

cse 311: foundations of computing

Spring 2015

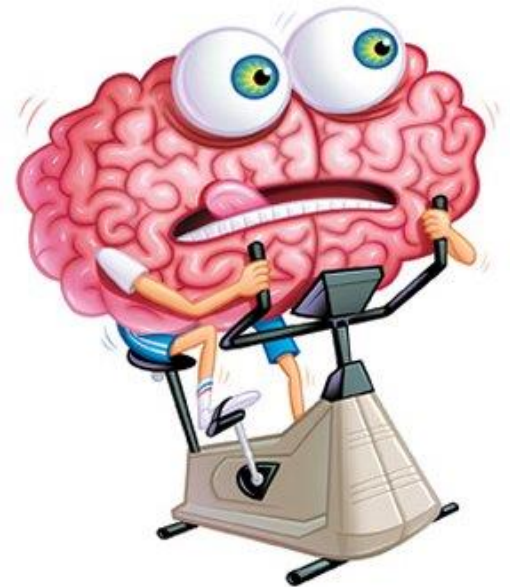
Lecture 20: Regular expressions and context-free grammars



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languages: sets of strings

Sets of strings that satisfy special properties are called **languages**.

Examples:

$$L \subseteq \Sigma^*$$

- English sentences
- Syntactically correct Java/C/C++ programs
- Σ^* = All strings over alphabet Σ
- Palindromes over Σ
- 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

$$\Sigma = \{0,1\}$$

$$L = \left\{ 0a_1a_2 \dots a_k0 : \begin{array}{l} a_i \in \{0,1\} \\ 1 \leq i \leq k \end{array} \right\}$$

Regular expressions over Σ

- Basis:

\emptyset, ε 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^*

$((a \cup b)^* a)^*$

each regular expression is a “pattern”

ϵ 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

$$A^* = \epsilon \cup A \cup (AA) \cup (AAA) \cup \dots$$

examples

- 001^* $\{00, 001, 0011, 00111, 001111, \dots\}$
 $((00)1^*)$
- 0^*1^* $\{\epsilon, 0, 1, 001, 011, 000111, 001, 11, \dots\}$
 $\epsilon = \epsilon\epsilon$
- $(0 \cup 1)0(0 \cup 1)0$ $\left\{ \begin{array}{l} 0000, 1000 \\ 0010, 1010 \end{array} \right\}$
- $(0^*1^*)^* \leftarrow L = \Sigma^*$
- $(0 \cup 1)^* 0110 (0 \cup 1)^*$
 $(001100 \cup 111)$
- $(00 \cup 11)^* (\cancel{01010} \cup \cancel{10001})(0 \cup 1)^*$
 $\underbrace{\hspace{10em}}_{ababab} \quad \begin{array}{l} a = 00 \\ b = 11 \end{array}$

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 PHP
- We can use regular expressions in programs to process strings!

regular expressions in Java

- Pattern p = Pattern.compile("a*b");
- Matcher m = p.matcher("aaaaab");
- boolean b = m.matches();

[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 ∪ B)**

a? zero or one of a **(A ∪ ε)**

a* zero or more of a **A***

a+ one or more of a **AA***

- e.g. $^{\wedge}[\backslash-+]?[0-9]^*(\backslash.\|\backslash,)^?[0-9]^{\wedge}\$$

General form of decimal number e.g. 9.12 or -9,8 (Europe)

\$ 5 / hr.

more examples

- All binary strings that have an even # of 1's

no $(0^*((11)^*))^*$

101

$0^*(10^*1)^*0^*$		$(10^*1^*0^*)^*$
00...0 even #1's		00 00 even 1's
0101 even #1's		✓

Bad 010100011

- All binary strings that *don't* contain 101

10001

$0^*((00)^*1^*(00)^*)^*0^*$

$0^*(1(000^*1^*)^*)^*0^*$?

$(1^*(00)^*)^*$ 000

$(1^*(100)0^*)^*$

$0^*(1^*(00)0^*)^*0^*$

limitations of regular expressions

- **Not all languages 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.

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 Σ 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

$$A \rightarrow w_1 \mid w_2 \mid \cdots \mid w_k$$

where each w_i is a string of variables and terminals:

$$w_i \in (V \cup \Sigma)^*$$

how CFGs 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 's in the rules for **A**
 - $A \rightarrow w_1 \mid w_2 \mid \dots \mid w_k$
 - 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

Example: $S \rightarrow OS0 \mid 1S1 \mid 0 \mid 1 \mid \varepsilon$

Example: $S \rightarrow OS \mid S1 \mid \varepsilon$

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

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

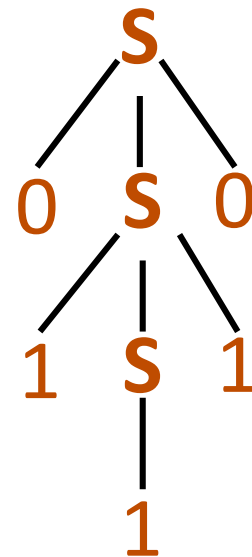
Suppose that grammar G generates a string x

A **parse tree** of x for G has

- Root labeled S (start symbol of G)
- The children of any node labeled A are labeled by symbols of w left-to-right for some rule $A \rightarrow w$
- The symbols of x label the leaves ordered left-to-right

$$S \rightarrow OSO \mid 1S1 \mid 0 \mid 1 \mid \varepsilon$$

Parse tree of **01110**:



CFGs 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

building precedence in simple arithmetic expressions

- **E** – expression (start symbol)
- **T** – term **F** – factor **I** – identifier **N** - number

E → **T** | **E+T**

T → **F** | **F*T**

F → (**E**) | **I** | **N**

I → x | y | z

N → 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

Backus-Naur form (same as CFG)

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

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 )?
```

Back to middle school:

$\langle \text{sentence} \rangle ::= \langle \text{noun phrase} \rangle \langle \text{verb phrase} \rangle$

$\langle \text{noun phrase} \rangle ::= \langle \text{article} \rangle \langle \text{adjective} \rangle \langle \text{noun} \rangle$

$\langle \text{verb phrase} \rangle ::= \langle \text{verb} \rangle \langle \text{adverb} \rangle \mid \langle \text{verb} \rangle \langle \text{object} \rangle$

$\langle \text{object} \rangle ::= \langle \text{noun phrase} \rangle$

Parse:

The yellow duck squeaked loudly

The red truck hit a parked car