



Theory of Computation

CSC 339 – Spring 2021

Chapter-2: part2

Context-free Languages

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Outline

- **Introduction**
- **Pushdown automata (PDA)**

Introduction

- **Finite automata are limited in terms of memory and how much information they can retain at any given time.**
- **What if we could augment FA with additional memory?**
 - **Pushdown automata (PDA)**
 - **Just like NFA, but with extra memory (stack)**

Pushdown Automata (PDA)

- PDA are equivalent to CFG
- PDA recognize context-free languages, and CFGs can generate those languages.
- Using a stack gives the automata more power to remember things in a certain order (LIFO).
- “A PDA can write symbols on the stack and read them back later”.

Pushdown Automata (PDA): Stack

- **The stack follows a last-in-first-out order.**
 - **Last element “pushed” onto the stack is the first element “popped” from the stack.**

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Pushdown Automata (PDA): Stack

- **$L = \{0^n 1^n \mid n \geq 0\}$**
- **A PDA can recognize this language.**
 - **We can use the stack to store how many 0s the PDA has seen.**
 - **Then, for each 1 in the input, we pop a 0 from the stack.**
 - **If all input is consumed, and no 0s remain in the stack, we accept the string.**
- **The alphabet used for the stack can be different than the one used for the language (input).**

Pushdown Automata (PDA): Transition Function

- **The transition function of a PDA is determined by the following:**
 - **The current state**
 - **The input symbol**
 - **The symbol popped from the stack**

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➤ **The current state**

➤ **The input symbol**

➤ **The symbol popped from the stack**

Since we're dealing with nondeterministic PDA, these can be the empty string

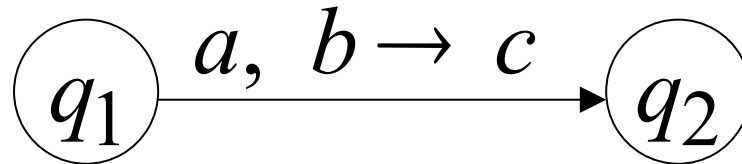


Pushdown Automata (PDA): Transition Function

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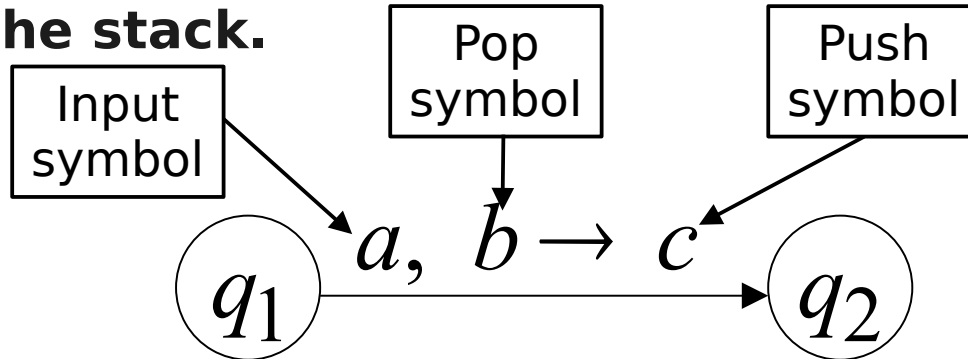
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Pushdown Automata (PDA): Formal Definition

➤ A PDA is a 6-tuple $(Q, \Sigma, \Gamma, \delta, q_0, F)$, where Q , Σ , Γ , and F are all finite sets

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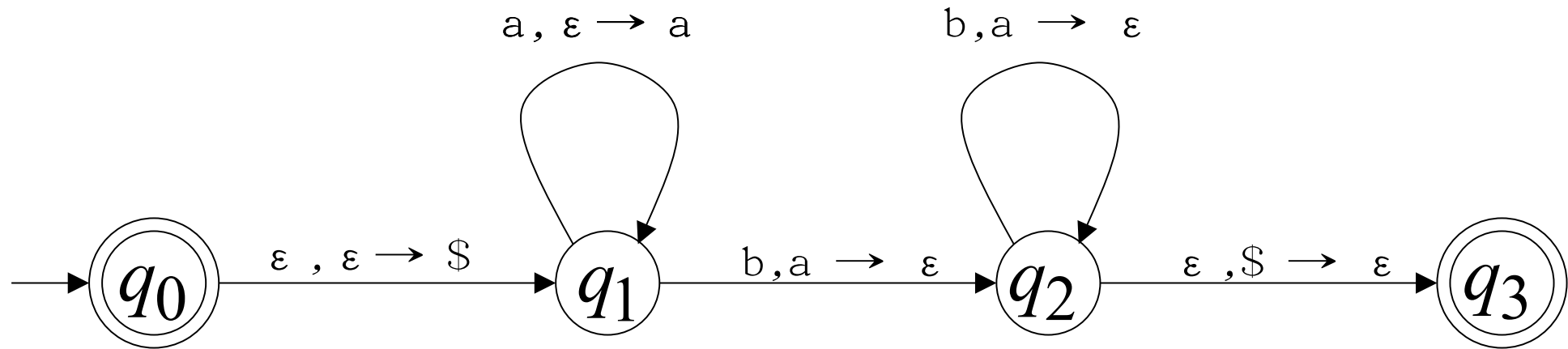
- A PDA is a 6-tuple $(Q, \Sigma, \Gamma, \delta, q_0, F)$, where Q, Σ, Γ , and F are all finite sets
 - Q is the set of states,
 - Σ is the input alphabet,
 - Γ is the stack alphabet,
 - $\delta : Q \times \Sigma_{\epsilon} \times \Gamma_{\epsilon} \rightarrow P(Q \times \Gamma_{\epsilon})$ is the transition function,
 - $q_0 \in Q$ is the start state, and
 - $F \subseteq Q$ is the set of accept states.

Pushdown Automata (PDA): Example

$$L(M) = \{a^n b^n \mid n \geq 0\}$$

Pushdown Automata (PDA): Example

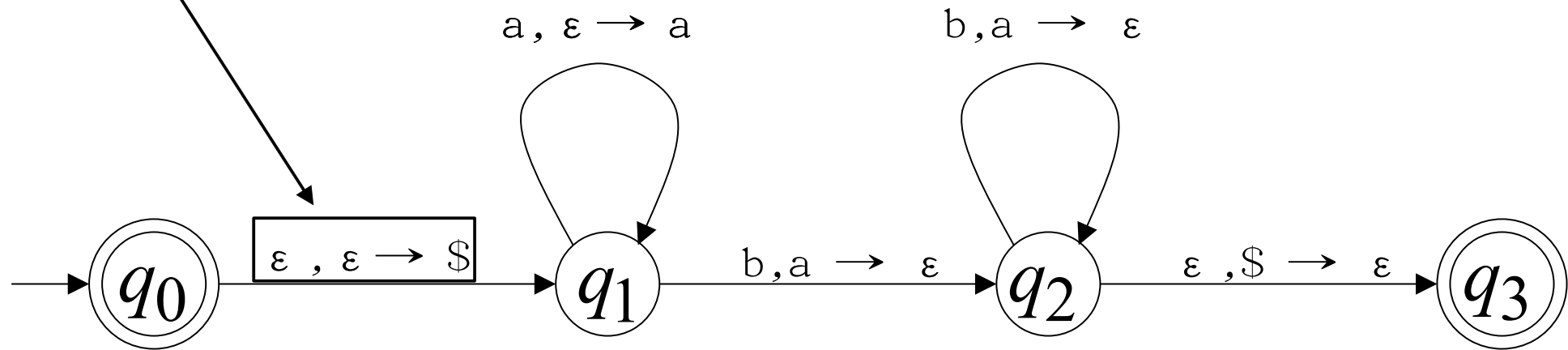
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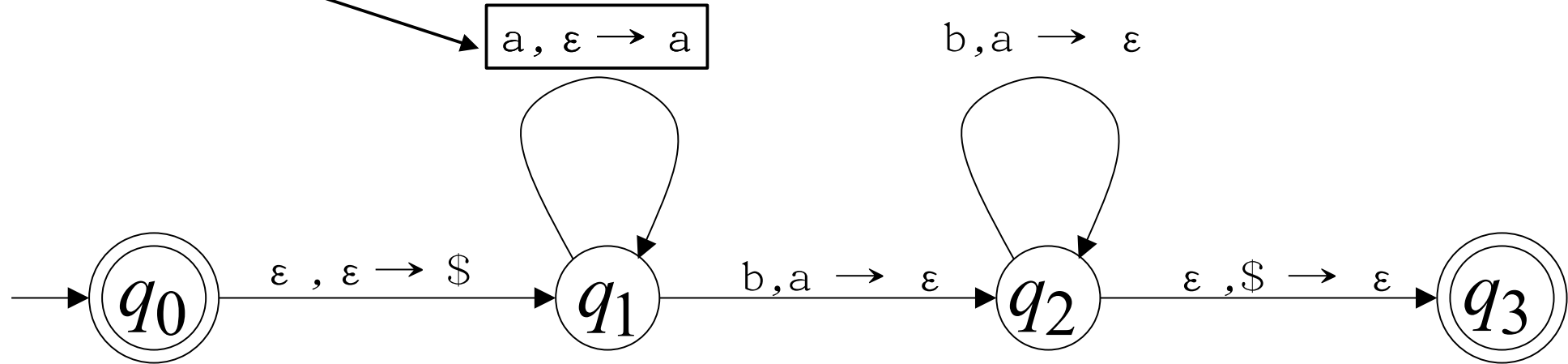
Initialize stack
with \$



Pushdown Automata (PDA): Example

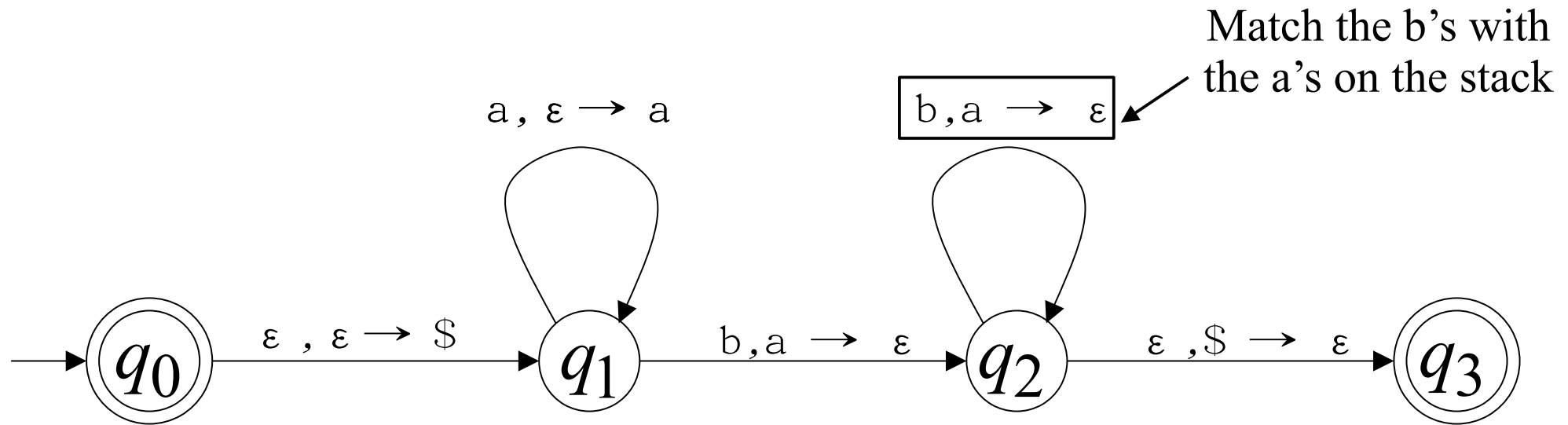
$$L(M) = \{a^n b^n \mid n \geq 0\}$$

Push the a's
onto the stack



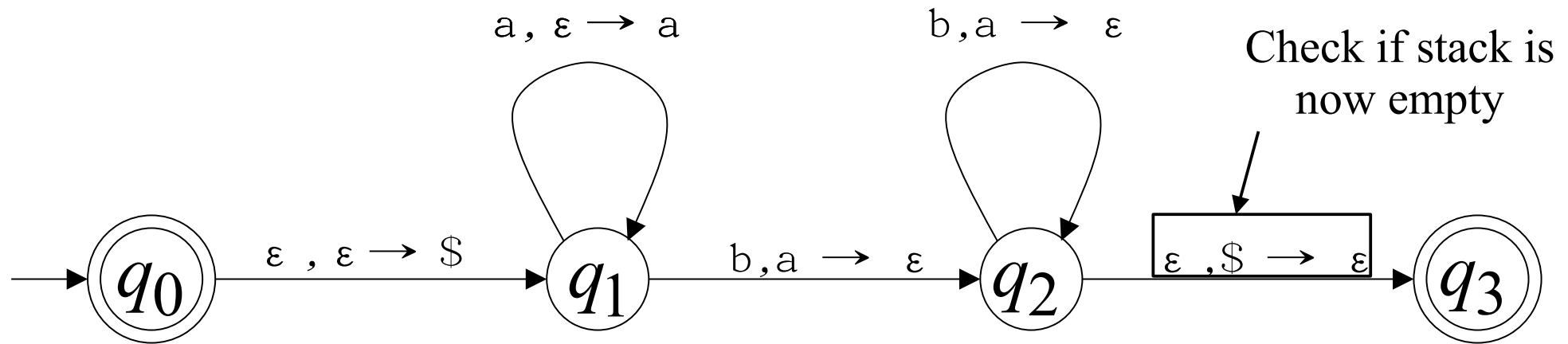
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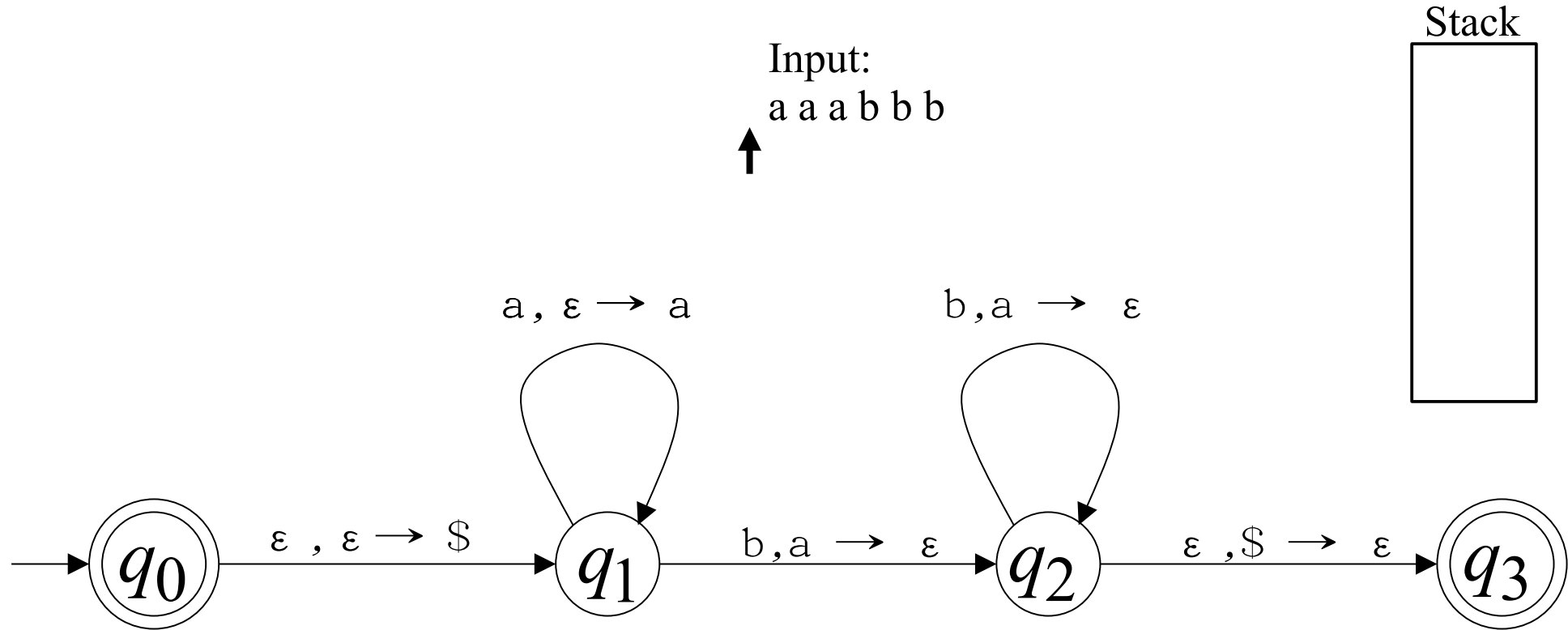


