

Preet Kanwal

Department of Computer Science & Engineering



Unit 3 - Pushdown Automata

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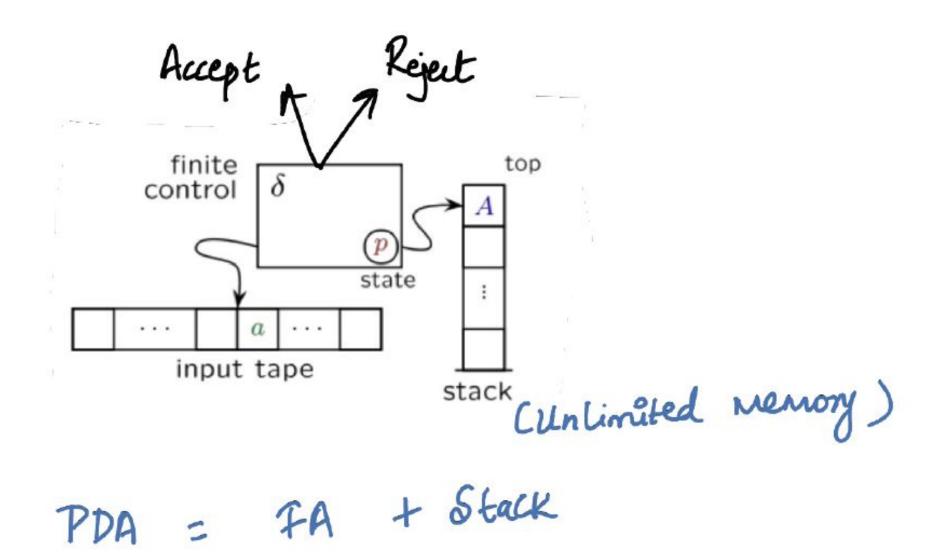


Outline:

- Model of a PDA
- Definition of a PDA
- Transition in a PDA (Push and Pop operations)
- Instantaneous Description of a PDA
- Acceptance in a PDA (by Final State or Empty Stack)

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Model of a Pushdown Automata





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Definition of a Pushdown Automata

A PDA P := $(Q, \sum, \Gamma, \delta, q_0, Z_0, F)$:

Q: states of the ε-NFA

■ ∑: input alphabet

Γ: stack symbols

δ: transition function

q₀: start state

Z₀: Initial stack top symbol

F: Final/accepting states

DPDA - Deterministic PDA

8: QX(EUX)XY -> QXY*

NPDA - Non-Deterministic PDA

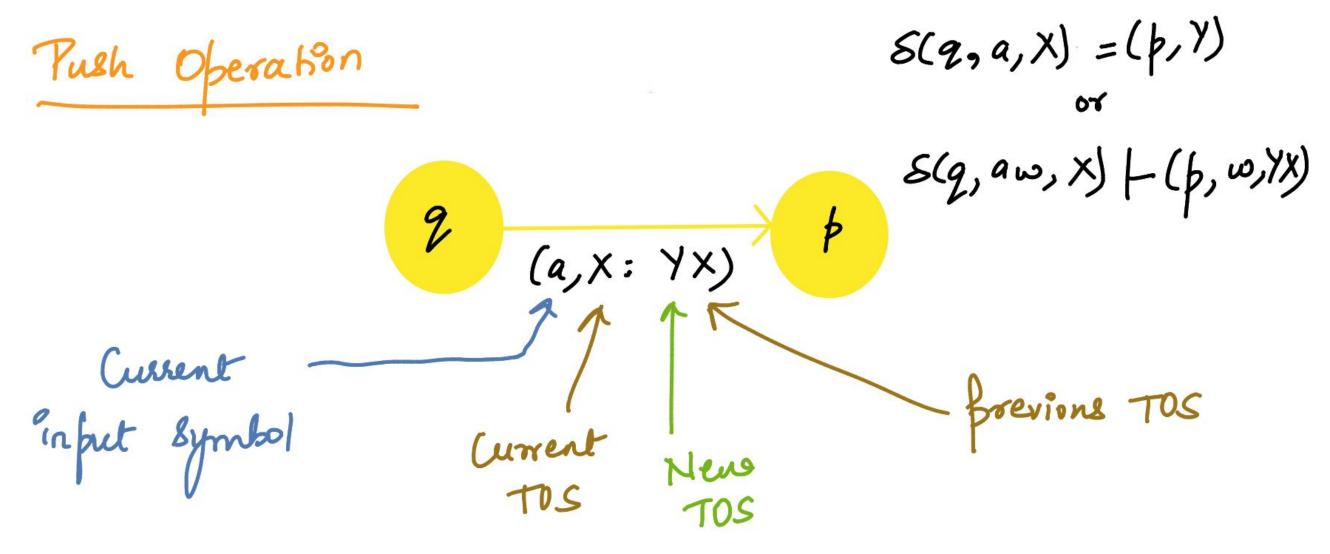
8: QX(EUA)XY -> 2 QXY*

PDA = 1-NFA + Stack

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Transition in a Pushdown Automata

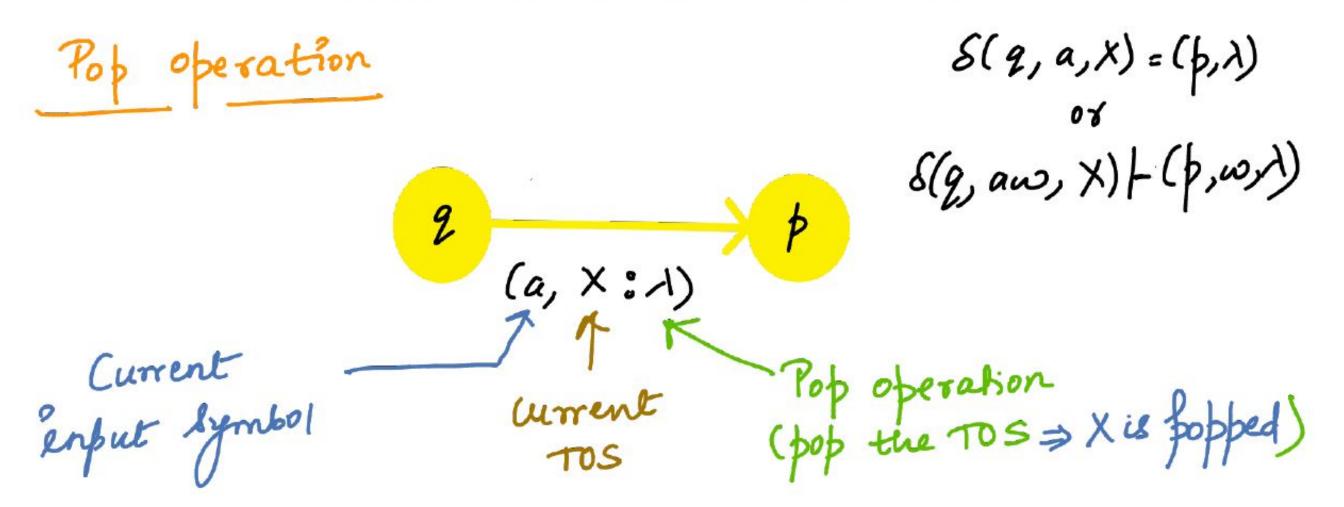


Note: More than one symbol can be pushed on to the stack at a time.

