# CS 302.1 - Automata Theory

Lecture 07

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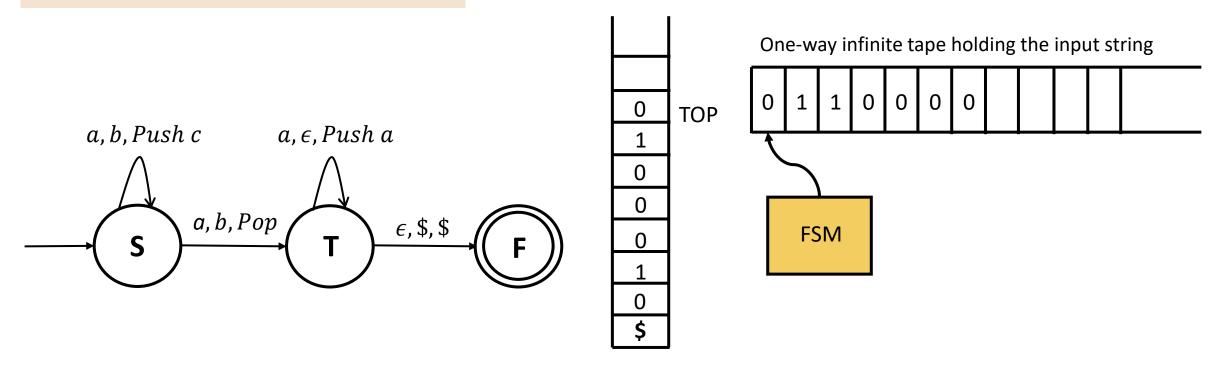


# Quick Recap

#### **Pushdown Automata**

- Automata that recognizes CFLs
- FSM + stack
- FSM transitions by reading an input symbol and by interacting with the stack

- $\delta(q_i, a, b) = (q_j, c)$ : If the input symbol read is a and the stack top = b, then push c onto the stack and transition from  $q_i$  to  $q_j$
- $\delta(q_i, a, \epsilon) = (q_j, c)$ : If the input symbol read is a, then push c onto the stack and transition from  $q_i$  to  $q_j$
- $\delta(q_i, a, b) = (q_j, \epsilon)$ : If the input symbol read is a, and the stack top = b, then transition from  $q_i$  to  $q_j$
- $\delta(q_i, \epsilon, \$) = (q_i, \$)$ : Transition from  $q_i$  to  $q_j$  if the stack is empty.



Let  $\Sigma = \{0,1\}$  consider the language  $L = \{w \in \Sigma^* \mid w \text{ is a Palindrome}\}$ . Design a PDA P that recognizes L.

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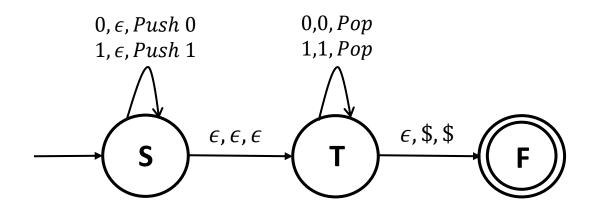
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  - The PDA does this non-deterministically (by taking  $\epsilon$  transitions).

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  - The PDA does this non-deterministically (by taking  $\epsilon$  transitions).
- The above intuition is applicable for even length palindromes of the form  $ww^R$ .
- What about odd length palindromes?
  - Non-determinism to the rescue once again

