



# ***Lecture 12: Strings and Recursion***

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# The Second Half of the Class

- Week 7: Recursion and Languages: how to use recursion to allow for potentially unbounded sentences.
- Week 8: Recursion and Strings: how to specify an infinite set of strings using a finite set of rules.
- Week 9: Recursion and Logical Definitions: what does it mean to be someone's ancestor?
- Week 10: The  $\lambda$ -calculus: how can we create and use computable functions using only symbols?
- Week 11: Recursion and Function Definitions: how can we use recursion to create functions?

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# What is Recursion?

- Recursion is a method of defining structures in which the structure being defined may be used within its own definition.
- The term is also used more generally to describe a process of repeating objects in a self-similar way.
- Recursion leads to “nested” structures. Sometimes the nature of the nesting is clear, but often we have to look hard to find it and encode the recursive process.
- Recursion can be found in many places: in languages, logical definitions, data structures, programs, ...

# Context-Free Grammars

- Most computer languages can be specified using context-free grammars
- Rules are of the form:

Symbol  $\rightarrow$  list of Symbols and Terminal Symbols

e.g.

Exp  $\rightarrow$  “if” Cond “then” Exp

Exp  $\rightarrow$  “print” Var

Cond  $\rightarrow$  Var “=” Value

Var  $\rightarrow$  “a” | “b” | “c” | ... | “y” | “z” ( | means “or” )

Value  $\rightarrow$  “0” | “1”

# Coping with Repeating Structure

Exp  $\rightarrow$  “if” Cond “then” Exp

Exp  $\rightarrow$  “print” Var

Cond  $\rightarrow$  Var “=” Value

Var  $\rightarrow$  “x” | “y” | “z”

Value  $\rightarrow$  “0” | “1”

- This grammar can generate repeating structures:

if a=0 then

    if b=1 then

        if c=0 then

            if d=0 then ...

# Coping with Repeating Structure

**Exp**  $\rightarrow$  “if” Cond “then” **Exp**

Exp  $\rightarrow$  “print” Var

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# A Larger Grammar

Sentence  $\rightarrow$  NounPhrase Verb2 NounPhrase

NounPhrase  $\rightarrow$  Name

NounPhrase  $\rightarrow$  Article NounGroup

NounGroup  $\rightarrow$  Noun

NounGroup  $\rightarrow$  Adjective Noun

Name  $\rightarrow$  “Brian” | “Beryl”

Verb2  $\rightarrow$  “ate” | “fed” | “chased” | “kissed”

Article  $\rightarrow$  “a” | “the”

Adjective  $\rightarrow$  “big” | “purple” | “ugly” | “fat” | “eccentric”

Noun  $\rightarrow$  “frog” | “dog” | “clock” | “monster” | “princess”



# Derivation of a Sentence

- We can derive sentences with grammars just like we did with the MIU-system:

Sentence

NounPhrase Verb2 NounPhrase

Name Verb2 NounPhrase

“Brian” Verb2 NounPhrase

“Brian” “ate” NounPhrase

“Brian” “ate” Article NounGroup

“Brian” “ate” “a” NounGroup

“Brian” “ate” “a” Adjective Noun

“Brian” “ate” “a” “big” Noun

“Brian” “ate” “a” “big” “frog” ■

# Assignment 6

- Generate some random sentences using the grammar.
- The grammar can generate “Brian ate a big frog” or “Brian ate a purple frog”.
- But I want it to generate “Brian ate a big purple frog”.
- Or even “Brian ate a big fat ugly purple eccentric frog”.
- Can you modify my grammar so it can generate noun phrases containing any number of adjectives, without increasing the number of rules?
- Reading: Chapter 5 of Gödel, Escher, Bach.

# Recursive Rules

- A rule is recursive if the same symbol appears on both sides of the rule:

$S \rightarrow \text{"a"} S$       (recursive rule)  
 $S \rightarrow \text{"b"}$       (non-recursive rule)

- Such rules allow unlimited looping to occur:

$S$   
 $\text{"a"} S$   
 $\text{"a"} \text{"a"} S$   
 $\text{"a"} \text{"a"} \text{"a"} S$   
 $\text{"a"} \text{"a"} \text{"a"} \text{"a"} S$   
 $\text{"a"} \text{"a"} \text{"a"} \text{"a"} \text{"b"} \blacksquare$

# Generating Strings

- Sometimes we want use our rules to generate strings, as in the MIU-system:

$$\begin{array}{ll} S \rightarrow aS & \text{(recursive rule)} \\ S \rightarrow b & \text{(non-recursive rule)} \end{array}$$

- Such rules allow unlimited looping to occur:

S  
aS  
aaS  
aaaS  
aaaaS  
aaaab ■

# Regular Expressions

- We can describe infinite sets of strings using *regular expressions*.
- For example:  $M(I^*U^*)^*$  is this set of strings:  
 $\{M, MI, MU, MII, MIU, MUI, MUU, MIII, MIIU, MIUI, \dots\}$
- In a regular expression:
  - $X^*$  means “X repeated zero or more times”
  - $X^+$  means “X repeated at least once”
  - $X^n$  means “X repeated exactly n times”
  - $X$  (with no superscript) means “exactly one X”
- X can be a character or another regular expression

# Grammars and Languages

- We can use regular expressions to describe the set of strings generated by a grammar.
- Such a set of strings is often referred to as a *language*.
- For example:

$$S \rightarrow aS$$
$$S \rightarrow b$$

- Exercise: describe the language (i.e. the set of strings) generated by this grammar as a regular expression.
- Answer:  $a^*b$ .

# Assignment 7

- Finish reading Chapter 5 of Gödel, Escher, Bach.
- Write a grammar which can generate strings of the form  $a^+b^+$ , e.g. ab, aaab, abbbb, abbb, but *not* aaa, bbb (+ means “repeated at least once”).
- Write a grammar which can generate strings of the form  $(a^+b^+)^+$ , e.g. ab, aabb, aaaabbaabb, abababbbb, but *not* aaaa, aabbaa, bbabbaaabb, etc.
- Can you write a grammar to can generate strings of the form  $a^n b^n$ , e.g. ab, aabb, aaabbb, aaaabbbb, but *not* abbb, aaab, aaaabb, etc?