



Computer Science

Theory of Computation

Context Free Languages

Lecture No.- 2



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Recap of Previous Lecture



Topic

CFG

Topic

Types of CFGs

Topic

CFG Vs CFL

Topics to be Covered



Topic

CFG Vs CFL

Topic

Types of Normal Forms

Topic

Simplification of CFGs

$$(31) \quad S \rightarrow aSa \mid bSb \mid \epsilon$$

 ϵ ✓

aa ✓

bb ✓

aaaa ✓

abba ✓

bbba ✓

baab ✓

$L =$ Set of all even length palindromes

$$= \{ww^R \mid w \in \{a,b\}^*\}$$

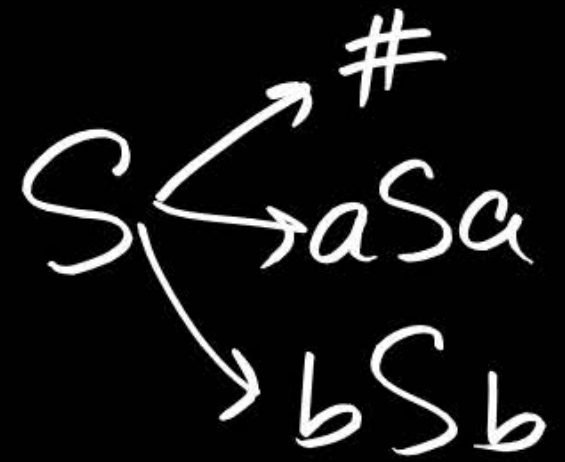
$$= \{w \mid w \in \{a,b\}^*, w = w^R, |w| = \text{even}\}$$



$$(32) \quad S \rightarrow aSa \mid bSb \mid \#$$

$$L = \{w\#w^R \mid w \in \{a,b\}^*\}$$

$$= \{\#, a\#a, b\#b, aa\#aa, bb\#bb, \\ \underbrace{ab\#ba}, \underbrace{ba\#ab}, \dots\}$$



(33)

$$S \rightarrow aSa \mid bSb \mid a \mid b$$

$$L = \{a, b, aaa, aba, bab, bbb, \dots\}$$

= Set of all odd length palindromes

$$= \{w(a+b)w^R \mid w \in \{a,b\}^*\}$$

$$= \{wxw^R \mid w \in \{a,b\}^*, x \in \{a,b\}\}$$

(34)

$$S \rightarrow aSa \mid bSb \mid \varepsilon \mid a \mid b$$

$L = \text{Set of all palindromes over } \Sigma = \{a, b\}$
 $= \{w \mid w \in \{a, b\}^*, w = w^R\}$

(35)

$$S \rightarrow aSa \mid \#$$

$$L = \{a^n \# a^n \mid n \geq 0\}$$

(36)

$$S \rightarrow aS \mid Sa \mid \#$$

$$L = \{a^* \# a^*\}$$

$$(37) \quad S \rightarrow aSa \mid \varepsilon$$

$$L = a^n a^n = a^{2n}$$

$$= (aa)^*$$

$$(38) \quad S \rightarrow aSbS \mid bSaS \mid \epsilon$$

$$L = \{w \mid w \in \{a, b\}^*, n_a(w) = n_b(w)\}$$

$$(39) \quad S \rightarrow SaSbS \mid SbSaS \mid \epsilon$$

$$L = \{w \mid w \in \{a, b\}^*, n_a(w) = n_b(w)\}$$

$$(40) \quad S \rightarrow aSb \mid bSa \mid SS \mid \epsilon$$

$$L = \{w \mid w \in \{a, b\}^*, n_a(w) = n_b(w)\}$$

$$L = \{ w \mid w \in \{a, b\}^*, \#a's(w) = \#b's(w) \}$$

$$= \{ \varepsilon, ab, ba, aabb, abab, abba, baab, \dots \}$$

$$\boxed{\#a's = \#b's}$$

$$(41) \quad S \rightarrow bSa \mid \epsilon \quad \Rightarrow L = \{b^n a^n\}$$

$$(42) \quad S \rightarrow \overset{\curvearrowright}{A} S \mid \epsilon \quad \Rightarrow L = a^*$$

$$A \rightarrow a$$

(43)

$$S \rightarrow AS \mid \epsilon$$

$$A \rightarrow aAb \mid \epsilon$$

☒ A) $L = \{a^n b^n \mid n \geq 0\}^*$

☐ B) $L = \{(a^n b^n)^* \mid n \geq 0\}$

☒ C) $L = \{a^{n_1} b^{n_1} a^{n_2} b^{n_2} \dots a^{n_k} b^{n_k} \mid n_1, n_2, \dots, n_k \geq 0, k \geq 1\}$

