

Context-Free Grammars

Describing Languages

- We've seen two models for the regular languages:
 - **Automata** accept precisely the strings in the language.
 - **Regular expressions** describe precisely the strings in the language.
- Finite automata **recognize** strings in the language.
 - Perform a computation to determine whether a specific string is in the language.
- Regular expressions **match** strings in the language.
 - Describe the general shape of all strings in the language.

Context-Free Grammars

- A *context-free grammar* (or *CFG*) is an entirely different formalism for defining a class of languages.
- Goal: Give a procedure for listing off all strings in the language.
- CFGs are best explained by example...

Arithmetic Expressions

- Suppose we want to describe all legal arithmetic expressions using addition, subtraction, multiplication, and division.
- Here is one possible CFG:

E → **int**

E → **E Op E**

E → (**E**)

Op → **+**

Op → **-**

Op → *****

Op → **/**

E
⇒ **E Op E**
⇒ **E Op (E)**
⇒ **E Op (E Op E)**
⇒ **E * (E Op E)**
⇒ **int * (E Op E)**
⇒ **int * (int Op E)**
⇒ **int * (int Op int)**
⇒ **int * (int + int)**

Arithmetic Expressions

- Suppose we want to describe all legal arithmetic expressions using addition, subtraction, multiplication, and division.
- Here is one possible CFG:

E → **int**

E → **E Op E**

E → (**E**)

Op → +

Op → -

Op → *

Op → /

E
⇒ **E Op E**
⇒ **E Op int**
⇒ **int Op int**
⇒ **int / int**

Context-Free Grammars

- Formally, a context-free grammar is a collection of four objects:
 - A set of **nonterminal symbols** (also called **variables**),
 - A set of **terminal symbols** (the **alphabet** of the CFG)
 - A set of **production rules** saying how each nonterminal can be converted by a string of terminals and nonterminals, and
 - A **start symbol** (which must be a nonterminal) that begins the derivation.

E → **int**

E → **E Op E**

E → **(E)**

Op → **+**

Op → **-**

Op → *****

Op → **/**

Some CFG Notation

- Capital letters in **Bold Red Uppercase** will represent nonterminals.
 - i.e. **A**, **B**, **C**, **D**
- Lowercase letters in **blue monospace** will represent terminals.
 - i.e. **t**, **u**, **v**, **w**
- Lowercase Greek letters in *gray italics* will represent arbitrary strings of terminals and nonterminals.
 - i.e. *α*, *γ*, *ω*

A Notational Shorthand

E \rightarrow **int**

E \rightarrow **E Op E**

E \rightarrow **(E)**

Op \rightarrow **+**

Op \rightarrow **-**

Op \rightarrow *****

Op \rightarrow **/**

A Notational Shorthand

E \rightarrow *int* | **E** **Op** **E** | (**E**)

Op \rightarrow *+* | *-* | *** | */*

Derivations

$\begin{aligned} E &\rightarrow E \text{ Op } E \mid \text{int} \mid (E) \\ \text{Op} &\rightarrow + \mid * \mid - \mid / \end{aligned}$
--

E
 $\Rightarrow E \text{ Op } E$
 $\Rightarrow E \text{ Op } (E)$
 $\Rightarrow E \text{ Op } (E \text{ Op } E)$
 $\Rightarrow E * (E \text{ Op } E)$
 $\Rightarrow \text{int} * (E \text{ Op } E)$
 $\Rightarrow \text{int} * (\text{int} \text{ Op } E)$
 $\Rightarrow \text{int} * (\text{int} \text{ Op } \text{int})$
 $\Rightarrow \text{int} * (\text{int} + \text{int})$

- A sequence of steps where nonterminals are replaced by the right-hand side of a production is called a *derivation*.
- If string α derives string ω , we write $\alpha \Rightarrow^* \omega$.
- In the example on the left, we see $E \Rightarrow^* \text{int} * (\text{int} + \text{int})$.

The Language of a Grammar

- If G is a CFG with alphabet Σ and start symbol **S**, then the *language of G* is the set

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

- That is, $\mathcal{L}(G)$ is the set of strings derivable from the start symbol.
- Note: ω must be in Σ^* , the set of strings made from terminals. Strings involving nonterminals aren't in the language.

More Context-Free Grammars

- Chemicals!



Form \rightarrow **Cmp** | **Cmp Ion**

Cmp \rightarrow **Term** | **Term Num** | **Cmp Cmp**

Term \rightarrow **Elem** | **(Cmp)**

Elem \rightarrow **H** | **He** | **Li** | **Be** | **B** | **C** | ...

