

Introduction to Formal Languages

CMPT 125

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Lecture 29

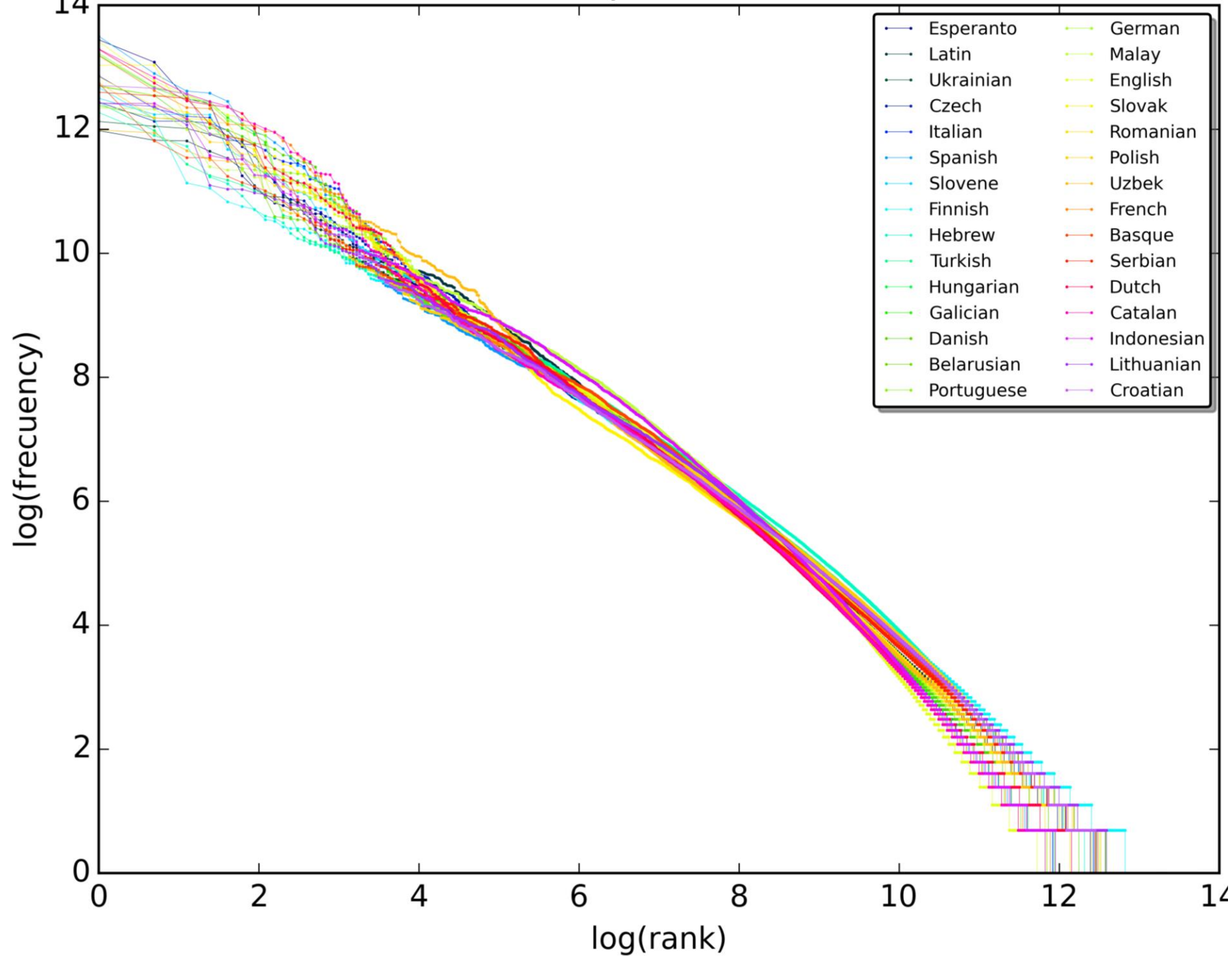
Today:

- Formal Languages
- Finite State Machines

Natural Languages

A natural language is used for the purposes of human communication

- spoken, written, or gestured
- E.g., English, French, Mandarin
- Time-intensive for us $\rightarrow$ universally, the $(k+1)$ th most frequently used word/character occurs half as often as the k th word/character



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There are some rules:

- valid characters (alphabet)
- valid words (spelling)
- valid sentences, punctuation (grammar)
- acceptable idioms

Formal Languages

A formal language is used to distinguish precisely what is allowed from what is not.

