Autómatas y Lenguajes

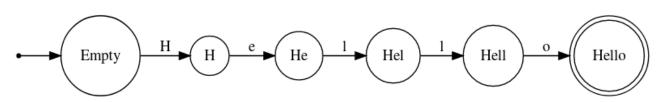
Práctica 1 - Autómatas Finitos

Uso de la herramienta graphviz

Graphviz (https://graphviz.org/)

- Herramienta Open-source de visualización de grafos.
- Usa el lenguaje **DOT.**

```
digraph {
  rankdir=LR;
  node [shape = point]; __start_point__
  Empty[shape=circle]
  H[shape=circle]
  He[shape=circle]
  Hel[shape=circle]
  Hell[shape=circle]
  Hello[shape=doublecircle]
  start point -> Empty
  Empty -> H[label="H"]
  H -> He[label="e"]
  He -> Hel[label="l"]
  Hel -> Hell[label="l"]
  Hell -> Hello[label="o"]
```



Uso para la práctica.

- Método write_dot en utils.py
- Ejemplo imprimiendo por terminal:

```
from automata.automaton import FiniteAutomaton
from automata.utils import AutomataFormat, deterministic automata isomorphism, write dot
class TestTransform(ABC, unittest.TestCase):
    """Base class for string acceptance tests."""
    def _check_transform(self, automaton, expected):
        """Test that the transformed automaton is as the expected one."""
        transformed = automaton.to deterministic()
        equiv map = deterministic automata isomorphism(expected, transformed)
        print("Automaton")
        print(write dot(automaton))
        print("Expected Automaton")
        print(write dot(expected))
        print("Transformed Automaton")
        print(write dot(transformed))
```

Uso para la práctica.

• Ejemplo imprimiendo por terminal:

```
Automaton
digraph {
  rankdir=LR;
  node [shape = point]; start point
  q0[shape=circle]
  qf[shape=doublecircle]
    start point -> q0
  \overline{q0} \rightarrow q\overline{f}[label="0"]
                                Expected Automaton
  qf -> qf[label="1"]
                                digraph {
                                  rankdir=LR;
                                  node [shape = point]; start point
                                  q0[shape=circle]
                                  gf[shape=doublecircle]
                                  empty[shape=circle]
                                    start point -> q0
                                  \overline{q0} \rightarrow qf[label="0"]
                                  q0 -> empty[label="1"]
                                  qf -> empty[label="0"]
                                  qf -> qf[label="1"]
                                  empty -> empty[label="0"]
                                  empty -> empty[label="1"]
```

```
Transformed Automaton
digraph {
  rankdir=LR;
  node [shape = point]; start point
  "q0"[shape=circle]
  "qf"[shape=doublecircle]
  ""[shape=circle]
    start point -> "q0"
  "q0" -> "qf"[label="0"]
  "q0" -> ""[label="1"]
  "qf" -> ""[label="0"]
  "qf" -> "qf"[label="1"]
  "" -> ""[label="0"]
  "" -> ""[label="1"]
```

Copiar a archivo: automaton.dot

Uso para la práctica

- Método write_dot en utils.py
- Ejemplo imprimiendo por terminal:

```
class TestTransform(ABC, unittest.TestCase):
    """Base class for string acceptance tests."""
    def _check transform(self, automaton, expected):
        """Test that the transformed automaton is as the expected one."""
        transformed = automaton.to deterministic()
        equiv map = deterministic automata isomorphism(expected, transformed)
        with open('automata.dot', 'w') as f dot:
            f dot.write(write dot(automaton))
       with open('automata transformed.dot', 'w') as f dot:
            f dot.write(write dot(transformed))
        self.assertTrue(equiv map is not None)
```

Dot en terminal

- sudo apt install graphviz
- dot -Tpng automata.dot -o automata.png;

```
-/AUTLEN/P1/automata$ python tests/test_to_deterministic.py

Ran 1 test in 0.001s

OK
-/AUTLEN/P1/automata$ ls
automata automaton.dot automaton_transformed.dot tests
-/AUTLEN/P1/automata$ dot -Ipng automaton.dot -o automaton.png
-/AUTLEN/P1/automata$ dot -Tpng automaton_transformed.dot -o automaton_transformed.png
-/AUTLEN/P1/automata$ ls
automata automaton.dot automaton.png automaton_transformed.dot automaton.dot automaton.png automaton_transformed.png tests
-/AUTLEN/P1/automata$ |
```

Graphviz online

```
digraph {
                                                                Engine: dot
                                                                                       Format: svg
                                                                                                                       V
       rankdir=LR;
      node [shape = point]; __start_point__
      q0[shape=circle]
      qf[shape=doublecircle]
 6
       __start_point__ -> q0
       q0 -> qf[label="0"]
       qf -> qf[label="1"]
11
12
13
```