

# **A Bit of Nondeterminism Makes Pushdown Automata Expressive and Succinct**

Joint work with Shibashis Guha, Ismaël Jecker, and Karoliina Lehtinen

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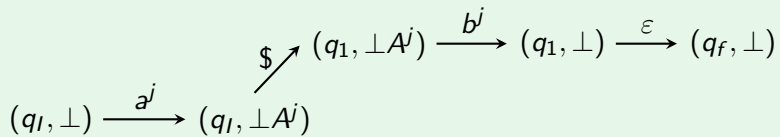
Highlights Conference

$$\{a^j b^k \mid k = j \text{ or } k = 2j\}$$

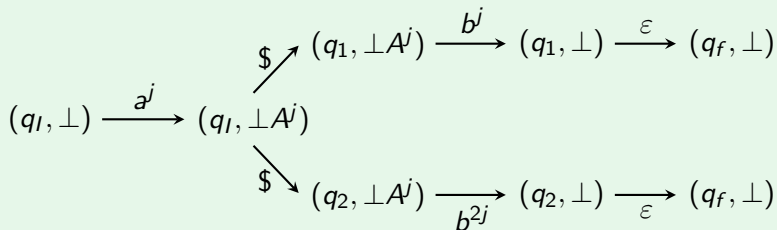
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$$(q_l, \perp) \xrightarrow{a^j} (q_l, \perp A^j)$$

$\{a^j \$ b^k \mid k = j \text{ or } k = 2j\}$



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$$\{a^i b^j c^k \mid k \leq i \text{ or } k \leq j\}$$

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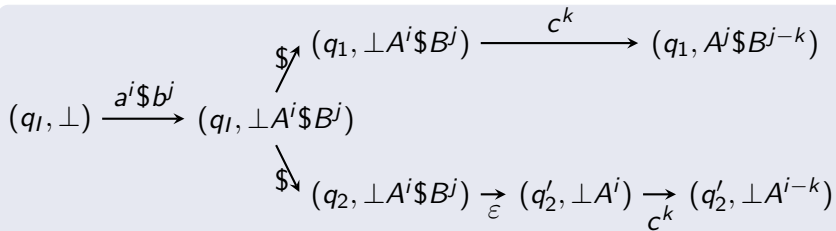
$$(q_1, \perp) \xrightarrow{a^i b^j} (q_1, \perp A^i B^j)$$

$$\{a^i b^j c^k \mid k \leq i \text{ or } k \leq j\}$$

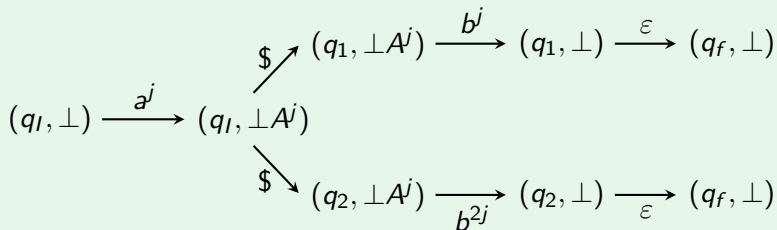
$$(q_1, \perp) \xrightarrow{a^i b^j} (q_1, \perp A^i B^j) \xrightarrow{c^k} (q_1, A^i B^{j-k})$$



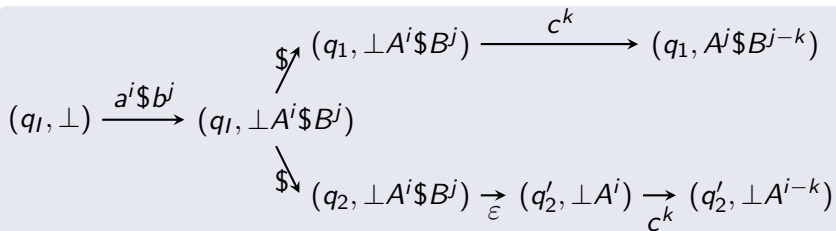
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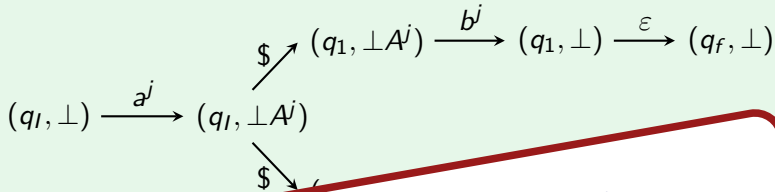
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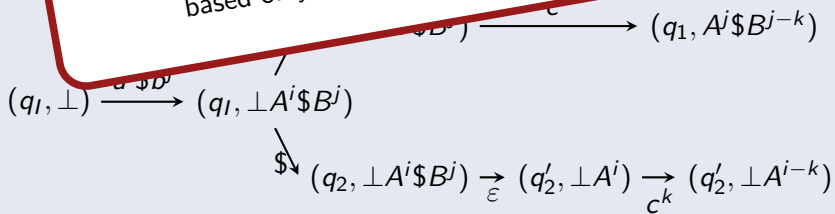
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**Good-for-games nondeterminism:**  
 Nondeterminism that can be resolved based only on the input processed so far.



- $\{a^i b^j c^k \mid k \leq i \text{ or } k \leq j\}$  is good-for-games.
- $\{a^j b^k \mid k = j \text{ or } k = 2j\}$  is **not** good-for-games.

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## Theorem

$DCFL \subsetneq GFG-CFL \subsetneq CFL$ .

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Why should we care?

1. GFG-PDA can be exponentially more succinct than DPDA (even true for visibly PDA).
2. Solving games and universality are decidable for GFG-PDA.
3. Many open problems.

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**In the full paper:** closure properties, comparison to unambiguous CFL, complexity of resolving GFG nondeterminism, etc.