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Transition in a Pushdown Automata



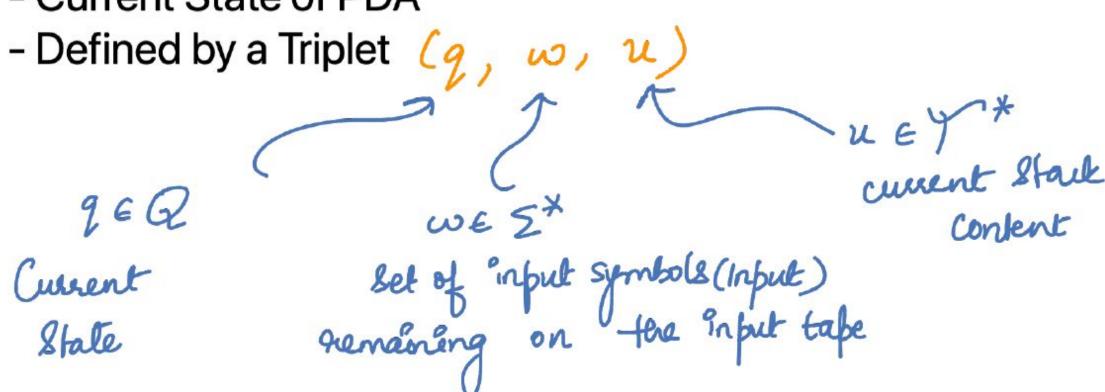
Note: Only one symbol can be popped from the stack at a time.

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Instantaneous Description (ID) of a PDA(M)

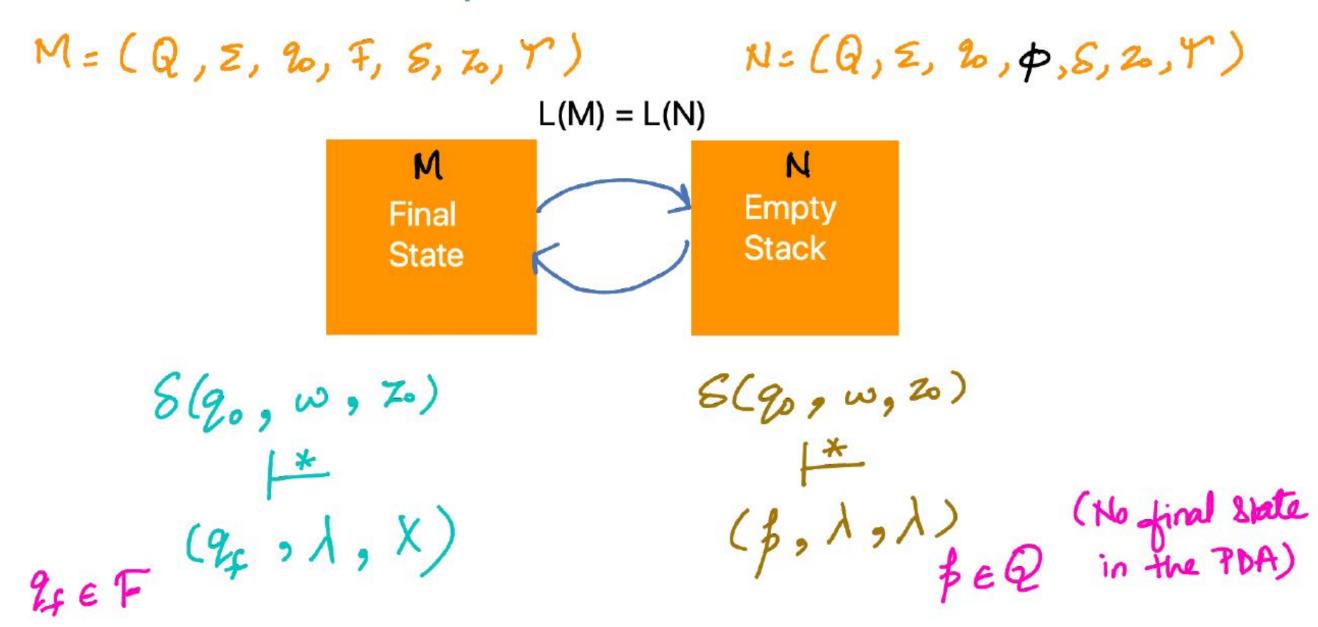
Current State of PDA



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Acceptance in Pushdown Automata





THANK YOU

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