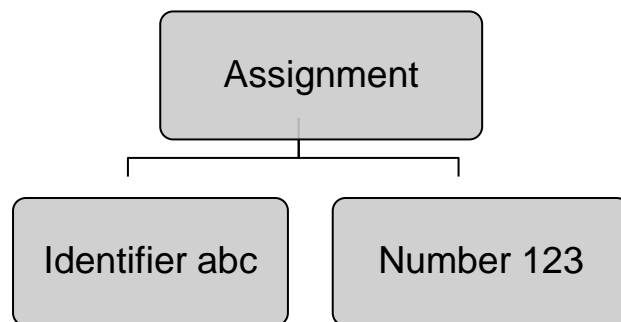


Context Free Grammars

What we want...

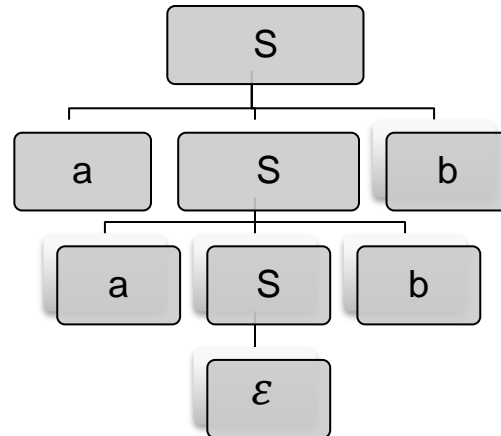
- We have seen how to create a lexer that transforms a source code over an alphabet Ω into a sequence of tokens, for example
 $abc = 123 \rightarrow \text{Identifier}, \text{AssignmentOperator}, \text{Number}$
 (if we ignore the white spaces)
- In our next step, we want turn this sequence of tokens into a hierarchical structure called the syntax tree



- In the same way we used REs to describe valid sequences of characters (=lexems) and to build a lexer, we will now use *Context Free Grammars* to describe valid sequences of tokens and build a parser

An Example

- The non-regular language over the alphabet $\{a, b\}$
 $\{ a^n b^n \mid n \in \mathbb{N} \}$
can be described by the following Context Free Grammar (CFG):
$$S \rightarrow a S b \mid \varepsilon$$
- How it works:
 1. Start with S (S is called a *non-terminal* symbol)
 2. S can be derived to either ε ($= a^0 b^0$) or to $a S b$
 3. $a S b$ can be derived to $a \varepsilon b$ ($= a^1 b^1 = ab$) or to $a a S b b$
 4. $a a S b b$ can be derived to $a a \varepsilon b b$ ($= a^2 b^2$) or to ...
- The derivation of $a a b b$ can be represented as a syntax tree



Definition

- A CFG $G = \langle \Sigma, N, P, S \rangle$ is defined by
 - An alphabet Σ of terminal symbols
 - A set N of non-terminal symbols (disjoint from Σ)
 - A set P of production rules of the form $A \rightarrow \alpha$ with
 - $A \in N$
 - $\alpha \in X^*$ for $X = N \cup \Sigma$
 - A start symbol $S \in N$
- In our example $S \rightarrow a S b \mid \varepsilon$, our CFG has
 - Terminal symbols $\Sigma = \{a, b\}$
 - Non-terminal symbol $N = \{S\}$
 - Two rules:
 - $S \rightarrow a S b$
 - $S \rightarrow \varepsilon$
 - Start symbol S

Context Free Languages

- Derivation $\alpha \Rightarrow \beta$ for a CFG $G = \langle \Sigma, N, P, S \rangle$:

- A sequence of terminal and non-terminal symbols

$$\alpha = \alpha_1 A \alpha_2$$

(where A is a non-terminal symbol) can be derived to

$$\beta = \alpha_1 \gamma \alpha_2$$

if there is a rule $A \rightarrow \gamma$. We write

$$\alpha \Rightarrow \beta$$

- If $\alpha_1 \in \Sigma^*$, we write $\alpha \Rightarrow_l \beta$ (leftmost derivation)
 - If $\alpha_2 \in \Sigma^*$, we write $\alpha \Rightarrow_r \beta$ (rightmost derivation)
- The language $L(G)$ generated by CFG G is given by:

$$L(G) = \{w \in \Sigma^* \mid S \Rightarrow^* w\}$$

i.e., all $w \in L(G)$ can be obtained by starting at the start symbol S and applying rules until the result only consists of terminal symbols

