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**MIT WORLD PEACE
UNIVERSITY** | PUNE

TECHNOLOGY, RESEARCH, SOCIAL INNOVATION & PARTNERSHIPS

Theory of Computation SY BTech CSE-AIDS

Push Down Automata(PDA)



Course Objectives & Course Outcomes

Course Objectives:

- To understand the basics of automata theory and its operations.
- To understand problem classification and problem solving by machines.
- To study computing machines by describing, classifying and comparing different types of computational models.
- To understand the fundamentals of decidability and computational complexity.

Course Outcomes:

- After completion of this course students will be able:
- To construct finite state machines to solve problems in computing.
- To write mathematical expressions and syntax verification for the formal languages.
- To construct and analyze Push Down Automata and Turing Machine for formal languages.
- To express the understanding of decidability and complexity.

Text Books & Reference Books

- **Text Books**

- John C. Martin, Introduction to Language and Theory of Computation, TMH, 3rd Edition, ISBN: 978-0-07-066048-9.
- Vivek Kulkarni, Theory of Computation, Oxford University Press, ISBN-13: 978-0-19-808458-7.

- **Reference Books**

- K.L.P Mishra, N. Chandrasekaran, Theory of Computer Science (Automata, Languages and Computation), Prentice Hall India, 2nd Edition.
- Michael Sipser, Introduction to the Theory of Computation, CENGAGE Learning, 3rd Edition, ISBN: 13:978-81-315-2529-6.
- Daniel Cohen, Introduction to Computer Theory, Wiley India, 2nd Edition, ISBN: 9788126513345.
- Kavi Mahesh, Theory of Computation: A Problem Solving Approach, 1st Edition, Wiley-India, ISBN: 978-81-265-3311-4.



Unit IV Push Down Automata

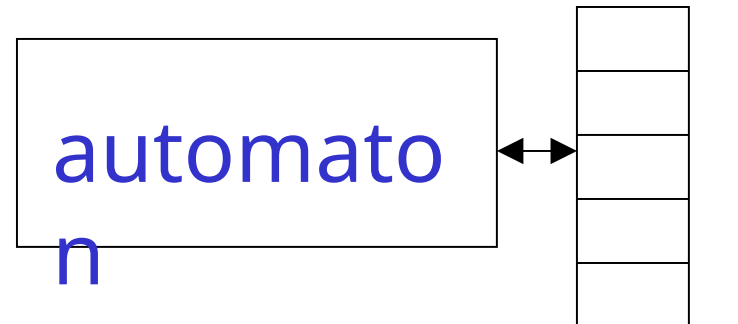
Pushdown automata : Definition, Acceptance of PDA by final State and Empty Stack, Designing PDA, Equivalence of Pushdown automata and CFG, Deterministic Pushdown Automata, Nondeterministic Pushdown Automata.

