# نظریه علوم کامپیوتر

نظریه علوم کامپیوتر - بهار ۱۴۰۰-۱۴۰۱ - جلسه سوم: زبانهای غیر منظم و زبانهای مستقل از زمینه

Theory of computation - 002 - S03 - Non-Regular Languanges & CFLs

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Moral: You need to give a proof.

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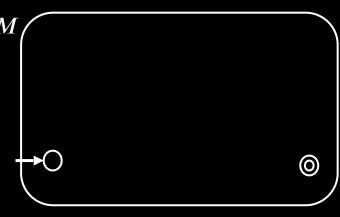
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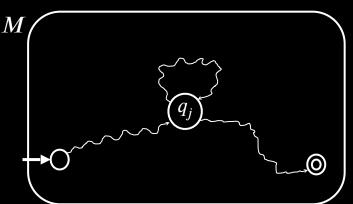
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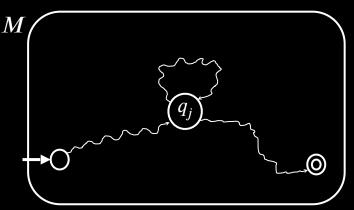
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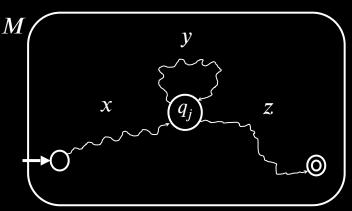
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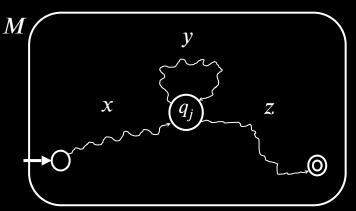
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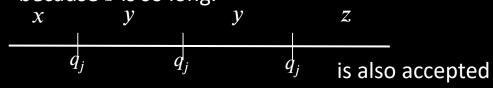
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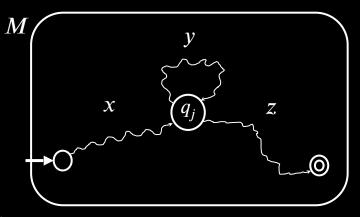
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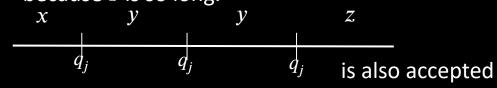
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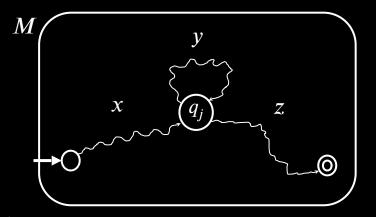
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The path that M follows when reading *s*.

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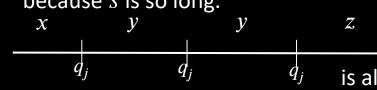
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The Pumping Lemma depends on the fact that if  $oldsymbol{M}$  has p states and it runs for more than p steps then  $oldsymbol{M}$  will enter some state at least twice. We call that fact:

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But xyyz has excess 0s and thus  $xyyz \notin D$  contradicting the pumping lemma.

Therefore our assumption (D is regular) is false. We conclude that D is not regular.

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- 1)  $xy^iz \in A$  for all  $i \ge 0$   $y^i = yy \cdots y$
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s = 000...000000...000

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Variant: Combine closure properties with the Pumping Lemma.

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Let  $B = \{w \mid w \text{ has equal numbers of 0s and 1s}\}$ 

**Show:** B is not regular

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Let  $B = \{w \mid w \text{ has equal numbers of 0s and 1s}\}$ 

**Show:** B is not regular

#### **Proof by Contradiction:**

Assume (for contradiction) that  $B \underline{is}$  regular.

We know that  $0^*1^*$  is regular so  $B \cap 0^*1^*$  is regular (closure under intersection).

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But  $D = B \cap 0^*1^*$  and we already showed D is not regular. Contradiction!

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Let  $B = \{w \mid w \text{ has equal numbers of 0s and 1s}\}$ 

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Assume (for contradiction) that  $B \underline{is}$  regular.

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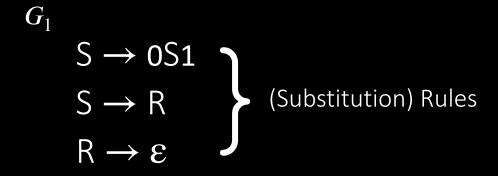
But  $D = B \cap 0^*1^*$  and we already showed D is not regular. Contradiction!

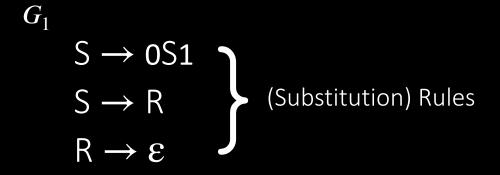
Therefore our assumption is false, so B is not regular.

