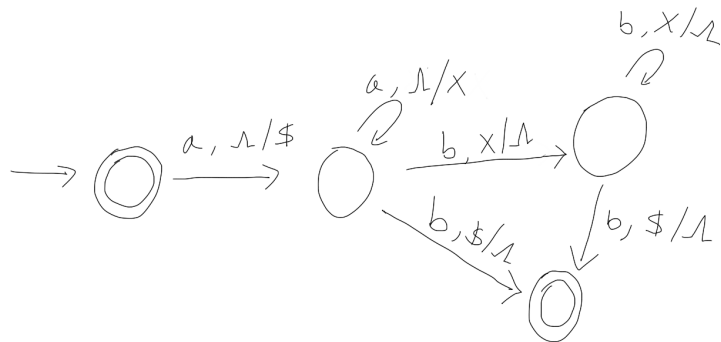


Non-Deterministic Push Down Automata

Let's give our automata memory access! (For now, just a stack.)

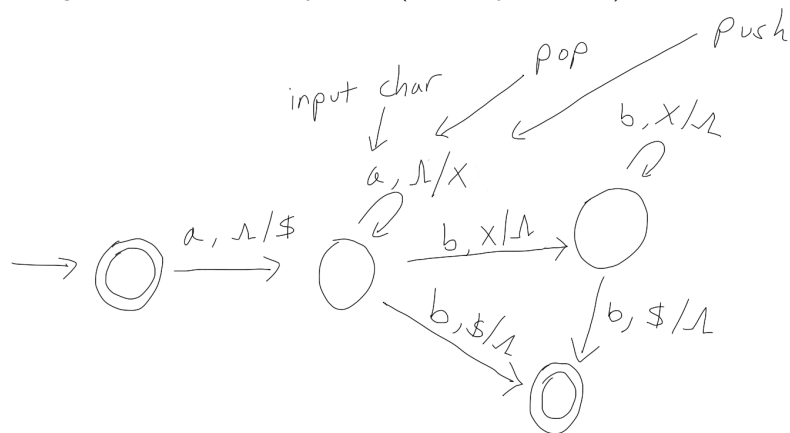
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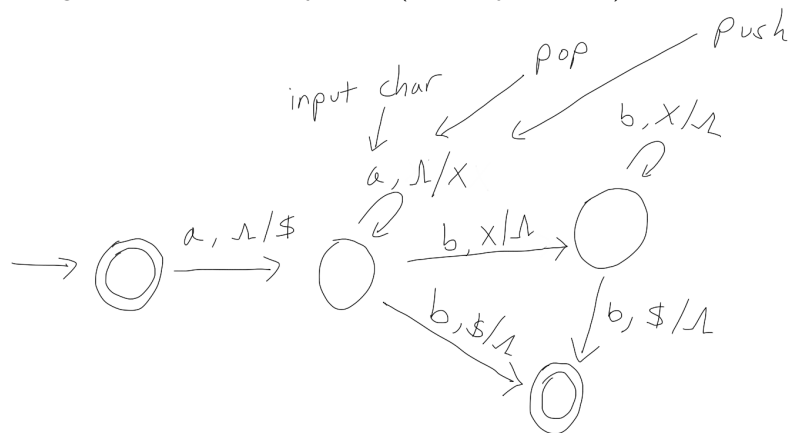
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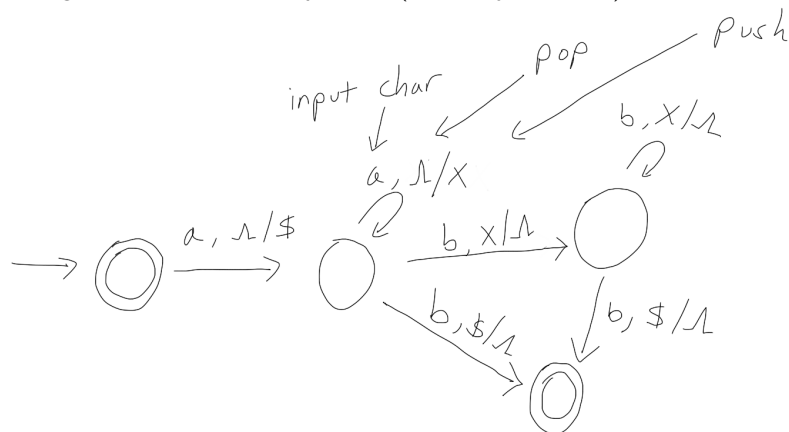
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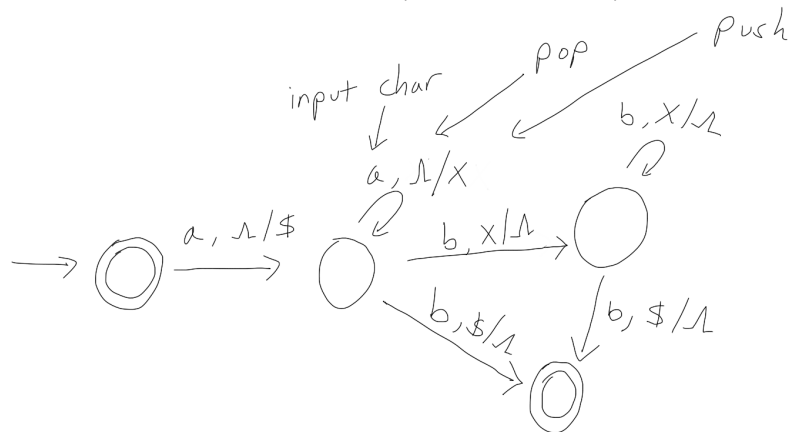
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For transition labeled $a, X / XX$:

- ▶ You can take that transition only if the next input character is a , AND the top of the stack holds X .
- ▶ You remove the X and replace it with XX .

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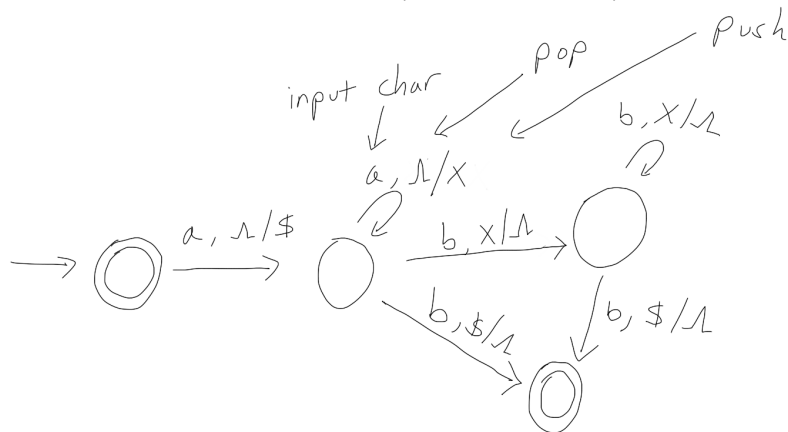
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For transition labeled $a, \Lambda / XX$:

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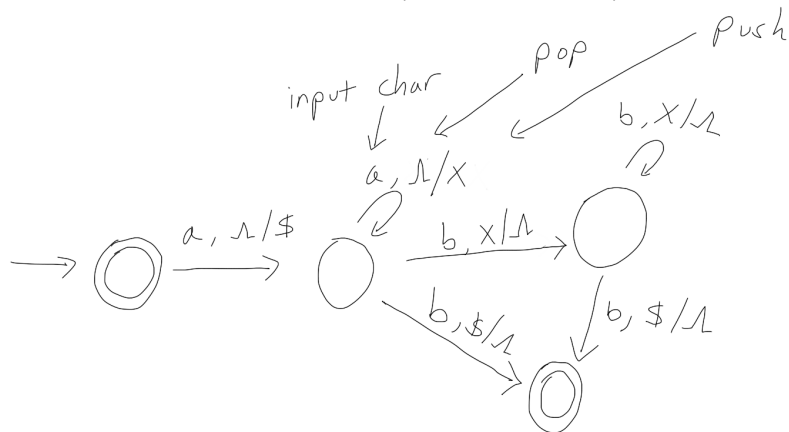
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For transition labeled $b, X / \Lambda$:

- ▶ You can take that transition if the next input character is b , AND the top of the stack holds X .
- ▶ You pop the X and push nothing.

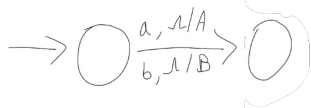
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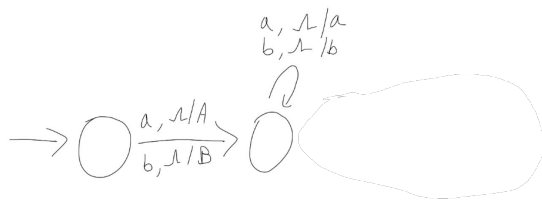


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What is the language of this NPDA?

