

# Scattered Context Generators of Sentences with Their Parses

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# Based on Scattered Context Grammars

## Scattered Context Grammar (SCG)

$$G = (V, T, P, S)$$

$V$  is finite alphabet

$T$  is a set of terminals,  $T \subset V$

$S$  is the start symbol,  $S \in V - T$

$P$  is a finite set of productions of the form

$$(A_1, \dots, A_n) \rightarrow (x_1, \dots, x_n)$$

where  $A_1, \dots, A_n \in V - T$ ,  $x_1, \dots, x_n \in V^*$

## Propagating Scattered Context Grammar (PSCG)

where  $A_1, \dots, A_n \in V - T$ ,  $x_1, \dots, x_n \in V^+$

# Generative Power of Scattered Context Grammars

## Scattered Context Grammar

$$\mathcal{L}(\textcolor{red}{SC}) = \mathcal{L}(RE)$$

## Propagating Scattered Context Grammar

$$\mathcal{L}(CF) \subset \mathcal{L}(\textcolor{red}{PSC}) \subseteq \mathcal{L}(CS)$$

# Can we somehow simulate SCG with PSCG?

## Answer

Yes

## Basic Idea

Let  $G$  be SCG and  $PG$  be PSCG simulating  $G$

- 1 Add new terminal symbol  $\$$  to  $PG$
- 2 Instead of  $\epsilon$  generate  $\$$
- 3 Move all  $\$$  to the left (or right)

## Generated Language

$$L(PG) = \{ \{\$ \}^* x : x \in L(G) \}$$

# Scattered Context Generators

## Basic Idea

Instead of meaningless symbols  $\$$  add useful information - **the parse**.

## What is the parse?

Assume that for every SCG  $G = (V, T, P, S)$  there is a set of **production labels**, denoted by  $\text{lab}(G)$ , such that  $|\text{lab}(G)| = |P|$  and there is bijection from  $P$  to  $\text{lab}(G)$ :

$$l : (A_1, \dots, A_n) \rightarrow (x_1, \dots, x_n) \text{ where } l \in \text{lab}(G) \text{ and } \text{production} \in P$$

Derivation step:

$$u \Rightarrow v [l] \text{ where } u, v \in V^* \text{ and } l \in \text{lab}(G)$$

Generated language:

$$L(G) = \{x \in T^* : S \Rightarrow^* x [p] \text{ and } p \in \text{lab}(G)^*\} \text{ } p \text{ is the parse}$$

# Scattered Context Generators

## Generated Language

Let  $G$  be PSCG. Let  $lab(G) \subseteq T$ .  $G$  is a proper generator of its sentences with their parses if and only if

$$L(G) = \{x : x = yp, y \in (T - lab(G))^*, p \in lab(G)^*, S \Rightarrow {}^*_G x [p]\}$$

## Theorem

For every recursively enumerable language  $L$ , there is a propagating scattered context grammar  $G$  such that  $G$  is a proper generator of its sentences with their parses, and  $L = L(G) // lab(G)^+$ .

# Example Conversion of SCG to Proper Generator

## Example SCG

$$G = (\{S, A, B, C, a, b, c\}, \{a, b, c\}, P, S)$$

where P:

$$1 : (S) \rightarrow (ABC)$$

$$2 : (A, B, C) \rightarrow (aA, bB, cC)$$

$$3 : (A, B, C) \rightarrow (\epsilon, \epsilon, \epsilon)$$

Generated language:

$$L(G) = \{a^n b^n c^n : n \geq 0\}$$

## Example derivations

$$S \Rightarrow ABC \Rightarrow \epsilon \text{ [13]}$$

$$S \Rightarrow ABC \Rightarrow aAbBcC \Rightarrow abc \text{ [123]}$$

# Basic Conversion Method

## Input

$$G = (V, T, P, S)$$

## General Generator

$$\overline{G} = (\overline{V}, \overline{T}, \overline{P}, \overline{S})$$

where:

- $\overline{V} = V \cup \text{lab}(\overline{G}) \cup \{\overline{S}, X, Y, Z, \$1, \$2, \$3\} \cup \{\overline{a} : a \in T\}$
- $\overline{T} = T \cup \text{lab}(\overline{G})$



## General Generator - Rules $\overline{P}$

Add these types of rules:

- 1 Start rules
- 2 Simulation rules
- 3 Stop rules
- 4 Shift rules
- 5 Erase rule
- 6 End rule

# Start rules

## Start rules

$$\langle 1 \rangle : (\overline{S}) \rightarrow (X \langle 1 \rangle \$ _1 Z S)$$

$$\langle 1_{\epsilon} \rangle : (\overline{S}) \rightarrow (\langle 1_{\epsilon} \rangle \$ _1 S)$$

