

# Theory of Automata

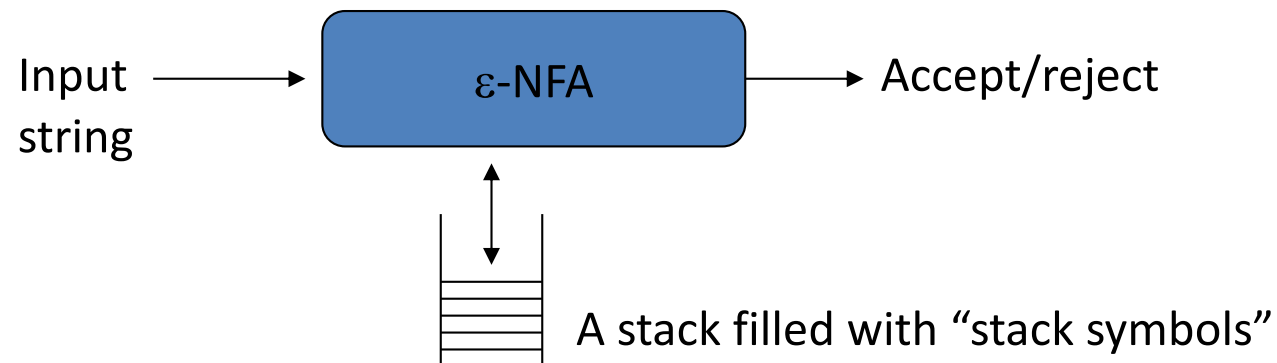
## Pushdown Automata

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# Revision

# PDA - the automata for CFLs

- What is?
  - FA to Reg Lang, PDA is to CFL
- PDA == [  $\epsilon$ -NFA + “a stack” ]
- Why a stack?



# Pushdown Automata - Definition

- A PDA  $P := (Q, \Sigma, \Gamma, \delta, q_0, Z_0, F)$ :
  - $Q$ : states of the  $\varepsilon$ -NFA
  - $\Sigma$ : input alphabet
  - $\Gamma$ : stack symbols
  - $\delta$ : transition function
  - $q_0$ : start state
  - $Z_0$ : Initial stack top symbol
  - $F$ : Final/accepting states

# $\delta$ : The Transition Function

*input symb.*  
*old state*                      *Stack top*   *new state(s)*   *new Stack top(s)*

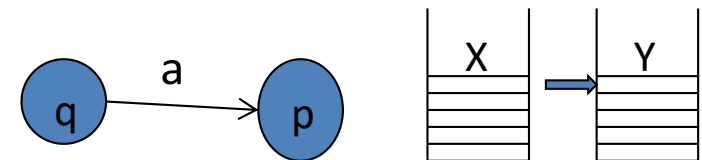
$$\delta : Q \times \Sigma \times \Gamma \Rightarrow Q \times \Gamma$$

# $\delta$ : The Transition Function

$$\delta(q, a, X) = \{(p, Y), \dots\}$$

1. state transition from  $q$  to  $p$
2.  $a$  is the next input symbol
3.  $X$  is the current stack *top* symbol
4.  $Y$  is the replacement for  $X$ ; it is in  $\Gamma^*$  (a string of stack symbols)
  - i. Set  $Y = \varepsilon$  for: Pop( $X$ )
  - ii. If  $Y = X$ : stack top is unchanged
  - iii. If  $Y = Z_1 Z_2 \dots Z_k$ :  $X$  is popped and is replaced by  $Y$  in reverse order (i.e.,  $Z_1$  will be the new stack top)

