

- FA + stack

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PDA programming -

PDA - Machine $M(Q, \Sigma, \Gamma, \delta, q_0, Z_0, F)$
- 7-tupled

finite set of stack alphabet

Start stack symbol
Empty stack symbol

(Γ can be same as Σ or may not be.)

When stack is empty Z_0 will be at top of stack.

$Z_0 \in \Gamma$

F can be empty.

PDA programming -

1. final state Method

2. Empty stack Method

- Both have same power
- Both are interconvertible
- Both can represent any CFL

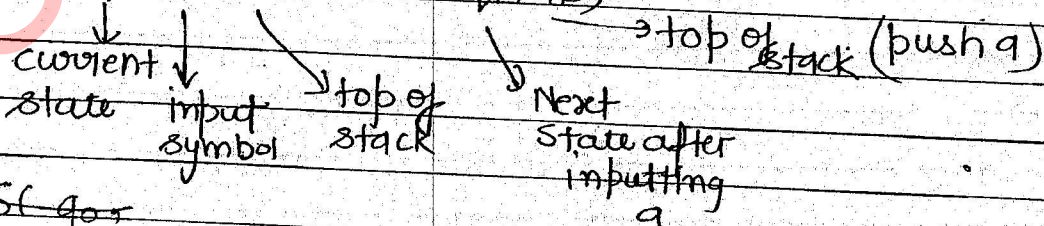
δ is partial function i.e. in DPDA i.e. you need not do specific move for each combination i.e. why Δ allowed but in DFA, δ is total function.

Empty stack Method - No final state is specified if $F = \phi$

• it may be empty stack method of a language

δ for PDA -

DPDA - $\delta(q_0, a, b) = \delta(q_1, ab)$



- Both DPDA & NPDA allow ϵ -moves.

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Γ^* - infinite set of finite sized strings.

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$\delta(q, x(\Sigma \cup \epsilon)x, \Gamma^*) \rightarrow \delta(q, x, \Gamma^*)$ (ϵ -move spontaneous jump without leading Γ/P symbol)
 $\delta(q, x\Sigma x, \Gamma^*) \rightarrow \delta(q, x, \Gamma^*)$ (as you can put any no of symbol)

NPDA - $\delta(q_0, a, b) = \{(q_1, ab), (q_2, \epsilon)\}$

NPDA can do non deterministic step by making two copies of the machine.

pusha popb

$\delta(q, x(\Sigma \cup \epsilon)x, \Gamma) \rightarrow \delta(q, 2^{\Phi x \Gamma^*})$

Γ^* will allow infinite subsets as $\{[a^n b^n] \cup [a^n b^{2n}] \cup [a^n b^{3n}] \cup \dots\}$

it is written as

$\delta(q, x(\Sigma \cup \epsilon)x, \Gamma) \rightarrow$ finite subsets of $\Phi x \Gamma^*$
 or
 (finite) $2^{\Phi x \Gamma^*}$

Infinite sets are not valid as PDA can only make finite no of copies.

$\delta(q_0, a, b) = (q_1, a^*)$ - invalid because it must have some limit

$\delta(q_0, \epsilon, b) = (q_1, a)$ - Valid as Null Moves are allowed.

DPDA

NPDA

1. Choices are not allowed

choices are allowed.

2. Dead configuration is allowed

Δ allowed.

3. ϵ moves allowed with restriction.

ϵ - moves allowed freely.

Γ^* - infinite set of finite sized strings.

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$\delta(q, x(\Sigma \cup \epsilon)x\Gamma^*) \rightarrow \delta(q, x\Gamma^*)$ (ϵ -move spontaneous jump without reading I/P symbol)

$\delta(q, x\Sigma x\Gamma^*) \rightarrow \delta(q, x\Gamma^*)$ (as you can put any no of symbol)

NPDA - $\delta(q_0, a, b) = \{(q_1, ab), (q_2, \epsilon)\}$

step by making two copies of the machine.