- We say that a language L is context free if there is a CFG that generates it
- Note: $\{w \in \Sigma^* \mid S \Rightarrow^* w\} = \{w \in \Sigma^* \mid S \Rightarrow_l^* w\} = \{w \in \Sigma^* \mid S \Rightarrow_r^* w\}$

Analysis

- The sequence of rules r_1, r_2, \dots that we apply to achieve $S \Rightarrow^* w$ for a given grammar is called the analysis of w
- $S \Rightarrow_l^* w$ gives the leftmost analysis
- $S \Rightarrow_r^* w$ gives the rightmost analysis
- In the following, we will, for a more compact representation, give each rule a number and write the analysis as a sequence of numbers
 - Example for $S \rightarrow a S b \mid \varepsilon$
 - Rule 1: $S \rightarrow a S b$
 - Rule 2: $S \rightarrow \varepsilon$
 - Analysis of $aabb$: rule 1, rule 1, rule 2

Bigger example

- A CFG for arithmetic expressions

$$E \rightarrow E + T \mid T \quad (\text{rule 1 and rule 2})$$

$$T \rightarrow T * F \mid F \quad (\text{rules 3 and 4})$$

$$F \rightarrow (E) \mid \text{Number} \mid \text{Identifier} \quad (\text{rules 5, 6, and 7})$$

- Leftmost derivation of $(89) * x$:

$$\begin{aligned} E &\xRightarrow[l]{2} T \xRightarrow[l]{3} T * F \xRightarrow[l]{4} F * F \xRightarrow[l]{5} (E) * F \xRightarrow[l]{2} (T) * F \\ &\xRightarrow[l]{4} (F) * F \xRightarrow[l]{6} (\text{Number}) * F \xRightarrow[l]{7} (\text{Number}) * \text{Identifier} \end{aligned}$$

- Rightmost derivation of $(89) * x$:

$$E \xRightarrow[l]{2} T \xRightarrow[l]{3} T * F \xRightarrow[l]{7} T * \text{Identifier} \xRightarrow[l]{4} F * \text{Identifier}$$

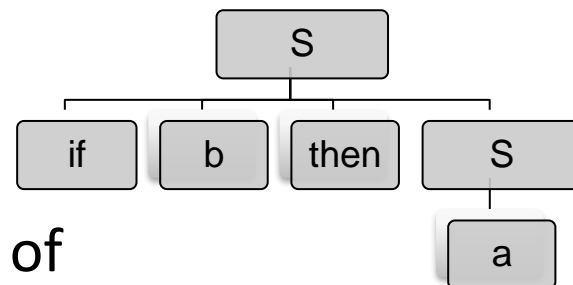
$$\Rightarrow \dots \Rightarrow (\text{Number}) * \text{Identifier}$$