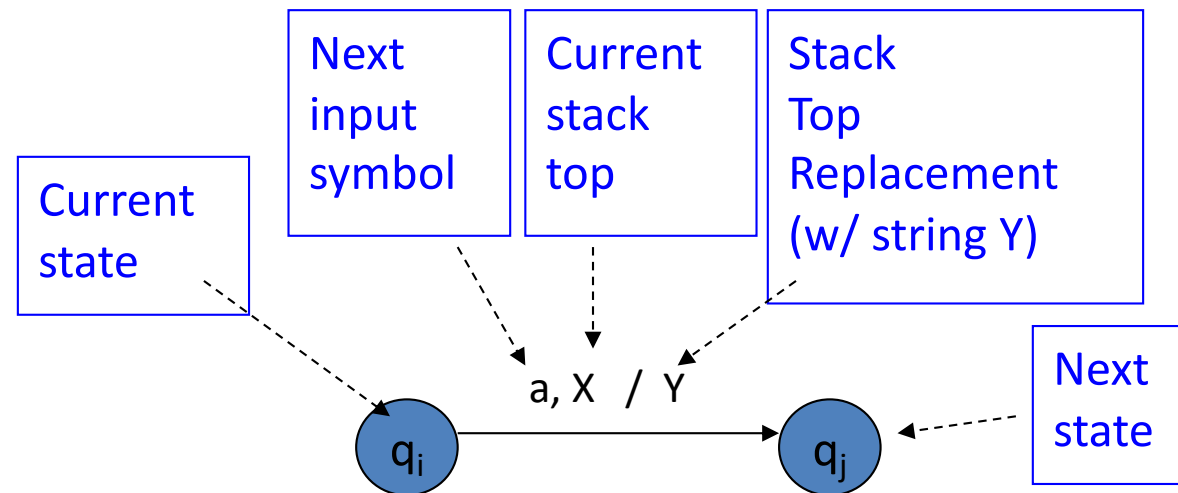
Non-determinism



	$Y = ?$	Action
i)	$Y = \varepsilon$	Pop( $X$ )
ii)	$Y = X$	Pop( $X$ ) Push( $X$ )
iii)	$Y = Z_1 Z_2 \dots Z_k$	Pop( $X$ ) Push( $Z_k$ ) Push( $Z_{k-1}$ ) ... Push( $Z_2$ ) Push( $Z_1$ )

# PDA as a state diagram

$$\delta(q_i, a, X) = \{(q_j, Y)\}$$

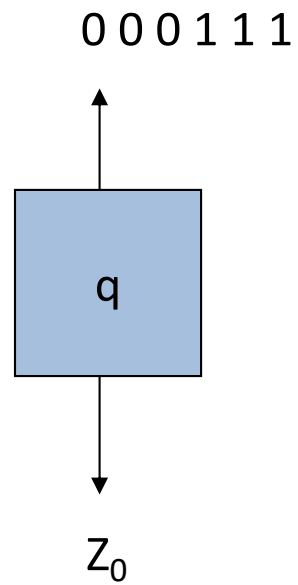


# Class Activity

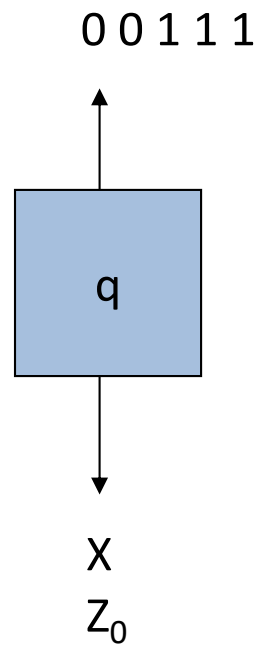
- Design a PDA to accept  $\{0^n 1^n \mid n \geq 1\}$ .
- The states:
  - $q$  = start state. We are in state  $q$  if we have seen only  $0$ 's so far.
  - $p$  = we've seen at least one  $1$  and may now proceed only if the inputs are  $1$ 's.
  - $f$  = final state; accept.



