# INF2080 Context-Free Langugaes

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- defined (non)deterministic finite automata (NFAs/DFAs) and the languages they accept: regular languages
- defined regular expressions, useful as a shorthand for describing languages
- a language L is regular  $\leftrightarrow$  there exists a regular expression that describes L
- pumping lemma as a useful tool for determining whether a language is nonregular

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- grammars describe the *syntax* of a language; they try to describe the relationship of all the parts to one another, such as placement of nouns/verbs in sentences
- useful for programming languages, specifically compilers and parsers: if the grammar of a programming language is available, parsing is very straightforward.

Recall example from last week:

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We used the pumping lemma to show that this language was not regular.  $\rightarrow$  first example of a context-free language

First example:

$$S 
ightarrow aSb$$
  
 $S 
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- Every grammar contains a *start variable* (above: variable *S*). Common convention: the first listed variable is the start variable (if you choose a different start variable, you must specify!).
- Words are generated by starting with the start variable and recursively replacing variables with the righthand side of a rule.

$$S \rightsquigarrow aSb \rightsquigarrow aaSbb \rightsquigarrow aa\varepsilon bb \rightsquigarrow aabb$$

Parse Trees

Derivations of the form

 $S \rightsquigarrow aSb \rightsquigarrow aaSbb \rightsquigarrow aa\varepsilon bb \rightsquigarrow aabb$ 

can also be encoded as a parse tree:



Second example:

$$S 
ightarrow aSa$$
  
 $S 
ightarrow bSb$   
 $S 
ightarrow cSc$   
 $S 
ightarrow \varepsilon$ 

Second example:

 $S \rightarrow aSa$  $S \rightarrow bSb$  $S \rightarrow cSc$  $S \rightarrow \varepsilon$ 

To simplify notation, you can summarize multiple rules into one line:

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To simplify notation, you can summarize multiple rules into one line:

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The symbol | takes on the meaning of "or."  $\rightarrow$  palindromes of even length over {*a*, *b*, *c*}.

#### Definition (Context-Free Grammar)

A context-free grammar is a 4-tuple  $(V, \Sigma, R, S)$  where

- $\bullet V \text{ is a finite set of } variables}$
- **2**  $\Sigma$  is a finite set disjoint from V of *terminals*
- R is a finite set of *rules*, each consisting of a variable and of a string of variables and terminals
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We call L(G) the language generated by a context-free grammar. A language is called a *context-free language* if it is generated by a context-free grammar.

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Answers to these over the course of this and next lecture (and group sessions)

• Given a RL L, there exists some DFA  $(Q, \Sigma, \delta, q_0, F)$  that accepts L

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#### Theorem

Every regular language is context-free.

Closure under union/concatanation/Kleene star?


Closure under union/concatanation/Kleene star?  $\rightsquigarrow$  Yes, group sessions!

Closure under union/concatanation/Kleene star? ~ Yes, group sessions! Closure under complement/intersection? Closure under union/concatanation/Kleene star?

- $\rightsquigarrow$  Yes, group sessions!
- Closure under complement/intersection?

 $\rightsquigarrow$  No, but we need to know more before we can determine if a language is not context-free.

 $E \rightarrow E + E \mid E \times E \mid (E) \mid a$ 

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• Here: the alphabet is  $\{a, +, \times, (, )\}$ .

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What does the parse tree for the string  $a + a \times a$  look like?







Intuitively corresponds to  $a + (a \times a)$ 



Intuitively corresponds to  $a + (a \times a)$ 

Intuitively corresponds to  $(a + a) \times a$ 

a



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This is called *ambiguity* 

a



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If L(G) contains a string that is derived ambiguously, we say that G is ambiguous.

• Context-free languages have a nice property: Every CFL can be described by a CFG in *Chomsky Normal Form*:

### Definition

A grammar is in Chomsky Normal Form if every rule is of the form:

$$egin{array}{c} A 
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where a is any terminal, A is any variable, B, C are any variables that are not the start variable. In addition the rule  $S \rightarrow \varepsilon$  is permitted.

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ightarrow ASA \mid aB$$
  
 $A 
ightarrow B \mid S$   
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ightarrow b \mid arepsilon$ 

First, add new start variable:



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First, add new start variable:

$$S_0 \rightarrow S$$

$$S \rightarrow ASA \mid aB$$

$$A \rightarrow B \mid S$$

$$B \rightarrow b \mid \varepsilon$$

$$S_{0} \rightarrow S$$

$$S \rightarrow ASA \mid aB$$

$$A \rightarrow B \mid S$$

$$B \rightarrow b \mid \varepsilon$$

Then, remove  $B \rightarrow \varepsilon$ :



$$S_0 \rightarrow S$$

$$S \rightarrow ASA \mid aB$$

$$A \rightarrow B \mid S$$

$$B \rightarrow b \mid \varepsilon$$

Then, remove  $B \rightarrow \varepsilon$ :

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Remove unit rule  $S_0 \rightarrow S$ :

$$S_0 \rightarrow S$$
  
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Remove unit rule  $S_0 \rightarrow S$ :

$$S_{0} \rightarrow ASA \mid SA \mid AS \mid aB \mid a$$
$$S \rightarrow ASA \mid SA \mid AS \mid aB \mid a$$
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and you would continue to remove the unit rules  $A \rightarrow S$ , etc....

$$\begin{array}{l} S_0 \rightarrow ASA \mid SA \mid AS \mid aB \mid a \\ S \rightarrow ASA \mid SA \mid AS \mid aB \mid a \\ A \rightarrow B \mid S \\ B \rightarrow b \end{array}$$

and you would continue to remove the unit rules  $A \rightarrow S$ , etc....But how to convert, say,  $S \rightarrow ASA$  into rules with only two symbols on the right?

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and you would continue to remove the unit rules  $A \rightarrow S$ , etc....But how to convert, say,  $S \rightarrow ASA$  into rules with only two symbols on the right?  $\rightsquigarrow$  introduce help variables!

$$S 
ightarrow ASA \ 
ightarrow S 
ightarrow AA_1, A_1 
ightarrow SA$$

- Thus, we see how all CFGs can be converted to CFGs in CNF.
- Useful property to have, both for practical purposes and theoretical work: knowing what the grammar looks like can be very beneficial (we will see an example next week)
- Next time: how can finite automata be enriched so as to accept context-free languages?