

* Push down Automata (PDA)

• FA + stack

• tuple = $(Q, \Sigma, \Gamma, \delta, q_0, z_0, F)$

Q : Not empty finite set of states

Σ : Input variables

Γ : Stack Alphabet

δ : Transition function

q_0 : Initial state

z_0 : Stack start symbol

F : set of final states

for Deterministic PDA (DPDA):-

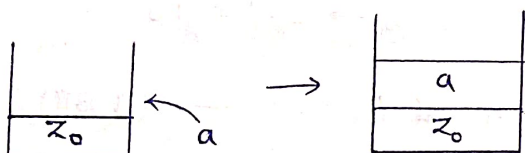
$\delta: Q \times (\Sigma \cup \{\epsilon\}) \times \Gamma \rightarrow Q \times \Gamma^*$

for Non-deterministic PDA (NPDA):-

$\delta: Q \times (\Sigma \cup \{\epsilon\}) \times \Gamma \rightarrow 2^{Q \times \Gamma^*}$

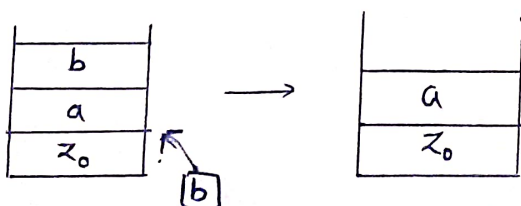
• Stack operation

1) Push operation



$(q_0, a, z_0) \rightarrow (q_0, a z_0)$
 $\uparrow \quad \uparrow$
 I/p Top of
 symbol stack

2) Pop operation



$(q_0, b, b) \rightarrow (q_1, \epsilon)$

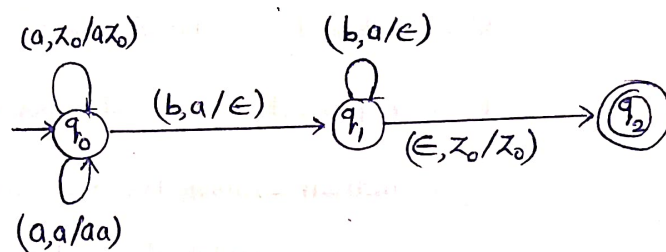
3) Skip operation

$(q_0, a, b) \rightarrow (q_0, b)$

Exa

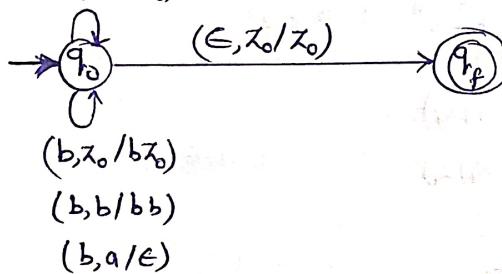
1) $L = a^n b^n \mid n \geq 1$

$L = \{ab, aabb, aaabbb, \dots\}$

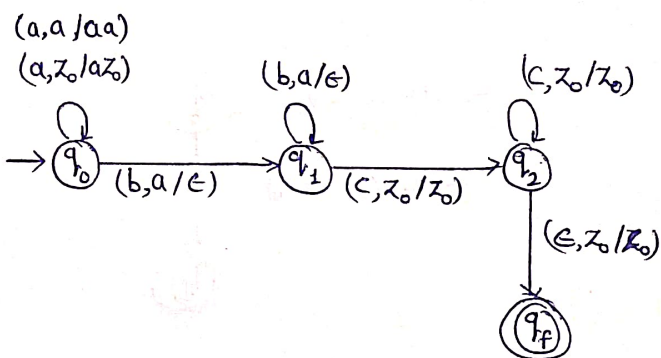


2) $L = \{w \mid n_a(w) = n_b(w)\}$

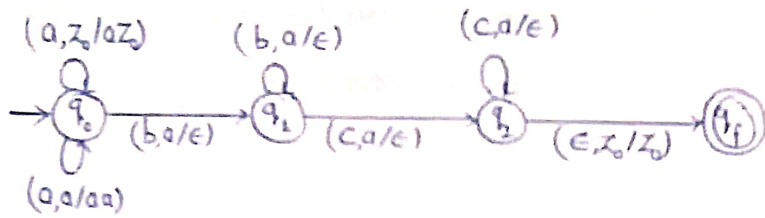
$(a, b/\epsilon)$
 $(a, a/aa)$
 $(a, z_0/az_0)$