D) None of these

$$\{a^n b^n \mid n \geq 0\}^*$$

$$= \{ \underbrace{\varepsilon}_{n=0}, \underbrace{ab}_{n=1}, \underbrace{a^2b^2}_{n=2}, \underbrace{a^3b^3}_{n=3}, \dots \}$$

$ab \checkmark, abab, \dots$

$ababab$ ✓

$$\{ \}^2 = \{a^n b^n\}_{n=1} \{a^n b^n\}_{n=2}$$

$$= ababab \checkmark$$

$$\{(a^n b^n)^* \mid n \geq 0\}$$

$$= \{a^n b^n, \underbrace{a^n b^n a^n b^n}_{(a^n b^n)^2}, \underbrace{a^n b^n a^n b^n a^n b^n}_{(a^n b^n)^3}, \dots\}$$

$$(a^n b^n)^2$$

$abab$ ✓

$ababab$ ✗ not possible



Normal Forms :

$S \rightarrow SA$
 $A \rightarrow b$

a
 }
 CNF

→ Chomsky Normal Form (CNF CFG)

Every production must satisfy:

$V \rightarrow VV$	T
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→ Greibach Normal Form (GNF CFG)

$S \rightarrow aSS \mid bS \mid c$
 }
 GNF

$V \rightarrow TV^*$

$$S \rightarrow abcd$$

not in CNF
not in GNF

$$\underbrace{V \rightarrow VV \mid T}_{\text{CNF}}$$

$$\underbrace{V \rightarrow TV^*}_{\text{GNF}}$$

CNF CFG

$$S \rightarrow C_a C_b C_c C_d$$

$$S \rightarrow C_a X$$

$$X \rightarrow C_b Y$$

$$Y \rightarrow C_c C_d$$

$$C_a \rightarrow a$$

$$C_b \rightarrow b$$

$$C_c \rightarrow c$$

$$C_d \rightarrow d$$

GNF CFG

$$S \rightarrow a C_b C_c C_d$$

$$C_b \rightarrow b$$

$$C_c \rightarrow c$$

$$C_d \rightarrow d$$

Note: I) If CFG is not having null rules then we can always convert into CNF CFG and GNF CFG.

II) If we construct parse tree using CNF CFG then it always looks like binary tree.

$V \rightarrow VV$



$V \rightarrow T$



Note:

I) For deriving n length string using CNF grammar,

$$\begin{array}{l} \text{No. of steps} = 2n - 1 \\ \text{(Length of derivation)} \end{array}$$

II) For deriving n length string using GNF grammar,

$$\text{No. of steps} = n$$

Using CNF CFG:

$w = a$

S
 $\Downarrow S \rightarrow a$
 a

#Steps = 1

$w = ab$

S
 $\Downarrow S \rightarrow XY$
 XY
 $\Downarrow X \rightarrow a$
 aY
 $\Downarrow Y \rightarrow b$
 ab

#Steps = 3

$w = abc$

S
 $\Downarrow S \rightarrow XY$
 XY
 $\Downarrow X \rightarrow a$
 aY
 $\Downarrow Y \rightarrow AB$
 aAB
 $\Downarrow A \rightarrow b$
 abB
 $\Downarrow B \rightarrow c$
 abc

#Steps = 5

$w = abcd$

#Steps = $2 \times n - 1$
 $= 2 \times 4 - 1$
 $= 7$

Using
~~GNFCFG~~
 $w = a$

S
 \Downarrow $S \rightarrow a$
 a

#Steps = 1

$w = ab$

S
 \Downarrow $S \rightarrow aA$
 aA
 \Downarrow $A \rightarrow b$
 ab

#Steps = 2

$w = abc$

S
 \Downarrow
 aBC
 \Downarrow
 abC
 \Downarrow
 abc

#Steps = 3

$w = abcd$

#Steps = n
 $= 4$

Simplification of CFG :

Any CFG \rightarrow Eliminate null rules $X \rightarrow \epsilon$
NULL Rule

Eliminate UNIT Rule

 $X \rightarrow Y$
UNIT

Eliminate USELESS Rule

Simplified CFG

 $S \rightarrow aA$ $A \rightarrow b$ $B \rightarrow c$
useless

Elimination of NULL Rules:

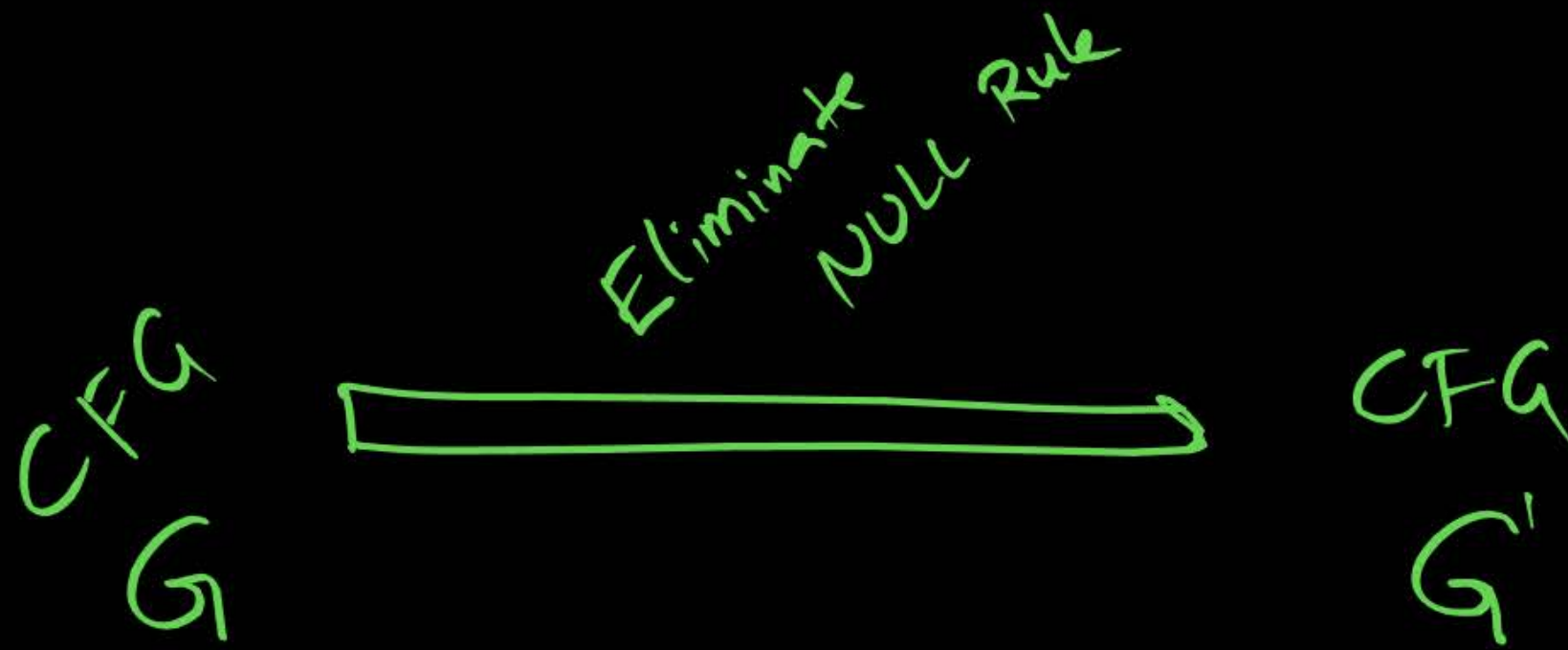
$$\begin{aligned}
 S &\rightarrow aA \mid \epsilon \\
 A &\rightarrow bSa \mid Bd \\
 B &\rightarrow aAe \mid \epsilon
 \end{aligned}$$

Step 1: Delete $S \rightarrow \epsilon$
 put ϵ in all places of S

$$\begin{aligned}
 S &\rightarrow aA \\
 A &\rightarrow bSa \mid Bd \mid \epsilon \\
 B &\rightarrow aAe \mid \epsilon
 \end{aligned}$$

Step 2: Delete $B \rightarrow \epsilon$

$$\begin{aligned}
 S &\rightarrow aA \\
 A &\rightarrow bSa \mid Bd \mid ba \mid d \\
 B &\rightarrow aAe
 \end{aligned}$$



$$L(G) - \{\epsilon\} = L(G')$$

Elimination of UNIT Rules:

Step 1: Delete $S \rightarrow A$
 put all A productions in S

$$S \rightarrow aB | A$$

$$A \rightarrow bS | B$$

$$B \rightarrow aA | S$$

$$S \rightarrow aB | bS | B$$

$$A \rightarrow bS | B$$

$$B \rightarrow aA | S$$

Step 2: Delete $S \rightarrow B$

$$S \rightarrow aB | bS | aA | \cancel{S}$$

$$A \rightarrow bS | B$$

$$B \rightarrow aA | S$$

Step 3: Delete $A \rightarrow B$

already been already here

$$S \rightarrow aB | bS | aA$$

$$A \rightarrow bS | aA | S$$

$$B \rightarrow aA | S$$

Step 4: Delete $A \rightarrow S$

$$S \rightarrow aB | bS | aA$$

$$A \rightarrow bS | aA | aB$$

$$B \rightarrow aA | S$$

Step 5: Delete $B \rightarrow S$

$$S \rightarrow aB | bS | aA$$

$$A \rightarrow bS | aA | aB$$

$$B \rightarrow aA | aB | bS$$

Elimination of USELESS Rules and Symbols :

Step 1: Eliminate Non-terminal if it can't derive any string

$S \rightarrow aA$
 $A \rightarrow \textcircled{bB} \mid dD$
 $D \rightarrow e$
 $\boxed{F \rightarrow gF}$
 $E \rightarrow f$

S	A	B	D	E	F
\Downarrow some string	\Downarrow ✓	\Downarrow X	\Downarrow ✓	\Downarrow ✓	\Downarrow X

B and F can't derive any string

$\boxed{\begin{array}{l} S \rightarrow aA \\ A \rightarrow dD \\ D \rightarrow e \\ E \rightarrow f \end{array}}$

Step 2: Delete all unreachable symbols from Start S.

$\overbrace{S, A, D}$
 $\boxed{\begin{array}{l} S \rightarrow aA, A \rightarrow dD, \\ D \rightarrow e \end{array}}$

CFG



Delete NULL Rules



Delete UNIT Rules



Delete USELESS Rules



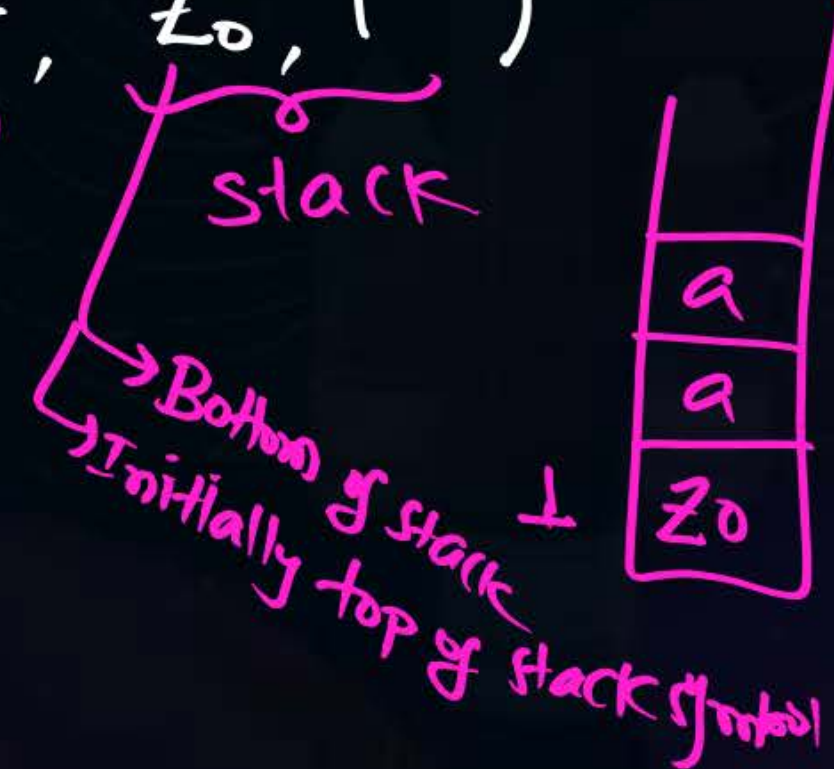
Simplified CFG

What is Push Down Automata (PDA) ?

