



Pushdown Automata PDAs

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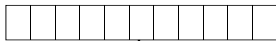
Pushdown Automata (PDA)

- A **Pushdown Automaton (PDA)** is an abstract computing device similar to the FSA. It has a finite set of states.
- PDA may be pictured as a finite automaton with the addition of a stack onto which symbols may be 'pushed' or from which they may be 'popped'. A PDA is an NFA- ϵ with a stack.

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Pushdown Automata (PDA)

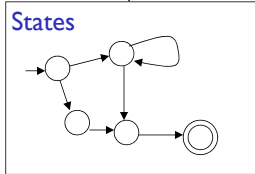
Input String



Stack



States



Costas Busch - RPI

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Pushdown Automata (PDA)

A DFA can "remember" only a finite amount of information, whereas a PDA can "remember" an infinite amount of (certain types of) information.

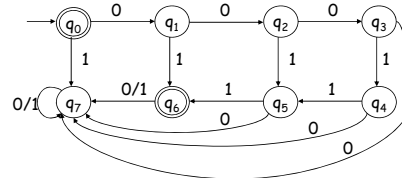
$\{0^n 1^n \mid 0 \leq n\}$

Is not regular

$\{0^n 1^k \mid 0 \leq n \leq k, \text{ for some fixed } k\}$

Is regular, for any fixed k .

For $k=3$: $L = \{\epsilon, 01, 0011, 000111\}$



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Pushdown Automata (PDA)

- In a DFA, each state remembers a finite amount of information.
- To get $\{0^n 1^n \mid 0 \leq n\}$ with a DFA would require an infinite number of states using the preceding technique.
- An infinite stack solves the problem for $\{0^n 1^n \mid 0 \leq n\}$ as follows:
 - Read all 0's and place them on a stack
 - Read all 1's and match with the corresponding 0's on the stack

Only need two states to do this in a PDA

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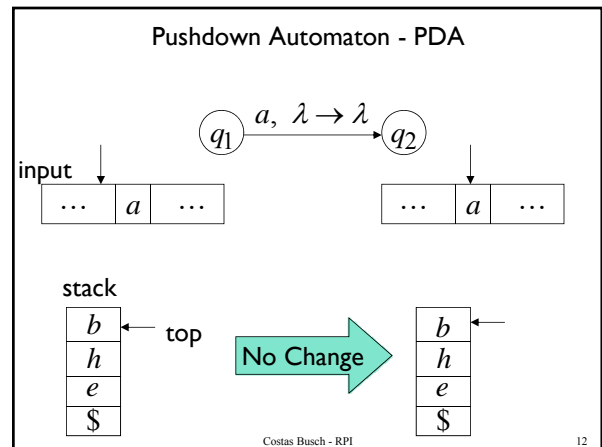
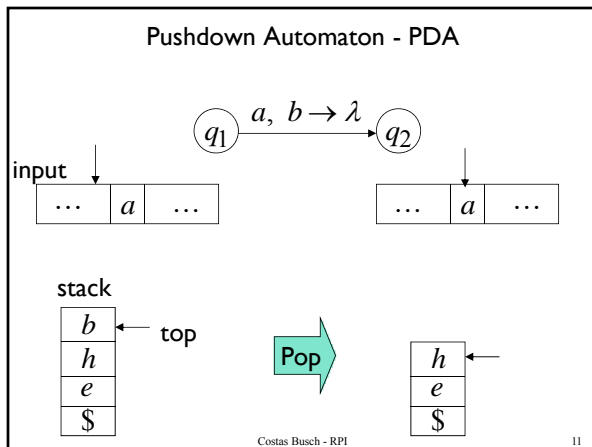
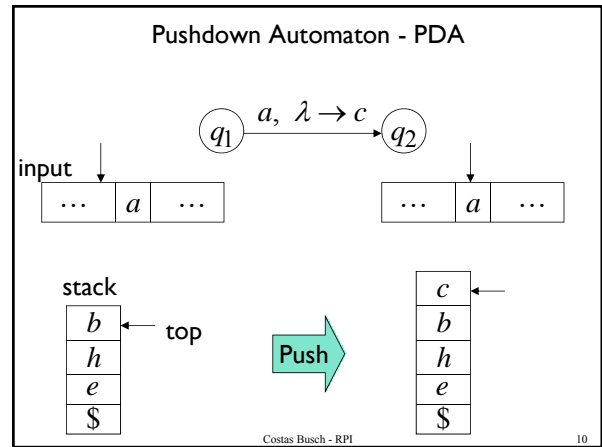
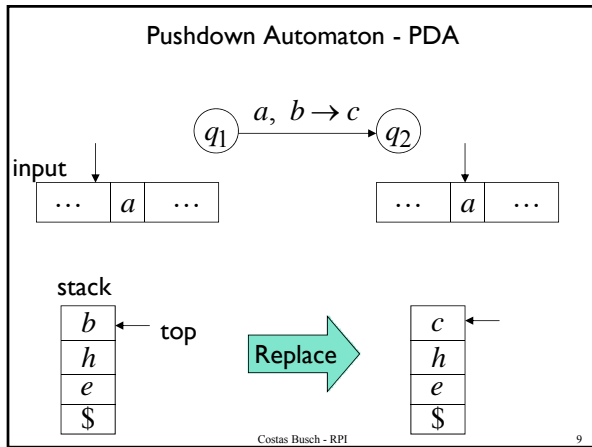
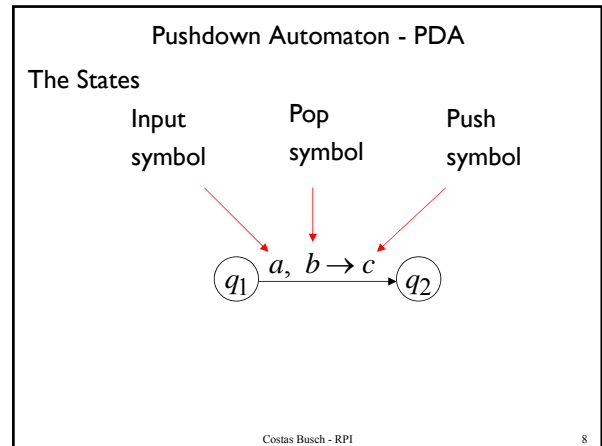
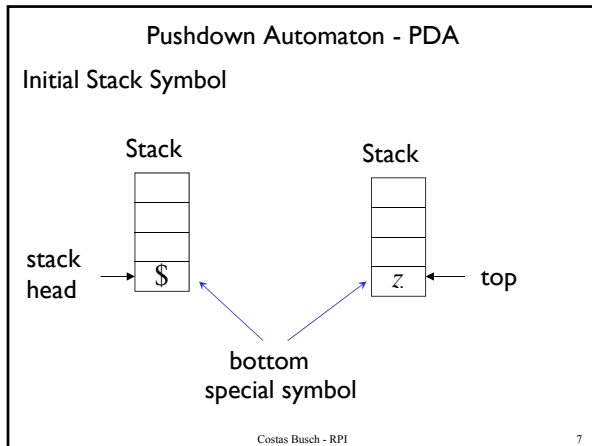
Formal Definition of a PDA

