

PUSH DOWN AUTOMATA

- \* Introduction
- \* Instantaneous Description (ID)
- \* Graphical notation
- \* Acceptance of PDA.
- \* A PDA is a way to implement a CFG in a similar way we can design FA for Regular Grammar.

- \* PDA is more powerful than finite state machine.
- \* FSM has a very limited memory. But a PDA has more memory.

$PDA = FSM + stack$

\* A stack is a way we arrange elements one on the top of stack.

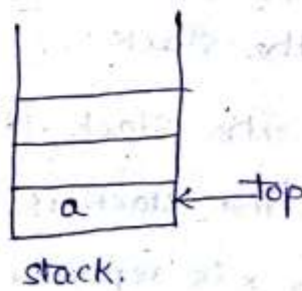
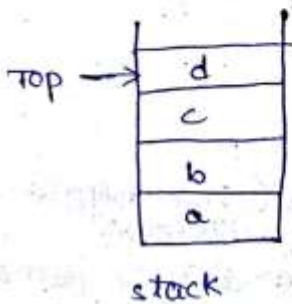
\* A stack does two basic operations.

i) push :- A new element is added at the top of the stack.

ii) pop :- The top element of the stack is read and remove.

Ex: push(a)  
push(b)  
push(c)  
push(d)

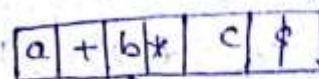
pop()  
pop()  
pop()



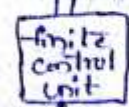
\* Basic model of PDA :-

PDA has three Components

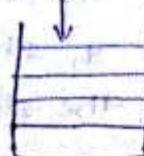
- i) input tape
- ii) finite control unit
- iii) stack



↑ RW head



→ output Accept (or) Reject



push (or) pop

stack.

- \* A stack with infinite size.
- \* It has unlimited amount of storage space
- \* Used to store data and remove the data temporarily which is read by RW from the input buffer.

Formal definition:-

Mathematically a PDA is defined with 7-tuples like

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

$Q \rightarrow$  finite and non-empty set of states

$\Sigma \rightarrow$  finite and non-empty set of input symbols

$\Gamma \rightarrow$  finite and non-empty set of stack symbols.

$\delta \rightarrow$  It is a transition function which is defined as

$\delta:$

$$Q \times \{\epsilon \cup \Sigma\} \times \Gamma^* \rightarrow Q \times \Gamma^*$$

$$Q \times \Sigma^* \times \Gamma^* \rightarrow Q \times \Gamma^*$$

where  $\delta$  takes three tuples as input like  $\delta(q, a, x)$

where i)  $q$  is a state in  $Q$ .

ii)  $a$  is either an input symbol in  $\Sigma$  (or)  $a$  is also belongs  $\epsilon$ .

iii)  $x$  is a stack symbol i.e; member of  $\Gamma$

iv) The o/p of  $\delta$  is finite set of pairs like  $(p, \gamma)$

where,  $p$ : It is a new state.

$\gamma$ : It is a set of stack symbols that replace 'x' at the top of the stack.

Ex:- 1) If  $r = \epsilon$  then the stack is pop.

2) If  $r = x$  then the stack is unchanged (since bypass operation)

3) If  $r = yz$  then  $x$  is replaced by  $z$  and  $y$  is pushed on to the stack.

Ex:- 1)  $\delta(q_0, a, z) = (q_1, yz)$

$\Rightarrow$  It indicates that from state  $q_0$ , reading input symbol 'a'.

where, top of the stack  $z$ . then the finite control goes to  $q_1$  state and adding the element  $y$  to the top of the stack.



2)  $\delta(q_1, a, z) = (q_2, \epsilon)$

⇒ It indicates that 'z' is removed from the stack and state is changed from  $q_1$  to  $q_2$ .

3)  $\delta(q_1, a, z) = (q_2, z)$

⇒ It indicates that on reading symbol 'a' state is changing from  $q_1$  to  $q_2$  and there is no change in the stack (bypass operation)

$q_0$  → It is the initial state.

$q_0 \in Q$

$z_0$  → It is the start stack symbol.

