

Pushdown automata

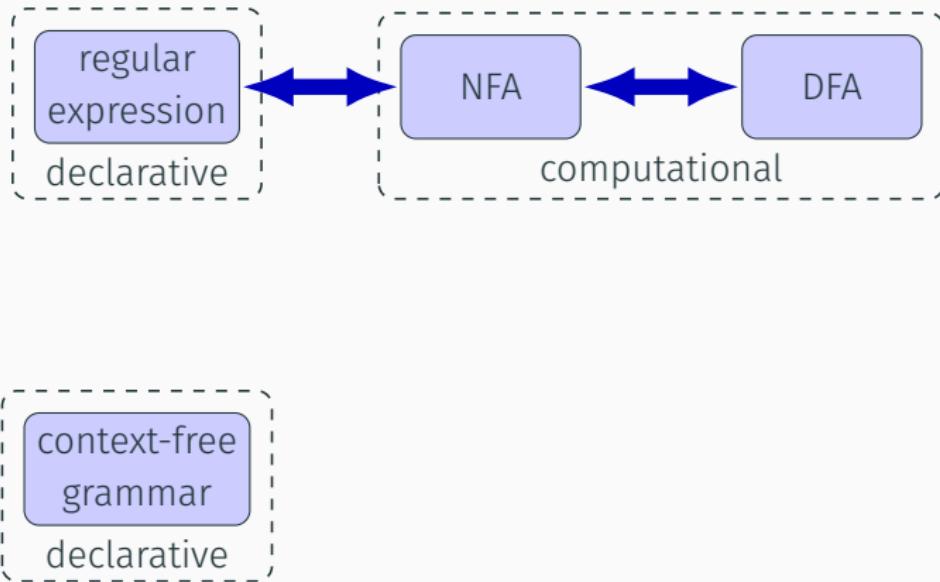
CSCI 3130 Formal Languages and Automata Theory

Siu On CHAN

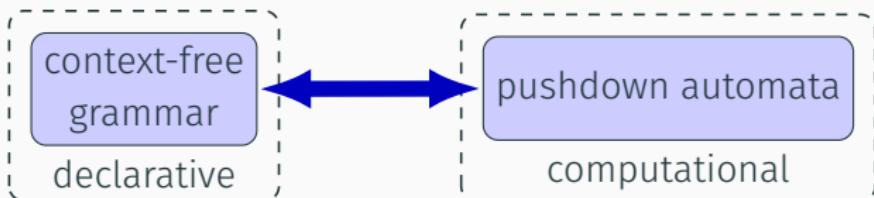
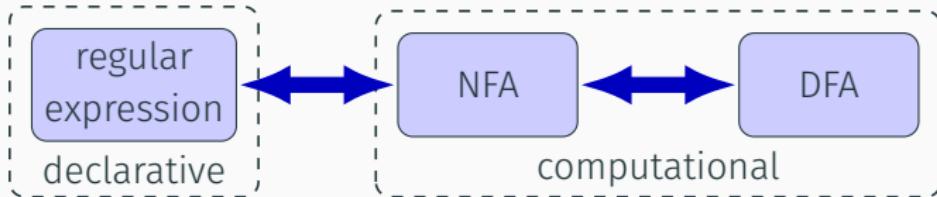
Fall 2018

