

# Context-Free Grammars

# A Motivating Question



python3

```
>>> (137 + 42) - 2 * 3
```

```
173
```

```
>>> (60 + 37) + 5 * 8
```

```
137
```

```
>>> (200 / 2) + 6 / 2
```

```
103.0
```

```
>>>
```

# Mad Libs for Arithmetic

( Int Op Int ) Op Int Op Int

This only lets us make arithmetic expressions of the form **(Int Op Int) Op Int Op Int**.

What about arithmetic expressions that don't follow this pattern?

# Recursive Mad Libs

( int / ( int + int ) )

**Expr**   **Op**   **Expr**   **Op**   **Expr**

What can an arithmetic expression be?

**int**  
**Expr Op Expr**  
**(Expr)**

A single number.

Two expressions joined by an operator.

A parenthesized expression.

A ***context-free grammar*** (or ***CFG***) is a recursive set of rules that define a language.

*(There's a bunch of specific requirements about what those rules can be; more on that in a bit.)*

# Arithmetic Expressions

- Here's how we might express the recursive rules from earlier as a CFG.

**Expr** → **int**

**Expr** → **Expr Op Expr**

**Expr** → **(Expr)**

**Op** → **+**

**Op** → **-**

**Op** → **x**

**Op** → **/**

This is called a *production rule*. It says "if you see **Expr**, you can replace it with **Expr Op Expr**."

# Arithmetic Expressions

- Here's how we might express the recursive rules from earlier as a CFG.

**Expr** → int

**Expr** → **Expr Op Expr**

**Expr** → (**Expr**)

**Op** → +

**Op** → -

**Op** → ×

**Op** → /

This one says "if you see **Op**, you can replace it with -."

# Arithmetic Expressions

- Here's how we might express the recursive rules from earlier as a CFG.

**Expr** → int  
**Expr** → **Expr Op Expr**  
**Expr** → (**Expr**)  
**Op** → +  
**Op** → -  
**Op** → ×  
**Op** → /

⇒ **Expr**  
⇒ **Expr Op Expr** }  
⇒ **Expr Op** int  
⇒ int **Op** int  
⇒ int / int

These red symbols are called **nonterminals**. They're placeholders that get expanded later on.

# Arithmetic Expressions

- Here's how we might express the recursive rules from earlier as a CFG.

**Expr** → **int**

**Expr** → **Expr Op Expr**

**Expr** → **(Expr)**

**Op** → **+**

**Op** → **-**

**Op** → **x**

**Op** → **/**

**Expr**

⇒ **Expr Op Expr**

⇒ **Expr Op int**

⇒ **int Op int**

⇒ **int / int**

The symbols in blue monospace are **terminals**. They're the final characters used in the string and never get replaced.

# Arithmetic Expressions

- Here's how we might express the recursive rules from earlier as a CFG.

**Expr** → **int**

**Expr** → **Expr Op Expr**

**Expr** → **(Expr)**

**Op** → **+**

**Op** → **-**

**Op** → **×**

**Op** → **/**

**Expr**

⇒ **Expr Op Expr**

⇒ **Expr Op (Expr)**

⇒ **Expr Op (Expr Op Expr)**

⇒ **Expr × (Expr Op Expr)**

⇒ **int × (Expr Op Expr)**

⇒ **int × (int Op Expr)**

⇒ **int × (int Op int)**

⇒ **int × (int + int)**

# Context-Free Grammars

- Formally, a context-free grammar is a collection of four items:
  - a set of **nonterminal symbols** (also called **variables**),
  - a set of **terminal symbols** (the **alphabet** of the CFG),
  - a set of **production rules** saying how each nonterminal can be replaced by a string of terminals and nonterminals, and
  - a **start symbol** (which must be a nonterminal) that begins the derivation. By convention, the start symbol is the one on the left-hand side of the first production.

**Expr** → **int**

**Expr** → **Expr Op Expr**

**Expr** → **(Expr)**

**Op** → **+**

**Op** → **-**

**Op** → **x**

**Op** → **/**

# Some CFG Notation

- In today's slides, capital letters in **Bold Red Uppercase** will represent nonterminals.
  - e.g. **A, B, C, D**
- Lowercase letters in **blue monospace** will represent terminals.
  - e.g. **t, u, v, w**
- Lowercase Greek letters in *gray italics* will represent arbitrary strings of terminals and nonterminals.
  - e.g. *α, γ, ω*
- You don't need to use these conventions on your own; just make sure whatever you do is readable.

