



BITS Pilani
Pilani Campus

Pushdown Automaton

Shashank Gupta
Assistant Professor
Department of Computer Science and Information Systems

Pushdown Automata (PDA)

CFG are specification mechanisms, i.e., a CFG generates a context-free language.

Pushdown-automata are for recognizing mechanisms, i.e., a PDA recognizes a context-free language.

- CFG are like regular expressions and PDA are like FA.

Pushdown Automata (PDA)

PDA are a new type of computation model.

- PDAs are like NFAs but have an extra component called a stack.

The stack provides additional memory beyond the finite amount available in the control

- The stack allows PDA to recognize some non-regular languages

PDA are equivalent in specification power with CFG

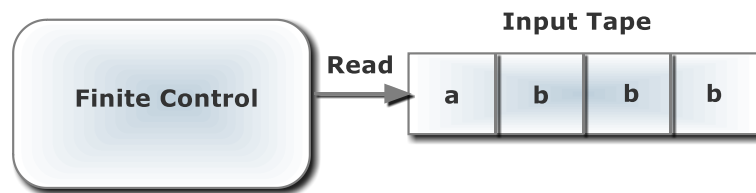
This is useful because it gives us two options for proving that a language is context-free:

- Construct a CFG that generates the language
- Construct a PDA that recognizes the language

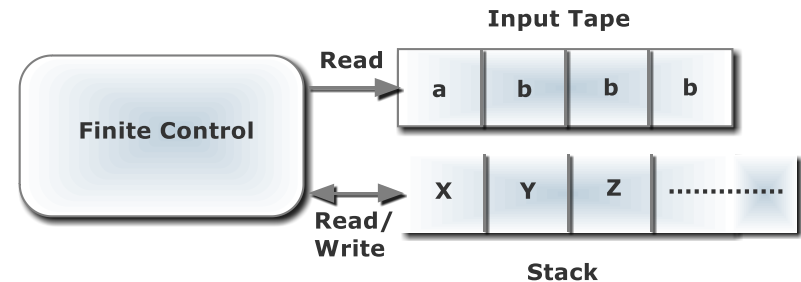
Schematic Representation of NFA and PDA



NFA



PDA



Pushdown Automata (PDA)

A PDA has an input tape, a finite set of states and an unbounded stack.

At any given point of time, the PDA

- is in some state p ,
- reads some input symbol a_i
- can access the topmost few elements of the stack.

Pushdown Automata (PDA)

We allow the stack to have a different alphabet (usually denoted as Γ)

Given an input w the PDA at any given instance does the following

- Reads a_i from w where $a_i \in \Sigma \cup \epsilon$
- Goes from state p to q
- Replaces the topmost element of the stack, X with Y where $X, Y \in \Gamma^*$

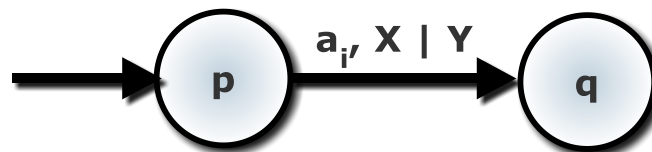
Pushdown Automata (PDA)

The PDA at any point of time

- can move from state p to q ,
- can change the topmost element.

This will be represented as

$$\bullet (p, a_i, X) \rightarrow (q, Y)$$



Pushdown Automata (PDA)

