EECS 2001 Guest Lecture

Chapter 2:

- **Pushdown Automata**

More examples of CFLs

- $L(G) = \{0^n 1^{2n} \mid n = 1,2,\ldots\}$
- $L(G) = \{xx^R \mid x$ is a string over $\{a,b\}\}$
- $L(G) = \{x \mid x$ is a string over $\{1,0\}$ with an equal number of 1's and 0's$\}$

Next: Pushdown automata (PDA)

Add a stack to a Finite Automaton

- Can serve as type of memory or counter
- More powerful than Finite Automata
- Accepts Context-Free Languages (CFLs)
- Unlike FAs, nondeterminism **makes a difference** for PDAs. We will only study non-deterministic PDAs and omit Sec 2.4 (3rd Ed) on DPDAs.

Pushdown Automata

Pushdown automata are for context-free languages what finite automata are for regular languages.

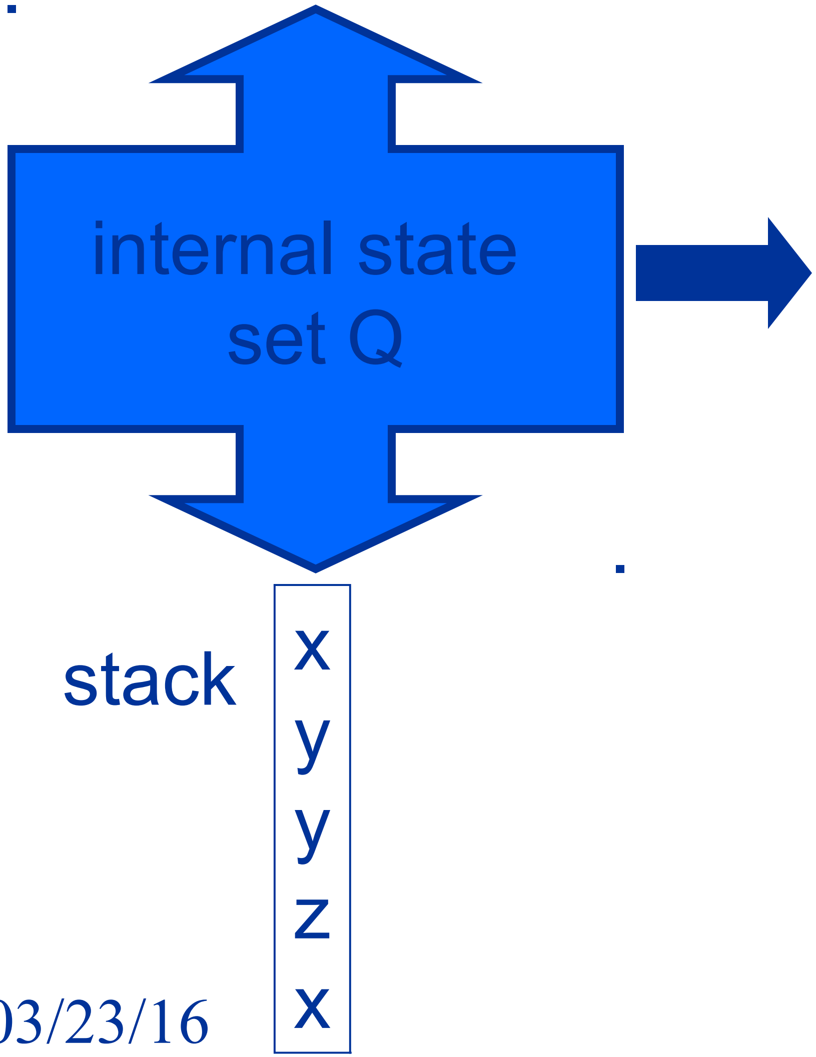
PDAs are *recognizing automata* that have a single stack (= memory):

Last-In First-Out *pushing* and *popping*

Non-deterministic PDAs can make non-deterministic choices (like NFA) to find accepting paths of computation.