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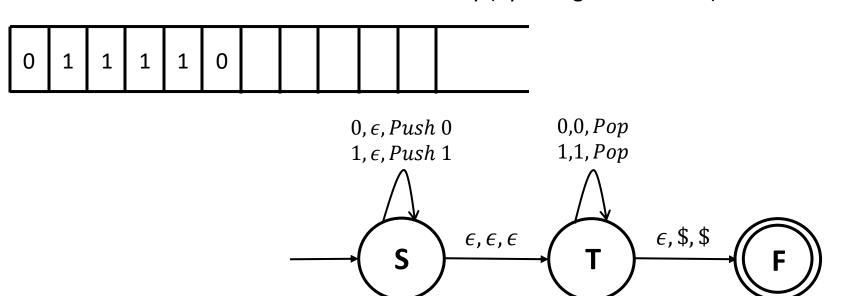
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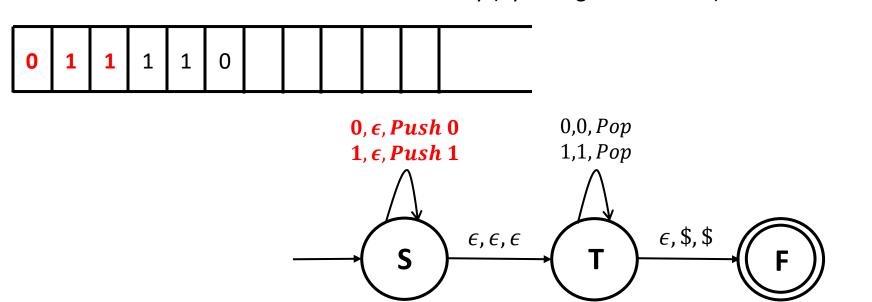


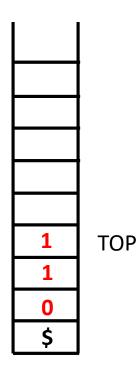


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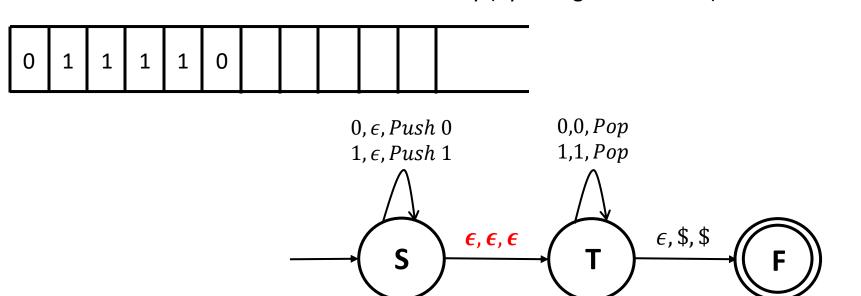
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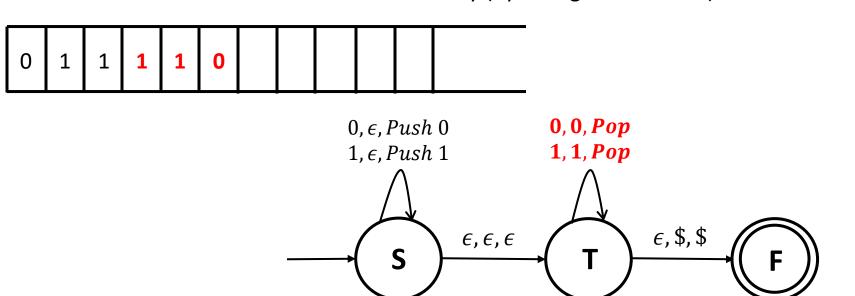
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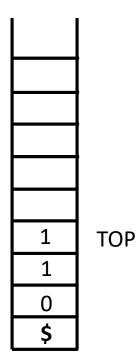




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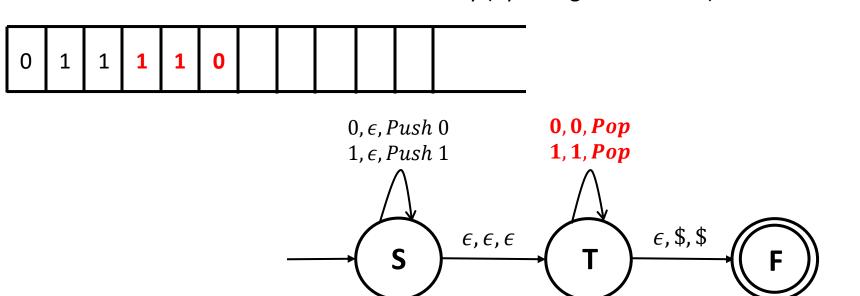
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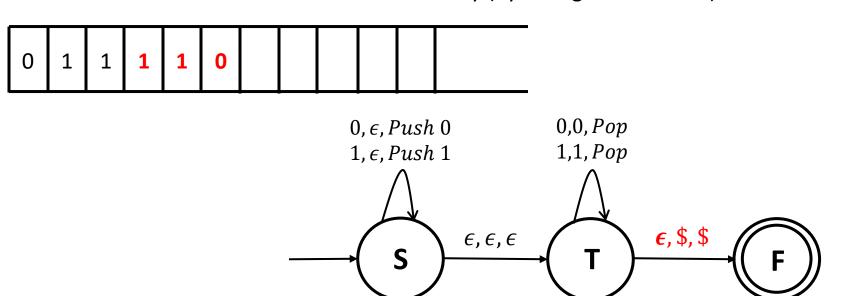




