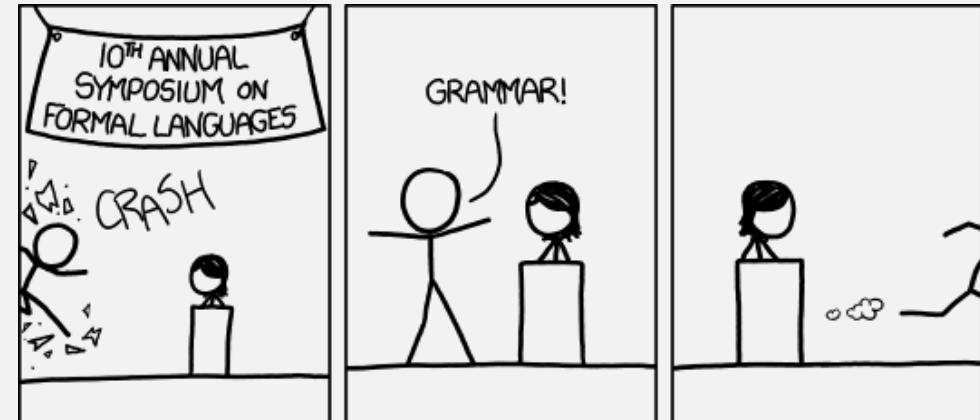


CS 420 / CS 620

# Pushdown Automata (PDAs)

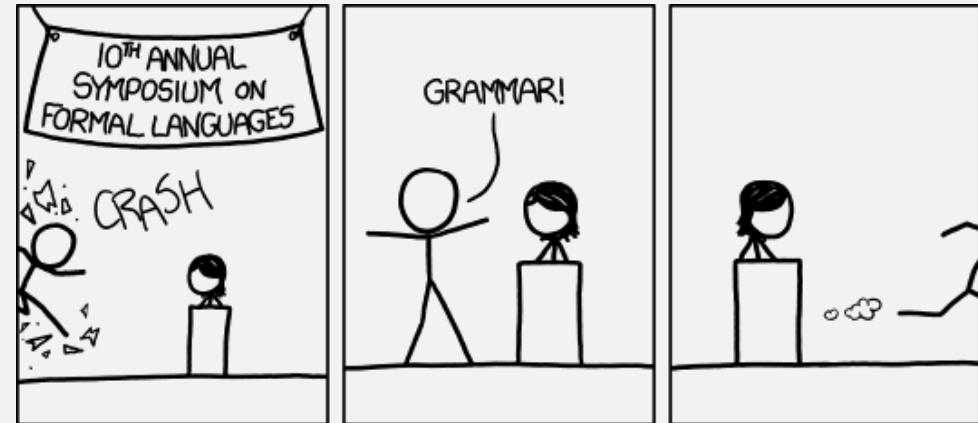
Wednesday October 22, 2025

UMass Boston Computer Science



## *Announcements*

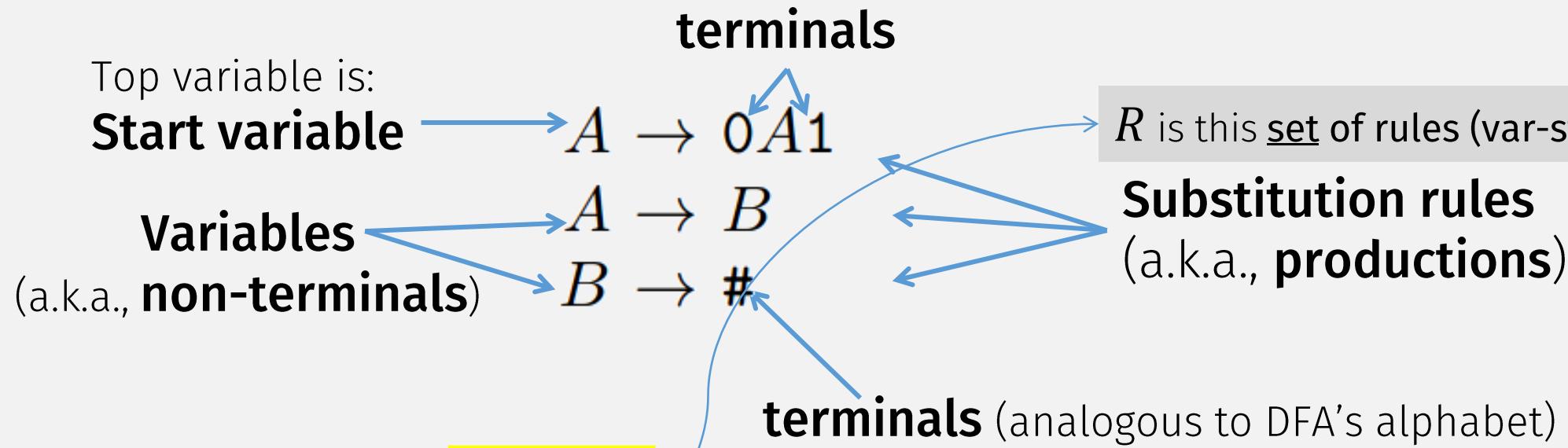
- HW 7
  - Out: Mon 10/20 12pm (noon)
  - Due: Mon 10/27 12pm (noon)



Last Time:

# Context-Free Grammar (CFG)

Grammar  $G_1 = (V, \Sigma, R, S)$



A *context-free grammar* is a 4-tuple  $(V, \Sigma, R, S)$  where

1.  $V$  is a finite set called the *variables*,
2.  $\Sigma$  is a finite set, disjoint from  $V$ , called the *terminals*,
3.  $R$  is a finite set of *rules*, with each rule being a variable and a string of variables and terminals, and
4.  $S \in V$  is the start variable.

$$V = \{A, B\},$$

$$\Sigma = \{0, 1, \#\},$$

$$S = A,$$

Last Time:

# Generating Strings with a CFG

Grammar  $G_1 = (V, \Sigma, R, S)$

$$\begin{array}{l} A \rightarrow 0A1 \\ A \rightarrow B \\ B \rightarrow \# \end{array}$$

Strings in CFG's language  
= all possible generated / derived strings

$$L(G_1) \text{ is } \{0^n \# 1^n \mid n \geq 0\}$$

A CFG **generates** a string, by repeatedly applying substitution rules:

Example:

$$A \Rightarrow 0A1 \Rightarrow 00A11 \Rightarrow 000A111 \Rightarrow 000B111 \Rightarrow 000\#111$$

This sequence of steps is called a **derivation**

Last Time:

# Derivations: Formally

Let  $G = (V, \Sigma, R, S)$

## Single-step

$$\alpha \boxed{A} \beta \xrightarrow[G]{} \alpha \boxed{\gamma} \beta$$

Where:

$$\alpha, \beta \in (V \cup \Sigma)^*$$

sequence of  
terminals or variables

$$A \in V$$

Variable

$$A \rightarrow \boxed{\gamma} \in R$$

Rule

A **context-free grammar** is a 4-tuple  $(V, \Sigma, R, S)$ , where

1.  $V$  is a finite set called the **variables**,
2.  $\Sigma$  is a finite set, disjoint from  $V$ , called the **terminals**,
3.  $R$  is a finite set of **rules**, with each rule being a variable and a string of variables and terminals, and
4.  $S \in V$  is the start variable.

Last Time:

# Derivations: Formally

Let  $G = (V, \Sigma, R, S)$

**Single-step**

$$\alpha A \beta \xrightarrow{G} \alpha \gamma \beta$$

Where:

$$\alpha, \beta \in (V \cup \Sigma)^*$$

sequence of  
terminals or variables

$$A \in V$$

Variable

$$A \rightarrow \gamma \in R$$

Rule

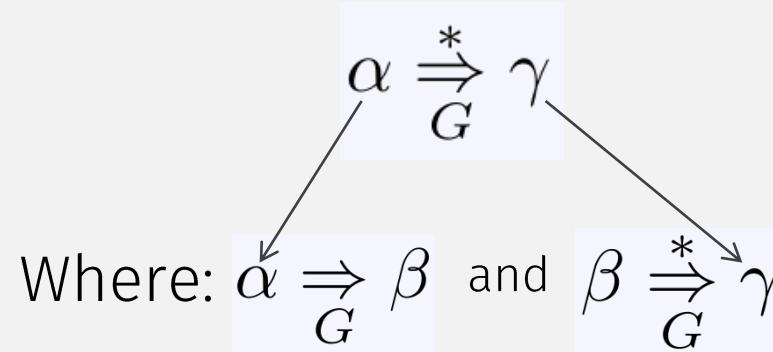
A **context-free grammar** is a 4-tuple  $(V, \Sigma, R, S)$ , where

1.  $V$  is a finite set called the **variables**,
2.  $\Sigma$  is a finite set, disjoint from  $V$ , called the **terminals**,
3.  $R$  is a finite set of **rules**, with each rule being a variable and a string of variables and terminals, and
4.  $S \in V$  is the start variable.

**Multi-step** (recursively defined)

**Base case:**  $\alpha \xrightarrow{G}^* \alpha$  (0 steps)

**Recursive case:** (1 or more steps)



Single step

(smaller)  
Recursive “call”

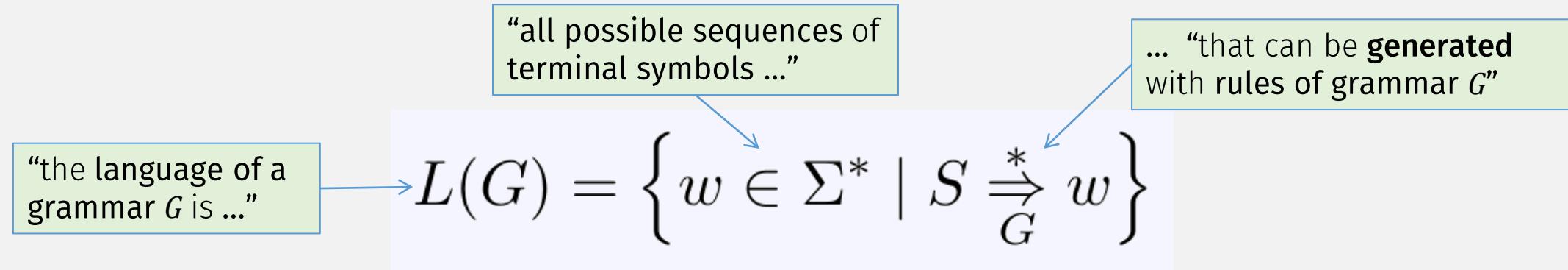
Last Time:

# Formal Definition of a CFL

A **context-free grammar** is a 4-tuple  $(V, \Sigma, R, S)$ , where

1.  $V$  is a finite set called the **variables**,
2.  $\Sigma$  is a finite set, disjoint from  $V$ , called the **terminals**,
3.  $R$  is a finite set of **rules**, with each rule being a variable and a string of variables and terminals, and
4.  $S \in V$  is the start variable.

$$G = (V, \Sigma, R, S)$$



Any language that can be generated by some context-free grammar is called a **context-free language**

Alternatively (an easier form to use in a proof is):

**IF** a language can be generated by some **CFG**,  
**THEN** that language is a **CFL**

Or: **IF** a **CFG** describes a language, **THEN** that language is a **CFL**

Last Time:

# Designing Grammars : Basics

## 1. Think about what you want to “link” together

- E.g.,  $0^n 1^n$ 
  - $A \rightarrow 0A1$
  - # 0s and # 1s are “linked”
- E.g., HTML
  - ELEMENT  $\rightarrow <\text{TAG}> \text{CONTENT} </\text{TAG}>$
  - Start and end tags are “linked”

## 2. Start with **small grammars** (computation) and then combine - just like with DFAs, NFAs, and programming!

Last Time:

# Designing Grammars: Building Up

- Start with small grammars and then **combine** (just like programming)
  - To create a grammar for the language  $\{0^n 1^n \mid n \geq 0\} \cup \{1^n 0^n \mid n \geq 0\}$
  - First create grammar for lang  $\{0^n 1^n \mid n \geq 0\}$ :
$$S_1 \rightarrow 0S_1 1 \mid \epsilon$$
  - Then create grammar for lang  $\{1^n 0^n \mid n \geq 0\}$ :
$$S_2 \rightarrow 1S_2 0 \mid \epsilon$$
  - Then **combine**:
$$S \rightarrow S_1 \mid S_2$$
$$S_1 \rightarrow 0S_1 1 \mid \epsilon$$
$$S_2 \rightarrow 1S_2 0 \mid \epsilon$$

New start variable and rule  
combines two smaller  
grammars

"|" = "or" = union  
(combines 2 rules  
with same left side)

Last Time:

# (Closed) Operations for CFLs?

- Start with small grammars and then **combine** (just like programming)

- “Or”:

$$S \rightarrow S_1 \mid S_2$$

- “Concatenate”:  $S \rightarrow S_1 S_2$

Status check:

Could you write out the precise  
**Statement to Prove** and the  
full proof?

- “Star” (repetition):  $S' \rightarrow S' S_1 \mid \epsilon$

“The set of CFLs are closed under ...”

“IF  $L_1$  and  $L_2$  are **CFLs** THEN ... is a **CFL**”

# Regular Language vs CFL Comparison

Regular Languages	Context-Free Languages (CFLs)
Regular Expression	Context-Free Grammar (CFG)
<u>describes</u> a Regular Lang	<u>describes</u> a CFL

# Regular Language vs CFL Comparison

Regular Languages	Context-Free Languages (CFLs)
Regular Expression	Context-Free Grammar (CFG)
<u>describes</u> a Regular Lang	<u>describes</u> a CFL
Finite State Automaton (FSA)	???
<u>recognizes</u> a Regular Lang	<u>recognizes</u> a CFL

# Regular Language vs CFL Comparison

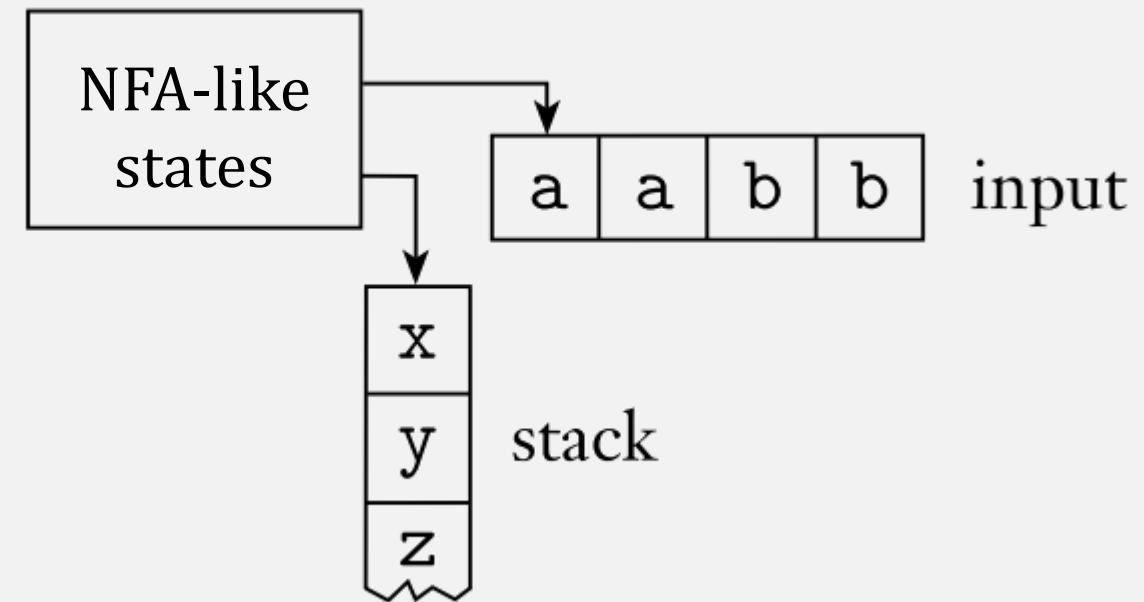
Regular Languages	Context-Free Languages (CFLs)
thm Regular Expression <u>describes</u> a Regular Lang	def Context-Free Grammar (CFG) <u>describes</u> a CFL
def Finite State Automaton (FSA) <u>recognizes</u> a Regular Lang	thm <b>Push-down Automata (PDA)</b> <u>recognizes</u> a CFL

# Regular Language vs CFL Comparison

Regular Languages		Context-Free Languages (CFLs)	
thm	Regular Expression <u>describes</u> a Regular Lang	Context-Free Grammar (CFG) <u>describes</u> a CFL	def
def	Finite State Automaton (FSM) <u>recognizes</u> a Regular Lang	<b>Push-down Automata (PDA)</b> <u>recognizes</u> a CFL	thm
Proved:		Must Prove:	
Regular Lang $\Leftrightarrow$ Regular Expr <input checked="" type="checkbox"/>		CFL $\Leftrightarrow$ PDA <b>???</b>	

