

PDA \rightarrow MTTM

CSAS 4113 Final Project

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Design idea

- Represent the unconsumed input as tape 0 in the MTM.

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- Represent the unconsumed input as tape 0 in the MTTM.
- Represent the stack as tape 1 in the MTTM.

Design idea

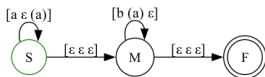
- Represent the unconsumed input as tape 0 in the MTTM.
- Represent the stack as tape 1 in the MTTM.
- Precondition of the MTTM:
tape 0 = (LM w) and t0h = 1
tape 1 = (BLANK) and t1h = 0

Design idea

- Represent the unconsumed input as tape 0 in the MTTM.
- Represent the stack as tape 1 in the MTTM.
- Precondition of the MTTM:
 tape 0 = (LM w) and t0h = 1
 tape 1 = (BLANK) and t1h = 0
- Let `PDA` = (make-ndpda K sig gam s F del).
 Let `MTTM` = (make-mttm K' sig' s F' del' a n)
 `K'` = K and
 new states needed for popping and pushing and
 a
 `sig'` = sig and
 gam
 `F'` = (list a)
 `a` = new accept state
 `del'` = transitions simulating transitions in del and
 transitions reading and writing blanks on all
 tapes from all states in F to a
 `n` = 2

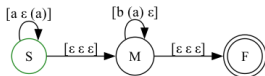
Example $a^n b^n$

- PDA:

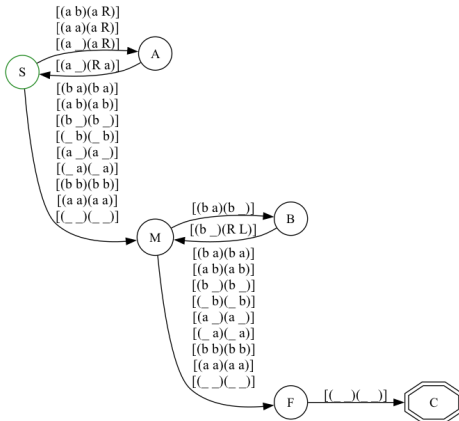


Example $a^n b^n$

- PDA:



- MTTM:



Constructor

```
;; pda -> mttm
```

```
;; Purpose: Given a pda, make an mttm
```

```
(define (pda->mttm p)
```

```
...
```

```
  (let* ((new-rules (new-rules-helper (sm-rules p) (sm-states p)))
```

```
        (new-states (get-states-from-mttm-rules new-rules))
```

```
        (new-final (gen-nt new-states))
```

```
        (new-rules2 (append (append-map
```

```
                              (lambda (x)
```

```
                                (list '((,x (,BLANK ,BLANK))
```

```
                                    (,new-final (,BLANK ,BLANK))))))
```

```
                              (sm-finals p) new-rules)))
```

```
  (make-mttm (cons new-final new-states)
```

```
            (remove-duplicates (append (sm-sigma p) (sm-gamma p)))
```

```
            (sm-start p)
```

```
            (list new-final)
```

```
            new-rules2
```

```
            2
```

```
            new-final))
```


Reads nothing, pops nothing, pushes nothing

- tape 0: read tape element and write it.

Reads nothing, pops nothing, pushes nothing

- tape 0: read tape element and write it.
- tape 1: read tape element and write it.

Reads nothing, pops nothing, pushes nothing

- tape 0: read tape element and write it.
- tape 1: read tape element and write it.
- effect: stack and ui both remain unchanged.

Reads nothing, pops nothing, pushes nothing

```
;; pda-rule -> (listof mttm-rule)
;; Purpose: Make mttm rules for a pda rule that reads, pops,
           and pushes nothing
(define (new-empty-rules rule)
  (let* ((fromst (first (first rule)))
        (tost (first (second rule)))
        (sigma (cons BLANK (sm-sigma p)))
        (gamma (cons BLANK (sm-gamma p)))
        (new-reads-actions
         (append-map (lambda (x) (map (lambda (y) (list x y)) gamma)
                     (map (lambda (x) '((,fromst ,x) (,tost ,x))) new-reads-actions))))
```

Reads something, pops nothing, pushes nothing

- tape 0: read PDA rule's element and move the head to the right.

Reads something, pops nothing, pushes nothing

- tape 0: read PDA rule's element and move the head to the right.
- tape 1: read tape element and write it.

Reads something, pops nothing, pushes nothing

- tape 0: read PDA rule's element and move the head to the right.
- tape 1: read tape element and write it.
- effect: stack is unchanged and the next element in ui has been consumed.

Reads something, pops nothing, pushes nothing

```
;; pda-rule -> (listof mttm-rule)
;; Purpose: Make mttm rules for a pda rule that only reads something

(define (new-read-rules rule)
  (let ((fromst (first (first rule)))
        (tost (first (second rule)))
        (read (second (first rule)))
        (sigma (cons BLANK (sm-sigma p))))
    (map (lambda (x) '((,fromst (,read ,x))
                      (,tost (R ,x))) sigma)))
```


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- create a new state for every element popped.
- tape 0: read the tape element and write the tape element.
- tape 1: remove PDA rule's pop elements from the tape.
 - in source state read the element on the tape, write a blank, and transition to a new state.
 - move the head left and stay in the same state
 - repeat for all elements in the pop list

Reads nothing, pops something, pushes nothing

- create a new state for every element popped.
- tape 0: read the tape element and write the tape element.
- tape 1: remove PDA rule's pop elements from the tape.
 - in source state read the element on the tape, write a blank, and transition to a new state.
 - move the head left and stay in the same state
 - repeat for all elements in the pop list
 - on last popped element move to destination state
- effect: ui remains the same, elements from the pop list are removed from the stack.

Reads something, pops nothing, pushes nothing

Thank you for your attention!
Any questions?