NPDA can do nondeterministic

↓ push a ↓ pop b

$\delta(q, x(\Sigma \cup \epsilon)x\Gamma^*) \rightarrow \delta(q, 2^{\mathbb{N}} \times \Gamma^*)$

Γ^* will allow infinite subsets as $\{[a^n b^n] \cup [a^n b^{2n}] \cup [a^n b^{3n}] \cup \dots\}$

∴ it is written as $\delta(q, x(\Sigma \cup \epsilon)x\Gamma^*) \rightarrow$ finite subsets of $2^{\mathbb{N}} \times \Gamma^*$

or

(finite) $2^{\mathbb{N}} \times \Gamma^*$

Infinite sets are not valid PDA can only make finite no of copies.

$\delta(q_0, a^*, b) = (q_1, a^*)$ - invalid because it must have some limit

$\delta(q_0, \epsilon, b) = (q_1, a)$ - Valid as Null Moves are allowed.

	DPDA	NPDA
1.	Choices are not allowed	choices are allowed.
2.	Dead Configuration is allowed	DC allowed.
3.	ϵ moves allowed with restriction.	ϵ - moves allowed freely.

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In PDA, ϵ moves are not allowed as it always create choice, but due to stack it is possible to avoid choice by using ϵ move in DPDA

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• DPDA, ϵ moves are allowed in such a way it does not create choices.

$$\therefore \delta(q, \epsilon, a) \neq \emptyset$$

$$\text{then } \delta(q, c, a) = \emptyset \quad \forall c \in \Sigma$$

i.e. if null move is specified for a state with specific symbol then you cannot do with input symbol otherwise choices will be created.

ex -

$$\left\{ \begin{array}{l} \delta(q, \epsilon, a) = (q', a) \\ \delta(q, a, a) = (q'', aa) \end{array} \right.$$

choice created Hence it is not a DPDA because

DPDA cannot create two copies together.

• the combination of $\emptyset \times \Sigma \times \Gamma$ is not specified in δ , they are considered as \emptyset which lead to Dead configuration.

Command -

• PUSH $\delta(q_0, a, b) = (q_1, ab)$

• POP $\delta(q_0, a, b) = (q_1, \epsilon)$

• Do Nothing (SKIP) $\delta(q_0, a, b) = (q_0, b)$

• REPLACE $\delta(q_0, a, b) = (q_1, c)$

any no of symbol can be pushed and only one symbol can be

poped at a time

(In skip, change of state can occur but no operation with stack)

• FA can be simulated by PDA as

$$\left[\begin{array}{l} \delta(q_0, a) = q_1 \\ \delta(q_0, a, z) = (q_1, z) \end{array} \right]$$

↓ start stack symbol

• SKIP is used to simulate FA by PDA

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conversion of CFG to PDA using GNF uses Replace command.

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• $\{c^* a^n b^n \mid n \geq 1\}$

SKIP c like

$$\delta(q_0, c, Z) = (q_0, Z)$$

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

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

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

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

$$\delta(q_1, \epsilon, Z) = (q_f, Z)$$

Every PDA can be programmed in three states only. (Maximum states)

Ques - $\{a^n b^n \mid n \geq 0\}$

$$\delta(q_0, a, Z) = (q_1, aZ)$$

String rejection in DPDA is done in two ways -

• Non final state

• Dead configuration

if a language accept ϵ , make start state as final state, if possible

push $\leftarrow \delta(q_0, a, Z) = (q_1, aZ)$

1st b $\delta(q_1, a, a) = (q_1, aa)$

push all $\delta(q_1, b, a) = (q_2, \epsilon)$ - pop first b

$\delta(q_2, b, a) = (q_2, \epsilon)$ \rightarrow pop all b

$\delta(q_2, \epsilon, Z) = (q_0, Z)$ \rightarrow final state

3 ways to program

• state table

• Diagram

• Transition function

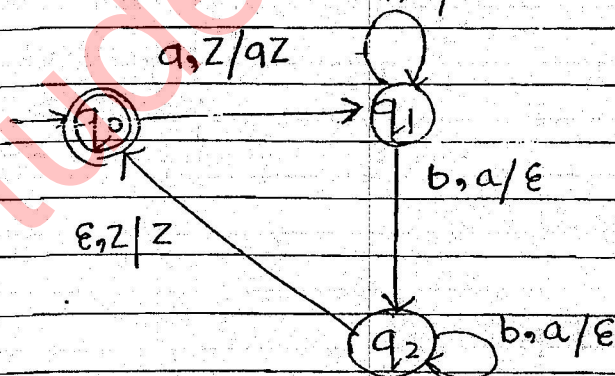
I/P stack Push to stack

$\uparrow \uparrow \uparrow$

$q, Z / aZ$ or q, Z, aZ

If more than 1 comment

$[q, Z, aZ; b, Z, bZ$



In final state Method, need not to empty the stack but in empty stack method, stack must be emptied at the end of $\{a^n\}$ i.e. for acceptance of string stack must be emptied.

