

CHAPTER 2

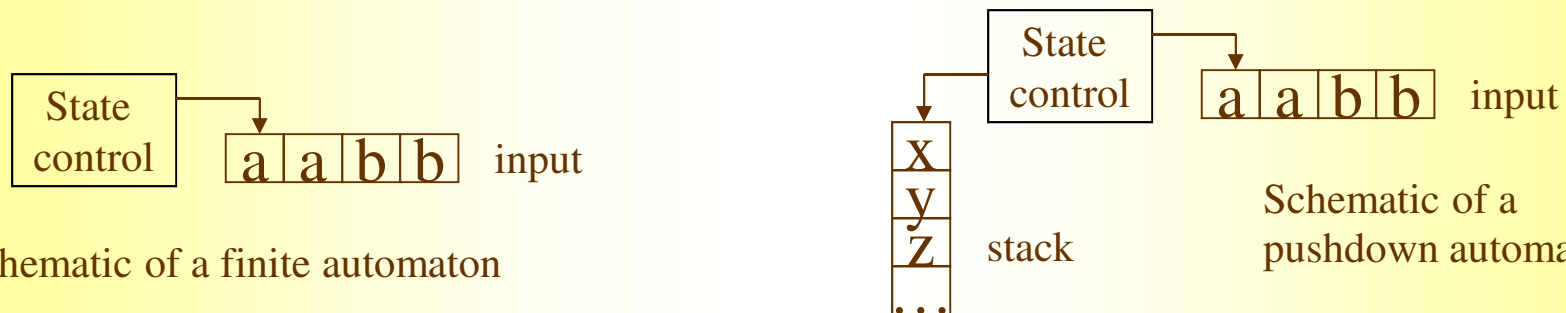
Context-Free Languages

Contents

- Context-Free Grammars
 - definitions, examples, designing, ambiguity, Chomsky normal form
- **Pushdown Automata**
 - **definitions, examples, equivalence with context-free grammars**
- Non-Context-Free Languages
 - the pumping lemma for context-free languages

Pushdown Automata (PDAs)

- A new type of computational model.
- It is like a NFA but has an extra component called *stack*.
- The stack provides additional memory beyond the finite amount available in the control.
- The stack allows pushdown automata to recognize some non-regular languages.
- Pushdown automata are equivalent in power to context-free grammars.



- A PDA can write symbols on stack and read them back later
- Writing a symbol is **pushing**, removing a symbol is **popping**
- Access to the stack, for both reading and writing, may be done only at the **top** (last in, first out)
- A stack is valuable because it can hold an unlimited amount of information.

Example

- Consider the language $\{0^n 1^n : n \geq 0\}$.
- Finite automaton is unable to recognize this language.
- A PDA is able to do this.

Informal description how the PDA for this language works.

- Read symbols from the input.
- As each 0 is read, push it into the stack.
- As soon as 1 s are seen, pop a 0 off the stack for each 1 read.
- If reading the input is finished exactly when the stack becomes empty of 0 s, accept the input.
- If the stack becomes empty while 1 s remain or
if the 1 s are finished while the stack still contains 0 s or
if any 0 s appear in the input following 1 s,
reject the input.

Formal Definition of PDAs

- A *pushdown automaton* (PDA) is specified by a 6-tuple $(Q, \Sigma, \Gamma, \delta, q_0, F)$, where

Q is a finite set of states,
 Σ is a finite input alphabet,
 Γ is a finite stack alphabet,
 $\delta: Q \times \Sigma_\epsilon \times \Gamma_\epsilon \rightarrow P(Q \times \Gamma_\epsilon)$ is the transition function,
 $q_0 \in Q$ is the initial state,
 $F \subseteq Q$ is the set of final states.

Non-deterministic

Is a collection of all subsets

$$\Sigma_\epsilon = \Sigma \cup \{\epsilon\}$$

$$\Gamma_\epsilon = \Gamma \cup \{\epsilon\}$$

- It computes as follows: it *accepts* input w if w can be written as $w = w_1, w_2, \dots, w_n$, where each $w_i \in \Sigma_\epsilon$ and a sequence of states $r_0, r_1, r_2, \dots, r_n \in Q$ and strings $s_0, s_1, s_2, \dots, s_n \in \Gamma^*$ exist that satisfy the next three conditions (the strings s_i represent the sequence of stack contents that PDA has on the accepting branch of the computation.

