



UNIVERSITÄT  
BAYREUTH

University of Bayreuth  
Institute for Computer Science

## Bachelor Thesis

in Applied Computer Science

**Topic:** A Constrained CYK Instances Generator:  
Implementation and Evaluation

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To my parents.

## **Abstract**

The abstract of this thesis will be found here.

## **Zusammenfassung**

Hier steht die Zusammenfassung dieser Bachelorarbeit.

# Contents

# 1 Introduction

## 1.1 Motivation

The starting point of this thesis was to get a command line interface (CLI) tool to automatically generate the 4-tuples  $exercise = (grammar, word, parse\ table, derivation\ tree)$ , which are used to test if the students have understood the way of working of the CYK algorithm.

Various implementations of the Cocke-Younger-Kasami (CYK) algorithm can be found. Nevertheless none of them seemed to meet the easy to use requirements to automatically generate suitable *exercises*, that afterwards also could be modified as wanted. Additionally the task of finding a clever algorithm to automatically generate *exercises* with a high chance of being suitable as an exam exercise was added.

## 1.2 Grammar in Chromsky Normal Form

### Definition 1. Grammar

Let there be a grammar  $G = (V, \Sigma, S, P)$  for which the following holds:

- $V$  is a finite set of variables.
- $\Sigma$  is an alphabet – called terminals.
- $S$  is the start symbol and  $S \in V$ .
- $P$  is a finite set of rules:  $P \subseteq V \times (V \cup \Sigma)^*$  – called productions.

Further it is assumed that the productions are more restricted and it holds:  $P \subseteq V \times (V^2 \cup \Sigma)$ . Additionally let there be a word  $w \in \Sigma^*$  and a language  $L(G)$  of the Grammar  $G$ .

Regarding further convenience for explaining the following default values are true:

- $V = \{A, B, \dots\}$
- $(V^2 \cup \Sigma)^* = \{a, b, \dots\} \cup \{AB, BS, AC, \dots\}$

Moreover in the context of talking about sets, a set is always described beginning with an upper case letter, while one specific element of a set is described beginning with a lower case letter. Example: A "Pyramid" is a set consisting of multiple "Cell"s, which again is a subset of the set of variables "V". A "cellElement" is one specific element of a "Cell". (For further reasoning behind this example see chapter XXX "help data structure")

### 1.3 General approaches

Two basic approaches, that may help finding a good algorithm are explained informally.

#### 1.3.1 Forward Problem & Backward Problem

The Forward Problem and the Backward Problem are two ways as how to determine if  $w \in L(G)$ .

**Definition 2. Forward Problem** ( $G \xrightarrow{\text{derivation}} w$ )

Input: Grammar  $G$  in CNF.

Output: Derivation  $d$  that shows implicitly  $w \subseteq L$ .

It is called Forward Problem, if you are given a grammar  $G$  and form a derivation from its root node to a final word  $w$ . The final word  $w$  is always element of  $L(G)$ .

**Definition 3. Backward Problem = Parsing** ( $w \stackrel{?}{\subseteq} L(G)$ )

Input:  $w$  and a grammar  $G$  in CNF.

Output:  $w \subseteq L(G) \implies$  derivation  $d$ .

It is called Backward Problem, if you are given a word  $w$  and want to determine if it is element of  $L(G)$ . "This process, called parsing, is virtually always much more difficult than forming a derivation."

#### 1.3.2 Parsing Bottom-Up & Top-Down

There are again two ways of how the approach of parsing can be classified.

**Definition 4. Bottom-Up**

Bottom-Up parsing means to start parsing from the leaves up to the root node.

"Bottom-Up parsing is the general method used in the Cocke-Younger-Kasami(CYK) algorithm, which fills a parse table from the "bottom up". "[Duda 8.6.3 page 426]

**Definition 5. Top-Down**

Top-Down parsing means to start parsing from the node down to the leaves.