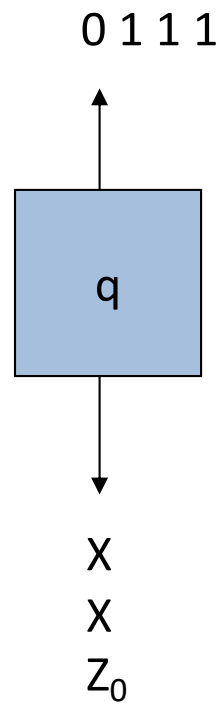
# Actions of the Example PDA



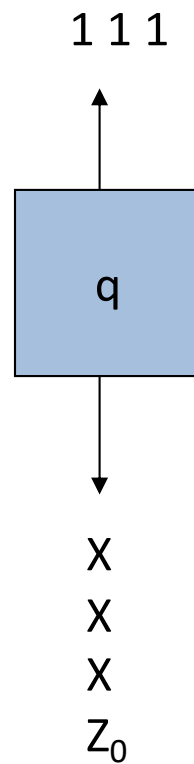
# Actions of the Example PDA



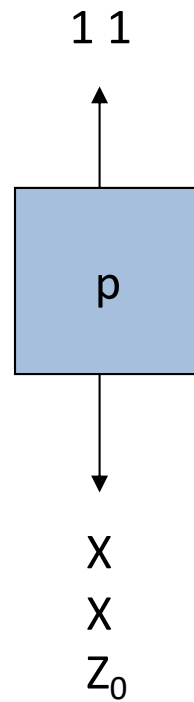
# Actions of the Example PDA



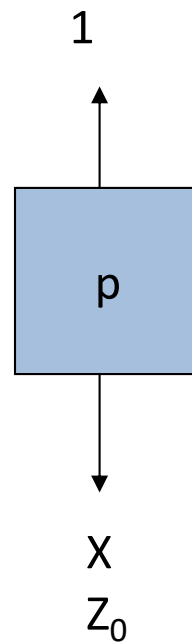
# Actions of the Example PDA



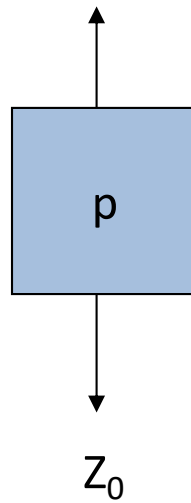
# Actions of the Example PDA



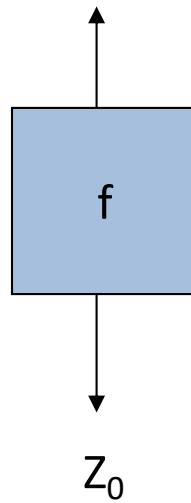
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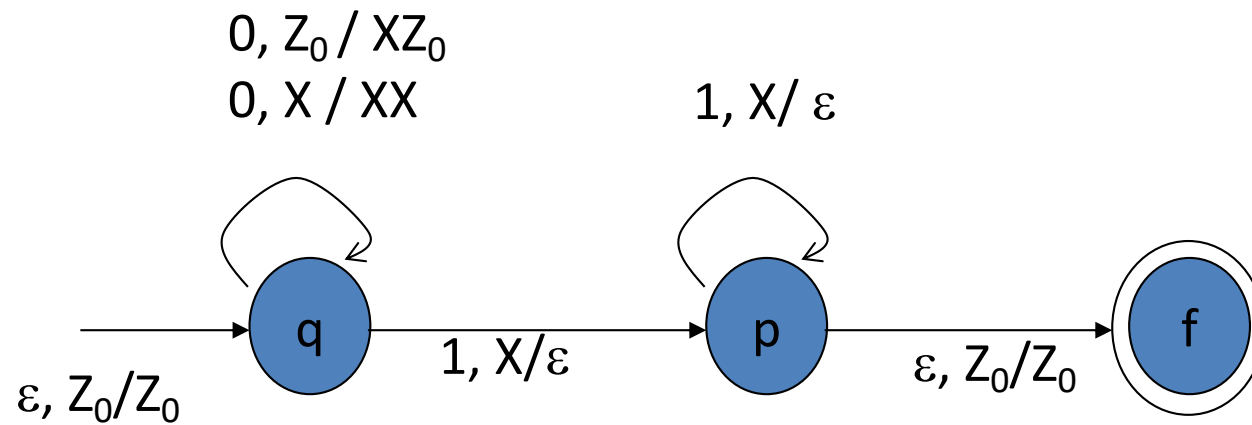
## Example: PDA – (2)

- The stack symbols:
  - $Z_0$  = start symbol. Also marks the bottom of the stack, so we know when we have counted the same number of 1's as 0's.
  - $X$  = marker, used to count the number of 0's seen on the input.

## Example: PDA – (3)

- The transitions:
  - $\delta(q, 0, Z_0) = \{(q, XZ_0)\}$ .
  - $\delta(q, 0, X) = \{(q, XX)\}$ . These two rules cause one  $X$  to be pushed onto the stack for each  $0$  read from the input.
  - $\delta(q, 1, X) = \{(p, \epsilon)\}$ . When we see a  $1$ , go to state  $p$  and pop one  $X$ .
  - $\delta(p, 1, X) = \{(p, \epsilon)\}$ . Pop one  $X$  per  $1$ .
  - $\delta(p, \epsilon, Z_0) = \{(f, Z_0)\}$ . Accept at bottom.