Push Down Automata

Context-Free Languages

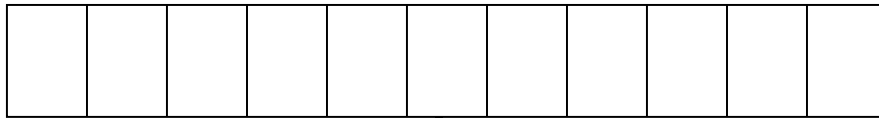
Context-Free
Grammars

Pushdown
Automata

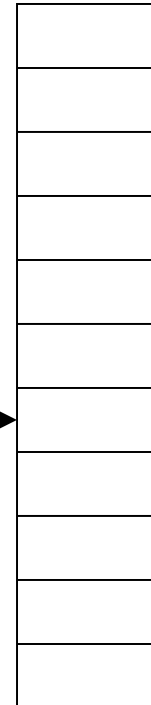


Pushdown Automaton - PDA

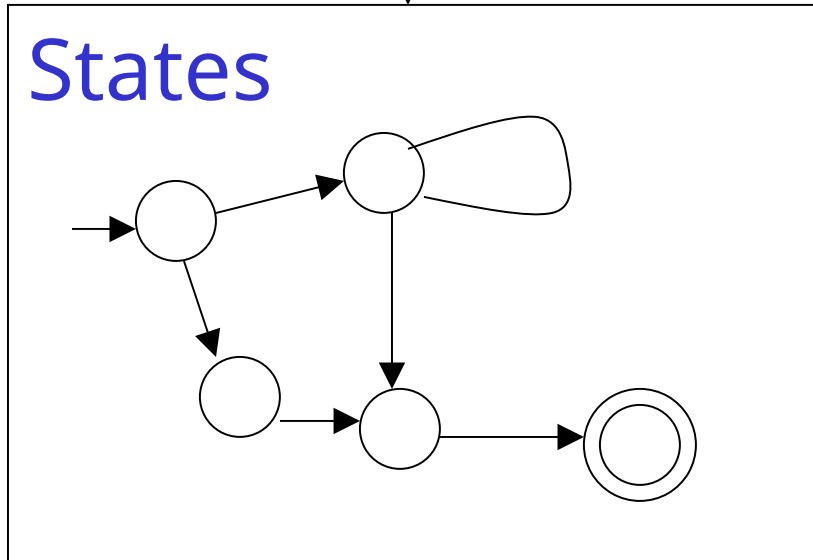
Input String



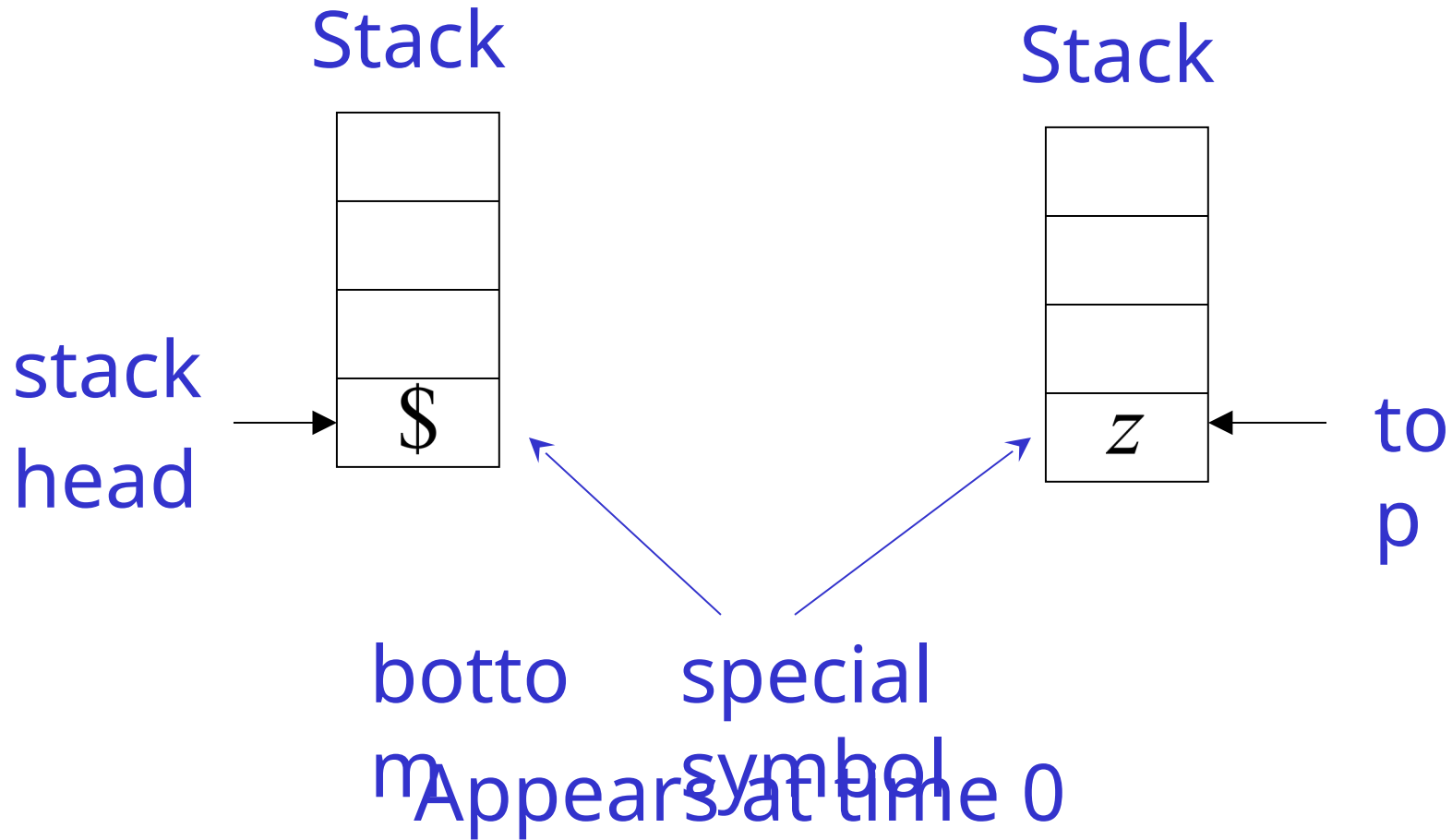
Stack



States



Initial Stack Symbol



Formal definition of PDA

The PDA is as:

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

Where

Q : A finite set of states

Σ : A finite set of input symbols

Γ : A finite stack alphabet or pushdown symbols

δ : the transition function $Q \times (\Sigma \cup \{\epsilon\}) \times \Gamma$ to the set of finite subsets of $Q \times \Gamma^*$

q_0 : the start state

Z_0 : the start symbol(pushdown symbol)

F : the set of accepting state or final states

Transition Function

