

Pushdown Automata

Read K & S 3.3.

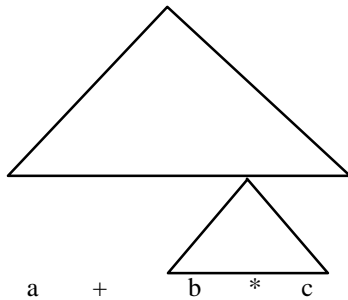
Read Supplementary Materials: Context-Free Languages and Pushdown Automata: Designing Pushdown Automata.

Do Homework 13.

Recognizing Context-Free Languages

Two notions of recognition:

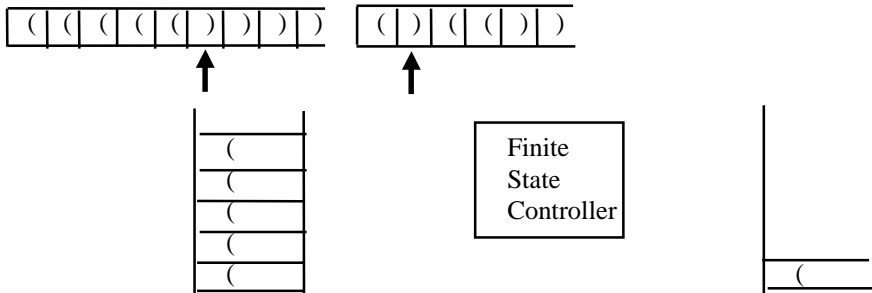
- (1) Say yes or no, just like with FSMs
- (2) Say yes or no, AND
if yes, describe the structure



Just Recognizing

We need a device similar to an FSM except that it needs more power.

The insight: Precisely what it needs is a stack, which gives it an unlimited amount of memory with a restricted structure.



Definition of a Pushdown Automaton

$M = (K, \Sigma, \Gamma, \Delta, s, F)$, where:

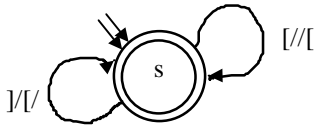
- K is a finite set of states
- Σ is the input alphabet
- Γ is the stack alphabet
- $s \in K$ is the initial state
- $F \subseteq K$ is the set of final states, and
- Δ is the transition relation. It is a finite subset of

$$\left(\underbrace{K \times (\Sigma \cup \{\epsilon\}) \times \Gamma^*}_{\text{state input or } \epsilon \text{ string of symbols to pop from top of stack}} \right) \times \left(\underbrace{K \times \Gamma^*}_{\text{state string of symbols to push on top of stack}} \right)$$

M accepts a string w iff

$$(s, w, \epsilon) \vdash_M^* (p, \epsilon, \epsilon) \quad \text{for some state } p \in F$$

A PDA for Balanced Brackets



$M = (K, \Sigma, \Gamma, \Delta, s, F)$, where:

$K = \{s\}$

$\Sigma = \{[,]\}$

$\Gamma = \{\epsilon\}$

$F = \{s\}$

Δ contains:

$((s, [, \epsilon), (s, [))$

$((s,], [), (s, \epsilon))$

the states

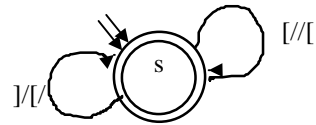
the input alphabet

the stack alphabet

Important:

This does not mean that the stack is empty.

