

Automatele Pushdown (PDA)

Andrei Paun

Cuprins

- Motivare
- Definitie
- Exemple
- Moduri de acceptare
- Determinism si nedeterminism
- Relatia cu gramaticile independente de context
- Determinism si CFG
- Sumar

Motivare

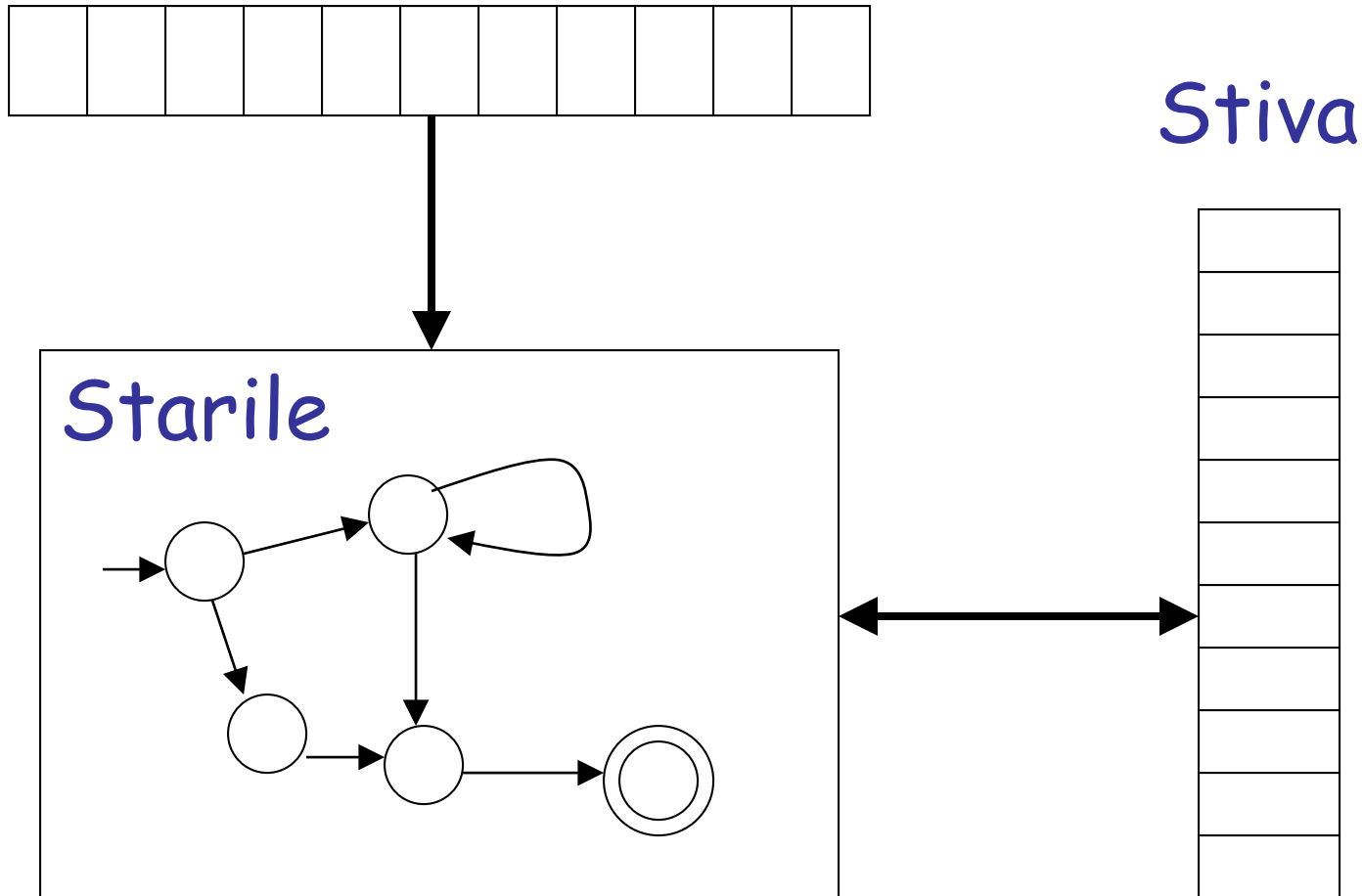
- DFA/NFA nu sunt suficient de puternice
- $\{a^i b^i \mid i > 0\}$
gramatica: $S \rightarrow aSb \mid ab$
- $\{ww^r \mid w \text{ din } \{a+b\}^*\}$ palindrom de lungime para
gramatica: $S \rightarrow aSa \mid bSb \mid \lambda$
- limbajul format din paranteze balansate
gramatica: $S \rightarrow (S) \mid SS \mid \lambda$