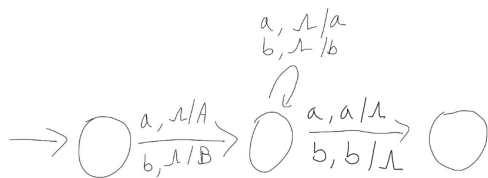
NPDA: Palindromes



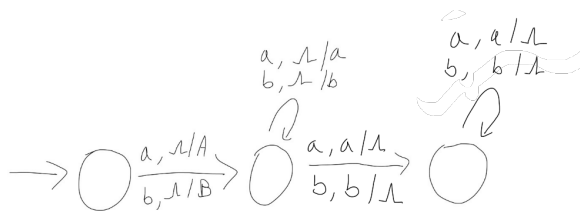
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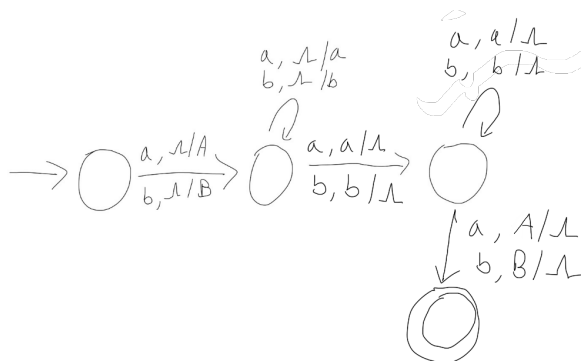
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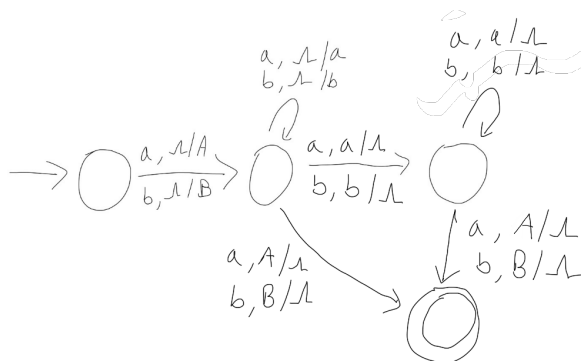
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Separating DPDAs and NPDAs

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Since we know that this language is *not* a CFL, we've arrived at a contradiction.

Therefore, M must not exist.

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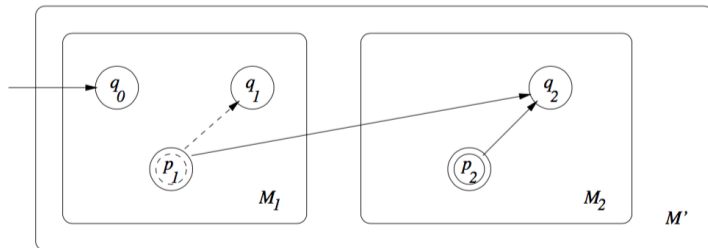
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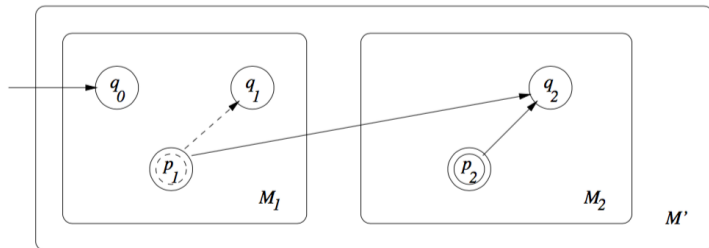
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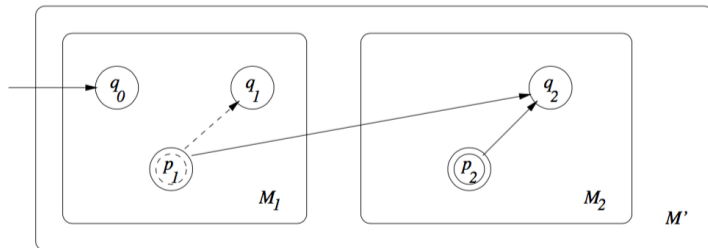
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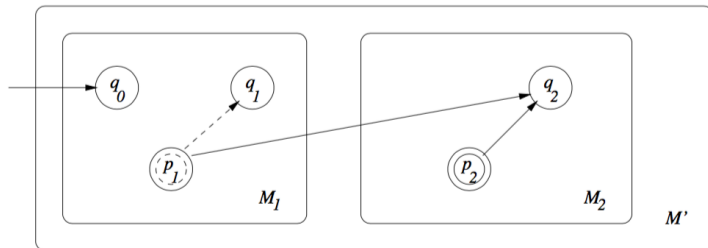
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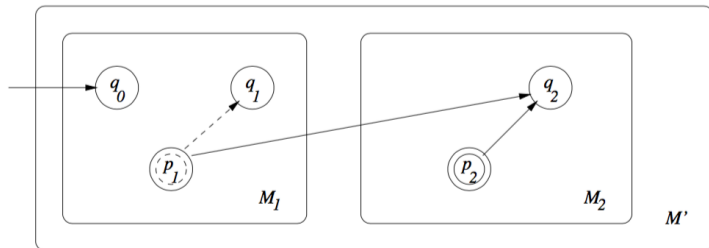
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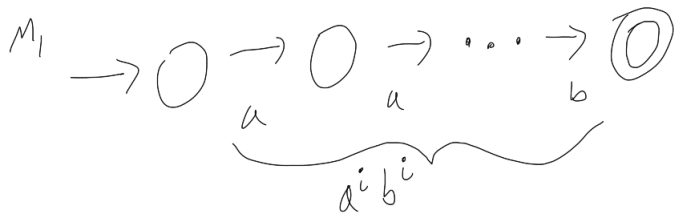