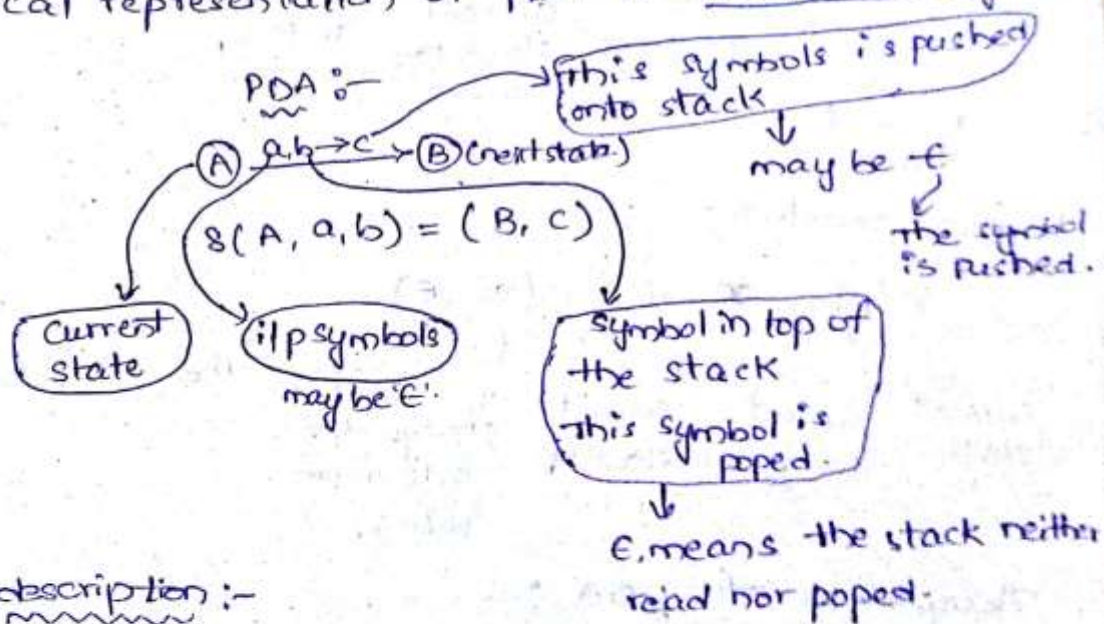
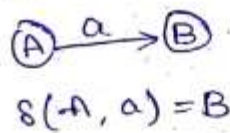
$z_0 \in \Gamma$

$F$  → It is the set of final (or) accepting state and  $(F \subset Q)$ .

Graphical representation :-

The Graphical representation of PDA is Transition diagram

FA :-



Instantaneous description :-

It is used to describe the configuration of PDA at given Instance.

It remembers the state and stack content.

It was defined by Triple  $(q, w, \gamma)$  where

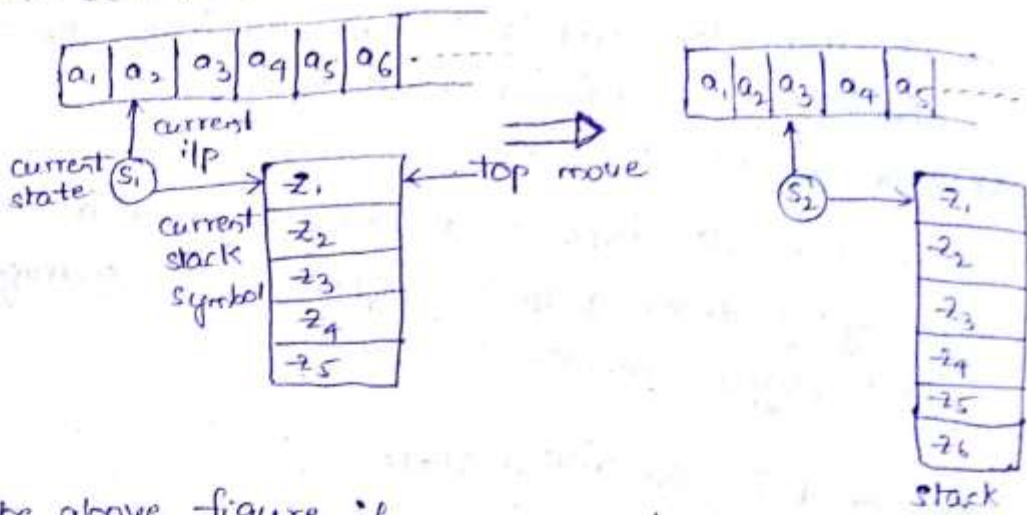
$q$  → is a state.

$w$  → input symbols of string

$\gamma$  → is a string of stack symbols.