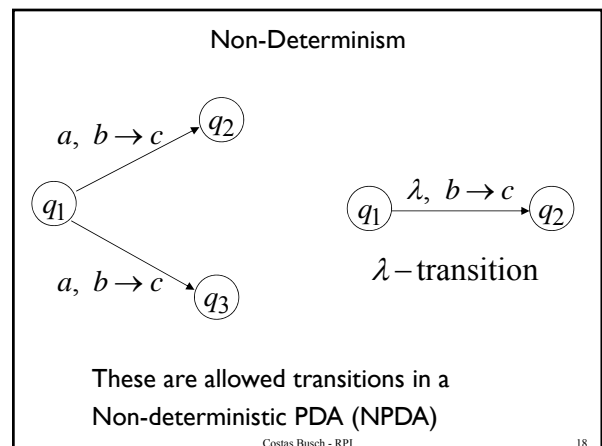
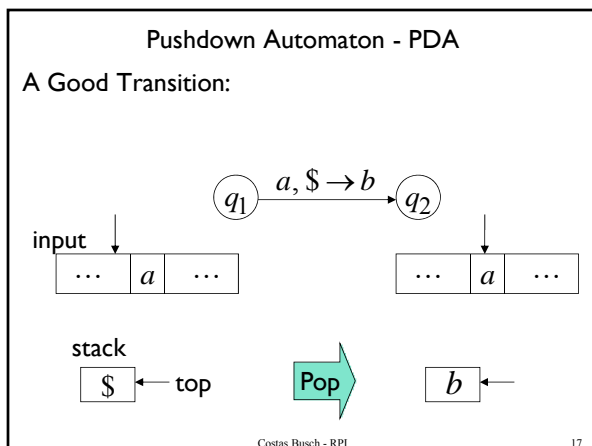
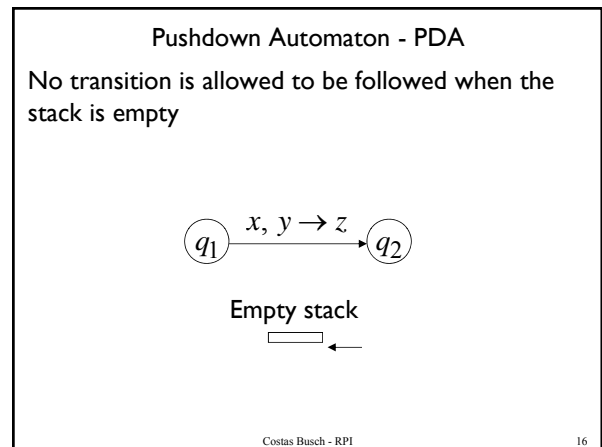
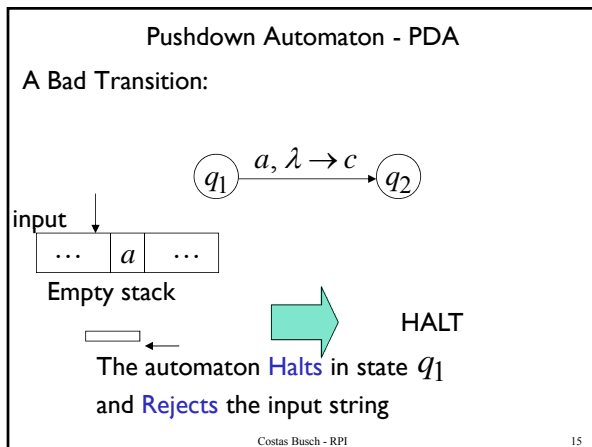
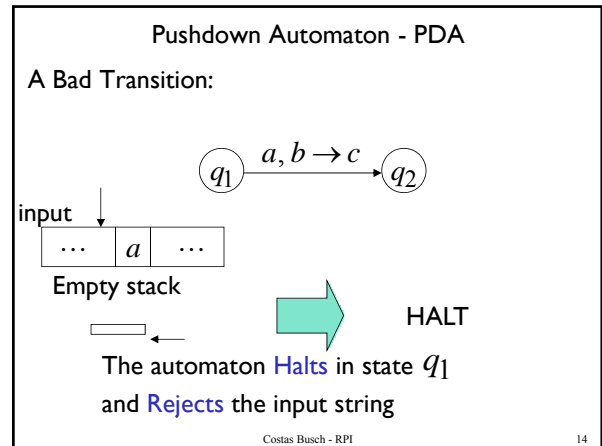
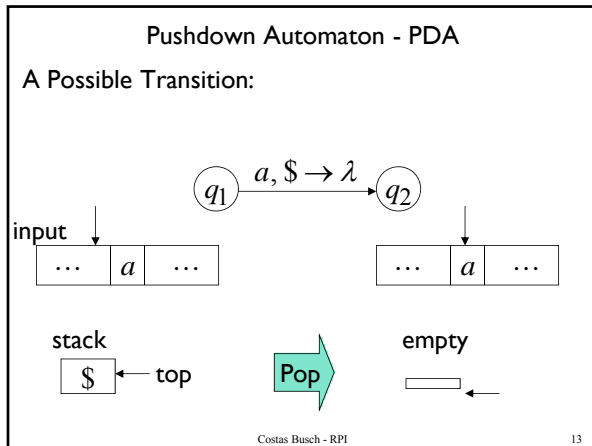
A **pushdown automaton (PDA)** is a seven-tuple:

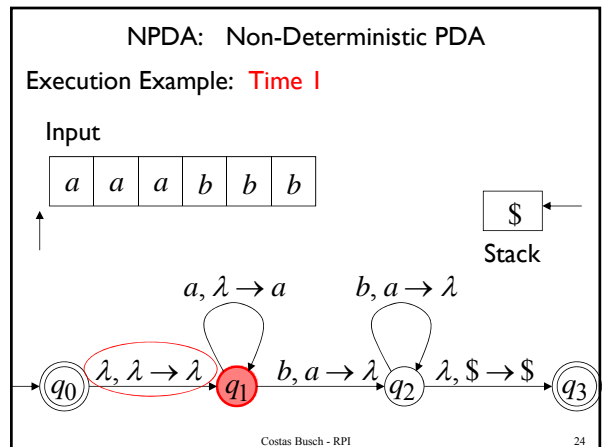
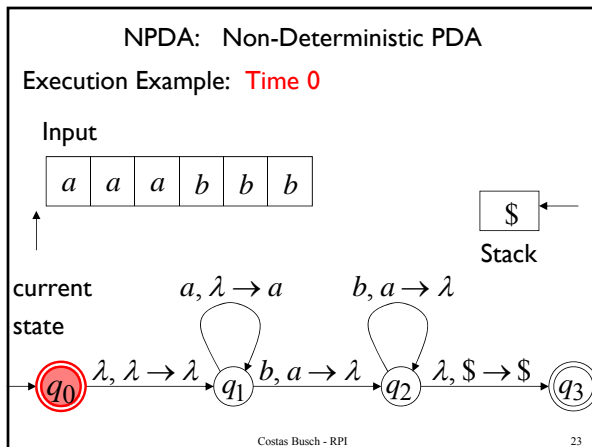
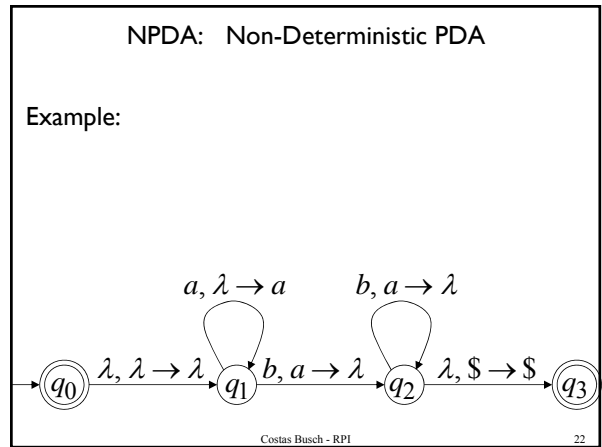
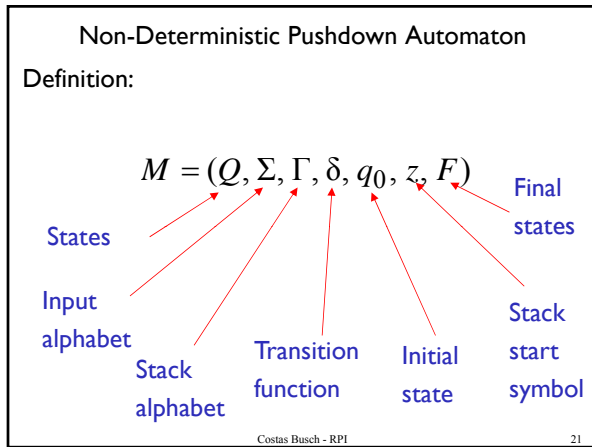
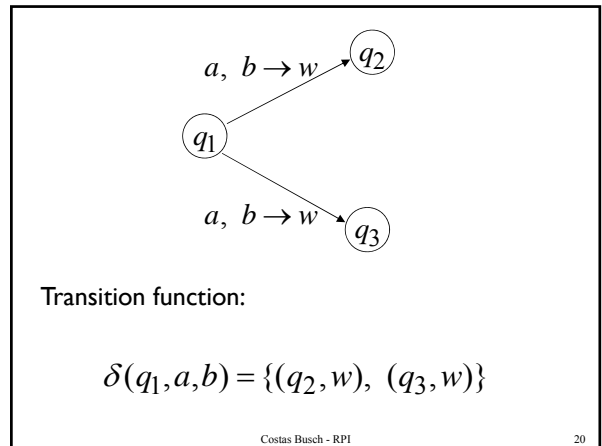
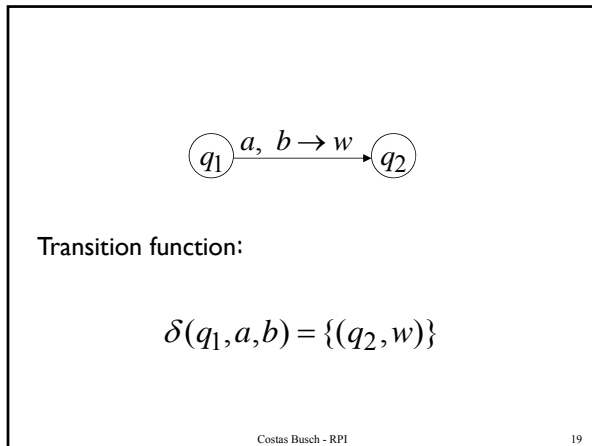
$M = (Q, \Sigma, \Gamma, \delta, q_0, z_0, F)$

