FORMAL LANGUAGES AND AUTOMATA, 2024 FALL SEMESTER

# Lec 10. Pushdown Automata and CFG

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# **PDA FOR** $L = \{ w \cdot w^R : w \in \{0, 1\}^* \}$

# **PDA FOR** $L = \{ w \in \{a, b\}^* : |w|_a = |w|_b \}$

## EQUIVALENCE OF CFG AND PDA

#### **THEOREM**

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

- (⇒): converting a CFG to a PDA.
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- Key idea: we design PDA P which simulates a leftmost derivation of w.
  - It "matches" the input symbol and the stack symbol if the stack symbol is an element of  $\Sigma$ .
  - 2 It "replaces" the stack symbol A by  $\gamma$  if A is a variable of G and there is a rule  $A \rightarrow \gamma$ .

### CONVERTING CFG TO PDA: EXAMPLE

 $L = \{0^n 1^n : n \ge 0\}$  is the language of the grammar  $S \to 0S1 \quad | \quad \epsilon$ .

#### Construct a PDA P as follows.

- **1** There are three states  $q_{start}$ , q,  $q_{accept}$ .
- **2** The stack alphabet is  $V \cup \Sigma \cup \{\$\}$ .
- Initially, *P* places the marker \$ onto the (empty) stack, then the start symbol *S* on the CFG *G*.
- It loops at the state q and executes the following unless the stack symbol is \$
  - If the stack symbol is  $A \in V$ , then P nondeterministically chooses a rule of the form  $A \to \gamma$  and pushes  $\gamma$  onto stack so that the first symbol of  $\gamma$  is at the top.
  - If the stack symbol is  $a \in \Sigma$ , then P reads the symbol  $a \in \Sigma$  in the input and stays in the current state. If a cannot be read ("does not match"), no move is defined and the current computation branch dies out.
- If the stack symbol is \$, then it goes to  $q_{accept}$ . The input string is accepted if the string has been read fully. If not, the current branch dies out.

Construct a PDA  $P = (Q, \Sigma, \Gamma, \delta, q_0, F)$  from  $G = (V, \Sigma, R, S)$ :

- **3** For each stack symbol in  $V \cup \Sigma \cup \{\$\}$ 
  - for every  $A \in V$ :  $\delta(q, \epsilon, A) = \{(q, \gamma) : \text{ for all rules } A \to \gamma \text{ in } G\}$
  - for every  $a \in \Sigma$ :  $\delta(q, a, a) = \{(q, \epsilon)\}$
  - $\delta(q, \epsilon, \$) = \{q_{accept}, \epsilon\}.$

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How to implement a transition such as  $\{(q, \gamma) \in \delta(q, \epsilon, A) \text{ when } \gamma \text{ is a string, not necessarily a symbol in } \Gamma_{\epsilon}$ ?

#### Step A. Streamlining the PDA.

- It has a single accept state  $q_{accept}$ .
- It empties its stack before accepting.
- Each transition move either pushes a symbol onto the stack (<u>push</u> move) or pops a symbol off the stack (<u>pop</u> move), but does not do both at the same time.

#### Step B. Variables $A_{pq}$ for all $p, q \in Q$ .

**1** Meaning of  $A_{pq}$ : we intend to design CFG G so that

$$L(A_{pq}) := \{ \mathbf{w} : \mathbf{A} \Rightarrow_{\mathbf{G}}^* \mathbf{w} \}$$

coincides with

$$\{w:(p,w,\epsilon)\vdash_{G}^{*}(q,\epsilon,\epsilon)\}$$

- **2** Take  $A_{st}$  as the start variable of CFG G, where  $s = q_0$  and  $t = q_{accept}$ .
- **13** Then  $L(G)(=L(A_{st}))$  coincides with

$$\{w: (q_0, w, \epsilon) \vdash_G^* (q_{accept}, \epsilon, \epsilon)\},$$

which is precisely L(P).

#### Step C. Designing a production rule for the variable $A_{pq}$ .

For a string w in

$$\{w:(p,w,\epsilon)\vdash_{G}^{*}(q,\epsilon,\epsilon)\},\$$

two situation can occur when P runs on w.

- A the stack gets empty while running
- B the symbol pushed at the beginning is never popped till the last moment.

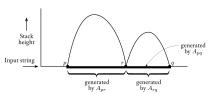


Figure 2.28, Sipser 2012

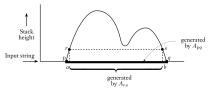


Figure 2.29, Sipser 2012

#### Step C. Designing a production rule for the variable $A_{pq}$ .

For a string w in

$$\{w:(p,w,\epsilon)\vdash_P^*(q,\epsilon,\epsilon)\},$$

two situation can occur when P runs on w.

- **△** the stack gets empty while running: i.e.  $w \in L(A_{pr}) \cdot L(A_{rg})$ .
- **B** the symbol pushed at the beginning is never popped till the last moment. i.e. w ∈ aL(rs)b for all a, b ∈ Σ whenever δ(p, a, ε) contains (r, u) and δ(s, b, u) contains (q, ε) for some u ∈ Γ.
- **2** The trivial case  $(p, \epsilon, \epsilon) \vdash_P^* (p, \epsilon, \epsilon)$ .

Each case is simulated by the next rules.

- case A:  $A_{pq} \rightarrow A_{pr}A_{rq}$  for all  $p, q, r \in Q$
- case B:  $A_{pq} \to aA_{rs}b$  for all  $p, q, r, s \in Q$  and  $a, b \in \Sigma_{\epsilon}$ , and  $u \in \Gamma$  such that  $\delta(p, a, \epsilon)$  contains (r, u) and  $\delta(s, b, u)$  contains  $(q, \epsilon)$ .
- case C:  $A_{nn} \rightarrow \epsilon$ .

The new CFG G contains all the above rules.

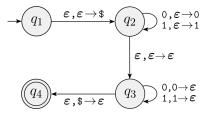


Figure 2.19, Sipser 2012