Motivare

- Automate Pushdown: λ -NFA cu stiva
- pentru marit puterea NFA-urilor restrictionam “regulile”/ tranzitiile
- avem acces la o stiva (LIFO)

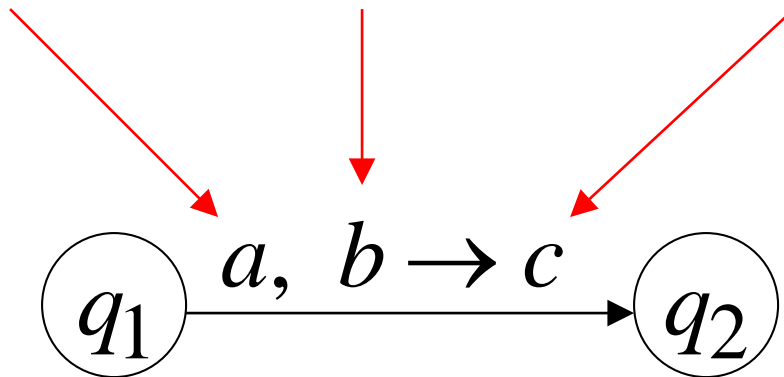
Automate Pushdown -- PDA

Cuvantul de intrare

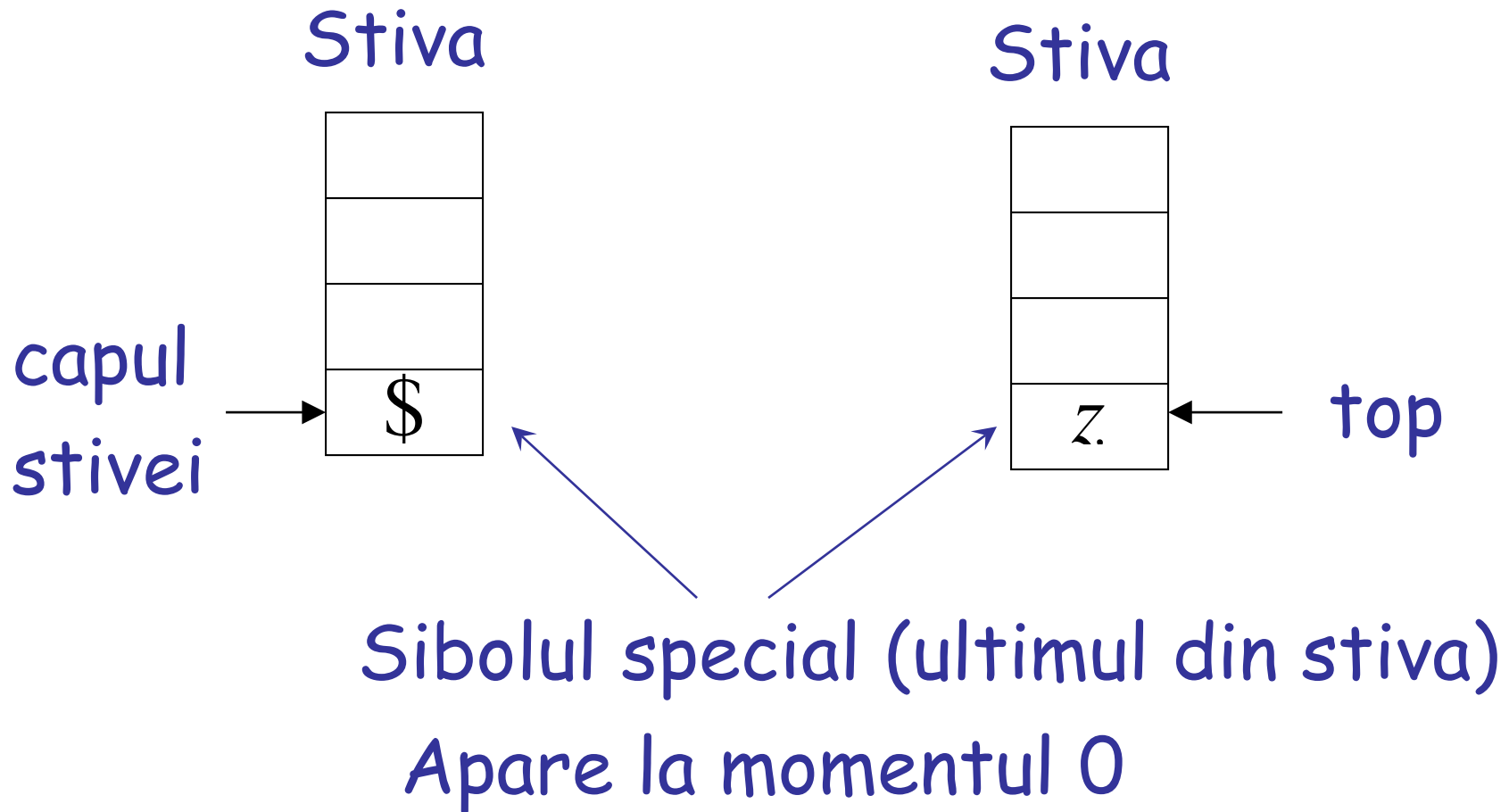