Top-Down parsing means to start parsing from the node down to the leaves. "Top-Down parsing starts with the root node and successively applies productions from  $P$ , with the goal of finding a derivation of the test sentence  $w$ . Because it is rare indeed that the sentence is derived in the first production attempted, it is necessary to specify some criteria to guide the choice of which rewrite rule to apply. Such criteria could include beginning the parse at the first (left) character in the sentence (i.e., finding a small set of rewrite rules that yield the first character), then iteratively expanding the production to derive subsequent characters, or instead starting at the last (right) character in the sentence." [Duda 8.6.3 page 428]

## 1.4 Data Structure Pyramid

To be able to describe the way of working of the different algorithms better the help data structure *Pyramid* will be defined. But before that let there be:

**Definition 6.**  $[i, j]$

$$[i, j] := \{i, i+1, \dots, j-1, j\} \subseteq \mathbb{N}_{\geq 0}.$$

Think about if  $Cell_{i,j}$  can be defined as either subset of  $V$  or  $(V, k)$

**Definition 7.**  $Cell_{i,j}$

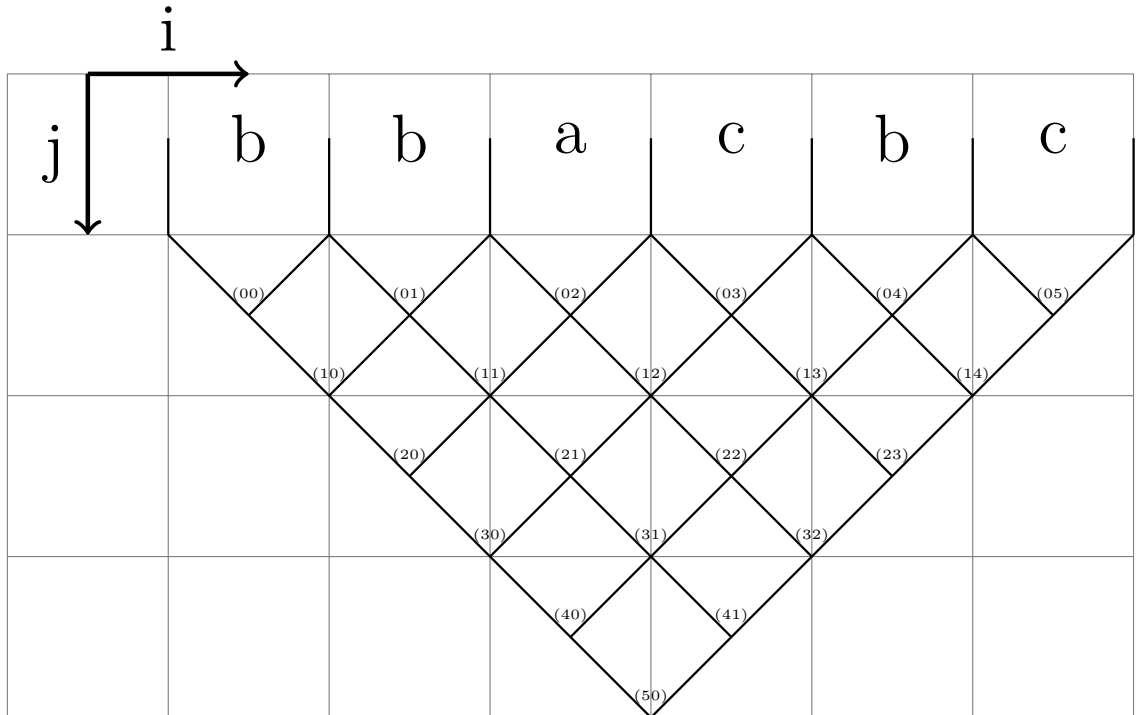
$$Cell_{i,j} \subseteq V$$

With help of this *Pyramid* can be defined as following:

**Definition 8.** *Pyramid*

$$Pyramid := \{Cell_{i,j} \mid i \in [0, i_{max}], j \in [0, j_{max} - i], i_{max} = j_{max} = |word| - 1\}.$$

A *Pyramid* is called *EmptyPyramid*  $\Leftrightarrow \forall i \forall j Cell_{i,j} = \emptyset$ . The following is the visual representation of the *Pyramid*:



**Definition 9.**  $CellDown$ ,  $CellUpperLeft$  and  $CellUpperRight$

Let there be a  $Cell_{i,j}$ . It holds  $CellDown = Cell_{i,j}$ .

So there are  $CellUpperLeft = Cell_{i-1,j}$  and  $CellUpperRight = Cell_{i-1,j+1}$ .



