

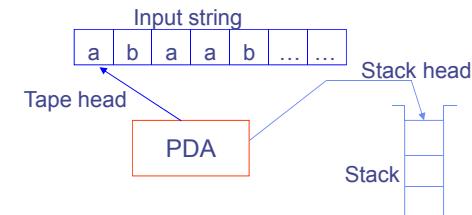


5.1 Definitions and Examples

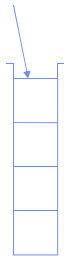
5.2 Deterministic Pushdown Automata

Definitions and Examples

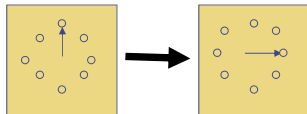
- A language can be generated by a CFG if and only if it can be accepted by a *pushdown automaton*.
- A pushdown automaton is similar to an FA but has an auxiliary memory in the form of a stack.
- Pushdown automata are, by default, nondeterministic. Unlike FA's, the nondeterminism cannot always be removed.



Definitions and Examples (cont'd.)



- The stack head always scans the top symbol of the stack. It performs two basic operations:
 - **Push**: add a new symbol at the top.
 - **Pop**: read and remove the top symbol.
- Alphabet of stack symbols: Γ

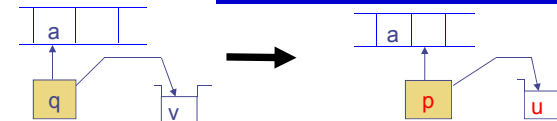


- A PDA has finitely many states which form a set Q . For each move, the state is changed according to the evaluation of a *transition function*
 $\delta: Q \times (\Sigma \cup \{\Lambda\}) \times \Gamma \rightarrow Q \times \Gamma^*$.

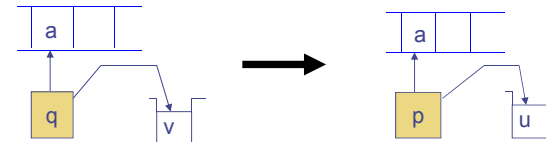


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Definitions and Examples (cont'd.)



- $(p, u) \in \delta(q, a, v)$ means that if the tape head reads symbol a , the stack head reads symbol v , and the PDA is in state q , then one of the possible moves is that the next state is p , v is replaced by u at stack, and the tape head moves one cell to the right.

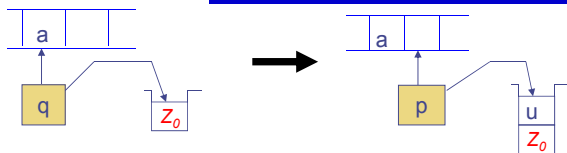


- $(p, u) \in \delta(q, \Lambda, v)$ means this is a Λ -transition.

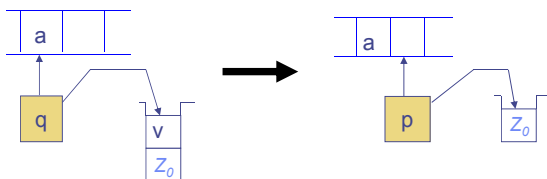


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Definitions and Examples (cont'd.)



- $(p, u) \in \delta(q, a, z_0)$ means that a push operation is performed on the stack.

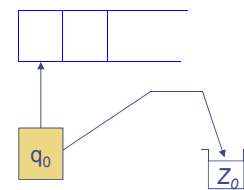


- $(p, \Lambda) \in \delta(q, a, v)$ means that a pop operation is performed on the stack.



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Definitions and Examples (cont'd.)

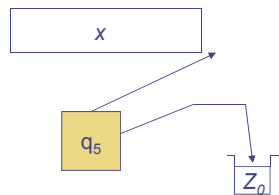


- There are some special states: an initial state q_0 and a set A of accepting states.
- Initially, the PDA is in the initial state q_0 and the head scans the leftmost cell. The tape holds an input string. The stack is empty with the initial stack symbol z_0 .



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Definitions and Examples (cont'd.)



- When the tape head gets off the tape, the PDA stops. An input string x is **accepted** by the PDA if the PDA **stops at an accepting state** (and the stack is empty).
- Otherwise, the input string is **rejected**.



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Definitions and Examples (cont'd.)

- A single move of a PDA depends on
 1. current state
 2. next input
 3. symbol currently on top of the stack
- A PDA can replace the top symbol X by a string α of stack symbols.
- Special cases are pushing a symbol Y (replacing X by YX) and popping X (replacing X by Λ)



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Definitions and Examples (cont'd.)

- Definition 5.1: A *pushdown automaton* (PDA) is a 7-tuple $M=(Q, \Sigma, \Gamma, q_0, Z_0, A, \delta)$, where:
 - Q is a finite set of states
 - The *input* and *stack* alphabets Σ and Γ are finite sets
 - $q_0 \in Q$ is the initial state
 - $Z_0 \in \Gamma$ is the initial stack symbol
 - $A \subseteq Q$ is the set of accepting states
 - The transition function is $\delta: Q \times (\Sigma \cup \{\Lambda\}) \times \Gamma \rightarrow$ the set of finite subsets of $Q \times \Gamma^*$
- Because values of δ are sets, M may be nondeterministic
- A move requires that there be at least one symbol on the stack. Z_0 is the one on the stack initially.



