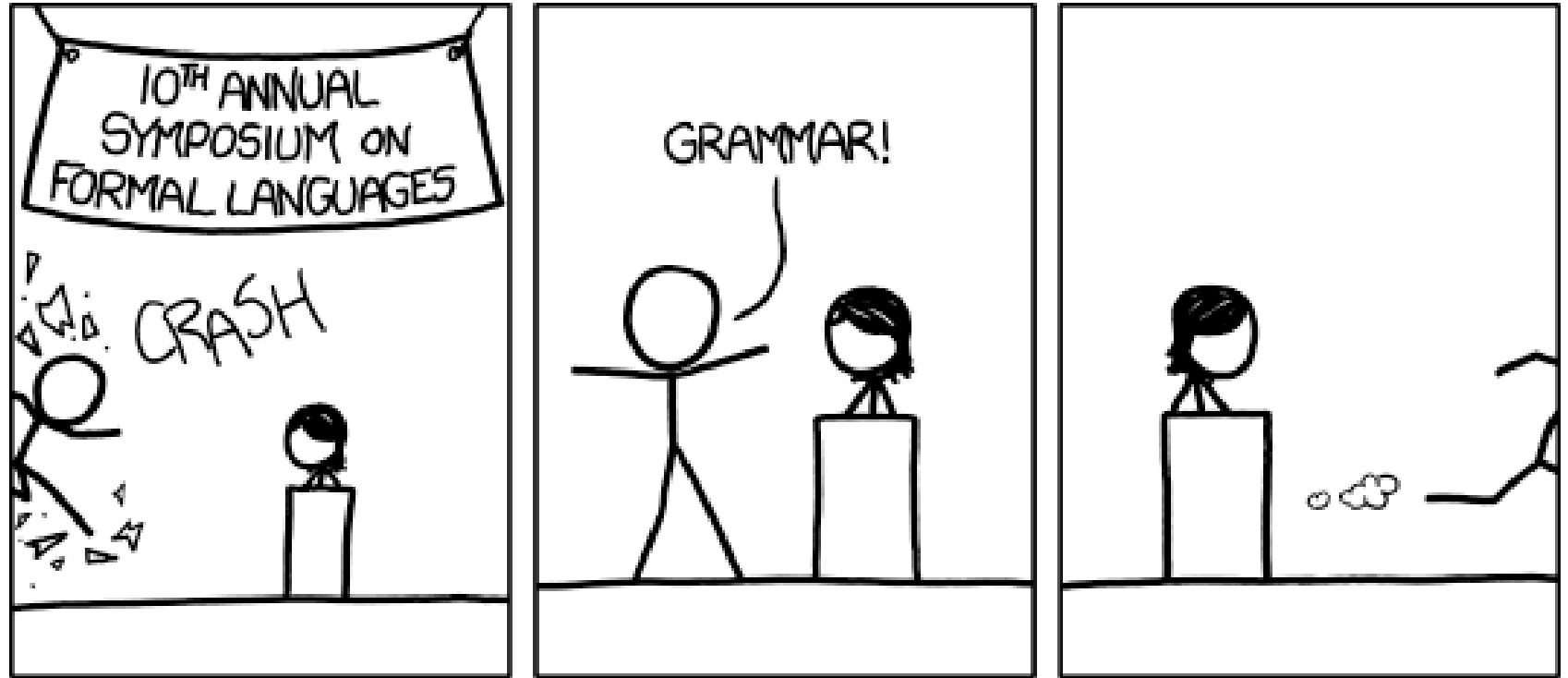


Warm-up

Write a regular expression for "the set of all binary strings which represent binary numbers congruent to 1 mod 4 (make sure the representation is "nice" e.g. 0001 is not in the language)

What about congruent to 0 mod 4?



[Audience looks around] "What just happened?" "There must be some context we're missing."
xkcd.com/1090

Context Free Grammars

CSE 311 Winter 22
Lecture 21

Announcements

We're planning for an in-person final.

Email coming tonight with:

More information

A survey for you to share concerns/questions (and answer some of our questions)

If there's a significant pandemic change, we might revisit...but you should plan on in-person for now.

