

Module 4

Push Down Automata

Regular - Type-3 \rightarrow FSM
Grammar

This can process only Finite Amount of Infoⁿ.

Context Free - Type-2 \rightarrow Push Down Grammar Automata

This can process Infinite Amount of Infoⁿ.

This can be done using stack.

In stack - 2 opn
 \downarrow push & pop.

insertion \downarrow deletion

PDA is used to recognise CFG.

In PDA 3 components are used

1. Input Tape - Input string. (~~processed~~)
2. Finite Control - push/pop. (state can be changed)
3. Stack - Elements
 \downarrow (to maintain)

Push Down Automata also can be called as

[FSM + STACK]

\downarrow
5 tuples + 2 tuples.

Total [7 Tuples].

Defn of PDA.
can be defined as \neq tuple.

$(Q, \Sigma, S, T, q_0, z_0, F)$

Q - No. of states.

Σ - Alphabet with input symbols.

S - Transition functions

Triple $S (q, q, \sigma) \{(z_n), \dots\}$

$q \rightarrow$ current state

$a \rightarrow$ input to be processed

$\sigma \rightarrow$ top of stack.

where $q_n \rightarrow$ new state

$\sigma \rightarrow$ top of stack to be replaced of σ .

string of stack symbol.

T - Stack symbols.

q_0 - Initial state

z_0 - Initial top of stack.

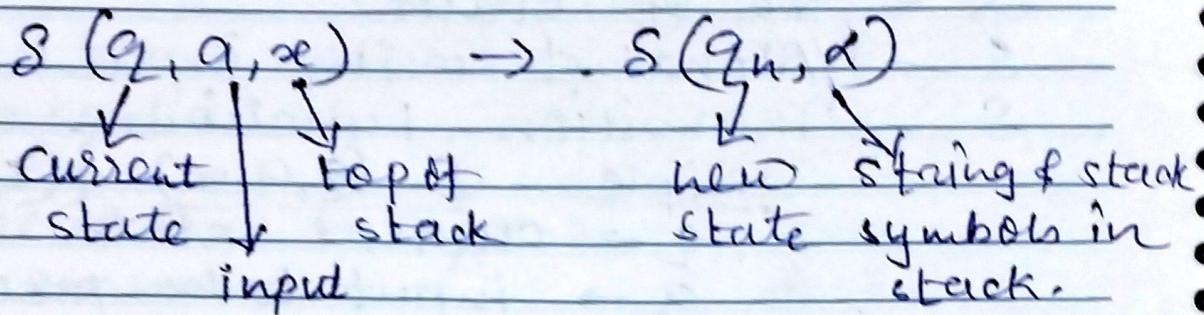
F - Final state

Example 1

Construct a PDA for the lang.

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

$$\rightarrow L = \{ ab, aabb, aaabbb, \dots \}$$



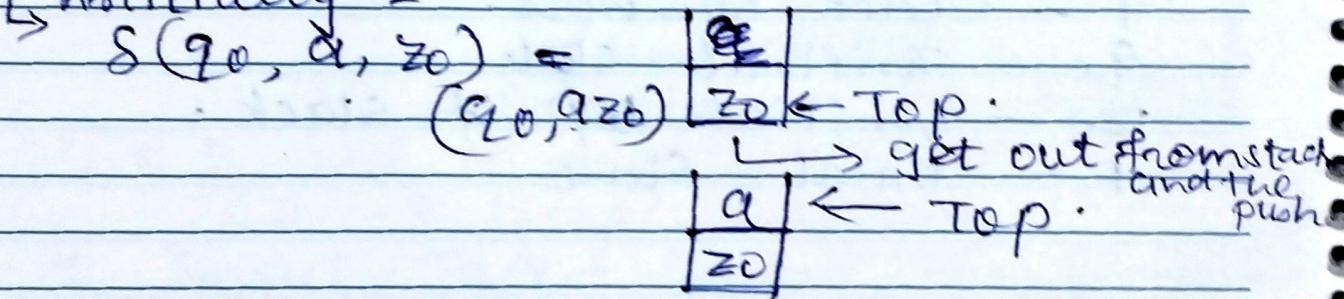
for every transition fun

a - push {

b - pop(a) } { 3 opn can be alone
unchanged $(q_n, \epsilon) - \text{pop}$

ababbb | C

Initially -



$$\rightarrow S(q_0, a, a) = (q_0, a, a, z_0)$$

a, z_0 out
a push so a, a, z_0 .
push from right to left.

