

More PDAs

CS154

Chris Pollett

Mar 21, 2007.

Outline

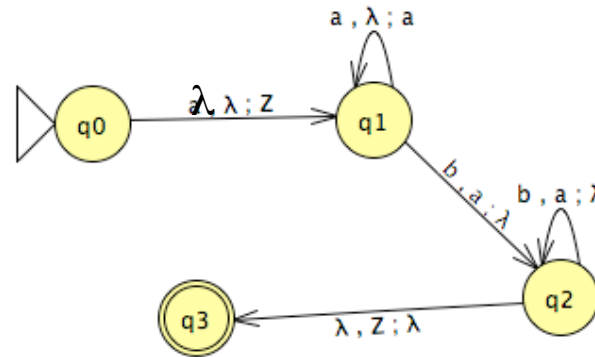
- PDA languages are CFL
- Deterministic PDAs
- Grammars for DCFLs

PDA recognizes \Rightarrow CFL

- Let P be a PDA. We want to make a CFG G that generates the same language.
- For each pair of states p, q in P we will have in G a variable A_{pq} . This variable will be able to generate all strings that can take P in state p with the empty stack to state q with the empty stack.
- To simplify the problem we will assume P has been modified so that:
 - it has a single accept state
 - it empties its stack (except start of stack symbol) before accepting
 - each transition either pushes a symbol onto the stack or pops one off of the stack (but not both and not neither). (We might add states to make our machine have this property).
- G will have rules $A_{pp} \rightarrow \lambda$ for each state p of P ; $A_{pq} \rightarrow aA_{rs}b$ for each p, q, r, s such that $\delta(p, a, \lambda)$ contains (r, t) and $\delta(s, b, t)$ contains (q, λ) , and $A_{pq} \rightarrow A_{pr}A_{rq}$ for any state r .
- The start variable of G will be $A_{q_0, q_{\text{accept}}}$.

Example

- Consider the machine:



- It recognizes the language $\{a^n b^n \mid n > 0\}$.
- It has a single accept state and each transition either pushes or pops a symbol, so we can apply the construction.
- This machine empties the stack except for the start of stack symbol.
- The start variable given by the construction will be $A_{q_0 q_3}$. We'll abbreviate this as A_{03} .
- Many of the rules the construction would give are completely useless; nevertheless, one can check it does produce the rules $A_{03} \rightarrow \lambda A_{12} \lambda$, $A_{12} \rightarrow a A_{12} b$, $A_{12} \rightarrow a A_{11} b$ and $A_{11} \rightarrow \lambda$.

DPDAs

Defn. A PDA is called a **deterministic PDA (DPDA)** if:

- (1) $\delta(q, a, b)$ only contains one element.
 - (2) if $\delta(q, \lambda, b)$ is not empty, then $\delta(q, c, b)$ must be empty for every c in Σ .
- These conditions ensure there is at most one move, in any fixed state with the same top of stack.
 - Notice unlike DFAs we still allow λ transitions.
 - A language is **DCFL** (a **deterministic context free language**) if it is recognized by a DPDA.

Example

- $L = \{a^n b^n \mid n \geq 0\}$ is a DCFL. We can take M to be:
($\{q_0, q_1, q_2\}, \{a, b\}, \{Z, \lambda\}, \delta, q_0, Z, \{q_0\}$)
where:

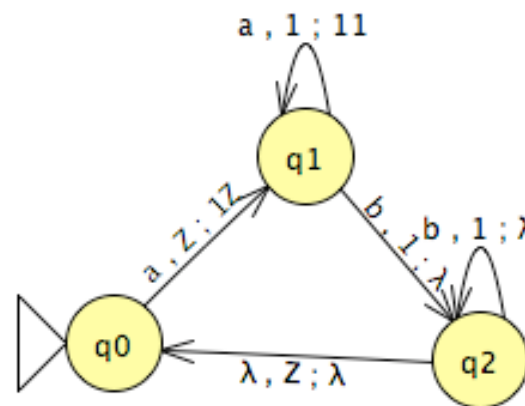
$$\delta(q_0, a, Z) = \{(q_1, 1Z)\},$$

$$\delta(q_1, a, 1) = \{(q_1, 11)\},$$

$$\delta(q_1, b, 1) = \{(q_2, \lambda)\},$$

$$\delta(q_2, b, 1) = \{(q_2, \lambda)\},$$

$$\delta(q_2, \lambda, 0) = \{(q_0, \lambda)\}$$



- I am using Z as the initial stack symbol, as this is what JFLAP uses.

Example

Consider L the union of the language $L_1 = \{a^n b^n \mid n \geq 0\}$ and $L_2 = \{a^n b^{2n} \mid n \geq 0\}$.

- Each of these languages individually is DCFL.
- Their union is context free. To see this take a CFG for each with start symbols respectively S_1 and S_2 . Then add the new start symbol S and rules $S \rightarrow S_1 \mid S_2$.
- It turns out L is not DCFL.

JFLAP Examples

- We've already mentioned JFLAP has tools for grammars.
- On its main button panel it also has a button "Pushdown Automata"
- This allows the user to create pushdown automata in much the same way as DFAs are made in JFLAP.
- When you choose the "Test" menu to run an automata on some inputs you will notice that the starting stack symbol is always Z.
- Next day we'll look at how JFLAP converts PDAs to CFGs