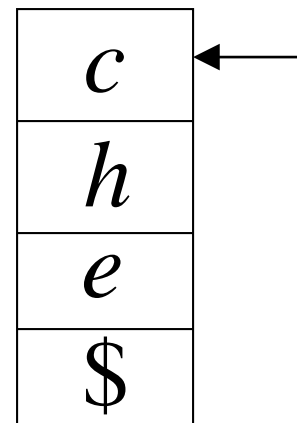
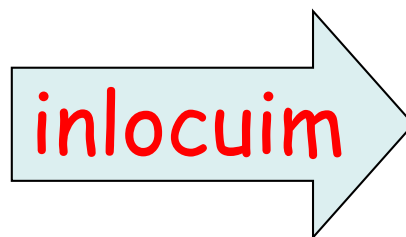
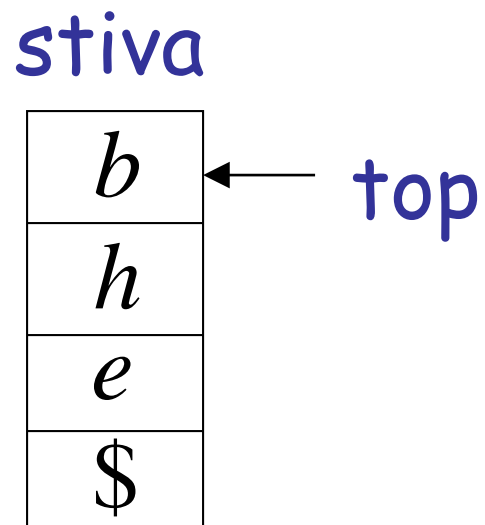
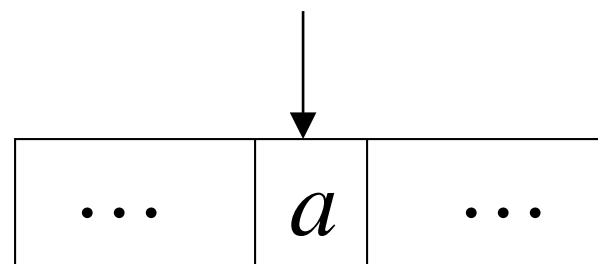
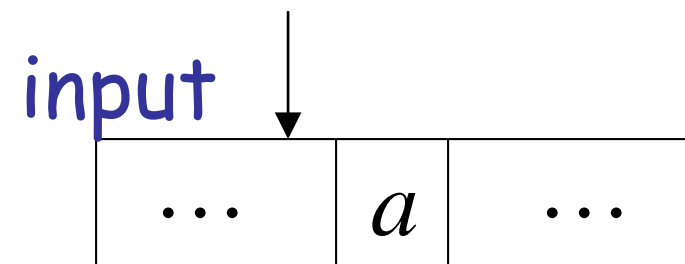
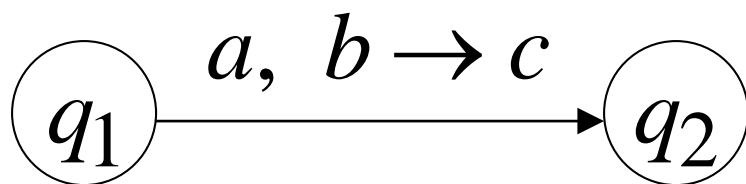
Reprezentare grafica

