

14.5.2

Formal description of algorithm

Recursive solution

- 1 Input: $w = w_1 w_2 \dots w_n$
- 2 Assume r non-terminals in G : R_1, \dots, R_r .
- 3 R_1 : Start symbol.
- 4 $f(\ell, s, b)$: TRUE $\iff w_s w_{s+1} \dots w_{s+\ell-1} \in L(R_b)$.
= Substring w starting at pos ℓ of length s is deriveable by R_b .
- 5 Recursive formula: $f(1, s, a)$ is 1 $\iff (R_a \rightarrow w_s) \in G$.
- 6 For $\ell > 1$: $f(\text{length}, \text{start pos}, \text{variable index})$

$$f(\ell, s, a) = \bigvee_{\mu=1}^{\ell-1} \bigvee_{(R_a \rightarrow R_\beta R_\gamma) \in G} (f(\mu, s, \beta) \wedge f(\ell - \mu, s + \mu, \gamma))$$

- 7 Output: $w \in L(G) \iff f(n, 1, 1) = 1$.

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Analysis

Assume $G = \{R_1, R_2, \dots, R_r\}$ with start symbol R_1

- $f(\text{length, start pos, variable index})$.
- Number of subproblems: $O(rn^2)$
- Space: $O(rn^2)$
- Time to evaluate a subproblem from previous ones: $O(|P|n)$
 P is set of rules
- Total time: $O(|P|rn^3)$ which is polynomial in both $|w|$ and $|G|$. For fixed G the run time is cubic in input string length.
- Running time can be improved to $O(n^3|P|)$.
- Not practical for most programming languages. Most languages assume restricted forms of CFGs that enable more efficient parsing algorithms.

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CYK Algorithm

Input string: $X = x_1 \dots x_n$.

Input grammar G : r nonterminal symbols $R_1 \dots R_r$, R_1 start symbol.

$P[n][n][r]$: Array of booleans. Initialize all to FALSE

for $s = 1$ to n do

 for each unit production $R_v \rightarrow x_s$ do

$P[1][s][v] \leftarrow \text{TRUE}$

for $\ell = 2$ to n do // Length of span

 for $s = 1$ to $n - \ell + 1$ do // Start of span

 for $\mu = 1$ to $\ell - 1$ do // Partition of span

 for all $(R_a \rightarrow R_\beta R_\gamma) \in G$ do

 if $P[s][s][\beta]$ and $P[\ell - \mu][s + \mu][\gamma]$ then

$P[\ell][s][a] \leftarrow \text{TRUE}$

if $P[n][1][1]$ is TRUE then

 return `` X is member of language''

else

 return `` X is not member of language''

THE END

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(for now)