 $S \rightarrow 0\overline{S1}$ 

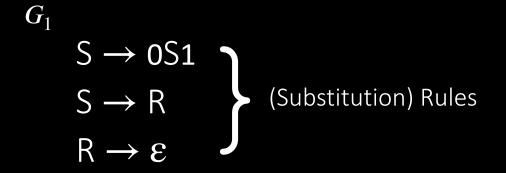
 $S \rightarrow R$ 

 $R \to \epsilon$ 





**Rule:** Variable → string of variables and terminals



**Rule:** Variable → string of variables and terminals

Variables: Symbols appearing on left-hand side of rule

```
G_1
S 	o 0S1
S 	o R
R 	o \epsilon
(Substitution) Rules
```

**Rule:** Variable  $\rightarrow$  string of variables and terminals

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**Rule:** Variable  $\rightarrow$  string of variables and terminals

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**Start Variable:** Top left symbol

$G_1$			
	$S \rightarrow 0S1$	1	
	$S \rightarrow R$	}	(Substitution) Rules
	$R  o \epsilon$		

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In  $G_1$ :

3 rules

R,S

0,1

S

 $G_1$  S o 0S1 S o R  $R o \epsilon$ (Substitution) Rules

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In  $G_1$ :

3 rules

R,S

0,1

S

**Grammars generate strings** 

$$G_1$$
 $S \to 0S1$ 
 $S \to R$ 
 $R \to \varepsilon$ 
(Substitution) Rules

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# In $G_1$ :

3 rules

R,S

0,1

S

### **Grammars generate strings**

1. Write down start variable

$$G_1$$
 $S o 0S1$ 
 $S o R$ 
 $R o \varepsilon$ 
(Substitution) Rules

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# R,S 0,1

In  $G_1$ :

3 rules

- Write down start variable
- Replace any variable according to a rule Repeat until only terminals remain

$$G_1$$
 $S o 0S1$ 
 $S o R$ 
 $R o \varepsilon$ 
(Substitution) Rules

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### **Grammars generate strings**

- 1. Write down start variable
- Replace any variable according to a rule Repeat until only terminals remain
- 3. Result is the generated string

### In $G_1$ :

3 rules

R,S

0,1

S

$G_1$			
	$S \rightarrow 0S1$	1	
	$S \rightarrow R$	}	(Substitution) Rules
	$R \rightarrow \epsilon$		

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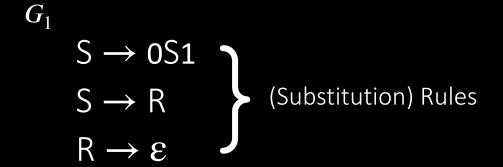
**Start Variable:** Top left symbol

# In $G_1$ : 3 rules R,S

0,1

S

- 1. Write down start variable
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**Rule:** Variable → string of variables and terminals

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**Terminals:** Symbols appearing only on right-hand side

**Start Variable:** Top left symbol

In  $G_1$ : 3 rules

R,S

0,1

S

Example of  $G_1$  generating a string

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In  $G_1$ :

$$G_1$$
 $S o 0S1$ 
 $S o R$ 
 $R o \varepsilon$ 
(Substitution) Rules

**Rule:** Variable  $\rightarrow$  string of variables and terminals 3 rules **Variables:** Symbols appearing on left-hand side of rule 8,5 **Terminals:** Symbols appearing only on right-hand side 0,1 Start Variable: Top left symbol

#### **Grammars generate strings**

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Example of  $G_1$  generating a string  ${\mathsf S}$ 

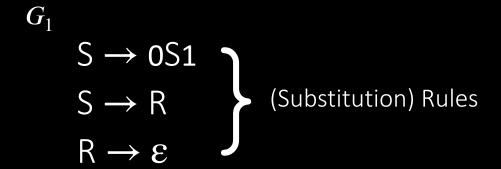
In  $G_1$ :

3 rules

R,S

0,1

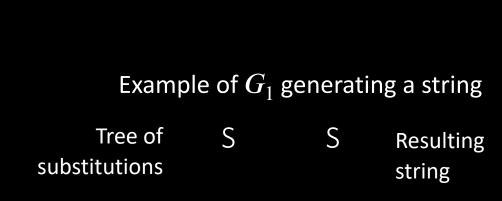
S



Rule: Variable → string of variables and terminals
 Variables: Symbols appearing on left-hand side of rule
 Terminals: Symbols appearing only on right-hand side
 Start Variable: Top left symbol

Grammars	ganarai	ra etringe
Viaillilai 3	general	16 901 III 89
	6-11-11-11	

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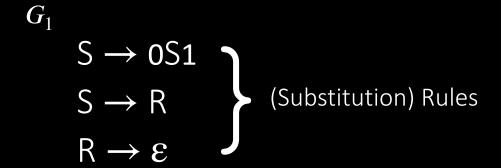
In  $G_1$ :

3 rules

R,S

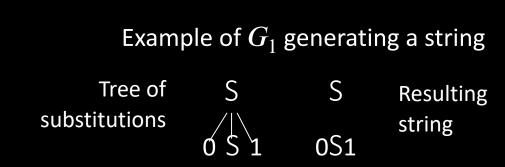
0,1

S



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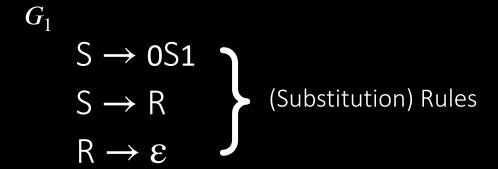
In  $G_1$ :