1. $r_0 = q_0, s_0 = \epsilon$

2. $(r_{i+1}, b) \in \delta(r_i, w_{i+1}, a), i = 0, \dots, n-1,$

where $s_i = at, s_{i+1} = bt$ for some $a, b \in \Gamma_\epsilon$ and $t \in \Gamma^*$.

3. $r_n \in F$

Example

- Consider the language $\{0^n 1^n : n \geq 0\}$.

$$M = (Q, \Sigma, \Gamma, \delta, q_1, F)$$

$$Q = \{q_1, q_2, q_3, q_4\}$$

$$\Sigma = \{0, 1\}$$

$$\Gamma = \{0, \$\}$$

$$F = \{q_1, q_4\}$$

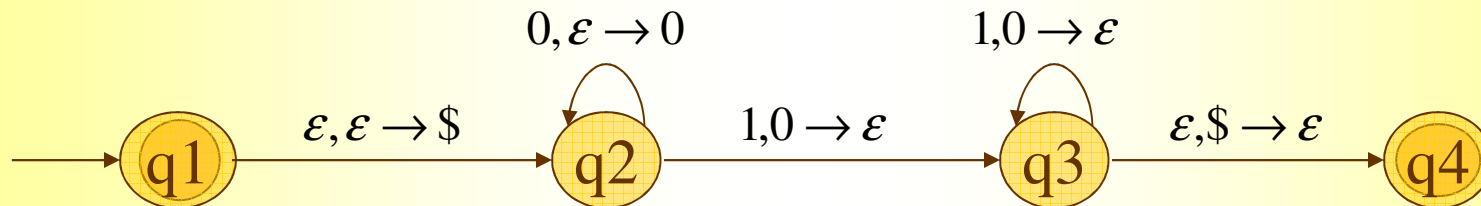
| δ : | Input: | 0 | | | 1 | | | ϵ | | |
|------------|-------------|-------------|----------------|-----------------------|-------------|-------------|-------------|-------------|-------------|-----------------------|
| | | 0 | \$ | ϵ | 0 | \$ | ϵ | 0 | \$ | ϵ |
| q_1 | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset | $\{(q_2, \$)\}$ |
| q_2 | \emptyset | \emptyset | $\{(q_2, 0)\}$ | $\{(q_3, \epsilon)\}$ | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset | $\{(q_4, \epsilon)\}$ |
| q_3 | \emptyset | \emptyset | \emptyset | $\{(q_3, \epsilon)\}$ | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset |
| q_4 | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset | \emptyset |

$a, b \rightarrow c$: when the machine is reading an a from the input it may replace the symbol b on the top of stack with a c . Any of a, b , and c may be ϵ .

a is ϵ , the machine may take this transition without reading any input symbol.

