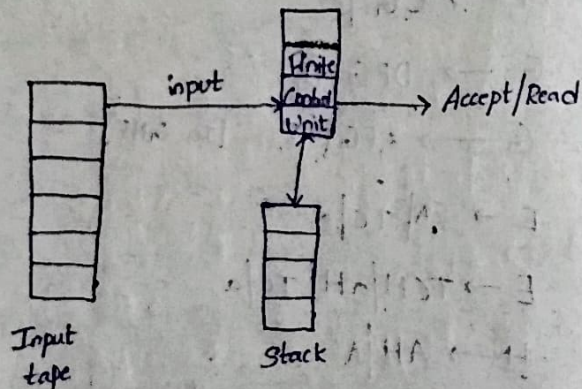


Unit-4

Push down Automata (PDA)

- Push down automata is implementation of CFG
- PDA accepts the context free grammar
- The language generated by context free grammar is context free language.
- PDA has 7-tuple representation.
- PDA is faster than finite automata.

Model of PDA



- Input tape is divided into many sub ta cell.
- In each cell one symbol is to be placed.
- Pushdown automata reads one symbol at a time.
- The finite control unit has a pointer, which points the current symbol which is to be read
- Stack is a structure used to store the items temporarily.

→ By using stack, we can push and remove the items from one end only

→ Stack has an infinite size.

→ Stack uses last in first out while performing the push and pop operations.

→ PDA = Finite automata + stack.

→ Finite automata can remember only finite amount of information but Pushdown automata can remember infinite amount of information.

→ A pushdown automata is more powerful than finite automata.

→ Any language which can be acceptable by finite automata is also acceptable by pushdown automata.

→ Pushdown automata also accepts a class of language which even cannot be accepted by finite automata. Therefore, pushdown automata is much more superior than finite automata.

→ eg: $0^n 1^n$ → finite automata cannot be designed by the language $0^n 1^n$. But pushdown automata which can accept the language $0^n 1^n$.

→ Finite state machine has a very limited memory. But pushdown automata has more memory, with the help of a stack component.

Representation of Pushdown Automata
 → Pushdown automata is formally defined by
 7 tuples as shown below.

$$P = (Q, \Sigma, \Gamma, \delta, q_0, Z_0, F)$$

Where,

Q = A finite set of states

Σ = A finite set of input symbols.

Γ = A finite stack alphabet.

δ = A transition function

q_0 = Initial state

Z_0 = Initial stack symbol

F = A finite set of final states.

D/b Finite automata and Pushdown automata.

→ Finite automata can
 remember only limited
 amount of information

→ Not contain storage
 element like stack

→ 5 tuple representation

→ Initial state

Two types of FA

- DFA
- NFA

→ PDA can remember large
 amount of information

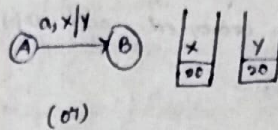
→ Contain storage element
 i.e. stack.

→ 7 tuple representation.

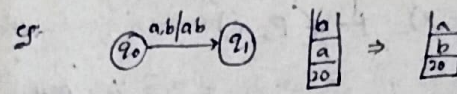
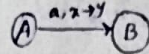
→ Two types of PDA

- deterministic PDA
- Non deterministic PDA

Graphical representation



Here 'a' is input
 and then x is popped
 and y is pushed.



Here $\delta(q_0, a, b) = (q_1, ab)$
 b is popped,
 b, a is pushed.

Model of PDA

Instantaneous description
 → Instantaneous description is an informal decision
 who a PDA computes an input string and
 make a decision that string is accepted or
 rejected.

→ An instantaneous description is a triple notation.

$$(q, w, a)$$

q is current state

w is remaining input string

a represents stack contents.

⊢ (turnstile notation) it describes one move.

* represents multiple move.

$$\vdash (q, w, a) \vdash (q, w, a)$$

a/b/ab/a

symbol

action.