3 rules

R,S

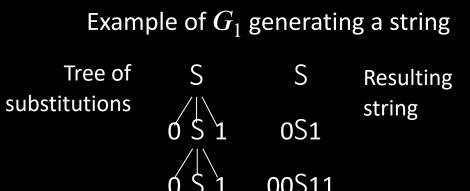
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S



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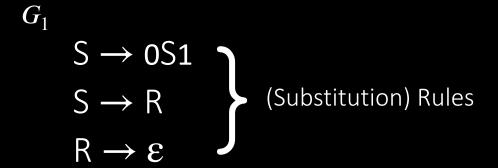
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3 rules

R,S

0,1

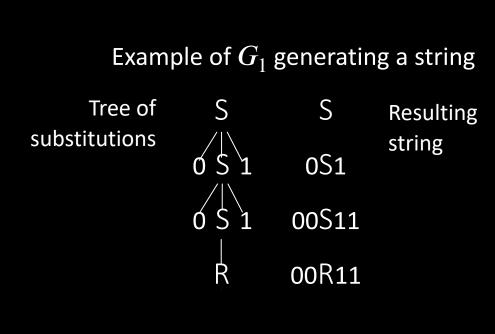
S



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### **Grammars generate strings**

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 $\mathbf{c}$ 

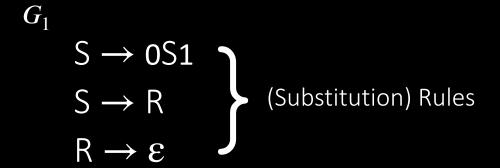
In  $G_1$ :

3 rules

R,S

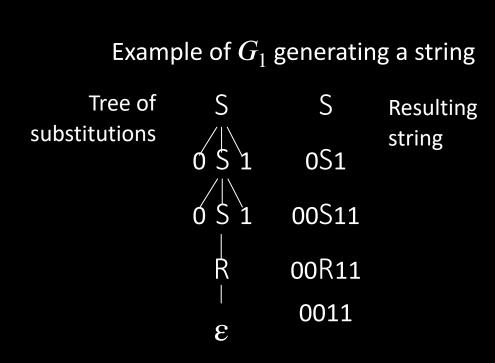
0,1

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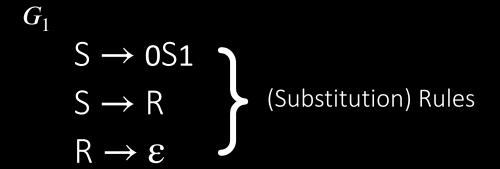
In  $G_1$ :

3 rules

R,S

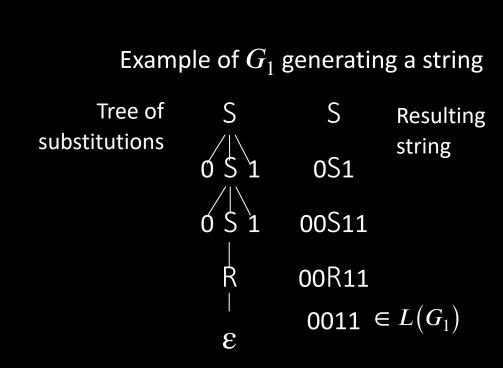
0,1

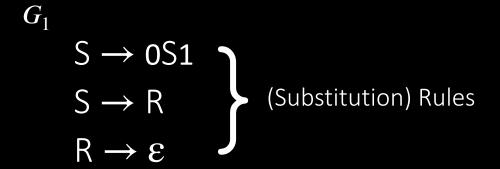
S



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**Rule:** Variable  $\rightarrow$  string of variables and terminals

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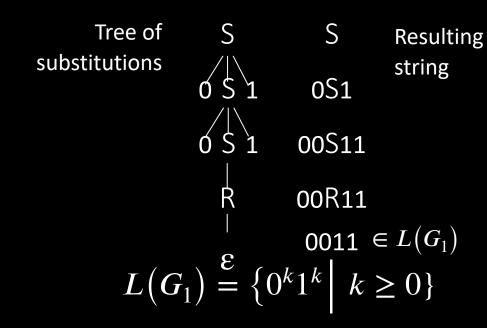
#### **Grammars generate strings**

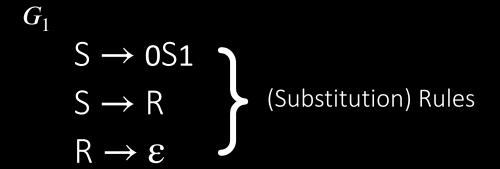
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3 rules R,S 0,1 Example of  $G_1$  generating a string

In  $G_1$ :