Chinese University of Hong Kong

Declarative vs imperative/computational

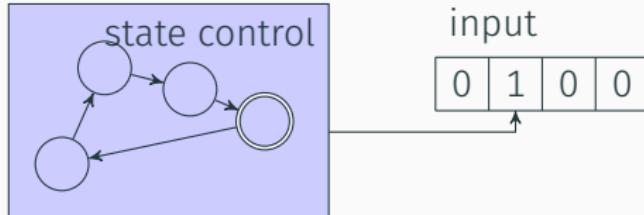


Declarative vs imperative/computational

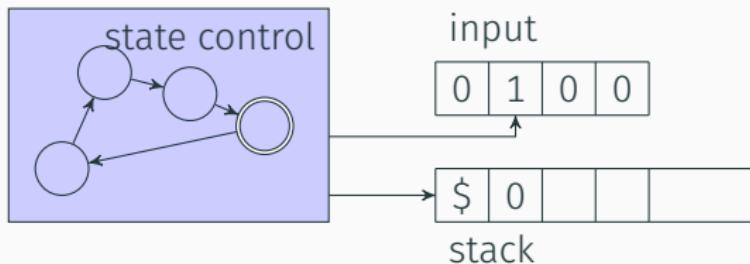


NFA vs pushdown automaton

NFA:

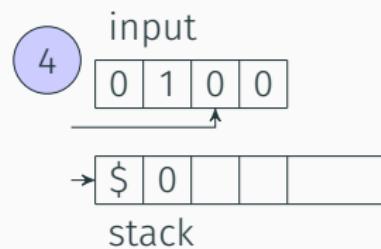
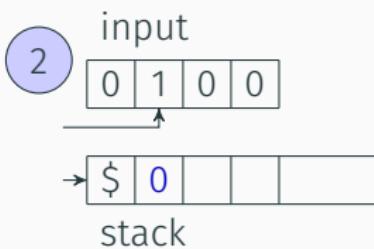
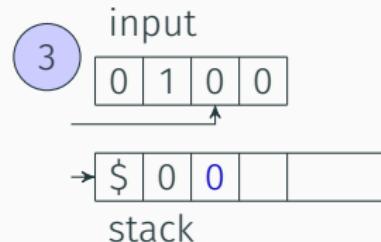
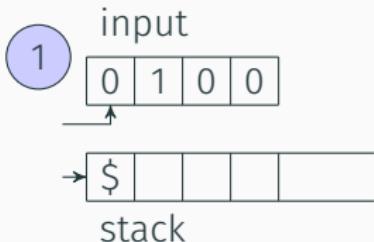


PDA:



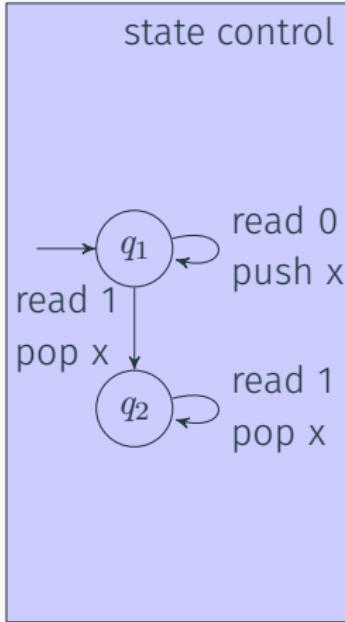
A pushdown automaton (PDA) is like an NFA but with an infinite **stack**

Pushdown automata



As the PDA reads the input, it can **push/pop** symbols from the **top of the stack**