## 1.5 Cocke-Younger-Kasami CYK

## 2 Success Rates

The Success Rates ( $SR$ ) are used to compare the algorithms accounting to their performance of the different requirements. Let  $N$  be the overall count of all generated grammars of the examined algorithm.

Write down if the cellsVar or the cellsVarK are used.

### 2.1 Overall Success Rate

An generated *exercise* contributes to the Overall Success Rate ( $SR$ ) iff it contributes to the Success Rate Producibility ( $SRP$ ), to the Success Rate Grammar Constraints ( $SRG$ ) and to the Success Rate Pyramid Word Constraints ( $SRPW$ ) at the same time. It holds:  $SR = n/N$ , whereas  $n$  is the count of *exercises* that fulfil the requirements in this case.

### 2.2 Success Rate Producibility

An generated *exercise* contributes to the  $SRP$  iff the CYK algorithm's output is true. It holds:  $SRP = p/N$ , whereas  $p$  is the count of *exercises* that fulfil the requirements in this case.

### 2.3 Success Rate Grammar Constraints

An generated *exercise* contributes to the  $SRG$  iff its grammar has got less than a certain count of productions.

It holds:  $SRG = g/N$ , whereas  $g$  is the count of *exercises* that fulfil the requirements in this case.

### 2.4 Success Rate Word Pyramid Constraints

An generated *exercise* contributes to the  $SRWP$  iff the following conditions are met:

- A certain amount of cells force a right cell combination.
- There are less than a certain amount of variables in the entire pyramid.
- There are less than a certain amount of variables in each cell of the pyramid.

It holds:  $SRWP = wp/N$ , whereas  $wp$  is the count of *exercises* that fulfil the requirements in this case.

Fore more detail of fore right cell combination see here:

<b>Algorithm 1:</b> checkForceCombinationPerCell	
<b>Input:</b> $cell_{i,j} \subseteq V$ , $cellX \subseteq V$ , $cellY \subseteq V$ , $P \subseteq V \times (V^2 \cup \Sigma)$ <b>Output:</b> $varsForcing \subseteq V$	
1	$VarsForcing \subseteq V$ ;
2	$VarComp = \{xy \mid x \in cellX \wedge y \in cellY\}$ ;
3	<b>foreach</b> $v \in cell_{i,j}$ <b>do</b>
4	$prods = \{p \mid p \subseteq P, v \text{ is left in } p\}$ ;
5	$rhse = \{rhse \mid rhse \text{ is right in } p \in prods\}$ ;
6	<b>if</b> $VarComp \not\subseteq rhse$ <b>then</b>
7	$VarsForcing = varsForcing \cup v$ ;
8	<b>end</b>
9	<b>end</b>
10	<b>return</b> $VarsForcing$ ;
<hr/> Input: $cell_{i,j} = cellDown$ , $cell_{i-1,j} = cellUpperLeft$ and $cell_{i-1,j+1} = cellUpperRight$	

Algorithm 1 is a check that needs to be explained.

---

## 3 Algorithms

## 3.1 Exam Exercise Generating Algorithms

### 3.1.1 Algorithm: AlgorithmName

Things like the  $G = (V, \Sigma, S, P)$  can be assumed as known.

$P = P \cup \{\text{distribute } \{\sigma \mid \sigma \in w\} \text{ uniform randomly over } \{v \mid v \in V\}\}$  which equals the *distributeRhse* module.

Bias is only allowed top vs down regarding the pyramid. No left or right bias intended yet.

Ⓐ, Ⓑ, ... represent exchangeable algorithm modules. Make hyperrefs für Ⓐ

Does the output  $P \subseteq V \times (V^2 \cup \Sigma)$  imply that  $G$  is in CNF? CNF does only have useful variables [TI script Def. 8.3 page 210] vs.  $P \subseteq V \times (V^2 \cup \Sigma)$ .

More of a problem is that the set  $P$  is not necessarily in CNF. It is possible that there are unreachable variables – from the starting variable.

