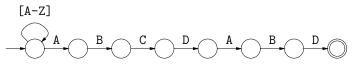
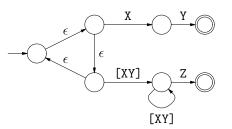
Lecture 3: Finite Automata	Classical Pattern-Matching Implementation	
<ul> <li>Administrivia</li> <li>Log into your class account ASAP (I still have account forms).</li> <li>Start forming teams: <ul> <li>Choose team name (letters, digits, underscores only, starting with capital letter)</li> <li>Email me (Hilfinger@cs.berkeley.edu) name of team, and class logins of members (also mail changes).</li> </ul> </li> <li>Good time to start learning Python (manuals online).</li> <li>Readings for next time: Subversion manual, Course Notes §2.1-2.7.</li> <li>Don't forget homework due Friday.</li> </ul>	<ul> <li>For compilers, can generally make do with "classical" regular expressions.</li> <li>Implementable using <i>finite(-state) automata</i> or <i>FAs.</i> ("Finite state" = "finite memory").</li> <li>Classical construction: <ul> <li>regular expression ⇒ nondeterministic FA (NFA)</li> <li>⇒ deterministic FA (DFA) ⇒ table-driven program.</li> </ul> </li> </ul>	
Last modified: Tue Mar 10 12:31:58 2009 CS164: Lecture #3 1	Last modified: Tue Mar 10 12:31:58 2009 C5164: Lecture #3 2	
<ul> <li>CSIDE: Lecture #3 1</li> <li>Review: FA operation</li> <li>A FA is a graph whose nodes are states (of memory) and whose edges are state transitions. There are a finite number of nodes.</li> <li>One state is the designated start state.</li> <li>Some subset of the nodes are final states.</li> <li>Each transition is labeled with a set of symbols (characters, etc.) or ε.</li> <li>A FA recognizes a string c1c2 ··· cn if there is a path (sequence of edges) from the start state to a final state such that the labels of the edges in sequence, aside from ε edges, respectively contain c1, c2,, cn.</li> <li>If the edges leaving any node have disjoint sets of characters and if there are no ε nodes, FA is a DFA, else an NFA.</li> </ul>	East modified: The Mar 10 12:31:58 2009 <b>Example: What does this DFA recognize?</b> 0  0  0  0  0  0  0  0  0  0	

## Example: What does this NFA recognize?

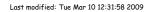


What is the simplest equivalent DFA you can think of?

## Example: What does this NFA recognize?



What is the simplest equivalent DFA you can think of?

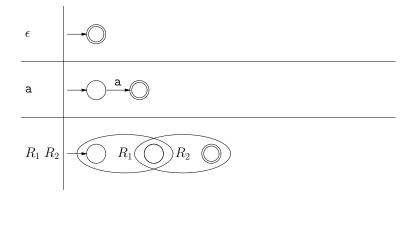


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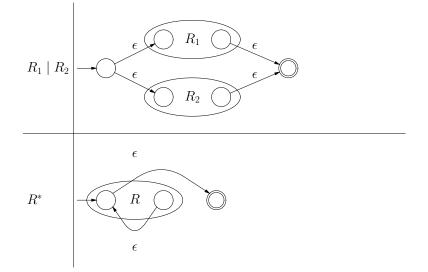
Last modified: Tue Mar 10 12:31:58 2009

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## Review: Classical Regular Expressions to NFAs (II)



Review: Classical Regular Expressions to NFAs (I)



Extensions?		Example of Conversion	
• How would you translate $\phi$ (the empty language, containing no strings) into an FA?		How would you translate ((ab)* c)* into	o an NFA?
<ul> <li>How could you translate 'R?' into an N</li> </ul>	NFA?		
<ul> <li>How could you translate 'R+' into an NFA?</li> </ul>			
• How could you translate ' $R_1 R_2 \cdots R_n$	R <sub>n</sub> ' into an NFA?		
Last modified: Tue Mar 10 12:31:58 2009	C5164: Lecture #3 9	Last modified: Tue Mar 10 12:31:58 2009	C5164: Lecture #3 10
Abstract Implemente	ation of NFAs	Review: Convertin	g to DFAs
Abstract Implementa e e e e e e e e	ation of NFAs e + 1 + 2 + 3 e + 1 + 2 + 3 e + 1 + 2 + 3 (XY) + 5 + 6 (XY) + 6 (YY) +	<ul> <li>OBSERVATION: The set of states changes with each character in a way and the character.</li> <li>In other words, machine on previous so 014 X 25 Y X</li> </ul>	that are marked (colored red) y that depends only on the set

## DFAs as Programs

<pre>e DFA in program with control structure: INITIAL; input; *s != '\0'; s += 1) { h (state): INITIAL: (*s == 'a') state = A_STATE; break; A_STATE: (*s == 'b') state = B_STATE; else state = INITIAL; break; tate == FINAL1    state == FINAL2; tata structure (table driven): INITIAL; input; *s != '\0'; s += 1) = transition[state][s]; sfinal[state];</pre>		<ul> <li>Flex program specification is giant regular expression of the form R<sub>1</sub> R<sub>2</sub> ··· R<sub>n</sub>, where none of the R<sub>i</sub> match ε.</li> <li>Each final state labeled with some action.</li> <li>Converted, by previous methods, into a table-driven DFA.</li> <li>But, this particular DFA is used to recognize prefixes of the (remaining) input: initial portions that put machine in a final state.</li> <li>Which final state(s) we end up in determine action. To deal with multiple actions: <ul> <li>Match longest prefix ("maximum munch").</li> <li>If there are multiple matches, apply first rule in order.</li> </ul> </li> </ul>	
C5164: Lecture #3 13	Last modified: Tue Mar 10 12:31:58 2009	CS164: Lecture #3 14	
tch?			
<ul> <li>How can we use DFA to act on first of equal-length matches?</li> </ul>			
	te = INITIAL; break; CS164: Lecture #3 13 tch?	CS164: Lecture #3 13          CS164: Lecture #3 13       Last modified: Tue Mar 10 12:31:58 2009	

What Flex Does