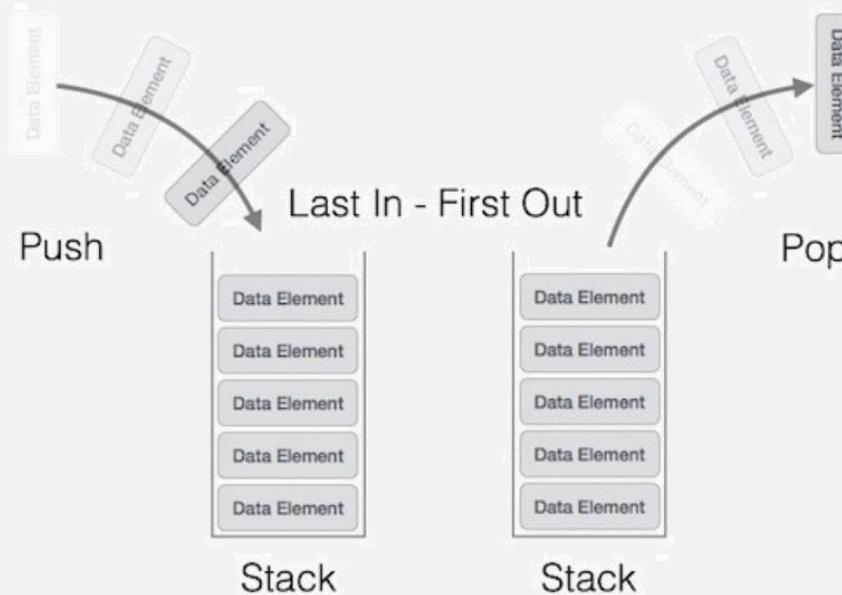
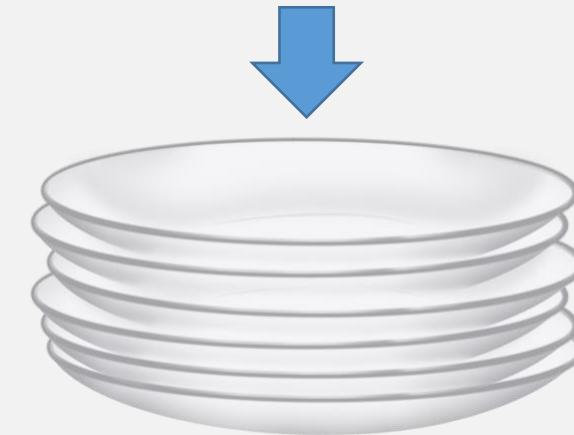
# Pushdown Automata (PDA)

**PDA = NFA + a stack**



# What is a Stack?

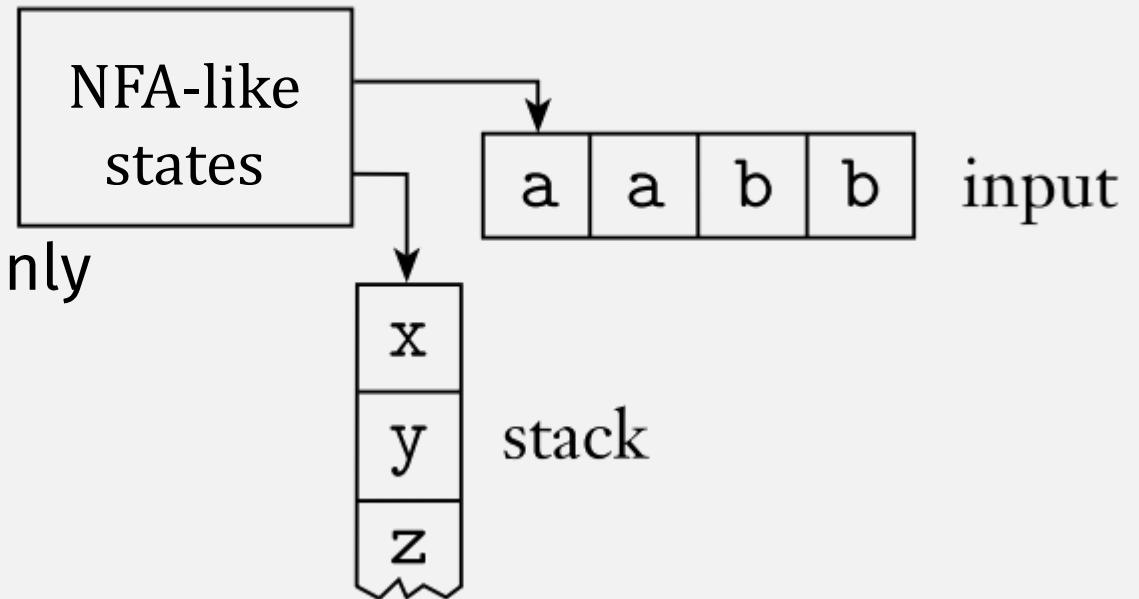
- A restricted kind of (infinite!) memory
- Access to top element only
- 2 Operations only: push, pop



# Pushdown Automata (PDA)

- **PDA = NFA + a stack**

- Infinite memory!
- But ... read/write top location only
  - Push/pop

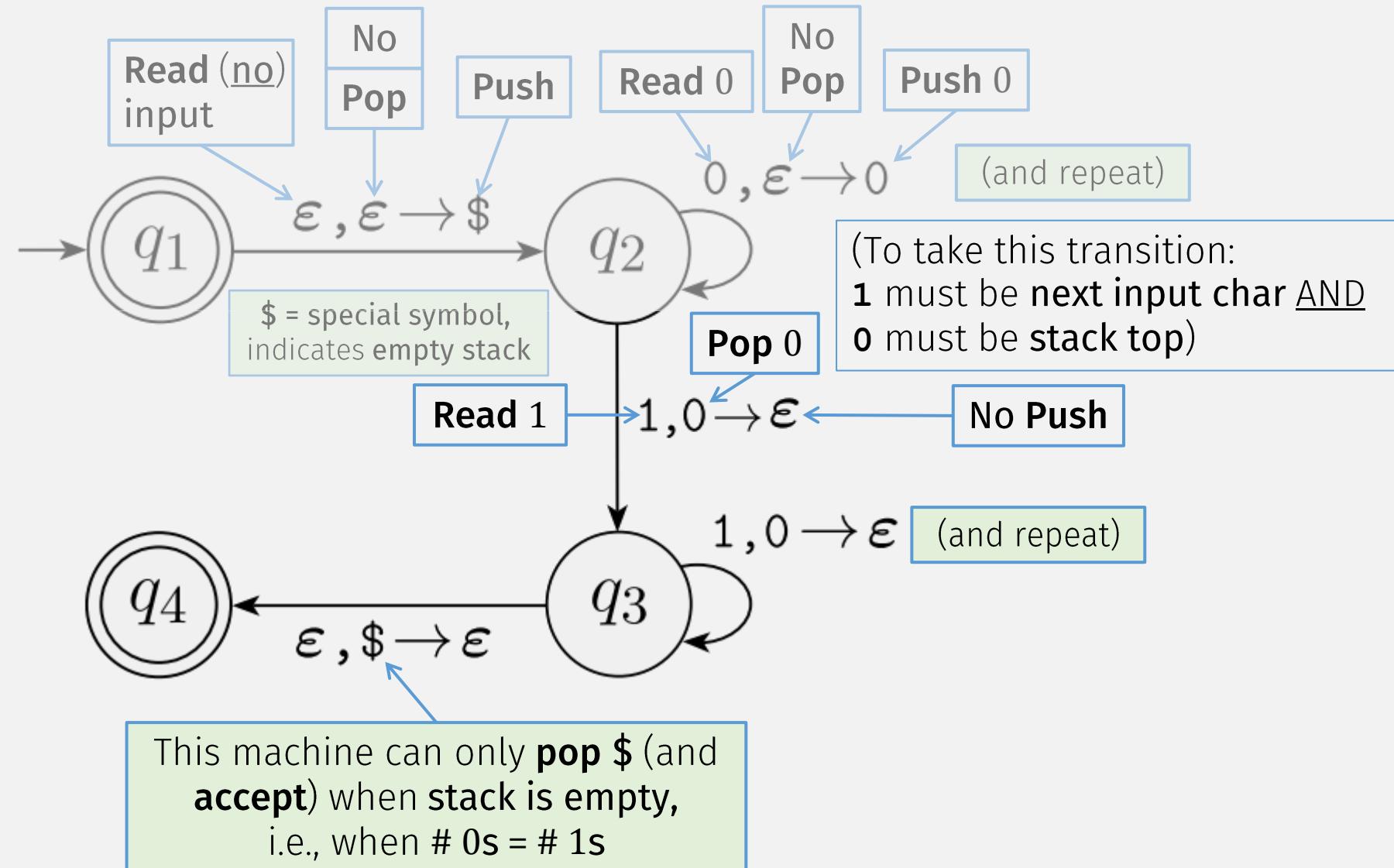


$$\{0^n 1^n \mid n \geq 0\}$$

# An Example PDA

A PDA transition has 3 parts:

- **Read** (input)
- **Pop** (stack)
- **Push** (stack)



# Formal Definition of PDA

A **pushdown automaton** is a 6-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, F)$ , where  $Q, \Sigma, \Gamma$ , and  $F$  are all finite sets, and

1.  $Q$  is the set of states,
2.  $\Sigma$  is the input alphabet,
3.  $\Gamma$  is the stack alphabet, Stack alphabet has special stack symbols, e.g., \$
4.  $\delta: Q \times \Sigma_\varepsilon \times \Gamma_\varepsilon \rightarrow \mathcal{P}(Q \times \Gamma_\varepsilon)$  is the transition function,  
Input   Pop   Push
5.  $q_0 \in Q$  part state, and
6.  $F \subseteq Q$  is the set of accept states.

Non-deterministic!  
Result of a step is **set** of (STATE, STACK CHAR) pairs

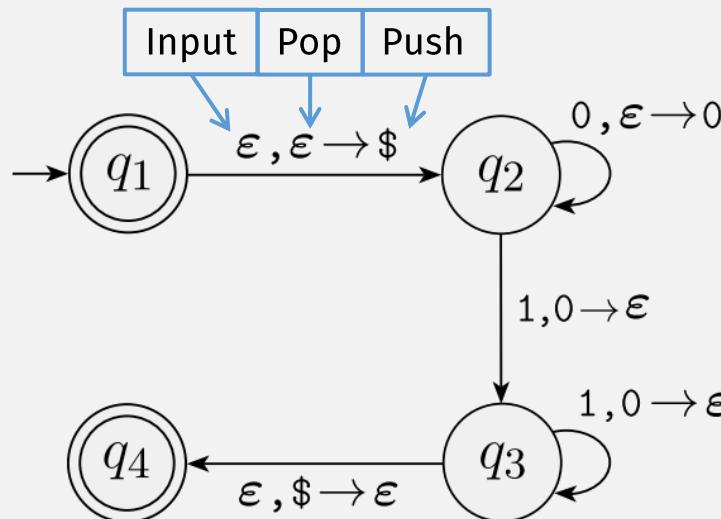
Let  $M_1$  be  $(Q, \Sigma, \Gamma, \delta, q_1, F)$ , where  $Q = \{q_1, q_2, q_3, q_4\}$ ,

# PDA Formal Definition Example

$$\begin{array}{l} \Sigma = \{0, 1\}, \\ \Gamma = \{0, \$\}, \end{array}$$

Stack alphabet has special stack symbol \$

$$F = \{q_1, q_4\},$$



A **pushdown automaton** is a 6-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, F)$ , where  $Q$ ,  $\Sigma$ ,  $\Gamma$ , and  $F$  are all finite sets, and

1.  $Q$  is the set of states,
2.  $\Sigma$  is the input alphabet,
3.  $\Gamma$  is the stack alphabet,
4.  $\delta: Q \times \Sigma_\epsilon \times \Gamma_\epsilon \rightarrow \mathcal{P}(Q \times \Gamma_\epsilon)$  is the transition function,
5.  $q_0 \in Q$  is the start state, and
6.  $F \subseteq Q$  is the set of accept states.

Let  $M_1$  be  $(Q, \Sigma, \Gamma, \delta, q_1, F)$ , where  $Q = \{q_1, q_2, q_3, q_4\}$ ,

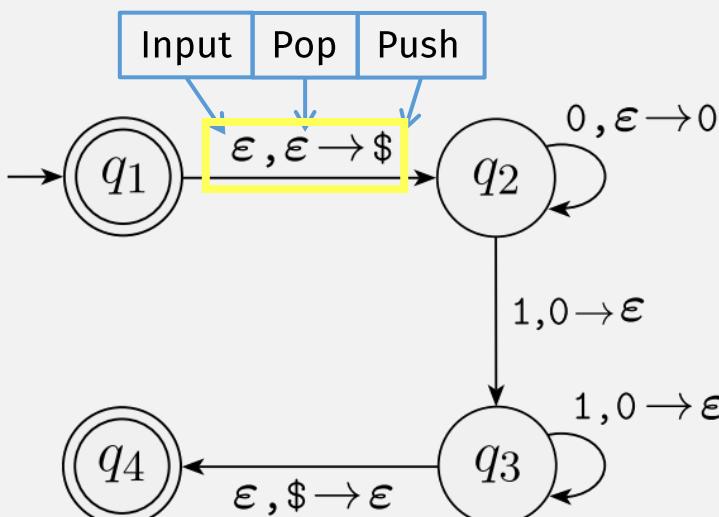
$$\Sigma = \{0, 1\},$$

$$\Gamma = \{0, \$\},$$

$$F = \{q_1, q_4\}, \text{ and}$$

$\delta$  is given by the following table, wherein blank entries signify  $\emptyset$ .

Let's play a game:  
**"Match transition  
to a number!"**



Input:	0	$\epsilon$	1	0	\$	$\epsilon$	0	\$	$\epsilon$
Stack:	0	\$	$\epsilon$	0	$\epsilon$	0	$\epsilon$	0	$\epsilon$
$q_1$									
$q_2$		$\{(q_2, 0)\}$		$\{(q_3, \epsilon)\}$	2				$\{(q_2, \$)\}$
$q_3$			1		$\{(q_3, \epsilon)\}$	3			
$q_4$							$\{(q_4, \epsilon)\}$		4
									5

A **pushdown automaton** is a 6-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, F)$ , where  $Q, \Sigma, \Gamma$ , and  $F$  are all finite sets, and

1.  $Q$  is the set of states,
2.  $\Sigma$  is the input alphabet,
3.  $\Gamma$  is the stack alphabet,
4.  $\delta: Q \times \Sigma \times \Gamma \rightarrow \mathcal{P}(Q \times \Gamma)$  is the transition function,
5.  $q_0 \in Q$  is the start state, and
6.  $F \subseteq Q$  is the set of accept states.

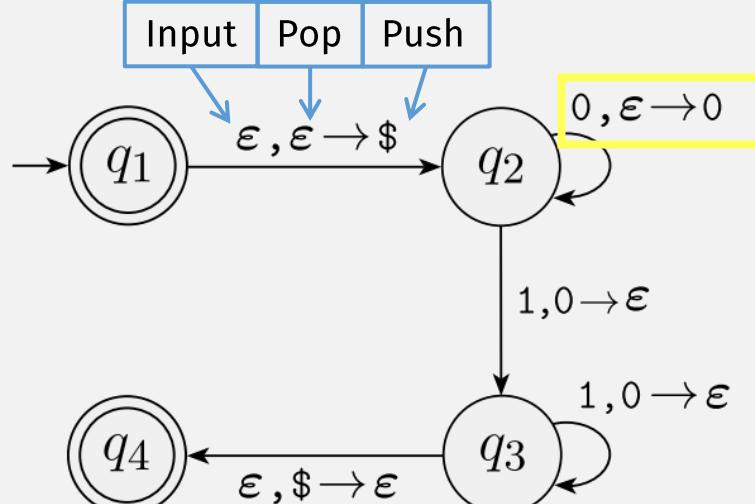
Let  $M_1$  be  $(Q, \Sigma, \Gamma, \delta, q_1, F)$ , where  $Q = \{q_1, q_2, q_3, q_4\}$ ,

$$\Sigma = \{0, 1\},$$

$$\Gamma = \{0, \$\},$$

$$F = \{q_1, q_4\}, \text{ and}$$

$\delta$  is given by the following table, wherein blank entries signify  $\emptyset$ .



Input:	0	1	$\epsilon$	Input
Stack:	0    \$ $\epsilon$	0    \$ $\epsilon$ 0    \$ $\epsilon$	0    \$ $\epsilon$	Pop
				Push
$q_1$				$\{(q_2, \$)\}$
$q_2$	$\{(q_2, 0)\}$	$\{(q_3, \epsilon)\}$	$\{(q_4, \epsilon)\}$	$\{(q_2, \$)\}$
$q_3$	1	$\{(q_3, \epsilon)\}$	4	5
$q_4$				

A **pushdown automaton** is a 6-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, F)$ , where  $Q, \Sigma, \Gamma$ , and  $F$  are all finite sets, and

1.  $Q$  is the set of states,
2.  $\Sigma$  is the input alphabet,
3.  $\Gamma$  is the stack alphabet,
4.  $\delta: Q \times \Sigma_\epsilon \times \Gamma_\epsilon \rightarrow \mathcal{P}(Q \times \Gamma_\epsilon)$  is the transition function,
5.  $q_0 \in Q$  is the start state, and
6.  $F \subseteq Q$  is the set of accept states.

