

### Assignment 3

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- (i) define context free grammar and write CFG for the following languages
- (i)  $L = \{a^i b^j c^k : i+j=k, i \geq 0, j \geq 0\}$
- (ii)  $L = \{a^n b^m c^k : n+m=k\}$

→ Context free grammar is grammar that consisting of 4 tuples i.e.  $G = (V, T, P, S)$

where  $V$  is Set of Variables / non terminals

$T$  is Set of terminals

$P$  is Set of production

Each production is of the form  $\alpha \rightarrow \beta$  be  $\epsilon$ , but  $\beta$  is String from  $(V \cup T)^*$  Hence it can include  $\epsilon$  also.

(i) - when  $i, j \geq 0$ .

$S \rightarrow aSc \mid X$

$X \rightarrow bXc \mid \epsilon$

$S \rightarrow X$

$\rightarrow \epsilon$

$S \rightarrow aSc \quad S \rightarrow X$

$\rightarrow aXc \quad \rightarrow bXc$

$\rightarrow ac \quad \rightarrow bc$

when  $i=1, j=0$       when  $i=0, j=1$

$S \rightarrow aSc$

$\rightarrow aXc$

$\rightarrow abXcc$

$\rightarrow abcc$

(ii) Must add a 'c' for each 'a' and 'b'

Production

$S \rightarrow aSc$

$S \rightarrow S_1$

$S \rightarrow \epsilon$

$S_1 \rightarrow bS_1c$

$S_1 \rightarrow \epsilon$

② Consider the grammar  $G$  with productions:

$$S \rightarrow AbB$$

$$A \rightarrow aA \mid \epsilon$$

$$B \rightarrow aB \mid bB \mid \epsilon$$

Give the LMD, RMD and parse tree for string  $aaabab$

⇒ LMD

$$S \xRightarrow{LM} AbB$$

$$\Rightarrow aAbB \quad (A \rightarrow aA)$$

$$\Rightarrow aaAbB \quad (A \rightarrow aA)$$

$$\Rightarrow aaaAbB \quad (A \rightarrow aA)$$

$$\Rightarrow aaabB \quad (A \rightarrow \epsilon)$$

$$\Rightarrow aaabaB \quad (B \rightarrow aB)$$

$$\Rightarrow aaababB \quad (B \rightarrow bB)$$

$$\Rightarrow aaabab \quad (B \rightarrow \epsilon)$$

RMD

$$S \xRightarrow{RM} AbB$$

$$\Rightarrow Abab \quad (B \rightarrow aB)$$

$$\Rightarrow Ababb \quad (B \rightarrow bB)$$

$$\Rightarrow Abab \quad (B \rightarrow \epsilon)$$

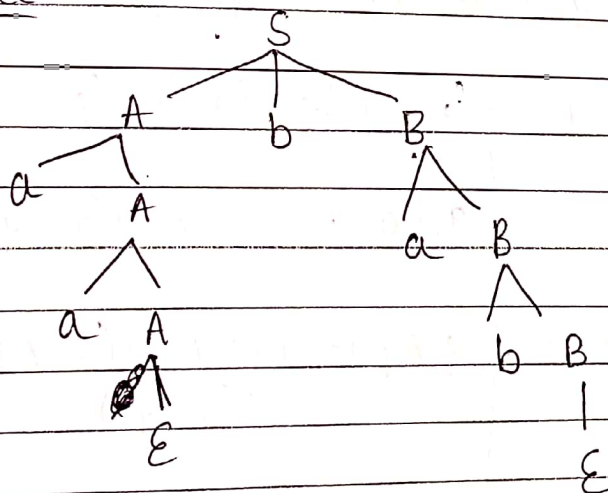
$$\Rightarrow aAbab \quad (A \rightarrow aA)$$

$$\Rightarrow aaAbab \quad (A \rightarrow aA)$$

$$\Rightarrow aaaAbab \quad (A \rightarrow aA)$$

$$\Rightarrow aaabab \quad (A \rightarrow \epsilon)$$

Parse tree





③ Obtain a CFG for PDA  $M = (\{q_0, q_1\}, \{a, b\}, \{A, Z\}, \delta, q_0, Z, \{q_1\})$  with the transitions