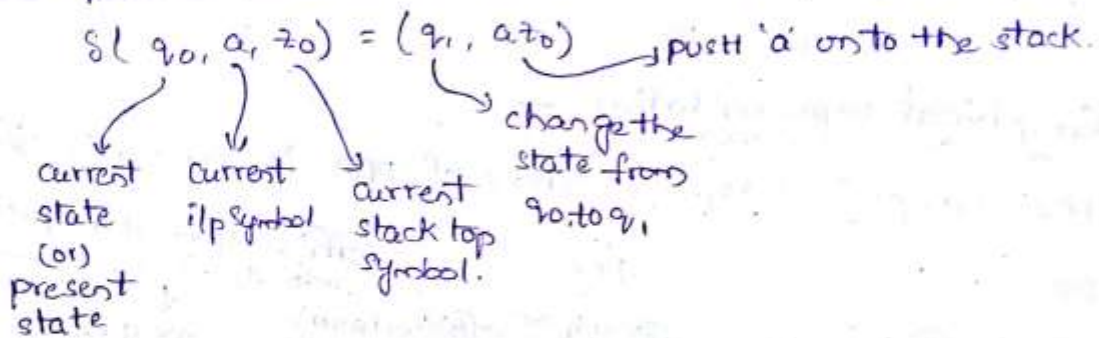


- Example :-  $\delta(q_0, a, z_0) = (q_1, B)$

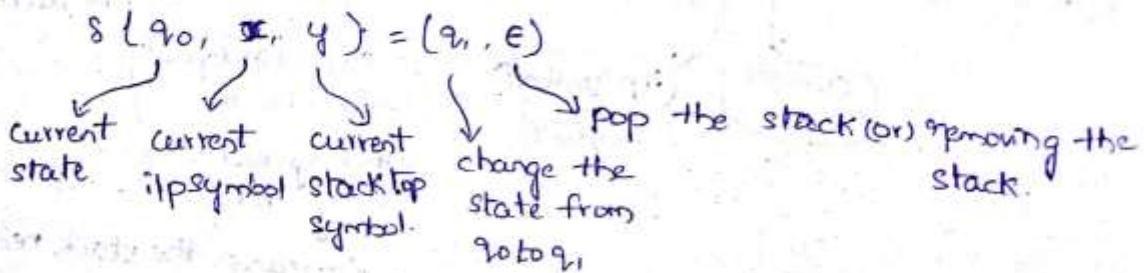


From the above figure, if we are reading the current ilp symbol 'a<sub>2</sub>' at current state 's<sub>1</sub>' and current stack symbol 'z<sub>1</sub>', then after a move we will reach to state s<sub>2</sub> and there will be some new symbol on the top of the stack. This description can be represented as,

1) push operation :-



2) pop operation :-



Acceptance of PDA :-

There are two ways to accept a language by PDA. They are  
 i) Accepted by empty stack.  
 ii) Accepted by final state.

Accepted by empty stack :-

The given language accepted by empty stack to be defined as  $L(M) = \{w \mid \delta(q_0, w, z_0) \xrightarrow{*} (p, \epsilon, \epsilon) \text{ for some } p \in q_f\}$  that is, if stack becomes empty after scanning entire string then it is accepted by PDA otherwise, not accepted.

Accepted by final string:-

The given language accepted by final state to be defined as

$$L(M) = \{ w \mid \delta(q_0, w, z_0) \xrightarrow{*} (p, \epsilon, f) \text{ for some } p \in F \text{ and } f \in \Gamma^* \}$$

that is, eventhough stack is not empty, after scanning ip string. if the finite control reaches to the final state then it is accepted. otherwise, not accepted.

Design of PDA:-

Types of PDA:-

i) Deterministic PDA :- if all derivations in the design has to give only single move.

ii) Non Deterministic PDA :- if derivation generates more than one move in the designing of a particular task.

1) Design a PDA that accepts equal no. of A's and B's.

Sol:-

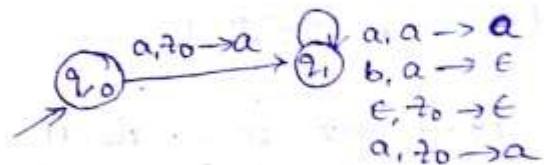
$$\delta(q_0, a, z_0) = (q_1, a, z_0)$$

$$\delta(q_1, a, a) = (q_1, aa)$$

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

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

$$\delta(q_1, a, z_0) = (q_1, a, z_0)$$



$\therefore$  The PDA machine for the above language is defined as

$$M = (Q, \Sigma, \Gamma, \delta, q_0, z_0, F) \text{ where } Q = \{q_0, q_1\}$$

$$\Sigma = \{a, b\}$$

$$\Gamma = \{z_0\}$$

$\delta$ :-

$$q_0 = \{q_0\}$$

$$z_0 = \{z_0\}$$

$$F = \{q_1\}$$

Read A's  $\rightarrow$  push operation, Read B's  $\rightarrow$  push operation

(1) consider a string  $w = \{abab\}$  Read a's

$$\delta(q_0, abab, z_0) = \delta(q_1, bab, az_0)$$

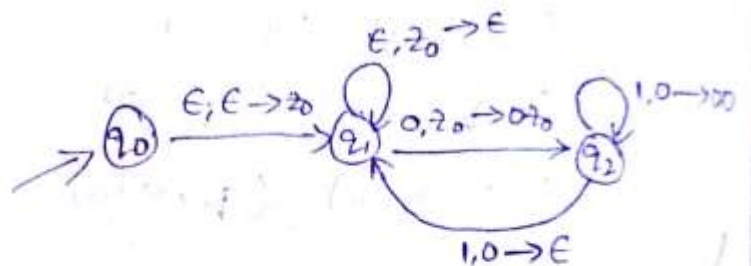


③ Design a PDA for the language  $L = \{0^n \text{ and } 1^{2n} \mid n \geq 1\}$   
 sol:  $L = \{0^n 1^{2n} \mid n \geq 1\}$

Read one 0  $\rightarrow$  push

Read two 1's  $\rightarrow$  pop

$$\delta(q_0, \epsilon, \epsilon) = (q_1, z_0)$$



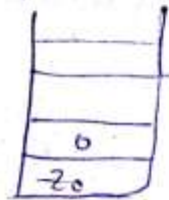
$$\delta(q_1, 0, z_0) = (q_2, 0z_0)$$

$$\delta(q_2, 0, 0) = (q_2, 00)$$

$$\delta(q_2, 1, 0) = (q_2, 00)$$

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

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



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

$$\delta(q_1, 1, 0) = (q_1, 00)$$

④ Consider the string  $w = \{001111\}$

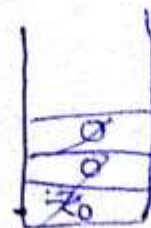
$$\delta(q_1, 001111, z_0) = \delta(q_2, 01111, 0z_0)$$

$$= \delta(q_2, 1111, 00)$$

$$= \delta(q_2, 111, 00)$$

$$= \delta(q_1, 11, 0z_0)$$

$$= \delta(q_1, 1, 0z_0)$$



stack

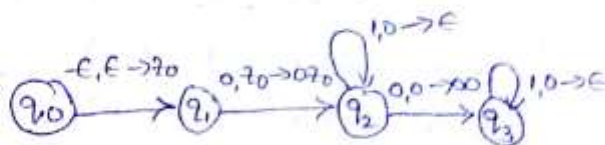
$$= \delta(q_1, \epsilon, z_0)$$

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

Design a PDA for the language  $L = \{0^n 1^n \mid n \geq 1\}$

Read 0's  $\rightarrow$  push

Read 1's  $\rightarrow$  pop



$$\delta(q_0, \epsilon, \epsilon) = (q_1, z_0)$$

$$\delta(q_1, 0, z_0) = (q_2, 0z_0)$$

$$\delta(q_2, 0, 0) = (q_2, 00)$$

$$\delta(q_2, 1, 0) = (q_3, \epsilon)$$

$$\delta(q_3, 1, 0) = (q_3, \epsilon)$$

$$\delta(q_3, \epsilon, z_0) = (q_3, \epsilon, \epsilon)$$

\* Design a PDA for the language  $L = \{ww^R \mid w \in (a+b)^*\}$

$$ii) L = \{w cw^R \mid w \in (a+b)^*\}$$

$$\text{sol) } i) L = \{ww^R \mid w \in (a+b)^*\}$$

In this language contains palindrome string. i.e;

if  $w = ab$ ,  $w^R = ba$  then  $ww^R = abba$  is a palindrome.

\* We can read no. of a's and b's and pushed them into stack until we can reach the mid position of the string.

\* In the mid position we can't read any input and can't push onto stack.

\* After mid position when we read a (or) b then pop them from the stack. This process is repeated until stack is empty.