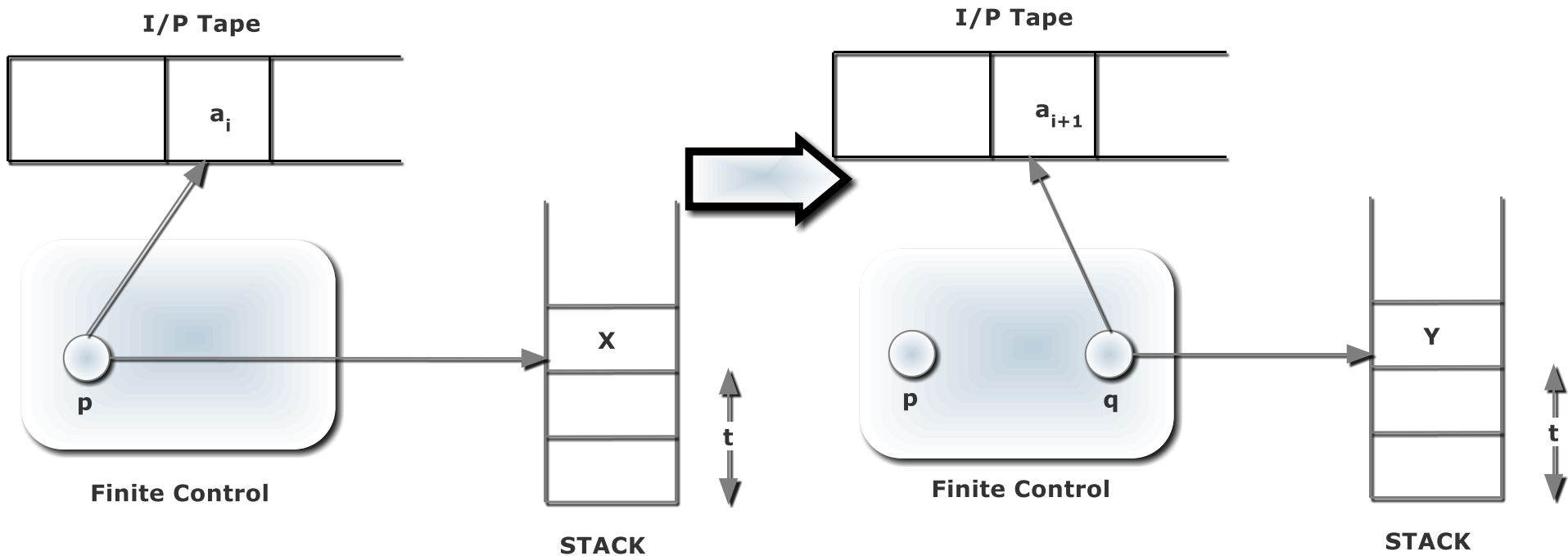
What does it mean for X to be $\in(\text{Epsilon})$?

- Pushing Y onto the stack.

What does it mean for Y to be $\in(\text{Epsilon})$?

- Popping out X from the stack.

Pushdown Automata (PDA)



Pushdown Automata

Each transition

- is based on the current input symbol and the top of the stack
- optionally pops the top of the stack, and
- optionally pushes new symbols onto the stack

Initially, the stack holds a special symbol z_0 that indicates the bottom of the stack.