Informal Description PDA (1)

input w = 00100100111100101



The PDA M reads w and stack element.
<u>Depending on</u>

- input $w_i \in \Sigma_\varepsilon$,
- stack $s_j \in \Gamma_\varepsilon$, and
- state $q_k \in Q$

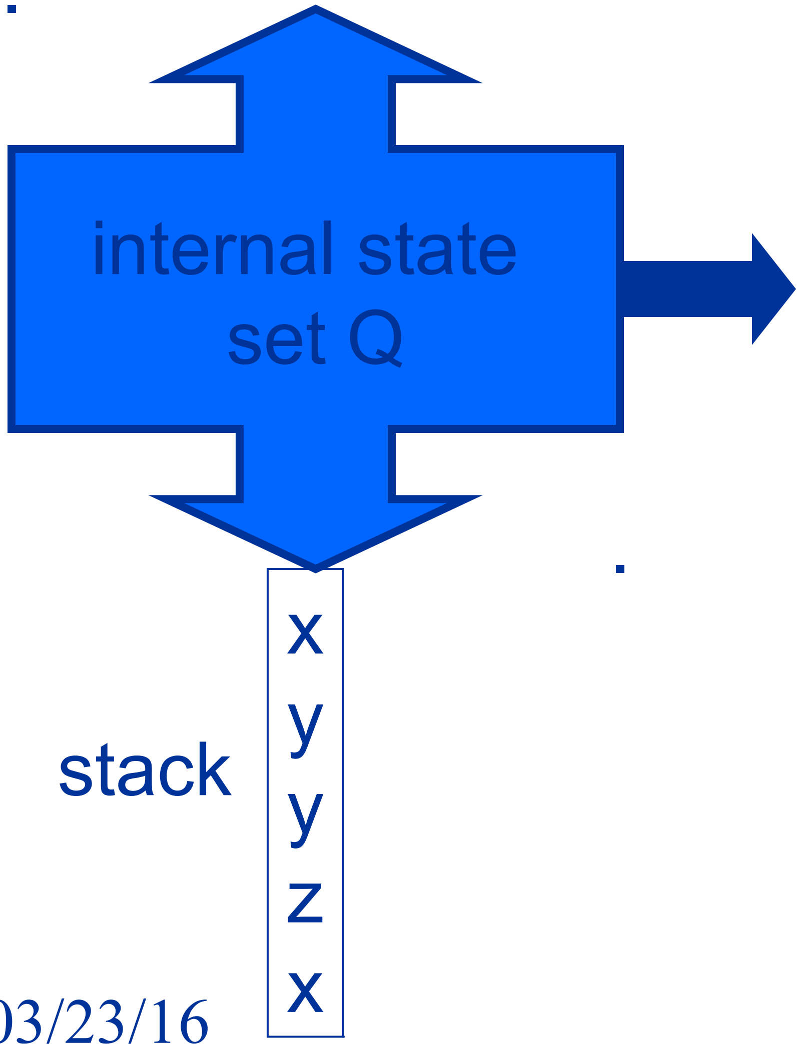
<u>the PDA M</u>:

- jumps to a new state,
- pushes an element Γ_ε

(nondeterministically)

Informal Description PDA (2)

input w = 00100100111100101



After the PDA has read complete input, M will be in state $\in$ Q

If it is possible to end in some accepting state $\in F \subseteq Q$, then M accepts w

Formal Description of a PDA

A Pushdown Automata M is defined by a six tuple $(Q,\Sigma,\Gamma,\delta,q_0,F)$, with

- Q finite set of states
- Σ finite input alphabet
- Γ finite stack alphabet
- q_0 start state $\in$ Q
- F set of accepting states $\subseteq$Q
- δ transition function

$$\delta: Q \times \Sigma_\varepsilon \times \Gamma_\varepsilon \rightarrow P(Q \times \Gamma_\varepsilon)$$

