Project Three - Report

Converting Context-Free Grammar into Chomsky Normal Form

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Programming Language: Python3

Part1. Introduction

In this experiment, we try to implementing an algorithm to convert a given context-free grammar to corresponding Chomsky normal form.

In formal language theory, a context-free grammar G is said to be in Chomsky normal form if all of its production rules are of the form:

$$A o BC$$
 $A o a$
 $S o \epsilon$

where A, B, and C are nonterminal symbols, a is a terminal symbol (a symbol that represents a constant value), S is the start symbol, and ϵ denotes the empty string.

We can know that all of production rules must be:

- only one nonterminal symbol at left part, and
- all candidate forms (right part of production rules) contain exactly two nonterminal symbol, or only one terminal symbol
- start symbol could product an empty string

Part2. Designation

2.1 brief description of conversion method

Here we referenced an example from textbook^[1]. The original CFG is shown below. And we use colored text to represent updated parts: red for adding, cyan for deleting.

$$egin{all} Original: S
ightarrow ASA | aB \ A
ightarrow B | S \ B
ightarrow b | \epsilon \ \end{array}$$

1. **Start**: introduce a new start symbol to grammar:

$$egin{aligned} Step 1: introduce \ new \ start \ symbol \ & oldsymbol{S}_0
ightarrow S \ & S
ightarrow ASA|aB \ & A
ightarrow B|S \ & B
ightarrow b|\epsilon \end{aligned}$$

2. **Epsilon Eliminating**: for each rule, eliminating any empty string in right part, and replace left symbol in other rules with non-empty right parts.

 $Step2: eliminate \ B o \epsilon, \ and \ add \ to \ other \ rules \ contains \ B$ $S_0 \to S$ $S \to ASA|aB|a$ $A \to B|S|\epsilon$ $B \to b|\epsilon$

$$Step3: eliminate \ A
ightarrow \epsilon, \ and \ add \ to \ other \ rules \ contains \ A$$

$$S_0
ightarrow S \ S
ightarrow ASA|aB|a|SA|AS|S \ A
ightarrow B|S|\epsilon \ B
ightarrow b$$

3. **Unit Eliminating**: remove unit rules (only one nonterminal in right parts), and replace left symbol in other rules with corresponding right parts.

$$egin{aligned} Step 4: remove \ S
ightarrow S \ S_0
ightarrow S \ S
ightarrow ASA|aB|a|SA|AS|S \ A
ightarrow B|S \ B
ightarrow b \end{aligned}$$

 $Step5: eliminate \ S_0
ightarrow S \ and \ replace \ S \ use \ corresponding \ right \ part \ S_0
ightarrow S|ASA|aB|a|SA|AS \ S
ightarrow ASA|aB|a|SA|AS \ A
ightarrow B|S \ B
ightarrow b$

 $Step6: eliminate \ A o B \ and \ replace \ B \ use \ corresponding \ right \ part \ S_0 o ASA|aB|a|SA|AS \ S o ASA|aB|a|SA|AS \ A o B|S|b \ B o b$

 $Step 7: eliminate \ A \rightarrow S \ and \ replace \ S \ use \ corresponding \ right \ part \\ S_0 \rightarrow ASA|aB|a|SA|AS \\ S \rightarrow ASA|aB|a|SA|AS \\ A \rightarrow S|b|ASA|aB|a|SA|AS \\ B \rightarrow b$

4. **Folding Replacement of variables**: convert remaining rules which right parts have more than 2 nonterminals into which have exact 2 nonterminals. Here we use *folding strategy* shown below:

Folding Strategy example : $A \rightarrow BCDE$ will be converted into 3 rules

$$F \to BC$$

$$G \to FD$$

$$A \to GE$$

In step 4, algorithm should ensure that left part should be same once right parts are same.

2.2 Designation of Entity Classes

Here we need three entity classes: *variable, production rule and grammar*. In source code, the data structure is:

- class **Var**: represents a variable, terminals or nonterminals
 - **symbol**: string type, used as identifier to represent.
 - **is_nonterm**: boolean type, indicates if variable is a nonterminal symbol.
- class **Product**: represents a production rule
 - **left**: a Var object, represents left part of rule, we only need one variable, it's guaranteed by feature of context-free.
 - right: list, represents all right parts of rule, elements of this list is list since a rule may contains many right parts and any part may contains many variables.
- class **CFG**: represents a context-free grammar
 - **start**: a Var object, represents start symbol of grammar.
 - **nonterm**: set, contains all nonterminal symbols appeared in grammar.
 - **term**: set, contains all terminal symbols appeared in grammar.
 - **products**: list, all Product objects.
 - nonterminal_cand: a list of constants, used in step 4 for folding replacement of variables mentioned in Part 2.1

2.3 Core Algorithm

Algorithm of Epsilon Eliminating is shown below, creating this algorithm is challenging since a nonterminal which derives empty string may appear many times in a given candidate form, for example: if two rules below is known

$$A
ightarrow BSB$$
 and $B
ightarrow \epsilon$

then three new candidate forms will be added into first rule because any B can be assgined an empty value.

Thus the algorithm is designed to be a recursive procedure to handle all situations.

```
function EpsilonEliminating:
  while not reached end of candidate and current symbol is not
given symbol:
    StackPush(symbol stack,current symbol)
    current symbol = next symbol
   if reached end of candidate:
    add all symbols in symbol stack into new candidates
   return
   StackPush(symbol stack,given symbol)
  # First recursion, given symbol is not assigned to be empty
   EpsilonEliminating() with next position
   while not StackEmpty(symbol stack) and StackTop(symbol
stack) != given symbol:
    StackPop(symbol stack)
   StackTop(symbol stack)
   # Second recursion, given symbol is assigned to be empty
   EpsilonEliminating() with next position
```

Part3. Test

Here are two test cases used in testing, and results.

```
A 
ightarrow aAS|a|\epsilon
                            B 	o SbS|A|bb
TestCase 1:
Non-Terminals:A,B,S
Terminals:a,b
Start:S
Products:
  S0→DA | CB | a | AS | SA
  S→DA | CB | a | AS | SA
  A→b | DA | CB | a | AS | SA
  B→b
  С→а
  D→AS
TestCase 2:
Non-Terminals:A,B,S
Terminals:a,b
Start:S
Products:
  S0→EB | SB | AS
  S→EB | SB | AS
  A→FS | a | CS
  B→GS | DD | FS | a | CS
  C→a
  D→b
  E→AS
  F→CA
  G→SD
```

 $TestCase1: (from\ textbook)$

 $TestCase2:\ (from\ website)$

S o ASA|aB

A o B|S $B o b|\epsilon$

S o ASB