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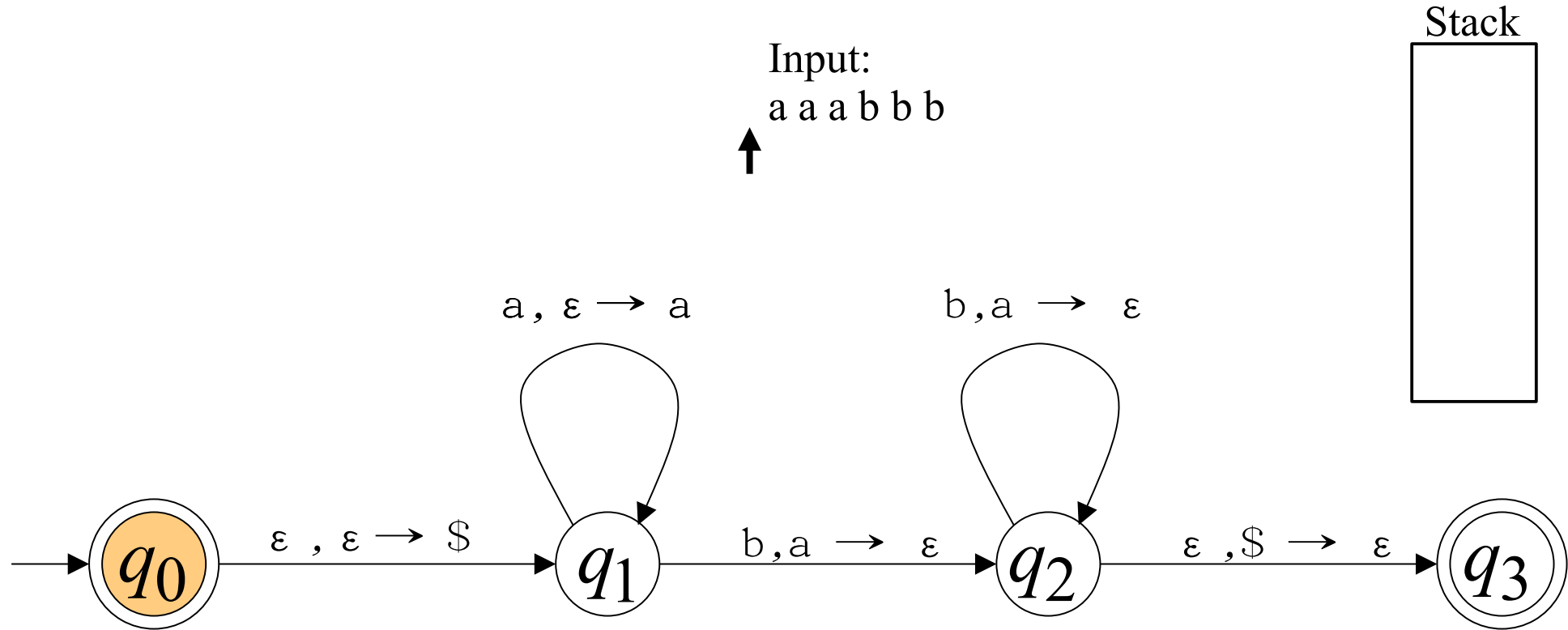
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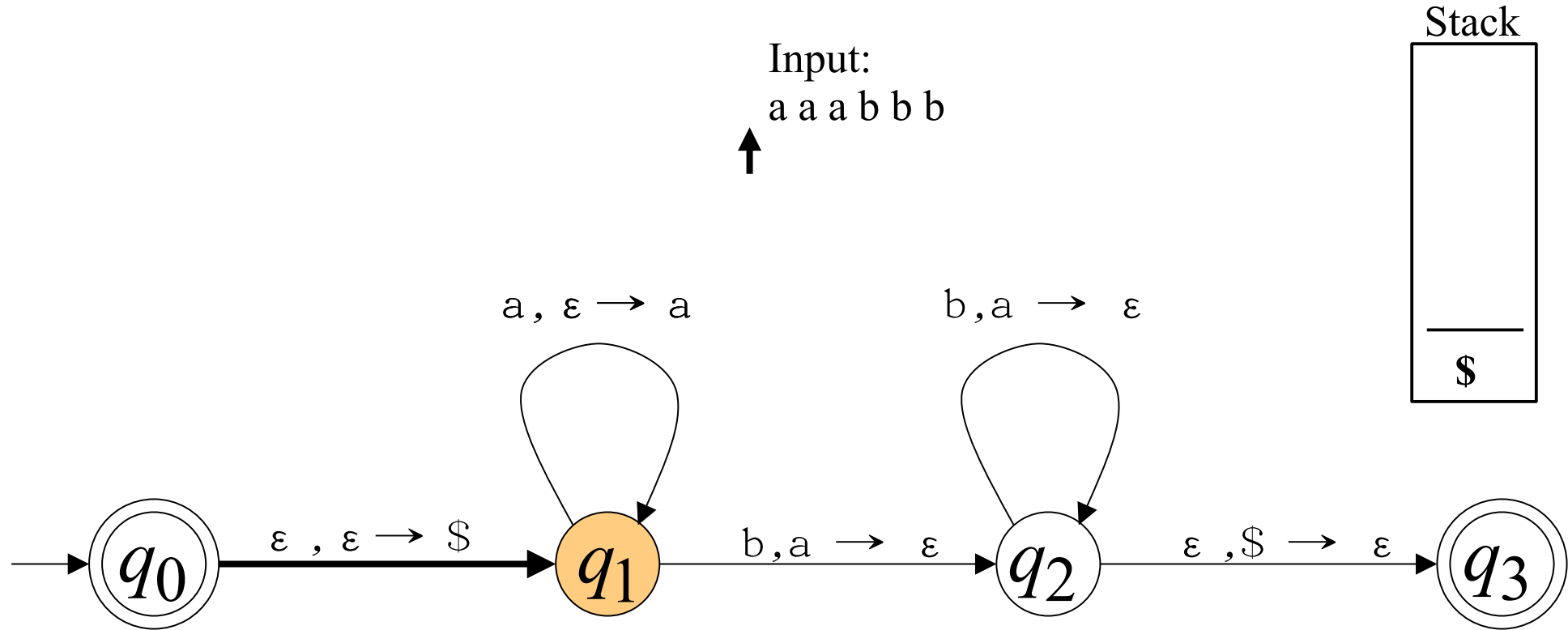
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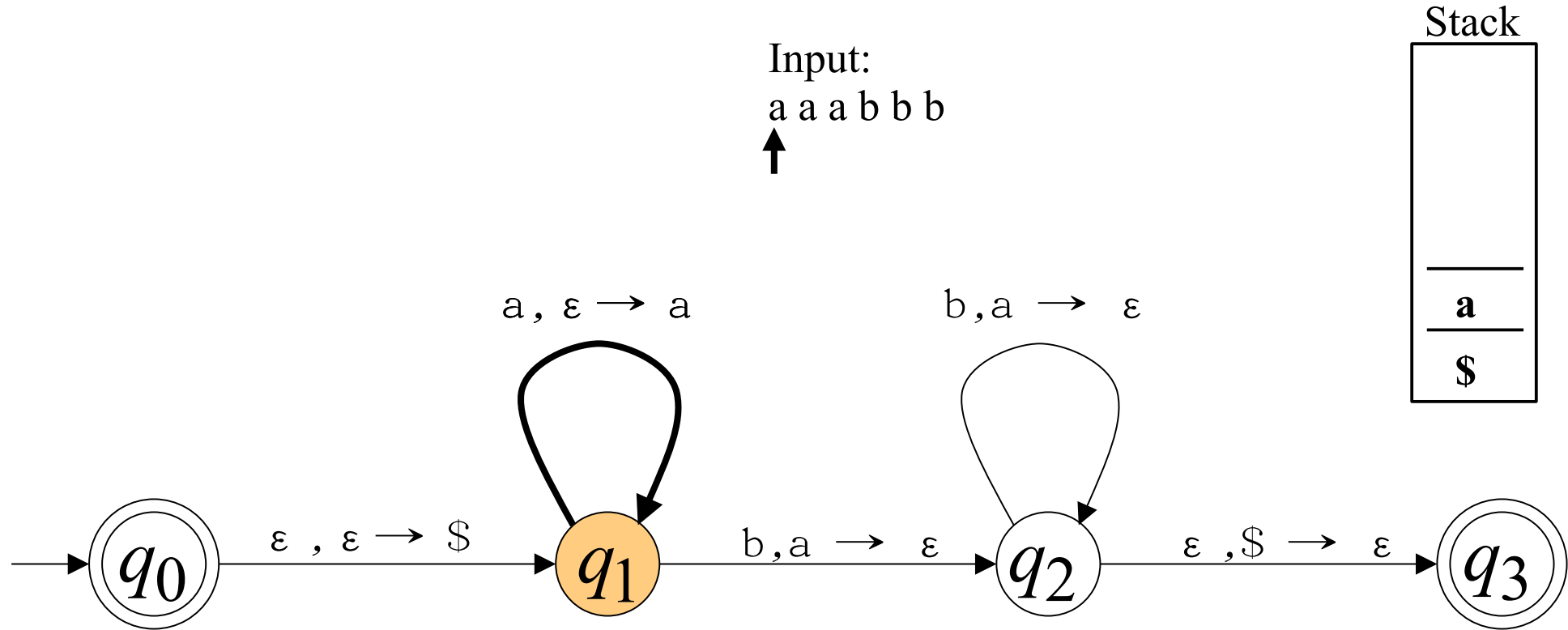
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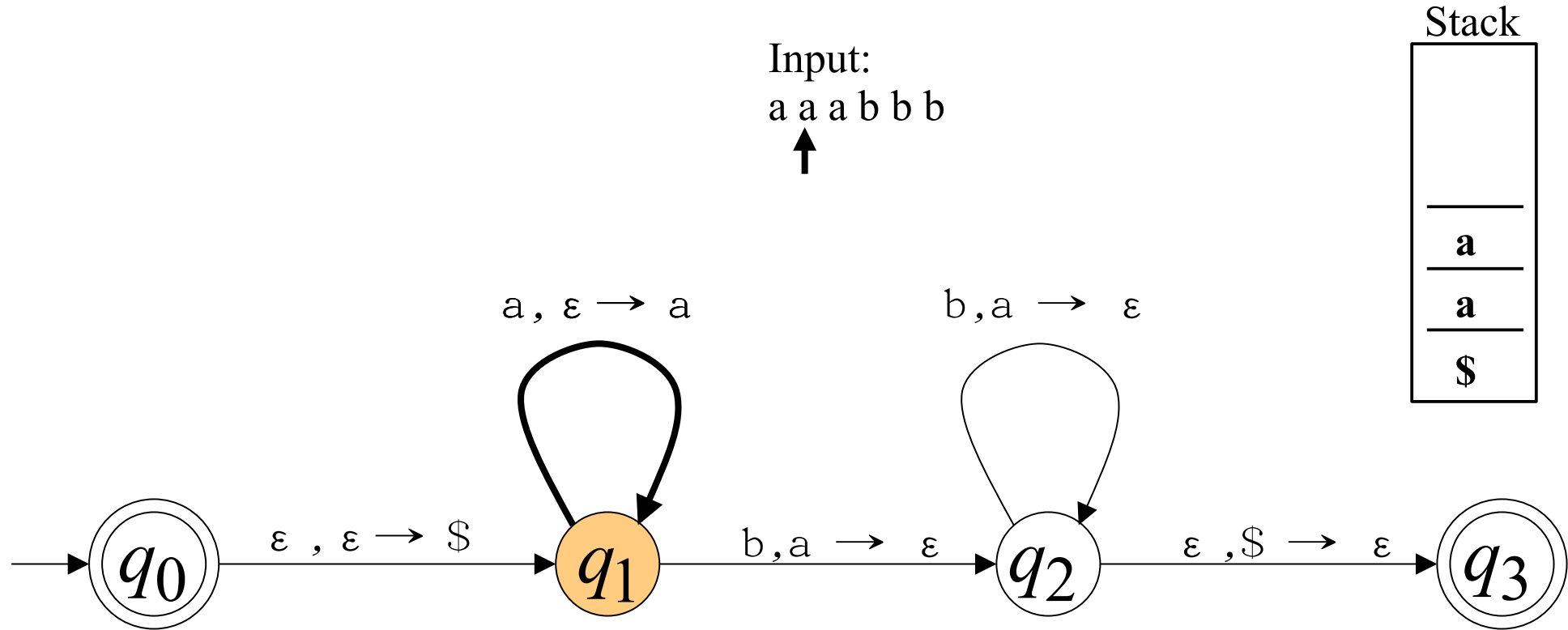
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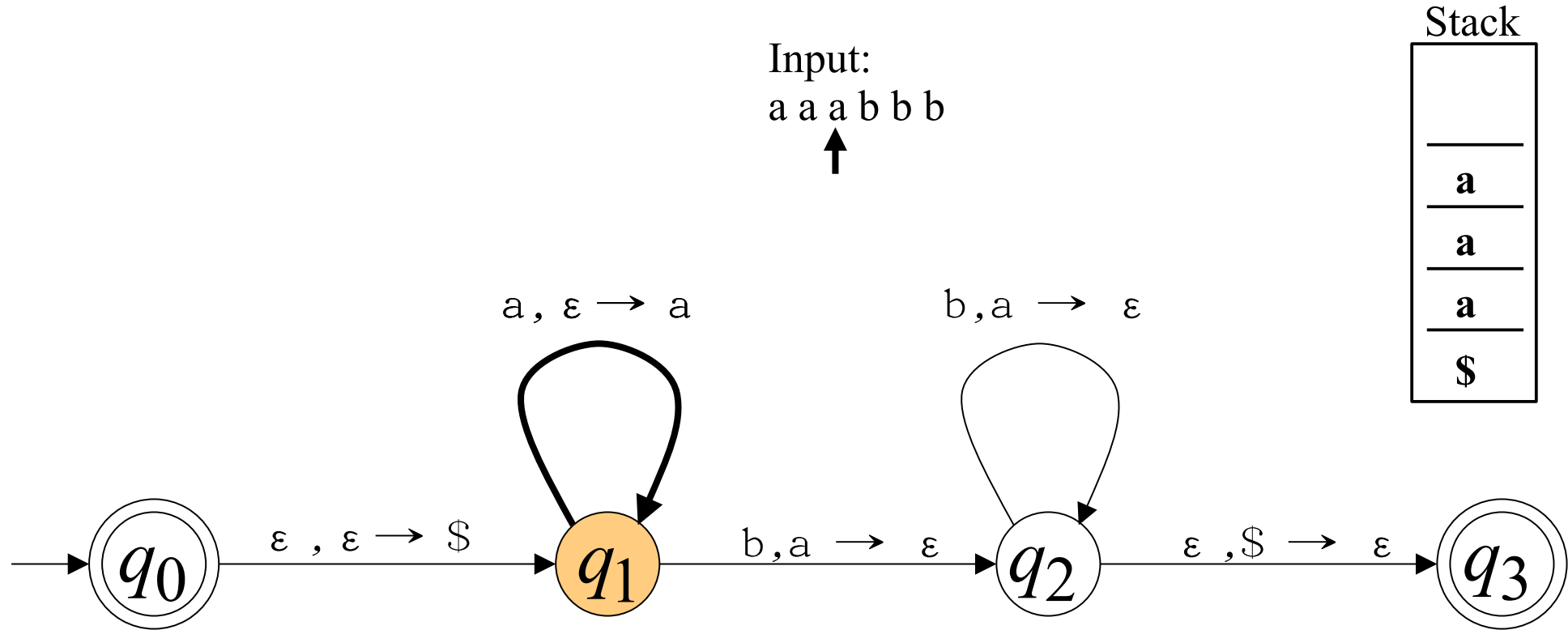
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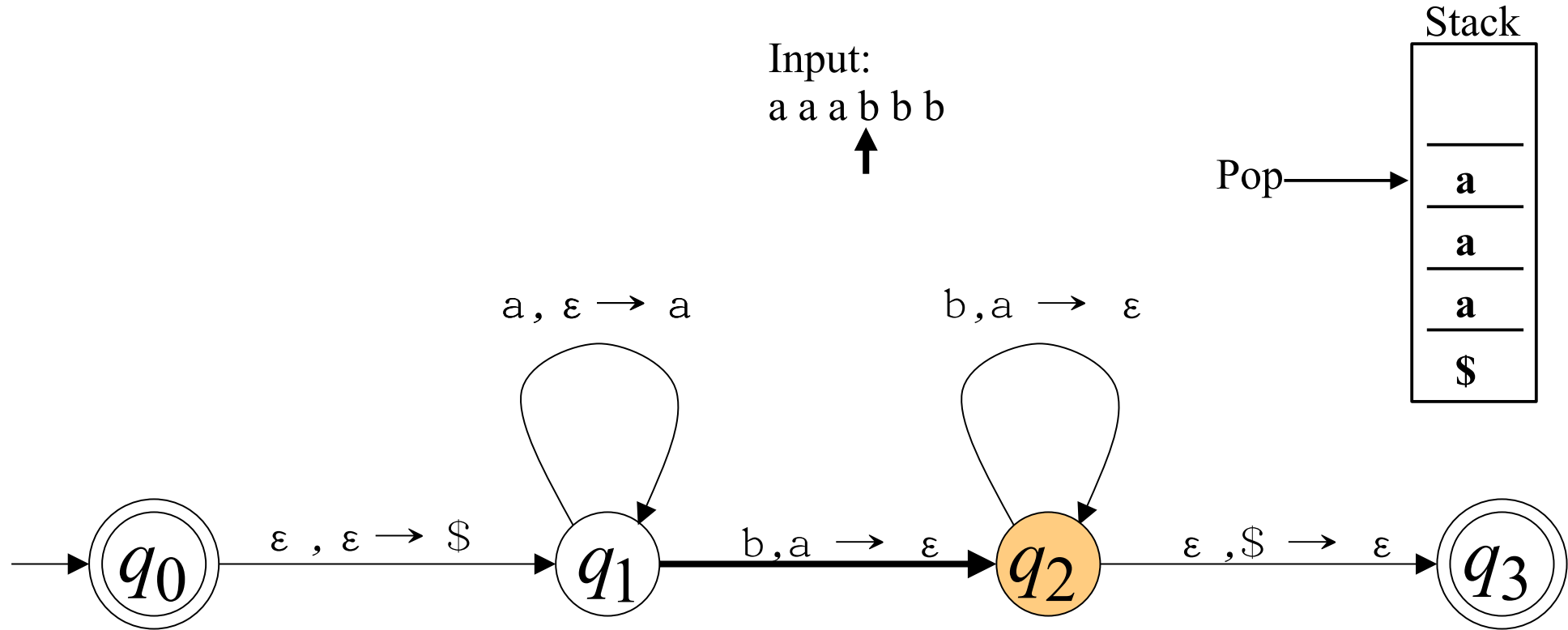
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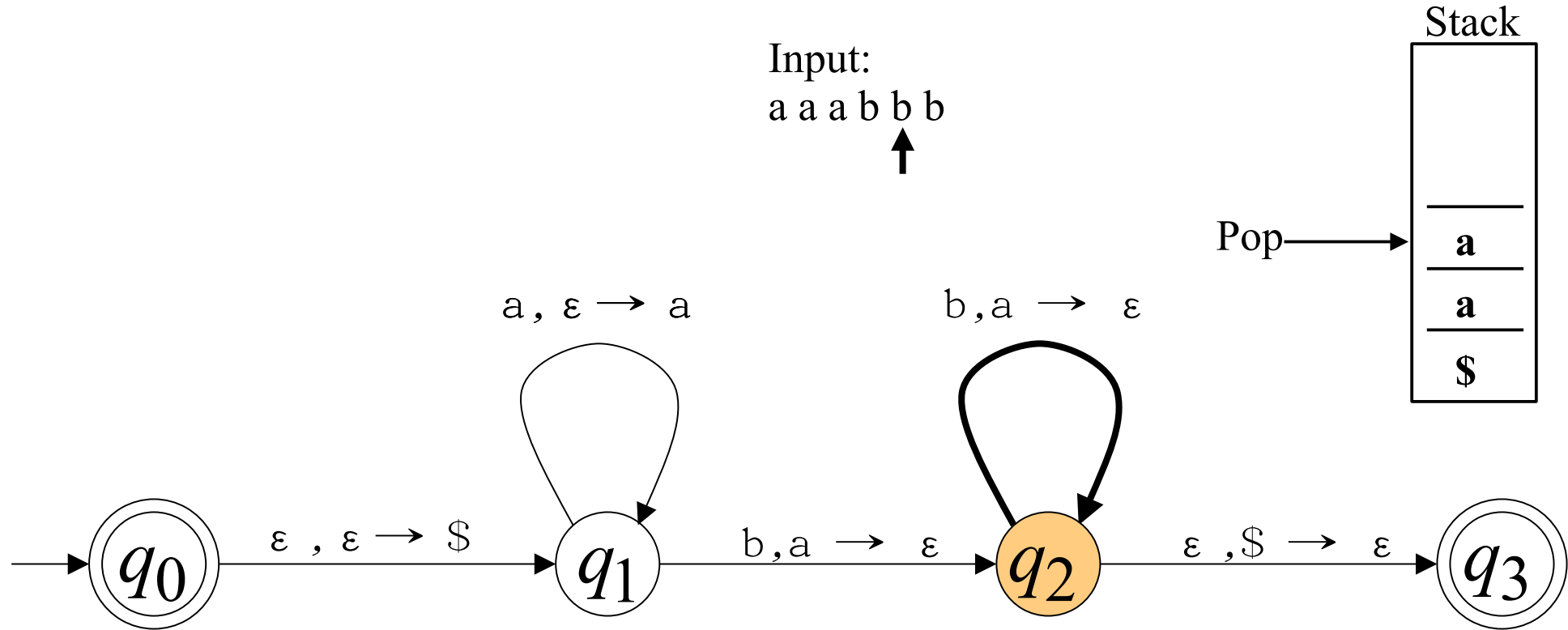
Pushdown Automata (PDA): Example



