

# Final lecture: Applications, Chomsky hierarchy, and Recap

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# Outline

Applications of CFGs

Beyond CFGs

Recap



# Programming languages

Most programming languages are (deterministic) context-free.

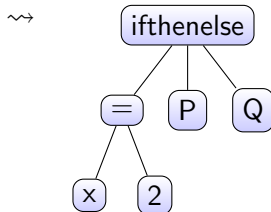
There are tools to automatically build:

- a lexical analyzer ('lexer') from regular expressions.

"if x = 2 then P else Q"



- a parser from a CFG.



# Lindenmayer systems

*“The development of an organism...may be considered as the execution of a ‘developmental program’ present in the fertilized egg... A central task of developmental biology is to discover the underlying algorithm from the course of development.”*

*– Lindenmayer & Rozenberg (1976)*

Example:

$A$	$\rightarrow$	$AB$
$B$	$\rightarrow$	$A$

Start with  $A$ , expand once per iteration:

0  $A$   
1  $AB$   
2  $ABA$   
3  $ABAAB$   
4  $ABAABABA$

...

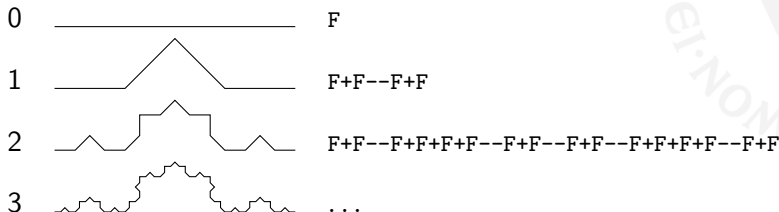
# Lindenmayer systems

Drawing a Lindenmayer system:

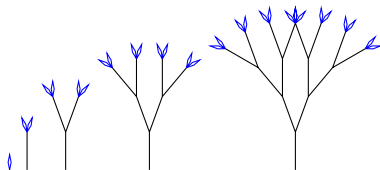
- **F**: move forward
- **+**: rotate clockwise
- **-**: rotate counter clockwise
- **[**: push location/angle
- **]**: pop location/angle

Example:

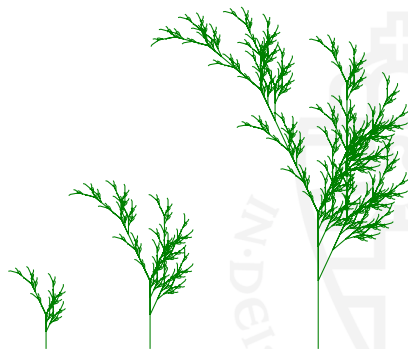
$F \rightarrow F + F - - F + F$



# Lindenmayer systems



$$S \rightarrow F[+S][-S]$$

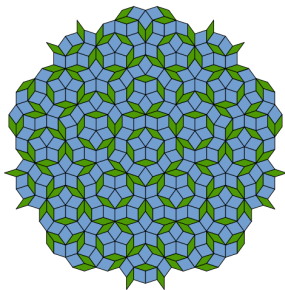


$$\begin{array}{lcl} S & \rightarrow & F - [[S] + S] + F[+FS] - S \\ F & \rightarrow & FF \end{array}$$

# Lindenmayer systems (cont'd)

## Example: Penrose Tiling (P3)

<i>S</i>	→	<i>[N] ++[N] ++[N] ++[N] ++[N]</i>
<i>M</i>	→	<i>OF ++PF ----NF[-OF ----MF] ++</i>
<i>N</i>	→	<i>+OF --PF[- ----MF --NF]+</i>
<i>O</i>	→	<i>--MF ++NF[+++OF ++PF]-</i>
<i>P</i>	→	<i>--OF ++++MF[+PF ++++NF] --NF</i>



# Natural language

$S = \langle \text{sentence} \rangle$	$\rightarrow$	$\langle \text{noun-phrase} \rangle \langle \text{verb-phrase} \rangle .$
$\langle \text{sentence} \rangle$	$\rightarrow$	$\langle \text{noun-phrase} \rangle \langle \text{verb-phrase} \rangle \langle \text{object-phrase} \rangle .$
$\langle \text{noun-phrase} \rangle$	$\rightarrow$	$\langle \text{name} \rangle \langle \text{article} \rangle \langle \text{noun} \rangle$
$\langle \text{name} \rangle$	$\rightarrow$	John   Jill
$\langle \text{noun} \rangle$	$\rightarrow$	bicycle   mango
$\langle \text{article} \rangle$	$\rightarrow$	a   the
$\langle \text{verb-phrase} \rangle$	$\rightarrow$	$\langle \text{verb} \rangle \mid \langle \text{adverb} \rangle \langle \text{verb} \rangle$
$\langle \text{verb} \rangle$	$\rightarrow$	eats   rides
$\langle \text{adverb} \rangle$	$\rightarrow$	slowly   frequently
$\langle \text{adjective-list} \rangle$	$\rightarrow$	$\langle \text{adjective} \rangle \langle \text{adjective-list} \rangle \mid \lambda$
$\langle \text{adjective} \rangle$	$\rightarrow$	big   juicy   yellow
$\langle \text{object-phrase} \rangle$	$\rightarrow$	$\langle \text{adjective-list} \rangle \langle \text{name} \rangle$
$\langle \text{object-phrase} \rangle$	$\rightarrow$	$\langle \text{article} \rangle \langle \text{adjective-list} \rangle \langle \text{noun} \rangle$

