

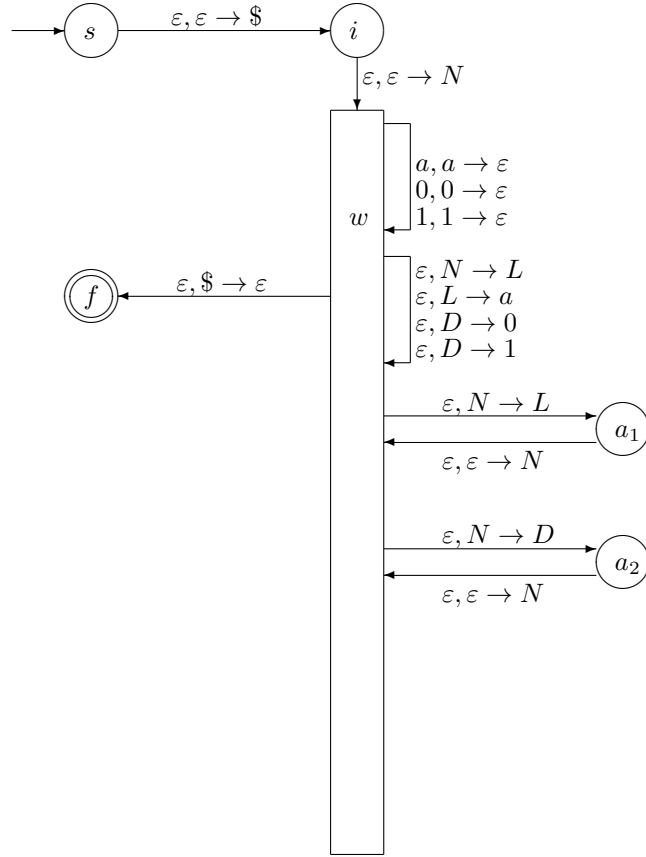
## Solution to Homework 9

**Background.** In Problem 7, we considered a grammar with rules  $N \rightarrow L$ ,  $N \rightarrow NL$ ,  $N \rightarrow ND$ ,  $L \rightarrow a$ ,  $D \rightarrow 0$ , and  $D \rightarrow 1$ .

**Tasks:**

1. Use a general algorithm to construct a (non-deterministic) pushdown automaton that corresponds to context-free grammar described in Problem 7.
2. Show, step by step, how the word  $a01$  will be accepted by this automaton.

**Solution to Task 1.** By using the general algorithm, we get the following pushdown automaton:



**Solution to Task 2.** Let us show how this is done on the example of the word +110 generated by the above automaton:

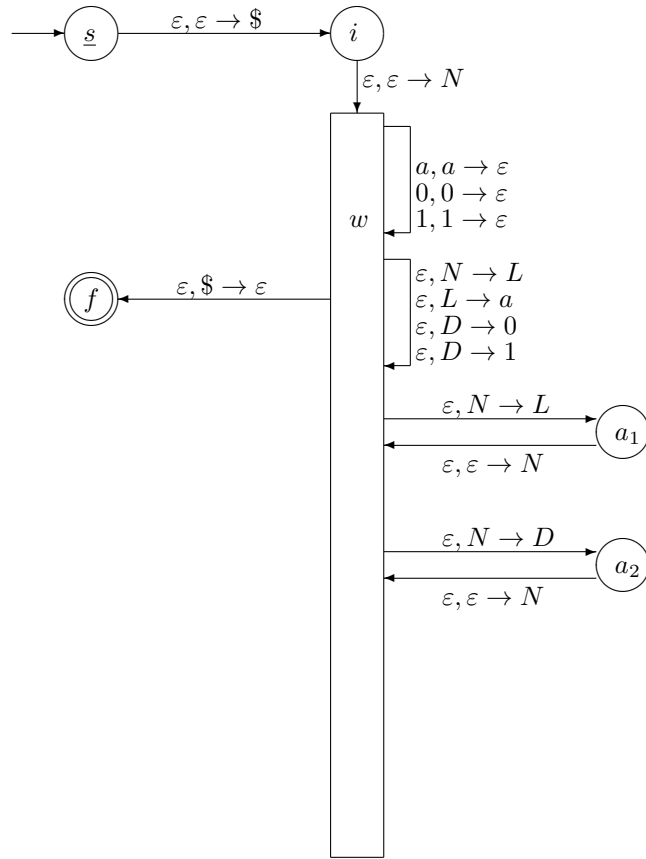
$$\underline{N} \rightarrow \underline{N}D \rightarrow \underline{N}DD \rightarrow \underline{L}DD \rightarrow a\underline{D}D \rightarrow a0\underline{D} \rightarrow a01.$$

