

# CSE 311: Foundations of Computing

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## Lecture 19: Regular Expressions & Context-Free Grammars



[Audience looks around]

“What is going on? There must be some context we’re missing”

# Review: each regular expression is a “pattern”

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$\varepsilon$  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

# Examples

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

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e.g.,  $0^*(10^*10^*)^*$

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

e.g.,  $0^*(1 \cup 000^*)^* 0^*$

# Limitations of Regular Expressions

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- **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

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- 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

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

where each  $w_i$  is a string of variables and terminals – that is  $w_i \in (V \cup \Sigma)^*$



# How CFGs generate strings

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- 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 Context-Free Grammars

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**Example:**      $S \rightarrow 0S0 \mid 1S1 \mid 0 \mid 1 \mid \varepsilon$

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The set of all binary palindromes

**Example:**  $S \rightarrow 0S \mid S1 \mid \varepsilon$

$0^*1^*$

# Example Context-Free Grammars

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**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)**

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

# Example Context-Free Grammars

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**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)

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

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



# Example Context-Free Grammars

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**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)

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

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

The set of all strings of matched parentheses

# Simple Arithmetic Expressions

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

Generate  $(2 * x) + y$

# Simple Arithmetic Expressions

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Generate  $(2 * x) + y$

$E \Rightarrow E + E \Rightarrow (E) + E \Rightarrow (E * E) + E \Rightarrow (2 * E) + E \Rightarrow (2 * x) + E \Rightarrow (2 * x) + y$

# Simple Arithmetic Expressions

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

# Simple Arithmetic Expressions

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$E \rightarrow E + E \mid E * E \mid (E) \mid x \mid y \mid z \mid 0 \mid 1 \mid 2 \mid 3 \mid 4$   
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Generate  $(2 * x) + y$

$E \Rightarrow E + E \Rightarrow (E) + E \Rightarrow (E * E) + E \Rightarrow (2 * E) + E \Rightarrow (2 * x) + E \Rightarrow (2 * x) + y$

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

$E \Rightarrow E + E \Rightarrow x + E \Rightarrow x + E * E \Rightarrow x + y * E \Rightarrow x + y * z$

$E \Rightarrow E * E \Rightarrow E + E * E \Rightarrow x + E * E \Rightarrow x + y * E \Rightarrow x + y * z$

# Parse Trees

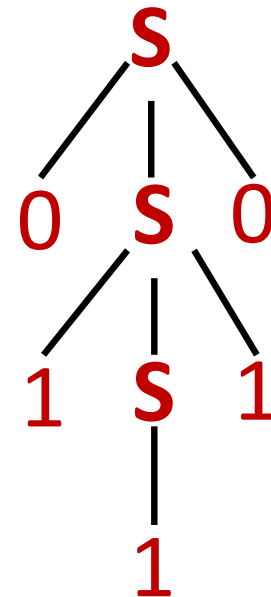
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Suppose that grammar  $G$  generates a string  $x$

- 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

$S \rightarrow 0S0 \mid 1S1 \mid 0 \mid 1 \mid \varepsilon$

Parse tree of  $01110$



# CFGs and recursively-defined sets of strings

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- 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

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

**E** → **T** | **E+T**

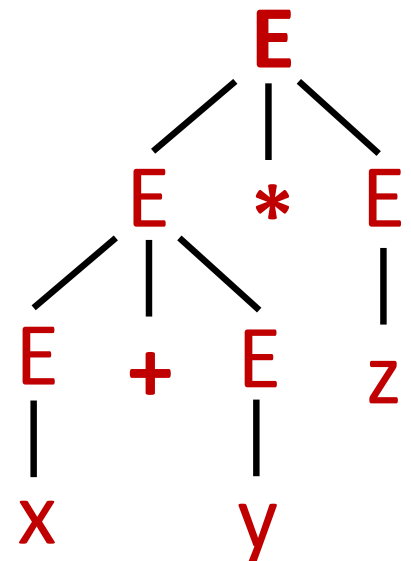
**T** → **F** | **F\*T**

**F** → (**E**) | **I** | **N**

**I** → **x** | **y** | **z**

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

No longer  
allows:





# building precedence in simple arithmetic expressions

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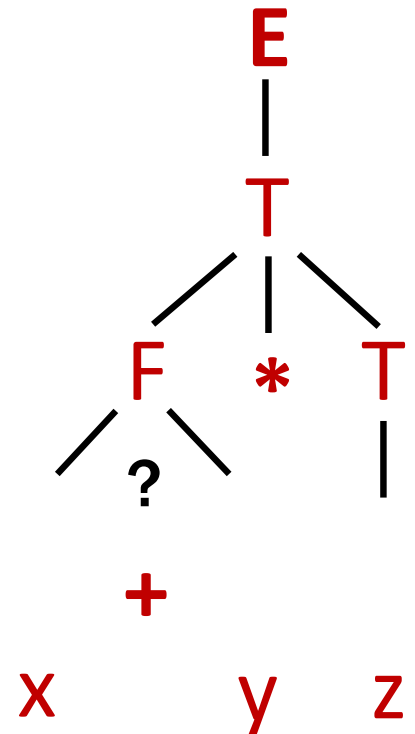
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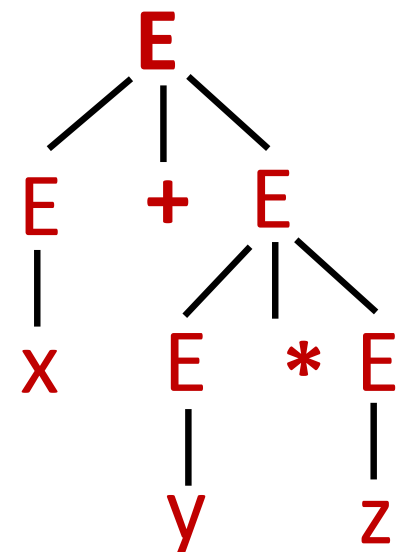
**T** → **F** | **F\*T**

**F** → (**E**) | **I** | **N**

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Still  
allows:



# building precedence in simple arithmetic expressions

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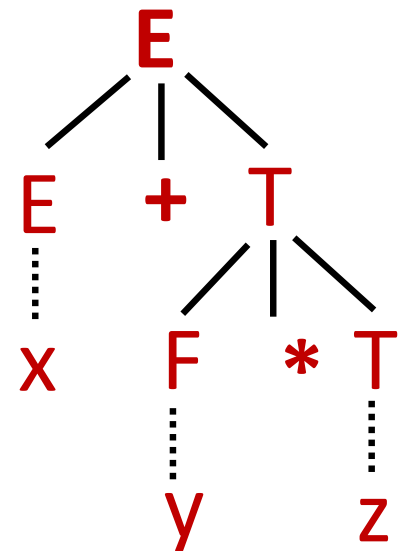
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# CFGs are more general than REs

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- CFG to match RE  $\epsilon$

$$S \rightarrow \epsilon$$

- CFG to match RE  $a$  (for any  $a \in \Sigma$ )

$$S \rightarrow a$$

# CFGs are more general than REs

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$$S \rightarrow a$$

# CFGs are more general than REs

---

Suppose CFG with start symbol  $S_1$  matches RE **A**

CFG with start symbol  $S_2$  matches RE **B**

- CFG to match RE **A**  $\cup$  **B**

$$S \rightarrow S_1 \mid S_2$$

- CFG to match RE **AB**

$$S \rightarrow S_1 S_2$$

# CFGs are more general than REs

---

Suppose CFG with start symbol  $S_1$  matches RE **A**

- CFG to match RE **A<sup>\*</sup>** ( $= \varepsilon \cup \mathbf{A} \cup \mathbf{AA} \cup \mathbf{AAA} \cup \dots$ )

$$S \rightarrow S_1 S \mid \varepsilon$$

# Backus-Naur Form (The same thing...)

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## 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

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```
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

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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**