#### 3.1.1.1 Basic Idea

#### 3.1.1.2 Tweak Idea 1 for Algorithm

#### 3.1.1.3 Tweak Idea 2 for Algorithm

#### 3.1.1.4 Finished Algorithm break

### 3.1.2 Algorithm: DiceRollOnly

#### 3.1.2.1 Basic Idea

This is a very naive way of generating grammars, which will be the starting point for our algorithms to be found. Each future algorithm must have a higher score than this algorithm or otherwise it would be worse, than simple dice rolling the distribution of terminals and compound variables with removing the not contributing productions afterwards.

#### 3.1.2.2 Algorithm

Algorithm 2: DiceRollOnly	
<b>Input:</b> Word $w \in \Sigma^*$ <b>Output:</b> Set of productions $P$	
<pre> 1 <math>P = \emptyset</math>; // <math>P \subseteq V \times (V^2 \cup \Sigma)</math> 2 <math>P = \text{Distribute}(\Sigma, V)</math>; (A) 3 <math>P = P \cup \text{Distribute}(V^2, V)</math>; (B) 4 <math>P = \text{KeepContributing}(P)</math>; 5 return <math>P</math>; </pre>	
<hr/> Line 4: ?Removes all production that don't contribute, but unreachable productions still possible.? <i>Contributing</i> production iff <i>useful</i> i.e. it appears in some derivation of some terminal string from the start symbol AND <i>producing</i> i.e. it is needed for this parsing table.	

#### 3.1.2.3 Success Rates

As seen in table 3 the algorithm shows a relatively low success rate for producibility.

Success Rate Type	Value
General	09 %
Producibility	22 %
GrammarConstraints	88 %
ExamConstraints	54 %

Table 1: Success rates for algorithm 2

This can be explained with ... . Mention the basic connection between the success rates.

#### 3.1.2.4 Conclusion

Something about what can be improved in another attempt or the next attempt. Don't forget that a relatively small number of productions is already sufficient to completely fill the parsing table. Maybe remove not contributing productions in the the other algorithms too.

### 3.1.3 Algorithm: BottomUp GeneratorGrammarDiceRollVar1

#### 3.1.3.1 Basic Idea

This algorithm uses the Bottom-Up approach where the parsing table is filled starting from the leaves.

Add **KeepContributing()** with regard to being more comparable to algorithm 2.

#### 3.1.3.2 Algorithm

Algorithm 3: GeneratorGrammarDiceRollVar1	
<b>Input:</b> Word $w \in \Sigma^*$ <b>Output:</b> Set of productions $P$	
1	$P = \emptyset; \quad // \quad P \subseteq V \times (V^2 \cup \Sigma)$
2	$P = \text{Distribute}(\Sigma, V); \quad \textcircled{A}$
3	$\text{Pyramid} = \text{CYK}(G, w);$
4	<b>for</b> $i := 1$ <b>to</b> $i_{\max}$ <b>do</b>
5	$J = \{0, \dots, j_{\max} - 1\}; \quad // \quad J \subseteq \mathbb{N}$
6	$\text{CellSet} = \emptyset; \quad // \quad \text{CellSet} \subseteq V^2$
7	<b>while</b> $ J  > 0$ <b>do</b>
8	choose one $j \in J$ uniform randomly;
9	$J = J \setminus \{j\};$
10	$\text{CellSet} = \text{CalculateSubsetForCell}(\text{Pyramid}, i, j);$
11	$P = P \cup \text{Distribute}(\text{CellSet}, V); \quad \textcircled{B}$
12	$\text{Pyramid} = \text{CYK}(G, w);$
13	<b>if</b> stopping criteria met $\textcircled{C}$ <b>then</b>
14	<b>return</b> $P;$
15	<b>end</b>
16	<b>end</b>
17	<b>end</b>
18	<b>return</b> $P;$
<hr/> Line 2: Fills the $i=0$ row of the pyramid. Line 8: A cell is only visited only once. Note: Maybe modify algorithm to also work with the threshold.	