# A Notational Shorthand

**Expr** → int

**Expr** → **Expr Op Expr**

**Expr** → (**Expr**)

**Op** → +

**Op** → -

**Op** → ×

**Op** → /

# A Notational Shorthand

**Expr** → int | **Expr Op Expr** | (**Expr**)

**Op** → + | - | × | /

# Derivations

**Expr**  
⇒ **Expr Op Expr**  
⇒ **Expr Op (Expr)**  
⇒ **Expr Op (Expr Op Expr)**  
⇒ **Expr × (Expr Op Expr)**  
⇒ **int × (Expr Op Expr)**  
⇒ **int × (int Op Expr)**  
⇒ **int × (int Op int)**  
⇒ **int × (int + int)**

- A sequence of zero or more steps where nonterminals are replaced by the right-hand side of a production is called a *derivation*.
- If string  $\alpha$  derives string  $\omega$ , we write  $\alpha \Rightarrow^* \omega$ .
- In the example on the left, we see that

**Expr**  $\Rightarrow^*$  **int × (int + int)**.

**Expr** → **int** | **Expr Op Expr** | **(Expr)**

**Op** → **+** | **-** | **×** | **/**

# The Language of a Grammar

- If  $G$  is a CFG with alphabet  $\Sigma$  and start symbol **S**, then the *language of  $G$*  is the set

$$\mathcal{L}(G) = \{ \omega \in \Sigma^* \mid \mathbf{S} \Rightarrow^* \omega \}$$

- That is,  $\mathcal{L}(G)$  is the set of strings of terminals derivable from the start symbol.

If  $G$  is a CFG with alphabet  $\Sigma$  and start symbol  $S$ , then the *language of  $G$*  is the set

$$\mathcal{L}(G) = \{ \omega \in \Sigma^* \mid S \Rightarrow^* \omega \}$$

Consider the following CFG  $G$  over  $\Sigma = \{a, b, c, d\}$ :

$$\begin{aligned} S &\rightarrow Sa \mid dT \\ T &\rightarrow bTb \mid c \end{aligned}$$

Which of the following strings are in  $\mathcal{L}(G)$ ?

dca  
dc  
cad  
bcb  
dTaa

Answer at <https://pollev.com/cs103aut23>

# Context-Free Languages

- A language  $L$  is called a ***context-free language*** (or CFL) if there is a CFG  $G$  such that  $L = \mathcal{L}(G)$ .
- Questions:
  - How are context-free and regular languages related?
  - How do we design context-free grammars for context-free languages?

# CFGs and Regular Expressions

- CFGs consist purely of production rules of the form  $A \rightarrow \omega$ . They do not have the regular expression operators  $*$  or  $\cup$ .
- You can use the symbols  $*$  and  $\cup$  if you'd like in a CFG, but they just stand for themselves.
- Consider this CFG  $G$ :

$$S \rightarrow a^*b$$

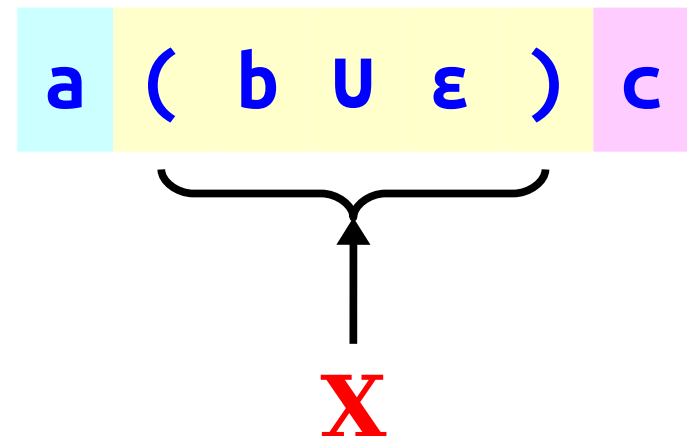
- Here,  $\mathcal{L}(G) = \{a^*b\}$  and has cardinality one. That is,  $\mathcal{L}(G) \neq \{a^n b \mid n \in \mathbb{N}\}$ .