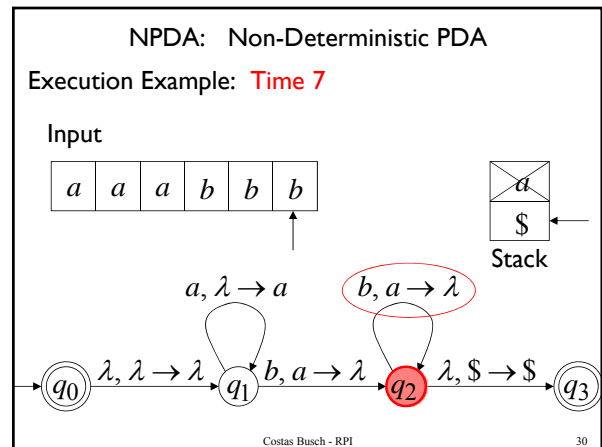
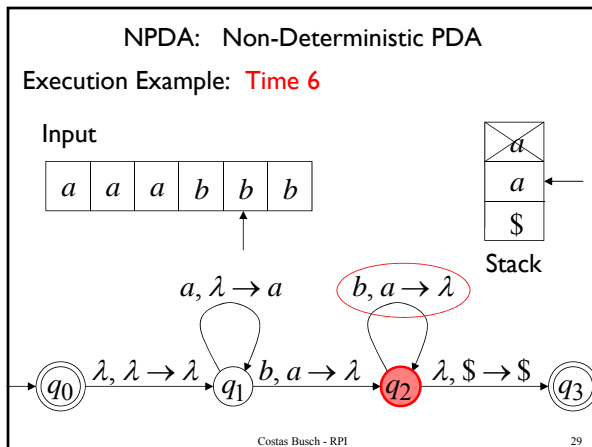
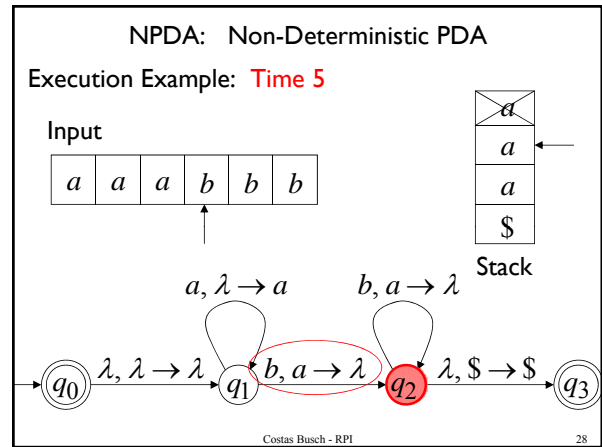
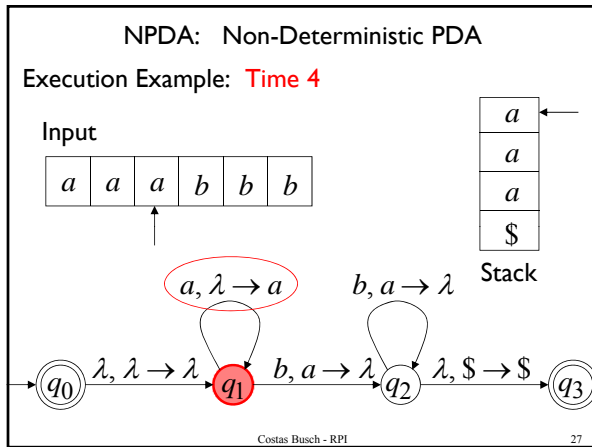
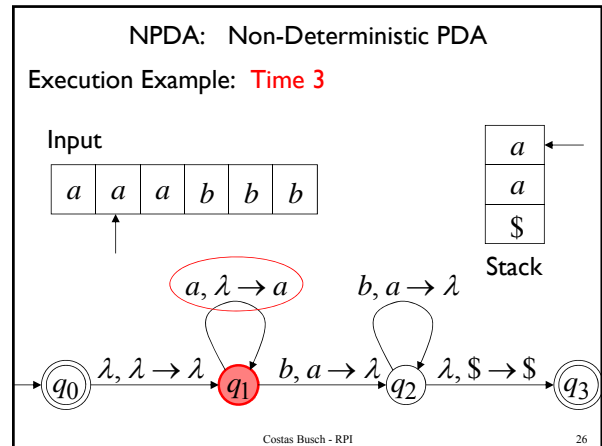
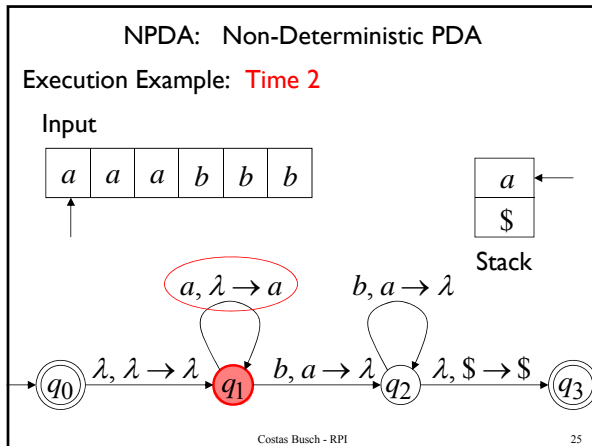
- Q A finite set of states
- Σ A finite input alphabet
- Γ A finite stack alphabet
- q_0 The initial/starting state, q_0 is in Q
- z_0 A starting stack symbol, is in Γ
- F A set of final/accepting states, which is a subset of Q
- δ A transition function, where
 $\delta: Q \times (\Sigma \cup \{\epsilon\}) \times \Gamma \rightarrow \text{finite subsets of } Q \times \Gamma^*$

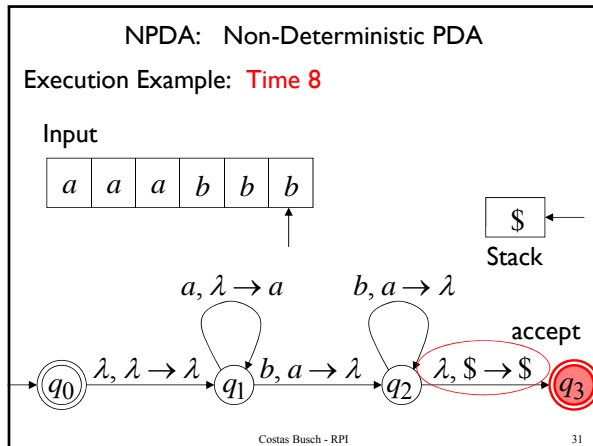
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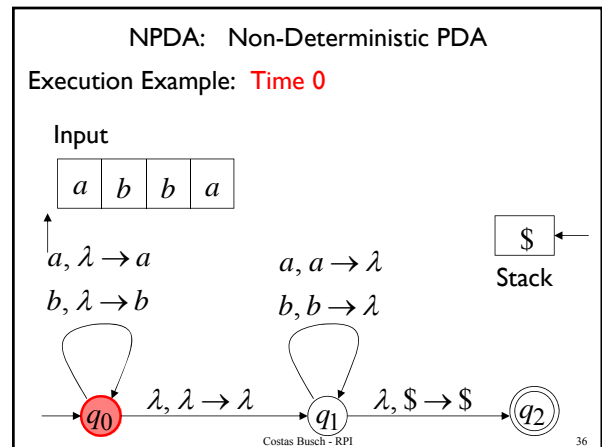
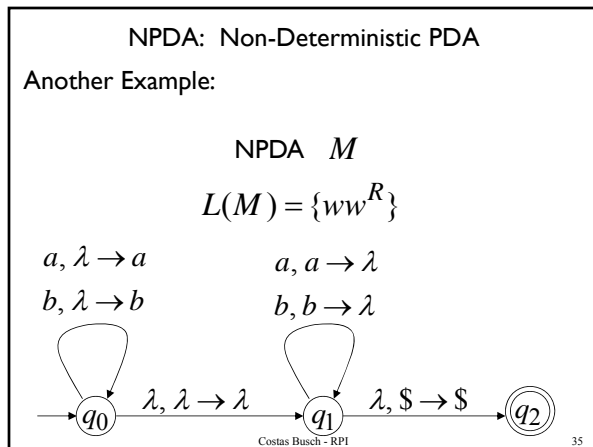
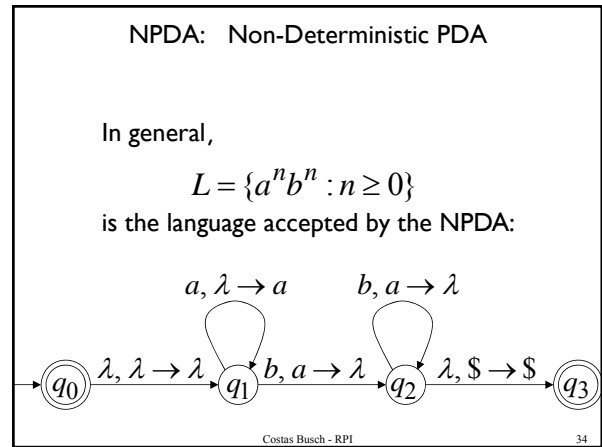
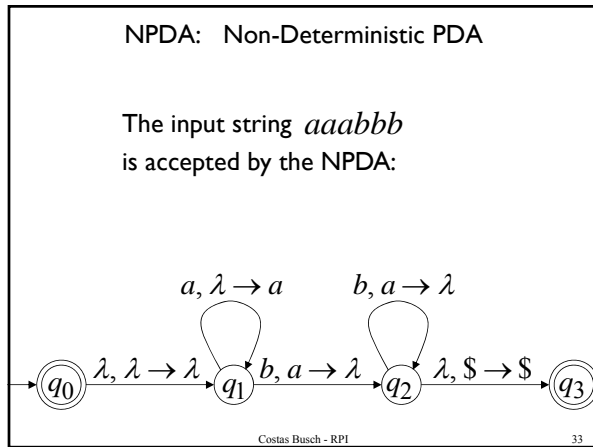


