

# Foundations of Computing

## Lecture 8

Arkady Yerukhimovich

February 9, 2023

## 1 Lecture 7 Review

## 2 Pushdown Automata

# Lecture 7 Review

- Proving languages not regular
  - Using the pumping lemma
  - Using closure properties

# Lecture 7 Review

- Proving languages not regular
  - Using the pumping lemma
  - Using closure properties

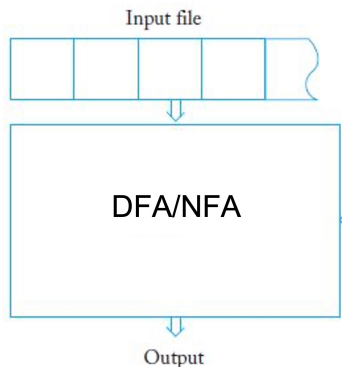
Today

Going beyond regular languages.

1 Lecture 7 Review

2 Pushdown Automata

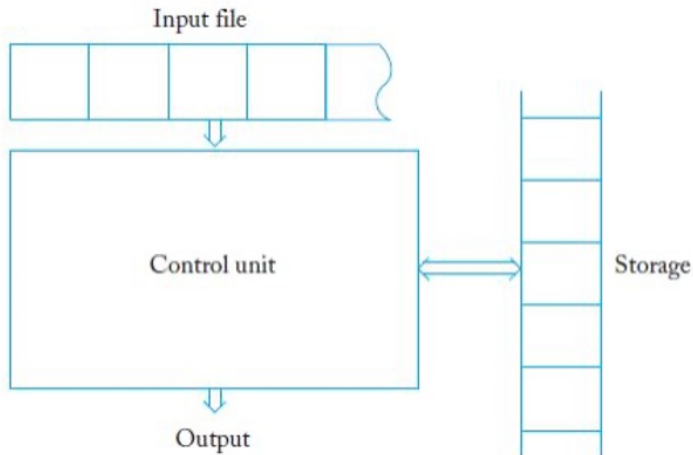
# Let's Add Some Storage



Recall:

- An NFA/DFA has no external storage
- Only memory must be encoded in the finite number of states
- Can only recognize regular languages

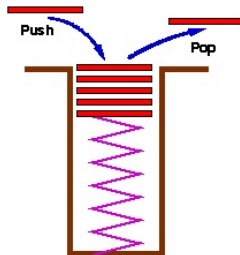
# Let's Add Some Storage



## Question

What kind of storage should we add?

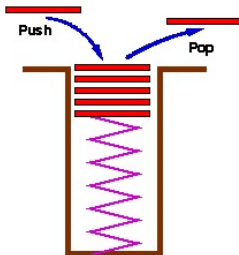
# A Stack



Let's add a Stack for storage



# A Stack

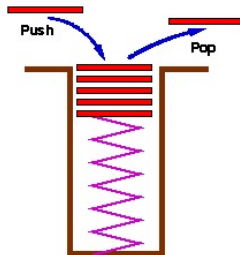


Let's add a Stack for storage

A stack has the following operations:

- push value - push a value onto the top of the stack

# A Stack

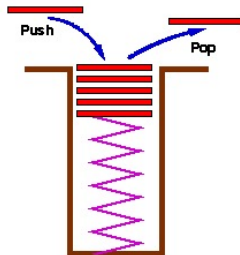


Let's add a Stack for storage

A stack has the following operations:

- push value - push a value onto the top of the stack
- pop value - pop the top item off the stack

# A Stack

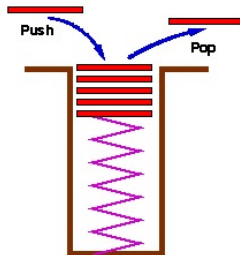


Let's add a Stack for storage

A stack has the following operations:

- push value - push a value onto the top of the stack
- pop value - pop the top item off the stack
- do nothing - denoted as  $\epsilon$