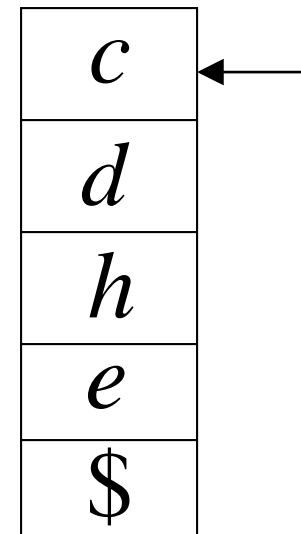
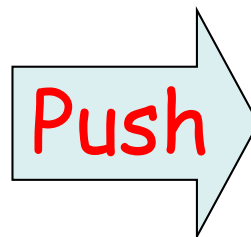
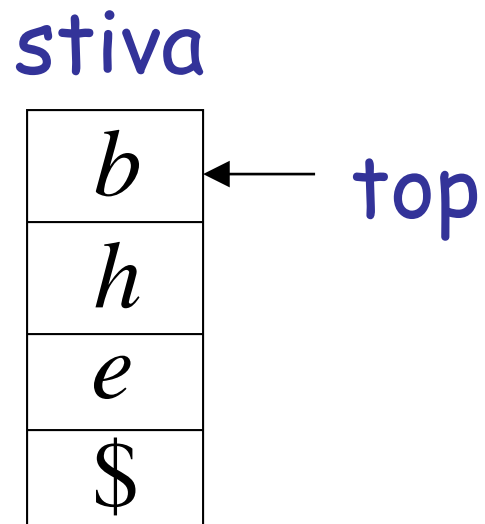
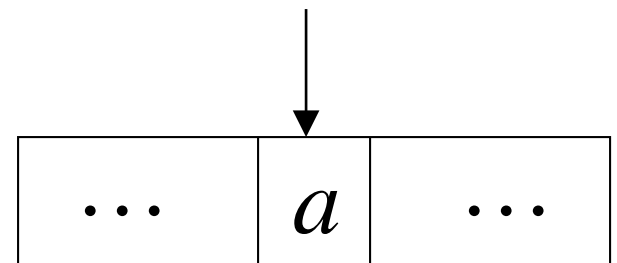
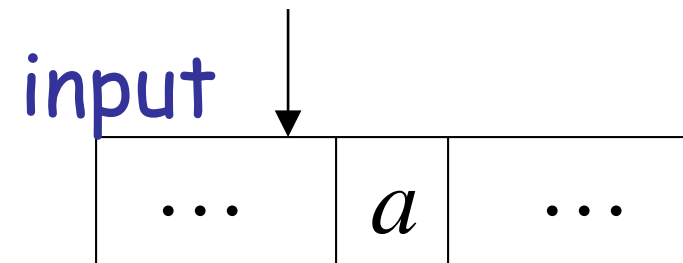
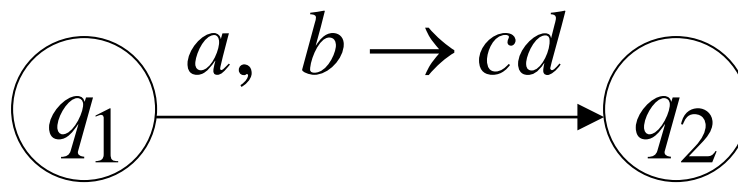
Simbol simbol cuvânt
de intrare pop push