Example derivation  $S \Rightarrow ABC \Rightarrow \epsilon$

$$\overline{S} \Rightarrow \langle 1_{\epsilon} \rangle \$ _1 S$$

Example derivation  $S \Rightarrow ABC \Rightarrow aAbBcC \Rightarrow abc$

$$\overline{S} \Rightarrow X \langle 1 \rangle \$ _1 Z S$$

## Simulation rules

- For each rule in  $P$  add simulation rule
- Convert terminals to nonterminals
- Convert  $\epsilon$  to  $Y$

$$\langle 1/ \rangle : (\$1, A_1, \dots, A_n) \rightarrow (\langle 1/ \rangle \$1, x_1, \dots, x_n)$$

## Example simulation rules

$$\langle 11 \rangle : (\$1, S) \rightarrow (\langle 11 \rangle \$1, ABC)$$

$$\langle 12 \rangle : (\$1, A, B, C) \rightarrow (\langle 12 \rangle \$1, \bar{a}A, \bar{b}B, \bar{c}C)$$

$$\langle 13 \rangle : (\$1, A, B, C) \rightarrow (\langle 13 \rangle \$1, Y, Y, Y)$$

Example derivation  $S \Rightarrow ABC \Rightarrow \epsilon$

$$\begin{aligned} (1_\epsilon) \$1 S &\Rightarrow (1_\epsilon) (11) \$1 ABC \\ &\Rightarrow (1_\epsilon) (11) (13) \$1 YYY \end{aligned}$$

Example derivation  $S \Rightarrow ABC \Rightarrow aAbBcC \Rightarrow abc$

$$\begin{aligned} X (1) \$1 ZS &\Rightarrow X (1) (11) \$1 ZABC \\ &\Rightarrow X (1) (11) (12) \$1 Z\bar{a}A\bar{b}B\bar{c}C \\ &\Rightarrow X (1) (11) (12) (13) \$1 Z\bar{a}Y\bar{b}Y\bar{c}Y \end{aligned}$$

# Stop rules

## Stop rules

$$(2) : (\$1) \rightarrow ((2)\$2)$$

$$(2_\epsilon) : (\$1) \rightarrow ((2_\epsilon)\$3)$$

Example derivation  $S \Rightarrow ABC \Rightarrow \epsilon$

$$(\dots)\$1 YYY \Rightarrow (\dots)\$3 YYY$$

Example derivation  $S \Rightarrow ABC \Rightarrow aAbBcC \Rightarrow abc$

$$X(\dots)\$1 Z\bar{a}Y\bar{b}Y\bar{c}Y \Rightarrow X(\dots)\$2 Z\bar{a}Y\bar{b}Y\bar{c}Y$$

# Shift rules

## Shift rules

For each  $a \in T$ , add

$$(2a) : (X, \$_2, Z, \bar{a}) \rightarrow (aX, (2a)\$_2, Y, Z)$$

$$(3a) : (X, \$_2, Z, \bar{a}) \rightarrow (a, (3a)\$_3, Y, Y)$$

## Example simulation rules

$$(2a) : (X, \$_2, Z, \bar{a}) \rightarrow (aX, (2a)\$_2, Y, Z)$$

$$(2b) : (X, \$_2, Z, \bar{b}) \rightarrow (bX, (2b)\$_2, Y, Z)$$

$$(2c) : (X, \$_2, Z, \bar{c}) \rightarrow (cX, (2c)\$_2, Y, Z)$$

$$(3a) : (X, \$_2, Z, \bar{a}) \rightarrow (a, (3a)\$_3, Y, Y)$$

$$(3b) : (X, \$_2, Z, \bar{b}) \rightarrow (b, (3b)\$_3, Y, Y)$$

$$(3c) : (X, \$_2, Z, \bar{c}) \rightarrow (c, (3c)\$_3, Y, Y)$$

Example derivation  $S \Rightarrow ABC \Rightarrow aAbBcC \Rightarrow abc$

$$\begin{aligned} X(\dots)\$ _2 Z \bar{a} Y \bar{b} Y \bar{c} Y &\Rightarrow aX(\dots)\$ _2 YZY \bar{b} Y \bar{c} Y \\ &\Rightarrow abX(\dots)\$ _2 YYYZY \bar{c} Y \\ &\Rightarrow abc(\dots)\$ _3 YYYYYYYY \end{aligned}$$