While taking transition from 1 to 2, the input symbol from b is taken and the in top of stack is corrected and replaced by a new string a.

$$\text{eg } 1) (q, aw \ x \beta) \vdash (p, w, \alpha \beta)$$

$$2) (q, a, x) \vdash (p, \alpha) \quad \text{the stack}$$

Accepting of the input string by the PDA (final state).

$$\text{Let } A = \{q_0, \epsilon, \Gamma, \delta, q, z_0, F\}$$

$$T(A) = \{w \in \Sigma^* \mid (q_0, w, z_0) \vdash^* (q_f, \epsilon, \alpha)\}$$

$$q_f \in F \text{ and } \alpha \in \Gamma^*$$

Acceptance by empty stack

Let $A = \{q_0, \epsilon, \Gamma, \delta, q, z_0, F\}$ be a the pushdown automata the set

$T(A)$ accepted by empty stack is defined by

$$T(A) = \{w \in \Sigma^* \mid (q_0, w, z_0) \vdash^* (q, \epsilon, \epsilon)\}$$

$$q \notin Q \quad (q_0, w, \alpha) \vdash^* (q, \epsilon, \epsilon)$$

Types of PDA

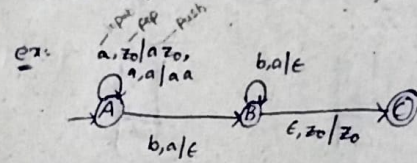
1. deterministic PDA
2. Non deterministic pushdown automata

Deterministic Pushdown Automata

The PDA that has almost one choice of move in any state that is called deterministic pushdown automata.

$$\text{Let } A = \{Q, \epsilon, \delta, q_0, F, \Gamma, z_0\}$$

$$\text{transition function } \delta = Q \times \{\epsilon, u \in \Gamma\} \times \Gamma \rightarrow Q \times \Gamma$$



Let input string be aabb.

$$A(a, aabb, z_0) \text{ Initially}$$

$$\vdash (A, abb, az_0)$$

$$\vdash (A, bb, aa z_0)$$

$$\vdash (B, b, a z_0)$$

$$\vdash (B, \epsilon, z_0)$$

$$\vdash (B, \epsilon, z_0) \quad z_0 \text{ is final stack content.}$$

Design PDA for acceptance by final state

$$L = \{ a^n b^n \mid n \geq 1 \}$$

$\{ ab, aabb, aaabbb, \dots \}$

[No. of a's followed
No. of b's]

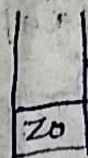
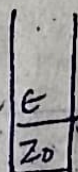
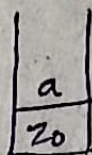
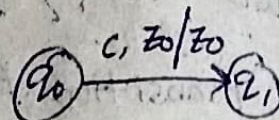
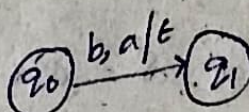
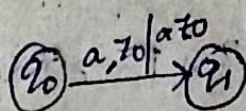
Initially stack contents is z_0

Now

push a

pop a

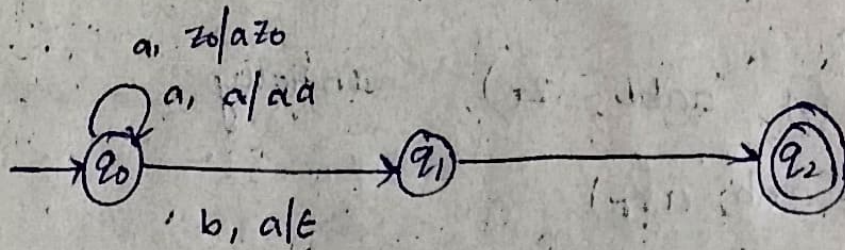
No change



push a

② push ε,
① pop a

② push z0,
① pop z0

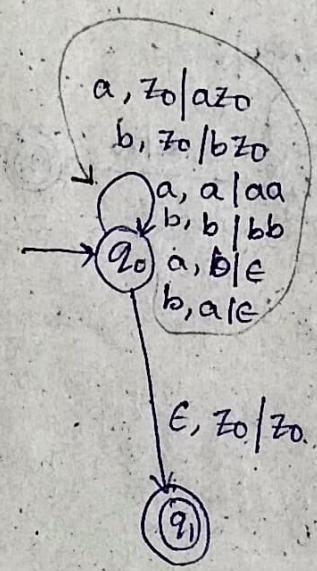


Q. $S \rightarrow aABbC / aB / bC$.

$aB / ab / a$

Design PDA for the set of all strings having equal no. of a's and no. of b's.

