

Experiment 4:-

27/10

Q1)

Explain PDA & NPDA with help of example

No :-

Push Down Automata is PDA in a way to implement a context free grammar (CFG) in a similar way to DFA (Deterministic Finite Automata) for a regular grammar.

A DFA can remember a finite amount of information but a PDA can remember an infinite amount. Basically, a PDA is finite state machine + a stack.

PDA has three components:

A I/p tape.

A control unit.

A Stack with infinite size.

A PDA is further divided into DPDA &

NPDA:

i) DPDA (Deterministic Pushdown Automata):

In a DPDA, for each combination of current state & input symbol, there is at most one possible action that the automaton can take. This means the DPDA

iii) NPDA (Non-Deterministic Pushdown Automaton)  
 In an NPDA, there can be multiple possible actions for the same state. A I/P symbol means that for a given state, there can be several transitions to make based on some I/P symbol & still

on the same I/P symbol, non-determinism allows for greater flexibility in the recognition of lang. but this requires exploration of many paths during computation.

Definition of DPDA & NPDA with example.  
 let  $M = (\Phi, \Sigma, N, \delta, \Gamma, S)$  be a PDA. The PDA is deterministic if & only if

- i)  $\delta(q, a, z_0)$  has one element.
- ii) If  $\delta(q, a, z_0)$  is non-empty,  $a \in \Sigma$  both conditions should be satisfied for the PDA the PDA is non-deterministic.

e.g:

Is the PDA corresponding to lang  
 $L = \{a^n b^n / n \geq 1\}$  by the finite state  
 is deterministic?

Soln.

$$\begin{aligned}\delta(q_0, q, q_0) &= \delta(q_0, qa) \\ \delta(q_0, a, a) &= \delta(q_0, aa) \\ \delta(q_0, b, a) &= \delta(q_1, \epsilon) \\ \delta(q_1, b, q) &= \delta(q_1, \epsilon) \\ \delta(q_1, \epsilon, q_0) &= \delta(q_1, \epsilon)\end{aligned}$$

The PDA should satisfy the two condition.

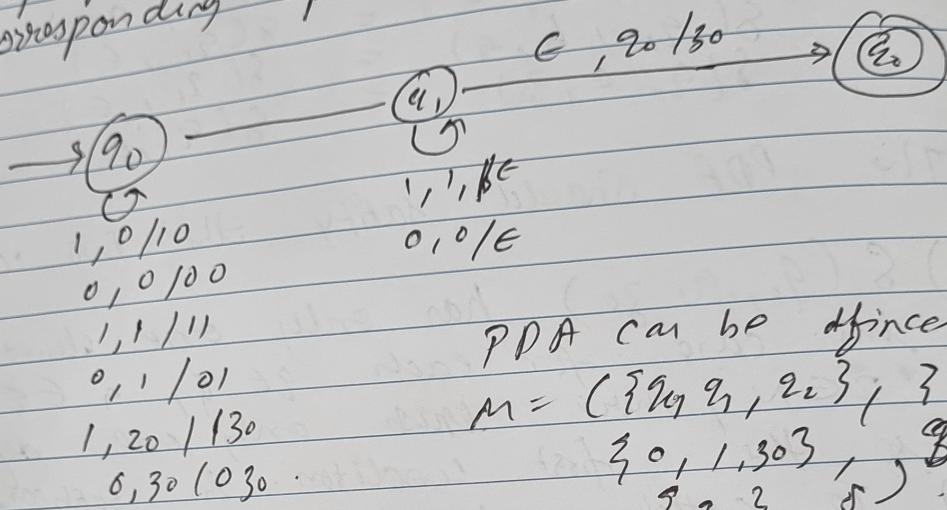
- i)  $\delta(q_0, a, q_0)$  has only one element, in this case for each  $a \in Q$ ,  $a \in \Sigma$ ,  $z \in N$ , there exists only one definition. So the first condition is satisfied.
- ii) To satisfy the second condition is satisfied the transition  $\delta(q_1, \epsilon, q_0) = (q_1, f, \epsilon)$  since the transition is defined the transition  $\delta(q_1, a, q_0)$  where  $a \in \Sigma$  should not be defined which is true. PDA is deterministic.

- Q2) Construct DDA accepting language of palindrome  $L = \{ww^T\mid w \in \{0, 1\}^*\}$  where  $w^T$  is reverse of  $w$ . This is the lang. of all palindromes both odd by even over alphabet 0, 1.

Logic:

We keep pushing the first part of the string to the stack & then as we remove to the next part, we then

keep popping as we find out the corresponding pairs.



PDA can be defined as -  
 $M = (\{q_0, q_1, q_2\}, \{0, 1, C\},$   
 $\{0, 1, 10, 00, 11, 01, 130, 030, BE, E\},$   
 $\{q_0, q_1, q_2\}, \delta)$ .

