

Base cases

$$r ::= \varepsilon \mid a \mid r_1 + r_2 \mid r_1 \cdot r_2 \mid r^*$$

↑                      ↑                      ↑  
 Either-or            Concatenation            Kleene-\*

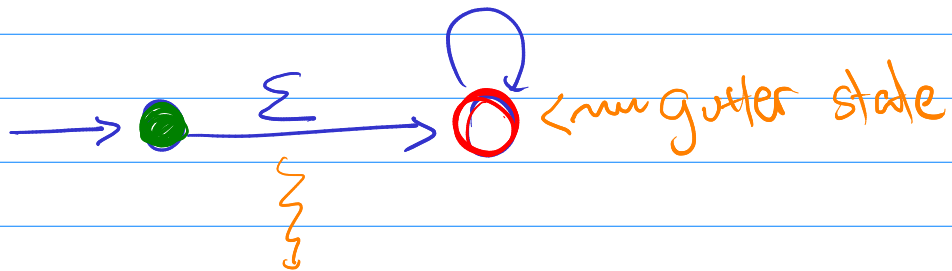
Q: Given  $r$  &  $w$ , does  $w$  match  $r$ ?

DP requires:  $O(|r||w|^3)$  time  
 $O(|r||w|^2)$  memory.

Can we do better?

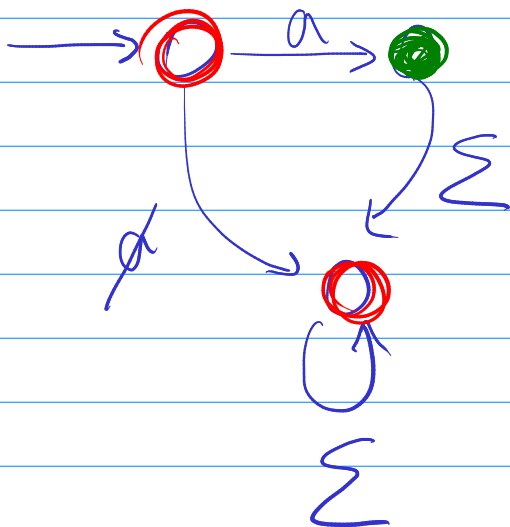
Hi\*

$\epsilon$

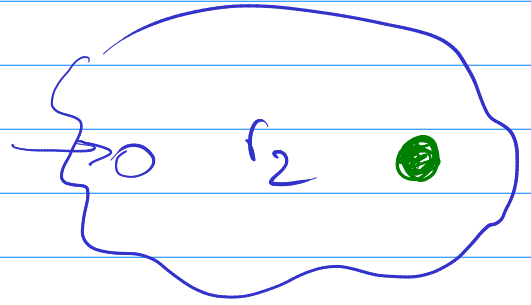
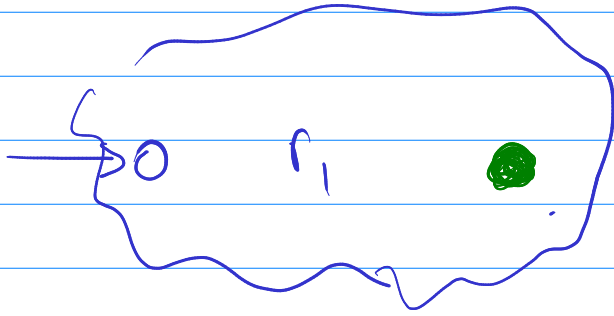


Upon seeing any character  
move token

$a$



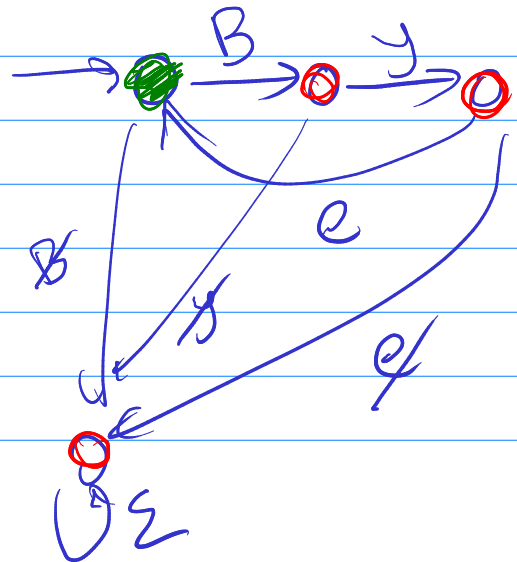
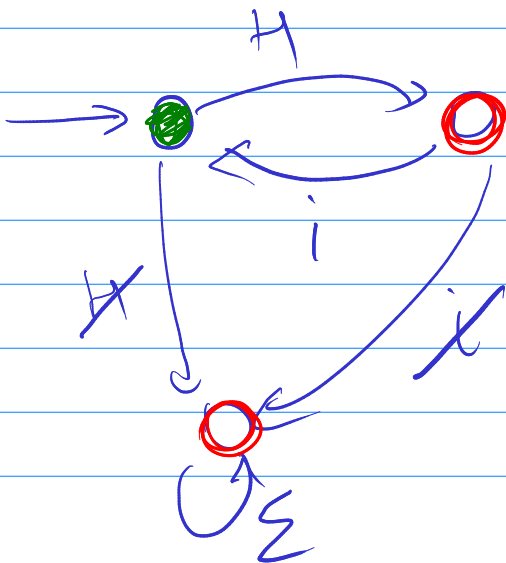
$r_1 + r_2$



P1: Look at the first letters of  $w$   
& decide whether to play  $r_1$  or to play  $r_2$ .