# Solution



There are two types of PDAs that one can design:  
those that accept by final state or by empty stack

# Acceptance by...

- *PDAs that accept by **final state**:*

- For a PDA  $P$ , the language accepted by  $P$ , denoted by  $L(P)$  by *final state*, is:

- $\{w \mid (q_0, w, Z_0) \vdash^* (q, \varepsilon, A)\}, \text{ s.t., } q \in F$

Checklist:

- input exhausted?
- in a final state?

- *PDAs that accept by **empty stack**:*

- For a PDA  $P$ , the language accepted by  $P$ , denoted by  $N(P)$  by *empty stack*, is:

- $\{w \mid (q_0, w, Z_0) \vdash^* (q, \varepsilon, \varepsilon)\}, \text{ for any } q \in Q.$

Q) Does a PDA that accepts by empty stack  
need any final state specified in the design?

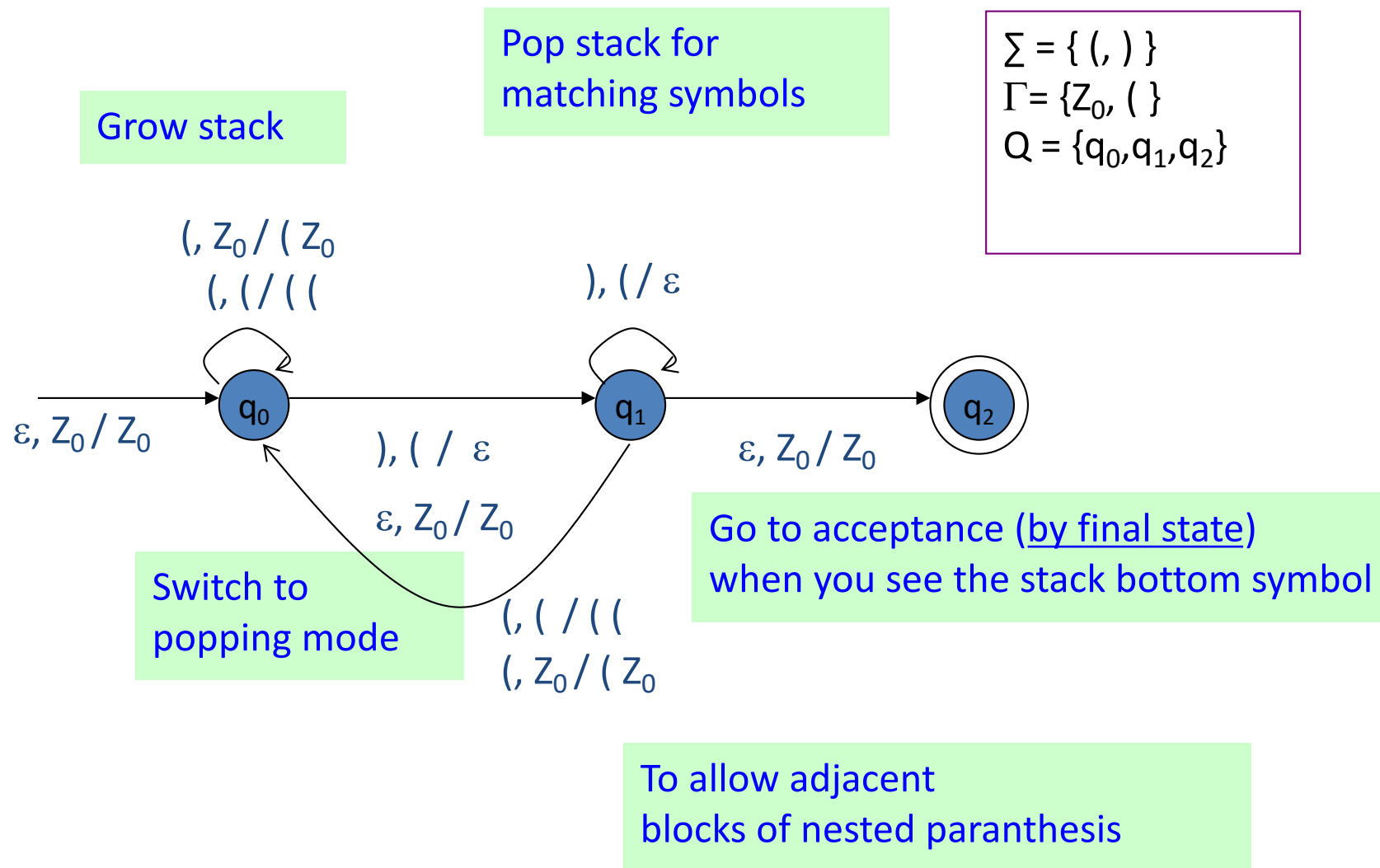
Checklist:

- input exhausted?
- is the stack empty?

