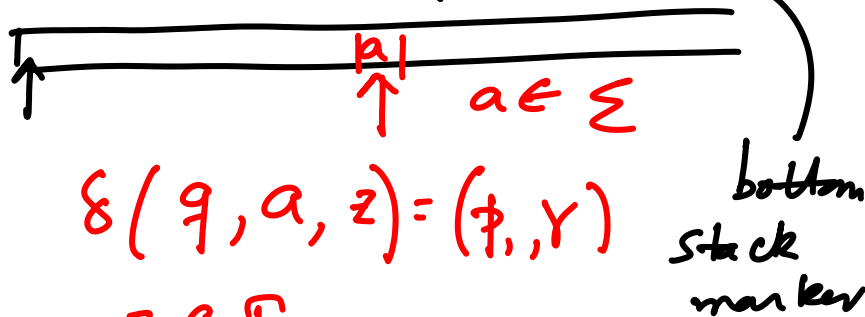
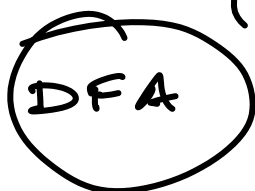


Lecture 20, 21 COL 352 Feb 25, 27

A stack based machine (Push Down Automaton)

In addition to a finite state transition system, we have an (infinite capacity) stack.

$$(Q, \Sigma, \delta, \phi, q_0, \Gamma, Z_0)$$



$$\delta(q, a, z) = (p, \gamma)$$

bottom stack marker

$$z \in \Gamma$$

$$p, q \in Q$$

$$\gamma \in \Gamma^*$$

epsilon is used for popping stack

Two separate terminating conditions

- ① The stack is empty when input string is exhausted
- ② We are in a final state when input is exhausted

$$L = \{ w c w^R \mid w \in (0+1)^* \}$$

$$M = (\{q_1, q_2\}, \{0, 1, c\}, \{R, B, G\}, \delta, q_1, R, \emptyset)$$

$$1. \delta(q_1, 0, R) = \{(q_1, BR), _ \} \quad \delta(q_1, 1, R) = (q_1, GR)$$

$$2. \delta(q_1, 0, B) = (q_1, BB) \quad \delta(q_1, 1, B) = (q_1, GB)$$

$$3. \delta(q_1, 0, G) = (q_1, BG) \quad \delta(q_1, 1, G) = (q_1, GG)$$

$$4. \delta(q_2, 0, B) = (q_2, \epsilon) \quad \delta(q_2, 1, G) = (q_2, \epsilon)$$

$$5. \delta(q_2, \epsilon, R) = (q_2, \epsilon)$$

$$6. \delta(q_1, c, R) = (q_2, R) \quad \delta(q_1, c, G) = (q_2, G)$$

$$7. \delta(q_1, c, B) = (q_2, B)$$

Instantaneous Description (ID) of a PDA

The complete information about a PDA can be obtained from

- (1) Current state
- (2) the current symbol it is scanning
- (3) the stack contents

$$ID: \quad (q, a \cdot w, \alpha) \quad \begin{array}{l} q \in Q \\ a \in \Sigma, w \in \Sigma^* \\ \alpha \in \Gamma^* \end{array}$$

input string
↓

$$I_0 : (q_0, \$, z_0)$$

$$I_0 \vdash I_1 \vdash I_2 \vdash \dots \vdash I_f$$

$$I_0 \vdash^* I_f$$

$$I_j \vdash_M I_{j+1}$$

$$(p, a \cdot w, A \alpha) \vdash (q, w, \beta \alpha)$$

$\delta(p, a, A)$ must contain (q, β)

PDA's that accept by empty stack
 w is accepted by the PDA iff
 $(q_0, w, z_0) \xrightarrow{*} (p, \epsilon, \epsilon) \quad p \in Q$

PDA's that accept by final state

$(q_0, w, z_0) \xrightarrow{*} (q_f, \epsilon, \alpha)$
 $q_f \in F \quad \alpha \in \Gamma^*$

Thm Let L be a language accepted by
a PDA using empty stack. Then
 L is also accepted by some PDA that
accepts using final state.