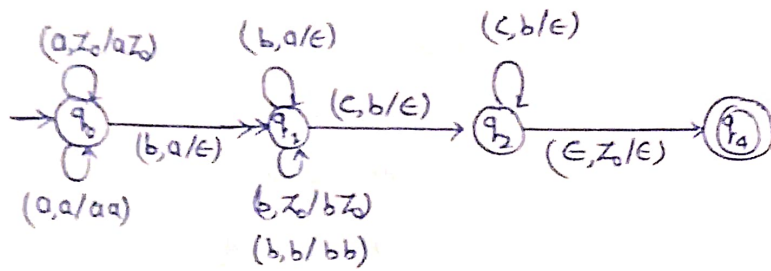
3) $L = a^n b^n c^m \mid n, m \geq 1$



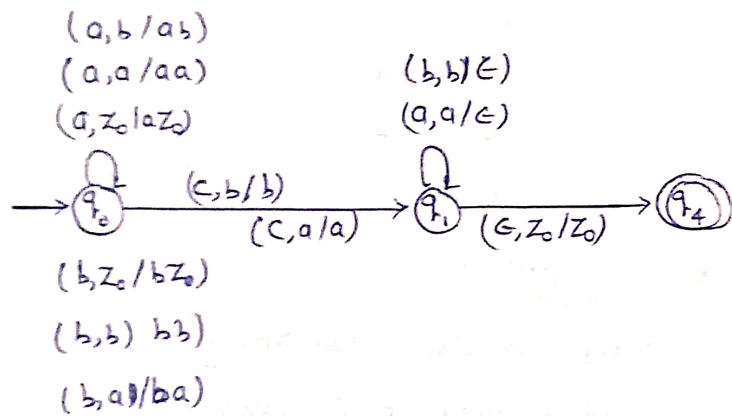
4) $L = a^{m+n} b^m c^n \mid m, n \geq 1$



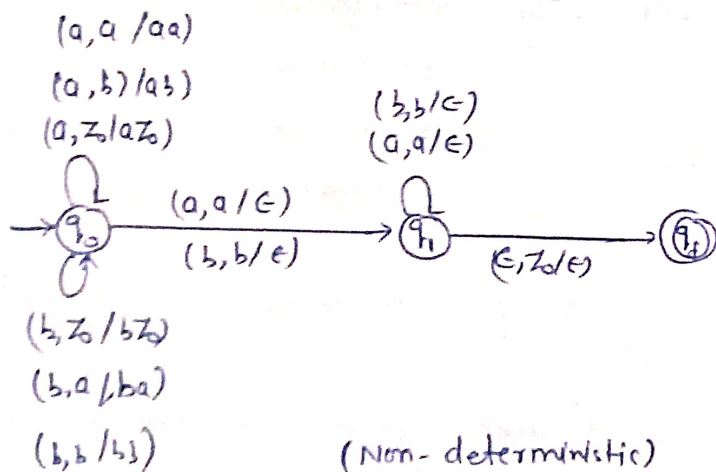
5) $L = a^n b^{m+n} c^m \mid m, n \geq 1$