$$\delta(q_0, \epsilon, \epsilon) = (q_1, z_0)$$

$$\delta(q_1, a, z_0) = (q_1, az_0)$$

$$\delta(q_1, b, z_0) = (q_1, bz_0)$$

$$\delta(q_1, \epsilon, \epsilon) = (q_2, z_0)$$

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

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

$$\delta(q_3, \epsilon, z_0) = (q_4, \epsilon, \epsilon)$$





$$ii) L = \{ w c w^R \mid w = (a+b)^* \}$$

$$w = ab$$

$$w^R = ba$$

$$w c w^R = abcba$$

$$\delta(q_0, \epsilon, \epsilon) = (q_1, z_0)$$

$$\delta(q_1, a, z) = (q_1, a z)$$

$$\delta(q_1, b, z) = (q_1, b z)$$

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

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

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

$$\delta(q_1, b, b) = (q_1, bb)$$

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

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

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

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

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

$$\delta(q_3, \epsilon, z) = (q_4, \epsilon, \epsilon)$$

Deterministic pushDown Automata:-

A DPDA is a tuple like  $M = (Q, \Sigma, \Gamma, \delta, q_0, z_0, F)$

where  $Q$  is finite and non empty set of states

$\Sigma$  is finite and nonempty set of i/p Alphabet

$\Gamma$  is finite set of stack symbols

$\delta$  is a mapping function used for mapping (or) moving from current state to next state. is defined

$$\text{as } \delta(q_0, x, z_0) = (q, x p) \text{ where}$$

$q_0$  is current state

$x$  is current i/p symbol

$z_0$  is current stack symbol

$q$  is next state

$x p$  shows top of the stack

if  $\delta$  denotes a unique transition for each i/p then pda is said to be deterministic pda

$$-ex:-) L = \{ a^n b^n \mid n \geq 1 \}$$

$$2) L = \{ w c w^R \mid w = (a+b)^* \}$$

Non deterministic pda:-

It is a tuple like  $M = (Q, \Sigma, \Gamma, \delta, q_0, z_0, F)$  where

$Q$  is finite and non empty set of states

$\Sigma$  is finite and non empty set of i/p Alphabet

$\Gamma$  is finite set of stack symbols.



$\delta$  is a mapping function used for moving from current state to next state and is defined as  $\delta(q_0, x, z_0) = (q_1, \gamma)$

$q_0$  is current state  
 $x$  is current ip symbol  
 $z_0$  is stack symbol  
 $q$  is next state  
 $\gamma$  is top of the stack

if  $\delta$  denotes more than one transition for a particular ip symbol then the PDA is said to be non-deterministic PDA.

Ex:  $L = \{ w w^R \mid w \in (a+b)^* \}$

Context-free grammar and push down automata:-

Conversion of CFG to PDA.

Conversion of PDA to CFG.

i) Conversion of CFG to PDA:-

\* For constructing a PDA from given CFG it is necessary to convert this CFG to some normal form like GNF.

\* For converting given CFG to PDA, by this method the necessary condition is that the first symbol on RHS of production rule must be a terminal symbol. This rule that can be used to obtain PDA from CFG.

Algorithm:-

Rule 1:- for non-terminal symbols, add following rule

$\delta(q, \epsilon, A) = (q, \alpha)$  where the production rule is  $A \rightarrow \alpha$ .

Rule 2:- for each terminal symbols, add following rule

$\delta(q, a, a) = (q, \epsilon)$  for every terminal symbol 'a' in given CFG.

Ex:- construct a PDA for the given CFG  $S \rightarrow OBB$

$B \rightarrow OS$

$B \rightarrow IS$

$B \rightarrow O$

Sol:- The given CFG  $G = (V, T, P, S)$  where  $V = \text{non-terminals}$   
 $\{S, B\}$

