



*COSC252: Programming Languages:*

*Formal Languages*

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# Outline

## **I. Formal Perspective: review of languages and grammar**

### I. Regular Languages

- I. Regular Expressions (Regular Grammars)
- II. Finite State Machines

### II. Context-Free Languages

- I. BNF Productions (Regular Grammars)
- II. Push Down Automata

# *Languages*

- A language  $L$  is a set of sentences.
- A sentence is a sequence of characters from some input alphabet  $\Sigma$

# *FSM*

- A finite state machine is a 5-tuple:
  - $(Q, \Sigma, \delta, q_0, F)$
  - $Q$ : finite set of all states
  - $\Sigma$  : alphabet (finite set of characters)
  - $\delta$ : state transition function,  $\delta: Q \times \Sigma \rightarrow Q$
  - $q_0 \in Q$ : start state
  - $F \subset Q$ : set of accepting state(s)

# *RegEx*

- R is a regular expression on input alphabet  $\Sigma$  , if R is ...
  1.  $a \in \Sigma$  , is a regular expression
  2. The empty string  $\epsilon$  is a regular expression.
  3. The regular expression that represents the empty language  $\theta$  is a regular expression.
  4. If  $R_1$  and  $R_2$  are regular expressions, then  $R_1 | R_2$  is a regular expression
    - selection
  5. If  $R_1$  and  $R_2$  are regular expressions, then  $R_1 R_2$  is a regular expression
    - concatenation
  6. If  $R_1$  is a regular expression, then  $R_1^*$  is a regular expression
    - repetition

# *Regular Languages*

- A language  $L$  is a regular Language iff there exists a regular expression generator. A language  $L$  is a regular Language iff there exists a finite state machine recognizer.
  - Note: for each Regular Expression, that generates a regular language  $L$ , there exists a FSM that recognizes  $L$
  - Note: for each FSM, that recognizes a regular language  $L$ , there exists a RegEx that generates  $L$
  - Regular Language Examples on alphabet  $\Sigma = \{0,1\}$  (Can you find the corresponding regex and fsm?):
    - $L = \{s \mid \text{for all sentences } s \text{ that have exactly one } 1\}$
    - $L = \{s \mid \text{the length of } s \text{ is a multiple of } 3\}$
    - $L = \{s \mid s \text{ starts and ends with the same symbol}\}$

# *CFG /BNF Production Set*

- A context free grammar on an input alphabet  $\Sigma$  is a 4-tuple:  
 $(N, \Sigma, R, S)$ 
  1.  $N$ : a set of non-terminals (variables representing abstractions)
  2.  $\Sigma$ : input alphabet (a set of terminals)
  3.  $R$ : a finite set of rules consisting of a nonterminal production (non-terminal followed by its production rule: a sequence of terminals and non-terminals)
  4.  $S \in N$ : start symbol

# *Pushdown Automaton*

- A Pushdown Automaton is a 6-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, F)$ 
  - $Q$ : set of states
  - $\Sigma$  : input alphabet
  - $\Gamma$  : stack alphabet (and operation)
  - $\delta: Qx\Sigma x\Gamma \rightarrow Qx\Gamma$  , Transition function
  - $q_0 \in Q$  : start state
  - $F \subset Q$  : accept state(s)



# CFL

- A language  $L$  is a Context Free Language iff there exists a context free grammar (BNF) generator. A language  $L$  is a Context Free Language iff there exists a pushdown automaton recognizer.
  - Note: for each CFG, that generates a CFL  $L$ , there exists a PDA that recognizes  $L$
  - Note: for each PDA, that recognizes a CFL  $L$ , there exists a CFG that generates  $L$
  - CFL Examples on alphabet  $\Sigma = \{0,1\}$  (Can you find the corresponding CFG ~~and PDA?~~):
    - $L = \{s \mid \text{for all sentences } s \text{ that have exactly one } 1\}$
    - $L = \{s \mid n \text{ zeros followed by } n \text{ ones}\}$
    - $L = \{s \mid n \text{ zeros followed by } 2n \text{ ones}\}$