$$\delta(q_0, a, Z) = (q_0, AZ)$$

$$\delta(q_0, b, A) = (q_0, AA)$$

$$\delta(q_0, a, A) = (q_1, \epsilon)$$

→ Now the transition  $\delta(q_0, a, A), (q_1, \epsilon)$  can be converted

$$\delta(q_i, a, Z) = (q_j, \epsilon) \rightarrow RP(q_i Z q_j) \rightarrow a$$

$$\delta(q_0, a, A), (q_1, \epsilon) \text{ R.P}$$

$$[(q_0 A q_1) \rightarrow a]$$

Now the transition

$$\delta(q_0, a, Z) = (q_0, AZ)$$

$$\delta(q_0, b, A) = (q_0, AA)$$

General form:

$$\delta(q_i, a, Z) = (q_j, AB)$$

$$RP: (q_i Z q_k) \rightarrow a(q_j A q_k)(q_i B q_k)$$

$$\delta(q_0, a, Z), (q_0, AZ) \quad (q_0 Z q_0) \rightarrow a(q_0 A q_0)(q_0 Z q_0) \mid a(q_0 A q_1)(q_1 Z q_0)$$

$$(q_0 Z q_1) \rightarrow a(q_0 A q_0)(q_0 Z q_1) \mid a(q_0 A q_1)(q_1 Z q_1)$$

$$\delta(q_0, b, A), (q_0, AA)$$

$$(q_0 A q_0) \rightarrow b(q_0 A q_0)(q_0 A q_0) \mid b(q_0 A q_1)(q_1 A q_0)$$

The Start Symbol

is  $q_0 Z q_1$

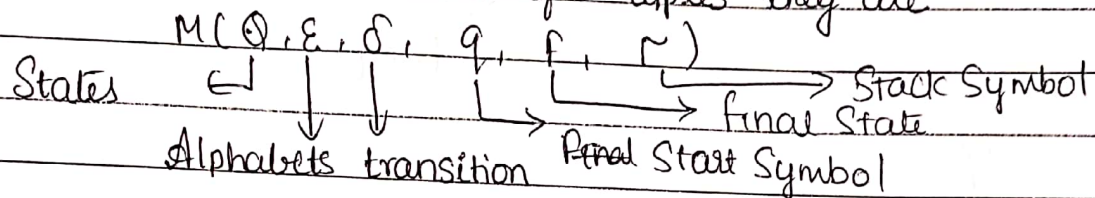
$$(q_0 A q_1) \rightarrow$$

$$b(q_0 A q_0)(q_0 A q_1) \mid b(q_0 A q_1)(q_1 A q_1)$$

④ Explain the following terms (i) Pushdown automata (PDA)

(ii) Languages of a PDA

(i) Pushdown automata is a finite automata with memory element is called PDA which consists of 6 tuples they are



(ii) Languages of a PDA.

There are two ways to accept the inputs

- The PDA accepts an input if after reading the input & the machine empty stack.
- The Set of inputs accepted by the PDA is the language accepted by empty stack.
- Some States of the PDA are final States. The PDA accepts an input if the machine enters a final State.
- The Set of inputs accepted by the PDA is the language accepted by final State.

5 a) define CFG. write a CFG to Specify.

