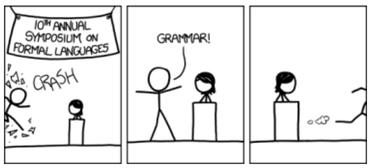
cse 311: foundations of computing

Spring 2015
Lecture 21: Context-free grammars and finite state machines



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

  $\mathbf{A} \rightarrow w_1 \mid w_2 \mid \cdots \mid w_k$

  where each w_i is a string of variables and terminals:

  $w_i \in (\mathbf{V} \cup \Sigma)^*$

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**
  - $\mathbf{A} \rightarrow w_1 \mid w_2 \mid \cdots \mid w_k$
  - Write this as $x\mathbf{A}y \Rightarrow xwy$
  - Repeat until no variables left
- The set of strings the CFG generates are all strings produced in this way that have no variables

example

Example: $\mathbf{S} \rightarrow 0\mathbf{S}0 \mid 1\mathbf{S}1 \mid 0 \mid 1 \mid \varepsilon$

Example: $\mathbf{S} \rightarrow 0\mathbf{S} \mid \mathbf{S}1 \mid \varepsilon$

example

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: $\mathbf{S} \rightarrow (\mathbf{S}) \mid \mathbf{SS} \mid \varepsilon$

simple arithmetic expressions

E → E+E | E∗E | (E) | x | y | z | 0 | 1 | 2 | 3 | 4
| 5 | 6 | 7 | 8 | 9

Generate (2∗x) + y

Generate x+y∗z in two fundamentally different ways

parse trees

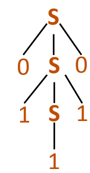
Suppose that grammar G generates a string x

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 → w
- The symbols of x label the leaves ordered left-to-right

S → 0**S**0 | 1**S**1 | 0 | 1 | ε

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 →

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 )?
```

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>

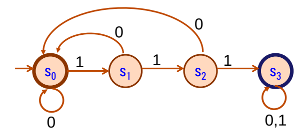
Parse:

The yellow duck squeaked loudly
The red truck hit a parked car

finite state machines

- States
- Transitions on inputs
- Start state and final states
- The language recognized by a machine is the set of strings that reach a final state

State	0	1
s_0	s_0	s_1
s_1	s_0	s_2
s_2	s_0	s_3
s_3	s_3	s_3



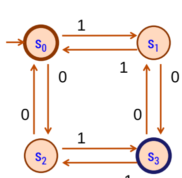
applications of FSMs (aka finite automata)

- Implementation of regular expression matching in programs like `grep`
- Control structures for sequential logic in digital circuits
- Algorithms for communication and cache-coherence protocols
  - Each agent runs its own FSM
- Design specifications for reactive systems
  - Components are communicating FSMs

applications of FSMs (aka finite automata)

- Formal verification of systems
  - Is an unsafe state reachable?
- Computer games
  - FSMs provide worlds to explore
- Minimization algorithms for FSMs can be extended to more general models used in
  - Text prediction
  - Speech recognition

what language does this machine recognize?



can we recognize these languages with DFAs?

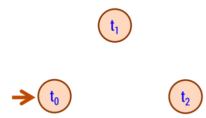
- $\emptyset$
- Σ^*
- $\{ x \in \{0,1\}^* : \text{len}(x) > 1 \}$

FSM that accepts binary strings with a 1 three positions from the end

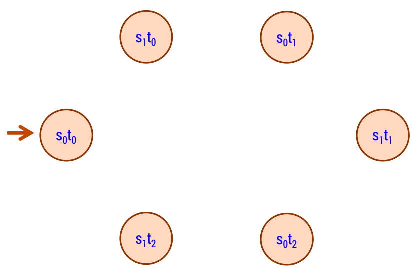
strings over {0, 1, 2}*

M_1: Strings with an even number of 2's

M_2: Strings where the sum of digits mod 3 is 0



both: even number of 2's and sum mod 3 = 0



DFA that accepts strings of a's, b's, c's with no more than 3 a's

3 bit shift register

"Remember the last three bits"