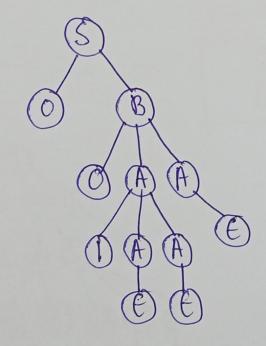
Derivation Tree, Ambiguous Grammar and PDA

Descivation Tree

>> A Destivation Tree or Parse Tree is an ordered rooted tree that supplically represents the semantic information of strings destived from a CFG.

Example: For the Grocomman GI= LV,T,P,S& where S -> OB, A > IAA|E, B -> OAA



Rootvertex: Must be labelled by the Start symbol

Vertex: Labelled by Non-Terminal Symbols

Leavel: Labelled by Terminal Symbols or E

Left Derivation Tree

A Left Desiration Tree is obtained by applying production to the leftmost variable in each step.

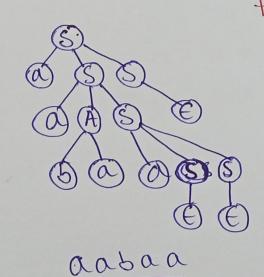
Right Deluvation Tree

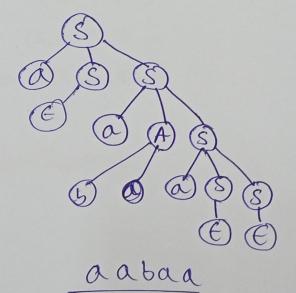
A Right Desuvation Tree is obtained by applying production to the rightmost valuable in each step.

Es. For senerating the string

aobaa from the Greamman

S -> aAS | aSS | E, A -> SbA ba





Ambi Suous Grammay

=> A Greammar ets said to be Ambiguous ef there exists two move derivation tree for a string or (that means two or more left derivation trees)

Example: Gr = [ds], datb, t, *f, P, S} where P consists of S > S+S|S+S|a|o. The Strong at a *b Can be generated al:

$$S \rightarrow S + S$$

$$\Rightarrow S + S$$

$$\Rightarrow A + S$$

$$\Rightarrow A + S + S$$

$$\Rightarrow A + A + S$$

$$\Rightarrow A + A + S$$

$$\Rightarrow A + A + S$$

Thus, this Gramman is Ambiguous

Pushdown Automata (Intreoduction)

- => Apushdown Automata (PDA) es a way to emplement a CFGT es a similar way we design fA for Resular Greamman
 - > It is more powerful tha PSM
 - > FSM has a very limited memory but PDA has more memory
 - -> PAA = Finite State Machine + A Stack
 - >> A Stack is a way we awange elements one on top of another.
 - => A stack does two basic operations:

PUSH: A new element is added at the top of the stack, pop: The top element of the stack is read or removed

TOP>C POP TOP>C POP

Stock

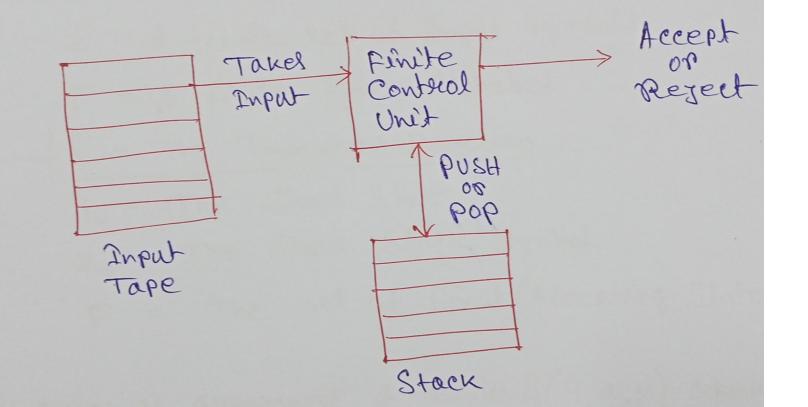
Stock

Stock

Stock

Pashdown Automata (Introduction)

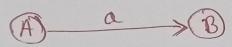
- => A pushdown Automata has 3 Components
 - 1) An input tape
 - 2) A finite Control Unit
 - 3) A Stack with enfancte Size