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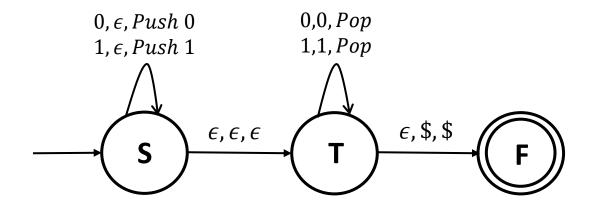


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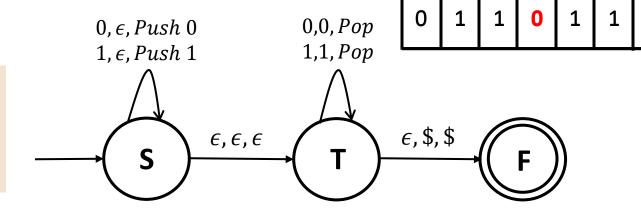
Recognizes even length palindromes of the form:  $ww^R$ 

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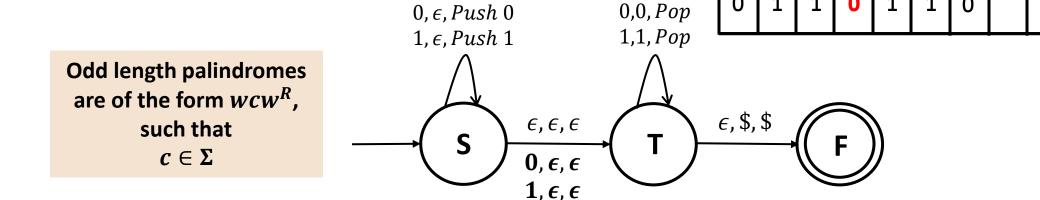
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Odd length palindromes are of the form  $wcw^R$ , such that  $c\in \Sigma$ 



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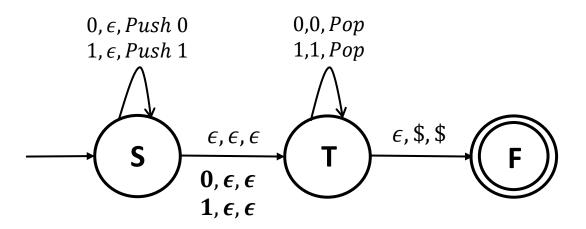
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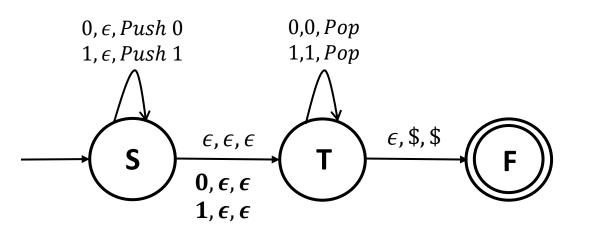


The transitions  $0, \epsilon, \epsilon$  and  $1, \epsilon, \epsilon$  allow the PDA to consume one symbol and then begin matching what it has encountered thus far.

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The transitions  $0, \epsilon, \epsilon$  and  $1, \epsilon, \epsilon$  allow the PDA to consume one symbol and then begin matching what it has encountered thus far.

This allows the PDA to recognize strings of the form:  $\omega c w^R$ , where the aforementioned transitions non-deterministically guessed  $c \in \{0,1\}$ 

# Equivalence between PDA and CFL

- We already know that a language is Context-Free if and only if there exists a CFG that generates all the strings belonging to the CFL.
- It can be shown that a language is context free if and only if a PDA recognizes it.
  - If L is context free then there exists a PDA that recognizes L. (We'll prove this next)
  - If there exists a PDA for L, then L is context-free. (Won't prove this in class. Look up a standard text book)

Prove that if L is context free then there exists an equivalent PDA that recognizes L.

