# Subject: Theory Of Computation Topic: CFG

# LISNA THOMAS ACADEMIC YEAR:2020-21



#### CIS 361

#### Introduction

•Finite Automata **accept** all regular languages and only regular languages

•Many simple languages are non regular:

- 
$$\{a^nb^n : n = 0, 1, 2, ...\}$$

- {w : w a is palindrome}

and there is no finite automata that accepts them.

• context-free languages are a larger class of languages that encompasses all regular languages and many others, including the two above.

#### **Context-Free Grammars**

• Languages that are **generated** by context-free grammars are context-free languages

• Context-free grammars are more expressive than finite automata: if a language L is **accepted** by a finite automata then L can be **generated** by a context-free grammar

• Beware: The converse is NOT true

#### **Context-Free Grammar**

**Definition**. A context-free grammar is a 4-tuple ( $\Sigma$ , NT, R, S), where:

- $\Sigma$  is an alphabet (each character in  $\Sigma$  is called **terminal**)
- NT is a set (each element in NT is called **nonterminal**)
- R, the set of rules, is a subset of  $NT \times (\Sigma \cup NT)^*$

If  $(\alpha,\beta) \in \mathbb{R}$ , we write production  $\alpha \rightarrow \beta$ 

#### $\beta$ is called a **sentential form**

• S, the start symbol, is one of the symbols in NT

# **CFGs: Alternate Definition**

many textbooks use different symbols and terms to describe CFG's

 $G = (V, \Sigma, P, S)$ 

- a finite set V = variables $\Sigma$  = alphabet or terminals a finite set
- P = productions
- S = start variable

a finite set

S∈V

Productions' form, where  $A \in V$ ,  $\alpha \in (V \cup \Sigma)^*$ : •  $A \rightarrow \alpha$ 



**Definition.** v is **one-step derivable** from u, written  $u \Rightarrow v$ , if:

•  $u = x\alpha z$ 

• 
$$v = x\beta z$$

•  $\alpha \rightarrow \beta$  in R

**Definition.** v is **derivable** from u, written  $u \Rightarrow^* v$ , if: There is a chain of one-derivations of the form:

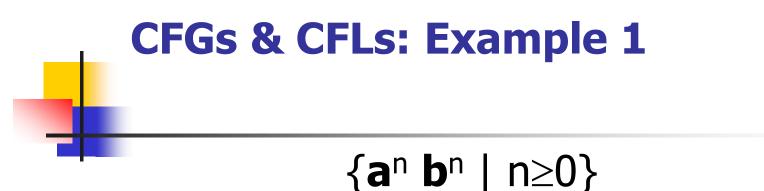
$$\mathbf{u} \Longrightarrow \mathbf{u}_1 \Longrightarrow \mathbf{u}_2 \Longrightarrow \ldots \Longrightarrow \mathbf{v}$$

# Context-Free Languages

**Definition**. Given a context-free grammar  $G = (\Sigma, NT, R, S)$ , the **language generated** or derived from G is the set:

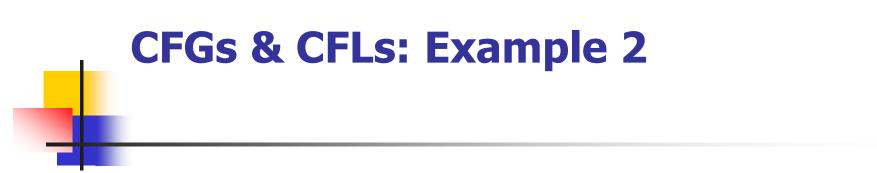
$$L(G) = \{ w : S \Longrightarrow^* w \}$$

**Definition**. A language L is context-free if there is a context-free grammar  $G = (\sum, NT, R, S)$ , such that L is generated from G



# One of our canonical non-RLs. S $\rightarrow \epsilon \mid \mathbf{a} \ S \mathbf{b}$

Formally: G = ({S}, {**a**,**b**}, {S  $\rightarrow \varepsilon$ , S  $\rightarrow$  **a** S **b**}, S)