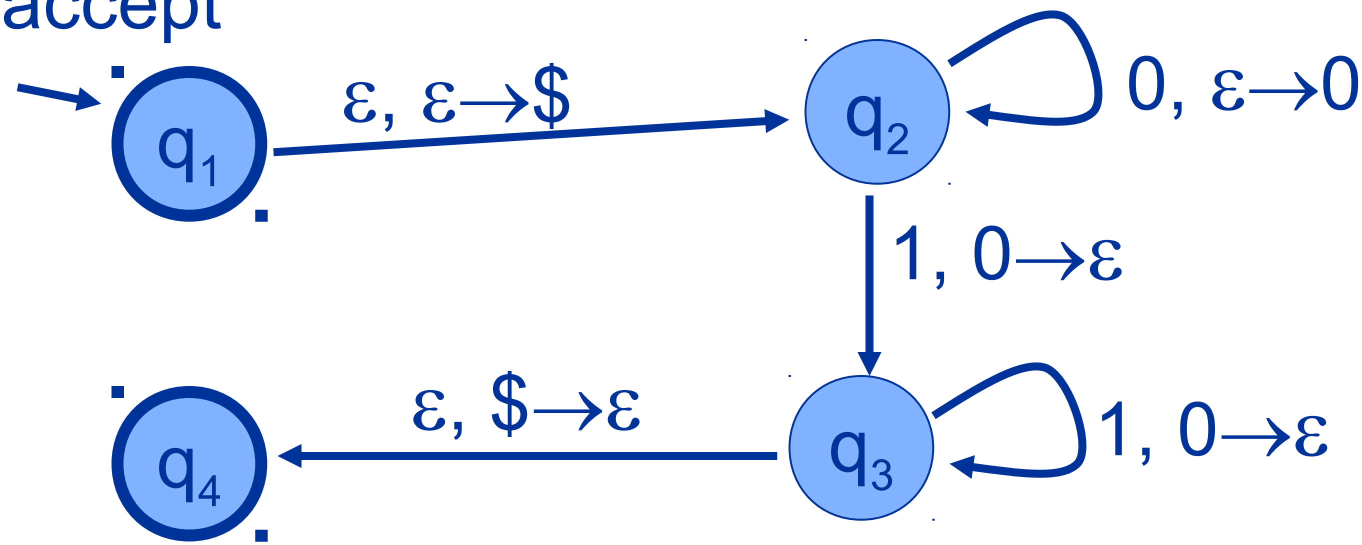
PDA for L = { 0^n1^n | $n\geq0$ }

Example 2.9:

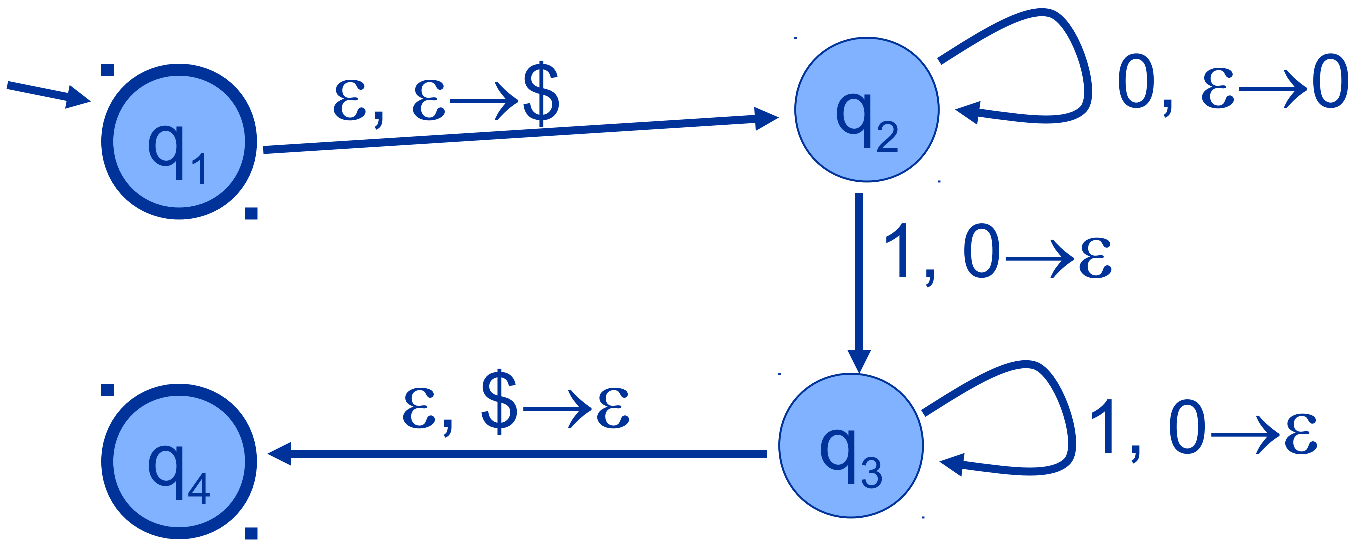
The PDA first pushes " $ 0^n " on stack.

Then, while reading the 1^n string, the zeros are popped again.