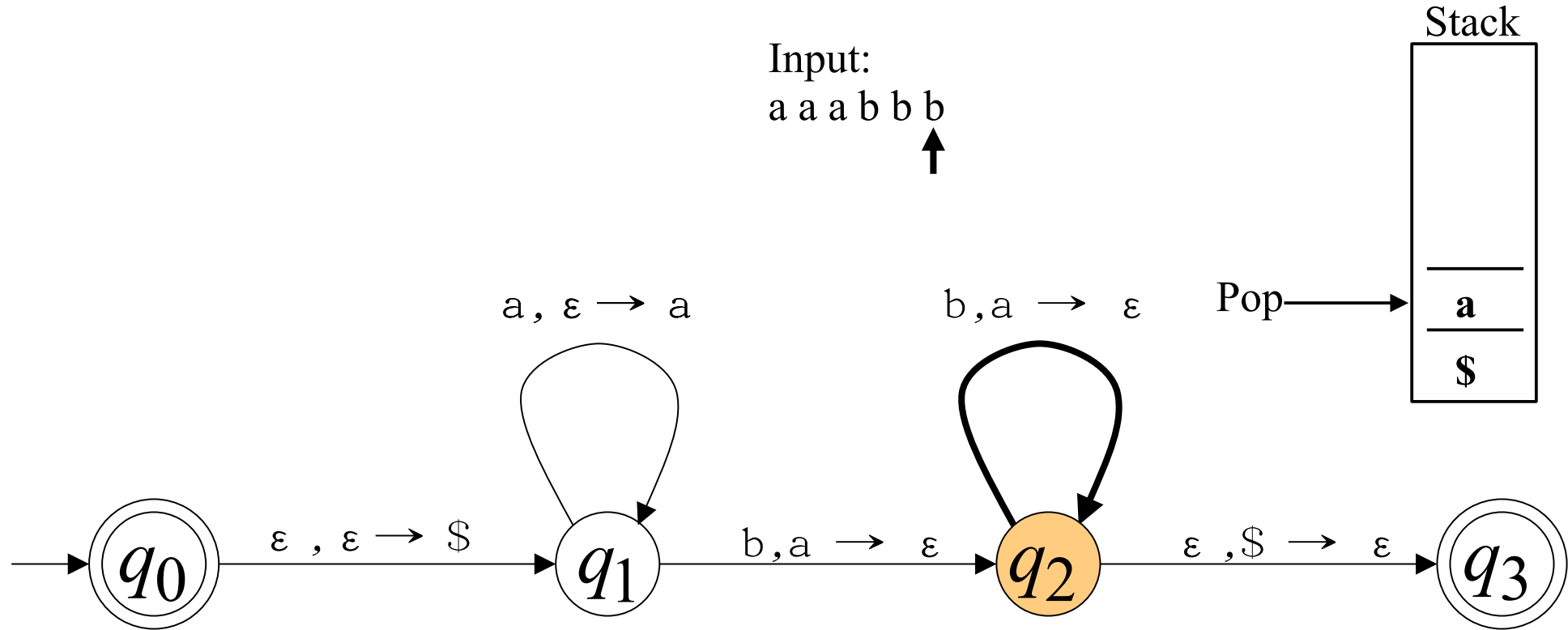
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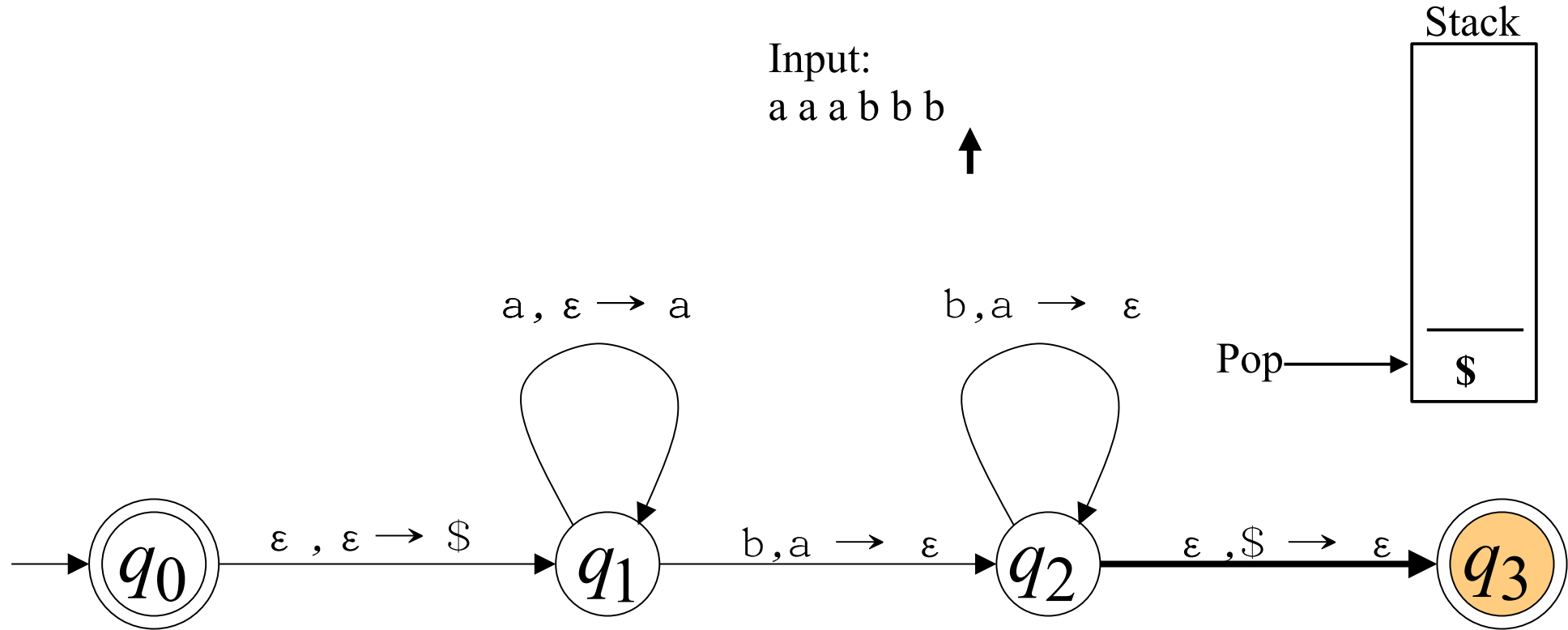
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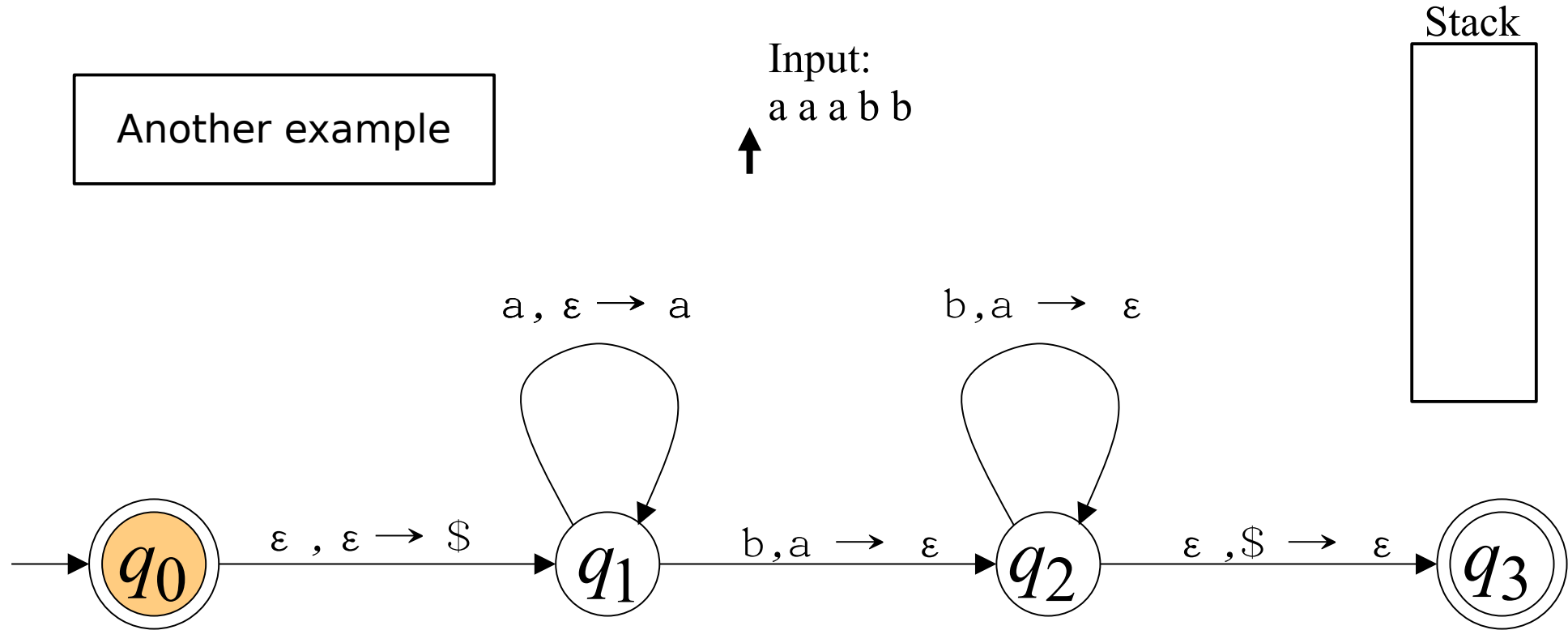
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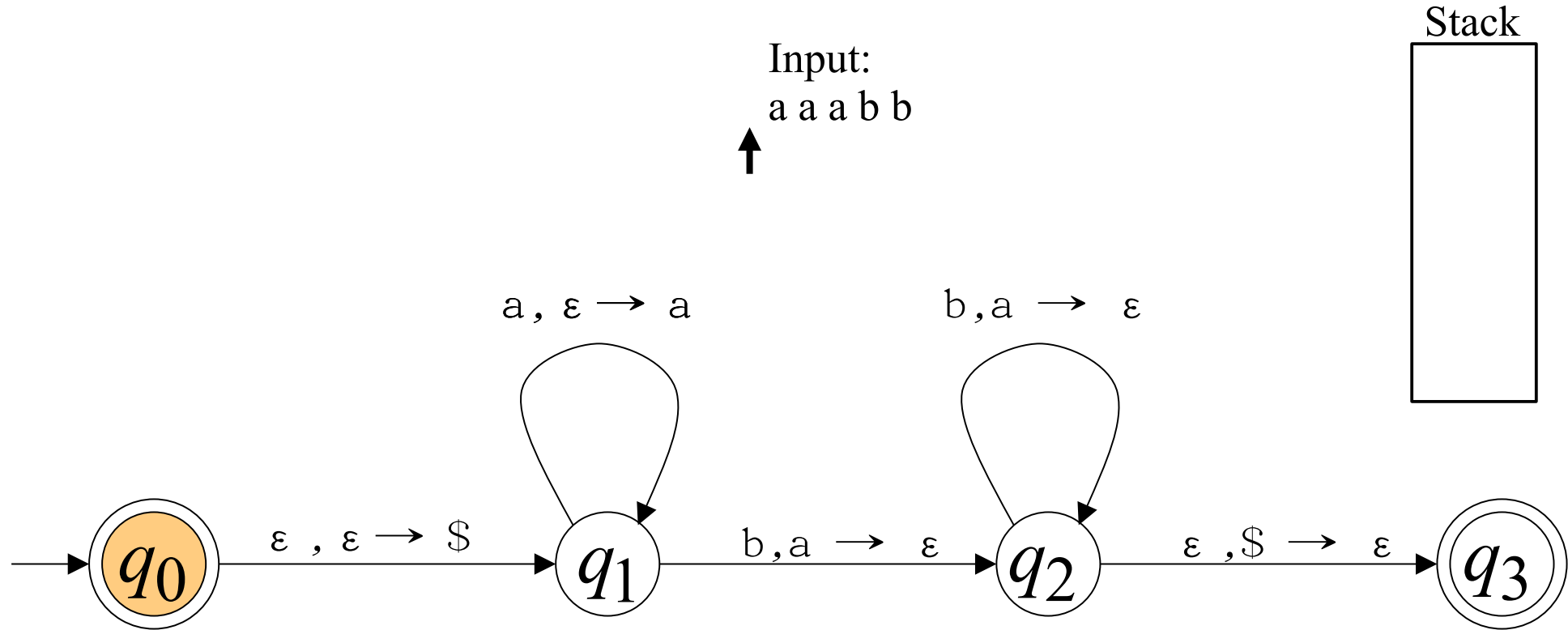
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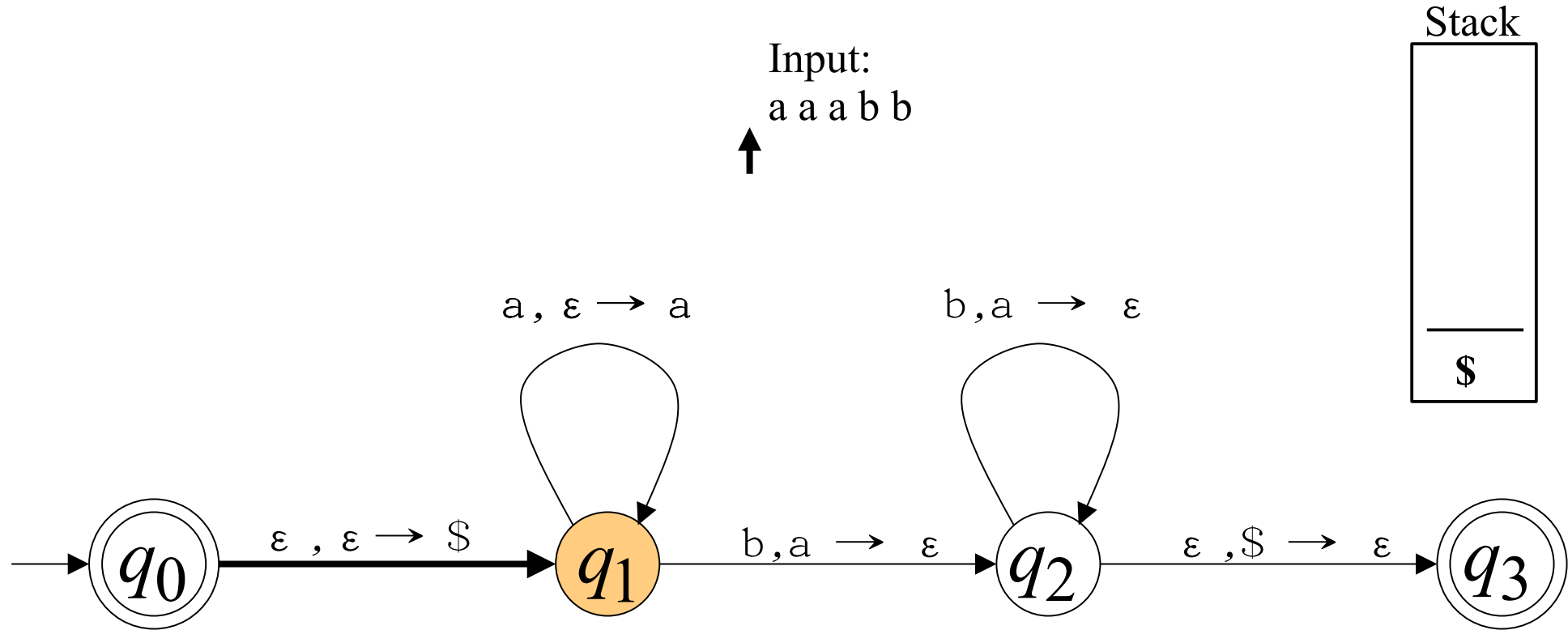
