CSE 135: Introduction to Theory of Computation Pushdown Automata and Context Free Languages

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- On longer inputs, automaton may have more items in the stack

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- If stack not empty at the end, reject

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- If stack not empty at the end, reject
- Else accept

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▶ e.g. (())() is balanced, but ())() and (() are not

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- e.g. (())() is balanced, but ())() and (() are not
 - On seeing a (push it on the stack
 - On seeing a) pop a (from the stack

 An automaton can use the stack to recognize balanced parenthesis

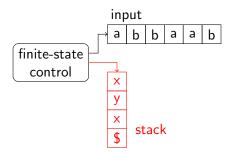
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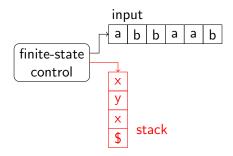
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 - On seeing a (push it on the stack
 - On seeing a) pop a (from the stack
 - If attempt to pop an empty stack, reject
 - If stack not empty at the end, reject
 - Else accept



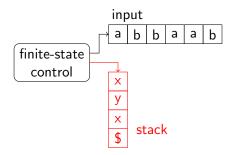
A Pushdown Automaton





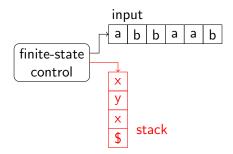
A Pushdown Automaton

• Like an NFA with ϵ -transitions, but with a stack



A Pushdown Automaton

- Like an NFA with ϵ -transitions, but with a stack
 - Stack depth unlimited: not a finite-state machine



A Pushdown Automaton

- Like an NFA with ϵ -transitions, but with a stack
 - Stack depth unlimited: not a finite-state machine
 - Non-deterministic: accepts if any thread of execution accepts

Has a non-deterministic finite-state control

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At every step:

- Has a non-deterministic finite-state control
- At every step:
 - Consume next input symbol (or none)

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- Has a non-deterministic finite-state control
- At every step:
 - Consume next input symbol (or none) and pop the top symbol on stack (or none)

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Based on current state, consumed input symbol and popped stack symbol, do (non-deterministically):

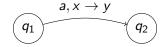
- Has a non-deterministic finite-state control
- At every step:
 - Consume next input symbol (or none) and pop the top symbol on stack (or none)

- Based on current state, consumed input symbol and popped stack symbol, do (non-deterministically):
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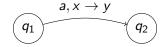
- Based on current state, consumed input symbol and popped stack symbol, do (non-deterministically):
 - 1. push a symbol onto stack (or push none)
 - 2. change to a new state

- Has a non-deterministic finite-state control
- At every step:
 - Consume next input symbol (or none) and pop the top symbol on stack (or none)
 - Based on current state, consumed input symbol and popped stack symbol, do (non-deterministically):
 - 1. push a symbol onto stack (or push none)
 - 2. change to a new state



If at q_1 , with next input symbol *a* and top of stack *x*, then can consume *a*, pop *x*, push *y* onto stack and move to q_2

- Has a non-deterministic finite-state control
- At every step:
 - Consume next input symbol (or none) and pop the top symbol on stack (or none)
 - Based on current state, consumed input symbol and popped stack symbol, do (non-deterministically):
 - 1. push a symbol onto stack (or push none)
 - 2. change to a new state



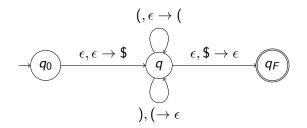
If at q_1 , with next input symbol *a* and top of stack *x*, then can consume *a*, pop *x*, push *y* onto stack and move to q_2 (any of a, x, y may be ϵ)

Pushdown Automata (PDA): Formal Definition

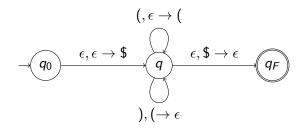
A PDA $P = (Q, \Sigma, \Gamma, \delta, q_0, F)$ where

- Q = Finite set of states
- Σ = Finite input alphabet
- Γ = Finite stack alphabet
- ▶ q₀ = Start state
- $F \subseteq Q = \text{Accepting/final states}$
- $\blacktriangleright \ \delta: Q \times (\Sigma \cup \{\epsilon\}) \times (\Gamma \cup \{\epsilon\}) \to \mathcal{P}(Q \times (\Gamma \cup \{\epsilon\}))$

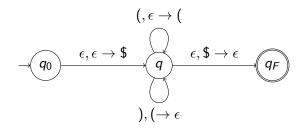
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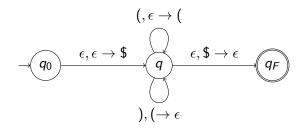


First push a "bottom-of-the-stack" symbol \$ and move to q



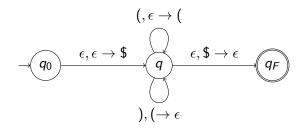
First push a "bottom-of-the-stack" symbol \$ and move to q

