# CSE216 Programming Abstractions

**State University of New York, Korea** 

# Agenda

- Regular expression
- context free grammar

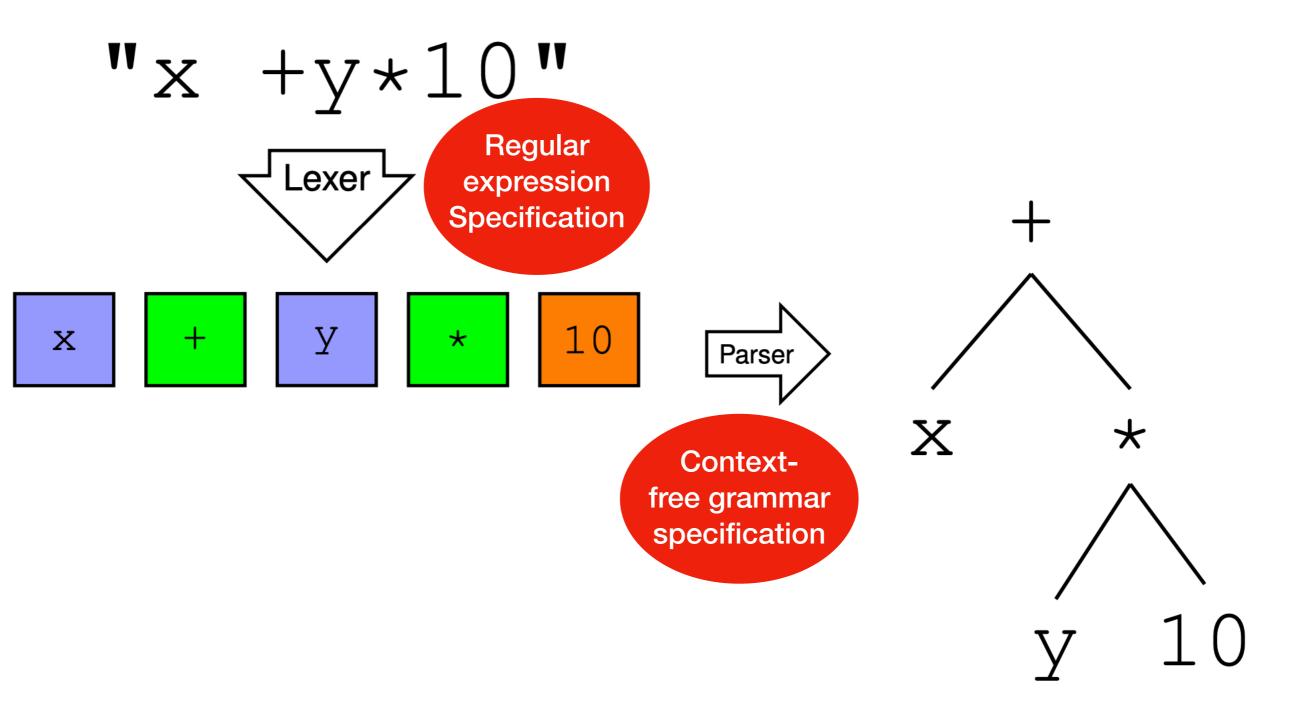
# What is a program?

Let us consider an expression x + y\*10



- Think of this expression as a program in a programming language
- This is actually a program written in a programming language used by a calculator
- Today we will analyze the syntax of a general program Syntax analysis
- Syntax analysis can take a whole semester to learn; we will touch only the surface

### How to specify program syntax?



# Regular expression specification looks like this in Ocaml

```
rule Token = parse
  | [' ' '\t' '\n' '\r'] { Token lexbuf }
  ['0'-'9']+ \{ CSTINT (...) \}
  ['a'-'z''A'-'Z']['a'-'z''A'-'Z''0'-'9']*
                          { keyword (...) }
   ' + '
                          { PLUS }
   ′_′
                          { MINUS }
   ' *'
                          { TIMES }
  | '('
                          { LPAR }
  | ')'
                          { RPAR }
  l eof
                          { EOF }
                          { lexerError lexbuf "Bad char" }
```

r	Meaning	Language $\mathcal{L}(r)$
a	Character a	{"a"}
arepsilon	Empty string	{""}

