

JYOTHISHMATHI INSTITUTE OF TECHNOLOGY AND SCIENCE
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FORMAL LANGUAGES AND AUTOMATA THEORY
PUSHDOWN AUTOMATA(PDA)

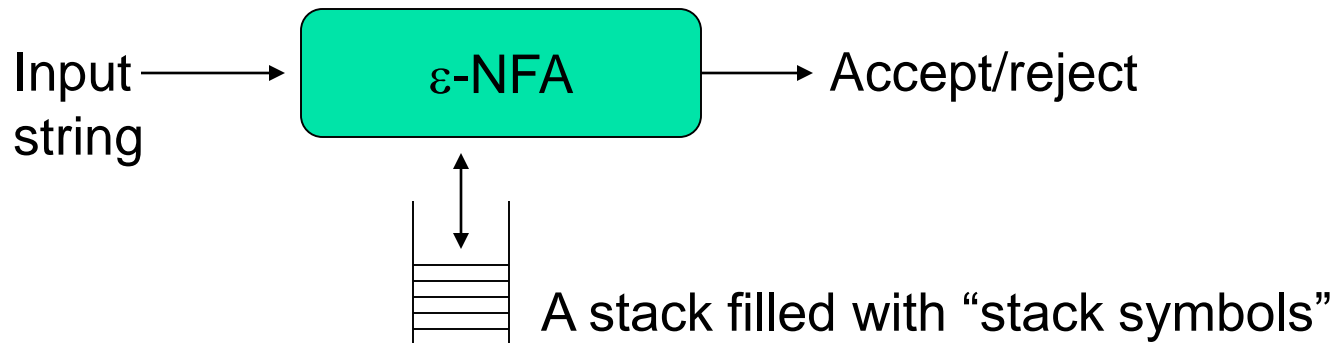
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Pushdown Automata (PDA)

PDA - the automata for CFLs

- What is?
 - FA to Reg Lang, PDA is to CFL
- PDA == [ϵ -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 ε -NFA
 - Σ : input alphabet
 - Γ : stack symbols
 - δ : transition function
 - q_0 : start state
 - Z_0 : Initial stack top symbol
 - F : Final/accepting states

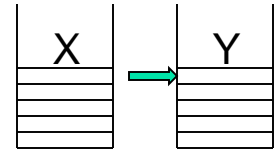
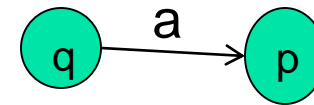
$$\delta : \overset{\text{old state}}{Q} \times \overset{\text{input symb.}}{\Sigma} \times \overset{\text{Stack top}}{\Gamma} \Rightarrow \overset{\text{new state(s)}}{Q} \times \overset{\text{new Stack top(s)}}{\Gamma}$$

δ : The Transition Function

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

state transition from q to p
 a is the next input symbol
 X is the current stack *top* symbol
 Y is the replacement for X ;
 it is in Γ^* (a string of stack symbols)

- i. Set $Y = \varepsilon$ for: Pop(X)
- ii. If $Y=X$: stack top is unchanged
- iii. If $Y=Z_1Z_2\dots Z_k$: X is popped and is replaced by Y in reverse order (i.e., Z_1 will be the new stack top)



$Y = ?$	Action
$Y = \varepsilon$	Pop(X)
$Y = X$	Pop(X) Push(X)
$Y = Z_1Z_2\dots Z_k$	Pop(X) Push(Z_k) Push(Z_{k-1}) ... Push(Z_2) Push(Z_1)

Non-determinism



Example

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

- CFG for L_{ww^R} : $S \Rightarrow 0S0 \mid 1S1 \mid \varepsilon$

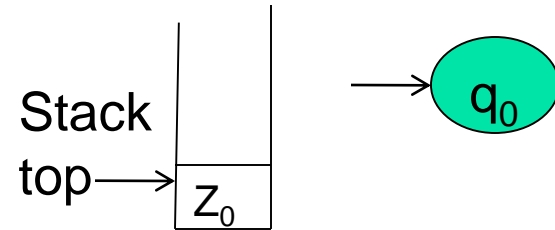
- PDA for L_{ww^R} :