If, in the end, $ is left on stack, then "accept"



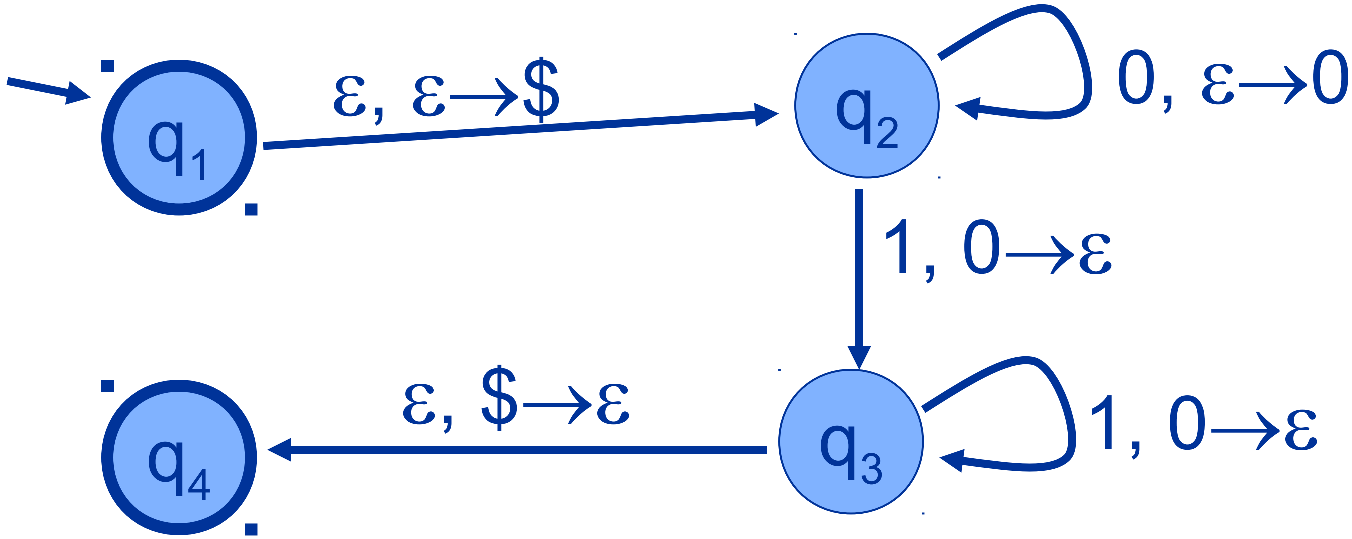
Machine Diagram for 0^n1^n



On w = 000111 (state; stack) evolution:

$(q_1; \varepsilon) \to (q_2; \$) \to (q_2; 0\$) \to (q_2; 00\$)$
$\to (q_2; 000\$) \to (q_3; 00\$) \to (q_3; 0\$) \to (q_3; \$)$
$\to (q_4; \varepsilon)$ This final q_4 is an accepting state

Machine Diagram for 0^n1^n



On w = 0101 (state; stack) evolution:

$(q_1; \varepsilon) \rightarrow (q_2; \$) \rightarrow (q_2; 0\$) \rightarrow (q_3; \$) \rightarrow (q_4; \varepsilon)$ …

But we still have part of input "01".

There is no accepting path.

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

- What happens to the stack at the end?

Are regular languages CF?

- Corollary 2.32: “Yes”

Examples

1. $L(G) = \{0^n 1^{2n} \mid n = 1,2,\ldots\}$

2. $L = \{ww^R \mid w \text{ is any binary string}\}$

More examples

3. $L = \{a^i b^j a^k \mid i=j \text{ or } i=k\}$

(Example 2.16, p 115. 3rd ed)

4. L(G) = {x | x is a string over {1,0} with an equal number of 1's and 0's}

More complex languages

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

$L = \{ww \mid w \text{ is any binary string} \}$

Does adding another stack help?

PDAs and CFL

Theorem 2.20 (2.12 in 2nd Ed):
A language L is context-free if and only if there is a pushdown automata M that recognizes L.

Two step proof:
1) Given a CFG G, construct a PDA M_G
2) Given a PDA M, make a CFG G_M

Converting a CFL to a PDA

- Lemma 2.21 in 3rd Ed
- The PDA should simulate the derivation of a word in the CFG and accept if there is a derivation.
- Need to store intermediate strings of terminals and variables. How?

Idea

- Store only a suffix of the string of terminals and variables derived at the moment starting with the first variable.
- The prefix of terminals up to but not including the first variable is checked against the input.
- A 3 state PDA is enough p 120 3rd Ed.

Converting a PDA to a CFG

- Lemma 2.27 in 3rd Ed
- Design a grammar equivalent to a PDA
- Idea: For each pair of states p,q we have a variable A_{pq} that generates all strings that take the automaton from p to q (empty stack to empty stack).

Some details

Assume

- Single accept state
- Stack emptied before accepting
- Each transition either pops or pushes a symbol

- Can create rules for all the possible cases (p 122 in 3rd Ed)