# CFGs and Regular Expressions

- **Theorem:** Every regular language is context-free.
- **Proof idea:** Show how to convert an arbitrary regular expression into a context-free grammar.

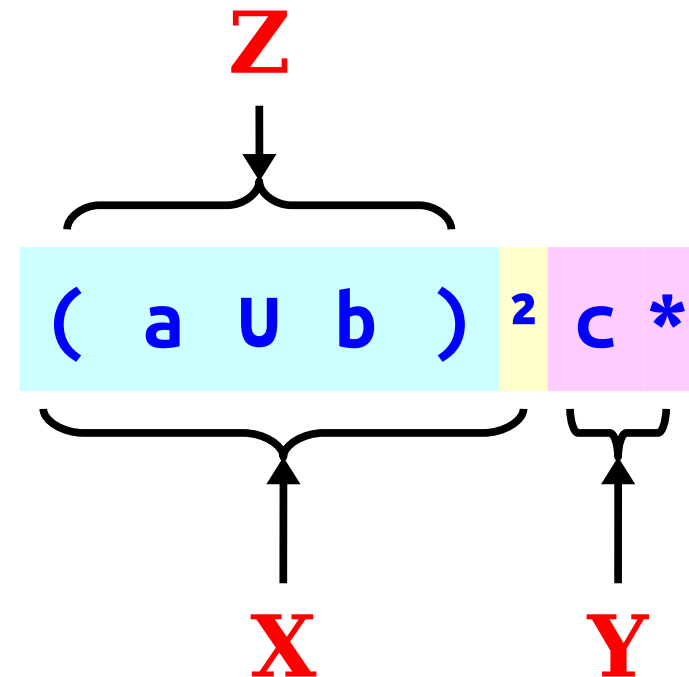
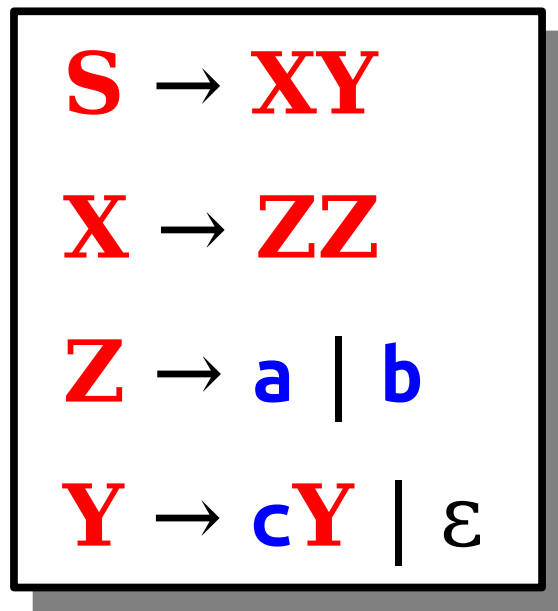
$$\begin{array}{l} S \rightarrow aXc \\ X \rightarrow b \mid \varepsilon \end{array}$$

It's totally fine for a production to replace a nonterminal with the empty string.



# CFGs and Regular Expressions

- **Theorem:** Every regular language is context-free.
- **Proof idea:** Show how to convert an arbitrary regular expression into a context-free grammar.

