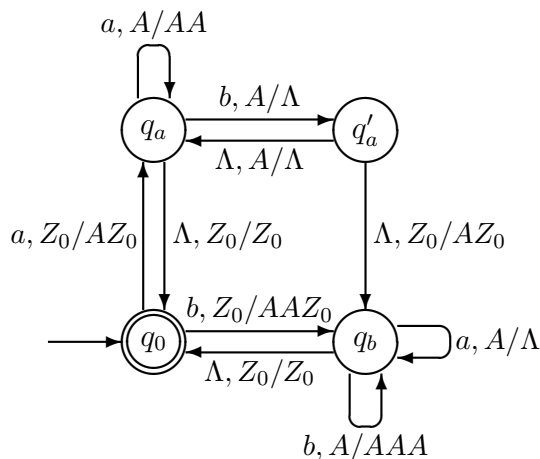


Some more solutions to exercises in
**John C. Martin: Introduction to Languages
and The Theory of Computation**
fourth edition

5.25(b) In this language, every b counts for two a 's.

A natural solution is to have the starting state q_0 as the only accepting state, to have a state q_a to count an excess in a 's in the string (with A 's on the stack) and to have a state q_b to count an excess in b 's in the string (with two A 's on the stack for every extra b).

From q_a and q_b , we can return to the accepting state q_0 with a Λ -transition, when we see Z_0 on top of the stack. In that case, we do not have an excess of a 's or b 's anymore. When we are in q_a and read a b , we should remove two A 's from the stack. We need to do this in two steps, with state q'_a as an intermediate state. If, in q'_a , we do not find on the stack the second A we wish to remove, we have an excess in b 's and move to q_b , pushing only one A onto the stack. The result is:



The above counter automaton is perfectly deterministic, but we may still prefer an automaton without Λ -transitions. The Λ -transitions from q_a and q_b back to q_0 could be avoided by pushing one A less onto the stack on our way *from* q_0 to q_a and q_b . This does, however, not work for the Λ -transitions from the intermediate state q'_a to q_a and q_b .

In a more general pushdown automaton, we might try to use two different stack symbols: one to represent a single A and one to represent two A 's. This is, however, not allowed in a counter automaton, because we only have one stack symbol (in addition to Z_0).

The solution is to split q_a in different states for an odd number of A 's and an even number of A 's, to push only one A onto the stack for two a 's in the input, and to push one A less onto the stack (so we can easily recognize that an a or b we read restores the balance, because we see Z_0 on top of the stack). The result is:

