

Push Down Automata (PDA)

- Non-deterministic PDA
 - Languages accepted by NPDA
- Deterministic PDA
 - Languages accepted by DPDA

Push Down Automata (PDA)

- A class of automata associated with CFLs
- An FSA, being at a certain state advances to the next state based on the input it reads
- A PDA advances to the next state based on the input it reads and the top most symbol in the stack.
- Unlike FSA, PDA has a **memory** in the form of a **stack**
- Two types of PDA: NPDA & DPDA

Non-deterministic PDA (NPDA)

- Definition: NPDA is a 7-tuple $M=(Q, \Sigma, V, P, q_0, Z_0, F)$ where
 1. Q : finite set of states
 2. Σ : input alphabet
 3. V : symbols on the stack (stack alphabet)
 4. P : is a total function called pushdown function and is given by $P:QXVX(\Sigma \cup \{\lambda\}) \rightarrow QXV^*$
 5. $q_0 \in Q$ is the start state
 6. Z_0 : stack initializer symbol
 7. $F \subseteq Q$: set of final states

NPDA: cont'd

- Note that the arguments of P are
 - The current state
 - The current input symbol
 - The current symbol on top of the stack
- The result is a set of pairs (q, x) where q is the next state and x is a string which is put on top of the stack in place of the single symbol there before
- λ -transition is possible, i.e. the second argument may be empty (λ)
- No move is possible if the stack is empty.

NPDA: cont'd

NPDA operations (execution)

- Read an input
- Pop the top element from the stack
- Push element(s) to the stack
- Enter next state

- The operations can be represented as follows: $(q', s, x; q'', y)$ where
 - q' : current state
 - s : element popped from the stack
 - x : incoming input
 - q'' : next state
 - y : symbol pushed on to the stack

NPDA: cont'd

- the operations can also be represented using a transition diagram
(q' , s , x ; q'' , y) is represented in such a way that the arc from state q' to state q'' is labeled with s , x ; y
- Example: suppose the set of transition rules of an NPDA contain $p(q_1, a, b) = \{(q_2, cd), (q_3, \lambda)\}$
Hence, if at any time the automata is in state q_1 , the input symbol read is **a**, and the symbol on top of the stack is **b**, then either:
 1. the automata goes into state q_2 and the string **cd** replaces **b** on top of the stack, or
 2. it goes into state q_3 with the symbol **b** removed from the top of the stack

NPDA: cont'd

- Instantaneous Description (ID)

An ID of a PDA M is (q, x, α) where $q \in Q$, $x \in \Sigma^*$ and $\alpha \in V^*$

- An initial ID is (q_0, x, Z_0) , i.e. the PDA is at state q_0 , the input string to be processed is x and the stack contains Z_0

- a move relation (denoted by \vdash) between IDs is defined as:

$(q, a_1 a_2 \dots a_n, Z_1 Z_2 \dots Z_m) \vdash (q', a_2 \dots a_n, \beta Z_2 \dots Z_m)$
if $P(q, a_1, Z_1)$ contains (q', β)

Acceptance of strings by NPDA

- The set of strings accepted by NPDA M is denoted by $L(M)$ and defined as follows:
 1. $L(M) = \{x \mid (q_0, x, Z_0) \vdash^* (q, \lambda, v) \text{ for some } q \text{ in } F \text{ and } v \text{ in } V^*\}$ (acceptance by Final State)
 2. $L(M) = \{x \mid (q_0, x, Z_0) \vdash^* (q, \lambda, \lambda) \text{ for some } q \text{ in } Q\}$ (acceptance by Empty Stack)
- Note that in (1), the stack content (v) is irrelevant. i.e. all strings that can put M into a final state at the end of the string are accepted.

Acceptance by NPDA: cont'd

- Example 1:

Construct NPDA that accepts the language
 $L = \{xcx^r \mid x \in \{a, b\}^*\}$, x^r is the reverse of x .

an example of a string in L can be:

$w = abbcbbba$

Acceptance by NPDA: cont'd

■ Solution:

The NPDA operates as follows:

1. as it reads symbols to the left of the symbol c , it pushes the symbol read and remains in the same state
2. when it 'sees' c , it enters a new state without doing anything on the stack
3. it compares the incoming symbol with the top element on the stack. If there is a match, it pops off the top element. Otherwise, the operation stops.

