

E<sub>3</sub>

$$\Sigma = \{a, b, c\}$$

$$L = \{ a^i b^j c^{i+j} \mid i, j \geq 1 \} \rightarrow \text{not regular}$$

variable  $\neq$  symbol!

$$\begin{aligned} S &\rightarrow aSc \mid aBc \\ B &\rightarrow bc \mid bBc \end{aligned} \rightarrow \text{Embedding wrapping}$$

a...ab...bc...c

↓

It's impossible to connect something in this way:  
(in CFG)

a...ab...bc...c

↑

Crossing

# Ambiguous CFGs

In the CFG

$$1. E \rightarrow I$$

$$2. E \rightarrow E + E$$

$$3. E \rightarrow E * E$$

$$4. E \rightarrow (E)$$

$$5. I \rightarrow a$$

$$6. I \rightarrow b$$

$$7. I \rightarrow I a$$

$$8. I \rightarrow I b$$

$$9. I \rightarrow I 0$$

$$10. I \rightarrow I 1$$

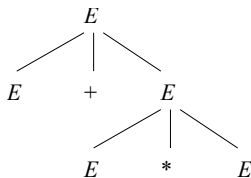
the sentential form  $E + E * E$  has two derivations

$$E \Rightarrow E + E \Rightarrow E + E * E$$

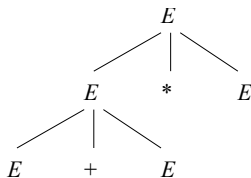
$$E \Rightarrow E * E \Rightarrow E + E * E$$

## Ambiguous CFGs

Associated parse trees for the derivations of  $E + E * E$



(a)



(b)

The two derivations correspond to different **precedences** for **operators sum and multiplication**

## Ambiguous CFGs

The existence of different derivations for a string is not problematic, if these correspond to a single parse tree

**Example :** In our CFG for arithmetic expressions, the string  $a + b$  has at least two derivations

$$\begin{aligned} E &\Rightarrow E + E \Rightarrow I + E \Rightarrow a + E \Rightarrow a + I \Rightarrow a + b \\ E &\Rightarrow E + E \Rightarrow E + I \Rightarrow I + I \Rightarrow I + b \Rightarrow a + b \end{aligned}$$

→ This is NOT ambiguous

However, the associated parse trees are the same, and string  $a + b$  is **not** ambiguous

These two have the same parse-tree

## Ambiguous CFGs

Let  $G = (V, T, P, S)$  be a CFG.  $G$  is **ambiguous** if there exists a string in  $L(G)$  with more than one parse tree

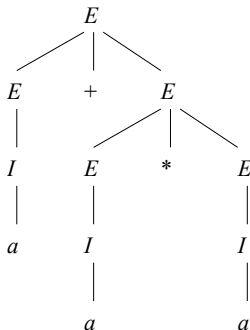
If every string in  $L(G)$  has only one parse tree,  $G$  is said to be **unambiguous**

The ambiguity is **problematic** in many applications where the syntactic structure of a sentence is used to interpret its meaning

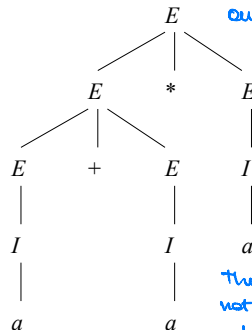
Example: compilers for programming languages

## Example

In the CFG for arithmetic expressions, the terminal string  $a + a * a$  has two parse trees



(a)



(b)

$a + a + a$  is not algebraically ambiguous ONLY thanks to the properties of  $+$

also  $a + a + a$  is ambiguous

This doesn't mean that the algebraic result is ambiguous

The fact that it's not algebraically ambiguous, doesn't mean that it's not CFG ambiguous

## Canonical derivations

A parse tree is associated with a **unique** leftmost derivation

A leftmost derivation is associated with a **unique** parse tree

More than one leftmost derivations always imply more than one parse trees

Similarity for rightmost derivations

## Inherent ambiguity

A CFL  $L$  is **inherently ambiguous** when every CFG such that  $L(G) = L$  is ambiguous

**Example** : Let us consider the language

$$L = \{a^n b^n c^m d^m \mid n \geq 1, m \geq 1\} \cup \{a^n b^m c^m d^n \mid n \geq 1, m \geq 1\}$$