- Before formally proving this, we will use some examples in order to provide some intuition.
- For any L, we can write a context free grammar that can generate all strings that are in L.
- Any string w is generated by the CFG if there exists a derivation  $S \stackrel{\hat{}}{\Rightarrow} w$ .

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- For any L, we can write a context free grammar that can generate all strings that are in L.
- Any string w is generated by the CFG if there exists a derivation  $S \stackrel{*}{\Rightarrow} w$ .
- The proof consists of using the rules of the CFG to build a PDA so that it can simulate any derivation  $S \stackrel{*}{\Rightarrow} w$ .
  - The PDA accepts an input w if the CFG G generates w
  - It determines whether  $\exists$  a derivation for w.
  - Takes advantage of non determinism

Prove that if L is context free then there exists an equivalent PDA that recognizes L.

#### **Intuitions**

• The PDA begins by pushing the start variable *S* onto the stack.

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**Example:** Consider the grammar G with the rules:  $S \to aTb|b$   $T \to Ta|\epsilon$ 

The string w = aaab can be generated by G. Derivation:

$$S \rightarrow aTb \rightarrow aTab \rightarrow aTaab \rightarrow aaab$$

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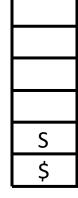
 $T \to Ta | \epsilon$ 

Input to PDA: w = aaab

Derivation for input string w = aaab can be generated by G:

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Input to PDA: w = aaab

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  - a. Push b
  - b. Push T
  - c. Push a

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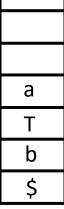
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- 3. Read the input (a) (Pop a).

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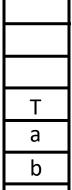
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- **Read the input symbol** if the top of the stack is some terminal a.

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- 7. Read the input (a) (Pop a).
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- 9. Read the input (b) (Pop b).
- 10. Since the stack is empty exactly when the input has been read, accept w.



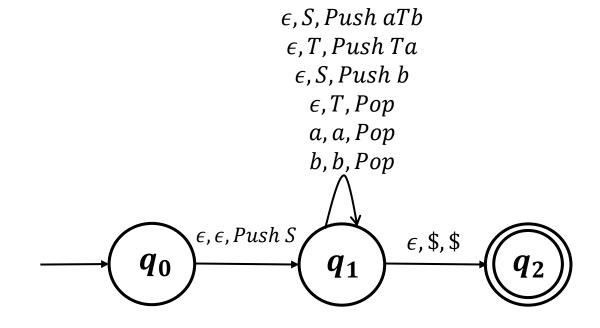
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**Example:**  $S \rightarrow aTb|b$  $T \rightarrow Ta|\epsilon$ 

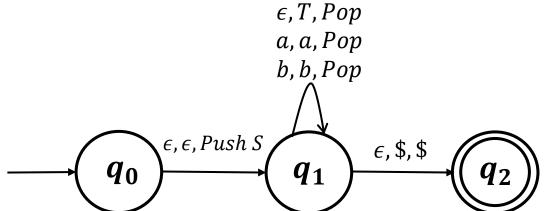
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 $\epsilon$ , S, Push aTb  $\epsilon$ , T, Push Ta

 $\epsilon$ , S, Push b



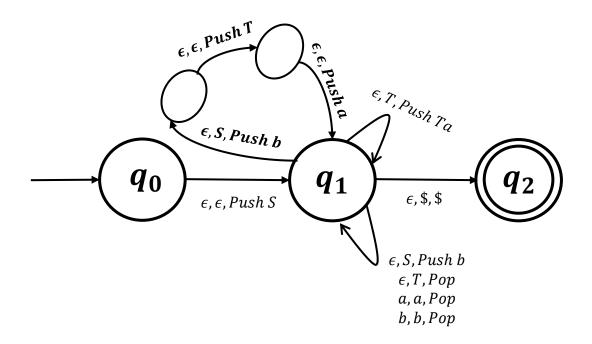
For rules where several elements need to be pushed, new states are introduced. This is only a shorthand for that.

