

Context Free Grammars, Parsing, and Ambiguity

CS154

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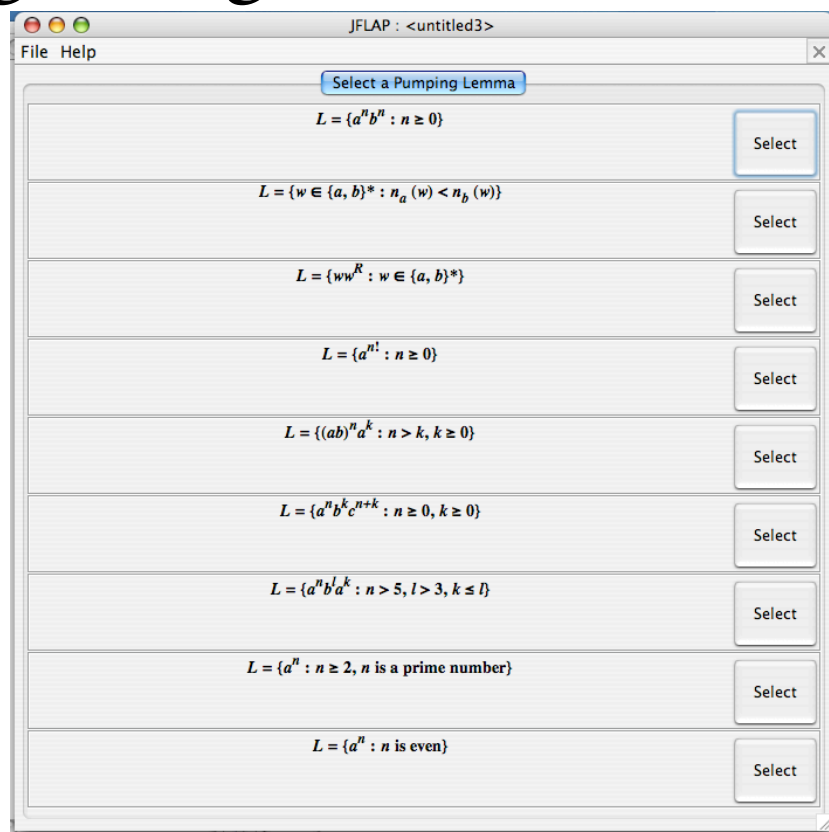
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Outline

- JFLAP
- Intuitions about Compiler
- Ambiguity
- Left and Rightmost Derivations
- Brute Force Parsing

JFLAP and the Pumping Lemma

- JFLAP has a “Regular Pumping Lemma” button.
- Clicking on it gives a window:



More JFLAP

- Selecting one of these languages lets you play a game versus the computer.
- You choose number of states of machine. i.e., pumping length.
- It selects a string longer than this length.
- You get to choose how it is split
- The computer either tries to find a string that can be pumped but which is not in the language or it loses.

The screenshot shows the JFLAP software interface for the Pumping Lemma game. The window title is "JFLAP : <untitled4>". The menu bar includes "File" and "Help". There are two tabs: "Select a Pumping Lemma" and "Pumping Lemma", with the latter being active. The main area displays the language $L = \{a^n b^n : n \geq 0\}$ and the title "Regular Pumping Lemma".

Messages
Please select a value for m in Box 1 and press "Enter".