(i) all String over  $\{a, b\}$  that are even and odd palindrome

(ii)  $L = \{a^n b^n \text{ over } \Sigma = \{a, b\} n \geq 1\}$

→ (i)  $S \rightarrow aSa \mid bSb \mid \epsilon$

Even length palindrome

$S \rightarrow aSa$

$\rightarrow abSba$

$\rightarrow abba$

odd length palindrome

$S \rightarrow bSb$

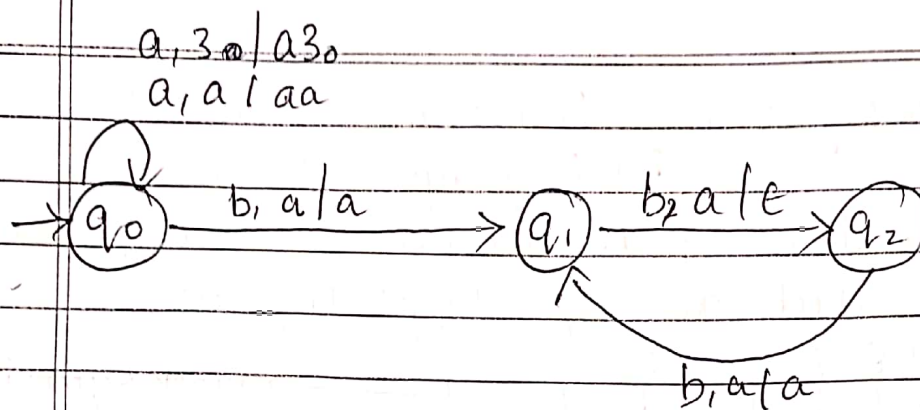
$\rightarrow basab$

$\rightarrow ba$

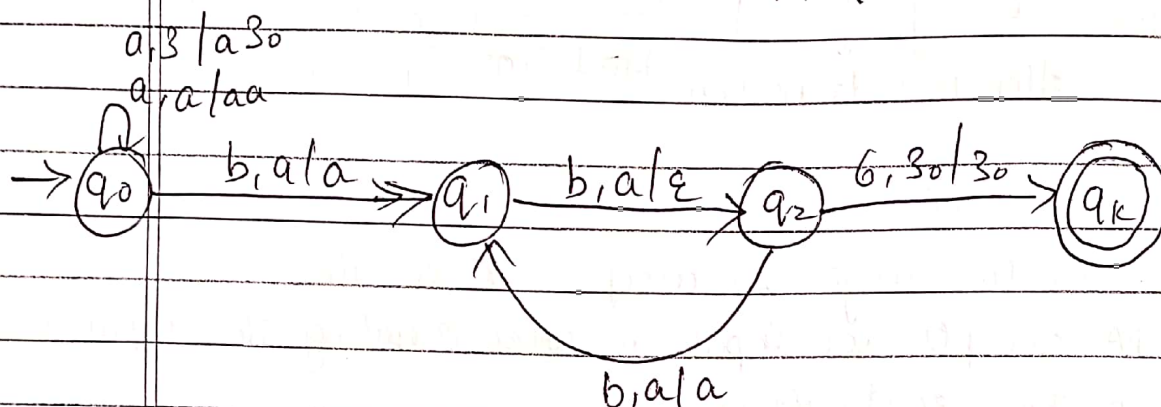
(ii)

$a \mid a \mid a \mid b \mid b \mid b \mid b \mid b \mid b \mid \epsilon$





a
a
a
$z_0$



⑥ design a PDA for language that accepts the string with  $n_a(w) < n_b(w)$  where  $w \in (a+b)^*$

$$\delta(q_0, a, z_0) = (q_0, a z_0)$$

$$\delta(q_0, b, z_0) = (q_0, b z_0)$$

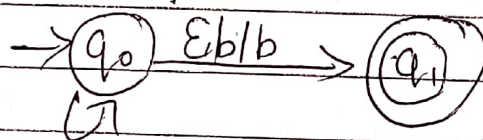
$$\delta(q_0, a, a) = (q_0, aa)$$

$$\delta(q_0, b, b) = (q_0, bb)$$

$$\delta(q_0, a, b) = (q_0, \epsilon)$$

$$\delta(q_0, b, a) = (q_0, \epsilon)$$

$$\delta(q_0, \epsilon, b) = (q_1, b)$$



$$a, z_0 / a z_0$$

$$b, z_0 / b z_0$$

$$a, a / aa$$

$$b, b / bb$$

$$a, b / \epsilon$$

$$b, a / \epsilon$$

⑦ Explain the following with Example

① decidability, decidable languages, undecidable languages

① we can say that Turing machine (TM) halts when it reaches a State  $q$  and Current Symbol to be Scanned.

\* There are TM's that never halt on some i/p in any of these ways.

\* There exists a distinction b/w the language accepted by TM that halts on all i/p String and TM that never halts on some i/p String.