Example

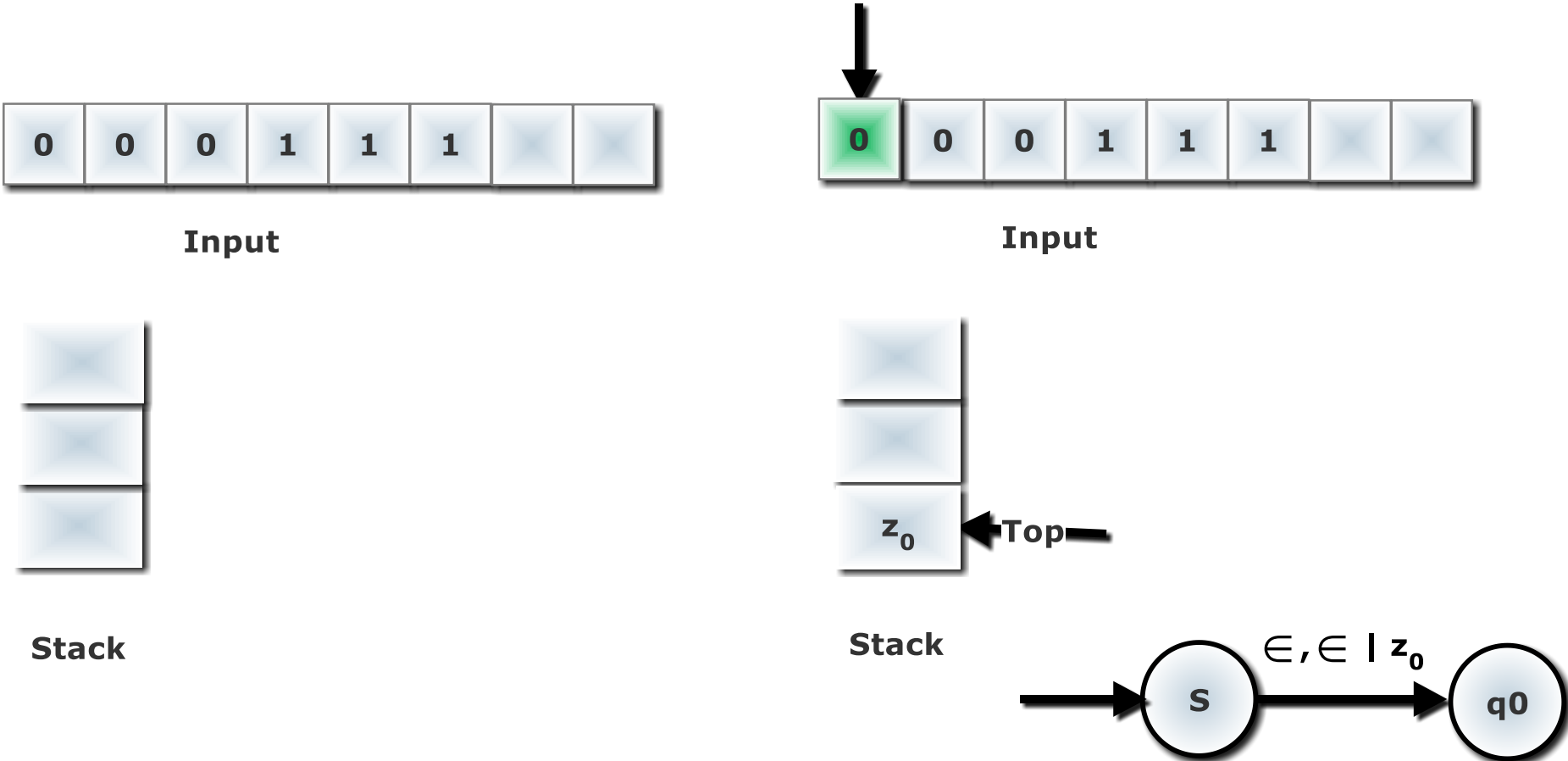


Design a PDA for the following language

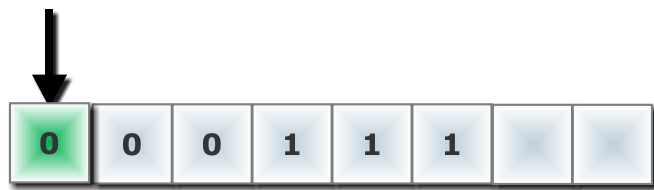
$$L = \{0^n 1^n \mid n \geq 1\}$$

Example

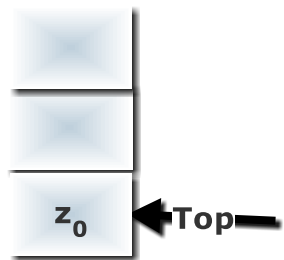
Design a PDA for the following language $L = \{0^n 1^n \mid n \geq 1\}$



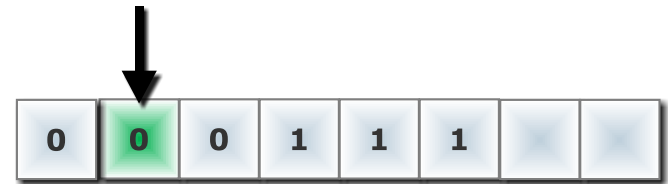
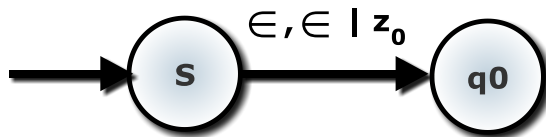
Example