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a	Character a	{"a"}
arepsilon	Empty string	{""}
$r_1 r_2$	$r_1$ followed by $r_2$	$\left\{ \mathbf{\textit{s}}_{1}\mathbf{\textit{s}}_{2}\mid\mathbf{\textit{s}}_{1}\in\mathcal{L}\left(\mathit{\textit{r}}_{1} ight),\mathbf{\textit{s}}_{2}\in\mathcal{L}\left(\mathit{\textit{r}}_{2} ight) ight\}$

r	Meaning	Language $\mathcal{L}(r)$
a	Character a	{"a"}
arepsilon	<b>Empty string</b>	{""}
$r_1 r_2$	$r_1$ followed by $r_2$	$\left\{ s_{1}s_{2}\mid s_{1}\in\mathcal{L}\left(r_{1} ight),s_{2}\in\mathcal{L}\left(r_{2} ight) ight\}$
<b>r</b> *	Zero or more r	$\{s_1 \ldots s_n \mid s_i \in \mathcal{L}(r), n \geq 0\}$

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$r_1   r_2$	Either $r_1$ or $r_2$	$\mathcal{L}\left(r_{1}\right)\cup\mathcal{L}\left(r_{2}\right)$

r	Meaning	Language $\mathcal{L}(r)$
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<i>r</i> <sub>1</sub> <i>r</i> <sub>2</sub>	$r_1$ followed by $r_2$	$\left\{ s_{1}s_{2}\mid s_{1}\in\mathcal{L}\left(r_{1} ight),s_{2}\in\mathcal{L}\left(r_{2} ight) ight\}$
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#### Examples

```
ab* represents {"a","ab","abb",...}

(ab)* represents {"","ab","abab",...}

(a|b)* represents {"","a","b","aa","ab","ba",...}
```

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a	Character a	{"a"}
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$r_1 r_2$	$r_1$ followed by $r_2$	$\left\{ s_{1}s_{2}\mid s_{1}\in\mathcal{L}\left(r_{1} ight),s_{2}\in\mathcal{L}\left(r_{2} ight) ight\}$
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#### Examples

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(ab)* represents {"","ab","abab",...}