$L$  can be generated by a CFG with the following productions

$$S \rightarrow AB \mid C$$

$$A \rightarrow aAb \mid ab$$

$$B \rightarrow cBd \mid cd$$

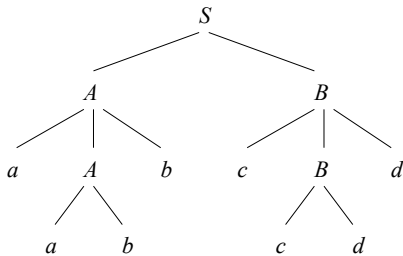
$$C \rightarrow aCd \mid aDd$$

$$D \rightarrow bDc \mid bc$$

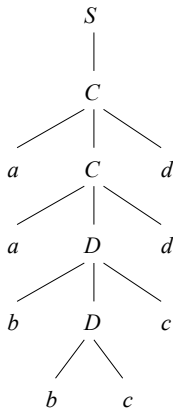


## Inherent ambiguity

There are two parse trees for the string *aabbccdd*



(a)



(b)

# Inherent ambiguity

Associated leftmost derivations

$$\begin{aligned} S &\Rightarrow_{lm} AB \Rightarrow_{lm} aAbB \Rightarrow_{lm} aabbB \Rightarrow_{lm} aabbcBd \Rightarrow_{lm} aabbccdd \\ S &\Rightarrow_{lm} C \Rightarrow_{lm} aCd \Rightarrow_{lm} aaDdd \Rightarrow_{lm} aabDcdd \Rightarrow_{lm} aabbccdd \end{aligned}$$

It is possible to show that **every** CFG generating  $L$  provides a similar ambiguity for the string  $aabbccdd$  (not in the textbook)

Language  $L$  is therefore inherently ambiguous

## Exercises

- Provide an example showing that the CFG with productions

$$S \rightarrow aS \mid aSbS \mid \epsilon$$

is ambiguous

- Provide an example showing that the CFG with productions

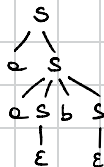
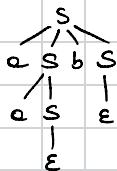
$$S \rightarrow aSbS \mid bSaS \mid \epsilon$$

is ambiguous. **Hint:** consider some string of length 4

1) Consider string  $aab$ :

$$\underline{S} \Rightarrow \underline{aSbs} \Rightarrow \underline{aaSbs} \Rightarrow \underline{aaEbs} \Rightarrow \underline{aaEbE}$$

$$\underline{S} \Rightarrow \underline{aS} \Rightarrow \underline{aaSbs} \Rightarrow \underline{aaEbS} \Rightarrow \underline{aaEbE}$$



There are two trees  $\Rightarrow$  ambiguity

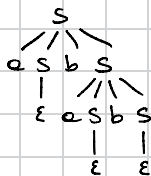
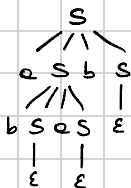
2) Consider the string  $abab$

$$\underline{S} \Rightarrow a \underline{S} b S \Rightarrow a b \underline{S} a S b S \Rightarrow a b \underline{\epsilon} a \underline{S} b S \Rightarrow a b \underline{\epsilon} a \underline{\epsilon} b \underline{S}$$

$\Downarrow$

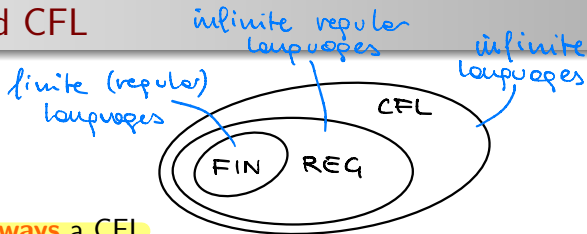
$$a b \underline{\epsilon} a \underline{\epsilon} b \underline{\epsilon}$$

$$\underline{S} \Rightarrow a \underline{S} b \underline{S} \Rightarrow a \underline{S} b a S b S \Rightarrow a \underline{\epsilon} b a \underline{S} b S \Rightarrow a \underline{\epsilon} b a \underline{\epsilon} b \underline{S} \Rightarrow a \underline{\epsilon} b a \underline{\epsilon} b \underline{\epsilon}$$



There are two trees  $\Rightarrow$  ambiguity

## Regular languages and CFL



A regular language is **always** a CFL

From a regular expression or from an FA we can always construct a CFG generating the same language

This is not in the textbook!


## From regular expression to CFG

Let  $E$  be any regular expression. We use a variable for  $E$  (start symbol) and a variable for each subexpression of  $E$

We use **structural induction** on the regular expression to build the productions of our CFG

- if  $E = a$ , then add production  $E \rightarrow a$
- if  $E = \epsilon$ , then add production  $E \rightarrow \epsilon$
- if  $E = \emptyset$ , then production set is empty
- if  $E = F + G$ , then add production  $E \rightarrow F \mid G$
- if  $E = FG$ , then add production  $E \rightarrow FG$
- if  $E = F^*$ , then add production  $E \rightarrow FE \mid \epsilon$