- It represents a Context Free Language (accepts)
- It is by definition non-deterministic PDA

$$\text{PDA} = (Q, \Sigma, \delta, q_0, F, \underbrace{(\perp, z_0, \Gamma)}_{\text{stack}}, \text{stack alphabet})$$

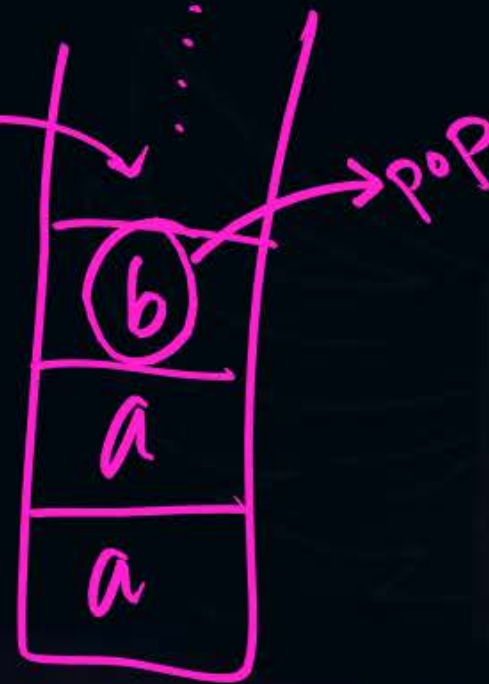
FA + 1 stack
 \equiv
 PDA

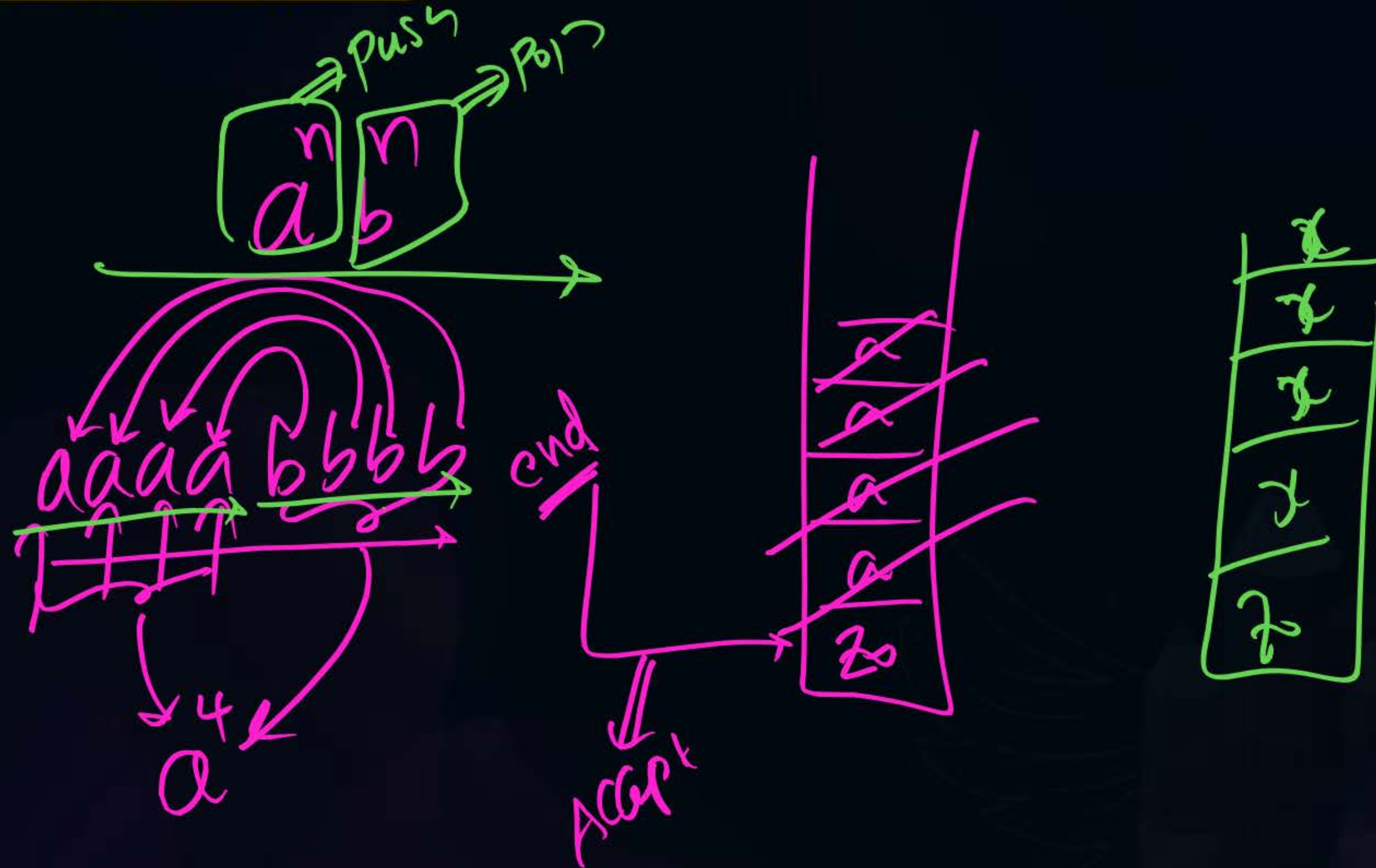


$\Gamma = \{a, z_0\}$
 = set of stack symbols

Stack

- It is a data structure