Easy :  $(Hi)^* + (Bye)^*$

ex

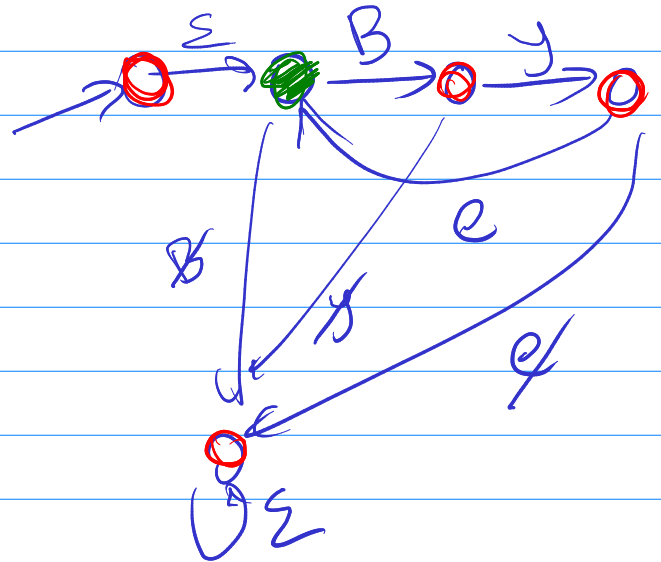
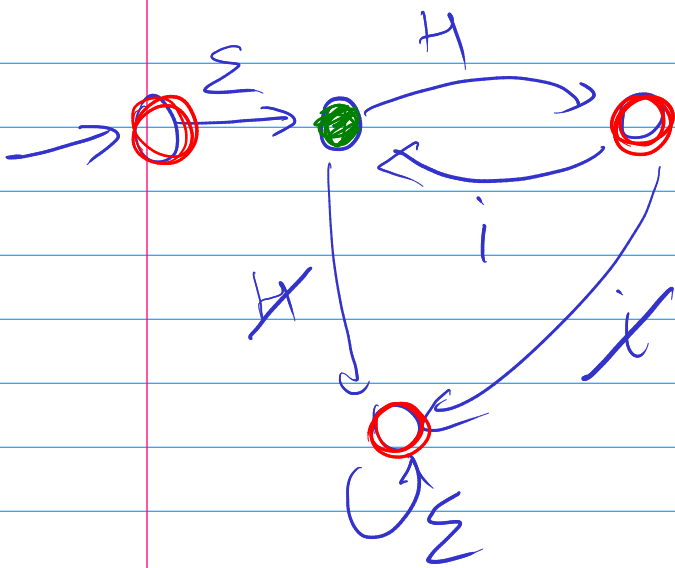


Harder  
ex

$\sum \cdot (Hi)^* + \sum \cdot (Bye)^*$

Don't care about the first character

The suffix following that had better have some form.



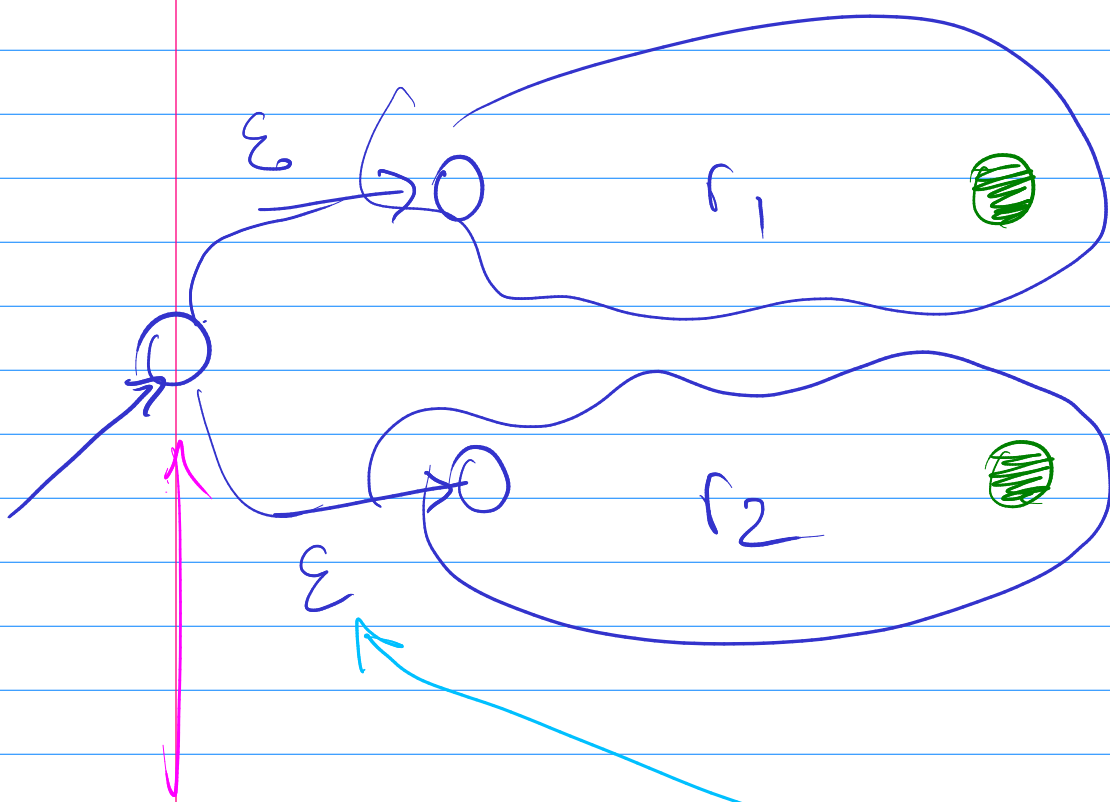
Hardest  
Ex

$$\overbrace{\sum^X H_i}^{r_1} + \overbrace{\sum^X \text{Bye}}^{r_2}$$

The decision of whether to play  $r_1$  or  $r_2$  cannot be made till the end.

