Context Free Grammars

Context Free Grammars (CFGs)

Introduction

A Context-Free Grammar (CFG) is a powerful descriptive tool that can define languages that Finite State Machines (FSMs) (or Finite Automata) and Regular Expressions can't express. CFGs are a way to represent the syntax of programming languages, natural languages, and more.

Basic Definitions

Context-Free Grammar

A CFG is defined by a 4-tuple $G=(V,\Sigma,R,S)$ where:

- 1. V is the finite set of variables.
- 2. Σ is the finite set of terminal symbols, disjoint from V.
- 3. R is the finite set of rules. Each rule is defined as:
 - · The left side is a variable.
 - The right side is a string consisting of variables and terminals.
- 4. S is the start variable, $S \in V$.

Example: Grammar G_1

The given example G_1 can be written as:

$$egin{aligned} A &
ightarrow 0A1 \ A &
ightarrow B \ B &
ightarrow \# \end{aligned}$$

- $Sigma = \{0, 1, \#\}$
- Variables = $\{A, B\}$
- A is the start variable.

Derivations

Derivations demonstrate how strings are generated in the language. They show a sequence of rule applications, starting from the start variable, leading to a string of terminal symbols.

•
$$A\Rightarrow 0A1\Rightarrow 00A11\Rightarrow 00B11$$

Language Generated by G_1

The language $L(G_1)$ consists of strings like $\{\#,00\#11,000\#111,0000\#1111,\ldots\}$.

Comparing with FSMs and Regular Expressions

- FSMs: Finite State Machines can represent regular languages. All regular languages are also context-free, but not all context-free languages are regular.
- Regular Expressions: These define regular languages and have similar limitations as FSMs.

Example: $L = \{a^nb^n \, | \, n \geq 1\}$ is not regular but is context-free.

Advanced Concepts

Parse Trees

Parse trees visually represent derivations in a hierarchical structure. A node labeled by a variable A is connected to children that represent the variables and terminals in the rule $A \to \alpha$.

Chomsky Normal Form (CNF)

A CFG is in Chomsky Normal Form if all its rules are of the form $A\to BC$ or $A\to a$, facilitating parsing and analysis.

Exercises

Context-Free Language L_2

$$L_2 = \{a^nb^n\,|\,n\geq 0\}$$
 L_2 can be defined by a CFG:

$$S o aSb \, | \, \epsilon$$

Arithmetic Expressions

$$G_3 = (V, \Sigma, R, \mathrm{Expr})$$

$$\bullet \ \ V = \{ \text{Expr, Term, Factor} \}$$

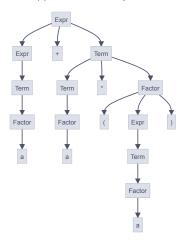
•
$$\Sigma = \{+, \times, a, (,)\}$$

Rules

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Expr --> Expr+Term | Term
Term --> Term*Factor | Factor
Factor --> (Expr) | a
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Reverse Exercise

 $a + a \times (a)$ can be derived in G_3 and thus belongs in $L(G_3)$.



The parse tree represents the step-by-step breakdown of how the string $a+a\times(a)$ is derived from the initial start variable Expr in the context-free grammar G_3 .

Here's what the tree is showing you:

- 1. Start at Expr1[Expr] : The entire expression $a + a \times (a)$ is an Expr.
- Split into Expr2, +, Term1: The expression is split into another smaller expression
 Expr2, an addition operation +, and a term Term1. This corresponds to the rule
 Expr → Expr + Term.
- 3. **Drill down** Expr2: It further boils down to a Term (Term2), which then simplifies to a Factor (Factor2), which then turns out to be the terminal a.
- 4. **Drill down Term1**: The term Term1 also breaks down into a smaller term (Term3), a multiplication operation *, and another Factor (Factor1). This corresponds to the rule $\operatorname{Term} \to \operatorname{Term} \times \operatorname{Factor}$.
- 5. Drill down Term3 and Factor3: Both simplify to terminal a.
- Drill down Expr3: It boils down to a Term (Term4), which then simplifies to a Factor (Factor4), which is the terminal a.

Each node represents a variable or a terminal from G_3 , and each edge represents the application of a grammar rule from G_3 . By following the tree from the root to the leaves, you can construct the original string $a+a\times(a)$, thereby proving that this string can be derived from G_3 and therefore belongs in $L(G_3)$.

input, stack

 $a,b \to c$: when the machine reads an a from the input, it replaces the symbol b on the top of the stack with a c.

- if $a=\epsilon:\epsilon,b\to c$: the machine reads nothing from the input , replaces b on top of the stack with a c.
- if $b=\epsilon:a,\epsilon\to c$: reads a from the <code>input</code> , does not pop the <code>stack</code> , pushes c into the <code>stack</code> .
- if $c=\epsilon:a,b\to\epsilon$: reads a, if the top of the stack is b, pops b, pushes nothing