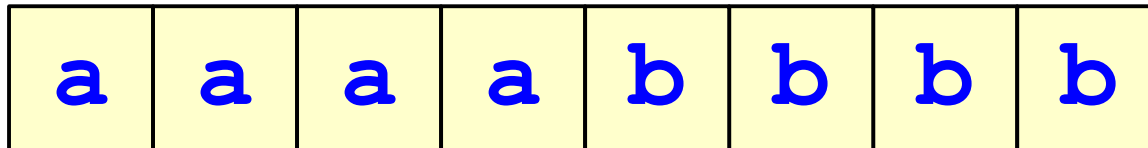


# The Language of a Grammar

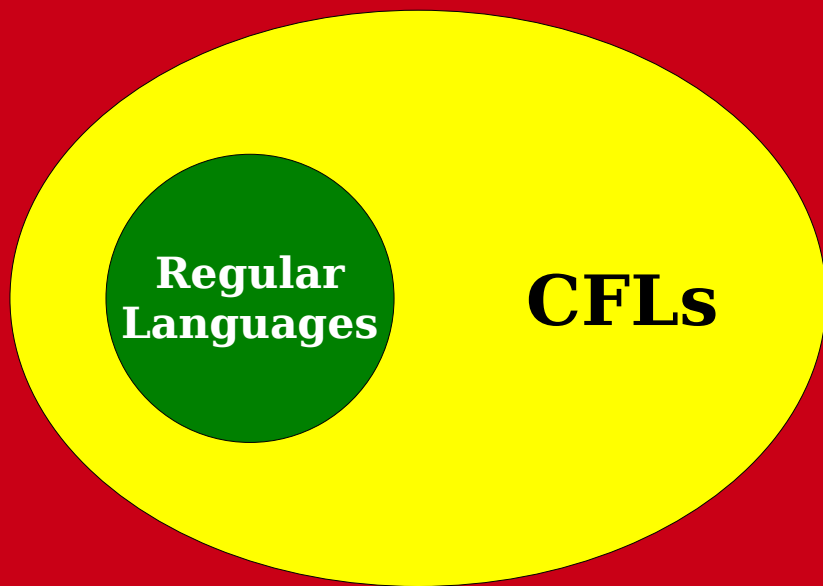
- Consider the following CFG  $G$ :

$$S \rightarrow aSb \mid \epsilon$$

- What strings can this generate?



$$\mathcal{L}(G) = \{ a^n b^n \mid n \in \mathbb{N} \}$$

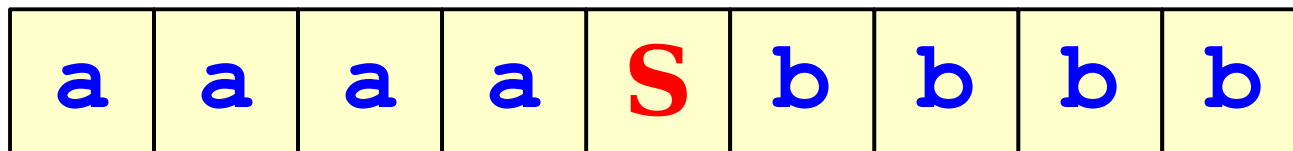


**All Languages**

# Why the Extra Power?

- Why do CFGs have more power than regular expressions?
- ***Intuition:*** Derivations of strings have unbounded “memory.”

$$S \rightarrow aSb \mid \epsilon$$



**Time-Out for Announcements!**

# Problem Set Seven

- Problem Set Six was due today at 1:00PM.
  - You can extend the deadline to Saturday at 1:00PM using a late day.
- Problem Set Seven goes out today. It's due next Friday at 1:00PM.
  - It's all about regular expressions, properties of regular languages, and gives a first glimpse at nonregular languages.
  - We've tuned the length given that you have a midterm next Tuesday.

# Second Midterm Logistics

- Our second midterm exam is next ***Tuesday, November 14<sup>th</sup>*** from ***7PM - 10PM***. Locations are the same as the first exam and are divvied up by last (family) name:
  - A - P: Go to Bishop Auditorium.
  - Q - Z: Go to 200-002.
- Topic coverage is primarily lectures 06 - 13 (functions through induction) and PS3 - PS5. Finite automata and onward won't be tested here.
  - Because the material is cumulative, topics from PS1 - PS2 and Lectures 00 - 05 are also fair game.
- The exam is closed-book and closed-computer. You can bring one double-sided 8.5" × 11" sheet of notes with you.
- There's a review session right after class today: 3:00PM - 4:20PM in Gates B01. Thanks to Benson for running it!

# Our Advice

- ***Stay fed and rested.*** You are not a brain in a jar. You are a rich, complex, beautiful human being. Please take care of yourself.
- ***Read all questions before diving into them.*** You don't have to go sequentially. Read over each problem so you know what to expect, then pick whichever one looks easiest and start there.
- ***Reflect on how far you've come.*** How many of these questions would you have been able to *understand* two months ago? That's the mark that you're learning something!

Back to CS103!

# Designing CFGs

- Like designing DFAs, NFAs, and regular expressions, designing CFGs is a craft.
- When thinking about CFGs:
  - **Think recursively:** Build up bigger structures from smaller ones.
  - **Have a construction plan:** Know in what order you will build up the string.
  - **Store information in nonterminals:** Have each nonterminal correspond to some useful piece of information.
- Check our online “Guide to CFGs” for more information about CFG design.
- We’ll hit the highlights in the rest of this lecture.