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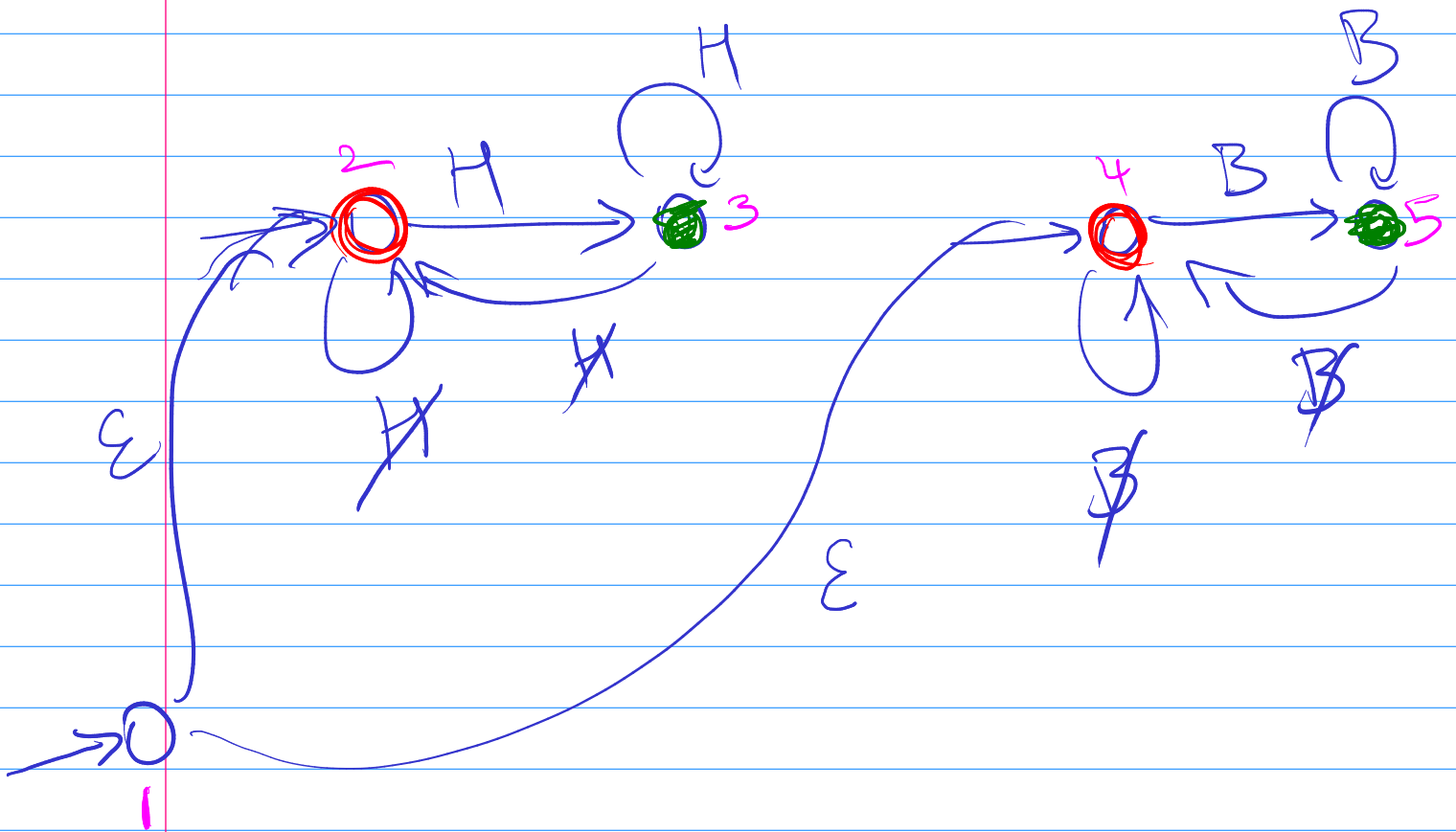
Question : Can we somehow play both games at once?



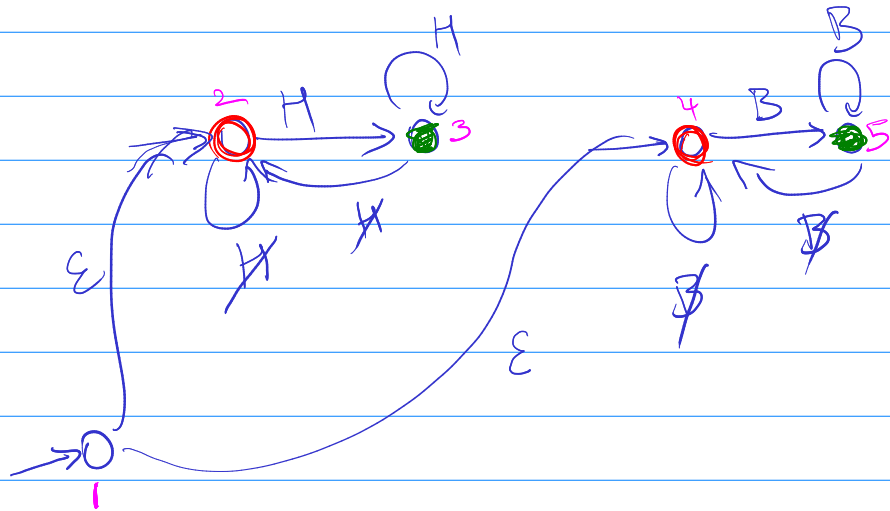
① Place token here at start

② Whenever token is on the state to the left, you get another token for free on the right.