**Example:**  $S \rightarrow aTb|b$  $T \rightarrow Ta|\epsilon$ 

Input to PDA: w = aaab

Derivation for input string w = aaab can be generated by G:

$$S \rightarrow aTb \rightarrow aTab \rightarrow aTaab \rightarrow aaab$$

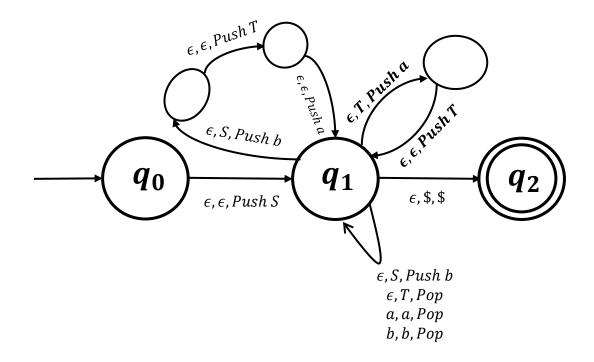


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#### **Summary**

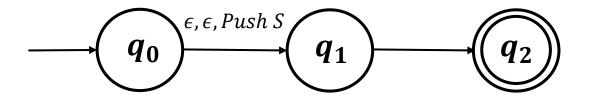
Given the rules of a CFG G, the equivalent PDA either non deterministically chooses which rule to use or matches part of the input symbol.

#### Prove that if L is context free then there exists an equivalent PDA that recognizes L.

**Proof:** For convenience, we shall be using the shorthand notation.

Let G be a CFG with a set of rules R, then the equivalent PDA P will have three states  $\{q_0, q_1, q_2\}$ .

The PDA P first pushes the start symbol S into the stack, irrespective of the input symbol and transitions from the initial state  $q_0$  to  $q_1$ , i.e.  $\delta(q_0, \epsilon, \epsilon) = (q_1, S)$ .



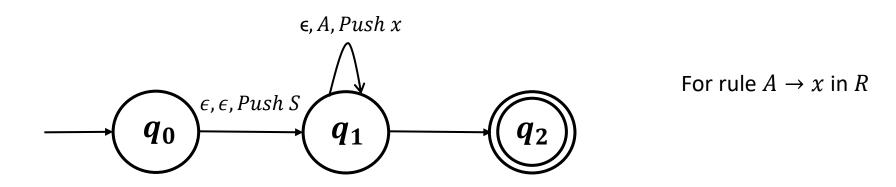
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• Pop A and push x onto the stack, where  $A \to x$  is a rule in R and return back to  $q_1$ , i.e. let  $\delta(q_1, \epsilon, A) = (q_1, x)$ .



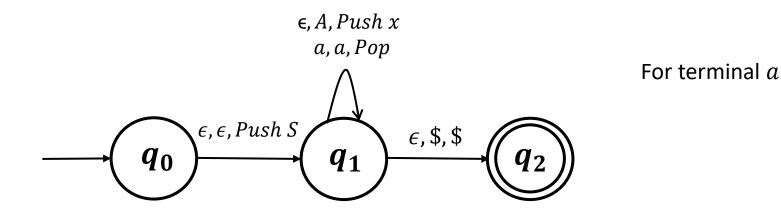
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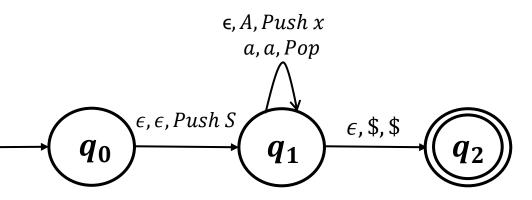
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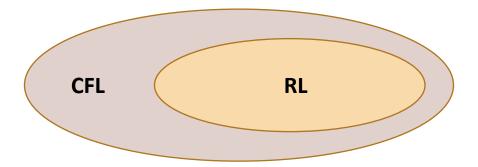
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- Pop a, i.e. let  $\delta(q_1, a, a) = (q_1, \epsilon)$ . Matching the input string with the terminals in stack.
- If the stack is empty, when all the input symbols are read, transition from  $q_1$  to the accepting state  $q_2$ , i.e. let  $\delta(q_1,\epsilon,\$)=(q_2,\$)$



## Equivalence between PDA and CFL

- It can be shown that a language is context free **if and only if** a PDA recognizes it.
  - If L is context free then there exists a PDA that recognizes L. (We proved this)
  - The proof for the other direction (Constructing a CFG that generates L given a PDA that recognizes L) is quite elaborate
  - We won't be covering it in class. But the proof itself is quite easy to understand.
  - Refer to a standard text book (e.g. Sipser)