$$\Sigma = \{0, 1\}$$

$$P \rightarrow S \rightarrow 0BB$$

$$B \rightarrow 0S$$

$$B \rightarrow 1S$$

$$B \rightarrow 0$$

$$S = \{S\}$$

Rule 1 :=  $A \rightarrow \alpha$   
 $\delta(q, \epsilon, A) = (q, \alpha)$

$$S \rightarrow 0BB$$

$$\delta(q, \epsilon, S) = (q, 0BB)$$

$$B \rightarrow 0S$$

$$\delta(q, \epsilon, B) = (q, 0S)$$

$$B \rightarrow 1S$$

$$\delta(q, \epsilon, B) = (q, 1S)$$

$$B \rightarrow 0$$

$$\delta(q, \epsilon, B) = (q, 0)$$

Rule 2

Terminals

$$\delta(q, a, a) = (q, \epsilon)$$

$$\Sigma = \{0, 1\}$$

$$\delta(q, 0, 0) = (q, \epsilon)$$

$$\delta(q, 1, 1) = (q, \epsilon)$$

$\therefore$  The corresponding PDA for the given CFG is defined as

$$M = (Q, \Sigma, \Gamma, S, q_0, z_0, F)$$

$$Q = \{q\}$$

$$\Sigma = \{0, 1\}$$

$$\Gamma = \{S, B, 0, 1\}$$

$S$  = it is a transition symbol. defined as

$$\delta(q, \epsilon, S) = (q, 0BB)$$

$$\delta(q, \epsilon, B) = (q, 0S)$$

$$\delta(q, \epsilon, B) = (q, 1S)$$

$$\delta(q, \epsilon, B) = (q, 0)$$

$$\delta(q, 0, 0) = (q, \epsilon)$$

$$\delta(q, 1, 1) = (q, \epsilon)$$

$$q_0 = \{q\}$$

$$z_0 = \{z_0\}$$

$$F = \{\}$$



2) construct a PDA for the following CFG

$$S \rightarrow OSI$$

$$S \rightarrow A$$

$$A \rightarrow IAO | S | \epsilon$$

Sol: The given CFG is

$$S \rightarrow OSI$$

$$S \rightarrow A$$

$$A \rightarrow IAO$$

$$A \rightarrow S$$

$$A \rightarrow \epsilon$$

elimination of  $\epsilon$ -production:-

$A \rightarrow \epsilon \times$	$A \rightarrow IAO$	$S \rightarrow OSI   OI$
$S \rightarrow A$	$A \rightarrow IEO$	$S \rightarrow A$
$S \rightarrow \epsilon \times$	$A \rightarrow IO$	$A \rightarrow IAO   IO$
$S \rightarrow OSI$	$A \rightarrow S$	$A \rightarrow S$
$S \rightarrow OEI$	$A \rightarrow \epsilon \times$	
$S \rightarrow OI$		

elimination of unit productions:-

$S \rightarrow A \times$	$A \rightarrow S \times$
$S \rightarrow IAO   IO$	$A \rightarrow OSI   OI$

$\therefore$  The resultant CFG is

$$S \rightarrow IAO$$

$$S \rightarrow IO$$

$$A \rightarrow OSI$$

$$A \rightarrow OI$$

$\therefore$  The Simplified CFG is

$$S \rightarrow IAO$$

$$S \rightarrow IO$$

$$A \rightarrow OSI | IAO | OI$$

$$A \rightarrow OI$$

$$S \rightarrow OSI | OI$$

Method-2

$$P \rightarrow I$$

$$Q \rightarrow O$$

$S \rightarrow IAO$	$S \rightarrow IO$	$A \rightarrow OSI$	$A \rightarrow IO$	$S \rightarrow OEI$
$S \rightarrow IAQ \checkmark$	$S \rightarrow IQ \checkmark$	$A \rightarrow OSP \checkmark$	$A \rightarrow IQ \checkmark$	$S \rightarrow OSP \checkmark$
$A \rightarrow IAO$	$A \rightarrow OI$	$S \rightarrow OI$		
$A \rightarrow IAQ \checkmark$	$A \rightarrow OP \checkmark$	$S \rightarrow OP \checkmark$		

$\therefore$  The simplified CFG in GNF is

$$S \rightarrow IAQ$$

$$S \rightarrow IQ$$

$$S \rightarrow OSP$$

$$S \rightarrow OP$$

$$P \rightarrow I$$

$$Q \rightarrow O$$

$$A \rightarrow OSP$$

$$A \rightarrow IQ$$

$$A \rightarrow IAQ$$

$$A \rightarrow OP$$

Rule-1  
 $A \rightarrow \alpha$

$\therefore$  The PDA is

$S \rightarrow IAQ$	$S \rightarrow OSP$	$A \rightarrow OSP$
$\delta(q, \epsilon, S) = (q, IAQ)$	$\delta(q, \epsilon, S) = (q, OSP)$	$\delta(q, \epsilon, A) = (q, OP)$
$S \rightarrow IQ$	$S \rightarrow OP$	$A \rightarrow IQ$
$\delta(q, \epsilon, S) = (q, IQ)$	$\delta(q, \epsilon, S) = (q, OP)$	$\delta(q, \epsilon, A) = (q, IQ)$

$A \rightarrow 1A0$   
 $S(q, \epsilon, A) = (q, 1A0)$   
 $A \rightarrow 0P$   
 $S(q, \epsilon, A) = (q, 0P)$   
 $P \rightarrow 1$   
 $S(q, \epsilon, P) = (q, 1)$   
 $Q \rightarrow 0$   
 $S(q, \epsilon, Q) = (q, 0)$

Rule 2:- Terminals.

