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CSE211 – Formal Languages and Automata Theory

U2L6_Construction of Push Down Automata (PDA)

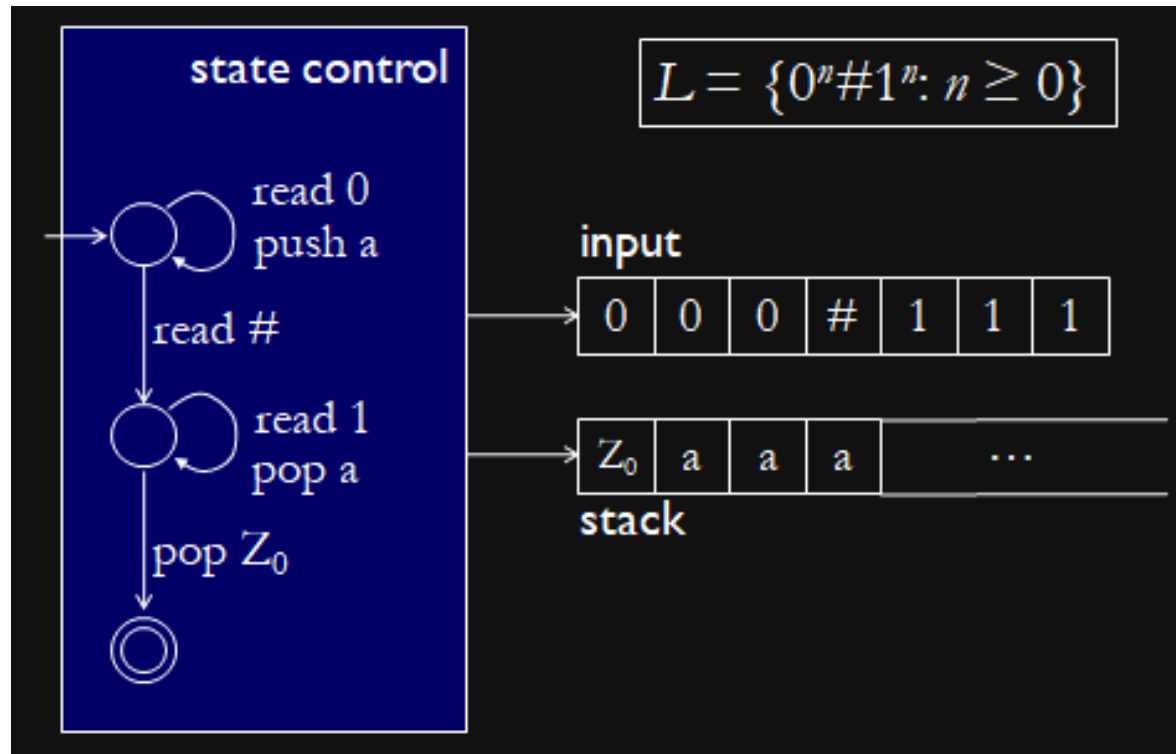
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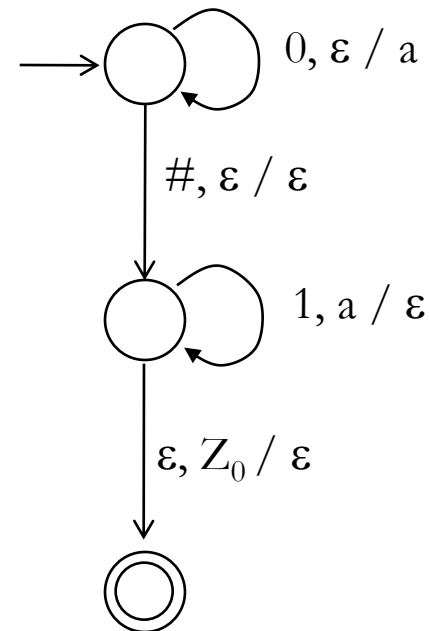
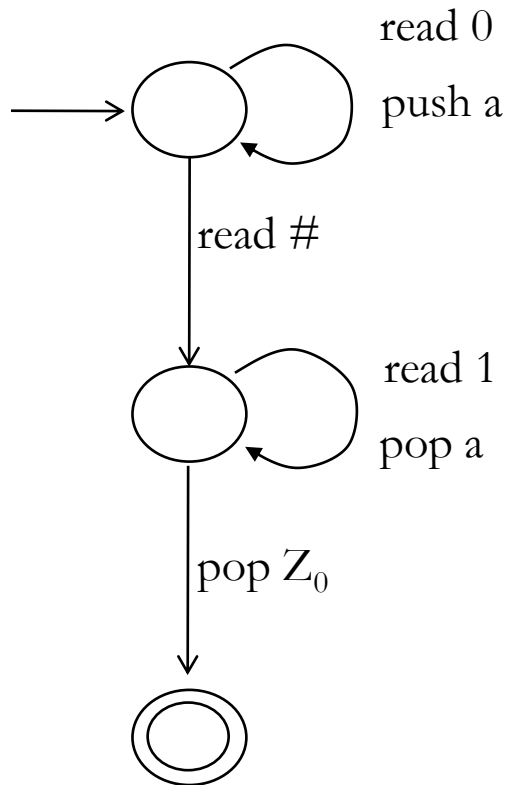
Agenda