Jill frequently eats a juicy yellow mango. belongs to this language



# Natural language

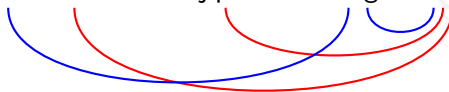
- Many sentences can be modelled using CFGs, e.g.:

...because I saw Cecilia feed the hippopotamuses .



- But some (particularly crazy 😊) natural languages have non-context-free features like *cross-serial dependencies*:

...omdat ik Cecilia de nijlpaarden zag voeren .



- To capture these, one needs more power than CFGs

# Context-sensitive languages

- Whereas context-free grammars have rules like this:

$$X \rightarrow w \qquad X \in V, w \in (\Sigma \cup V)^*$$

- ...context-sensitive grammar has rules like this:

$$\alpha X \beta \rightarrow \alpha w \beta$$

with  $X \in V$ ,  $\alpha, \beta, w \in (\Sigma \cup V)^*$ ,  $w \neq \lambda$ .

- Context-sensitive grammars generate **context-sensitive languages**.

# Context-sensitive languages

Example:  $\{a^n b^n c^n \mid n > 0\}$

$S \rightarrow aBC \mid aSBC$

$CB \rightarrow XB$

$XB \rightarrow XC$

$XC \rightarrow BC$

$aB \rightarrow ab$

$bB \rightarrow bb$

$bC \rightarrow bc$

$cC \rightarrow cc$



# Turing machines

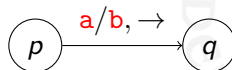
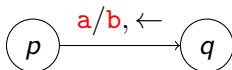
- An *unrestricted grammar* has rules like:

$$u \rightarrow v \qquad u, v \in (\Sigma \cup V)^*$$

- Recognisable by **Turing machines**
- The stack is replaced by an infinite *tape*:



- Transitions look like this:



which *read* **a**, *write* **b**, and move left or right on the tape

- We no longer need a separate input. Just use the tape:



# Enumerable and computable languages

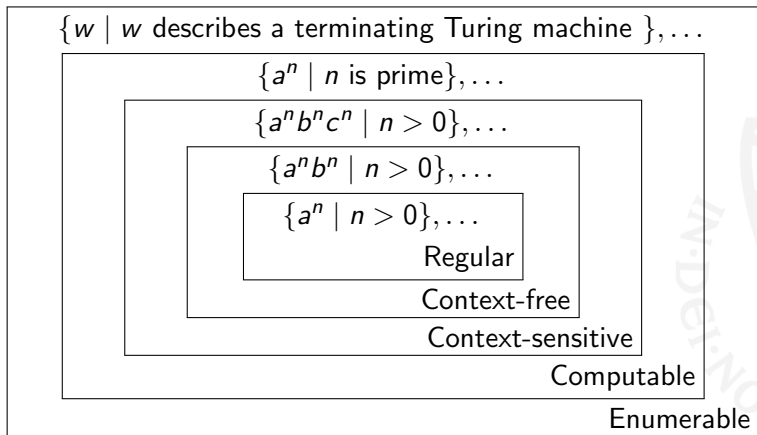
- Languages recognisable by Turing machine are called **enumerable languages**
- A language is **computable** if both  $L$  and  $\bar{L} = \Sigma^* - L$  are enumerable.
- In other words, there is a Turing machine that terminates telling us  $w \in L$  and a (possibly different) one that terminates telling us  $w \notin L$
- Example:  $\{a^n \mid n \text{ is not prime}\}$ .
- Church-Turing thesis:

“computable”  $\iff$  “computable by Turing machine”

- (To be continued: *Berekenbaarheid*, 2nd year)



# Chomsky hierarchy



# Trade-offs

Bigger classes of languages:

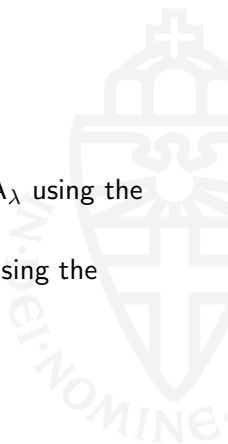
- More languages can be described.
- But, you can say less about them.

