

# CMSC 141 AUTOMATA AND LANGUAGE THEORY

## CONTEXT-FREE LANGUAGES

Mark Froilan B. Tandoc

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# CLOSURE PROPERTIES FOR CFL

Like regular languages, CFLs are close under union, concatenation, and Kleene star

# CLOSURE UNDER UNION

## Proof

Given two grammars for two context-free languages, with start symbols  $S$  and  $T$ . Rename the variables to ensure that the two grammars will not share any variable. Then construct a grammar for the union of the two languages by taking all the rules of both grammars and adding a new start state  $Z$  with rules  $Z \rightarrow S \mid T$

## Example

$L_1 \Rightarrow$

$S \rightarrow aSb \mid \varepsilon$

$L_2 \Rightarrow$

$T \rightarrow aTa \mid bTb \mid a \mid b \mid \varepsilon$

$L_1 \cup L_2 \Rightarrow$

$Z \rightarrow S \mid T$

$S \rightarrow aSb \mid \varepsilon$

$T \rightarrow aTa \mid bTb \mid a \mid b \mid \varepsilon$

# CLOSURE UNDER CONCATENATION

## Proof

Same process as union, but instead, we have the rule for the start state  $Z \rightarrow ST$

## Example

$$L_1 \Rightarrow$$

$$S \rightarrow aSb \mid \varepsilon$$

$$L_2 \Rightarrow$$

$$T \rightarrow aTa \mid bTb \mid a \mid b \mid \varepsilon$$

$$L_1L_2 \Rightarrow$$

$$Z \rightarrow ST$$

$$S \rightarrow aSb \mid \varepsilon$$

$$T \rightarrow aTa \mid bTb \mid a \mid b \mid \varepsilon$$

# CLOSURE UNDER KLEENE STAR

## Proof

Given a grammar for a context-free language  $L$  with start symbol  $S$ , the grammar for  $L^*$ , with start symbol  $Z$ , contains all the rules of the original grammar along with the rules  $Z \rightarrow ZS \mid \varepsilon$

## Example

$$\begin{array}{l} L \Rightarrow \\ S \rightarrow aSb \mid \varepsilon \end{array}$$

$$\begin{array}{l} L^* \Rightarrow \\ Z \rightarrow ZS \mid \varepsilon \\ S \rightarrow aSb \mid \varepsilon \end{array}$$

# OTHER CLOSURE PROPERTIES

Other closure properties for CFLs

- ▶ string reversal
- ▶ homomorphism (string substitutions)
- ▶ inverse homomorphisms

Proofs are left as exercise

# CLOSURE PROPERTIES

Also note, however, that CFLs are *not* closed under

- ▶ intersection
- ▶ set complement

Proofs are left as exercise

# PUMPING LEMMA FOR CFLs

## PUMPING LEMMA

If  $A$  is a context-free language that is infinite, then there is a number  $p$  (the pumping length) where, if  $s$  is any string in  $A$  of length at least  $p$ , then  $s$  may be divided into five parts  $s = uvxyz$  satisfying:

- ▶ for each  $i \geq 0$ ,  $uv^i xy^i z \in A$
- ▶  $|vy| > 0$  ( $v$  and  $y$  cannot be both empty)
- ▶  $|vxy| \leq p$

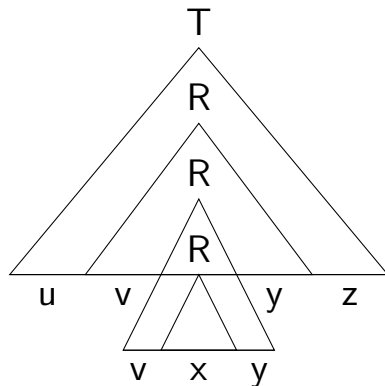
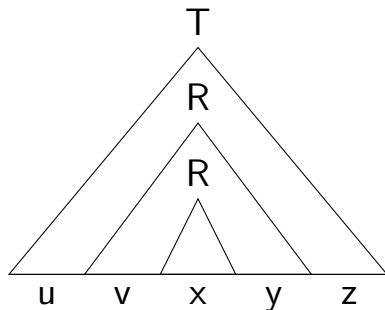


# IDEA OF THE PROOF

- ▶ We use the pigeonhole principle on the nodes of the parse tree
- ▶ Given a very long string  $s$ , its parse tree would be very tall that there must exist some interior node (say  $R$ ) that must be repeated
  - ▶  $R \rightarrow^* x \mid vRy$
- ▶ "Pumping" translates to expanding  $R$  any number of times

# PUMPING LEMMA FOR CFLs

"Pumping" translates to expanding  $R$  any number of times



# NON-CONTEXT FREE LANGUAGES

- ▶ Some languages cannot be recognized by a PDA or a CFG
- ▶ One of the simplest non-CFL is
$$L = \{a^n b^n c^n : n > 0\} = \{abc, aabbcc, \dots\}$$
Can be proven using proof by contradiction and pumping lemma
- ▶ How can we still extend PDAs? 2 stacks??