An Example of Accepting



Δ contains:

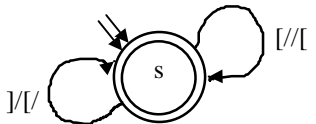
[1] $((s, [, \epsilon), (s, [))$

[2] $((s,], [), (s, \epsilon))$

input = [[[] []]]

<i>trans</i>	<i>state</i>	<i>unread input</i>	<i>stack</i>
	s	[[[] []]]	ϵ
1	s	[[] []]	[
1	s	[] []]	[[
1	s] []]	[[[
2	s	[]]]	[[[
1	s]]]]	[[[[
2	s]]]]	[[[[
2	s]]]]	[[[[
2	s]]]]	[[[[
2	s	ϵ	ϵ

An Example of Rejecting



Δ contains:

[1] $((s, [, \epsilon), (s, [))$

[2] $((s,], [), (s, \epsilon))$

input = [[]]]

<i>trans</i>	<i>state</i>	<i>unread input</i>	<i>stack</i>
	s	[[]]]	ϵ
1	s	[]]]	[
1	s]]]]	[[
2	s]]]]	[
2	s]]]]	ϵ
none!	s]]]]	ϵ

We're in s, a final state, but we cannot accept because the input string is not empty. So we reject.

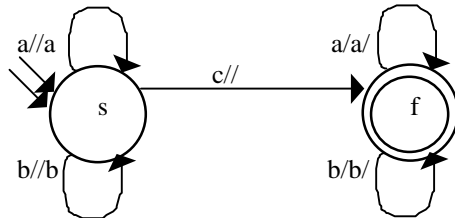
A PDA for $a^n b^n$

First we notice:

- We'll use the stack to count the a's.
- This time, all strings in L have two regions. So we need two states so that a's can't follow b's. Note the similarity to the regular language a^*b^* .

A PDA for wcw^R

A PDA to accept strings of the form wcw^R :



$M = (K, \Sigma, \Gamma, \Delta, s, F)$, where:

$K = \{s, f\}$

$\Sigma = \{a, b, c\}$

$\Gamma = \{a, b\}$

$F = \{f\}$

Δ contains:

$((s, a, \epsilon), (s, a))$

$((s, b, \epsilon), (s, b))$

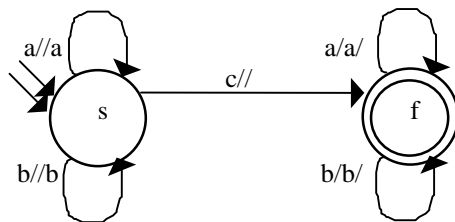
$((s, c, \epsilon), (f, \epsilon))$

$((f, a, a), (f, \epsilon))$

$((f, b, b), (f, \epsilon))$

the states
the input alphabet
the stack alphabet
the final states

An Example of Accepting



Δ contains:

[1] $((s, a, \epsilon), (s, a))$

[2] $((s, b, \epsilon), (s, b))$

[3] $((s, c, \epsilon), (f, \epsilon))$

[4] $((f, a, a), (f, \epsilon))$

[5] $((f, b, b), (f, \epsilon))$

input = b a c a b

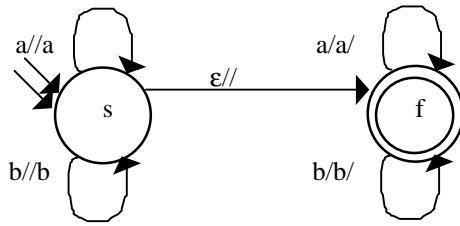
<i>trans</i>	<i>state</i>	<i>unread input</i>	<i>stack</i>
	s	b a c a b	ϵ
2	s	a c a b	b
1	s	c a b	ab
3	f	a b	ab
5	f	b	b
6	f	ϵ	ϵ

A Nondeterministic PDA

$$L = ww^R$$

- $S \rightarrow \epsilon$
- $S \rightarrow aSa$
- $S \rightarrow bSb$

A PDA to accept strings of the form ww^R :



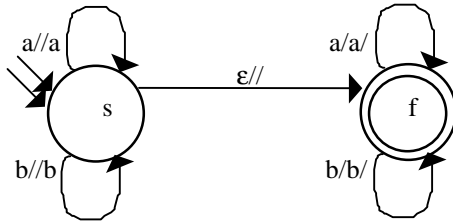
$M = (K, \Sigma, \Gamma, \Delta, s, F)$, where:

- $K = \{s, f\}$ the states
- $\Sigma = \{a, b, c\}$ the input alphabet
- $\Gamma = \{a, b\}$ the stack alphabet
- $F = \{f\}$ the final states