- Recap of previous class
- Introduction
- Definition of PDA
- The Language of a PDA
- Equivalence of PDA's and CFG's
- Deterministic PDA's

Example



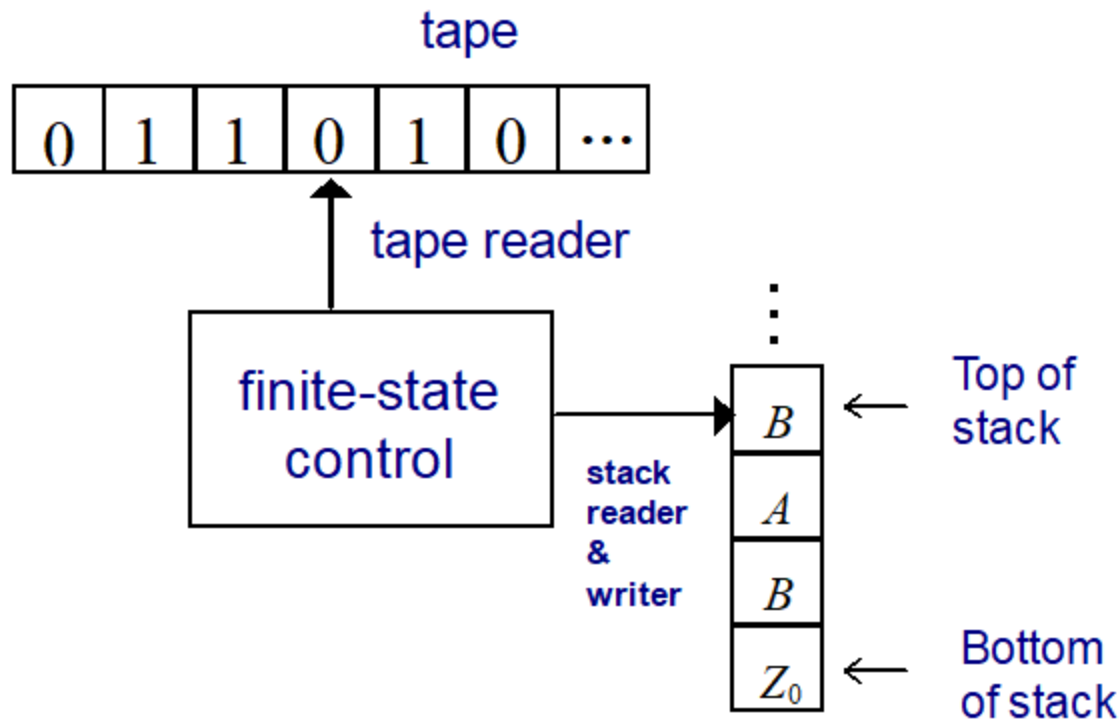
Shorthand notation



read, pop / push

Graphical Model of PDA

- A graphic model of a PDA



A graph model of a PDA

Formal Definition

A PDA is a 7-tuple $P = (Q, \Sigma, \Gamma, \delta, q_0, Z_0, F)$ where

- Q : a finite set of states
- Σ : a finite set of input symbols
- Γ : a finite stack alphabet
- δ : a transition function such that $\delta(q, a, X)$ is a set of pairs (p, γ) where
 - $q \in Q$ (the current state)
 - $a \in \Sigma$ or $a = \varepsilon$ (an input symbol or an empty string)
 - $X \in \Gamma$
 - $p \in Q$ (the next state)

Formal Definition...