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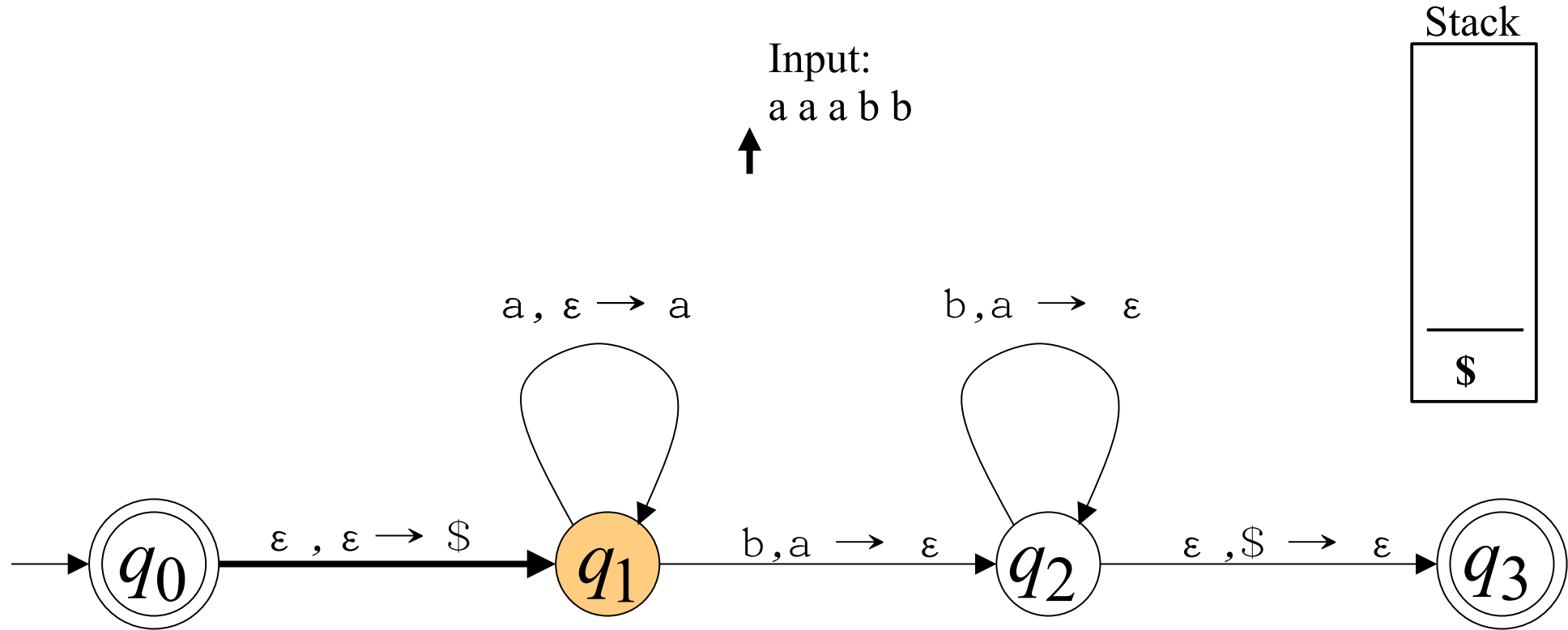
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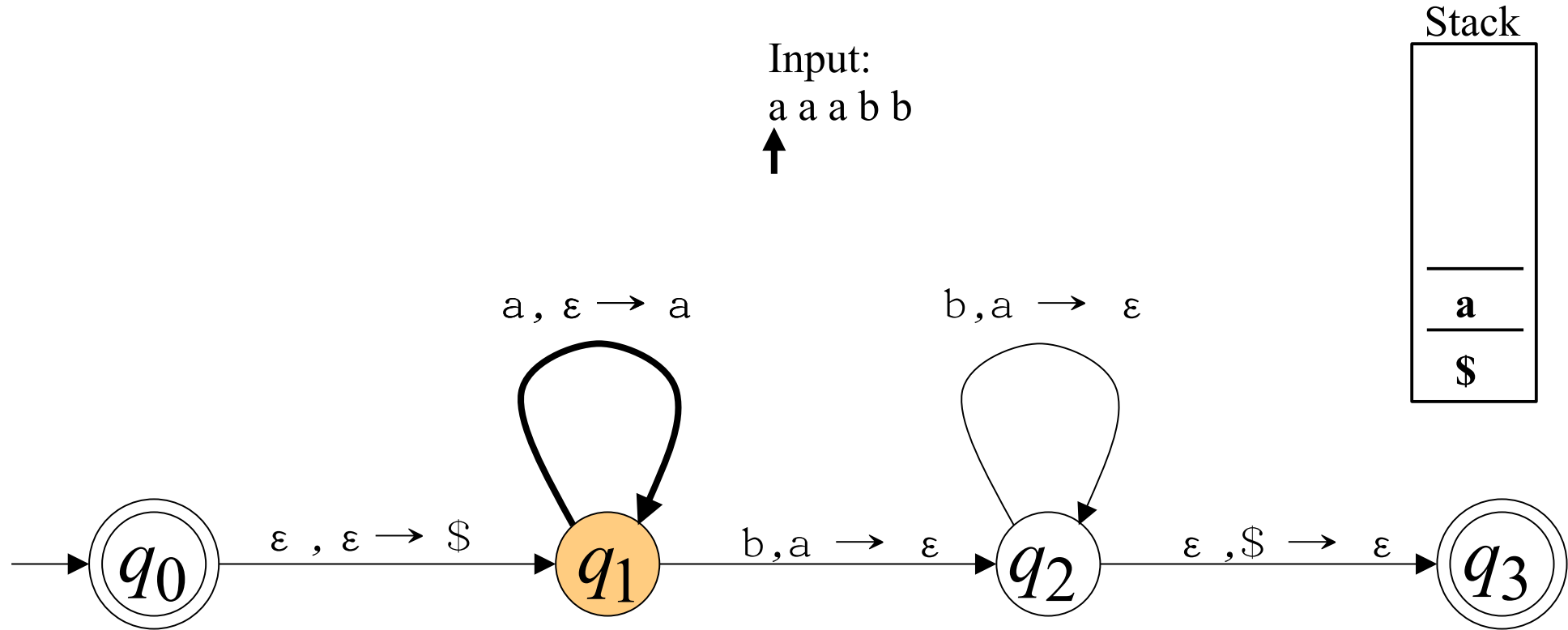
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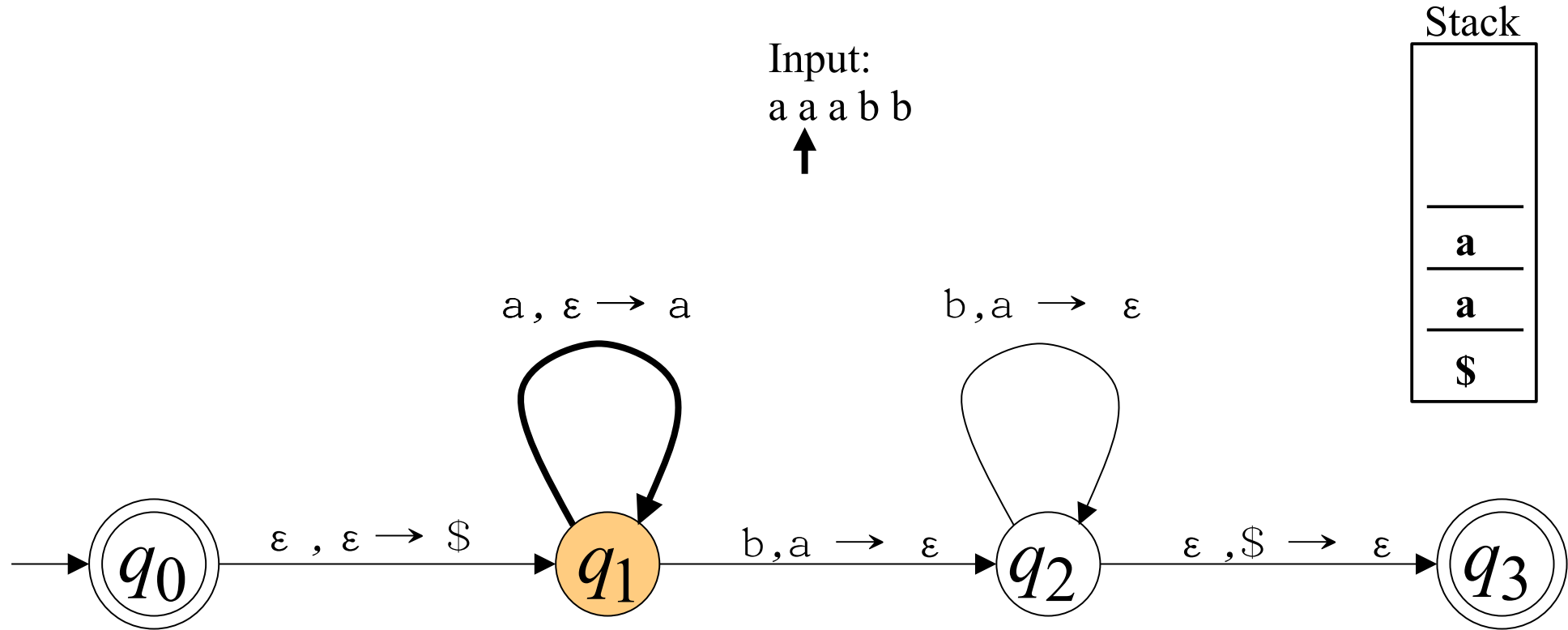
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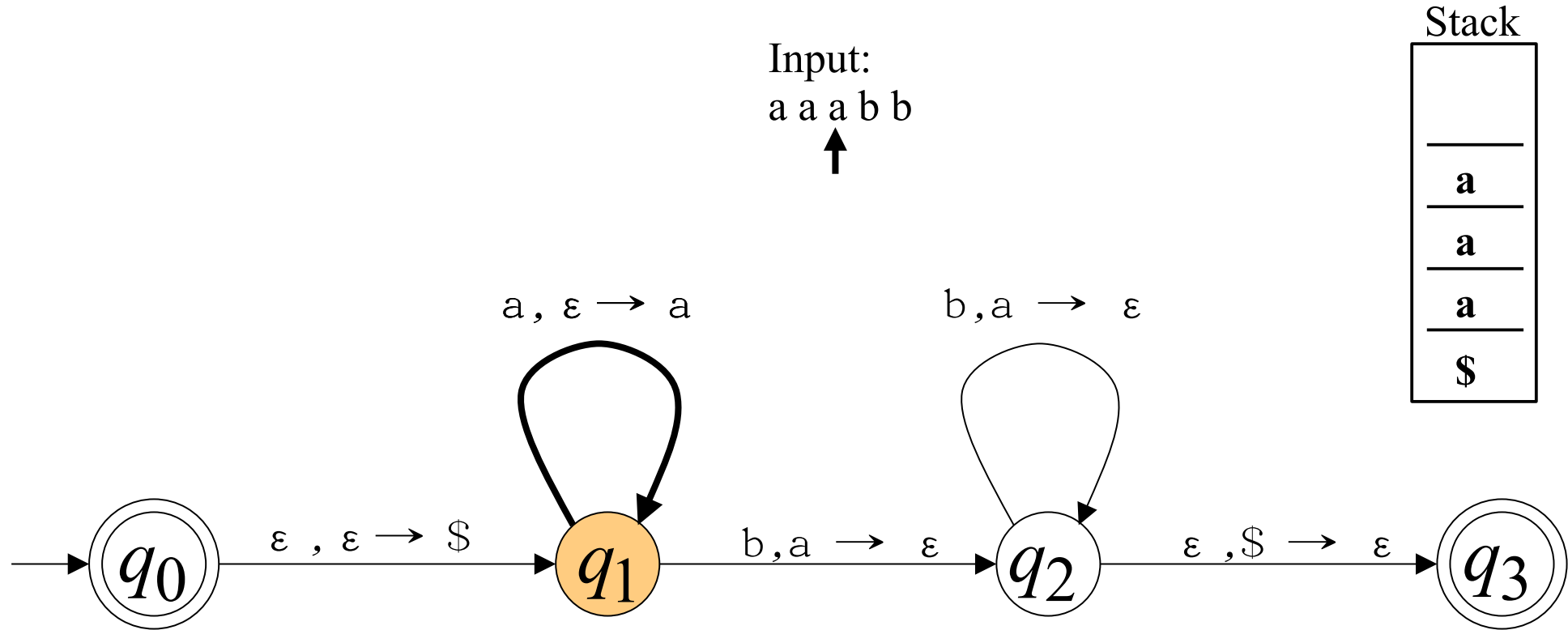