# Erase rule

## Erase rule

$$(|3|) : (\$3, Y) \rightarrow (|3|, \$3)$$

## Example derivation $S \Rightarrow ABC \Rightarrow \epsilon$

$$\begin{aligned}(|\dots|)\$3 YYY &\Rightarrow (|\dots|)\$3 YY \\ &\Rightarrow (|\dots|)\$3 Y \\ &\Rightarrow (|\dots|)\$3\end{aligned}$$

## Example derivation $S \Rightarrow ABC \Rightarrow aAbBcC \Rightarrow abc$

$$\begin{aligned}abc(|\dots|)\$3 YYYYYYYY &\Rightarrow abc(|\dots|)\$3 YYYYYYY \\ &\dots \\ &\Rightarrow abc(|\dots|)\$3\end{aligned}$$



# End rule

## End rule

$$(|4|) : (\$3) \rightarrow (|4|)$$

Example derivation  $S \Rightarrow ABC \Rightarrow \epsilon$

$$(|\dots|)\$3 \Rightarrow (|\dots|)(|4|)$$

Example derivation  $S \Rightarrow ABC \Rightarrow aAbBcC \Rightarrow abc$

$$abc(|\dots|)\$3 \Rightarrow abc(|\dots|)(|4|)$$

# Result for derivation $S \Rightarrow ABC \Rightarrow \epsilon$

## Result

$\langle 1_\epsilon \rangle \langle 11 \rangle \langle 13 \rangle \langle 2_\epsilon \rangle \langle 3 \rangle \langle 3 \rangle \langle 3 \rangle \langle 4 \rangle$

## Used rules

- 1 Start rules -  $\langle 1_\epsilon \rangle$
- 2 Simulation rules -  $\langle 11 \rangle \langle 13 \rangle$
- 3 Stop rules -  $\langle 2_\epsilon \rangle$
- 4 Shift rules - None
- 5 Erase rule -  $\langle 3 \rangle \langle 3 \rangle \langle 3 \rangle$
- 6 End rule -  $\langle 4 \rangle$

Result for derivation  $S \Rightarrow ABC \Rightarrow aAbBcC \Rightarrow abc$

## Result

$abc \langle 1 \rangle \langle 11 \rangle \langle 12 \rangle \langle 13 \rangle \langle 2 \rangle \langle 2a \rangle \langle 2b \rangle \langle 3c \rangle \langle 3 \rangle \langle 3 \rangle \langle 3 \rangle \langle 3 \rangle \langle 3 \rangle \langle 3 \rangle \langle 3 \rangle \langle 4 \rangle$

## Used rules

- 1 Start rules -  $\langle 1 \rangle$
- 2 Simulation rules -  $\langle 11 \rangle \langle 12 \rangle \langle 13 \rangle$
- 3 Stop rules -  $\langle 2 \rangle$
- 4 Shift rules -  $\langle 2a \rangle \langle 2b \rangle \langle 3c \rangle$
- 5 Erase rule -  $\langle 3 \rangle \langle 3 \rangle \langle 3 \rangle \langle 3 \rangle \langle 3 \rangle \langle 3 \rangle \langle 3 \rangle$
- 6 End rule -  $\langle 4 \rangle$

## Theorem - Leftmost Generator

For every recursively enumerable language  $L$ , there is a propagating scattered context grammar  $G$  such that  $G$  is a proper leftmost generator of its sentences with their parses, and  $L = L(G) // lab(G)^+$ .

## Theorem - Rightmost Generator

For every recursively enumerable language  $L$ , there is a propagating scattered context grammar  $G$  such that  $G$  is a proper rightmost generator of its sentences with their parses, and  $L = L(G) // lab(G)^+$ .

## Theorem - Minimal number of nonterminals

For every recursively enumerable language  $L$ , there is a propagating scattered context grammar  $G = (V, T, P, S)$  such that  $G$  is a proper leftmost generator of its sentences preceded by their parses,  $|V - T| \leq 6$ ,  $mcs(G) = 3$ , and  $L = lab(G)^+ \setminus L(G)$ .

## Theorem - Minimal context-dependency

For every recursively enumerable language  $L$ , there is a propagating scattered context grammar  $G = (V, T, P, S)$  such that  $G$  is a proper leftmost generator of its sentences preceded by their parses,  $|V - T| \leq 9$ ,  $mcs(G) = 1$ , and  $L = lab(G)^+ \setminus L(G)$ .

## Main advantages

Scattered Context Generators can

- simulate any SCG with PSCG, which is less powerful
- generate additional useful information



A. Meduna and J. Techet.

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*Theoretical Computer Science*, 389:73–81, 2007.



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WIT Press, Southampton, Boston, 2010.