δ : The transition function is a triple $\delta(q,a,x)$

where

1. q is a state in Q
2. a is either an input symbol in Σ or $a = \epsilon$, the empty string,
3. x is a stack symbol, that is a member of Γ .

The output of δ is a finite set of pairs (p, γ)

Where

p is the new state and

γ is the string of stack symbols that replaces x at the top of the stack.

Instantaneous Description of a PDA

The configuration of a PDA by a **triple** (q, w, x) where

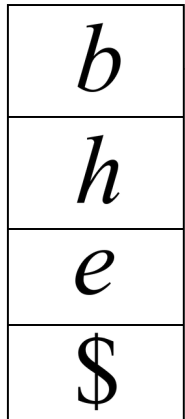
1. q is the state
2. w is the remaining input
3. x is the stack contents

we show the top of the stack at the left end of x and the bottom at the right end.

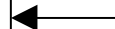
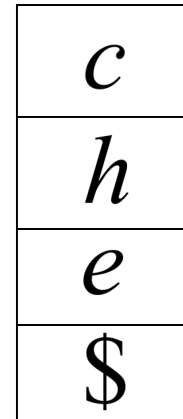
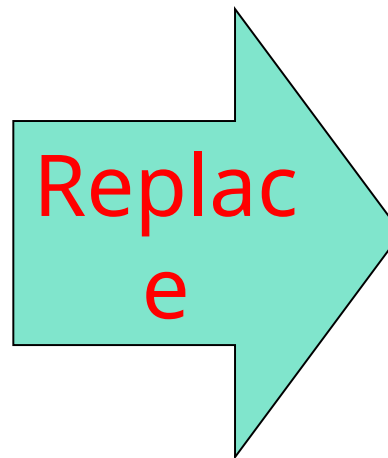
Such a triple is called an **Instantaneous Description** or **ID** of a PDA.

