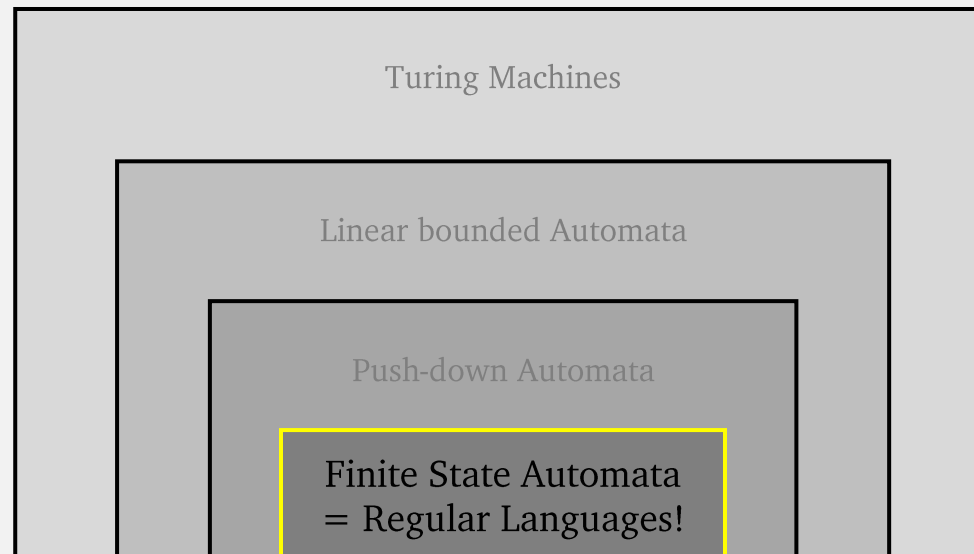


CS420

Regular Languages

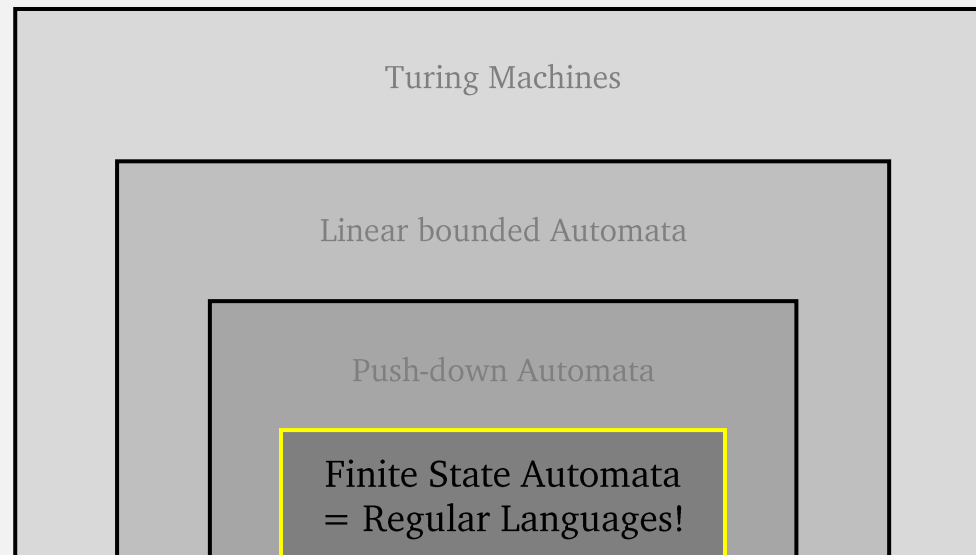
Wednesday, February 7, 2024

UMass Boston Computer Science



Announcements

- HW 1
 - Due: Mon 2/12 12pm (noon)



Alphabets, Strings, Languages

An alphabet defines "all possible strings"

- An **alphabet** is a non-empty finite set of symbols

(strings with non-alphabet symbols are impossible)

$$\Sigma_1 = \{0,1\}$$

$$\Sigma_2 = \{a, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z\}$$

- A **string** is a finite sequence of symbols from an alphabet

01001

abracadabra

ϵ

Empty string (length 0)

(ϵ symbol is not in the alphabet!)

- A **language** is a set of strings

$$A = \{\text{good}, \text{bad}\}$$

$$\emptyset \quad \{ \}$$

The Empty set is a language

Languages can be infinite

$$A = \{w \mid w \text{ contains at least one 1 and an even number of 0s follow the last 1}\}$$

"the set of all ..."