Building a PDA



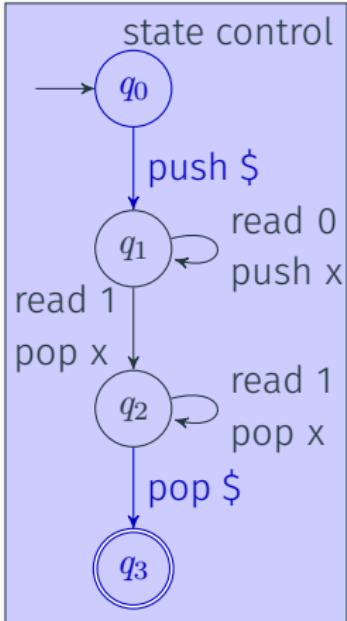
$$L = \{0^n 1^n \mid n \geq 1\}$$

Remember each 0 by **pushing** x onto the stack

Upon reading a 1, **pop** x from the stack

We want to accept when the hit the stack bottom

Building a PDA



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

Remember each 0 by pushing x onto the stack

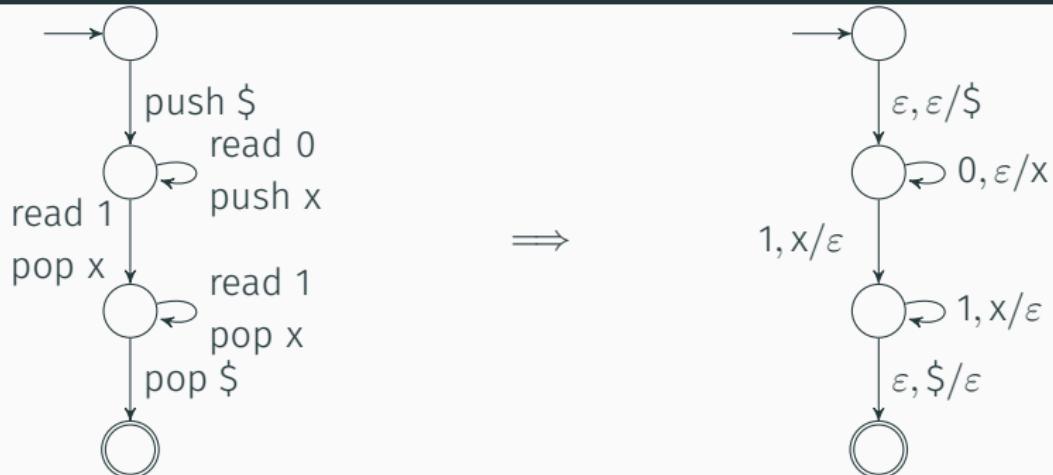
Upon reading a 1, pop x from the stack

We want to accept when the hit the stack bottom

Use \\$ to mark the stack bottom

Example input: 000111

Notation for PDAs



read a , pop b / push c

If next symbol is a and top of stack is b , then pop b and push c

If $a = \epsilon$, don't read the next symbol

If $b = \epsilon$, don't pop the next symbol

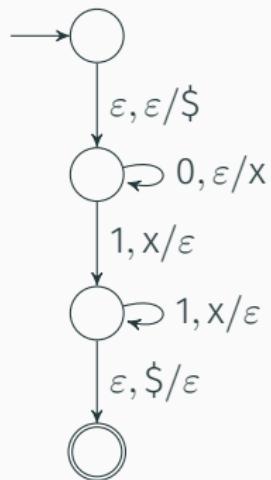
Definition of PDA

A pushdown automaton is $(Q, \Sigma, \Gamma, \delta, q_0, F)$ where:

- Q is a finite set of **states**
- Σ is the **input alphabet**
- Γ is the **stack alphabet**
- $q_0 \in Q$ is the **initial state**
- $F \subseteq Q$ is the set of **accepting states**
- δ is the **transition function**

$$\delta : \begin{matrix} Q \\ \text{state} \end{matrix} \times \begin{matrix} (\Sigma \cup \{\varepsilon\}) \\ \text{input symbol} \end{matrix} \times \begin{matrix} (\Gamma \cup \{\varepsilon\}) \\ \text{pop symbol} \end{matrix} \rightarrow \text{subsets of } \left\{ \begin{matrix} Q \\ \text{state} \end{matrix} \times \begin{matrix} (\Gamma \cup \{\varepsilon\}) \\ \text{push symbol} \end{matrix} \right\}$$

Example



$$\Sigma = \{0, 1\}$$

$$\Gamma = \{\$, x\}$$

$$\delta(q_0, \varepsilon, \varepsilon) = \{(q_1, \$)\}$$

$$\delta(q_0, \varepsilon, \$) = \emptyset$$

$$\delta(q_0, \varepsilon, x) = \emptyset$$

$$\delta(q_0, 0, \varepsilon) = \emptyset$$

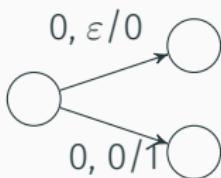
⋮

$$\delta : \begin{matrix} Q \\ \text{state} \end{matrix} \times (\Sigma \cup \{\varepsilon\}) \times (\Gamma \cup \{\varepsilon\}) \rightarrow \text{subsets of } \left\{ \begin{matrix} Q \\ \text{state} \end{matrix} \times (\Gamma \cup \{\varepsilon\}) \right\} \begin{matrix} \\ \text{push symbol} \end{matrix}$$

