

# Pushdown automata

CSCI 3130 Formal Languages and Automata Theory

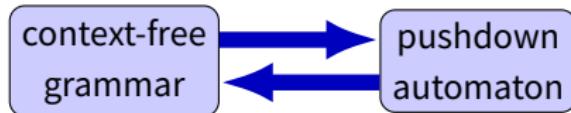
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## CFGs and PDAs

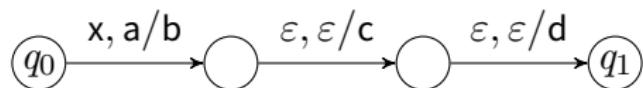
$L$  has a context-free grammar **if and only if** it is accepted by some pushdown automaton.



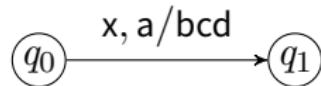
Will first convert CFG to PDA

## Convention

A sequence of transitions like



will be abbreviated as



replace **a** by **bcd** on stack

# Converting a CFG to a PDA

Idea: Use PDA to simulate derivations

Example:

$$A \Rightarrow 0A1 \Rightarrow 00A11 \Rightarrow 00B11 \Rightarrow 00\#11$$

$$A \rightarrow 0A1$$

$$A \rightarrow B$$

$$B \rightarrow \#$$

Rules:

1. Write the start symbol  $A$  onto the stack
2. Rewrite variable on top of stack (in reverse) according to production

PDA control		stack	input
write start variable	$\epsilon, \epsilon/A$	\$A	00#11
replace by production <b>in reverse</b>	$\epsilon, A/1A0$	\$1A0	00#11

# Converting a CFG to a PDA

Idea: Use PDA to simulate derivations

Example:

$$A \Rightarrow 0A1 \Rightarrow 00A11 \Rightarrow 00B11 \Rightarrow 00\#11$$

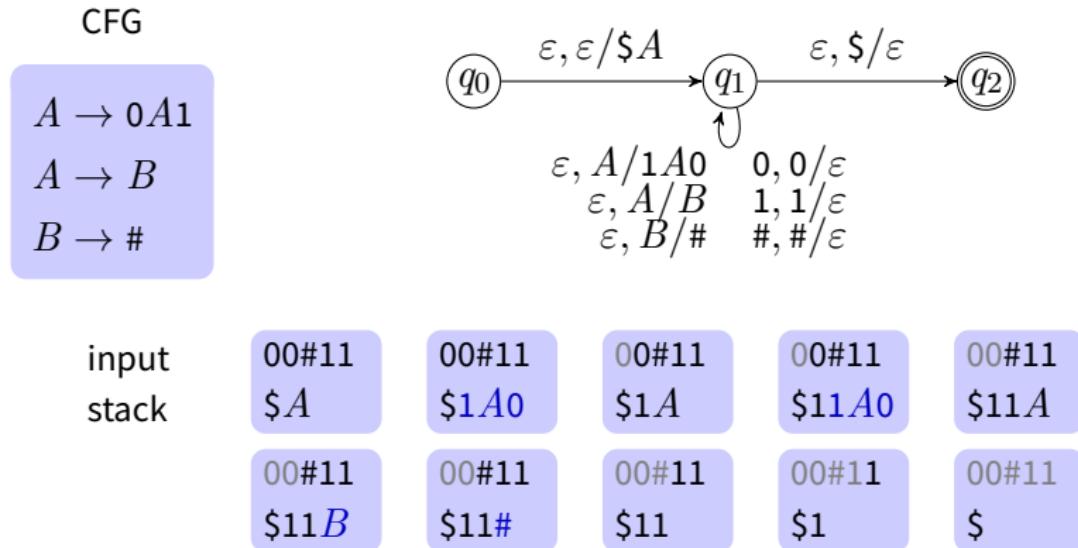
$$\begin{array}{l} A \rightarrow 0A1 \\ A \rightarrow B \\ B \rightarrow \# \end{array}$$

Rules:

1. Write the start symbol  $A$  onto the stack
2. Rewrite variable on top of stack (in reverse) according to production
3. Pop top terminal if it matches input

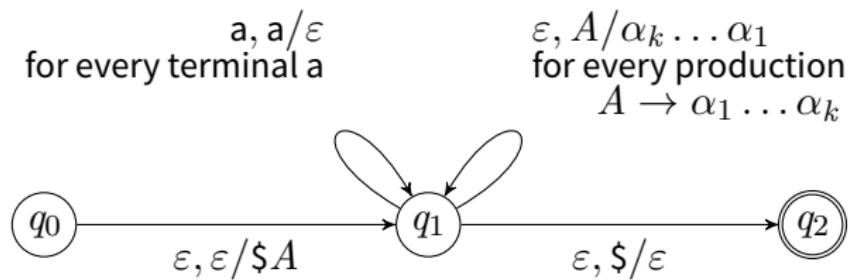
PDA control		stack	input
write start variable	$\varepsilon, \varepsilon/A$	$\$A$	$00\#11$
replace by production <b>in reverse</b>	$\varepsilon, A/1A0$	$\$1A0$	$00\#11$
pop terminal and match	$0, 0/\varepsilon$	$\$1A$	$0\#11$
replace by production <b>in reverse</b>	$\varepsilon, A/1A0$	$\$11A0$	$0\#11$
	$\vdots$		