S





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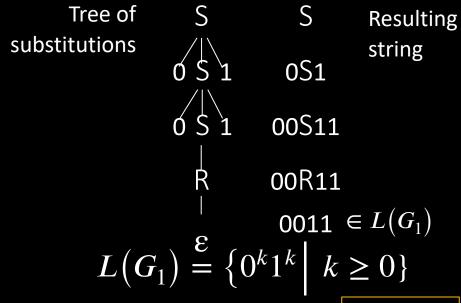
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3 rules R,S 0,1 Example of  $G_1$  generating a string

In  $G_1$ :

S



Check-in 3.3

$$G_1$$
 $S o 0S1$ 
 $S o R$ 
 $R o \varepsilon$ 
(Substitution) Rules

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```
Check-in 3.3 G_2 S \to RR R \to OR1 R \to \varepsilon
```

Check <u>all</u> of the strings that are in  $L(G_2)$ :

- (a) 001101
- (b) 000111
- (c) 1010
- (d)  $\varepsilon$

```
G_1
S \rightarrow 0S1
S \rightarrow R
R \rightarrow \varepsilon
```

$G_1$		
1	$S \rightarrow 0S1$	Shorthand:

$$S \rightarrow R$$
  $S \rightarrow 0S1 \mid R$ 

$$R \to \varepsilon$$
  $R \to \varepsilon$ 

$$G_1$$
 $S o 0S1$ 
 $S o R$ 
 $R o \varepsilon$ 
Shorthand:
 $S o 0S1 \mid R$ 
 $R o \varepsilon$ 

Recall that a CFG has terminals, variables, and rules.

- 1. Write down start variable
- 2. Replace any variable according to a rule Repeat until only terminals remain
- 3. Result is the generated string
- 4. L(G) is the language of all generated strings
- 5. We call L(G) a Context Free Language.

$$G_1$$
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Example of  $G_1$  generating a string

$$G_1$$
 $S o 0S1$ 
 $S o R$ 
 $R o \varepsilon$ 
Shorthand:
 $S o 0S1 \mid R$ 
 $R o \varepsilon$ 

Recall that a CFG has terminals, variables, and rules.

#### **Grammars generate strings**

- 1. Write down start variable
- 2. Replace any variable according to a rule Repeat until only terminals remain
- 3. Result is the generated string
- 4. L(G) is the language of all generated strings
- 5. We call L(G) a Context Free Language.

Example of  $G_1$  generating a string

$$G_1$$
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 $S o R$ 
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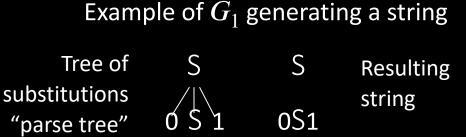
Tree of S substitutions "parse tree"

S Resulting string

$$G_1$$
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 $S o R$ 
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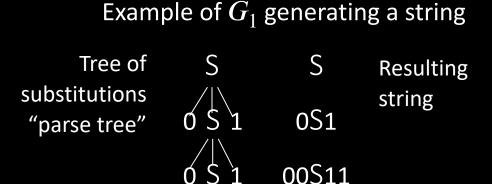
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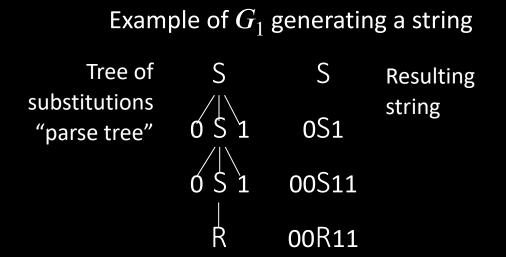
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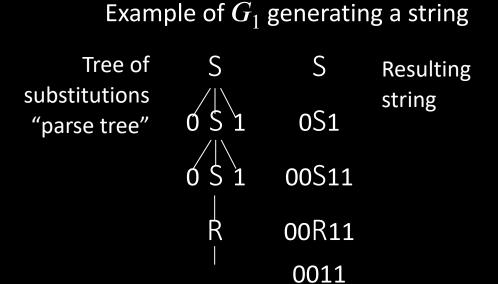
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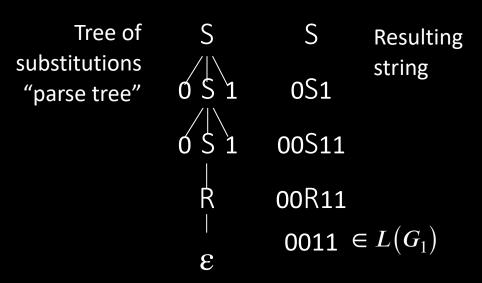
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#### **Grammars generate strings**

- 1. Write down start variable
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Example of  $G_1$  generating a string



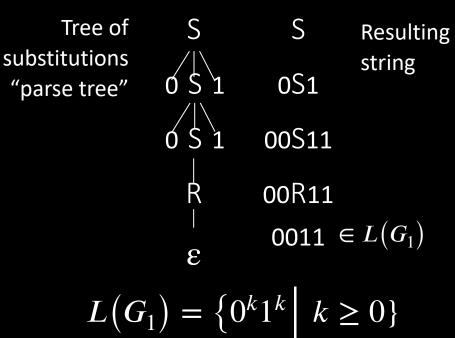
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Recall that a CFG has terminals, variables, and rules.

#### **Grammars generate strings**

- Write down start variable
- Replace any variable according to a rule 2. Repeat until only terminals remain
- Result is the generated string 3.
- L(G) is the language of all generated strings 4.
- We call L(G) a Context Free Language. 5.

Example of  $G_1$  generating a string



$$L(G_1) = \left\{ 0^k 1^k \middle| k \ge 0 \right\}$$

### CFG – Formal Definition

Defn: A Context Free Grammar (CFG) G is a 4-tuple  $(V, \Sigma, R, S)$ 

- $oldsymbol{V}$  finite set of variables
- $\Sigma$  finite set of terminal symbols
- R finite set of rules (rule form:  $V 
  ightarrow (V \cup \Sigma)^*$  )
- S start variable

For 
$$u, v \in (V \cup \Sigma)^*$$
 write

- 1)  $u \Rightarrow v$  if can go from u to v with one substitution step in G
- 2)  $u \stackrel{*}{\Rightarrow} v$  if can go from u to v with some number of substitution steps in G  $u \Rightarrow u_1 \Rightarrow u_2 \Rightarrow \cdots \Rightarrow u_k = v$  is called a derivation of v from u. If u = S then it is a <u>derivation</u> of v.

$$L(G) = \{ w \mid w \in \Sigma^* \text{ and } S \stackrel{*}{\Rightarrow} w \}$$

Defn: A is a Context Free Language (CFL) if A = L(G) for some CFG G.

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### Check-in 4.1

Which of these are valid CFGs?

- a)  $C_1$  only
- b)  $C_2$  only
- c) Both  $C_1$  and  $C_2$