and vice versa

Thm Suppose L is a CFL generated by a CFG $G = (V, T, S, P)$

Then we can design a PDA M (accepts using empty stack) s.t.

$$L(M) = L$$

The proof uses Greibach Normal Form

Thm Given a PDA M that accepts a language L . Then we can design a CFG G s.t.

$$L(G) = L$$

We will provide a construction of a PDA M given CFG $G = (S, V, T, P)$ given in Greibach Normal Form

$Q = \{q\}$ only one state

$q_0 = q$

$\Gamma = V$ $Z_0 = S$ (bottom stack)

$\delta(q, a, A)$ contains (q, α) if $A \rightarrow a\alpha \in P$
 $\alpha \in V^*$ (including ϵ)

The idea is to simulate a leftmost derivation of the grammar given in GNF

$$S \xrightarrow{*} x \alpha \quad \text{iff} \quad (q, x, S) \vdash^* (q, \epsilon, \alpha)$$

where $x \in T^+$ $\alpha \in V^*$

The formal proof will be using induction on \vdash^*

Let us consider a running example

$$L = \{ \omega = \omega^R \mid \omega \in (a+b)^* \}, \text{ i.e. palindromes over } \{a, b\}$$

CFG

$$S \rightarrow a S S_a \mid b S S_b \mid a S_a \mid b S_b \mid a \mid b$$

$$S_a \rightarrow a \quad S_b \rightarrow b \quad \text{in GNF}$$

(It may be easier to compare with a more intuitive non GNF grammar

$$S \rightarrow a S a \mid b S b \mid a a \mid b b \mid a \mid b$$

So the PDA would have transition function as follows

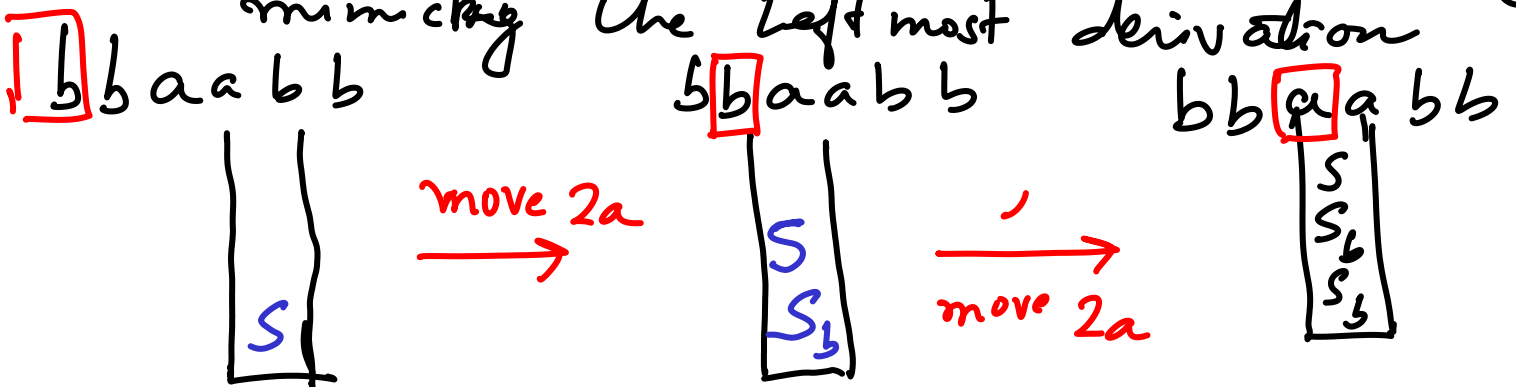
- 1 $\delta(q, a, S)$ contains $\{ (q, S S_a) \overset{1a}{}, (q, S_a) \overset{1b}{}, (q, \epsilon) \overset{1c}{} \}$
- 2 $\delta(q, b, S)$ " $\{ (q, S, S_b) \overset{2a}{}, (q, S_b) \overset{2b}{}, (q, \epsilon) \overset{2c}{} \}$
- 3 $\delta(q, a, S_a)$ " $(q, \epsilon) \overset{3a}{}$ ← move #
- 4 $\delta(q, b, S_b)$ " $(q, \epsilon) \overset{4a}{}$