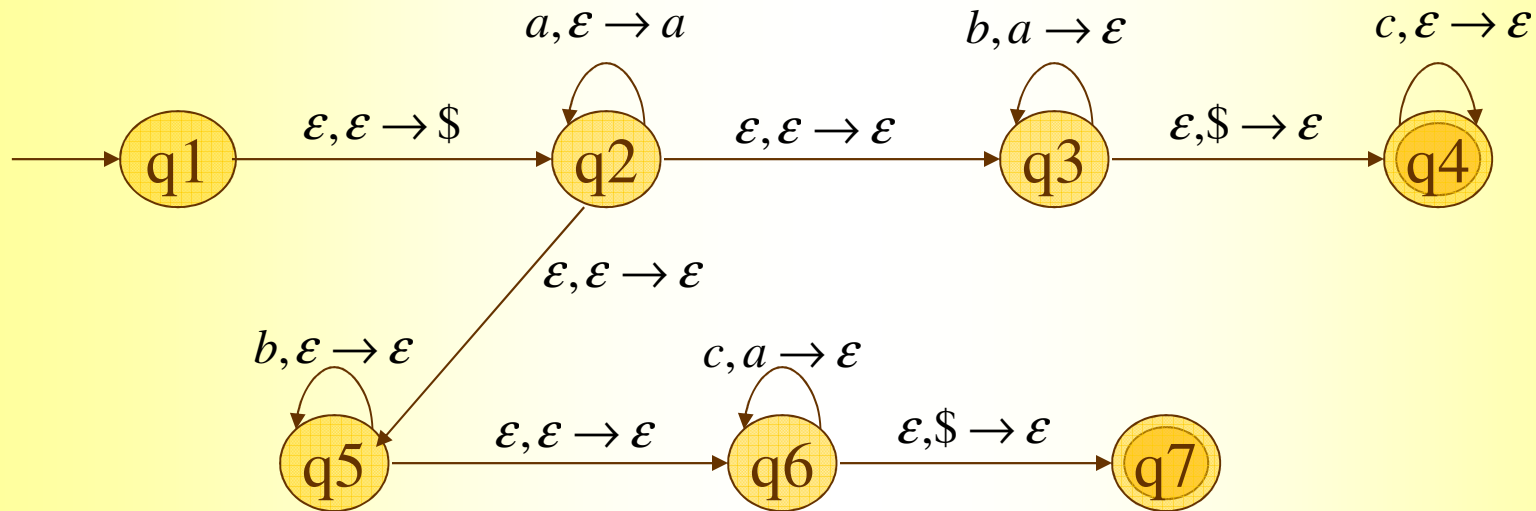
b is ϵ , the machine may take this transition without reading and popping any stack symbol.

c is ϵ , the machine does not write any symbol on the stack when going along this transition.

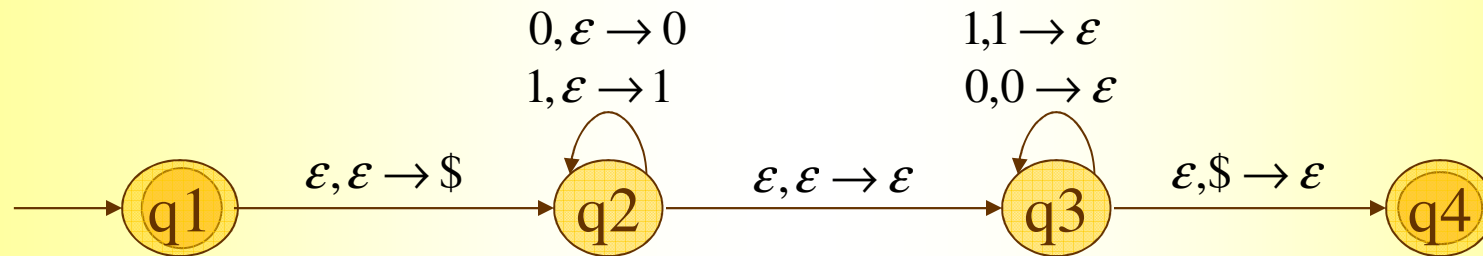


More Examples

- Language $\{a^i b^j c^k : i, j, k \geq 0 \text{ and } i = j \text{ or } i = k\}$.



- Language $\{ww^R : w \in \{0,1\}^*\}$.



Equivalence with Context-free Grammars

- Context-free grammars and pushdown automata are equivalent in their descriptive power. Both describe the class of context-free languages.
- Any context-free grammar can be converted into a pushdown automaton that recognizes the same language, and vice versa.
- We will prove the following result

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

- This theorem has two directions. We state each direction as a separate lemma.

Lemma 1. If a language is context-free, then some pushdown automaton recognizes it.

- We have a context-free grammar G describing the context-free language L .
- We show how to convert G into an equivalent PDA P .
- The PDA P will accept string w iff G generates w , i.e., if there is a leftmost derivation for w .
- Recall that a derivation is simply the sequence of substitution made as a grammar generates a string.

$$\bullet S \xRightarrow{lm} AS \xRightarrow{lm} A1S \xRightarrow{lm} 011S \xRightarrow{lm} 011AS \xRightarrow{lm} 0110A1S \xRightarrow{lm} 0110011S \xRightarrow{lm} 0110011$$