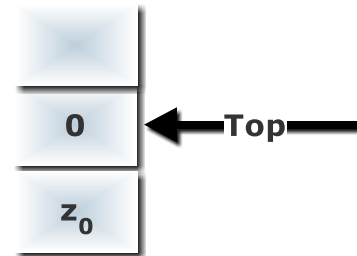
Input



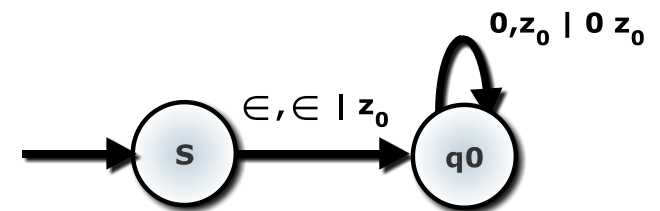
Stack



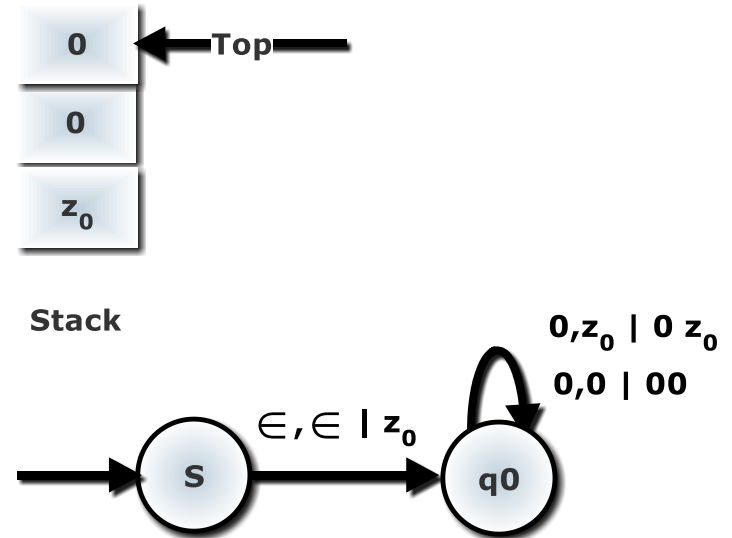
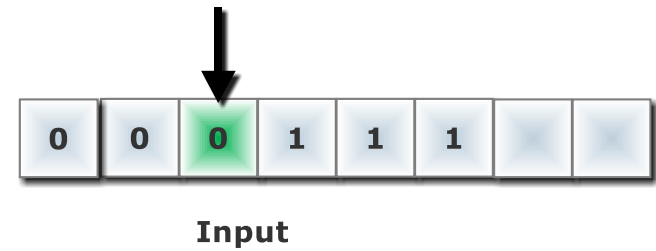
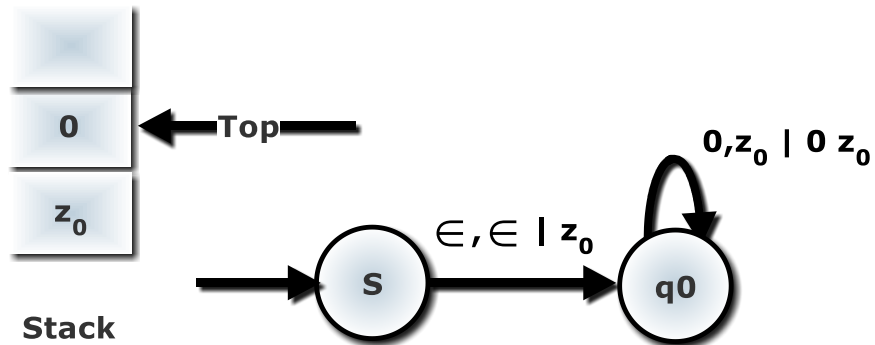
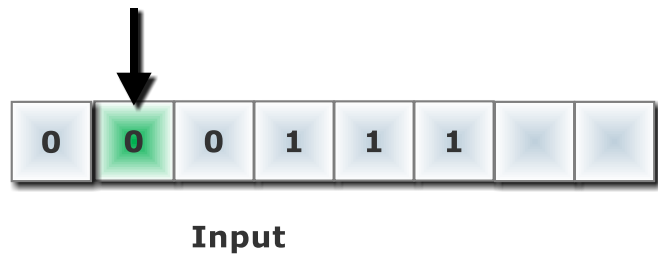
Input