Transition function.

$$\begin{array}{ll}
 (q_0, 0, 0) = (q_0, 00) & (q_0, C, E) = (q_1, E) \\
 (q_0, 1, 0) = (q_0, 10) & (q_1, 1, 1) = (q_1, E) \\
 (q_0, 1, 1) = (q_0, 11) & (q_1, 0, 0) = (q_1, E) \\
 (q_0, 10, 1) = (q_0, 01) & (q_1, S, 30) = (q_2, 30) \\
 (q_0, 1, 30) = (q_0, 130) & \\
 (q_0, 0, 30) \notin (q_0, 030) & \\
 (q_0, G, E) = (q_1, E) &
 \end{array}$$

Simulation:

$$\begin{array}{l}
 q_0(0/10) \xrightarrow{q_0} 0/10 \Delta \\
 \xrightarrow{q_0} 0/10 \Delta \\
 \xrightarrow{q_0} 0/10 \Delta \\
 \xrightarrow{q_0} 0/10 \Delta
 \end{array}$$

$\left(\frac{0}{30}\right)$

$(q_2)$

$q_0(011)$

$\xrightarrow{a} q_1(01)$

$\xrightarrow{a}$

Accepted.

$\xrightarrow{a} q_1(011)$

$\xrightarrow{a} q_2(0)$

$\xrightarrow{a} q_1(011)$

$\xrightarrow{a} q_1(011)$

$\xrightarrow{a} q_2(0)$

$\xrightarrow{a} q_2(0)$

∴ not accepted

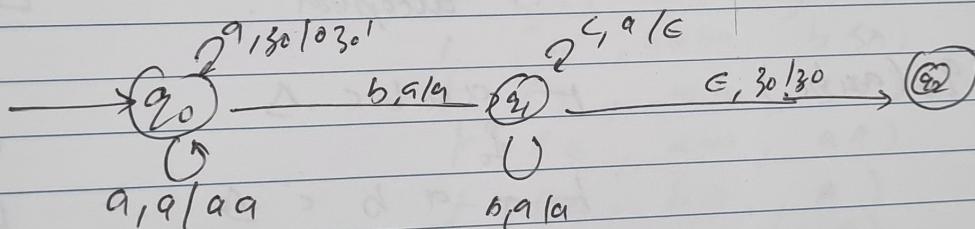
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Q3)

Construct PDA for accepting the following language.

$$L = \{ a^m b^m c^n \mid m, n \geq 1 \}$$



Transition function:

$$(q_0, a) = (q_0, a_30)$$

$$(q_0, a, a) = (q_1, aa)$$

$$(q_0, b, a) = (q_1, a)$$

$$(q_1, a, a) = (q_1, \epsilon)$$

$$(q_1, b, a) = (q_2, b)$$

$$(q_1, c, a) = (q_2, c)$$

PDA can be defined as:

$$M = (S, q_0, q_1, q_2, \{a, b\}, \{a, c, 30\}, q_0, 30, \{q_2\}, S)$$

Simulation:-

$$q_0(a, bc) \leftarrow \begin{matrix} a \\ 1 \\ q_0 \end{matrix}$$

$\boxed{a}$

$$\leftarrow \begin{matrix} a \\ b \\ c \\ D \end{matrix}$$

$$\leftarrow \begin{matrix} a \\ b \\ c \\ 1 \\ q_1 \end{matrix}$$

$\boxed{30}$

$$\leftarrow \begin{matrix} a \\ b \\ c \\ D \\ q_2 \end{matrix}$$

∴ accepted.

$$q_0(aabc)$$

$$\leftarrow \begin{matrix} a \\ a \\ a \\ b \\ c \\ D \end{matrix}$$

$\boxed{\frac{1}{30}}$

$$\leftarrow \begin{matrix} a \\ a \\ a \\ b \\ c \\ D \\ q_1 \end{matrix}$$

$\boxed{\frac{q_1}{20}}$

$$\leftarrow \begin{matrix} a \\ a \\ a \\ b \\ c \\ D \\ q_2 \end{matrix}$$

$\boxed{\frac{q_2}{20}}$

$$\leftarrow \begin{matrix} a \\ a \\ a \\ b \\ c \\ D \\ a \\ q_1 \end{matrix}$$

$\boxed{\frac{a}{30}}$

$$\leftarrow \begin{matrix} a \\ a \\ a \\ b \\ c \\ D \\ a \\ q_2 \end{matrix}$$

$\boxed{\frac{a}{30}}$

∴ Not accepted.

Design PDA acceptance of one following valid AFN show string.

$S \rightarrow AAA/a$ .

$A \rightarrow bS/as$ .

let PDA be  $P$ .

$P = (\{a\}, \{a, b\}, \{S, A, a, b\}, S, A, \emptyset)$ .

$$\begin{aligned}P_1: S(2, \epsilon, S) &\rightarrow \{S(2, aAA), (a, a)\} \\P_2: S(2, \epsilon, a) &\rightarrow \{(a, bS), (a, as)\} \\P_3: S(2, a, a) &\rightarrow (\epsilon, \epsilon) \\P_4: S(2, b, b) &\rightarrow (\epsilon, \epsilon)\end{aligned}$$

Simulation:

$$\begin{array}{ll}S(2, ababa, \epsilon) & T(S, ababa, aAA) \quad (1) \\T(S, ababa, aAA) & T(S, baba, bSA) \quad (2) \\T(S, baba, bSA) & T(S, ba, SA) \quad (3) \\T(S, ba, SA) & T(S, a, A) \quad (4) \\T(S, a, A) & T(S, \emptyset, S) \quad (5) \\T(S, \emptyset, S) & T(\emptyset, a, S) \quad (6) \\T(\emptyset, a, S) & T(\emptyset, a, a) \quad (7) \\T(\emptyset, a, a) & T(\emptyset, \emptyset, \emptyset) \quad (8)\end{array}$$

∴ Accepted