

Automata Exam #3 #Q1

$$2) L = \{ 0^i \mid i \geq 0 \} \text{ where } L = L_f(P)$$

notations used

$Z_0 \rightarrow$ initial stack symbol

$q_0 \rightarrow$ initial state

$q_f \rightarrow$ final state

$z \rightarrow$ stack symbol

Empty Set

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

		0		ϵ
q_0	Z_0	(q_1, Z_0)	/	(q_0, ϵ)
	Z	(q_1, Z)	(q_3, ϵ)	/
q_1	Z_0	(q_2, Z_0)	/	/
	Z	(q_2, Z)	/	/
q_2	Z_0	(q_0, ZZ_0)	/	/
	Z	(q_0, ZZ)	/	/
q_3	Z_0	/	/	(q_3, ϵ)
	Z	/	(q_3, ϵ)	/

Final State acceptance

$$P_f = (Q, \Sigma, \delta, q_0, q_f, Z_0)$$

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	O	I	E	12
q_{v_0}	z'_0	/	/	$(q_0, z_0 z'_0)$
	z_0	/	/	/
	z	/	/	/
q_{v_0}	z'_0	/	/	(q_f, ϵ)
	z_0	(q_0, z_0)	/	(q_0, ϵ)
	z	(q_1, z)	(q_3, ϵ)	/
q_{v_1}	z'_0	/	/	/
	z_0	(q_2, z_0)	/	/
	z	(q_2, z)	/	/
q_{v_2}	z'_0	/	/	/
	z_0	(q_0, ZZ_0)	/	/
	z	(q_0, ZZ)	/	/
q_{v_3}	z'_0	/	/	(q_f, ϵ)
	z_0	/	/	(q_3, ϵ)
	z	/	(q_3, ϵ)	/
q_{v_f}	z'_0	/	/	/
	z_0	/	/	/
	z	/	/	/

2

$$L = \{ 0^i 1^{4i} \mid i \geq 0 \} \text{ where } L = L_f(P)$$

Notations used :

$z_0 \rightarrow$ initial stack symbol

$q_0 \rightarrow$ initial state

$q_f \rightarrow$ final state

$z \rightarrow$ stack symbol

left \square side will be used to write the top of the stack

	0	1	ϵ
q_0	$(q_0, zzzzz_0)$	-	(q_f, ϵ)
z	$(q_0, zzzzz)$	(q_1, ϵ)	-
q_1	z_0	-	(q_f, ϵ)
z	-	(q_1, ϵ)	-
q_f	-	-	✓
			Accepting

$$\begin{aligned}
 (q_0, 0, z_0) &\rightarrow (q_0, zzzzzz_0) \\
 (q_0, 0, z) &\rightarrow (q_0, zzzzzz) \\
 (q_0, 1, z) &\rightarrow (q_1, \epsilon) \\
 (q_1, 1, z) &\rightarrow (q_1, \epsilon) \\
 (q_1, 1, z_0) &\rightarrow (q_1, \epsilon) \\
 (q_1, \epsilon, z_0) &\rightarrow (q_1, \epsilon)
 \end{aligned}$$

2) $L = \{0^i 1^i \mid i \geq 0\}$

$$P_E = (\{0, 1\}, \{q_0, q_1\}, \{z_0, z\}, \delta, q_0, \emptyset, z_0)$$

Top of stack is on left.

	0	1	ϵ
q_0	$z_0 \{ (q_0, zzzzzz_0) \}$	/	$\{ (q_1, \epsilon) \}$
z	$\{ (q_0, zzzzzz) \}$	$\{ (q_1, \epsilon) \}$	/
q_1	z_0	/	$\{ (q_1, \epsilon) \}$
z	/	$\{ (q_1, \epsilon) \}$	/