## Converting a CFG to a PDA

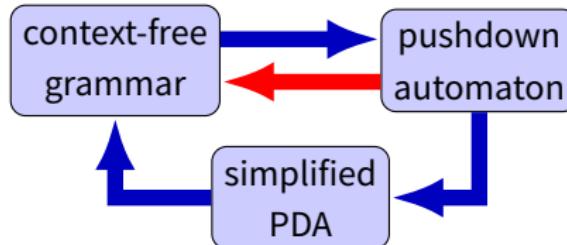


$$A \Rightarrow 0A1 \Rightarrow 00A11 \Rightarrow 00B11 \Rightarrow 00\#11$$

## General CFG to PDA conversion



## From PDAs to CFGs



Simplified pushdown automaton:

- ▶ Has a **single accepting state**
- ▶ Empties its stack before accepting
- ▶ Each transition is either a push, or a pop, but not both

## Simplifying the PDA

Single accepting state



Empties its stack before accepting

$\epsilon, a/\epsilon$  for every stack symbol  $a$



## Simplifying the PDA

Each transition either pushes or pops, but not both

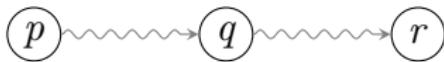
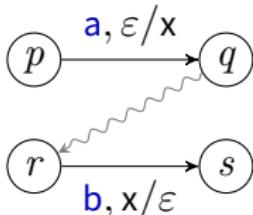


## Simplified PDA to CFG

For every pair  $(q, r)$  of states in PDA, introduce variable  $A_{qr}$  in CFG

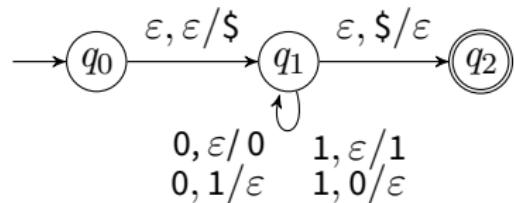
**Intention:**  $A_{qr}$  generates all strings that allow the PDA to go from  $q$  to  $r$   
(with empty stack both at  $q$  and at  $r$ )

## Simplified PDA to CFG

PDA	CFG
	$A_{qq} \rightarrow \varepsilon$
	$A_{pr} \rightarrow A_{pq}A_{qr}$
	$A_{ps} \rightarrow \mathbf{a}A_{qr}\mathbf{b}$ $\mathbf{a} = \varepsilon \text{ or } \mathbf{b} = \varepsilon$ allowed

Start variable:  $A_{pq}$  (initial state  $p$ , accepting state  $q$ )

## Example: Simplified PDA to CFG

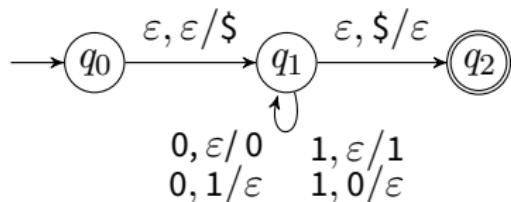


productions:

variables:

start variable:

## Example: Simplified PDA to CFG



variables:  $A_{00}, A_{11}, A_{22}, A_{01}, A_{02}, A_{12}$

start variable:  $A_{02}$

productions:

$$A_{02} \rightarrow A_{01}A_{12}$$

$$A_{01} \rightarrow A_{01}A_{11}$$

$$A_{12} \rightarrow A_{11}A_{12}$$

$$A_{11} \rightarrow A_{11}A_{11}$$

$$A_{11} \rightarrow 0A_{11}1$$

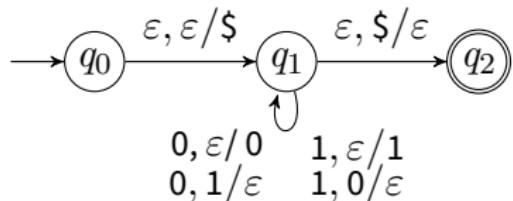
$$A_{11} \rightarrow 1A_{11}0$$

$$A_{02} \rightarrow A_{11}$$

$$A_{00} \rightarrow \epsilon, A_{11} \rightarrow \epsilon,$$

$$A_{22} \rightarrow \epsilon$$

## Example: Simplified PDA to CFG



productions:

$$A_{02} \rightarrow A_{01}A_{12}$$

$$A_{01} \rightarrow A_{01}A_{11}$$

$$A_{12} \rightarrow A_{11}A_{12}$$

$$A_{11} \rightarrow A_{11}A_{11}$$

$$A_{11} \rightarrow 0A_{11}1$$

$$A_{11} \rightarrow 1A_{11}0$$

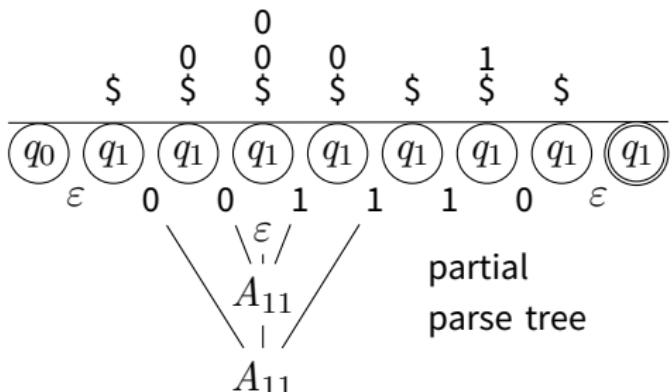
$$A_{02} \rightarrow A_{11}$$

$$A_{00} \rightarrow \epsilon, A_{11} \rightarrow \epsilon,$$

$$A_{22} \rightarrow \epsilon$$

variables:  $A_{00}, A_{11}, A_{22}, A_{01}, A_{02}, A_{12}$

start variable:  $A_{02}$



partial  
parse tree