



# Foundations of Computing I

\* All slides are a combined effort between previous instructors of the course

## Building Precedence in Arithmetic Expressions

- E – expression (start symbol)
  - T – term F – factor I – identifier N - number
- $$E \rightarrow T \mid E+T$$
- $$T \rightarrow F \mid F*T$$
- $$F \rightarrow (E) \mid I \mid N$$
- $$I \rightarrow x \mid y \mid z$$
- $$N \rightarrow 0 \mid 1 \mid 2 \mid 3 \mid 4 \mid 5 \mid 6 \mid 7 \mid 8 \mid 9$$

## Backus-Naur Form (The same thing...)

### BNF (Backus-Naur Form) grammars

- Originally used to define programming languages
- Variables denoted by long names in angle brackets, e.g.
  - <identifier>, <if-then-else-statement>, <assignment-statement>, <condition>
  - ::= used instead of  $\rightarrow$

## BNF for C

```
statement:
  ((identifier | "case" constant-expression | "default") ":")*
  (expression? ";" |
  block |
  "if" "(" expression ")" statement |
  "if" "(" expression ")" statement "else" statement |
  "switch" "(" expression ")" statement |
  "while" "(" expression ")" statement |
  "do" statement "while" "(" expression ")" ";" |
  "for" "(" expression? ";" expression? ";" expression? ")" statement |
  "goto" identifier ";" |
  "continue" ";" |
  "break" ";" |
  "return" expression? ";"
)

block: "{" declaration* statement* "}"

expression:
  assignment-expression&

assignment-expression: (
  unary-expression (
    "=" | "+=" | "/=" | "%=" | "+=" | "-=" | "<<=" | ">>=" | "&=" |
    "&=" | "|="
  )
)* conditional-expression

conditional-expression:
  logical-OR-expression ( "?" expression ":" conditional-expression )?
```

## Parse Trees

Back to middle school:

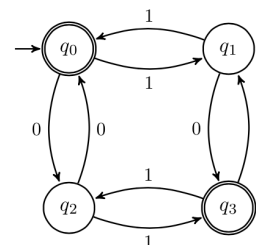
- <sentence> ::= <noun phrase> <verb phrase>
- <noun phrase> ::= <article> <adjective> <noun>
- <verb phrase> ::= <verb> <adverb> | <verb> <object>
- <object> ::= <noun phrase>

Parse:

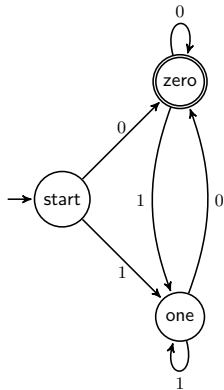
- The yellow duck squeaked loudly
- The red truck hit a parked car

## CSE 311: Foundations of Computing

### Lecture 20: Finite State Machines (DFAs)



## A Weird Sort of Programming!



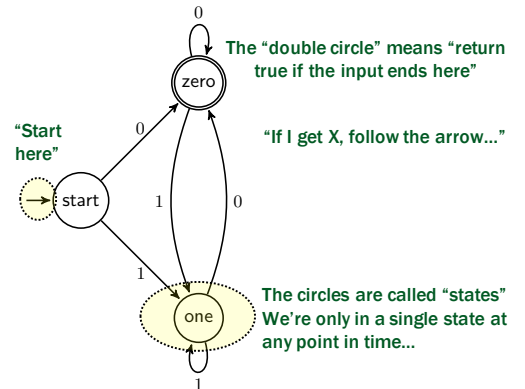
What does this “thing” do?

Take a guess!

If you had to give this “method” a name, what would it be?

`boolean isEven(binary s)`

## Finite State Machines (“DFAs”)



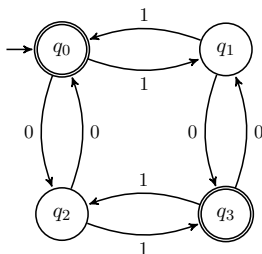
## Applications of FSMs (a.k.a. finite automata)

- Implementation of regular expression matching in programs like `grep`
- Control structures for sequential logic in digital circuits
- Algorithms for communication and cache-coherence protocols
  - Each agent runs its own FSM
- Design specifications for reactive systems
  - Components are communicating FSMs

## Applications of FSMs (a.k.a. finite automata)

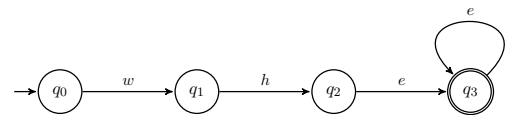
- Formal verification of systems
  - Is an unsafe state reachable?
- Computer games
  - FSMs provide worlds to explore
- Minimization algorithms for FSMs can be extended to more general models used in
  - Text prediction
  - Speech recognition

## What language does this machine recognize?



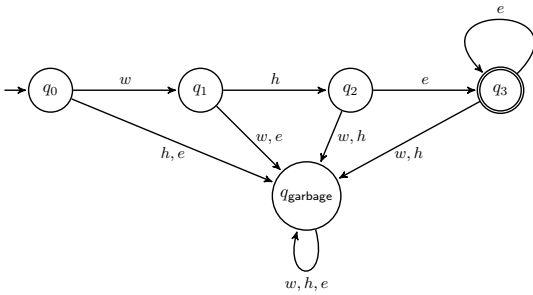
All binary strings with even length

## Why is this not a DFA? Fix it!



DFAs must have a transition for every character at every state!

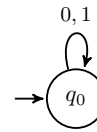
**Why is this not a DFA? Fix it!**



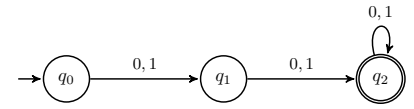
“Garbage states” are a useful concept. Whenever we KNOW we can’t accept the string, just send it to a state that will always go back to itself. This is the way of saying “return false” in DFA-land.

**For each of the following languages, create a DFA**

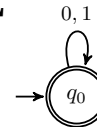
$\emptyset$



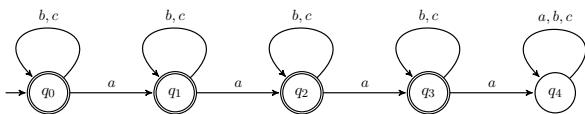
$\{x \in \{0,1\}^* : \text{len}(x) > 1\}$



$\Sigma^*$

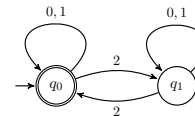


**FSM that accepts strings of a's, b's, c's with no more than 3 a's**



**Strings over  $\{0, 1, 2\}^*$**

**$M_1$ : Strings with an even number of 2's**



**$M_2$ : Strings where the sum of digits mod 3 is 0**