Definitions and Examples (cont'd.)

- A *configuration* of a PDA is a triple (q, x, α)
 - $q \in Q$ is the current state
 - $x \in \Sigma^*$ is the portion of the input string that has not yet been read
 - The contents of the stack is $\alpha \in \Gamma^*$
- $(p, x, \alpha) \vdash_M (q, y, \beta)$: one of the possible moves in the first configuration takes M to the second.
 - \vdash_M^n and \vdash_M^* refer to n moves and zero or more moves.



Definitions and Examples (cont'd.)

- Definition 5.2: If $M=(Q, \Sigma, \Gamma, q_0, Z_0, A, \delta)$ and $x \in \Sigma^*$, the string x is *accepted* by M if $(q_0, x, Z_0) \vdash_M^* (q, A, \alpha)$ for some $\alpha \in \Gamma^*$ and some $q \in A$
 - A language L is said to be accepted by M if L is precisely the set of strings accepted by M .
 - Sometimes a string accepted by M is said to be accepted *by final state*, because acceptance does not depend on the final stack contents.



Definitions and Examples (cont'd.)

- $L(G)=AnBn = \{a^n b^n \mid n \geq 0\}$
- As soon as the PDA reads a 'b':
 - It enters a new state in which only b 's are legal inputs.
 - It pops one a off the stack to cancel this b .
- The stack has no limit to its size, so the PDA can handle anything in $AnBn$.



Definitions and Examples (cont'd.)

- A PDA for $AnBn$ is $M=(Q, \Sigma, \Gamma, q_0, Z_0, A, \delta)$ where $Q=\{q_0, q_1, q_2, q_3\}$, $A=\{q_0, q_3\}$, and the transitions are:

Move #	State	Input	Stack Symbol	Move(s)
1	q_0	a	Z_0	(q_1, aZ_0)
2	q_1	a	a	(q_1, aa)
3	q_1	b	a	(q_2, Λ)
4	q_2	b	a	(q_2, Λ)
5	q_2	Λ	Z_0	(q_3, Z_0)
(all other combinations)				none

$(q_0, aabb, Z_0) \vdash (q_1, abb, aZ_0)$
 $\vdash (q_1, bb, aaZ_0)$
 $\vdash (q_2, b, aZ_0)$
 $\vdash (q_2, \Lambda, Z_0)$
 $\vdash (q_3, \Lambda, Z_0)$

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Definitions and Examples (cont'd.)

- A PDA for *SimplePal* is $M=(Q, \Sigma, \Gamma, q_0, Z_0, A, \delta)$ where $Q=\{q_0, q_1, q_2\}$, $A=\{q_2\}$, and the transitions are:

Move #	State	Input	Stack Symbol	Move(s)
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	a	(q_0, ba)
5	q_0	a	b	(q_0, ab)
6	q_0	b	b	(q_0, bb)
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, Λ)
11	q_1	b	b	(q_1, Λ)
12	q_1	Λ	Z_0	(q_2, Z_0)
(all other combinations)				none

$(q_0, abcba, Z_0) \vdash (q_0, bcba, aZ_0) \vdash (q_0, cba, baZ_0) \vdash (q_1, ba, baZ_0)$
 $\vdash (q_1, a, aZ_0) \vdash (q_1, \Lambda, Z_0) \vdash (q_2, \Lambda, Z_0)$

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Definitions and Examples (cont'd.)

Move #	State	Input	Stack Symbol	Move(s)
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	a	(q_0, ba)
5	q_0	a	b	(q_0, ab)
6	q_0	b	b	(q_0, bb)
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, Λ)
11	q_1	b	b	(q_1, Λ)
12	q_1	Λ	Z_0	(q_2, Z_0)
(all other combinations)				none

$(q_0, acab, Z_0) \vdash (q_0, cab, aZ_0)$
 $\vdash (q_1, ab, aZ_0)$
 $\vdash (q_1, \Lambda b, Z_0)$
 $\vdash (q_2, b, Z_0)$

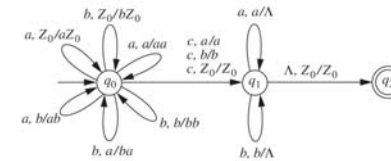
$(q_0, abc, Z_0) \vdash (q_0, bc, aZ_0)$
 $\vdash (q_0, c, baZ_0)$
 $\vdash (q_1, \Lambda, baZ_0)$



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Definitions and Examples (cont'd.)

Move #	State	Input	Stack Symbol	Move(s)
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	a	(q_0, ba)
5	q_0	a	b	(q_0, ab)
6	q_0	b	b	(q_0, bb)
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, Λ)
11	q_1	b	b	(q_1, Λ)
12	q_1	Λ	Z_0	(q_2, Z_0)
(all other combinations)				none



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Definitions and Examples (cont'd.)

