsilon, \emptyset, |, *, (, )\}$  (assumed disjoint from  $\Sigma$ )

In theory, practice and theory are the same thing.

In practice they rarely are.

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In practice they rarely are.

e.g. Grep has to deal with the fact that  $\Sigma'$  can't be disjoint from  $\Sigma$

## Questions Computer Scientists ask

(a) Is there an algorithm which, given a string  $u$  and a regular expression  $r$ , computes whether or not  $u$  matches  $r$ ?

in other words, decides, for any  $r$ , whether  $u \in L(r)$

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next chunk of the course...

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Yes because there are convenient notations like  $[a - z]$  to mean  $a|b|c\dots|z$  and complement,  $\sim r$ , which is defined to match all strings that  $r$  does not.

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Why not include them in our basic definition??

Because they give us more rules to analyse!



## Questions Computer Scientists ask

- (c) Is there an algorithm which, given two regular expressions  $r$  and  $s$ , computes whether or not they are equivalent, in the sense that  $L(r)$  and  $L(s)$  are equal sets?

We will answer this when we answer (a).

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we will derive and use the Pumping Lemma to show this

## Some questions

- (a) Is there an algorithm which, given a string  $u$  and a regular expression  $r$ , computes whether or not  $u$  matches  $r$ ?
- (b) In formulating the definition of regular expressions, have we missed out some practically useful notions of pattern?
- (c) Is there an algorithm which, given two regular expressions  $r$  and  $s$ , computes whether or not they are **equivalent**, in the sense that  $L(r)$  and  $L(s)$  are equal sets?
- (d) Is every language (subset of  $\Sigma^*$ ) of the form  $L(r)$  for some  $r$ ?

# Finite Automata

We are about to describe some different types of finite automata.

The game plan is as follows:

- ▶ define (non-deterministic) finite automata in general

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- ▶ define deterministic finite automata (as a special case)
- ▶ define non-deterministic finite automata with  $\epsilon$ -transitions

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The game plan is as follows:

- ▶ define (non-deterministic) finite automata in general
- ▶ define deterministic finite automata (as a special case)
- ▶ define non-deterministic finite automata with  $\epsilon$ -transitions
- ▶ show that from any non-deterministic finite automaton with  $\epsilon$ -transitions we can mechanically produce an equivalent deterministic finite automaton

Why?

- ▶ we are claiming that a deterministic finite automata (DFA) is an embodiment of an algorithm

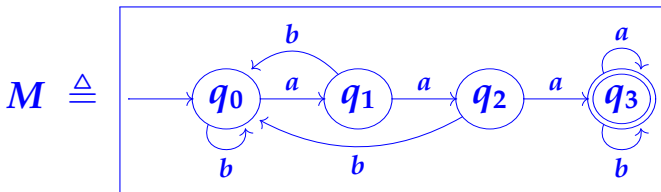
## Why?

- ▶ we are claiming that a deterministic finite automata (DFA) is an embodiment of an algorithm
- ▶ non-deterministic finite automata with  $\epsilon$ -transitions (NFA $^\epsilon$ 's) map on to our problem (matching regular expressions) more naturally ...

## Why?

- ▶ we are claiming that a deterministic finite automata (DFA) is an embodiment of an algorithm
- ▶ non-deterministic finite automata with  $\epsilon$ -transitions (NFA $^\epsilon$ 's) map on to our problem (matching regular expressions) more naturally ...
- ▶ ...so we will produce the NFA $^\epsilon$ 's we want and then rely on the fact that for each there is an equivalent DFA.

# Example of a finite automaton



- ▶ set of **states**:  $\{q_0, q_1, q_2, q_3\}$
- ▶ **input** alphabet:  $\{a, b\}$
- ▶ **transitions**, labelled by input symbols: as indicated by the above directed graph
- ▶ **start** state:  $q_0$
- ▶ **accepting** state(s):  $q_3$

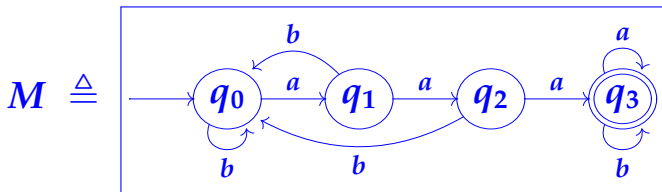
# Language accepted by a finite automaton $M$

- ▶ Look at paths in the transition graph from the start state to *some* accepting state.
- ▶ Each such path gives a string of input symbols, namely the string of labels on each transition in the path.
- ▶ The set of all such strings is by definition **the language accepted by  $M$** , written  $L(M)$ .