On seeing a (push it onto the stack



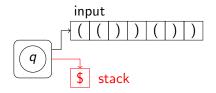
First push a "bottom-of-the-stack" symbol \$ and move to q

- On seeing a (push it onto the stack
- On seeing a) pop if a (is in the stack

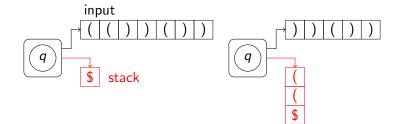


First push a "bottom-of-the-stack" symbol \$ and move to q

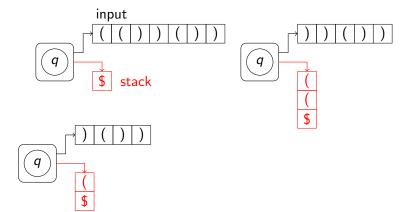
- On seeing a (push it onto the stack
- On seeing a) pop if a (is in the stack
- Pop \$ and move to final state q_F



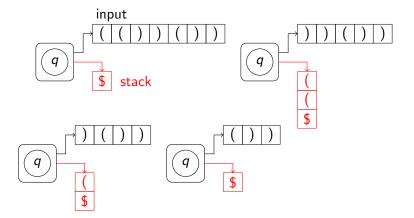




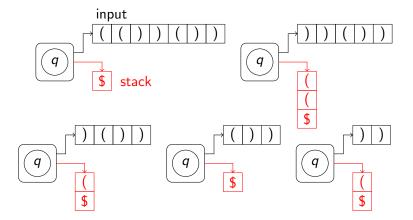




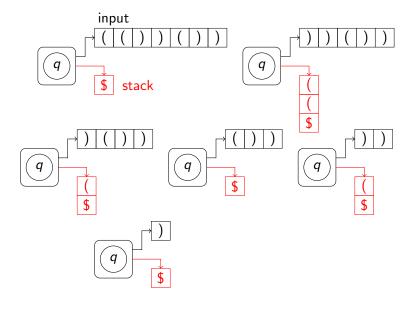
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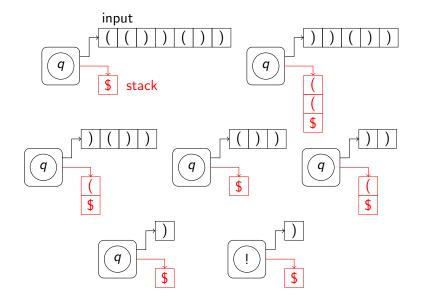


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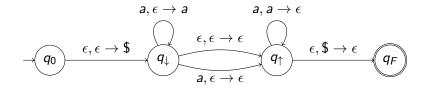


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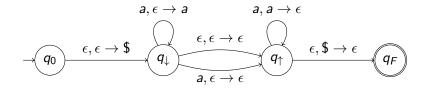




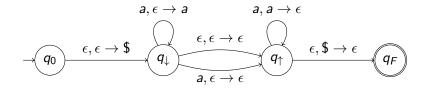
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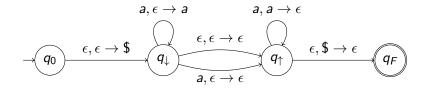


First push a "bottom-of-the-stack" symbol \$ and move to a pushing state



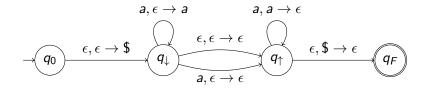
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Push input symbols onto the stack



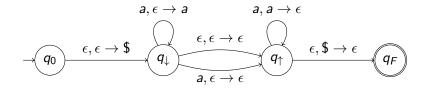
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- Push input symbols onto the stack
- Non-deterministically move to a popping state (with or without consuming a single input symbol)

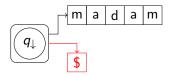


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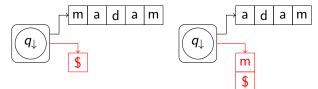
- Push input symbols onto the stack
- Non-deterministically move to a popping state (with or without consuming a single input symbol)
- If next input symbol is same as top of stack, pop



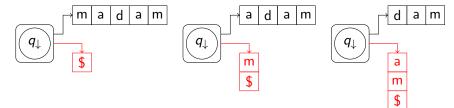
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- Non-deterministically move to a popping state (with or without consuming a single input symbol)
- If next input symbol is same as top of stack, pop
- If \$ on top of stack move to accept state



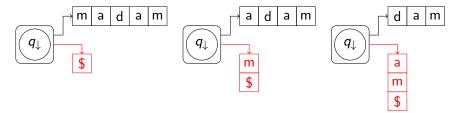
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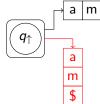


