

BBM401-Lecture 11: Pushdown Automata

Lecturer: Lale Özkahya

Resources for the presentation:
<https://courses.engr.illinois.edu/cs373/fa2010/>

Restricted Infinite Memory: The Stack

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But
 - can read/erase only the top of the stack: **pop**
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- On longer inputs, automaton may have more items in the stack

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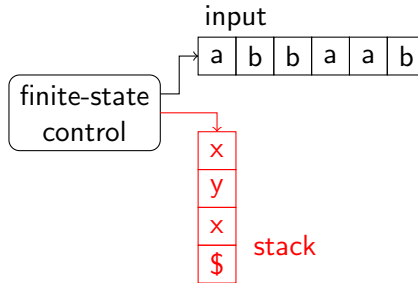
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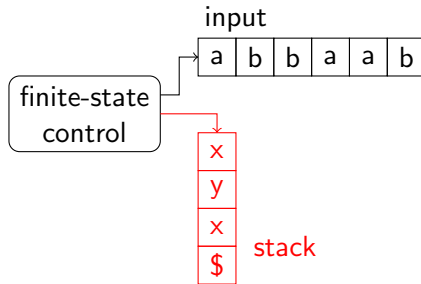
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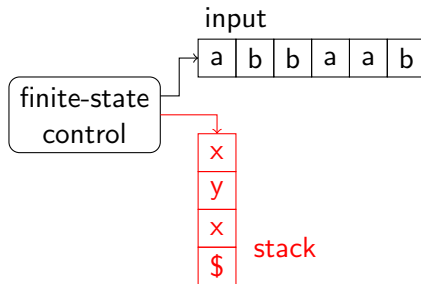
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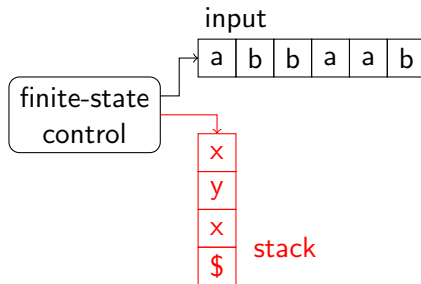
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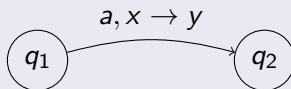
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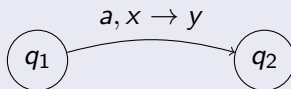
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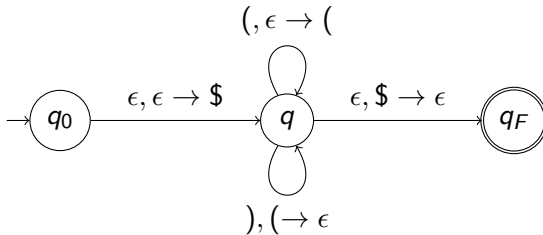
If at q_1 , with next input symbol a and top of stack x , then **can** consume a , pop x , push y onto stack and move to q_2 (any of a, x, y may be ϵ)

Pushdown Automata (PDA): Formal Definition

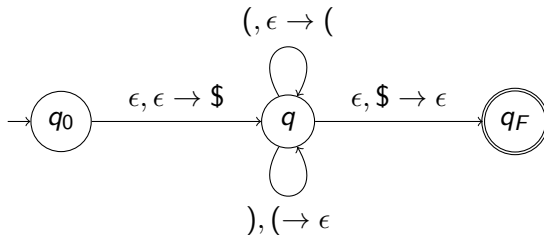
A PDA $P = (Q, \Sigma, \Gamma, \delta, q_0, F)$ where

- Q = Finite set of states
- Σ = Finite input alphabet
- Γ = Finite stack alphabet
- q_0 = Start state
- $F \subseteq Q$ = Accepting/final states
- $\delta : Q \times (\Sigma \cup \{\epsilon\}) \times (\Gamma \cup \{\epsilon\}) \rightarrow \mathcal{P}(Q \times (\Gamma \cup \{\epsilon\}))$

