

21 18/3/24 design a PDA

22 18/3/24 design a PDA

23 18/3/24 convert grammar to PDA

24 18/3/24 design a Turing machine

25 18/3/24 design a Turing machine

18/3/24.

Day - 4

## Experiment - 21

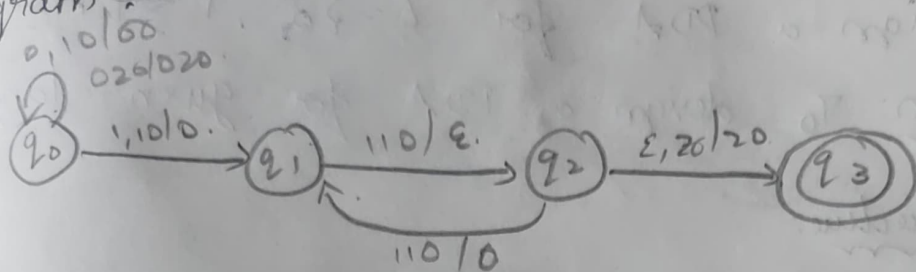
21) Design a PDA for  $L = \{0^n, 2^n \mid n \geq 1\}$ .

Aim: To design a PDA for given language.

Procedure:

- 1) Seven tuples for PDA is  $P = (Q, \Sigma, \Gamma, \delta, q_0, F, E)$   
 $Q = \{q_0, q_1, q_2, q_3\}$ ,  $\Sigma = \{0, 1\}$ ,  $q_0 = q_0$ ,  $F = q_3$ .
- 2) Logical steps:
  - i) Push all zeroes into the stack
  - ii) For alternate 1's pop a zero from the stack
  - iii) When we finish reading the input if we reach the bottom of stack, the input is accepted.
- 3) To implement this in Automation simulator.
- 4) Get states after opening the s/w
- 5) Give transitions as shown in diagram.
- 6) Give i/p string & check whether it goes to destination or not.
- 7) If it goes to destination that string is accepted
- 8) Otherwise rejected.

Diagram



where  $\delta$  is defined as

$$\delta(q_0, 0, 20) = \delta(q_0, 020)$$

$$\delta(q_0, 0, 0) = \delta(q_0, \infty)$$

$$\delta(q_0, 1, 0) = \delta(q_1, 0)$$

$$\delta(q_1, 1, 0) = \delta(q_2, \epsilon)$$

$$\delta(q_2, 1, 0) = \delta(q_2, 0)$$

$$\delta(q_2, \epsilon, 20) = \delta(q_3, 20)$$

Result:

Thus the PDA for given language is designed successfully.

22) Design a PDA for  $L = \{0^n, 1^n \mid n \geq 1\}$ .

Aim: To design a PDA for given language.

Procedure:

1) Seven tuples for PDA is  $P = \{Q, \Sigma, \Gamma, \delta, q_0, z_0, F\}$   
 $Q = \{q_0, q_1, q_2\}$   $\Sigma = \{0, 1\}$   $q_0 = q_0$   $F = q_2$

2) Logical steps:

- i) Push all zeroes in to the stack
- ii) On reading 1 if there is 0 on the top of the stack, POP.
- iii) When we finish reading the input, if we reach the bottom of the stack, the input is accepted.

3) To implement this in Automation simulator

4) Get states after opening the s/w

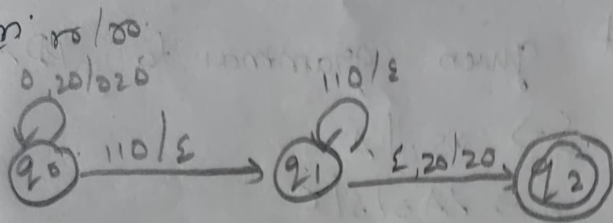
5) Give transitions as shown in diagram.

6) Give i/p string & check whether it goes to destination or not.

7) If it goes to destination that string is accepted otherwise rejected.