```
G_2
E \rightarrow E+T \mid T
T \rightarrow T \times F \mid F
F \rightarrow (E) \mid a
V = \{E, T, F\}
\Sigma = \{+, \times, (,), a\}
R = \text{the 6 rules above}
```

S = E

```
G_2
E \rightarrow E+T \mid T
T \rightarrow T \times F \mid F
F \rightarrow (E) \mid a
V = \{E, T, F\}
\Sigma = \{+, \times, (,), a\}
R = \text{the 6 rules above}
S = E
Generates a+a \times a
```

```
G_2
E \rightarrow E+T \mid T
T \rightarrow T \times F \mid F
F \rightarrow (E) \mid a
```

Parse E E Resulting tree string

$$V = \{E, T, F\}$$
  
 $\Sigma = \{+, \times, (, ), a\}$   
 $R = \text{the 6 rules above}$   
 $S = E$ 

Generates a+a×a

$$G_2$$

$$E \rightarrow E+T \mid T$$

$$T \rightarrow T \times F \mid F$$

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Generates a+a×a

$$G_2$$

$$E \rightarrow E+T \mid T$$

$$T \rightarrow T \times F \mid F$$

$$F \rightarrow (E) \mid a$$

Parse E tree 
$$E + T$$

$$V= \{ {\sf E}, {\sf T}, {\sf F} \}$$
  
 $\Sigma= \{ +, \times, (, ), {\sf a} \}$   
 $R= {\sf the 6 rules above}$   
 $S= {\sf E}$ 

Generates a+a×a

$$G_2$$
 $E o E+T \mid T$ 
 $T o T imes F \mid F$ 
 $F o (E) \mid a$ 

E Resulting string
E+T

T+T×F

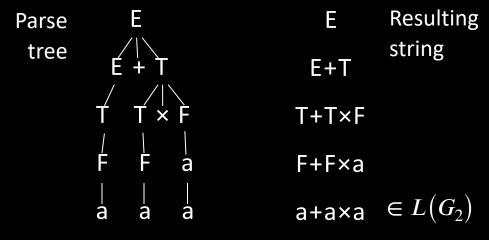
F+F×a

$$V= \{ {\rm E,T,F} \}$$
  
 $\Sigma= \{ {\rm +,\times,(,),a} \}$   
 $R= {\rm the\ 6\ rules\ above}$   
 $S= {\rm E}$ 

Generates a+a×a

$$G_2$$
 $E o E+T \mid T$ 
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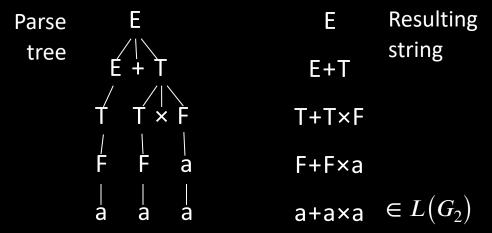
$$V=$$
 {E, T, F} 
$$\Sigma=$$
 {+, ×, (, ), a} 
$$R=$$
 the 6 rules above 
$$S=$$
 E



Generates a+a×a

$$G_2$$
 $E 
ightharpoonup E+T \mid T$ 
 $T 
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$$V=$$
 {E, T, F} 
$$\Sigma=$$
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 the 6 rules above 
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 E



Generates  $a+a\times a$ ,  $(a+a)\times a$ , a, a+a+a, etc.

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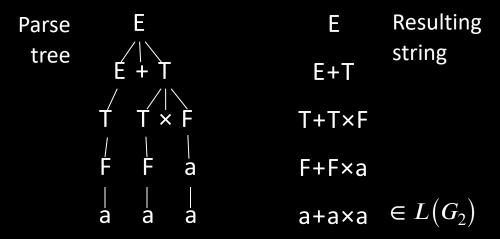
Observe that the parse tree contains additional information, such as the precedence of  $\times$  over +.

R = the 6 rules above

S = E

$$G_2$$
 $E o E+T \mid T$ 
 $T o T imes F \mid F$ 
 $F o (E) \mid a$ 

$$V=$$
 {E, T, F} 
$$\Sigma=$$
 {+, ×, (, ), a} 
$$R=$$
 the 6 rules above 
$$S=$$
 E



Generates  $a+a\times a$ ,  $(a+a)\times a$ , a, a+a+a, etc.

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If a string has two different parse trees then it is derived ambiguously and we say that the grammar is <u>ambiguous</u>.

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 $S = \mathsf{E}$ 

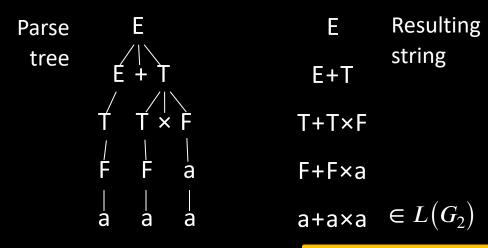
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$$G_2$$
 $E 