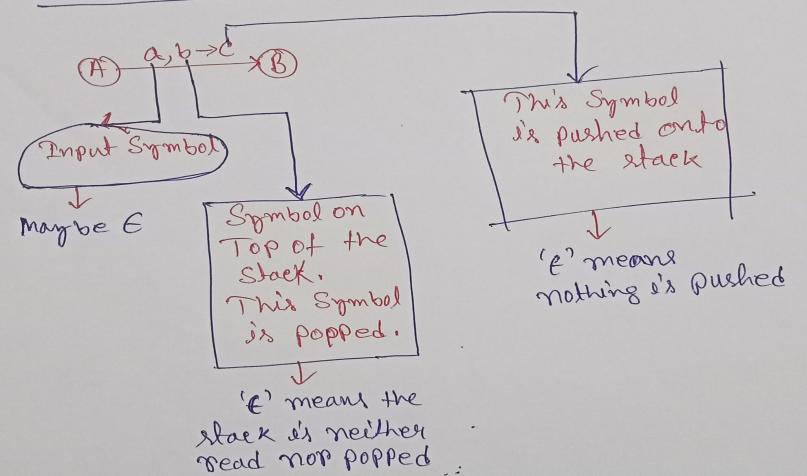
Pushdown Automata (Fosimal Definition) => A pundown Automata is formally defined by 7 Tuples as shown below: P=(Q, Z, T, 8, 90, 20, F) Whelle & = A finite set of States Z = A finite set of Input Symbols T = A finite Stack Alphabet = 8 = The Townsition Function 90 = The Start State 20 = The Start Stack Symbol F = The set of Final/Accepting States Is of taker as orgument a touble 8(9, a, x) where: () 9 is a State in a u) a is either an Input Symbol in & or a= E 111) X is a Stack Symbol, that is a member of T > The output of & its finite set of pairis (P, Y) where -> Pis a new State -> Y is a storing of stock Symbols that replace X at the top of the Stack. E8. If Y=E then the stack is popped. If Y = X then the stack is Unchanged. If Y = YZ then X is replaced by Z and Y is pushed onto the stock.

Pushdown Automata (Gwaphical Notation)

Finite State Machine

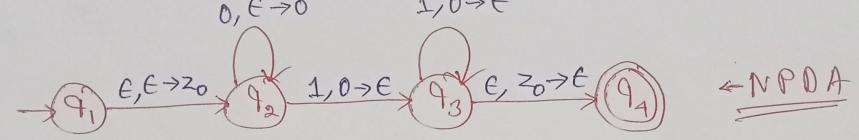


Pushdown Automata



Pushdown Automata - Example

Bxample: Construct a PDA that accepts $L = \{0^m | myo\}$ $0, \epsilon \to 0$ $1, 0 \to \epsilon$



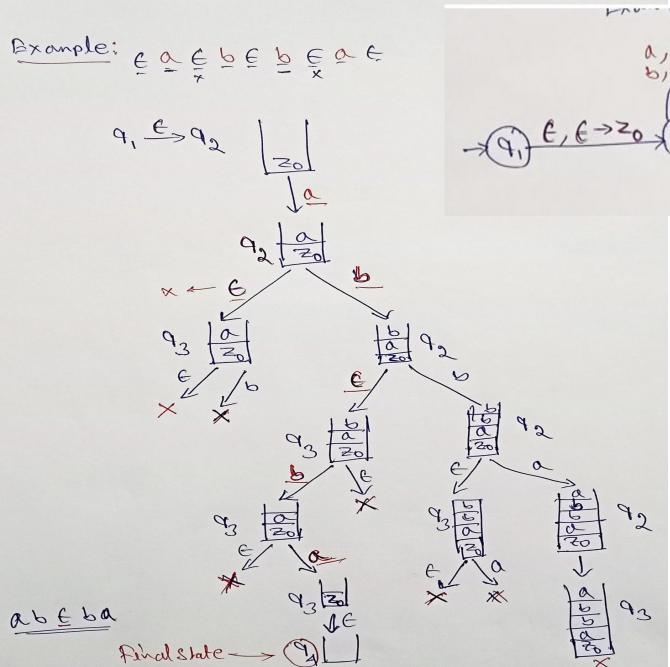
0011-

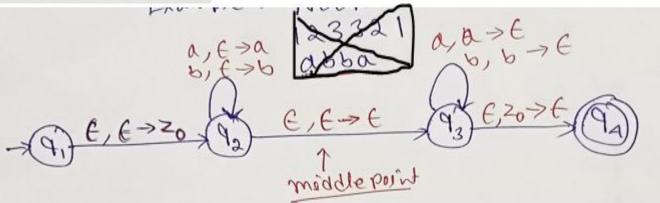
Accepted cares - D Reach the Final state - 2) Stack & empty.

Pushdown Automata - Example (Even palindrome) Construct a PDA trat accepts Even Palindromes of the form L = {WWR | W = (a+b)+} PALINDROMES: A world or sequence that reads the same backwards as forwards Example: NOON $a, \in \mathbb{R}$ abba ab20 a a b a b a semply ables x doubt?

=> How do we know the the and point of the string?

PDA-Brample (Even Palindrome)





Pushdown Automata - Example

Example: £ a£b £ a£b £

Cheek How the PDA is working?