#### 3.1.3.3 Success Rates

Success Rate Type	Value
General	13 %
Producibility	29 %
GrammarConstraints	99 %
ExamConstraints	65 %

Table 2: Success rates for algorithm 3

#### 3.1.3.4 Conclusion



### 3.1.4 Algorithm: GeneratorGrammarDiceRollVar2

#### 3.1.4.1 Basic Idea

#### 3.1.4.2 Algorithm

Algorithm 4: GeneratorGrammarDiceRollVar2	
<b>Input:</b> Word $w \in \Sigma^*$	
<b>Output:</b> Set of productions $P$	
1 $P = \emptyset$ ; // $P \subseteq V \times (V^2 \cup \Sigma)$	
2 $RowSet = \emptyset$ ; // $RowSet \subseteq \{(XY, i) \mid X, Y \in V \wedge i \in \mathbb{N}\}$	
3 $P = Distribute(\Sigma, V)$ ; (A)	
4 $Pyramid = CYK(G, w)$ ;	
5 <b>for</b> $i := 1$ <b>to</b> $i_{max}$ <b>do</b>	
6 <b>for</b> $j := 0$ <b>to</b> $j_{max} - i$ <b>do</b>	
7 $RowSet = RowSet \cup \{(XY, i) \mid XY \in$ $CalculateSubsetForCell(Pyramid, i, j)\}$ ;	
8 <b>end</b>	
9 <b>while</b> $threshold_i$ not reached <b>do</b>	
10         choose one $xy$ out of $(XY, i) \in RowSet$ uniform randomly with probability depending on $i$ ; (D)	
11 $P = P \cup Distribute(xy, V)$ ; (B)	
12 $Pyramid = CYK(G, w)$ ;	
13 <b>if</b> stopping criteria met (C) <b>then</b>	
14 <b>return</b> $P$ ;	
15 <b>end</b>	
16 <b>end</b>	
17 <b>end</b>	
18 <b>return</b> $P$ ;	
<p>Line 2: Fills the <math>i=0</math> row of the pyramid.</p> <p>Line 7: <math>(AB, 1), (AB, 2), (BC, 3) \dots \in sub \rightarrow</math> multiple occurrences of <math>AB</math> are allowed. This considers "more important" compound variables.</p> <p>Note Line 10: Priority mechanism: In line <math>i + 1</math> the <math>k = \{(A, l) \mid (A, l) \in sub, l = i\}</math> are preferred over the <math>m = \{(A, n) \mid (A, n) \in sub, n &lt; i\}</math>. In what way are they preferred? Using some kind of factor to weight the <math>i</math> of <math>(A, i)</math>.</p>	

$threshold_i$  is regarding a line. Threshold, Linear or log function  $f(i)$ ?

$P = P \cup \{distribute\ vc \in rowSet\ over\ V\}$ ; (B) vs.

$P = P \cup \{distribute\ rowSet \subseteq V^2\ over\ V\}$ ; (B)

$(AB, 3)$  and  $(AB, 1) \rightarrow (AB, 1)$

### 3.1.4.3 Success Rates

Success Rate Type	Value
General	13 %
Producibility	24 %
GrammarConstraints	99 %
ExamConstraints	77 %

Table 3: Success rates for algorithm 4

### 3.1.4.4 Conclusion

### 3.1.5 Algorithm: SplitThenFill (Idea 1)

Algorithm 5: SplitThenFillPrep	
<b>Input:</b> Word $w \in \Sigma^*$	
<b>Output:</b> Set of productions $P$	
1 $P = \emptyset$ ; // $P \subseteq V \times (V^2 \cup \Sigma)$	
2 $P = \text{Distribute}(\Sigma, V)$ ; (A)	
3 $Sol = \emptyset$ ; // $Sol \subseteq \{(P_{Sol}, Cell_{i,j}) \mid P_{Sol} \subseteq P \wedge Cell_{i,j} \in Pyramid\}$	
4 $Sol = \text{SplitThenFill}(P, w, i_{max}, 0)$ ;	
5 <b>return</b> $P_{Sol}$ ;	
<hr/> Line 2: Fills the $i=0$ row of the pyramid. Line ?? : $Cell_{i,j} \subseteq V \wedge Cell_{i,j} \in Pyramid$ . The pyramid represents the upper part of the upper triangular matrix of the CYK. Reflection at the diagonal of the matrix and rotation of -45 degrees. Line ?? : Starting recursively from the tip of the pyramid.	