- $\gamma \in \Gamma^*$ which replaces X on the top of the stack:
 - when $\gamma = \varepsilon$, the top stack symbol is **popped up**
 - when $\gamma = X$, the stack is unchanged
 - when $\gamma = YZ$, **X is replaced by Z** , and Y is pushed to the top
 - when $\gamma = \alpha Z$, X is replaced by Z and string α is pushed to the top
- q_0 : the start state
- Z_0 : the start symbol of the stack
- F : the set of accepting or final states

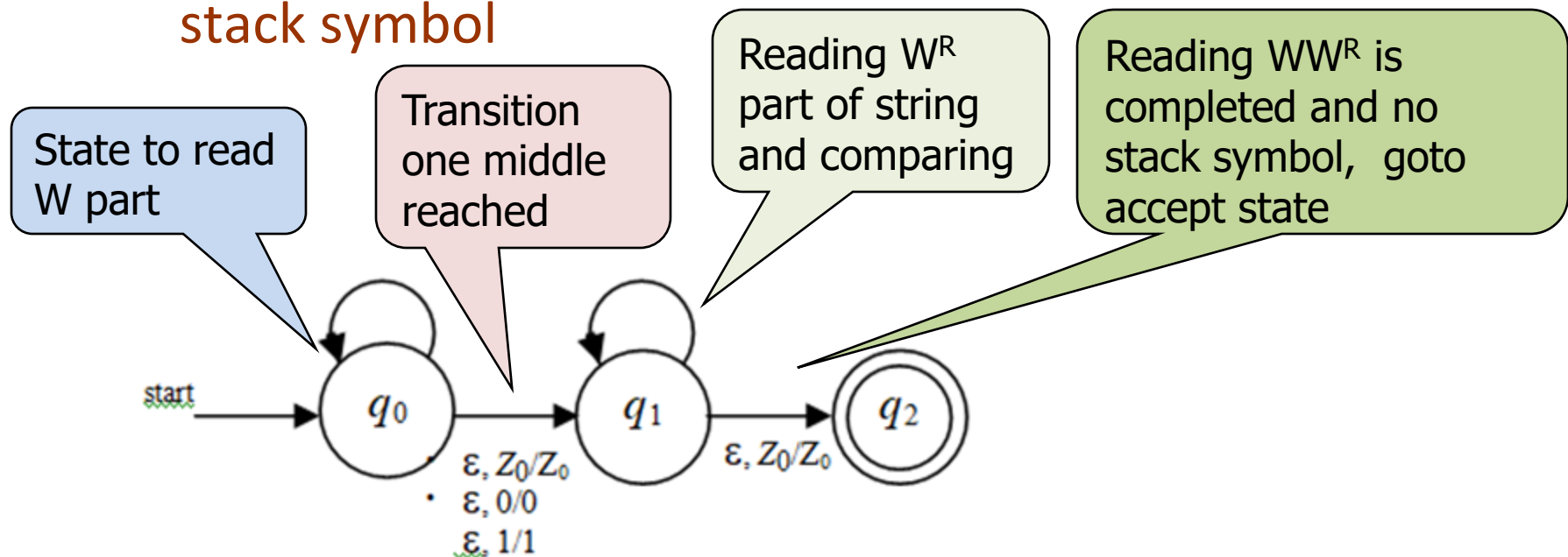
Designing PDA means defining all these elements

Designing PDA: Example

- Example: 6.1 - Design a PDA to accept the language $L_{ww^R} = \{ww^R \mid w \text{ is in } (0 + 1)^*\}$
- In start state q_0 , copy input symbols onto the stack
- At any time, nondeterministically guess whether the middle of ww^R is reached and enter q_1 , or continue copying input symbols.
- In q_1 , compare remaining input symbols with those on the stack one by one.
- If the stack can be so emptied, then the matching of w with w^R succeeds.