Ambiguity

- Example: a programming language with if-then and if-then-else

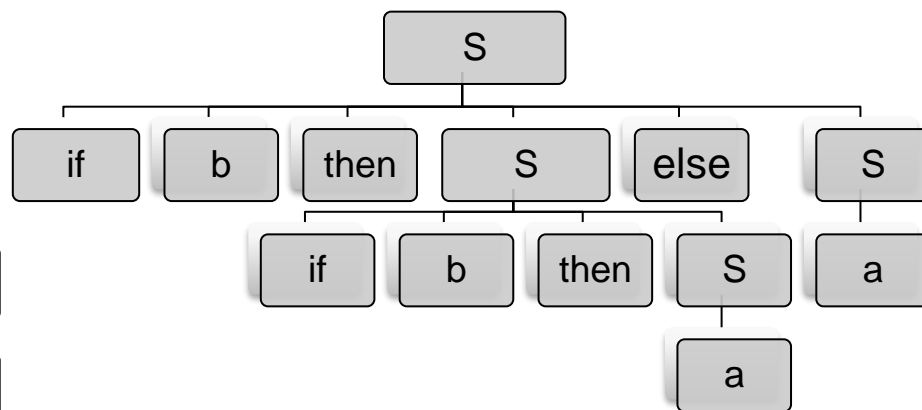
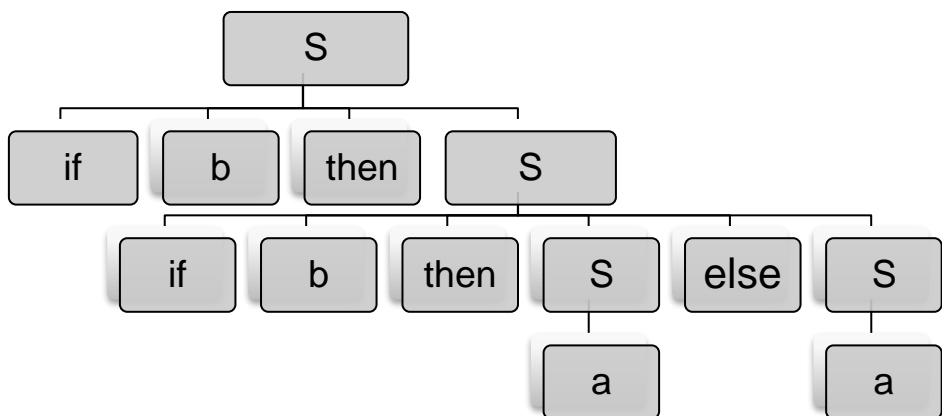
$S \rightarrow a \mid \text{if } b \text{ then } S \mid \text{if } b \text{ then } S \text{ else } S$

- Exercise: What is the syntax tree of *if b then a*



- Now, more difficult: What is the syntax tree of *if b then if b then a else a*

- Two possible trees:



- To which "if" does the "else" belong? (*dangling else problem*)

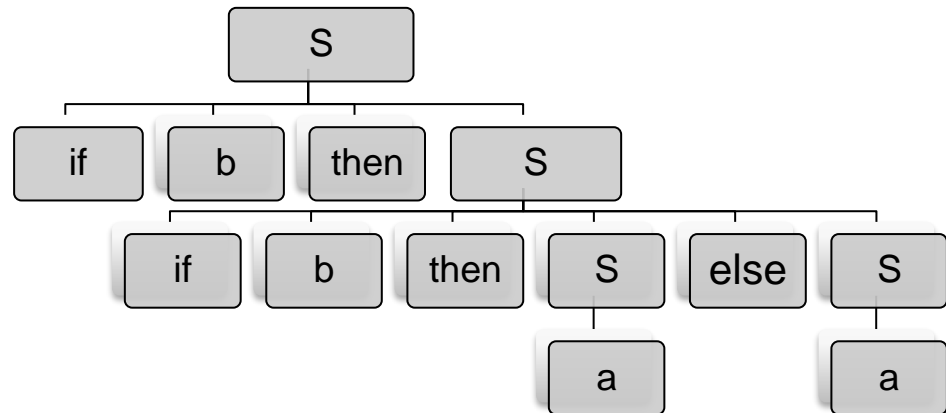
Ambiguous vs Unambiguous Grammar

- Every syntax tree represents exactly one $w \in L(G)$
- Every syntax tree corresponds to exactly one leftmost derivation $S \Rightarrow_l^* w$ and vice versa
- Every syntax tree corresponds to exactly one rightmost derivation $S \Rightarrow_r^* w$ and vice versa
- But as shown on the previous slide, a $w \in L(G)$ can have several derivations and, therefore, several syntax trees
- A CFG G is *unambiguous* if every $w \in L(G)$ has exactly one syntax tree. It is *ambiguous* otherwise.
- A language L is *inherently ambiguous* if every G with $L(G) = L$ is ambiguous
- In general, it is undecidable whether a CFG is ambiguous or not!
- However, given a CFG G and $w \in \Sigma^*$, the problem $w \in L(G)$ is decidable

Remark: Concrete Syntax Tree vs Abstract Syntax Tree

- In practice, a parser will return a “cleaned up” version of the syntax tree, called the Abstract Syntax Tree (AST)
- Usually, the AST is created by hand-written code during parsing
- Our if-then-else example:

- Concrete Syntax Tree



- “Clean” version (AST):