**Notation:** write  $q \xrightarrow{u}^* q'$  to mean that in the automaton there is a path from state  $q$  to state  $q'$  whose labels form the string  $u$ .

(**N.B.**  $q \xrightarrow{\varepsilon}^* q'$  means  $q = q'$ .)

# Example of an accepted language

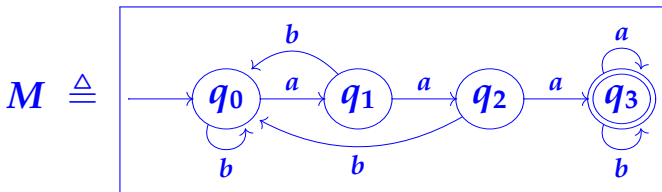


For example

- ▶  $aaab \in L(M)$ , because  $q_0 \xrightarrow{aaab}^* q_3$
- ▶  $abaa \notin L(M)$ , because  $\forall q (q_0 \xrightarrow{abaa}^* q \Leftrightarrow q = q_2)$



# Example of an accepted language



Claim:

$$L(M) = L((a|b)^*aaa(a|b)^*)$$

set of all strings matching the

regular expression  $(a|b)^*aaa(a|b)^*$

$(q_i$  (for  $i = 0, 1, 2$ ) represents the state in the process of reading a string in which the last  $i$  symbols read were all  $a$ 's)

# Non-deterministic finite automaton (NFA)

is by definition a 5-tuple  $M = (Q, \Sigma, \Delta, s, F)$ , where:

- ▶  $Q$  is a finite set (of **states**)
- ▶  $\Sigma$  is a finite set (the alphabet of **input symbols**)
- ▶  $\Delta$  is a subset of  $Q \times \Sigma \times Q$  (the **transition relation**)
- ▶  $s$  is an element of  $Q$  (the **start state**)
- ▶  $F$  is a subset of  $Q$  (the **accepting states**)

**Notation:** write “ $q \xrightarrow{a} q'$  in  $M$ ” to mean  $(q, a, q') \in \Delta$ .

Why do we say this is non-deterministic?

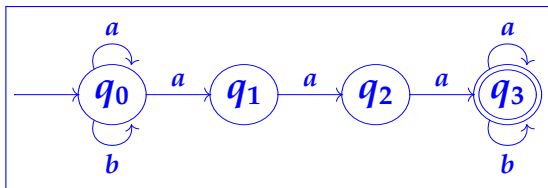
$\Delta$ , the transition relation specifies a set of next states for a given current state and given input symbol.

That set might have 0, 1 or more elements.

# Example of an NFA

Input alphabet:  $\{a, b\}$ .

States, transitions, start state, and accepting states as shown:



For example  $\{q \mid q_1 \xrightarrow{a} q\} = \{q_2\}$

$$\{q \mid q_1 \xrightarrow{b} q\} = \emptyset$$
$$\{q \mid q_0 \xrightarrow{a} q\} = \{q_0, q_1\}.$$

The language accepted by this automaton is the same as for our first automaton, namely  $\{u \in \{a, b\}^* \mid u \text{ contains three consecutive } a\text{'s}\}$ .

So we define a **deterministic** finite automata so that  $\Delta$  is restricted to specify exactly one next state for any given state and input symbol

we do this by saying the relation  $\Delta$  has to be a function  $\delta$  from  $Q \times \Sigma$  to  $Q$

# Deterministic finite automaton (DFA)

A **deterministic finite automaton** (DFA) is an NFA  $M = (Q, \Sigma, \Delta, s, F)$  with the property that for each state  $q \in Q$  and each input symbol  $a \in \Sigma_M$ , there is a unique state  $q' \in Q$  satisfying  $q \xrightarrow{a} q'$ .

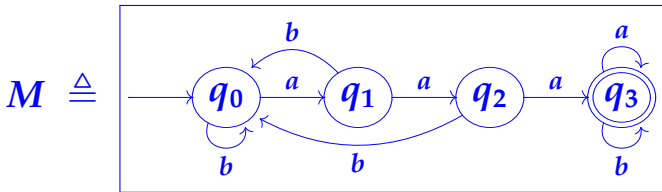
In a DFA  $\Delta \subseteq Q \times \Sigma \times Q$  is the graph of a function  $Q \times \Sigma \rightarrow Q$ , which we write as  $\delta$  and call the **next-state function**.

