

COMP-330

Theory of Computation

Fall 2019 -- Prof. Claude Crépeau

Lec. 12 :

PDA-CFG equivalence

MORE Midterm INFO



Posted Oct 9, 2019 3:57 PM

The midterm exam will take place on the evening of Oct 17th from 18:00 to 19:30.

*Location: Montreal Neurological Institute Jeanne Timmins Amphitheatre
3801 University St.*

[Practice \(2017\) midterm exam HERE.](#)

As indicated on the 2017 exam above, my exams are always OPEN BOOK.

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. NOW !!! .

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HW2 details ▾



Posted Oct 9, 2019 9:44 PM

QUESTION 1.998

The alphabet for parts a.--f. is $\Sigma=\{0,1,2,3,4,5,6,7,8,9\}$.

d) Exceptionally you may provide an NFA instead of a regular expression if the language is actually regular. ;-)

e) You may use the following lemma (without proving it) to prove this one:

For every $\epsilon > 0$, there exists integers a and b such that $1 < 2^a/5^b < 1+\epsilon$.

HINT: Use the Myhill-Nerode Theorem instead of the pumping lemma...

PDA vs CFG

THEOREM 2.20

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

PDA vs CFG

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LEMMA 2.21

If a language is context free, then some pushdown automaton recognizes it.

PDA vs CFG

THEOREM 2.20

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

LEMMA 2.21

If a language is context free, then some pushdown automaton recognizes it.

LEMMA 2.27

If a pushdown automaton recognizes some language, then it is context free.

CFG to PDA

LEMMA 2.21

If a language is context free, then some pushdown automaton recognizes it.

CFG to PDA

LEMMA 2.21

If a language is context free, then some pushdown automaton recognizes it.

The following is an informal description of P .

1. Place the marker symbol $\$$ and the start variable on the stack.
2. Repeat the following steps forever.
 - a. If the top of stack is a variable symbol A , nondeterministically select one of the rules for A and substitute A by the string on the right-hand side of the rule.
 - b. If the top of stack is a terminal symbol a , read the next symbol from the input and compare it to a . If they match, repeat. If they do not match, reject on this branch of the nondeterminism.
 - c. If the top of stack is the symbol $\$$, enter the accept state. Doing so accepts the input if it has all been read.

EXAMPLE of CFG

EXAMPLE 2.4

Consider grammar $G_4 = (V, \Sigma, R, \langle \text{EXPR} \rangle)$.

V is $\{\langle \text{EXPR} \rangle, \langle \text{TERM} \rangle, \langle \text{FACTOR} \rangle\}$ and Σ is $\{a, +, \times, (,)\}$. The rules are

$$\begin{aligned}\langle \text{EXPR} \rangle &\rightarrow \langle \text{EXPR} \rangle + \langle \text{TERM} \rangle \mid \langle \text{TERM} \rangle \\ \langle \text{TERM} \rangle &\rightarrow \langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \mid \langle \text{FACTOR} \rangle \\ \langle \text{FACTOR} \rangle &\rightarrow (\langle \text{EXPR} \rangle) \mid a\end{aligned}$$

• $\langle \text{EXPR} \rangle \rightarrow \langle \text{EXPR} \rangle + \langle \text{TERM} \rangle \mid \langle \text{TERM} \rangle$
 $\langle \text{TERM} \rangle \rightarrow \langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \mid \langle \text{FACTOR} \rangle$
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• $(a+a)xa$

Stack:

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$(a+a)xa$ Stack:

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Stack:

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Stack: $\$$

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Stack: $\langle \text{EXPR} \rangle \$$

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Stack: $\langle \text{EXPR} \rangle \$$

• $(a+a)xa$

Stack: $\langle \text{TERM} \rangle \$$

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Stack: $\langle \text{EXPR} \rangle \$$

• $(a+a)xa$

Stack: $\langle \text{TERM} \rangle \$$

• $(a+a)xa$

Stack: $\langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \$$

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👁️ $(a+a)xa$

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• $(a+a)xa$

Stack: $\langle \text{EXPR} \rangle + \langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \$$

• $(a+a)xa$

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Stack: $a + \langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \$$

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Stack: $+ \langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \$$

$\langle \text{EXPR} \rangle \rightarrow \langle \text{EXPR} \rangle + \langle \text{TERM} \rangle \mid \langle \text{TERM} \rangle$
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• $(a+a)xa$

Stack: $\langle \text{TERM} \rangle + \langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \$$

• $(a+a)xa$

Stack: $\langle \text{FACTOR} \rangle + \langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \$$

• $(a+a)xa$

Stack: $a + \langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \$$

• $(a+a)xa$

Stack: $+ \langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \$$

• $(a+a)xa$

Stack: $\langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \$$

• $(a+a)xa$

Stack: $\langle \text{FACTOR} \rangle \times \langle \text{FACTOR} \rangle \$$

$\langle \text{EXPR} \rangle \rightarrow \langle \text{EXPR} \rangle + \langle \text{TERM} \rangle \mid \langle \text{TERM} \rangle$
 $\langle \text{TERM} \rangle \rightarrow \langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \mid \langle \text{FACTOR} \rangle$
 $\langle \text{FACTOR} \rangle \rightarrow (\langle \text{EXPR} \rangle) \mid a$

1. Place the marker symbol \$ and the start variable on the stack.

2. Repeat the following steps forever.

- If the top of stack is a variable symbol A , nondeterministically select one of the rules for A and substitute A by the string on the right-hand side of the rule.
- If the top of stack is a terminal symbol a , read the next symbol from the input and compare it to a . If they match, repeat. If they do not match, reject on this branch of the nondeterminism.
- If the top of stack is the symbol $\$$, enter the accept state. Doing so accepts the input if it has all been read.

$(a+a)xa$

Stack: $\langle \text{FACTOR} \rangle \times \langle \text{FACTOR} \rangle \$$

$\langle \text{EXPR} \rangle \rightarrow \langle \text{EXPR} \rangle + \langle \text{TERM} \rangle \mid \langle \text{TERM} \rangle$
 $\langle \text{TERM} \rangle \rightarrow \langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \mid \langle \text{FACTOR} \rangle$
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Stack: $\langle \text{FACTOR} \rangle \times \langle \text{FACTOR} \rangle \$$

• $(a+a)xa$

Stack: $a) \times \langle \text{FACTOR} \rangle \$$

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• $(a+a)xa$

Stack: $a) \times \langle \text{FACTOR} \rangle \$$

• $(a+a)xa$

Stack: $) \times \langle \text{FACTOR} \rangle \$$

$\langle \text{EXPR} \rangle \rightarrow \langle \text{EXPR} \rangle + \langle \text{TERM} \rangle \mid \langle \text{TERM} \rangle$
 $\langle \text{TERM} \rangle \rightarrow \langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \mid \langle \text{FACTOR} \rangle$
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• $(a+a)xa$

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• $(a+a)xa$

Stack: $) \times \langle \text{FACTOR} \rangle \$$

• $(a+a)xa$

Stack: $\times \langle \text{FACTOR} \rangle \$$

$\langle \text{EXPR} \rangle \rightarrow \langle \text{EXPR} \rangle + \langle \text{TERM} \rangle \mid \langle \text{TERM} \rangle$
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$(a+a)xa$ $(a+a)xa$ $(a+a)xa$ $(a+a)xa$ $(a+a)xa$	Stack: $\langle \text{FACTOR} \rangle \times \langle \text{FACTOR} \rangle \$$ Stack: $a) \times \langle \text{FACTOR} \rangle \$$ Stack: $) \times \langle \text{FACTOR} \rangle \$$ Stack: $\times \langle \text{FACTOR} \rangle \$$ Stack: $\langle \text{FACTOR} \rangle \$$
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Stack: $\langle \text{FACTOR} \rangle \times \langle \text{FACTOR} \rangle \$$

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• $(a+a)xa$

Stack: $\times \langle \text{FACTOR} \rangle \$$

• $(a+a)xa$

Stack: $\langle \text{FACTOR} \rangle \$$

• $(a+a)xa$

Stack: $a \$$

$\langle \text{EXPR} \rangle \rightarrow \langle \text{EXPR} \rangle + \langle \text{TERM} \rangle \mid \langle \text{TERM} \rangle$
 $\langle \text{TERM} \rangle \rightarrow \langle \text{TERM} \rangle \times \langle \text{FACTOR} \rangle \mid \langle \text{FACTOR} \rangle$
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<ul style="list-style-type: none"> • $(a+a)xa$ • $(a+a)xa$ • $(a+a)xa$ • $(a+a)xa$ • $(a+a)xa$ • $(a+a)xa$ • $(a+a)xa$ 	<ul style="list-style-type: none"> Stack: $\langle \text{FACTOR} \rangle \times \langle \text{FACTOR} \rangle \\$ Stack: $a) \times \langle \text{FACTOR} \rangle \\$ Stack: $) \times \langle \text{FACTOR} \rangle \\$ Stack: $\times \langle \text{FACTOR} \rangle \\$ Stack: $\langle \text{FACTOR} \rangle \\$ Stack: $a \\$ Stack: $\\$
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CFG to PDA

- Proof: Given a CFG $G=(V,\Sigma,R,S)$, we now construct a PDA $P=(Q,\Sigma,\Gamma,\delta,q_0,F)$ for it.
- We define a special notation to write an entire string on the stack in one step.
- We can simulate this action by adding extra states to write the string one symbol at a time.

CFG to PDA

- Let q and r be states of the PDA and let $a \in \Sigma_\varepsilon$ $s \in \Gamma_\varepsilon$.
- Starting in state q , say we want to read a from the input and pop s from the stack. Moreover we want to push string $u = u_1 \dots u_\ell$ back onto the stack at the same time and end in state r .

CFG to PDA

- We implement this action $(a, s \rightarrow u_1 \dots u_\ell)$ by introducing new states $q_1, \dots, q_{\ell-1}$ and setting the transition function as follows:

$$\delta(q, a, s) \ni (q_1, u_\ell),$$

$$\delta(q_1, \epsilon, \epsilon) = \{(q_2, u_{\ell-1})\},$$

$$\delta(q_2, \epsilon, \epsilon) = \{(q_3, u_{\ell-2})\},$$

...