# A Stack



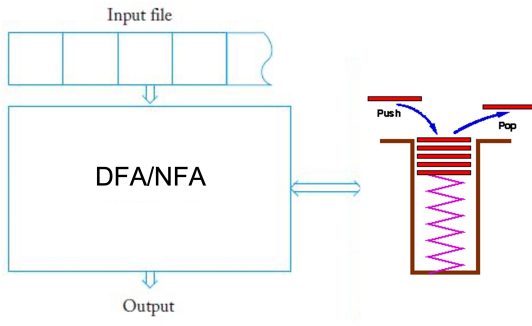
Let's add a Stack for storage

A stack has the following operations:

- push value - push a value onto the top of the stack
- pop value - pop the top item off the stack
- do nothing - denoted as  $\epsilon$

A stack is a Last-In First-Out (LIFO) data structure, that can hold an infinite amount of information

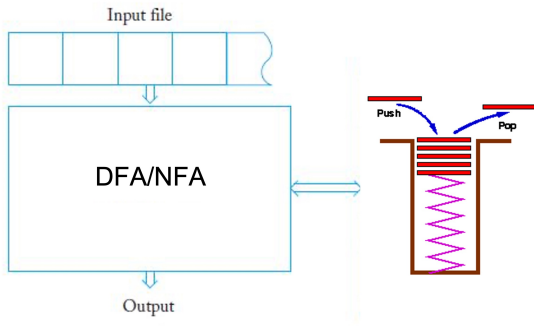
# Pushdown Automata (PDA)



A PDA consists of:

- An NFA for a control unit
- A Stack for storage

# Pushdown Automata (PDA)



A PDA consists of:

- An NFA for a control unit
- A Stack for storage

## Question

Is this any more powerful than an NFA?

# Computing With a PDA

## Computing with a PDA

At each step, a PDA can do the following

# Computing With a PDA

## Computing with a PDA

At each step, a PDA can do the following

- 1 Read a symbol from the input tape



# Computing With a PDA

## Computing with a PDA

At each step, a PDA can do the following

- 1 Read a symbol from the input tape
- 2 Optionally, pop a value from the Stack

# Computing With a PDA

## Computing with a PDA

At each step, a PDA can do the following

- 1 Read a symbol from the input tape
- 2 Optionally, pop a value from the Stack
- 3 Use the input symbol and the stack symbol to choose a next state

# Computing With a PDA

## Computing with a PDA

At each step, a PDA can do the following

- 1 Read a symbol from the input tape
- 2 Optionally, pop a value from the Stack
- 3 Use the input symbol and the stack symbol to choose a next state
- 4 Optionally, push a value onto the Stack

# Computing With a PDA

## Computing with a PDA

At each step, a PDA can do the following

- 1 Read a symbol from the input tape
- 2 Optionally, pop a value from the Stack
- 3 Use the input symbol and the stack symbol to choose a next state
- 4 Optionally, push a value onto the Stack

A PDA  $M$  accepts a string  $w$  if the NFA in the control stops in an accept state once all the input has been processed

# Computing With a PDA

## Computing with a PDA

At each step, a PDA can do the following

- 1 Read a symbol from the input tape
- 2 Optionally, pop a value from the Stack
- 3 Use the input symbol and the stack symbol to choose a next state
- 4 Optionally, push a value onto the Stack

A PDA  $M$  accepts a string  $w$  if the NFA in the control stops in an accept state once all the input has been processed

Observations:

# Computing With a PDA

## Computing with a PDA

At each step, a PDA can do the following

- 1 Read a symbol from the input tape
- 2 Optionally, pop a value from the Stack
- 3 Use the input symbol and the stack symbol to choose a next state
- 4 Optionally, push a value onto the Stack

A PDA  $M$  accepts a string  $w$  if the NFA in the control stops in an accept state once all the input has been processed

Observations:

- Since the control is an NFA,  $\epsilon$  transitions are allowed

# Computing With a PDA

## Computing with a PDA

At each step, a PDA can do the following

- 1 Read a symbol from the input tape
- 2 Optionally, pop a value from the Stack
- 3 Use the input symbol and the stack symbol to choose a next state
- 4 Optionally, push a value onto the Stack

A PDA  $M$  accepts a string  $w$  if the NFA in the control stops in an accept state once all the input has been processed

Observations:

- Since the control is an NFA,  $\epsilon$  transitions are allowed
- A PDA may choose not to touch the stack in a particular step

# Computing With a PDA

## Computing with a PDA

At each step, a PDA can do the following

- 1 Read a symbol from the input tape
- 2 Optionally, pop a value from the Stack
- 3 Use the input symbol and the stack symbol to choose a next state
- 4 Optionally, push a value onto the Stack

A PDA  $M$  accepts a string  $w$  if the NFA in the control stops in an accept state once all the input has been processed

Observations:

- Since the control is an NFA,  $\epsilon$  transitions are allowed
- A PDA may choose not to touch the stack in a particular step
- Unlike the case for DFA/NFA, deterministic PDA's are not equal to non-deterministic ones. We will only study non-deterministic PDAs.



# An Example PDA

Consider the following PDA “Algorithm”

# An Example PDA

Consider the following PDA “Algorithm”

- 1 Read a symbol from the input

# An Example PDA

Consider the following PDA “Algorithm”

- 1 Read a symbol from the input
- 2 If it is a 0 and I have not seen any 1s, then push a 0 onto the stack

# An Example PDA

Consider the following PDA “Algorithm”

- 1 Read a symbol from the input
- 2 If it is a 0 and I have not seen any 1s, then push a 0 onto the stack
- 3 If it is a 1, pop a value (a 0) from the stack

# An Example PDA

Consider the following PDA “Algorithm”

- 1 Read a symbol from the input
- 2 If it is a 0 and I have not seen any 1s, then push a 0 onto the stack
- 3 If it is a 1, pop a value (a 0) from the stack
- 4 Accept if and only if the stack becomes empty when we read the last character

# An Example PDA

Consider the following PDA “Algorithm”

- ① Read a symbol from the input
- ② If it is a 0 and I have not seen any 1s, then push a 0 onto the stack
- ③ If it is a 1, pop a value (a 0) from the stack
- ④ Accept if and only if the stack becomes empty when we read the last character
- ⑤ Reject if any of the following happen:
  - the stack becomes empty and the input is not done or

# An Example PDA

Consider the following PDA “Algorithm”

- ① Read a symbol from the input
- ② If it is a 0 and I have not seen any 1s, then push a 0 onto the stack
- ③ If it is a 1, pop a value (a 0) from the stack
- ④ Accept if and only if the stack becomes empty when we read the last character
- ⑤ Reject if any of the following happen:
  - the stack becomes empty and the input is not done or
  - there are still 0s left on the stack when the last input is read or

# An Example PDA

Consider the following PDA “Algorithm”

- ① Read a symbol from the input
- ② If it is a 0 and I have not seen any 1s, then push a 0 onto the stack
- ③ If it is a 1, pop a value (a 0) from the stack
- ④ Accept if and only if the stack becomes empty when we read the last character
- ⑤ Reject if any of the following happen:
  - the stack becomes empty and the input is not done or
  - there are still 0s left on the stack when the last input is read or
  - there are any 0s after the first 1



# An Example PDA

Consider the following PDA “Algorithm”

- ➊ Read a symbol from the input
- ➋ If it is a 0 and I have not seen any 1s, then push a 0 onto the stack
- ➌ If it is a 1, pop a value (a 0) from the stack
- ➍ Accept if and only if the stack becomes empty when we read the last character
- ➎ Reject if any of the following happen:
  - the stack becomes empty and the input is not done or
  - there are still 0s left on the stack when the last input is read or
  - there are any 0s after the first 1

## Question

What language does this recognize?

