### Lecture 5

## Regular Expressions

### COT 4420 Theory of Computation

Section 3.1, 3.2

• Regular Expressions describe regular languages.

Example:

 $(a+b.c)^*$ 

describes the language:  ${a, bc}^* = {\lambda, a, bc, aa, abc, bca, ...}$ 

- Regular expressions use three operations: Union (+), Concatenation (.) and Kleene Star(\*).
- 1.  $\emptyset$ ,  $\lambda$ ,  $a \in \Sigma$  are all primitive regular expressions.
- 2. Given regular expressions  $r_1$  and  $r_2$ :



3. A string is a regular expression iff it can be derived from primitive regular expressions and a finite number of applications of defined operators.

## Languages Associated with Regular Expressions

- $L(\emptyset)$  = empty set
- $L(\lambda) = {\lambda}$
- $L(a) = \{a\}$

If  $r_1$  and  $r_2$  are regular expressions:  $L(r_1+r_2) = L(r_1) \cup L(r_2)$  $L(r_1.r_2) = L(r_1).L(r_2)$  $L(r_1^*) = (L(r_1))^*$ 

- Union of languages Example:  $\{01,111,10\} \cup \{00,01\} = \{01, 111, 10, 00, 01\}$
- Concatenation of languages  $L_1$  and  $L_2$

L<sub>1</sub>. L<sub>2</sub> = {(x.y) |  $x \in L_1$  and  $y \in L_2$  } Example:  $\{01, 111, 10\}$ {00, 01} = {0100, 0101, 11100, 11101, 1000, 1001}.

• Kleene Star L<sup>\*</sup> is the set of strings formed by concatenating zero or more strings from L, in any order.  $L^* = {\lambda} \cup L \cup LL \cup LL \cup ...$ 

Example:  $\{0,10\}^* = \{\lambda, 0, 10, 00, 010, 100, 1010, ...\}$ 

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Example: (a+b).a*
L((a+b).a^*) = L(a+b).L(a^*)= (L(a) \cup L(b)).(L(a))*
              = (\{a\} \cup \{b\}) (\{a\})^*= {a,b}{\lambda, a, aa, aaa, ...}
             =\{a, aa, aaa, ..., b, ba, baa, ...\}
```
## Precedence of Operators

• Parentheses can be used whenever needed.

• Oder of precedence from high to low is star  $*$ then concatenation . and then union  $+$ .

## Regular Expression Examples

- 01 {01}
- $01 + 0$  $\{01, 0\}$
- $0(1+0)$ {01, 00}
- $0*$  $\{\lambda, 0, 00, 000, ...\}$
- $(0+1)^*$  $\{\lambda, 0, 1, 00, 01, 10, 11, 111, 000, 010, ...\}$