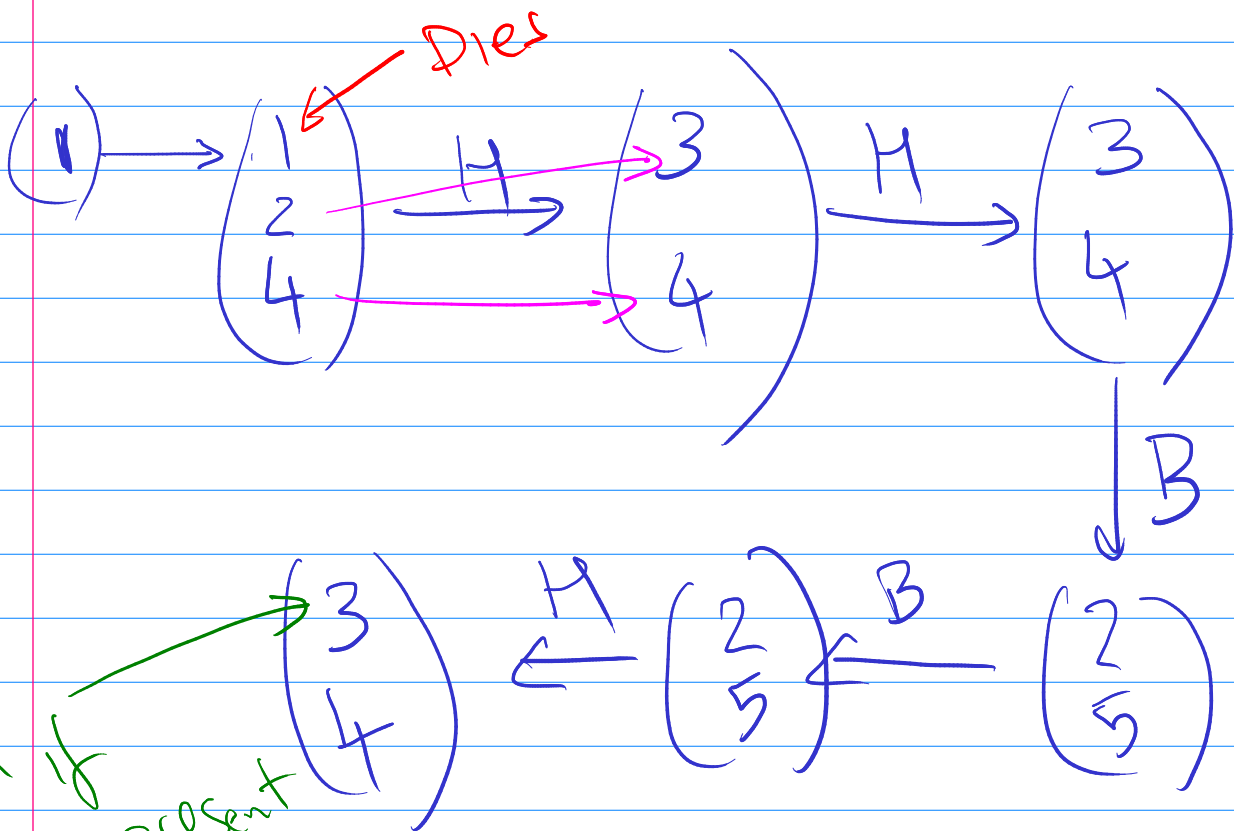
$$\underline{F_N} : \Sigma^* H + \Sigma^* B$$



HHBBH



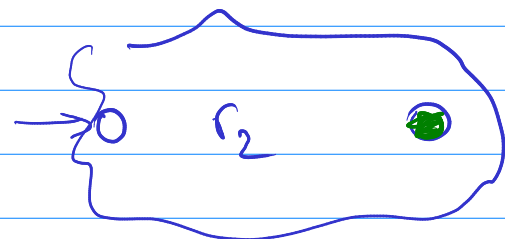
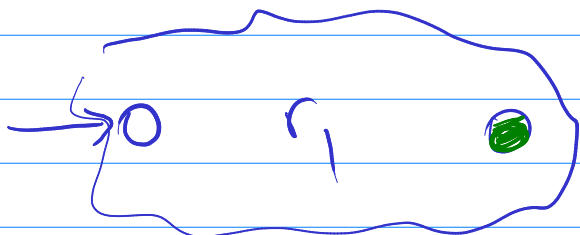
HHBBH