$\{ab, abab, abba, ba, \dots\}$



$\begin{pmatrix} b \\ b \\ z_0 \end{pmatrix}$

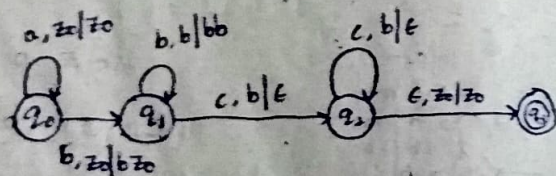
string can start with a (or) can start with b.

al symbol

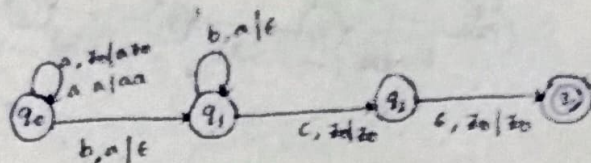
duction.

Design PDA for $L = a^n b^n c^n / n \geq 1$

$\{aaabcc, aaabbcc, aaabbbccc, \dots\}$

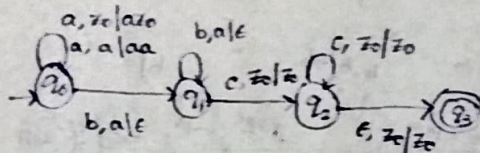


$$L = a^n b^n c / n \geq 1$$



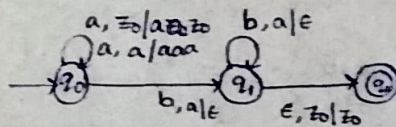
$$L = \{a^n b^n c^m \mid m, n \geq 1\}$$

$\{abc, aabbc, \dots\}$



$$L = \{a^n b^{2n} \mid n \geq 1\}$$

$\{abb, aabbb, \dots\}$



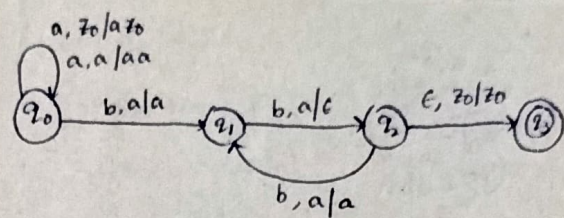
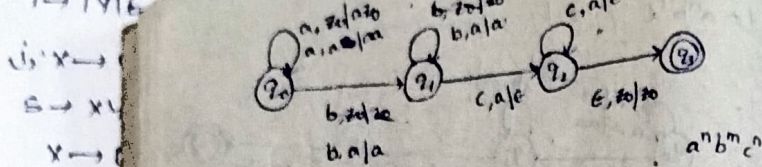
$$L = \{a^n b^m c^n \mid n \geq 1\}$$

$\{abc, aabcc, \dots\}$

$a, \epsilon / aa, \epsilon$
 $a, a / aaa$
 \rightarrow one 'a' \rightarrow push
 \rightarrow one 'b' \rightarrow pop
 \rightarrow one 'c' \rightarrow push

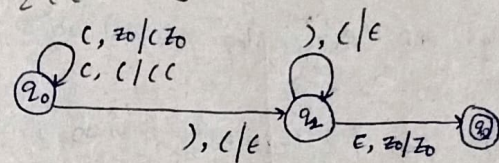
el symbol

duction.

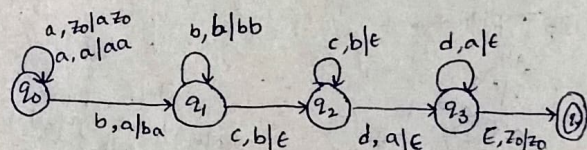


Design PDA for balancing of parenthesis

$$L = \{((((()))))\}$$



Design PDA for $L = \{a^n b^m c^n \mid m, n \geq 1\}$



Design PDA for $L = \{w c w^R\}$ over $\Sigma = \{a, b\}$ where $w = (a+b)^*$ (odd length palindrome).

