



CSCI 340: Computational Models

Context-Free Grammars

Syntax as a Method for Defining Languages

Originally needed a way to write complicated expressions on one line

$$\frac{\frac{1}{2} + 9}{4 + \frac{8}{21} + \frac{5}{3 + \frac{1}{2}}}$$

vs.

$$(((1/2)+9)/(4+(8/21)+(5/(3+(1/2))))))$$

Syntax to Machine Executable Code

- Conversion from high-level language to machine-executable code is done by a **compiler**
- Must determine the **order** of instructions executed
- Must determine the underlying **meaning**

Example: *Arithmetic Expressions*

① Any number is in the set AE

② If x and y are in the set AE , then so are:

(x) $-(x)$ $(x + y)$ $(x - y)$ $(x * y)$ (x/y) $(x ** y)$

Sample Input:

$((3 + 4) * (6 + 7))$

$$((3 + 4) * (6 + 7))$$

Rule Expansion:

3 is in *AE*

4 is in *AE*

(3 + 4) is in *AE*

6 is in *AE*

7 is in *AE*

(6 + 7) is in *AE*

$((3 + 4) * (6 + 7))$ is in *AE*

Algorithmic Conversion:

LOAD 3 into R1

LOAD 4 into R2

ADD contents of R1 and R2 into R3

LOAD 6 into R4

LOAD 7 into R5

ADD contents of R4 and R5 into R6

MUL contents of R3 and R6 into R7

In order to do *any* of this, we need to **parse** the expression. In the case of *AE*, this is a *generative grammar*

Syntax-Defining Languages – English?

- 1 A sentence can be a subject followed by a predicate
- 2 A subject can be a noun-phrase
- 3 A noun-phrase can be an adjective followed by a noun-phrase
- 4 A noun-phrase can be an article followed by a noun-phrase
- 5 A noun-phrase can be a noun
- 6 A predicate can be a verb followed by a noun-phrase
- 7 A noun can be
apple bear cat dog
- 8 A verb can be
eats follows gets hugs
- 9 An adjective can be
itchy jumpy
- 10 An article can be
a an the

The itchy bear hugs the jumpy dog

<u>sentence</u>	
<u>subject</u> <u>predicate</u>	Rule 1
<u>noun-phrase</u> <u>predicate</u>	Rule 2
<u>noun-phrase</u> <u>verb</u> <u>noun-phrase</u>	Rule 6
<u>article</u> <u>noun-phrase</u> <u>verb</u> <u>noun-phrase</u>	Rule 4
<u>article</u> <u>adjective</u> <u>noun</u> <u>verb</u> <u>noun-phrase</u>	Rule 3
<u>article</u> <u>adjective</u> <u>noun</u> <u>verb</u> <u>article</u> <u>noun-phrase</u>	Rule 5
<u>article</u> <u>adjective</u> <u>noun</u> <u>verb</u> <u>article</u> <u>adjective</u> <u>noun-phrase</u>	Rule 4
<u>article</u> <u>adjective</u> <u>noun</u> <u>verb</u> <u>article</u> <u>adjective</u> <u>noun</u>	Rule 3
the <u>adjective</u> <u>noun</u> <u>verb</u> <u>article</u> <u>adjective</u> <u>noun</u>	Rule 10
the itchy <u>noun</u> <u>verb</u> <u>article</u> <u>adjective</u> <u>noun</u>	Rule 9
the itchy bear <u>verb</u> <u>article</u> <u>adjective</u> <u>noun</u>	Rule 7
the itchy bear hugs <u>article</u> <u>adjective</u> <u>noun</u>	Rule 8
the itchy bear hugs the <u>adjective</u> <u>noun</u>	Rule 10
the itchy bear hugs the jumpy <u>noun</u>	Rule 9
the itchy bear hugs the jumpy dog	Rule 7

Grammar Nonsense

Given the rules listed, we can construct the following:

itchy itchy itchy itchy bear

This is gross but possible. We could rewrite some of our grammar!

noun-phrase → adjective* noun

We can also have our own number of dumb sentences, but it's still *valid*. Because we don't consider semantics, diction, or any sense – really – we call this a “formal language”

Arithmetic Expression

Start → (AE)

AE → (AE + AE)

AE → (AE - AE)

AE → (AE * AE)

AE → (AE / AE)

AE → (AE ** AE)

AE → (AE)

AE → - (AE)

AE → - (ANY-NUMBER)

ANY-NUMBER → FIRST-DIGIT

FIRST-DIGIT → FIRST-DIGIT OTHER-DIGIT

FIRST-DIGIT → 1 2 3 4 5 6 7 8 9

OTHER-DIGIT → 0 1 2 3 4 5 6 7 8 9

Generative Grammars

All substitutions made are always of one of the following two forms:

$$\begin{array}{c} \underline{\text{Non-Terminal}} \rightarrow \underline{\text{Non-Terminal-1}} \dots \underline{\text{Non-Terminal-N}} \\ \text{or} \\ \underline{\text{Non-Terminal}} \rightarrow \text{Terminal-1} \dots \text{Terminal-N} \end{array}$$

- The sequence of repetitive applications of rules is called a **derivation** or **generation** of a word.
- The grammatical rules are known as **productions**.
- *There is no guarantee the derivation will be unique*

These are known as Context-Free Grammars (or CFGs)

Context-Free Grammars

Definition

A **context-free grammar, CFG**, is a collection of three things:

- ① An alphabet Σ of letters called terminals from which we are going to make strings that will be the words of a language
- ② A set of symbols called non-terminals, one of which is the symbol S , standing for “start here”
- ③ A finite set of productions of the form:
NT \rightarrow finite string of *terminals* and/or NT 's

where the strings of terminals and non-terminals can consist:

- **of any mixture** of terminals or non-terminals, or
- *the empty string.*

One production **must** have the non-terminal S as its left side.