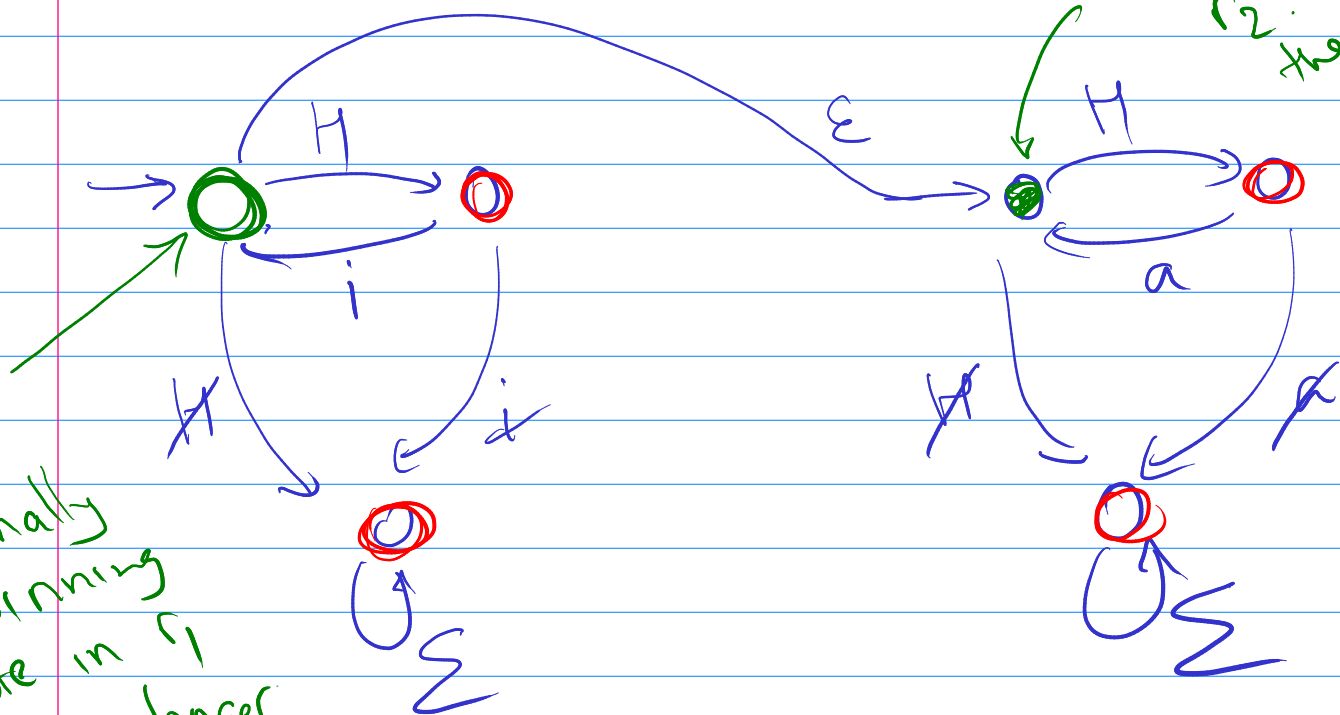
Win if token present in 3. So win!



$$r_1 \cdot r_2$$



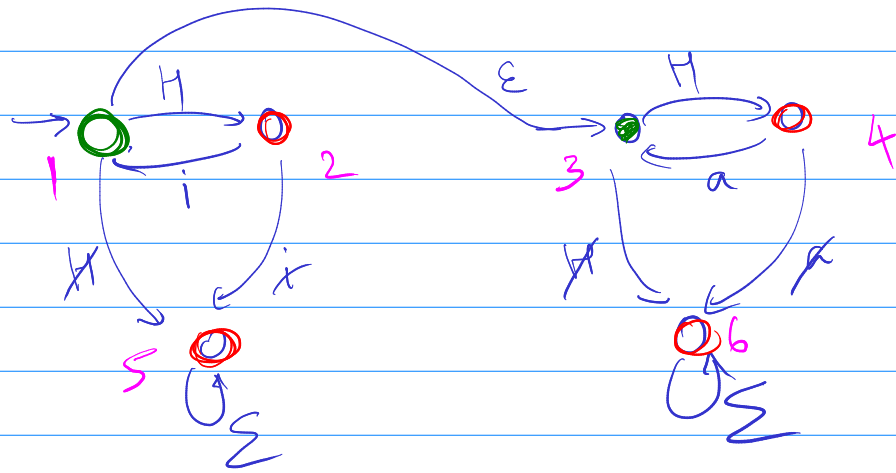
Ex:  $(Hi)^* \cdot (Ha)^*$



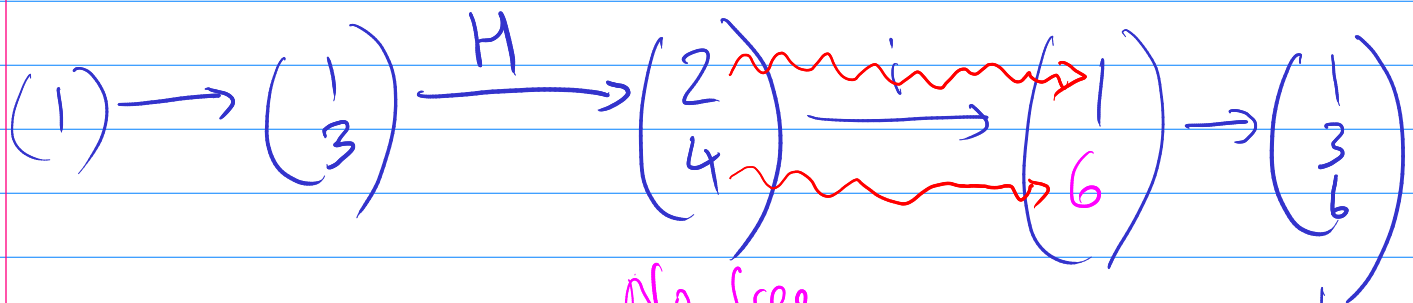
Was the winning state in  $r_2$  still the winning state?