A Final Vocabulary Note

(a u l)* |

Not everything can be represented as a regular expression.

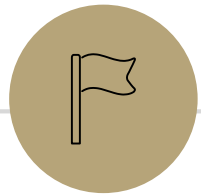
E.g. "the set of all palindromes" is not the language of any regular expression.

Some programming languages define features in their "regexes" that can't be represented by our definition of regular expressions.

Things like "match this pattern, then have exactly that **substring** appear later.

So before you say "ah, you can't do that with regular expressions, I learned it in 311!" you should make sure you know whether your language is calling a more powerful object "regular expressions".

But the more "fancy features" beyond regular expressions you use, the slower the checking algorithms run, (and the harder it is to force the expressions to fit into the framework) so this is still very useful theory.



Context Free Grammars

What Can't Regular Expressions Do?

Some "easy" things

Where you could say whether a string matches with just a loop

$\{0^k 1^k : k \geq 0\}$

The set of all palindromes.

$\{\epsilon, 01, 0011, \dots\}$

And some harder things

Expressions with matched parentheses

Properly formed arithmetic expressions

Context Free Grammars can solve all of these problems!

Context Free Grammars

A context free grammar (CFG) is a finite set of production rules over:

- An alphabet Σ of "terminal symbols"
- A finite set V of "nonterminal symbols"
- A start symbol (one of the elements of V) usually denoted S .

A production rule for a nonterminal $A \in V$ takes the form

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

Where each $w_i \in (V \cup \Sigma)^*$ is a string of nonterminals and terminals.

Context Free Grammars

We think of context free grammars as **generating** strings.

1. Start from the start symbol S .
2. Choose a nonterminal in the string, and a production rule $A \rightarrow w_1 | w_2 | \dots | w_k$ replace that copy of the nonterminal with w_i .
3. If no nonterminals remain, you're done! Otherwise, goto step 2.

A string is in the language of the CFG iff it can be generated starting from S .

Notation: $xAy \Rightarrow xwy$ is rewriting A with w .

Examples

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

palindromes

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

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

$\Sigma = \{ ' , ' \}$ parentheses

$$\begin{aligned} S &\rightarrow AB \\ A &\rightarrow 0A1 \mid \varepsilon \\ B &\rightarrow 1B0 \mid \varepsilon \end{aligned}$$

$$\begin{aligned} \Sigma &= \{0, 1\} \\ V &= \{S\} \end{aligned}$$

$$\begin{aligned} S &\Rightarrow 0S0 \Rightarrow 00S00 \\ &\Rightarrow 001S100 \\ &\Rightarrow 001100 \\ &\Rightarrow \varepsilon \end{aligned}$$

are the non-terminal words.

Examples

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

The set of all binary palindromes

$$S \rightarrow 0S|S1|\varepsilon$$

The set of all strings with any 0's coming before any 1's (i.e. 0^*1^*)

$$S \rightarrow (S)|SS|\varepsilon$$

Balanced parentheses

$$S \rightarrow AB$$

$$A \rightarrow 0A1|\varepsilon$$

$$B \rightarrow 1B0|\varepsilon \quad \{0^j 1^{j+k} 0^k : j, k \geq 0\}$$



Arithmetic

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

Generate $(2 * x) + y$

Generate $2 + 3 * 4$ in two different ways

pollev.com/uwcse311

Arithmetic

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

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 $2 + 3 * 4$ in two different ways

$$E \Rightarrow E + E \Rightarrow E + E * E \Rightarrow 2 + E * E \Rightarrow 2 + 3 * E \Rightarrow 2 + 3 * 4$$

$$E \Rightarrow E * E \Rightarrow E + E * E \Rightarrow 2 + E * E \Rightarrow 2 + 3 * E \Rightarrow 2 + 3 * 4$$

Parse Trees

Suppose a context free grammar G generates a string x

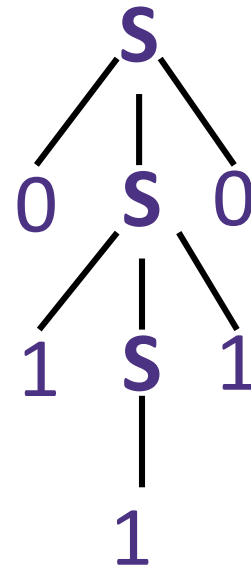
A parse tree of x for G has

Rooted at S (start symbol)

Children of every A node are labeled with the characters of w for some $A \rightarrow w$

Reading the leaves from left to right gives x .