The language of PDA

A PDA is **nondeterministic**

multiple possible transitions on same input/pop symbol allowed



Transitions **may** but **do not have to** push or pop

The **language** of a PDA is the set of all strings in Σ^*
that make the PDA stop at an accepting state

Example 1

$$L = \{w\#w^R \mid w \in \{0,1\}^*\}$$

$$\Sigma = \{0, 1, \#\}$$

$$\Gamma = \{0, 1, \$\}$$

$\#, 0\#0, 01\#10$ in L

$\epsilon, 01\#1, 0##0$ not in L

Example 1

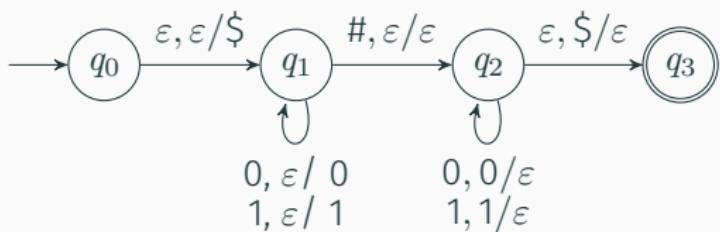
$$L = \{w\#w^R \mid w \in \{0,1\}^*\}$$

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#, 0#0, 01#10 in L

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ϵ , 01#1, 0##0 not in L



write w on stack

read w from stack

Example 2

$$L = \{ww^R \mid w \in \Sigma^*\}$$

$$\Sigma = \{0, 1\}$$

$\epsilon, 00, 0110$ in L

$011, 010$ not in L

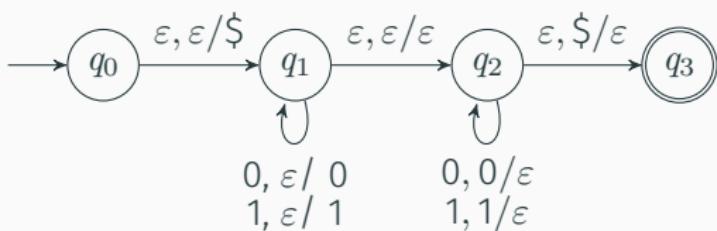
Example 2

$$L = \{ww^R \mid w \in \Sigma^*\}$$

$$\Sigma = \{0, 1\}$$

$\epsilon, 00, 0110$ in L

$011, 010$ not in L



guess middle of string

Example 3

$$L = \{w \in \Sigma^* \mid w = w^R\}$$

$$\Sigma = \{0, 1\}$$

$\varepsilon, 00, 010, 0110$ in L

011 not in L

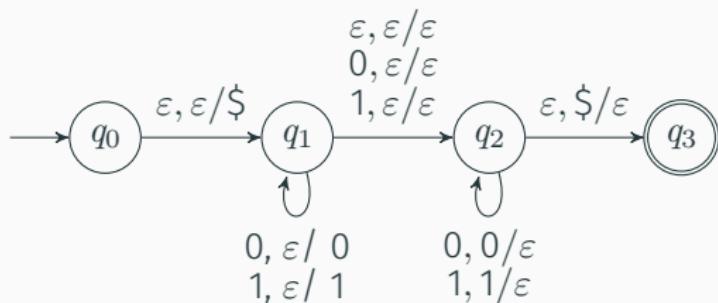
Example 3

$$L = \{w \in \Sigma^* \mid w = w^R\}$$

$$\Sigma = \{0, 1\}$$

$\varepsilon, 00, 010, 0110$ in L

011 not in L



middle symbol can be $\varepsilon, 0$, or 1

$$\underbrace{0010}_x \underbrace{0100}_{x^R} \quad \text{or} \quad \underbrace{0010}_x \underbrace{10100}_{x^R}$$