To make this derivation clearer, let us mark the variables corresponding to different transitions by subscripts:

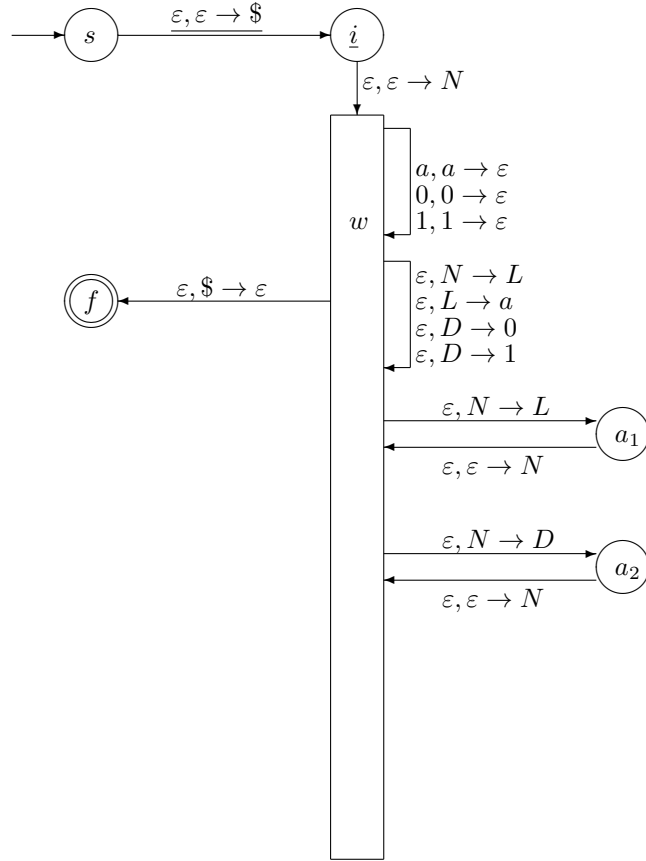
$$\underline{N}_1 \rightarrow \underline{N}_2D_1 \rightarrow \underline{N}_3D_1D_2 \rightarrow \underline{L}_1DD \rightarrow a\underline{D}_1D_2 \rightarrow a0\underline{D}_2 \rightarrow a01.$$

Let us now trace what our pushdown automaton will do.

We start in the state  $s$  with an empty stack:



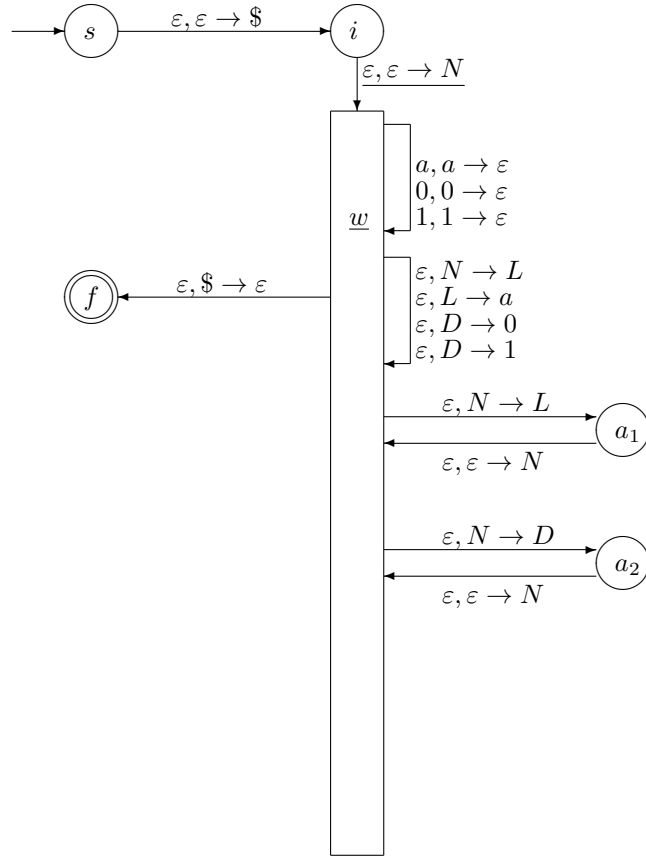
The only thing we can do when in the state  $s$  is push the dollar sign into the stack and get to the intermediate state  $i$ :



The contents of the stack is as follows:

\$

When we are in the state  $i$ , the only thing we can do is push the starting variable  $N$  into the stack and go into the working state  $w$ ;



Now, the stack contains the starting variable on top of the dollar sign:

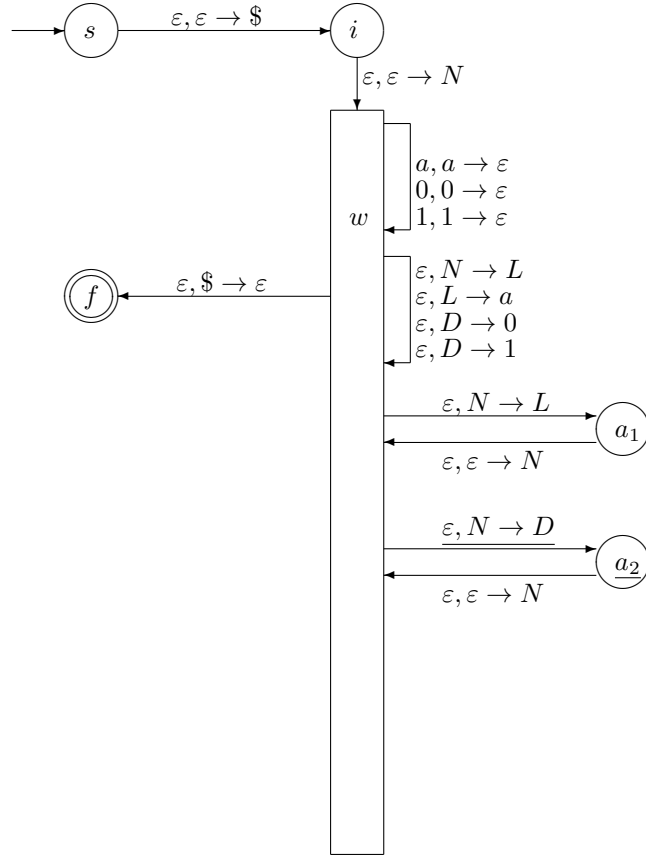
|      |
|------|
| $N$  |
| $\$$ |

Now that we are in the working state, we can start following the rules that were used to derive the word  $a01$ . The first rule was  $N \rightarrow ND$ , or, to be precise,  $N_1 \rightarrow N_2D_1$ . As we have mentioned, this rule is implemented in two steps:

- first, we pop  $N$  and push the last symbol of the right-hand side – in this cases, the symbol  $D$  into the stack, getting into the auxiliary state  $a_2$ ;
- then, we push  $N$  into the stack, and go back to the working state  $w$ .

Let us illustrate this step by step.

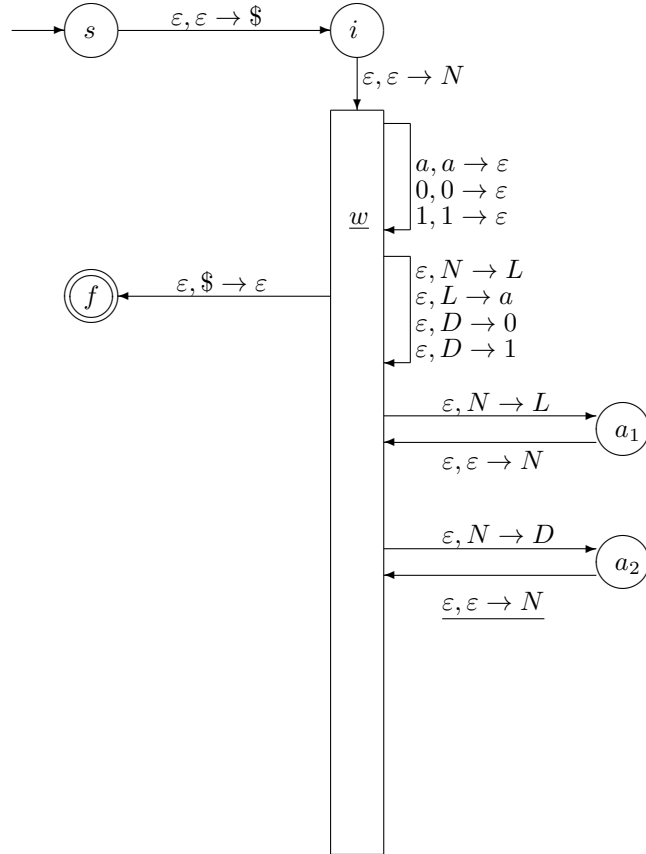
First, we pop  $N$ , push  $D$ , and go into the state  $a_2$ :