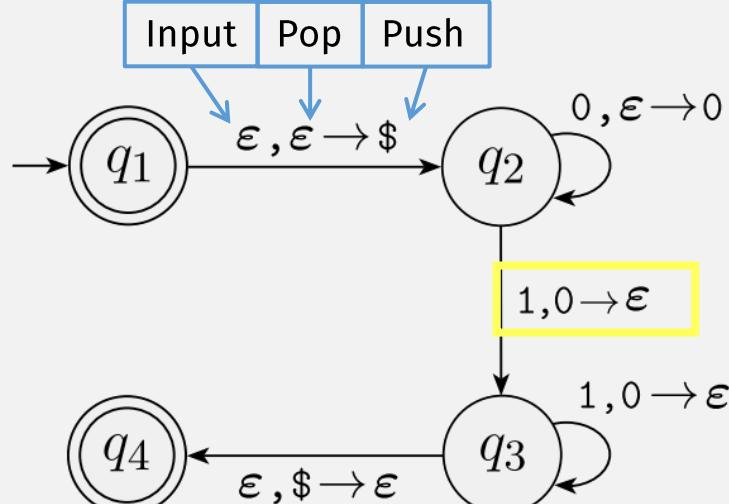
Let  $M_1$  be  $(Q, \Sigma, \Gamma, \delta, q_1, F)$ , where  $Q = \{q_1, q_2, q_3, q_4\}$ ,

$$\Sigma = \{0, 1\},$$

$$\Gamma = \{0, \$\},$$

$$F = \{q_1, q_4\}, \text{ and}$$

$\delta$  is given by the following table, wherein blank entries signify  $\emptyset$ .



Input:	0			1			$\epsilon$			Input
Stack:	0	\$	$\epsilon$	0	\$	$\epsilon$	0	\$	$\epsilon$	Pop
	$\{(q_2, 0)\}$	$\{(q_3, \epsilon)\}$	$\{(q_4, \epsilon)\}$	$\{(q_2, \$)\}$						Push
$q_1$										
$q_2$	$\{(q_2, 0)\}$	$\{(q_3, \epsilon)\}$	$\{(q_4, \epsilon)\}$	$\{(q_2, \$)\}$						
$q_3$	<b>1</b>	<b>2</b>	<b>3</b>							
$q_4$										

A **pushdown automaton** is a 6-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, F)$ , where  $Q, \Sigma, \Gamma$ , and  $F$  are all finite sets, and

1.  $Q$  is the set of states,
2.  $\Sigma$  is the input alphabet,
3.  $\Gamma$  is the stack alphabet,
4.  $\delta: Q \times \Sigma_\epsilon \times \Gamma_\epsilon \rightarrow \mathcal{P}(Q \times \Gamma_\epsilon)$  is the transition function,
5.  $q_0 \in Q$  is the start state, and
6.  $F \subseteq Q$  is the set of accept states.

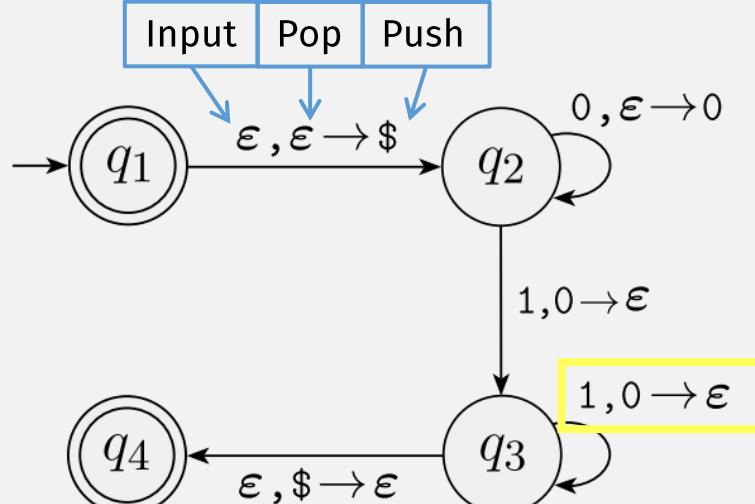
Let  $M_1$  be  $(Q, \Sigma, \Gamma, \delta, q_1, F)$ , where  $Q = \{q_1, q_2, q_3, q_4\}$ ,

$$\Sigma = \{0, 1\},$$

$$\Gamma = \{0, \$\},$$

$$F = \{q_1, q_4\}, \text{ and}$$

$\delta$  is given by the following table, wherein blank entries signify  $\emptyset$ .



Input:	0	1	$\epsilon$	Input
Stack:	0    \$ $\epsilon$	0    \$ $\epsilon$ 0	\$ $\epsilon$	Pop
	$\{(q_2, 0)\}$	$\{(q_3, \epsilon)\}$	$\{(q_4, \epsilon)\}$	Push
$q_1$				
$q_2$	1	2	4	5
$q_3$	3			
$q_4$				

A **pushdown automaton** is a 6-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, F)$ , where  $Q, \Sigma, \Gamma$ , and  $F$  are all finite sets, and

1.  $Q$  is the set of states,
2.  $\Sigma$  is the input alphabet,
3.  $\Gamma$  is the stack alphabet,
4.  $\delta: Q \times \Sigma_\epsilon \times \Gamma_\epsilon \rightarrow \mathcal{P}(Q \times \Gamma_\epsilon)$  is the transition function,
5.  $q_0 \in Q$  is the start state, and
6.  $F \subseteq Q$  is the set of accept states.

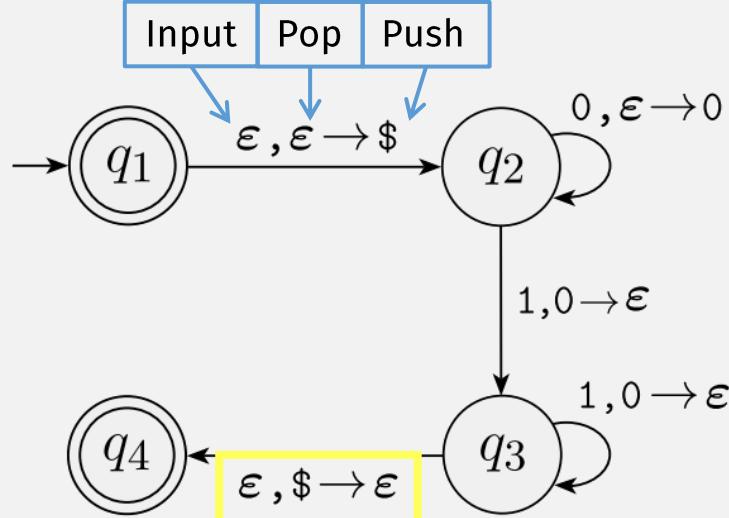
Let  $M_1$  be  $(Q, \Sigma, \Gamma, \delta, q_1, F)$ , where  $Q = \{q_1, q_2, q_3, q_4\}$ ,

$$\Sigma = \{0, 1\},$$

$$\Gamma = \{0, \$\},$$

$$F = \{q_1, q_4\}, \text{ and}$$

$\delta$  is given by the following table, wherein blank entries signify  $\emptyset$ .



Input:	0	1	$\epsilon$	Input
Stack:	0    \$ $\epsilon$	0    \$ $\epsilon$	0    \$ $\epsilon$	Pop
				Push
$q_1$				
$q_2$	$\{(q_2, 0)\}$	$\{(q_3, \epsilon)\}$	$\{(q_2, \$)\}$	4
$q_3$	1	$\{(q_3, \epsilon)\}$	5	3
$q_4$		$\{(q_4, \epsilon)\}$		

A **pushdown automaton** is a 6-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, F)$ , where  $Q, \Sigma, \Gamma$ , and  $F$  are all finite sets, and

1.  $Q$  is the set of states,
2.  $\Sigma$  is the input alphabet,
3.  $\Gamma$  is the stack alphabet,
4.  $\delta: Q \times \Sigma_\epsilon \times \Gamma_\epsilon \rightarrow \mathcal{P}(Q \times \Gamma_\epsilon)$  is the transition function,
5.  $q_0 \in Q$  is the start state, and
6.  $F \subseteq Q$  is the set of accept states.

Let  $M_3$  be  $(Q, \Sigma, \Gamma, \delta, q_1, F)$ , where  $Q =$

In-class exercise:  
Fill in the blanks

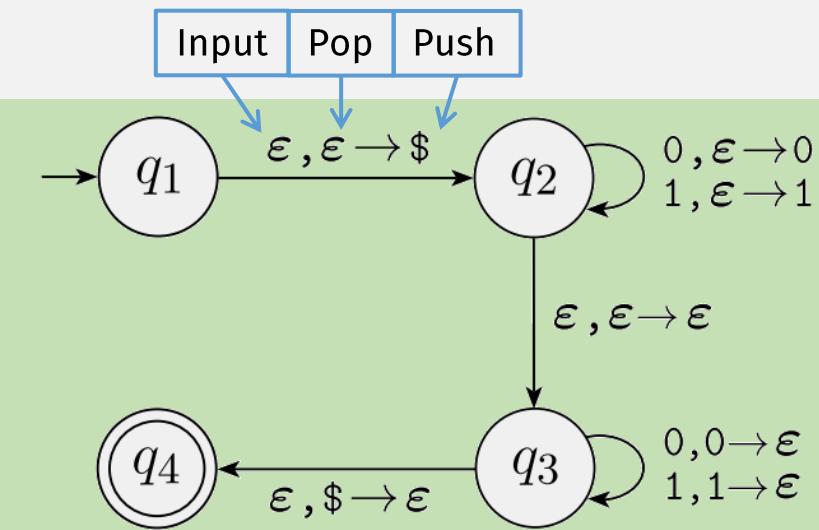
$\Sigma =$

$\Gamma =$

$F =$

$\delta$  is given by the following table, wherein blank entries signify  $\emptyset$ .

Input:	0	1	$\epsilon$	
Stack:	???	???	???	
?				PDA $M_3$ recognizing the language $\{ww^R \mid w \in \{0,1\}^*\}$
?				



A **pushdown automaton** is a 6-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, F)$ , where  $Q, \Sigma, \Gamma$ , and  $F$  are all finite sets, and

1.  $Q$  is the set of states,
2.  $\Sigma$  is the input alphabet,
3.  $\Gamma$  is the stack alphabet,
4.  $\delta: Q \times \Sigma_\epsilon \times \Gamma_\epsilon \rightarrow \mathcal{P}(Q \times \Gamma_\epsilon)$  is the transition function,
5.  $q_0 \in Q$  is the start state, and
6.  $F \subseteq Q$  is the set of accept states.

Let  $M_3$  be  $(Q, \Sigma, \Gamma, \delta, q_1, F)$ , where  $Q = \{q_1, q_2, q_3, q_4\}$ ,

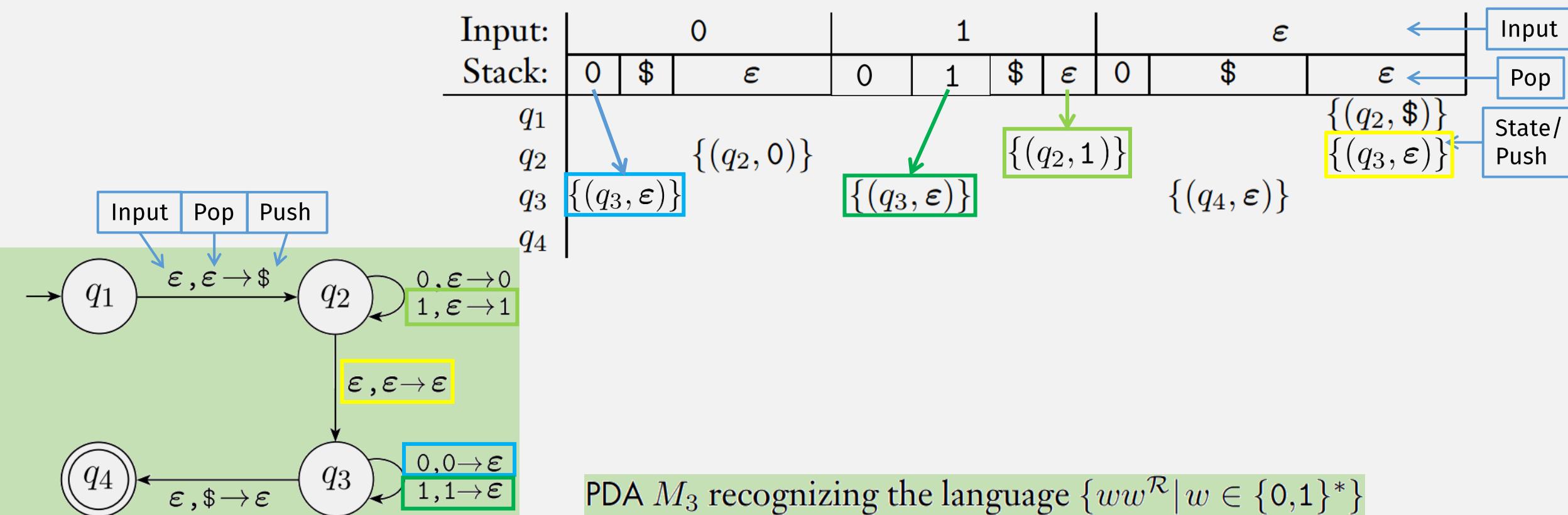
## In-class exercise: Fill in the blanks

$$\Sigma = \{0,1\},$$

$$\Gamma = \{0,1,\$\},$$

$$F = \{q_4\}$$

$\delta$  is given by the following table, wherein blank entries signify  $\emptyset$ .



# DFA Computation Rules

## *Informally*

Given

- A DFA (~ a “Program”)
- and Input = string of chars, e.g. “1101”

A DFA computation (~ “Program run”):

- Start in start state
- Repeat:
  - Read 1 char from Input, and
  - Change state according to *transition rules*

Result of computation:

- Accept if last state is Accept state
- Reject otherwise

## *Formally (i.e., mathematically)*

- $M = (Q, \Sigma, \delta, q_0, F)$
- $w = w_1 w_2 \cdots w_n$

A DFA **computation** is a  
sequence of states:

- specified by  $\hat{\delta}(q_0, w)$  where:
  - $M$  **accepts**  $w$  if  $\hat{\delta}(q_0, w) \in F$
  - $M$  **rejects** otherwise

# DFA Multi-step Transition Function

$$\hat{\delta}: Q \times \Sigma^* \rightarrow Q$$

- Domain (inputs):
  - state  $q \in Q$
  - string  $w = w_1 w_2 \cdots w_n$  where  $w_i \in \Sigma$
- Range (output):
  - state  $q \in Q$

A DFA **computation** is a  
sequence of states:

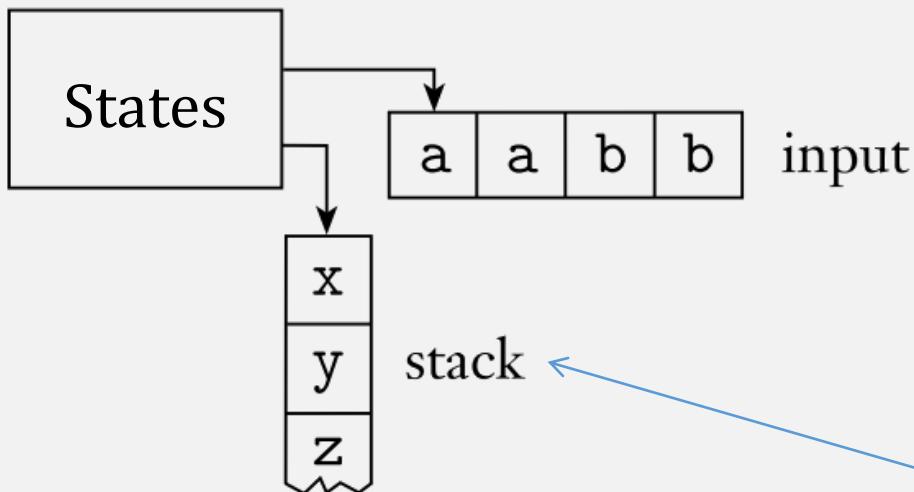
(Defined recursively)

Base case     $\hat{\delta}(q, \varepsilon) = q$

Recursive Case     $\hat{\delta}(q, w'w_n) = \delta(\hat{\delta}(q, w'), w_n)$   
where  $w' = w_1 \cdots w_{n-1}$

# PDA Computation?

- **PDA** = NFA + a stack
  - Infinite memory
  - Push/pop top location only



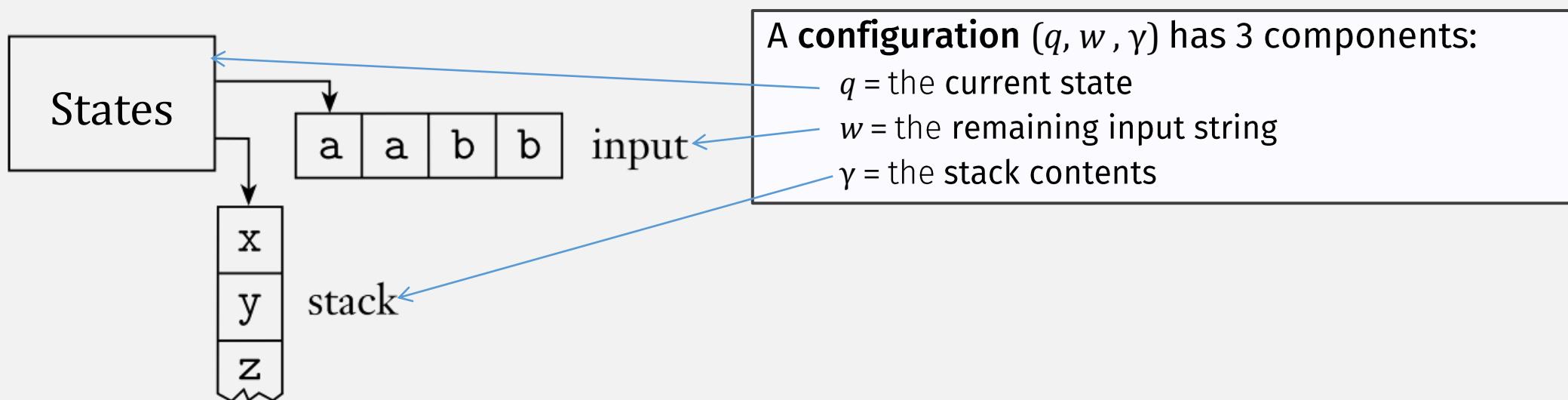
A DFA **computation** is a  
sequence of states ...