1. Select integer m

2. Given integer m, here's string w such that $|w| \geq m$

3. Select decomposition of w into xyz

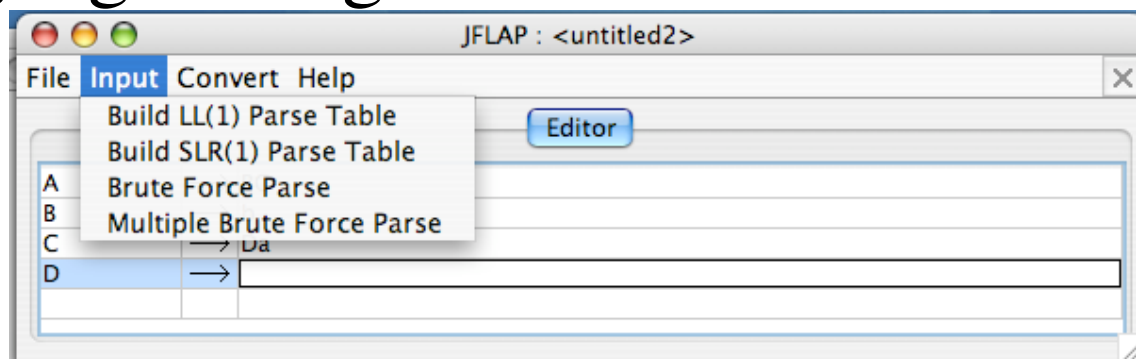
x:	<input type="text"/>	x :	<input type="text"/>
y:	<input type="text"/>	y :	<input type="text"/>
z:	<input type="text"/>	z :	<input type="text"/>

4. A choice of i to give contradiction
i: pumped string:

5. Animation

Yet More JFLAP

- JFLAP also has a grammar button.
- If you click on it you can then specify a grammar. If you like, it could be a regular grammar or a CFG.
- JFLAP supports conversions of the grammar to a number of normal forms as well as supports check if a string is in the language of a grammar.



Intuitions about Compilers

- Recall compilers take strings written in a high level language like C or Java and spit out code in machine language.
- So a compilers job is to assign machine code “meaning” to a string written in C.
- The C language might be specified using a CFG.
- For instance, we might have a rule like:

`<while_statement> ::= while <expression> <statement>`

- Crudely, we could imagine writing a recursive program to handle this:

```
int parseWhile(String program, int whereParsing, MachineCode whileCode)
```

```
{
```

```
    MachineCode expressionCode = new MachineCode();
```

```
    MachineCode statementCode = new MachineCode();
```

```
    whereParsing += 5; //advance passed the keyword “while”
```

```
    whereParsing = parseExpression(program, whereParsing, expressionCode);
```

```
    whereParsing = parseStatement(program, whereParsing, statementCode);
```

```
    // some code to build whileCode from expressionCode and statementCode
```

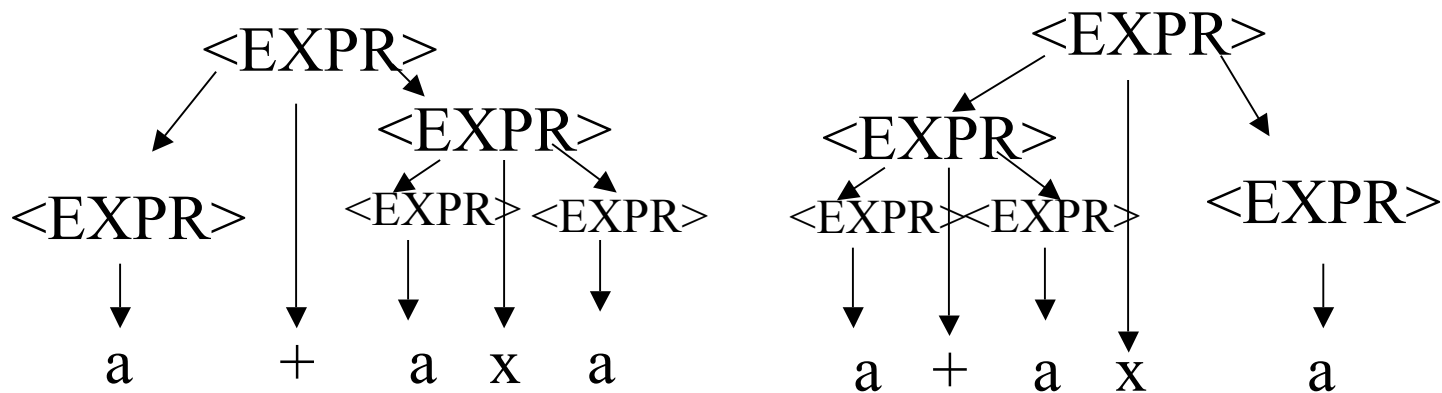
```
    return whereParsing;
```

```
}
```

- The underlying assumption for compilation to work is that there can be only one machine code meaning one can give to a given C string.
- Here we have to be careful...