Was originally a winning state in  $r_1$  But no longer

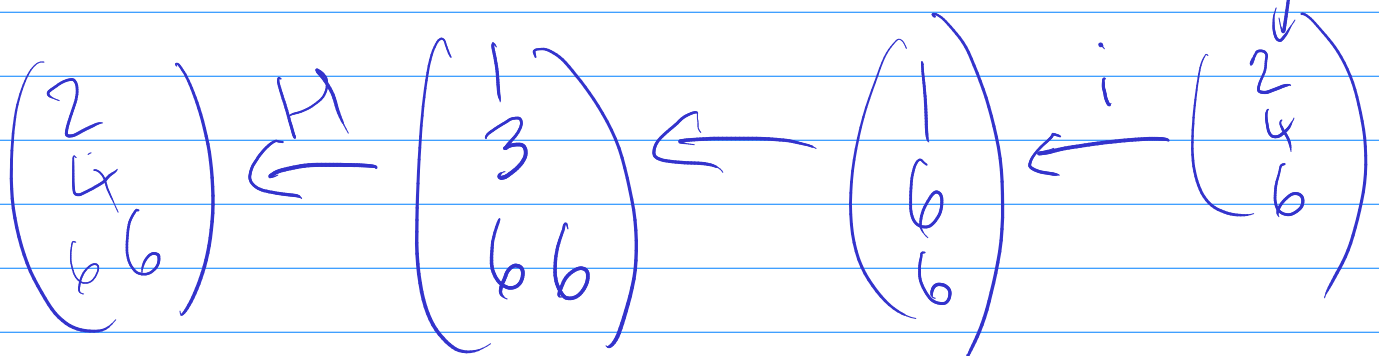
Ex:  $(Hi)^* \cdot (Ha)^*$



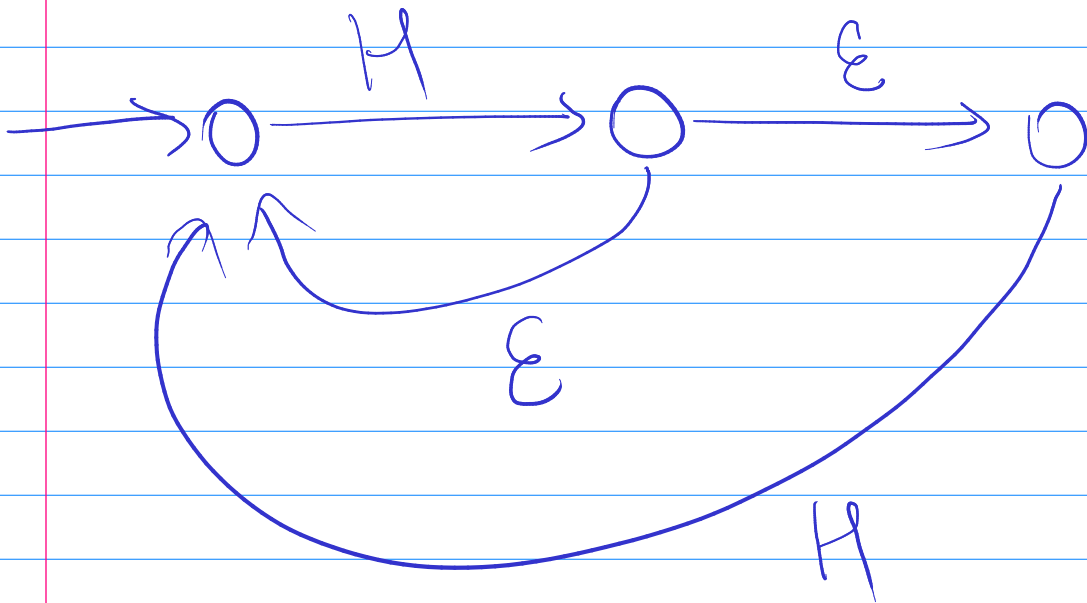
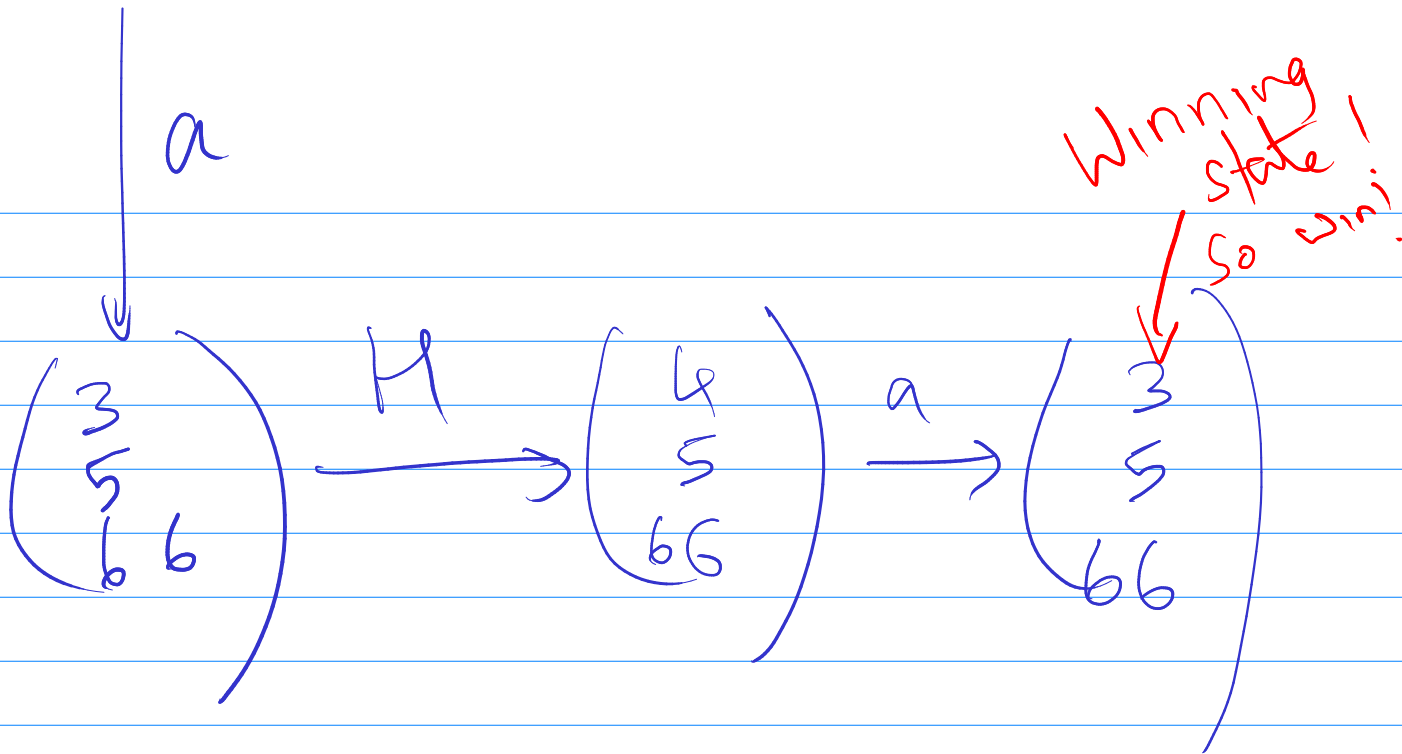
~~Hi HiHa Ha~~