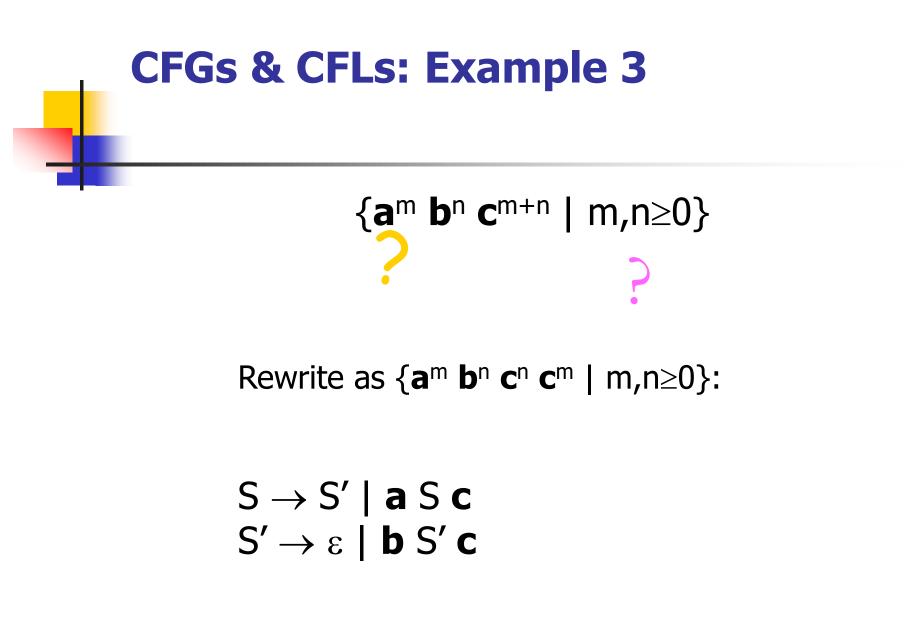
#### all strings of balanced parentheses

A core idea of most programming languages. Another non-RL. ?

#### $P \rightarrow \epsilon \mid$ ( P ) $\mid$ P P



- Both examples used a common CFG technique, "wrapping" around a recursive variable.
  - $S \rightarrow a S b$   $P \rightarrow (P)$





# $\{\mathbf{a}^n \ \mathbf{b}^n \ \mathbf{c}^n \ | \ n \ge 0\}$

Can't be done; CFL pumping lemma later.

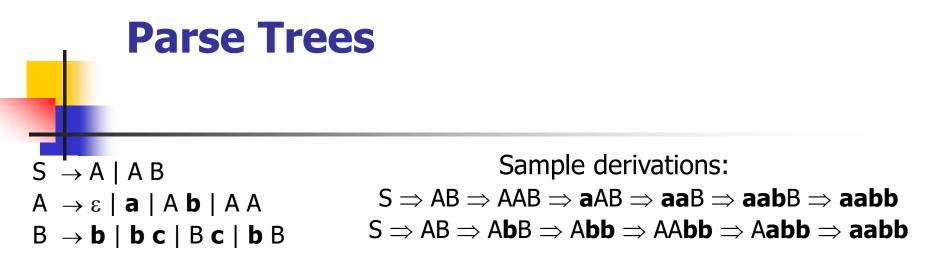
Intuition: Can count to n, then can count down from n, but forgetting n.

- I.e., a stack as a counter.
- Will see this when using a machine corresponding to CFGs.

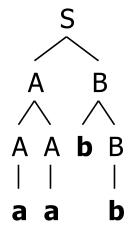


A parse tree of a derivation is a tree in which:

- Each internal node is labeled with a nonterminal
- •If a rule  $A \rightarrow A_1 A_2 \dots A_n$  occurs in the derivation then A is a parent node of nodes labeled  $A_1, A_2, \dots, A_n$



These two derivations use same productions, but in different orders. This ordering difference is often uninteresting. *Derivation trees* give way to abstract away ordering differences.



Root label = start node.

Each interior label = variable.

Each parent/child relation = derivation step.

Each leaf label = terminal or  $\varepsilon$ .

All leaf labels together = derived string = *yield*.