## Example

Regular expression :  $0^*1(0+1)^*$   $\Rightarrow$    $\Rightarrow$   $Q_0 \rightarrow 0Q_0 \mid 1Q_1$   
 $Q_1 \rightarrow 0Q_1 \mid 1Q_1 \mid \epsilon$   
 Use left-associativity for concatenation

CFG :

$0^*1(0+1)^*$

$E \rightarrow AR$   $\xrightarrow{1} (0+1)^*$

$R \rightarrow BC$   $\xrightarrow{0^+} 0^+$

$A \rightarrow 0A \mid \epsilon \rightarrow 0^0$

$B \rightarrow 1 \xrightarrow{(0+1)^+} (0+1)^+$

$C \rightarrow DC \mid \epsilon \xrightarrow{(0+1)^0} (0+1)^0$

$D \rightarrow 0 \mid 1 \xrightarrow{0+1} 0+1$



## From FA to CFG

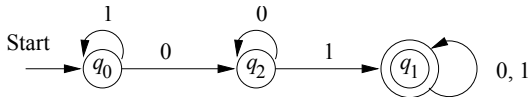
We use a variable  $Q$  for each state  $q$  of the FA. Initial symbol is  $Q_0$

For each transition from state  $p$  to state  $q$  under symbol  $a$ , add production  $P \rightarrow a Q$

If  $q$  is a final state, add production  $Q \rightarrow \epsilon$

## Example

Automaton :



CFG :

$$Q_0 \rightarrow 1Q_0 \mid 0Q_2$$

$$Q_2 \rightarrow 0Q_2 \mid 1Q_1$$

$$Q_1 \rightarrow 0Q_1 \mid 1Q_1 \mid \epsilon$$

String 1101 is accepted by the automaton. In the equivalent CFG, 1101 has the following derivation :

$$Q_0 \Rightarrow 1Q_0 \Rightarrow 11Q_0 \Rightarrow 110Q_2 \Rightarrow 1101Q_1 \Rightarrow 1101$$

# Automata, Languages and Computation

## Chapter 6 : Push-Down Automata

Master Degree in Computer Engineering  
University of Padua  
Lecturer : Giorgio Satta

Lecture based on material originally developed by :  
Gösta Grahne, Concordia University

- 1 Push-Down Automata
- 2 Computations
- 3 Accepted language
- 4 Equivalence of PDAs e CFGs

# Introduction

A push-down automaton consists of

- an  $\epsilon$ -NFA
- a **stack** representing the auxiliary memory

The stack can

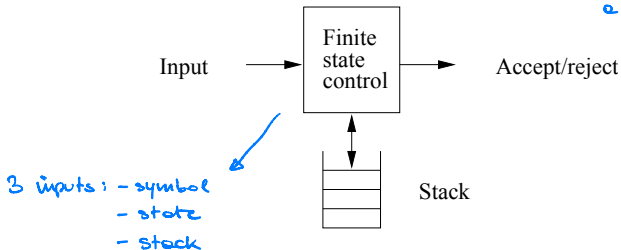
- record an arbitrary number of symbols
- release symbols with a strict policy :  
**last in, first out**

Push-down automata and context-free grammars are **equivalent formalisms**

# Introduction

A transition of a push-down automaton

- consumes a single symbol from the input, or else is an  $\epsilon$ -transition
- updates the current state
- replaces the **top-most** symbol of the stack with a string of symbols, including  $\epsilon$



# Introduction

More precisely, replacement of symbol  $X$  in the stack top-most position with string  $\gamma$  amounts to

- removing  $X$  if  $\gamma = \epsilon$ , also called **pop**
- replacing  $X$  if  $\gamma = Y$ , also called **switch**; if  $\gamma = X$ , the stack remains unaltered
- inserting new symbols if  $|\gamma| > 1$ ; if  $\gamma = ZX$  the transition is called **push**

→ special case of switch

First symbol of  $\gamma$  becomes top symbol of the new stack

I always  
read X  
first

## Example

Let us consider the language (palindrome strings with even length)

$$L_{ww^R} = \{ww^R \mid w \in \{0,1\}^*\}$$

generated by the CFG productions

$$P \rightarrow 0P0, \quad P \rightarrow 1P1, \quad P \rightarrow \epsilon$$



## Example

A push-down automaton for  $L_{ww^R}$  has three states, and operates as follows

Guess that you are reading  $w$ . Stay in state  $q_0$ , and push the input symbol onto the stack

Guess that you are at the boundary between  $w$  and  $w^R$ . Go to state  $q_1$  using an  $\epsilon$ -transition

You are now reading the first symbol of  $w^R$ . Compare it to the top of the stack. If they match, pop the stack and remain in state  $q_1$ . If they don't match, the automaton halts, i.e., it does not have a next move

If the stack is empty, go to state  $q_2$  and accept