

## Motivating Example

- Token set:
  - assign  $\rightarrow :=$
  - plus  $\rightarrow +$
  - minus  $\rightarrow -$
  - times  $\rightarrow *$
  - div  $\rightarrow /$
  - lparen  $\rightarrow ($
  - rpren  $\rightarrow )$
  - id  $\rightarrow \text{letter}(\text{letter}|\text{digit})^*$
  - number  $\rightarrow \text{digit digit}^*|\text{digit}^*(\text{digit}|\text{digit}.)\text{digit}^*$

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## Motivating Example

- What are the lexemes in the string "a\_var := b \* 3" ?
- What are the corresponding tokens ?
- How do you identify the tokens?

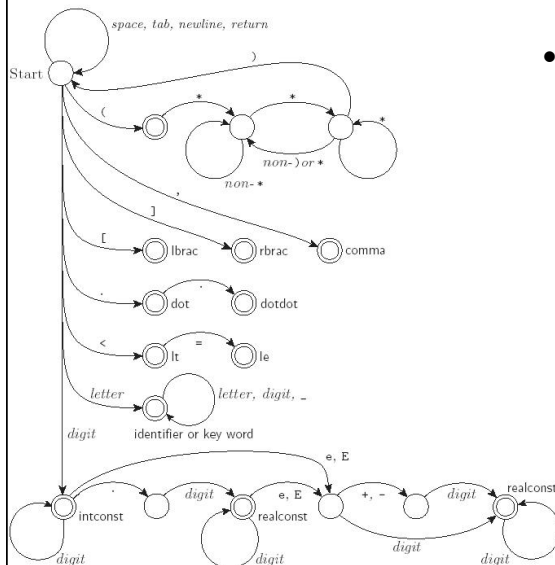
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## A naive scanner algorithm

1. read characters one at a time (e.g., `cur_char`) with one look-ahead character `lh_char`
  2. if `cur_char` is one of the one-character tokens `{( ) [ ] < > , ; = + -}` then return the token
  3. if `cur_char` is `'.'`, check `lh_char`  
     if `lh_char` is `'='`, then return token `"!="`  
     else report error
  3. if `cur_char` is a digit,  
     then read any additional digits with at most one `'.'` and return number  
     else report error
  4. if `cur_char` is a letter,  
     then read any additional letters and digits and return `id`
- ... ..

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## Pictorial representation of the scanner as a finite automaton



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- This is a deterministic finite automaton (DFA)

## Can we automate the scanner implementation?

- Yes. A scanner generator tool can generate the implementation from regular expressions with four steps
  - Convert regular expressions to Nondeterministic Finite Automata (NFA)
  - Convert NFA to Deterministic Finite Automata (DFA)
  - Minimize the DFA
  - Implement DFA as switch statements

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## Finite Automaton (FA)

- A simple idealized machine to recognize patterns in character sequences
- Its job is to accept or reject an input depending on whether the pattern defined by the FA occurs in the input

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## Revisit the Example

- Can an FA  $M$  accept a string  $w$ ?
  - The machine starts in the start state
  - Given each character of  $w$ , the machine will transition from state to state according to predefined transition rules
  - $M$  accepts  $w$  if the last input of  $w$  causes the machine to halt properly. Otherwise, it is said that  $M$  rejects  $w$ .

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## Finite Automaton & Regular Expression

- They have equivalent expressive power
  - For every regular expression RE, there is a corresponding FA that accepts the set of strings generated by RE
  - For every FA, there is a corresponding RE that generates the set of strings accepted by FA

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## Two types of FA

- **Deterministic Finite Automaton (DFA)**
  - Each transition is uniquely determined by its source state and input symbol
  - Reading an input symbol is required for each state transition
- **Nondeterministic Finite Automaton (NFA)**
  - For some state and input symbol, the next state may be one or more possible states
  - Epsilon transitions: arrows labeled by the empty string symbol  $\epsilon$

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## Deterministic Finite Automaton (DFA)