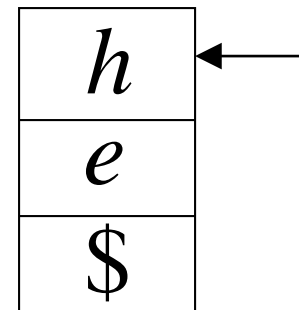
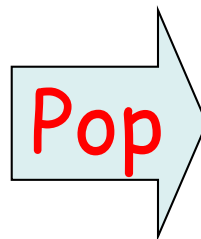
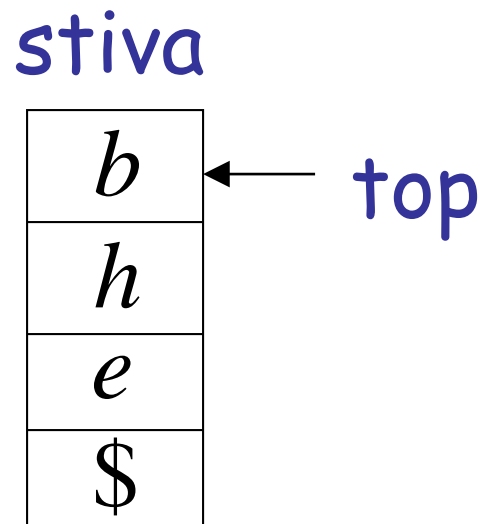
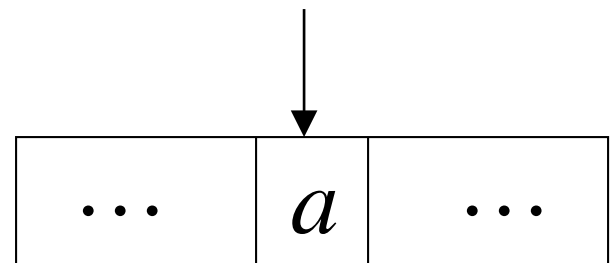
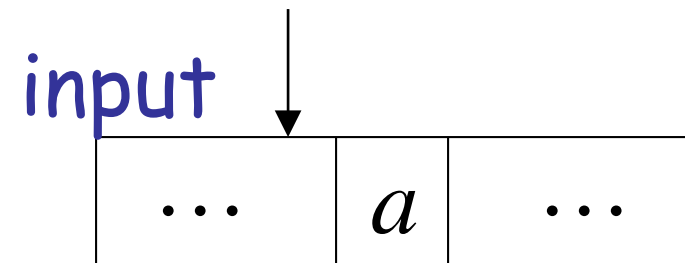
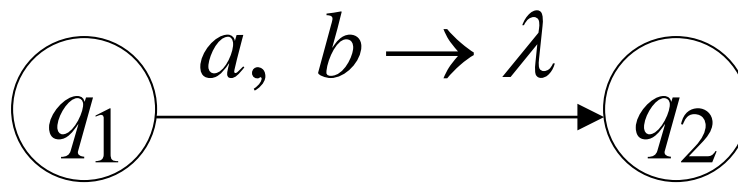