Ion \rightarrow **+** | **-** | **IonNum +** | **IonNum -**

IonNum \rightarrow **2** | **3** | **4** | ...

Num \rightarrow **1** | **IonNum**

CFGs for Chemistry

Form \rightarrow **Cmp** | **Cmp Ion**

Cmp \rightarrow **Term** | **Term Num** | **Cmp Cmp**

Term \rightarrow **Elem** | **(Cmp)**

Elem \rightarrow **H** | **He** | **Li** | **Be** | **B** | **C** | ...

Ion \rightarrow **+** | **-** | **IonNum +** | **IonNum -**

IonNum \rightarrow **2** | **3** | **4** | ...

Num \rightarrow **1** | **IonNum**

Form

\Rightarrow **Cmp Ion**

\Rightarrow **Cmp Cmp Ion**

\Rightarrow **Cmp Term Num Ion**

\Rightarrow **Term Term Num Ion**

\Rightarrow **Elem Term Num Ion**

\Rightarrow **Mn Term Num Ion**

\Rightarrow **Mn Elem Num Ion**

\Rightarrow **MnO Num Ion**

\Rightarrow **MnO IonNum Ion**

\Rightarrow **MnO₄ Ion**

\Rightarrow **MnO₄⁻**

CFGs for Programming Languages

BLOCK → **STMT**
 | { **STMTS** }

STMTS → ϵ
 | **STMT STMTS**

STMT → **EXPR**;
 | **if** (**EXPR**) **BLOCK**
 | **while** (**EXPR**) **BLOCK**
 | **do** **BLOCK** **while** (**EXPR**) ;
 | **BLOCK**
 | ...

EXPR → **var**
 | **const**
 | **EXPR** + **EXPR**
 | **EXPR** - **EXPR**
 | **EXPR** = **EXPR**
 | ...

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**) ;
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR** + **EXPR**
| **EXPR** - **EXPR**
| **EXPR** = **EXPR**
| ...

BLOCK

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK** {
| **while** (**EXPR**) **BLOCK** **STMTS**
| **do** **BLOCK** **while** (**EXPR**); }
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR** + **EXPR**
| **EXPR** - **EXPR**
| **EXPR** = **EXPR**
| ...

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK** {
| **while** (**EXPR**) **BLOCK** **STMT**
| **do** **BLOCK** **while** (**EXPR**) ; **STMTS**
| **BLOCK** }
| ...

EXPR → **var**
| **const**
| **EXPR** + **EXPR**
| **EXPR** - **EXPR**
| **EXPR** = **EXPR**
| ...

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK** {
| **while** (**EXPR**) **BLOCK** **EXPR**;
| **do** **BLOCK** **while** (**EXPR**) ; **STMTS**
| **BLOCK** }
| ...

EXPR → **var**
| **const**
| **EXPR** + **EXPR**
| **EXPR** - **EXPR**
| **EXPR** = **EXPR**
| ...

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK** {
| **while** (**EXPR**) **BLOCK** **EXPR** = **EXPR**;
| **do** **BLOCK** **while** (**EXPR**) ; **STMTS**
| **BLOCK** }
| ...

EXPR → **var**
| **const**
| **EXPR** + **EXPR**
| **EXPR** - **EXPR**
| **EXPR** = **EXPR**
| ...

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK** {
| **while** (**EXPR**) **BLOCK** **var = EXPR**;
| **do BLOCK while** (**EXPR**) ; **STMTS**
| **BLOCK** }
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**) ;
| **BLOCK**
| ...

{
 var = **EXPR** * **EXPR**;
 STMTS
}

EXPR → **var**
| **const**
| **EXPR** + **EXPR**
| **EXPR** - **EXPR**
| **EXPR** = **EXPR**
| ...