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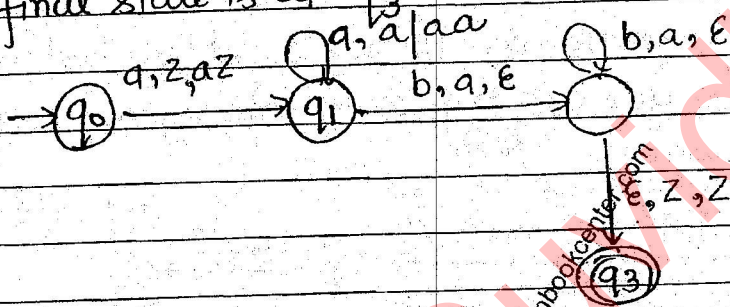
$\{ a^m b^n \mid m, n \geq 0 \}$

In final state - a will be there in stack
in empty state - you have to remove a from stack for its acceptance.

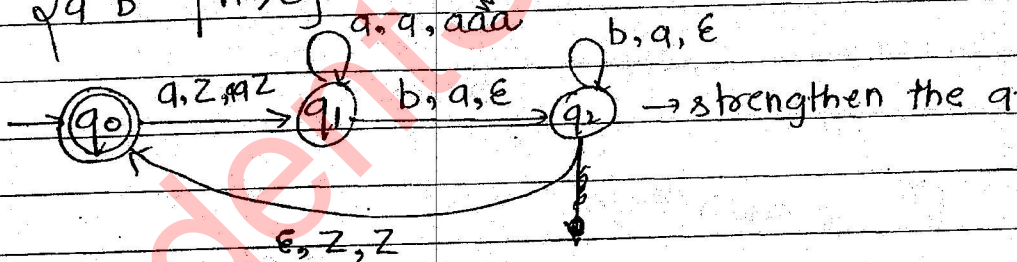
Ques - $\{ a^m b^n \mid n \geq 1 \}$

then acceptance will not be q_0

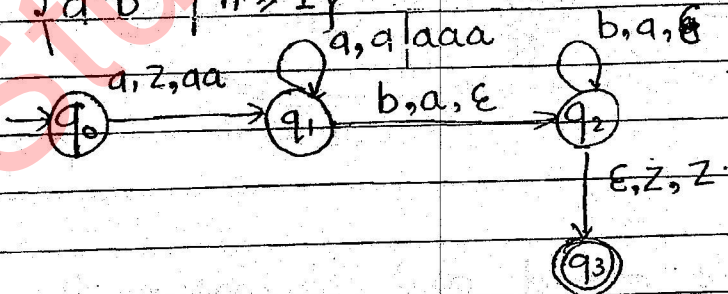
final state is at q_3



Ques - $\{ a^n b^{2n} \mid n \geq 0 \}$



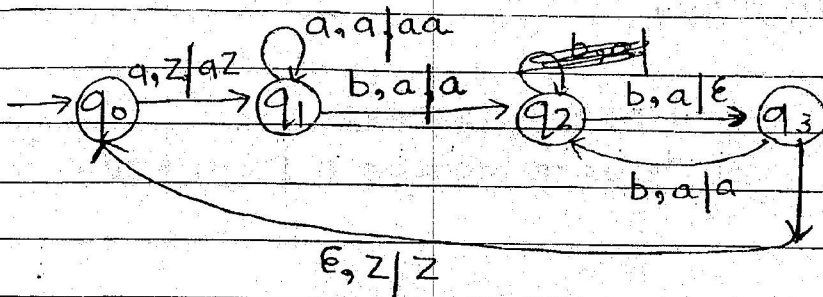
Ques - $\{ a^n b^{2n} \mid n \geq 1 \}$



