The second test for this course will be given in class on Wednesday, April 11. The test covers all of the material that we have studied from Chapter 3 and Sections 4.1 through 4.3 in Chapter 4, except for Section 3.3. (This means that you will not be asked about grep, or about other linux commands, or about the complex syntax that is used for practical regular expressions.)

The test will include some "short essay" questions that ask you to define something, or discuss something, or explain something, and so on. Other than that, you can expect most of the questions to be similar to problems that have been given on the homework. There might be some proofs, possibly even including a proof using the Pumping Lemma for Regular Expressions.

Here are some terms and ideas that you should be familiar with for the test:

alphabet (finite, non-empty set of "symbols")

string over an alphabet Σ

length of a string, |x|

empty string, ε

concatenation of strings, xy or $x \cdot y$

reverse of a string, x^R

 x^n , for a string x and a natural number n

 $n_{\sigma}(x)$, the number of occurrences of a symbol σ in a string x

the set of all possible strings over Σ , denoted Σ^*

language over an alphabet Σ (a subset of Σ^*)

a language over Σ is an element of $\mathcal{P}(\Sigma^*)$

the set of strings over Σ is countable; the set of languages over Σ is uncountable

union, intersection, set difference, and complement applied to languages

other operations on languages: LM, L^n for $n \in \mathbb{N}, L^*$

regular expension over an alphabet Σ ; the operators: *, |, and concatenation

regular language; the language L(r) generated by a regular expression r

DFA (Deterministic Finite Automaton)

transition diagram [the usual picture] of a DFA

state (in a finite-state automaton); start state; accepting state (also known as final state) definition of a DFA as a list of five things, $(Q, \Sigma, q_o, \delta, F)$ — and what each thing means how a DFA computes (that is, what it does when it reads and processes a string)

NFA (Non-deterministic Finite Automaton); the differences between NFAs and DFAs nondeterminism

 ε -transitions

what it means for an NFA to accept a string

the language, L(M), accepted by an NFA or DFA, M

algorithm for converting an NFA to an equivalent DFA

algorithm for converting a regular expression to an equivalent NFA

DFAs, NFAs, and regular expressions all define the same class of languages operations $(L \cup M, L \cap M, LM, L^*, L^R)$ on regular languages produce regular languages the Pumping Lemma for Regular Languages; using it to prove a language is not regular CFGs (Context-Free Grammars) production rules; non-terminal and terminal symbols; start symbol definition of a CFG as a list of 4 things, $G = (V, \Sigma, P, S)$

derivation (of a string from the start symbol of a CFG)

the language, L(G), generated by a CFG, G; context-free language

if L and M are context-free languages, then so are $L\cup M,\,LM,$ and L^*

every regular language is context-free

parsing; parse trees; left and right derivations

examples of languages that are not regular, such as:

 $\{a^{n}b^{n} | n = m\}$ $\{a^{n}b^{m}c^{k} | k = n + m\}$ $\{w \in \{a, b\}^{*} | w = w^{R}\}$ $\{w \in \{a, b\}^{*} | n_{a}(w) < n_{b}(w)\}$ $\{ww | w \in \{a, b\}^{*}\}$ $\{a^{n}b^{n}c^{n} | n \in \mathbb{N}\}$ $\{a^{n^{2}} | n \in \mathbb{N}\}$ $\{www | w \in \{a, b\}^{*}\}$

examples of languages that are context-free but not regular, such as:

the **first four** languages in the previous list

examples of languages that are not context-free, such as:

the last four languages in the previous list

some of the tasks that you could be asked to perform:

finding a regular expression for a given language
finding a DFA or NFA for a given language
finding a regular expression for an NFA or DFA
converting an NFA into an equivalent DFA, using the algorithm
converting a regular expression into an equivalent NFA, using the algorithm
determining whether a given string is accepted by an NFA or DFA
prove that a language is not regular, using the Pumping Lemma
finding a CFG for a given language
finding the language generated by a given CFG
finding a parse tree for a given string from a given CFG