- expressed mathematically, often with recursion
- E.g., valid postfix expressions, valid C++

Similar to natural languages, there are:

- alphabets
- words
- grammars
- but no idioms

Alphabets and Words

An *alphabet* is a finite collection of symbols

- E.g., $\Sigma = \{a, b, c, \dots, z\}$ — letters of the alphabet
- E.g., $\Sigma = \{0, 1, 2, \dots, 9\}$ — base ten digits
- E.g., $\Sigma = \{0, 1\}$ — binary digits

A *word* is a finite sequence of alphabet symbols

- symbols may be repeated, e.g., *baa*, *100*, *sheep*
- order matters, e.g., *stressed* vs *desserts*
- word of length 0 is special, i.e., the *empty string* (λ , ε)

Distinguish which words are valid vs invalid.

Languages

A *[formal] language* is a set of words.

- can be finite, e.g., $L = \{\text{all valid English words}\}$
- can be infinite, e.g., $L = \{\text{all valid integers}\}$
- remember that words are always of finite length

E.g., Let $L = \{\text{all valid C++ programs}\}$

- Q. What's the alphabet?
- Q. What are the words?
- Q. Is L finite or infinite?
- Q. What does it mean to have an infinite length word?

- ASCII?
- Unicode?
- Tokens?

Specifying Formal Languages

Just like in natural language, use a *grammar*

- describes the symbols allowed and the order that they should appear
- usually specified recursively
- E.g., A valid *sentence* is a *noun phrase* followed by a *verb phrase* followed by a *subordinate clause*.

A *subordinate clause* may be composed of the symbol “where” followed by a valid sentence.

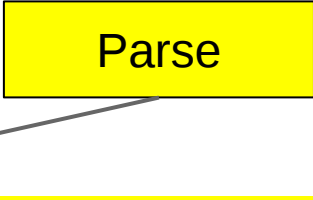
- E.g., A valid *postfix expression* is either: a single number OR two *valid postfix expressions* followed by an operator.

Can represent a grammar using *production rules*:

- E.g., Grammar for postfix: $E \rightarrow \text{number}$

$E \rightarrow E E \text{ operator}$

Parse



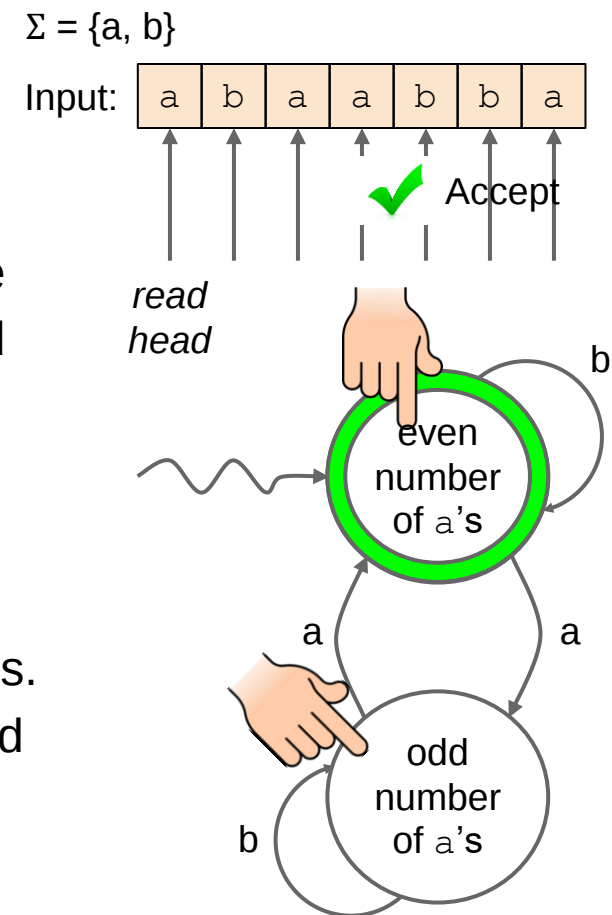
Write algorithms to **decide inclusion/exclusion in the language**

Modelling Computation

To decide a language, try a *finite state machine* (FSM).