$$\delta(q_{\ell-1}, \epsilon, \epsilon) = \{(r, u_1)\}.$$

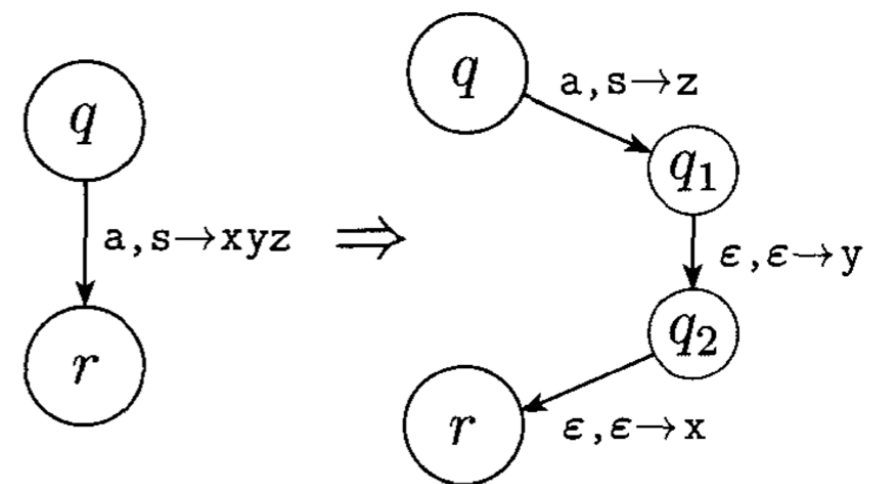


FIGURE 2.23

Implementing the shorthand $(r, xyz) \in \delta(q, a, s)$

CFG to PDA

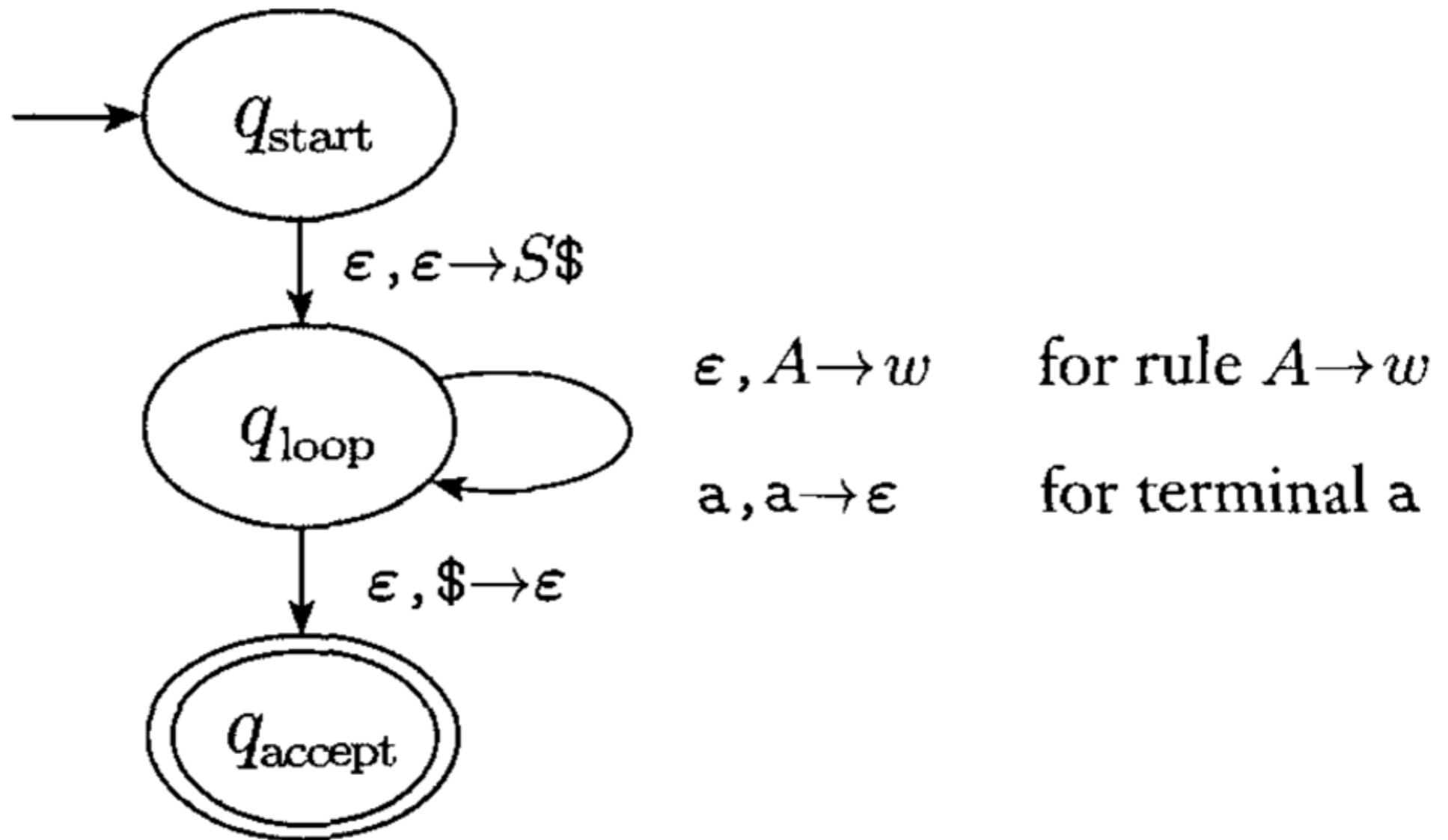


FIGURE 2.24
State diagram of P

CFG to PDA

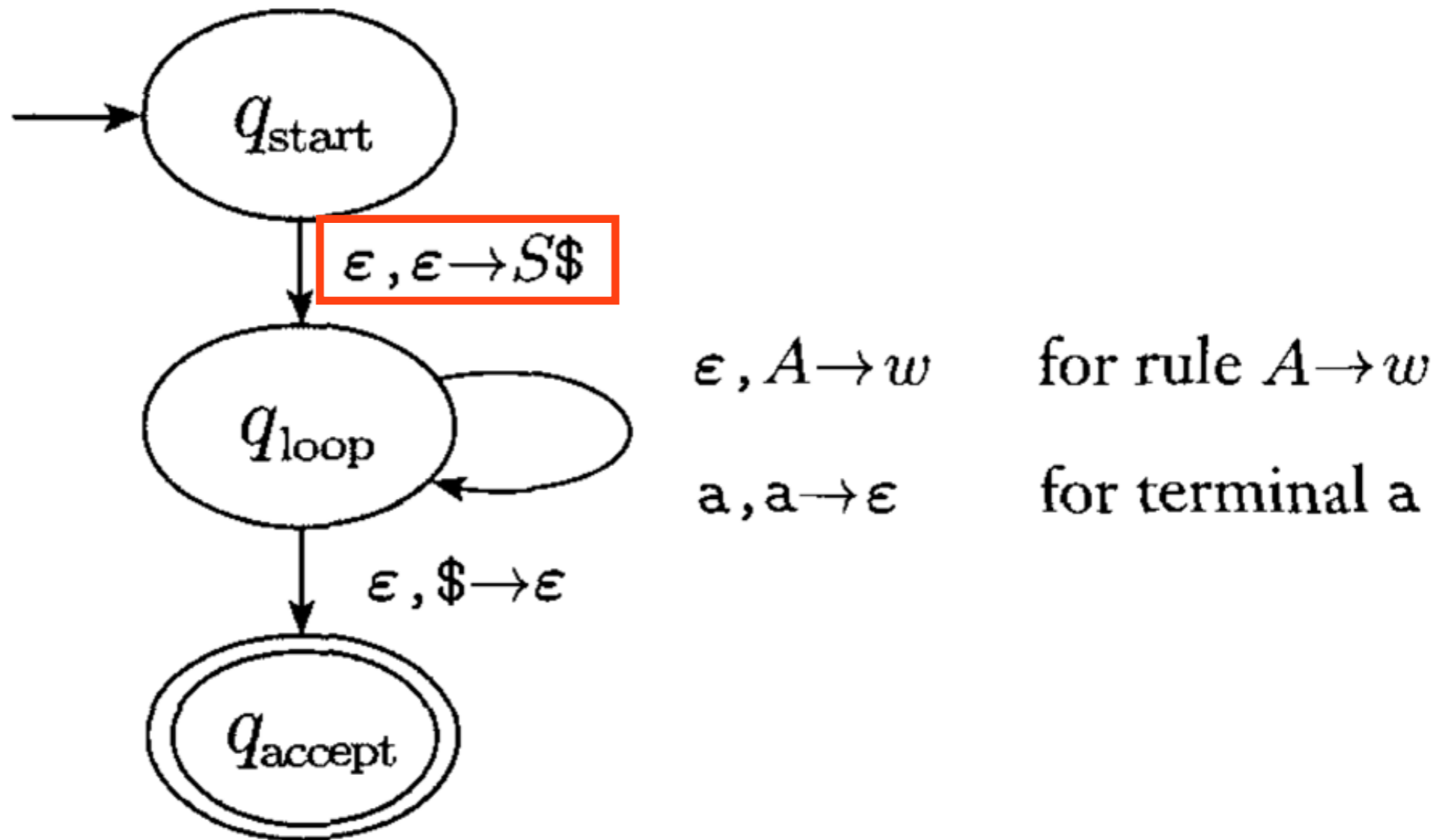


FIGURE 2.24
State diagram of P

CFG to PDA

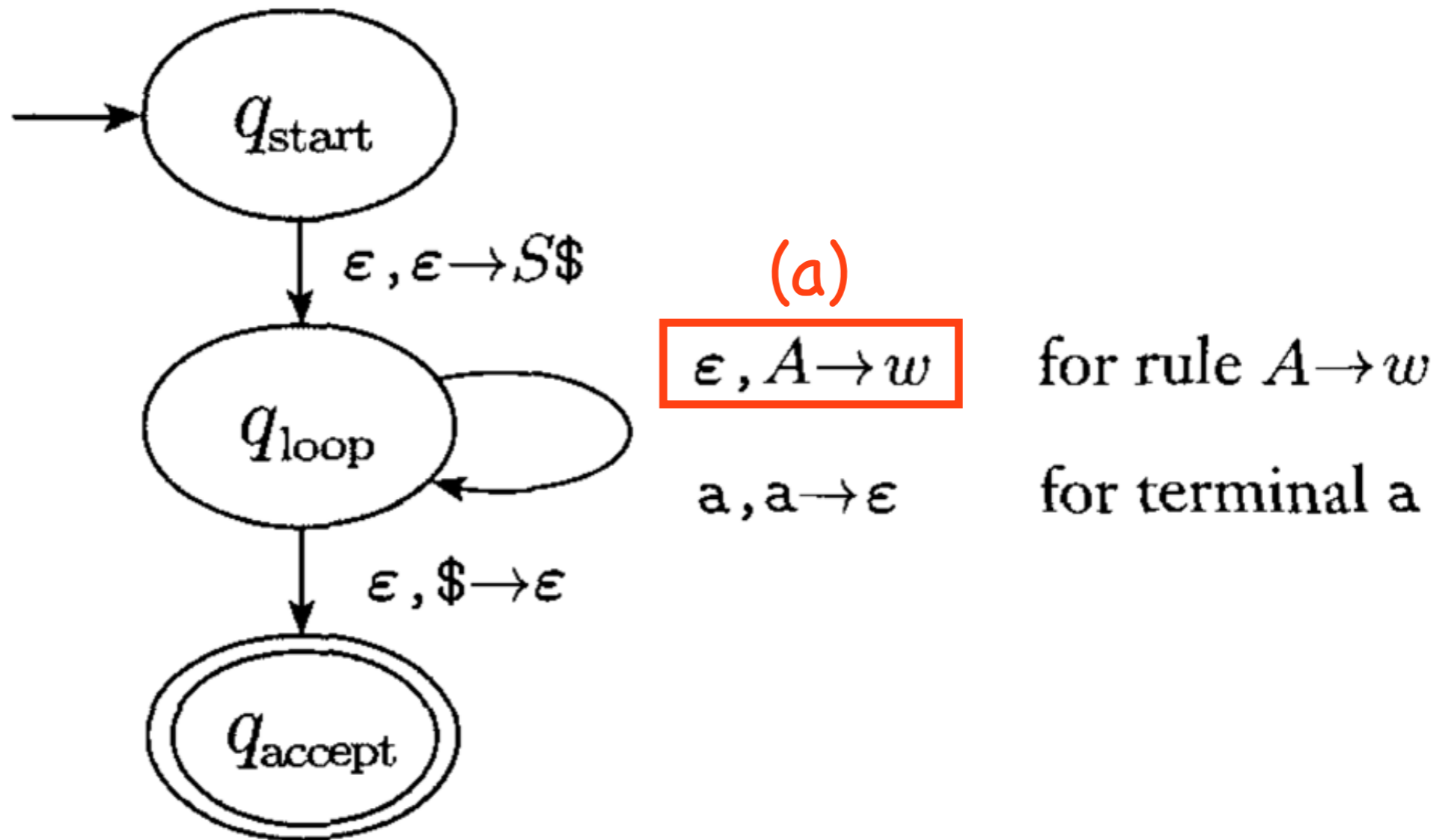


FIGURE 2.24
State diagram of P

CFG to PDA

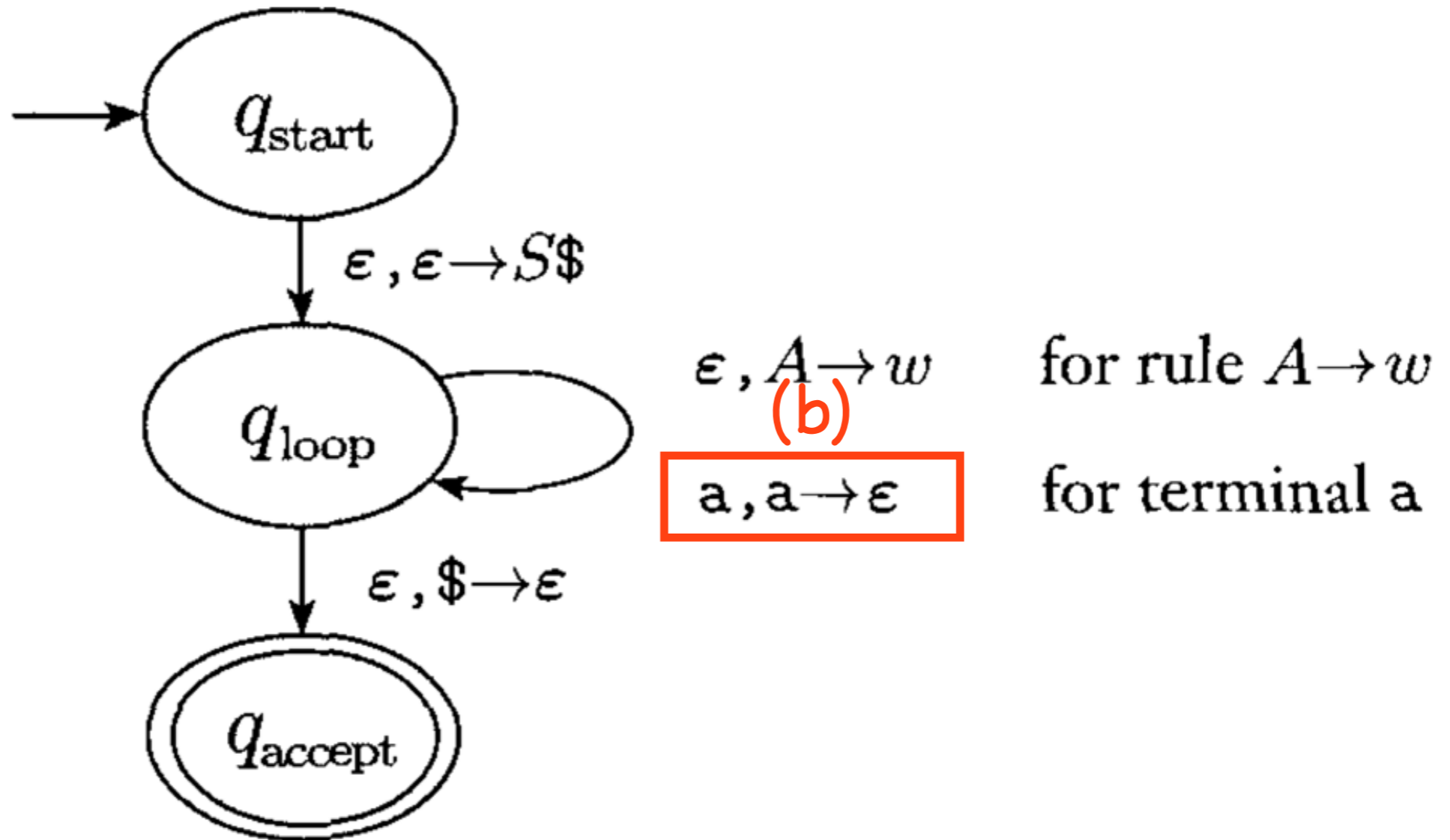


FIGURE 2.24
State diagram of P

CFG to PDA

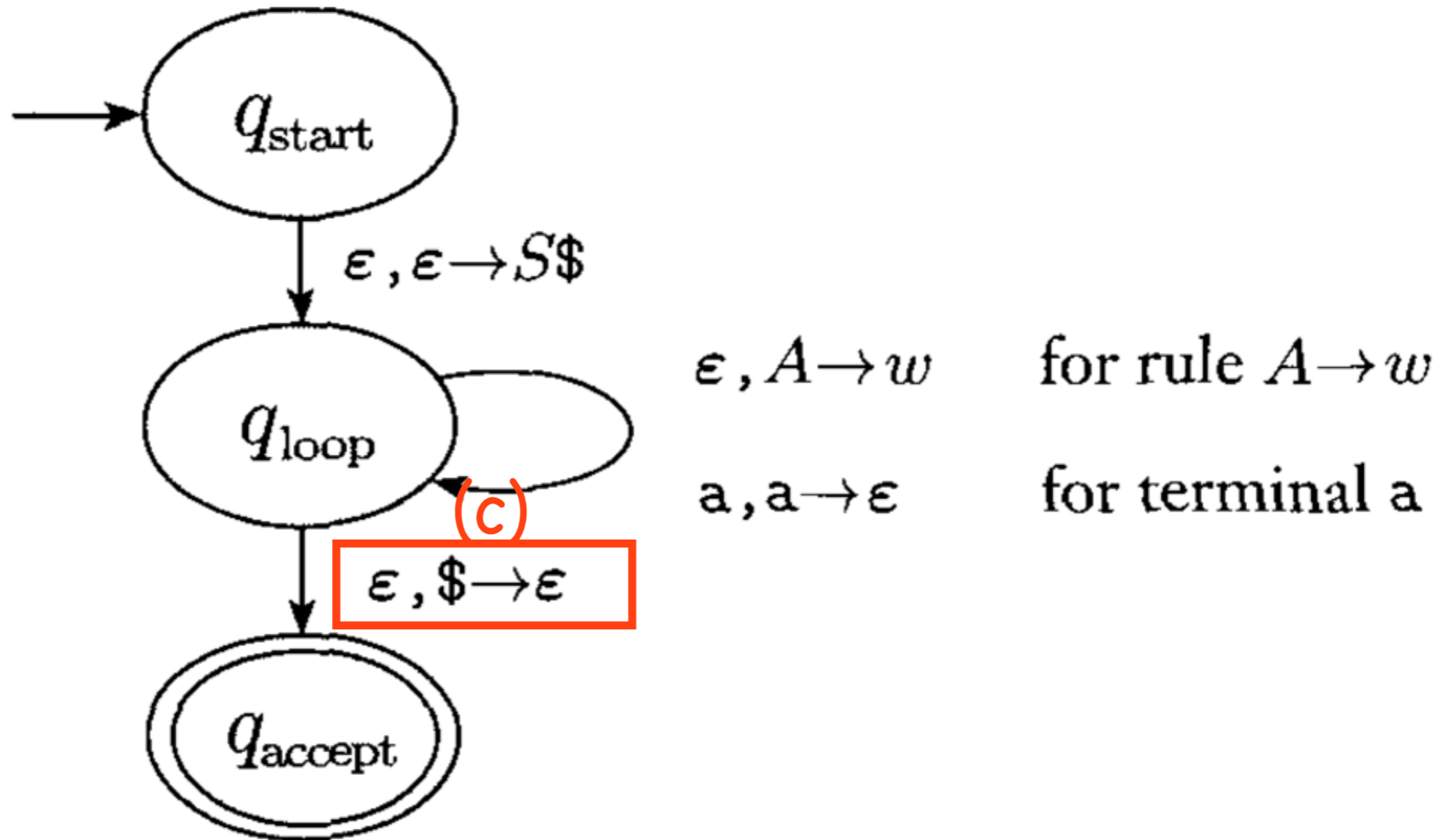


FIGURE 2.24
State diagram of P

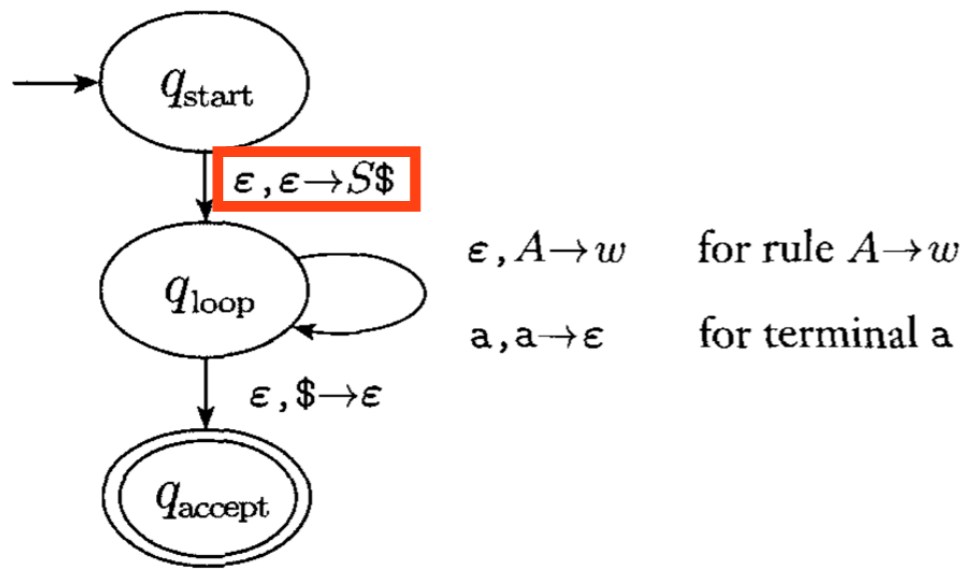


FIGURE 2.24
State diagram of P

CFG to PDA

The states of P are $Q = \{q_{\text{start}}, q_{\text{loop}}, q_{\text{accept}}\} \cup E$, where E is the set of states we need for implementing the shorthand just described. The start state is q_{start} . The only accept state is q_{accept} .

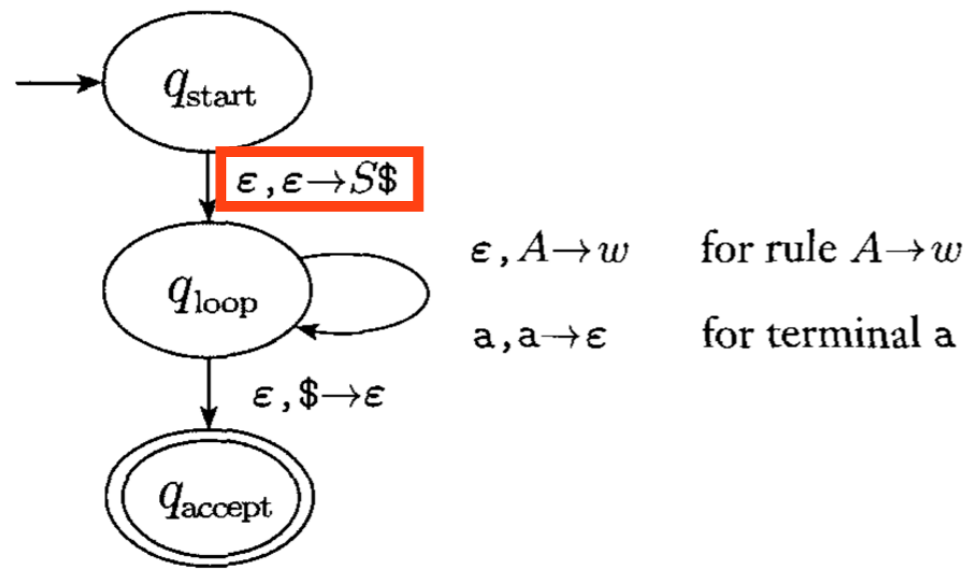