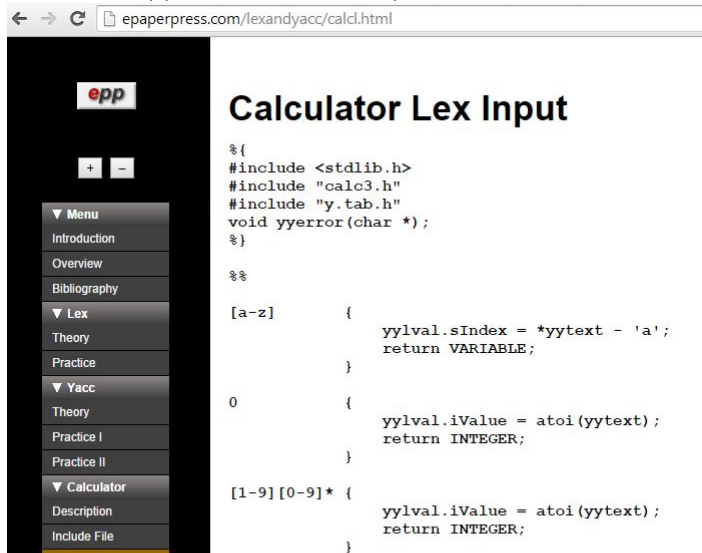
# SOME APPLICATIONS OF CFL

- ▶ Compiler Design/Programming Language Design
- ▶ Lindenmayer Systems (L-Systems)

# COMPILER/PROGRAMMING LANGUAGE DESIGN

Can be used in tools like Lex/Flex and Yacc/Bison

From <http://epaperpress.com/lexandyacc>



The screenshot shows a web browser window with the address bar displaying `epaperpress.com/lexandyacc/calcd.html`. The website has a dark theme. On the left is a sidebar menu with the 'epp' logo at the top. The menu items are: '+', '-', 'Menu', 'Introduction', 'Overview', 'Bibliography', 'Lex', 'Theory', 'Practice', 'Yacc', 'Theory', 'Practice I', 'Practice II', 'Calculator', 'Description', and 'Include File'. The 'Calculator' item is highlighted. The main content area is titled 'Calculator Lex Input' and displays the following Lex input code:

```
%{
#include <stdlib.h>
#include "calc3.h"
#include "y.tab.h"
void yyerror(char *);
}%

%%

[a-z]      {
            yyval.sIndex = *yytext - 'a';
            return VARIABLE;
        }

0          {
            yyval.iValue = atoi(yytext);
            return INTEGER;
        }

[1-9][0-9]* {
            yyval.iValue = atoi(yytext);
            return INTEGER;
        }
```

# COMPILER/PROGRAMMING LANGUAGE DESIGN

Can be used in tools like Lex/Flex and Yacc/Bison

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```
%nonassoc UMINUS

%type <nPtr> stmt expr stmt_list

%%

program:
    function                                { exit(0); }
    ;

function:
    function stmt                          { ex($2); freeNode($2); }
    | /* NULL */
    ;

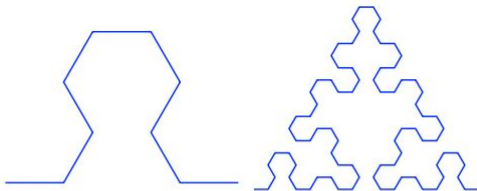
stmt:
    ';'                                    { $$ = opr(';', 2, NULL, NULL); }
    | expr ';'                            { $$ = $1; }
    | PRINT expr ';'                      { $$ = opr(PRINT, 1, $2); }
    | VARIABLE '=' expr ';'              { $$ = opr('=', 2, id($1), $3); }
    | WHILE '(' expr ')' stmt            { $$ = opr(WHILE, 2, $3, $5); }
    | IF '(' expr ')' stmt %prec IFX     { $$ = opr(IF, 2, $3, $5); }
    | IF '(' expr ')' stmt ELSE stmt     { $$ = opr(IF, 3, $3, $5, $7); }
    | '(' stmt_list ')'                  { $$ = $2; }
    ;

stmt_list:
    stmt                                  { $$ = $1; }
    | stmt_list stmt                    { $$ = opr(';', 2, $1, $2); }
    ;

expr:
    INTEGER                              { $$ = con($1); }
    | VARIABLE                          { $$ = id($1); }
    | '-' expr %prec UMINUS             { $$ = opr(UMINUS, 1, $2); }
    | expr '+' expr                     { $$ = opr('+', 2, $1, $3); }
```

# LINDENMAYER SYSTEMS

grammar-like structures for drawing fractals



## Example 5: Sierpinski triangle [\[edit\]](#)

The Sierpinski triangle drawn using an L-system.

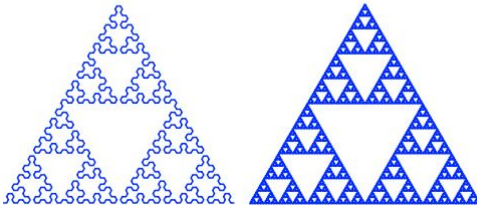
variables : A B

constants : + -

start : A

rules :  $(A \rightarrow B-A-B)$ ,  $(B \rightarrow A+B+A)$

angle :  $60^\circ$



Evolution for  $n=2, n=4, n=6, n=8$

From Wikipedia

# REFERENCES

- ▶ Previous slides on CMSC 141
- ▶ M. Sipser. Introduction to the Theory of Computation. Thomson, 2007.
- ▶ J.E. Hopcroft, R. Motwani and J.D. Ullman. Introduction to Automata Theory, Languages and Computation. 2nd ed, Addison-Wesley, 2001.
- ▶ E.A. Albacea. Automata, Formal Languages and Computations, UPLB Foundation, Inc. 2005
- ▶ JFLAP, [www.jflap.org](http://www.jflap.org)
- ▶ Various online  $\text{\LaTeX}$  and Beamer tutorials