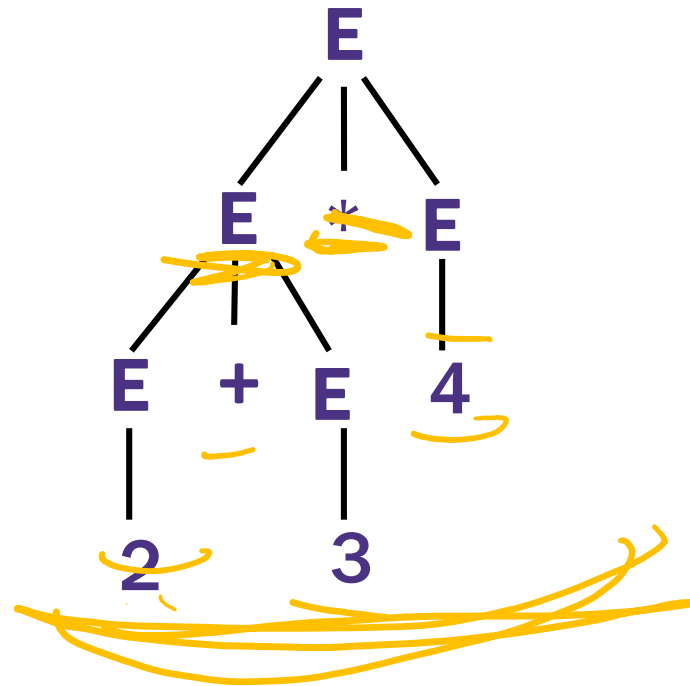
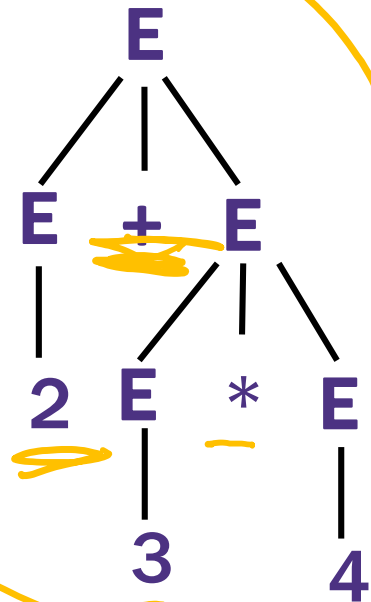
$$S \rightarrow 0S0 \mid 1S1 \mid 0 \mid 1 \mid \varepsilon$$



Back to the arithmetic

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

Two parse trees for $2 + 3 * 4$



How do we encode order of operations

If we want to keep "in order" we want there to be only one possible parse tree.

Differentiate between "things to add" and "things to multiply"

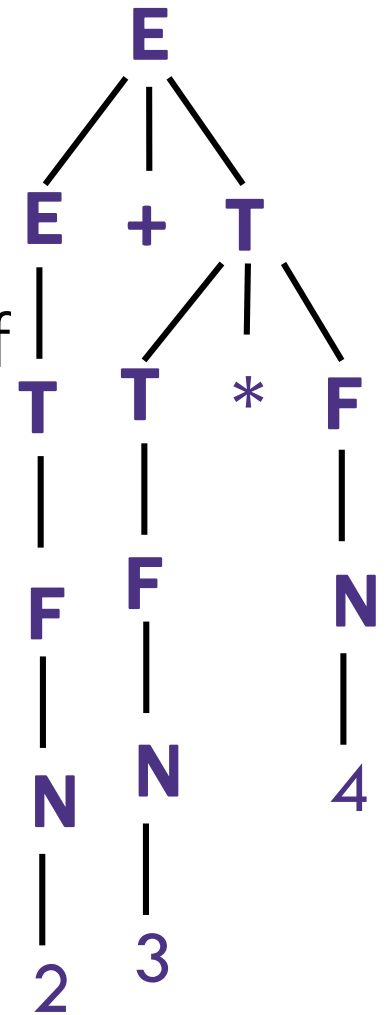
Only introduce a $*$ sign after you've eliminated the possibility of introducing another $+$ sign in that area.

$$E \rightarrow T | E + T$$

$$T \rightarrow F | T * F$$

$$F \rightarrow (E) | N$$

$$N \rightarrow x | y | z | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9$$



CNFs in practice

Used to define programming languages.