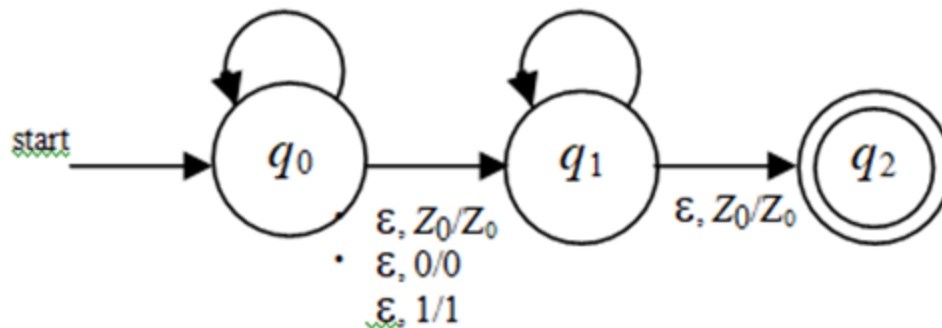
Designing PDA Example

- Designing a PDA to accept the language L_{ww}^R . Where $\Sigma = \{0, 1\}$ and $\Gamma = \{a, b\}$
 - With stack symbol – use a for 0 and use b for 1
 - Without stack symbol – use 0 for 0 and use 1 for 1 as stack symbol



Designing PDA Example

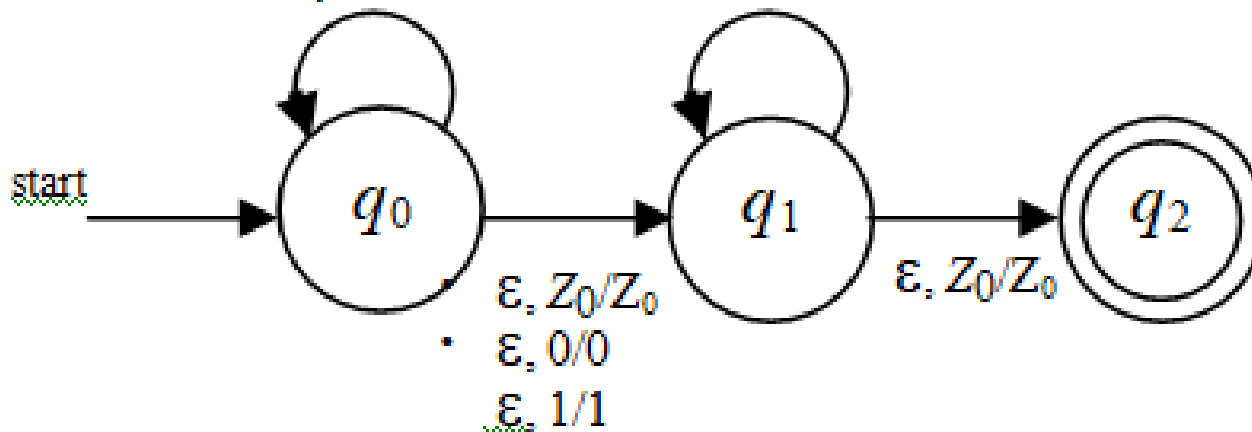
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Designing PDA Example

- Designing a PDA to accept the language L_{ww}^R .