Simbolul initial pe stiva

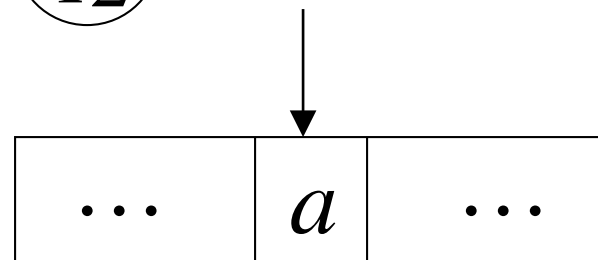
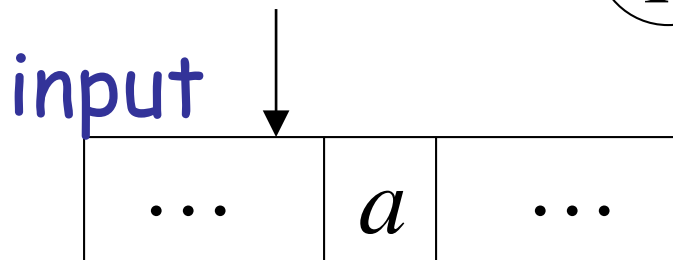
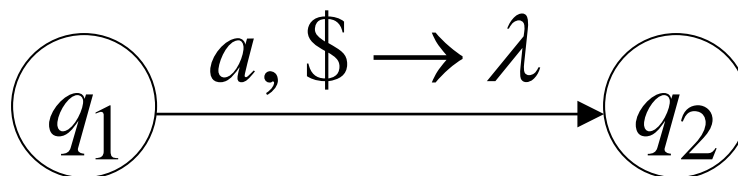




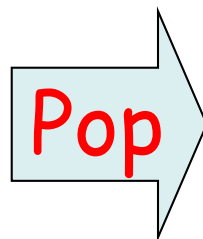
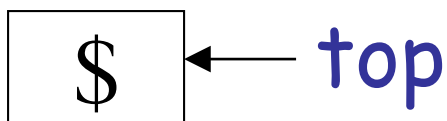




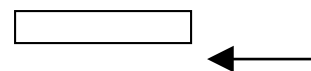
Stiva vida



stiva

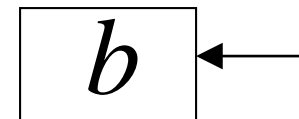
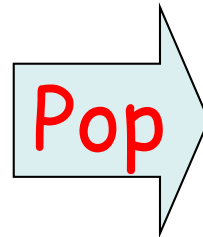
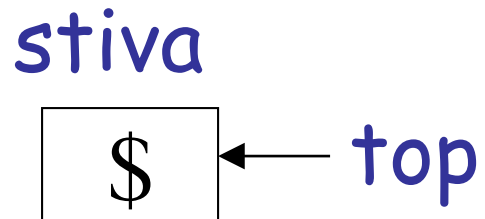
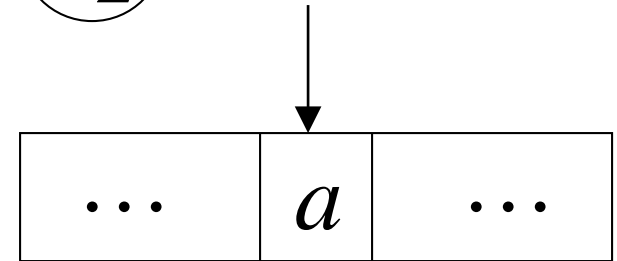
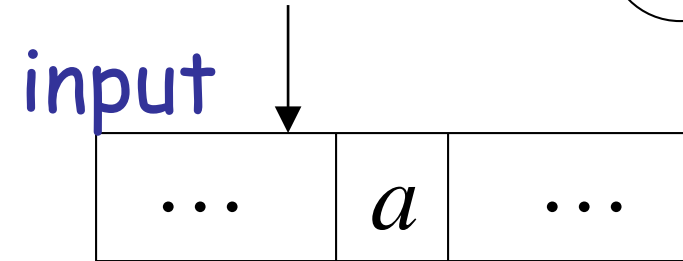
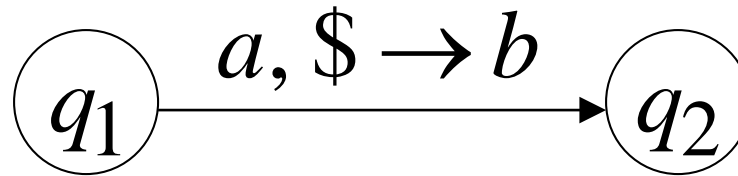