FIGURE 2.24
State diagram of P

CFG to PDA

The states of P are $Q = \{q_{\text{start}}, q_{\text{loop}}, q_{\text{accept}}\} \cup E$, where E is the set of states we need for implementing the shorthand just described. The start state is q_{start} . The only accept state is q_{accept} .

The transition function is defined as follows. We begin by initializing the stack to contain the symbols $\$$ and S , implementing step 1 in the informal description: $\delta(q_{\text{start}}, \epsilon, \epsilon) = \{(q_{\text{loop}}, S\$)\}$. Then we put in transitions for the main loop of step 2.

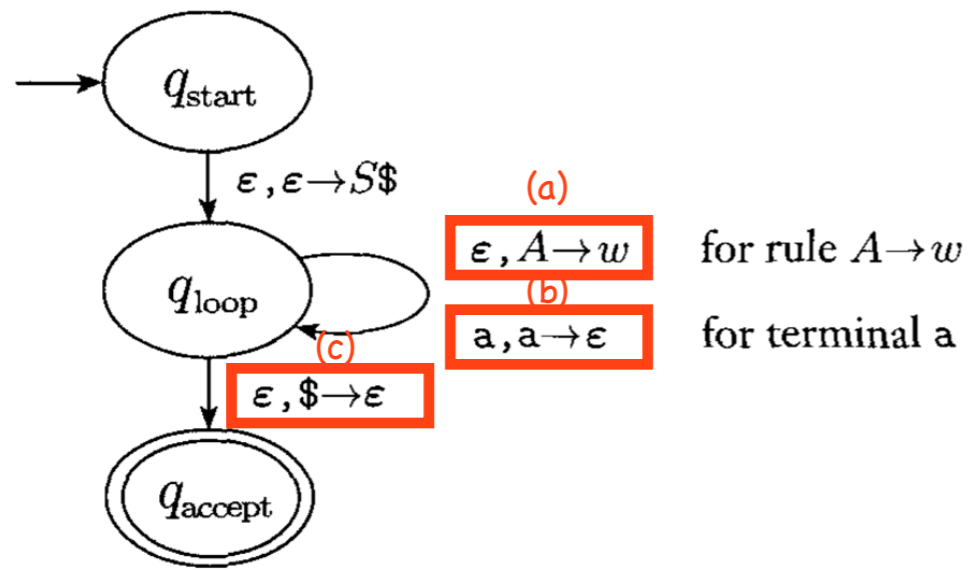


FIGURE 2.24
State diagram of P

CFG to PDA

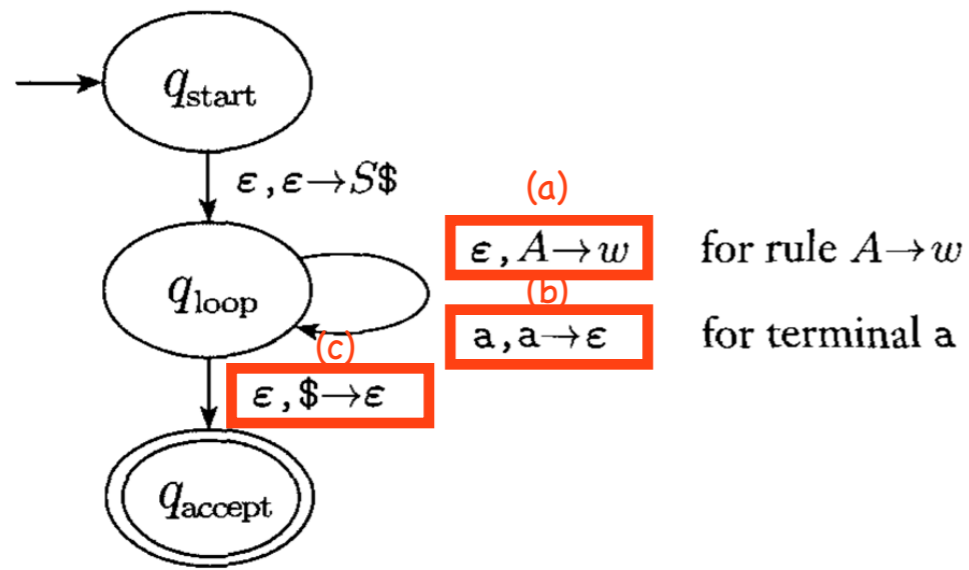


FIGURE 2.24
State diagram of P

CFG to PDA

First, we handle case (a) wherein the top of the stack contains a variable. Let $\delta(q_{loop}, \epsilon, A) = \{(q_{loop}, w) \mid \text{where } A \rightarrow w \text{ is a rule in } R\}$.