- 0, $Z_0/0Z_0$ (push 0 on top of Z_0)
- 1, $Z_0/1Z_0$
- 0, 0/00
- 0, 1/01
- 1, 0/10
- 1, 1/11
- 0, 0/ ϵ
- 1, 1/ ϵ



Designing PDA: Example

- Designing a PDA to accept the language L_{ww}^R .
 - Need a start symbol Z of the stack and a 3rd state q_2 as the accepting state.
 - $P = (\{q_0, q_1, q_2\}, \{0, 1\}, \{0, 1, Z_0\}, \delta, q_0, Z_0, \{q_2\})$ such that
 - $\delta(q_0, 0, Z_0) = \{(q_0, 0Z_0)\}, \delta(q_0, 1, Z_0) = \{(q_0, 1Z_0)\}$
(initial pushing steps with Z_0 to mark stack bottom)
 - $\delta(q_0, 0, 0) = \{(q_0, 00)\}, \delta(q_0, 0, 1) = \{(q_0, 01)\},$
 $\delta(q_0, 1, 0) = \{(q_0, 10)\}, \delta(q_0, 1, 1) = \{(q_0, 11)\}$

Rules for pushdown automata

- $\delta(q_0, \varepsilon, Z_0) = \{(q_1, Z_0)\}$

(check if input is ε which is in L_{ww^R})

- $\delta(q_0, \varepsilon, 0) = \{(q_1, 0)\}, \delta(q_0, \varepsilon, 1) = \{(q_1, 1)\}$

(check the string's middle)

- $\delta(q_1, 0, 0) = \{(q_1, \varepsilon)\}, \delta(q_1, 1, 1) = \{(q_1, \varepsilon)\}$

(matching pairs)

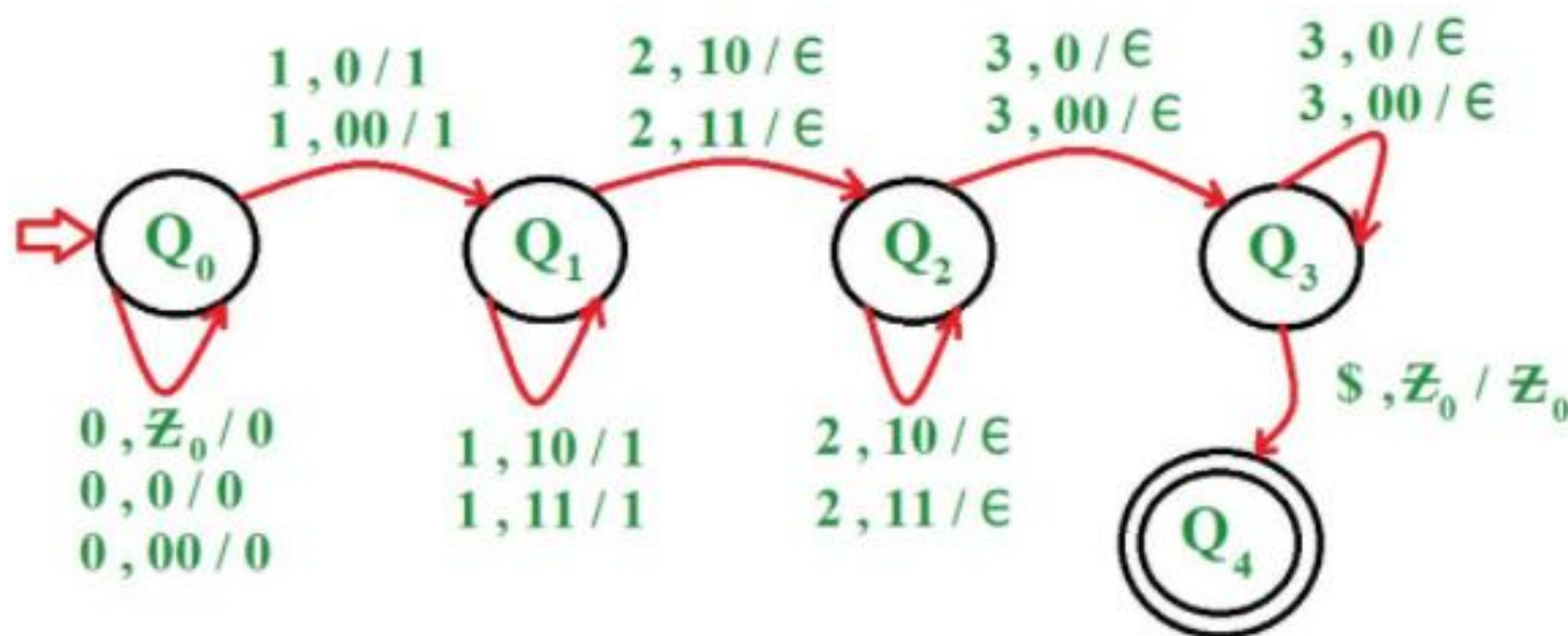
- $\delta(q_1, \varepsilon, Z_0) = \{(q_2, Z_0)\}$