Often written in Backus-Naur Form – just different notation

Variables are <names-in-brackets>

like <if-then-else-statement>, <condition>, <identifier>

→ is replaced with ::= or :

BNF for C (no <...> and uses : instead of ::=)

```
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* "}"

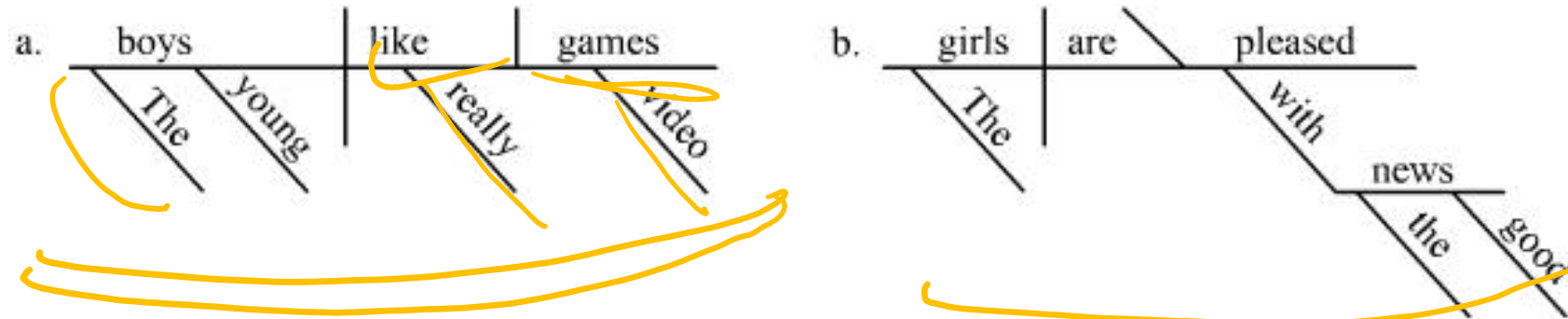
expression:
  assignment-expression%

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

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

Parse Trees

Remember diagramming sentences in middle school?



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

<noun phrase> ::= <determiner> <adjective> <noun>

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

<object> ::= <noun phrase>

Parse Trees

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

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

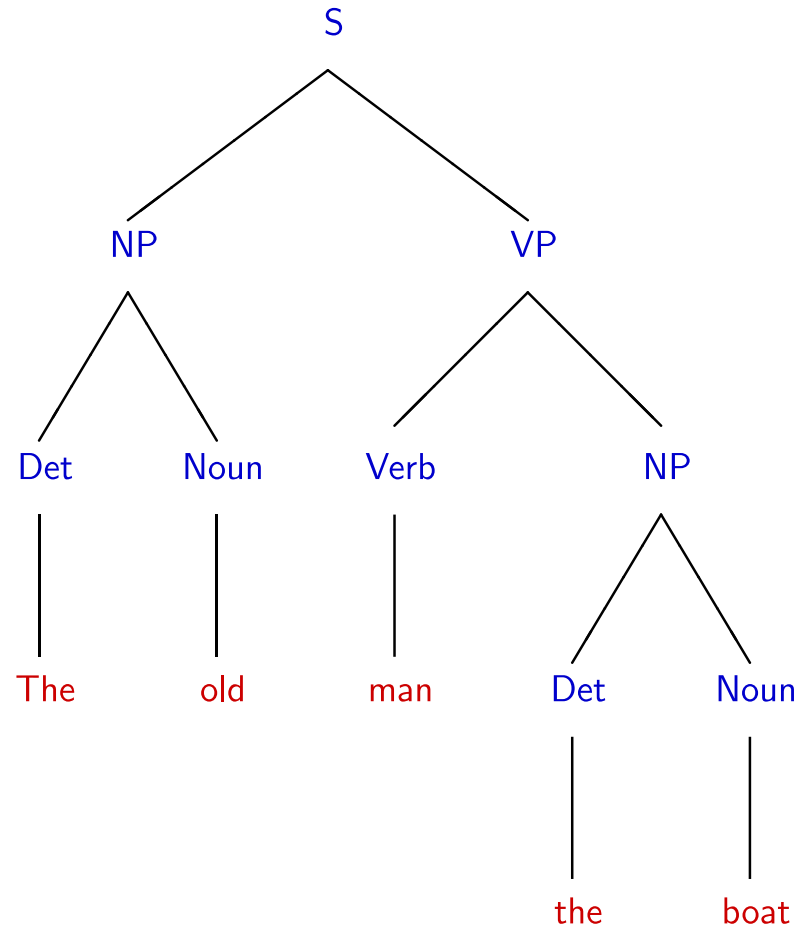
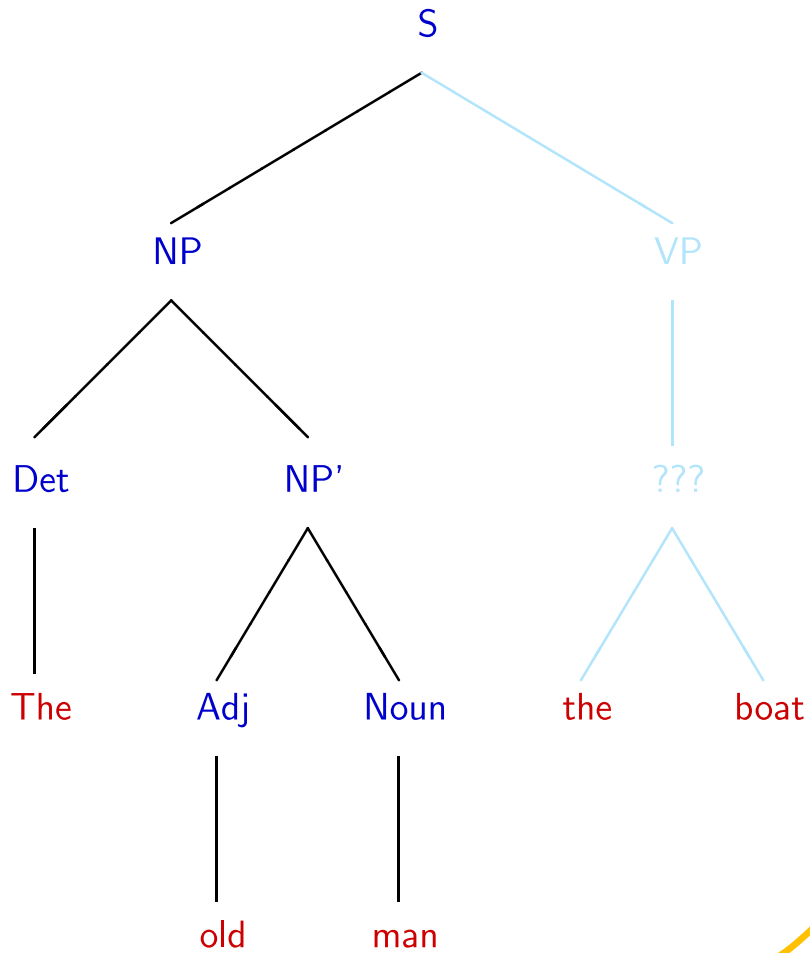
$\langle \text{verb phrase} \rangle ::= \langle \text{verb} \rangle \langle \text{adverb} \rangle \mid \langle \text{verb} \rangle \langle \text{object} \rangle$

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

The old man the boat.

The old man the boat

"garden path sentence"



Power of Context Free Languages

There are languages CFGs can express that regular expressions can't
e.g. palindromes

What about vice versa – is there a language that a regular expression can represent that a CFG can't?

No!

Are there languages even CFGs cannot represent?

Yes!

$\{0^k 1^j 2^k 3^j \mid j, k \geq 0\}$ cannot be written with a context free grammar.

Takeaways

CFGs and regular expressions gave us ways of succinctly representing sets of strings

