

#### 4. Push down Automata

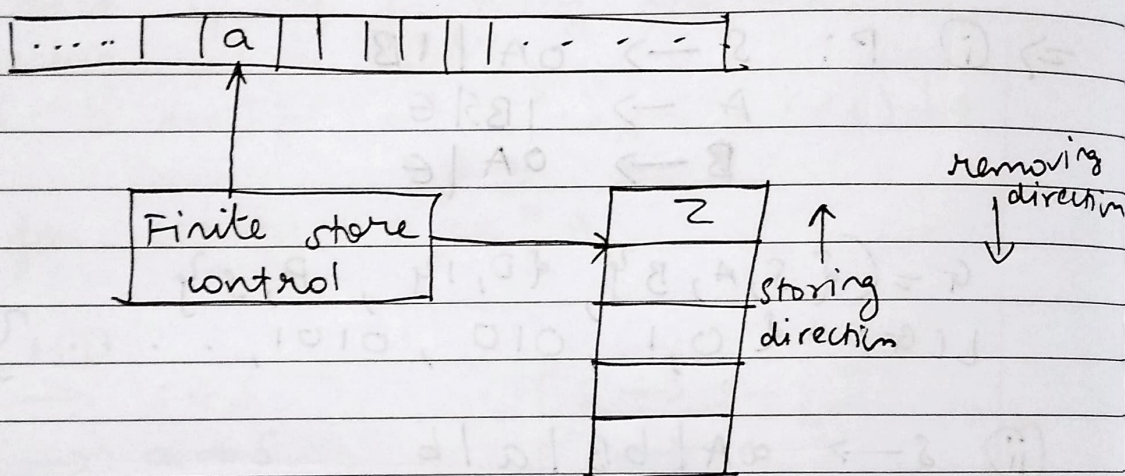
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⇒ Push down automata

The type of arrangement where a finite automata has a stack leads to the generation of a pushdown automaton.

⇒ Block diagram of PDA



⇒ Formal definition of PDA

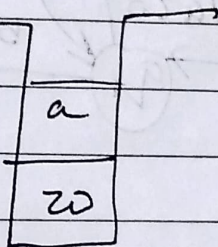
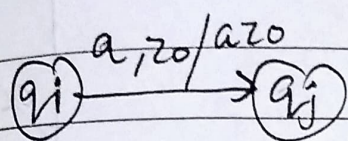
A DPDA is a 7-tuple, namely  $(Q, \Sigma, \Gamma, \delta, q_0, z_0, F)$  where

- (i)  $Q$  - is a finite non-empty set of states
- (ii)  $\Sigma$  - input symbol
- (iii)  $\Gamma$  - pushdown symbol
- (iv)  $q_0$  - initial state
- (v)  $z_0$  - initial symbol on pushdown store
- (vi)  $F$  - final state
- (vii)  $\delta$  - transition function

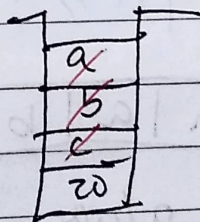
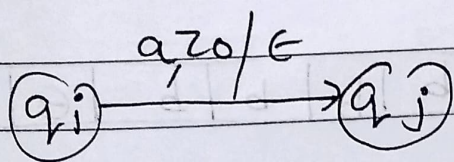


## Representation of states

① PUSH - one symbol can be inserted into the stack at one time  $\delta(q_i, a, z_0) = (q_j, az_0)$



② POP - one symbol can be deleted from the stack at one time  $\delta(q_i, a, z_0) = (q_j, \epsilon)$



③ SKIP - It means no stack operation, status of the stack will remain same, before and after the operation.

