CMSC 141 AUTOMATA AND LANGUAGE THEORY CONTEXT-FREE LANGUAGES

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CLOSURE PROPERTIES FOR CFL

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

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 $Z \to S \mid T$

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$$Z \rightarrow S \mid T$$

Example $L_1 \Rightarrow$

$$\stackrel{ extstyle 1}{\mathcal{S}} o \mathsf{aSb} \mid arepsilon$$

$$L_2 \Rightarrow$$

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

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$$\begin{array}{lll} \textbf{L}_1 \Rightarrow & \textbf{L}_1 \cup \textbf{L}_2 \Rightarrow \\ \textbf{S} & \rightarrow \textbf{aSb} \mid \varepsilon & \textbf{Z} & \rightarrow \textbf{S} \mid \textbf{T} \\ \textbf{L}_2 \Rightarrow & \textbf{S} & \rightarrow \textbf{aSb} \mid \varepsilon \\ \textbf{T} & \rightarrow \textbf{aTa} \mid \textbf{bTb} \mid \textbf{a} \mid \textbf{b} \mid \varepsilon & \textbf{T} & \rightarrow \textbf{aTa} \mid \textbf{bTb} \mid \textbf{a} \mid \textbf{b} \mid \varepsilon \end{array}$$

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CLOSURE UNDER KLEENE STAR

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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 $Z \to ZS \mid \varepsilon$

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$$L\Rightarrow S \rightarrow aSb \mid \varepsilon$$

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

OTHER CLOSURE PROPERTIES

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Other closure properties for CFLs

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- $|vxy| \leq p$

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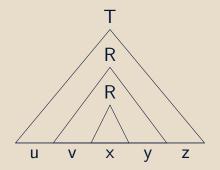
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Pumping Lemma for CFLs

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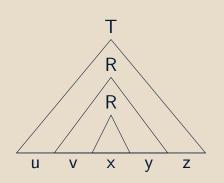
Pumping Lemma for CFLs

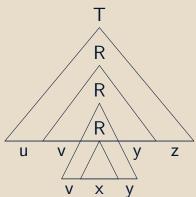
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NON-CONTEXT FREE LANGUAGES

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- How can we still extend PDAs? 2 stacks??

Some applications of CFL

SOME APPLICATIONS OF CFL

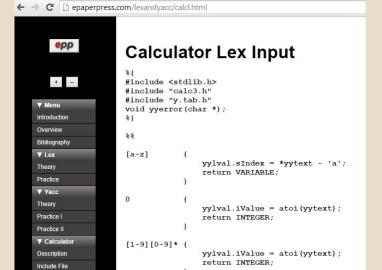
 Compiler Design/Programming Language Design

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



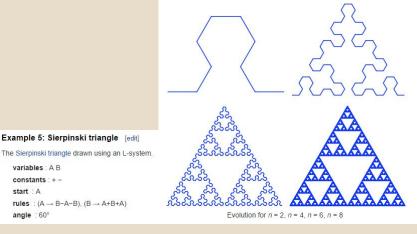
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```
← → C epaperpress.com/lexandyacc/calcy.html
                     %nonassoc UMINUS
                     %type <nPtr> stmt expr stmt list
       epp
                     program:
      + -
                            function
                                                 { exit(0); }
    ▼ Menu
                     function:
    Introduction
                              function stmt
                                                 { ex($2); freeNode($2); }
                             | /* NULL */
    Overview
    Bibliography
    ▼ Lex
                     stmt:
                                                           { $$ = opr(';', 2, NULL, NULL); }
    Theory
                             expr ':'
                                                           { SS - S1; }
    Practice
                            ▼ Yacc
                            Theory
                            | IF '(' expr ')' stmt %prec IFX { $$ = opr(IF, 2, $3, $5); }
    Practice I
                            | IF '(' expr ')' stmt ELSE stmt { $$ = opr(IF, 3, $3, $5, $7); }
                            | '{' stmt list '}'
                                                           ( SS = S2: )
    Practice II
    ▼ Calculator
    Description
                     stmt list:
                                                 \{ SS = S1 : \}
    Include File
                            | stmt list stmt { $$ = opr(';', 2, $1, $2); }
    Lex Input
    Yacc Input
                     expr:
    Interpreter
                              INTEGER
                                                  \{ \$\$ = con(\$1); \}
    Compiler
                                                 \{ SS = id(S1); \}
                              '-' expr %prec UMINUS { $$ = opr(UMINUS, 1, $2); }
    Graph
                             own 111 own ( 00 - own/111 2 01 02) 1
```

LINDENMAYER SYSTEMS

grammar-like structures for drawing fractals



From Wikipedia

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

variables: AB constants: + start A

angle: 60°

REFERENCES

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- JFLAP, www.jflap.org
- Various online LATEX and Beamer tutorials