Algorithm 6: SplitThenFill	
<b>Input:</b> $P \subseteq V \times (V^2 \cup \Sigma)$ , $w \in \Sigma^*$ , $i, j \in \mathbb{N}$	
<b>Output:</b> $(P, Cell_{i,j})$	
1 <b>if</b> $i = 0$ <b>then</b>	
2   <b>return</b> $(P, Cell_{i,j})$ ;	
3 <b>end</b>	
4 <b>if</b> <i>stopping criteria met</i> (C) <b>then</b>	
5   <b>return</b> $(P, Cell_{i,j})$ ;	
6 <b>end</b>	
7 <i>choose one <math>m</math> uniform randomly in <math>[j + 1, j + i]</math></i> ;	
8 $(P, Cell_l) = \text{SplitThenFill}(P, w, (m - j - 1), j)$ ;	
9 $(P, Cell_r) = \text{SplitThenFill}(P, w, (j + i - m), m)$ ;	
10 $Pyramid = CYK(G, w)$ ;	
11 <b>if</b> $Cell_{i,j} = \emptyset$ <b>then</b>	
12   <i>SetVc = uniform random subset from <math>\{vc \mid v \in Cell_l \wedge c \in Cell_r\}</math></i> ;	
13   $P = P \cup \text{Distribute}(\text{SetVc}, V)$ ; (B)	
14 <b>end</b>	
15 <b>return</b> $(P, Cell_{i,j})$ ;	
<hr/> Line 2: Recursion anchor that returns the up to this point modified productions $P$ and the variables in the cell with index $i$ and $j$ . Line 8 + 15: Analogous to the CYK-algorithm a cell combination $Cell_l$ and $Cell_r$ is chosen that can generate the sub string. Line 5: A Recalculation is done at each recursive call because only the updated production set $P$ is returned recursively.	

The stopping criteria would be, that each marked  $cell_{i,j} \neq \emptyset$  and it must be possible

to get from  $cell_{m,j}$  and  $cell_{i-m,m+j+1}$  to  $cell_{i,j}$  through applying one of the production rules.

Algorithm ?? Ideal uniform randomly generates a predefined structure of the derivation tree. You always update the pyramid after adding one production to the grammar. Now there are two options to fill the parse table:

1. Bottom Up: The parse table is filled relatively evenly. All information regarding the upper cells are available and can be used. Similar to the CYK Algorithm approach.
2. Top Down: The parse table is filled quite unevenly. You don't have all information available. Think about adding a production for the node cell: You can add a production so that its producing cells fill the node cell, but you don't know what actually would be the best to fill in these producing cells because they themselves aren't looked at yet. This problem is kept until the last depth of the recursion, where the cells in row  $i = 0$  are taken into account. Only starting there you know what variables actually produce the terminals.

Maybe solution: For the Top Down approach, don't assume that the terminals are already distributed over the V. Distribute the terminals over the variables in an ideal way that fits your already generated productions best.

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**3.1.6 Algorithm: Idea 2, How often cells are used for subset calculations**

### 3.1.7 Algorithm: SplitAndFill

Algorithm 7: SplitAndFillPrep	
<p><b>Input:</b> Word <math>w \in \Sigma^*</math></p> <p><b>Output:</b> Set of productions <math>P</math></p> <pre> 1 <math>P = \emptyset</math>; // <math>P \subseteq V \times (V^2 \cup \Sigma)</math> 2 <math>Pyr = EmptyPyramid</math> ; 3 <math>Cell_{i_{max},0} = Cell_{i_{max},0} \cup \{S\}</math>; // <math>Cell_{i,j} \subseteq V \wedge Cell_{i,j} \in Pyramid</math> 4 ; 5 <math>Sol = \emptyset</math>; // <math>Sol \subseteq \{(P_{Sol}, Pyramid) \mid P_{Sol} \subseteq P\}</math> 6 <math>Sol = SplitThenFill(Pyr, P, w, i_{max}, 0)</math>; 7 <math>P = P \cup P_{Sol}</math>; 8 <b>return</b> <math>P</math>; </pre>	
<hr/> <p>Line 2: <math>EmptyPyramid \Leftrightarrow \forall i \forall j Cell_{i,j} = \emptyset</math></p> <p>Line 5: <math>Cell_{i,j} \subseteq V \wedge Cell_{i,j} \in Pyramid</math>. The pyramid represents the upper part of the upper triangular matrix of the CYK. Reflection at the diagonal of the matrix and rotation of -45 degrees.</p>	