$R \rightarrow$ reverse of the string.

eg: $w = (a+b)^*$

eg: $w = abab$

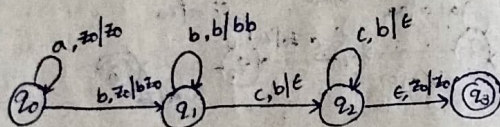
$w^R = baba$

then $L = ababcbaba$

IF top = input sym after c then pop the top.

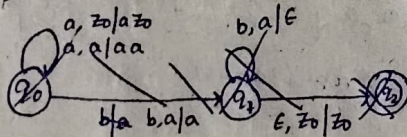
top pop

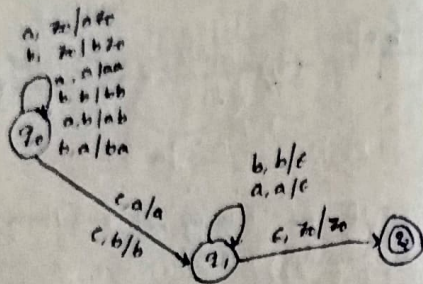
Design $L = \{a^n b^n c^n \mid n \geq 1\}$



Design $L = \{a^n b^{2n} \mid n \geq 1\}$

$a \rightarrow$ push a
 $b \rightarrow$ No change for b
 $b \rightarrow$ pop a

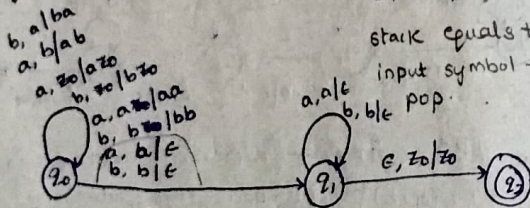




Design PDA for $L = \{w w^R\}$ over an $\Sigma = \{a, b\}$
where $w = (a+b)^*$

Design PDA which accept the strings of even length palindromes. If top of w is

If top of w in stack equals to input symbol then
bl. pop.



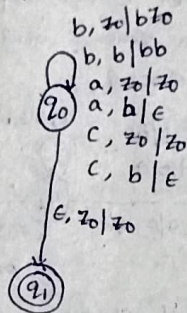
Sbring acceptance:-

$$\delta(q_0, abba, z_0)$$
$$+ (q_0, bba, a t_0)$$
$$+ (q_0, b_0, b_0 z_0)$$
$$f(20, a, bba20)$$

[it is NPDA
so goes to q_1]

$$+ (q, a, az_0)$$
$$+ (q_1, e, z_0)$$
 $+ (q_a, \epsilon, \epsilon).$

Design $L = \{a^n b^{n+m} c^m \mid m, n \geq 1\}$



$$S(q_0, a, z, t_1) = -q_0 a z, t_2)$$

```

graph LR
    q0((q0)) -- "a, a/a, z1/z2" --> q0
    q0 -- "b, a/a, z1/z2" --> q1((q1))
    q0 -- "b, a/a, z2/z2" --> q1
    q1 -- "b, a/a, b/bb" --> q1
    q1 -- "b, a/a, b" --> q1
    q1 -- "c, a/c, b/c" --> q2((q2))
    q2 -- "c, a/c, b/c" --> q2
    q2 -- "c, z1/z1" --> q2
    q2 -- "z1/z1" --> q2
  
```

② $L = \{a^m b^n a^n b^n\}$

Procedure:

4. For each non terminal add the following rule. i.e. if the production $A \rightarrow \alpha$

$$S(q, \epsilon, A) = (q, \beta)$$
$$\begin{array}{ll} A \rightarrow aB & \delta(q, a, a) = (q, \epsilon) \\ B \rightarrow b & \delta(q, b, b) = (q, \epsilon) \end{array}$$
$$A \rightarrow aS | bS | \epsilon.$$

2. It is already in GNF.

$$\delta(q, \epsilon, A) = \{(q, as)(q, bs)(q, a)\}$$

$A \rightarrow BC$
 $B \rightarrow b|c$

$$\delta(q, a, a) = (q, c)$$

$$\delta(q, b, b) = (q, c)$$