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK** {
| **while** (**EXPR**) **BLOCK** **var = var * EXPR;**
| **do** **BLOCK** **while** (**EXPR**); **STMTS**
| **BLOCK** }
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK** {
| **while** (**EXPR**) **BLOCK** **var = var * var;**
| **do BLOCK while** (**EXPR**) ; **STMTS**
| **BLOCK** }
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK** {
| **while** (**EXPR**) **BLOCK** **var = var * var;**
| **do** **BLOCK** **while** (**EXPR**) ; **STMT**
| **BLOCK** **STMTS**
| ... }

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK** {
| **while** (**EXPR**) **BLOCK** **var = var * var;**
| **do** **BLOCK** **while** (**EXPR**); **if** (**var**) **BLOCK**
| **BLOCK** **STMTS**
| ... }

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

{
 var = **var** * **var**;
 if (**var**) **STMT**
 STMTS
}

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

{
var = var * var;
if (var) **EXPR**;
STMTS
}

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

{
var = var * var;
if (var) **EXPR** = **EXPR**;
STMTS
}

EXPR →
| var
| const
| **EXPR** + **EXPR**
| **EXPR** - **EXPR**
| **EXPR** = **EXPR**
| ...

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

{
var = var * var;
if (var) var = **EXPR**;
STMTS
}

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

{
var = var * var;
if (var) var = const;
STMTS
}

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

{
var = var * var;
if (var) var = const;
STMT
STMTS
}

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

{
var = var * var;
if (var) var = const;
while (var) **BLOCK**
STMTS
}

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

```
{  
  var = var * var;  
  if (var) var = const;  
  while (var) {  
    STMTS  
  }  
  STMTS  
}
```

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

```
{  
  var = var * var;  
  if (var) var = const;  
  while (var) {  
    STMT  
    STMTS  
  }  
  STMTS  
}
```

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

```
{  
    var = var * var;  
    if (var) var = const;  
    while (var) {  
        EXPR;  
        STMTS  
    }  
    STMTS  
}
```

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

```
{  
    var = var * var;  
    if (var) var = const;  
    while (var) {  
        EXPR = EXPR;  
        STMTS  
    }  
    STMTS  
}
```

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

```
{  
    var = var * var;  
    if (var) var = const;  
    while (var) {  
        var = EXPR;  
        STMTS  
    }  
    STMTS  
}
```

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

```
{  
    var = var * var;  
    if (var) var = const;  
    while (var) {  
        var = EXPR + EXPR;  
        STMTS  
    }  
    STMTS  
}
```

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

```
{  
    var = var * var;  
    if (var) var = const;  
    while (var) {  
        var = var + EXPR;  
        STMTS  
    }  
    STMTS  
}
```

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

```
{  
    var = var * var;  
    if (var) var = const;  
    while (var) {  
        var = var + const;  
        STMTS  
    }  
    STMTS  
}
```


CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

```
{  
    var = var * var;  
    if (var) var = const;  
    while (var) {  
        var = var + const;  
    }  
    STMTS  
}
```

CFGs for Programming Languages

BLOCK → **STMT**
| { **STMTS** }

STMTS → ϵ
| **STMT STMTS**

STMT → **EXPR**;
| **if** (**EXPR**) **BLOCK**
| **while** (**EXPR**) **BLOCK**
| **do** **BLOCK** **while** (**EXPR**);
| **BLOCK**
| ...

EXPR → **var**
| **const**
| **EXPR + EXPR**
| **EXPR - EXPR**
| **EXPR = EXPR**
| ...

```
{  
    var = var * var;  
    if (var) var = const;  
    while (var) {  
        var = var + const;  
    }  
}
```

Context-Free Languages

- A language L is called a ***context-free language*** (or CFL) if there is a CFG G such that $L = \mathcal{L}(G)$.
- Questions:
 - What languages are context-free?
 - How are context-free and regular languages related?

From Regexes to CFGs

- CFGs don't have the Kleene star, parenthesized expressions, or internal | operators.
- However, we can convert regular expressions to CFGs as follows:

S \rightarrow **a*b**

From Regexes to CFGs

- CFGs don't have the Kleene star, parenthesized expressions, or internal | operators.
- However, we can convert regular expressions to CFGs as follows:

S \rightarrow **A****b**

From Regexes to CFGs

- CFGs don't have the Kleene star, parenthesized expressions, or internal | operators.
- However, we can convert regular expressions to CFGs as follows:

$$\begin{aligned} S &\rightarrow Ab \\ A &\rightarrow Aa \mid \epsilon \end{aligned}$$

From Regexes to CFGs

- CFGs don't have the Kleene star, parenthesized expressions, or internal | operators.
- However, we can convert regular expressions to CFGs as follows:

S \rightarrow **a (b | c*)**

From Regexes to CFGs

- CFGs don't have the Kleene star, parenthesized expressions, or internal | operators.
- However, we can convert regular expressions to CFGs as follows:

S \rightarrow **aX**

X \rightarrow **(b | c*)**

From Regexes to CFGs

- CFGs don't have the Kleene star, parenthesized expressions, or internal | operators.
- However, we can convert regular expressions to CFGs as follows:

S → **aX**

X → **b** | **c***

From Regexes to CFGs

- CFGs don't have the Kleene star, parenthesized expressions, or internal | operators.
- However, we can convert regular expressions to CFGs as follows:

S → **a****X**

X → **b** | **C**

From Regexes to CFGs

- CFGs don't have the Kleene star, parenthesized expressions, or internal | operators.
- However, we can convert regular expressions to CFGs as follows:

S → **a****X**

X → **b** | **C**

C → **C****c** | **ε**

Regular Languages and CFLs

- ***Theorem:*** Every regular language is context-free.
- ***Proof Idea:*** Use the construction from the previous slides to convert a regular expression for L into a CFG for L . ■

The Language of a Grammar

- Consider the following CFG G :

$$S \rightarrow aSb \mid \epsilon$$

- What strings can this generate?

The Language of a Grammar

- Consider the following CFG G :

$$S \rightarrow aSb \mid \epsilon$$

- What strings can this generate?

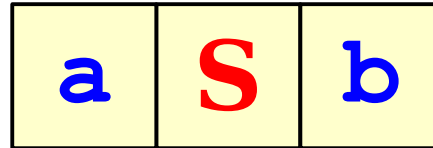
S

The Language of a Grammar

- Consider the following CFG G :

$$S \rightarrow aSb \mid \epsilon$$

- What strings can this generate?

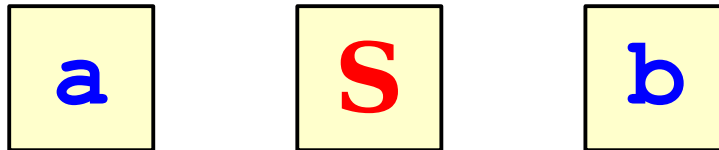


The Language of a Grammar

- Consider the following CFG G :

$$S \rightarrow aSb \mid \epsilon$$

- What strings can this generate?

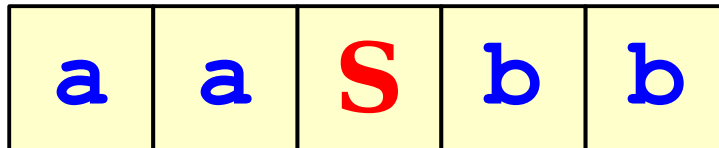


The Language of a Grammar

- Consider the following CFG G :

$$S \rightarrow aSb \mid \epsilon$$

- What strings can this generate?

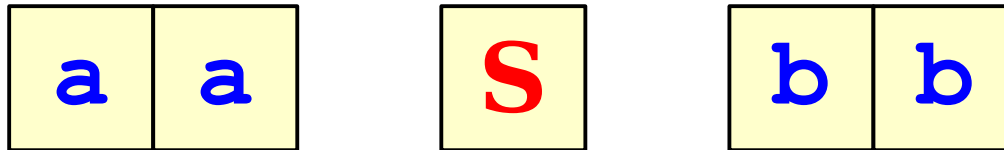


The Language of a Grammar

- Consider the following CFG G :

$$S \rightarrow aSb \mid \epsilon$$

- What strings can this generate?



The Language of a Grammar

- Consider the following CFG G :

$$S \rightarrow aSb \mid \epsilon$$

- What strings can this generate?

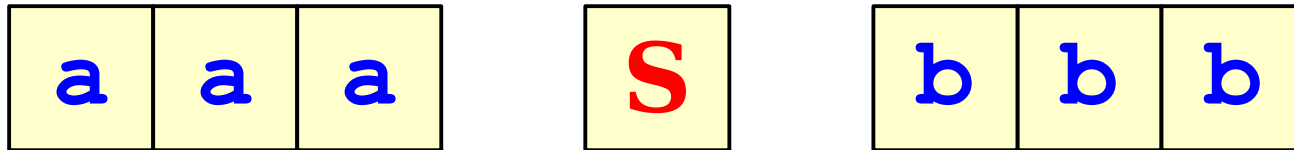
a	a	a	S	b	b	b
---	---	---	---	---	---	---

The Language of a Grammar

- Consider the following CFG G :

$$S \rightarrow aSb \mid \epsilon$$

- What strings can this generate?