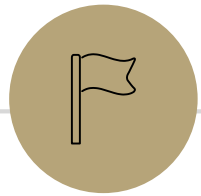
Regular expressions super useful for representing things you need to search for

CFGs represent complicated languages like "java code with valid syntax"

Next Week, we'll talk about how each of these are "equivalent to weaker computers."

This week: Two more tools for our toolbox.





Relations and Graphs



Relations

Relations

A (binary) relation from A to B is a subset of $A \times B$

A (binary) relation on A is a subset of $A \times A$

Wait what?

\leq is a relation on \mathbb{Z} .

" $3 \leq 4$ " is a way of saying "3 relates to 4" (for the \leq relation)

$(3,4)$ is an element of the set that defines the relation.

Relations, Examples

It turns out, they've been here the whole time

$<$ on \mathbb{R} is a relation

i.e. $\{(x, y) : x < y \text{ and } x, y \in \mathbb{R}\}$.

$=$ on Σ^* is a relation

i.e. $\{(x, y) : x = y \text{ and } x, y \in \Sigma^*\}$

For your favorite function f , you can define a relation from its domain to its co-domain

i.e. $\{(x, y) : f(x) = y\}$

" x when squared gives y " is a relation

i.e. $\{(x, y) : x^2 = y, x, y \in \mathbb{R}\}$

Relations, Examples

Fix a universal set \mathcal{U} .

\subseteq is a relation. What's it on?

$\mathcal{P}(\mathcal{U})$

The set of all subsets of \mathcal{U}

More Relations

$$R_1 = \{(a, 1), (a, 2), (b, 1), (b, 3), (c, 3)\}$$

Is a relation (you can define one just by listing what relates to what)

Equivalence mod 5 is a relation.

$$\{(x, y) : x \equiv y \pmod{5}\}$$

We'll also say "x relates to y if and only if they're congruent mod 5"

Properties of relations

