

CS103  
FALL 2025



Lecture 19:

# 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

$$\underbrace{(\text{int})}_{\text{Expr}} \underbrace{/}_{\text{Op}} \underbrace{(\text{int} \text{ + int})}_{\text{Expr}} \underbrace{+}_{\text{Op}} \underbrace{\text{int}}_{\text{Expr}} \underbrace{)}_{\text{Expr}}$$

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** → ×

**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**  $\rightarrow$  **int**

**Expr**  $\rightarrow$  **Expr Op Expr**

**Expr**  $\rightarrow$  (**Expr**)

**Op**  $\rightarrow$  +

**Op**  $\rightarrow$  -

**Op**  $\rightarrow$  ×

**Op**  $\rightarrow$  /

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**)

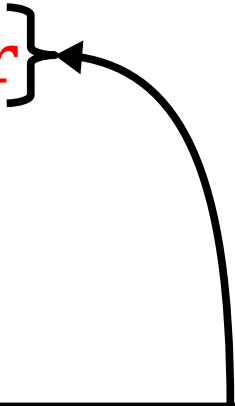
**Op** → +

**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**  $\rightarrow$  **int**

**Expr**  $\rightarrow$  **Expr Op Expr**

**Expr**  $\rightarrow$  (**Expr**)

**Op**  $\rightarrow$  +

**Op**  $\rightarrow$  -

**Op**  $\rightarrow$  ×

**Op**  $\rightarrow$  /

**Expr**

$\Rightarrow$  **Expr Op Expr**

$\Rightarrow$  **Expr Op** **int**

$\Rightarrow$  **int** **Op** **int**

$\Rightarrow$  **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**  $\rightarrow$  **int**

**Expr**  $\rightarrow$  **Expr Op Expr**

**Expr**  $\rightarrow$  (**Expr**)

**Op**  $\rightarrow$  +

**Op**  $\rightarrow$  -

**Op**  $\rightarrow$  ×

**Op**  $\rightarrow$  /

**Expr**

$\Rightarrow$  **Expr Op Expr**

$\Rightarrow$  **Expr Op (Expr)**

$\Rightarrow$  **Expr Op (Expr Op Expr)**

$\Rightarrow$  **Expr × (Expr Op Expr)**

$\Rightarrow$  **int × (Expr Op Expr)**

$\Rightarrow$  **int × (int Op Expr)**

$\Rightarrow$  **int × (int Op int)**

$\Rightarrow$  **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**  $\rightarrow$  **int**

**Expr**  $\rightarrow$  **Expr Op Expr**

**Expr**  $\rightarrow$  (**Expr**)

**Op**  $\rightarrow$  +

**Op**  $\rightarrow$  -

**Op**  $\rightarrow$  ×

**Op**  $\rightarrow$  /

# 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**  $\rightarrow$  **int** | **Expr Op Expr** | **(Expr)**

**Op**  $\rightarrow$  **+** | **-** | **\*** | **/**

# Derivations

**Expr**  
 $\Rightarrow$  **Expr Op Expr**  
 $\Rightarrow$  **Expr Op (Expr)**  
 $\Rightarrow$  **Expr Op (Expr Op Expr)**  
 $\Rightarrow$  **Expr**  $\times$  **(Expr Op Expr)**  
 $\Rightarrow$  **int**  $\times$  **(Expr Op Expr)**  
 $\Rightarrow$  **int**  $\times$  **(int Op Expr)**  
 $\Rightarrow$  **int**  $\times$  **(int Op int)**  
 $\Rightarrow$  **int**  $\times$  **(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**  $\times$  **(int + int)**.