A PDA **computation** is not just a  
sequence of states ...

... because the **stack contents**  
can change too!

# PDA Configurations (IDs)

- A **configuration** (or **ID**) is a “snapshot” of a PDA’s computation

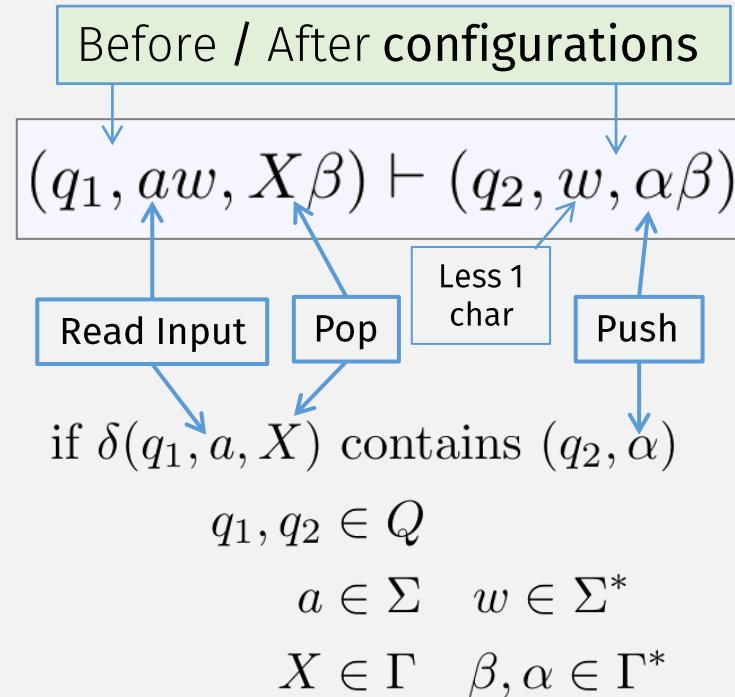


A **sequence of configurations** represents a PDA computation

# PDA Computation, Formally

(one path in computation tree)

## Single-step



A configuration  $(q, w, \gamma)$  has three components  
 $q$  = the current state  
 $w$  = the remaining input string  
 $\gamma$  = the stack contents

## Multi-step

- Base Case

0 steps

$I \vdash^* I$  for any ID  $I$

- Recursive Case

1 or more steps

$I \vdash^* J$  if there exists some ID  $K$   
such that  $I \vdash K$  and  $K \vdash^* J$

Single step

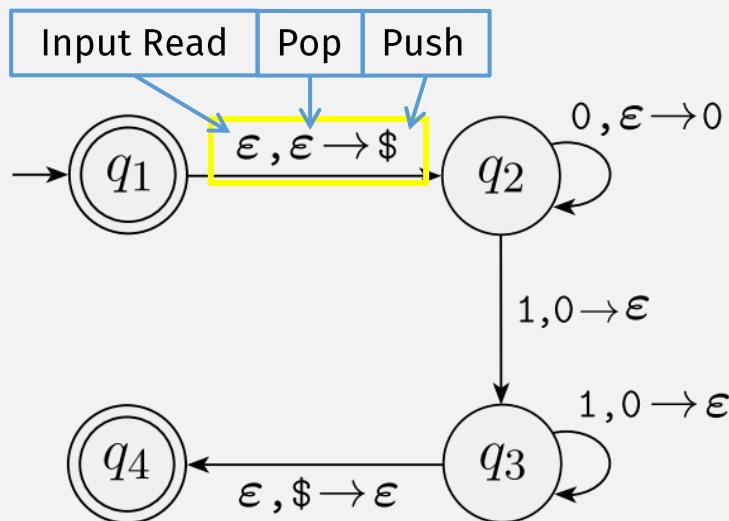
Recursive “call”

This specifies the **sequence of configurations** for a PDA computation

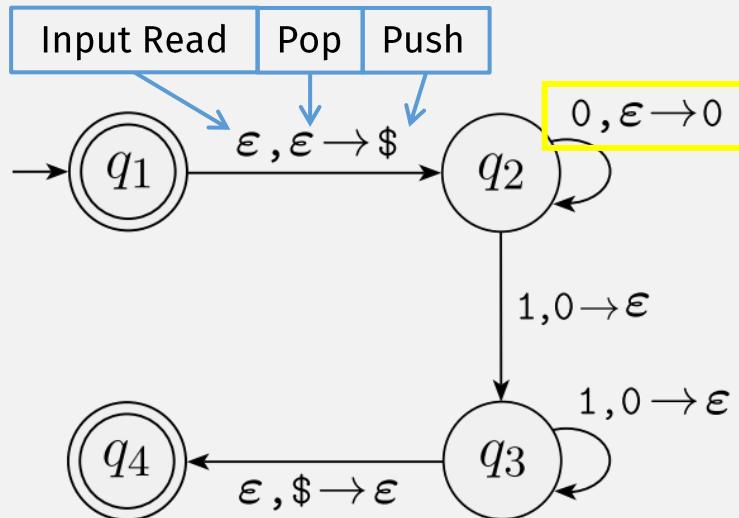
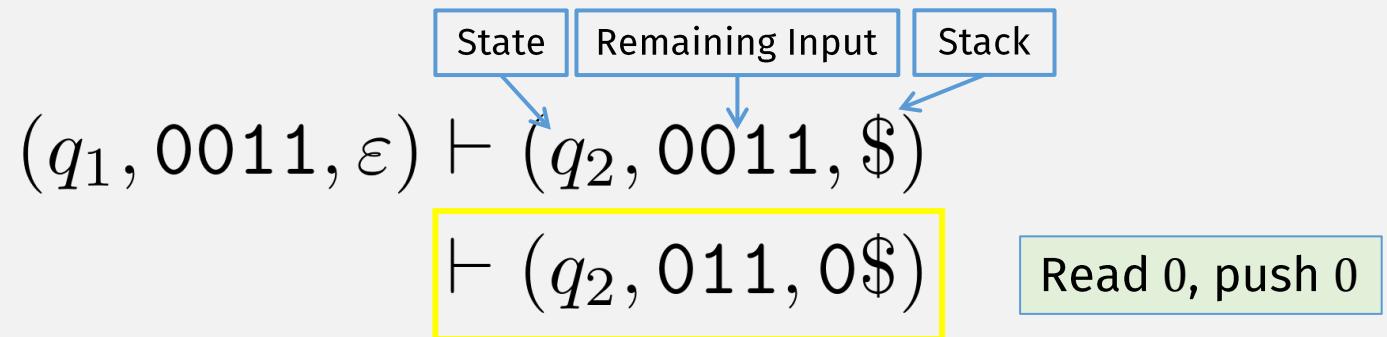
# PDA Running Input String Example

( $q_1, 0011, \varepsilon$ )

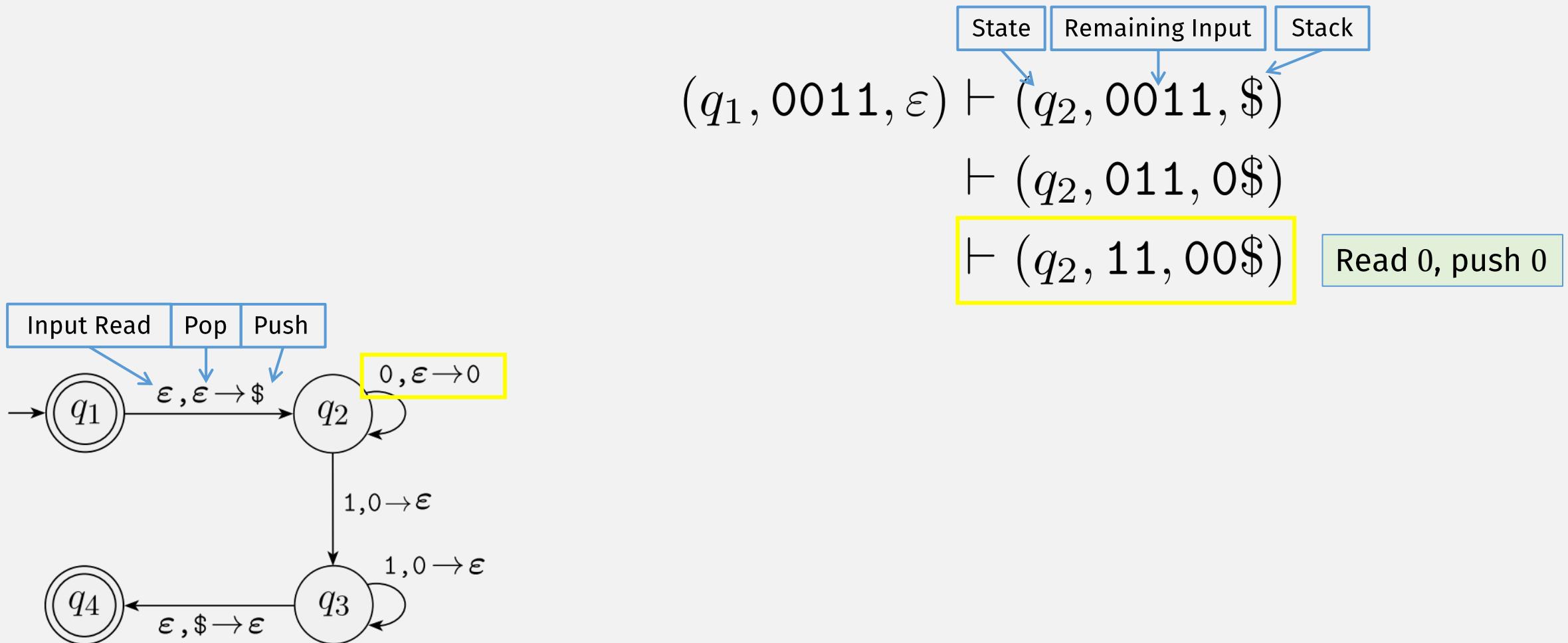
State    Remaining Input    Stack



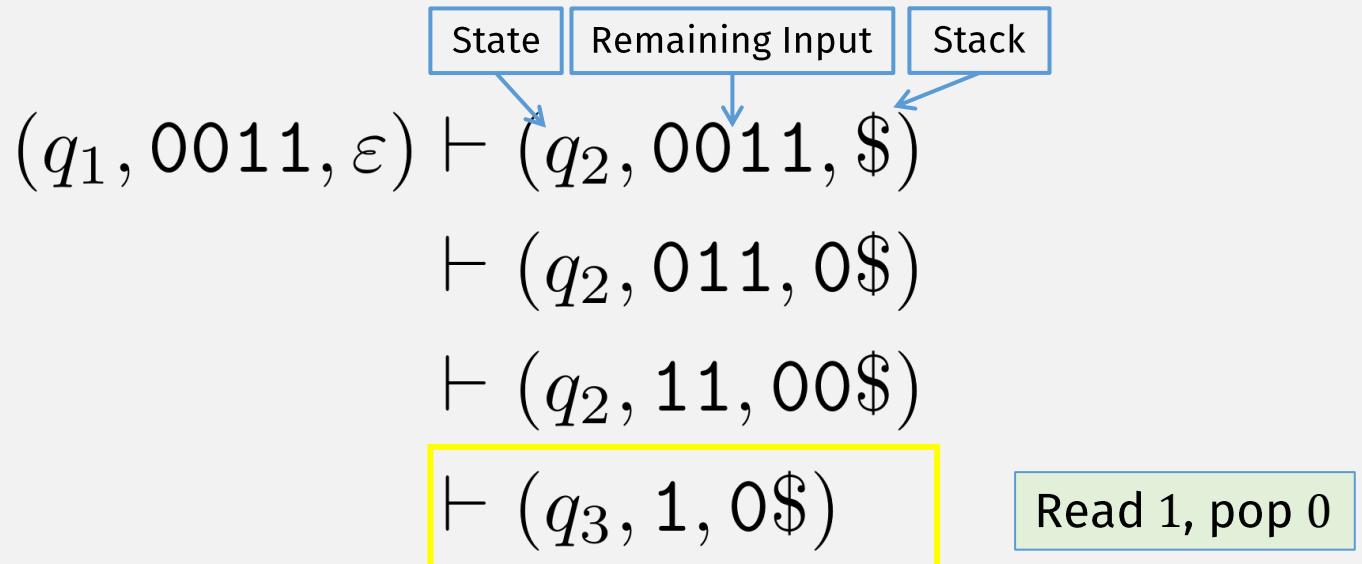
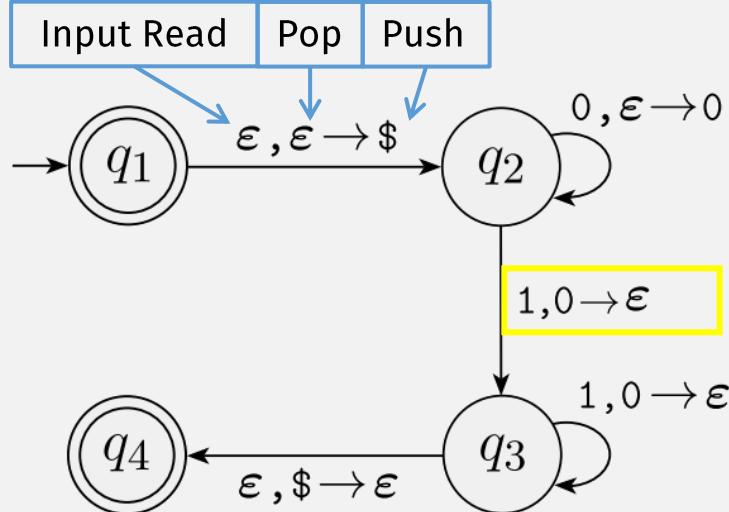
# PDA Running Input String Example



