

# CSE 311 Foundations of Computing I

## Lecture 18

Recursive Definitions: Regular Expressions,  
Context-Free Grammars and Languages  
Spring 2013

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## Announcements

- Reading assignments
  - 7<sup>th</sup> Edition, pp. 878-880 and pp. 851-855
  - 6<sup>th</sup> Edition, pp. 817-819 and pp. 789-793
- For Wednesday, May 15
  - 7<sup>th</sup> Edition, Section 9.1 and pp. 594-601
  - 6<sup>th</sup> Edition, Section 8.1 and pp. 541-548

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## Languages: Sets of Strings

- Sets of strings that satisfy special properties are called *languages*. Examples:
  - English sentences
  - Syntactically correct Java/C/C++ programs
  - $\Sigma^*$  = All strings over alphabet  $\Sigma$
  - Palindromes over  $\Sigma$
  - Binary strings that don't have a 0 after a 1
  - Legal variable names. keywords in Java/C/C++
  - Binary strings with an equal # of 0's and 1's

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## Regular expressions

- Regular expressions over  $\Sigma$
- Basis:
  - $\emptyset, \lambda$  are regular expressions
  - $a$  is a regular expression for any  $a \in \Sigma$
- Recursive step:
  - If **A** and **B** are regular expressions then so are:
    - $(A \cup B)$
    - $(AB)$
    - $A^*$

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## Each regular expression is a “pattern”

- $\lambda$  matches the empty string
- $a$  matches the one character string  $a$
- $(A \cup B)$  matches all strings that either **A** matches or **B** matches (or both)
- $(AB)$  matches all strings that have a first part that **A** matches followed by a second part that **B** matches
- $A^*$  matches all strings that have any number of strings (even 0) that **A** matches, one after another

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## Examples

- $001^*$
- $0^*1^*$
- $(0 \cup 1)0(0 \cup 1)0$
- $(0^*1^*)^*$
- $(0 \cup 1)^*0110(0 \cup 1)^*$
- $(00 \cup 11)^*(01010 \cup 10001)(0 \cup 1)^*$

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## Regular expressions in practice

- Used to define the “tokens”: e.g., legal variable names, keywords in programming languages and compilers
- Used in **grep**, a program that does pattern matching searches in UNIX/LINUX
- Pattern matching using regular expressions is an essential feature of hypertext scripting language PHP used for web programming
- Also in text processing programming language Perl

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## Regular Expressions in PHP

- int **preg\_match** ( string \$pattern , string \$subject,...)
- \$pattern syntax:
  - [01] a 0 or a 1    ^ start of string    \$ end of string
  - [0-9] any single digit    \. period    \, comma    \- minus
  - . any single character
  - ab a followed by b    (AB)
  - (a|b) a or b    (A  $\cup$  B)
  - a? zero or one of a    (A  $\cup$   $\lambda$ )
  - a\* zero or more of a    A\*
  - a+ one or more of a    AA\*
- e.g.  $^{\wedge}[\backslash-+]?[0-9]^*(\backslash.\backslash,)?[0-9]^+{\$}$   
General form of decimal number e.g. 9.12 or -9,8 (Europe)

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## More examples

- All binary strings that have an even # of 1's
- All binary strings that *don't* contain 101

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**Fact:** Not all sets of strings can be specified by regular expressions

- Even some easy things like
  - Palindromes
  - Strings with equal number of 0's and 1's
- But also more complicated structures in programming languages
  - Matched parentheses
  - Properly formed arithmetic expressions
  - Etc.

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## Context Free Grammars

- A Context-Free Grammar (CFG) is given by a finite set of substitution rules involving
  - A finite set **V** of *variables* that can be replaced
  - Alphabet  $\Sigma$  of *terminal symbols* that can't be replaced
  - One variable, usually **S**, is called the *start symbol*
- The rules involving a variable **A** are written as  $A \rightarrow w_1 \mid w_2 \mid \dots \mid w_k$  where each  $w_i$  is a string of variables and terminals – that is  $w_i \in (V \cup \Sigma)^*$

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## How Context-Free Grammars generate strings

- Begin with start symbol **S**
- If there is some variable **A** in the current string you can replace it by one of the  $w_i$ 's in the rules for **A**
  - Write this as  $xAy \Rightarrow xwy$
  - Repeat until no variables left
- The set of strings the CFG generates are all strings produced in this way that have no variables

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## Sample Context-Free Grammars

- Example:  $S \rightarrow 0S0 \mid 1S1 \mid 0 \mid 1 \mid \lambda$
- Example:  $S \rightarrow 0S \mid S1 \mid \lambda$

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## Sample Context-Free Grammars

- Grammar for  $\{0^n 1^n : n \geq 0\}$  all strings with same # of 0's and 1's with all 0's before 1's.
- Example:  $S \rightarrow (S) \mid SS \mid \lambda$

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## Simple Arithmetic Expressions

$E \rightarrow E+E \mid E * E \mid (E) \mid x \mid y \mid z \mid 0 \mid 1 \mid 2 \mid 3 \mid 4 \mid 5 \mid 6 \mid 7 \mid 8 \mid 9$

Generate  $(2 * x) + y$

Generate  $x + y * z$  in two fundamentally different ways

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## Context-Free Grammars and recursively-defined sets of strings

- A CFG with the start symbol  $S$  as its only variable recursively defines the set of strings of terminals that  $S$  can generate
- A CFG with more than one variable is a simultaneous recursive definition of the sets of strings generated by *each* of its variables
  - Sometimes necessary to use more than one

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## Building in Precedence in Simple Arithmetic Expressions

- **E** – expression (start symbol)
  - **T** – term   **F** – factor   **I** – identifier   **N** - number
- $$E \rightarrow T \mid E + T$$
- $$T \rightarrow F \mid F * T$$
- $$F \rightarrow (E) \mid I \mid N$$
- $$I \rightarrow x \mid y \mid z$$
- $$N \rightarrow 0 \mid 1 \mid 2 \mid 3 \mid 4 \mid 5 \mid 6 \mid 7 \mid 8 \mid 9$$

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## Another name for CFGs

- BNF (Backus-Naur Form) grammars
  - Originally used to define programming languages
  - Variables denoted by long names in angle brackets, e.g.
    - <identifier>, <if-then-else-statement>, <assignment-statement>, <condition>
    - ::= used instead of  $\rightarrow$

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## BNF for C

```
statement:
  ((identifier | "case" constant-expression | "default") ":" ) *
  (expression? ";" |
  block |
  "if" "(" expression ")" statement |
  "if" "(" expression ")" statement "else" statement |
  "switch" "(" expression ")" statement |
  "while" "(" expression ")" statement |
  "do" statement "while" "(" expression ")" ";" |
  "for" "(" expression? ";" expression? ";" expression? ")" statement |
  "goto" identifier ";" |
  "continue" ";" |
  "break" ";" |
  "return" expression? ";"
  )

block: "{" declaration* statement* "}"

expression:
  assignment-expression%

assignment-expression: (
  unary-expression (
    "=" | "*=" | "/=" | "%=" | "+=" | "-=" | "<<=" | ">>=" | "&=" |
    "^=" | "|="
  )
  ) * conditional-expression

conditional-expression:
  logical-OR-expression ( "?" expression ":" conditional-expression )?
```

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## Parse Trees

Back to middle school:

<sentence>::=<noun phrase><verb phrase>

<noun phrase>::=<article><adjective><noun>

<verb phrase>::=<verb><adverb> | <verb><object>

<object>::=<noun phrase>

Parse:

The yellow duck squeaked loudly

The red truck hit a parked car

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