6) $L = \{w c w^R \mid w \in \{a, b\}^+\}$

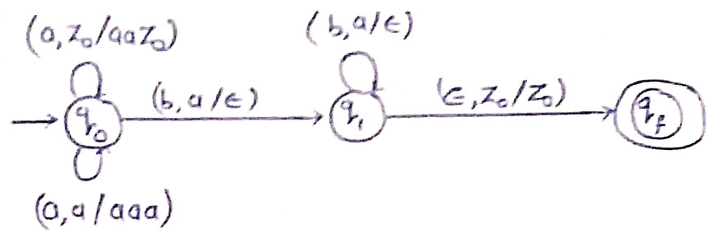


7) $L = w w^R, w \in \{a, b\}^+$

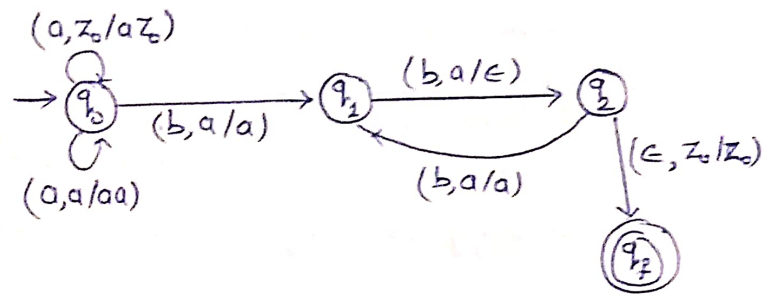


8) $L = a^n b^{2n} \mid n \geq 1$

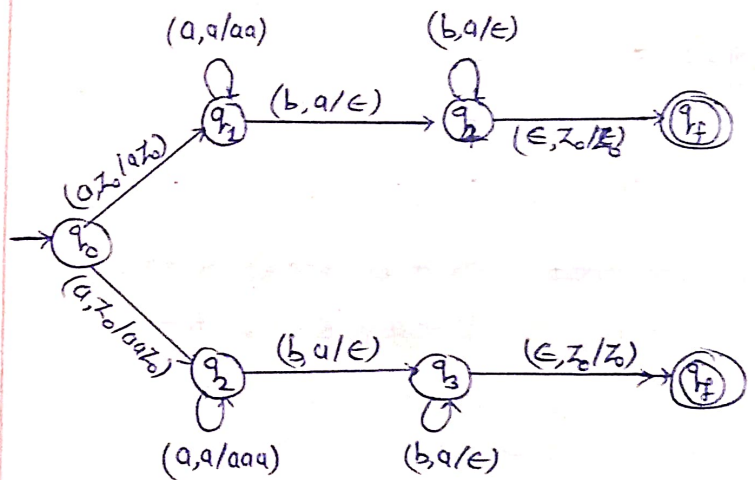
(A) Pushing "aa"



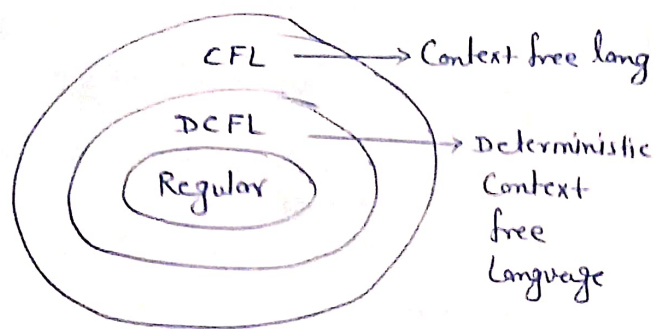
(B) Skip 'b' first, then Pop 'a' by next 'b'



9) $L = \{a^n b^n \mid n \geq 1\} \cup \{a^n b^{2n} \mid n \geq 1\}$



* Check whether a language is CFL or not?



1) $a^n b^n \mid n \geq 1$

→ There is a Condition on $a, b \Rightarrow$ RLX
 → We Can design DPDA $\Rightarrow$ DCFL ✓
 → So It is CFL ✓

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

RLX, DCFL ✓, CFL ✓

3) $a^m b^m c^n d^n \mid m, n \geq 1$

RLX, DCFL ✓, CFL ✓

4) $a^m b^n c^m d^n \mid m, n \geq 1$

RLX, CFLX

5) $a^m b^i c^m d^j \mid m, i, j \geq 1$

RLX, DCFL ✓, CFL ✓

6) $a^i b^j c^k \mid k = i+j$

RLX, DCFL ✓, CFL ✓

7) $a^i b^j c^k d^l \mid i=k \text{ and } j=l$

RLX, CFLX

8) $a^i b^j c^k d^l \mid i, j, k, l \geq 1$

RL ✓, CFL ✓, ...

9) $a^n b^{2n} \mid n \geq 1$

RLX, DCFL ✓, CFL ✓

10) $a^n b^n c^n \mid n \geq 1$

CFLX

11) $a^n b^n c^n d^n \mid n \geq 1$

RLX, CFLX

12) $w c w^R \mid w \in \{a, b\}^+$

RLX, DCFL ✓, CFL ✓

13) $w w^R \mid w \in \{a, b\}^+$

RLX, DCFLX, CFL ✓

14) $w w \mid w \in \{a, b\}^+$

CFLX

15) $a^{n^2} \mid n \geq 1$

CFLX

16) $a^{2^n} \mid n \geq 1 \Rightarrow$ CFLX

(Not AP series)

17) $a^n b^{n^2} \mid n \geq 1 \Rightarrow$ CFLX

18) $a^n b^{2^n} \mid n \geq 1 \Rightarrow$ CFLX

19) $a^n b^{2^n} c^{3^n} \mid n \geq 1 \Rightarrow$ CFLX

20) $n_a(w) = n_b(w) = n_c(w)$

$\Rightarrow$ CFLX

($a^m b^m c^n$ also not CFL)