$$\delta(q, a, b) = (q, c)$$

stack

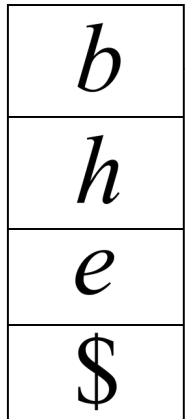


← to
p

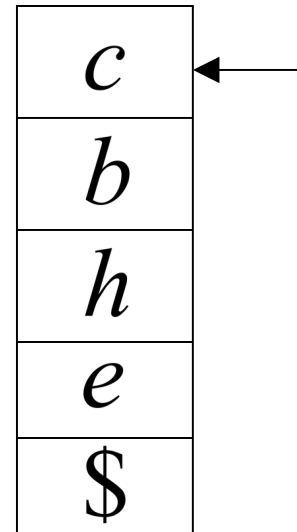
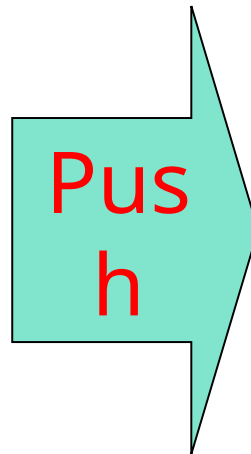


$$\delta(q, a, b) = (q, cb)$$

stack

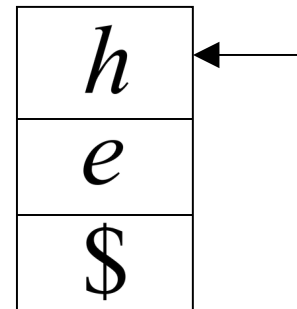
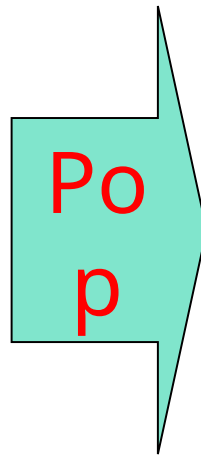
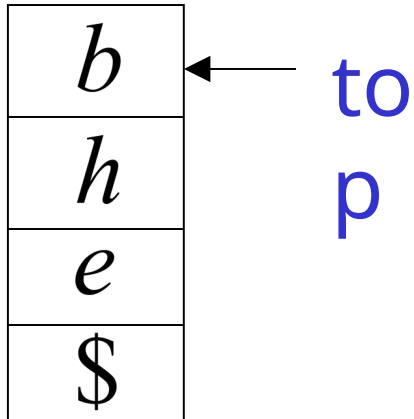


to
p



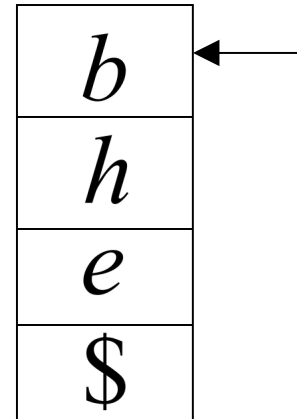
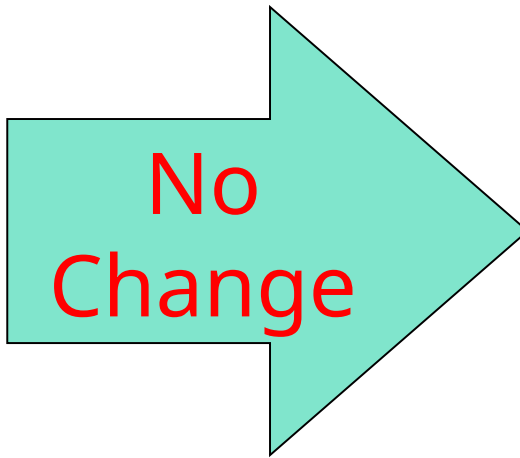
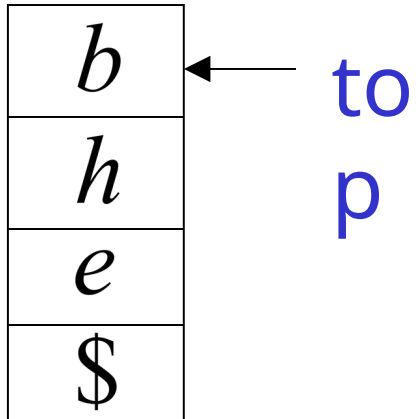
$$\delta(q, a, b) = (q, \epsilon)$$

stack



$$\delta(q, a, b) = (q, b)$$

stack



A PDA Example

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

$Q = \{q_0, q_1, q_2\}$, $\Sigma = \{a, b\}$, $\Gamma = \{Z_0, a\}$, $F = \{q_2\}$, δ as below