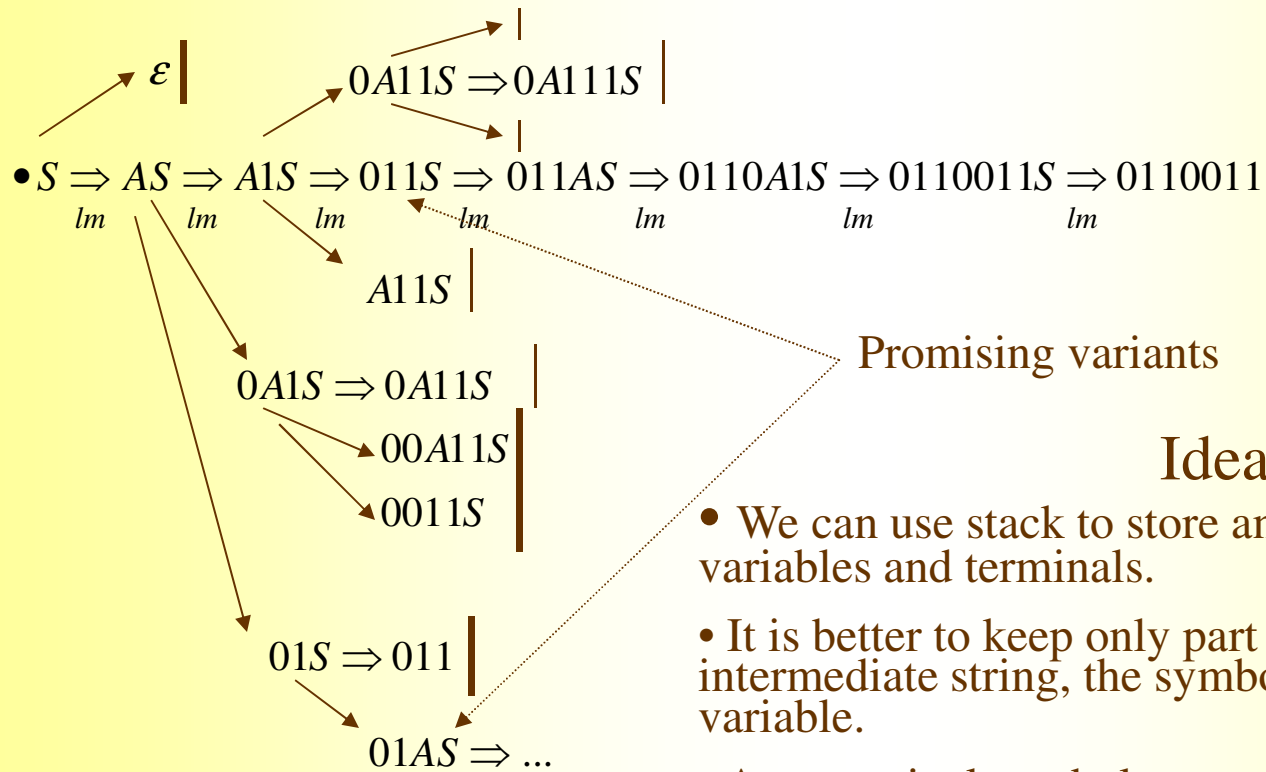
$$S \rightarrow AS \mid \varepsilon$$

$$A \rightarrow 0A1 \mid A1 \mid 01$$

How do we check that G generates 0110011 ?

