

# Context-Free Grammars

# Describing Languages

- We've seen two models for the regular languages:
  - **Finite automata** accept precisely the strings in the language.
  - **Regular expressions** describe precisely the strings in the language.
- Finite automata **recognize** strings in the language.
  - Perform a computation to determine whether a specific string is in the language.
- Regular expressions **match** strings in the language.
  - Describe the general shape of all strings in the language.

# Context-Free Grammars

- A ***context-free grammar*** (or ***CFG***) is an entirely different formalism for defining a class of languages.
- ***Goal:*** Give a description of a language by recursively describing the structure of the strings in the language.
- CFGs are best explained by example...

# Arithmetic Expressions

- Suppose we want to describe all legal arithmetic expressions using addition, subtraction, multiplication, and division.
- Here is one possible CFG:

$E \rightarrow \text{int}$
$E \rightarrow E \text{ Op } E$
$E \rightarrow (E)$
$\text{Op} \rightarrow +$
$\text{Op} \rightarrow -$
$\text{Op} \rightarrow *$
$\text{Op} \rightarrow /$

$E$   
 $\Rightarrow E \text{ Op } E$   
 $\Rightarrow E \text{ Op } (E)$   
 $\Rightarrow E \text{ Op } (E \text{ Op } E)$   
 $\Rightarrow E * (E \text{ Op } E)$   
 $\Rightarrow \text{int} * (E \text{ Op } E)$   
 $\Rightarrow \text{int} * (\text{int Op } E)$   
 $\Rightarrow \text{int} * (\text{int Op int})$   
 $\Rightarrow \text{int} * (\text{int} + \text{int})$

# Arithmetic Expressions

- Suppose we want to describe all legal arithmetic expressions using addition, subtraction, multiplication, and division.
- Here is one possible CFG:

**E** → int

**E** → **E Op E**

**E** → (**E**)

**Op** → +

**Op** → -

**Op** → \*

**Op** → /

**E**

⇒ **E Op E**

⇒ **E Op int**

⇒ int **Op** 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.

**E** → **int**

**E** → **E Op E**

**E** → **(E)**

**Op** → **+**

**Op** → **-**

**Op** → **\***

**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.  *$\alpha, \gamma, \omega$*
- You don't need to use these conventions on your own; just make sure whatever you do is readable. ☺

# A Notational Shorthand

**E** → **int** | **E Op E** | **(E)**

**Op** → **+** | **-** | **\*** | **/**



# Derivations

$E \rightarrow E \text{ Op } E \mid \text{int} \mid (E)$
$\text{Op} \rightarrow + \mid * \mid - \mid /$

$E$   
 $\Rightarrow E \text{ Op } E$   
 $\Rightarrow E \text{ Op } (E)$   
 $\Rightarrow E \text{ Op } (E \text{ Op } E)$   
 $\Rightarrow E * (E \text{ Op } E)$   
 $\Rightarrow \text{int} * (E \text{ Op } E)$   
 $\Rightarrow \text{int} * (\text{int} \text{ Op } E)$   
 $\Rightarrow \text{int} * (\text{int} \text{ Op } \text{int})$   
 $\Rightarrow \text{int} * (\text{int} + \text{int})$

- A sequence of 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  $E \Rightarrow^* \text{int} * (\text{int} + \text{int})$ .

# The Language of a Grammar

- If  $G$  is a CFG with alphabet  $\Sigma$  and start symbol  $\mathbf{S}$ , 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  $\Sigma = \{a, b, c, d\}$ :

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

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

dca  
cad  
bcb  
dTaa

Answer at [Pollevo.com/cs103](https://www.pollevo.com/cs103) or  
text **CS103** to **22333** once to join, then **a number**.

# 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:
  - What languages are context-free?
  - How are context-free and regular languages related?

# From Regexes to CFGs

- CFGs consist purely of production rules of the form  $A \rightarrow \omega$ . They do not have the regular expression operators \* or U.
- However, we can convert regular expressions to CFGs as follows:

$$S \rightarrow a^*b$$

# From Regexes to CFGs

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$$S \rightarrow Ab$$

$$A \rightarrow Aa \mid \epsilon$$

# From Regexes to CFGs

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$$S \rightarrow a (b \cup c^*)$$

# From Regexes to CFGs

- CFGs consist purely of production rules of the form  $A \rightarrow \omega$ . They do not have the regular expression operators \* or U.
- However, we can convert regular expressions to CFGs as follows:

$$S \rightarrow aX$$

$$X \rightarrow b \mid C$$

$$C \rightarrow Cc \mid \epsilon$$



# Regular Languages and CFLs

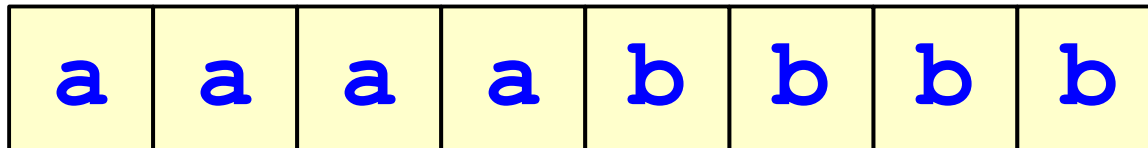
- ***Theorem:*** Every regular language is context-free.
- ***Proof Idea:*** Use the construction from the previous slides to convert a regular expression for  $L$  into a CFG for  $L$ . ■
- ***Problem Set 8 Exercise:*** Instead, show how to convert a DFA/NFA into a CFG.