Final state acceptance

	0	1	ϵ
q_0	z_0	/	$\{ (q_0, z_0 z_0) \}$
z_0	/	/	/
z	/	/	/
z_0	/	/	/
q_0	z_0	$\{ (q_0, zzzzzz_0) \}$	/
z	$\{ (q_0, zzzzzz) \}$	$\{ (q_1, \epsilon) \}$	$\{ (q_1, \epsilon) \}$
z_0	/	/	$\{ (q_f, \epsilon) \}$
q_1	z_0	/	$\{ (q_1, \epsilon) \}$
z	/	/	$\{ (q_1, \epsilon) \}$
z_0	/	$\{ (q_1, \epsilon) \}$	/
q_f	z_0	/	/
z	/	/	/

final state

1

PDA → General Way

Transition (move) Function of the PDA

$$(q, b, X) = (P, Y)$$

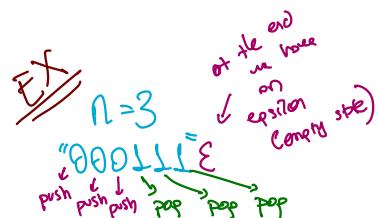
Current state \downarrow
reading input symbol \downarrow
stack symbol at top of stack \downarrow

New state \downarrow
stack symbol that replaces X at the top of the stack \downarrow

if $y = \epsilon$
it means stack is popped
 $y = X$
nothing changed (neither popped/pushed)

What does $L = \{ 0^n 1^n \mid n \geq 0 \}$ mean?

- * The number of zeros (n) should exactly be equal to the ones (n)
- * If we have n # of zeros, we also should have n # of ones
- * Whenever we see a '0', push it onto the stack
- * Whenever we see a '1', pop the corresponding 0 from the stack
- * When input is consumed, if the stack is empty, ACCEPT



Assume bottom of the stack (initial stack is Z_0)

$$1) (q_0, 0, Z_0) = (q_0, 0Z_0)$$

Current state \downarrow
reading input \downarrow
(we want to PUSH it) \downarrow
currently top of the stack \downarrow

top of the stack is now 0
pushed
we are still at q0 state
cuz we need to get 0 n times, which means we need to stay some until getting a new input.

$$2) (q_0, 0, 0) = (q_0, 0)$$

$$3) (q_0, 1, 0) = (q_1, \epsilon)$$

input top of the stack \downarrow
when there is a pop operation, it means the top of the stack is

* now we need to pop the corresponding 0

* because ϵ remove a 0 from the stack

$$4) (q_1, 1, 0) = (q_1, \epsilon)$$

top of the stack is still 0,

$$5) (q_1, \epsilon, 0) = (q_f, 0)$$

2

PDA → Leiss's way

Example Construct a PDA P for
 $L = \{0^i 1^i \mid i \geq 0\}$

* The number of ones (u_i) should be $\leq x$ the number of zeros (i)

* If we have i # of zeros, we also should have (ui) # of ones

Whenever we see a '0', push L states (2) into the stack.

Whenever we see a '{', pop the corresponding $O(n \text{ states})$ from the stack.

Assume the bottom of the stack - initial stack symbol is Z_0



1) $(P_0, 0, Z_0)$ → in general PDA way $\rightarrow (P_0, 0Z_0)$
 * but in Less way, we can just write

* but in less way, we can just write four state instead of 16
→ new top

$$2) (p_0, 0, z) \xrightarrow{\text{in Less way}} (p_0, zzzzz) \quad \begin{matrix} \text{new top} \\ \text{of the stack} \end{matrix}$$

\downarrow new lux set \downarrow old top of the stack

3) $(p_0, 1, \hat{z}) = (p_1, \hat{x})$ * new state (q_1) → when you switch the input character, also switch the state
 ↳ remembers when you see a 1 → pop the corresponding $\hat{u}\hat{z}$ states

$$4) (p_{11}, 1, z) = (p_{11}, \epsilon) \quad \text{and when you pop}$$

we've pushed z twice and
this one is the last one.