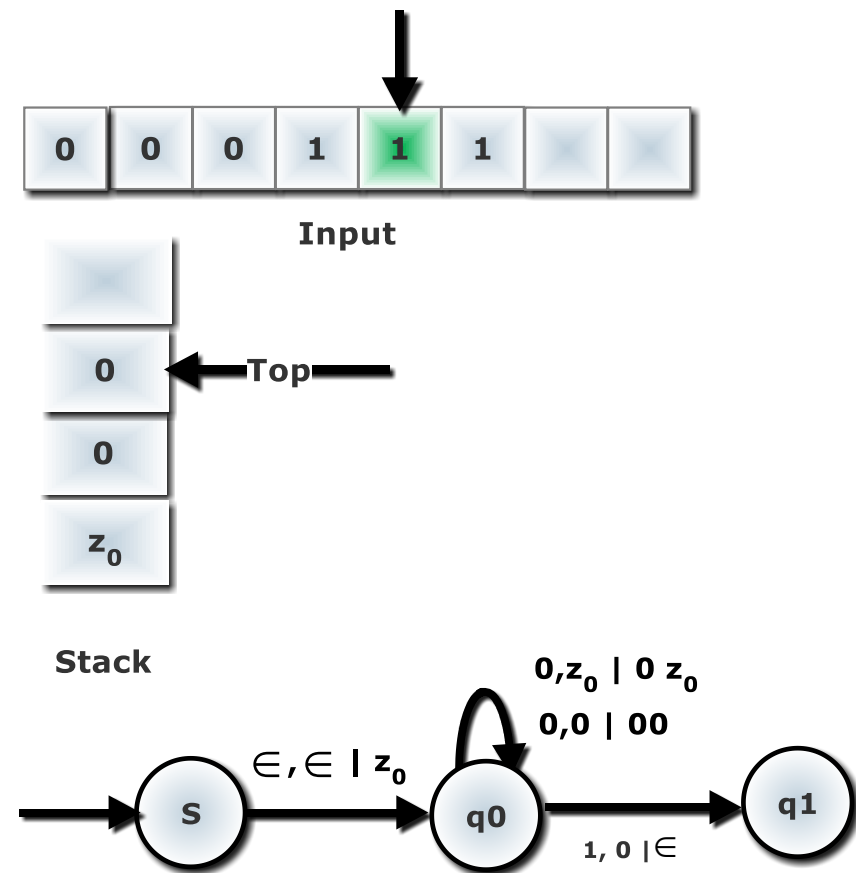
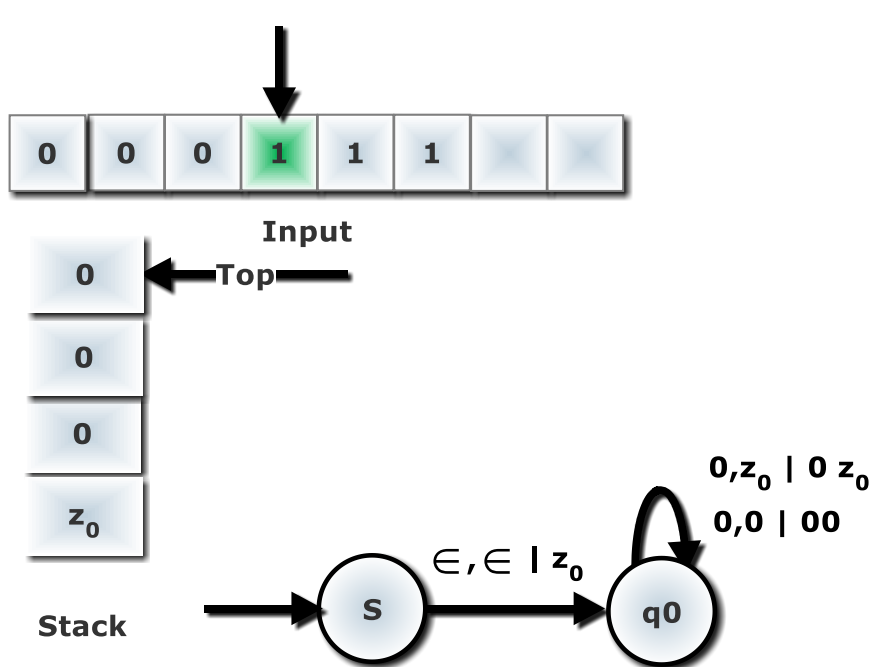
Stack