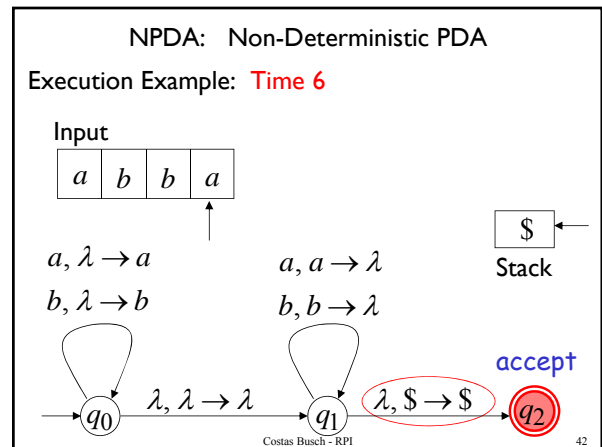
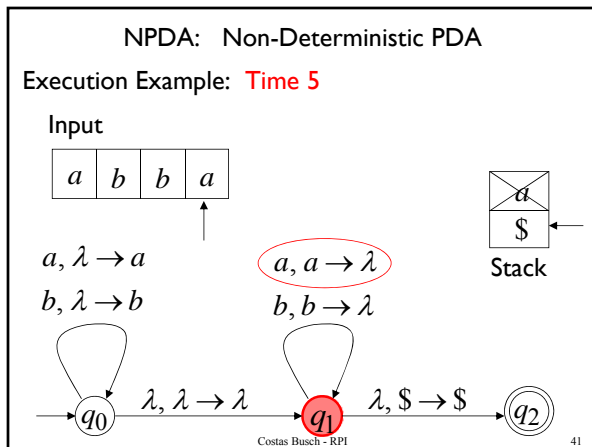
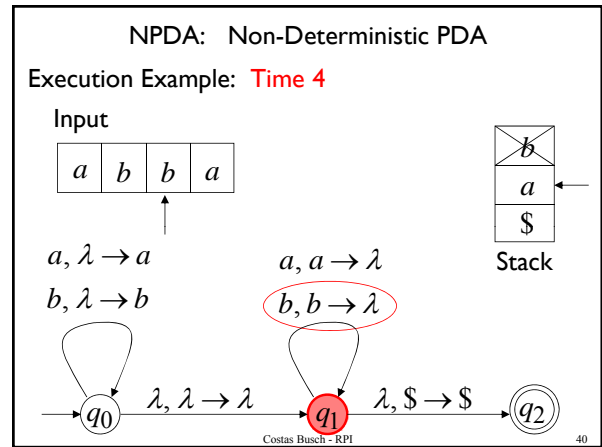
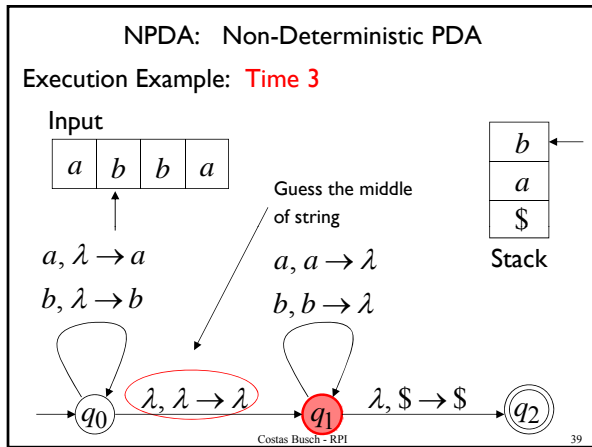
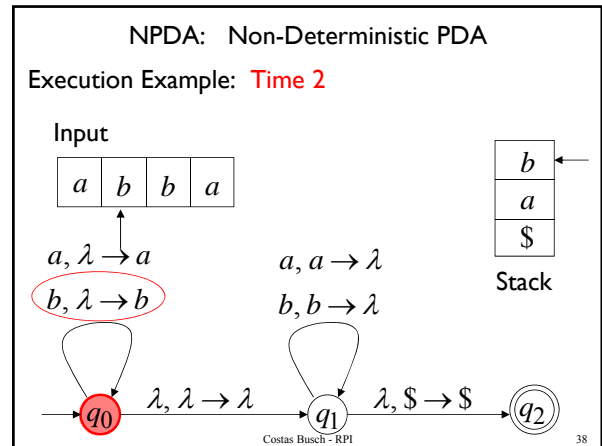
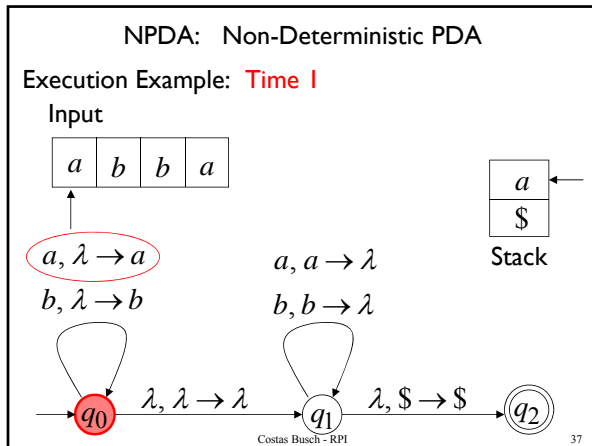


