

LANGUAGES OF PDA

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AP/CSE

LEARNING OBJECTIVE

- To Design pushdown automata for any CFL (K3)
 - To understand the languages of PDA

ACCEPTANCE BY FINAL STATE

- Acceptance by final state
 - Let $M = (Q, \Sigma, \Gamma, \delta, q_0, z_0, F)$ be a PDA.
 - The language accepted by final state is denoted by $L_F(M)$

$$L_F(M) = \{w \mid (q_0, w, z_0) \vdash^* (p, \varepsilon, \gamma) \text{ for some } p \text{ in } F \text{ and } \gamma \text{ in } \Gamma^*\}$$

PALINDROME L_{WWR}

- | | | | |
|-----|---|---|--|
| 1. | $\delta(q_0, 0, Z) = \{(q_0, 0Z)\}$ | } | First symbol push on stack |
| 2. | $\delta(q_0, 1, Z) = \{(q_0, 1Z)\}$ | | |
| 3. | $\delta(q_0, 0, 0) = \{(q_0, 00)\}$ | } | Grow the stack by pushing
new symbols on top of old
(w-part) |
| 4. | $\delta(q_0, 0, 1) = \{(q_0, 01)\}$ | | |
| 5. | $\delta(q_0, 1, 0) = \{(q_0, 10)\}$ | | |
| 6. | $\delta(q_0, 1, 1) = \{(q_0, 11)\}$ | | |
| 7. | $\delta(q_0, \epsilon, 0) = \{(q_1, 0)\}$ | } | Switch to popping mode
(boundary between w and w^R) |
| 8. | $\delta(q_0, \epsilon, 1) = \{(q_1, 1)\}$ | | |
| 9. | $\delta(q_0, \epsilon, Z) = \{(q_1, Z)\}$ | | |
| 10. | $\delta(q_1, 0, 0) = \{(q_1, \epsilon)\}$ | } | Shrink the stack by popping matching
symbols (w^R -part) |
| 11. | $\delta(q_1, 1, 1) = \{(q_1, \epsilon)\}$ | | |
| 12. | $\delta(q_1, \epsilon, Z) = \{(q_2, Z)\}$ | } | Reach Final State |

ACCEPTANCE BY EMPTY STACK

- Acceptance by empty stack
 - Let $M = (Q, \Sigma, \Gamma, \delta, q_0, z_0, F)$ be a PDA.
 - The language accepted by empty stack is denoted by $L_E(M)$

$$L_E(M) = \{w \mid (q_0, w, z_0) \vdash^* (p, \varepsilon, \varepsilon) \text{ for some } p \text{ in } Q\}$$

PALINDROME L_{WWR}

- | | | | |
|-----|--|---|--|
| 1. | $\delta(q_0, 0, Z) = \{(q_0, 0Z)\}$ | } | First symbol push on stack |
| 2. | $\delta(q_0, 1, Z) = \{(q_0, 1Z)\}$ | | |
| 3. | $\delta(q_0, 0, 0) = \{(q_0, 00)\}$ | } | Grow the stack by pushing
new symbols on top of old
(w-part) |
| 4. | $\delta(q_0, 0, 1) = \{(q_0, 01)\}$ | | |
| 5. | $\delta(q_0, 1, 0) = \{(q_0, 10)\}$ | | |
| 6. | $\delta(q_0, 1, 1) = \{(q_0, 11)\}$ | | |
| 7. | $\delta(q_0, \epsilon, 0) = \{(q_1, 0)\}$ | } | Switch to popping mode
(boundary between w and w^R) |
| 8. | $\delta(q_0, \epsilon, 1) = \{(q_1, 1)\}$ | | |
| 9. | $\delta(q_0, \epsilon, Z) = \{(q_1, Z)\}$ | | |
| 10. | $\delta(q_1, 0, 0) = \{(q_1, \epsilon)\}$ | } | Shrink the stack by popping matching
symbols (w^R -part) |
| 11. | $\delta(q_1, 1, 1) = \{(q_1, \epsilon)\}$ | | |
| 12. | $\delta(q_1, \epsilon, Z) = \{(q_1, \epsilon)\}$ | } | Empty the stack |

ACCEPTANCE BY FINAL STATE AND EMPTY STACK

- Acceptance by final state and empty stack
 - Let $M = (Q, \Sigma, \Gamma, \delta, q_0, z_0, F)$ be a PDA.
 - The language accepted by empty stack and final state is denoted $L(M)$

$$L(M) = \{w \mid (q_0, w, z_0) \vdash^* (p, \varepsilon, \varepsilon) \text{ for some } p \text{ in } F\}$$