<u>Move no</u>	<u>State</u>	<u>input</u>	<u>stack symbol</u>	<u>Move</u>
1	q_0	a	Z_0	(q_0, aZ_0)
2	q_0	a	a	(q_0, aa)
3	q_0	b	a	(q_1, ϵ)
4	q_1	b	a	(q_1, ϵ)
5	q_1	ϵ	Z_0	(q_2, Z_0)

Acceptance by PDA using final state

<u>Move no</u>	<u>State</u>	<u>input</u>	<u>stack symbol</u>	<u>Move</u>
1	q_0	a	Z_0	(q_0, aZ_0)
2	q_0	a	a	(q_0, aa)
3	q_0	b	a	(q_1, ϵ)
4	q_1	b	a	(q_1, ϵ)
5	q_1	ϵ	Z_0	(q_2, Z_0)

For the string **aabb**

(q_0, aabb, Z_0)

$\vdash (q_0, \text{abb}, aZ_0)$

$\vdash (q_0, \text{bb}, aaZ_0)$

$\vdash (q_1, \text{b}, aZ_0)$

$\vdash (q_1, \epsilon, Z_0)$

$\vdash (q_2, \epsilon, Z_0)$

String **aabb** is accepted, as final state q_2 is reached on reading string **aabb** completely

Rejection by PDA

<u>Move no</u>	<u>State</u>	<u>input</u>	<u>stack symbol</u>	<u>Move</u>
1	q_0	a	Z_0	(q_0, aZ_0)
2	q_0	a	a	(q_0, aa)
3	q_0	b	a	(q_1, ϵ)
4	q_1	b	a	(q_1, ϵ)
5	q_1	ϵ	Z_0	(q_2, Z_0)

For the string **aabbb**

(q_0, aabbb, Z_0) String **aabbb** is rejected as q_1 is not
 $\vdash (q_0, \text{abbb}, aZ_0)$ final state and string **aabbb** is not
 $\vdash (q_0, \text{bbb}, aaZ_0)$ read completely.
 $\vdash (q_1, \text{bb}, aZ_0)$
 $\vdash (q_1, \text{b}, Z_0)$

Acceptance by PDA using null store or empty store or empty stack

<u>Move no</u>	<u>State</u>	<u>input</u>	<u>stack symbol</u>	<u>Move</u>
1	q_0	a	Z_0	(q_0, aZ_0)
2	q_0	a	a	(q_0, aa)
3	q_0	b	a	(q_1, ϵ)
4	q_1	b	a	(q_1, ϵ)
5	q_1	ϵ	Z_0	(q_1, ϵ)

For the string **aabb**

(q_0, aabb, Z_0)

$\vdash (q_0, \text{abb}, aZ_0)$

$\vdash (q_0, \text{bb}, aaZ_0)$

$\vdash (q_1, \text{b}, aZ_0)$

$\vdash (q_1, \epsilon, Z_0)$

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

String **aabb** is accepted, as stack is empty on reading string **aabb** completely

Rejection by PDA

<u>Move no</u>	<u>State</u>	<u>input</u>	<u>stack symbol</u>	<u>Move</u>
1	q_0	a	Z_0	(q_0, aZ_0)
2	q_0	a	a	(q_0, aa)
3	q_0	b	a	(q_1, ϵ)
4	q_1	b	a	(q_1, ϵ)
5	q_1	ϵ	Z_0	(q_1, ϵ)

For the string $aabbb$

$(q_0, \textcolor{red}{a}abbb, Z_0)$ String **$aabbb$** is rejected as string
 $\vdash (q_0, \textcolor{red}{a}bbb, aZ_0)$ **$aabbb$** is not read completely and
 $\vdash (q_0, \textcolor{red}{b}bb, aaZ_0)$ stack is not empty.
 $\vdash (q_1, \textcolor{red}{b}b, aZ_0)$
 $\vdash (q_1, \textcolor{red}{b}, Z_0)$

Acceptance by PDA

Acceptance of input strings by PDA can be defined in terms of **final states** or in terms of **PDS(pushdown store)**.