# The Language of a Grammar

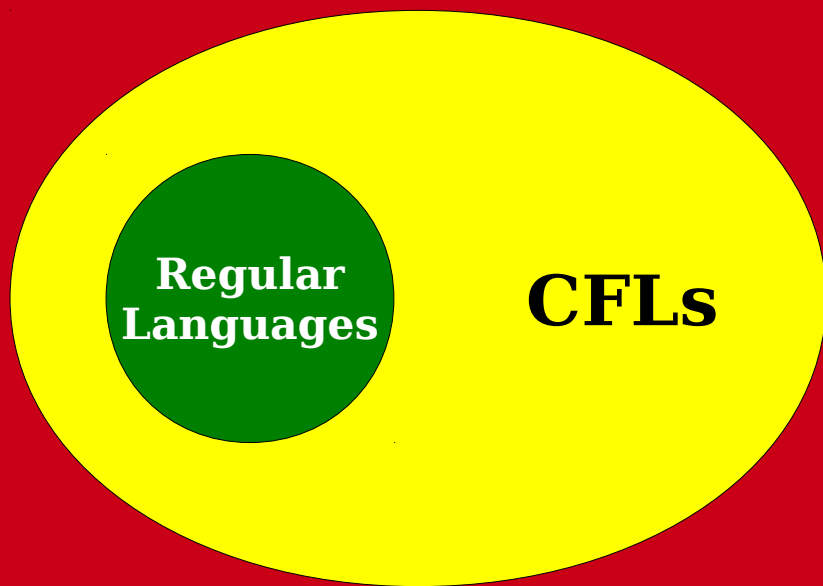
- Consider the following CFG  $G$ :

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

- What strings can this generate?



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

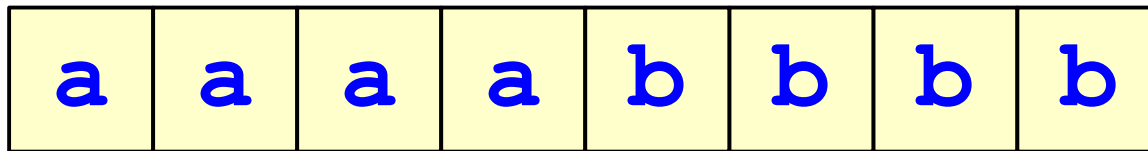


**All Languages**

# 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!**

# Midterm Exam Logistics

- The next midterm is tonight from **7:00PM - 10:00PM**. Locations are divvied up by last (family) name:
  - A-I: Go to **Cubberley Auditorium**.
  - J-Z: Go to **Cemex Auditorium**.
- The exam focuses on Lecture 06 – 13 (binary relations through induction) and PS3 – PS5. Finite automata onward is *not* tested.
  - Topics from earlier in the quarter (proofwriting, first-order logic, set theory, etc.) are also fair game, but that's primarily because the later material builds on this earlier material.
- The exam is closed-book, closed-computer, and limited-note. You can bring a double-sided, 8.5" × 11" sheet of notes with you to the exam, decorated however you'd like.

# Our Advice

- ***Eat dinner tonight.*** You are not a brain in a jar. You are a rich, complex, beautiful biological system. Please take care of yourself.
- ***Read all the questions before diving into them.*** Tunnel vision can hurt you on an exam. There's evidence that spreading your time out leads to better outcomes.
- ***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!

# Three Questions

- What is something you know now that, at the start of the quarter, you knew you didn't know?
- What is something you know now that, at the start of the quarter, you *didn't* know that you didn't know?
- What is something you *don't* know that, at the start of the quarter, you *didn't* know that you didn't know?



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.

# 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  $aw a$  and  $bw b$  are palindromes.
  - No other strings are palindromes.