# Language Hierarchy

- Venn Diagram
- The set of all context free languages is a super set of the set of all regular languages.
  - A CFG can generate anything a RegEx can generate ... and more



# LR and LL grammars

- Languages can be categorized by their recognizers (parsers)
  - LL grammars generate languages that can be recognized by a Top Down Parser
  - LR grammars generate languages that can be recognized by a Bottom Up Parser
  - We can further specify a these grammars by how many lookaheads are needed to recognize the language correctly. This extra information also indicates the “complexity” of the parse.
    - $LL(k)$  : Language can be recognized by a Top Down parser with  $k$  lookaheads
    - $LR(k)$  : Language can be recognized by a Bottom Up parser with  $k$  lookaheads.
  - Note: The set of languages generated by  $LR(k)$  grammars is a super set of languages generated by an  $LL(k)$  grammar, for all  $k$ .



# Grammars Categorized by “Parse-ability”

- Find the LL(k) and LR(k) grammar classification for the following grammars. That is, given G generates L , find the smallest  $k_1$  and  $k_2$  such that,  $L \in LL(k_1)$  and  $L \in LR(k_2)$

- $G_1$ :

$$E \rightarrow T + E \mid T - E \mid T$$

$$T \rightarrow id$$

- $G_2$ :

$$E \rightarrow TE'$$

$$E' \rightarrow +TE' \mid -TE' \mid \epsilon$$

$$T \rightarrow id$$

# Grammars Categorized by Parse-ability

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- $G_3$ :  
 $A \rightarrow aB$   
 $B \rightarrow bC$   
 $C \rightarrow b$
- $G_4$ :  
 $A \rightarrow aB$   
 $B \rightarrow C$   
 $C \rightarrow b \mid c$
- $G_5$ :  
 $E \rightarrow E - T \mid T$   
 $T \rightarrow (F)T \mid id \mid ( E )$   
 $F \rightarrow id$

# *Example: Parsing c-style casts*

$\langle \text{exp} \rangle \rightarrow \langle \text{exp} \rangle \text{'-' } \langle \text{sub\_exp} \rangle$   
 $\quad \quad \quad | \langle \text{sub\_exp} \rangle$

$\langle \text{sub\_exp} \rangle \rightarrow \text{'(' } \langle \text{type\_name} \rangle \text{' )' } \langle \text{sub\_exp} \rangle$   
 $\quad \quad \quad | \langle \text{id} \rangle$   
 $\quad \quad \quad | \langle \text{literal} \rangle$   
 $\quad \quad \quad | \text{'(' } \langle \text{exp} \rangle \text{'}'$

$\langle \text{type\_name} \rangle \rightarrow \text{id}$   
 $\quad \quad \quad | \dots \langle \text{other\_type\_descriptions} \rangle$

The problem is that the first  $\langle \text{id} \rangle$  in " $( \langle \text{id} \rangle ) \langle \text{id} \rangle$ " is a  $\langle \text{type\_name} \rangle$ , but in " $( \langle \text{id} \rangle ) - \langle \text{id} \rangle$ " it is an  $\langle \text{exp} \rangle$ , and the two must be reduced differently when the ")" is seen but before the "-" or second  $\langle \text{id} \rangle$  has been seen by an LR(1) parser.

# Example: Parameter Lists

- Example Usage
  - void foo(int a, int b, float c, float d);
  - void foo (int a, b, float c, d);

<header> → <type\_name> <id> '(' <params> ')' ';' ;  
| <type\_name> <id> '(' ')' ';' ;

<type\_name> → <id>  
| ... <other\_descriptions>

<params > → <param>  
| <params> ',' <param>

<param> → <type\_name> <ids>

<ids> → <id>  
| <ids> ',' <id>

Notice that after a "<ids> ," the next symbols can be "a b" (a is a type\_name, b is a parameter name of type a) or "a ," or "a )" (a is a parameter name of the current type), but an LR(1) parser can't see far enough ahead to decide whether the "," is part of a "params" (in which case the preceding "<ids>" must be reduced to a "param"), or part of a bigger "ids".

# *Appendix*



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