a	\leftarrow Top
a	
z0	

3rd a

$$s(q_0, a, a) = (q_0, a \underset{a}{\cancel{a}}, z_0)$$

pop - a and push a

a	\leftarrow Top
a	
z0	

Now, b.

$$s(q_0, b, a) = (q_1, c)$$

pop(a)

a	\leftarrow Top
a	
z0	

next b.

$$s(q_1, b, a) = (q_1, c)$$

pop(a)

a	\leftarrow Top
z0	

next b

$$s(q_1, b, a) = (q_1, c)$$

pop(a)

z0	\leftarrow Top
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$$s(q_1, c, z_0) = (q_2, c)$$

pop z0

empty stack

$$\text{So, } Q = \{q_0, q_1, q_2\}$$

$$F = \{q_2\}$$

$$I = (z_0, a)$$

q0 = initial state

z0 = top of the stack

$$\Sigma = \{a, b\}$$

PDA

$$P = \{ Q, \Sigma, \Gamma, S, q_0, z_0, F \}$$
$$P = \{ q_0, q_1, q_2 \}, \{ a, b \}, \{ z_0, q_1 \}, S, \{ q_0 \},$$
$$\{ z_0 \}, \{ q_2 \} \}$$

Example 2

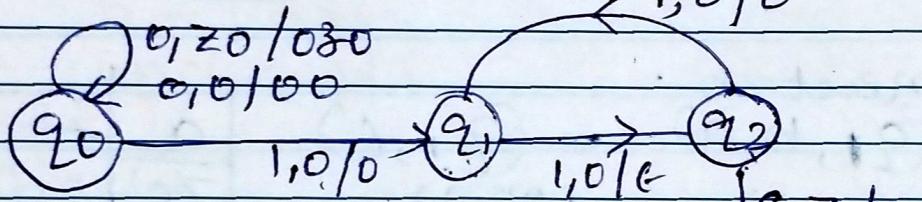
Construct a PDA for the language

$$L = \{ 0^n 1^{2n}, n > 0 \}$$

$$\rightarrow L = \{ 011, 001111, 00011111, \dots \}$$

q_0 - initial state
 $\Sigma = \{ 0, 1 \}$

$| 0 | 0 | 1 | 1 | 1 | 1 | G$



q_f

Final PDA

q_0 - initial state

$F = \{ z_0, 0 \}$

q_f - final state

$\Delta = \{ q_0, q_1, q_2, q_f \}$

$\Sigma = \{ 0, 1 \}$

z_0 - initial element in stack.

Transition S

$q_0, 0, z_0 \rightarrow q_0, 0z_0$

$q_2, 1, 0 \rightarrow q_1, 0z_0$

$q_0, 0, 0 \rightarrow q_0, 00z_0$

$q_2, 1, 0 \rightarrow q_1, z_0$

$q_0, 1, 0 \rightarrow q_1, 00z_0$

$q_2, 1, 0 \rightarrow q_1, z_0$

$q_1, 1, 0 \rightarrow q_2, G$

Example 3

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

$$\rightarrow n, m = 1 \quad m=1, n=2 \quad m=2, n=2$$

$$L = \{abc, aabcc, aabbcc,$$

$\underbrace{aaabbccc, \dots}_{m=2, n=3}\}$

- Condⁿ - no. of a's & no. of c's are same

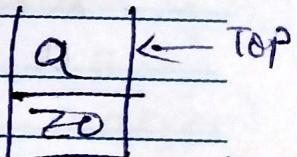
so, a - push(a)

b - unchange

c - pop(a)

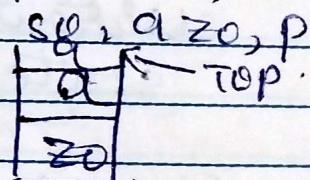
string - $a|ab|bc|c|c$

$$s(q_0, a, z_0) = s(q_0, az_0)$$



pop z0, add a

$$s(q_0, a, a) = s(q_0, aa\cancel{z_0})$$

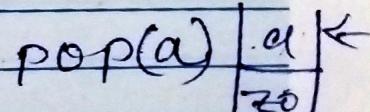


pop a, add a

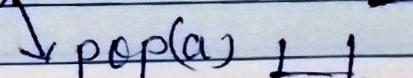
$$s(q_0, b, a) = s(q_1, aa\cancel{z_0})$$

so, aa, push
unchanged because slip is b

$$s(q_1, c, \cancel{a}) = s(q_2, c)$$



$$s(q_2, c, a) = s(q_2, c)$$



$$s(q_2, c, z_0) = (q_3, c)$$

empty stack.
POP(z0)



Final PDA

$$P = \{Q, \Sigma, \Gamma, S, q_0, z_0, F\}$$

$$Q = \{q_0, q_1, q_2, q_3\}$$

$$\Sigma = \{a, b, c\}$$

$$\Gamma = \{a, z_0\}$$

$$S = \{q_0\}$$

$$z_0 = \{z_0\}$$

$$F = \{q_3\}$$

S is already calculated

Instantaneous Description (ID)
of PDA.