# Leftmost, Rightmost Derivations

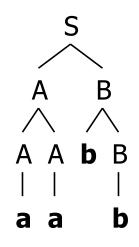
**Definition**. A **left-most derivation** of a sentential form is one in which rules transforming the left-most nonterminal are always applied

**Definition**. A **right-most derivation** of a sentential form is one in which rules transforming the right-most nonterminal are always applied

### **Leftmost & Rightmost Derivations**

 $S \rightarrow A \mid A B$  $A \rightarrow \varepsilon \mid \mathbf{a} \mid A \mathbf{b} \mid A A$  $B \rightarrow \mathbf{b} \mid \mathbf{b} \mathbf{c} \mid B \mathbf{c} \mid \mathbf{b} B$ 

 $\begin{array}{l} \text{Sample derivations:} \\ \text{S} \Rightarrow \text{AB} \Rightarrow \text{AAB} \Rightarrow \textbf{aAB} \Rightarrow \textbf{aaB} \Rightarrow \textbf{aabB} \Rightarrow \textbf{aabb} \\ \text{S} \Rightarrow \text{AB} \Rightarrow \text{AbB} \Rightarrow \text{Abb} \Rightarrow \text{AAbb} \Rightarrow \text{Aabb} \Rightarrow \textbf{aabb} \end{array}$ 

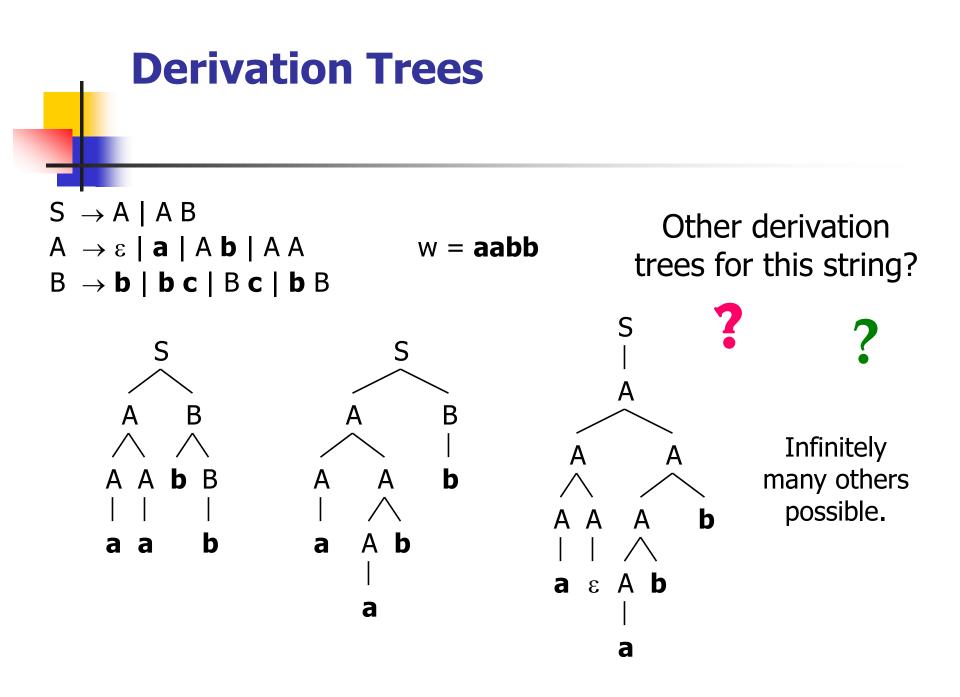


These two derivations are special.

- 1<sup>st</sup> derivation is *leftmost*. Always picks leftmost variable.
- 2<sup>nd</sup> derivation is *rightmost*. Always picks rightmost variable.

# Left / Rightmost Derivations

- In proofs...
  - Restrict attention to left- or rightmost derivations.
- In parsing algorithms...
  - Restrict attention to left- or rightmost derivations.
  - E.g., recursive descent uses leftmost; yacc uses rightmost.



## **Ambiguous Grammar**

**Definition**. A grammar G is ambiguous if there is a word  $w \in L(G)$  having are least two different parse trees

 $S \rightarrow A$   $S \rightarrow B$   $S \rightarrow AB$   $A \rightarrow aA$   $B \rightarrow bB$   $A \rightarrow e$  $B \rightarrow e$ 

Notice that a has at least two left-most derivations



CFG *ambiguous* ⇔ any of following equivalent statements:

- ∃ string w with multiple derivation trees.
- $\blacksquare$   $\exists$  string w with multiple leftmost derivations.
- $\exists$  string w with multiple rightmost derivations.