Δ contains:

- $((s, a, \epsilon), (s, a))$
- $((s, b, \epsilon), (s, b))$
- $((s, \epsilon, \epsilon), (f, \epsilon))$
- $((f, a, a), (f, \epsilon))$
- $((f, b, b), (f, \epsilon))$

An Example of Accepting



- | | | | |
|-----|--------------------------------------------|-----|------------------------------|
| [1] | $((s, a, \epsilon), (s, a))$ | [4] | $((f, a, a), (f, \epsilon))$ |
| [2] | $((s, b, \epsilon), (s, b))$ | [5] | $((f, b, b), (f, \epsilon))$ |
| [3] | $((s, \epsilon, \epsilon), (f, \epsilon))$ | | |
- input: a a b b a a

<i>trans</i>	<i>state</i>	<i>unread input</i>	<i>stack</i>
	s	a a b b a a	ϵ
1	s	a b b a a	a
3	f	a b b a a	a
4	f	b b a a	ϵ
none			

<i>trans</i>	<i>state</i>	<i>unread input</i>	<i>stack</i>
	s	a a b b a a	ϵ
1	s	a b b a a	a
1	s	b b a a	aa
2	s	b a a	baa
3	f	b a a	baa
5	f	a a	aa
4	f	a	a
4	f	ϵ	ϵ

$$L = \{a^m b^n : m \leq n\}$$

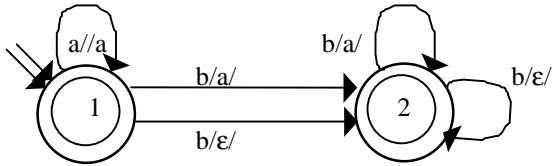
A context-free grammar for L:

$$S \rightarrow \epsilon$$

$$S \rightarrow Sb \quad /* \text{ more b's} */$$

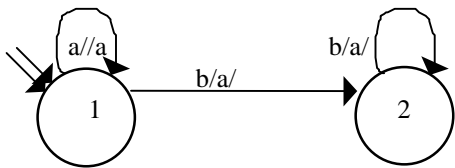
$$S \rightarrow aSb$$

A PDA to accept L:

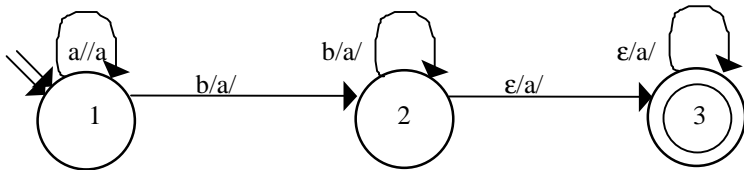


Accepting Mismatches

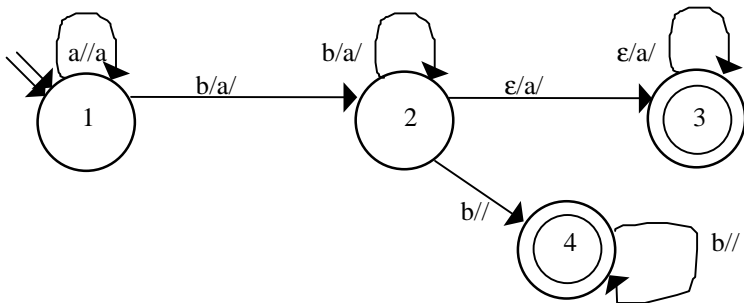
$$L = \{a^m b^n \mid m \neq n; m, n > 0\}$$



- If stack and input are empty, halt and reject.
- If input is empty but stack is not ($m > n$) (accept):