(a|b)* represents {"","a","b","aa","ab","ba",...}
```

#### Exercise

What does (a|b)c\* represent?

# Regular expression abbreviations

Abbrev.	Meaning	Expansion
[aeiuo]	Set	a e i o u
[0-9]	Range	0 1  8 9
[0-9a-Z]	Ranges	0 1  8 9 a b  y z
<i>r</i> ?	Zero or one <i>r</i>	r arepsilon
<u>r</u> +	One or more <i>r</i>	rr*

# Exercises: Regular Expression

Write regular expressions for:

Non-negative integer constants

Demo: https://regex101.com/

Write regular expressions for:

Integer constants

Write regular expressions for:

- Floating-point constants:
  - 3.14
  - 3E8
  - +6.02E23
  - 3E+08
  - 4.6E-09

Write regular expressions for:

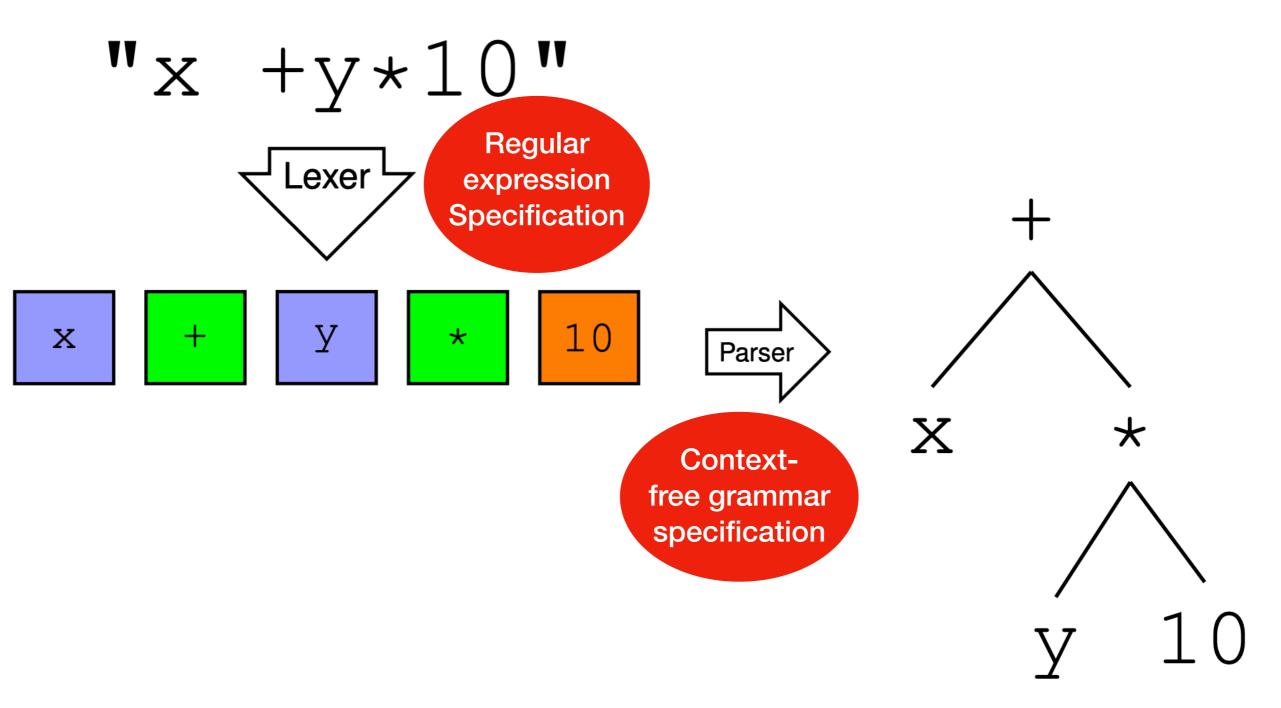
- Java variable names:
  - xy
  - x12
  - \_X

Give a RE for:  $L = \{0^i 1^j \mid i \text{ is even and } j \text{ is odd } \}$ 

0<sup>^</sup>i above refers to repeating "0" i times. E.g. 0<sup>^</sup>4 means "0000"

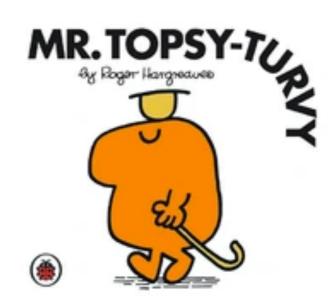
# Context-free grammar

# Parsing



## The need for a grammar

"Afternoon good, I'd room a like."



Mr. Men and Little Miss Series

#### Context-Free Grammar

- A notation for describing languages.
- More powerful than regular expressions.
- It still cannot define all possible languages.
- Useful for recursive structures, e.g., most today's programming languages.

#### Basic idea

- A language can be decomposed to smaller parts
- Each part can be defined recursively
- Use production rules to generate the language

# Example 1