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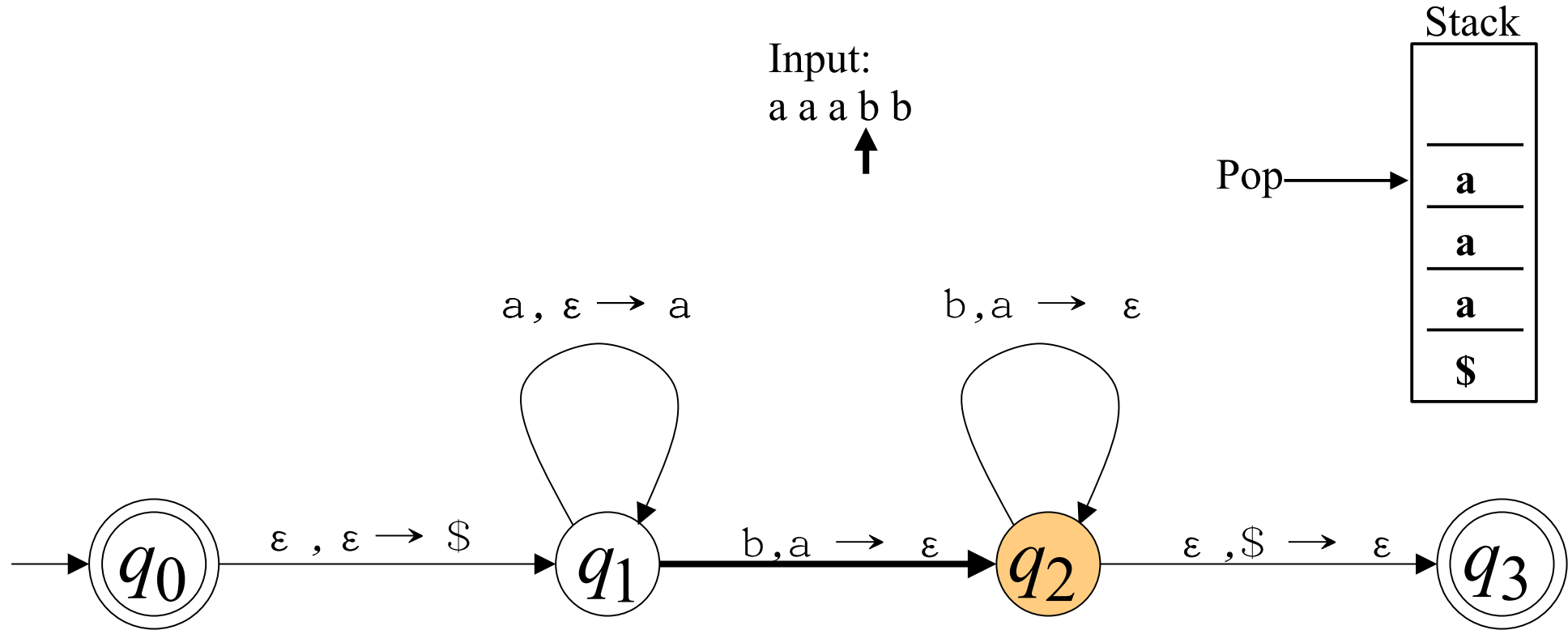
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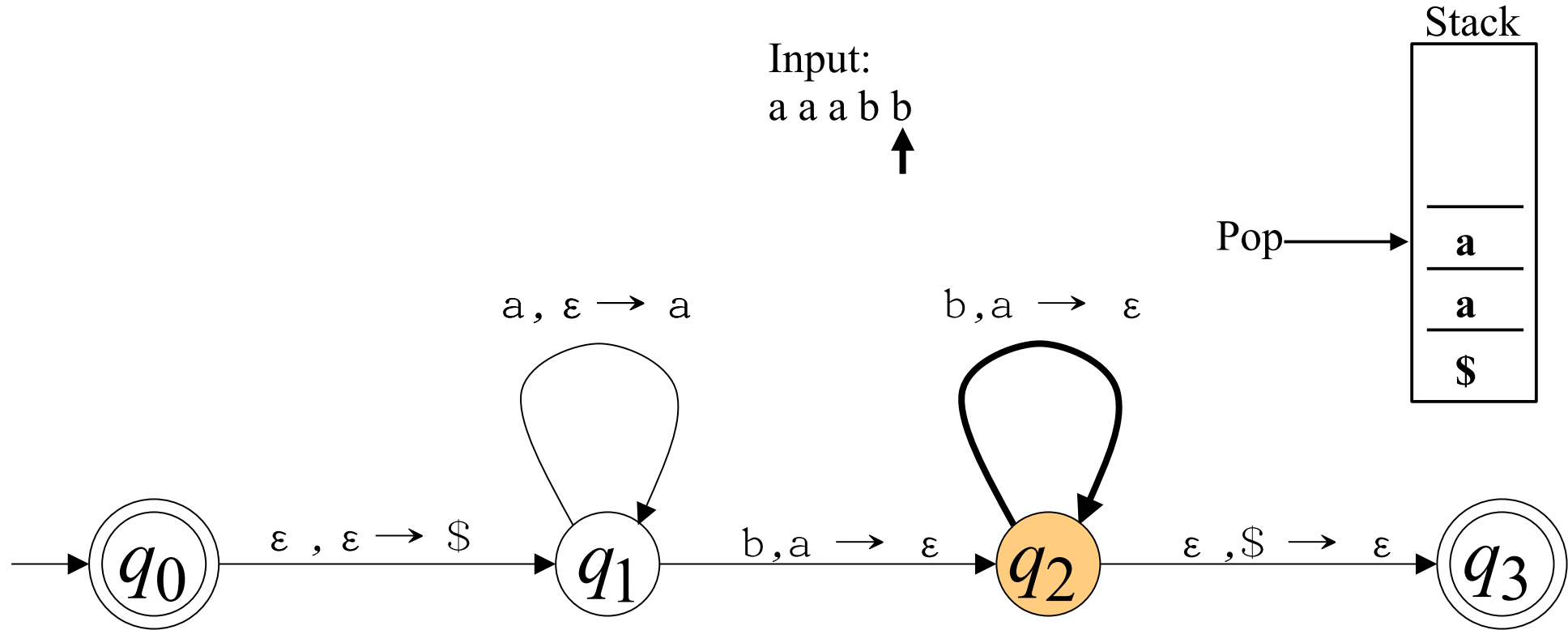
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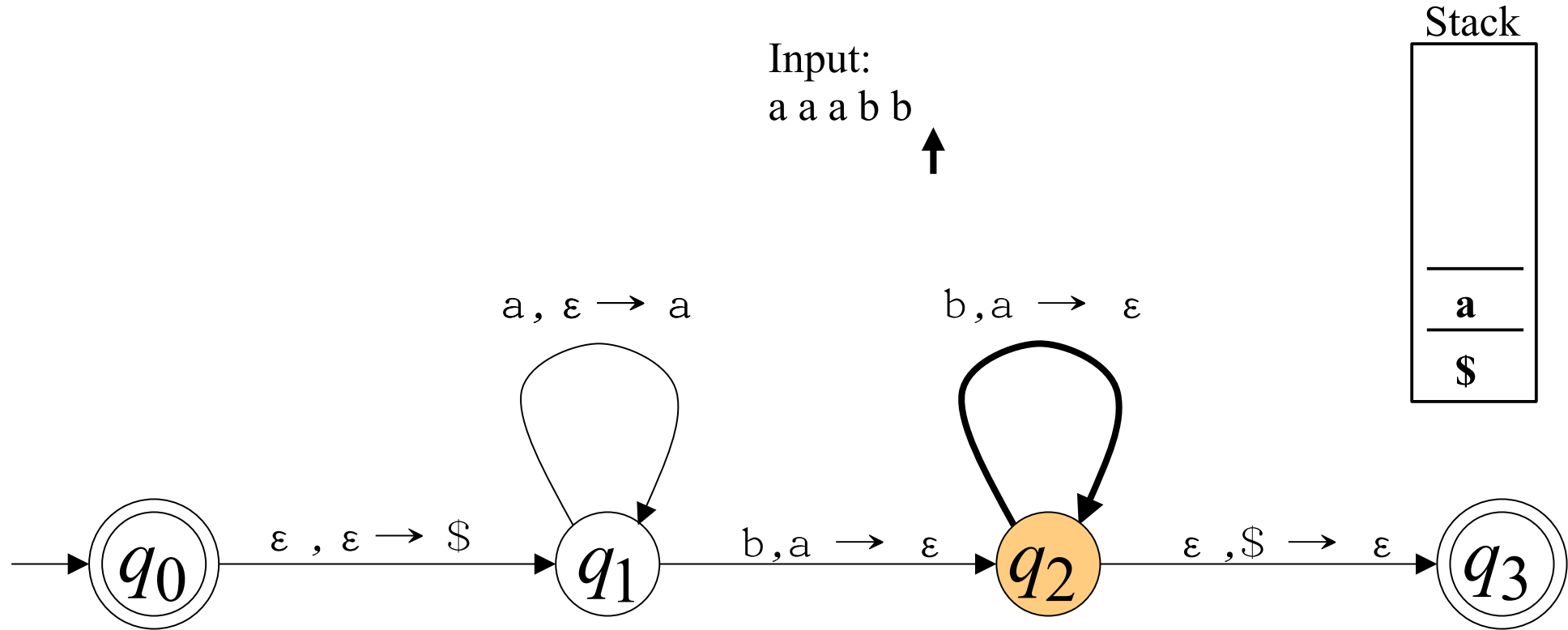
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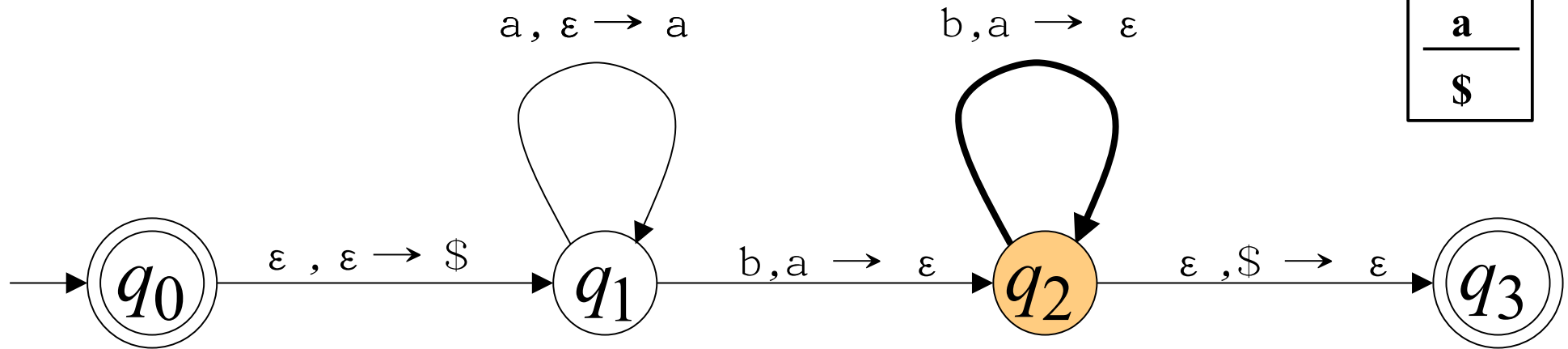
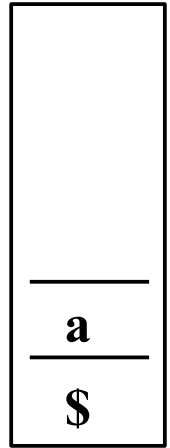
Pushdown Automata (PDA): Example