(entering final state)

Example 2

- Construct a PDA for language $L = \{0^n 1^m 2^m 3^n \mid n \geq 1, m \geq 1\}$
- Steps:
 - Step-1: On receiving 0 push it onto stack. On receiving 1, push it onto stack and goto next state
 - Step-2: On receiving 1 push it onto stack. On receiving 2, pop 1 from stack and goto next state
 - Step-3: On receiving 2 pop 1 from stack. If all the 1's have been popped out of stack and now receive 3 then pop a 0 from stack and goto next state
 - Step-4: On receiving 3 pop 0 from stack. If input is finished and stack is empty then goto last state and string is accepted

Example 2



Example 3

- Design a PDA for accepting a language $\{a^n b^{2n} \mid n \geq 1\}$.
- In this language, n number of a's should be followed by 2n number of b's.
- Hence, we will apply a very simple logic, and that is if we read single 'a', we will push two a's onto the stack.
- As soon as we read 'b' then for every single 'b' only one 'a' should get popped from the stack.

Example 3

$$\delta(q_0, a, Z) = (q_0, aaZ)$$

$$\delta(q_0, a, a) = (q_0, aaa)$$

Now when we read b, we will change the state from q_0 to q_1 and start popping corresponding 'a'.
Hence,

$$\delta(q_0, b, a) = (q_1, \epsilon)$$

Thus this process of popping 'b' will be repeated unless all the symbols are read. Note that popping action occurs in state q_1 only.

$$\delta(q_1, b, a) = (q_1, \epsilon)$$

After reading all b's, all the corresponding a's should get popped. Hence when we read ϵ as input symbol then there should be nothing in the stack. Hence the move will be:

Example 3

After reading all b's, all the corresponding a's should get popped. Hence when we read ϵ as input symbol then there should be nothing in the stack. Hence the move will be:

$$\delta(q_1, \epsilon, Z) = (q_2, \epsilon)$$

Where

$$\text{PDA} = (\{q_0, q_1, q_2\}, \{a, b\}, \{a, Z\}, \delta, q_0, Z, \{q_2\})$$

$$\delta(q_0, a, Z) = (q_0, aaZ)$$

$$\delta(q_0, a, a) = (q_0, aaa)$$

$$\delta(q_0, b, a) = (q_1, \epsilon)$$

$$\delta(q_1, b, a) = (q_1, \epsilon)$$

$$\delta(q_1, \epsilon, Z) = (q_2, \epsilon)$$

Example 3

- simulate this PDA for the input string "aaabbbbbbb".

$\delta(q_0, aaabbbbbbb, Z) \vdash \delta(q_0, aabbbbbbb, aaZ)$

$\vdash \delta(q_0, abbbbbbb, aaaaZ)$

$\vdash \delta(q_0, bbbbbbb, aaaaaaZ)$

$\vdash \delta(q_1, bbbbbb, aaaaaaZ)$

$\vdash \delta(q_1, bbbb, aaaaZ)$

$\vdash \delta(q_1, bbb, aaaZ)$

$\vdash \delta(q_1, bb, aaZ)$

$\vdash \delta(q_1, b, aZ)$

$\vdash \delta(q_1, \epsilon, Z)$

$\vdash \delta(q_2, \epsilon)$

ACCEPT

Summary

- Definition of PDA
- Designing of PDA

References

- John E. Hopcroft, Rajeev Motwani and Jeffrey D. Ullman, *Introduction to Automata Theory, Languages, and Computation*, Pearson, 3rd Edition, 2011.
- Peter Linz, *An Introduction to Formal Languages and Automata*, Jones and Bartle Learning International, United Kingdom, 6th Edition, 2016.

Next Class:

ID, Language, Equivalence

THANK YOU.