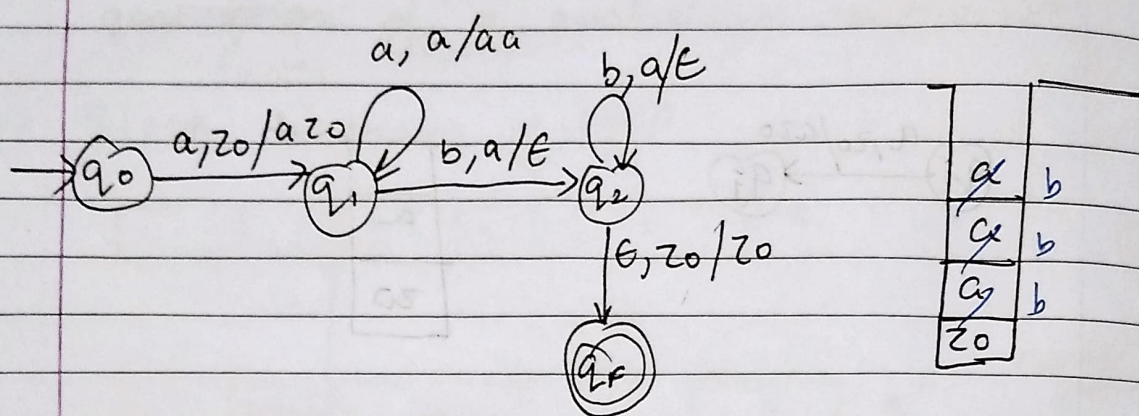
$$\delta(q_i, a, z_0) = (q_j, z_0)$$



Q1) Design a deterministic push down automata for  $\{a^n b^n \mid n \geq 1\}$

$\Rightarrow$ 

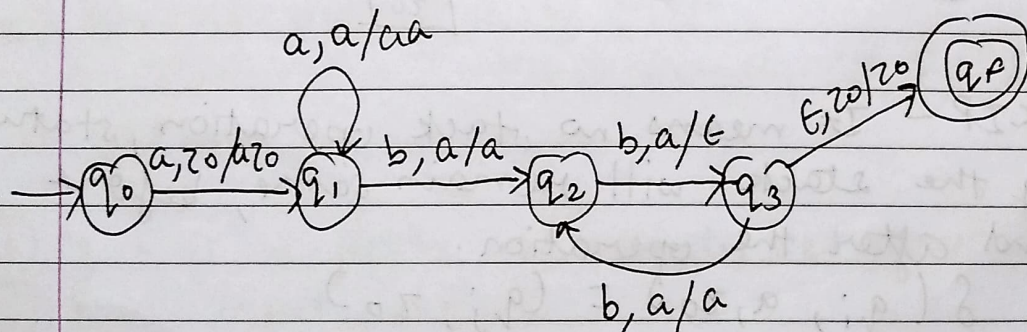
a	a	a	b	b	b	$\epsilon$	$\epsilon$
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Q2) Design a deterministic PDA for  $\{a^n b^{2n} \mid n \geq 1\}$