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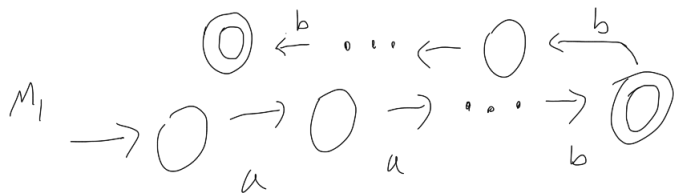
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4. In M_2 , replace all b 's to c 's.

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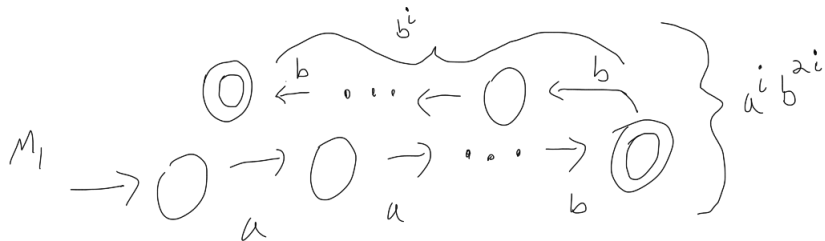
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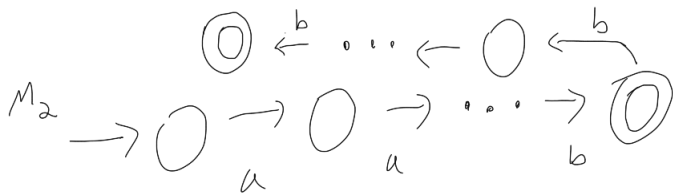
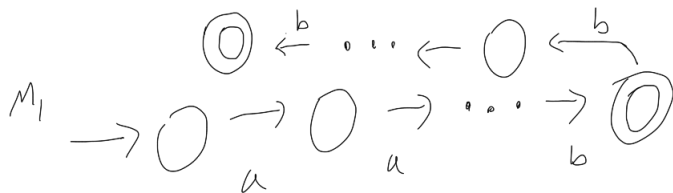
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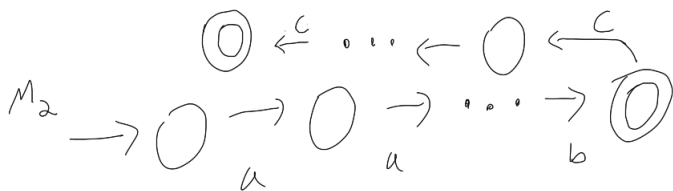
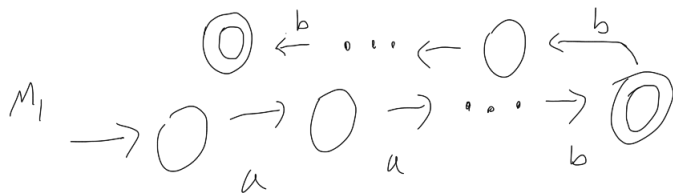
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