Example 4

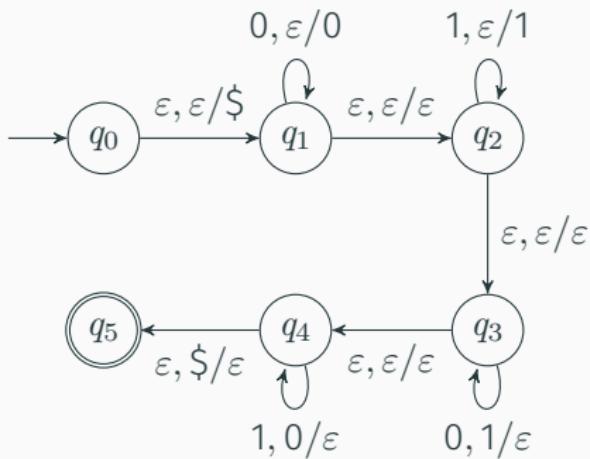
$$L = \{0^n 1^m 0^m 1^n \mid n \geq 0, m \geq 0\}$$

$$\Sigma = \{0, 1\}$$

Example 4

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

$$\Sigma = \{0, 1\}$$



input: $0^n 1^m 0^m 1^n$

stack: $0^n 1^m$

Example 5

$L = \text{same number of 0s and 1s}$

$$\Sigma = \{0, 1\}$$

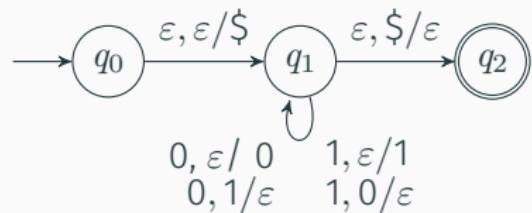
Example 5

$L = \text{same number of 0s and 1s}$

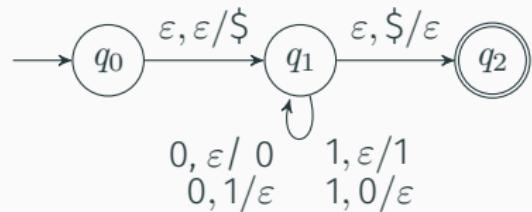
$$\Sigma = \{0, 1\}$$

Keep track of **excess** of 0s or 1s

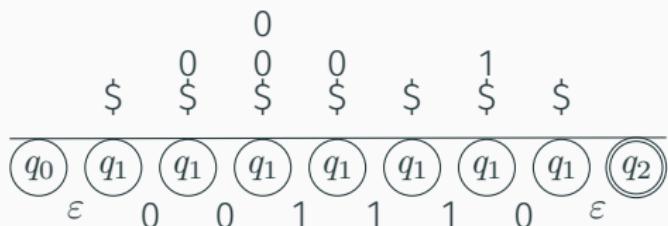
If at the end, the stack is empty, number is equal



Example 5



Example input: 001110

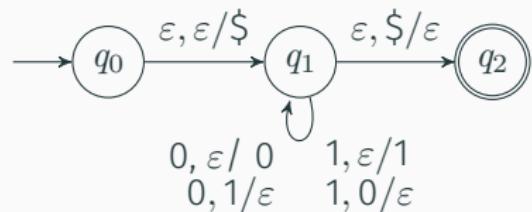


Why does the PDA work?

Example 5

$L = \text{same number of 0s and 1s}$

$$\Sigma = \{0, 1\}$$



Invariant: In **every** execution path,

$$\#1 - \#0 \text{ on stack} = \text{actual } \#1 - \#0 \text{ so far}$$

If $w \notin L$, it must be rejected

Property: In **some** execution path,

stack consists only of 0s or 1s (or is empty)

If $w \in L$, some execution path will accept