



UMassAmherst
The Commonwealth's Flagship Campus

Lecture 15 State Machines

ECE 241 – Advanced Programming I
Fall 2021
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Overview

- Regular Expressions
- State Machines

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Objective

- Understand how pattern matching can be performed with regular expressions
- Learn how state machines can be used to implement regular expressions

Regular Expressions

- Method to describe patterns of text
 - Character-by-character processing
 - Special operators
 - | (alternatives)
 - . (arbitrary character)
 - * (zero or more repetitions)
 - + (one or more repetitions)
 - () (precedence)
 - ...

Regular Expressions

- Examples
 - abcd
 - abcd matches; aabcd does not match
 - a*bcd
 - aabcd matches; bcd matches; cd does not match
 - (ab|bb)cd
 - abcd matches; bbcd matches; abbbcd does not match
 - (ab|bb)*cd
 - abbbcd matches; bbabcd matches; cd matches; ababcd matches; abbb does not match

Use of Regular Expressions

- Compiler
 - Interpreting characters in program
 - Regular expressions for numbers, keywords, etc.
 - Example tool: flex
- Networking
 - Checking network traffic for attacks
 - Regular expressions for attack patterns
 - Example tool: snort database

More Examples for Regular Expressions

- Examining command lines
- Parsing user input
- Parsing various text files
- Examining web server logs
- Examining test results
- Finding text in emails
- Reading configuration files

More Examples for Regular Expressions

- `^[a-zA-Z"-\\s]{1,40}$`

Limits of Regular Expressions

- Regular expression match patterns from “regular language”
- Regular expression cannot describe patterns from more complex language
 - What can you not describe with a regular expression?

Limits of Regular Expressions

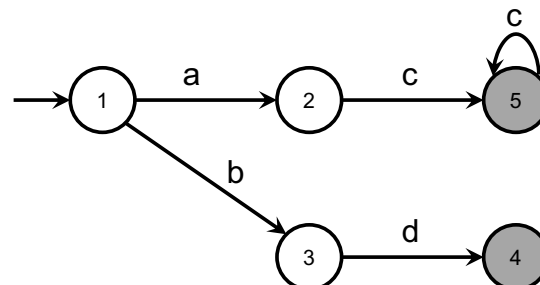
- Regular expression match patterns from “regular language”
- Regular expression cannot describe patterns from more complex language
 - Context-free grammars
 - Equal number of opening and closing parentheses
 - Context-sensitive grammars
 - Grammatically correct English language

State Machine

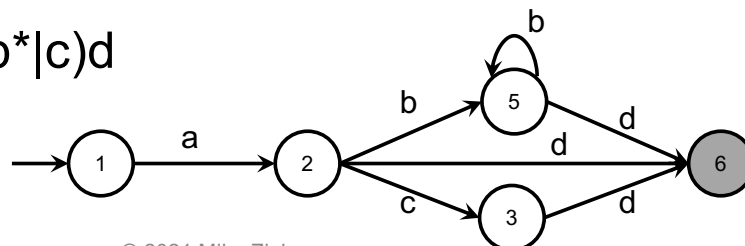
- Regular expression can be matched with a state machine (or finite automaton)
- State machine is special case of directed graph
 - Nodes represent state
 - Edges represent transitions (based on input)
- State machines can be constructed for any kind of regular expression

State Machine Examples

- Example 1: $ac^+|bd$



- Example 2: $a(b^+|c)d$



Deterministic vs Non-Deterministic

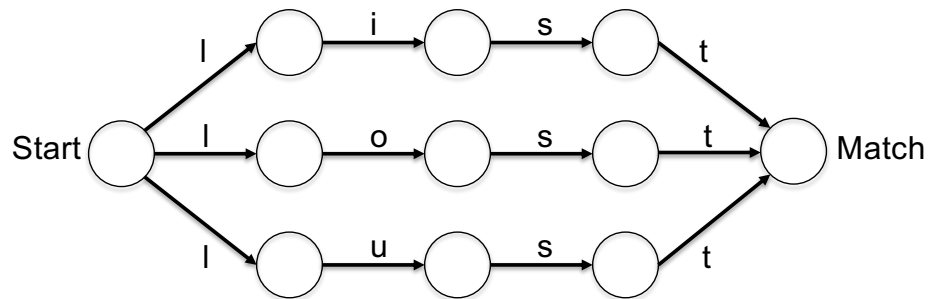
- What is the problem with $(ab)^*ac$?

