SAKE

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**Introduction:**

Behind all models of computation and computer science lies the concept of automata, or Finite State Machines (FSMs). However, many of the problems that arise in Computer Science Theory are considered unsolvable, including:

- Reachability
- State Minimization
- Equivalence

We plan to design a language that can manipulate and simulate FSMs, while also answering complex algorithmic questions such as reachability. Our solution is Saké, the name being derived from the first letters of our team members: Shalva, Arunavha, Kai-Zhan, Emma.

**Language Description:**

Saké is a simple language designed to manipulate, simulate, and perform reachability tests on concurrent finite state machines (FSM). These include the Deterministic Finite Automata (DFA), Nondeterministic Finite Automata (NFA), Moore, and Mealy machines. Given a specific input length or otherwise-specified constraint, the user will be able to test for state reachability in an FSM system, a single FSM or multiple concurrent FSMs. The user will also be able to simulate an FSM system on a given input.

Our language is bipartite: it consists of the description of the FSM that the user desires to work with — called “Bottle” — and of the actions that the user wants performed on the FSM, the main Saké code.

The Bottle code may be located either in a file outside of the Sake code or in the same file as the rest of the code, much like header files in C. Within the Bottle code, the user would also be able to elaborate on any actions the FSM should perform in a specific state. The user will be able to choose four modes with which to describe their FSM. The general syntax for all four modes would be the same. However, there would be small differences in the descriptions. For example, if the user specifies that they want to write a Moore Machine, they would have to indicate what outputs each state has. If the user chooses to define a DFA, then they would also have to determine an end state within that system.

The second aspect of our language focuses on the actions performed on the FSM. This part of our language will be less descriptive, and more algorithmic. The main function of Saké code is called fill(). If the names are intuitively tough to understand, remember: *with Saké, we fill() the Bottle!*
**General Syntax:**

**Types:**
- empty (0 byte)
- byte (1 byte)
- int (4 byte)
- long (8 byte)
- float (8 byte)
- array (n * sizeof(type) byte)

**Macros:**
- string: `#define string(name, value) (char[len(value)] name = value)`
- char: `#define char byte`
- bool: `#define bool byte`

**Operators:**

<table>
<thead>
<tr>
<th>Operator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>=</td>
<td>Assignment operator</td>
</tr>
<tr>
<td>+, -, *, /</td>
<td>Arithmetic operators</td>
</tr>
<tr>
<td>(), {}</td>
<td>Grouping: parentheses for expressions, curly braces for statements</td>
</tr>
<tr>
<td>+=, -=, *=, /=</td>
<td>Arithmetic assignment operators</td>
</tr>
<tr>
<td>.</td>
<td>The dot operator</td>
</tr>
<tr>
<td>[]</td>
<td>Square brackets</td>
</tr>
<tr>
<td>&amp;&amp;,</td>
<td></td>
</tr>
<tr>
<td>&lt;, &lt;=, ==, &gt;, =&gt;</td>
<td>Relational and equality comparisons</td>
</tr>
</tbody>
</table>
### Keywords:

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>moore, mealy, dfa, nfa</td>
<td>The type of FSM</td>
</tr>
<tr>
<td>state</td>
<td>To define a state of the FSM</td>
</tr>
<tr>
<td>start</td>
<td>Assigning a start state</td>
</tr>
<tr>
<td>depends</td>
<td>Adding dependencies for concurrent state machines</td>
</tr>
<tr>
<td>input</td>
<td>Defining sequence of inputs for FSM</td>
</tr>
<tr>
<td>link</td>
<td>Defining state transitions</td>
</tr>
<tr>
<td>end</td>
<td>Assigning an end state</td>
</tr>
<tr>
<td>actions</td>
<td>Tasks performed in a specific state of the FSM</td>
</tr>
<tr>
<td>if, elif, else</td>
<td>If-else ladder statements</td>
</tr>
<tr>
<td>while</td>
<td>While loop</td>
</tr>
<tr>
<td>for</td>
<td>For loop</td>
</tr>
<tr>
<td>continue</td>
<td>Restart execution of loop at beginning of scope</td>
</tr>
<tr>
<td>break</td>
<td>Exit out of loop</td>
</tr>
<tr>
<td>return</td>
<td>Return statement</td>
</tr>
<tr>
<td>import</td>
<td>Import an FSM</td>
</tr>
<tr>
<td>as</td>
<td>Renaming as an alias</td>
</tr>
<tr>
<td>ep</td>
<td>Epsilon transition for NFA</td>
</tr>
</tbody>
</table>

### Comments:

❖ - This is a line comment
❖ /*- This is a block comment -*/
FSM Functions:

<table>
<thead>
<tr>
<th>Functions</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>sim(input)</td>
<td>Simulates the given FSM on an input received from standard in. Returns the output of the FSM</td>
</tr>
<tr>
<td>is_reachable(&lt;test state&gt;, &lt;constraint&gt;)</td>
<td>Tests for reachability of a given state within a certain number of steps in an FSM. Returns a boolean. Will return an error if the test state is not defined in the FSM.</td>
</tr>
</tbody>
</table>

Control Flow:

If Statements:
```
if condition {
    /* code block */
}

if condition {
    /* code block */
} elif {
    /* code block */
} else {
    /* code block */
}
```

While Loop:
```
while condition {
    /* code block */
}
```

For Loops:
```
for s in states {
    /* code block */
}

for s in [start,end,interval] {
    /* code block */
}
FSM Declaration:

FSM Declaration:

```
<fsm_type_keyword> <fsm_name> { 
   /*
   - Specification of input, outputs, states, and
   - other fsm properties
   */
}
```

Concurrent FSM Declaration:

```
<fsm_type_keyword> <fsm_name> depends <fsm_name> { 
   /* fsm specification */
}
```

Concurrent FSM Declaration with Aliasing:

```
<fsm_type_keyword> <fsm_name> depends <fsm_name> as <alias> { 
   /* fsm specification */
}
```

Multiple Concurrent FSM Declaration:

```
<fsm_type_keyword> <fsm_name> depends <fsm_name>, <fsm_name> { 
   /* fsm specification */
}
```

Multiple Concurrent FSM Declaration with Aliasing:

```
<fsm_type_keyword> <fsm_name> depends 
   <fsm_name> as <alias>, <fsm_name> as <alias> { 
   /* fsm specification */
}
```

Input/Output Declaration:

```
input [<input_type> <input_name> , <input_type> <input_name> ,...]
output [<output_type> <output_name> ,...]
```
**State Declaration:**

Explicit state declaration:

```plaintext
state <state_name>, <state_name>, ...
```

Shorthand declaration (start and stop inclusive):

```plaintext
state <prefix>[<start_number> - <stop_number>]
```

**State Definition:**

Moore:

```plaintext
<state_name> (<state_output>, ...) {
    ~/ ~ Specification of transitions, and other state properties ~/ 
}
```

Mealy, DFA, NFA:

```plaintext
<state_name> {
    ~/ state specification ~/ 
}
```

**Start State Definition:**

```plaintext
start <name_of_start_state>
```

**Transition Declaration:**

Mealy:

```plaintext
link <transition_dest>({<input>,...})
```

Moore, DFA, NFA:

```plaintext
link <transition_dest>({<input>,...})/{(<output>,...)
```

Concurrent:

```plaintext
link <transition_dest>
    ({<input>,...,[<concurrent_fsm_alias>..<state_name>,...]} / {<output>,...})
```
Actions Within A State:

```java
state s {
    actions {
        /* actions performed by the fsm within the current state */
    }
}
```

Main Function Declaration:

```java
int fill() {
    /* code block */
    return <return_value>
}
```

Helper Function Declaration:

```java
<return_type> <function_name>(<parameters>) {
    /* code block */
    return <return_value>
}
```
Sample Code:

Bottle Code For A Moore Machine:

```c
moore example_fsm {
    input [char char_input, int int_input]
    output [int a, int b]

    state s[0-1]
    start s0

    s0 (1,0) {
        link s0('a', 1), s1('b', 2)

        actions {
            /* specification for maintaining state but actions */
            e.g
            if char_input == 'w' {
                /* Perform some task */
            }
        }
    }

    s1 (0,1) {
        link s0('b', 2), s1('b', 1)
    }
}
```
Bottle Code For A Mealy Machine:

```c
mealy example_fsm {
  input [char char_input_name, int int_input_name]
  output [int a, int b]

  state s[0-2]
  start s0

  s0 {
    link s0('a', 7)/(1, 0), s1('a', 7)/(1, 1), s2('a', 7)/(0, 0)
  }

  s1 {
    link s0('a', 9)/(0, 0), s2('b', 7)/(1, 0)
  }

  s2 {
    link s0('a', 5)/(1, 0), s1('a', 7)/(0, 1), s2('c', 7)/(1, 0)
  }
}
```
Bottle Code For Concurrent FSMS:

```
moore example_fsm depends conc_other as c {
    input [char char_input_name, int int_input_name]
    output [int a, int b]

    state s[0-1]
    start s0

    s0 (1,0) {
        link s1('a', c.x1)/(1)
        link s3('a', c.x2)/(0)
    }

    s1 {
        link s1('b', 2)
    }
}
```

Saké Code:

```
import example_fsm as f1    ~ located in Bottle file “example_fsm.bl”

empty fill() {
    print “Simulating f1 on c9w2: ” + f1.sim(“c9w2”)
    print “Enter text to simulate f1 on: “ + f1.sim(stdin)
    print “Reachability of state s2 in 4 steps: ”+
        f1.is_reachable(s2, 4)
}
```