

## TOC

### Home Assignment - 3

i) PDA is a 6-tuple machine.

$$P = (Q, \Sigma, \Gamma, \delta, q_0, z_0)$$

$Q \rightarrow$  set of states       $\Gamma \rightarrow$  stack

$\Sigma \rightarrow$  ALP symbols

$\delta \rightarrow$  transition.

$q_0 \rightarrow$  start

$z_0 \rightarrow$  initial stack

#### transitions

pushing A for each a

$$\delta(q_0, a, z_0) \rightarrow (q_0, a z_0)$$

$$\delta(q_0, a, A) \rightarrow (q_0, A A)$$

popping phase.

$$\delta(q_0, b, A) \rightarrow (q_1, \epsilon)$$

pop A for each b

$$\delta(q_1, b, A) \rightarrow (q_1, \epsilon)$$

stack is empty ALP is done.

$$\delta(q_1, \epsilon, z_0) \rightarrow (q_{\text{accept}}, \epsilon)$$



## Stack operations

Q/P : aaabbb

state.	Q/P	stack	action.
$q_0$	aaabbb	$z_0$	$a, \text{push } A$
$q_0$	aaabbb	$Az_0$	$a, \text{push } A$
$q_0$	abbb	$AAz_0$	$a, \text{push } A$
$q_0$	bbb	$AAAz_0$	$b, q_1, \text{pop } A$
$q_1$	bb	$AAz_0$	$b, \text{pop } A$
$q_1$	b	$Az_0$	$b, \text{pop } A$
$q_1$	$\epsilon$	$z_0$	$\text{pop } z_0$
$q_{\text{-accept}}$	$\epsilon$	$\epsilon$	empty.

## 2) PDA design

$q_0$ : Start state

$q_1$ : midpoint

$q_{\text{-accept}}$

Q/P symbols (eg: a, b)

stack bottom (eg:  $z$ )

## PDA transitions

$(q_0, a, z) \rightarrow (q_0, az) \rightarrow \text{push } a$

$(q_0, b, z) \rightarrow (q_0, bz) \rightarrow \text{push } b$

$(q_0, a, a) \rightarrow (q_0, aa) \rightarrow \text{push } a$

$(q_0, b, b) \rightarrow (q_0, bb) \rightarrow \text{push } b$



$(q_0, \epsilon, s) \rightarrow (q_1, s) \rightarrow \text{switch to } q_1$   
 $(q_0, a, a) \rightarrow (q_1, \epsilon) \rightarrow \text{match } a \text{ with top stack}$   
 $(q_1, b, b) \rightarrow (q_1, \epsilon) \rightarrow \text{match } b \text{ with top stack}$   
 $(q_1, \epsilon, z) \rightarrow (q_{\text{accept}}, z) \rightarrow \text{only } z \text{ left}$

ALP: abba

state  $q_0$ : ALP: abba

state	ALP	stack	action
$q_0$	abba	$z$	$a$ , push $az$
$q_0$	bbca	$az$	$a$ , push $ba z$
$q_0$	ba	$ba z$	$ba z$
$q_1$	ba	$ba z$	$b$ , $az$
$q_1$	a	$az$	$a$ , $z$
$q_1$	$\epsilon$	$z$	$q_{\text{accept}} \rightarrow \text{accepted}$

PDA accepts the ALP abba by guessing  
 the midpoint after ab and matching  
 ba as reverse of ab.



3) prove  $L_3 = \{a^n b^n c^n \mid n \geq 1\}$  is not "CFL"

Applying the pumping Lemma to prove  $L_3$  is not a CFL

let  $L_3$  is a CFL

then by pumping Lemma, there exists a length  $p$  such that  $z \in L_3$  with  $|z| \geq p$  can be split into  $uvwxy$  satisfying conditions.

let  $z = a^n b^n c^n \in L_3$

$z$  has equal of  $a, b$  and  $c$ .

$z = uvwxy$ .

~~let~~  $|uwx| \leq p$  and  $vz \neq \epsilon$

$\rightarrow$   $uwx$  contains only  $a$ 's and  $b$ 's but not all three of  $a, b$  and  $c$ .

$\rightarrow$  pump it  $i \neq 1$  are modifying no. of  $a$ 's and  $b$ 's the no. of  $c$ 's remain same.

let  $i = 2$

$uv^2wx^2y$ .

∴ Thus the no. of a's, b's and c's will no longer be equal so

$$uv^2wx^2y \notin L_3.$$

∴  $L_3$  is context free, leads to a contradiction

→  $L_3 = \{a^n b^n c^n \mid n \geq 1\}$  is not a CFL

#### 4) High level logic

→ Matches the first half of the string to the 2nd half, ensuring each character in 1st half as matching one in the 2nd half.

→ The total string length must be even.

#### Sketch of States and Transitions

1)  $q_{start}$ : Read a or b mark it as  $x$ , remember what was read, move right to find 2nd half



2)  $q_{\text{find\_match a}}$  ( $q_{\text{find\_match b}}$ ).

3)  $q_{\text{back}} \rightarrow$  return to state to mark the next unmatched character.

4)  $q_{\text{check\_done}}$

5)  $q_{\text{reject}}$ .

$L = \{ww\}$

$w = ab \rightarrow ww = \{abab\}$

$\rightarrow$  read  $a$ , mark as  $x$ , go to  $q_{\text{find\_a}}$

$\rightarrow$  skip  $b$ , see  $a \rightarrow$  match found,

mark as  $x$   
 $\rightarrow$  no back to state, stop at 1st  $b$

$\rightarrow q_{\text{start}}$ , read  $b$ , mark as  $x$ ,

$\rightarrow$  skip  $x$ , skip  $x$ , find  $b \rightarrow$  mark as  $x$

$\rightarrow$  no back, check any unmatched  $a$  or  $b$  left  $\rightarrow$  accept.

5) Assumption (for contradiction)  
A function  $\text{halts}(P, I)$  exists.

$\text{halts}(P, I)$  returns True.

if program  $P$  halts on  $I$   
and False if  $P$  runs forever on  $I$

contradictory program

$\text{paradox}(P)$  does opposite of  $P(P)$

$\rightarrow$  if  $P(P)$  halts, then  $\text{paradox}(P)$   
loops forever

$\rightarrow$  if  $P(P)$  loops forever, the  $\text{paradox}(P)$   
halts

our assumption that a function  $\text{halts}(P, I)$   
exists must be false.

$\therefore$  no such universal halting function can  
exist.