- 5-tuple,  $(Q, \Sigma, \delta, q_0, F)$ , consisting of
  - a finite set of states ( $Q$ )
  - a finite set of input symbols called the alphabet ( $\Sigma$ )
  - a transition function ( $\delta : Q \times \Sigma \rightarrow Q$ )
  - an initial or start state ( $q_0 \in Q$ )
  - a set of accept states ( $F \subseteq Q$ )

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## Deterministic Finite Automaton (DFA)

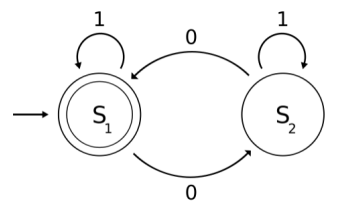
- Let  $w = a_1 a_2 \dots a_n$  be a string over the alphabet  $\Sigma$ . The automaton  $M$  accepts the string  $w$  if a sequence of states,  $r_0, r_1, \dots, r_n$ , exists in  $Q$  with the following conditions:
  - $r_0 = q_0$
  - $r_{i+1} = \delta(r_i, a_{i+1})$ , for  $i = 0, \dots, n-1$
  - $r_n \in F$ .

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## DFA Example

- $M = (Q, \Sigma, \delta, q_0, F)$  where
  - $Q = \{S_1, S_2\}$ ,
  - $\Sigma = \{0, 1\}$ ,
  - $q_0 = S_1$ ,
  - $F = \{S_1\}$ , and
  - $\delta$  is defined by the following state transition table:

	0	1
$S_1$	$S_1$	$S_2$
$S_2$	$S_2$	$S_1$

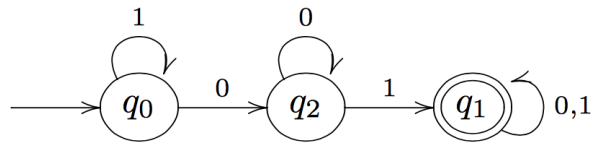


State transition diagram

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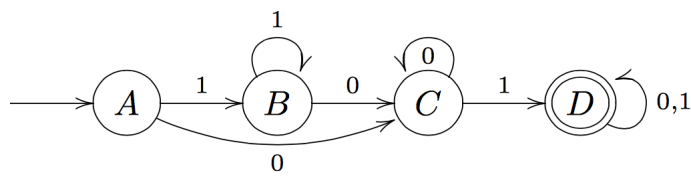
What is the transition diagram of the following transition table? [2]

	0	1
$\rightarrow q_0$	$q_2$	$q_0$
$*q_1$	$q_1$	$q_1$
$q_2$	$q_2$	$q_1$



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What is the transition table of the following transition diagram?



	0	1
$\rightarrow A$	$C$	$B$
$B$	$C$	$B$
$C$	$C$	$D$
$*D$	$D$	$D$

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## Nondeterministic Finite Automaton (NFA)

- Let  $P(Q)$  denote the power set of  $Q$
- 5-tuple,  $(Q, \Sigma, \Delta, q_0, F)$ , consisting of
  - a finite set of states  $Q$
  - a finite set of input symbols  $\Sigma$
  - a transition function  $\Delta : Q \times \Sigma \rightarrow P(Q)$
  - an initial (or start) state  $q_0 \in Q$
  - a set of accept states ( $F \subseteq Q$ )

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## Nondeterministic Finite Automaton (NFA)

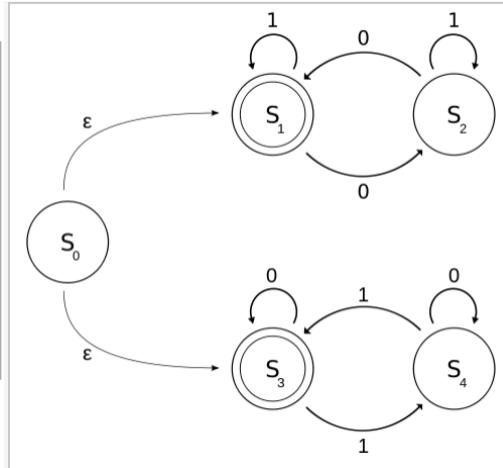
- Let  $w = a_1 a_2 \dots a_n$  be a word over the alphabet  $\Sigma$ . The automaton  $M$  accepts the word  $w$  if a sequence of states,  $r_0, r_1, \dots, r_n$ , exists in  $Q$  with the following conditions:
  - $r_0 = q_0$
  - $r_{i+1} \in \Delta(r_i, a_{i+1})$ , for  $i = 0, \dots, n-1$
  - $r_n \in F$ .