Rules of the Game:

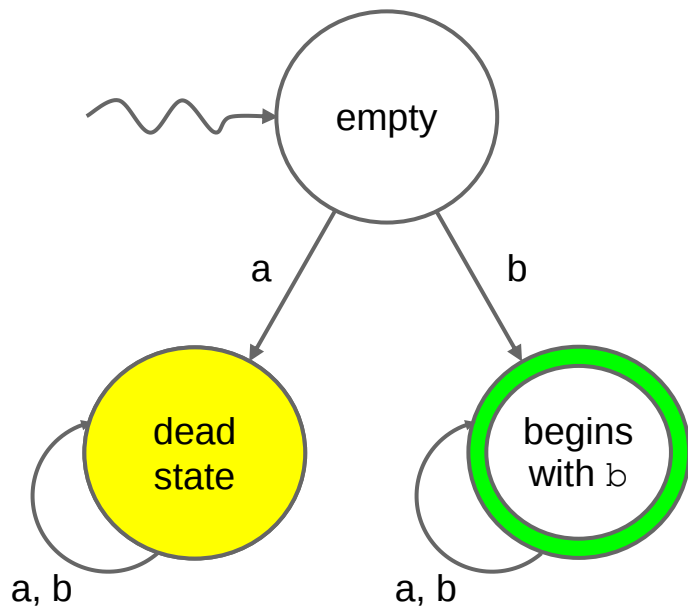
- Finite number of states.
- The FSM reads one character at a time.
- The *next state* is determined by examining the *current state* and the next input character, and nothing else.
- Each state has at most one *transition* on any given character.
- One state is identified as the *Start* state
- One or more states are designated *Final* states.
- Under no circumstances may a previously read character be examined again.
- If the last state is a final state: *Accept*
- If not: *Reject*



Two Puzzles for You

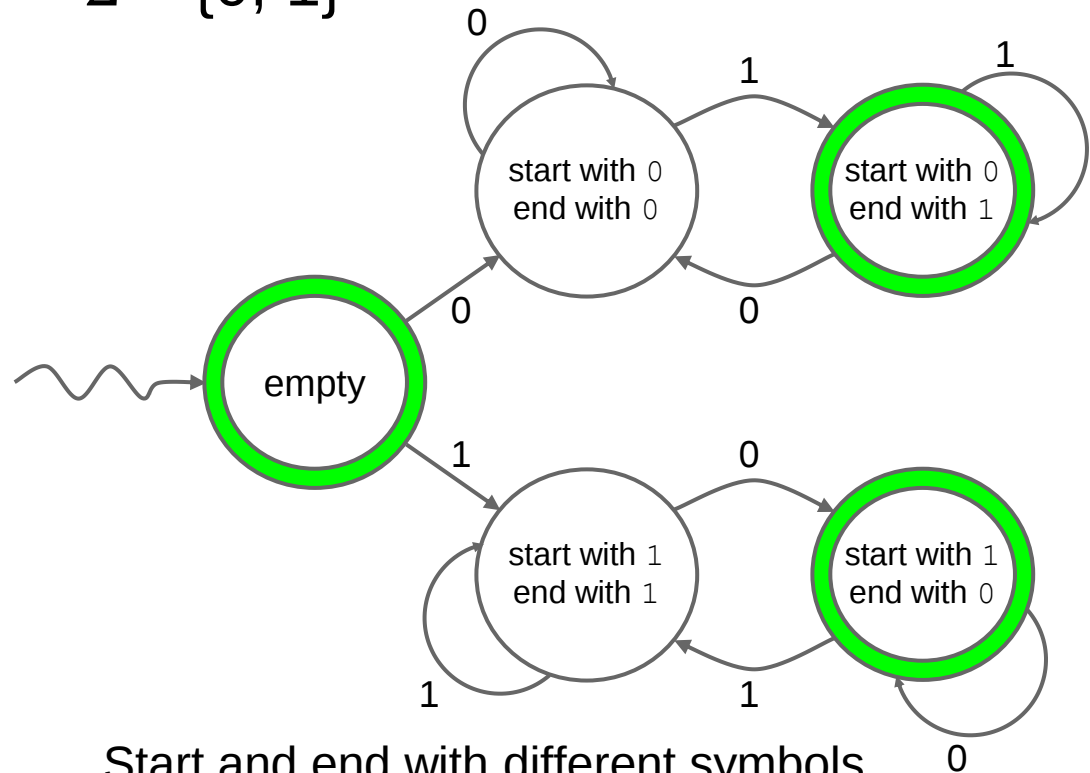
Q. What languages do these FSMs represent?

$\Sigma = \{a, b\}$



Begins with b

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



Start and end with different symbols

Using The Dead State

Default transition to the dead state if no transition present.

Q. Build a FSM that accepts all words of length 3. $\Sigma = \{a, b\}$.

Q. Build a FSM that accepts all decimal integers.

Leading zeroes are disallowed. $\Sigma = \{0, 1, 2, \dots, 9\}$