What do we do with relations? Usually we prove properties about them.

Symmetry

A binary relation R on a set S is "symmetric" iff
for all $a, b \in S$, $[(a, b) \in R \rightarrow (b, a) \in R]$

= on Σ^* is symmetric, for all $a, b \in \Sigma^*$ if $a = b$ then $b = a$.

\subseteq is not symmetric on $\mathcal{P}(\mathcal{U})$ – $\{1,2,3\} \subseteq \{1,2,3,4\}$ but $\{1,2,3,4\} \not\subseteq \{1,2,3\}$

Transitivity

A binary relation R on a set S is "transitive" iff
for all $a, b, c \in S$, $[(a, b) \in R \wedge (b, c) \in R \rightarrow (a, c) \in R]$

= on Σ^* is transitive, for all $a, b, c \in \Sigma^*$ if $a = b$ and $b = c$ then $a = c$.

\subseteq is transitive on $\mathcal{P}(\mathcal{U})$ – for any sets A, B, C if $A \subseteq B$ and $B \subseteq C$ then $A \subseteq C$.

\in is not a transitive relation – $1 \in \{1,2,3\}$, $\{1,2,3\} \in \mathcal{P}(\{1,2,3\})$ but $1 \notin \mathcal{P}(\{1,2,3\})$.

Warm up

Show that $a \equiv b \pmod{n}$ if and only if $b \equiv a \pmod{n}$

$$a \equiv b \pmod{n} \leftrightarrow n \mid (b - a) \leftrightarrow nk = b - a \text{ (for } k \in \mathbb{Z}) \leftrightarrow$$

$$n(-k) = a - b \text{ (for } -k \in \mathbb{Z}) \leftrightarrow n \mid (a - b) \leftrightarrow b \equiv a \pmod{n}$$

This was a proof that the relation $\{(a, b) : a \equiv b \pmod{n}\}$ is symmetric!

It was actually overkill to show if and only if. Showing just one direction turns out to be enough!

$a - n = (q - 1)n + (a \% n)$. Observe that $q - 1$ is an integer, and that this is the form of the division theorem for $(a - n) \% n$. Since the division theorem guarantees a unique integer, $(a - n) \% n = (a \% n)$