$$S \rightarrow AS \mid \varepsilon$$

$$A \rightarrow 0A1 \mid A1 \mid 01$$

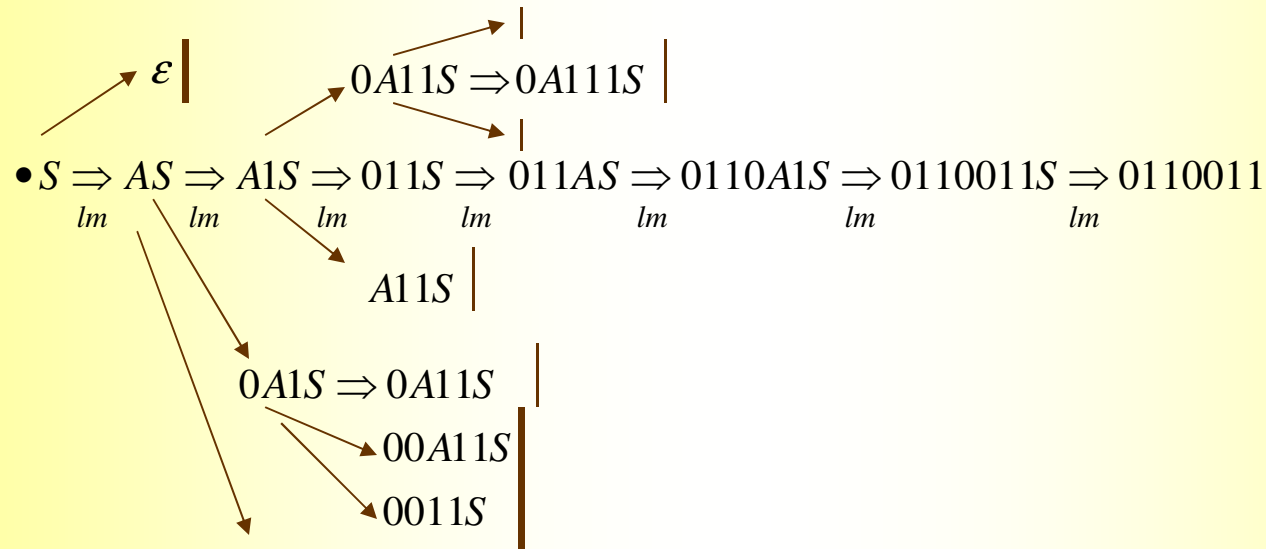


Idea

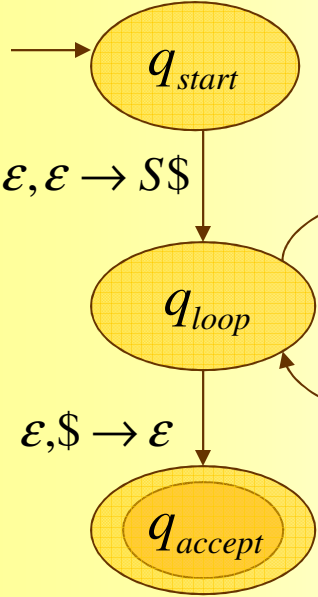
- We can use stack to store an intermediate string of variables and terminals.
- It is better to keep only part (suffix) of the intermediate string, the symbols starting with the first variable.
- Any terminal symbols appearing before the first variable are matched immediately with symbols in the input string.
- Use non-determinism, make copies.

Informal description of PDA P

1. Place the marker symbol $\$$ and the start symbol on the stack.
2. Repeat the following steps forever.
 - a) If top of stack is a variable symbol A , non-deterministically 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 terminal symbol a , read the next symbol from the input and compare it to a . If they match, pop a and repeat. If they do not match, reject on this branch of the non-determinism.
 - c) If the top of the stack is the symbol $\$,$ enter the accept state. Doing so accepts the input if it has all been read.



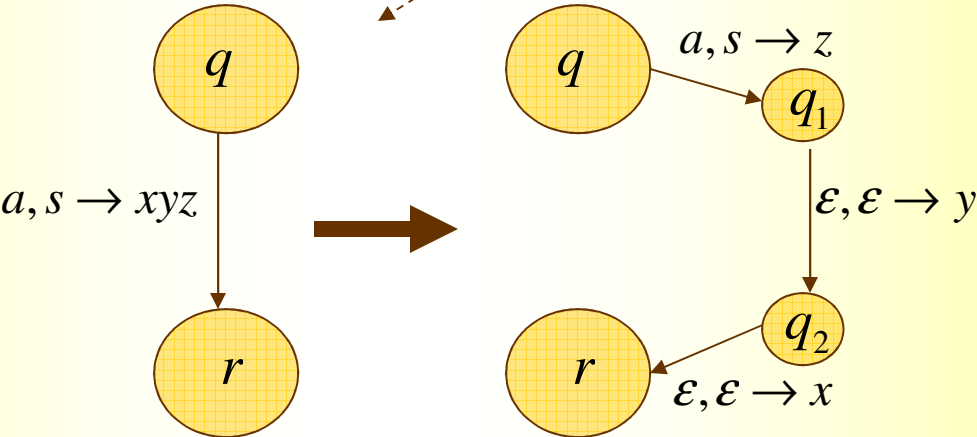
Construction of PDA P



$\epsilon, A \rightarrow w$ for each rule $A \rightarrow w$
 $a, a \rightarrow \epsilon$ for each terminal a