- used to check Acceptance of
string

ID of PDA is represented by
a Triple

$$(q, w, \Gamma)$$

current
state

input
string to be
processed

content of
the stack

ID is represented as \rightarrow (fallen T)
called as Turnstile Notation

\rightarrow single move

\rightarrow^* Multiple / sequence of moves

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

$\rightarrow L = \{ab, aaabb, aaabbbb, \dots\}$

Write Transition fun

$s(q_0, a, z_0) = (q_0, a z_0)$
 $s(q_0, a, a) = (q_0, a a z_0)$
 $s(q_0, b, a) = (q_1, \epsilon)$
 $s(q_1, b, a) = (q_1, \epsilon)$
 $s(q_1, \epsilon, z_0) = (q_2, \epsilon)$

Here, we have taken string
 $aaabbb\epsilon$ and check it is accepted
or not.

Represented as Triple

$(q_0, aaabbb, z_0) \xrightarrow{\quad} (q_0, aabb, aaz_0)$
 $\xrightarrow{\quad} (q_0, abbb, aaaz_0)$
 $\xrightarrow{\quad} (q_0, bbb, aaaz_0)$
 $\xrightarrow{\quad} (q_1, bb, aaz_0)$ pop
 $\xrightarrow{\quad} (q_1, b, aaz_0)$ pop
 $\xrightarrow{\quad} (q_1, \epsilon, az_0)$ pop
 $\xrightarrow{\quad} (q_2, \epsilon)$ pop

At the end we get stack is
empty so, the string is accepted.

Acceptance of PDA can be

- Empty stack
- Final state

Example - 2

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

$$\rightarrow L = \{abc, aabcc, aabbcc, \\ aaabccc, \dots\}$$

Write the transition you

$$s(q_0, a, \gamma_0) = (q_0, a\gamma_0)$$

$$S(90, a, a) \Rightarrow (90, aa^{90})$$

$$g_0(g_0, b, a) = (g_1, a g_0)$$

$$S(q_1, b_1 a) = (q_2, c)$$

$$S(9_2, \epsilon, z_0) = (9_3, \epsilon)$$

string
aabcc

Now, $(q_0, \underline{aabcc}, z_0) \xrightarrow{\cdot} (q_0, abcc, \underline{az_0})$.

+ (90, bcc, aaz)

$\vdash (q_1, ec, \alpha a z_0)$

unchanged

$\vdash (q_2, c, q_7) \text{ pop}$

$t(\underline{q_2, G, z_0})$ pop

$\vdash \text{E}(q_3, G)$ pop

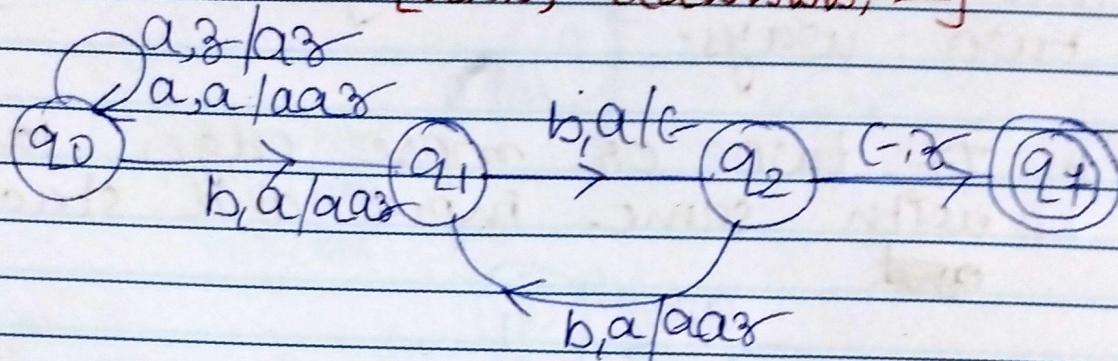
accepted

Deterministic Push Down Automata

DPA :- A PDA is said to be deterministic if all derivations in the design has to give only single move.