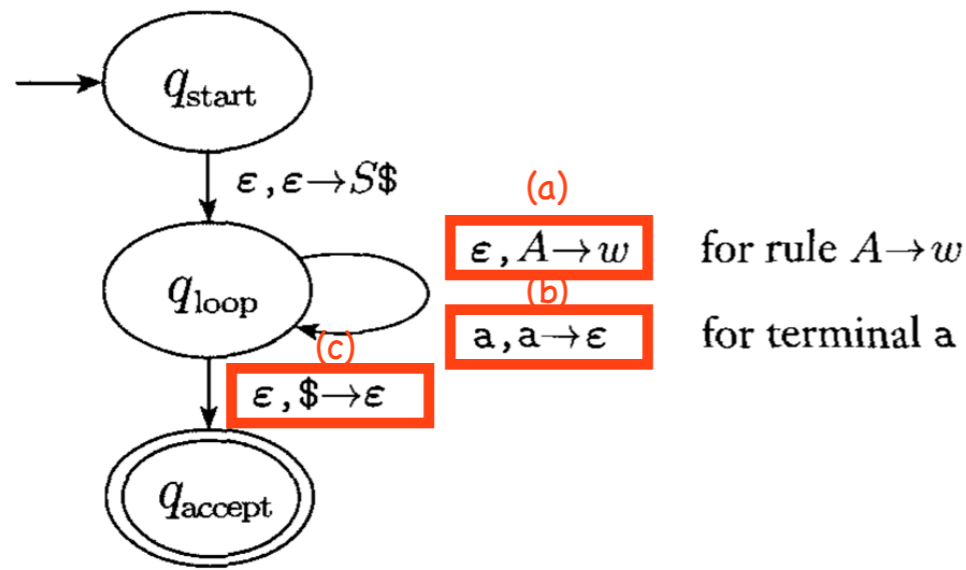
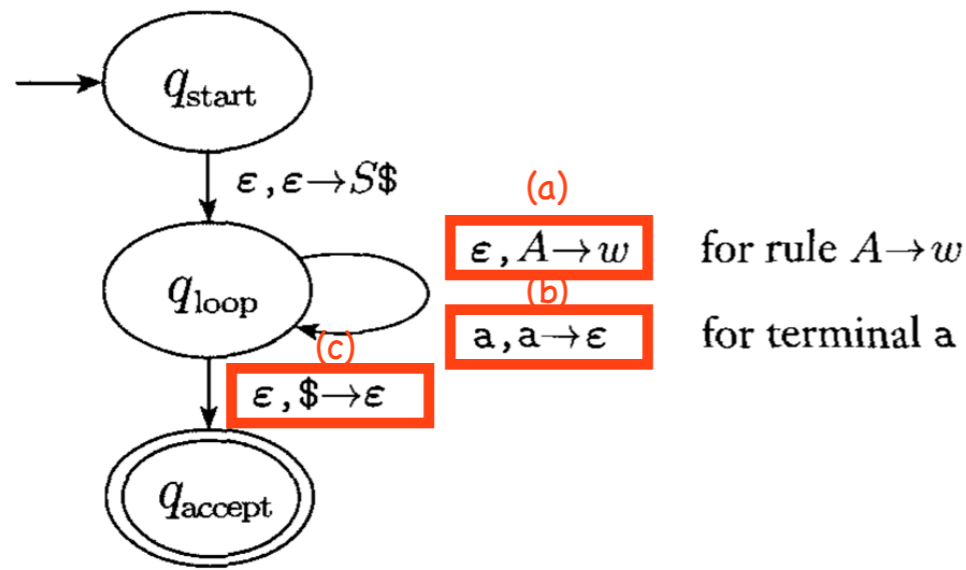


FIGURE 2.24
State diagram of P

CFG to PDA

First, we handle case (a) wherein the top of the stack contains a variable. Let $\delta(q_{\text{loop}}, \epsilon, A) = \{(q_{\text{loop}}, w) \mid \text{where } A \rightarrow w \text{ is a rule in } R\}$.

Second, we handle case (b) wherein the top of the stack contains a terminal. Let $\delta(q_{\text{loop}}, a, a) = \{(q_{\text{loop}}, \epsilon)\}$.



CFG to PDA

FIGURE 2.24
State diagram of P

First, we handle case (a) wherein the top of the stack contains a variable. Let $\delta(q_{\text{loop}}, \epsilon, A) = \{(q_{\text{loop}}, w) \mid \text{where } A \rightarrow w \text{ is a rule in } R\}$.

Second, we handle case (b) wherein the top of the stack contains a terminal. Let $\delta(q_{\text{loop}}, a, a) = \{(q_{\text{loop}}, \epsilon)\}$.

Finally, we handle case (c) wherein the empty stack marker $\$$ is on the top of the stack. Let $\delta(q_{\text{loop}}, \epsilon, \$) = \{(q_{\text{accept}}, \epsilon)\}$.

CFG to PDA

EXAMPLE 2.25

We use the procedure developed in Lemma 2.21 to construct a PDA P_1 from the following CFG G .

$$\begin{aligned} S &\rightarrow aTb \mid b \\ T &\rightarrow Ta \mid \epsilon \end{aligned}$$

$$S \rightarrow aTb \mid b$$

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

The transition function is shown in the following diagram.

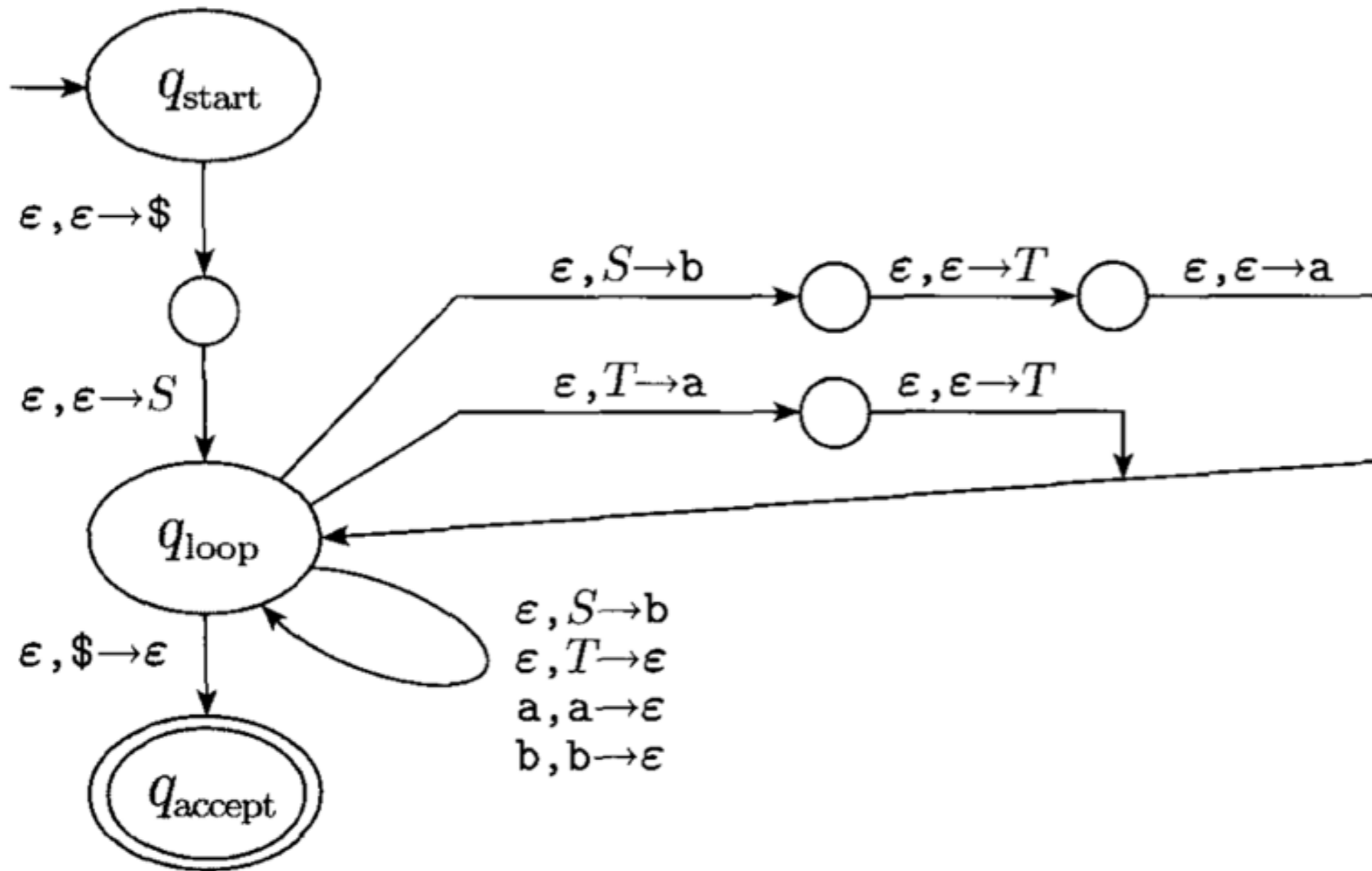


FIGURE 2.26
State diagram of P_1

$$S \rightarrow aTb \mid b$$

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

The transition function is shown in the following diagram.

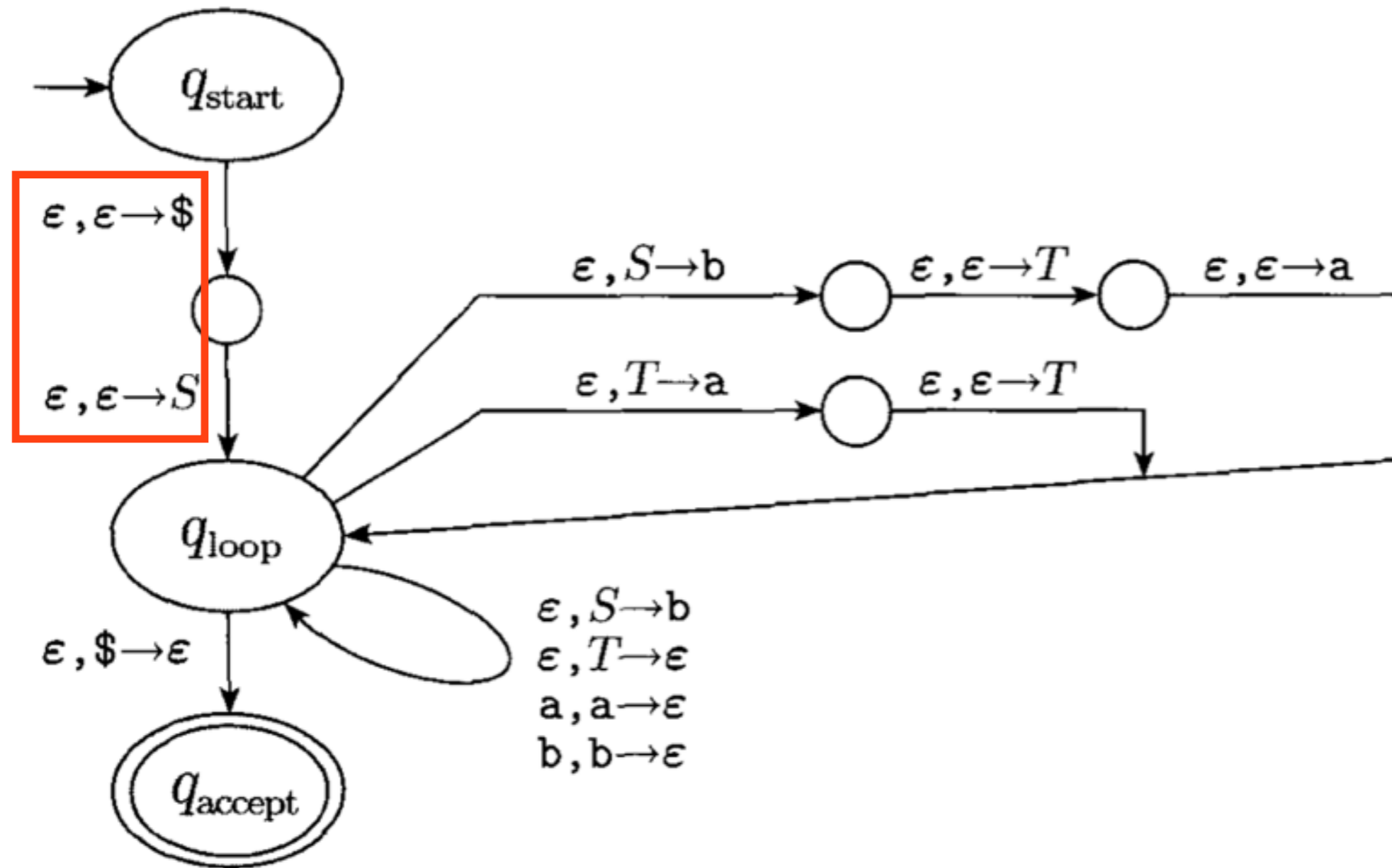


FIGURE 2.26
State diagram of P_1

$$S \rightarrow aTb \mid b$$

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

The transition function is shown in the following diagram.

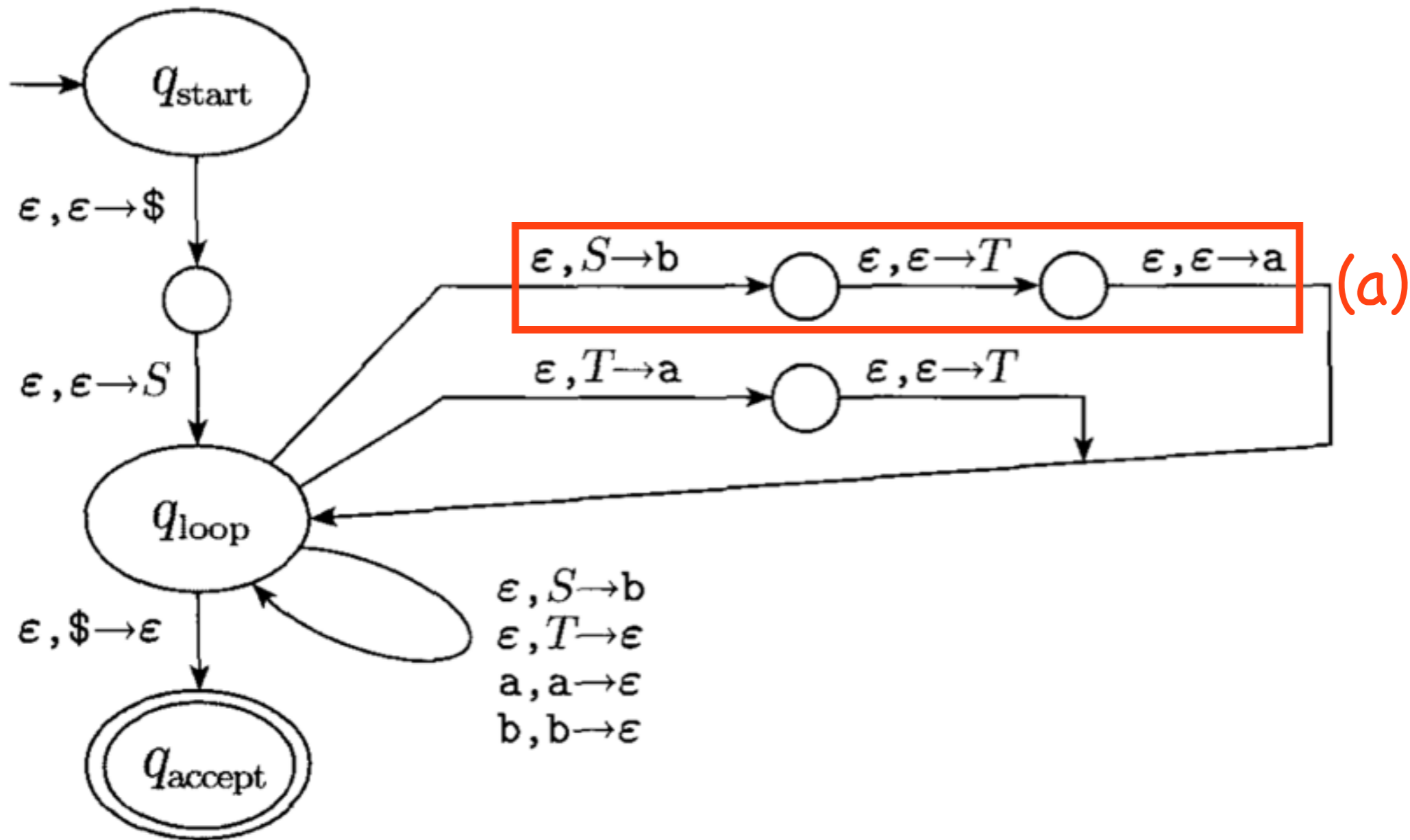


FIGURE 2.26
State diagram of P_1

$$S \rightarrow aTb \mid b$$

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

The transition function is shown in the following diagram.