vida



Automatul **SE OPRESTE**
nu mai avem tranzitii posibile dupa q_2

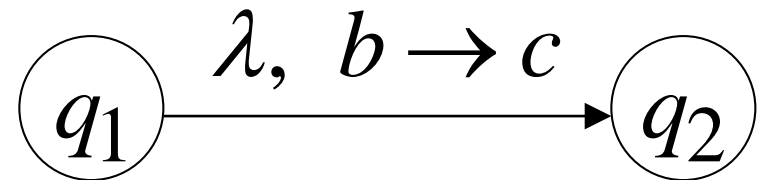
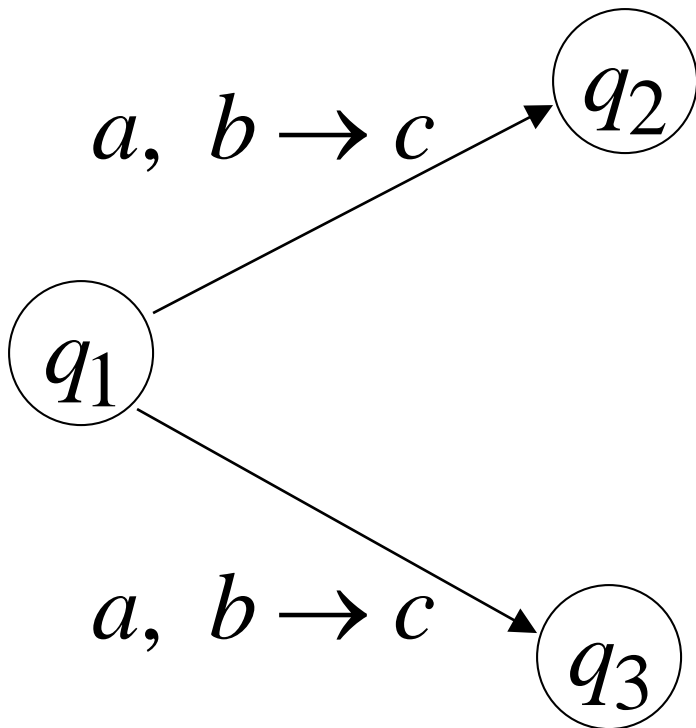
O tranzitie posibila