**Expr**  $\rightarrow$  **int** | **Expr Op Expr** | **(Expr)**

**Op**  $\rightarrow$  **+** | **-** |  **$\times$**  |  **$/$**

# 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  $\Sigma = \{a, b, c, d\}$ :

$$\begin{aligned} Q &\rightarrow Qa \mid dH \\ H &\rightarrow bHb \mid c \end{aligned}$$

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

dca  
dc  
cad  
bcb  
dHaa

Answer at <https://cs103.stanford.edu/pollev>

# 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  $\mathbf{A} \rightarrow \omega$ . 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  $G$ :

$$\mathbf{S} \rightarrow \mathbf{a^*b}$$

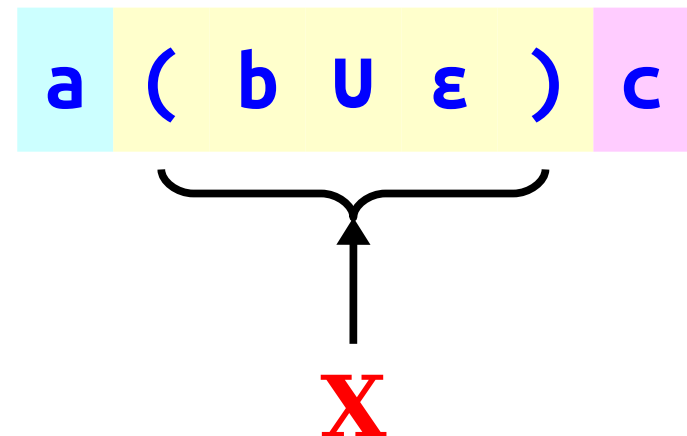
- Here,  $\mathcal{L}(G) = \{\mathbf{a^*b}\}$  and has cardinality one. That is,  $\mathcal{L}(G) \neq \{\mathbf{a^n b} \mid n \in \mathbb{N}\}$ .

# 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.

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

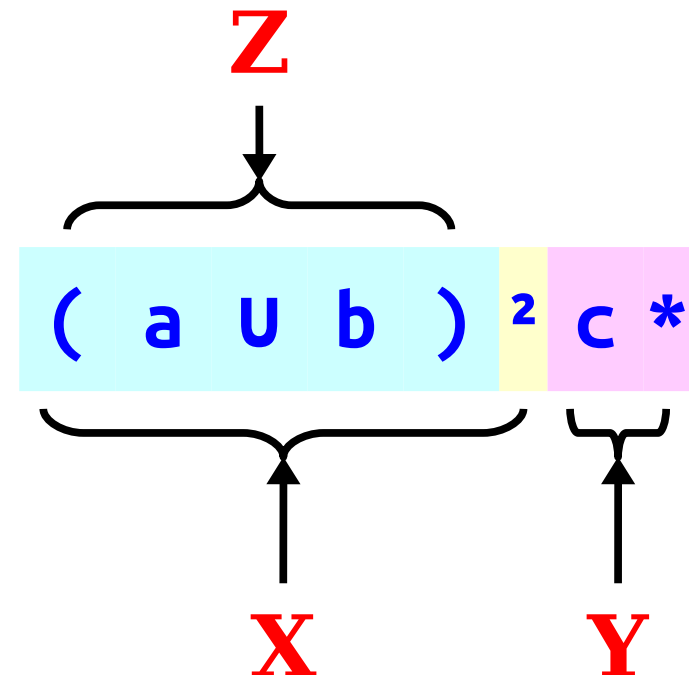
It's totally fine for a production to replace a nonterminal with the empty string.



# 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.

$$\begin{array}{l} S \rightarrow XY \\ X \rightarrow ZZ \\ Z \rightarrow a \mid b \\ Y \rightarrow cY \mid \varepsilon \end{array}$$



# The Language of a Grammar

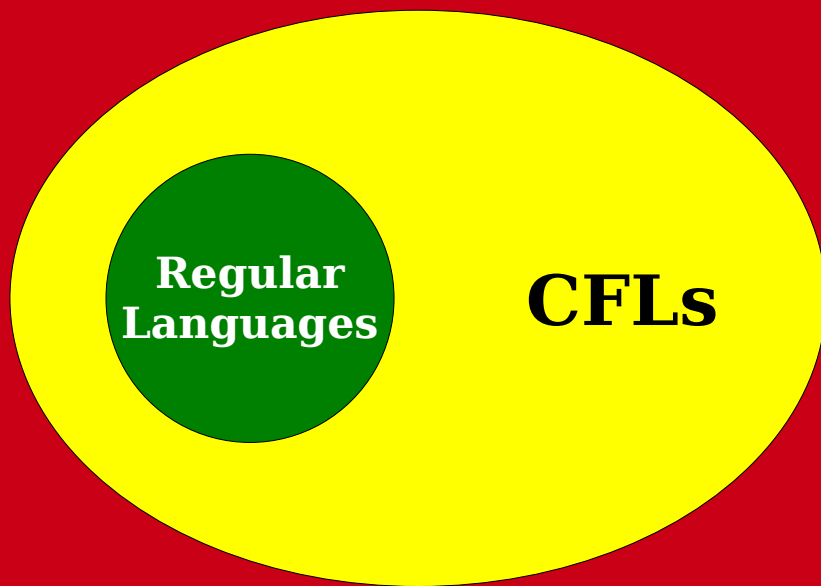
- Consider the following CFG  $G$ :