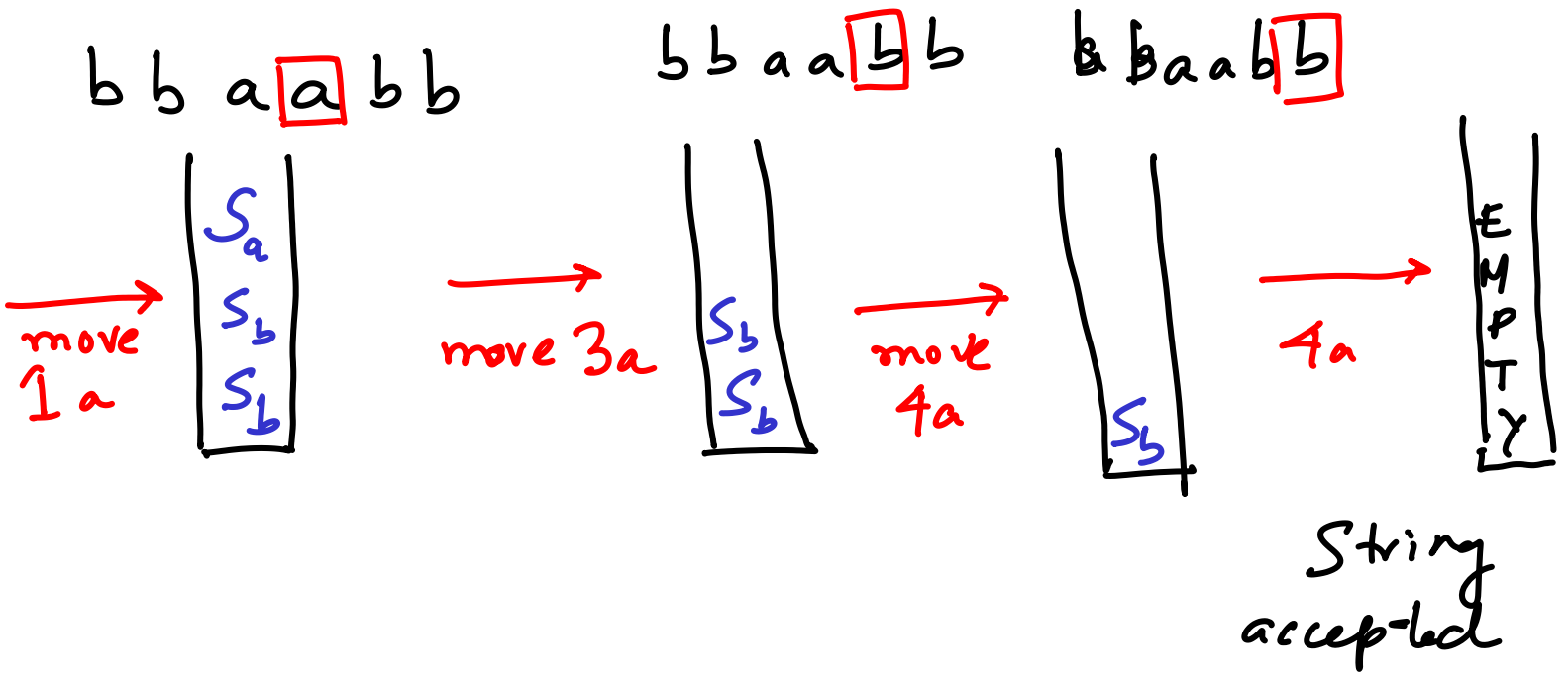
Consider the derivation of $bb a a bb$ which is a palindrome

$$S \rightarrow b S S_b \rightarrow b b S S_b S_b \rightarrow b b a S_a S_b S_b$$

$$\rightarrow b b a a S_b S_b \rightarrow b b a a b b$$

Here is how the machine accepts by mimicking the left most derivation





Verify if the string can be accepted using any alternate moves of the machine. The machine crashes (doesn't accept) if there is no well defined next move