# An Example PDA

Consider the following PDA “Algorithm”

- ① Read a symbol from the input
- ② If it is a 0 and I have not seen any 1s, then push a 0 onto the stack
- ③ If it is a 1, pop a value (a 0) from the stack
- ④ Accept if and only if the stack becomes empty when we read the last character
- ⑤ Reject if either
  - the stack becomes empty and the input is not done or
  - there are still 0s left on the stack when the last input is read or
  - there are any 0s after the first 1

# An Example PDA

Consider the following PDA “Algorithm”

- ➊ Read a symbol from the input
- ➋ If it is a 0 and I have not seen any 1s, then push a 0 onto the stack
- ➌ If it is a 1, pop a value (a 0) from the stack
- ➍ Accept if and only if the stack becomes empty when we read the last character
- ➎ Reject if either
  - the stack becomes empty and the input is not done or
  - there are still 0s left on the stack when the last input is read or
  - there are any 0s after the first 1

This recognizes

$$L = \{0^n 1^n \mid n \geq 0\}$$

# Formal Definition of PDAs

A PDA  $M$  is a 6-tuple  $(Q, \Sigma, \Gamma, \delta, q_0, F)$  where

- $Q$  – set of state of the NFA
- $\Sigma$  – input alphabet
- $\Gamma$  – Stack alphabet
- $\delta : Q \times \Sigma_{\epsilon} \times \Gamma_{\epsilon} \rightarrow P(Q \times \Gamma_{\epsilon})$  – transition function
- $q_0 \in Q$  – start state
- $F \subseteq Q$  – accept states

Recall that  $P(Q \times \Gamma_{\epsilon})$  is the power set of the set of pairs  $\{(q \in Q, a \in \Gamma_{\epsilon})\}$

# Computing with a PDA – Formal Notation

A PDA  $M$  accepts a string  $w = w_1 w_2 \cdots w_m$  with  $w_i \in \Sigma_\epsilon$  if there exist

- A sequence of states  $q_0, q_1, \dots, q_m \in Q$ , and
- A sequence of strings  $s_0, s_1, \dots, s_m \in \Gamma^*$

that satisfy the following three conditions:

# Computing with a PDA – Formal Notation

A PDA  $M$  accepts a string  $w = w_1 w_2 \cdots w_m$  with  $w_i \in \Sigma_\epsilon$  if there exist

- A sequence of states  $q_0, q_1, \dots, q_m \in Q$ , and
- A sequence of strings  $s_0, s_1, \dots, s_m \in \Gamma^*$

that satisfy the following three conditions:

- 1  $q_0$  is the start state, and  $s_0 = \epsilon$   
 $M$  starts in the start state with an empty stack

# Computing with a PDA – Formal Notation

A PDA  $M$  accepts a string  $w = w_1 w_2 \cdots w_m$  with  $w_i \in \Sigma_\epsilon$  if there exist

- A sequence of states  $q_0, q_1, \dots, q_m \in Q$ , and
- A sequence of strings  $s_0, s_1, \dots, s_m \in \Gamma^*$

that satisfy the following three conditions:

- 1  $q_0$  is the start state, and  $s_0 = \epsilon$   
 $M$  starts in the start state with an empty stack
- 2 For  $i = 0, \dots, m - 1$ ,  $(q_{i+1}, b) \in \delta(q_i, w_{i+1}, a)$  where  $s_i = at$  and  $s_{i+1} = bt$  for some  $a, b \in \Gamma_\epsilon$  and  $t \in \Gamma^*$   
there is a transition in  $\delta$  s.t.  $M$  reads symbol  $w_{i+1}$  from the input, pops  $a$  from the stack, pushes  $b$  back on the stack and moves from  $q_i$  to  $q_{i+1}$