# Designing CFGs

- Let  $\Sigma = \{a, b\}$  and let  $L = \{w \in \Sigma^* \mid w \text{ is a palindrome}\}$
- We can design a CFG for  $L$  by thinking inductively:
  - Base case:  $\varepsilon$ ,  $a$ , and  $b$  are palindromes.
  - If  $w$  is a palindrome, then  $awa$  and  $bwb$  are palindromes.
  - No other strings are palindromes.

**S**  $\rightarrow$   $\varepsilon$  | **a** | **b** | **aSa** | **bSb**

# Designing CFGs

- Let  $\Sigma = \{\{, \}\}$  and let  $L = \{w \in \Sigma^* \mid w \text{ is a string of balanced braces}\}$
- Some sample strings in  $L$ :

$\{\{\{\}\}\}$

$\{\{\}\}\{\}$

$\{\{\}\}\{\{\}\}\{\}\{\}$

$\{\{\{\{\}\}\}\}\{\{\}\}\{\}$

$\epsilon$

$\{\}\{\}$

# Designing CFGs

- Let  $\Sigma = \{ \{, \} \}$  and let  $L = \{ w \in \Sigma^* \mid w \text{ is a string of balanced braces} \}$
- Let's think about this recursively.
  - Base case: the empty string is a string of balanced braces.
  - Recursive step: Look at the closing brace that matches the first open brace.

{ { { } { { } } } { { } } { { { } } } }

# Designing CFGs

- Let  $\Sigma = \{ \{, \} \}$  and let  $L = \{ w \in \Sigma^* \mid w \text{ is a string of balanced braces} \}$
- Let's think about this recursively.
  - Base case: the empty string is a string of balanced braces.
  - Recursive step: Look at the closing brace that matches the first open brace. Removing the first brace and the matching brace forms two new strings of balanced braces.

$$S \rightarrow \{S\}S \mid \epsilon$$

# Designing CFGs

- Let  $\Sigma = \{a, b\}$  and let  $L = \{w \in \Sigma^* \mid w \text{ has the same number of } a\text{'s and } b\text{'s}\}$

How many of the following CFGs have language  $L$ ?

$S \rightarrow aSb \mid bSa \mid \epsilon$

$S \rightarrow abS \mid baS \mid \epsilon$

$S \rightarrow abSba \mid baSab \mid \epsilon$

$S \rightarrow SbaS \mid SabS \mid \epsilon$

Answer at

<https://pollev.com/cs103aut23>

# Designing CFGs: A Caveat

- When designing a CFG for a language, make sure that it
  - generates all the strings in the language and
  - never generates a string outside the language.
- The first of these can be tricky - make sure to test your grammars!
- You'll design your own CFG for this language on Problem Set 8.

# CFG Caveats II

- Is the following grammar a CFG for the language  $\{ a^n b^n \mid n \in \mathbb{N} \}$ ?

$$S \rightarrow aSb$$

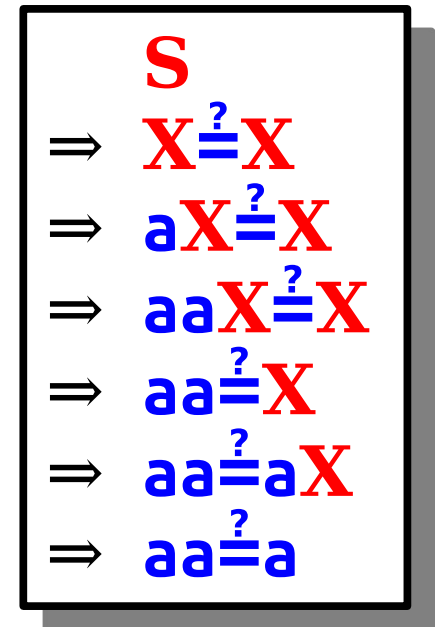
- What strings in  $\{a, b\}^*$  can you derive?
  - Answer: ***None!***
- What is the language of the grammar?
  - Answer:  $\emptyset$
- When designing CFGs, make sure your recursion actually terminates!