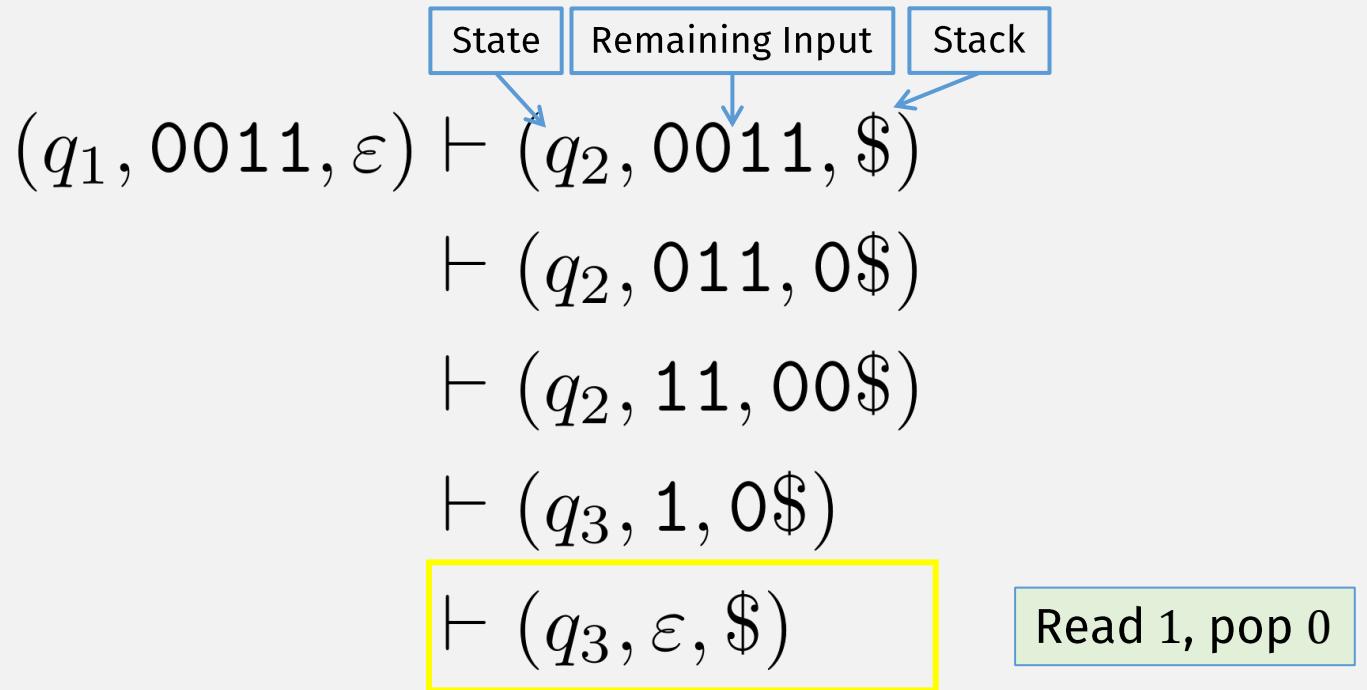
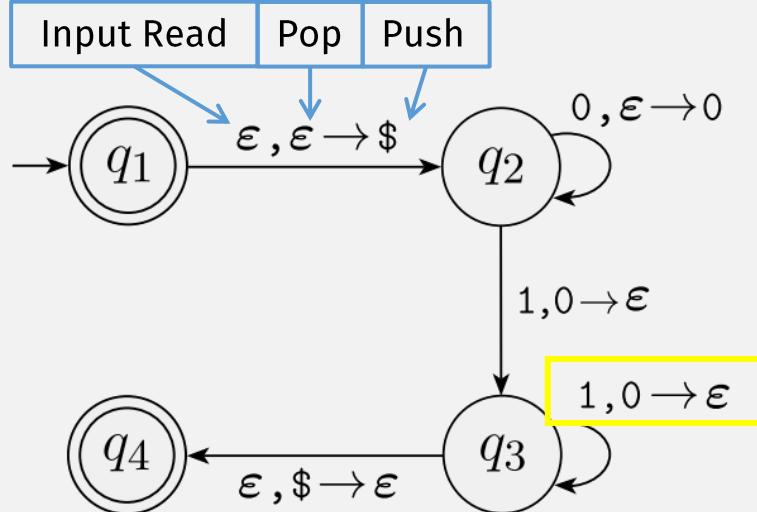
# PDA Running Input String Example



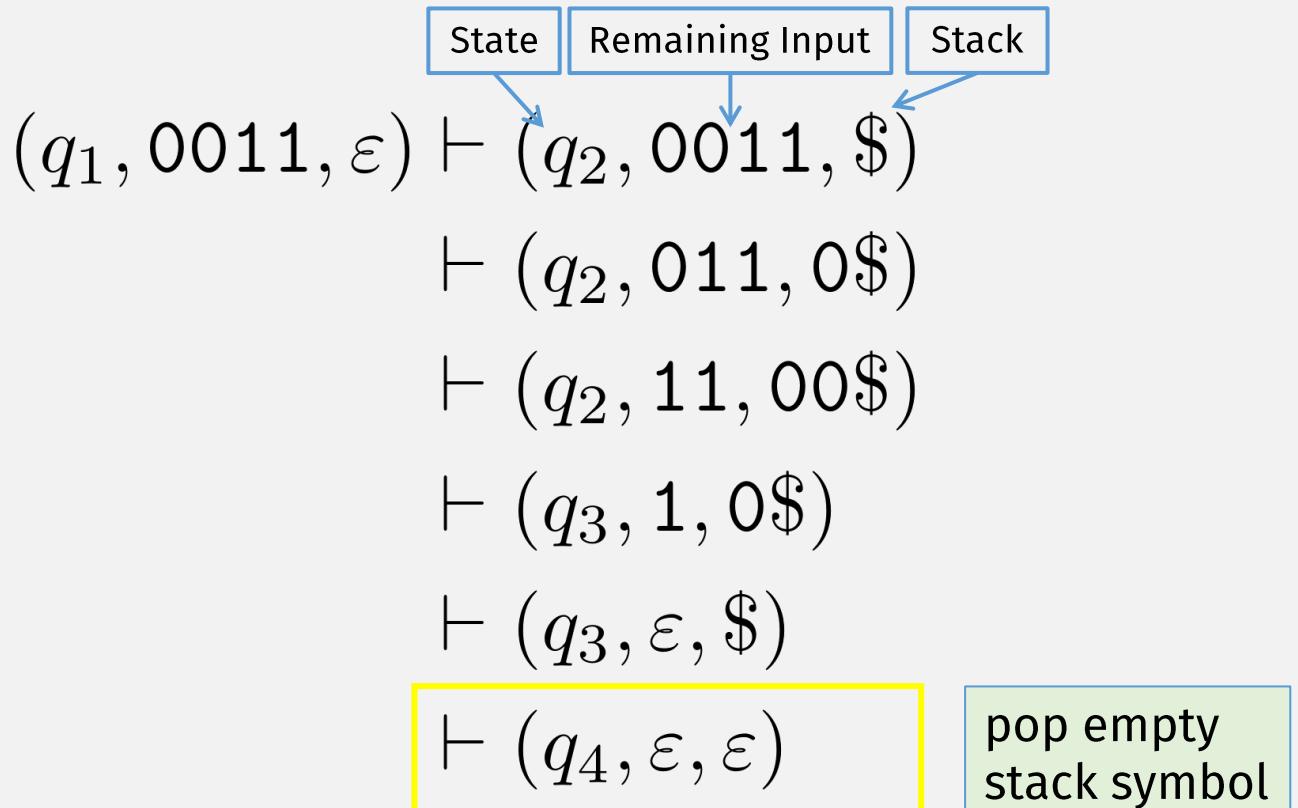
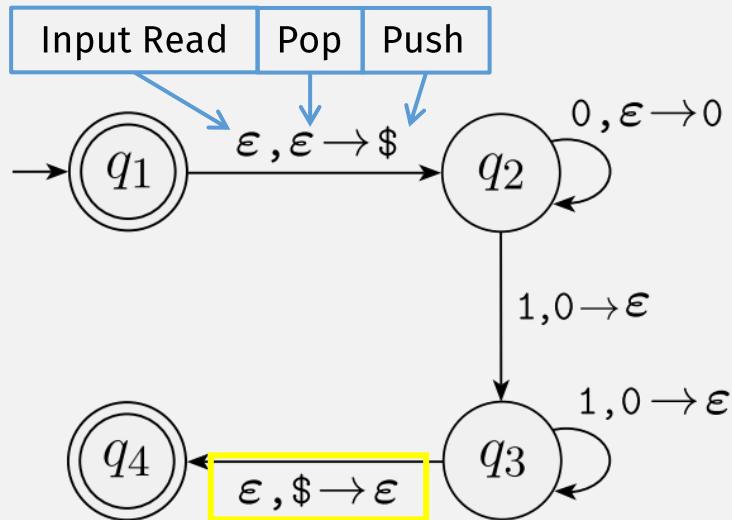
# PDA Running Input String Example



# PDA Running Input String Example



# PDA Running Input String Example

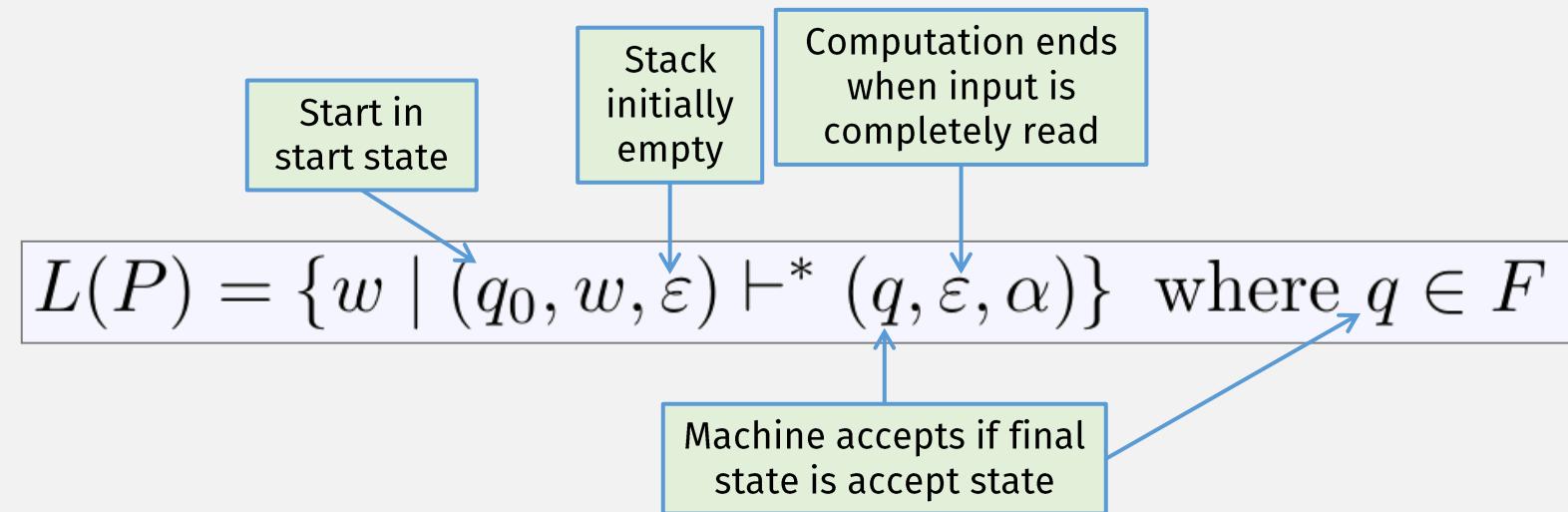


# *Flashback:* Computation and Languages

- The **language** of a machine is the set of all strings that it accepts
- E.g., A DFA  $M$  **accepts**  $w$  if  $\hat{\delta}(q_0, w) \in F$
- Language of  $M = L(M) = \{ w \mid M \text{ accepts } w \}$

# Language of a PDA

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

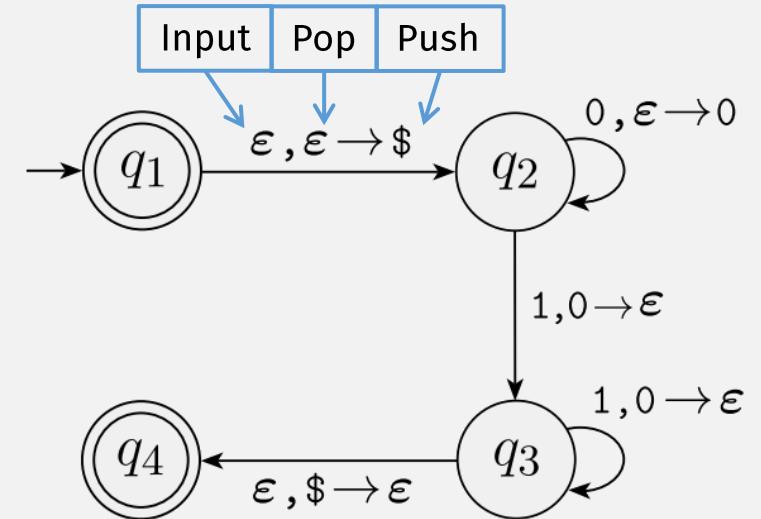


A **configuration**  $(q, w, \gamma)$  has three components

- $q$  = the current state
- $w$  = the remaining input string
- $\gamma$  = the stack contents

# PDAs and CFLs?

- **PDA = NFA + a stack**
  - Infinite memory
  - Push/pop top location only
- Want to prove: PDAs represent CFLs!
- We know: a CFL, by definition, is a language that is generated by a CFG
- Need to show: PDA  $\Leftrightarrow$  CFG
- Then, to prove that a language is a CFL, we can either:
  - Create a CFG, or
  - Create a PDA



# Regular Language vs CFL Comparison

Regular Languages		Context-Free Languages (CFLs)	
thm	Regular Expression <u>describes</u> a Regular Lang	Context-Free Grammar (CFG) <u>describes</u> a CFL	def
def	Finite State Automaton (FSM) <u>recognizes</u> a Regular Lang	<b>Push-down Automata (PDA)</b> <u>recognizes</u> a CFL	thm
Proved:		Must Prove:	
Regular Lang $\Leftrightarrow$ Regular Expr <input checked="" type="checkbox"/>		CFL $\Leftrightarrow$ PDA <b>???</b>	

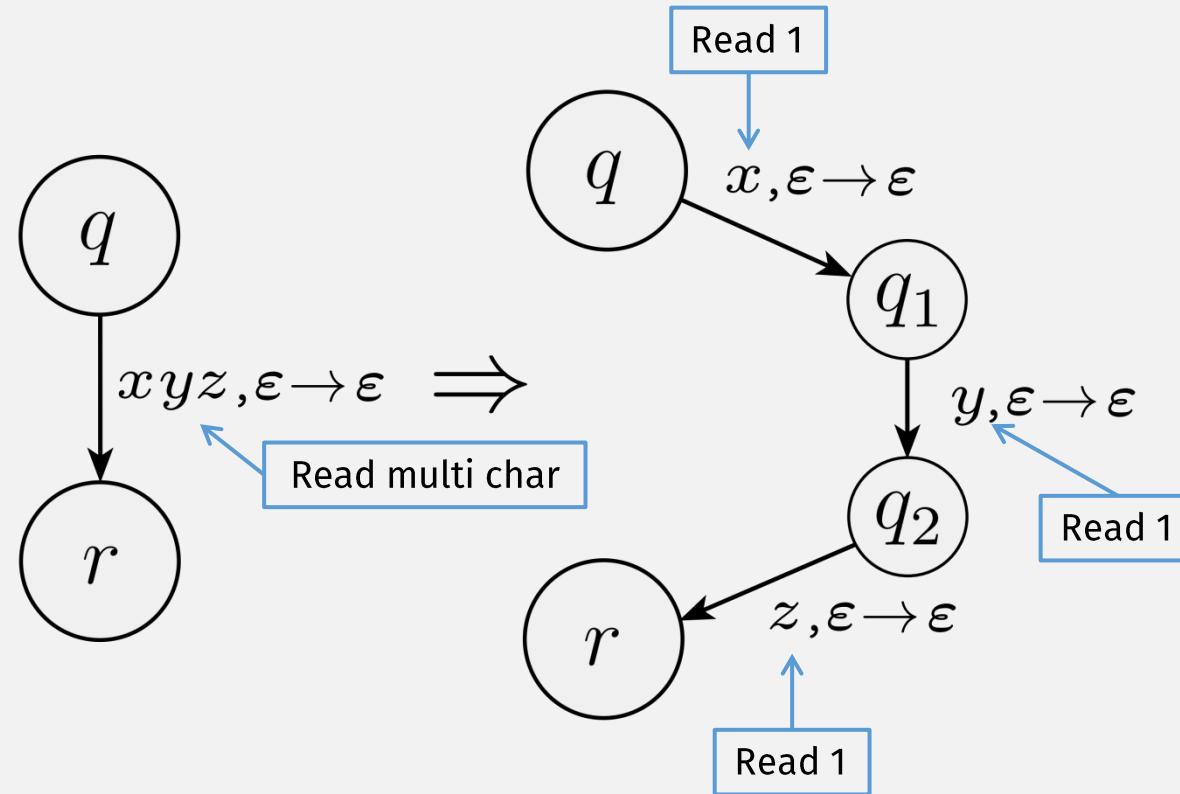
A lang is a CFL iff some PDA recognizes it