Matching Parenthesis: PDA construction

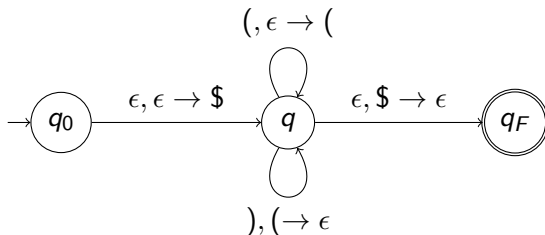


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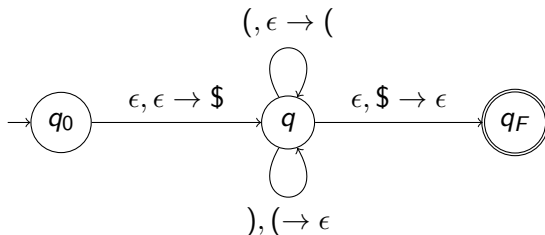
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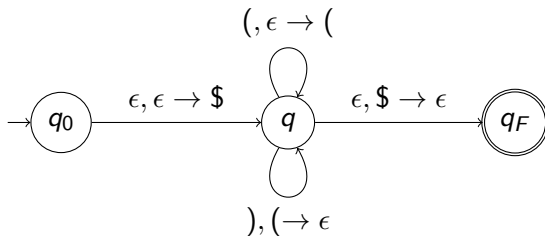
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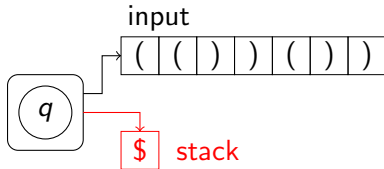
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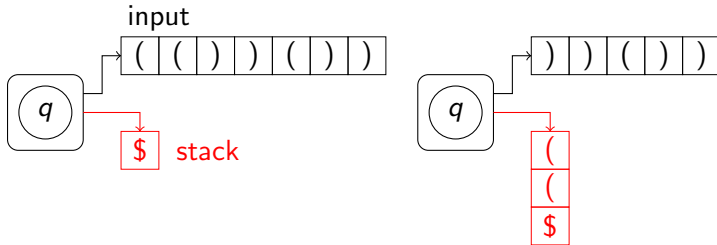


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- Pop $\$$ and move to final state q_F