String of terminals and variables

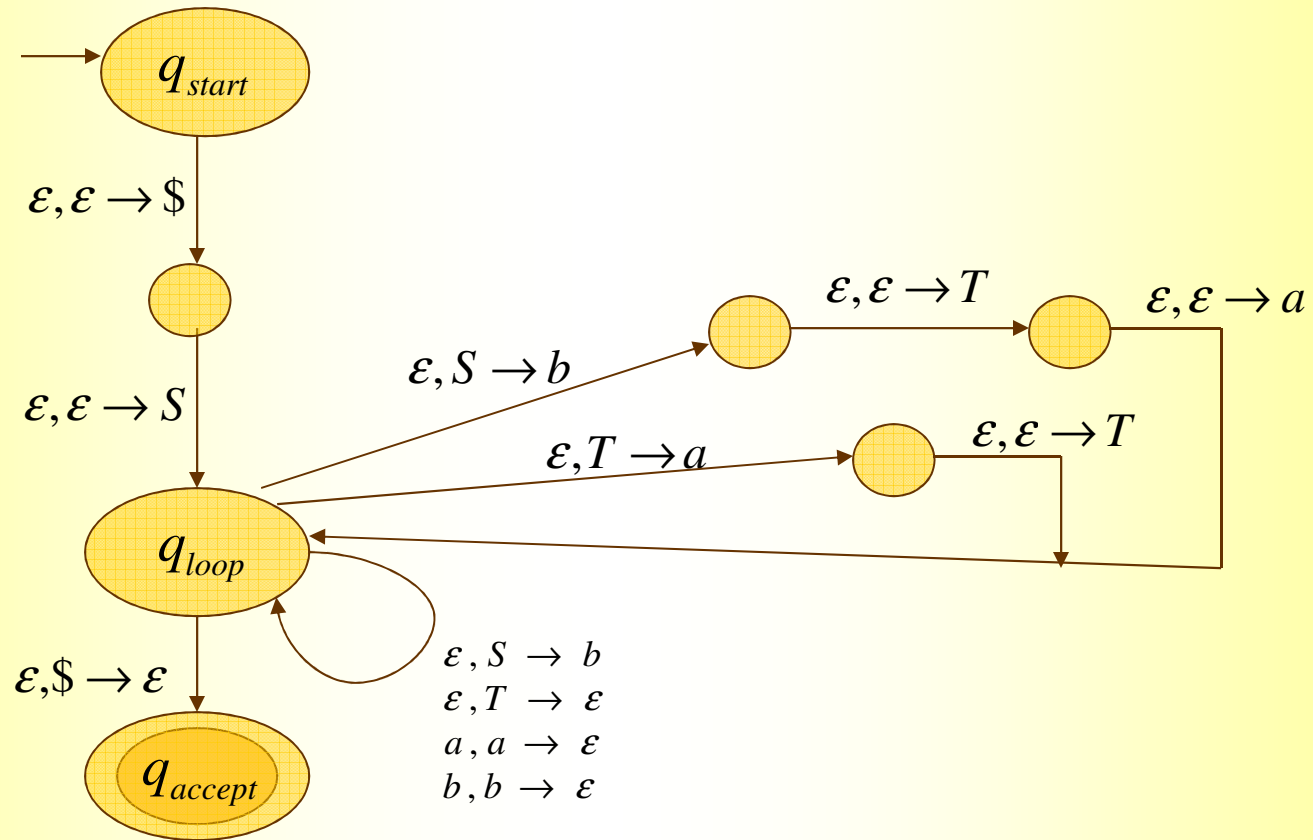
For $|w| > 1$ use extensions



Example

$S \rightarrow aTb \mid b$

$T \rightarrow Ta \mid \epsilon$



Equivalence with Context-free Grammars

- We are working on the proof of the following result

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

- We have proved

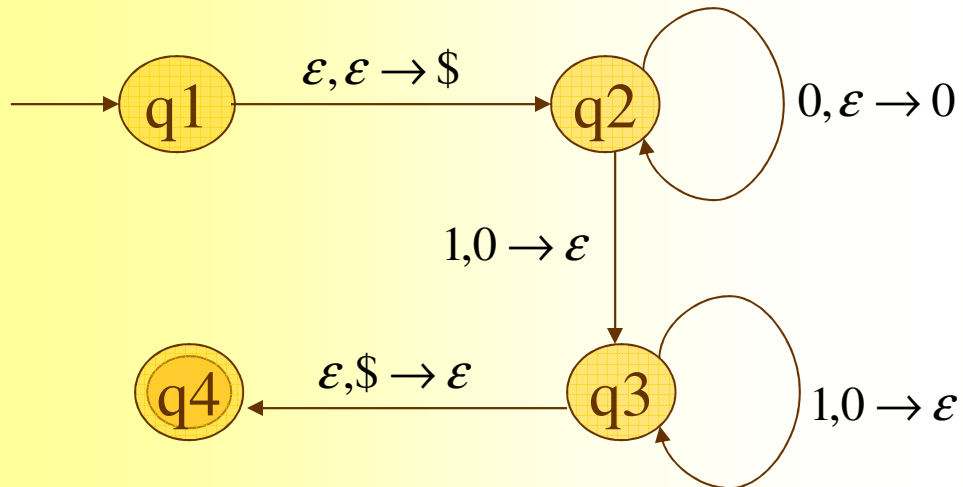
Lemma 1. If a language is context-free, then some pushdown automaton recognizes it.

- We have shown how to convert a given CFG G into an equivalent PDA P .
- Now we will consider the other direction

Lemma 2. If a pushdown automaton recognizes some language, then it is context-free.

- We have a PDA P , and want to create a CFG G that generates all strings that P accepts.