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

- What strings can this generate?

a	a	a	a	b	b	b	b
---	---	---	---	---	---	---	---

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

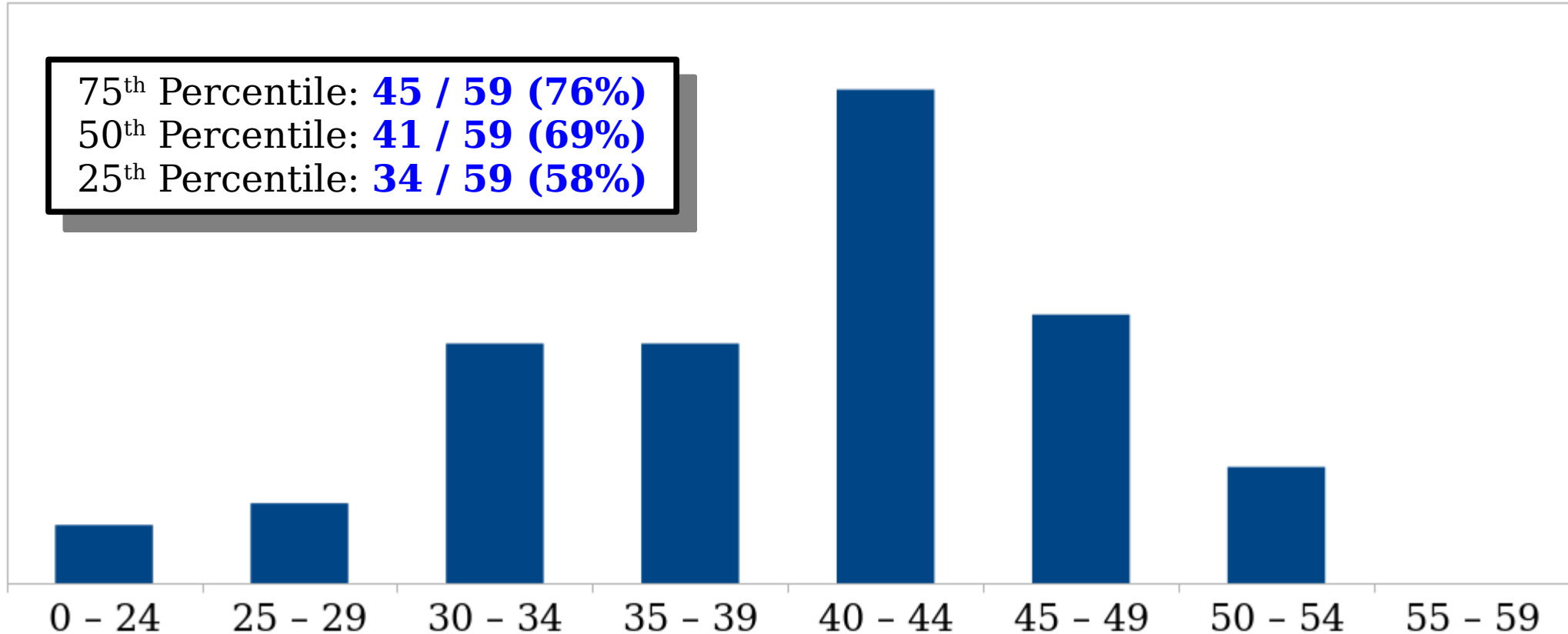


**All Languages**

Time-Out for Announcements!