"and when you pop a symbol from the stack, transition result is E

$$5) (\rho_1, \gamma, Z_0) = (\rho_1, \epsilon) \quad \begin{matrix} \text{now remove the initial} \\ \text{symbol} \end{matrix}$$

$$6) (p_1, \varepsilon, z_0) = (q_1, \varepsilon) \text{ (final state)}$$

$$P = (\{0, 1\}, \{q_0, q_1\}, \{z_0, z\}, \delta, q_0, \emptyset, z_0)$$

↕ symbols ↕ states ↕ stack symbols ↕ transition ↕ initial state ↕ final state ↕ stack symbols



3

PDA

Creating table
Input symbols
Stack symbols

δ	0	1	ϵ
States	q_0	z_0 ($q_0, zzzzz_0$)	(q_1, ϵ)
	z ($q_0, zzzzz$)	(q_1, ϵ)	
	z_0	/	(q_1, ϵ)
	z	(q_1, ϵ)	/

In order to find these, read the transition functions, and place the result

$$\text{if } (q_0, 0, z_0) = (p_0, zzzzz_0) \quad \begin{array}{l} \text{state} \\ \text{input} \\ \text{stack symbol} \end{array} \quad \begin{array}{l} \text{write the result to the corresponding cell} \end{array}$$

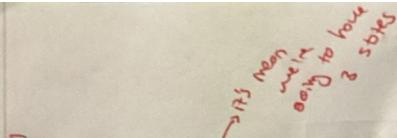
STEP 0 Final State Acceptance

$$P_f = (\{0, 1\}, \{(q_i, q_0, q_1, q_f)\}, \{z_0, z_1, z\}, S, q_0, q_f, z_0) \leftarrow \text{updated } P$$

S'	0	1	ϵ	
q_0	z_0'	/	/	$(q_0, z_0 z_0')$
	z_0	/	/	/
	z	/	/	/
q_0	z_0'	/	/	/
	z_0 ($q_0, zzzzz_0$)	/	(q_1, ϵ)	
	z ($q_0, zzzzz$)	(q_1, ϵ)	/	
q_1	z_0'	/	/	(q_f, ϵ)
	z_0	/	/	(q_1, ϵ)
	z	(q_1, ϵ)	/	
q_f	z_0'	/	/	/
	z_0	/	/	/
	z	/	/	/

*add updated P' 's states and stack symbols
 (q_0', q_f, z_0')

always (at most) at least i is in all the previous externs



Example

Construct a PDA that accepts:
 $L = \{0^i 1^i \mid i \geq 0\}$ where $L = L_f(P)$

Notations used

$Z_0 \rightarrow$ initial stack symbol

$q_0 \rightarrow$ initial state

$q_f \rightarrow$ final state

$Z \rightarrow$ stack symbol

Need to find for both
 Z_0 and Z stack symbols

$$(q_0, 0, Z_0) \rightarrow (q_1, Z_0)$$

$$(q_0, 0, Z) \rightarrow (q_1, Z)$$

$$(q_0, 1, Z) \rightarrow (q_1, Z)$$

$$(q_1, 0, Z_0) \rightarrow (q_2, Z_0)$$

$$(q_1, 0, Z) \rightarrow (q_2, Z)$$

$$(q_1, 1, Z) \rightarrow (q_2, Z)$$

$$(q_2, 0, Z_0) \rightarrow (q_3, Z_0)$$

$$(q_2, 0, Z) \rightarrow (q_3, Z)$$

$$(q_2, 1, Z_0) \rightarrow (q_3, \epsilon)$$

$$(q_2, 1, Z) \rightarrow (q_3, \epsilon)$$

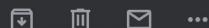
↓ popped

$$P = (\{0, 1\}, \{q_0, q_1, q_2, q_3\}, \{Z_0, Z\}, \{S, q_0, \emptyset, Z_0\})$$

inputs states stack inputs start state initial stack

Top of the stack is ON ~~RIGHT~~ LEFT

	0	1	ϵ
q_0	Z_0 Z	(q_1, Z_0) (q_1, Z)	(q_3, ϵ)
q_1	Z_0	(q_2, Z_0)	/
q_2	Z	(q_2, Z)	/
q_2	Z_0 Z	(q_3, Z_0) (q_3, Z)	/
q_3	Z_0 Z	/	(q_3, ϵ)