	$w \in L?$	time	memory	$L_1 = L_2?$
Regular	yes	$ w $	const.	yes
Deterministic context-free	yes	$ w $	$ w $	no
Context-free	yes	$ w ^3$	$ w ^2$	no
Context-sensitive	yes	$2^{ w }$	$ w ^k$	no
Computable	yes	$\infty$	$\infty$	no
Enumerable	if $w \in L$	$\infty$	$\infty$	no

# Exam topic: regular expressions

## You should know:

- the definition of regular expression
- how to compute a regular expression from an  $\text{NFA}_\lambda$  using the elimination-of-states method
- how to build an  $\text{NFA}_\lambda$  from a regular expression using the 'toolkit'





# Exam topic: finite automata

## You should know:

- the definition of DFA, NFA,  $\text{NFA}_\lambda$
- how to construct a DFA, NFA or  $\text{NFA}_\lambda$  for a given language
- how to construct a DFA from an NFA (the subset construction)
- the constructions on DFAs for complement and intersection (product construction) of languages

## Exam Topic: regular languages

### You should know:

- the closure properties of regular languages (union, intersection, complement), and how to use them to prove that a language is regular (or is not regular)
- typical non-regular languages ( $\{a^n b^n \mid n \in \mathbb{N}\}$  and palindromes)
- Kleene's theorem
- **how to apply the pumping lemma to show that a language is not regular**

(**bold**: almost certainly on the exam)

## Exam topic: grammars

### You should know:

- the definition of context-free grammar (CFG)
- **how to generate strings in a CFG (with leftmost derivations)**
- how to find the language generated by a (simple) CFG
- **how to construct a CFG that generates a given (context-free) language**
- the definition of regular grammar
- how to construct a regular grammar from a NFA
- how to construct an  $NFA_\lambda$  from a regular grammar

# Exam topic: pushdown automata and CFLs

You should know:

- the definition of pushdown automata (PDAs)
- **how to give a PDA for a given (simple context-free) language**
- how find the language accepted by a given PDA
- **how to construct a PDA from a CFG**
- the closure properties of context-free languages

## Remarks on sets

Beware that  $\emptyset \neq \{\emptyset\}$      $\emptyset \neq \lambda$      $\emptyset \neq \{\lambda\}$ .  
and  $\emptyset \cdot L = L \cdot \emptyset = \emptyset$   
and  $\{\lambda\} \cdot L = L \cdot \{\lambda\} = L$ .

Symbols:

- $w \in L$ : “is in”.
- $L_1 \subseteq L_2$ : is a subset of, i.e. everything in  $L_1$  is also in  $L_2$ .
- $L_1 \cup L_2$ : union, the things in either of the two sets.
- $L_1 \cap L_2$ : intersection, only the things in both sets.
- $\bar{L}$ : complement, the words not in  $L$ ,  $\bar{L} = \Sigma^* - L$ .

Terminology: Language described using **set-notation**, examples:

$$\{w \in \{a, b\}^* \mid |w|_a \text{ is even}\}, \quad \{a^n b^m \mid n < m\}, \quad \emptyset$$

# Remarks on words and languages

## Languages

- *contain* words.
- can be infinite, but words are finite.

## The language $L^*$

- always contains  $\lambda$ .
- is *not* the same as  $\{w^n \mid w \in L, n \geq 0\}$ .
- is  $L^0 \cup L^1 \cup L^2 \cup \dots$ .



## Remarks on proofs

To prove that  $L_1 = L_2$ , show that

- $L_1 \subseteq L_2$  (for all  $w$ ,  $w \in L_1$  implies  $w \in L_2$ ), and
- $L_1 \supseteq L_2$  (for all  $w$ ,  $w \in L_2$  implies  $w \in L_1$ ).

Proof by contradiction

- If regular languages have property  $X$ , and  $L_1$  does not have property  $X$ , then  $L_1$  is not regular.
- If from  $L_1$  being context-free you can deduce that  $\{a^n b^n c^n \mid n \geq 0\}$  is context-free, then  $L_1$  is not context-free.

Proof by induction: to prove  $P(w)$  for all  $w$ ,

- Show that  $P(\lambda)$
- And that  $P(w)$  implies  $P(aw)$ .



# Exam tips

- You may use results and examples we treated during the lectures and exercises. For example, you may use that the language  $\{a^n b^n \mid n \geq 0\}$  is not regular without re-proving it.
- Always give an explanation. For example, when asked to give a CFG for a language, explain why your CFG is correct.
- Check your results. For example,
  - check that a DFA that you give indeed is a DFA.
  - given NFA- $\lambda$  that accepts  $w$ , after  $\lambda$ -elimination and subset construction, check that resulting DFA accepts  $w$ .
- Connect your knowledge, think further. An exam question may not directly tell you what you need to do. For example,
  - Q: Is  $L$  regular? (Which techniques can you apply?)
  - Q: Give a DFA for  $L$  (Is  $L$  of the form  $\overline{L_1}$  or  $L_1 \cap L_2$  ?)



# Finally

- Vragenuurtje: Wednesday 20 Jan, 10:30 – 12:30 (time and place to be confirmed)
- Exam: Thursday 21 Jan, 12:30-14:30, LIN5, LIN2
- Veel success!

