

第6章 下推自动机

形式化定义

- A PDA is described by:
 1. A finite set of *states* (Q , typically).
 2. An *input alphabet* (Σ , typically).
 3. A *stack alphabet* (Γ , typically).
 4. A *transition function* (δ , typically).
 5. A *start state* (q_0 , in Q , typically).
 6. A *start symbol* (Z_0 , in Γ , typically).
 7. A set of *final states* ($F \subseteq Q$, typically).

迁移函数

- Takes three arguments:
 1. A state, in Q .
 2. An input, which is either a symbol in Σ or ϵ .
 3. A stack symbol in Γ .
- $\delta(q, a, Z)$ is a set of zero or more actions of the form (p, α) .
 - p is a state; α is a string of stack symbols.

注意：在迁移函数中，如果写 $\delta(q, 0, Z_0) = \{(q, XZ_0)\}$ ，是后面的符号先压栈，即栈顶在左边

瞬时描述ID

A ID is a triple (q, w, α) , where:

1. q is the current state.
2. w is the remaining input.
3. α is the stack contents, top at the left.

ID 的 Goes-To关系用 \vdash 表示

- Theorem 1: Given a PDA P , if $(q, x, \alpha) \vdash^* (p, y, \beta)$, for all the string w in Σ^* and all the string γ in Γ^* , we have $(q, xw, \alpha\gamma) \vdash^* (p, yw, \beta\gamma)$
- Theorem 2: Given a PDA P , if $(q, xw, \alpha) \vdash^* (p, yw, \beta)$, we have $(q, x, \alpha) \vdash^* (p, y, \beta)$

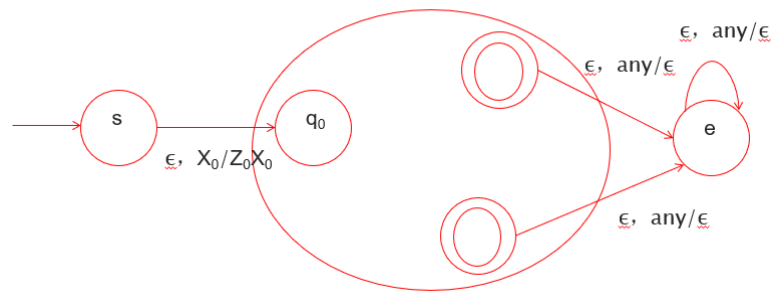
即：栈中符号不能随便去除，因为中途可能用到！

PDA的语言

两种定义方式：接受状态，空栈

在整个语言层面讨论：所有PDA能定义的LP 和所有PDA 能定义的NP 一样，即上下文无关语言

终止状态接收->空栈接收

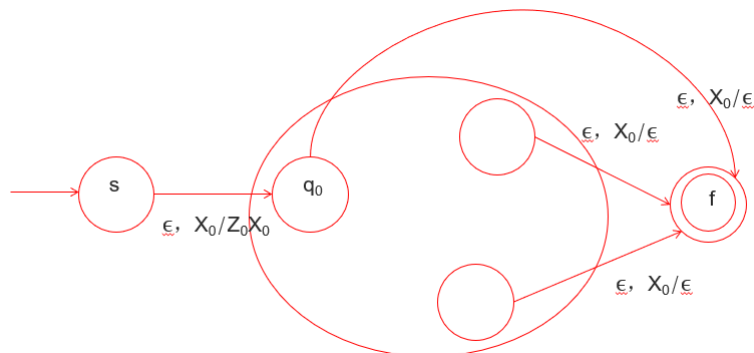


P' has all the states, symbols, and moves of P , plus:

1. Stack symbol X_0 (the start symbol of P'), used to guard the stack bottom.
2. New start state s and “erase” state e .
3. $\delta(s, \epsilon, X_0) = \{(q_0, Z_0X_0)\}$. Get P started.
4. Add $\{(e, \epsilon)\}$ to $\delta(f, \epsilon, X)$ for any final state f of P and any stack symbol X , including X_0 .
5. $\delta(e, \epsilon, X) = \{(e, \epsilon)\}$ for any X .

Why add X_0 ?

空栈接收->终止状态接收



P'' has all the states, symbols, and moves of P , plus:

1. Stack symbol X_0 (the start symbol), used to guard the stack bottom.
2. New start state s and final state f .
3. $\delta(s, \epsilon, X_0) = \{(q_0, Z_0X_0)\}$. Get P started.
4. $\delta(q, \epsilon, X_0) = \{(f, \epsilon)\}$ for any state q of P .

DPDA

To be deterministic, there must be at most one choice of move for any state q , input symbol a , and stack symbol X .

In addition, there must not be a choice between using input ϵ or real input.

- Formally, $\delta(q, a, X)$ and $\delta(q, \epsilon, X)$ cannot both be nonempty.

用空栈和接受状态定义的DPDA并不等价

DPDA (L(P)) is powerful than DPDA (N(P))

CFG和PDA的等价性

CFG->PDA

空栈接收，输入为终结符串 w ，如果PDA接收 w ，则 w 可由该上下文无关文法推导出：

$\delta(q, a, a) = (q, \epsilon)$. (*Type 1* rules)

- u This step does not change the LSF represented, but “moves” responsibility for a from the stack to the consumed input.

If $A \rightarrow \alpha$ is a production of G , then $\delta(q, \epsilon, A)$ contains (q, α) . (*Type 2* rules)

- u Guess a production for A , and represent the next LSF in the derivation.

PDA->CFG

- G' 's variables are of the form $[pXq]$.
- This variable generates all and only the strings w such that

$$(p, w, X) \vdash^*(q, \epsilon, \epsilon).$$

- Also a start symbol S we'll talk about later.

产生式：

G will have variables $[pXq]$ generating exactly the inputs that cause P to have the net effect of popping stack symbol X while going from state p to state q .

- Each production for $[pXq]$ comes from a move of P in state p with stack symbol X .
- **Simplest case:** $\delta(p, a, X)$ contains (q, ϵ) .
 - o Note a can be an input symbol or ϵ .
- Then the production is $[pXq] \rightarrow a$.
- Here, $[pXq]$ generates a , because reading a is one way to pop X and go from p to q .

Next simplest case: $\delta(p, a, X)$ contains (r, Y) for some state r and symbol Y .

G has production $[pXq] \rightarrow a[rYq]$.

- o We can erase X and go from p to q by reading a (entering state r and replacing the X by Y) and then reading some w that gets P from r to q while erasing the Y .

- **Third simplest case:** $\delta(p, a, X)$ contains (r, YZ) for some state r and symbols Y and Z .
- Now, P has replaced X by YZ .
- To have the net effect of erasing X , P must erase Y , going from state r to some state s , and then erase Z , going from s to q .

Since we do not know state s , we must generate a family of productions:

$$[pXq] \rightarrow a[rYs][sZq]$$

for all states s .

$[pXq] \Rightarrow^* auv$ whenever $[rYs] \Rightarrow^* u$ and

$[sZq] \Rightarrow^* v$.

- We can prove that $(q_0, w, Z_0) \vdash^* (p, \epsilon, \epsilon)$ if and only if $[q_0Z_0p] \Rightarrow^* w$.
 - Proof is two easy inductions.
- But state p can be anything.
- Thus, add to G another variable S , the start symbol, and add productions $S \rightarrow [q_0Z_0p]$ for each state p .

为什么是 any state? ——以空栈状态接收!

例子:

Design a PDA, which can handle the if else statement, it stops when the number of else exceeds the number of prefix if