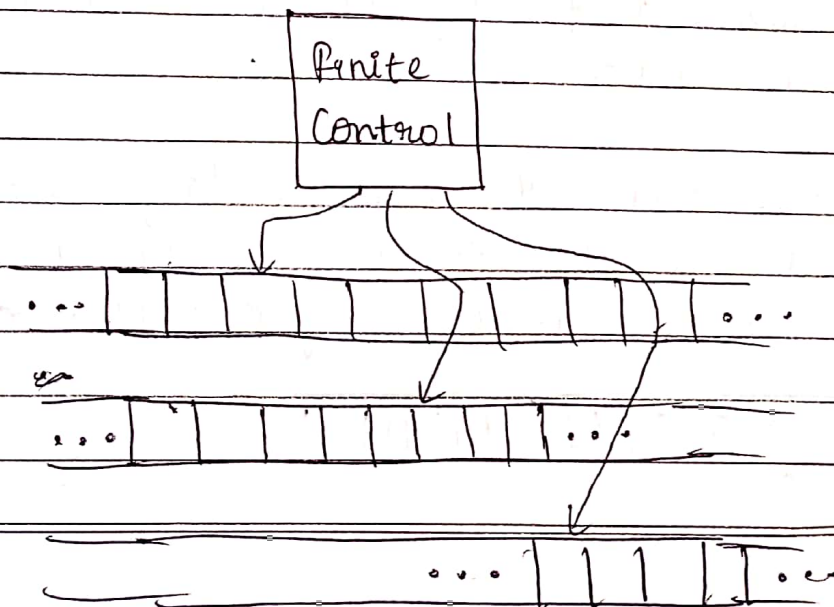
② Decidable language is a problem with two answers (yes/no) is decidable if the corresponding language is recursive in this case, the language 'L' is also called decidable language.

③ undecidable language is a problem or language is undecidable if it is not decidable then it is considered as undecidable language.

⑧ Explain the following (i) multiple TM (ii) post Correspondence problem

→ i) multiple Turing machine.

→ A multiple Turing machine is nothing but a Standard Turing machine with more number of tapes.





The Components of multiple TM are.

\* Finite Control

\* multiple R/W heads.

→ Each tape is divided into Cell which can hold any Symbol from the given alphabet to Start with the TM should be in Start State  $q_0$ .

→ for eg: if no. of tapes in TM is 3  
 $\delta(q, a, b, c) = (p, x, y, z, L, R, S)$

→ The TM in State  $q$  will be moved to State  $P$  only when the first R/W head points to  $a$ , the Second R/W head points to  $b$  and third R/W head points to  $c$ .

(ii) Post Correspondence problem

def:- The PCP can be stated as follows:

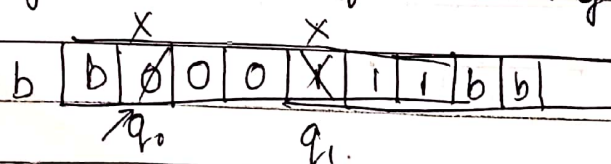
given two Sequence of  $n$  strings on some alphabets & Says  
 $A = w_1, w_2, \dots, w_n$  and  $B = v_1, v_2, \dots, v_n$