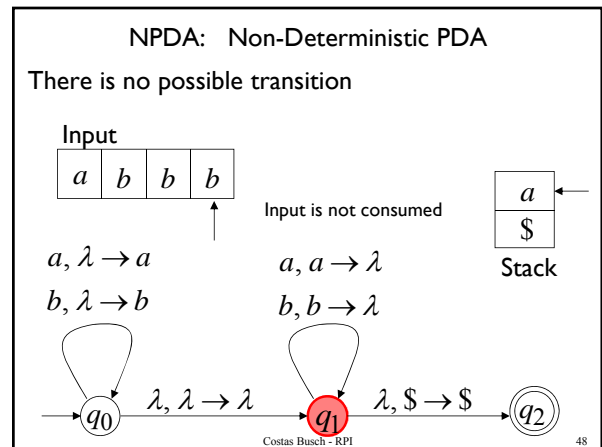
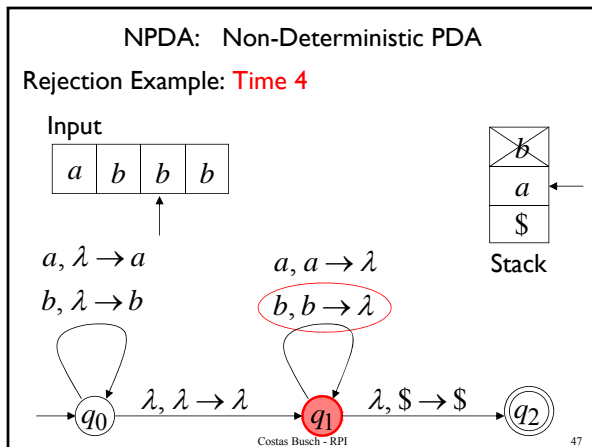
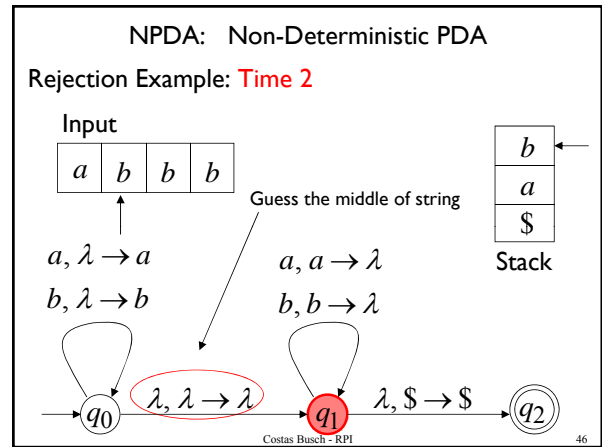
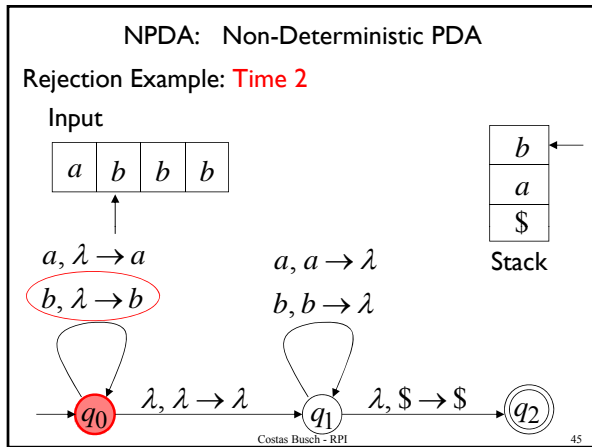
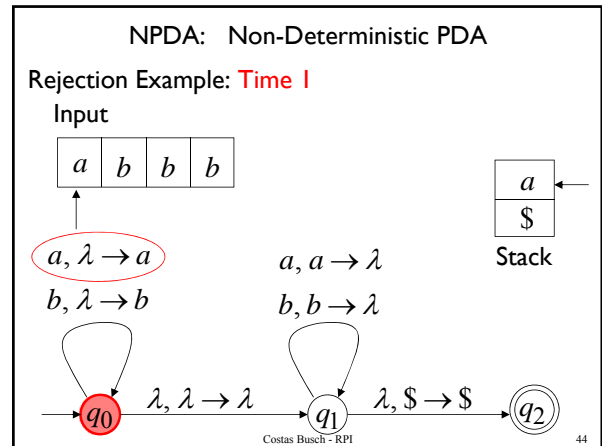
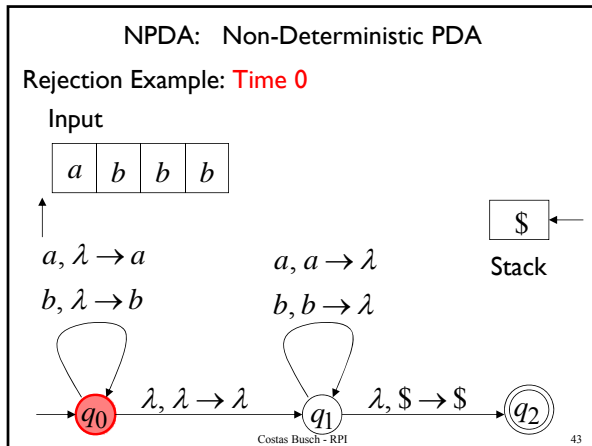


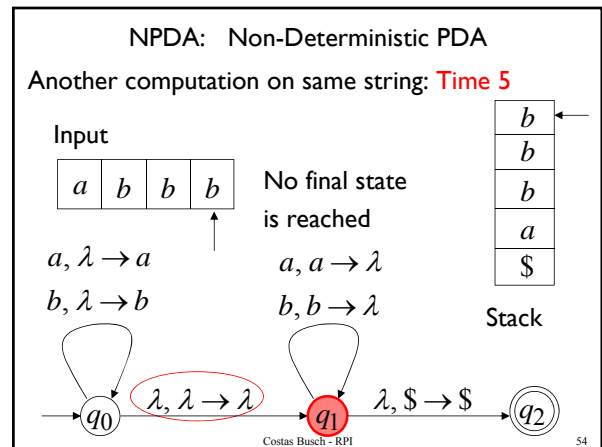
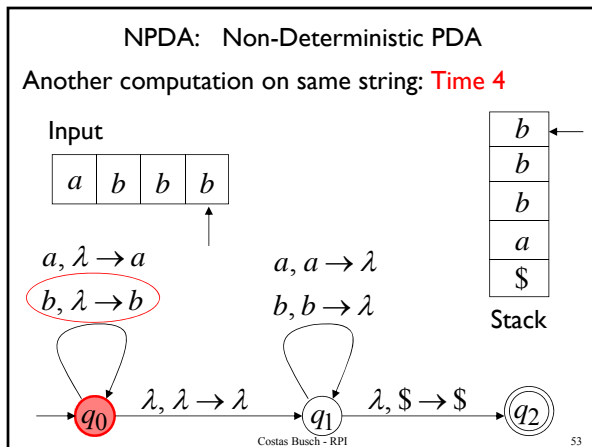
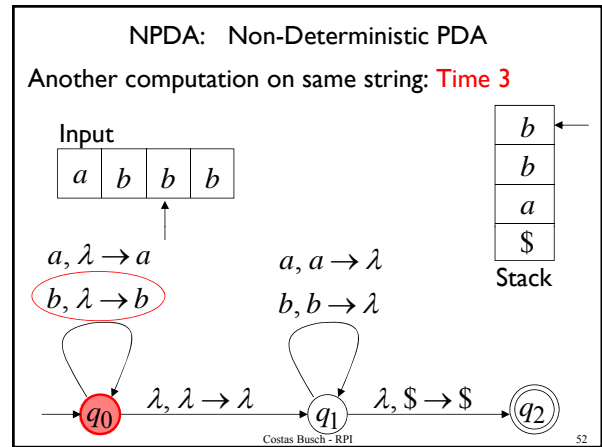
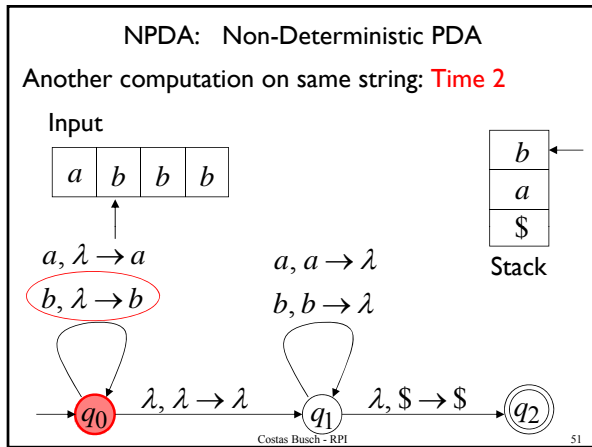
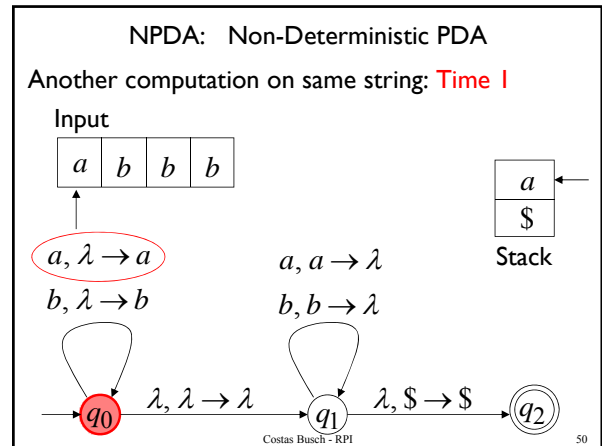
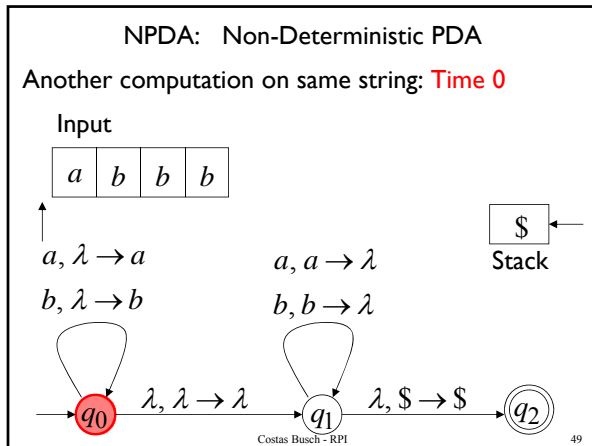


- NPDA: Non-Deterministic PDA
- A string is accepted if there is a computation such that:
 - All the input is consumed and the last state is a final state
 - At the end of the computation, we do not care about the stack contents
- Costas Busch - RPI 32









NPDA: Non-Deterministic PDA

There is no computation that accepts string $abbb$

$$abbb \notin L(M)$$

$a, \lambda \rightarrow a$ $a, a \rightarrow \lambda$
 $b, \lambda \rightarrow b$ $b, b \rightarrow \lambda$