 $(RL \equiv Regular \ Grammar \equiv Regular \ Expressions \equiv NFA \equiv DFA) \subseteq (CFL \equiv CFG \equiv PDA)$ 



- So far we have considered Non-deterministic PDAs (which are referred to as just PDAs)
- Multiple transitions per input symbol/stack symbol is allowed
- Recall that for regular languages, introducing non-determinism added no extra power to finite automata: NFAs and DFAs were equivalent
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DPDAs can be defined in a similar manner to PDAs with the following restriction:

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- This enforces deterministic behaviour by ruling out scenarios such as:  $\delta(q, a, x) \neq \Phi$  and  $\delta(q, a, \epsilon) \neq \Phi$ .
- If there is an  $\epsilon$ -transition for some configuration, no other input consuming move is possible.

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 $\begin{array}{c|c}
\hline
 & 1,0,Pop \\
\hline
 & T \\
\hline
\end{array}$ 

1,0,*Pop* 

 $0, \epsilon, Push 0$ 

Is this a DPDA?

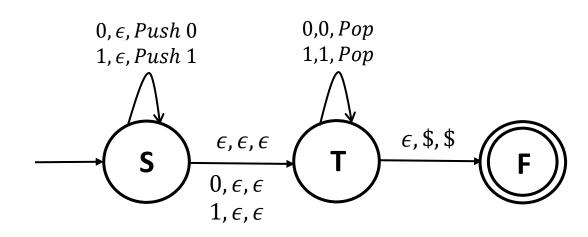
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- The language recognized by DPDAs known as Deterministic CFLs (DCFLs) are a proper subset of CFLs, i.e.

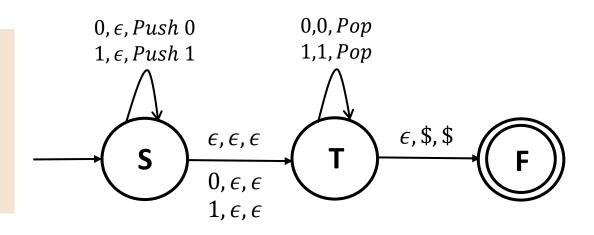
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$$DCFL \subseteq CFL$$

#### Example: $L = \{w | w \text{ is a Palindrome}\}$

The PDA had to non-deterministically guess when half the string has been read and make a transition.

So although  $L \in CFL$ ,  $L \notin DCFL$ .

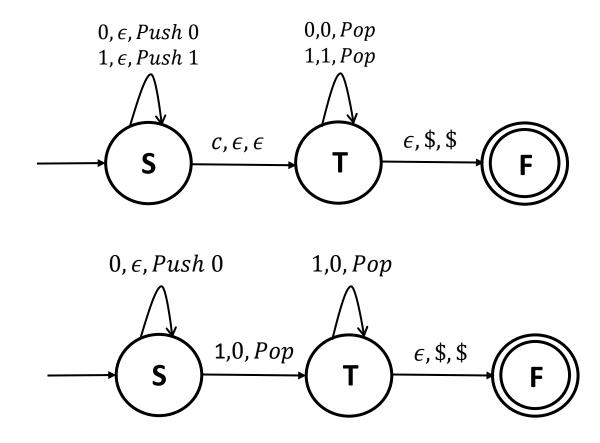


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- $\Sigma = \{0, 1, c\}$
- $L_1 = \{wcw^R | w \in \{0, 1\}^+\}$
- $L_1 \in DCFL$ .

- $L_2 = \{0^n 1^n, n \ge 1\}$
- $L_2 \in DCFL$ .



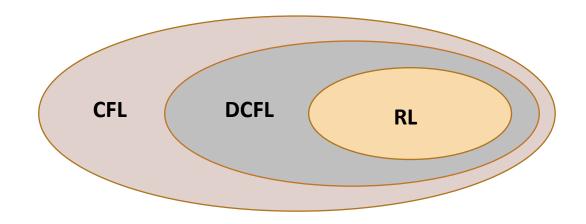
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#### **Next lecture:**

- Pumping lemma for CFLs
- Closure properties of CFLs



# Thank You!