The stack will now have  $D$  instead of the original  $N$ :

|      |
|------|
| $D$  |
| $\$$ |

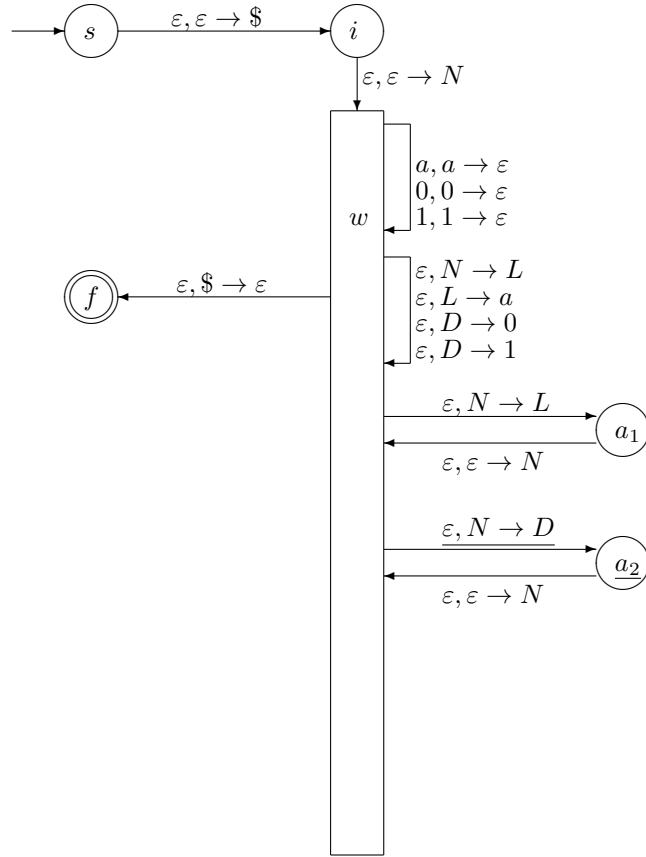
Then, we push  $N$  into the stack and go back to working state  $w$ :



The stack will now have  $N$  on top of its previous contents:

|      |
|------|
| $N$  |
| $D$  |
| $\$$ |

Now, the symbol  $N$  is on top of the stack, so we again use the rule  $N \rightarrow ND$ : first, we replace  $N$  by  $D$  and go to the state  $a_2$ , then push  $N$  and go back to the state  $w$ :

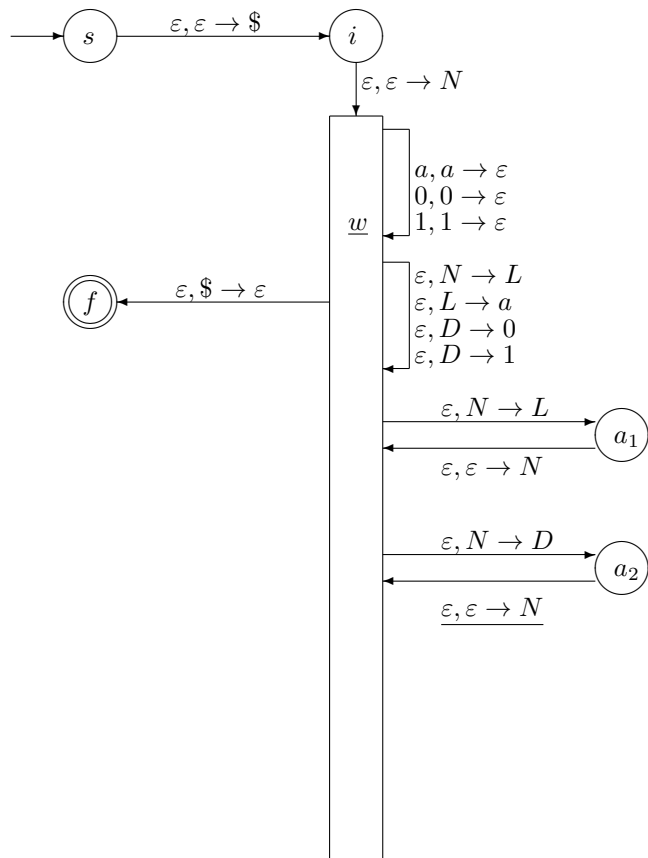


Now, the stack will have  $D$  instead of  $N$ :