Let $A = (Q, \Sigma, \Gamma, \delta, q_0, Z_0, F)$ be a PDA.

The set accepted by final state is defined by

$$T(A) = \{w \in \Sigma^* \mid (q_0, w, Z_0) \vdash^* (q_f, \Lambda, \alpha) \text{ for some } q_f \in F \text{ and } \alpha \in \Gamma^*\}$$

The set accepted by null store(or empty store)is defined by

$$N(A) = \{w \in \Sigma^* \mid (q_0, w, Z_0) \vdash^* (q, \Lambda, \Lambda) \text{ for some } q \in Q\}$$

PDA for $L = \{a^n b^n \mid n > 0\}$

Logic:

W

Let

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

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

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

$$\Gamma = \{a, Z_0\},$$

$$F = \{q_1\}$$

is a PDA.

δ (Transition Function) by **Final State** is

<u>Move no</u>	<u>State</u>	<u>input</u>	<u>stack symbol</u>	<u>Move</u>
1	q_0	a	Z_0	(q_0, aZ_0)
2	q_0	a	a	(q_0, aa)
3	q_0	b	a	(q_1, ϵ)
4	q_1	b	a	(q_1, ϵ)
5	q_1	ϵ	Z_0	(q_1, Z_0)

Acceptance of a string $aabb$

$(q_0, \textcolor{red}{a}abb, Z_0)$

$\vdash (q_0, \textcolor{red}{a}bb, aZ_0)$

$\vdash (q_0, \textcolor{red}{b}b, aaZ_0)$

$\vdash (q_1, \textcolor{red}{b}, aZ_0)$

$\vdash (q_1, \epsilon, Z_0)$

δ (Transition Function) by **Empty stack or Empty store or Null stack** is

<u>Move no</u>	<u>State</u>	<u>input</u>	<u>stack symbol</u>	<u>Move</u>
1	q_0	a	Z_0	(q_0, aZ_0)
2	q_0	a	a	(q_0, aa)
3	q_0	b	a	(q_1, ϵ)
4	q_1	b	a	(q_1, ϵ)
5	q_1	ϵ	Z_0	(q_1, ϵ)

Acceptance of a string **aabb**

(q_0, aabb, Z_0)

$\vdash (q_0, \text{abb}, aZ_0)$

$\vdash (q_0, \text{bb}, aaZ_0)$

$\vdash (q_1, \text{b}, aZ_0)$

$\vdash (q_1, \epsilon, Z_0)$

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

Ex: PDA to accept language of palindromes with the marker. i.e. $L = \{xcx^r \mid x \in \{a,b\}^*\}$

Let

$A = (Q, \Sigma, \Gamma, \delta, q_0, Z_0, F)$ is a PDA.

where

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

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

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

$F = \{q_f\}$

δ (Transition Function) by **Final State** is

<u>Move no</u>	<u>State</u>	<u>input</u>	<u>stack symbol</u>	<u>Move</u>
1	q_0	a	Z_0	(q_0, aZ_0)
2	q_0	b	Z_0	(q_0, bZ_0)
3	q_0	a	a	(q_0, aa)
4	q_0	b	b	(q_0, bb)
5	q_0	a	b	(q_0, ab)
6	q_0	b	a	(q_0, ba)
7	q_0	c	Z_0	(q_1, Z_0)
8	q_0	c	a	(q_1, a)
9	q_0	c	b	(q_1, b)
10	q_1	a	a	(q_1, ϵ)
11	q_1	b	b	(q_1, ϵ)
12	q_1	ϵ	Z_0	(q_f, Z_0)