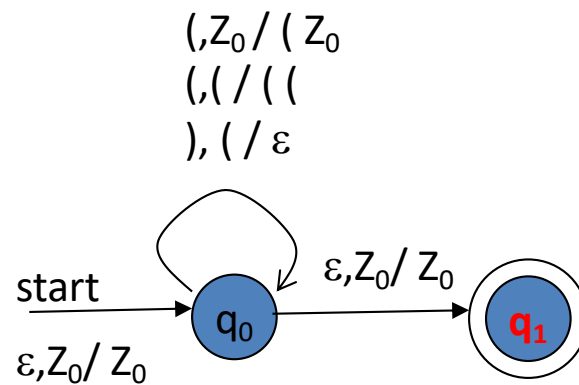
# Class Activity

- Design PDA for the language of balanced paranthesis with acceptance by final state and by empty stack. Given 7 tuple specifications.

# Example 2: language of balanced paranthesis



## Example 2: language of balanced paranthesis (another design)



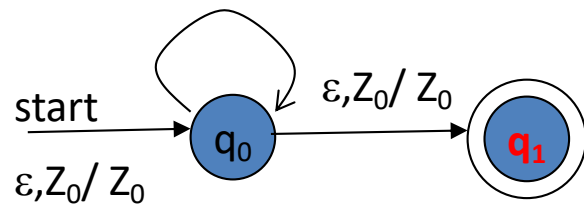
$\Sigma = \{ (, ) \}$   
 $\Gamma = \{ Z_0, ( \}$   
 $Q = \{ q_0, q_1 \}$

# Example: L of balanced parenthesis

PDA that accepts by final state

$P_F$ :

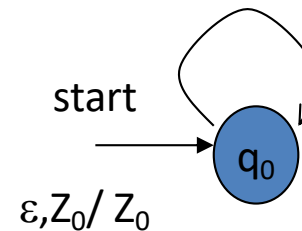
$(, Z_0 / ( Z_0$   
 $(, ( / (($   
 $), ( / \epsilon$



An equivalent PDA that accepts by empty stack

$P_N$ :

$(, Z_0 / ( Z_0$   
 $(, ( / (($   
 $), ( / \epsilon$   
 $\epsilon, Z_0 / \epsilon$



*How will these two PDAs work on the input:  $((())())()$*



# Class Activity

- Design PDA for

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

Provide formal specifications as well.

# Class Activity

- Design PDA for

$L = \{w \mid w \text{ contains equal number of 1's and 0's}\}$

**NON DETERMINISTIC PDA**

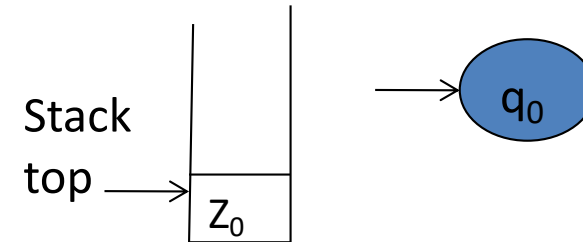
# Example

Let  $L_{ww^R} = \{ww^R \mid w \text{ is in } (0+1)^*\}$

- CFG for  $L_{ww^R}$  :  $S \Rightarrow 0S0 \mid 1S1 \mid \varepsilon$
- PDA for  $L_{ww^R}$  :
- $P := (Q, \Sigma, \Gamma, \delta, q_0, Z_0, F)$   
  
 $= (\{q_0, q_1, q_2\}, \{0, 1\}, \{0, 1, Z_0\}, \delta, q_0, Z_0, \{q_2\})$

# PDA for $L_{ww^R}$

Initial state of the PDA:



$$1. \quad \delta(q_0, 0, Z_0) = \{(q_0, 0Z_0)\}$$

$$2. \quad \delta(q_0, 1, Z_0) = \{(q_0, 1Z_0)\}$$

}

First symbol push on stack

$$3. \quad \delta(q_0, \mathbf{0}, 0) = \{(q_0, \mathbf{0}0)\}$$

$$4. \quad \delta(q_0, \mathbf{0}, 1) = \{(q_0, \mathbf{0}1)\}$$

$$5. \quad \delta(q_0, \mathbf{1}, 0) = \{(q_0, \mathbf{1}0)\}$$

$$6. \quad \delta(q_0, \mathbf{1}, 1) = \{(q_0, \mathbf{1}1)\}$$

}

Grow the stack by pushing new symbols on top of old (w-part)