* PDA to CFG Conversion :-

$$\therefore \text{PDA} = (Q, \Sigma, \delta, \Gamma, q_0, z_0, F)$$

$$\downarrow$$

$$\text{CFG} = (V, T, P, S)$$

Rules -

$$S \cup \{q, A, p\}, \quad q, p \in Q, \quad A \in \Gamma$$

$$1) S \rightarrow [q_0, z_0, p] \text{ for each } p$$

$$2) \text{ if } \delta(q, x, A) = (p, B_1 B_2 \dots B_m)$$

$$[q, A, q_{m+1}] \rightarrow x [p, B_1, q_1] [q_1, B_2, q_2] \dots$$

$$\dots [q_m, B_m, q_{m+1}]$$

$$x \in \Sigma \cup \{\epsilon\}$$

$$3) \text{ if } \delta(q, x, A) = (p, \epsilon)$$

$$[q, A, p] \rightarrow x$$

Exa-

$$1) \delta(q_0, a, z_0) \rightarrow (q_0, x z_0)$$

$$2) \delta(q_0, a, x) = (q_0, x \lambda)$$

$$3) \delta(q_0, b, x) = (q_1, \epsilon)$$

$$4) \delta(q_1, b, x) = (q_1, \epsilon)$$

$$5) \delta(q_1, \epsilon, z_0) = (q_1, \epsilon)$$

$$M = \left(\underbrace{\{q_0, q_1\}}_Q, \underbrace{\{a, b\}}_\Sigma, \underbrace{\delta}_{\Gamma}, \underbrace{\{z_0, x\}}_F, q_0, z_0, \phi \right)$$

CFG-

$$S \rightarrow [q_0, z_0, q_0], \quad S \rightarrow [q_0, z_0, q_1]$$

$$\textcircled{1} \left[\begin{array}{l} [q_0, z_0, q_0] \rightarrow a [q_0, x, q_0] [q_0, z_0, q_0] \times \\ [q_0, z_0, q_0] \rightarrow a [q_0, x, q_1] [q_1, z_0, q_0] \times \\ [q_0, z_0, q_1] \rightarrow a [q_1, x, q_0] [q_0, z_0, q_1] \times \end{array} \right.$$

$$\left[[q_0, z_0, q_1] \rightarrow a [q_0, x, q_1] [q_1, z_0, q_1] \right.$$

$$\textcircled{2} \left[\begin{array}{l} [q_0, x, q_0] \rightarrow a [q_0, x, q_1] [q_0, x, q_0] \times \\ [q_1, x, q_0] \rightarrow a [q_0, x, q_1] [q_1, x, q_0] \times \\ [q_0, x, q_1] \rightarrow a [q_0, x, q_0] [q_0, x, q_1] \times \\ [q_1, x, q_1] \rightarrow a [q_0, x, q_1] [q_1, x, q_1] \end{array} \right. \times$$

$$3. [q_0, x, q_1] \rightarrow b$$

$$4. [q_1, x, q_1] \rightarrow b$$

$$5. [q_1, z_0, q_1] \rightarrow \epsilon$$

Useless production-

$$[q_1, z_0, q_0]$$

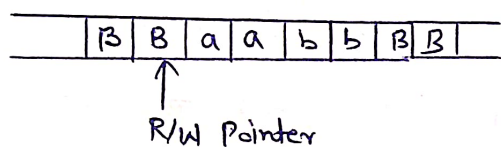
$$[q_0, x, q_0]$$

* Turing Machine

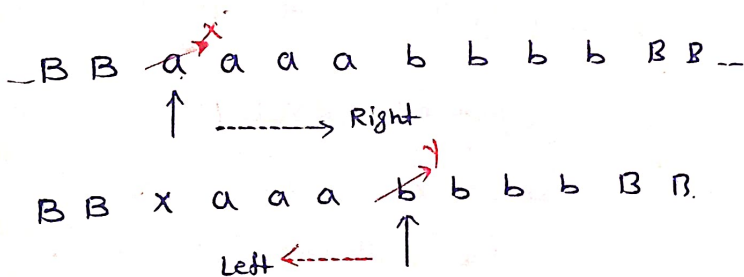
→ A Turing m/c Consists of a tape of infinite length on which read and writes operation can be performed.

→ The Tape Consists of infinite cells on which each cell either contains input symbol or a special symbol called Blank.

→ It also consists of a head pointer which points to cell currently being read and it can move in both directions.