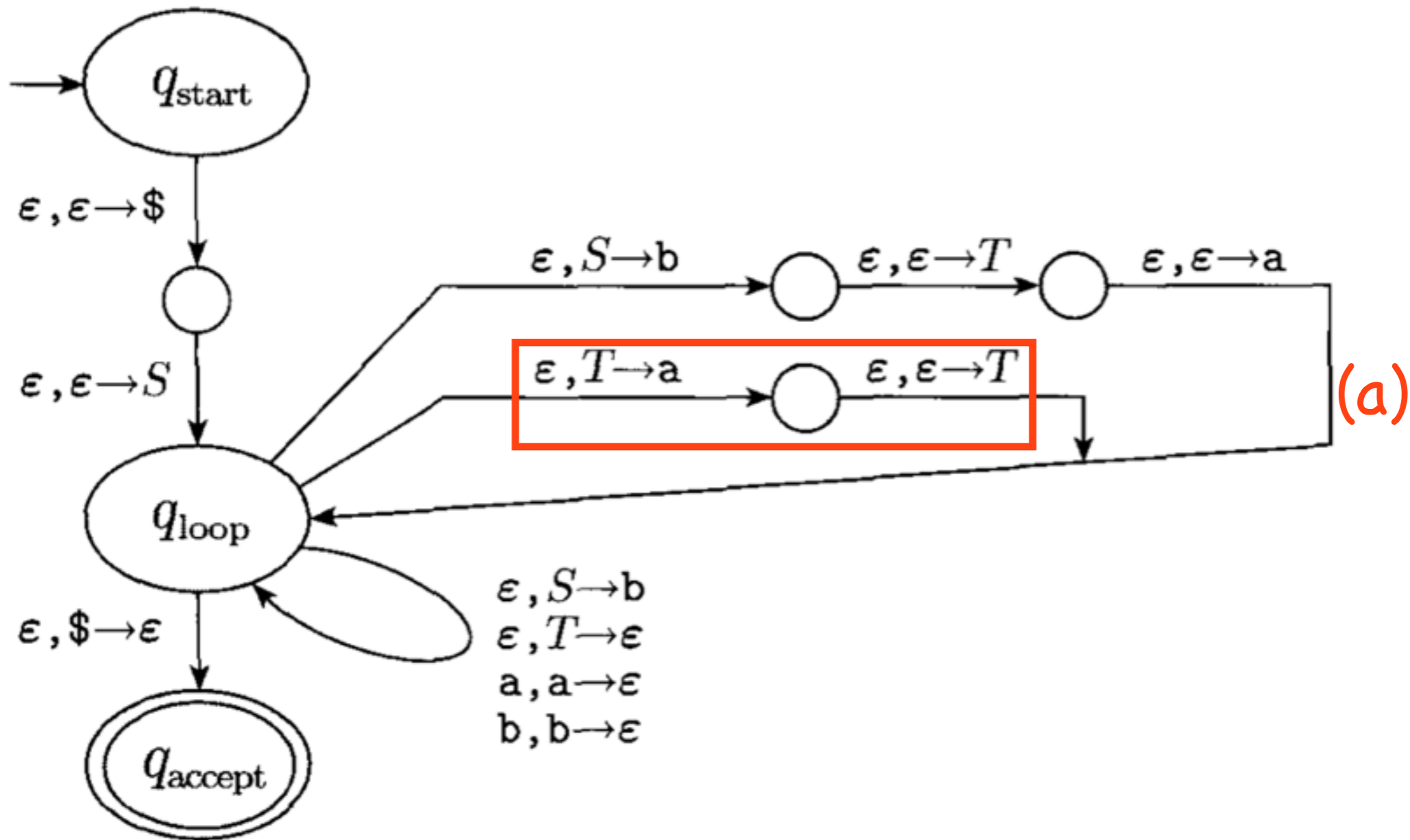


FIGURE 2.26
State diagram of P_1

$$S \rightarrow aTb \mid b$$

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

The transition function is shown in the following diagram.

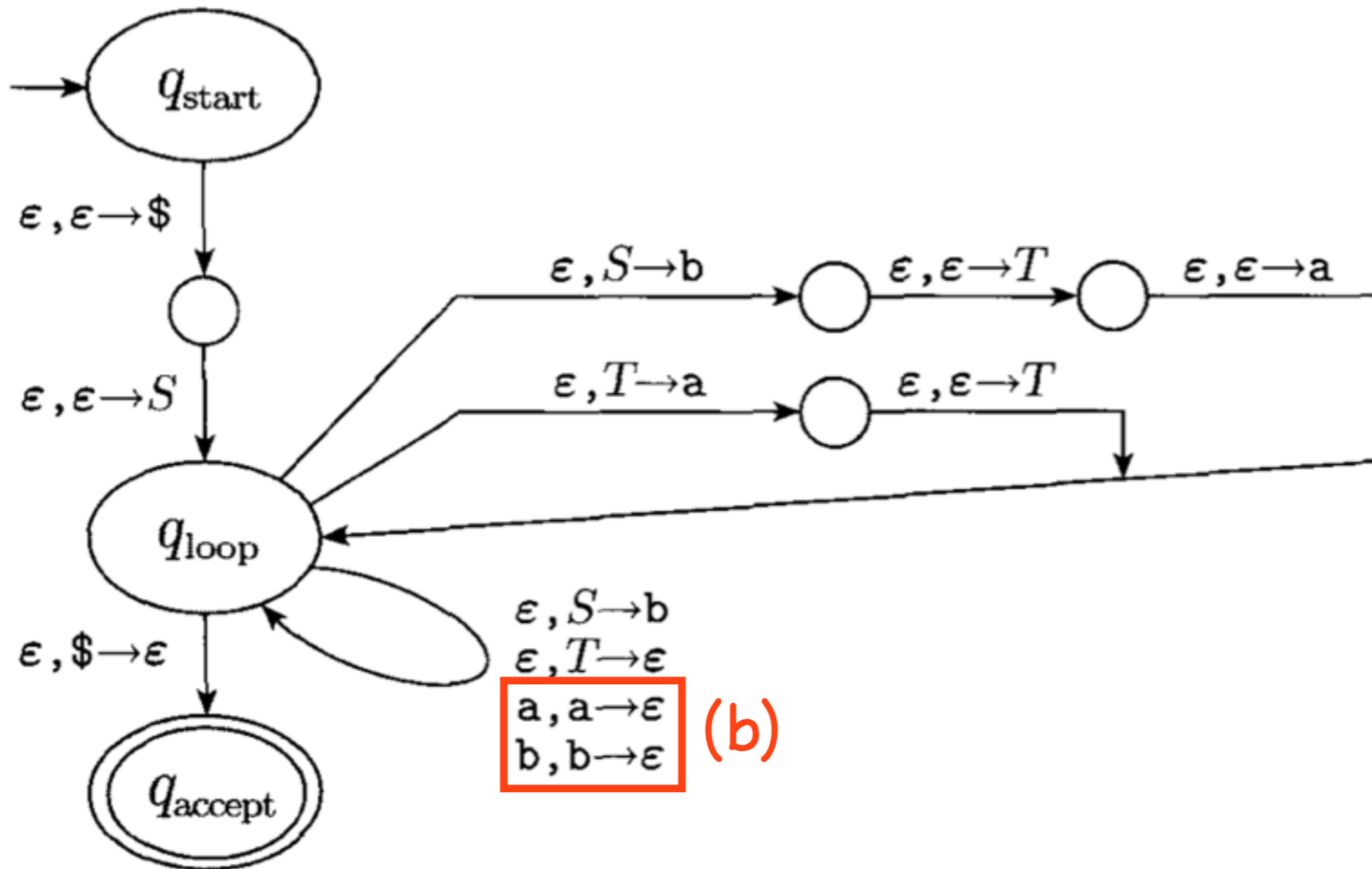


FIGURE 2.26
State diagram of P_1

$$S \rightarrow aTb \mid b$$

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

The transition function is shown in the following diagram.

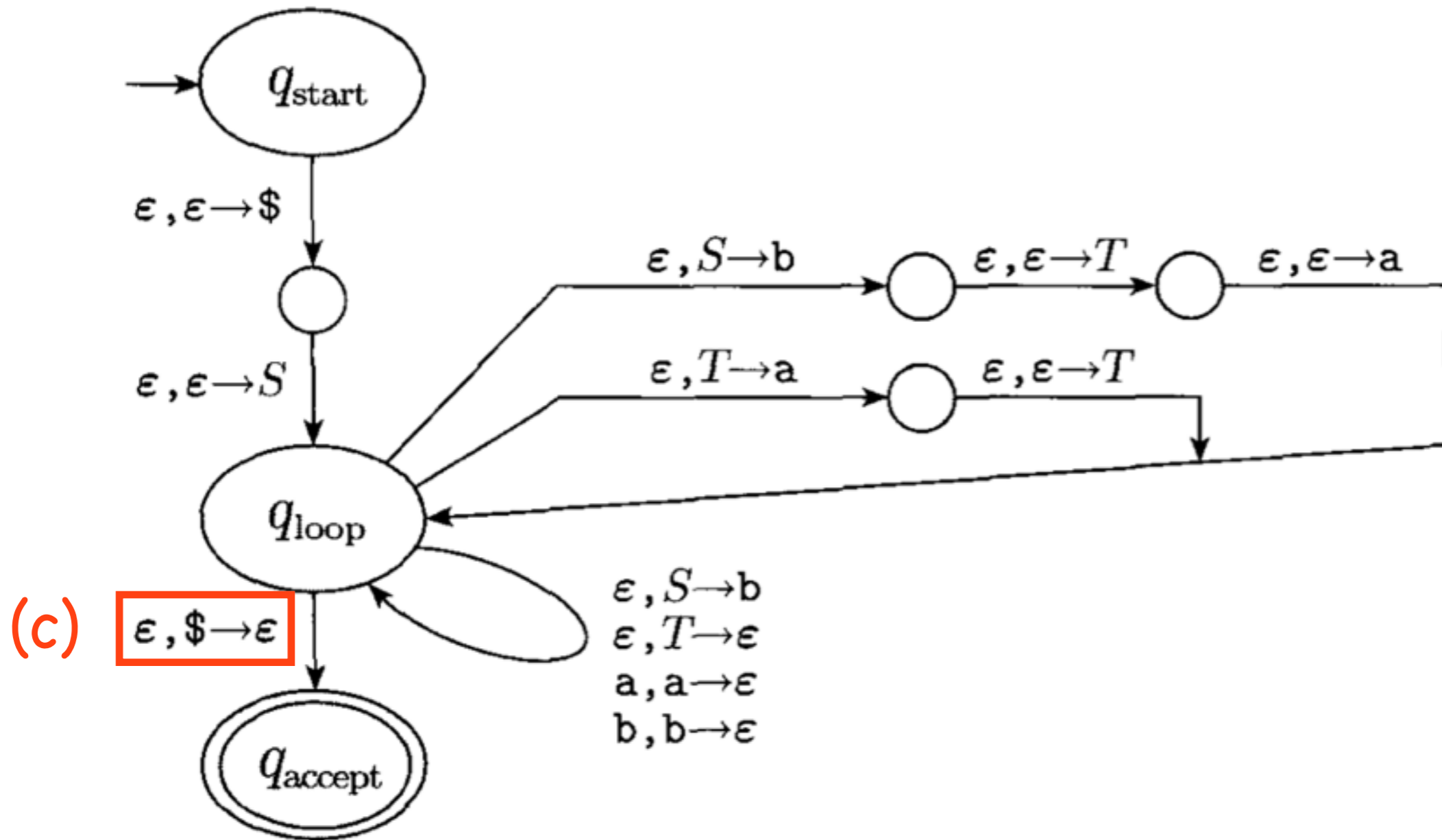


FIGURE 2.26
State diagram of P_1

PDA to CFG

LEMMA 2.27

If a pushdown automaton recognizes some language, then it is context free.

PDA to CFG

First, we simplify our task by modifying P slightly to give it the following three features.

1. It has a single accept state, q_{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.

PDA to CFG

First, we simplify our task by modifying P slightly to give it the following three features.