⇒ If a language is a **CFL**, then a PDA recognizes it

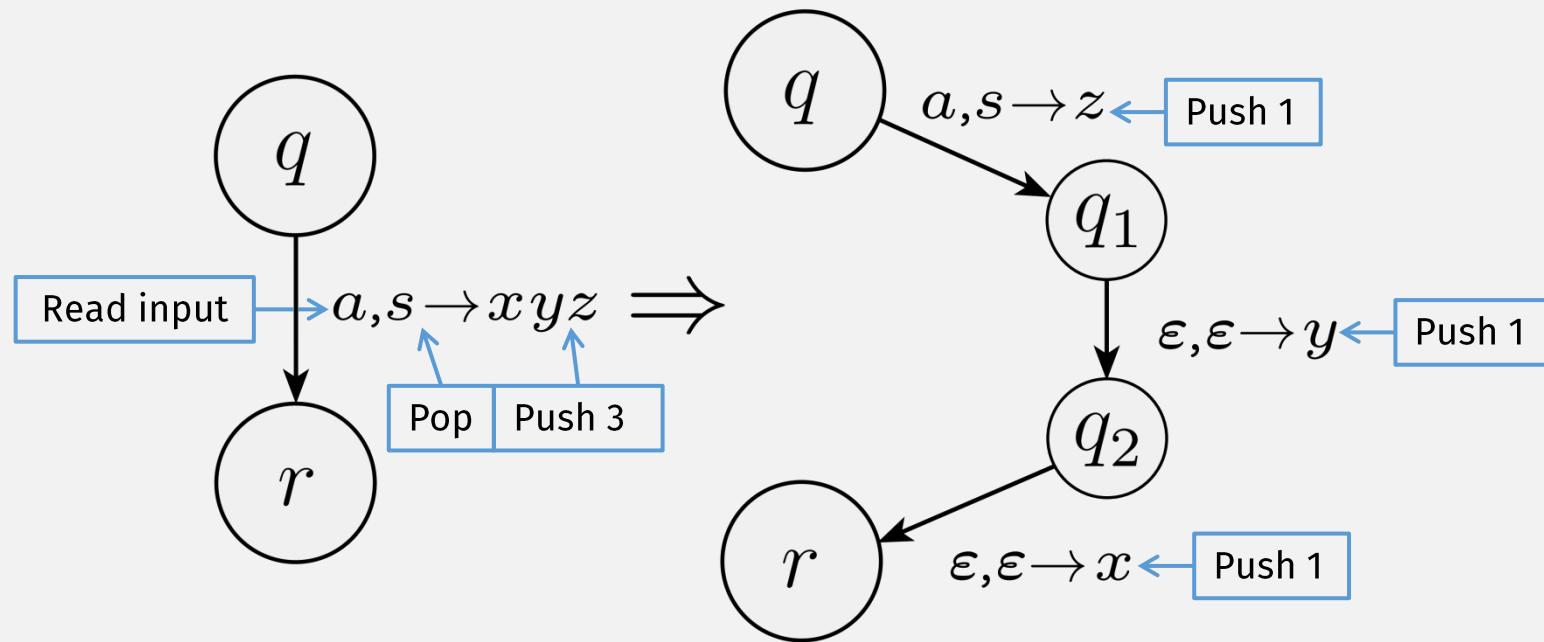
- We know: A **CFL** has a **CFG** describing it (definition of CFL)
- To prove this part, show: the **CFG** has an equivalent PDA

⇐ If a PDA recognizes a language, then it's a CFL

# Shorthand: Multi-Symbol Read Transition



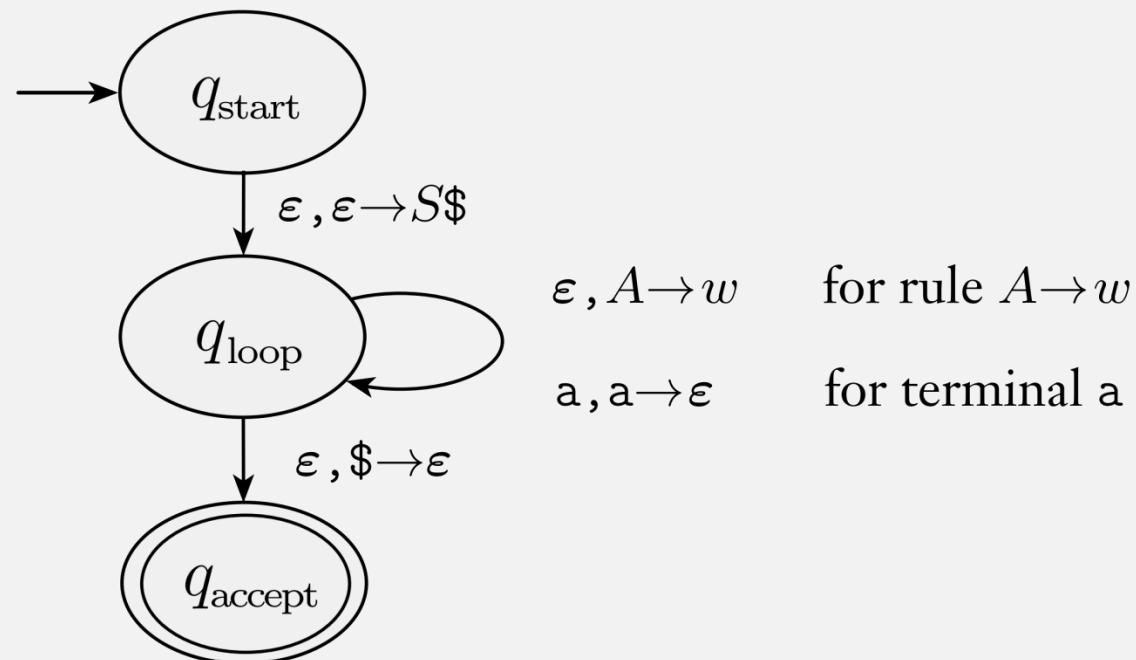
# Shorthand: Multi-Stack Push Transition



Note the reverse order of pushes

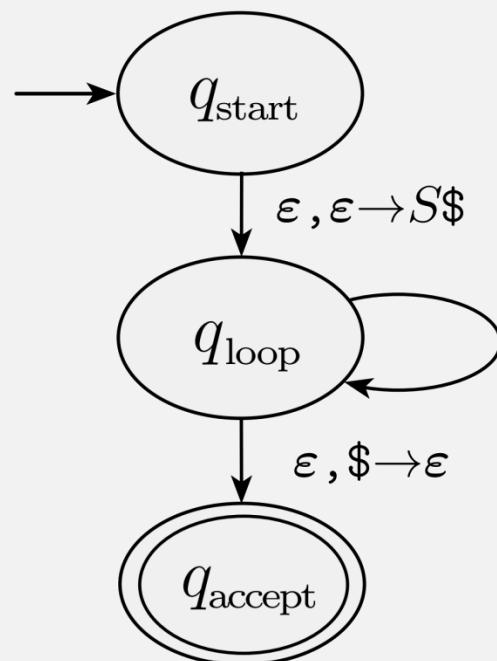
# CFG $\rightarrow$ PDA (sketch)

- Construct PDA from CFG such that:
  - PDA accepts input only if CFG generates it
- PDA:
  - simulates generating a string with CFG rules
  - by (nondeterministically) **trying all rules** to find the right ones



# CFG→PDA (sketch)

- Construct PDA from CFG such that:
  - PDA accepts input only if CFG generates it
- PDA:
  - simulates generating a string with CFG rules
  - by (nondeterministically) **trying all rules** to find the right ones



Convert: every CFG rule to PDA “loop” transition that:

- Pops LHS variable
- Pushes RHS

(Stack is “workspace” containing intermediate string of vars + terminals)

$\epsilon, A \rightarrow w$  for rule  $A \rightarrow w$

$a, a \rightarrow \epsilon$  for terminal  $a$

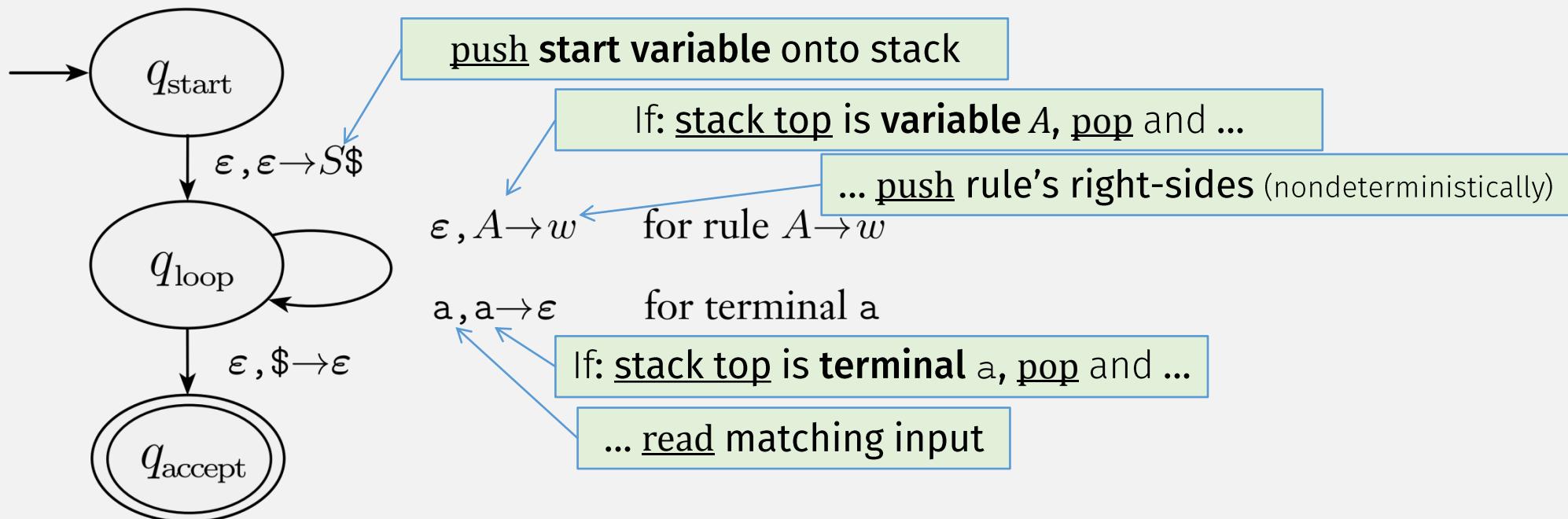
Convert: every terminal to “loop” transition that:

- Reads input char
- Pops matching char on stack

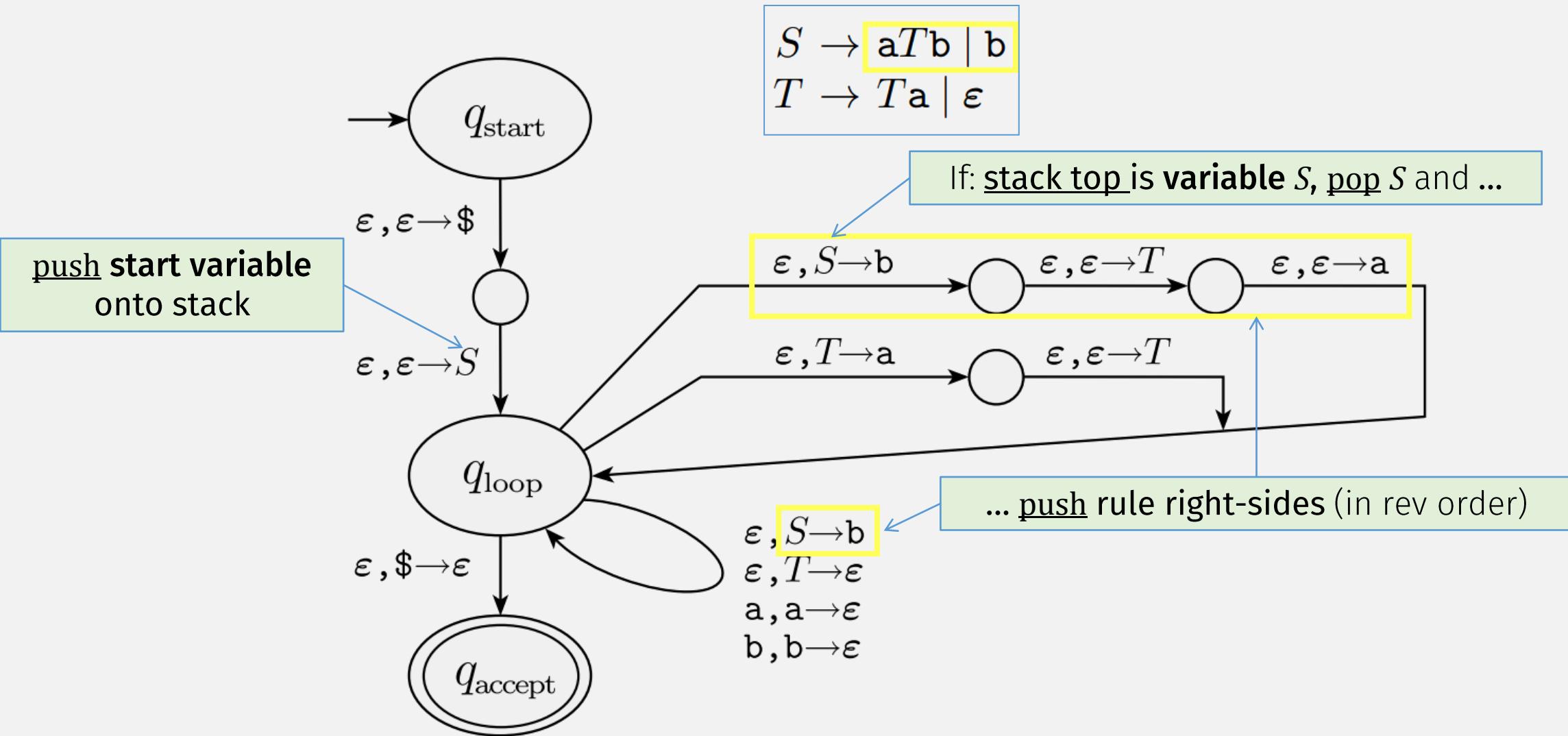
(Read the terminals as they become known)

# CFG→PDA (sketch)

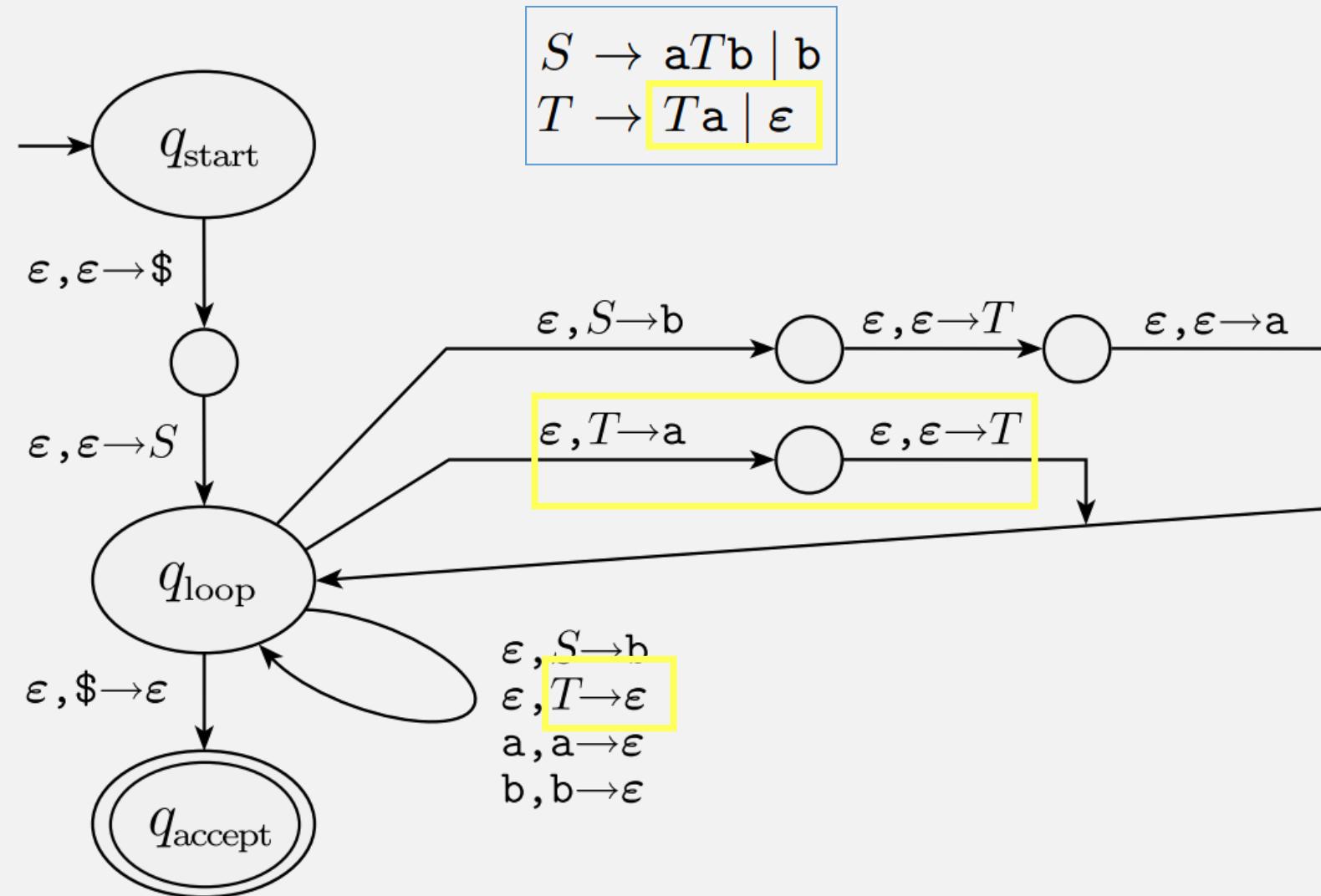
- Construct PDA from CFG such that:
  - PDA accepts input only if CFG generates it
- PDA:
  - simulates generating a string with CFG rules
  - by (nondeterministically) **trying all rules** to find the right ones