The Language of a Grammar

- Consider the following CFG G :

$$S \rightarrow aSb \mid \epsilon$$

- What strings can this generate?

a	a	a	a	S	b	b	b	b
---	---	---	---	---	---	---	---	---

The Language of a Grammar

- Consider the following CFG G :

$$S \rightarrow aSb \mid \epsilon$$

- What strings can this generate?

a	a	a	a
---	---	---	---

b	b	b	b
---	---	---	---

The Language of a Grammar

- Consider the following CFG G :

$$S \rightarrow aSb \mid \epsilon$$

- What strings can this generate?

a	a	a	a	b	b	b	b
---	---	---	---	---	---	---	---

The Language of a Grammar

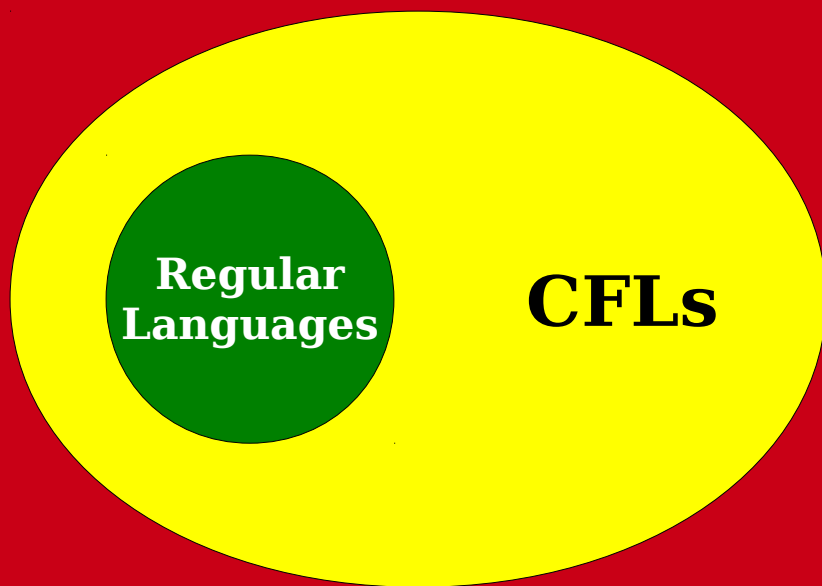
- Consider the following CFG G :

$$S \rightarrow aSb \mid \epsilon$$

- What strings can this generate?

a	a	a	a	b	b	b	b
---	---	---	---	---	---	---	---

$$\mathcal{L}(G) = \{ a^n b^n \mid n \in \mathbb{N} \}$$



All Languages

Time-Out for Announcements!

Problem Set Six

- Problem Set Six goes out right now, is due next Monday at 2:15PM.
 - Explore context-free languages and the limits of regular languages!
- Problem Set Five was due at the start of class; is due on Wednesday at 2:15PM sharp with a late day.

Extra Practice Problems

- Based on your feedback, I've assembled a set of eight extra practice problems on the material so far.
- Available on the course website; solutions will go out later this week.

Midterm Regrades

- All midterm regrades were due at the start of today's lecture.
- Brought a regrade to class? Feel free to hand it in to Keith right after class today. That's okay with us.
- SCPD students – deadline is this Wednesday at the start of class.

Asking Questions

- We're getting a lot of great questions through the staff list and Piazza – please keep asking them!
- If you have Piazza questions that don't give away key insights, consider making them public. There are a lot of great private questions right now!
- Please avoid asking questions after 10:00PM the night before a problem set comes due – we will tend not to answer questions asked after this point.

Second Midterm Exam

- The second midterm exam is next Thursday, November 13 from 7PM – 10PM.
 - Covers material up through and including topics from PS6; focus is on topics from PS4 – PS6.
 - Same format as last time: closed-book, closed-computer, open one page of notes.
 - Location information TBA.
- Practice midterm next Monday night, November 10, from 7PM – 10PM, location TBA.
- Need to take the exam at an alternate time? Email Maesen ASAP to set up an alternate exam time.

Your Questions!

“It has been over a year since I took a CS class. I want to do CS107, but I am worried that my coding is too rusty. What are some good ways to brush up on coding over winter break?”

“Why is HTML not a regular language? I have always heard not to parse HTML with regular expressions because it is not a regular language, but why is this?”

“Do you have a dog?”

Back to CS103!

Designing CFGs

- Like designing DFAs, NFAs, and regular expressions, designing CFGs is a craft.
- When thinking about CFGs:
 - **Think recursively:** Build up bigger structures from smaller ones.
 - **Have a construction plan:** Know in what order you will build up the string.