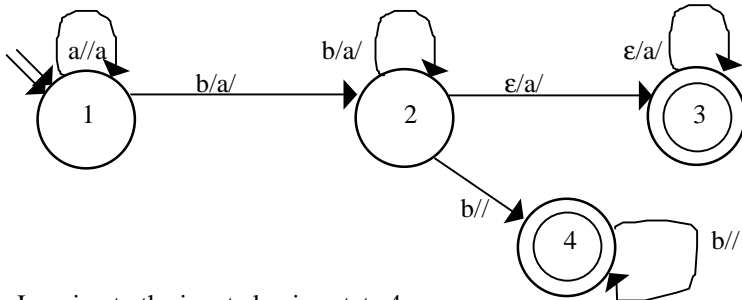


- If stack is empty but input is not ($m < n$) (accept):

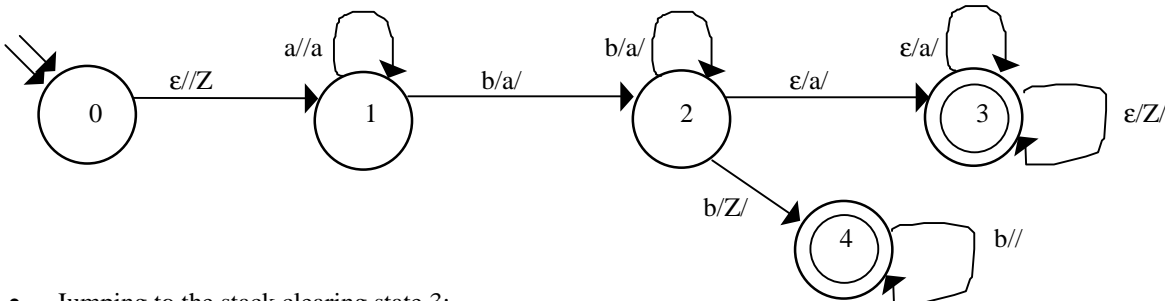


Eliminating Nondeterminism

A PDA is **deterministic** if, for each input and state, there is at most one possible transition. Determinism implies uniquely defined machine behavior.



- Jumping to the input clearing state 4:
Need to detect bottom of stack, so push Z onto the stack before we start.

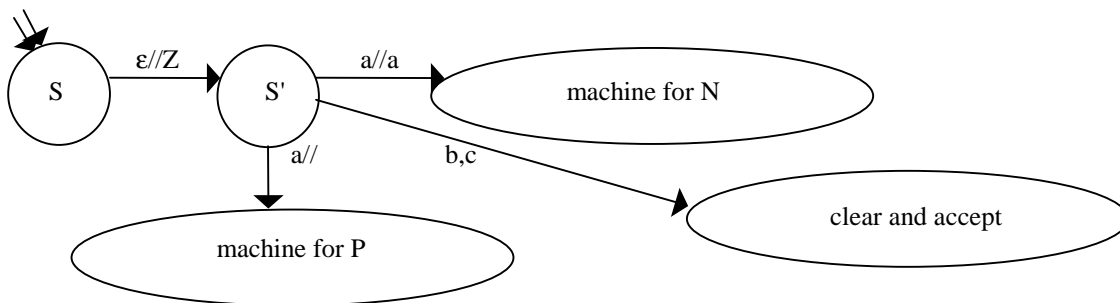


- Jumping to the stack clearing state 3:
Need to detect end of input. To do that, we actually need to modify the definition of L to add a termination character (e.g., \$)

$$L = \{a^n b^m c^p : n, m, p \geq 0 \text{ and } (n \neq m \text{ or } m \neq p)\}$$

S → NC	/* n ≠ m, then arbitrary c's	C → ε cC	/* add any number of c's
S → QP	/* arbitrary a's, then p ≠ m	P → B'	/* more b's than c's
N → A	/* more a's than b's	P → C'	/* more c's than b's
N → B	/* more b's than a's	B' → b	
A → a		B' → bB'	
A → aA		B' → bB'c	
A → aAb		C' → c C'c	
B → b		C' → C'c	
B → Bb		C' → bC'c	
B → aBb		Q → ε aQ	/* prefix with any number of a's

$$L = \{a^n b^m c^p : n, m, p \geq 0 \text{ and } (n \neq m \text{ or } m \neq p)\}$$



Another Deterministic CFL

$$L = \{a^n b^n\} \cup \{b^n a^n\}$$

A CFG for L:

- $S \rightarrow A$
- $S \rightarrow B$
- $A \rightarrow \epsilon$
- $A \rightarrow aAb$
- $B \rightarrow \epsilon$
- $B \rightarrow bBa$

A NDPDA for L:

A DPDA for L:

More on PDAs

What about a PDA to accept strings of the form ww ?