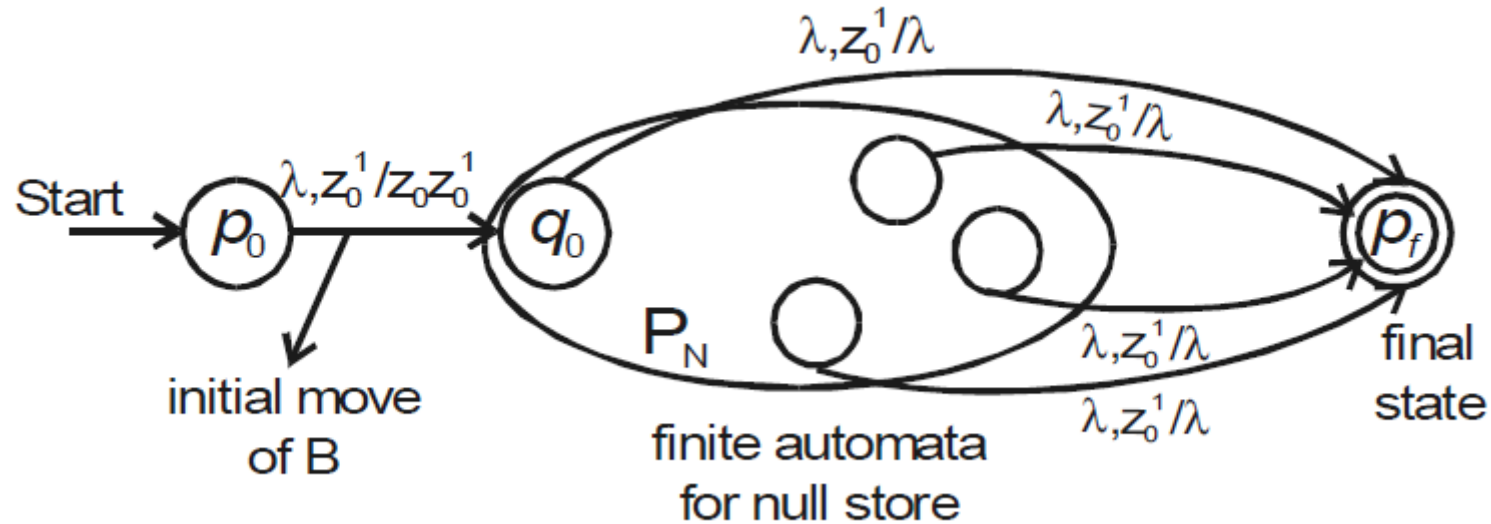
PALINDROME L_{ww^R}

- | | | | |
|-----|--|---|--|
| 1. | $\delta(q_0, 0, Z) = \{(q_0, 0Z)\}$ | } | First symbol push on stack |
| 2. | $\delta(q_0, 1, Z) = \{(q_0, 1Z)\}$ | | |
| 3. | $\delta(q_0, 0, 0) = \{(q_0, 00)\}$ | } | Grow the stack by pushing new symbols on top of old (w-part) |
| 4. | $\delta(q_0, 0, 1) = \{(q_0, 01)\}$ | | |
| 5. | $\delta(q_0, 1, 0) = \{(q_0, 10)\}$ | | |
| 6. | $\delta(q_0, 1, 1) = \{(q_0, 11)\}$ | | |
| 7. | $\delta(q_0, \epsilon, 0) = \{(q_1, 0)\}$ | } | Switch to popping mode (boundary between w and w^R) |
| 8. | $\delta(q_0, \epsilon, 1) = \{(q_1, 1)\}$ | | |
| 9. | $\delta(q_0, \epsilon, Z) = \{(q_1, Z)\}$ | | |
| 10. | $\delta(q_1, 0, 0) = \{(q_1, \epsilon)\}$ | } | Shrink the stack by popping matching symbols (w^R -part) |
| 11. | $\delta(q_1, 1, 1) = \{(q_1, \epsilon)\}$ | | |
| 12. | $\delta(q_1, \epsilon, Z) = \{(q_2, \epsilon)\}$ | } | Reach Final State and empty the stack |

EMPTY STACK TO FINAL STATE

- Theorem

If $A = (Q, \Sigma, \Gamma, \delta, q_0, z_0, F)$ is a PDA accepting L by empty stack, we can find a PDA $B = (Q', \Sigma, \Gamma', \delta_B, p_0, z_0', F')$ which accepts L by final state i.e. $L = L(A) = L(B)$