**Algorithm 8:** SplitAndFill**Input:** *Pyramid*  $Pyr$ ,  $P \subseteq V \times (V^2 \cup \Sigma)$ ,  $w \in \Sigma^*$ ,  $i, j \in \mathbb{N}$ **Output:**  $(P, Pyr)$ 

```

1 if stopping criteria met  $\bigcirc C$  then
2   | return  $(P, Pyr)$ ;
3 end
4  $SetAll = V \times V$ ;
5  $Pyramid = CYK(G, w)$ ;
6 choose one  $m$  uniform randomly in  $[j + 1, j + i]$ ;
7 if  $(m - j - i) \neq 0$  then
8   |  $(P, Pyr) = SplitAndFill(Pyr, w, (m - j - 1), j)$ ;
9 end
10 else then
11    $v = \text{choose one variable uniform randomly from } Cell_{i,j}$ ;
12    $P = P \cup (v - - > w_j)$ ;
13 end
14 if  $(j + i - m) \neq 0$  then
15   |  $(P, Pyr) = SplitAndFill(Pyr, w, (j + i - m), m)$ ;
16 end
17 else then
18    $v = \text{choose one variable uniform randomly from } Cell_{i,j}$ ;
19    $P = P \cup (v - - > w_j)$ ;
20 end return  $(P, Cell_{i,j})$ ;

```

### 3.1.8 Tweaking Sub Procedures in more detail

Maybe don't keep this so that the Algorithms can be read without flipping pages.

Ⓐ, Ⓑ, ...

<b>Algorithm 9:</b> Distribute	
<b>Input:</b> $Rhse \subseteq (V^2 \cup \Sigma)$ , $V$	
<b>Output:</b> Set of productions $P$	
1	$i \in \mathbb{N}, j \in \mathbb{N};$
2	<b>foreach</b> $rhse \in Rhse$ <b>do</b>
3	<i>choose <math>n</math> uniform randomly in <math>[i, j]</math>;</i>
4	$V_{add} :=$ <i>uniform random subset of size <math>n</math> from <math>V</math>;</i>
5	$P = P \cup \{(v, rhse) \mid v \in V_{add}, rhse \in Rhse\};$
6	<b>end</b>
7	<b>return</b> $P$ ;

Algorithm 9 isn't needed anymore for the descriptions of the basic idea of the algorithm. It will be a module later on while tweaking the algorithms.

<b>Algorithm 10:</b> CalculateSubsetForCell	
<b>Input:</b> $cell_{i,j} \in pyramid$	
<b>Output:</b> $V_{i,j} \subseteq V^2$	
1	$V_{i,j} = \emptyset;$
2	<b>for</b> $k := i - 1 \rightarrow 0$ <b>do</b>
3	$V_{i,j} = V_{i,j} \cup \{X \mid X \rightarrow YZ, Y \in V_{k,j}, Z \in V_{i-k-1,k+j+1}\};$
4	<b>end</b>
5	<b>return</b> $V_{i,j};$

Algorithm ?? describes the magic of the CKY-algorithm. It shows what cells are taken into account while filling one cell of the parse table.



## 4 Simple Scoring Model

Short preface to the rationale about the scoring model. Add diversity criteria = homogeneity of the cells to the scoring matrix.

### 4.1 Elimination Criteria and Selection Criteria

Success rates: Producibility:  $w \subseteq L(G)$

Grammar restrictions:  $n = |w|$ , `maxNumberOfVarsPerCell`; **Delete SuccessRatesGrammarRestrictions class. Move maxNumberOfVarsPerCell to exam restrictions class and use  $n$  only as parameter.**

Exam restrictions: `rightCellCombinationsForcedCount`, `maxSumOfProductions`, `maxSumOfVarsInPyramid`

Picture of used scoring model without weights here. Maybe one picture together with the next subsection.

### 4.2 Weighting of the criteria

Picture of the final used scoring model with weights here.

### 4.3 Direct Ranking vs. Preference Analysis vs. ...

What method is used to compare the results out of the scoring model.

Direct Ranking is the simplest way.

## 5 CLI Tool

Write much of this stuff in the appendix.

### 5.1 Short Requirements Specification

Use Cases  $i \rightarrow$  "Lastenheft".

Input and Output parameter identification.

Here is described what the finished tool must and can do.