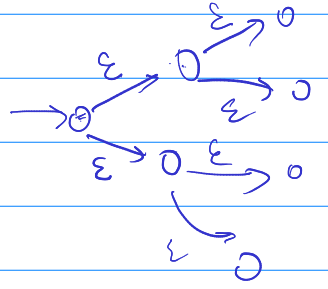
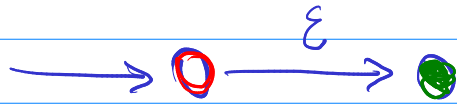
No free tokens



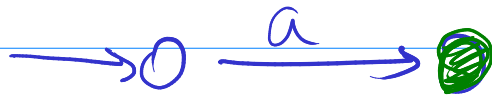
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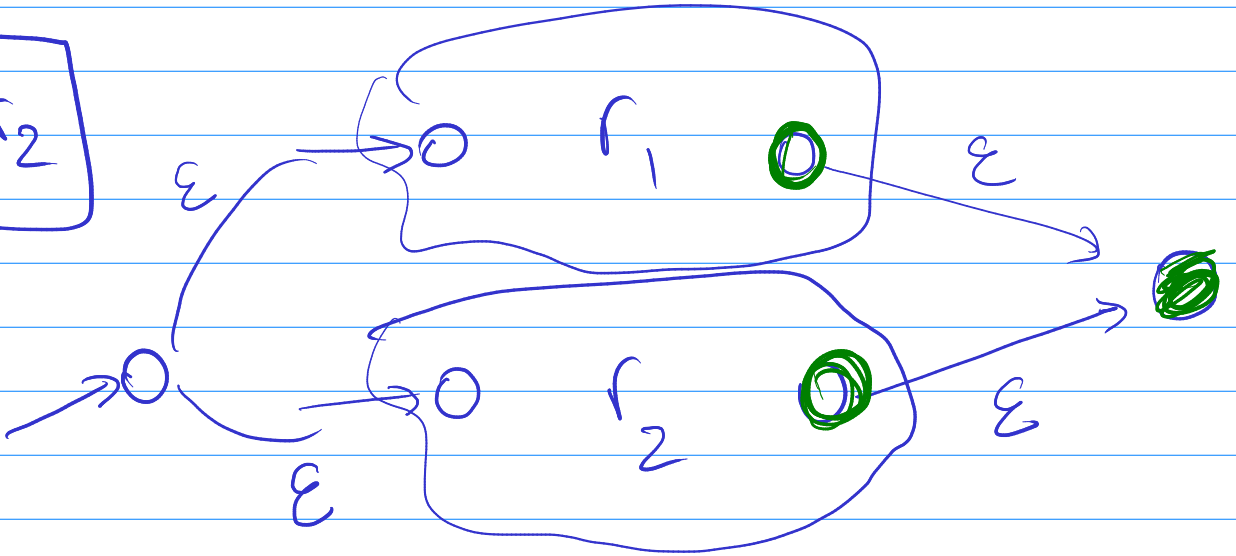
$\epsilon$