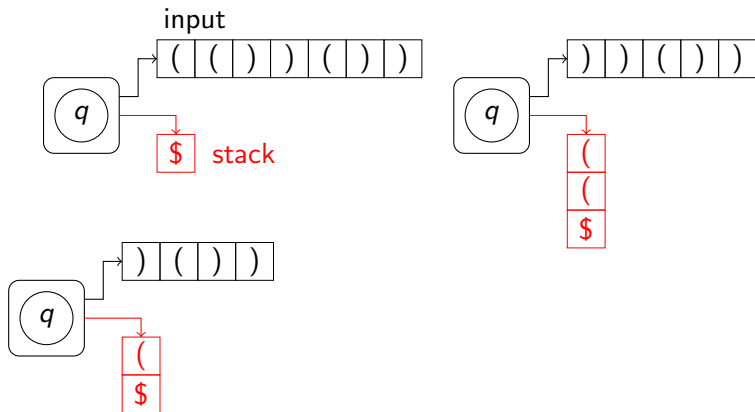
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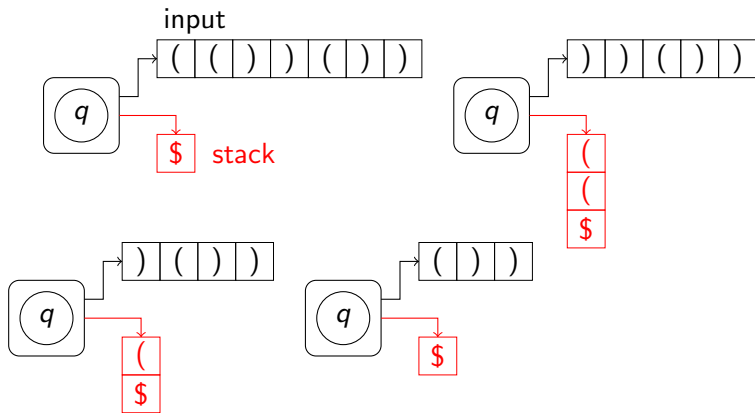
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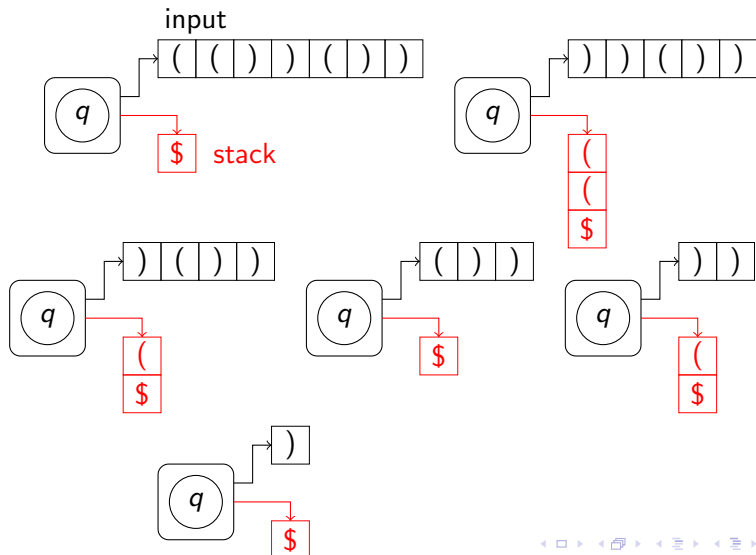
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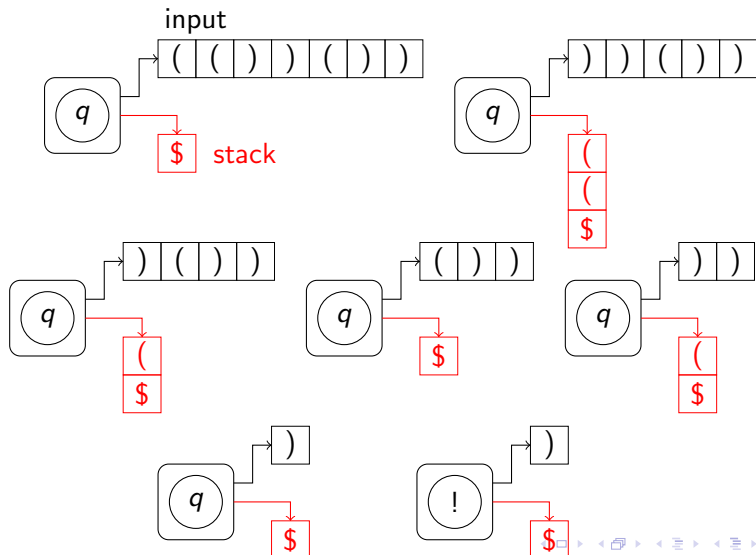
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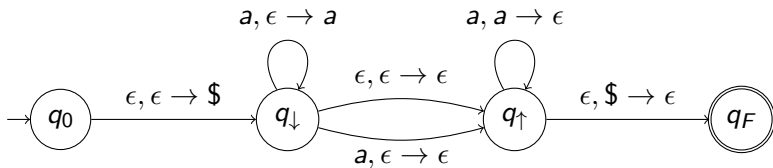
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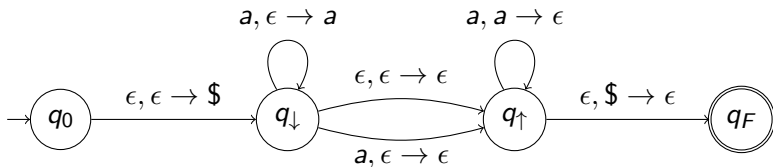
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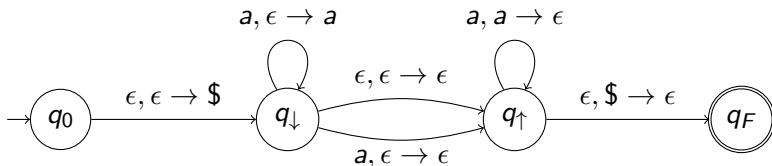