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NPDA: Non-Deterministic PDA

A string is rejected if there is no computation such that all the input is consumed AND the last state is a final state

At the end of the computation, we do not care about the stack contents

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NPDA: Non-Deterministic PDA

A string is rejected if in every computation with this string:

- The input cannot be consumed
- OR
- The input is consumed and the last state is not a final state
- OR
- The stack head moves below the bottom of the stack

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NPDA: Non-Deterministic PDA

Another NPDA Example:

NPDA M

$$L(M) = \{a^n b^m : n \geq m - 1\}$$

$a, \lambda \rightarrow a$
 $b, a \rightarrow \lambda$

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NPDA: Non-Deterministic PDA

Execution Example: **Time 0**

Input:

a	a	b
---	---	---

Stack:

\$

$a, \lambda \rightarrow a$
 $b, a \rightarrow \lambda$
 $b, \$ \rightarrow \lambda$

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NPDA: Non-Deterministic PDA

Execution Example: **Time 1**

Input:

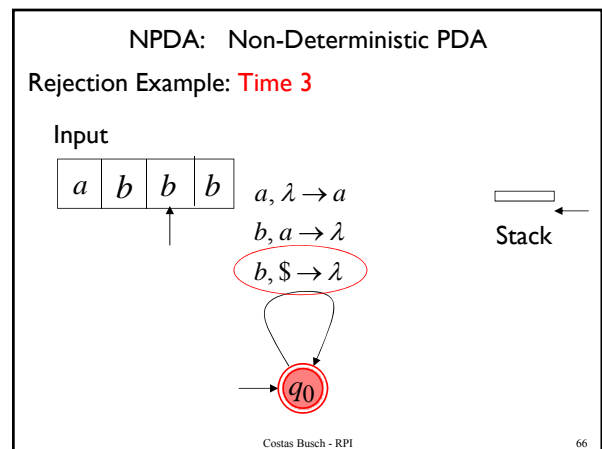
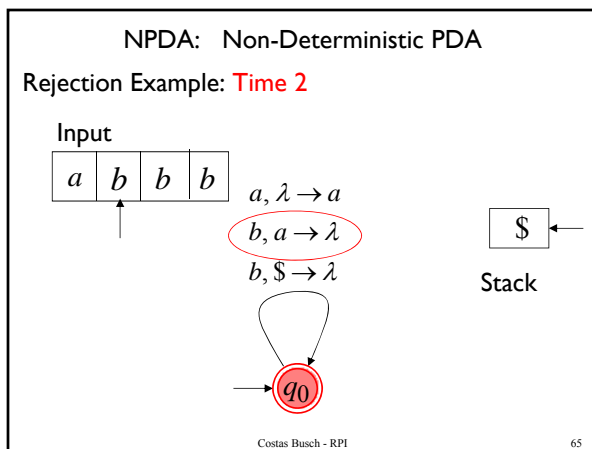
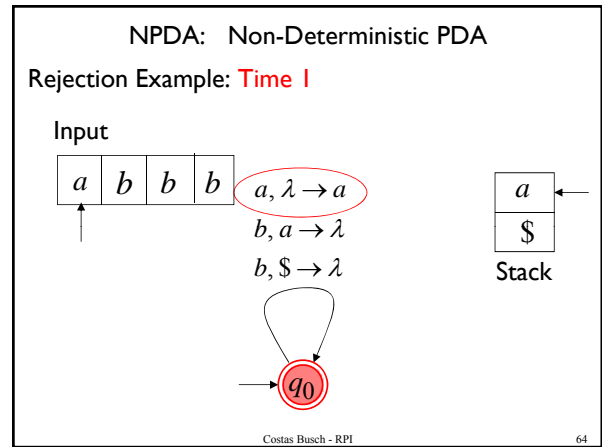
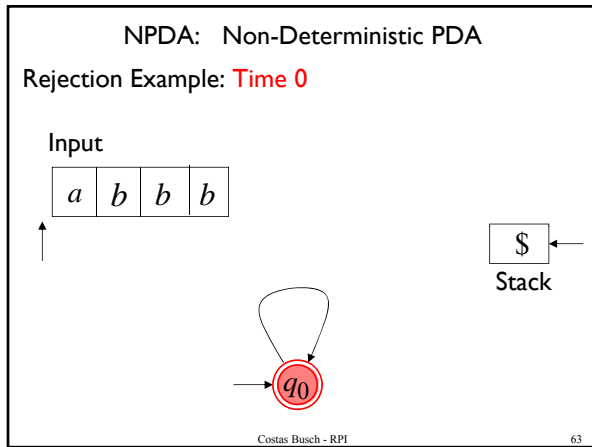
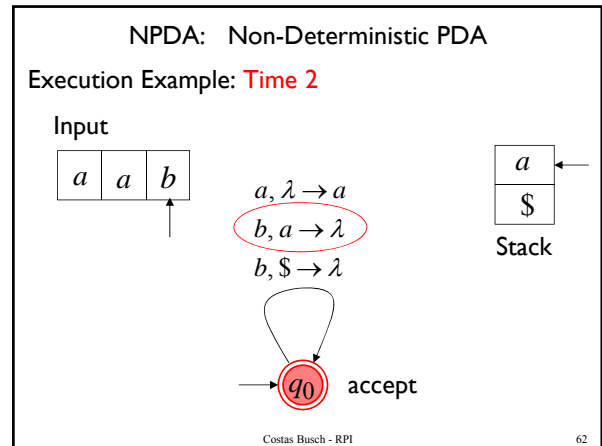
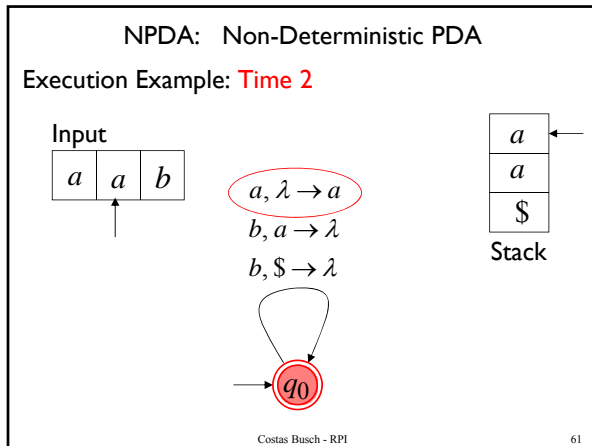
a	a	b
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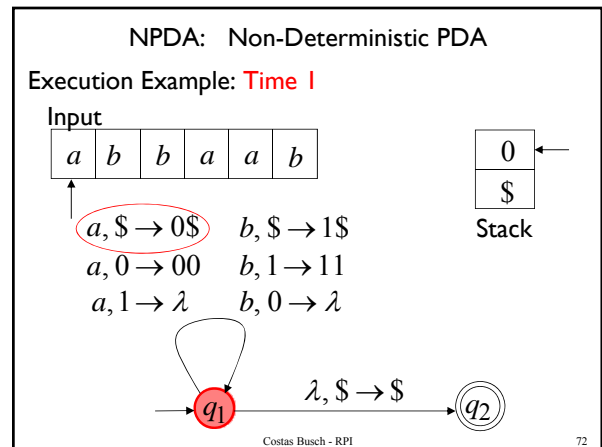
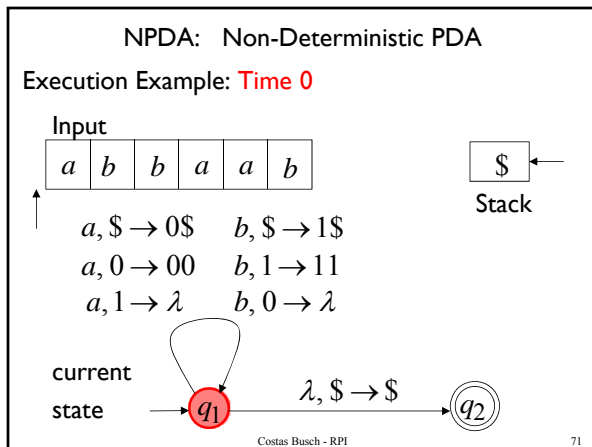
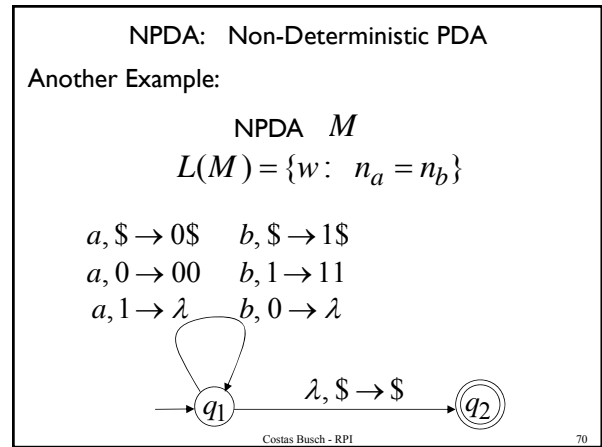
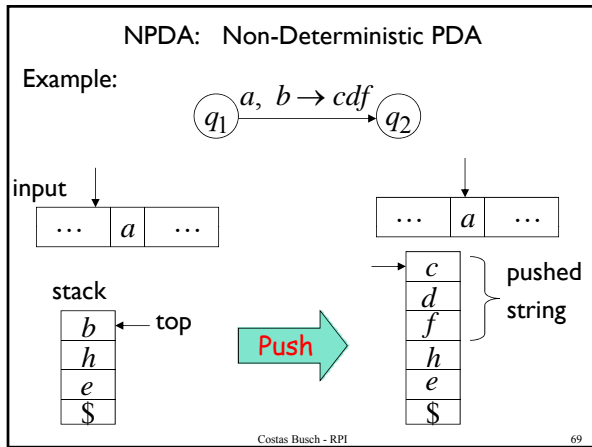
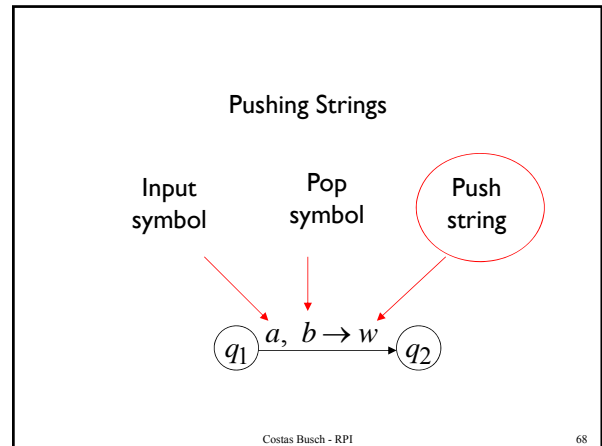
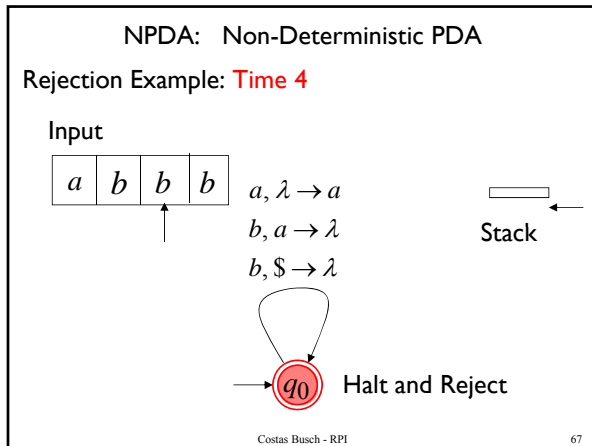
Stack:

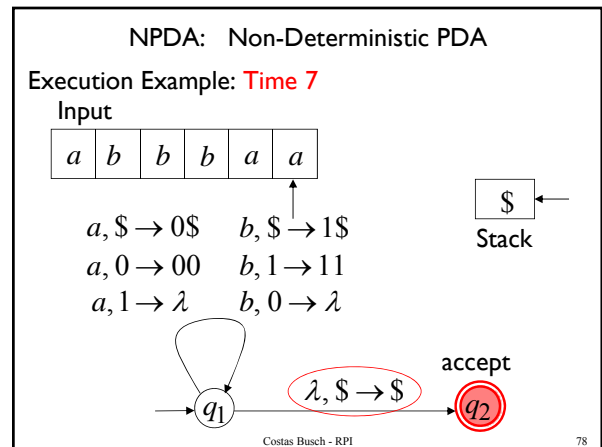
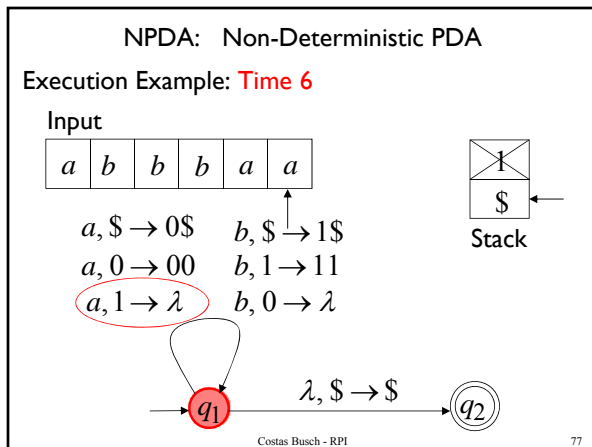
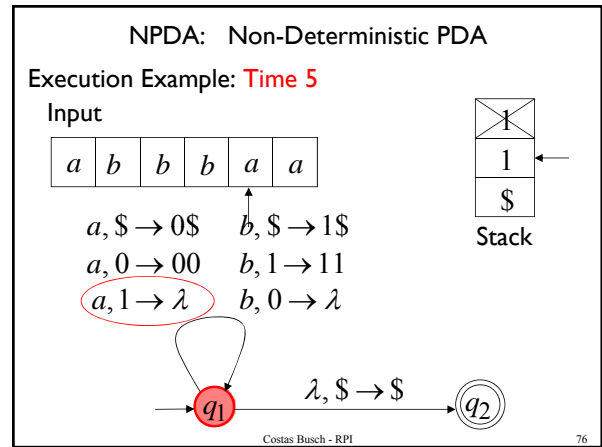
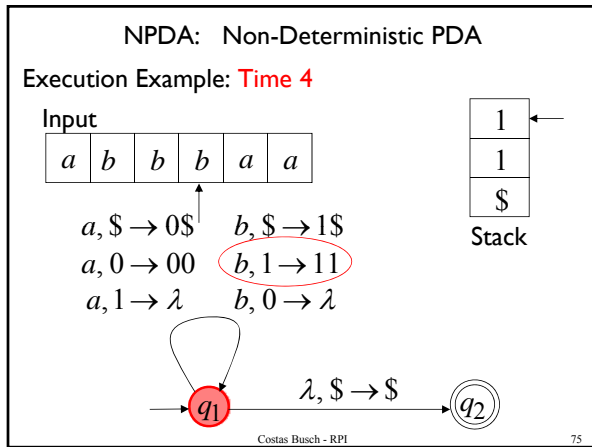
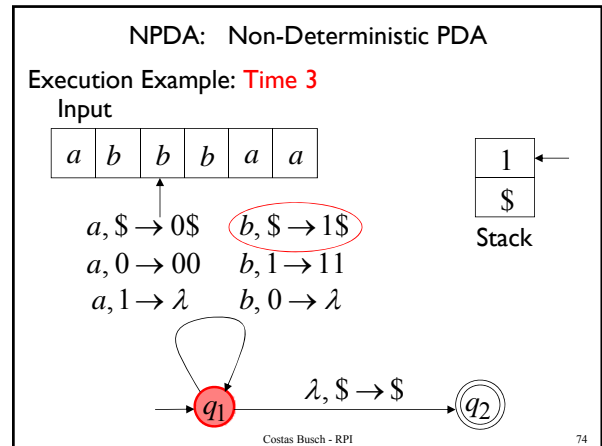
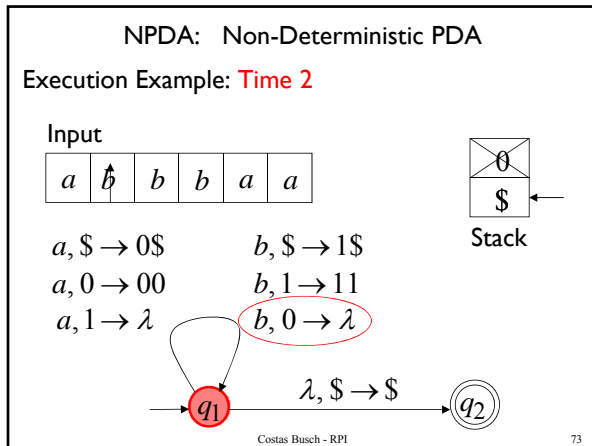
a
\$

$a, \lambda \rightarrow a$
 $b, a \rightarrow \lambda$ (circled in red)
 $b, \$ \rightarrow \lambda$

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Execution Example: **Time 8**

Input

a	b	b	b	a	a
---	---	---	---	---	---

$a, \$ \rightarrow 0\$$ $b, \$ \rightarrow 1\$$
 $a, 0 \rightarrow 00$ $b, 1 \rightarrow 11$
 $a, 1 \rightarrow \lambda$ $b, 0 \rightarrow \lambda$

Stack: $\$$

$q_1 \xrightarrow{\lambda, \$ \rightarrow \$} q_2$ (accept)

