## COMS W3261 — Lecture 6, Part 2/2: Pushdown Automata.

Idea: a stack of symbols can be used as a simple memory.

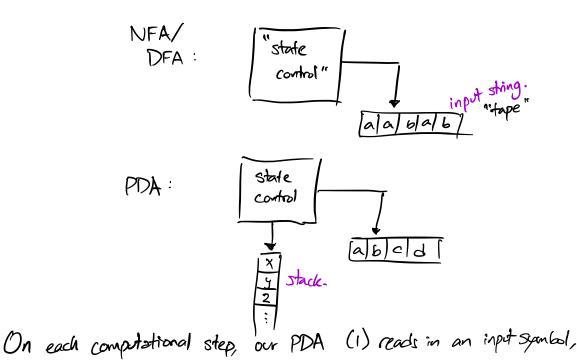
Stack. a, b, c & [ ] stack alphabet of capital gamma of access to push d' pop [ ] a only.

| a | 1. Can push an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an element onto the stack | [ ] | 1. Can pop an

- Access only topmost element. (Pushdown automaton only knows items it pops.)

- Unlimited size.

Picture of a Robdown Automaton (PDA) (comparison.



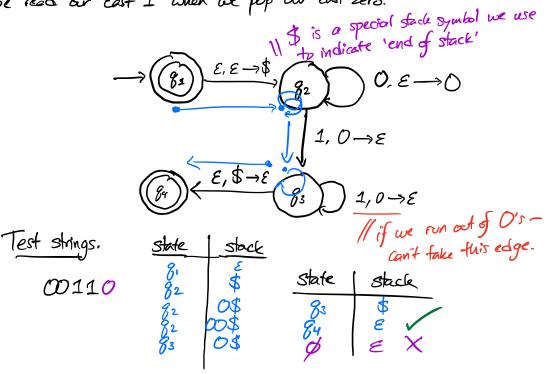
- (2) reads/changes the current state, and (3) reads/writes from the stack.
- (Nondeterministic) Pushdown Automatan state diagram

Goal: Build a PDA for 20°1° /n = 03.

We will write each transition in our state diagram as

We can use E to indicate an E-transition, or pushing / papping the empty string.

I dea: Push D's onto the stack as we read them in. Then, we pop a O off the stack for every 1 we read in. Accept if and only if we read our last 1 when we pop our lost zero.

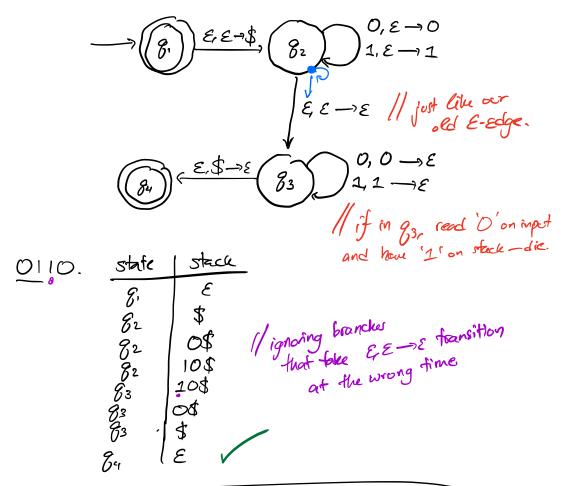


## Def. (Formal definition of Problems Automaton.) ( Idea: crucial part of defin will be transition function, Let ZE be Z, the input alphabet, union (E), and introduce [ for [ U ? E], when I dendes the stack alphabet. Reminder: Polenotes the power set, the set of all subsets. P(fa,6,c3) = {Ø, {a}, 867, {c}, {a,6}, {ac}, {bc}, {ab,c}}.) A pushdown automaton is a 6-tople (Q, Z, [, S, E, F), Q is a finite set of states, where Z is a funite input alphabet, T is a finite stack alphabet, go is the start state, FCQ is the set of accept states, and $S: Q \times \Sigma_{\varepsilon} \times \Gamma_{\varepsilon} \longrightarrow P(Q \times \Gamma_{\varepsilon})$ map from a state, to any set of (go to this an injet symbol and a push this symbol) pairs. papped stack symbol Our PDA accepts an input string w= w, w2 .- wn, where each $w_i \in \Sigma_{\epsilon}$ , if there exists a sequence of states $G_i, G_i, ..., G_n$ and also strings So, S, Sz ... Sn ∈ [" Such that:

 $-\Gamma_{0} = g_{0}, \quad \Gamma_{n} \in F, \quad S_{0} = \mathcal{E},$  for i = 0, 1, ..., n-1 we have  $(\Gamma_{i+1}, b) \in S(\Gamma_{i}, W_{i+1}, a),$  where  $S_{i} = at$ , for  $t \in \Gamma^{*}$ ,  $S_{i+1} = bt$  for some  $a_{i} \in \Gamma^{*}$ .

Example: 6-fuple defin of our previous state diagram.

nondeterministically guess the midpoint of the input, then accept if the symbols we pop exactly match the remaining input.



Next time: prove PDAs are equivalent in power to CFGs.
PDAs recognize CFLs.

Reading: Sprer 2.2.