"such that ..."

Computation and Languages

- The **language** of a machine = set of strings that it **accepts**
- E.g., A DFA M *accepts* w if $\hat{\delta}(q_0, w) \in F$

Machine and Language Terminology

- The **language** of a machine = set of strings that it **accepts**

• E.g., A **DFA** M *accepts* w

M *recognizes language* $L(M)$

$$L(M) = \{w \mid M \text{ accepts } w\}$$

Using L as function mapping
Machine \rightarrow **Language** is
common notation

Machine and Language Terminology

- The **language** of a machine = set of strings that it **accepts**
- E.g., A DFA M *accepts* w
 M *recognizes language* $L(M)$
- Language of $M = L(M) = \{w \mid M \text{ accepts } w\}$

Languages Are Computation Models

- The **language** of a machine = set of strings that it **accepts**
 - E.g., a DFA recognizes a language
- A **computation model** = set of machines it defines
 - E.g., all possible DFAs are a computation model

DEFINITION

A *finite automaton* is a 5-tuple $(Q, \Sigma, \delta, q_0, F)$, where

1. Q is a finite set called the *states*,
2. Σ is a finite set called the *alphabet*,
3. $\delta: Q \times \Sigma \rightarrow Q$ is the *transition function*,
4. $q_0 \in Q$ is the *start state*, and
5. $F \subseteq Q$ is the *set of accept states*.

= set of set of strings

Thus: a **computation model** equivalently = a set of languages

This class is really about studying **sets of languages!**

Regular Languages

- first set of languages we will study: **regular languages**

This class is really about studying **sets of languages!**

Regular Languages: Definition

If a **deterministic finite automata (DFA)** recognizes a language, then that language is called a **regular language**.

A Language, Regular or Not?

- If given: a DFA M
 - We know: $L(M)$, the language recognized by M , is a **regular language**

Proof : If a DFA recognizes a language,
then that language is called a **regular language**.

(modus ponens)

- If given: a Language A
 - Is A a regular language?
 - Not necessarily!

Proof : ??????

Proving That a Language is Regular

Prove: A language $L = \{ \dots \}$ is a regular language

Proof:

Statements

1. DFA $M = (Q, \Sigma, \delta, q_0, F)$
(TODO: actually define M)
(no unbound variables!)
2. DFA M recognizes L
3. If a DFA recognizes L ,
then L is a regular language
4. Language L is a regular language

Justifications

1. Definition of a DFA
2. TODO: ???
3. Definition of a regular language
4. Stmts 2 and 3
(and modus ponens)

Modus Ponens

If we can prove these:

- If P then Q

- P

Then we've proved:

- Q

A Language: strings with odd # of **1**s

- In-class exercise (submit to gradescope):

String	In the language?
1	Yes
0	No
01	Yes
11	No
1101	Yes
ϵ	no

Come up with string examples (in a table), both
- in the language
- and not in the language

$$\Sigma = \{0,1\}$$

If a DFA recognizes a language, then that language is called a **regular language**.

How to prove the language is regular?

Prove there's a DFA recognizing it!

Proving That a Language is Regular

Prove: A language $L = \{ \dots \}$ is a regular language

Proof:

Statements

1. DFA $M = (Q, \Sigma, \delta, q_0, F)$
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Justifications

1. Definition of a DFA
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4. Stmts 2 and 3
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Designing Finite Automata: Tips

- Input is read only once, one char at a time (cant go back)
- Must decide accept/reject after that
- States = the machine's "memory"!
 - # states must be decided in advance
 - Think about what information must be "remembered".
- Every state/symbol pair must have a defined transition (for DFAs)
- Come up with examples to help you!

Design a DFA: accept strs with odd # **1**s

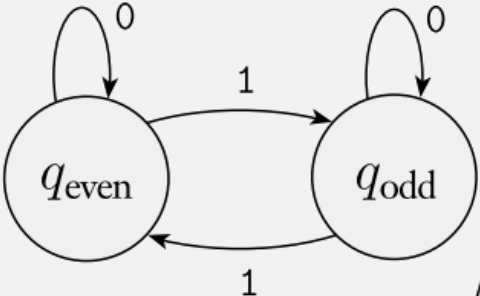
- States:

- 2 states:
 - seen even 1s so far
 - seen odds 1s so far

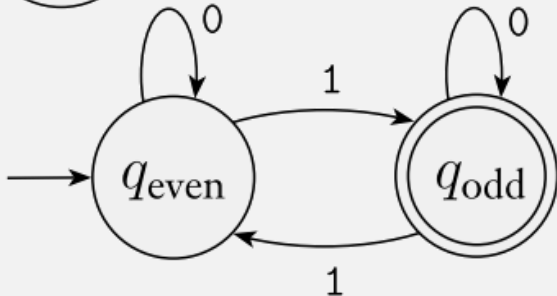


- Alphabet: 0 and 1

- Transitions:



- Start / Accept states:



Proving That a Language is Regular

Prove: A language $L = \{ \dots \}$ is a regular language

Proof:

Statements

1. DFA $M = \dots$
See state diagram
(only if problem allows!)
2. DFA M recognizes L
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Justifications

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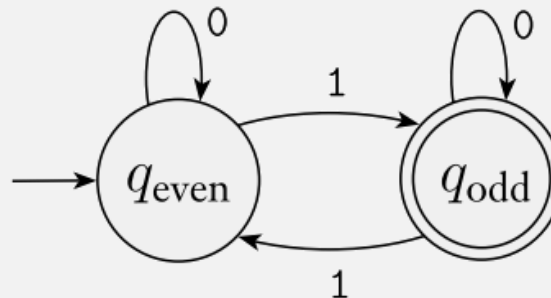
“Prove” that DFA recognizes a language

- In-class exercise (part 2):

String	In the language?
1	Yes
0	No
01	Yes
11	No
1101	Yes
ϵ	no

Confirm the DFA:
- Accepts strings in the language
- Rejects strings not in the language

$$\Sigma = \{0,1\}$$



In this class, a table like this is sufficient to “prove” that a DFA recognizes a language

Proving That a Language is Regular

Prove: A language $L = \{ \dots \}$ is a regular language

Proof:

Statements

1. DFA $M = \dots$
See state diagram
(only if problem allows!)
2. DFA M recognizes L
3. If a DFA recognizes L ,
then L is a regular language
4. Language L is a regular language

Justifications

1. Definition of a DFA
2. See examples table
3. Definition of a regular language
4. Stmts 2 and 3
(and modus ponens)



In-class exercise 2

- Prove: the following language is a regular language:
 - $A = \{ w \mid w \text{ has exactly three 1's} \}$
- Where $\Sigma = \{0, 1\}$,

Remember:

To understand the language, always come up with string examples first (in a table)! Both:
- in the language
- and not in the language

You will need this later in the proof anyways!

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Proving That a Language is Regular

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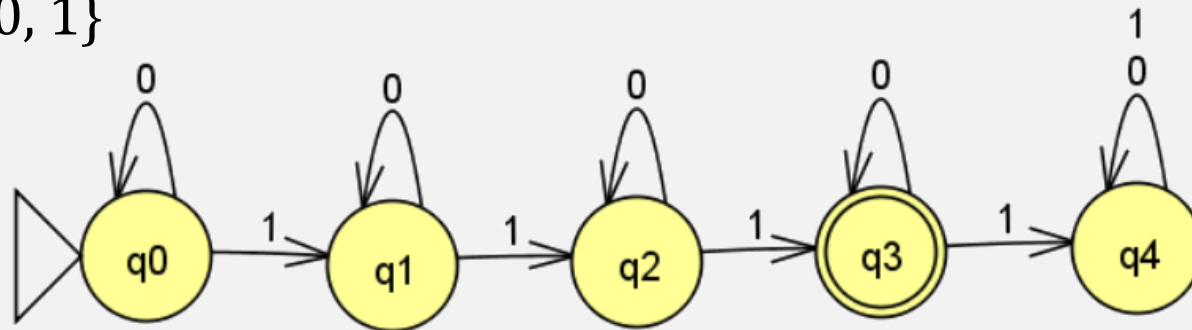
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Justifications

1. Definition of a DFA
2. TODO: ???
3. Definition of a regular language
4. Stmts 2 and 3
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In-class exercise Solution

- Design finite automata recognizing:
 - $\{w \mid w \text{ has exactly three 1's}\}$
- *States:*
 - Need one state to represent how many 1's seen so far
 - $Q = \{q_0, q_1, q_2, q_3, q_4\}$
- *Alphabet:* $\Sigma = \{0, 1\}$
- *Transitions:*
- *Start state:*
 - q_0
- *Accept states:*
 - $\{q_3\}$



So a DFA's computation recognizes simple string patterns?

Yes!

Have you ever used a programming language feature to recognize simple string patterns?

Submit 2/7 in-class work to gradescope