Every FSM is (Trivially) a PDA

Given an FSM $M = (K, \Sigma, \Delta, s, F)$
and elements of Δ of the form

$$\left(\begin{array}{ccc} p, & i, & q \\ \text{old state,} & \text{input,} & \text{new state} \end{array} \right)$$

We construct a PDA $M' = (K, \Sigma, \Gamma, \Delta, s, F)$
where $\Gamma = \emptyset$ /* stack alphabet
and
each transition (p, i, q) becomes

$$\left(\left(\begin{array}{ccc} p, & i, & \epsilon \\ \text{old state,} & \text{input,} & \text{don't look at stack} \end{array} \right), \left(\begin{array}{cc} q, & \epsilon \\ \text{new state} & \text{don't push on stack} \end{array} \right) \right)$$

In other words, we just don't use the stack.

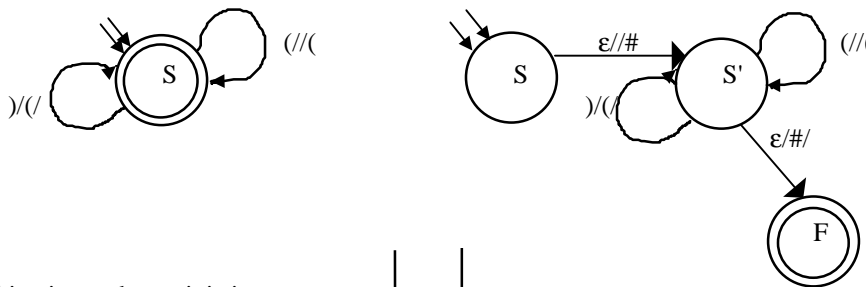
Alternative (but Equivalent) Definitions of a NDPDA

Example: Accept by final state at end of string (i.e., we don't care about the stack being empty)

We can easily convert from one of our machines to one of these:

1. Add a new state at the beginning that pushes # onto the stack.
2. Add a new final state and a transition to it that can be taken if the input string is empty and the top of the stack is #.

Converting the balanced parentheses machine:



The new machine is nondeterministic:

$$\begin{array}{cc} (&) \\ \uparrow & \uparrow \end{array}$$

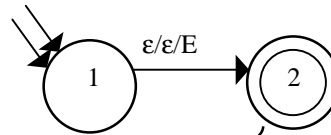
The stack will be:



What About PDA's for Interesting Languages?

$E \rightarrow E + T$
 $E \rightarrow T$
 $T \rightarrow T * F$
 $T \rightarrow F$
 $F \rightarrow (E)$
 $F \rightarrow id$

Arithmetic Expressions



- (1) (2, ε, E), (2, E+T)
- (2) (2, ε, E), (2, T)
- (3) (2, ε, T), (2, T*F)
- (4) (2, ε, T), (2, F)
- (5) (2, ε, F), (2, (E))
- (6) (2, ε, F), (2, id)
- (7) (2, id, id), (2, ε)
- (8) (2, (, (), (2, ε)
- (9) (2,),)), (2, ε)
- (10) (2, +, +), (2, ε)
- (11) (2, *, *), (2, ε)

Example:

a + b * c

But what we really want to do with languages like this is to extract structure.

Comparing Regular and Context-Free Languages

Regular Languages

- regular expressions
- or -
- regular grammars
- recognize
- = DFSAs

Context-Free Languages

- context-free grammars
- parse
- = NDPDAs