- A PDA for *Pal* is $M = (Q, \Sigma, \Gamma, q_0, Z_0, A, \delta)$ where $Q = \{q_0, q_1, q_2\}$, $A = \{q_2\}$, and the transitions are:

Move #	State	Input	Stack Symbol	Move(s)
1	q_0	a	Z_0	$(q_0, aZ_0), (q_1, Z_0)$
2	q_0	a	a	$(q_0, aa), (q_1, a)$
3	q_0	a	b	$(q_0, ab), (q_1, b)$
4	q_0	b	Z_0	$(q_0, bZ_0), (q_1, Z_0)$
5	q_0	b	a	$(q_0, ba), (q_1, a)$
6	q_0	b	b	$(q_0, bb), (q_1, b)$
7	q_0	Λ	Z_0	(q_1, Z_0)
8	q_0	Λ	a	(q_1, a)
9	q_0	Λ	b	(q_1, b)
10	q_1	a	a	(q_1, Λ)
11	q_1	b	b	(q_1, Λ)
12	q_1	Λ	Z_0	(q_2, Z_0)
(all other combinations)				none

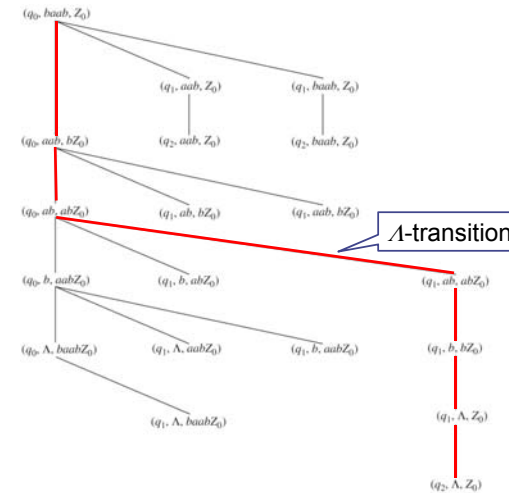
$(q_0, abbbba, Z_0) \vdash (q_0, bbba, aZ_0) \vdash (q_0, bba, baZ_0) \vdash (q_1, ba, baZ_0)$
 $\vdash (q_1, a, aZ_0) \vdash (q_1, \Lambda, Z_0) \vdash (q_2, \Lambda, Z_0)$



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Definitions and Examples (cont'd.)

- A computation tree for the input string *baab*



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Deterministic Pushdown Automata

- Definition 5.10: A pushdown automaton $M=(Q, \Sigma, \Gamma, q_0, Z_0, A, \delta)$ is *deterministic* if it satisfies both of the following conditions:
 - For every $q \in Q$, every σ in $\Sigma \cup \{\Lambda\}$, and every $X \in \Gamma$, the set $\delta(q, \sigma, X)$ has at most one element.
 - For every $q \in Q$, every $\sigma \in \Sigma$, and every $X \in \Gamma$, the two sets $\delta(q, \sigma, X)$ and $\delta(q, \Lambda, X)$ cannot both be nonempty.
- A language L is a *deterministic context-free language* (DCFL) if there is a deterministic PDA (DPDA) accepting L .



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Deterministic Pushdown Automata (cont'd.)

- One example is the previous PDA accepting $AnBn$
- Another example: the language of balanced strings of brackets
 - Two states q_0 and q_1 , where q_0 is the accepting state
 - Input symbols are [and]
 - Stack symbols are Z_0 and [

Move #	State	Input	Stack Symbol	Move(s)
1	q_0	[Z_0	$(q_1, [Z_0)$
2	q_1	[[$(q_1, [[)$
3	q_1]	[(q_1, Λ)
4	q_1	Λ	Z_0	(q_0, Z_0)
(all other combinations)				none



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Deterministic Pushdown Automata (cont'd.)

- The language *Pal* of palindromes over $\{a, b\}$ can be accepted by a PDA M that saves symbols on the stack until it “guesses” that it has reached the middle of the string, then cancels stack symbols with input symbols.
- The initial state of M , in which it stays while it is processing the first half of the string, is q_0 .
- The state it enters when it is ready to begin the second half is q_1 , and the accepting state is q_2 .
- Typical lines from the transition table:
 $(q_0, a, Z_0) = \{(q_0, aZ_0), (q_1, Z_0)\}$
 $(q_0, a, b) = \{(q_0, ab), (q_1, b)\}$
 $(q_0, \Lambda, b) = \{(q_1, b)\}$



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Deterministic Pushdown Automata (cont'd.)

- $(q_0, aba, Z_0) \vdash (q_0, ba, aZ_0) \vdash (q_1, a, aZ_0) \vdash (q_1, \Lambda, Z_0) \vdash (q_2, \Lambda, Z_0)$
 $(q_0, aa, Z_0) \vdash (q_0, a, aZ_0) \vdash (q_1, a, aZ_0) \vdash (q_1, \Lambda, Z_0) \vdash (q_2, \Lambda, Z_0)$
- The only nondeterminism is in the transition from q_0 to q_1 .
- Theorem 5.16: The language *Pal* cannot be accepted by a DPDA (*i.e.*, cannot be accepted without guessing).



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