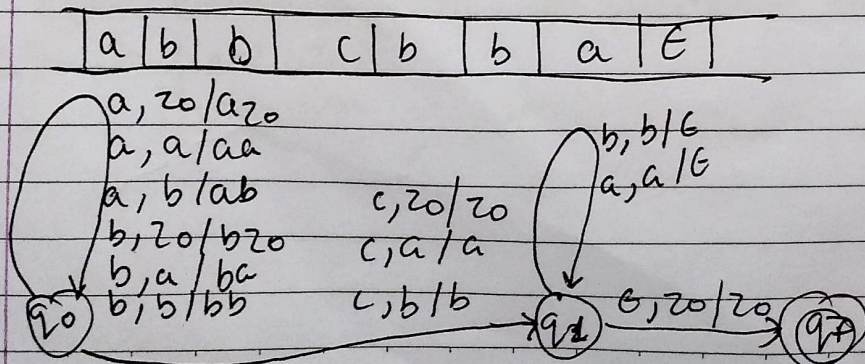
$\Rightarrow$ 

a	a	a	b	b	b	b	b	b	$\epsilon$	$\epsilon$
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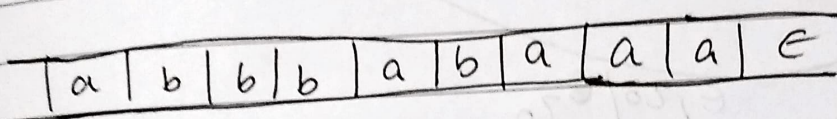
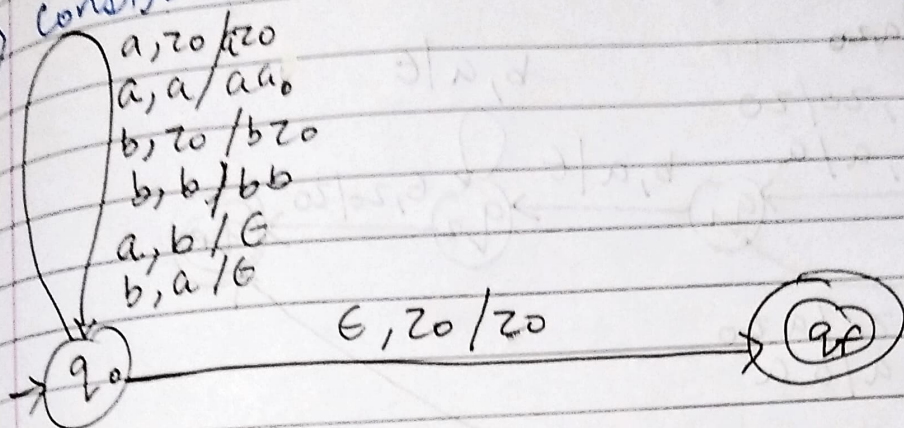
Q3) Design a PDA for  $\{wcw^n \mid w \in (a, b)^+\}$

$\Rightarrow$

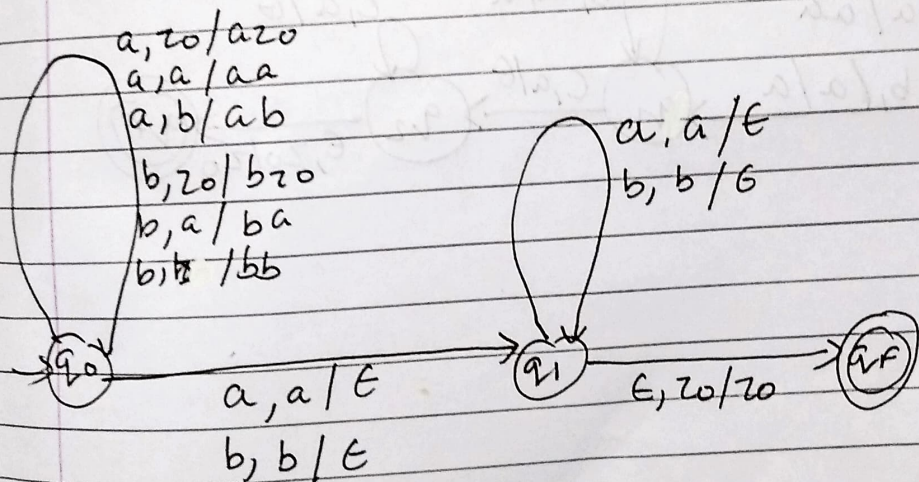




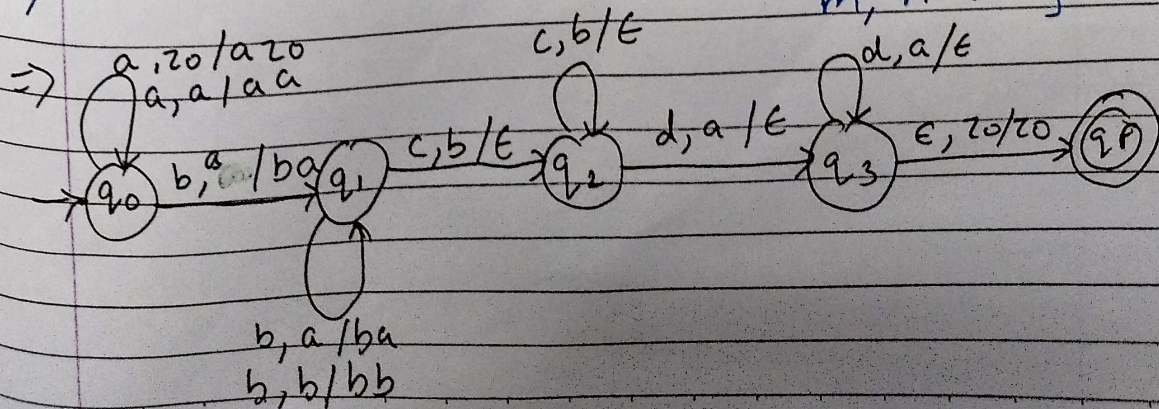
Q4) Construct PDA that accepts  $L = \{w \mid w \in \{a,b\}^*, a=b\}$