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

# Designing CFGs

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

$((()))$

$(())()$

$((()))((()))$

$((((( )))(( )))$

$\epsilon$

$()()$

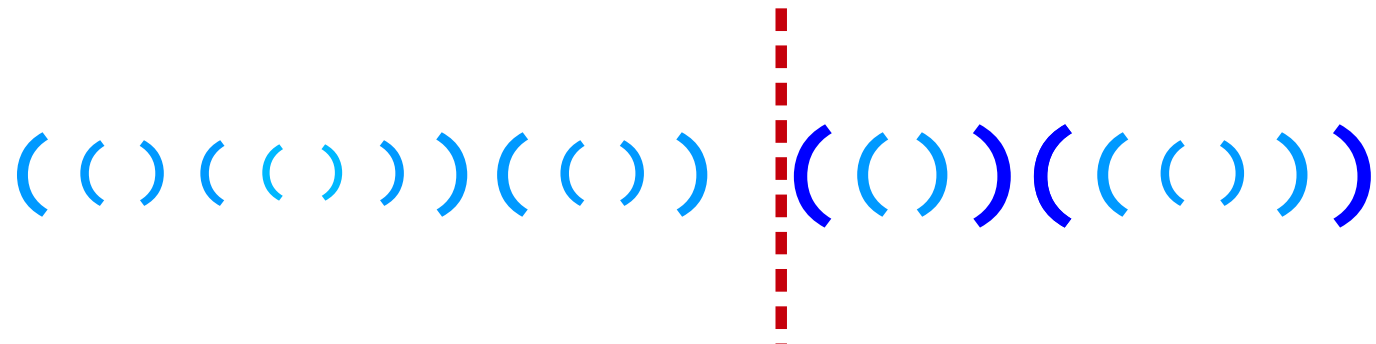
# Designing CFGs

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

((()(()))(()))((()()))

# Designing CFGs

- Let  $\Sigma = \{ (, ) \}$  and let  $L = \{ w \in \Sigma^* \mid w \text{ is a string of balanced parentheses} \}$
- Let's think about this recursively.
  - Base case: the empty string is a string of balanced parentheses.
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 $( ( ) ( ( ) ) ( ( ) ) \mid ( ( ) ) ( ( ( ) ) )$

# Designing CFGs

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

$$S \rightarrow (S)S \mid \epsilon$$

# 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 [PollEv.com/cs103](https://www.pollEv.com/cs103) or  
text **CS103** to **22333** once to join, then a **number**.



# 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  $L$ ?

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

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

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

# Finding a Build Order

- Let  $\Sigma = \{a, \underline{a}\}$  and let  $L = \{a^n \underline{a} a^n \mid n \in \mathbb{N}\}$ .
- 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:

$$S \rightarrow \underline{a} \mid aSa$$

$$\begin{aligned} & S \\ \Rightarrow & aSa \\ \Rightarrow & aaSaa \\ \Rightarrow & aaaSaaa \\ \Rightarrow & aaa\underline{a}aaa \end{aligned}$$

# 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

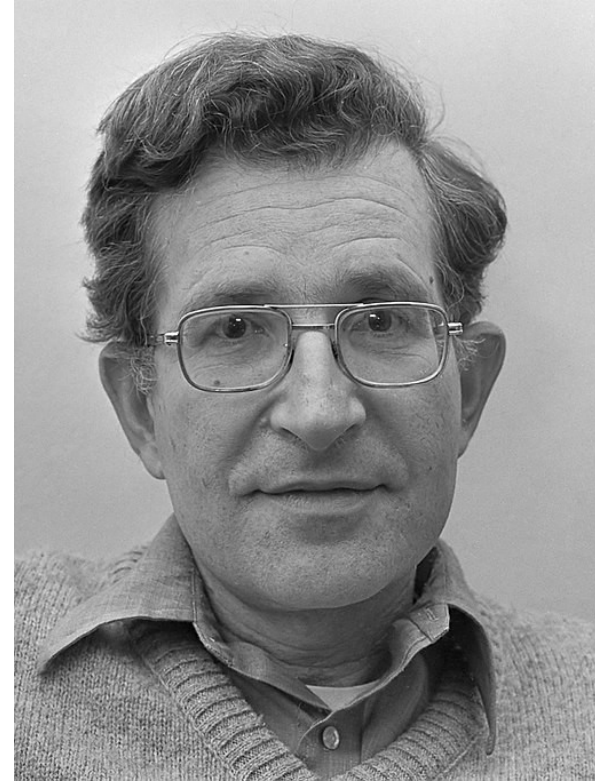
- One of the key steps in a compiler is figuring out what a program “means.”
- This is usually done by defining a grammar showing the high-level structure of a programming language.
- There are certain classes of grammars (LL(1) grammars, LR(1) grammars, LALR(1) grammars, etc.) for which it's easy to 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***.
- Stanford's **CoreNLP project** is one place to look for an example of this.
- Want to learn more? Take CS124 or CS224N!

# Biography Minute: Noam Chomsky

- Invented CFGs!
- Helped found fields of linguistics and cognitive science
- Today, perhaps more well known for political writing than linguistics
  - Made it onto President Nixon's "Enemies List"
  - Anti-capitalism, anti-imperialism, anti-war
  - Drawing on linguistics expertise, written extensively on state propaganda (*Manufacturing Consent*)



PC: Hans Peters / Anefo (via Wikimedia)

# Next Time

- ***Turing Machines***
  - What does a computer with unbounded memory look like?
  - How would you program it?