- That is G should generate a string if that string causes the PDA to go from its start state to an accept state (*takes P from start state to an accept state*).

Example



- string 000111 takes P from start state to a finite state;
- string 00011 does not.

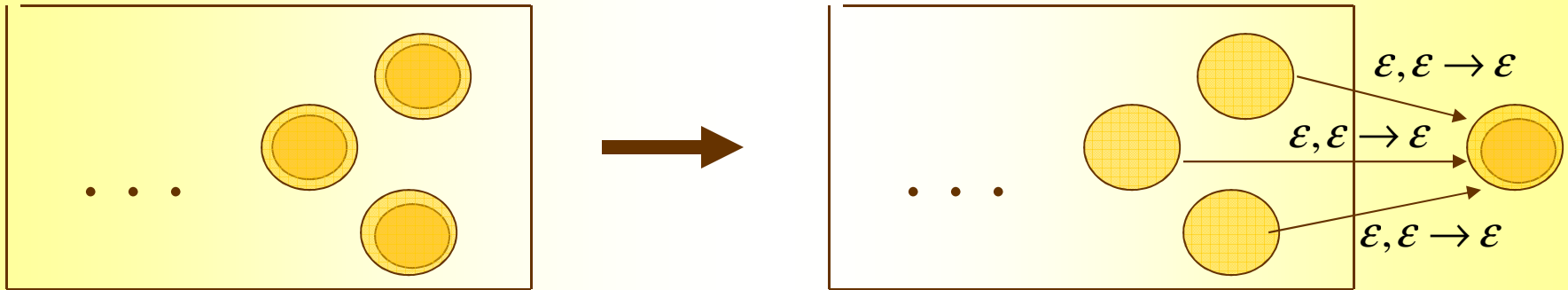
Design a Grammar

- Let P be an arbitrary PDA.
- For each pair of states p and q in P the grammar will contain a variable A_{pq}
- This variable will generate all strings that can take P from state p with empty stack to q with an empty stack
- Clearly, all those strings can also take P from p to q , regardless of the stack contents at p , leaving the stack at q in the same condition as it was at p .