Acceptance by NPDA: cont'd

■ The pushdown function (P) will have:

1. $(q_0, a, v) = (q_0, av), a \in \{a, b\}, v \in V^*$
2. $(q_0, c, v) = (q_1, v)$
3. $(q_1, b, bv) = (q_1, v), b \in \{a, b\}, v \in V^*$
4. $(q_1, \lambda, Z_0) = (q_2, \lambda)$

Thus, $M = (Q, \Sigma, V, P, q_0, Z_0, F)$ where

$Q = \{q_0, q_1, q_2\}$

$Z_0 = \#$

$\Sigma = \{a, b, c\}$

$V = \{a, b, Z_0\}$

$F = \{q_2\}$ and P is given above.

Acceptance by NPDA: cont'd

- Example:

Let $w = \text{abbcbbba}$. Trace manually to check whether w is accepted by M or not.

Acceptance by NPDA: cont'd

■ Solution

State	Input	Stack
q0	abbcbbba	#
q0	bbcbbba	a#
q0	bcbba	ba#
q0	cbba	bba#
q1	bba	bba#
q1	ba	ba#
q1	a	a#
q1	λ	#
q2	λ	λ (input is accepted)

Acceptance by NPDA: cont'd

- Exercise 1:

Construct NPDA for the following language.

$$L = \{w \in \{a, b\}^* : n_a(w) = n_b(w)\}$$

- Exercise 2:

Construct an NPDA for accepting the language:

$$L = \{ww^r : w \in \{a, b\}^+ \}$$

NPDA – CFG equivalence

- Theorem: If L is a CFL, then there exists NPDA M such that $L = L(M)$.

proof (by construction)

Let CFG $G = (N, T, P, S)$

Define $M = (Q, \Sigma, V, P', q_0, \#, \{q_2\})$ where:

$Q = \{q_0, q_1, q_2\}$, P' is given by:

$P'(q_0, \lambda, \#) = (q_1, S\#)$

$P'(q_1, \lambda, A) = \{(q_1, \beta) \mid A \rightarrow \beta \in P \text{ and } A \in N\}$

$P'(q_1, a, a) = (q_1, \lambda)$ for all $a \in \Sigma$

$P'(q_1, \lambda, \#) = (q_2, \lambda)$

such that $x \in L(G)$ iff $x \in L(M)$

NPDA – CFG equivalence: cont'd

- Example: Given $G = (N, T, P, S)$ with $S = E$,
 $T = \{a, b, c, +, -, *, /, (,)\}$, $N = \{E, F, T\}$ and P :
 $E \rightarrow T \mid E + T \mid E - T$
 $T \rightarrow F \mid T * F \mid T / F$
 $F \rightarrow a \mid b \mid c \mid (E)$

Construct NPDA M that simulates left most derivation of the grammar (to accept $a+(b*c)$).

NPDA – CFG equivalence: cont'd

- Theorem: If $L = L(M)$ for some NPDA M , then L is a CFL.

Deterministic PDA (DPDA)

- A DPDA is a 7-tuple machine with the following properties:
 - a) $P(q, a, A)$ contains at most one element, where $q \in Q$, $a \in \Sigma \cup \{\lambda\}$, $A \in V$
(i.e. for any given input symbol and any stack top, at most one move can be made)
 - a) if $P(q, \lambda, A) \neq \emptyset$ then $P(q, a, A) = \emptyset$ for all $a \in \Sigma$
(i.e. when a λ -move is possible for some configuration, no input-consuming alternative is available)
- A language accepted by DPDA is called Deterministic CFL or simply deterministic language.

DPDA: cont'd

- Example: The language $L = \{a^n b^n : n \geq 0\}$ is a deterministic CFL.

DPDA $M = (\{q_0, q_1, q_2\}, \{a, b\}, \{0, 1\}, P, 0, \{q_0\})$ with

$$P(q_0, a, 0) = (q_1, 10)$$

$$P(q_1, a, 1) = (q_1, 11)$$

$$P(q_1, b, 1) = (q_2, \lambda)$$

$$P(q_2, \lambda, 0) = (q_0, \lambda)$$

$$P(q_2, b, 1) = (q_2, \lambda)$$

NPDA – DPDA equivalence

- In contrast to FSA, DPDA and NPDA are not equivalent. There are CFLs that are non-deterministic.