The PDA can't move to state q_3

Input:
a a a b b

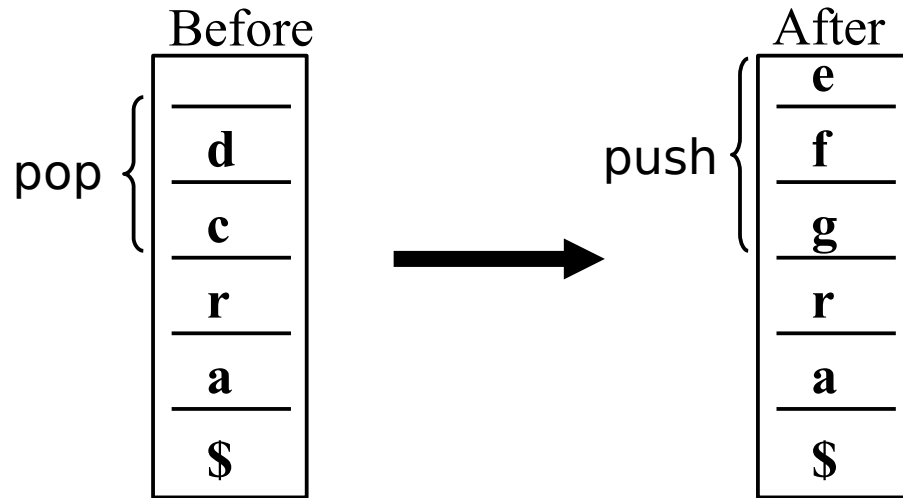
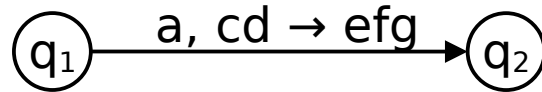


Stack



Pushdown Automata (PDA)

➤ Transition labels can take the following form



Pushdown Automata (PDA)

› **Instantaneous description**

$(q_1, bbb, aaa\$)$

Pushdown Automata (PDA)

Instantaneous description

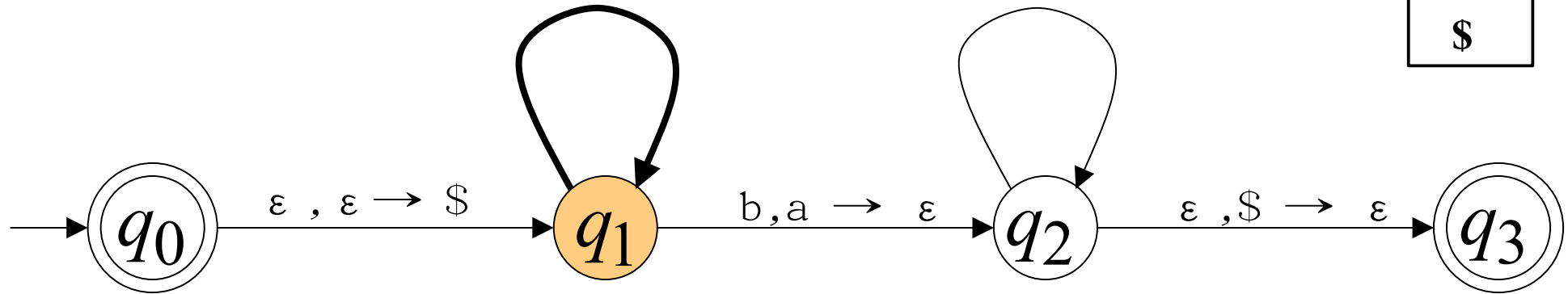
$(q_1, bbb, aaa\$)$

Input:
a a a b b b

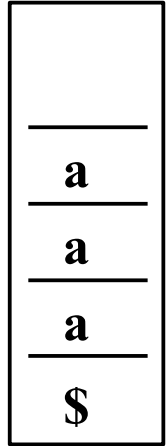


$a, \epsilon \rightarrow a$

$b, a \rightarrow \epsilon$



Stack



Pushdown Automata (PDA)

Instantaneous description

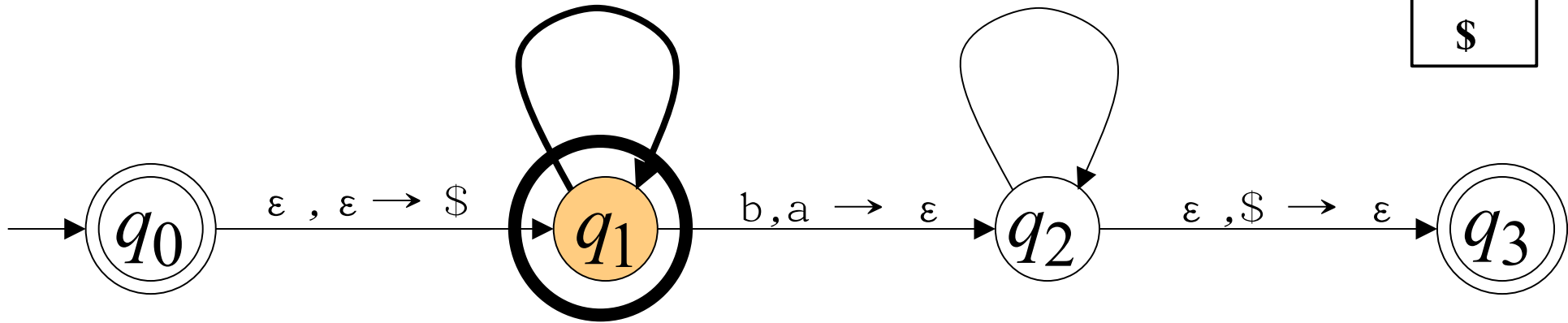
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a a a b b b

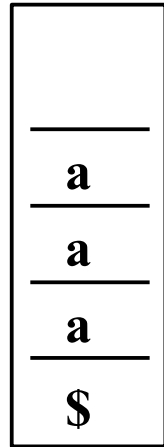


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$b, a \rightarrow \epsilon$



Stack

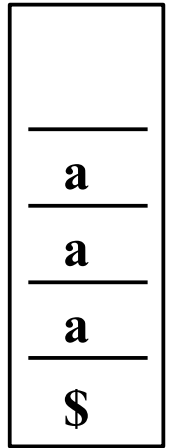


Pushdown Automata (PDA)

Instantaneous description

$(q_1, \text{bbb} \text{aaa} \$)$

Stack



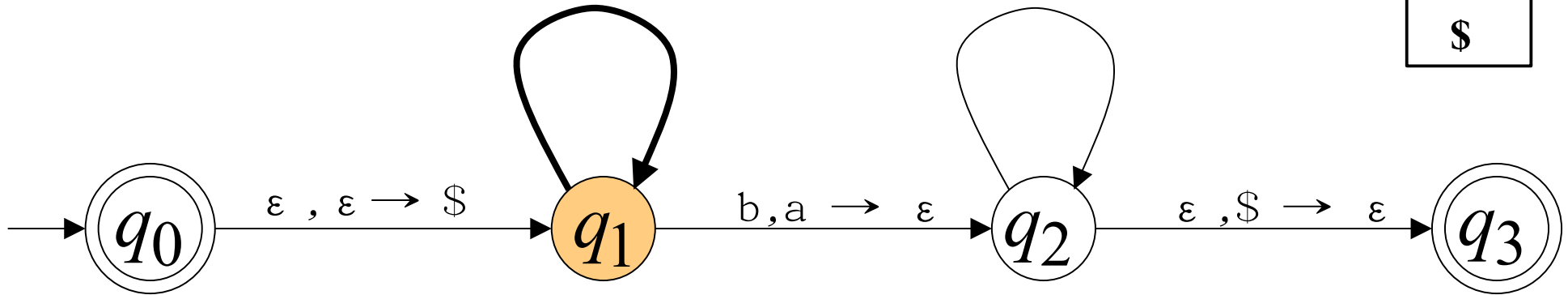
Input:

a a **b b b**



$a, \epsilon \rightarrow a$

$b, a \rightarrow \epsilon$



Pushdown Automata (PDA)

Instantaneous description

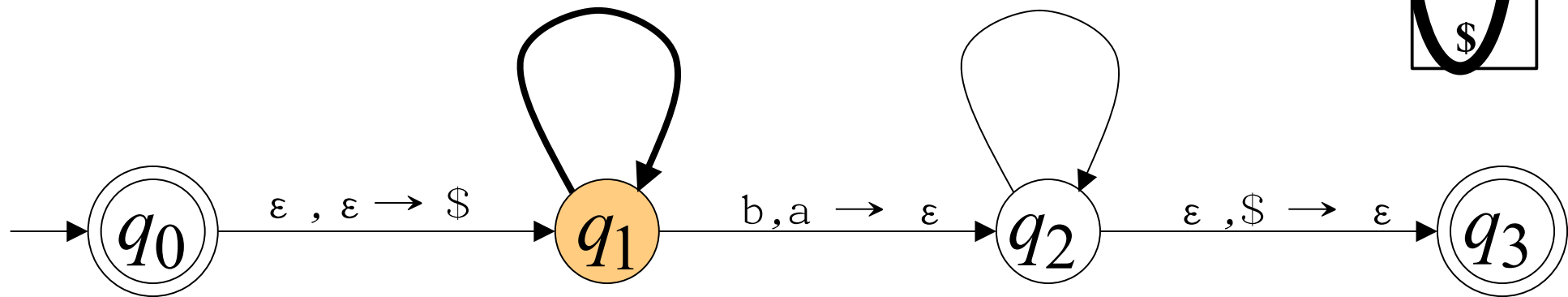
$(q_1, bbb, aaa\$)$

Input:
a a a b b b

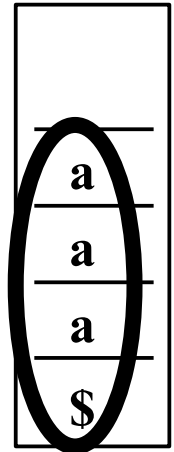


$a, \epsilon \rightarrow a$

$b, a \rightarrow \epsilon$



Stack



Pushdown Automata (PDA): Theorem 2.20

“A language is context free if and only if some pushdown automaton recognizes it.”

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➤ **Two directions to prove**

1) If a language is context-free, then there is some PDA that recognizes it.

Pushdown Automata (PDA): Theorem 2.20

“A language is context free if and only if some pushdown automaton recognizes it.”

➤ **Two directions to prove**

1) If a language is context-free, then there is some PDA that recognizes it.

2) If a PDA recognizes some language, then it is context-free.

Pushdown Automata (PDA): Theorem 2.20

- If a language is context-free, then there is a PDA that recognizes it.
- Now, we'll look at a technique to convert CFG into PDA.