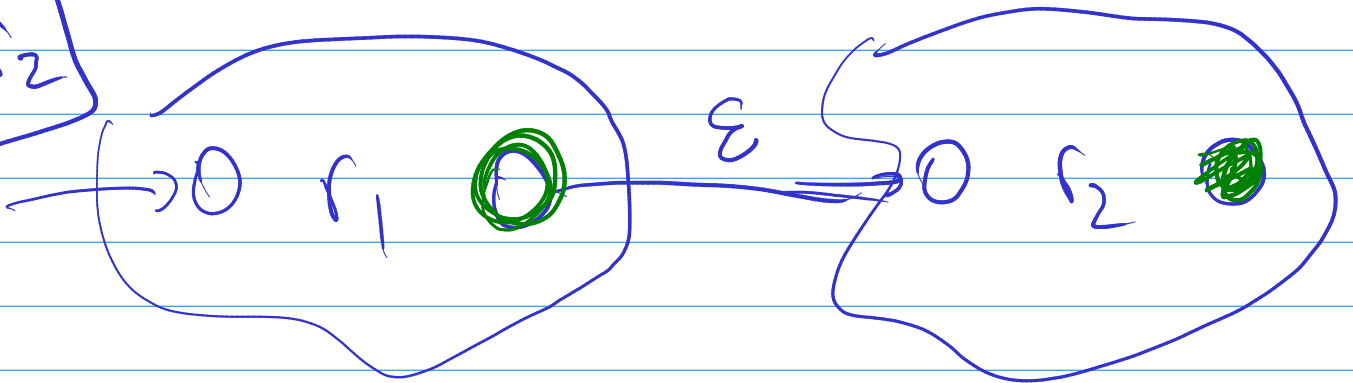
$a$

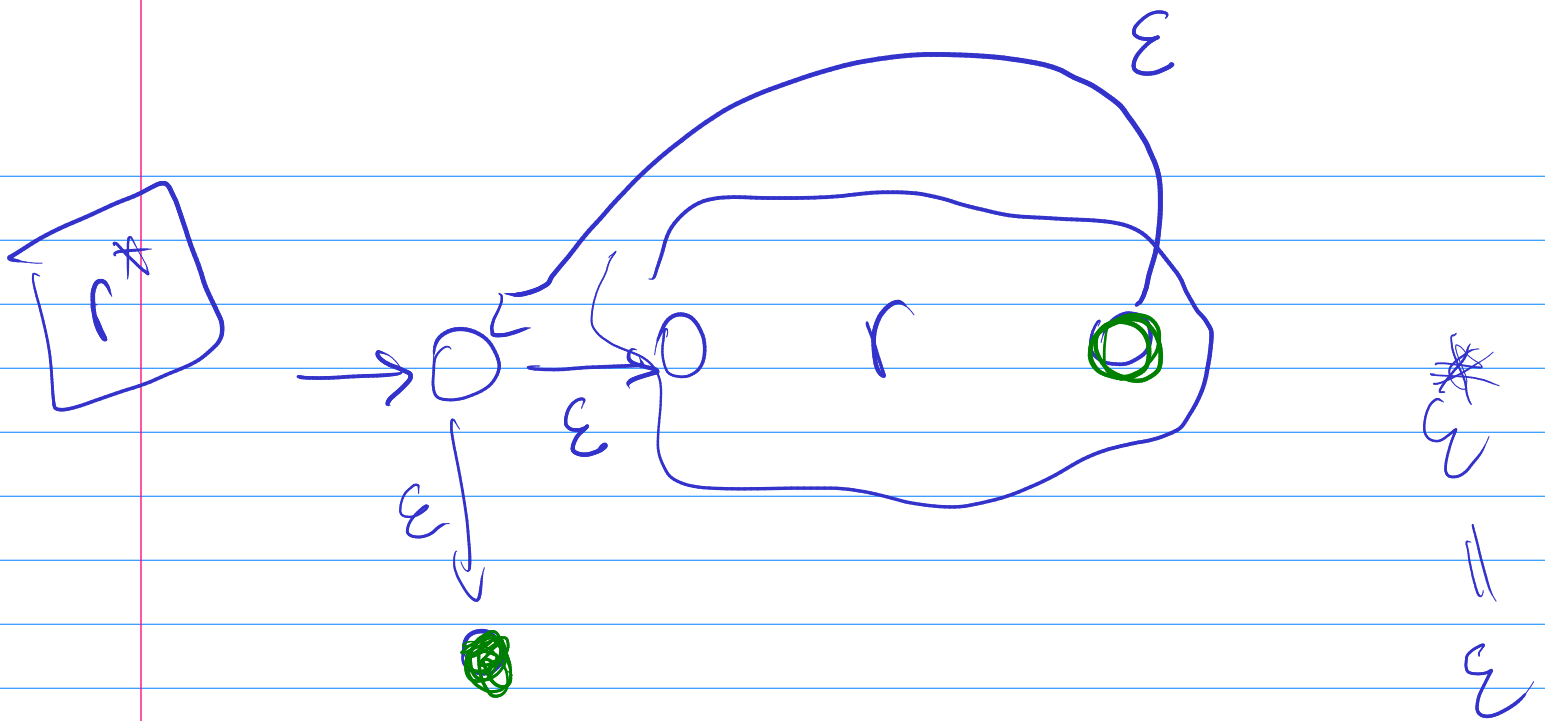


$r_1 + r_2$



$r_1 \circ r_2$





State machine has no more than

$O(|r|)$  states

Board games

Automata

Multiple tokens in play  
Token promotion  
Non-deterministic

Deterministic