

# Pushdown Automata-PDA

Prof. (Dr.) K.R. Chowdhary  
*Email: kr.chowdhary@iitj.ac.in*

Formerly at department of Computer Science and Engineering  
MBM Engineering College, Jodhpur

Wednesday 21<sup>st</sup> February, 2018

# Introduction to Pushdown Automata (PDA)

## Definition

A PDA consists: a infinite tape, a read head, set of states, and a start state. The additional components from FA are: Pushdown stack, initial symbol on stack, and stack alphabets ( $\Gamma$ ). PDA  $M = (Q, \Sigma, \delta, s, \Gamma, Z_0)$ , where,

$Q$  is finite set of states,

$\Sigma$  is finite set of terminal symbols (language alphabets),

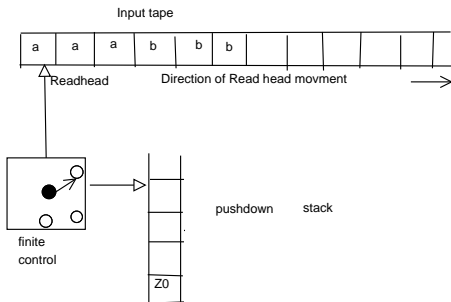
$s$  start state ( $q_0$ ),

$\delta$  is transition function:  $\delta : Q \times (\Sigma \cup \{\epsilon\}) \times \Gamma \rightarrow \text{finite subset of } Q \times \Gamma$ .

The transition function of a PDA is so defined, because a PDA may have transitions without any input read.

# Introduction to PDA

The PDA has two types of storage; 1) infinite tape, just like the FA, 2) pushdown stack, is read-write memory of arbitrary size, with the restriction that it can be read or written at one end only.



## Definition

ID (Instantaneous Description) of a PDA is:  $ID : Q \times \Sigma^* \times \Gamma^*$ , start-id  $\in \{q_0\} \times \Sigma^* \times \{Z_0\}$ , e.g., start ID may be  $(q_0, ax, Z\alpha)$ .

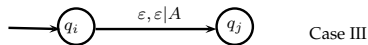
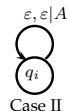
# PDA Transitions

$\delta(q, a, Z) =$  finite subset of  $\{(p_1, \beta_1), (p_2, \beta_2), \dots, (p_m, \beta_m)\}$ . Therefore,  $(p_i, \beta_i) \in \delta(q, a, z)$ , for  $1 \leq i \leq m$ .

By default, a PDA is non-deterministic machine. Due to this fact, a PDA can manipulate the stack without any input from tape. Following are some of the transitions in PDA:

- Case - I: A PDA currently in state  $q_i$ , stack symbol  $A$ , with input  $\epsilon$ , moves to state  $q_i$  and write  $\epsilon$  on the stack:  
 $\delta(q_i, \epsilon, A) = (q_i, \epsilon)$ .
- Case - II: A PDA currently in state  $q_i$ , with  $\epsilon$  input, and stack symbol  $\epsilon$ , moves to state  $q_i$ , and writes  $A$  on stack:  $\delta(q_i, \epsilon, \epsilon) = (q_i, A)$ .
- Case - III: A PDA in state  $q_i$ , reads input  $\epsilon$ , with stack symbol  $\epsilon$ , moves to state  $q_j$

and write  $A$  on stack:  
 $\delta(q_i, \epsilon, \epsilon) = (q_j, A)$ .



# Language recognition: $a^n b^n$

A move of a PDA is defined as  $(q, ax, Z\alpha) \vdash_M (q', x, \beta\alpha)$ , if  $(q', \beta) \in \delta(q, a, Z)$ . (In  $Z\alpha$ ,  $Z$  is top symbol on stack)

## Example

Construct a PDA to recognize  $L = \{a^n b^n | n \geq 0\}$ .

$M = (Q, \Sigma, \delta, s, F, \Gamma, Z_0)$ ,  
 $\Sigma = \{a, b, Z_0\}$ ,  $\Gamma = \{A, B\}$   
 $Q = \{q_0, q_1, q_2, q_3\}$ ,  $F = \{q_3\}$   
 $\delta(q_0, \varepsilon, \varepsilon) = (q_1, Z_0)$   
 $\delta(q_1, a, \varepsilon) = (q_1, A)$   
 $\delta(q_1, b, A) = (q_2, \varepsilon)$   
 $\delta(q_2, A, \varepsilon) = (q_2, \varepsilon)$   
 $\delta(q_2, \varepsilon, Z_0) = (q_3, \varepsilon)$

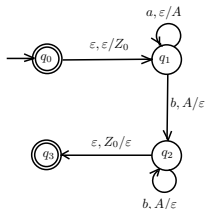
$(q_0, aabb, \varepsilon) \vdash (q_1, aabb, Z_0)$   
 $\vdash (q_1, abb, AZ_0)$   
 $\vdash (q_1, bb, AAZ_0)$

$\vdash (q_2, b, AZ_0)$ ,

$\vdash (q_2, \varepsilon, Z_0)$ ,

$\vdash (q_3, \varepsilon, \varepsilon)$ ,

the PDA halts and accepts.



## Example

Construct a PDA to recognize  $L = \{wcw^R \mid w \in \{a, b\}^*\}$ .

**Solution:** Transition function, moves, and PDA:

$$M = (Q, \Sigma, \delta, s, F, \Gamma, Z_0)$$

$$\Sigma = \{a, b, c\}, d \in \{a, b\}, c \in \Gamma$$

$$Q = \{q_0, q_1, q_2\}, F = \{q_2\},$$

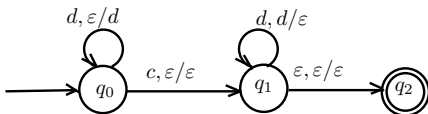
$$\Gamma = \{a, b, Z_0\}$$

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

$$\delta(q_0, c, \varepsilon) = (q_1, \varepsilon)$$

$$\delta(q_1, d, d) = (q_1, \varepsilon)$$

$$\delta(q_1, \varepsilon, \varepsilon) = (q_2, \varepsilon)$$



- **PDA moves**

1.  $(q, x, \alpha) \vdash^* (q', \varepsilon, \beta) \Rightarrow (q, xy, \alpha) \vdash^* (q', y, \beta)$
2.  $(q, xy, \alpha) \vdash^* (q', y, \beta) \Rightarrow (q, xy, \alpha\gamma) \vdash^* (q', y, \beta\gamma)$

The case 1., above is obvious, however, the case 2., is not guaranteed due to the trace of computation shown below.