Deterministic vs Non-Deterministic

- What is the problem with $(ab)^*ac$?
 - Non-deterministic transition on a
- Non-deterministic state machines
 - A bit more complex to implement
 - We do not consider them here
 - There exist algorithms to convert from NFA to DFA

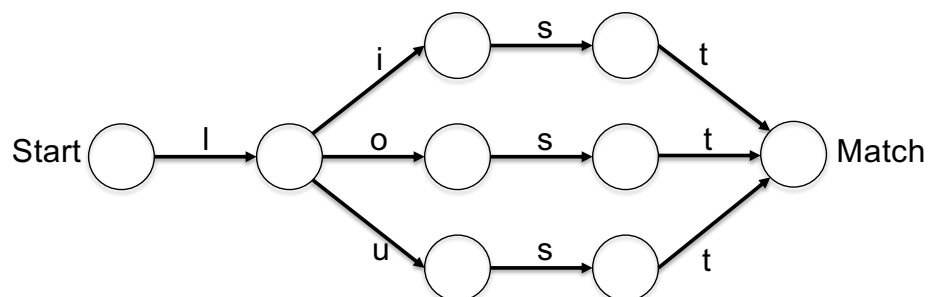
Deterministic vs Non-Deterministic

- list/lost/lust



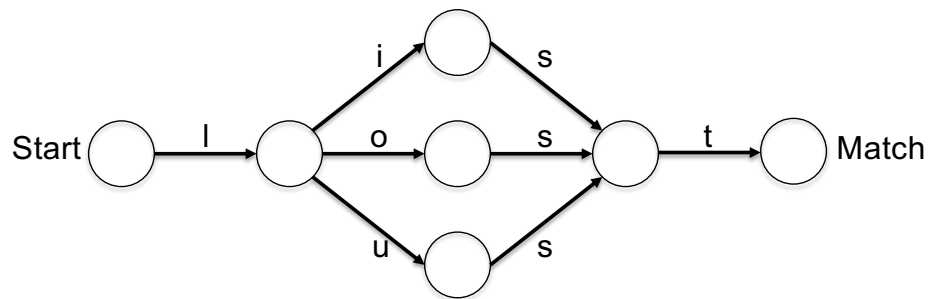
Deterministic vs Non-Deterministic

- list/lost/lust



Deterministic vs Non-Deterministic

- list/lost/lust



Deterministic vs Non-Deterministic

- list/lost/lust



Implementing a State Machine

- Vertex with multiple outgoing edges
 - Need class to represent edge
 - Need linked list to store edges
- Matching operation
 - Start at start node
 - Follow edge that matches character
 - At end, check if accepting state
 - If no edge or no accepting state, then no match

Edge Class

```
class Edge:
    def __init__(self, c, dest):
        self.destination = dest
        self.character = c
```

Vertex Class

```
class Vertex:
    def __init__(self, n):
        self.number = n
        self.edgeList = []
        self.isAcceptingState = None

    def setAcceptingState(self):
        self.isAcceptingState = True

    def addEdge(self, e):
        self.edgeList.append(e)

    def followEdge(self, c):
        for i in self.edgeList:
            if i.character == c:
                return i.destination
        return None
```

Matching Method

```
class DFA:
    def __init__(self, s):
        self.start = s

    def match(self, s):
        self.characters = list(s)
        self.current = self.start

        print("trying to match "+s+": ")

        for i in self.characters:
            if self.current == None:
                print("no match")
                return
            print(self.current.number, ", ")
            self.current = self.current.followEdge(i)

        if self.current == None:
            print("no match")
            return

        print(self.current.number);
        if self.current.isAcceptingState:
            print("match")
        else:
            print("no match")
        return
```

Creating DFA and Patter Matching

```

v1 = Vertex(1)
v2 = Vertex(2)
v3 = Vertex(3)
v4 = Vertex(4)
v5 = Vertex(5)
v6 = Vertex(6)
v4.setAcceptingState()
v6.setAcceptingState()

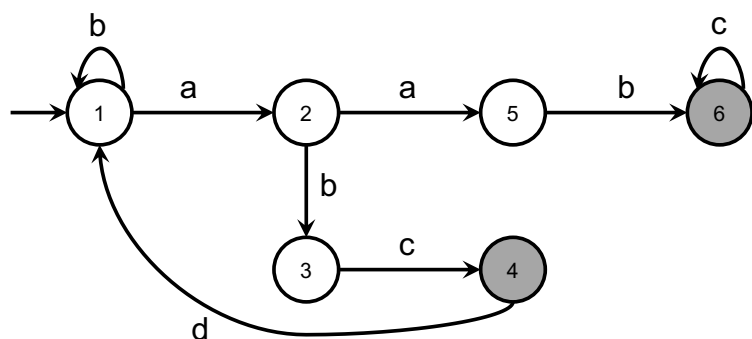
v1.addEdge(Edge("a", v2))
v1.addEdge(Edge("b", v1))
v2.addEdge(Edge("b", v3))
v2.addEdge(Edge("a", v5))
v3.addEdge(Edge("c", v4))
v5.addEdge(Edge("b", v6))
v6.addEdge(Edge("c", v6))
v4.addEdge(Edge("d", v1))

stateMachine = DFA(v1)
stateMachine.match("abc")
stateMachine.match("bbabc")
stateMachine.match("baab")
stateMachine.match("baabcc")
stateMachine.match("abcdbbbabc")
stateMachine.match("abcd")
stateMachine.match("e")

```

Matching Example

- Graph:
- Matching:
 - abc
 - bbabc
 - baab
 - baabcc
 - abcdbbbabc
 - abcd
 - e



Next Steps

- Next lecture and on Thursday
- Project 2 due on 11/11