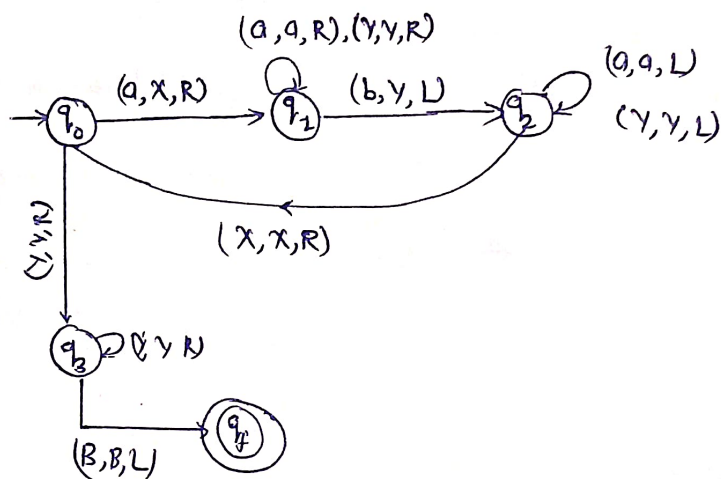
$$L = a^n b^n \mid n \geq 1$$



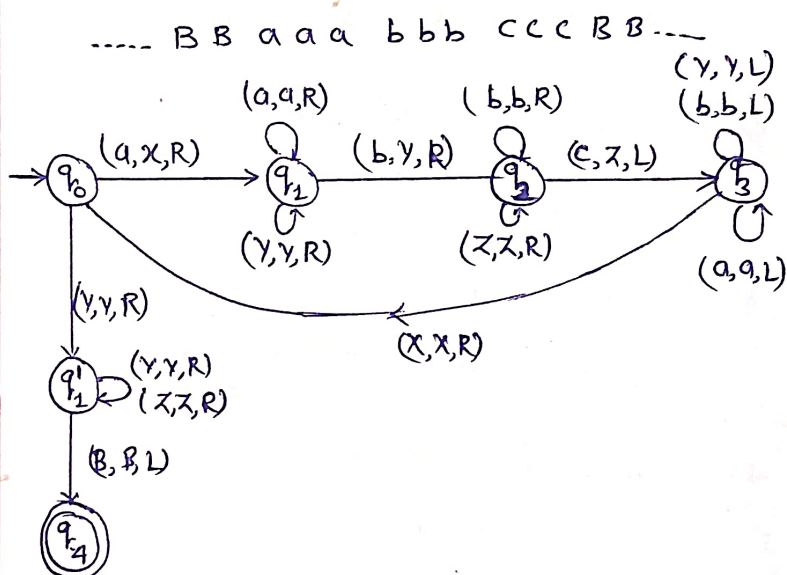
Repeat process

B B x x x x y y y y B B

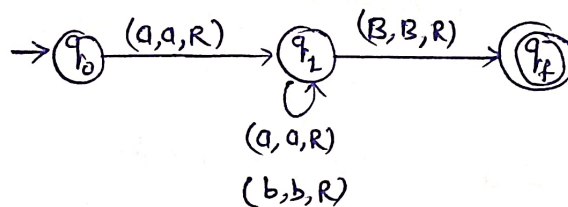
$S = (\text{input, output, Head movement})$