Diagram:



where  $\delta$  is defined as

$$\delta(q_0, 0, z_0) = \delta(q_0, 0, z_0)$$

$$\delta(q_0, 0, 0) = \delta(q_0, 0, 0)$$

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

$$\delta(q_1, 1, 10) = \delta(q_1, \epsilon)$$

$$\delta(q_1, \epsilon, 20) = \delta(q_2, 20)$$

Result: Thus, the PDA for given language is designed successfully.

## Experiment - 23.

23) Convert given grammar to PDA.

$$S \rightarrow os, | A$$

$$A \rightarrow \wedge A o | s | \epsilon$$

Aim: To convert given grammar to PDA.

Procedure:

1) Eliminate unit productions

$$S \rightarrow os, | is o | \epsilon$$

2) Convert CFG to CNF

3) Introduce productions

$$X \rightarrow 1$$

$$Y \rightarrow 0$$

4) Rewrite the grammar

$$S \rightarrow os X | is Y | \epsilon$$

$$X \rightarrow 1$$

$$Y \rightarrow 0$$

5) The PDA can be:

$$R_1: \delta(q, \epsilon, s) = \{(q, os X) | (q, is Y) | (q, \epsilon)\}$$

$$R_2: \delta(q, \epsilon, X) = \{(q, 1)\}$$

$$R_3: \delta(q, \epsilon, Y) = \{(q, 0)\}$$

$$R_4: \delta(q, 0, 0) = \{(q, \epsilon)\}$$

$$R_5: \delta(q, 1, 1) = \{(q, \epsilon)\}$$

- 6) To implement this in Automations simulator
- 1) Get states after opening the s/w
  - 2) Give transitions & Give input & then check output.

Result:

Thus, the given grammar is converted to PDA successfully.

24) Design a Tm for language

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

Aim: To design a Turing machine for given language.

Procedure:

1) Seven tuples for  $T_m = (Q, \Sigma, \Gamma, q_0, f, B, \delta)$

$Q = \{q_0, q_1, q_2, q_3, q_4\}$   $\Sigma = \{0, 1\}$   $q_0 = q_0$   $F = q_4$

logical steps:

2) change 0 to x & move right

3) skip 0's & 1's & move right

4) change 1 to y & move left

5) skip y's & 0's & move left

6) If there is 0, then move to step 2.

7) otherwise if there is y, skip all y's & then if there is B, accept the input

8) To implement this in sk

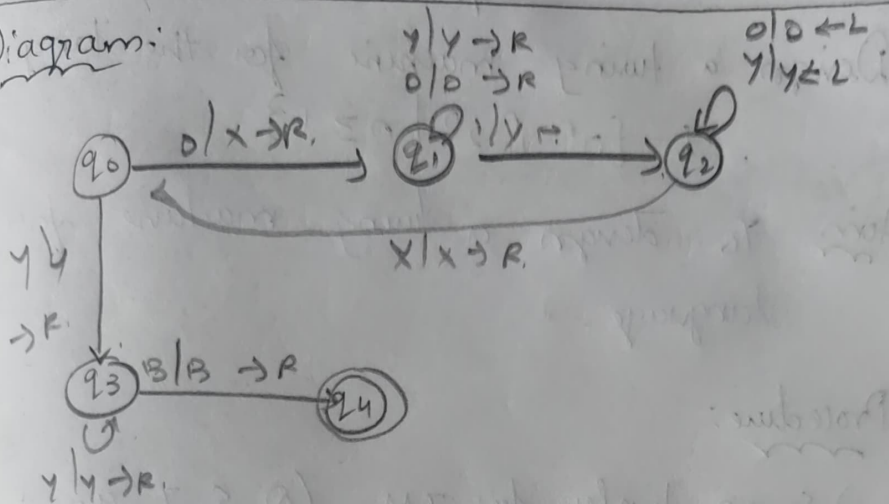
9) Get states & i/p after getting the sk

10) give transition according to diagram

11) Give Input & check o/p.