$S(q, a, a) = (q, \epsilon)$   
 $T = \{0, 1\}$   
 $S(q, 0, 0) = (q, \epsilon)$   
 $S(q, 1, 1) = (q, \epsilon)$

method:-2

The given CFG is  $S \rightarrow OS1$

$S \rightarrow A$   
 $A \rightarrow 1A0$   
 $A \rightarrow S$   
 $A \rightarrow \epsilon$

The resultant PDA is  $S \rightarrow OS1$

$S(q, \epsilon, S) = (q, OS1)$

$S \rightarrow A$   
 $S(q, \epsilon, S) = (q, A)$   
 $A \rightarrow 1A0$   
 $S(q, \epsilon, A) = (q, 1A0)$   
 $A \rightarrow S$   
 $S(q, \epsilon, A) = (q, S)$   
 $A \rightarrow \epsilon$   
 $S(q, \epsilon, A) = (q, \epsilon)$

Construct PDA for the following CFG  $S \rightarrow aABB | aAA$

$A \rightarrow aBB | a$   
 $B \rightarrow bBB | a$

sol:- The given CFG is  $S \rightarrow aABB$

$S \rightarrow aAA$   
 $A \rightarrow aBB$   
 $A \rightarrow a$   
 $B \rightarrow bBB$   
 $B \rightarrow a$

elimination of unit production:-

$B \rightarrow Ax$   
 $B \rightarrow aBB$   
 $B \rightarrow a$

$\therefore$  After eliminating unit production  $B \rightarrow A$ , The resultant

CFG in GNF is,  $S \rightarrow aABB$   $B \rightarrow aBB$   
 $S \rightarrow aAA$   $B \rightarrow a$   
 $A \rightarrow aBB$   
 $A \rightarrow a$   
 $B \rightarrow bBB$



$$s \rightarrow aABB$$

$$s(q, \epsilon, s) = (q, aABB)$$

$$s \rightarrow aAA$$

$$s(q, \epsilon, s) = (q, aAA)$$

$$A \rightarrow aBB$$

$$s(q, \epsilon, A) = (q, aBB)$$

$$A \rightarrow a$$

$$s(q, \epsilon, A) = (q, a)$$

$$B \rightarrow bBB$$

$$s(q, \epsilon, B) = (q, bBB)$$

$$B \rightarrow aBB$$

$$s(q, \epsilon, B) = (q, aBB)$$

$$B \rightarrow a$$

$$s(q, \epsilon, B) = (q, a)$$

conversion of PDA to CFG :-

\* If  $M = (Q, \Sigma, \Gamma, \delta, q_0, z_0, F)$  is a PDA. then there exists CFG  $G$  which is accepted by PDA ( $M$ ).

Let  $G$  be a CFG which is generated by PDA. The  $G$  can be defined as  $G = (V, T, P, s)$  where 's' is the start symbol and the set of non-terminals  $V = \{s, q, q', z_0\}$  where  $s, q, q' \in Q$  and  $z_0 \in \Gamma$ .

Now, we get set of production rules using the following algorithm.

Algorithm :-

Rule 1 :- The start symbol production rule can be  $s \rightarrow [q, z_0, q']$  where  $q$  indicates present state,  $q'$  indicates next state,  $z_0$  is the stack symbol.

Rule 2 :- If there exists a move of PDA as then the production rule can be return as  $s(q, a, z_0) = (q', \epsilon)$

$[q, z_0, q'] \rightarrow a$

3) If there exists a move of PDA as  $\delta(q, a, z_0) = (q', z_1 z_2 z_3 \dots)$  then the production rules can be written as

$$[q, z_0, q'] \rightarrow a[q_1, z_1, q_1][q_1, z_2, q_2][q_2, z_3, q_3] \dots [q_m, z_m, q_m]$$

Ex: construct a CFG from the following PDA  $M = (\{q_0, q_1\}, \{0, 1\}, \{s, A\}, \delta, q_0, s, \phi)$  and

$$\begin{aligned} \delta: \\ \delta(q_0, 1, s) &= (q_0, As) \\ \delta(q_0, \epsilon, s) &= (q_0, \epsilon) \\ \delta(q_0, 1, A) &= (q_0, AA) \\ \delta(q_0, 0, A) &= (q_1, A) \\ \delta(q_1, 1, A) &= (q_1, \epsilon) \\ \delta(q_1, 0, s) &= (q_0, s) \end{aligned}$$

Sol: let we will construct a CFG  $G = (V, T, P, S)$  where

$$T = \{0, 1\}$$

$$V = \{s, [q_0, s, q_0], [q_0, s, q_1], [q_1, s, q_0], [q_1, s, q_1], [q_0, A, q_0], [q_0, A, q_1], [q_1, A, q_0], [q_1, A, q_1]\}$$

Now, let us build the production rules as.