Pushdown Automata (PDA): CFG \rightarrow PDA

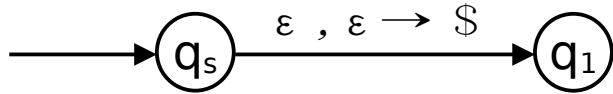
➤ **Goal is to construct a PDA that recognizes the same language that is generated using the CFG at hand.**

$$\mathbf{G_1} \quad \boxed{\begin{array}{l} S \rightarrow xBz \mid xy \\ B \rightarrow SB \mid \varepsilon \end{array}}$$

Pushdown Automata (PDA): CFG \rightarrow PDA

G₁

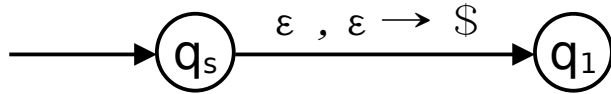
$S \rightarrow xBz \mid xy$ $B \rightarrow SB \mid \varepsilon$
--



Pushdown Automata (PDA): CFG \rightarrow PDA

G₁

$S \rightarrow xBz \mid xy$
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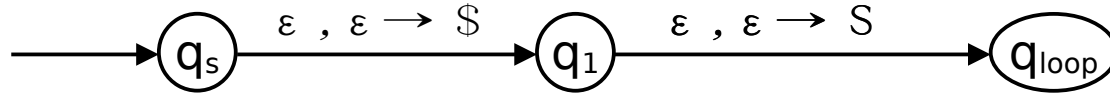


Always initialize the stack

Pushdown Automata (PDA): CFG \rightarrow PDA

G₁

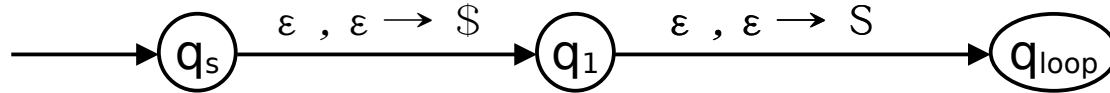
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Pushdown Automata (PDA): CFG \rightarrow PDA

G₁

$S \rightarrow xBz \mid xy$
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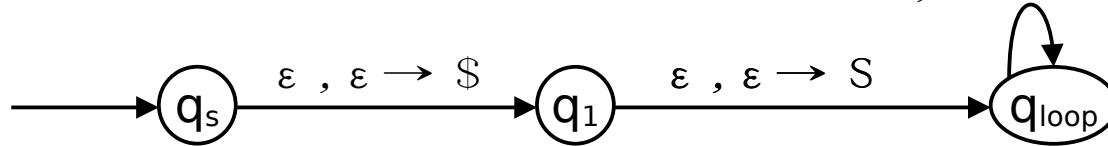
We start by pushing the
start variable onto the stack

Pushdown Automata (PDA): CFG \rightarrow PDA

G₁

$S \rightarrow xBz \mid xy$
 $B \rightarrow SB \mid \varepsilon$

$z, z \rightarrow \varepsilon$
 $y, y \rightarrow \varepsilon$
 $x, x \rightarrow \varepsilon$

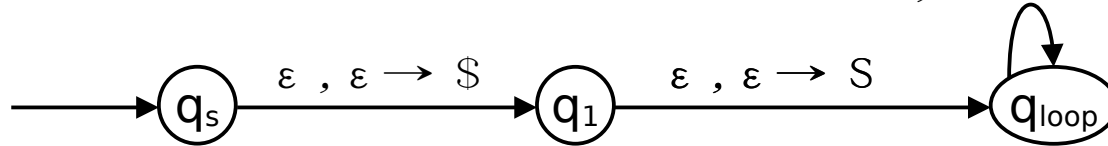


Pushdown Automata (PDA): CFG \rightarrow PDA

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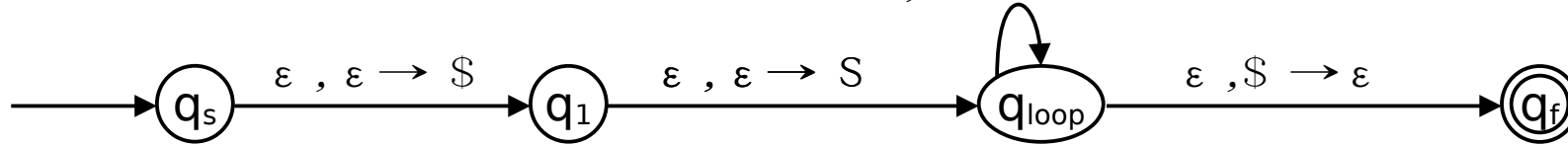
For every terminal we read,
we should be able to pop it
from the top of the stack

Pushdown Automata (PDA): CFG \rightarrow PDA

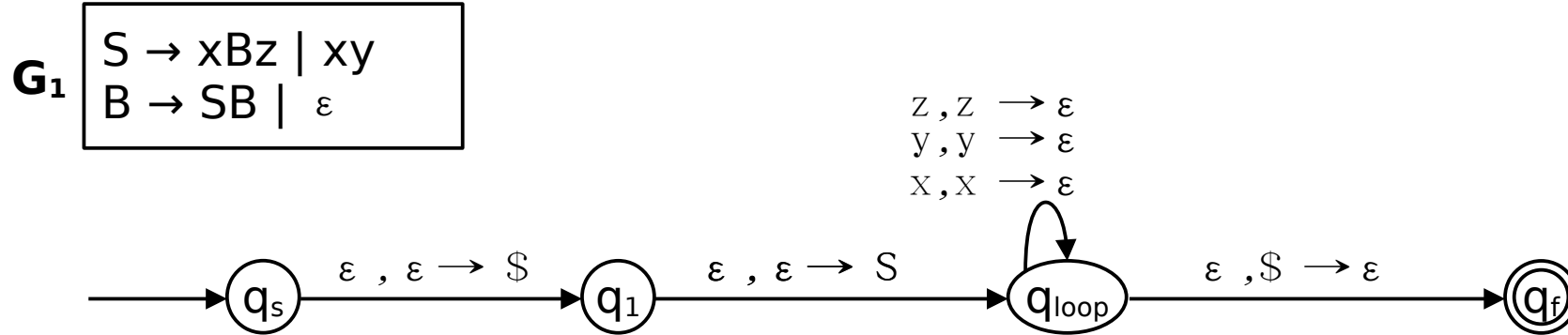
G₁

$S \rightarrow xBz \mid xy$
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$z, z \rightarrow \epsilon$
 $y, y \rightarrow \epsilon$
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Pushdown Automata (PDA): CFG \rightarrow PDA

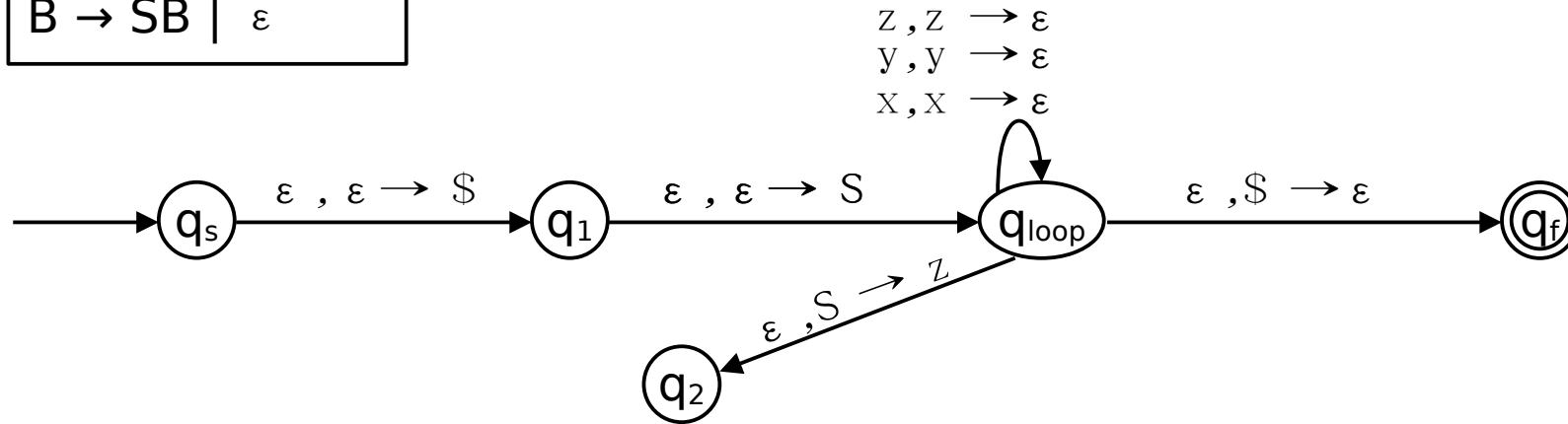


Now, we simulate the rules (productions) via
transitioning through some intermediate states

Pushdown Automata (PDA): CFG \rightarrow PDA

G₁

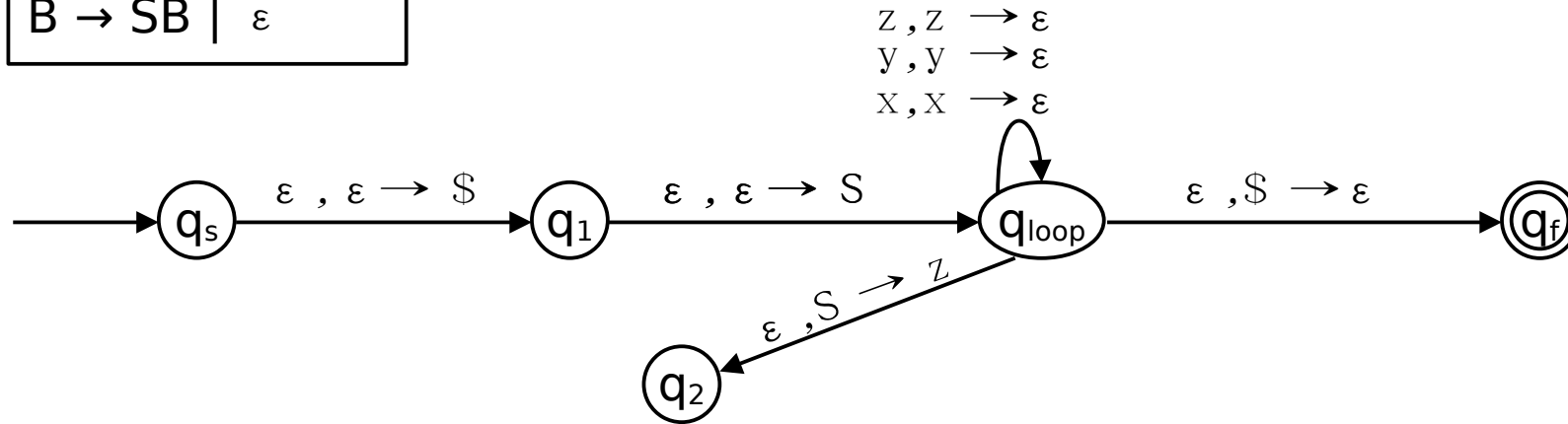
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Pushdown Automata (PDA): CFG \rightarrow PDA

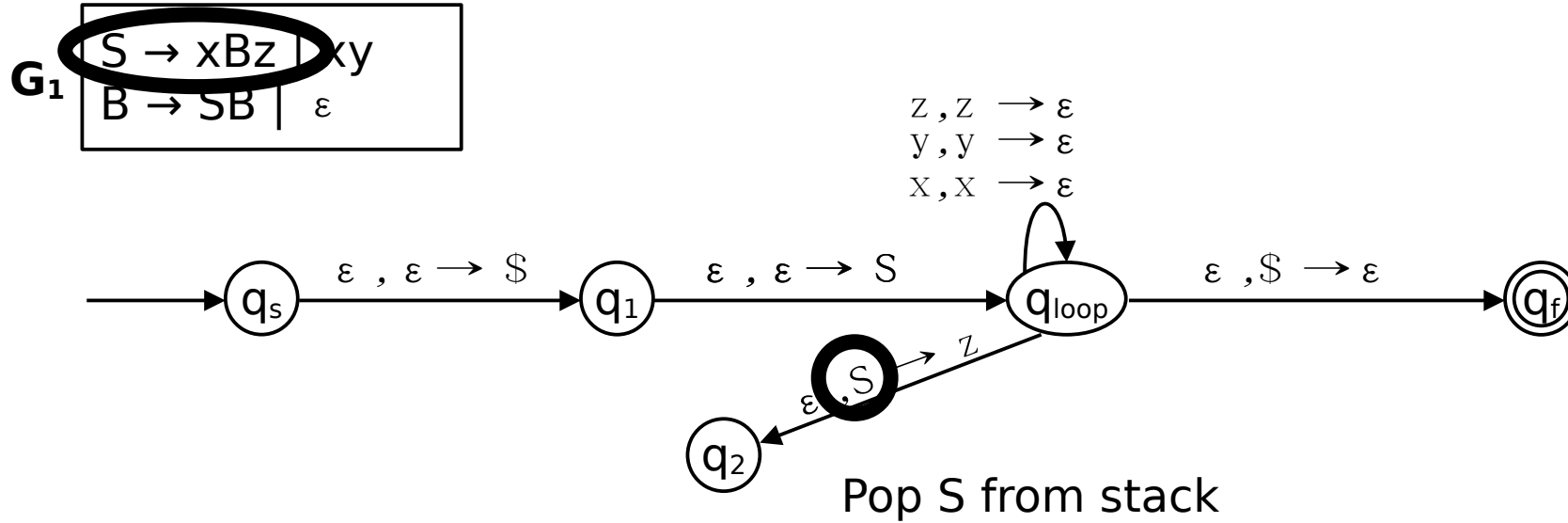
G₁

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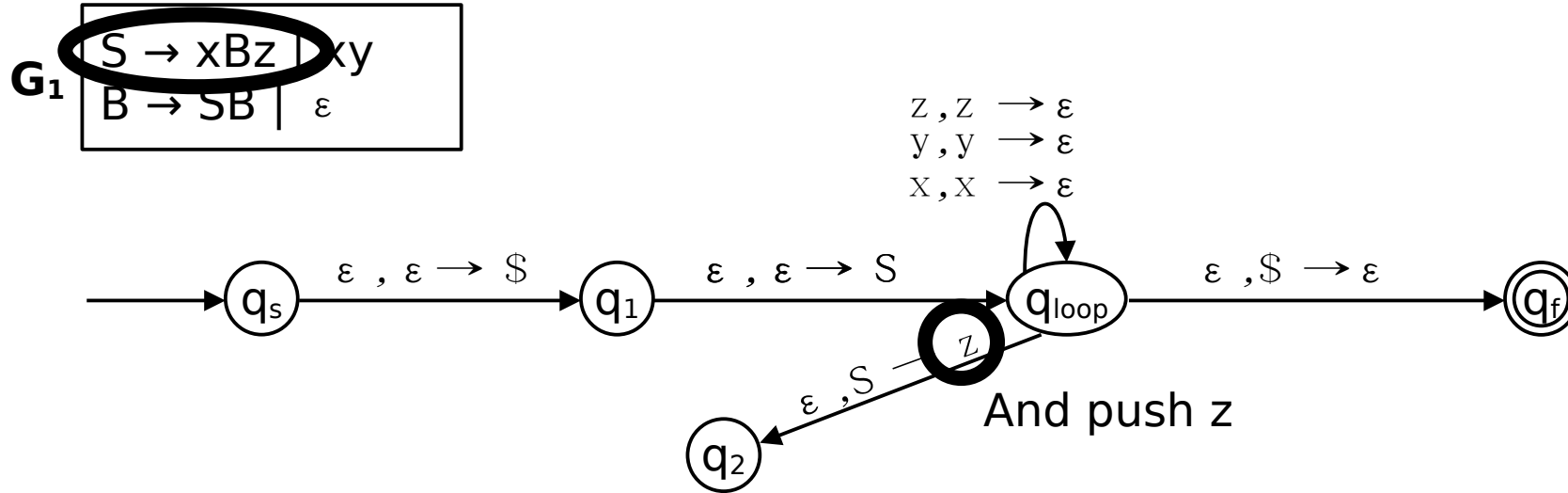


