



Theory of Machines and Languages

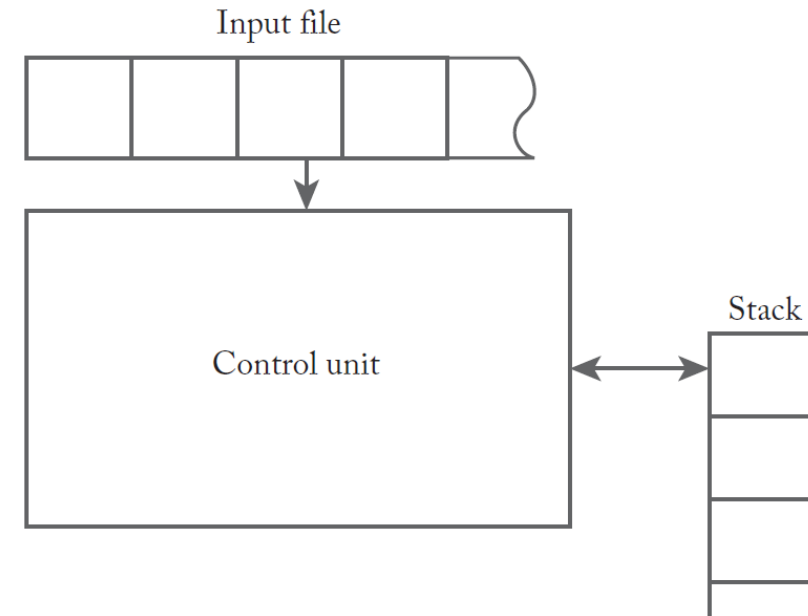
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1403-1404

Pushdown Automata

Nondeterministic Pushdown Automata

- Each move of the control unit:
 - Reads a symbol from the input file
 - Changes the contents of the stack



Nondeterministic Pushdown Automata

- A **nondeterministic pushdown acceptor (npda)** is defined by the septuple

$$M = (Q, \Sigma, \Gamma, \delta, q_0, z, F),$$

where

Q is a finite set of internal states of the control unit,

Σ is the input alphabet,

Γ is a finite set of symbols called the **stack alphabet**,

$\delta : Q \times (\Sigma \cup \{\lambda\}) \times \Gamma \rightarrow \text{set of finite subsets of } Q \times \Gamma^*$ is the transition function,

$q_0 \in Q$ is the initial state of the control unit,

$z \in \Gamma$ is the **stack start symbol**,

$F \subseteq Q$ is the set of final states.

Nondeterministic Pushdown Automata

□ Example

$$\delta(q_1, a, b) = \{(q_2, cd), (q_3, \lambda)\}$$

- At any time the control unit is in state q_1 , the input symbol is a , and the symbol on top of the stack is b , then one of two things can happen:
 1. The control unit goes into state q_2 and the string cd replaces b on top of the stack
 2. The control unit goes into state q_3 with the symbol b removed from the top of the stack
- We assume that the insertion of a string into a stack is done symbol by symbol, *starting at the right end of the string*

Nondeterministic Pushdown Automata

□ Example

- Consider an npda with

$$\begin{aligned} Q &= \{q_0, q_1, q_2, q_3\}, \\ \Sigma &= \{a, b\}, \\ \Gamma &= \{0, 1\}, \\ z &= 0, \\ F &= \{q_3\}, \end{aligned}$$

- with initial state q_0 and

$$\begin{aligned} \delta(q_0, a, 0) &= \{(q_1, 10), (q_3, \lambda)\}, \\ \delta(q_0, \lambda, 0) &= \{(q_3, \lambda)\}, \\ \delta(q_1, a, 1) &= \{(q_1, 11)\}, \\ \delta(q_1, b, 1) &= \{(q_2, \lambda)\}, \\ \delta(q_2, b, 1) &= \{(q_2, \lambda)\}, \\ \delta(q_2, \lambda, 0) &= \{(q_3, \lambda)\}. \end{aligned}$$

Notice that transitions are not specified for all possible combinations of input and stack symbols