Ambiguity

- Sometime a grammar can generate string in more than one way.
- Such a string will have several different parse trees. As the parse tree is supposed to give us the “meaning” of the string, such a string would have more than one meaning.
- A string with more than one parse tree with respect to a grammar is said to be **ambiguously** derived in that grammar.
- For example, consider $\langle \text{EXPR} \rangle \rightarrow \langle \text{EXPR} \rangle + \langle \text{EXPR} \rangle \mid \langle \text{EXPR} \rangle x \langle \text{EXPR} \rangle \mid (\langle \text{EXPR} \rangle)$.
- Then $a + a x a$ can be derived with two different parse trees.



- The left tree probably means $a + (a x a)$; whereas, the right means $(a + a) x a$

Leftmost and Rightmost Derivations

- We want to formalize the notion of ambiguity in terms of derivations rather than parse trees as derivations are easier to work with syntactically.
- We say that a derivation of a string w in a grammar G is a **leftmost derivation** if at every step the leftmost remaining variable is the one replaced.
- We say that a derivation of a string w in a grammar G is a **rightmost derivation** if at every step the rightmost remaining variable is the one replaced.
- As an example, if our CFG was $A \rightarrow BAC \mid \lambda$, $B \rightarrow b$, $C \rightarrow c$. Then $A \Rightarrow BAC \Rightarrow bAC \Rightarrow bBACC \Rightarrow bbACC \Rightarrow bbCC \Rightarrow bbcC \Rightarrow bbcc$, is a leftmost derivation of $bbcc$.
- On the other hand,
 $A \Rightarrow BAC \Rightarrow BAcb \Rightarrow BBACc \Rightarrow BBAcc \Rightarrow BBcc \Rightarrow Bbcc \Rightarrow bbcc$ would be a rightmost derivation of the same string.
- Intuitively, if we have two ways to expand the leftmost (respectively, rightmost) symbol then the derivation will be ambiguous.

Ambiguity and Leftmost Derivations

- A string w is derived **ambiguously** in G if it has two or more different leftmost derivations (resp. rightmost derivations). A CFG is called **ambiguous** if it generates some string ambiguously.
- In the case of $a + a \times a$, the two left most derivations are:
 - (1) $\langle \text{EXPR} \rangle \Rightarrow \langle \text{EXPR} \rangle + \langle \text{EXPR} \rangle \Rightarrow a + \langle \text{EXPR} \rangle \Rightarrow a + \langle \text{EXPR} \rangle \times \langle \text{EXPR} \rangle \Rightarrow a + a \times \langle \text{EXPR} \rangle \Rightarrow a + a \times a;$
 - (2) $\langle \text{EXPR} \rangle \Rightarrow \langle \text{EXPR} \rangle \times \langle \text{EXPR} \rangle \Rightarrow \langle \text{EXPR} \rangle + \langle \text{EXPR} \rangle \times \langle \text{EXPR} \rangle \Rightarrow a + \langle \text{EXPR} \rangle \times \langle \text{EXPR} \rangle \Rightarrow a + a \times \langle \text{EXPR} \rangle \Rightarrow a + a \times a;$
- There are often many different CFGs for the same language. Even though one of these may be ambiguous some other may be unambiguous. We say a language is **inherently ambiguous** if one can never find an unambiguous CFG for it. The book says without proof that $\{a^i b^j c^k \mid i=j \text{ or } j=k\}$ is inherently ambiguous.

Brute Force Parsing

- One way to do parsing is by **exhaustive search**.
- We consider each one step derivation from the start variable, then each two step derivation, etc. in turn.
- If we ever see the string we want we accept.
- If all the active derivations involve strings of terminals and variables longer than the string w we are searching for, we halt and reject.
- To handle rules like $A \rightarrow B$. Which can give derivations like $A \Rightarrow B \Rightarrow A$, we maintain a list of strings we have already seen. If we repeat, we prune that branch.
- This is an exponential time algorithm; whereas, if we use a normal form for our grammars we can speed things up to be either cubic or in some cases linear time.