$$7. \quad \delta(q_0, \varepsilon, 0) = \{(q_1, 0)\}$$

$$8. \quad \delta(q_0, \varepsilon, 1) = \{(q_1, 1)\}$$

$$9. \quad \delta(q_0, \varepsilon, Z_0) = \{(q_1, Z_0)\}$$

}

Switch to popping mode, nondeterministically (boundary between w and  $w^R$ )

$$10. \quad \delta(q_1, \mathbf{0}, 0) = \{(q_1, \varepsilon)\}$$

$$11. \quad \delta(q_1, \mathbf{1}, 1) = \{(q_1, \varepsilon)\}$$

}

Shrink the stack by popping matching symbols ( $w^R$ -part)

$$12. \quad \delta(q_1, \varepsilon, Z_0) = \{(q_2, Z_0)\}$$

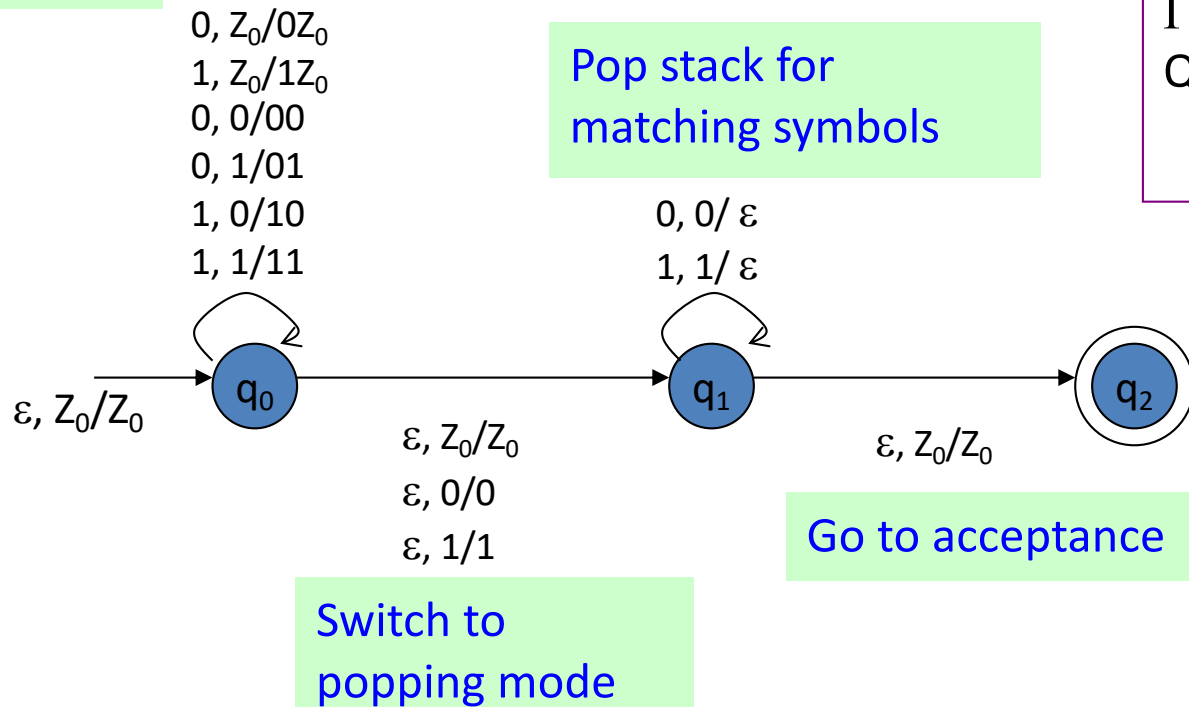
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Enter acceptance state

Draw the Transition diagram

# PDA for $L_{wwr}$ : Transition Diagram

Grow stack



Pop stack for  
matching symbols

$\Sigma = \{0, 1\}$   
 $\Gamma = \{Z_0, 0, 1\}$   
 $Q = \{q_0, q_1, q_2\}$

Go to acceptance

Switch to  
popping mode

This would be a non-deterministic PDA

# PDA's Instantaneous Description (ID)

A PDA has a configuration at any given instance:  $(q, w, y)$

- $q$  - current state
- $w$  - remainder of the input (i.e., unconsumed part)
- $y$  - current stack contents as a string from top to bottom of stack