# Computing with a PDA – Formal Notation

A PDA  $M$  accepts a string  $w = w_1 w_2 \cdots w_m$  with  $w_i \in \Sigma_\epsilon$  if there exist

- A sequence of states  $q_0, q_1, \dots, q_m \in Q$ , and
- A sequence of strings  $s_0, s_1, \dots, s_m \in \Gamma^*$

that satisfy the following three conditions:

- 1  $q_0$  is the start state, and  $s_0 = \epsilon$   
 $M$  starts in the start state with an empty stack
- 2 For  $i = 0, \dots, m - 1$ ,  $(q_{i+1}, b) \in \delta(q_i, w_{i+1}, a)$  where  $s_i = at$  and  $s_{i+1} = bt$  for some  $a, b \in \Gamma_\epsilon$  and  $t \in \Gamma^*$   
there is a transition in  $\delta$  s.t.  $M$  reads symbol  $w_{i+1}$  from the input, pops  $a$  from the stack, pushes  $b$  back on the stack and moves from  $q_i$  to  $q_{i+1}$
- 3  $r_m \in F$  – stop in an accept state



# Back to Our Example

Recall the PDA we described before:

- On input 0, push a 0 on the stack
- On input 1, pop a value from the stack
- If all 0s come before all 1s and the stack is empty when run out of inputs, accept

# Back to Our Example

Recall the PDA we described before:

- On input 0, push a 0 on the stack
- On input 1, pop a value from the stack
- If all 0s come before all 1s and the stack is empty when run out of inputs, accept

Let's build a PDA for this algorithm:

# Back to Our Example

Recall the PDA we described before:

- On input 0, push a 0 on the stack
- On input 1, pop a value from the stack
- If all 0s come before all 1s and the stack is empty when run out of inputs, accept

Let's build a PDA for this algorithm:

- $Q = \{q_0, q_1, q_2, q_3\}$ 
  - $q_0$  – start state
  - $q_1$  – seen only 0s
  - $q_2$  – seen 0s followed by 1s
  - $q_3$  – accept state

# Back to Our Example

Recall the PDA we described before:

- On input 0, push a 0 on the stack
- On input 1, pop a value from the stack
- If all 0s come before all 1s and the stack is empty when run out of inputs, accept

Let's build a PDA for this algorithm:

- $Q = \{q_0, q_1, q_2, q_3\}$ 
  - $q_0$  – start state
  - $q_1$  – seen only 0s
  - $q_2$  – seen 0s followed by 1s
  - $q_3$  – accept state
- $\Sigma = \{0, 1\}$

# Back to Our Example

Recall the PDA we described before:

- On input 0, push a 0 on the stack
- On input 1, pop a value from the stack
- If all 0s come before all 1s and the stack is empty when run out of inputs, accept

Let's build a PDA for this algorithm:

- $Q = \{q_0, q_1, q_2, q_3\}$ 
  - $q_0$  – start state
  - $q_1$  – seen only 0s
  - $q_2$  – seen 0s followed by 1s
  - $q_3$  – accept state
- $\Sigma = \{0, 1\}$
- $\Gamma = \{0, \$\}$  – \$ is a special symbol to indicate the stack is empty

# Back to Our Example

Recall the PDA we described before:

- On input 0, push a 0 on the stack
- On input 1, pop a value from the stack
- If all 0s come before all 1s and the stack is empty when run out of inputs, accept

Let's build a PDA for this algorithm:

- $Q = \{q_0, q_1, q_2, q_3\}$ 
  - $q_0$  – start state
  - $q_1$  – seen only 0s
  - $q_2$  – seen 0s followed by 1s
  - $q_3$  – accept state
- $\Sigma = \{0, 1\}$
- $\Gamma = \{0, \$\}$  – \$ is a special symbol to indicate the stack is empty
- $q_0 = q_0$

# Back to Our Example

Recall the PDA we described before:

- On input 0, push a 0 on the stack
- On input 1, pop a value from the stack
- If all 0s come before all 1s and the stack is empty when run out of inputs, accept