- LIFO
- Push and Pop happens in LIFO manner
- Unbounded memory





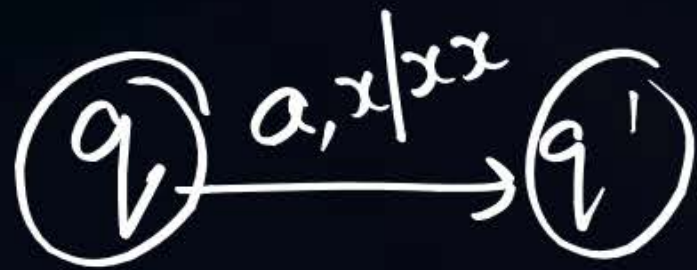
$$PDA = (Q, \Sigma, \delta, q_0, F, z_0, \Gamma)$$

$$\delta_{PDA} : Q \times \Sigma_{\epsilon} \times \Gamma^* \rightarrow 2^{Q \times \Gamma^*}$$

$$\delta_{DPDA} : Q \times \Sigma \times \Gamma \rightarrow Q \times \Gamma^*$$

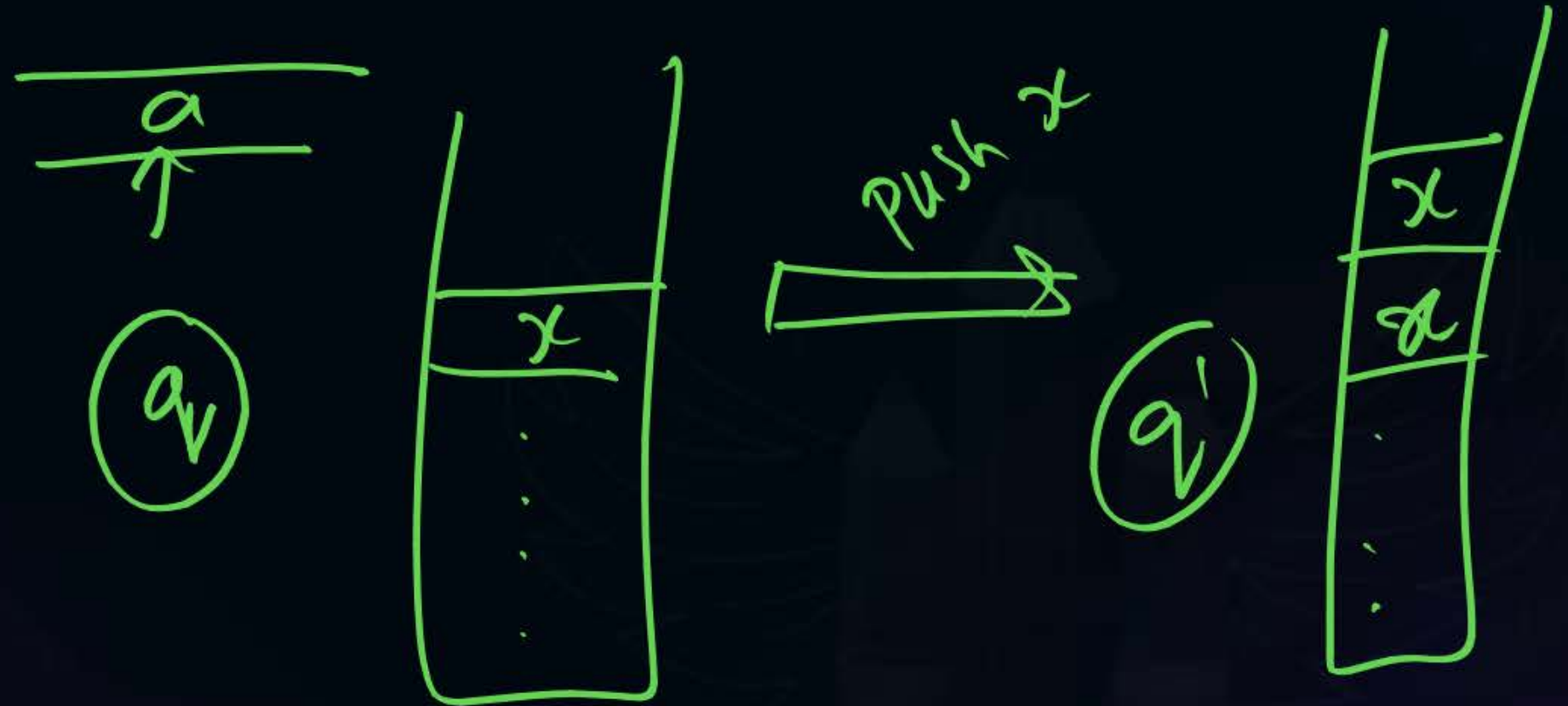
PDA Stack:

→ I) PUSH



$a, x \rightarrow xx$
 a, x, xx

$\delta(\overset{\text{present state}}{q}, \overset{\text{input symbol}}{a}, \overset{\text{top of stack}}{x}) = (q', \overset{\text{new prev}}{xx})$
 $Q \times \Sigma \times \Gamma \rightarrow Q \times \Gamma^*$



$$\delta(q, a, \varepsilon) = (q, x)$$

DPDA: $\delta(q, a, \underline{x}) = (q, \underline{xx})$

$q \in Q, x \in \Sigma^*$ $q \in Q, x \in \Sigma^*$

$$\delta(q, a, \underline{xx}) = (q, \underline{xxx})$$

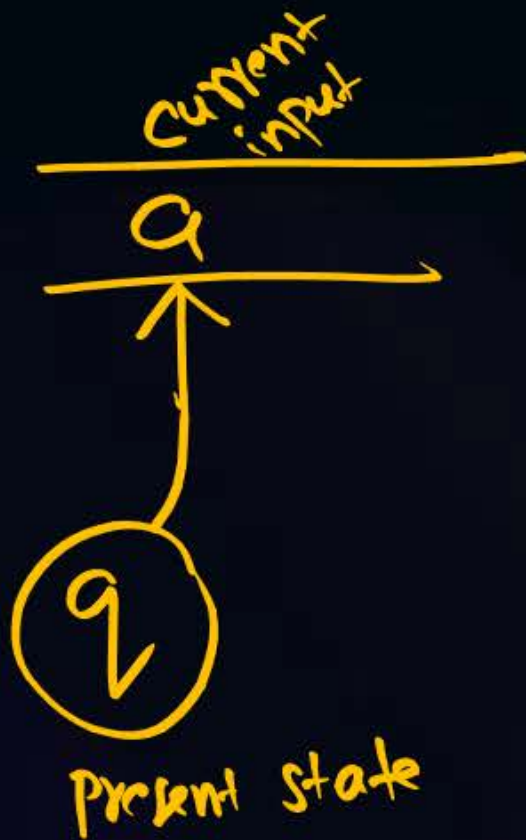
$$\delta(q, a, \underline{x}) = (q, \underline{xX})$$

push x

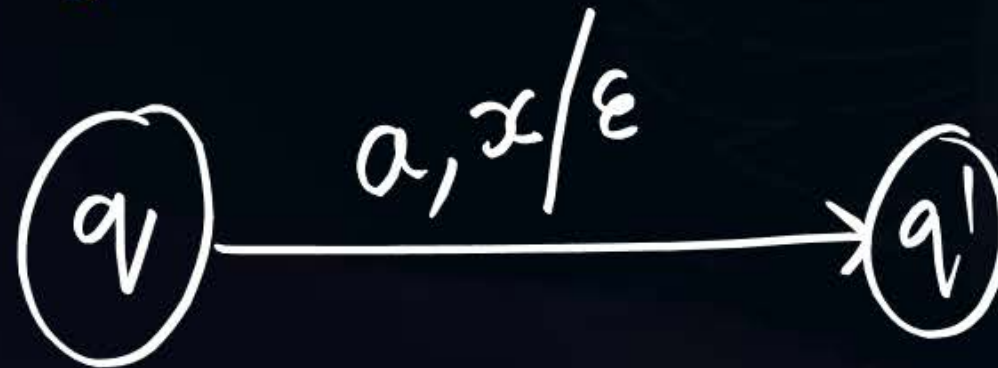
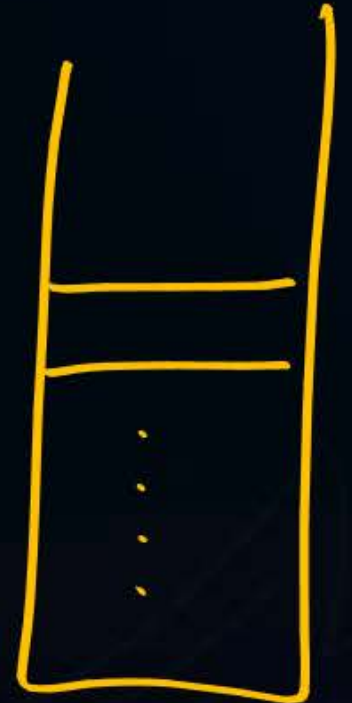
DPDA:

II) POP:

$$\delta(q, a, \boxed{x}) = (q', \boxed{\epsilon})$$



top of stack

pop x 

III) No operation:

$$\delta(q, a, \underline{x}) = (q', \underline{x})$$

no change



PDA {

DPDA: $\delta(q, a, \underline{x}) = (q, \underline{x})$

$\delta(q, a, \underline{X}) = (q, \underline{X})$

$\delta(q, a, \underline{\varepsilon}) = (q, \underline{\varepsilon})$

} nothing happened on stack

1) $x/x \Rightarrow$ no operation

2) $x/\epsilon \Rightarrow$ pop x

3) $\epsilon/\epsilon \Rightarrow$ no operation

4) $\epsilon/x \Rightarrow$ push x

5) $xxx/x \Rightarrow$ pop 2 x 's

Note:

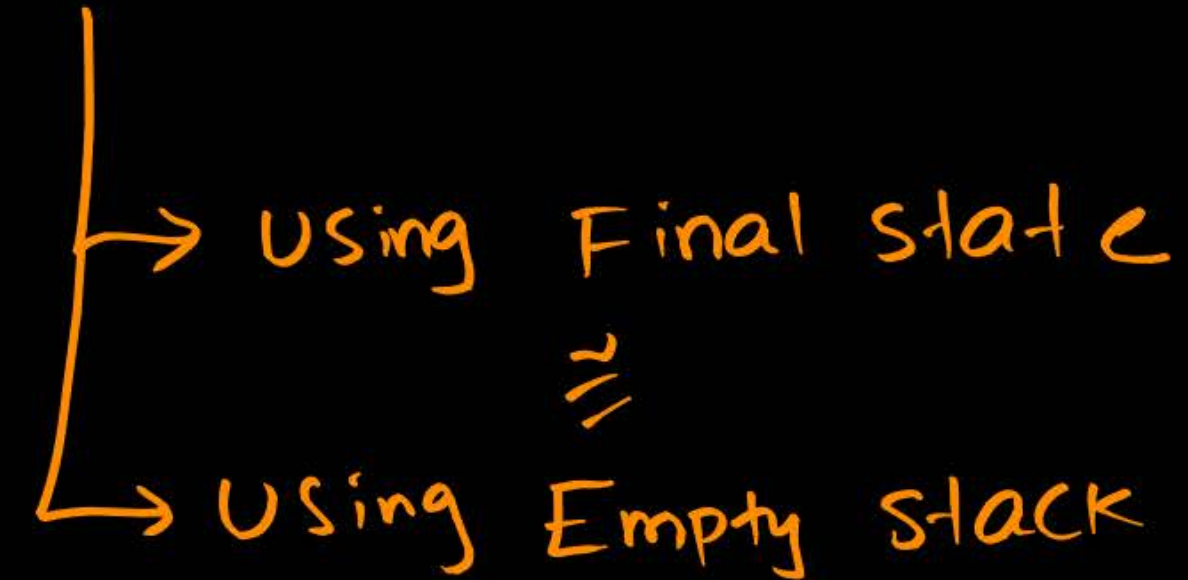
- I) Every DPDA is PDA
- II) PDA & DPDA are not equivalent
- III) DPDA < PDA
less powerful

IV) $L(\text{DPDA})$ is DCFL

V) $L(\text{PDA})$ is CFL



PDA Acceptance:



DPDA Acceptance





2 mins Summary



Topic

CFG Vs CFL

CFG Normal forms

Basics of PDA

→ What is PDA?

→ Transitions?

Next: PDA construction

THANK - YOU