Ques - $\{ a^n b^n \mid n \geq 1 \}$

↓ for popping b pop for 1 b & skip for another

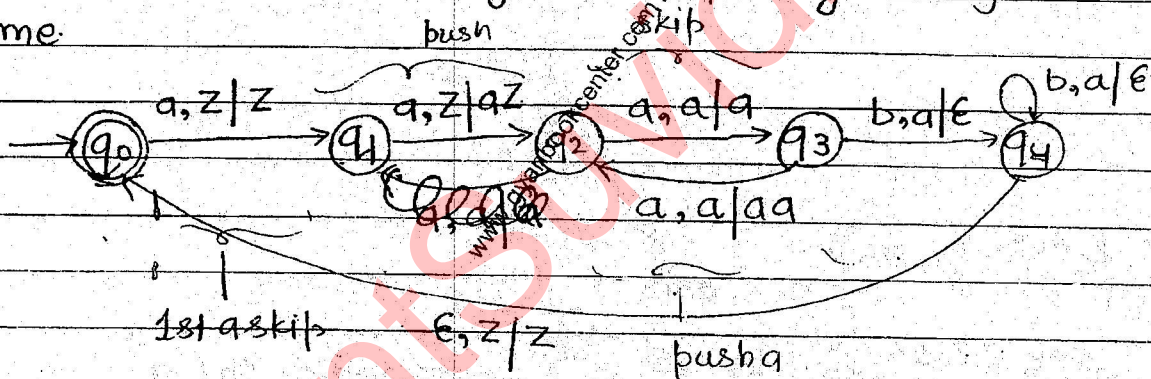
$a^n b^{2n}$ - push 1 a for 1 a & pop 2 b's for 1 a



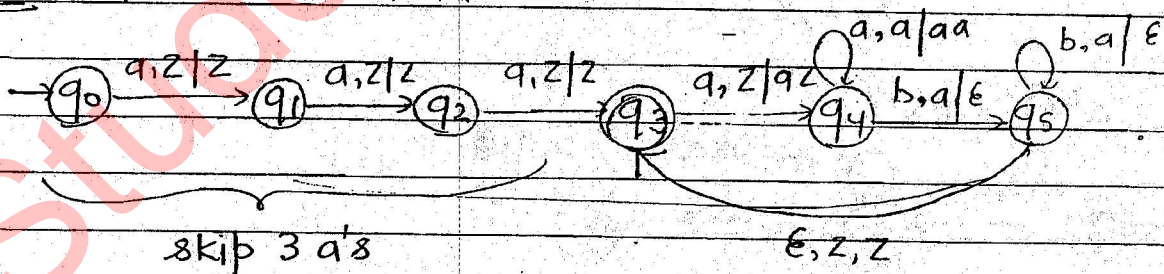
to see for machine

• check for the condition of both a & b.

Ques - $\{a^{2n} b^n\}$ only 1 program as it has condⁿ of popping because you can pop only one symbol at a time.



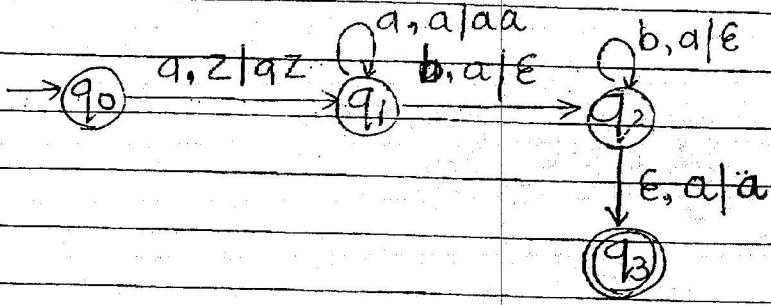
Ques - $a^{2n+3} b^n = aaaa^{2n} b^n$



$a^{2n} b^{n+3} \rightarrow$ skip 3 b's in mid and also consider the case for b^3 when $n=0$