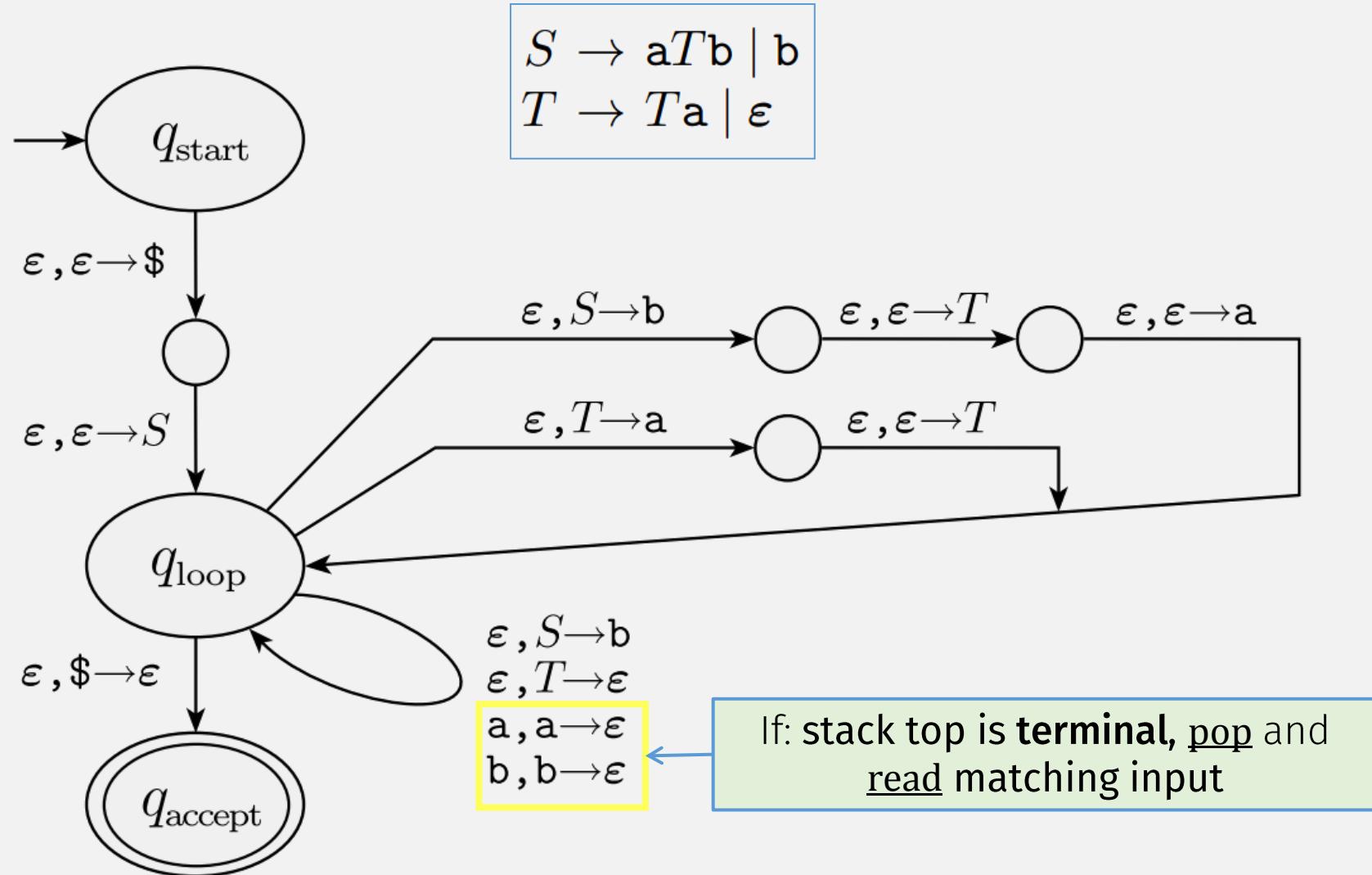
# Example CFG $\rightarrow$ PDA



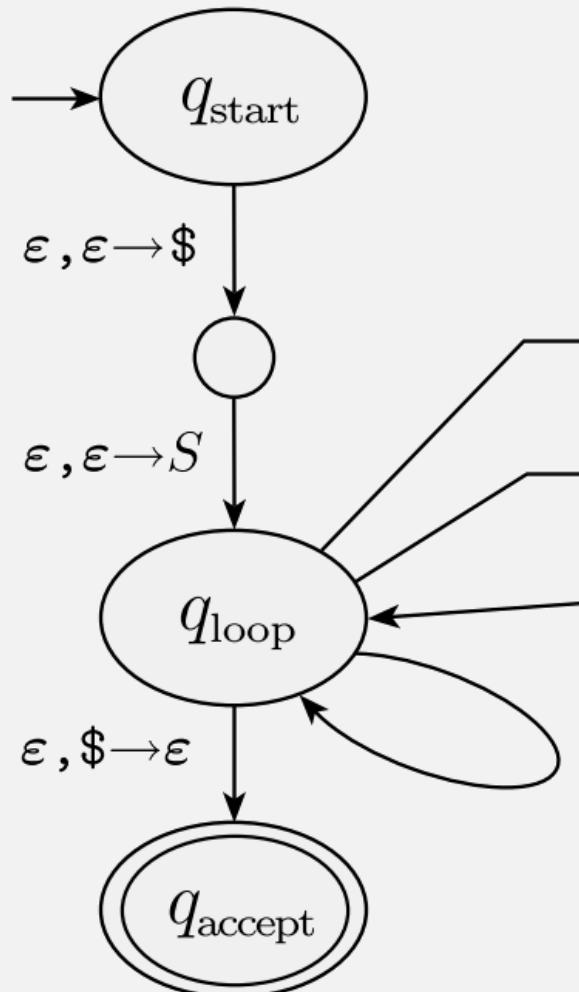
# Example CFG $\rightarrow$ PDA



# Example CFG $\rightarrow$ PDA



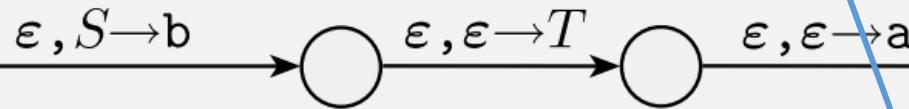
# Example CFG $\rightarrow$ PDA



$$S \rightarrow aTb \mid b$$

$$T \rightarrow Ta \mid \epsilon$$

Machine is doing reverse of grammar:  
 - start with the string,  
 - Find rules that generate string



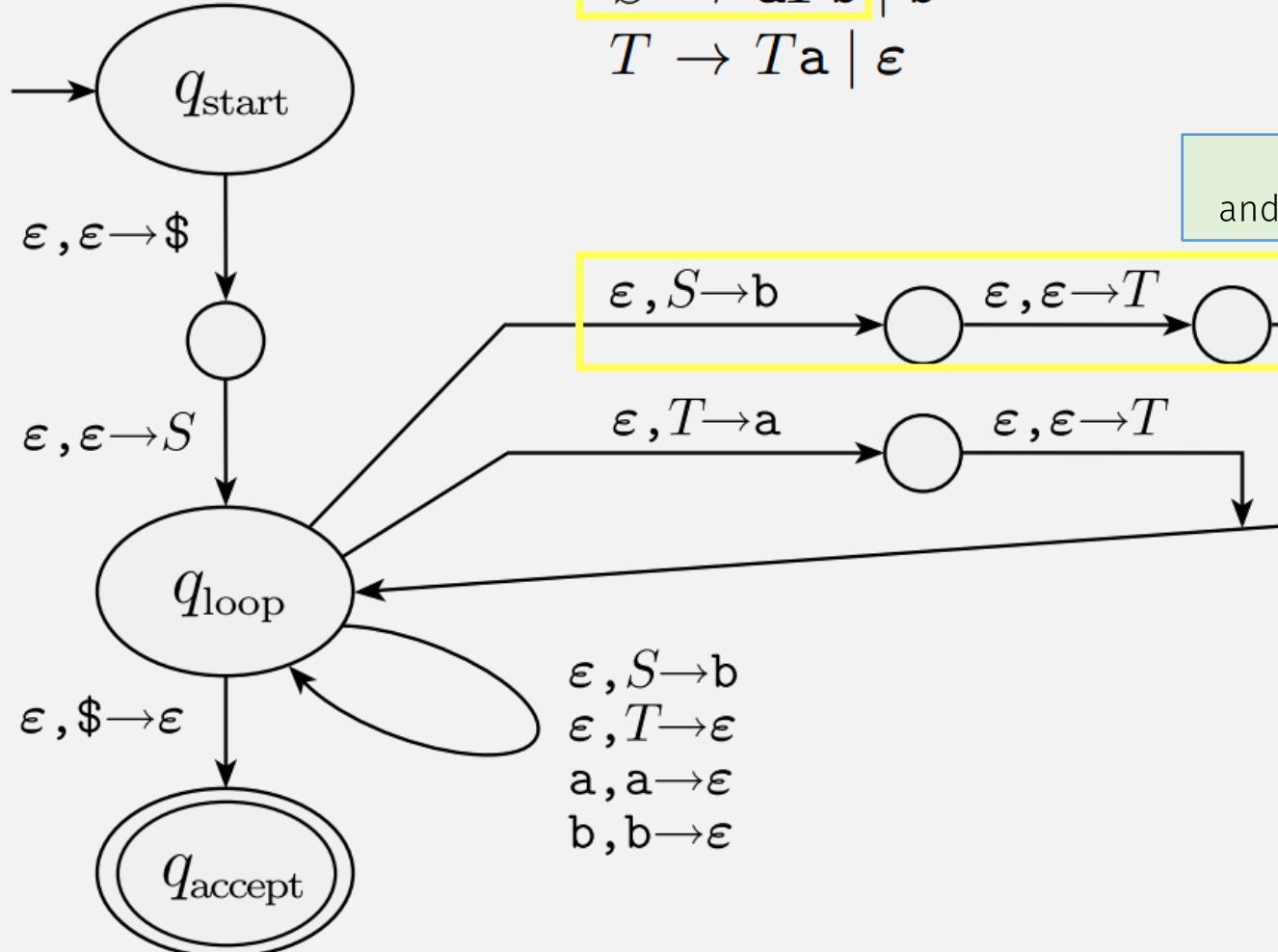
$$\begin{aligned} &\epsilon, S \rightarrow b \\ &\epsilon, T \rightarrow \epsilon \\ &a, a \rightarrow \epsilon \\ &b, b \rightarrow \epsilon \end{aligned}$$

Example Derivation using CFG:  
 $S \Rightarrow aTb$  (using rule  $S \rightarrow aTb$ )  
 $\Rightarrow aTab$  (using rule  $T \rightarrow Ta$ )  
 $\Rightarrow aab$  (using rule  $T \rightarrow \epsilon$ )

PDA Example

State	Input	Stack	Equiv Rule
$q_{\text{start}}$	aab		
$q_{\text{loop}}$	aab	$S\$$	
$q_{\text{loop}}$	aab	$aTb\$$	$S \rightarrow aTb$
$q_{\text{loop}}$	ab	$Tb\$$	
$q_{\text{loop}}$	ab	$Tab\$$	$T \rightarrow Ta$
$q_{\text{loop}}$	ab	$ab\$$	$T \rightarrow \epsilon$
$q_{\text{loop}}$	b	$b\$$	
$q_{\text{accept}}$		\$	

# Example CFG $\rightarrow$ PDA



Example Derivation using CFG:

$S \Rightarrow aTb$  (using rule  $S \rightarrow aTb$ )

$\Rightarrow aTab$  (using rule  $T \rightarrow Ta$ )

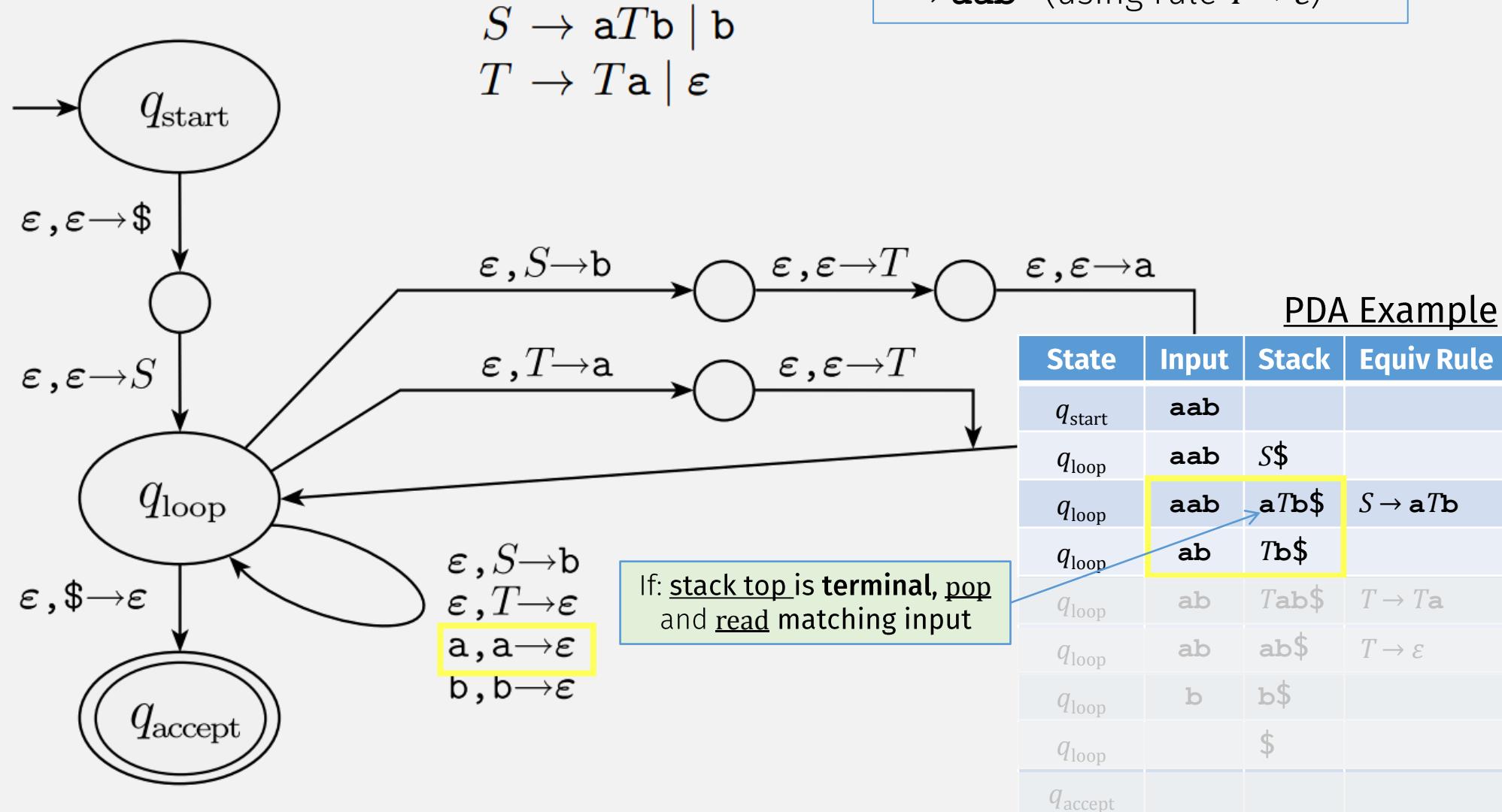
$\Rightarrow aab$  (using rule  $T \rightarrow \epsilon$ )

If: stack top is variable  $S$ , pop  $S$   
and push rule right-sides (in rev order)

PDA Example

State	Input	Stack	Equiv Rule
$q_{start}$	aab		
$q_{loop}$	aab	$S\$$	
$q_{loop}$	aab	$aTb\$$	$S \rightarrow aTb$
$q_{loop}$	ab	$Tb\$$	
$q_{loop}$	ab	$Tab\$$	$T \rightarrow Ta$
$q_{loop}$	ab	$ab\$$	$T \rightarrow \epsilon$
$q_{loop}$	b	$b\$$	
$q_{loop}$		\$	
$q_{accept}$			