# Designing CFGs

- When designing CFGs, remember that each nonterminal can be expanded out independently of the others.
- Let  $\Sigma = \{a, \underline{a}\}$  and let  $L = \{a^n \underline{a} a^n \mid n \in \mathbb{N}\}$ .
- Is the following a CFG for  $L$ ?

$$S \rightarrow X \underline{a} X$$

$$X \rightarrow aX \mid \epsilon$$



A box containing a derivation sequence for the string 'aaa' using the given grammar rules. The sequence is as follows:

$$\begin{aligned} & S \\ \Rightarrow & X \underline{a} X \\ \Rightarrow & aX \underline{a} X \\ \Rightarrow & aaX \underline{a} X \\ \Rightarrow & aa \underline{a} X \\ \Rightarrow & aa \underline{a} aX \\ \Rightarrow & aa \underline{a} a \end{aligned}$$

# Finding a Build Order

- Let  $\Sigma = \{a, \stackrel{?}{=}\}$  and let  $L = \{a^n \stackrel{?}{=} a^n \mid n \in \mathbb{N}\}$ .
- To build a CFG for  $L$ , we need to be more clever with how we construct the string.
  - If we build the strings of  $a$ 's independently of one another, then we can't enforce that they have the same length.
  - **Idea:** Build both strings of  $a$ 's at the same time.
- Here's one possible grammar based on that idea:

$$S \rightarrow \stackrel{?}{=} \mid aSa$$

	<b>S</b>
$\Rightarrow$	<b>aSa</b>
$\Rightarrow$	<b>aaSaa</b>
$\Rightarrow$	<b>aaaSaaa</b>
$\Rightarrow$	<b>aaa<sup>?</sup>aaa</b>

# Function Prototypes

- Let  $\Sigma = \{\text{void, int, double, name, (, ), ,, ;}\}$ .
- Let's write a CFG for C-style function prototypes!
- Examples:
  - `void name(int name, double name);`
  - `int name();`
  - `int name(double name);`
  - `int name(int, int name, int);`
  - `void name(void);`

# Function Prototypes

- Here's one possible grammar:
  - **S** → **Ret** name (**Args**);
  - **Ret** → **Type** | void
  - **Type** → int | double
  - **Args** →  $\epsilon$  | void | **ArgList**
  - **ArgList** → **OneArg** | **ArgList**, **OneArg**
  - **OneArg** → **Type** | **Type** name
- Fun question to think about: what changes would you need to make to support pointer types?

# Summary of CFG Design Tips

- Look for recursive structures where they exist: they can help guide you toward a solution.
- Keep the build order in mind – often, you'll build two totally different parts of the string concurrently.
  - Usually, those parts are built in opposite directions: one's built left-to-right, the other right-to-left.
- Use different nonterminals to represent different structures.

# Applications of Context-Free Grammars

# CFGs for Programming Languages

```
BLOCK  → STMT  
        | { STMTS }  
  
STMTS →  $\epsilon$   
        | STMT STMTS  
  
STMT  → EXPR;  
        | if (EXPR) BLOCK  
        | while (EXPR) BLOCK  
        | do BLOCK while (EXPR);  
        | BLOCK  
        | ...  
  
EXPR  → identifier  
        | constant  
        | EXPR + EXPR  
        | EXPR - EXPR  
        | EXPR * EXPR  
        | ...
```

# Grammars in Compilers

- One of the key steps in a compiler is figuring out what a program “means.”
- This is usually done by defining a grammar showing the high-level structure of a programming language.
- There are certain classes of grammars (LL(1) grammars, LR(1) grammars, LALR(1) grammars, etc.) for which it's easy to figure out how a particular string was derived.
- Tools like yacc or bison automatically generate parsers from these grammars.
- Curious to learn more? ***Take CS143!***

# Natural Language Processing

- By building context-free grammars for actual languages and applying statistical inference, it's possible for a computer to recover the likely meaning of a sentence.
  - In fact, CFGs were first called **phrase-structure grammars** and were introduced by Noam Chomsky in his seminal work *Syntactic Structures*.
  - They were then adapted for use in the context of programming languages, where they were called **Backus-Naur forms**.
- The **Stanford Parser** project is one place to look for an example of this.
- Want to learn more? Take CS124 or CS224N!

# Next Time

- ***No Class on Monday***
  - There's a midterm, so we're giving you the day off.
- ***Then, On Wednesday...***
  - ***Turing Machines***
    - What does a computer with unbounded memory look like?
    - How would you program it?