|      |
|------|
| $D$  |
| $D$  |
| $\$$ |



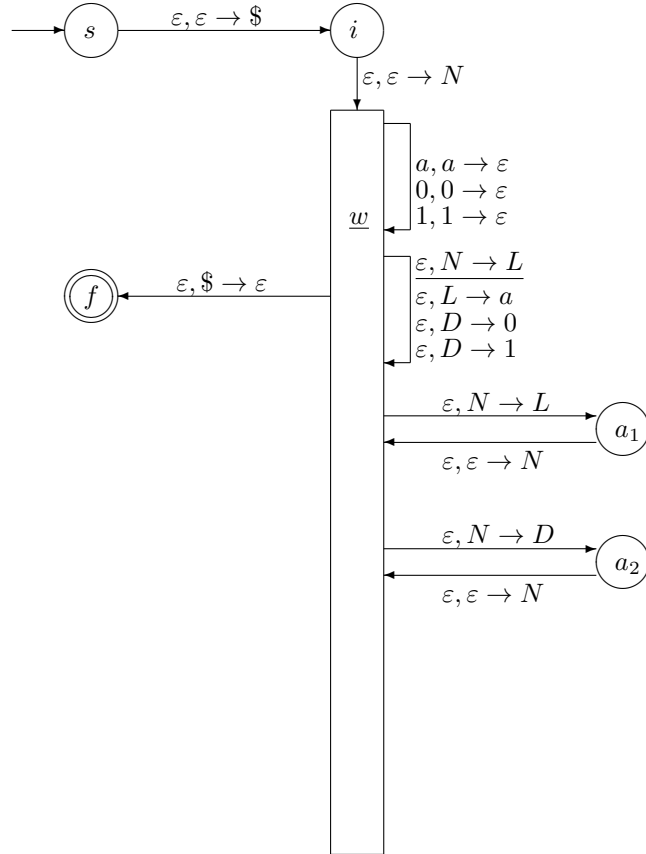
and



Now, the stack will have  $N$  on top:

|      |
|------|
| $N$  |
| $D$  |
| $D$  |
| $\$$ |

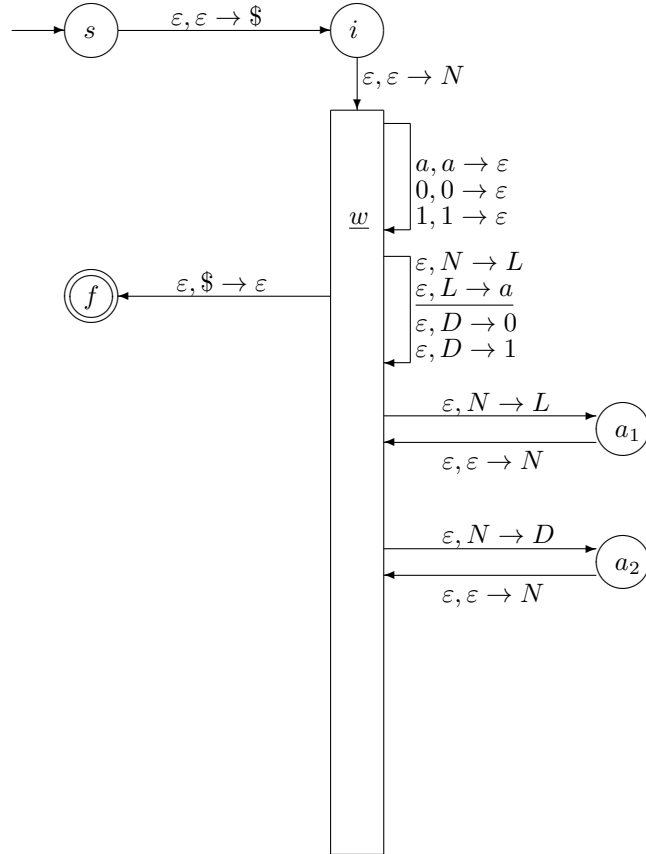
Next, we use the rule  $N \rightarrow L$ , i.e., replace  $N$  with  $L$  on top of the stack:



Now, the stack will have  $L$  on top:

|      |
|------|
| $L$  |
| $D$  |
| $D$  |
| $\$$ |

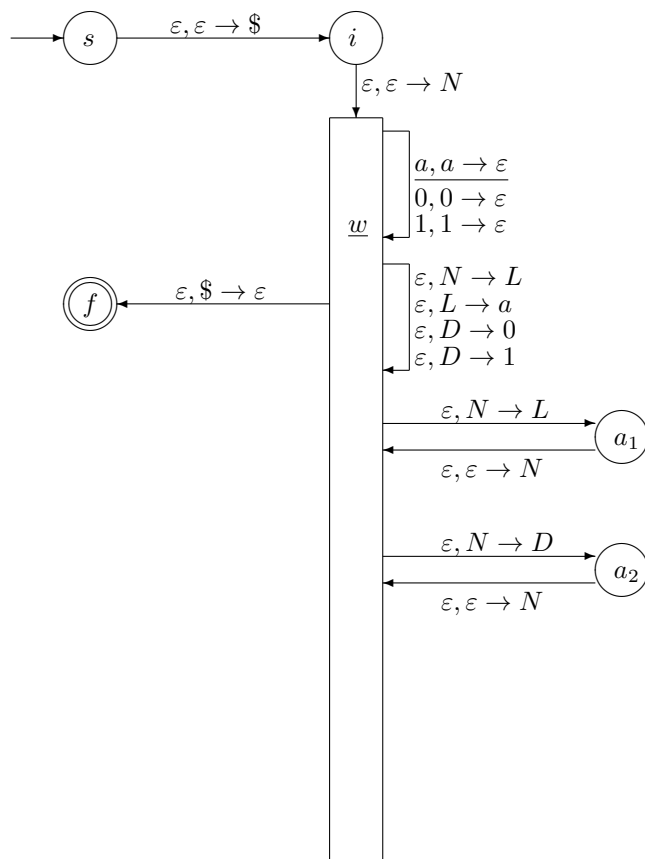
Next, we use the rule  $L \rightarrow a$ , i.e., replace  $L$  with  $a$  on top of the stack:



Now, the stack will have  $a$  on top:

|      |
|------|
| $a$  |
| $D$  |
| $D$  |
| $\$$ |

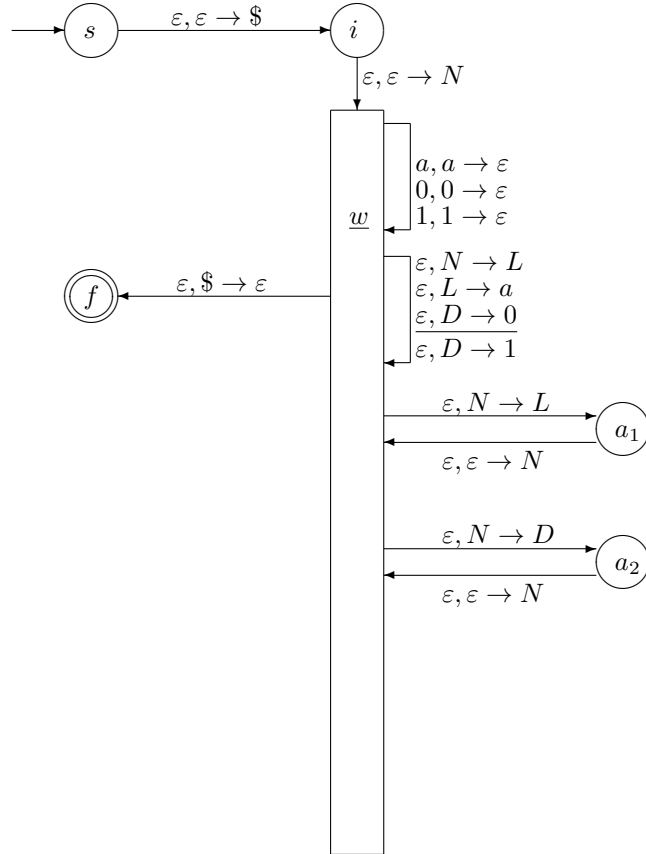
Now, we have a terminal symbol  $a$  on top of the stack. In this case, the only think we can do is use the rule  $a, a \rightarrow \varepsilon$ : read  $a$  and pop  $a$  from the top of the stack:



Now, the stack will have the following form:

|      |
|------|
| $D$  |
| $D$  |
| $\$$ |

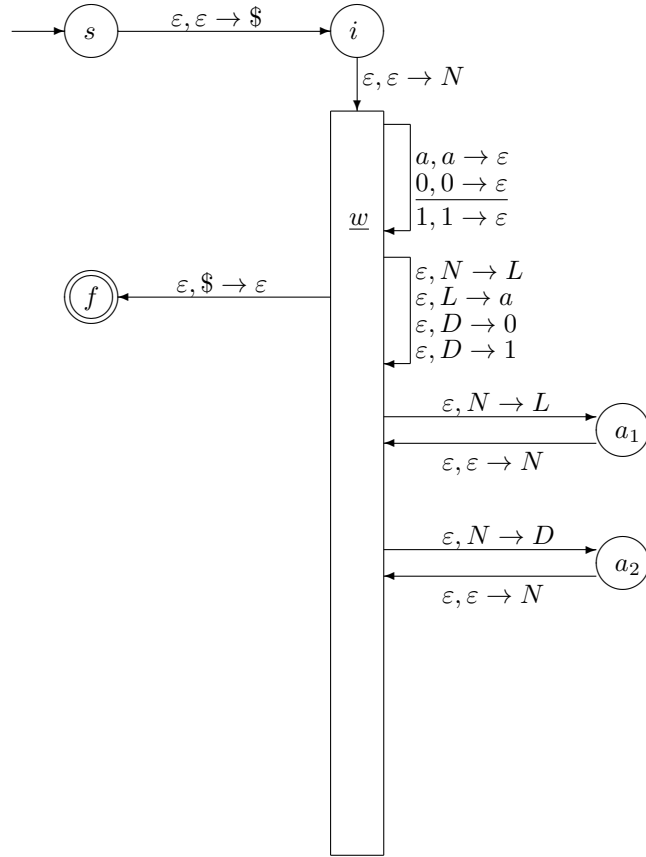
Next, we use the rule  $D \rightarrow 0$ , i.e., replace  $D$  with 0 on top of the stack:



Now, the stack will have 0 on top:

|      |
|------|
| 0    |
| $D$  |
| $\$$ |

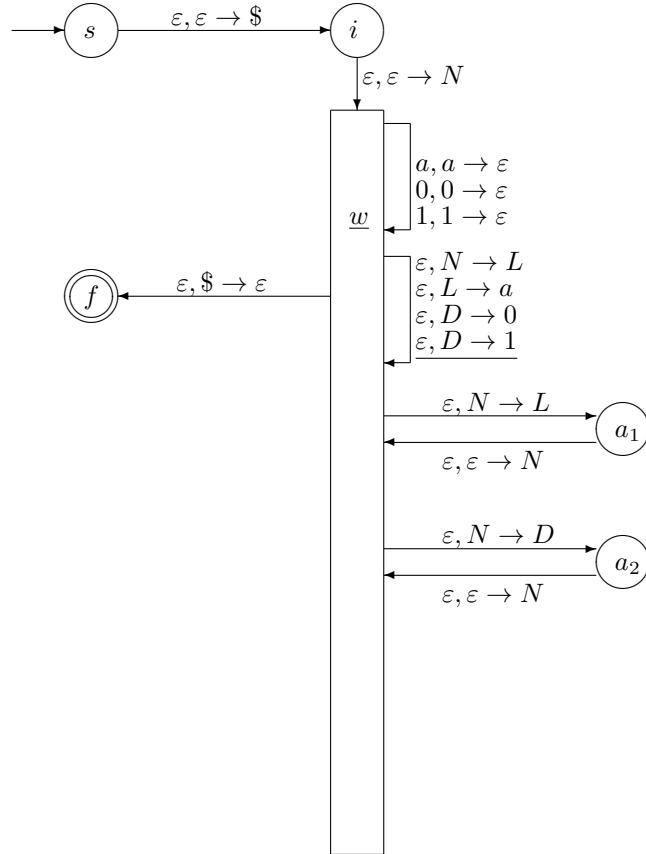
Now, we have a terminal symbol 0 on top of the stack, so the only thing we can do is to use the rule  $0, 0 \rightarrow \varepsilon$ , i.e., read 0 and pop 0 from the stack:



Now, the stack will have the following form:

|      |
|------|
| $D$  |
| $\$$ |

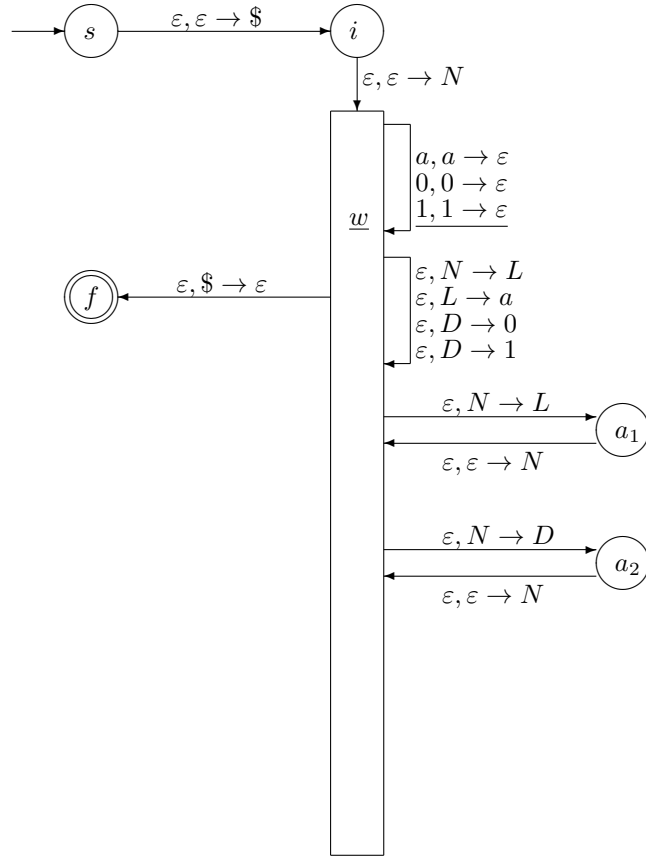
Then, we use the rule  $D \rightarrow 1$ , i.e., we replace  $D$  with 1 on top of the stack:



Now, the stack will have 1 on top:

|    |
|----|
| 1  |
| \$ |

Now, there is a terminal symbol 1 on top of the stack, so we have no other choice but to use the rule  $1, 1 \rightarrow \varepsilon$ :

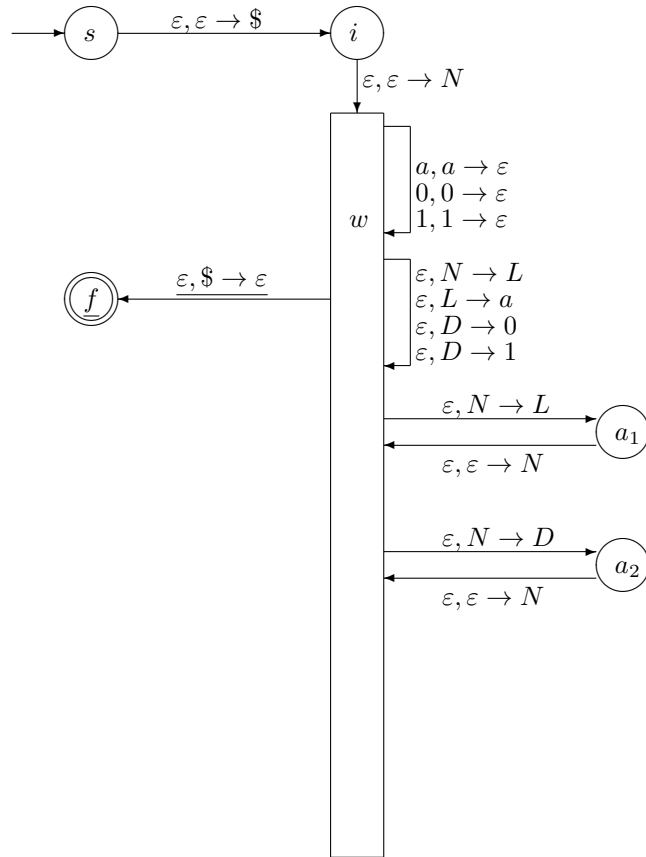


Now, the stack will only have the dollar sign:

\$



We read all the symbols, and the only symbol in the stack is the dollar sign.  
We can thus go to the final state:



The stack is now empty. We are in the final state with the empty stack, so the word  $a01$  is accepted.

A graphical description of the transitions.

|       |     |     |     |       |     |       |     |     |     |
|-------|-----|-----|-----|-------|-----|-------|-----|-----|-----|
| read  |     |     |     |       |     |       |     |     |     |
| state | $s$ | $i$ | $w$ | $a_2$ | $w$ | $a_2$ | $w$ | $w$ | $w$ |
| stack |     | \$  | $N$ | $D$   | $N$ | $D$   | $N$ | $L$ | $a$ |
|       |     |     | \$  | \$    | $D$ | $D$   | $D$ | $D$ | $D$ |
|       |     |     |     |       | \$  | \$    | $D$ | $D$ | $D$ |
|       |     |     |     |       |     |       | \$  | \$  | \$  |

|       |     |     |     |     |     |     |
|-------|-----|-----|-----|-----|-----|-----|
| read  | $a$ |     | 0   |     | 1   |     |
| state | $w$ | $w$ | $w$ | $w$ | $w$ | $f$ |
| stack | $D$ | 0   | $D$ | 1   | \$  |     |
|       | $D$ | $D$ | \$  | \$  |     |     |
|       | \$  | \$  |     |     |     |     |