

Let G be a CFG for language L with variables V and start symbol S . Let N be a DFA for language R with states Q , transitions δ , initial state 0 and accepting states F . Both are over the same (terminal) alphabet Σ .

Define G_N for $L \cap R$ to have variables $Q \times V \times Q$. For each original rule

$$A \rightarrow w_0 A^1 w_1 A^2 \cdots A^n w_n,$$

$n \geq 0$, $w_i \in \Sigma^*$ and $A^j \in V$, include in G_N all rules

$$r_0 A_{q_{n+1}} \rightarrow w_0 q_1 A_{r_1}^1 w_1 q_2 A_{r_2}^2 \cdots q_n A_{r_n}^n w_n,$$

such that $\delta(r_k, w_k) = q_{k+1}$ for each $k = 0, \dots, n$. Add rules $S \rightarrow {}_0S_f$ for all $f \in F$, and make S the start symbol of G_N .

In particular, for an original rule $A \rightarrow w$, $w \in \Sigma^*$, include all rules ${}_rA_q \rightarrow w$, such that $\delta(r, w) = q$. This clearly includes all rules ${}_qA_q \rightarrow \varepsilon$ for an original rule $A \rightarrow \varepsilon$.

By induction on the length of a derivation, one can prove that the language $L({}_rA_q)$ of G_N is the intersection $L_G(A) \cap L_N(r, \{q\})$ between words that are derivable from the variable A of G and words that obtained on paths from r to q in N .

For example, here is how to get palindromes over $\{\mathbf{a}, \mathbf{b}\}$ with an even number of \mathbf{a} 's. Consider the palindrome-producing grammar

$$S \rightarrow \varepsilon \mid \mathbf{a} \mid \mathbf{b} \mid \mathbf{aSa} \mid \mathbf{bSb}$$

and the even-counting automaton

δ	\parallel	\mathbf{a}	\parallel	\mathbf{b}	\parallel
0	\parallel	1	\parallel	0	\parallel
1	\parallel	0	\parallel	1	\parallel

where 0 is the start and accepting state. By the above construction, we get the following grammar for their intersection:

$$\begin{aligned} {}_0S_0 &\rightarrow \varepsilon \mid \mathbf{b} \mid \mathbf{a} {}_1S_1 \mathbf{a} \mid \mathbf{b} {}_0S_0 \mathbf{b} \\ {}_0S_1 &\rightarrow \mathbf{a} \mid \mathbf{a} {}_1S_0 \mathbf{a} \mid \mathbf{b} {}_0S_1 \mathbf{b} \\ {}_1S_0 &\rightarrow \mathbf{a} \mid \mathbf{a} {}_0S_1 \mathbf{a} \mid \mathbf{b} {}_1S_0 \mathbf{b} \\ {}_1S_1 &\rightarrow \varepsilon \mid \mathbf{b} \mid \mathbf{a} {}_0S_0 \mathbf{a} \mid \mathbf{b} {}_1S_1 \mathbf{b} \end{aligned}$$

The start symbol is ${}_0S_0$.

Since the middle two rules are unreachable, this simplifies to

$$\begin{aligned} {}_0S_0 &\rightarrow \varepsilon \mid \mathbf{b} \mid \mathbf{a} {}_1S_1 \mathbf{a} \mid \mathbf{b} {}_0S_0 \mathbf{b} \\ {}_1S_1 &\rightarrow \varepsilon \mid \mathbf{b} \mid \mathbf{a} {}_0S_0 \mathbf{a} \mid \mathbf{b} {}_1S_1 \mathbf{b} \end{aligned}$$

Since the two variables are equivalent (generate the same languages), this reduces to just

$$S \rightarrow \varepsilon \mid \mathbf{b} \mid \mathbf{aSa} \mid \mathbf{bSb}$$