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ightarrow T imes F \mid F$ 
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$$V= \{{\rm E,T,F}\}$$
  $\Sigma= \{+,\times,(,),a\}$   $R= {\rm the\ 6\ rules\ above}$   $S= {\rm E}$ 



Generates a+a×a, (a+

Observe that the parse tree contains additional information such as the precedence of  $\times$  over +.

If a string has two different parse trees then it is derived a and we say that the grammar is <u>ambiguous</u>.

### Check-in 4.2

How many reasonable distinct meanings does the following English sentence have?

The boy saw the girl with the mirror.

- (a) 1
- (b) 2
- (c) 3 or more

$$G_2$$

$$E \rightarrow E+T \mid T$$

$$T \rightarrow T \times F \mid F$$

$$F \rightarrow (E) \mid a$$

$$G_3$$
 E  $ightarrow$  E+E | E×E | (E) | a

$$G_2$$
  $G_3$   $E o E+T \mid T$   $E o E+E \mid E\times E \mid (E) \mid a$   $T o T\times F \mid F$   $F o (E) \mid a$ 

Both  $G_2$  and  $G_3$  recognize the same language, i.e.,  $L(G_2) = L(G_3)$  .

$$G_2$$
  $G_3$   $E 
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Both  $G_2$  and  $G_3$  recognize the same language, i.e.,  $L(G_2)=L(G_3)$  . However  $G_2$  is an unambiguous CFG and  $G_3$  is ambiguous.

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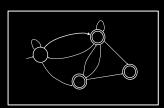
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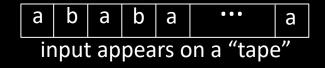


Schematic diagram for DFA or NFA

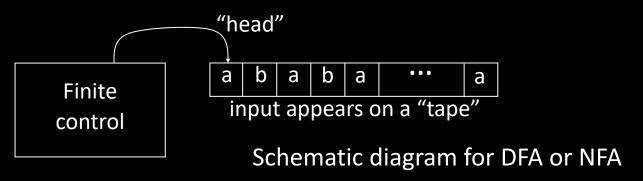
Finite control

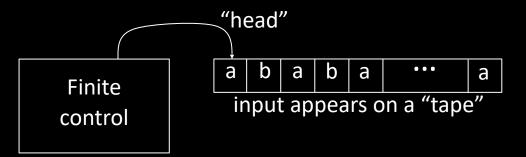
Schematic diagram for DFA or NFA

Finite control

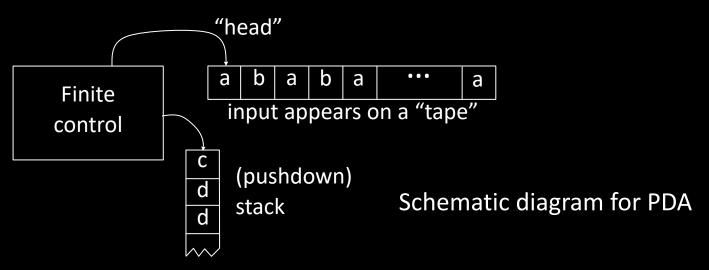


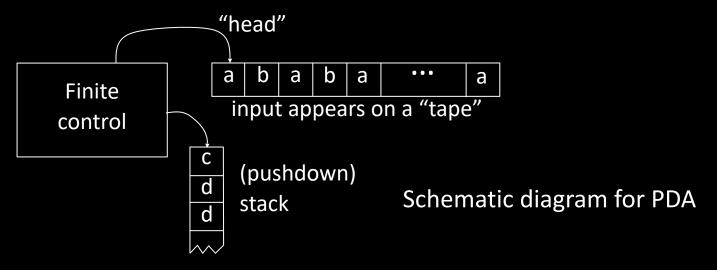
Schematic diagram for DFA or NFA



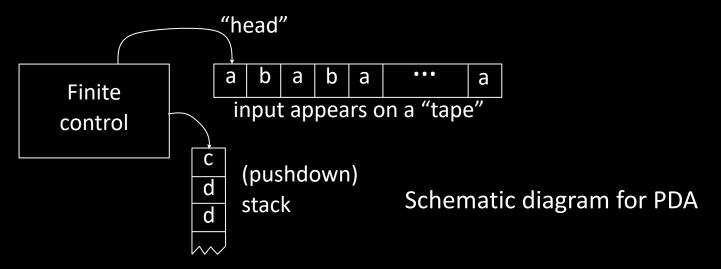


Schematic diagram for PDA



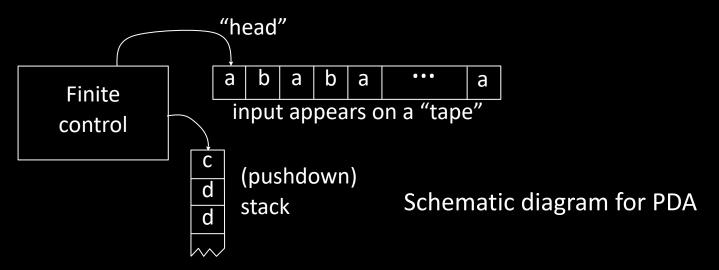


Operates like an NFA except can <u>write-add</u> or <u>read-remove</u> symbols from the top of stack.



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push
pop



Operates like an NFA except can <u>write-add</u> or <u>read-remove</u> symbols from the top of stack.

**Example:** PDA for 
$$D = \{0^k 1^k \mid k \ge 0\}$$

- 1) Read 0s from input, push onto stack until read 1.
- 2) Read 1s from input, while popping 0s from stack.
- 3) Enter accept state if stack is empty. (note: acceptance only at end of input)

Defn: A <u>Pushdown Automaton</u> (PDA) is a 6-tuple

$$(Q, \Sigma, \Gamma, \delta, q0, F)$$

- $\Sigma$  input alphabet
- $\Gamma$  stack alphabet

$$\delta \colon \ \mathbf{Q} \times \Sigma_{\varepsilon} \times \Gamma_{\varepsilon} \to \mathscr{P}(\mathbf{Q} \times \Gamma_{\varepsilon})$$

$$\deltaig(q,\mathsf{a},\mathsf{c}ig) = ig\{ig(r_1,\mathsf{d}ig), \ ig(r_2,\ \mathsf{e}ig)ig\}$$