Example 1 $L = a^n b^{2n} \ n > 0$

$$L = \{abb, aabbabb, \dots\}$$

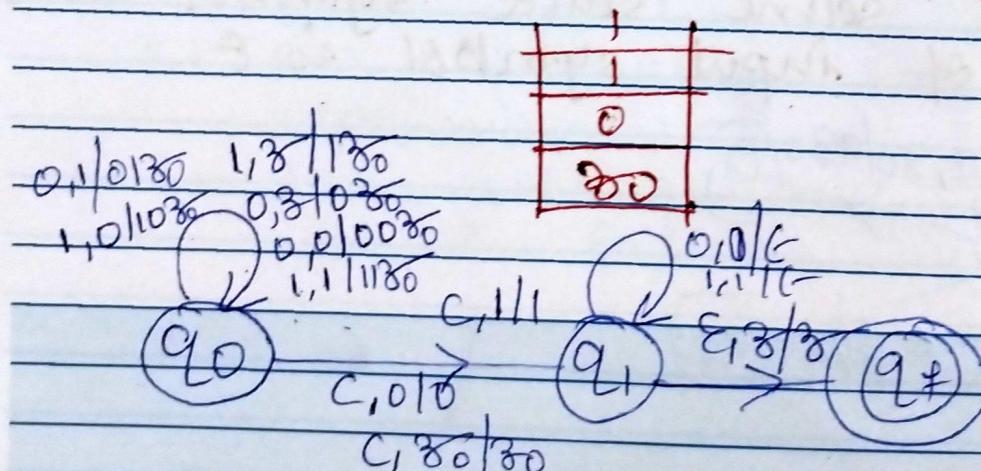


Example 2

$$L = w c w^R$$

$$\begin{aligned} w &= (0+1)^* \\ S &= \{0, 1, C\} \end{aligned}$$

$$L = \{011C110, 001C100, \dots\}$$



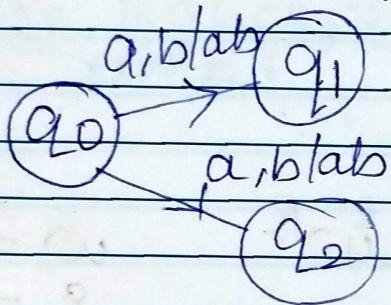
Non-Deterministic Push Down Automata

NPDA

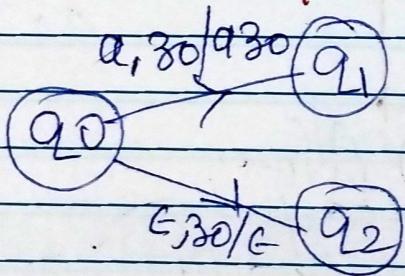
A PDA is nondeterministic with one transition we can take more than one move.

This can be done by following two ways-

1. If two or more edges labeled with same input and stack symbol



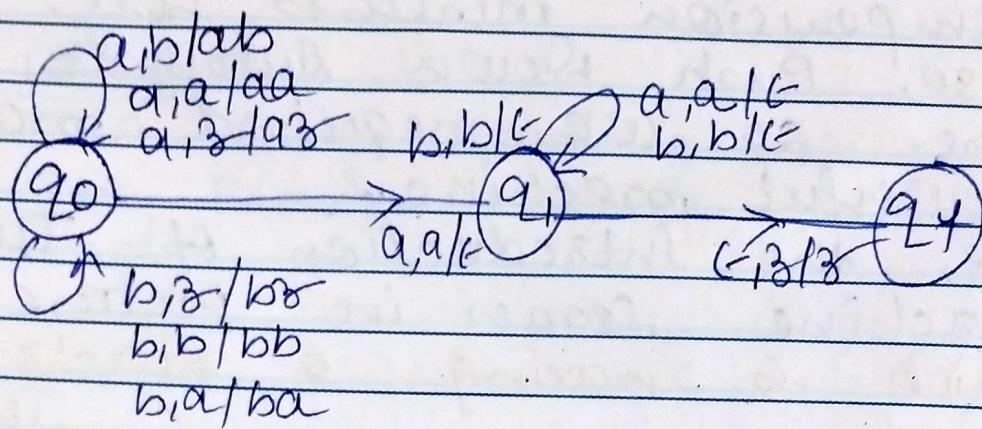
2. When a state have two edges with same stack symbol and one of input symbol is ϵ



Example

$$L = w w^R \quad w \in (a, b)^*$$

$$L = \{ abba, abbbba, \dots \}$$

Appm of PDA

1. For designing the parsing phase of a compiler (Syntax Anal)
2. For implementation of stack appm.
3. For evaluating the arithmetic expressions.
4. For solving the Tower of Hanoi Problem