EMPTY STACK TO FINAL STATE

$$R_1 : \delta_B(p_0, \lambda, z_0^{-1}) = \{(q_0, z_0 z_0^{-1})\}$$

$$R_2 : \delta_B(q, a, z) = \delta(q, a, z) \text{ for all } q \text{ in } Q, a \text{ in } \Sigma \text{ or } \lambda \text{ and } z \text{ in } \Gamma$$

$$R_3 : \delta_B(q, \lambda, z_0^{-1}) = \{(p_f, \lambda)\}$$

By theorem

$$(q, x, \alpha) \stackrel{*}{\vdash} (p, y, \beta) \Rightarrow (q, xw, \alpha\gamma) \stackrel{*}{\vdash} (p, yw, \beta\gamma)$$

we get

$$(q_0, w, z_0 z_0^{-1}) \stackrel{*}{\vdash}_A (q, \lambda, z_0^{-1})$$

Since null store (or) empty store (δ) is a subset of δ_B

i.e.. $\delta \subset \delta_B$ we have

EMPTY STACK TO FINAL STATE

$$(p_0, w, z_0^{-1}) \quad |_{\text{B}} \quad (q_0, w, z_0 z_0^{-1})$$

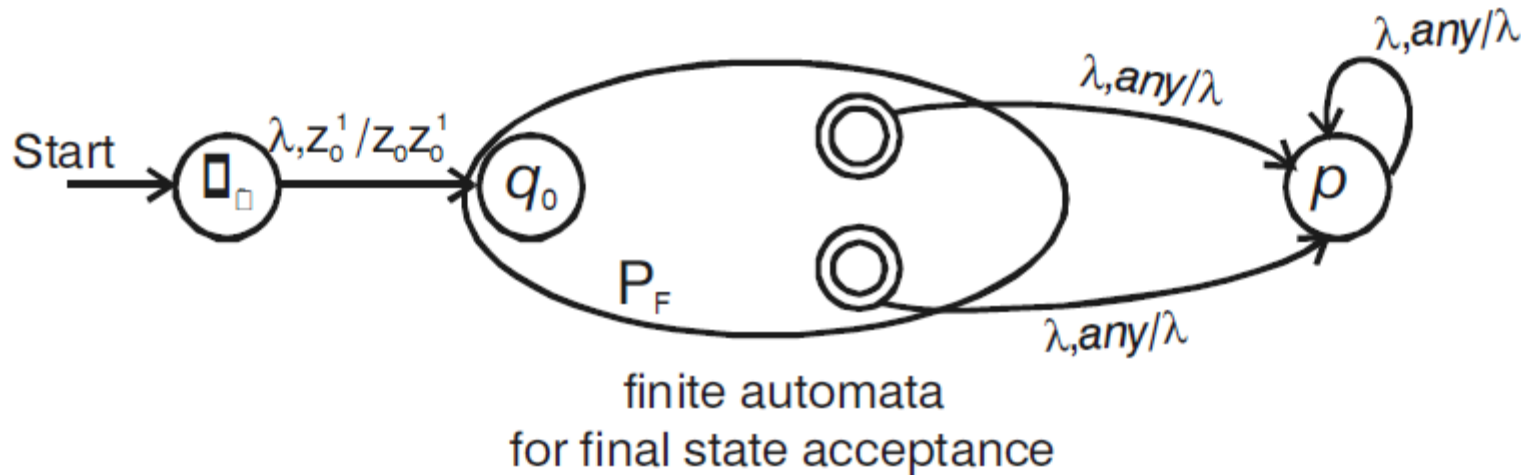
$$|_{\text{B}}^* (q, \lambda, z_0^{-1})$$

$$|_{\text{B}} (p_f, \lambda, \lambda)$$

FINAL STATE TO EMPTY STACK

- If $A = (Q, \Sigma, \Gamma, \delta, q_0, z_0, F)$ accepts L by final state, we can find a PDA B , accepting L by empty store.

i.e., $L = T(A) = N(B)$



FINAL STATE TO EMPTY STACK

$$R_1 : \delta_B(p_0, \lambda, z_0^1) = \{(q_0, z_0 z_0^1)\}$$

$$R_2 : \delta_B(p, \lambda, z) = \{(p, \lambda)\} \text{ for all } z \in \Gamma \cup \{z_0^1\}$$

$$R_3 : \delta_B(q, a, z) = \delta(q, a, z) \text{ for all } a \in Z, q \in Q, z \in \Gamma.$$

$$R_4 : \delta_B(q, \lambda, z) = \delta(q, \lambda, z) \cup \{(p, \lambda)\} \text{ for all } z \in \Gamma \cup \{z_0^1\} \text{ and } q \in F.$$

SUMMARY

- Different Languages of PDA
 - Acceptance by Final State
 - Acceptance by Empty Stack
 - From Empty stack to final state
 - From Final state to empty stack

TEST YOUR KNOWLEDGE

REFERENCE

- Hopcroft J.E., Motwani R. and Ullman J.D, “Introduction to Automata Theory, Languages and Computations”, Second Edition, Pearson Education, 2008