1. It has a single accept state, q_{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.

- Giving P features 1 and 2 is easy.
- To give it feature 3, we replace each transition that simultaneously pops and pushes with a two-transition sequence that goes through a new state, each transition that neither pops nor pushes with a two-transition sequence that pushes then pops an arbitrary stack symbol.

PDA to CFG

PROOF Say that $P = (Q, \Sigma, \Gamma, \delta, q_0, \{q_{\text{accept}}\})$ and construct G . The variables of G are $\{A_{pq} \mid p, q \in Q\}$. The start variable is $A_{q_0, q_{\text{accept}}}$. Now we describe G 's rules.

- For each $p, q, r, s \in Q$, $t \in \Gamma$, and $a, b \in \Sigma_\varepsilon$, if $\delta(p, a, \varepsilon)$ contains (r, t) and $\delta(s, b, t)$ contains (q, ε) , put the rule $A_{pq} \rightarrow aA_{rs}b$ in G .
- For each $p, q, r \in Q$, put the rule $A_{pq} \rightarrow A_{pr}A_{rq}$ in G .
- Finally, for each $p \in Q$, put the rule $A_{pp} \rightarrow \varepsilon$ in G .

You may gain some insight for this construction from the following figures.

- For each $p, q, r \in Q$, put the rule $A_{pq} \rightarrow A_{pr}A_{rq}$ in G .

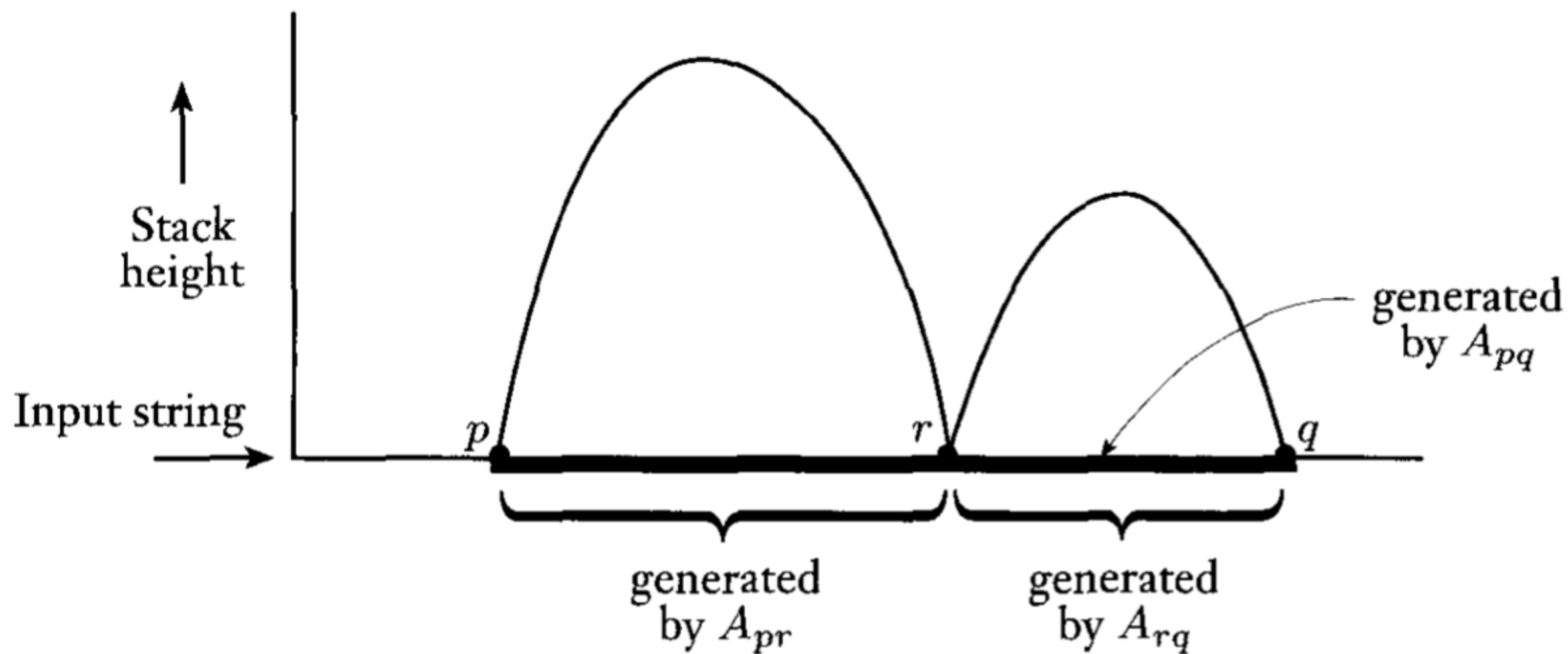


FIGURE 2.28

PDA computation corresponding to the rule $A_{pq} \rightarrow A_{pr}A_{rq}$

- For each $p, q, r, s \in Q$, $t \in \Gamma$, and $a, b \in \Sigma_\epsilon$, if $\delta(p, a, \epsilon)$ contains (r, t) and $\delta(s, b, t)$ contains (q, ϵ) , put the rule $A_{pq} \rightarrow aA_{rs}b$ in G .

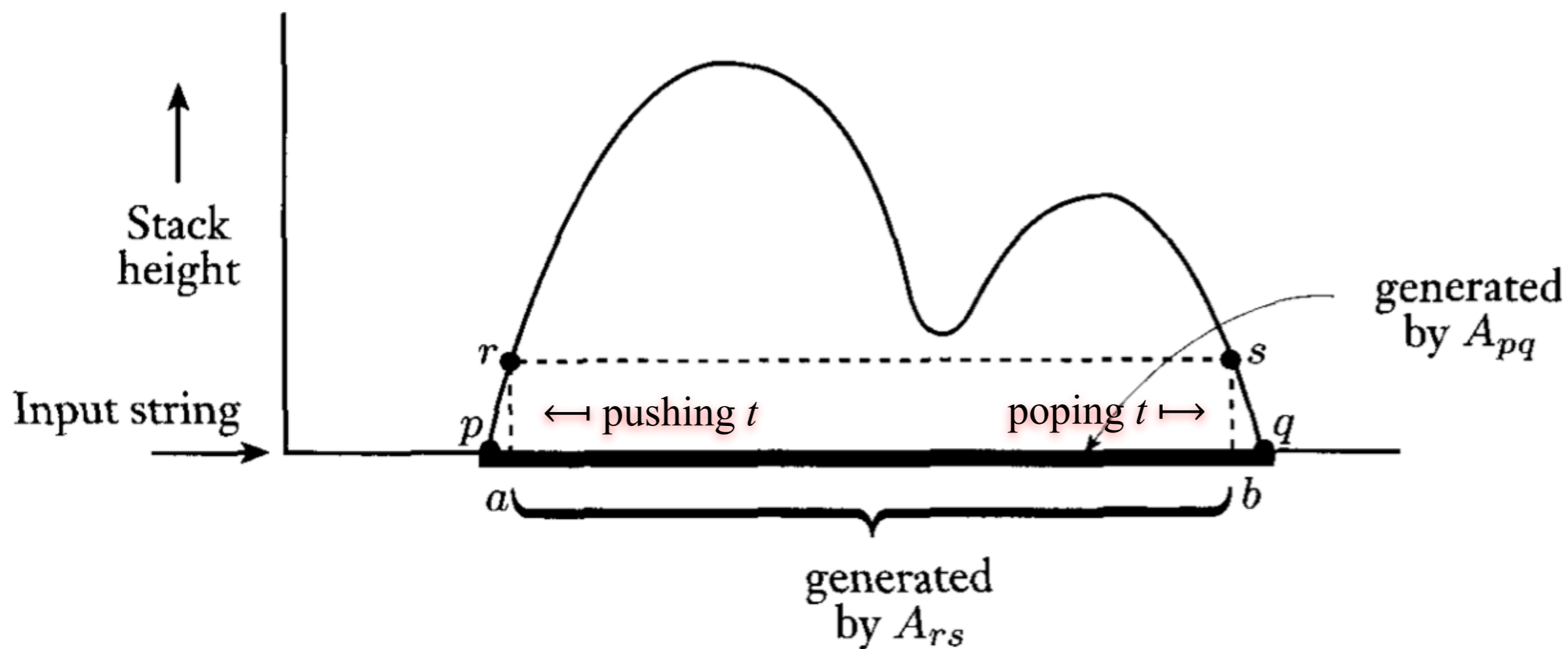


FIGURE 2.29

PDA computation corresponding to the rule $A_{pq} \rightarrow aA_{rs}b$

PDA to CFG

CLAIM 2.30

If A_{pq} generates x , then x can bring P from a state p (with an empty stack) to a state q (with an empty stack).

We prove this claim by induction on the number of steps in the derivation of x from A_{pq} .

If A_{pq} generates x , then x can bring P from a state p (with an empty stack) to a state q (with an empty stack).

Basis: The derivation has 1 step.

A derivation with a single step must use a rule whose right-hand side contains no variables. The only rules in G where no variables occur on the right-hand side are $A_{pp} \rightarrow \epsilon$. Clearly, input ϵ takes P from p with empty stack to p with empty stack so the basis is proved.

If A_{pq} generates x , then x can bring P from a state p (with an empty stack) to a state q (with an empty stack).

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Induction step: Assume true for derivations of length at most k , where $k \geq 1$, and prove true for derivations of length $k + 1$.

If A_{pq} generates x , then x can bring P from a state p (with an empty stack) to a state q (with an empty stack).

Basis: The derivation has 1 step.

A derivation with a single step must use a rule whose right-hand side contains no variables. The only rules in G where no variables occur on the right-hand side are $A_{pp} \rightarrow \epsilon$. Clearly, input ϵ takes P from p with empty stack to p with empty stack so the basis is proved.

Induction step: Assume true for derivations of length at most k , where $k \geq 1$, and prove true for derivations of length $k + 1$.

Suppose that $A_{pq} \xRightarrow{*} x$ with $k + 1$ steps. The first step in this derivation is either $A_{pq} \Rightarrow aA_{rs}b$ or $A_{pq} \Rightarrow A_{pr}A_{rq}$. We handle these two cases separately.

If A_{pq} generates x , then x can bring P from a state p (with an empty stack) to a state q (with an empty stack).

In the first case, consider the portion y of x that A_{rs} generates, so $x = ayb$. Because $A_{rs} \xRightarrow{*} y$ with k steps, the induction hypothesis tells us that P can go from r on empty stack to s on empty stack. Because $A_{pq} \rightarrow aA_{rs}b$ is a rule of G , $\delta(p, a, \epsilon)$ contains (r, t) and $\delta(s, b, t)$ contains (q, ϵ) , for some stack symbol t . Hence, if P starts at p with an empty stack, after reading a it can go to state r and push t onto the stack. Then reading string y can bring it to s and leave t on the stack. Then after reading b it can go to state q and pop t off the stack. Therefore x can bring it from p with empty stack to q with empty stack.

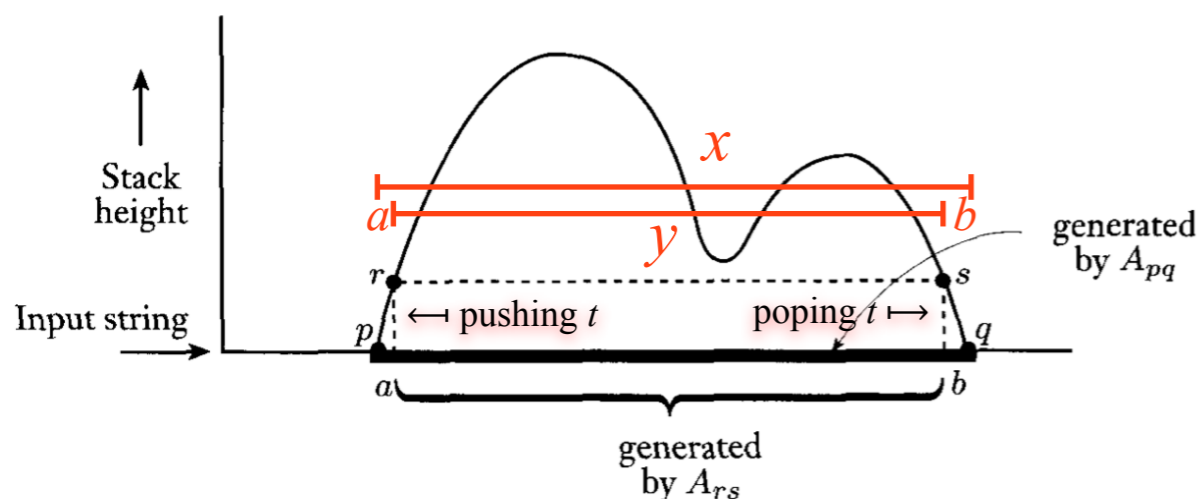


FIGURE 2.29

PDA computation corresponding to the rule $A_{pq} \rightarrow aA_{rs}b$

If A_{pq} generates x , then x can bring P from a state p (with an empty stack) to a state q (with an empty stack).

$$A_{pq} \Rightarrow aA_{rs}b$$

In the first case, consider the portion y of x that A_{rs} generates, so $x = ayb$. Because $A_{rs} \xRightarrow{*} y$ with k steps, the induction hypothesis tells us that P can go from r on empty stack to s on empty stack. Because $A_{pq} \rightarrow aA_{rs}b$ is a rule of G , $\delta(p, a, \epsilon)$ contains (r, t) and $\delta(s, b, t)$ contains (q, ϵ) , for some stack symbol t . Hence, if P starts at p with an empty stack, after reading a it can go to state r and push t onto the stack. Then reading string y can bring it to s and leave t on the stack. Then after reading b it can go to state q and pop t off the stack. Therefore x can bring it from p with empty stack to q with empty stack.