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Accept if some thread is in the accept state at the end of the input string.

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**Example:** PDA for  $B = \{ww^{\mathcal{R}} \mid w \in \{0,1\}^*\}$ 

- Read and push input symbols.
   Nondeterministically either repeat or go to (2).
- Read input symbols and pop stack symbols, compare.If ever ≠ then thread rejects.
- 3) Enter accept state if stack is empty. (do in "software")

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Sample input:

0 1 1 1 1 0

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   Nondeterministically either repeat or go to (2).
- Read input symbols and pop stack symbols, compare.If ever ≠ then thread rejects.
- 3) Enter accept state if stack is empty. (do in "software")

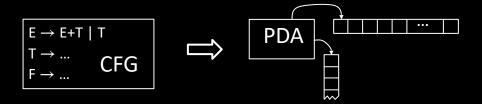
The nondeterministic forks replicate the stack.

This language requires nondeterminism.

Our PDA model is nondeterministic.

**Theorem:** If A is a CFL then some PDA recognizes A

Proof: Convert A's CFG to a PDA



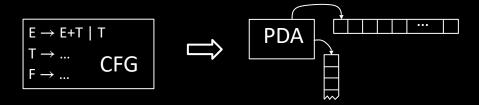
**IDEA:** PDA begins with starting variable and guesses substitutions. It keeps intermediate generated strings on stack. When done, compare with input.

#### Problem! Access below the top of stack is cheating!

Instead, only substitute variables when on the top of stack.

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Input: a + a × a

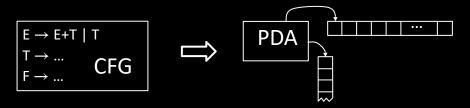
#### Problem! Access below the top of stack is cheating!

Instead, only substitute variables when on the top of stack.

$$G_2$$
  $E \rightarrow E+T \mid T$   $T \rightarrow T \times F \mid F$   $F \rightarrow (E) \mid a$   $E$   $E \rightarrow E+T$   $T+T \times F$   $T \rightarrow F$   $T$ 

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Input:



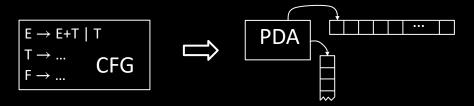
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$$G_2$$
  $E \rightarrow E+T \mid T$ 
 $T \rightarrow T \times F \mid F$ 
 $F \rightarrow (E) \mid a$ 
 $E \qquad E$ 
 $E+T \qquad F+T \times F \qquad T \times F$ 
 $F+F \times a \qquad F \qquad F \qquad F$ 
 $a+a \times a \qquad a \qquad a$ 

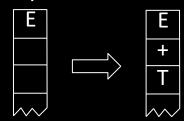
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Input:



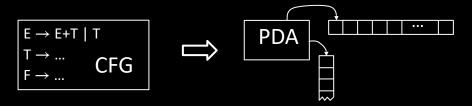
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 $E \qquad E$ 
 $E+T \qquad F+T \times F \qquad T \rightarrow F$ 
 $F+F \times a \qquad F \qquad F \qquad F \qquad a$ 
 $A+a \times a \qquad a \qquad a$ 

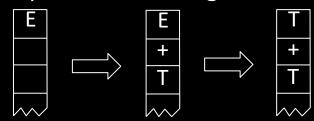
**Theorem:** If A is a CFL then some PDA recognizes A

Proof: Convert A's CFG to a PDA



**IDEA:** PDA begins with starting variable and guesses substitutions.

It keeps intermediate generated strings on stack. When done, compare with input.



Input:



#### Problem! Access below the top of stack is cheating!

Instead, only substitute variables when on the top of stack.

$$G_2$$
  $E \rightarrow E+T \mid T$ 
 $T \rightarrow T \times F \mid F$ 
 $F \rightarrow (E) \mid a$ 

$$E \qquad E$$

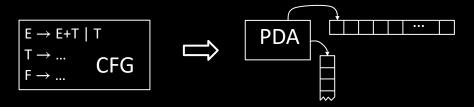
$$E+T \qquad F+T \times F$$

$$F+F \times a \qquad F \qquad F$$

$$a+a \times a \qquad a$$

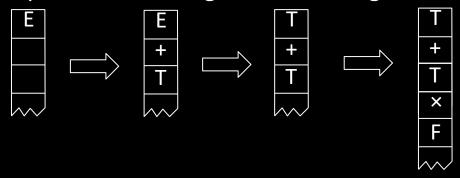
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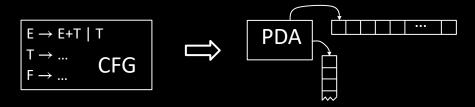
$$E+T \qquad F+T \times F$$

$$F+F \times a \qquad F \qquad F$$

$$a+a \times a \qquad a \qquad a$$

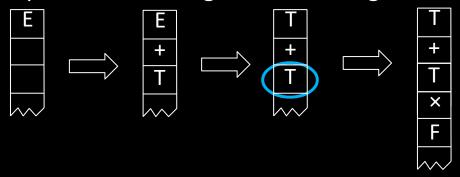
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$$E+T \qquad F+T \qquad T \rightarrow F$$

$$F+F \times a \qquad F \qquad F \qquad a$$

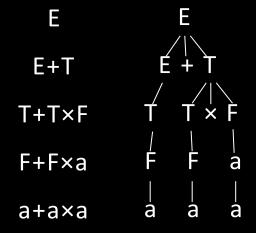
$$a+a \times a \qquad a \qquad a$$

# Converting CFGs to PDAs (contd)

$$G_2$$
  $E 
ightarrow E+T \mid T$   $T 
ightarrow T imes F \mid F$   $F 
ightarrow (E) \mid a$ 



Ε	E	F	T	а	+	Т	T
	+	+	+	+	Т		×
		T	T	T			F
					<b>~~</b>		



## Converting CFGs to PDAs (contd)

**Theorem:** If A is a CFL then some PDA recognizes A

**Proof construction:** Convert the CFG for A to the following PDA.

- 1) Push the start symbol on the stack.
- 2) If the top of stack is

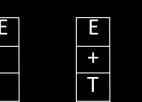
Variable: replace with right hand side of rule (nondet choice).

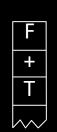
**Terminal:** pop it and match with next input symbol.

a

3) If the stack is empty, accept.

#### Example:

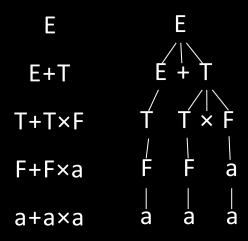








$$F_2$$
  $E \rightarrow E+T \mid T$   $T \rightarrow T \times F \mid F$   $F \rightarrow (E) \mid a$ 



**Theorem:** A is a CFL iff\* some PDA recognizes A

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**←** Done.

In book. You are responsible for knowing it is true, but not for knowing the proof.

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→ Done.

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\* "iff" = "if an only if" means the implication goes both ways.

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#### Check-in \*\*

Do you know the proof of

PDA —> CFG

- (a) Yes
- (b) No

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#### Check-in \*\*

Do you know the proof of

PDA —> CFG

- (a) Yes
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#### Check-in 4.3

Is every Regular Language also a Context Free Language?

- (a) Yes
- (b) No
- (c) Not sure

Check-in 4.3

# Recap

	Recognizer	Generator
Regular language	DFA or NFA	Regular expression
Context Free language	PDA	Context Free Grammar