- $P := (Q, \Sigma, \Gamma, \delta, q_0, Z_0, F)$

$= (\{q_0, q_1, q_2\}, \{0, 1\}, \{0, 1, Z_0\}, \delta, q_0, Z_0, \{q_2\})$

PDA for L_{ww^R}

Initial state of the PDA:



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

First symbol push on stack

3. $\delta(q_0, 0, 0) = \{(q_0, 00)\}$
4. $\delta(q_0, 0, 1) = \{(q_0, 01)\}$
5. $\delta(q_0, 1, 0) = \{(q_0, 10)\}$
6. $\delta(q_0, 1, 1) = \{(q_0, 11)\}$

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

7. $\delta(q_0, \varepsilon, 0) = \{(q_1, 0)\}$
8. $\delta(q_0, \varepsilon, 1) = \{(q_1, 1)\}$
9. $\delta(q_0, \varepsilon, Z_0) = \{(q_1, Z_0)\}$

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

10. $\delta(q_1, 0, 0) = \{(q_1, \varepsilon)\}$
11. $\delta(q_1, 1, 1) = \{(q_1, \varepsilon)\}$

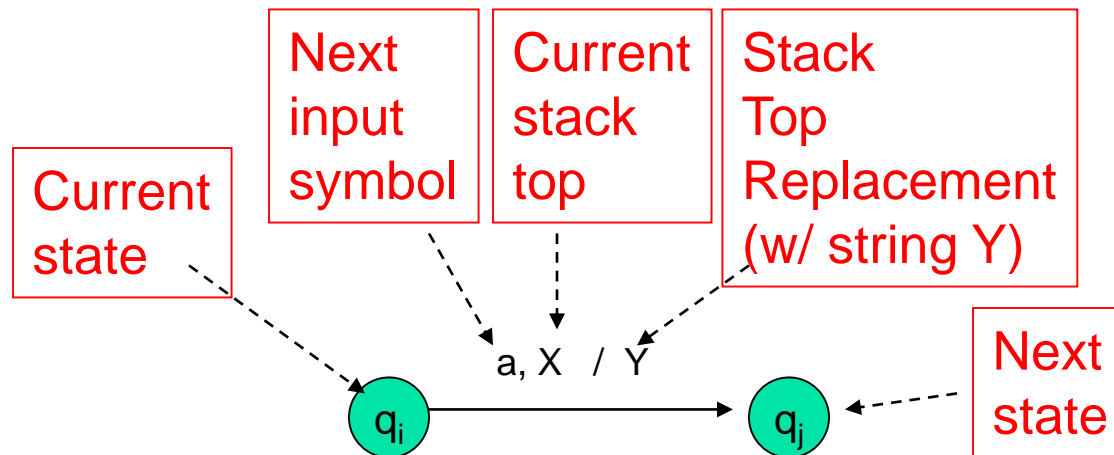
Shrink the stack by popping matching symbols (w^R -part)