Since we're dealing with a stack we push the last element in the rule first

Pushdown Automata (PDA): CFG \rightarrow PDA



Pushdown Automata (PDA): CFG \rightarrow PDA

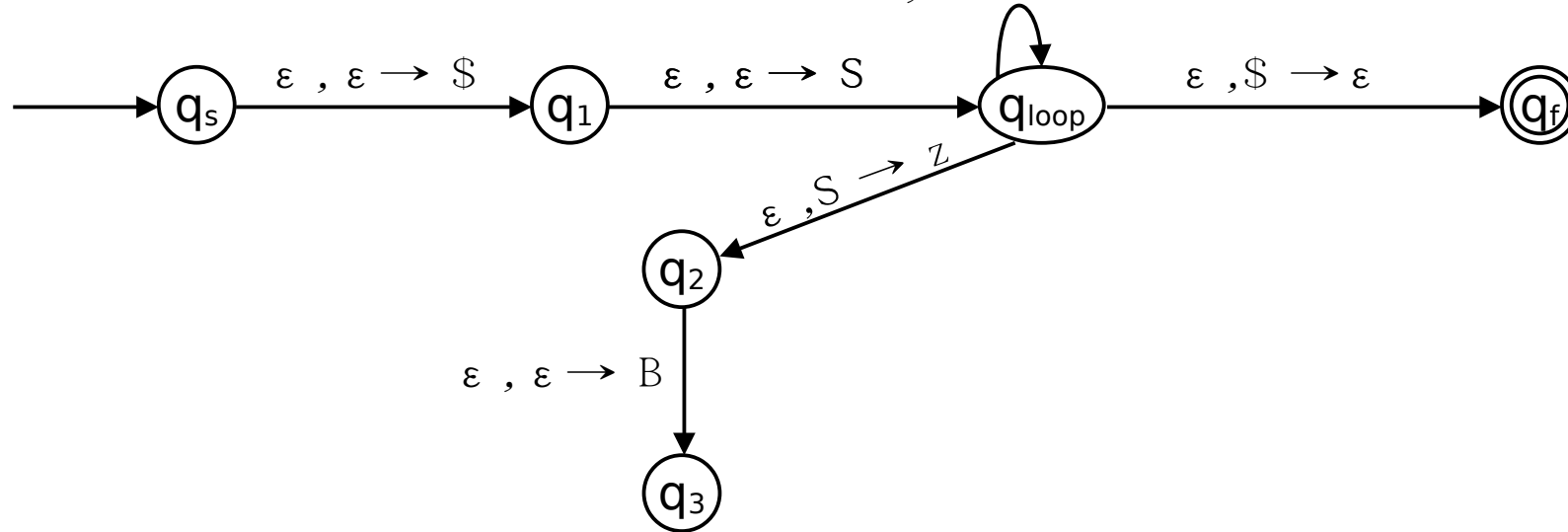


Pushdown Automata (PDA): CFG \rightarrow PDA

G_1

$S \rightarrow xBz \mid xy$
 $B \rightarrow SB \mid \epsilon$

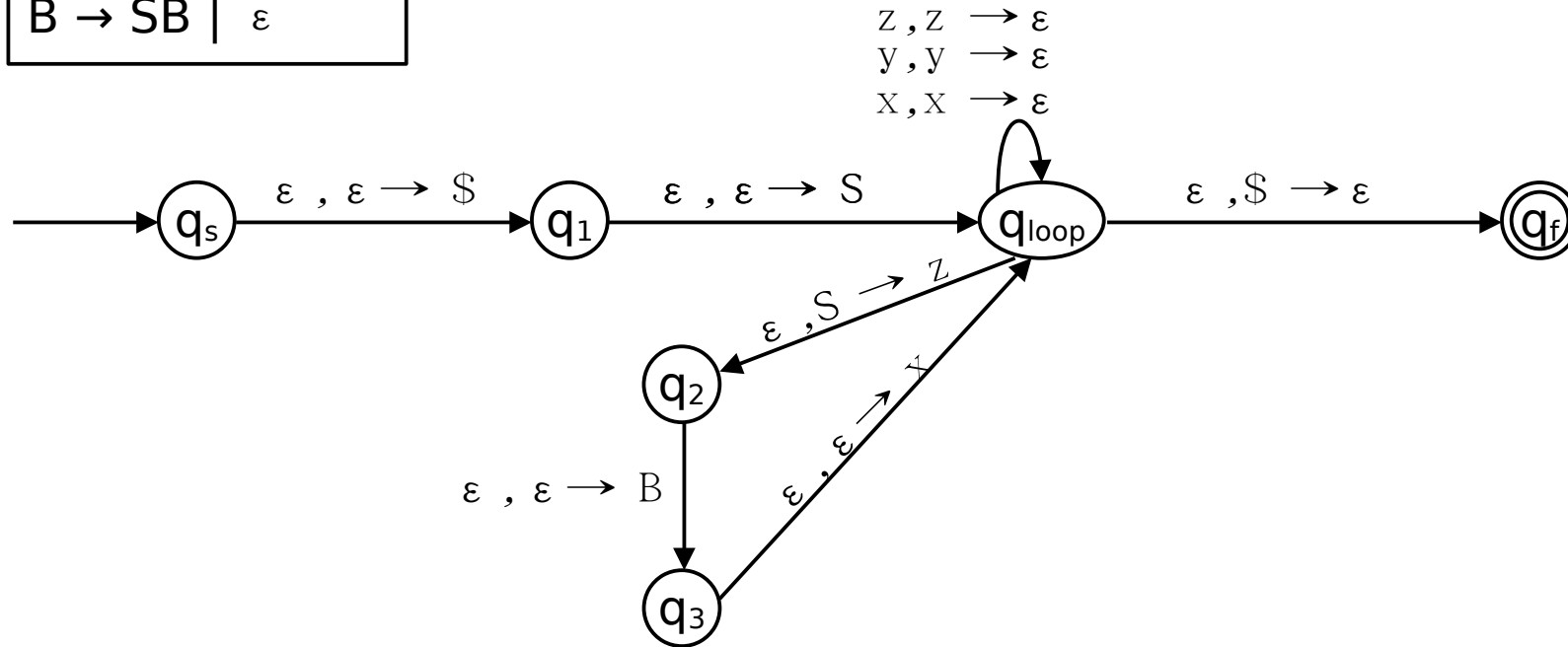
$z, z \rightarrow \epsilon$
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Pushdown Automata (PDA): CFG \rightarrow PDA

G₁

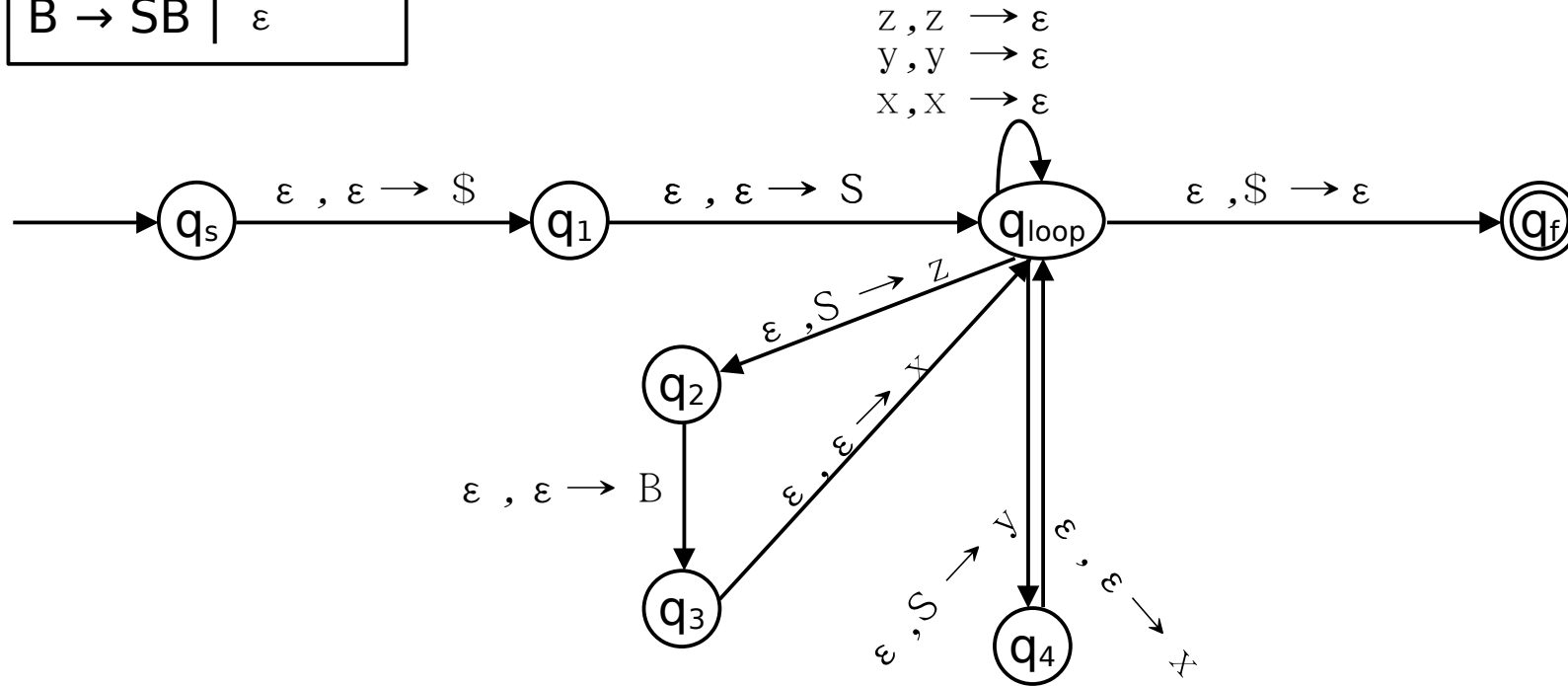
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Pushdown Automata (PDA): CFG \rightarrow PDA

G_1

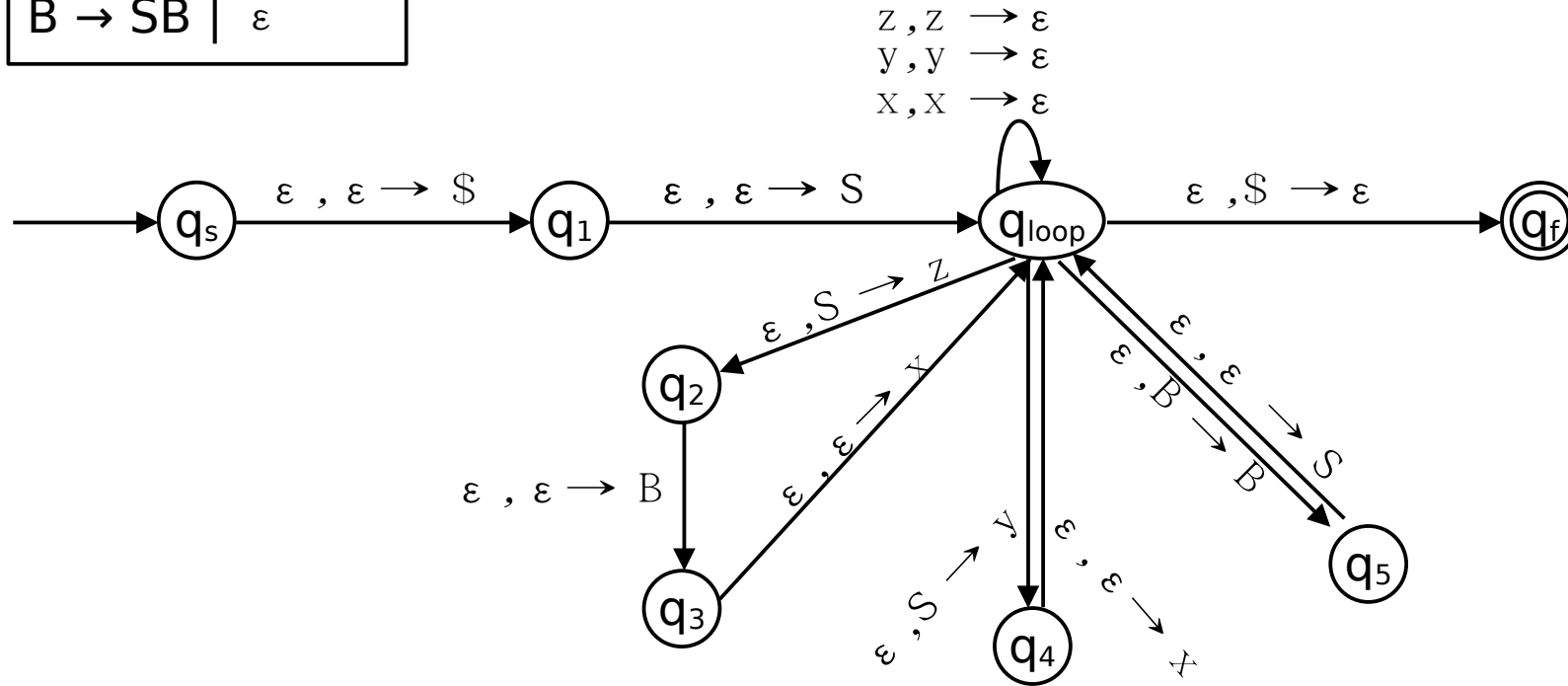
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Pushdown Automata (PDA): CFG \rightarrow PDA

G_1

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Pushdown Automata (PDA): CFG \rightarrow PDA

G_1

$$\begin{array}{l} S \rightarrow xBz \mid xy \\ B \rightarrow SB \mid \varepsilon \end{array}$$