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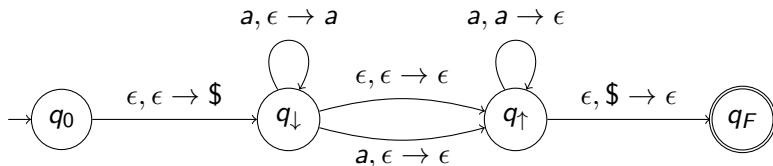
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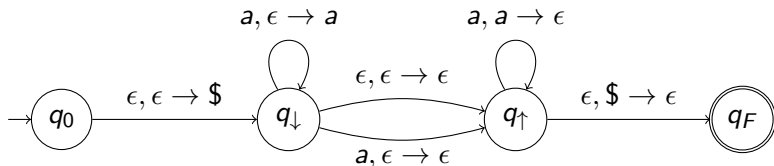
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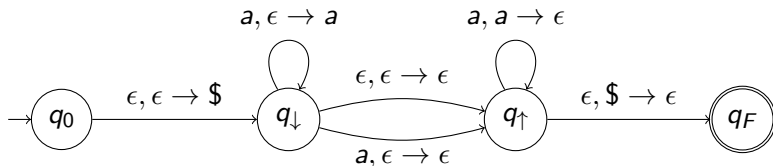
- First push a “bottom-of-the-stack” symbol $\$$ and move to a pushing state
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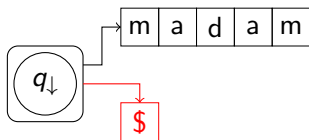
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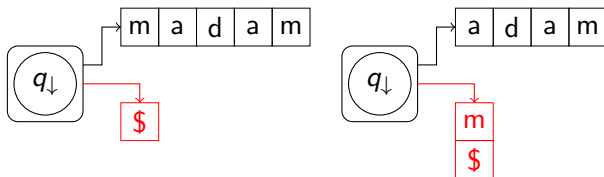


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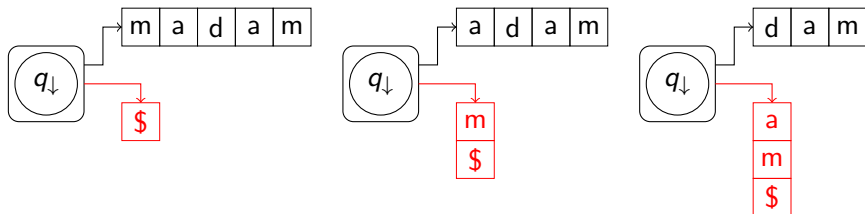
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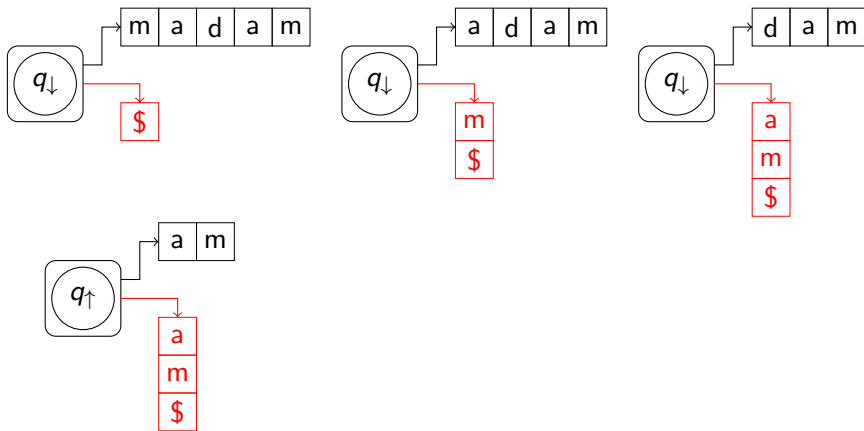
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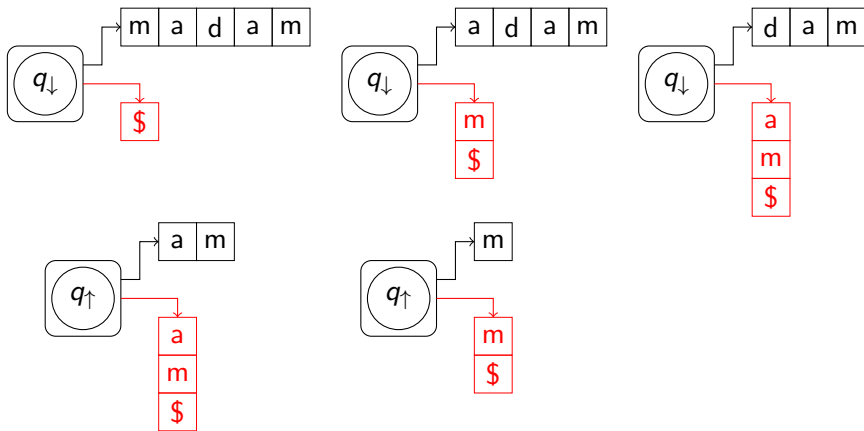
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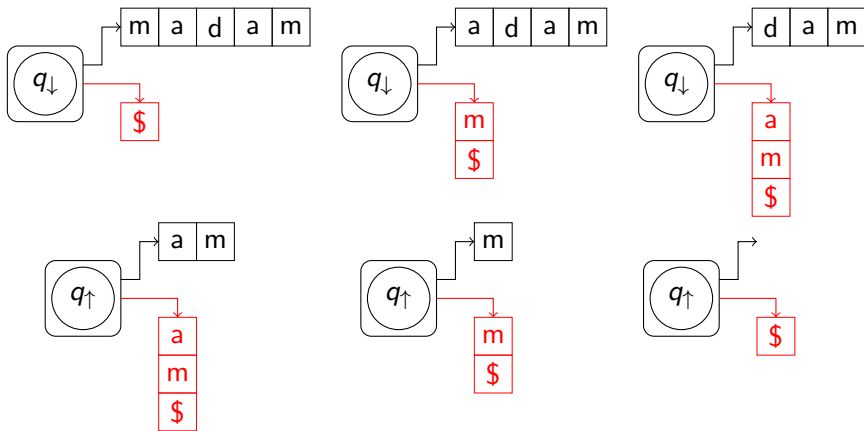
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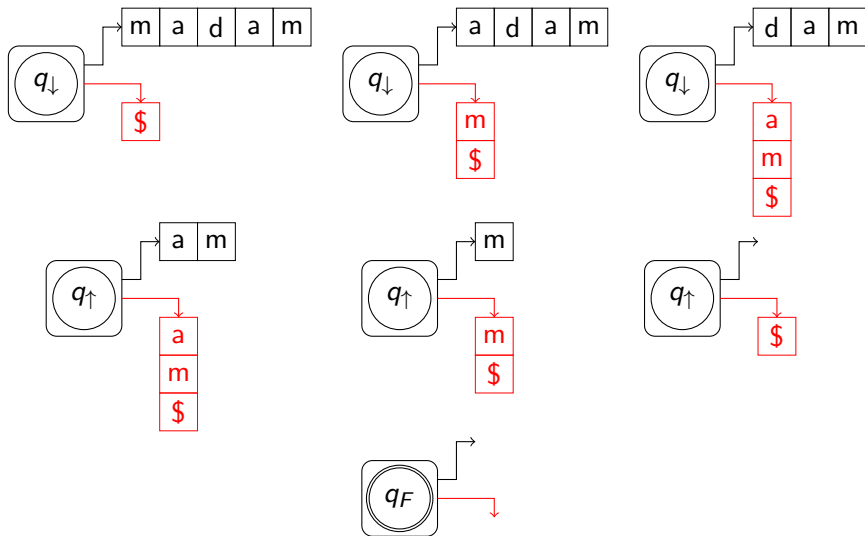
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Definition