Let's build a PDA for this algorithm:

- $Q = \{q_0, q_1, q_2, q_3\}$ 
  - $q_0$  – start state
  - $q_1$  – seen only 0s
  - $q_2$  – seen 0s followed by 1s
  - $q_3$  – accept state
- $\Sigma = \{0, 1\}$
- $\Gamma = \{0, \$\}$  – \$ is a special symbol to indicate the stack is empty
- $q_0 = q_0$
- $F = \{q_3\}$

# Back to Our Example

Recall the PDA we described before:

- On input 0, push a 0 on the stack
- On input 1, pop a value from the stack
- If all 0s come before all 1s and the stack is empty when run out of inputs, accept

Let's build a PDA for this algorithm:

- $Q = \{q_0, q_1, q_2, q_3\}$ 
  - $q_0$  – start state
  - $q_1$  – seen only 0s
  - $q_2$  – seen 0s followed by 1s
  - $q_3$  – accept state
- $\Sigma = \{0, 1\}$
- $\Gamma = \{0, \$\}$  – \$ is a special symbol to indicate the stack is empty
- $q_0 = q_0$
- $F = \{q_3\}$



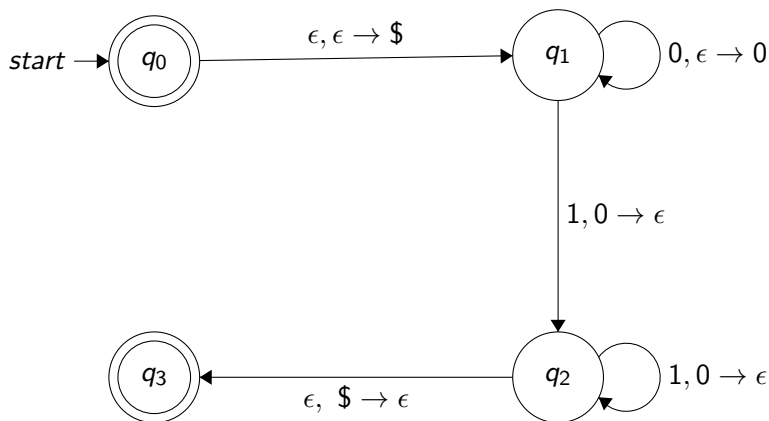
# Transition Function

Input: Stack:	0			1			$\epsilon$		
	0	\$	$\epsilon$	0	\$	$\epsilon$	0	\$	$\epsilon$
$q_0$	$\{(q_1, 0)\}$			$\{(q_2, \epsilon)\}$ $\{(q_2, \epsilon)\}$			$\{(q_3, \epsilon)\}$ $\{(q_1, \$)\}$		
$q_1$									
$q_2$									
$q_3$									

Table: Transition Function  $\delta$

Empty cells correspond to output of  $\emptyset$

# Example PDA as a Graph



# Exercise – Work in Groups

Show a PDA that recognizes the language

$$L = \{w \mid w \text{ has an equal number of 0s and 1s}\}$$

- 1 Describe a PDA algorithm for this language
- 2 Write the states and transition function
- 3 Draw the PDA graph

# Exercise – Work in Groups

Show a PDA that recognizes the language

$$L = \{w \mid w \text{ has an equal number of 0s and 1s}\}$$

- 1 Describe a PDA algorithm for this language
- 2 Write the states and transition function
- 3 Draw the PDA graph

Solution:

- 1 Push \$ on the stack
- 2 If input is 0, pop value from the stack
  - If it's a 0 or \$ push it back on the stack and push another 0 on top
  - If it's a 1 pop it off the stack
- 3 If input is 1, pop value from the stack
  - If it's a 1 or \$ push it back and push another 1 on top
  - If it's a 0 pop it off the stack
- 4 When the input is done, if \$ is top of the stack, accept

# Exercise – Work in Groups