If  $\delta(q, a, X) = \{(p, A)\}$  is a transition, then the following are also true:

- $(q, a, X) \vdash (p, \varepsilon, A)$
- $(q, aw, XB) \vdash (p, w, AB)$

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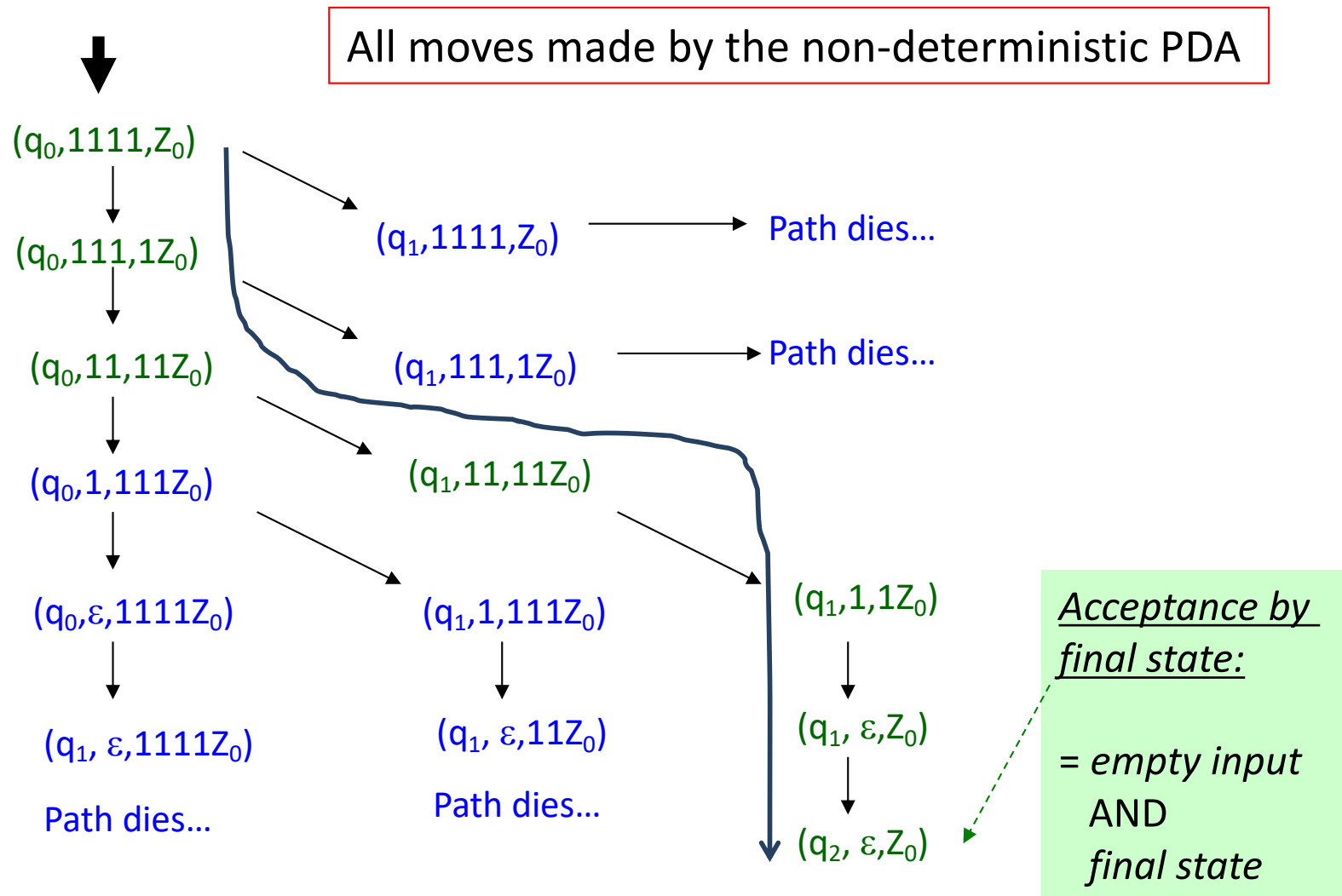
$\vdash$  sign is called a “turnstile notation” and represents one move