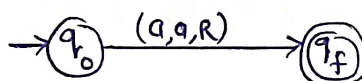
$$2) L = a^n b^n c^n \mid n \geq 1$$



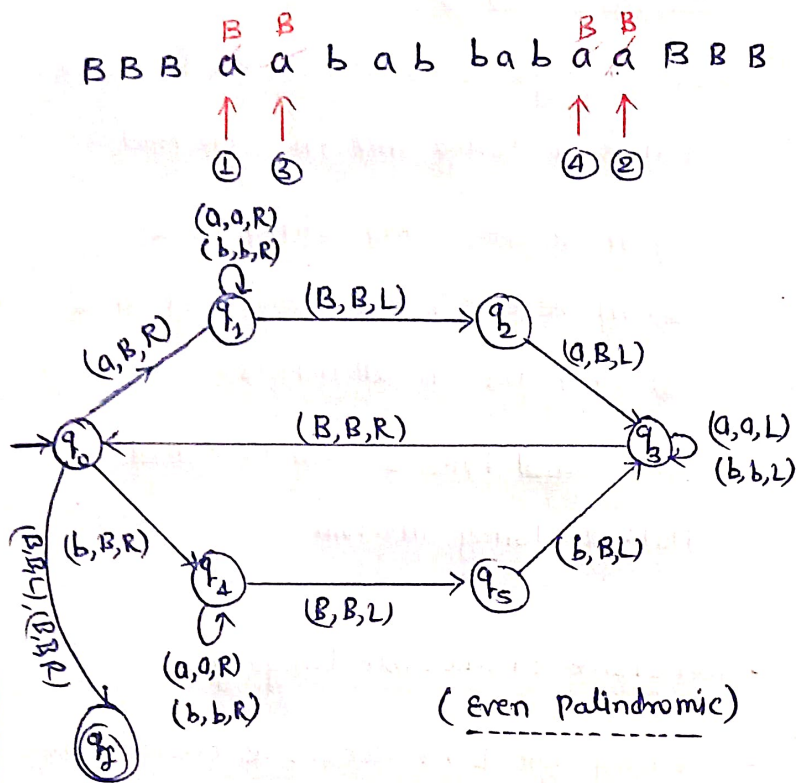
$$3) L = a^n (a+b)^*$$



or



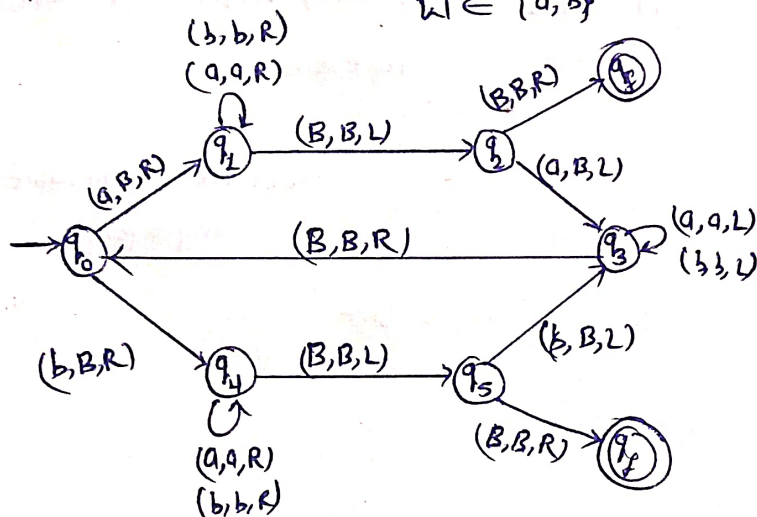
4) $L = ww^R$. $w \in \{a,b\}^*$



5) odd palindrome -

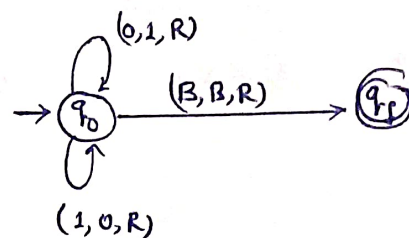
$$L = W a W^R \text{ or } W b W^R$$

$$w_1 \in \{a, b\}^*$$

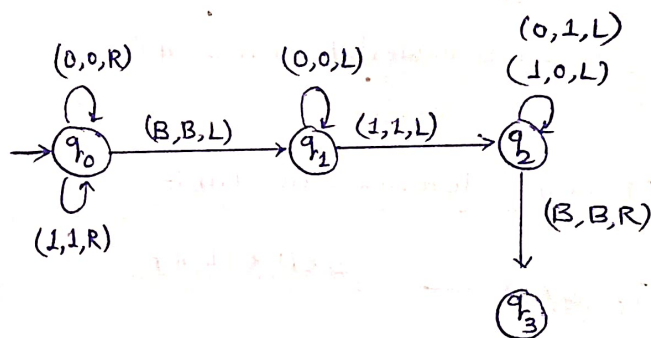
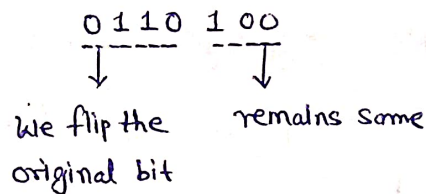
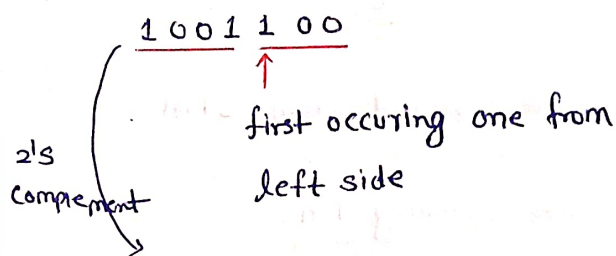


c) $L = wCw \mid w \in \{a, b\}^*$

7) T_m for 1's Complement-



8) Tm for 2's Complement



g) Tm As an Adder

$$a = 4, \quad b = 5$$

Convert Numbers into Unary (We use only one symbol)

$$a = 4 = 1111$$

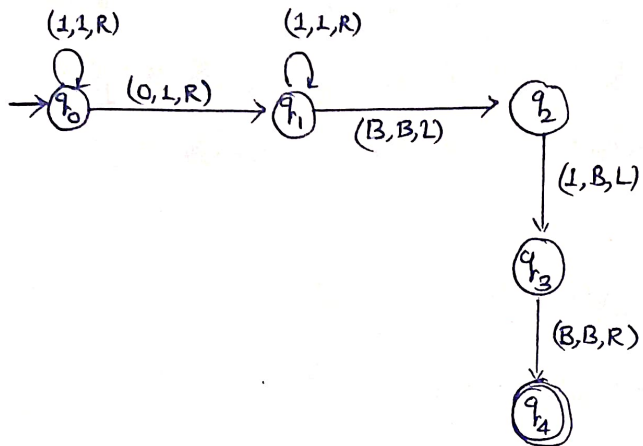
$$b = 5 = 11111$$

Write this on a tape



B B 1 1 1 1 0 1 1 1 1 1 B B

↑ ↑ ↑



10) Tm ~~AS~~ for multiplication-

$$x = 2 \quad y = 3$$

$$x = 11 \quad y = 111$$

⇒ B B ^B1 1 0 1 1 1 0 B B B B B B ...