```
Program ::= Stmt Program
        ::= Var = AExpr
Stmt
        | if ( BExpr ) Stmt else Stmt
        | while ( BExpr ) Stmt
       ::= AExpr + AExpr
AExpr
        | AExpr - AExpr
         AExpr * AExpr
        | AExpr / AExpr
         Var
        | Number
BExpr
       ::= AExpr == AExpr
        | AExpr < AExpr
         not (BExpr)
         BExpr and BExpr
       ::= x | y | z ...
Var
Number ::= 0 | 1 | 2 ...
```

Demo: Parse tree for x = 2

# Example 2

- Production rule:
  - S → 01
  - S → 0S1
- Basis: 01 is in the language.
- Induction: If w is in the language, then so is 0w1.
- The generated language is {0^n 1^n, n>=1}

#### Overview

- Use terminal symbols a, b, c, d... for the alphabet of a language.
- Use nonterminal symbols A, B, C, D, recursively
- Starting symbol is a special nonterminal
- Use production rules to generate the language

#### Production

- A production has the form
   variable → string of variables and terminals
- Convention
  - A, B, C,... are variables.
  - a, b, c,... are terminals.

# Put Everything Together

- Here is a formal CFG for  $\{0^n1^n \mid n \geq 1\}$ .
- Terminals =  $\{0,1\}$ .
- Variables =  $\{S\}$ .
- Start symbol = S.
- Productions =

$$S \rightarrow 01$$

$$S \rightarrow 0S1$$

#### Notation

- Symbol ::= is often used for →.
- Symbol | is used for or.
  - A shorthand for a list of productions with the same left side.

**Example:**  $S \rightarrow 0S1 \mid 01$  is a shorthand for  $S \rightarrow 0S1$  and  $S \rightarrow 01$ .

# Exercise 1: Construct a parse tree

```
Program ::= Stmt Program
                                                    while (x<10) x = x + 1
     ::= Var = AExpr
Stmt
        | if ( BExpr ) Stmt else Stmt
        | while ( BExpr ) Stmt
AExpr
        ::= AExpr + AExpr
        | AExpr - AExpr
        | AExpr * AExpr
        | AExpr / AExpr
        l Var
        | Number
BExpr
        ::= AExpr == AExpr
        | AExpr < AExpr
        | not (BExpr)
        | BExpr and BExpr
       ::= x | y | z ...
Var
Number ::= 0 | 1 | 2 ...
```

# Exercise 2: Construct a parse tree

```
AExpr ::= AExpr + AExpr
| AExpr - AExpr
| AExpr * AExpr
| AExpr / AExpr
| Var
| Number

BExpr ::= AExpr == AExpr
| AExpr < AExpr
| not (BExpr)
| BExpr and BExpr
...

Var ::= x | y | z ...

Number ::= 0 | 1 | 2 ...
```

# Exercise 3: Construct a parse tree

1 + 0 \* 2

# Ambiguous grammar

- An ambiguous grammar is a formal grammar that can produce multiple parse trees or interpretations for the same input sentence or sequence of symbols.
- This can be problematic in various contexts because it can make it difficult to determine the correct meaning or parse tree of a sentence or sequence of symbols.
- To avoid ambiguity, it is often necessary to use unambiguous grammars or to add rules or constraints to the ambiguous grammar to disambiguate the interpretations.

# Summary

- Context free grammar concepts
- Parse tree
- Ambiguous grammar
- Grammar -> Language
- Language -> Grammar

# Exercises: Context-Free Grammar

• Construct a parse tree for 000111 for this grammar:

$$\begin{array}{c} \mathsf{S} \to \mathsf{01} \\ \mathsf{S} \to \mathsf{0S1} \end{array}$$

• Construct a parse tree for (())() for this grammar:

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

Given the grammar  ${\cal G}$  with the following productions:

- ullet S o aSb
- $S 
  ightarrow \epsilon$

Determine the language L(G) generated by G.

Given the grammar G with the productions:

- ullet S 
  ightarrow aSa
- ullet S o bSb
- $S 
  ightarrow \epsilon$

What is the language L(G)?

Consider the grammar G defined as:

- ullet S o aS
- S o Sb
- $oldsymbol{\cdot} S 
  ightarrow \epsilon$

Define the language L(G).

Create a grammar that generates the language of all strings of the form:

 a language containing only the words "dog", "cat", and "fish".

Create a grammar that generates the language of all strings of the form:

• "a^n", where  $n \ge 0$ .

Create a grammar that generates the language of all strings of the form:

• "a^n b^m", where n,  $m \ge 0$ .

Create a grammar that generates the language of all strings of the form:

• "a^n b^n", where  $n \ge 0$ .

Create a grammar that generates the language of all strings of the form:

• all strings over {a, b} that start with 'a' and end with 'b'.

 Create a grammar that generates all valid sequences of balanced parentheses, e.g., "", "()", "(())", "()()", but not "(()", ")(", or "())(").