#### Defining ambiguity of grammar, not language.

# **Ambiguity & Disambiguation**

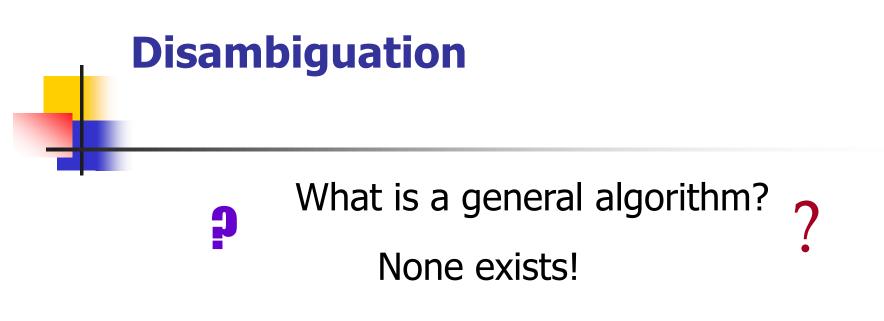
Given an ambiguous grammar, would like an equivalent unambiguous grammar.

- Allows you to know more about structure of a given derivation.
- Simplifies inductive proofs on derivations.
- Can lead to more efficient parsing algorithms.
- In programming languages, want to impose a canonical structure on derivations. E.g., for 1+2×3.

Strategy: Force an ordering on all derivations.

## **Disambiguation: Example 1**

?	$\begin{array}{l} \text{Exp} \rightarrow \mathbf{n} \\   & \text{Exp} + \text{Exp} \\   & \text{Exp} \times \text{Exp} \end{array}$	$\begin{array}{llllllllllllllllllllllllllllllllllll$
	What is an equivalent unambiguous grammar?	Uses <ul> <li>operator precedence</li> <li>left-associativity</li> </ul>



There are CFLs that are *inherently ambiguous* Every CFG for this language is ambiguous.

E.g.,  $\{\mathbf{a}^{n}\mathbf{b}^{n}\mathbf{c}^{m}\mathbf{d}^{m} \mid n \ge 1, m \ge 1\} \cup \{\mathbf{a}^{n}\mathbf{b}^{m}\mathbf{c}^{m}\mathbf{d}^{n} \mid n \ge 1, m \ge 1\}.$ 

So, can't necessarily eliminate ambiguity!

# **CFG Simplification**

Can't always eliminate ambiguity.

But, CFG simplification & restriction still useful theoretically & pragmatically.

- Simpler grammars are easier to understand.
- Simpler grammars can lead to faster parsing.
- Restricted forms useful for some parsing algorithms.
- Restricted forms can give you more knowledge about derivations.

#### **CFG Simplification: Example** How can the following be simplified? $S' \rightarrow A B$ 1) Delete: B useless because nothing derivable from B. $S \rightarrow A C D$ $A \rightarrow A a$ $A \rightarrow a$ 2) Delete either $A \rightarrow Aa$ or $A \rightarrow aA$ . $A \rightarrow a A$ 3) Delete one of the idential productions. $A \rightarrow a$ 4) Delete & also replace $S \rightarrow ACD$ with $S \rightarrow AD$ . $C \rightarrow \epsilon$ $D \rightarrow d D$ 5) Replace with $D \rightarrow eAe$ . $D \rightarrow E$ 6) Delete: E useless after change #5. 7) Delete: F useless because not derivable from S. $E \rightarrow e A e$ $F \rightarrow f f$

# **CFG Simplification**

Eliminate ambiguity. Eliminate "useless" variables. Eliminate  $\varepsilon$ -productions:  $A \rightarrow \varepsilon$ . Eliminate unit productions:  $A \rightarrow B$ . Eliminate redundant productions. Trade left- & right-recursion.

#### **Trading Left- & Right-Recursion**

Left recursion: $A \rightarrow A \alpha$ Right recursion: $A \rightarrow \alpha A$ 

Most algorithms have trouble with one,

In recursive descent, avoid left recursion.