```
(0+1)*(0+11)
```
Any string of 0's and 1's that ends with either a 0 or a 11.

## Regular Expression Example

• Give a regular expression r such that

 $L(r) = \{ w \in \{0,1\}^* : w \text{ has at least one pair of }$ consecutive 0s}

$$
r = (0+1)^* 00 (0+1)^*
$$

## Regular Expression Example

### What is the language described by regular expression  $r = (aa)^*(bb)^*b$

$$
L(r) = \{ a^{2n}b^{2m}b : n, m \ge 0 \}
$$

Equivalence of Regular Expressions and Regular Languages

Languages generated by Regular Expressions = Regular languages

Part 1) The set of languages generated by regular expressions is a subset of regular languages.

Equivalence of Regular Expressions and Regular Languages – Part 1

Theorem: Let r be a regular expression. There exists some NFA that accepts L(r).

Proof is an induction on the number of operators (+, concatenation, \*) in the regular expression.







a

λ

 $\emptyset$ 

• Suppose this is the representation of an NFA accepting L(r) for regular expression r.



 $r_1+r_2$ 





 $\boxed{\bigcirc}$ 

 $r_1+r_2$  $M(r_1)$  $M(r_2)$ λ λ  $\overline{\lambda}$ λ

 $r_1r_2$ 



 $r_1r_2$ 







 $r=(a+bb)*(ba*+\lambda)$ 









λ





Equivalence of Regular Expressions and Regular Languages

Languages generated by Regular Expressions = Regular languages

Part 2) Regular languages are a subset of the set of languages generated by regular expressions.

• For any regular language L there is a regular expression r with  $L(r) = L$ .

Equivalence of Regular Expressions and Regular Languages – Part 2

Theorem: Let L be a regular language accepted by an NFA M. Then there exists a regular expression r such that  $L = L(r)$ .

• We will convert an NFA that accepts L to a regular expression.

• We first construct the equivalent Generalized Transition Graph in which transition labels are regular expressions.





## Example



2

 $r = r_1 * r_2(r_4 + r_3r_1 * r_2) *$ 

# Creating Generalized Transition Graph (GTG)

- A complete GTG needs to have edges from every state to every other state.
- A complete GTG of |V| nodes will have  $|V|^2$ edges.
- If a GTG has some edges missing, we add the missing edges with label  $\emptyset$ .

## Creating Generalized Transition Graph (GTG)



### STEP 1

#### Initial NFA graph



Corresponding GTG with regular expression labels



### STEP 2

• Keep removing states one at a time from GTG until two states are left only.



#### STEP 3

When GTG has two states, its associated regular expression is:

#### Resulting graph



$$
r = r_1 * r_2 (r_4 + r_3 r_1 * r_2) *
$$



## Convert NFA to Regular Expression STEP 1: Create GTG

• Start with an NFA with a single final state, distinct from its initial state.

• Convert the NFA into a complete generalized transition graph (with expressions on the edges).  $r_{ij}$  is the label of the edge  $q_i$  to  $q_j$ .



• If the GTG has more than three states, pick an intermediate state  $q_k$  to be removed. Introduce new edges for all pairs of states  $(q_i, q_j)$ , i  $\neq k$  and  $j \neq k$ .

• If you have three states  $q_i$ ,  $q_j$ , and  $q_k$  and you want to remove  $q_k$ , introduce new edges labeled

$$
r_{pq} + r_{pk}r_{kk} * r_{kq} \qquad \text{for p=i,j and q=i,j}
$$

Convert NFA to Regular Expression STEP 2: removing states

• Note that

$$
r + \emptyset = r
$$
  
r.\emptyset = \emptyset  

$$
\emptyset^* = \lambda
$$

• Then remove node  $q_k$  and its associated edges.

• If the GTG has only two states, with  $q_i$  as its initial state and  $q_i$  its final state, its associated regular expression is

$$
r = r_{ii} * r_{ij} (r_{jj} + r_{ji} r_{ii} * r_{ij}) * \n\qquad \qquad \frac{r_1}{q_1}
$$
\n
$$
r = r_1 * r_2 (r_4 + r_3 r_1 * r_2) * \n\qquad \qquad \frac{r_3}{q_1}
$$

 $\boxed{\bigcirc}$ 



Eliminating  $q_1$ 

We need to find transitions for all pairs of states  $(q_i, q_j)$ 1)  $(q_0, q_2)$ :  $\bigcap p=0, q=0: b+ab *c$ p=0, q=2: Ø +ab\*a = ab\*a p=2, q=0:  $\emptyset + \emptyset$  b\*c =  $\emptyset + \emptyset = \emptyset$ p=2, q=2:  $\emptyset$  + $\emptyset$  b\*a =  $\emptyset$  + $\emptyset$  =  $\emptyset$  $b+ab$ \*c ab\*a  $q<sub>0</sub>$ 

Eliminating  $q_1$ 

We need to find transitions for all pairs of states  $(q_i, q_j)$ 2)  $(q_0, q_3)$ :  $\bigcap p=0, q=0: b+ab *c$  $p=0$ ,  $q=3$ :  $\emptyset$  +ab\*c = ab\*c  $b+ab*c$  $p=3$ , q=0:  $\emptyset$  +b b\*c = bb\*c  $p=3$ ,  $q=3$ :  $\emptyset$  +b  $b$ \*c = bb\*c q<sub>0</sub>

bb\*c

Eliminating  $q_1$ 

We need to find transitions for all pairs of states  $(q_i, q_j)$ 3)  $(q_2, q_3):$   $\bigcap p=2, q=2: \emptyset + \emptyset b^*a = \emptyset + \emptyset = \emptyset$ p=2, q=3: Ø +Øb\*c = Ø+Ø=Ø p=3, q=2: a +b b\*a  $q2$  $p=3$ ,  $q=3$ :  $\emptyset$  +b  $b$ \*c = bb\*c **HIVOLT** bb\*c



![](_page_44_Figure_0.jpeg)

![](_page_45_Figure_1.jpeg)

$$
r = r_{ii}^* r_{ij} (r_{jj} + r_{ji} r_{ii}^* r_{ij})^*
$$

 $(b+ab*c)*(ab*c)$  (bb\*c) + (bb\*c)(b+ab\*c)\*ab\*c)\*

## Summary

• Each of the three types of automata (DFA, NFA, ε-NFA) we discussed, and regular expressions as well, define exactly the same set of languages: the regular languages.