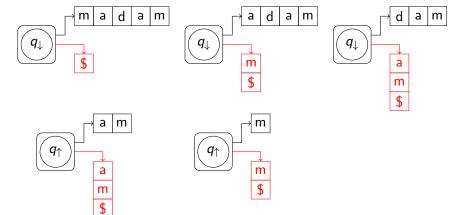


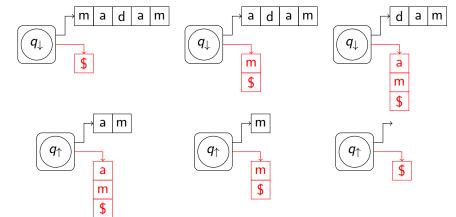


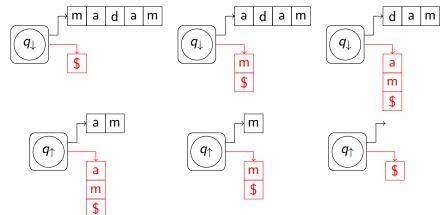
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In the case of a PDA, it is the state + stack contents

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- In the case of a TM, it is the state, head position, and tape contents
- In the case of a PDA, it is the state + stack contents

Definition

An instantaneous description of a PDA $P = (Q, \Sigma, \Gamma, \delta, q_0, F)$ is a pair $\langle q, \sigma \rangle$, where $q \in Q$ and $\sigma \in \Gamma^*$

Definition

For a PDA $P = (Q, \Sigma, \Gamma, \delta, q_0, F)$, string $w \in \Sigma^*$, and instantaneous descriptions $\langle q_1, \sigma_1 \rangle$ and $\langle q_2, \sigma_2 \rangle$, we say $\langle q_1, \sigma_1 \rangle \xrightarrow{w}_P \langle q_2, \sigma_2 \rangle$ iff there is a sequence of instanteous descriptions $\langle r_0, s_0 \rangle, \langle r_1, s_1 \rangle, \dots \langle r_k, s_k \rangle$ and a sequence $x_1, x_2, \dots x_k$, where for each $i, x_i \in \Sigma \cup \{\epsilon\}$, such that

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$$w = x_1 x_2 \cdots x_k$$

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$$r_0 = q_1$$
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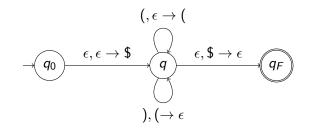
•
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, and $s_0=\sigma_1$,

•
$$r_k = q_2$$
, and $s_k = \sigma_2$,

▶ for every *i*, $(r_{i+1}, b) \in \delta(r_i, x_{i+1}, a)$ such that $s_i = as$ and $s_{i+1} = bs$, where $a, b \in \Gamma \cup \{\epsilon\}$ and $s \in \Gamma^*$

Example of Computation

Example

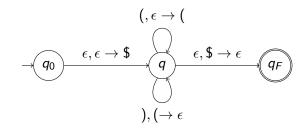


$$\langle q_0, \epsilon \rangle \xrightarrow{(())} \langle q, ((\$) \text{ because} \rangle$$

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 $\langle q_0, \epsilon \rangle \xrightarrow{(()()} \langle q, ((\$) \text{ because})$ $\langle q_0, \epsilon \rangle \xrightarrow{x_1 = \epsilon} \langle q, \$ \rangle \xrightarrow{x_2 = (} \langle q, (\$) \xrightarrow{x_3 = (} \langle q, ((\$) \xrightarrow{x_4 =)} \langle q, (\$) \xrightarrow{x_5 = (} \langle q, ((\$) \xrightarrow{x_5 = (} \langle q, (() \xrightarrow{x_5 = (} \langle q, (() \xrightarrow{x_5 = (} \langle q, () \xrightarrow{x_5 = (} \land \xrightarrow{x_5 = (} \langle q, () \xrightarrow{x_5 = (} \land \xrightarrow{x_5 = (} \boxtimes \xrightarrow{x_5 = (} \land \xrightarrow{x_5 = (} \xrightarrow{x_5 = (} \boxtimes \xrightarrow{x_5 = (} \boxtimes \xrightarrow{x_5 = (} \xrightarrow{x_5 = (}$

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The language recognized/accepted by a PDA $P = (Q, \Sigma, \Gamma, \delta, q_0, F)$ is $L(P) = \{w \in \Sigma^* \mid P \text{ accepts } w\}.$

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Definition

The language recognized/accepted by a PDA $P = (Q, \Sigma, \Gamma, \delta, q_0, F)$ is $L(P) = \{w \in \Sigma^* \mid P \text{ accepts } w\}$. A language L is said to be accepted/recognized by P if L = L(P).

CFGs and PDAs have equivalent expressive powers. More formally,

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Theorem

For every CFG G, there is a PDA P such that L(G) = L(P). In addition, for every PDA P, there is a CFG G such that L(P) = L(G).

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Proof.

Skipped.