Generating the latex code and storing it in .tex-file. Then converting the .tex-file to .pdf-file via:

```
Runtime rt = Runtime.getRuntime();
Process pr = rt.exec("pdflatex mydoc.tex");
Process pr = rt.exec("pdflatex mydoc.tex");
Process pr = rt.exec("pdflatex mydoc.tex");
```

The triple invocation of LaTeX is to ensure that all references have been properly resolved and any page layout changes due to inserting the references have been accounted for. [<http://www.arakhne.org/autolatex/>]

#### 5.1.1 Exam Exercises

An exam exercise consists out of a grammar, a word, a parsing table and a derivation tree. Creating a exam exercises must be possible. Therefore it is needed:

- Selection of a possible exam exercise out of high scoring samples  $\rightarrow$  calculateSamples.jar [Input parameter: countOfNewSamples (better scoring samples in exchange for longer computation time)], which upon execution fills samples.txt with new high scoring samples, together with its actual scoring model parameters. Out of this samples one can be selected manually that is used for an exam exercise.
- Modifying of a exam exercise candidate: Changing the grammar and changing the word. [?changing the pyramid (I think no, because of the strong interconnection between the grammar and the parsing table it is already covered through being able to change the grammar)?]  $\rightarrow$  calculateExamExercise.jar [Input parameter: examExercise.txt], that updates pre defined information for one sample upon execution.
- Predefined Information: It is a printable version of the finished exam exercise like grammar.png, parsingTable.png and derivationTable.png together with its latex code, that was used for its creation - modification later one possible. Also it is

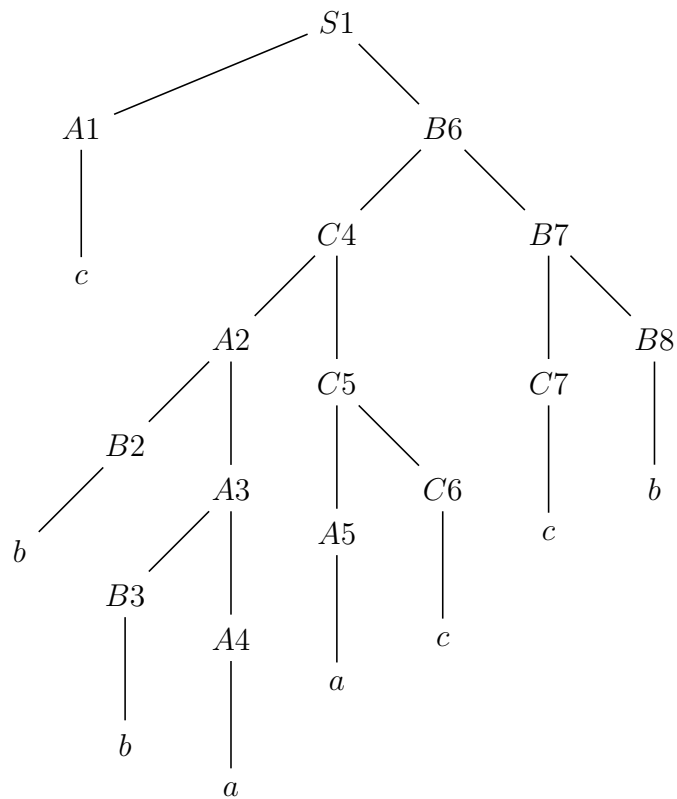
examExerciseInfo.txt, that has the information about its actual scoring model parameters.

### 5.1.2 Fun With CNF's and CYK

Trying out stuff freestyle:

- Se
- 

Maybe don't add the *Tree* here. It is only needed as one part of the output of an *exercise*.



## **5.2 Overview - UML**

UML-Diagramm showing the general idea of the implementation.

List noteworthy used libraries here, too.

Maybe some information out of the statistics tool of IntelliJ.

### **5.2.1 UML: More Detail 1**

### **5.2.2 UML: More Detail 2**

## **5.3 User Interaction**

Here the specific must can do's are explained with short examples.

### **5.3.1 Use Case 1**

### **5.3.2 Use Case i**

## Algorithms

This section contains all algorithms referenced in this thesis.

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## References

- [1] JSR 220: Enterprise Java Beans 3.0 <https://jcp.org/en/jsr/detail?id=220>, 09/09/2015