Designing CFGs

- Let $\Sigma = \{a, b\}$ and let $L = \{w \in \Sigma^* \mid w \text{ is a palindrome}\}$
- We can design a CFG for L by thinking inductively:
 - Base case: ϵ , a , and b are palindromes.
 - If w is a palindrome, then awa and bwb are palindromes.

$$S \rightarrow \epsilon \mid a \mid b \mid aSa \mid bSb$$

Designing CFGs

- Let $\Sigma = \{ (,) \}$ and let $L = \{ w \in \Sigma^* \mid w \text{ is a string of balanced parentheses} \}$
- We can think about how we will build strings in this language as follows:
 - The empty string is balanced.
 - Any two strings of balanced parentheses can be concatenated.
 - Any string of balanced parentheses can be parenthesized.

$$S \rightarrow SS \mid (S) \mid \varepsilon$$

Designing CFGs: Watch Out!

- When designing CFGs, remember that each nonterminal can be expanded out independently of the others.
- Let $\Sigma = \{a, \overset{?}{=}\}$ and let $L = \{a^n \overset{?}{=} a^n \mid n \in \mathbb{N}\}$. Is the following a CFG for L ?

$$S \rightarrow X \overset{?}{=} X$$

$$X \rightarrow aX \mid \varepsilon$$

$$\begin{aligned} S &\Rightarrow X \overset{?}{=} X \\ &\Rightarrow aX \overset{?}{=} X \\ &\Rightarrow aaX \overset{?}{=} X \\ &\Rightarrow aa \overset{?}{=} X \\ &\Rightarrow aa \overset{?}{=} aX \\ &\Rightarrow aa \overset{?}{=} a \end{aligned}$$

Finding a Build Order

- Let $\Sigma = \{a, \underline{a}\}$ and let $L = \{a^n \underline{a} a^n \mid n \in \mathbb{N}\}$.
- To build a CFG for L , we need to be more clever with how we construct the string.
- **Idea:** Build from the ends inward.
- Gives this grammar: $S \rightarrow aSa \mid \underline{a}$

S
 $\Rightarrow aSa$
 $\Rightarrow aaSaa$
 $\Rightarrow aaaSaaa$
 $\Rightarrow aaa \underline{a} aaa$

Designing CFGs: A Caveat

- Let $\Sigma = \{\mathbf{l}, \mathbf{r}\}$ and let $L = \{w \in \Sigma^* \mid w \text{ has the same number of } \mathbf{l}'\text{'s and } \mathbf{r}'\text{'s}\}$
- Is this a grammar for L ?

$$\mathbf{S} \rightarrow \mathbf{lSr} \mid \mathbf{rSl} \mid \epsilon$$

- Can you derive the string \mathbf{lrrl} ?

Designing CFGs: A Caveat

- When designing a CFG for a language, make sure that it
 - generates all the strings in the language and
 - never generates a string outside the language.
- The first of these can be tricky – make sure to test your grammars!
- You'll design your own CFG for this language on the next problem set.

CFG Caveats II

- Is the following grammar a CFG for the language $\{ a^n b^n \mid n \in \mathbb{N} \}$?

$$S \rightarrow aSb$$

- What strings can you derive?
 - Answer: **None!**
- What is the language of the grammar?
 - Answer: \emptyset
- When designing CFGs, make sure your recursion actually terminates!

Function Prototypes

- Let $\Sigma = \{\text{void, int, double, name, (,), ,, ;}\}$.
- Let's write a CFG for C-style function prototypes!
- Examples:
 - `void name(int name, double name);`
 - `int name();`
 - `int name(double name);`
 - `int name(int, int name, int);`
 - `void name(void);`

Function Prototypes

- Here's one possible grammar:
 - **S** → **Ret** **name** (**Args**) ;
 - **Ret** → **Type** | **void**
 - **Type** → **int** | **double**
 - **Args** → ϵ | **void** | **ArgList**
 - **ArgList** → **OneArg** | **ArgList**, **OneArg**
 - **OneArg** → **Type** | **Type** **name**

Summary of CFG Design

- Look for recursive structures where they exist – it can help guide you toward a solution.
- Keep the build order in mind – often, you'll build two totally different parts of the string concurrently.
- Use different nonterminals to represent different structures.

Next Time

- **Turing Machines**
 - What does a computer with unbounded memory look like?
 - How do you program them?