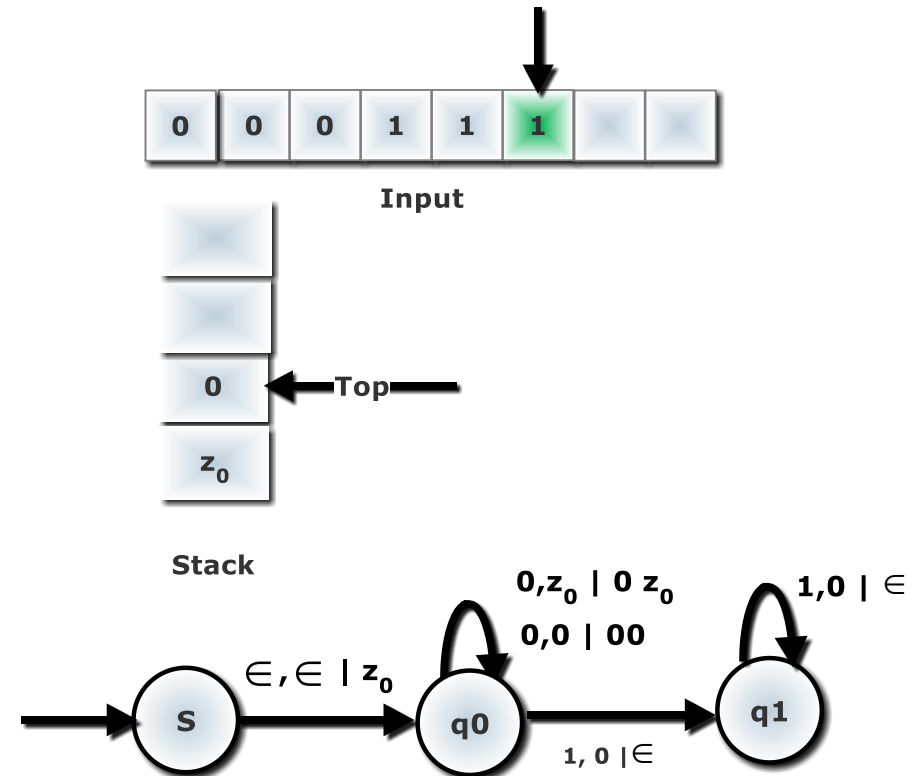
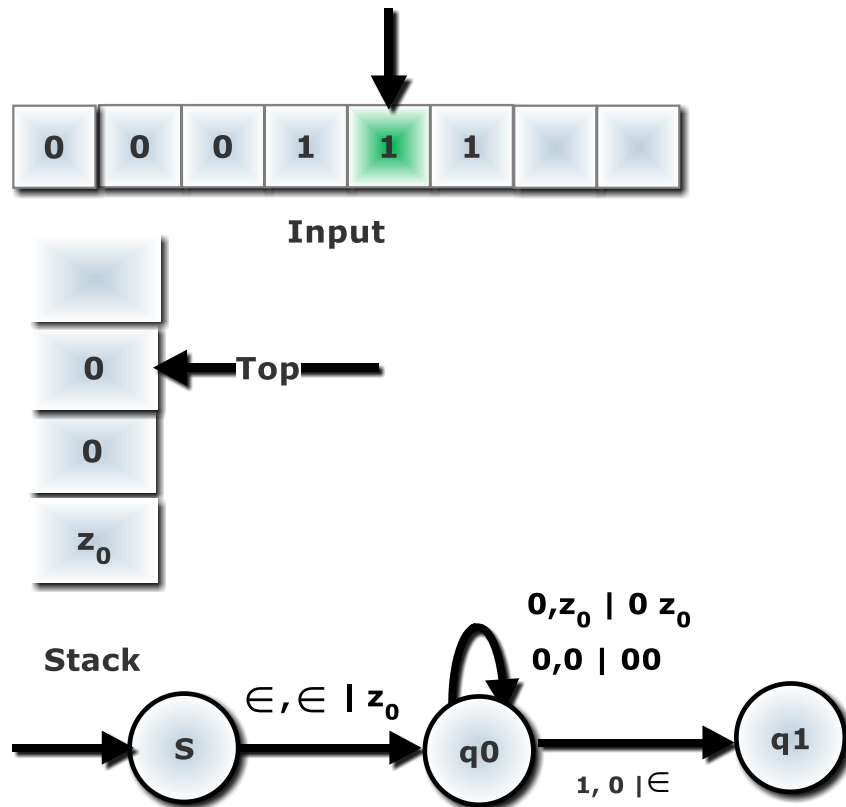
Example