using rule ① the production rules for start symbol is

$$P_1: s \rightarrow [q_0, s, q_0]$$

$$P_2: s \rightarrow [q_0, s, q_1]$$

using Rule ③ of the Algorithm. for the  $\delta(q_0, 1, s) = (q_0, As)$

$$q_0 < q_1 \quad P_3: [q_0, s, q_0] \rightarrow 1 [q_0, A, q_0] [q_0, s, q_0]$$

$$q_0 < q_1 \quad P_4: [q_0, s, q_0] \rightarrow 1 [q_0, A, q_1] [q_0, s, q_0]$$

$$P_5: [q_0, s, q_1] \rightarrow 1 [q_0, A, q_0] [q_0, s, q_1]$$

$$P_6: [q_0, s, q_1] \rightarrow 1 [q_0, A, q_1] [q_1, s, q_1]$$

Now, for  $\delta(q_0, \epsilon, s) = (q_0, \epsilon)$  using Rule ② of Algorithm we get.

$$P_7: [q_0, s, q_0] \rightarrow \epsilon$$

$$P_8: [q_0, s, q_1] \rightarrow \epsilon$$

Now for  $\delta(q_0, 1, A) = (q_0, AA)$  using Rule ③ of Algorithm.

$$P_9: [q_0, A, q_0] \rightarrow 1 [q_0, A, q_0] [q_0, A, q_0]$$



Now for  $S(q_0, \epsilon, A) = (q_1, A)$  using Rule ② of Algorithm

$$P_9: [q_0, A, q_0] \Rightarrow \emptyset [q_0, A, q_1] [q_1, A, q_0]$$

$$P_{10}: [q_0, A, q_1] \rightarrow 1 [q_0, A, q_0] [q_0, A, q_1]$$

$$P_{11}: [q_0, A, q_1] \rightarrow 1 [q_0, A, q_1] [q_1, A, q_1]$$

Now, for  $S(q_0, 0, A) = (q_1, A)$  using



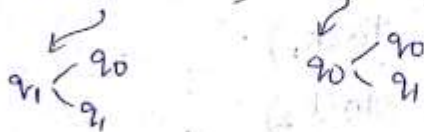
$$P_{12}: [q_0, A, q_0] \rightarrow 0 [q_1, A, q_0]$$

$$P_{13}: [q_0, A, q_1] \rightarrow 0 [q_1, A, q_1]$$

Now, for  $S(q_1, 1, A) = (q_1, \epsilon)$

$$P_{14}: [q_1, A, q_1] \rightarrow 1$$

Now, for  $S(q_1, 0, S) = (q_0, S)$



$$P_{15}: [q_1, S, q_0] \rightarrow 0 [q_0, S, q_0]$$

$$P_{16}: [q_1, S, q_1] \rightarrow 0 [q_0, S, q_1]$$

PDA with two stacks: —

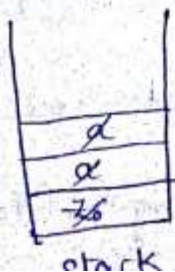
① PDA with one stack:

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

consider the string  $w = aabb$

read a's  $\rightarrow$  push

read b's  $\rightarrow$  pop



a a b b \$  
↑ ↑ ↑ ↑

when stack is empty then the string aabb is accepted.

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

consider string  $w = aabbcc$

read a's  $\rightarrow$  push

read b's  $\rightarrow$  pop

read c's  $\rightarrow$  no change



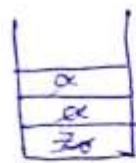
stack.

a a b b c c \$  
 $\uparrow \uparrow \uparrow \uparrow \uparrow \uparrow$

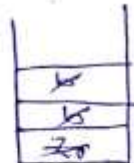
when read c there is no change in stack without completion of reading string 'w' the stack is empty. so, string is not accepted.

⑥ PDA with two stacks:—

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



stack 1



stack 2

w = a a b b c c \$  
 $\uparrow \uparrow \uparrow \uparrow \uparrow \uparrow$

read a's  $\rightarrow$  push (on stack<sub>1</sub>)

read b's  $\rightarrow$  push (on stack<sub>2</sub>)

read c's  $\rightarrow$  pop (a from stack<sub>1</sub> and 'b' from stack<sub>2</sub>)

when two stacks are empty then string 'w' is accepted.

$\therefore$  The PDA with two stacks is more powerful than a ~~stack~~ PDA with one stack.

FA + 0-stack = NFA or DFA

FA + 1-stack = PDA.

FA + 2-stack = PDA with two stacks.

Applications of PDA:—

\* used for deriving a string from the grammar.

\* used for designing top-down parser and bottom-up parser in compiler design.

\* It works on regular grammar and context-free grammars.

\* It accepts regular language and CFL.

\* It has remembering capability by maintaining a stack.

\* It is more powerful than FA.