

PDA  $\rightarrow$  CFG

Sipser p. 121

**LEMMA 2.27** .....

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

**PROOF IDEA**

1 1 1

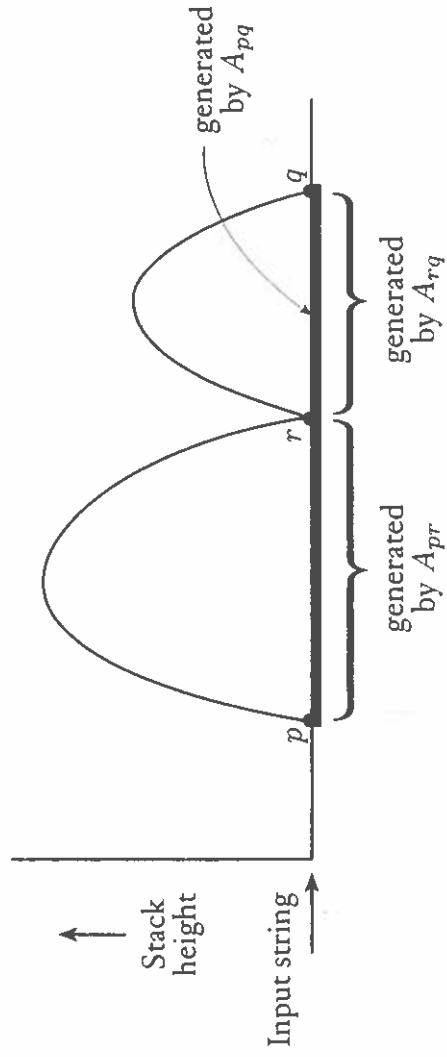
1. It has a single accept state,  $q_{\text{accept}}$ .
2. It empties its stack before accepting.
3. Each transition either pushes a symbol onto the stack (a *push* move) or pops one off the stack (a *pop* move), but it does not do both at the same time.

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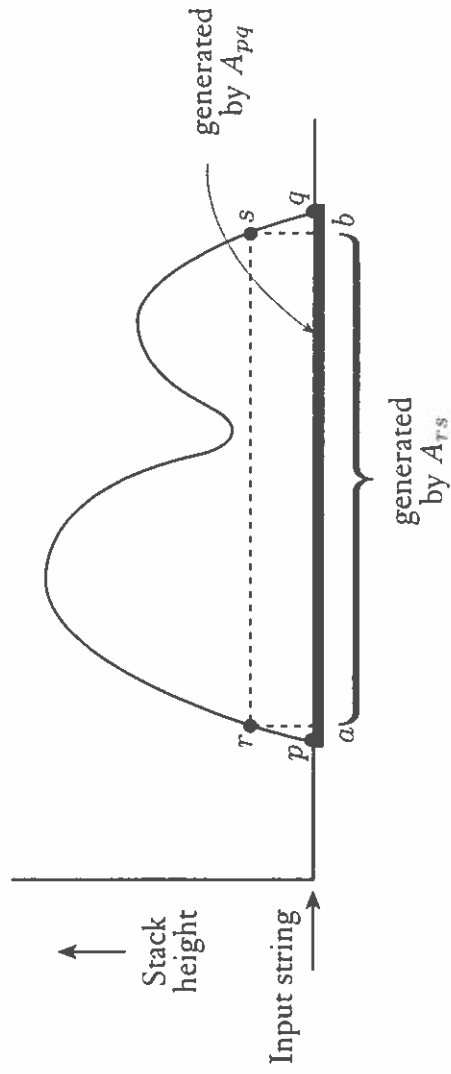
P. 122

**PROOF** Say that  $P = (Q, \Sigma, \Gamma, \delta, q_0, \{q_{\text{accept}}\})$  and construct  $G$ . The variables of  $G$  are  $\{A_{pq} \mid p, q \in Q\}$ . The start variable is  $A_{q_0, q_{\text{accept}}}$ . Now we describe  $G$ 's rules in three parts.

1. For each  $p, q, r, s \in Q$ ,  $u \in \Gamma$ , and  $a, b \in \Sigma_\epsilon$ , if  $\delta(p, a, \epsilon)$  contains  $(r, u)$  and  $\delta(s, b, u)$  contains  $(q, \epsilon)$ , put the rule  $A_{pq} \rightarrow aA_rsb$  in  $G$ .
2. For each  $p, q, r \in Q$ , put the rule  $A_{pq} \rightarrow A_{pr}A_{rq}$  in  $G$ .
3. Finally, for each  $p \in Q$ , put the rule  $A_{pp} \rightarrow \epsilon$  in  $G$ .



**FIGURE 2.28** PDA computation corresponding to the rule  $A_{pq} \rightarrow A_{pr} \cdot A_{rq}$



**FIGURE 2.29**  
 PDA computation corresponding to the rule  $A_{pq} \rightarrow a.A_{rs}.b$

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**CLAIM 2.30** .....  
If  $A_{pq}$  generates  $x$ , then  $x$  can bring  $P$  from  $p$  with empty stack to  $q$  with empty stack.

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**CLAIM 2.31** .....  
If  $x$  can bring  $P$  from  $p$  with empty stack to  $q$  with empty stack,  $A_{pq}$  generates  $x$ .