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 $\sigma \in \Gamma^*$

Computation

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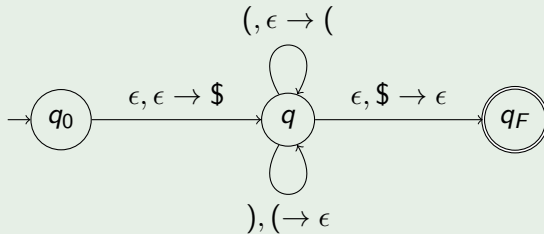
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- for every i , $(r_{i+1}, b) \in \delta(r_i, x_{i+1}, a)$ such that $s_i = as$ and $s_{i+1} = bs$, where $a, b \in \Gamma \cup \{\epsilon\}$ and $s \in \Gamma^*$

Example of Computation

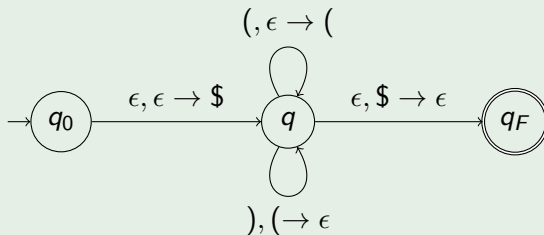
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The **language recognized/accepted** by a PDA $P = (Q, \Sigma, \Gamma, \delta, q_0, F)$ is $L(P) = \{w \in \Sigma^* \mid P \text{ accepts } w\}$. A language L is said to be **accepted/recognized** by P if $L = L(P)$.

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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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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 $L(P) = L(G)$. Thus, L is context-free iff there is a PDA P such that $L = L(P)$.

Expressive Power of CFGs and PDAs

CFGs and PDAs have equivalent expressive powers. More formally,
...

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 $L(P) = L(G)$. Thus, L is context-free iff there is a PDA P such that $L = L(P)$.

Proof.

Skipped. □