↑

B B B 1 0 ^x1 1 1 0 ¹B B B B B B

↑ ↑ ↑

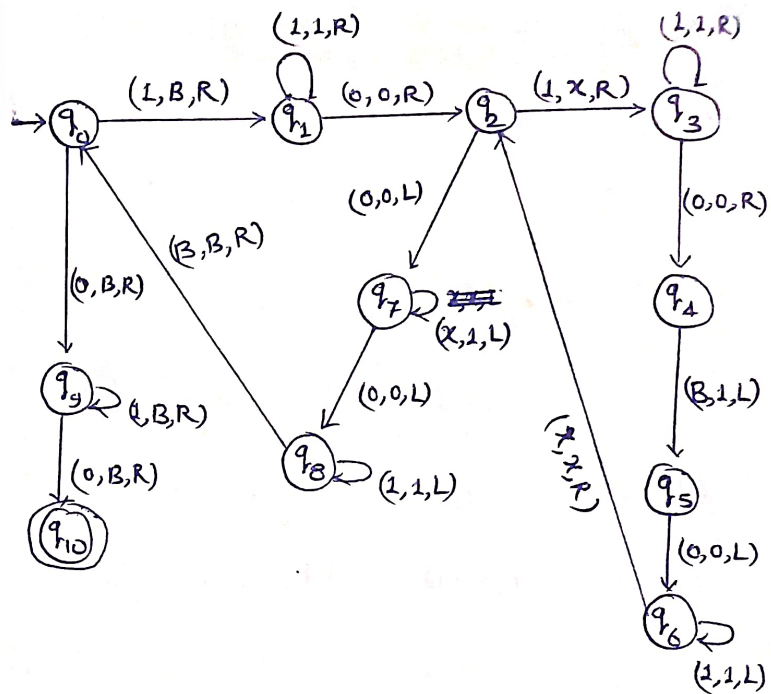
B B B 1 0 ^x1 1 1 0 ¹1 B B B B B B

↑ ↑ ↑

B B B 1 0 ¹x ¹x ¹x 0 1 1 1 B B B

↑ ← Left move

Again Repeat process and
at the end G's time 1
Print at the Right hand
side in place of Blank



(11) Tm AS on Comparator.