Nondeterministic

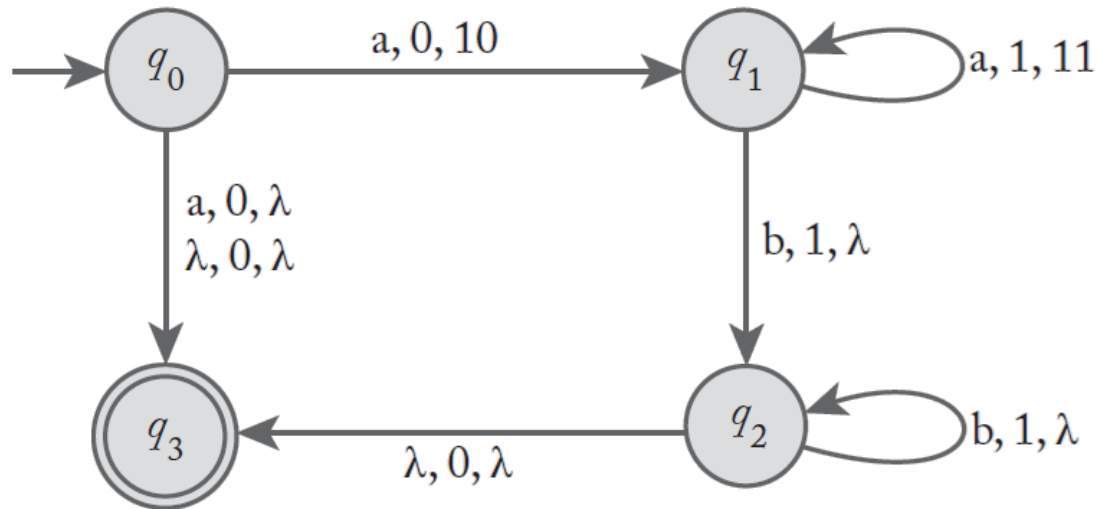


$$L = \{a^n b^n : n \geq 0\} \cup \{a\}$$

Nondeterministic Pushdown Automata

□ Example

➤ The transition graph



$$\begin{aligned} \delta(q_0, a, 0) &= \{(q_1, 10), (q_3, \lambda)\}, \\ \delta(q_0, \lambda, 0) &= \{(q_3, \lambda)\}, \\ \delta(q_1, a, 1) &= \{(q_1, 11)\}, \\ \delta(q_1, b, 1) &= \{(q_2, \lambda)\}, \\ \delta(q_2, b, 1) &= \{(q_2, \lambda)\}, \\ \delta(q_2, \lambda, 0) &= \{(q_3, \lambda)\}. \end{aligned}$$

Nondeterministic Pushdown Automata

□ Instantaneous description

- A move from one instantaneous description to another will be denoted:

$$(q_1, aw, bx) \vdash (q_2, w, yx) \quad \longleftrightarrow \quad (q_2, y) \in \delta(q_1, a, b)$$

**An arbitrary
number of steps**

$$(q_1, w_1, x_1) \overset{*}{\vdash} (q_2, w_2, x_2)$$

Nondeterministic Pushdown Automata

□ The Language Accepted by a Pushdown Automaton

Let $M = (Q, \Sigma, \Gamma, \delta, q_0, z, F)$ be a nondeterministic pushdown automaton.
The language accepted by M is the set

$$L(M) = \left\{ w \in \Sigma^* : (q_0, w, z) \stackrel{*}{\vdash}_M (p, \lambda, u), p \in F, u \in \Gamma^* \right\}.$$

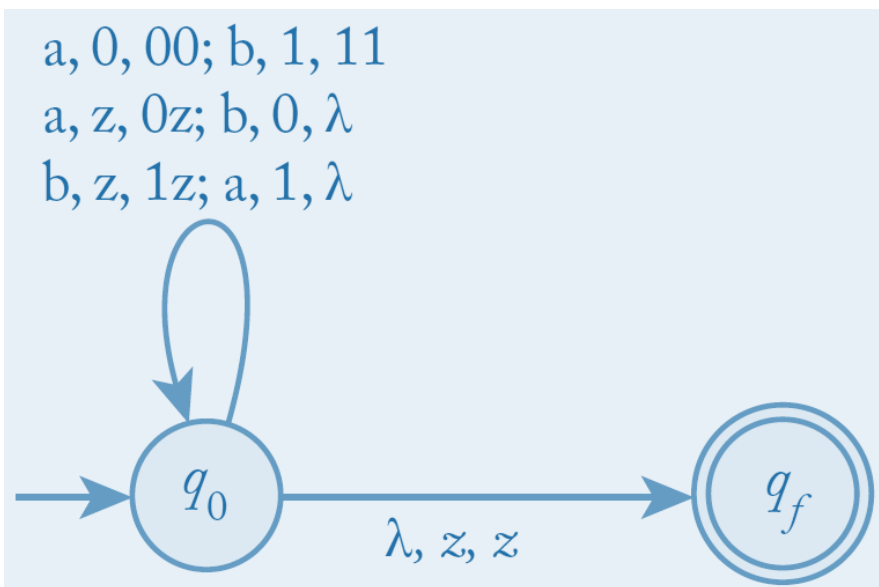
In words, the language accepted by M is the set of all strings that can put M into a final state at the end of the string. The final stack content u is irrelevant to this definition of acceptance.

Nondeterministic Pushdown Automata

□ Example

Construct an npda for the language

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



$$\begin{aligned}
 (q_0, baab, z) &\vdash (q_0, aab, 1z) \vdash (q_0, ab, z) \\
 &\vdash (q_0, b, 0z) \vdash (q_0, \lambda, z) \vdash (q_f, \lambda, z)
 \end{aligned}$$