Ques - $\{a^m b^n \mid m > n\}$
 $m, n \geq 0$



Ques - $\{a^m b^n \mid m < n\}$

last comment -

$\delta(q_2, b, z) = (q_3, z)$ it will go to final state if aabbpb

at 3rd b it go to q_3 at another b it will go to dead so you have to write

$$\delta(q_3, b, z) = (q_3, z)$$

$$\delta(q_3, \epsilon, z) = (q_3, z)$$

Ques - $\{a^m b^n \mid m \geq n\}$

$$\delta(q_2, \epsilon, a) = (q_3, z) \rightarrow \text{for } a > b$$

$$\delta(q_2, \epsilon, z) = (q_3, z) \rightarrow a = b$$

$\{a^m b^n \mid m \leq n\}$

$$\delta(q_2, b, z) = (q_3, z)$$

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

$\{a^m b^n \mid m \neq n\}$
(for $m < n$ & $m > n$)
Combine them.

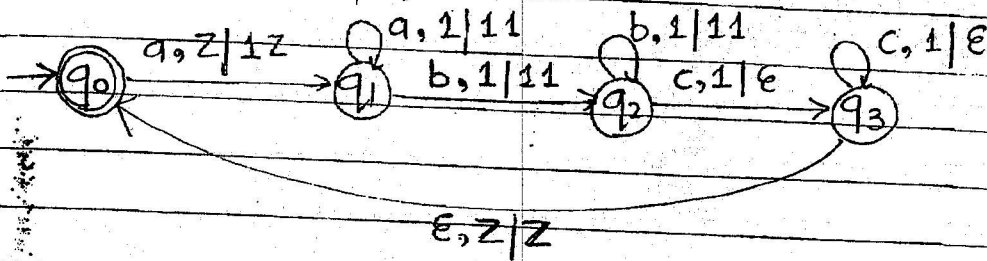
for a you can push 1 also

Ques - $\{a^m b^n c^{m+n} \mid m, n \geq 0\}$

for a push 1

b push 1

c pop 1



Ques - $\{a^{m+n} b^m c^n \mid m, n \geq 1\}$

a - push 1

b, c - pop 1

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

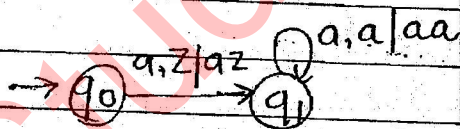
$p = m+n$

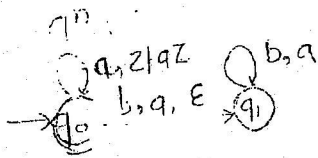
a → push 1

b - pop until you reach end of stack.

if reach end just push 1

c → pop 1





$\{a^n b^n\} \cup \{a^n b^{2n}\}$

$$\delta(q_0, \epsilon, Z) = \{(q_1, Z), (q_2, Z)\}$$

if it is having any split, it might be an union.

Now q_1 will care for $a^n b^n$ It can do for $a^n b^{2n}$

• this thing is allowed only in NPDA

$\{a^n b^m \mid m \leq n \leq 2m\}$
 $S \rightarrow aSb \mid aSbb$

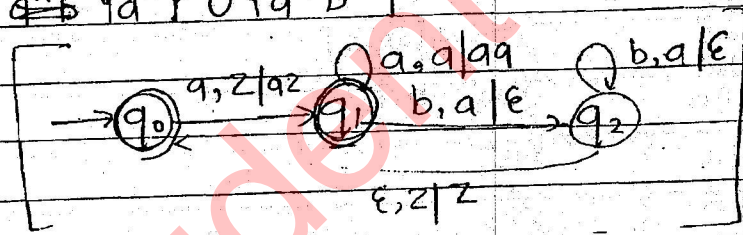
it can have any one required.

$$\delta(q_0, a, Z) = \{(q_1, aZ), (q_1, aaZ)\}$$

for $n \leq m \leq 2n$

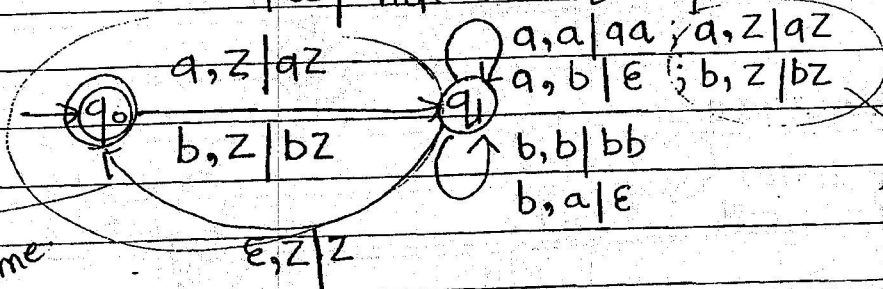
$$\delta(q_0, a, Z) = \{(q_1, bZ), (q_1, bbZ)\}$$