$$a = 3, \quad b = 3$$

B B ^x1 1 1 0 ^x1 1 1 B B

↑ ↑

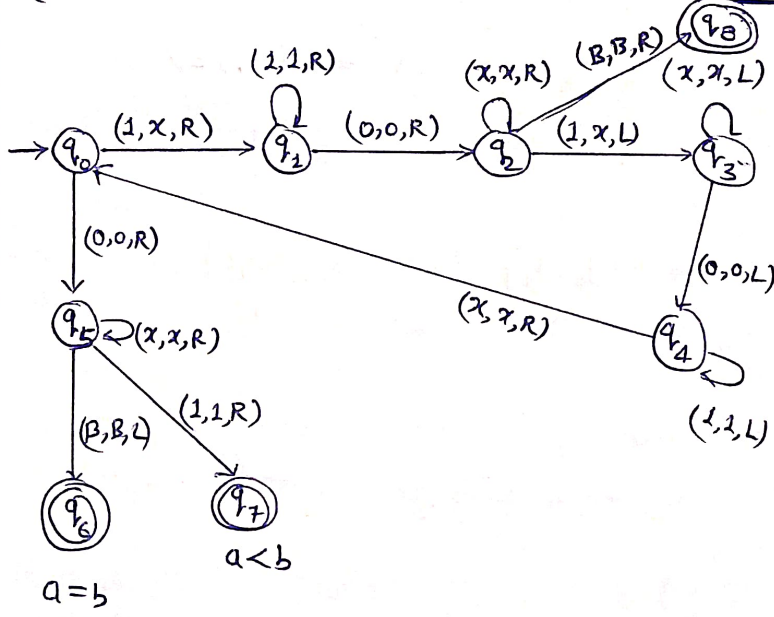
B B ^x1 1 1 0 ^x1 1 1 B B

↑ ↑

(I) B B ^x1 1 1 0 ^x1 1 1 B B ⇒ a = b

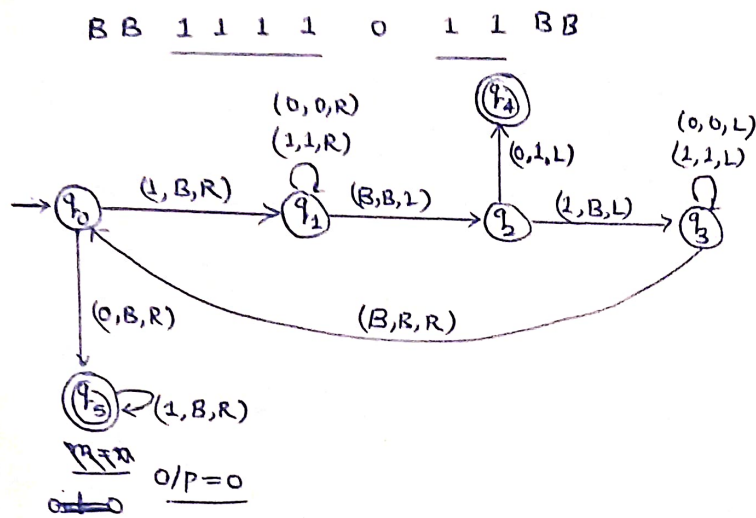
(II) B B ^x1 1 1 1 0 ^x1 1 1 B B ⇒ a > b

(III) B B ^x1 1 1 0 ^x1 1 1 1 B B ⇒ a < b



(12) Tm AS for a subtraction:

$$f(m,n) = \begin{cases} m-n, & m > n \\ 0, & m \leq n \end{cases}$$



• Formal definition -

$$M(Q, \Sigma, \delta, \Gamma, q_0, B, F)$$

Q : Non Empty finite set of states

Σ : Input Alphabet

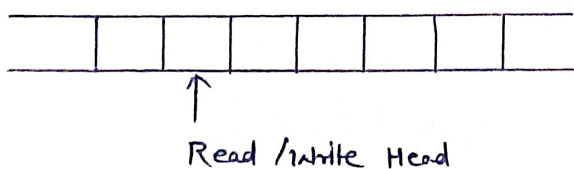
δ : Transition function

Γ : Tape Alphabet

q_0 : Initial state $q_0 \in Q$

B : special symbol called Bkmk

F : set of final states. $F \subseteq Q$



$$\delta: Q \times \Gamma \longrightarrow Q \times \Gamma \times \{L, R\}$$

$$\Gamma = \{a, b, x, y, B\}$$

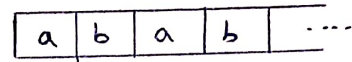
$$\Sigma \subseteq \Gamma - \{B\}$$

* Variations of Turing machine :-

1) Tm With stay option:

$$\delta: Q \times \Gamma \longrightarrow Q \times \Gamma \times \{L, R, S\}$$

2) Tm With Semi Infinite Tape:

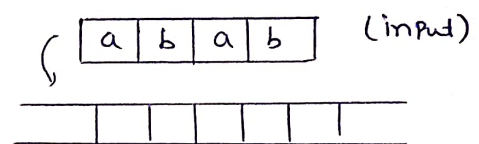


→ This also have same power

3) Offline Tm :-

→ In This we have Read only input tape for separate input storage.

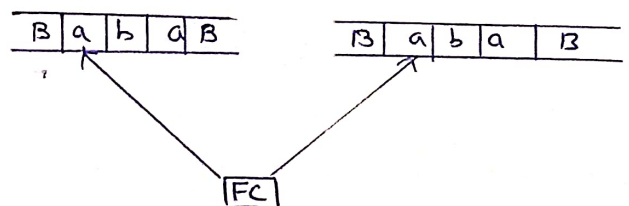
→ The machine Can not modify the input.



4) Multi Tape Tm :-

→ It has multiple tapes with own read write head.

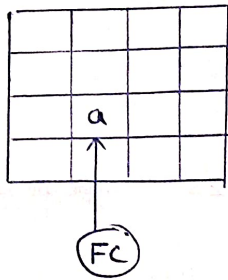
→ A single finite control that reads all heads simultaneously.



→ ~~Same~~ Not more powerful but Efficient than standard Tm.

4) multi-dimensional Turing m/c -

$$\delta: Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R, U, D\}$$



→ Same powerful than STM

5) Jumping Tm :-

$$\delta: Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\} \times \{n\}$$

→ It Can Jumps n cells to left or Right

→ Same powerful than STM

6) Non-deterministic Tm :-

$$\delta: Q \times \Gamma \rightarrow \geq Q \times \Gamma \times \{L, R\}$$

→ Deterministic and Non Deterministic Tm Contain Same Power.

$$DTM \cong NDTM$$

• Recursive Language -

→ A Language L is recursive if there exists a Turing m/c m such that -

- 1) m Accepts Every string in L
- 2) m rejects Every string not in L
- 3) m halts on all inputs.

→ such ~~kind~~ type of Tm is called Halting Turing machine.

• Recursive Enumerable Language :-

→ A Language L is Recursive Enumerable Language if there exists a Turing machine m such that :-

if $w \in L \Rightarrow m$ halts and Accepts

if $w \notin L \Rightarrow m$ may Reject or loop forever.