Thus for each (state, input symbol)-pair  $(q, a)$ ,  $\delta(q, a)$  is the unique state that can be reached from  $q$  by a transition labelled  $a$ :

$$\forall q' (q \xrightarrow{a} q' \Leftrightarrow q' = \delta(q, a))$$

# Example of a DFA

with input alphabet  $\{a, b\}$

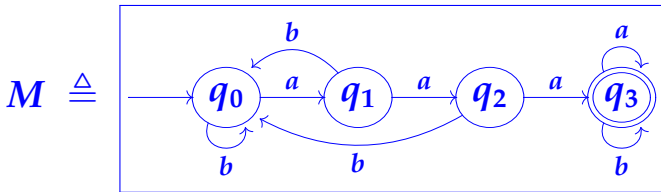


next-state function:

| $\delta$ | $a$   | $b$   |
|----------|-------|-------|
| $q_0$    | $q_1$ | $q_0$ |
| $q_1$    | $q_2$ | $q_0$ |
| $q_2$    | $q_3$ | $q_0$ |
| $q_3$    | $q_3$ | $q_3$ |

# Example of an NFA

with input alphabet  $\{a, b, c\}$



$M$  is non-deterministic, because for example  $\{q \mid q_0 \xrightarrow{c} q\} = \emptyset$ .

so alphabet matters!



Now let's make things a bit more interesting (well complicated) ...

We are going to introduce a new form of transition, an  $\epsilon$ -transition which allows us to move from one state to another without reading a symbol.

These (in general) introduce non-determinism all by themselves.

## $\varepsilon$ -Transitions

When constructing machines for matching strings with regular expressions (as we will do later), it is useful to consider finite state machines exhibiting an 'internal' form of non-determinism in which the machine is allowed to change state without consuming any input symbol. One calls such transitions  $\varepsilon$ -transitions and writes them as  $q \xrightarrow{\varepsilon} q'$ . This leads to the definition on Slide 86.

When using an NFA $^\varepsilon$   $M$  to accept a string  $u \in \Sigma^*$  of input symbols, we are interested in sequences of transitions in which the symbols in  $u$  occur in the correct order, but with zero or more  $\varepsilon$ -transitions before or after each one. We write  $q \xRightarrow{u} q'$  to indicate that such a sequence exists from state  $q$  to state  $q'$  in the NFA $^\varepsilon$ . Equivalently,  $\{(q, u, q') \mid q \xRightarrow{u} q'\}$  is the subset of  $Q \times \Sigma^* \times Q$  inductively defined by

|  |
|--|
| axioms: $\frac{}{(q, \varepsilon, q)}$ and rules: $\frac{(q, u, q')}{(q, u, q'')} \text{ if } q' \xrightarrow{\varepsilon} q'', \frac{(q, u, q')}{(q, ua, q'')} \text{ if } q' \xrightarrow{a} q''$ (see Exercise 7) |
|--|

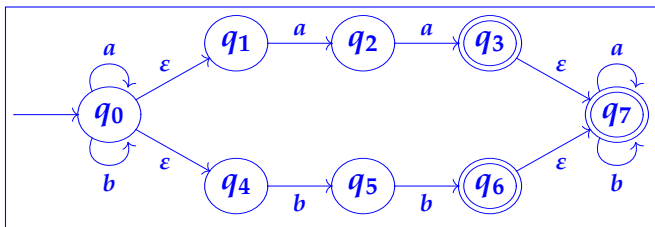
Slide 87 uses the relation  $q \xRightarrow{u} q'$  to define the language accepted by an NFA $^\varepsilon$ . For example, for the NFA $^\varepsilon$  on Slide 86 it is not too hard to see that the language accepted consists of all strings which either contain two consecutive  $a$ 's or contain two consecutive  $b$ 's, i.e. the language determined by the regular expression  $(a|b)^*(aa|bb)(a|b)^*$ .

An **NFA with  $\varepsilon$ -transitions** ( $\text{NFA}^\varepsilon$ )

$$M = (Q, \Sigma, \Delta, s, F, T)$$

is an NFA  $(Q, \Sigma, \Delta, s, F)$  together with a subset  $T \subseteq Q \times Q$ , called the  **$\varepsilon$ -transition relation**.

**Example:**



**Notation:** write " $q \xrightarrow{\varepsilon} q'$  in  $M$ " to mean  $(q, q') \in T$ .

**(N.B.** for  $\text{NFA}^\varepsilon$ s, we always assume  $\varepsilon \notin \Sigma$ .)