$\{a^n\} \cup \{a^n b^n\}$



II family - $n_a = n_b$

$$\{w \mid n_a(w) = n_b(w)\}$$



take care for 1st a or b as any thing can come

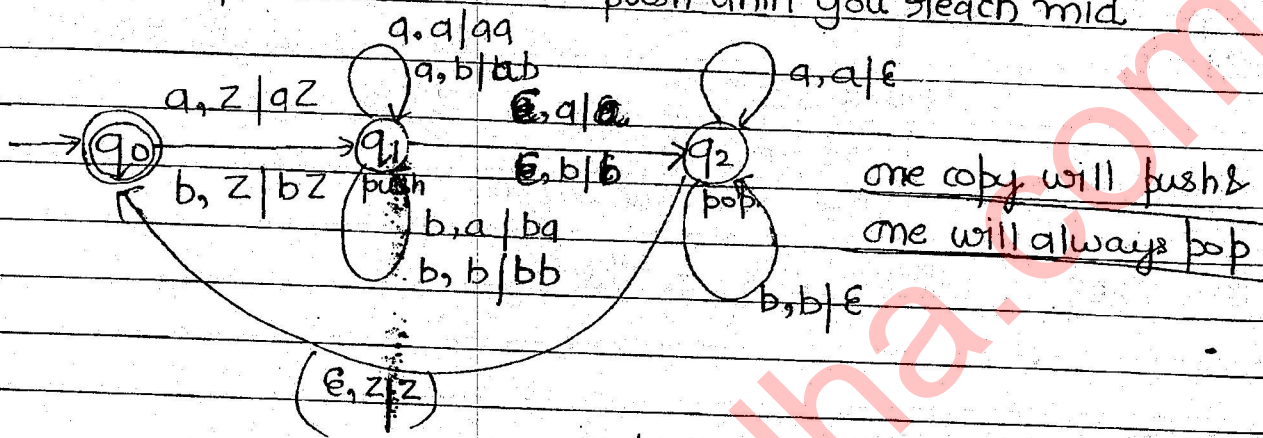
because stack can become in mid also

III family - Palindrome

→ $\{ww^R \mid w \in (a,b)^*\}$

• NPDA job as push to pop is not clear.
a q b b a q
push until you reach mid

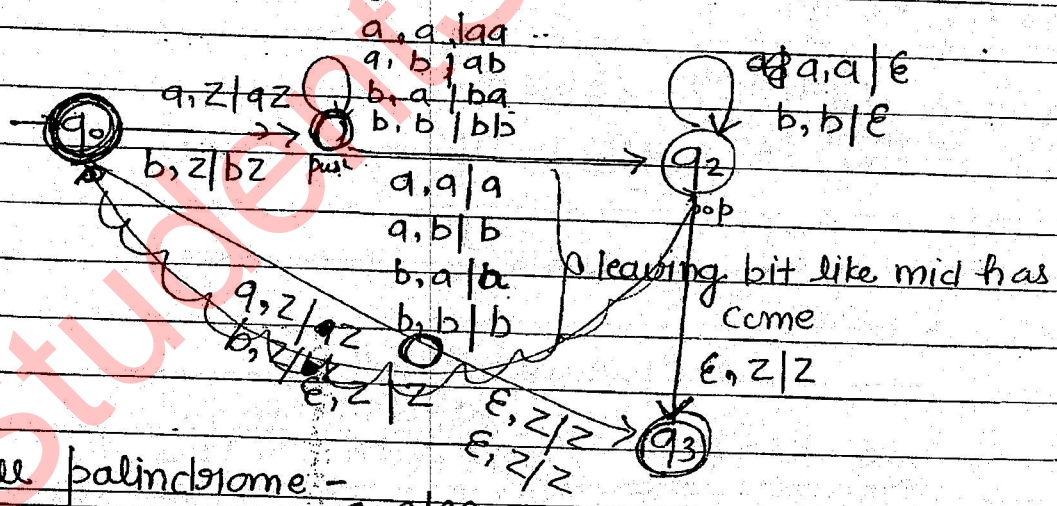
ϵ - even palindrome



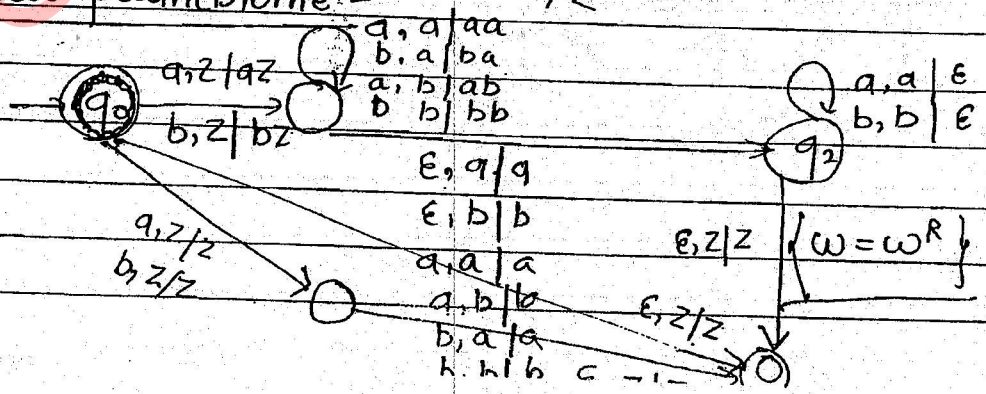
one copy will push & one will always pop

instead of writing null move, i can also write

$\{w\epsilon w^R \mid w \in (a,b)^*\}$



for all palindrome -

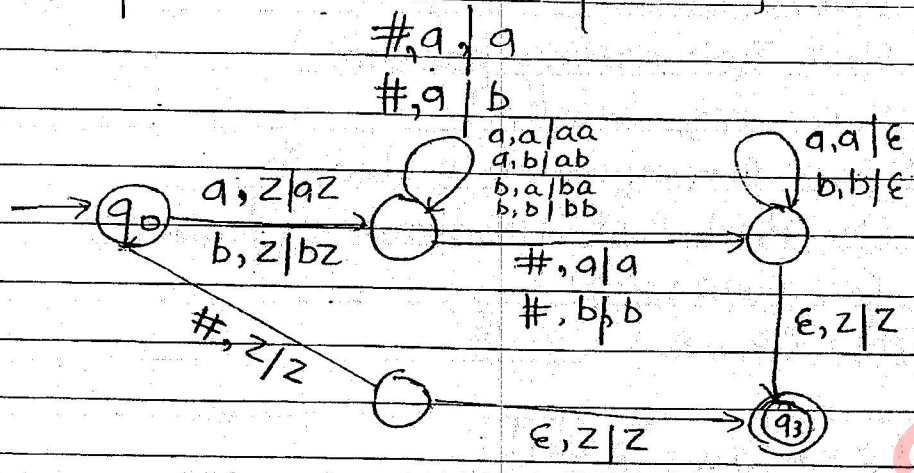


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final state in w^R is maintained by making a copy for the single length strings.

for # palindrome

$\{w \# w^R\}$



GODEC, TURING, POST

Turing Machine, REC, RE, Not RE

Turing Machine - 1. Definition

2. Machine to Language
3. $L - M? \{a^n b^n \mid n \geq 0\}$
4. Turing Machine as a transducer
 $f(x, y) = xty$
5. Church turning thesis

Imp 6. Variation of Turing Machine

"No Logical Machine can have more power than Turing machine."

RE & REC language

- Definition of REC & RE.
- facts related REC & RE.
 - Enumeration Procedure (EP) property
 - Membership Algorithm (MA) property
 - Lexicographical ordering property
 - Closure properties
 - L, \bar{L} theorem
- Examples of REC, RE, Not RE

Excellence
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