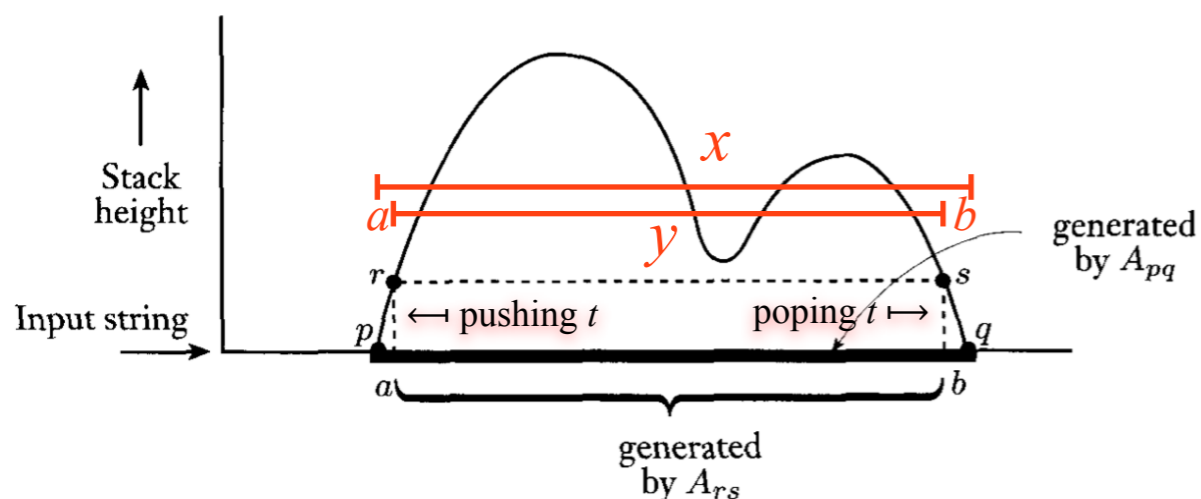


FIGURE 2.29

PDA computation corresponding to the rule $A_{pq} \rightarrow aA_{rs}b$

If A_{pq} generates x , then x can bring P from a state p (with an empty stack) to a state q (with an empty stack).

In the second case, consider the portions y and z of x that A_{pr} and A_{rq} respectively generate, so $x = yz$. Because $A_{pr} \xRightarrow{*} y$ in at most k steps and $A_{rq} \xRightarrow{*} z$ in at most k steps, the induction hypothesis tells us that y can bring P from p to r , and z can bring P from r to q , with empty stacks at the beginning and end. Hence x can bring it from p with empty stack to q with empty stack. This completes the induction step.

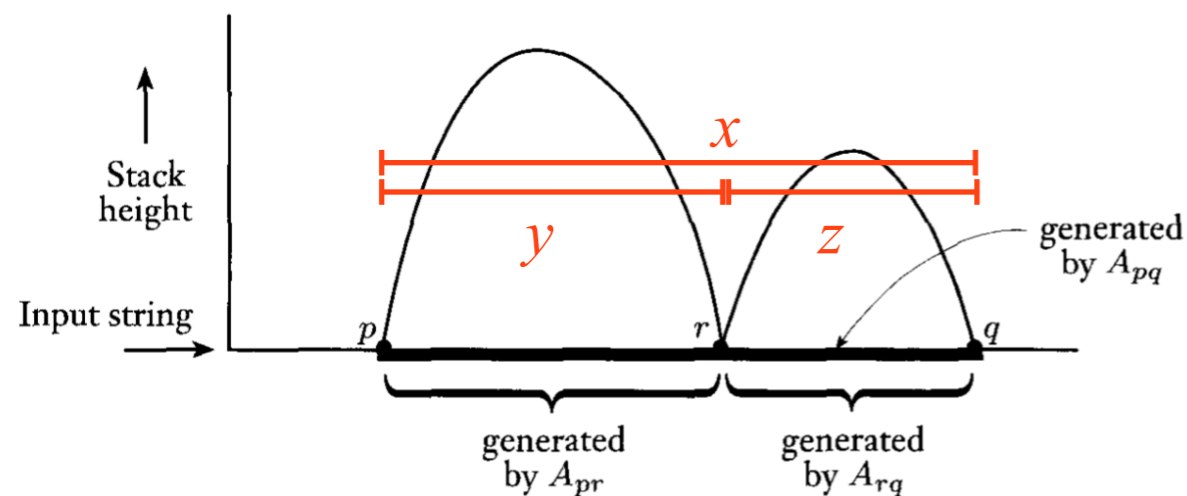


FIGURE 2.28
PDA computation corresponding to the rule $A_{pq} \rightarrow A_{pr}A_{rq}$

If A_{pq} generates x , then x can bring P from a state p (with an empty stack) to a state q (with an empty stack).

$$A_{pq} \Rightarrow A_{pr}A_{rq}$$

In the second case, consider the portions y and z of x that A_{pr} and A_{rq} respectively generate, so $x = yz$. Because $A_{pr} \xRightarrow{*} y$ in at most k steps and $A_{rq} \xRightarrow{*} z$ in at most k steps, the induction hypothesis tells us that y can bring P from p to r , and z can bring P from r to q , with empty stacks at the beginning and end. Hence x can bring it from p with empty stack to q with empty stack. This completes the induction step.

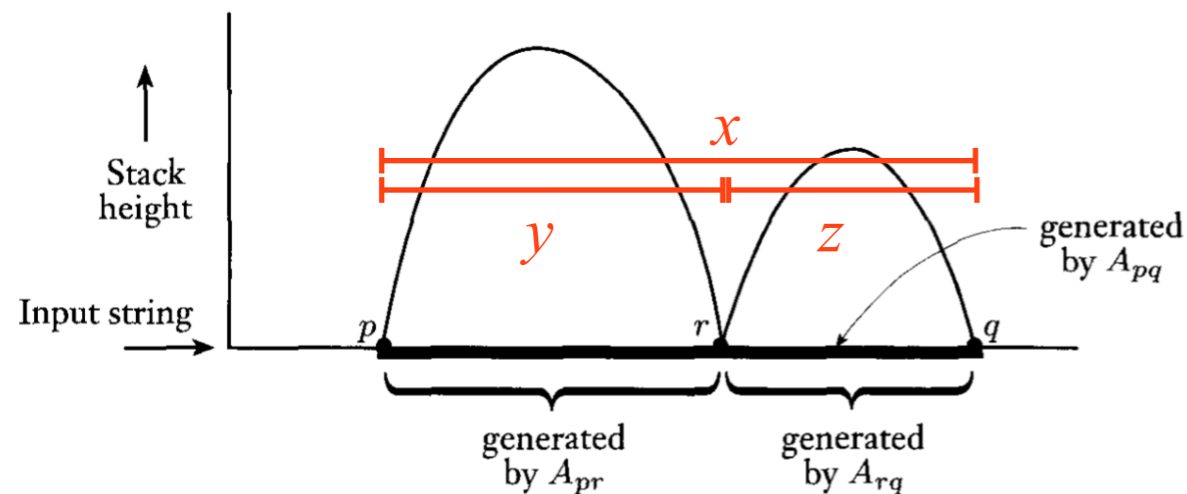


FIGURE 2.28

PDA computation corresponding to the rule $A_{pq} \rightarrow A_{pr}A_{rq}$

PDA to CFG

CLAIM 2.31

If x can bring P from a state p (with an empty stack) to a state q (with an empty stack), then A_{pq} generates x .

We prove this claim by induction on the number of steps in the computation of P that goes from p to q with empty stacks on input x .

If x can bring P from a state p (with an empty stack) to a state q (with an empty stack), then A_{pq} generates x .

Basis: The computation has 0 steps.

If a computation has 0 steps, it starts and ends at the same state—say, p . So we must show that $A_{pp} \xRightarrow{*} x$. In 0 steps, P only has time to read the empty string, so $x = \epsilon$. By construction, G has the rule $A_{pp} \rightarrow \epsilon$, so the basis is proved.

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Induction step: Assume true for computations of length at most k , where $k \geq 0$, and prove true for computations of length $k + 1$.

If x can bring P from a state p (with an empty stack) to a state q (with an empty stack), then A_{pq} generates x .

Basis: The computation has 0 steps.

If a computation has 0 steps, it starts and ends at the same state—say, p . So we must show that $A_{pp} \xRightarrow{*} x$. In 0 steps, P only has time to read the empty string, so $x = \epsilon$. By construction, G has the rule $A_{pp} \rightarrow \epsilon$, so the basis is proved.

Induction step: Assume true for computations of length at most k , where $k \geq 0$, and prove true for computations of length $k + 1$.

Suppose that P has a computation wherein x brings p to q with empty stacks in $k + 1$ steps. Either the stack is empty only at the beginning and end of this computation, or it becomes empty elsewhere, too.

If x can bring P from a state p (with an empty stack) to a state q (with an empty stack), then A_{pq} generates x .

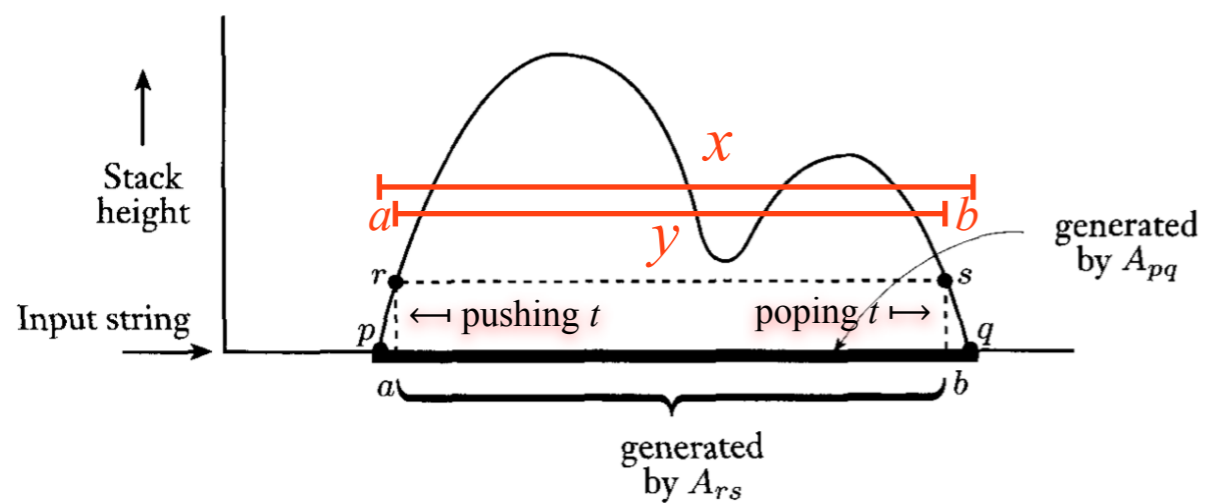


FIGURE 2.29
PDA computation corresponding to the rule $A_{pq} \rightarrow aA_{rs}b$

If x can bring P from a state p (with an empty stack) to a state q (with an empty stack), then A_{pq} generates x .

In the first case, the symbol that is pushed at the first move must be the same as the symbol that is popped at the last move. Call this symbol t . Let a be the input read in the first move, b be the input read in the last move, r be the state after the first move, and s be the state before the last move. Then $\delta(p, a, \epsilon)$ contains (r, t) and $\delta(s, b, t)$ contains (q, ϵ) , and so rule $A_{pq} \rightarrow aA_{rs}b$ is in G .

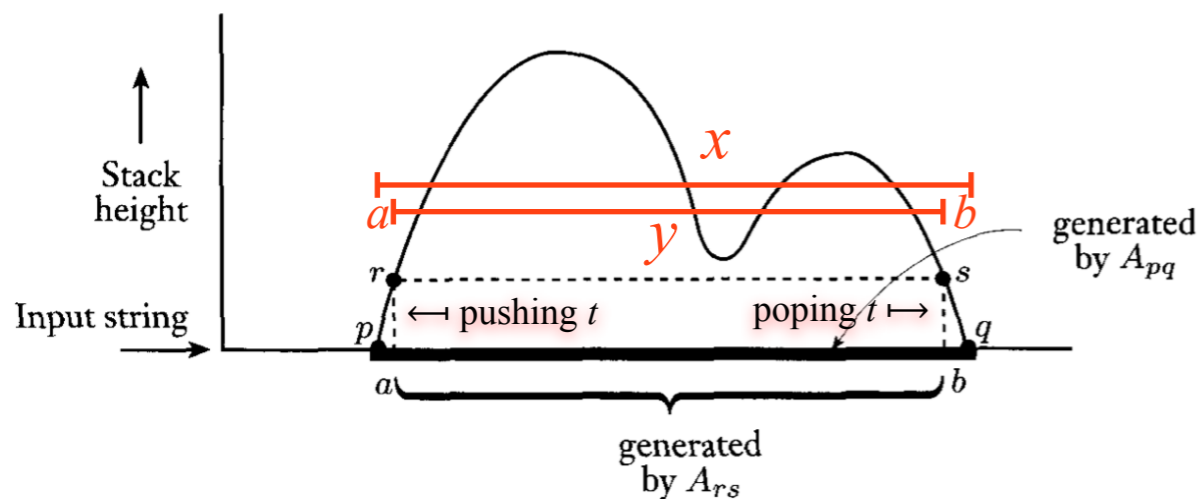


FIGURE 2.29

PDA computation corresponding to the rule $A_{pq} \rightarrow aA_{rs}b$

If x can bring P from a state p (with an empty stack) to a state q (with an empty stack), then A_{pq} generates x .

the stack is empty only at the beginning and end

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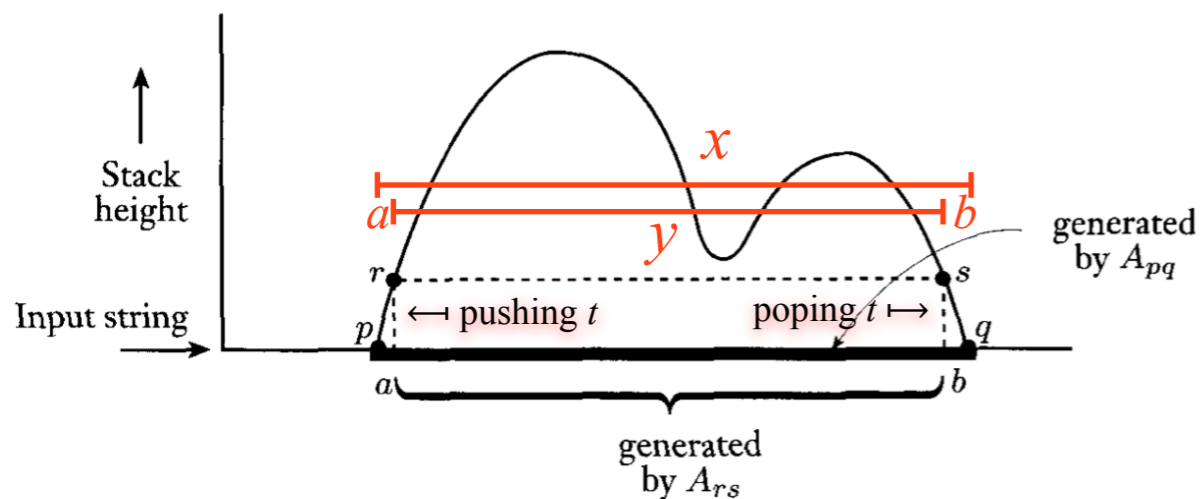


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- For each $p, q, r, s \in Q$, $t \in \Gamma$, and $a, b \in \Sigma_\epsilon$, if $\delta(p, a, \epsilon)$ contains (r, t) and $\delta(s, b, t)$ contains (q, ϵ) , put the rule $A_{pq} \rightarrow aA_{rs}b$ in G .