Non-terminals are often CAPITALIZED; terminals are usually lowercase

Context-Free Languages

Definition

The **language generated** by a CFG is the set of all strings of terminals that can be produced from the start symbol S using the productions as substitutions. A language generated by a CFG is called a **context-free language**, abbreviated **CFL**.

Other terms used:

- language defined by the CFG
- language derived from the CFG
- language produced by the CFG

Example

Let the only terminal be a and the productions be:

① $S \rightarrow aS$

② $S \rightarrow \lambda$

Apply Prod-1 six times and then apply Prod-2:

$$\Rightarrow aS$$

$$\Rightarrow aaS$$

$$\Rightarrow aaaS$$

$$\Rightarrow aaaaS$$

$$\Rightarrow aaaaaS$$

$$\Rightarrow aaaaaaS$$

$$\Rightarrow aaaaaa\lambda$$

$$= aaaaaa$$

What language does this define?

More examples

Example ($\lambda \neq \Lambda$)

- 1 $S \rightarrow SS$
- 2 $S \rightarrow a$
- 3 $S \rightarrow \Lambda$

Here, Λ represents it can be removed from the final string, but it is neither terminal nor non-terminal

Example

- 1 $S \rightarrow aS$
- 2 $S \rightarrow bS$
- 3 $S \rightarrow a$
- 4 $S \rightarrow b$

Two more Examples

Example

① $S \rightarrow X$

② $S \rightarrow Y$

③ $X \rightarrow \Lambda$

④ $Y \rightarrow aY$

⑤ $Y \rightarrow bY$

⑥ $Y \rightarrow a$

⑦ $Y \rightarrow b$

Example

① $S \rightarrow aS$

② $S \rightarrow bS$

③ $S \rightarrow \Lambda$

Perhaps a useful grammar?

Example

① $S \rightarrow XaaX$

② $X \rightarrow aX$

③ $X \rightarrow bX$

④ $X \rightarrow \Lambda$

Perhaps a useful grammar?

Example

① $S \rightarrow XaaX$

② $X \rightarrow aX$

③ $X \rightarrow bX$

④ $X \rightarrow \Lambda$

$(a + b)^*aa(a + b)^*$

Defining a “complicated” regular language

Example

- 1 $S \rightarrow SS$
- 2 $S \rightarrow BS$
- 3 $S \rightarrow SB$
- 4 $S \rightarrow \Lambda$
- 5 $S \rightarrow USU$
- 6 $B \rightarrow aa$
- 7 $B \rightarrow bb$
- 8 $U \rightarrow ab$
- 9 $U \rightarrow ba$

Defining non-regular languages

Example

- ① $S \rightarrow aSb$
- ② $S \rightarrow \Lambda$

Example

- ① $S \rightarrow aSa$
- ② $S \rightarrow bSb$
- ③ $S \rightarrow \Lambda$

Example

- ① $S \rightarrow aSa$
- ② $S \rightarrow b$

EQUAL

Example

① $S \rightarrow aB$

② $S \rightarrow bA$

③ $A \rightarrow a$

④ $A \rightarrow aS$

⑤ $A \rightarrow bAA$

⑥ $B \rightarrow b$

⑦ $B \rightarrow bS$

⑧ $B \rightarrow aBB$

Why does this work?

Compression of Syntax

It is common for the same non-terminal to be the left side of more than one production. We introduce the symbol “|”, a vertical line, to mean disjunction (or).

$$\begin{aligned} S &\rightarrow aS \\ S &\rightarrow \Lambda \end{aligned}$$

$$S \rightarrow aS \mid \Lambda$$

$$\begin{aligned} S &\rightarrow X \\ S &\rightarrow Y \\ X &\rightarrow \Lambda \\ Y &\rightarrow aY \\ Y &\rightarrow bY \\ Y &\rightarrow a \\ Y &\rightarrow b \end{aligned}$$

$$\begin{aligned} S &\rightarrow X \mid Y \\ X &\rightarrow \Lambda \\ Y &\rightarrow aY \mid bY \mid a \mid b \end{aligned}$$

Ambiguity

Definition

A CFG is called **ambiguous** if for at least one word in the language that it generates there are two possible derivations of the word that correspond to different *syntax trees*. If a CFG is not ambiguous, it is called **unambiguous**.

Example

$$S \rightarrow aSa \mid bSb \mid a \mid b \mid \Lambda$$

Example

$$S \rightarrow aS \mid Sa \mid a$$