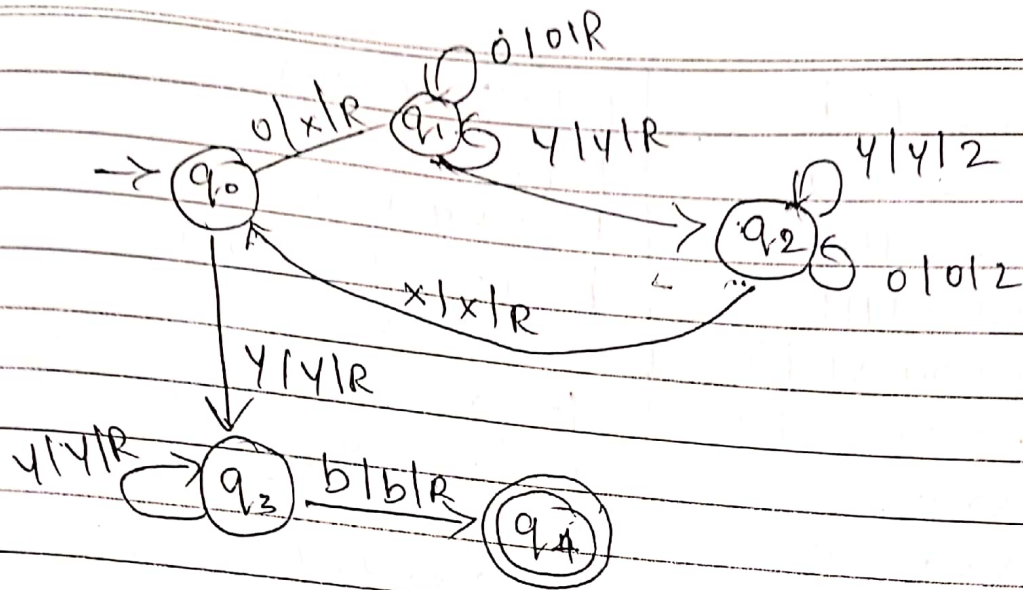
we say that there exists a post Correspondence solution for pair  $(A, B)$  if there is a non empty Sequence of integer  $i, j, k, \dots$  such that

$$w_i w_j \dots w_k = v_i v_j \dots v_k$$

The post Correspondence problem is to devise an algorithm that will inform  $w_i$  for any  $(A, B)$  whether or not there exists a PC-Solution.

(a) design a Turing machine to accept the language  $L = \{0^n 1^n \mid n \geq 0\}$  draw the transition diagram Show the moves made by this machine for the String 000111 & 0011





instantaneous description for the String 000111

$q_0 \underline{0} 0 0 1 1 1 b$

$\vdash (x q_1 \underline{0} 0 1 1 1 b)$

$\vdash (x 0 \underline{q_2} q_1 b)$

$\vdash (x q_2 0 \underline{q_1} b)$

$\vdash (x \cdot q_0 \underline{0} q_1 b)$

$\vdash (x x q_1 \underline{y} 1 b)$

$\vdash (x x y \underline{q_1} 1 b)$

$\vdash (x x y q_2 \underline{y} b)$

$\vdash (x x \underline{q_2} y y b)$

$\vdash (x x q_0 \underline{y} y b)$

$\vdash (x x y q_3 \underline{y} b)$

$\vdash (x x y y \underline{q_3} b)$

$\vdash (x x y y b \underline{q_4} b)$

String is accepted

	0	1	x	y	b
$\rightarrow q_0$	$q_1, x, R$	-	-	$q_3, y, R$	-
$q_1$	$q_1, 0, R$	$q_2, y, L$	-	$q_1, y, R$	-
$q_2$	$q_2, 0, L$	-	$q_0, x, R$	$q_2, y, R$	-
$q_3$	-	-	-	$q_3, y, R$	$q_4, b, R$
$* q_4$	-	-	-	-	-

instantaneous description for the String 000111



$q_0 00011b$	$\vdash (xq_2 00y11b)$
$\vdash (x\bar{q}_0 00111b)$	$\vdash (xq_0 00y11b)$
$\vdash (x0q_1 0111b)$	$\vdash (xx\bar{q}_1 0y11b)$
$\vdash (x00q_1 111b)$	<del><math>\vdash</math></del> $\vdash (xx0\bar{q}_1 y11b)$
$\vdash (x00q_2 y11b)$	$\vdash (xx0yq_1 11b)$
$\vdash (xx\bar{0}q_2 y4b)$	$\vdash (xxx4q_3 y4b)$
$\vdash (xxq_2 0y41b)$	$\vdash (xxx4yq_3 4b)$
$\vdash (xxq_0 0y41b)$	$\vdash (xxx4y4q_3 b)$
$\vdash (xx\bar{x}q_1 y41b)$	$\vdash (xxx4y4bq_4 b)$
$\vdash (xxx4q_1 y1b)$	
$\vdash (xxx4yq_1 1b)$	
$\vdash (xxx4yq_2 yb)$	
$\vdash (xxx4q_2 y4b)$	
<del><math>\vdash</math></del> $\vdash (xx\bar{x}q_2 y44b)$	
$\vdash (xxxq_0 y44b)$	