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## An NFA Example [3]

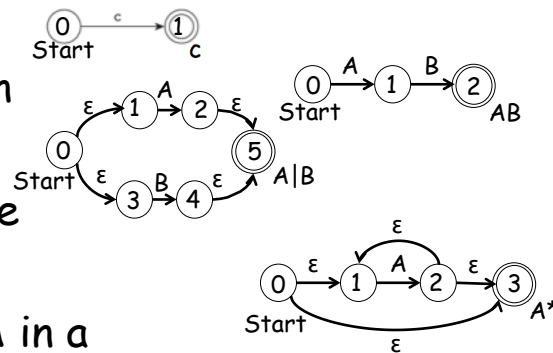
Input \ State	0	1	$\epsilon$
$S_0$	$\emptyset$	$\emptyset$	$\{S_1, S_3\}$
$S_1$	$\{S_2\}$	$\{S_1\}$	$\emptyset$
$S_2$	$\{S_1\}$	$\{S_2\}$	$\emptyset$
$S_3$	$\{S_3\}$	$\{S_4\}$	$\emptyset$
$S_4$	$\{S_4\}$	$\{S_3\}$	$\emptyset$



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## From a Regular Expression to an NFA

- a) Base case
- b) Concatenation
- c) Alternation
- d) Kleene closure



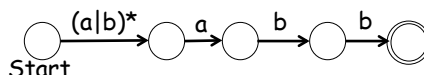
Note: Build NFA in a top-down manner by breaking components level-by-level

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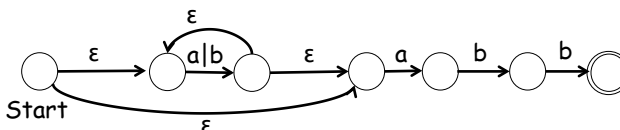
## An Example

- $(a|b)^*abb$

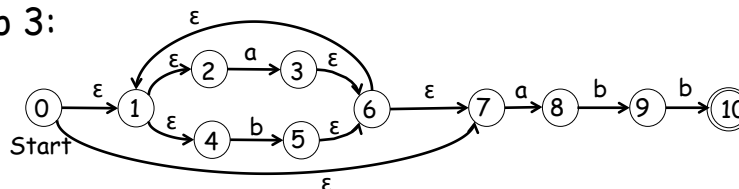
- Step 1:



- Step 2:

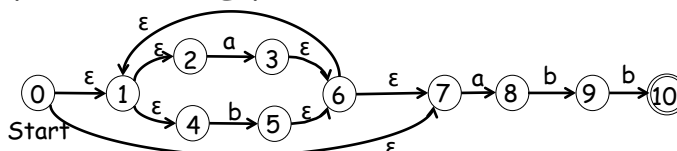


- Step 3:



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## From an NFA to a DFA



- **Insight**

- Remove ambiguous transition by merging states
- Each DFA state corresponds to a set of equivalent NFA states
- The NFA states within an equivalent set have  $\epsilon$ -transitions among themselves, or they are reachable via the same input symbol from states in another equivalent set

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## From an NFA to a DFA

Define  $\epsilon$ -closure( $s$ ) as the set of NFA states reachable from state  $s$  on  $\epsilon$ -transitions alone.

Algorithm:

```

push  $\epsilon$ -closure(start) on stack
while stack is not empty do
  pop an element T,
  mark T as processed
  for each input symbol a do
    find all states reachable from any state in T via a,
    also find the  $\epsilon$ -closure of those newly found states,
    if the set is already processed
      get the assigned label U
    else
      assign a new label to the state set, such as U
      put U on stack
  Trans[T, a] := U, where T and U are new states in DFA, and their
  transition is labeled with a

```

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