Costas Busch - RPI 79

Formalities for NPDAs

Costas Busch - RPI 80

$q_1 \xrightarrow{a, b \rightarrow w} q_2$

Transition function:

$$\delta(q_1, a, b) = \{(q_2, w)\}$$

Costas Busch - RPI 81

$q_1 \xrightarrow{a, b \rightarrow w} q_2$
 $q_1 \xrightarrow{a, b \rightarrow w} q_3$

Transition function:

$$\delta(q_1, a, b) = \{(q_2, w), (q_3, w)\}$$

Costas Busch - RPI 82

Instantaneous Description

(q, u, s)

Current state $\rightarrow q$
 Remaining input $\rightarrow u$
 Current stack contents $\rightarrow s$

Costas Busch - RPI 83

Instantaneous Description

Example: $(q_1, bbb, aaa\$)$

Time 4:

Input:

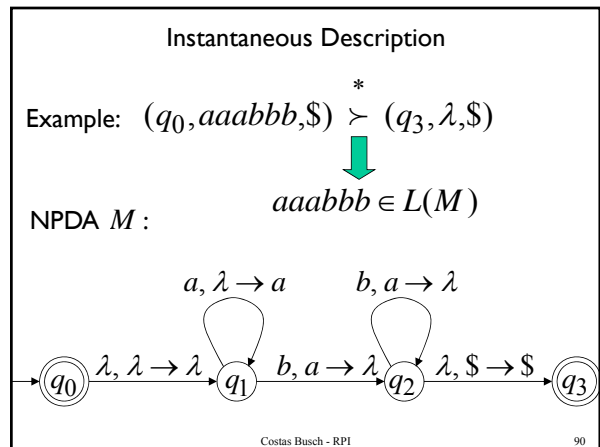
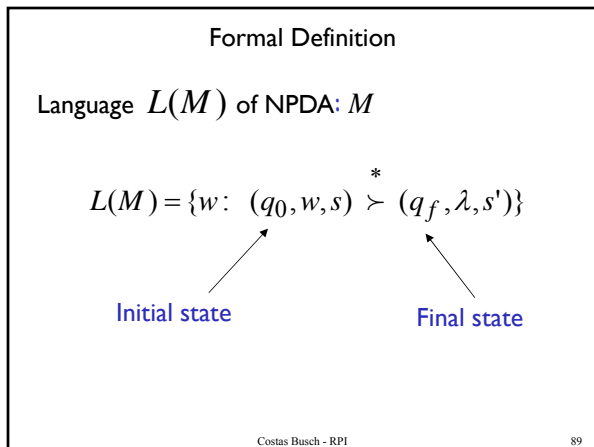
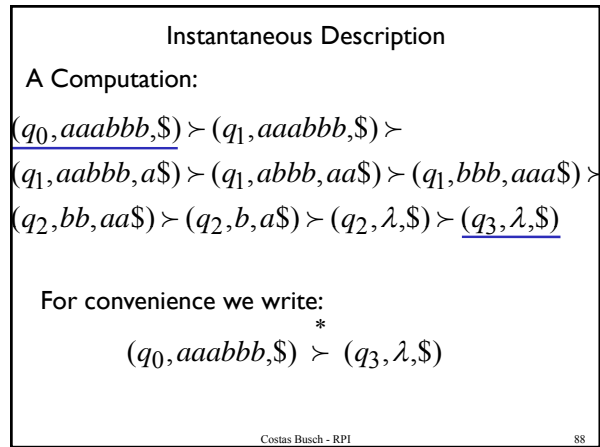
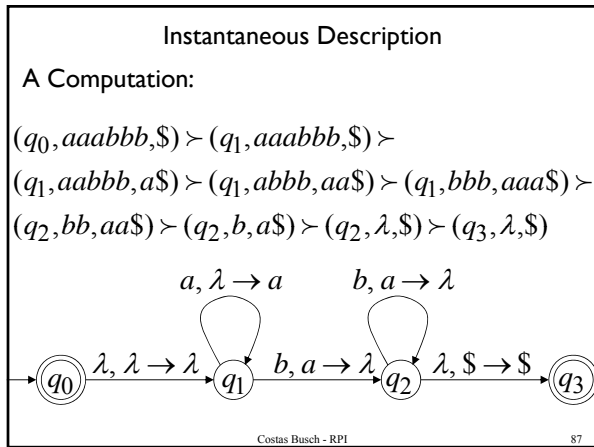
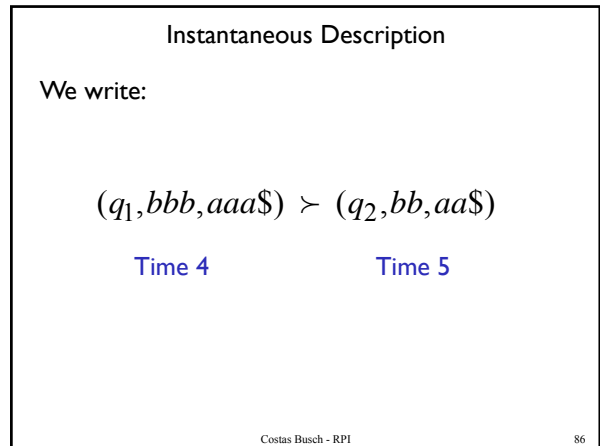
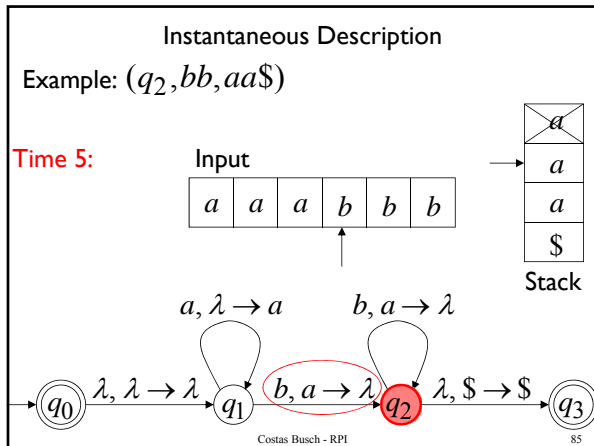
a	a	a	b	b	b
---	---	---	---	---	---

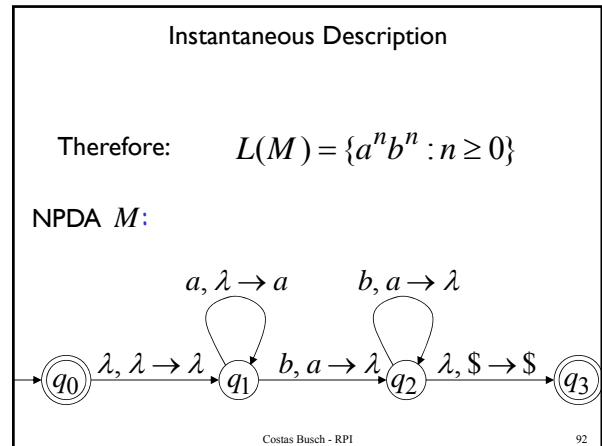
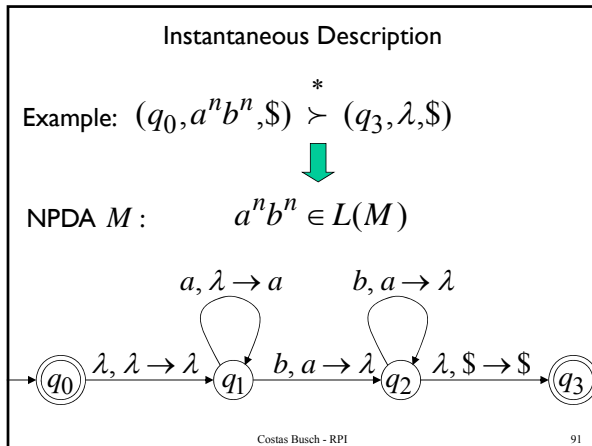
Stack:

a
a
a
\$

$q_0 \xrightarrow{\lambda, \lambda \rightarrow \lambda} q_1 \xrightarrow{a, \lambda \rightarrow a} q_1 \xrightarrow{b, a \rightarrow \lambda} q_2 \xrightarrow{\lambda, \$ \rightarrow \$} q_3$

Costas Busch - RPI 84





- Examples of PDAs
- Design a PDA whose language is $\{a^m b^n c^n d^m \mid m \geq 0, n \geq 0\}$.
 - Design a PDA whose language is $\{a^m b^m c^n d^n \mid m \geq 0, n \geq 0\}$.
 - Design a PDA whose language is $\{a^m b^n c^p d^q \mid m + n = p + q\}$.
 - Design a PDA whose language is $\{a^m b^n c^k \mid m = n \text{ or } m = k\}$.