δ (Transition Function) by **Empty stack or Empty store or Null stack** is

<u>Move no</u>	<u>State</u>	<u>input</u>	<u>stack symbol</u>	<u>Move</u>
1	q_0	a	Z_0	(q_0, aZ_0)
2	q_0	b	Z_0	(q_0, bZ_0)
3	q_0	a	a	(q_0, aa)
4	q_0	b	b	(q_0, bb)
5	q_0	a	b	(q_0, ab)
6	q_0	b	a	(q_0, ba)
7	q_0	c	Z_0	(q_1, Z_0)
8	q_0	c	a	(q_1, a)
9	q_0	c	b	(q_1, b)
10	q_1	a	a	(q_1, ϵ)
11	q_1	b	b	(q_1, ϵ)
12	q_1	ϵ	Z_0	(q_1, ϵ)

Examples for practice

1. PDA for $L = \{a^n b^{2n} \mid n > 0\}$
2. PDA for $L = \{a^n b^n c^m d^m \mid n, m > 0\}$
3. PDA for $L = \{a^m b^n \mid m > n \geq 1\}$

Deterministic and non-deterministic PDA

DPDA:

transition function is :

$$Q \times \Sigma \times \Gamma \rightarrow Q \times \Gamma^*$$

e.g. $\delta(q, a, Z)$ is either empty or a singleton.

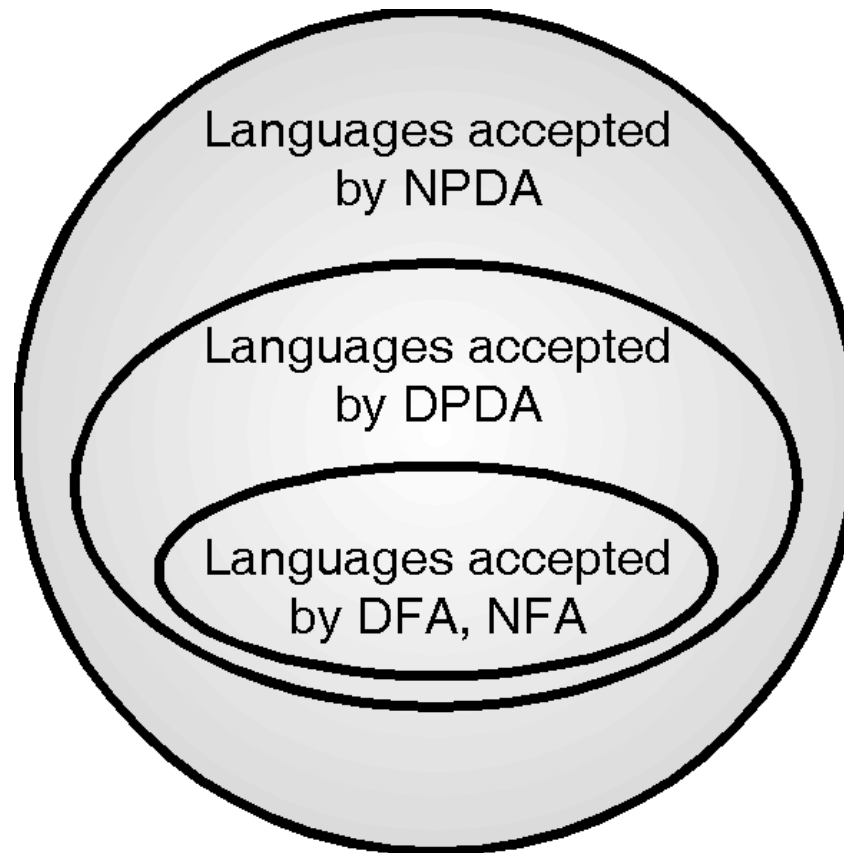
$$\delta(q, a, Z) \neq \emptyset$$

NPDA:

$$Q \times \Sigma \cup \{\epsilon\} \times \Gamma \rightarrow \text{finite subsets of } Q \times \Gamma^*$$

$$\text{e.g. } \delta(q, a, Z) = \{(p_1, x_1), (p_2, x_2), \dots, (p_m, x_m)\}$$

DPDA and NPDA





NPDA and DPDA

- For every NPDA, there may not exist an equivalent DPDA.
- The NPDA can accept any CFL, while DPDA is a special case of NPDA that accepts only a subset of the CFLs accepted by the NPDA.
- Thus, DPDA is less powerful than NPDA.