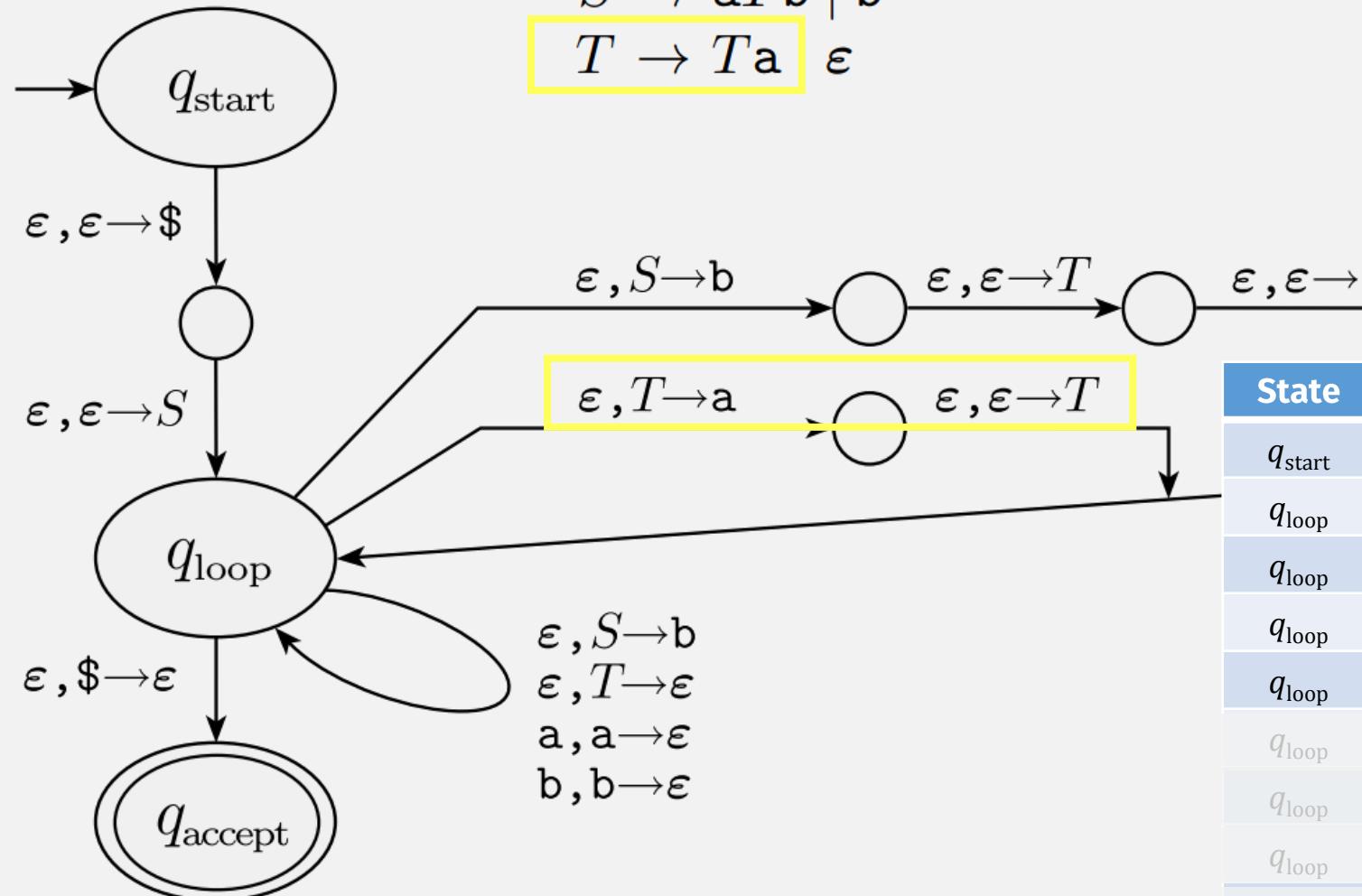
# Example CFG → PDA



# Example CFG $\rightarrow$ PDA

$$S \rightarrow aTb \mid b$$

$$T \rightarrow Ta \quad \epsilon$$



Example Derivation using CFG:

$S \Rightarrow aTb$  (using rule  $S \rightarrow aTb$ )

$\Rightarrow aTab$  (using rule  $T \rightarrow Ta$ )

$\Rightarrow aab$  (using rule  $T \rightarrow \epsilon$ )

PDA Example

State	Input	Stack	Equiv Rule
$q_{start}$	aab		
$q_{loop}$	aab	$S\$$	
$q_{loop}$	aab	$aTb\$$	$S \rightarrow aTb$
$q_{loop}$	ab	$Tb\$$	
$q_{loop}$	ab	$Tab\$$	$T \rightarrow Ta$
$q_{loop}$	ab	$ab\$$	$T \rightarrow \epsilon$
$q_{loop}$	b	$b\$$	
$q_{loop}$		\$	
$q_{accept}$			

# A lang is a CFL iff some PDA recognizes it

 ⇒ If a language is a CFL, then a PDA recognizes it

- Convert CFG → PDA

⇐ If a PDA recognizes a language, then it's a CFL

- To prove this part: show PDA has an equivalent CFG

# PDA $\rightarrow$ CFG: Prelims

Before converting PDA to CFG, modify it so :

1. It has a single accept state,  $q_{\text{accept}}$ .
2. It empties its stack before accepting.
3. Each transition either pushes a symbol onto the stack (a *push* move) or pops one off the stack (a *pop* move), but it does not do both at the same time.

Important:

This doesn't change the language recognized by the PDA

# PDA $P \rightarrow$ CFG $G$ : Transitions and Variables

$P = (Q, \Sigma, \Gamma, \delta, q_0, \{q_{\text{accept}}\})$  variables of  $G$  are  $\{A_{pq} \mid p, q \in Q\}$

- Want: if  $P$  goes from state  $p$  to  $q$  reading input  $x$ , then some  $A_{pq}$  generates  $x$



- So: For every pair of states  $p, q$  in  $P$ , add variable  $A_{pq}$  to  $G$

- Then: connect the variables together by,

- Add rules:  $A_{pq} \rightarrow A_{pr}A_{rq}$ , for each state  $r$
- These rules allow: grammar to simulate every possible transition
- (We haven't added input read/generated terminals yet)

The Key IDEA

- To add terminals: pair up stack pushes and pops (essence of a CFL)

# PDA $P \rightarrow$ CFG $G$ : Generating Strings

$$P = (Q, \Sigma, \Gamma, \delta, q_0, \{q_{\text{accept}}\})$$

variables of  $G$  are  $\{A_{pq} \mid p, q \in Q\}$

- The key: pair up stack pushes and pops (essence of a CFL)

if  $\delta(p, a, \epsilon)$  contains  $(r, u)$  and  $\delta(s, b, u)$  contains  $(q, \epsilon)$ ,

put the rule  $A_{pq} \rightarrow aA_{rs}b$  in  $G$

# PDA $P \rightarrow$ CFG $G$ : Generating Strings

$$P = (Q, \Sigma, \Gamma, \delta, q_0, \{q_{\text{accept}}\}) \quad \text{variables of } G \text{ are } \{A_{pq} \mid p, q \in Q\}$$

- The key: pair up stack pushes and pops (essence of a CFL)

if  $\delta(p, a, \epsilon)$  contains  $(r, u)$  and  $\delta(s, b, u)$  contains  $(q, \epsilon)$ ,

put the rule  $A_{pq} \xrightarrow{} aA_{rs}b$  in  $G$

# PDA $P \rightarrow$ CFG $G$ : Generating Strings

$P = (Q, \Sigma, \Gamma, \delta, q_0, \{q_{\text{accept}}\})$  variables of  $G$  are  $\{A_{pq} \mid p, q \in Q\}$

- The key: pair up stack pushes and pops (essence of a CFL)

if  $\delta(p, a, \epsilon)$  contains  $(r, u)$  and  $\delta(s, b, u)$  contains  $(q, \epsilon)$ ,

put the rule  $A_{pq} \rightarrow aA_{rs}b$  in  $G$

A language is a CFL  $\Leftrightarrow$  A PDA recognizes it

$\Rightarrow$  If a language is a CFL, then a PDA recognizes it

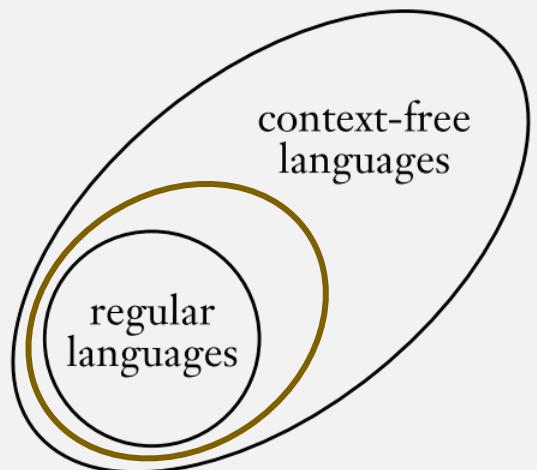
- Convert CFG $\rightarrow$ PDA

$\Leftarrow$  If a PDA recognizes a language, then it's a CFL

- Convert PDA $\rightarrow$ CFG



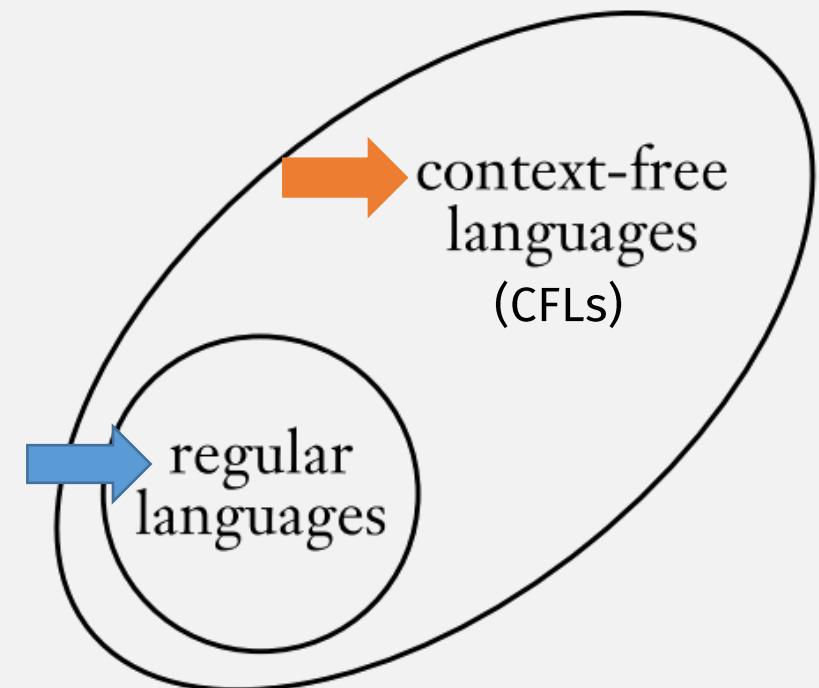
# Regular vs Context-Free Languages (and others?)



# Is This Diagram “Correct”?

(What are the statements implied by this diagram?)

- 1. Every regular language is a CFL
- 2. Not every CFL is a regular language



# How to Prove This Diagram “Correct”?

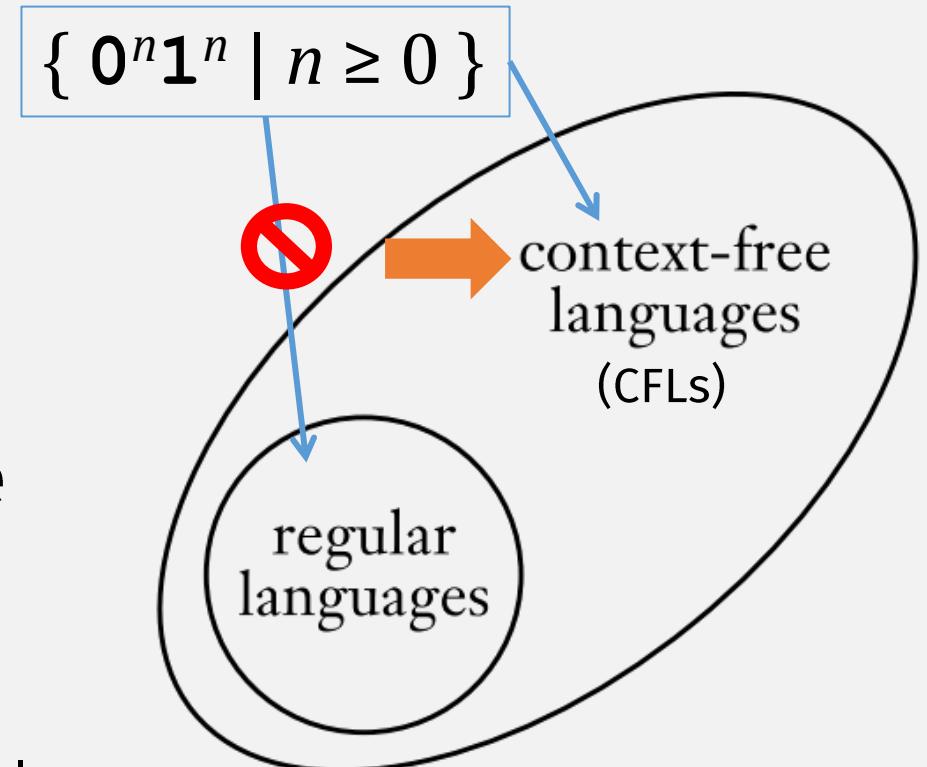
1. Every regular language is a CFL

2. Not every CFL is a regular language

Find a CFL that is not regular

$\{ 0^n 1^n \mid n \geq 0 \}$

- It's a CFL
  - *Proof:* CFG  $S \rightarrow 0S1 \mid \epsilon$
- It's not regular
  - *Proof:* by contradiction using the Pumping Lemma



# How to Prove This Diagram “Correct”?

- 1. Every regular language is a CFL

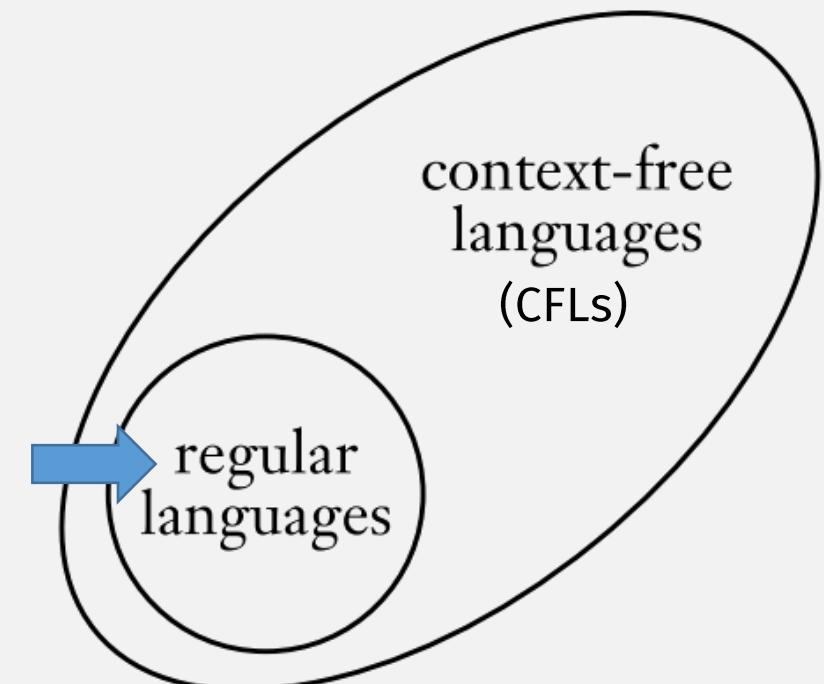
For any regular language  $A$ , show ...

... it has a CFG or PDA

- ✓ 2. Not every CFL is a regular language

A regular language is represented by a:

- DFA
- NFA
- Regular Expression



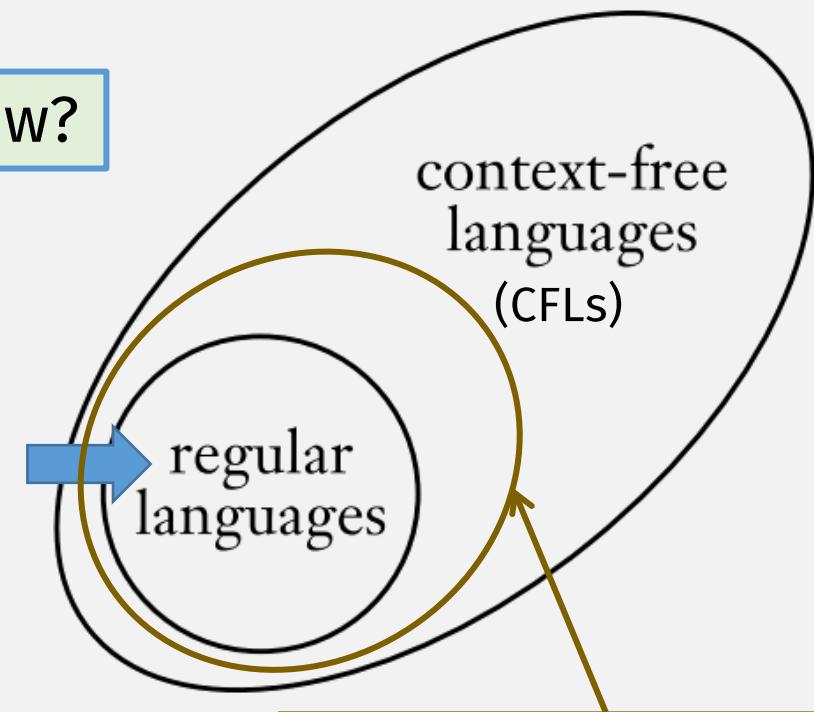
# Regular Languages are CFLs: 3 Ways to Prove

- DFA → CFG or PDA

Coming soon to a future hw?

- NFA → CFG or PDA

- Regular expression → CFG or PDA



Are there other interesting  
subsets of CFLs?