$\vdash^*$  sign represents a sequence of moves

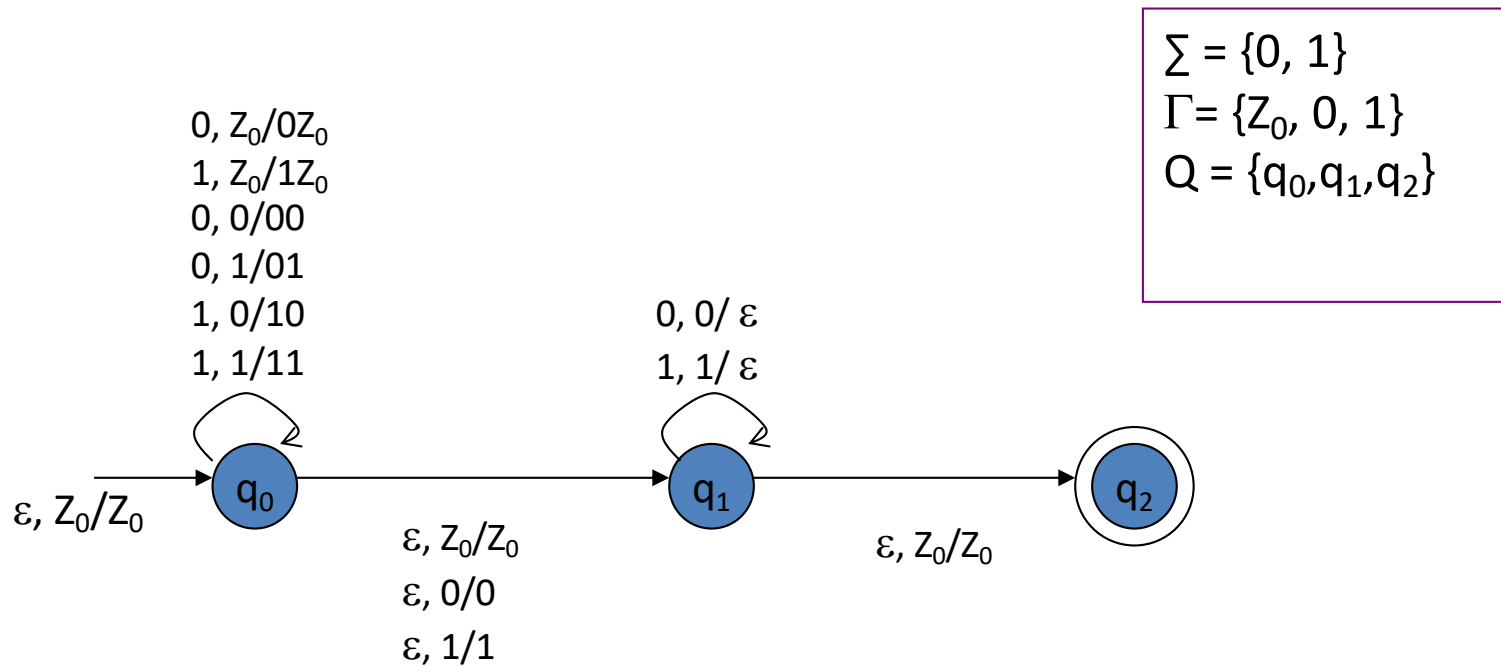
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# How does the PDA for $L_{wwr}$ work on input “1111”?



# PDA for $L_{wwr}$ : Transition Diagram



*How will this PDA work on the input: 01100110*  
*Show all the reachable ID's.*

# Class Activity

- Design PDA for  
 $L = \{w \mid w \text{ is an odd length palindrome}\}$

# Deterministic PDA's

- To be deterministic, there must be at most one choice of move for any state  $q$ , input symbol  $a$ , and stack symbol  $X$ .
- In addition, there must not be a choice between using input  $\epsilon$  or real input.
- Formally,  $\delta(q, a, X)$  and  $\delta(q, \epsilon, X)$  cannot both be nonempty.

# References

- Book Chapter
- Lectures from Stanford University
  - <http://infolab.stanford.edu/~ullman/ialc/spr10/spr10.html#LECTURE%20NOTES>
- Lectures from Washington State University
  - <http://www.eecs.wsu.edu/~ananth/CptS317/Lectures/>