NPDA to accept language of palindromes without the marker.

Let

$A = (Q, \Sigma, \Gamma, \delta, q_0, Z_0, F)$ is a PDA.

where

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

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

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

$$F = \{q_f\}$$

NPDA to accept language of all palindrome strings

<u>Move no</u>	<u>State</u>	<u>input</u>	<u>stack symbol</u>	<u>Move</u>
1	q_0	a	Z_0	$\{(q_0, aZ_0), (q_1, Z_0)\}$
2	q_0	b	Z_0	$\{(q_0, bZ_0), (q_1, Z_0)\}$
3	q_0	a	a	$\{(q_0, aa), (q_1, a)\}$
4	q_0	b	a	$\{(q_0, ba), (q_1, a)\}$
5	q_0	a	b	$\{(q_0, ab), (q_1, b)\}$
6	q_0	b	b	$\{(q_0, bb), (q_1, b)\}$
7	q_0	ϵ	Z_0	$\{(q_1, Z_0)\}$
8	q_0	ϵ	a	$\{(q_1, a)\}$
9	q_0	ϵ	b	$\{(q_1, b)\}$
10	q_1	a	a	$\{(q_1, \epsilon)\}$
11	q_1	b	b	$\{(q_1, \epsilon)\}$
12	q_1	ϵ	Z_0	$\{(q_f, Z_0)\}$

CFG to PDA

Theorem: If L is a CFL then we can construct a PDA A accepting L by empty store ie. $L=N(A)$.

Proof: We construct A by making use of productions in G .

Let $L=L(G)$ where $G=(V, T, P, S)$ is a CFG.

We construct PDA A as

$$A = (Q, \Sigma, \Gamma, \delta, q, Z_0, F)$$

where $\Sigma=T$

Γ is $(V \cup T)$

$$Z_0 = S$$

$$F = \Phi$$

δ is defined as

$$R_1 : \delta(q, \epsilon, A) = \{(q, \alpha) \mid A \xrightarrow{\alpha} \alpha \text{ is in } P\}$$

$$R_2 : \delta(q, a, a) = \{(q, \epsilon)\} \text{ for every } a \text{ in } \Sigma.$$

CFG to PDA

1 .Construct a PDA for the CFG

$S \rightarrow 0BB$

$B \rightarrow 0S \mid 1S \mid 0$

Test whether 010^4 is in $N(A)$.

We construct PDA A as

$A = (Q, \Sigma, \Gamma, \delta, q, Z_0, F)$

$Q = \{q\}$

$\Sigma = \{0, 1\}$

$\Gamma = \{S, B, 0, 1\}$

$Z_0 = S$

$F = \Phi$

<u>Move no</u>	<u>State</u>	<u>input</u>	<u>stack symbol</u>	<u>Move</u>
1	q	ϵ	S	$\{(q, 0BB)\}$
2	q	ϵ	B	$\{(q, 0S), (q, 1S), (q, 0)\}$
3	q	0	0	$\{(q, \epsilon)\}$
4	q	1	1	$\{(q, \epsilon)\}$

CFG to PDA

1 .Construct a PDA for the CFG

$S \rightarrow 0BB$

$B \rightarrow 0S \mid 1S \mid 0$

Test whether 010^4 is in $N(A)$.

2. Convert the grammar

$S \rightarrow aSb \mid A$

$A \rightarrow bSa \mid S \mid \epsilon$

To a PDA that accepts the same language by empty stack.

Thank You...!!!