Q5) Construct PDA that accepts language  $L = \{w w^r \mid w \in \{a,b\}^*\}$

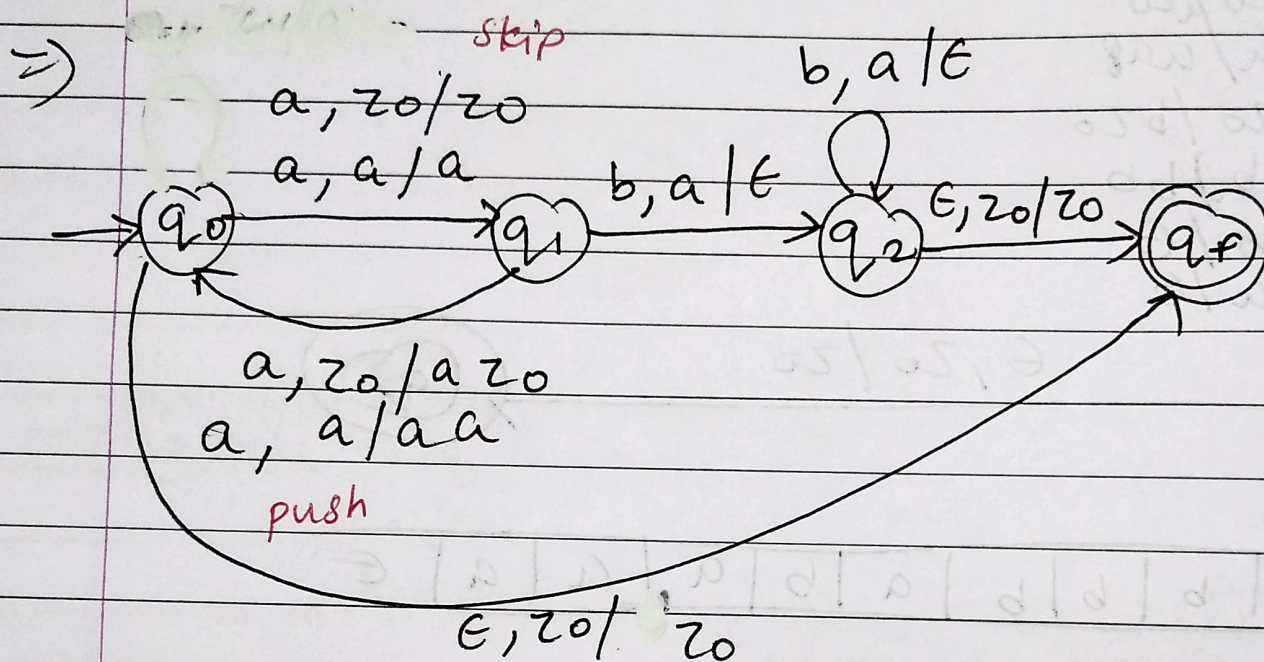


Q7) Design PDA that accepts  $L = \{a^m b^n c^n d^m \mid m, n > 0\}$





Q8) Design PDA for  $L = \{a^{2^n} b^n, n \geq 0\}$



Q9) Design PDA for  $L = \{a^n b^m c^n \mid m, n \geq 1\}$