2. Construct a DFA for the following language

$$L = \{1^0^n 1^i \mid i \geq 3\}$$

		0	1	ϵ
q_0	z_0	/	(q_1, z_0)	(q_0, ϵ)
z	/		(q_1, z)	/
q_1	z_0	(q_2, z_0)	/	/
z		(q_2, z)	/	/
q_2	z_0	(q_2, z_0)	/	/
z	(q_2, z)		/	/
q_3	z_0	(q_3, z_{20})	/	/
z	(q_1, z_2)		/	/
q_4	z_0	/	/	(q_4, ϵ)
z	/	(q_4, ϵ)	/	

Final State acceptance

		0	1	ϵ
q_0	z_0'	/	/	
z_0	/	/		$(q_0, z_0 z_0')$
z	/	/		/
q_0	z_0'	/	(q_1, z_0)	(q_0', ϵ)
z_0	/	(q_1, z)		(q_0', ϵ)
z	(q_0, ϵ)	(q_1, z)		/
q_1	z_0'	/	/	/
z_0	(q_2, z_0)	/	/	/
z	(q_2, z)		/	/
q_2	z_0'	(q_3, z_0)	/	/
z_0	(q_3, z)		/	/
z				
q_3	z_0'	(q_4, z_0)	/	/
z_0	(q_4, z_2)		/	/
z				
q_4	z_0'	/	(q_4, ϵ)	(q_4', ϵ)
z_0	/	(q_4, ϵ)		(q_4', ϵ)
z	z_0'	/	/	/



PDA for $0^n 1^m \mid n > m$

$$L = \{ 0^{3i} 1^i \mid i \geq 0 \}$$

eg: 0001
 ↓
 switch state

Think of these zeros as 3x loop.
 after reaching the third zero, go back
 to start again until you get a 1. Once you get
 1, push it into the stack.

Assume the bottom of the stack - initial stack symbol "Z"

1) $(q_0, 0, Z) \rightarrow$ we've got our first zero, but we're not pushing anything on
 our stack yet! just change states
 ↓

(q_1, Z)

$(q_1, ZZ) = (q_1, 0Z)$

2) $(q_1, 0, Z) \rightarrow (q_2, Z)$ "second zero =

3) $(q_2, 0, Z) \rightarrow (q_1, ZZ)$ after getting our third zero,
 we back to the first step by adding a Z (means "a stack
 symbol that shows we completed 3x zeros")
 if we get a 1 in this step, it means we've reached q_3 .

4) $(q_3, 1, Z) \rightarrow (q_3, \epsilon)$ once we get a 1, we can pop a Z, which means we completed
 3x zeros. and when we apply a pop operation, we need to put an
 epsilon on the result of the transition.

But if we don't get a 1, we have to back to step 1 and continue from there

5) $(q_0, 0, Z) \rightarrow$ top of the stack is now Z. = (q_1, Z)
 ↓
 started to get 0 again
 ↓
 nothing pushed.
 just switched state

6) $(q_1, 0, Z) = (q_2, Z)$

7) $(q_2, 0, Z) = (q_0, ZZ)$
 ↓
 some process
 we've pushed our third zero and a stack
 symbol to show it

PDA Table

S

	0	1	ϵ
q_0	(q_1, z)	/	(q_0, ϵ)
z	(q_1, z)	(q_3, ϵ)	/
q_1	(q_2, z)	/	/
z	(q_2, z)	/	/
q_2	(q_0, z_0)	/	/
z	(q_0, z_0)	/	/
q_3	/	/	(q_3, ϵ)
z	/	(q_3, ϵ)	/

FINAL STATE ACCERTION

- S'
- Add new states: q_0' , q_f
 - Add new stack symbol: z_0'

	0	1	ϵ
q_0'	/	/	(q_0, z_0, z_0)
z_0	/	/	/
z	/	/	/
q_0	(q_1, z_0)	/	(q_f, ϵ)
z	(q_1, z)	(q_3, ϵ)	/
q_1	/	/	/
z	(q_2, z_0)	/	/
z	(q_2, z)	/	/
q_2	(q_0, z_0)	/	/
z	(q_0, z_0)	/	/
q_3	/	/	(q_f, ϵ)
z	/	(q_3, ϵ)	/
q_f	/	/	/
z	/	/	/