# Problem Set Five Graded



# 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 Monday.
- As always, come talk to us if you have any questions.

# Second Midterm Logistics

- Our second midterm exam is next **Monday, November 10** from **7:00PM - 10:00PM**

*Seating assignments have changed.*



*Check the seating assignment page again.*



*Write down your new seat.*

- 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.
- Contact us ASAP if you need an alternate exam and haven't heard from us with date/time/place.

# 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!

# Three Questions

- What's something you know now that, at the start of the quarter, you knew you didn't know?
- What's something you know now that, at the start of the quarter, you *didn't* know you didn't know?
- What's something you *don't* know now that, at the start of the quarter, you *didn't* know 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.
- 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  $\Sigma = \{\mathbf{a}, \mathbf{b}\}$  and let  $L = \{w \in \Sigma^* \mid w \text{ is a palindrome}\}$
- We can design a CFG for  $L$  by thinking inductively:
  - Base case:  $\varepsilon$ ,  $\mathbf{a}$ , and  $\mathbf{b}$  are palindromes.
  - If  $\omega$  is a palindrome, then  $\mathbf{a}\omega\mathbf{a}$  and  $\mathbf{b}\omega\mathbf{b}$  are palindromes.
  - No other strings are palindromes.

$$\mathbf{S} \rightarrow \varepsilon \mid \mathbf{a} \mid \mathbf{b} \mid \mathbf{aSa} \mid \mathbf{bSb}$$



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

Which of these 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://cs103.stanford.edu/pollev>

# Designing CFGs: A Caveat

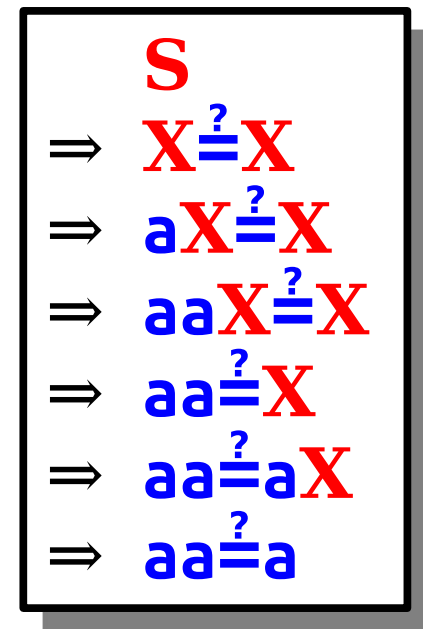
- When designing a CFG for a language, make sure that it
  - generates all the strings in the language and
  - never generates a string outside the language.
- The first of these can be tricky – make sure to test your grammars!
- You'll (most likely) design your own CFG for this language on Problem Set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

# 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 sequence of derivations for the string "aaa" using the given grammar rules. The derivations are 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  $\Sigma = \{a, \underline{?}\}$  and let  $L = \{a^n \underline{?} a^n \mid n \in \mathbb{N}\}$ .
- 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:

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

	<b>S</b>
$\Rightarrow$	<b>aSa</b>
$\Rightarrow$	<b>aaSaa</b>
$\Rightarrow$	<b>aaaSa</b> <b>aaa</b>
$\Rightarrow$	<b>aaa</b> <b><u>?</u></b> <b>aaa</b>

# 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

<b>BLOCK</b>	→	<b>STMT</b>   <b>{ STMTS }</b>
<b>STMTS</b>	→	$\epsilon$   <b>STMT STMTS</b>
<b>STMT</b>	→	<b>EXPR;</b>   <b>if (EXPR) BLOCK</b>   <b>while (EXPR) BLOCK</b>   <b>do BLOCK while (EXPR);</b>   <b>BLOCK</b>   ...
<b>EXPR</b>	→	<b>identifier</b>   <b>constant</b>   <b>EXPR + EXPR</b>   <b>EXPR - EXPR</b>   <b>EXPR * EXPR</b>   ...

# 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 Monday (Midterm 2)***
- ***Then, when we get back...***
  - ***Turing Machines***
    - What does a computer with unbounded memory look like?
    - How would you program it?