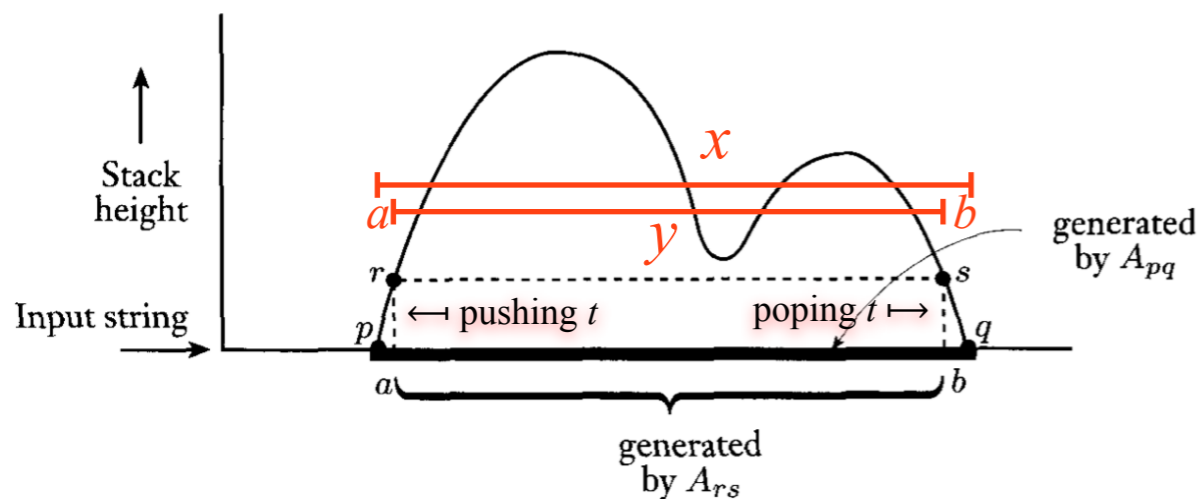


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PDA computation corresponding to the rule $A_{pq} \rightarrow aA_{rs}b$

If x can bring P from a state p (with an empty stack) to a state q (with an empty stack), then A_{pq} generates x .

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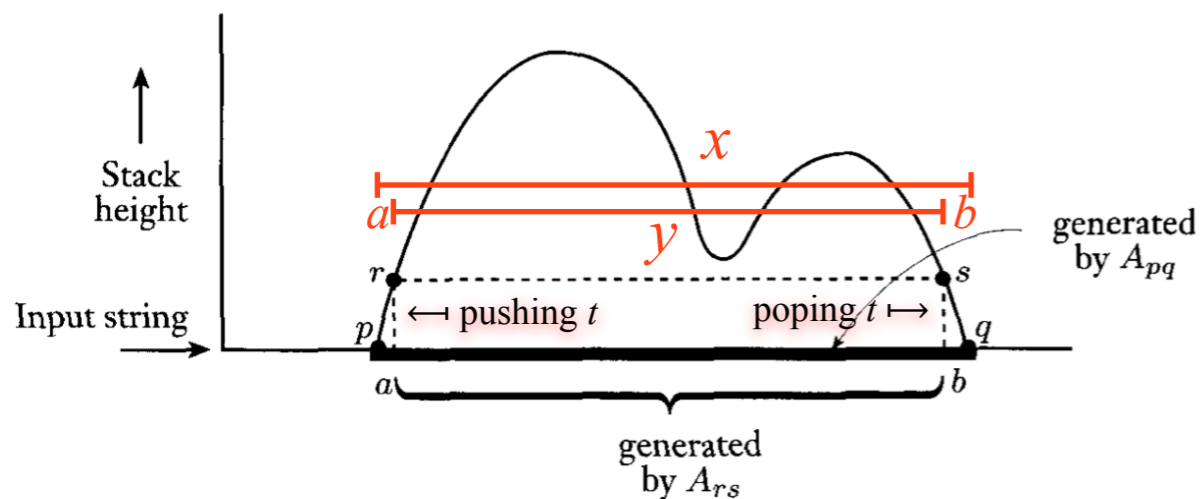


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Let y be the portion of x without a and b , so $x = ayb$. Input y can bring P from r to s without touching the symbol t that is on the stack and so P can go from r with an empty stack to s with an empty stack on input y . We have removed the first and last steps of the $k + 1$ steps in the original computation on x so the computation on y has $(k + 1) - 2 = k - 1$ steps. Thus the induction hypothesis tells us that $A_{rs} \xRightarrow{*} y$. Hence $A_{pq} \xRightarrow{*} x$.

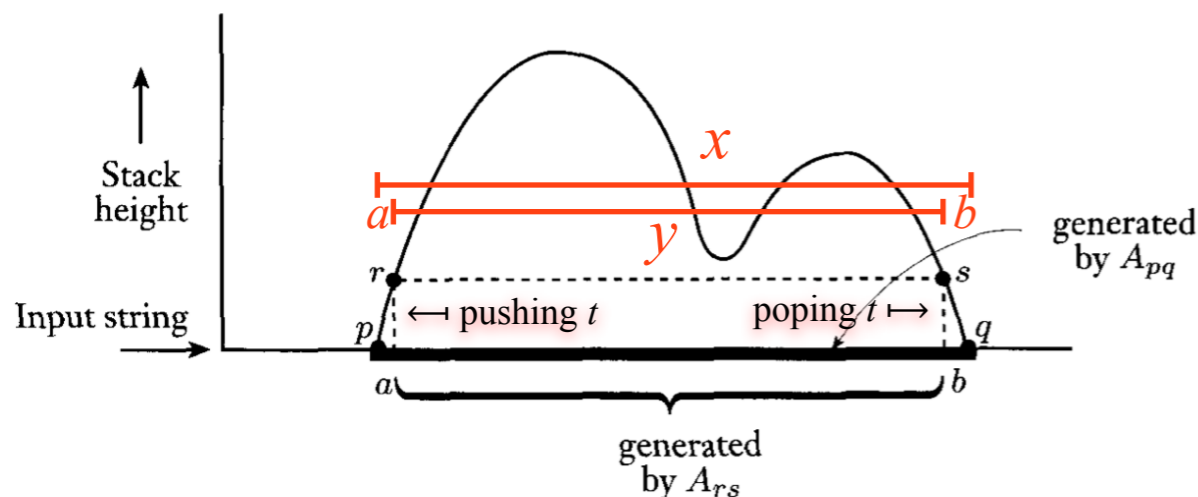


FIGURE 2.29

PDA computation corresponding to the rule $A_{pq} \rightarrow aA_{rs}b$

If x can bring P from a state p (with an empty stack) to a state q (with an empty stack), then A_{pq} generates x .

In the second case, let r be a state where the stack becomes empty other than at the beginning or end of the computation on x . Then the portions of the computation from p to r and from r to q each contain at most k steps. Say that y is the input read during the first portion and z is the input read during the second portion. The induction hypothesis tells us that $A_{pr} \xRightarrow{*} y$ and $A_{rq} \xRightarrow{*} z$. Because rule $A_{pq} \rightarrow A_{pr}A_{rq}$ is in G , $A_{pq} \xRightarrow{*} x$, and the proof is complete.

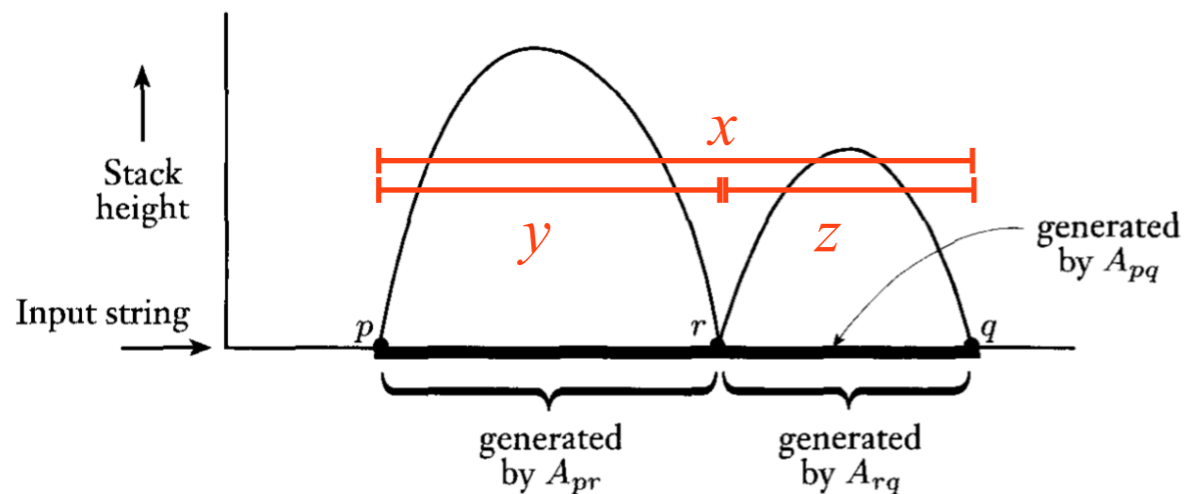


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PDA computation corresponding to the rule $A_{pq} \rightarrow A_{pr}A_{rq}$

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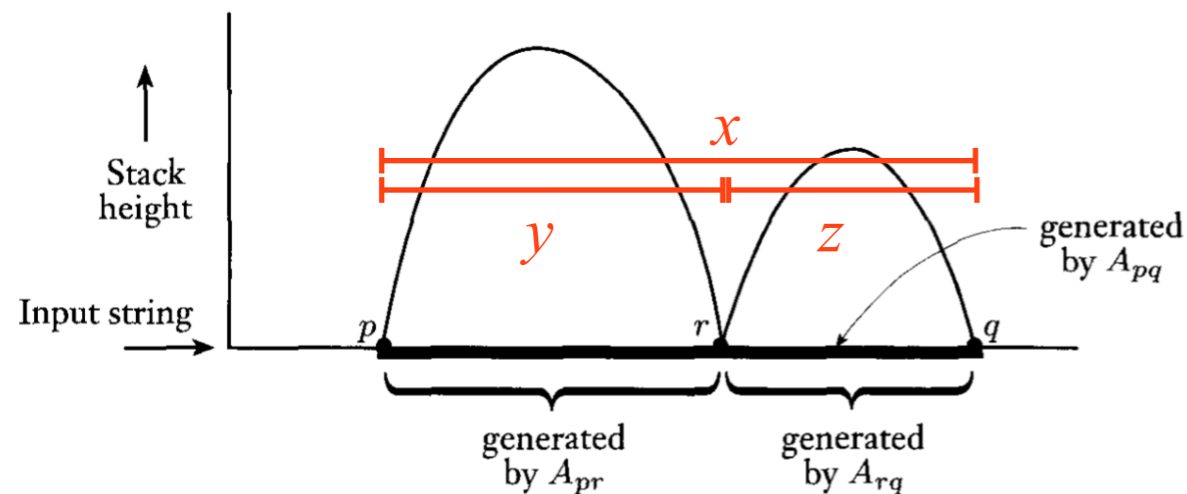


FIGURE 2.28

PDA computation corresponding to the rule $A_{pq} \rightarrow A_{pr}A_{rq}$

PDA vs CFG

PDA vs CFG

LEMMA 2.21

If a language is context free, then some pushdown automaton recognizes it.

PDA vs CFG

LEMMA 2.21

If a language is context free, then some pushdown automaton recognizes it.

LEMMA 2.27

If a pushdown automaton recognizes some language, then it is context free.

PDA vs CFG

LEMMA 2.21

If a language is context free, then some pushdown automaton recognizes it.

LEMMA 2.27

If a pushdown automaton recognizes some language, then it is context free.

THEOREM 2.20

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

COMP-330

Theory of Computation

Fall 2019 -- Prof. Claude Crépeau

Lec. 12 :

PDA-CFG equivalence