

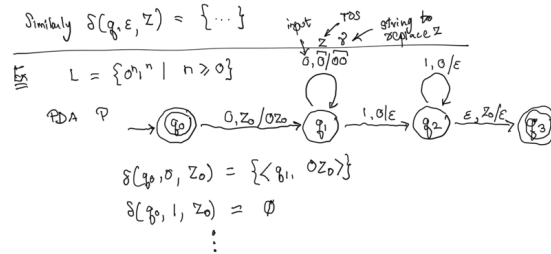
PDA $P = (Q, \Sigma, \Gamma, \delta, q_0, Z_0, F)$

Annotations:
 Q : states
 Σ : input alphabet
 Γ : stack alphabet
 δ : trans. fn.
 q_0 : initial state
 Z_0 : initial stack sym.
 F : final states

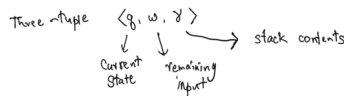
$\delta: Q \times (\Sigma \cup \{\epsilon\}) \times \Gamma \rightarrow \mathcal{P}_f(Q \times \Gamma^*)$
 (Set of finite subsets of)

Meaning of $\delta(q, a, Z) = \{ \langle p_1, \gamma_1 \rangle, \dots, \langle p_k, \gamma_k \rangle \}$

Annotations:
 q : current state
 a : input sym.
 Z : top of stack
 γ_i : string to replace Z at TOS



Instantaneous Description (ID): configuration/snapshot of a PDA



Move of a PDA

$\langle q, a, w, \gamma \rangle \vdash \langle p, w, \beta \alpha \rangle$

Annotations:
 $q, p \in Q$
 $a \in \Sigma, w \in \Sigma^*$
 $Z \in \Gamma, \alpha \in \Gamma^*$
 $\beta \in \Gamma^*$

iff $\langle p, \beta \rangle \in \delta(q, a, Z)$

\vdash^* : reflexive, transitive closure of \vdash

Prop: For a PDA P , if $\langle q, x, \alpha \rangle \vdash^* \langle p, y, \beta \rangle$ then for any $w \in \Sigma^*$ and $\gamma \in \Gamma^*$ we have $\langle q, xw, \alpha\gamma \rangle \vdash^* \langle p, yw, \beta\gamma \rangle$.

Language accepted by a PDA $P = (Q, \Sigma, \Gamma, \delta, q_0, Z_0, F)$

Two notions of acceptance:

(1) By final state: $L(P) = \{ w \in \Sigma^* \mid \exists p \in F, \exists \alpha \in \Gamma^*, \langle q_0, w, Z_0 \rangle \vdash^* \langle p, \epsilon, \alpha \rangle \}$

Annotations:
 $\langle q_0, w, Z_0 \rangle$: initial ID
 $\langle p, \epsilon, \alpha \rangle$: final state, active input has been read

(2) By empty stack: $N(P) = \{ w \in \Sigma^* \mid \exists p \in Q, \langle q_0, w, Z_0 \rangle \vdash^* \langle p, \epsilon, \epsilon \rangle \}$

Annotations:
 $\langle p, \epsilon, \epsilon \rangle$: no more input, empty stack

Equivalence of notions of acceptance

- Thm
- If $L = L(P_1)$ for some PDA P_1 , then there is a PDA P_2 s.t. $L = N(P_2)$.
 - If $L = N(P_1)$ for some PDA P_1 , then there is a PDA P_2 s.t. $L = L(P_2)$.

Final state to empty stack

Idea Let $L = L(P_1)$. Construct a PDA P_2 s.t. $L = N(P_2)$ as follows.

- P_2 simulates P_1 on the input and when P_1 enters a final state, P_2 empties its stack.
- (Will not work.) Why? (P_1 can empty its stack after reading the entire input and reaching a non-final state)
- Fix: P_2 will use a marker X_0 on the bottom of its stack, which will never be removed in any simulation of P_1 .