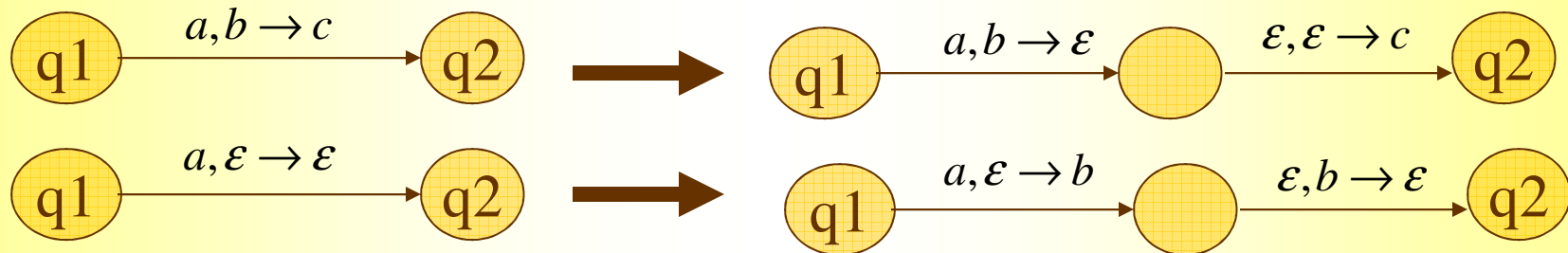
Design a Grammar (cont.)

First we modify 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 stack (a *push* move) or pops one off the stack (a *pop* move), but does not do both at the same time.

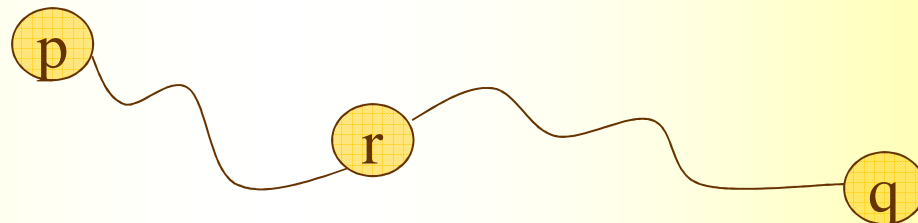


Design a Grammar (ideas)

- For any string x that take P from p to q , starting and ending with an empty stack, P 's first move on x must be a push; the last move on x must be a pop. (Why?)
- If the symbol pushed at the beginning is the symbol popped at the end, the stack is empty only at the beginning and the end of P 's computation on x .
 - We simulate this by the rule $A_{pq} \rightarrow aA_{rs}b$, where a is the input symbol read at the first move, b is the symbol read at the last move, r is the state following p , and s the state preceding q .

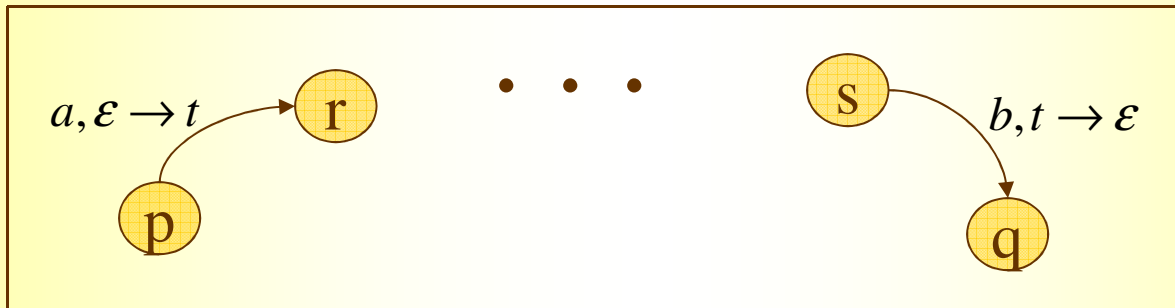


- Else, the initially pushed symbol must get popped at some point before the end of x , and thus the stack becomes empty at this point.
 - We simulate this by the rule $A_{pq} \rightarrow A_{pr}A_{rq}$, r is the state when the stack becomes empty.



Formal Design

- Let $P = (Q, \Sigma, \Gamma, \delta, q_0, \{q_{accept}\})$.
- We construct G as follows.
 - The variables are $\{A_{pq} : p, q \in Q\}$
 - The start variable is $A_{q_0 q_{accept}}$
 - Rules:
 - For each p, q, r, s from Q , $t \in \Gamma$, $a, b \in \Sigma_\epsilon$ if we have



put the rule $A_{pq} \rightarrow aA_{rs}b$ in G .

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