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

Enter acceptance state

PDA as a state diagram

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



PDA for L_{wwr} : Transition Diagram

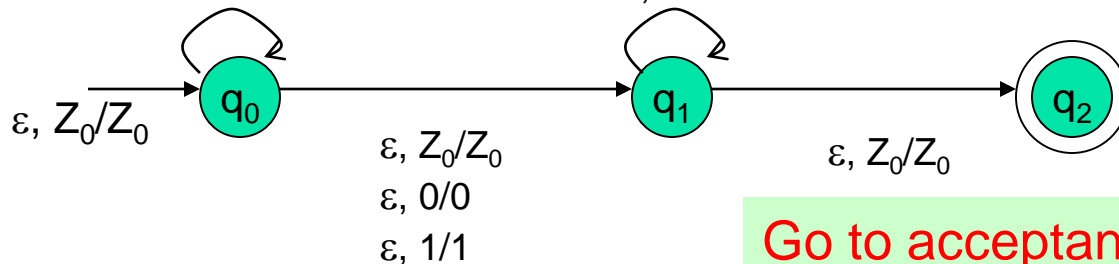
Grow stack

$0, Z_0/0Z_0$
 $1, Z_0/1Z_0$
 $0, 0/00$
 $0, 1/01$
 $1, 0/10$
 $1, 1/11$

Pop stack for
matching symbols

$0, 0/\epsilon$
 $1, 1/\epsilon$

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



Switch to
popping mode

Go to acceptance

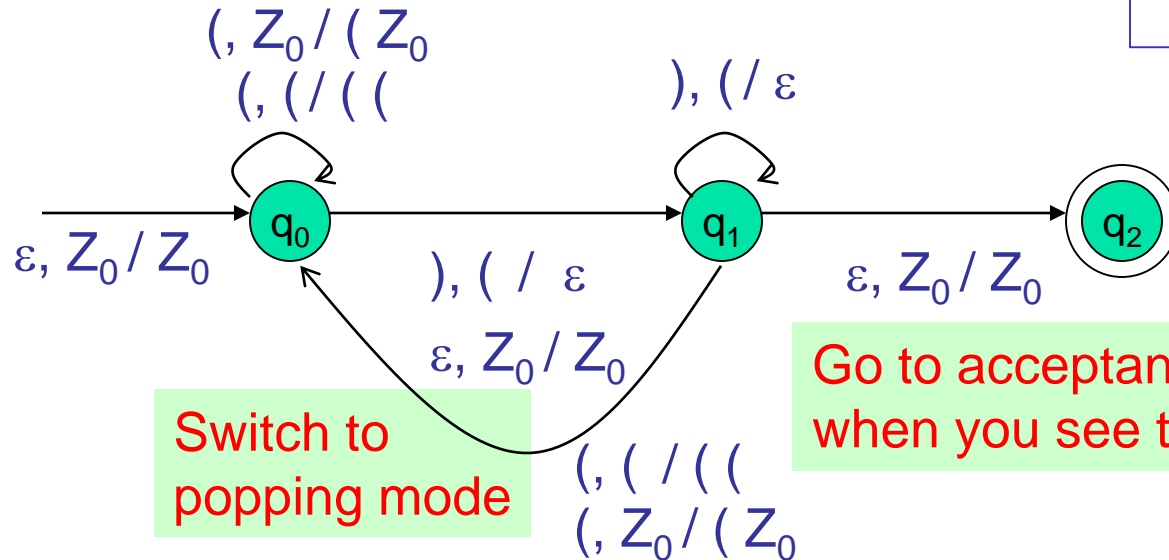
This would be a non-deterministic PDA

Example 2: language of balanced paranthesis

Grow stack

Pop stack for matching symbols

$$\begin{aligned}\Sigma &= \{ (,) \} \\ \Gamma &= \{ Z_0, (\} \\ Q &= \{ q_0, q_1, q_2 \}\end{aligned}$$

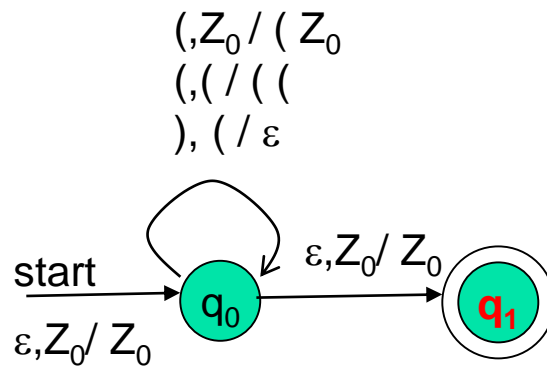


Switch to popping mode

Go to acceptance (by final state) when you see the stack bottom symbol

To allow adjacent blocks of nested paranthesis

Example 2: language of balanced paranthesis (another design)



$$\begin{aligned}\Sigma &= \{ (,) \} \\ \Gamma &= \{ Z_0, (\} \\ Q &= \{ q_0, q_1 \}\end{aligned}$$



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:

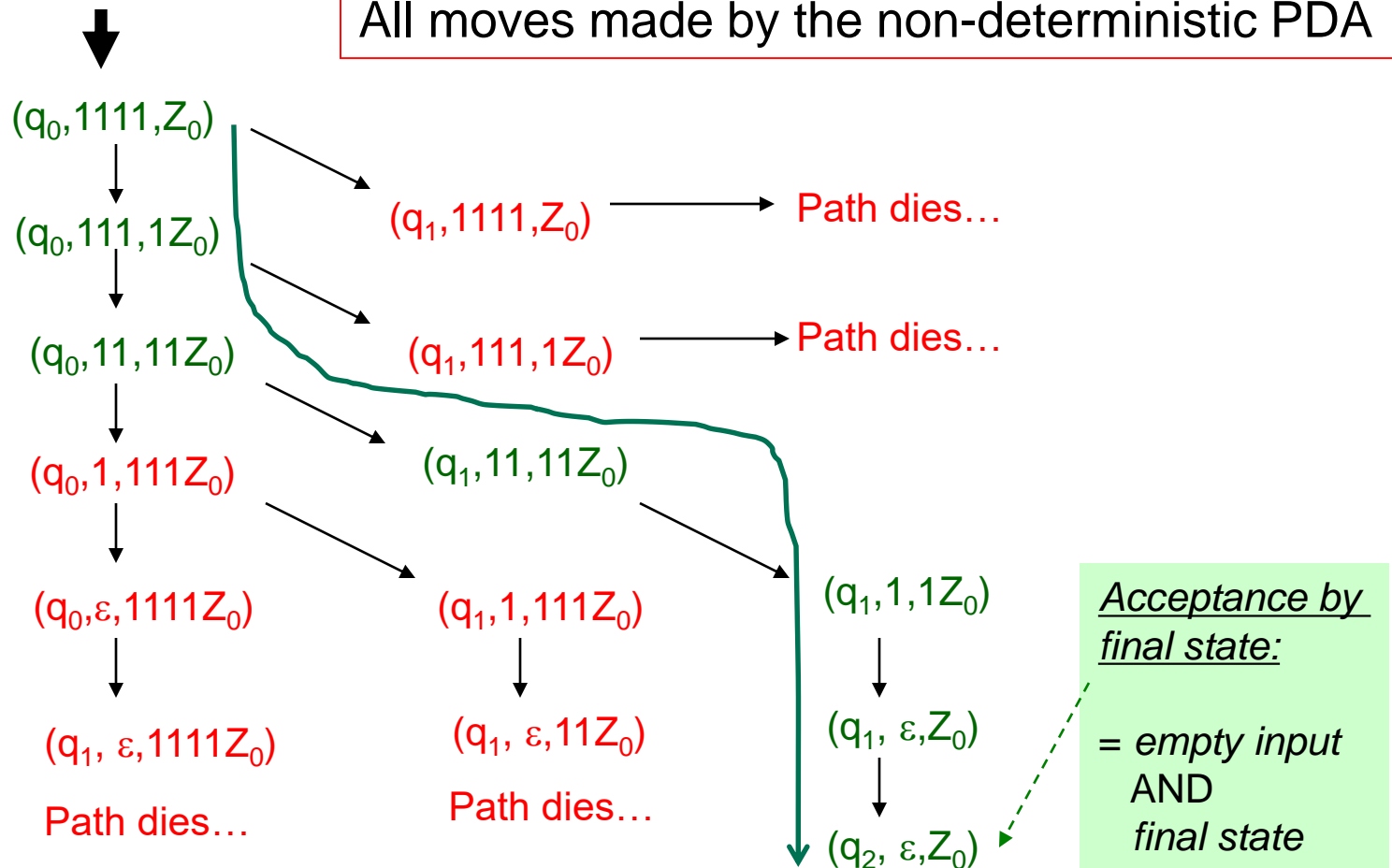
- $(q, a, X) \vdash (p, \varepsilon, A)$
 - $(q, aw, XB) \vdash (p, w, AB)$
-

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

\vdash^* sign represents a sequence of moves

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

All moves made by the non-deterministic PDA



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?



Summary

- PDAs for CFLs and CFGs
 - Non-deterministic
 - Deterministic
- PDA acceptance types
 1. By final state
 2. By empty stack
- PDA
 - IDs, Transition diagram
- Equivalence of CFG and PDA
 - $\text{CFG} \Rightarrow \text{PDA}$ construction
 - $\text{PDA} \Rightarrow \text{CFG}$ construction