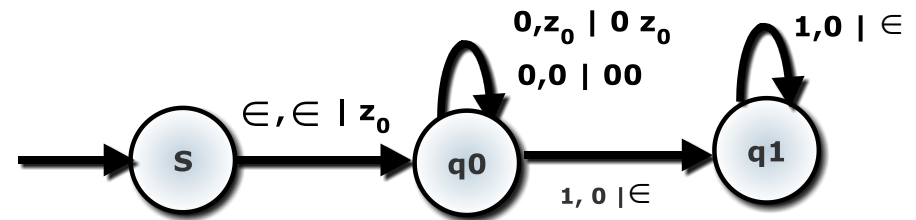
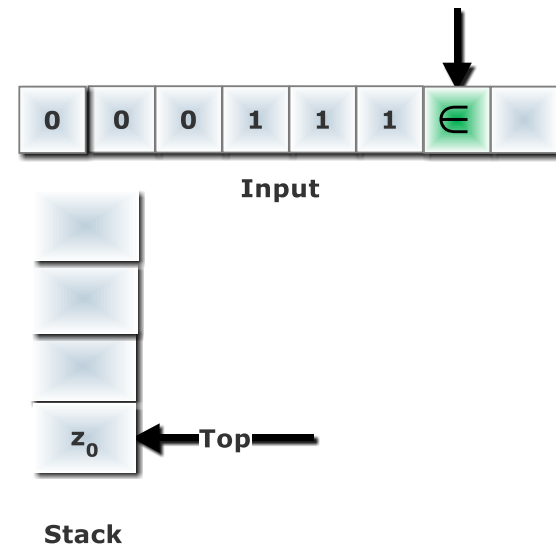
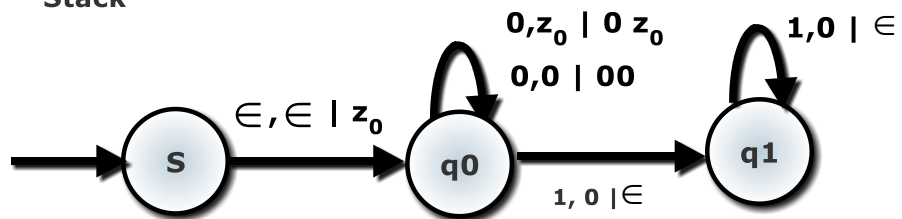
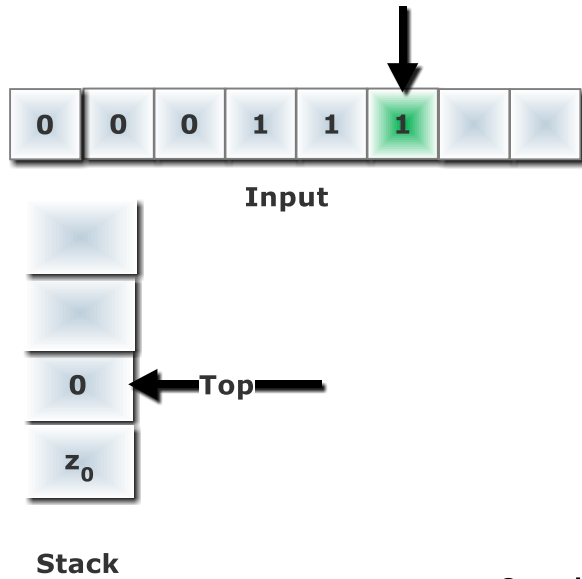
Example