Diagram:



Transition Table:

states	0	1	x	y	B
q <sub>0</sub>	q <sub>1</sub> , x, R	-	-	q <sub>3</sub> , y, R	-
q <sub>1</sub>	q <sub>1</sub> , 0, R	q <sub>2</sub> , y, L	-	q <sub>1</sub> , y, R	-
q <sub>2</sub>	q <sub>2</sub> , 0, L	-	q <sub>0</sub> , x, R	q <sub>2</sub> , y, L	-
q <sub>3</sub>	-	-	-	q <sub>3</sub> , y, R	q <sub>4</sub> , B, R
q <sub>4</sub>	-	-	-	-	-

Result: Thus, the Turing machine for given language is designed successfully.

14/3

## Experiment-25

- 25) Design a Turing machine for the language  
 $L = \{0^n 1^n 2^n \mid n \geq 1\}$

Aim: To design a Turing machine for given language.

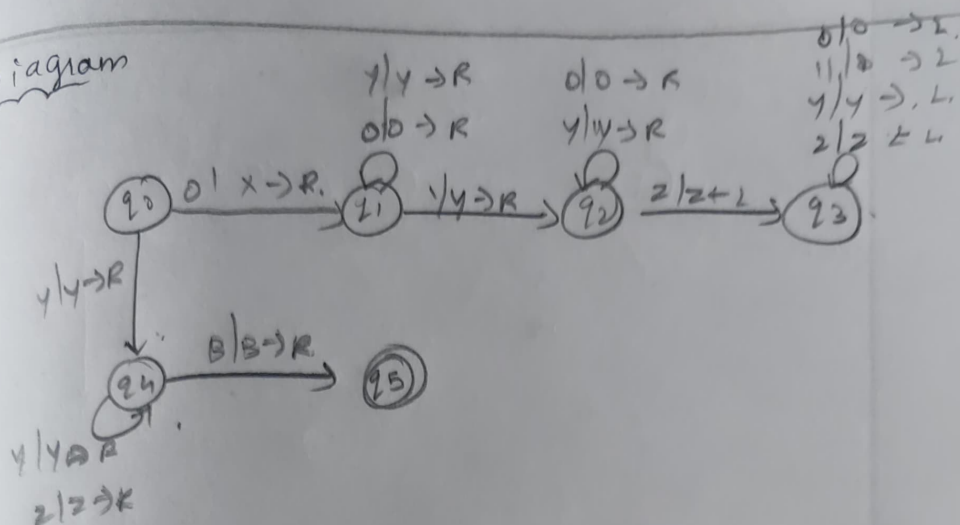
Procedure:

1) Seven tuples for TM =  $(Q, \Sigma, \Gamma, q_0, f, B, \delta)$   
 $Q = \{q_0, q_1, q_2, q_3, q_4, q_5\}$ ,  $\Sigma = \{0, 1, 2\}$   $q_0 = q_0, f = q_5$

logical steps:

- 2) Change 0 to x & move right.
- 3) skip 0's & 1's & move right.
- 4) change 1 to y & move right.
- 5) skip 1's & 2's move right.
- 6) change 2 to z & move left.
- 7) skip z's 1's y's 0's & move left.
- 8) when you reach x move right.
- 9) If there is 0, go to step 2.
- 10) Otherwise if there is y, skip all y's & if there is z, skip all z's.
- 11) If there is B, accept the string.

Diagram



Transition Table:

states	0	1	2	x	y	z	B.
q <sub>0</sub>	q <sub>1</sub> , y, R	-	-	-	q <sub>4</sub> , y, R	-	-
q <sub>1</sub>	q <sub>1</sub> , 0, R	q <sub>2</sub> , y, R	-	-	q <sub>1</sub> , y, R	-	-
q <sub>2</sub>	q <sub>2</sub> , 0, R	-	q <sub>3</sub> , z, L	q <sub>0</sub> , x, R	q <sub>2</sub> , y, R	-	-
q <sub>3</sub>	q <sub>3</sub> , 0, L	q <sub>3</sub> , 1, L	-	-	q <sub>3</sub> , y, L	q <sub>3</sub> , z, L	-
q <sub>4</sub>	-	-	-	-	q <sub>4</sub> , y, R	q <sub>4</sub> , z, R	q <sub>5</sub> , B, R
q <sub>5</sub>	-	-	-	-	-	-	-

Result:

Thus the Turing machine for given language is designed successfully.