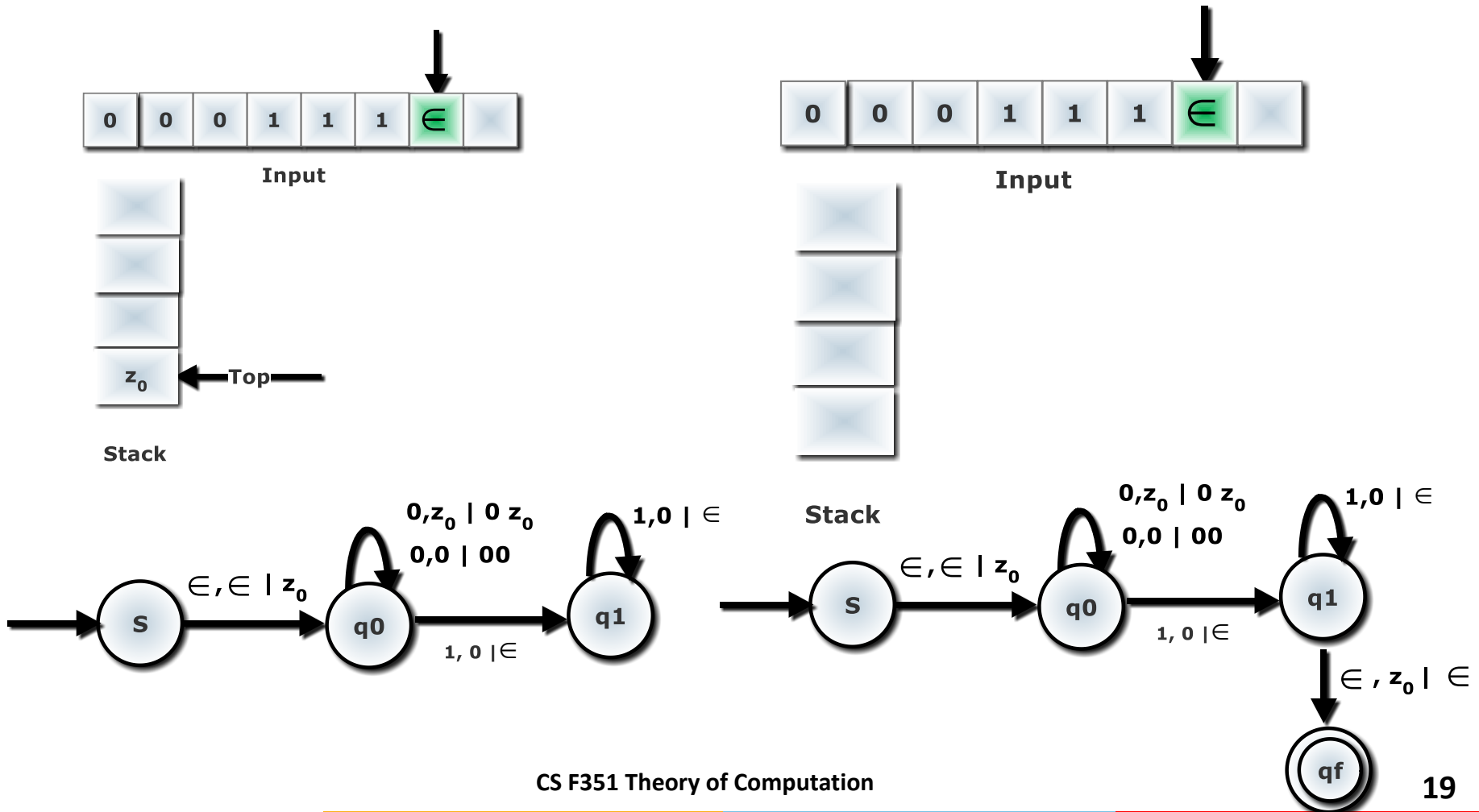
Example



Example

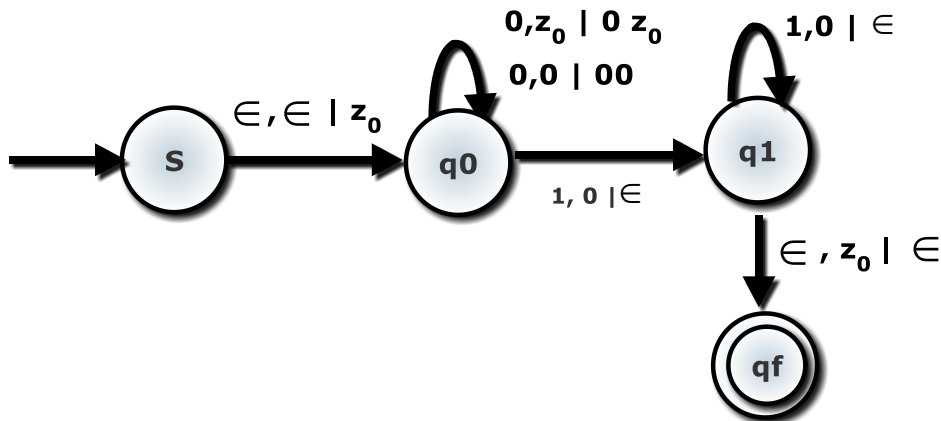


Example



Notations for PDA

Transition Diagram Notation for PDA



Transition Function Notation for PDA

$$\delta(S, \epsilon, \epsilon) = (q0, z_0)$$

$$\delta(q0, 0, z_0) = (q0, 0z_0)$$

$$\delta(q0, 0, 0) = (q0, 00)$$

$$\delta(q0, 1, 0) = (q1, \epsilon)$$

$$\delta(q1, 1, 0) = (q1, \epsilon)$$

$$\delta(q1, \epsilon, z_0) = (qf, \epsilon)$$