Nedeterminism

PDA-urile sunt nedeterministe

Tranzitiile nedeterministe sunt posibile

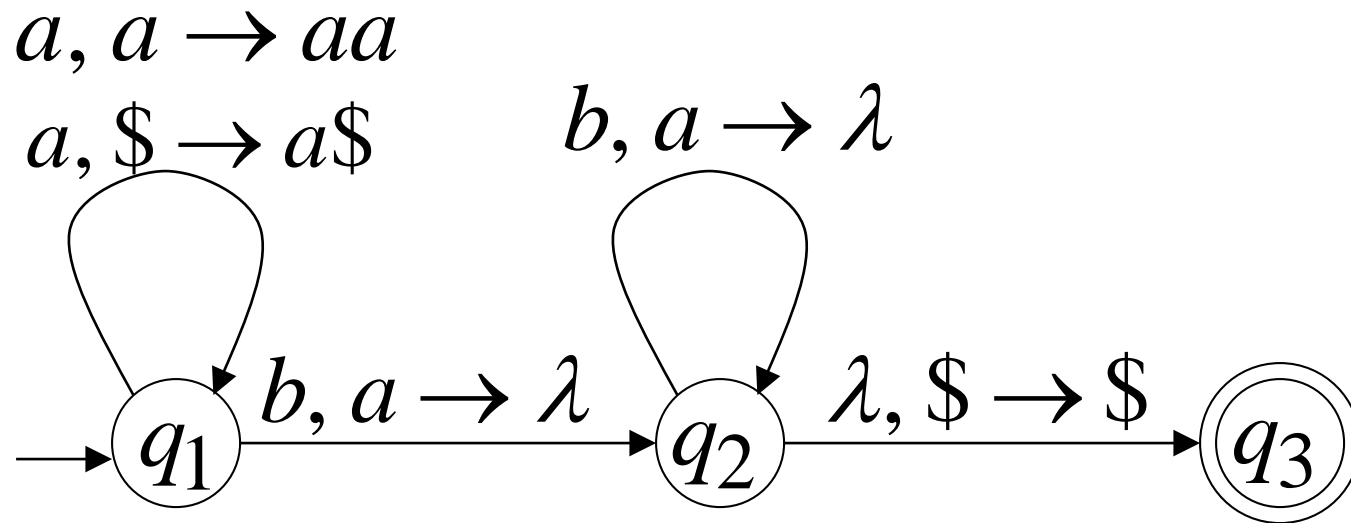


λ – transition

Exemplu de PDA

PDA M

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

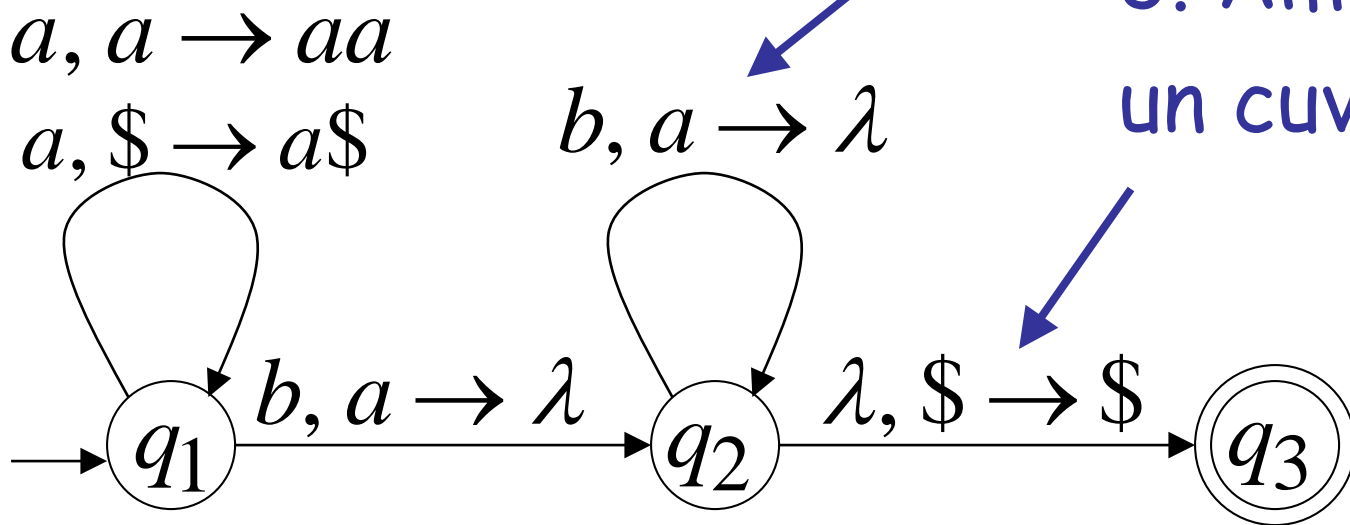


Ideea de baza:

1. Push a-urii
pe stiva

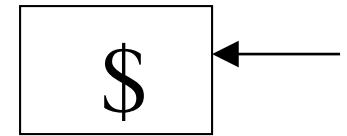
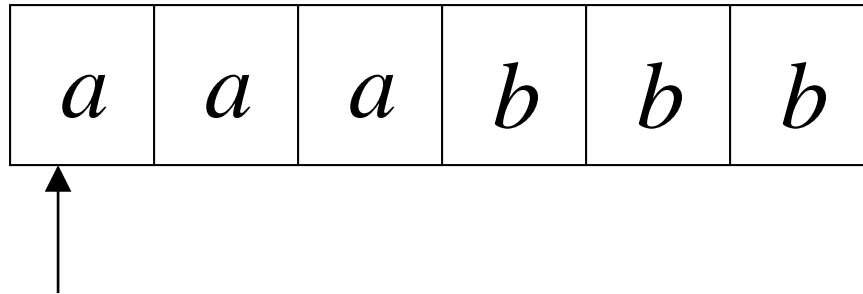
2. pentru fiecare b de la
intrare consumam un a
de pe stiva

3. Am gasit
un cuvânt

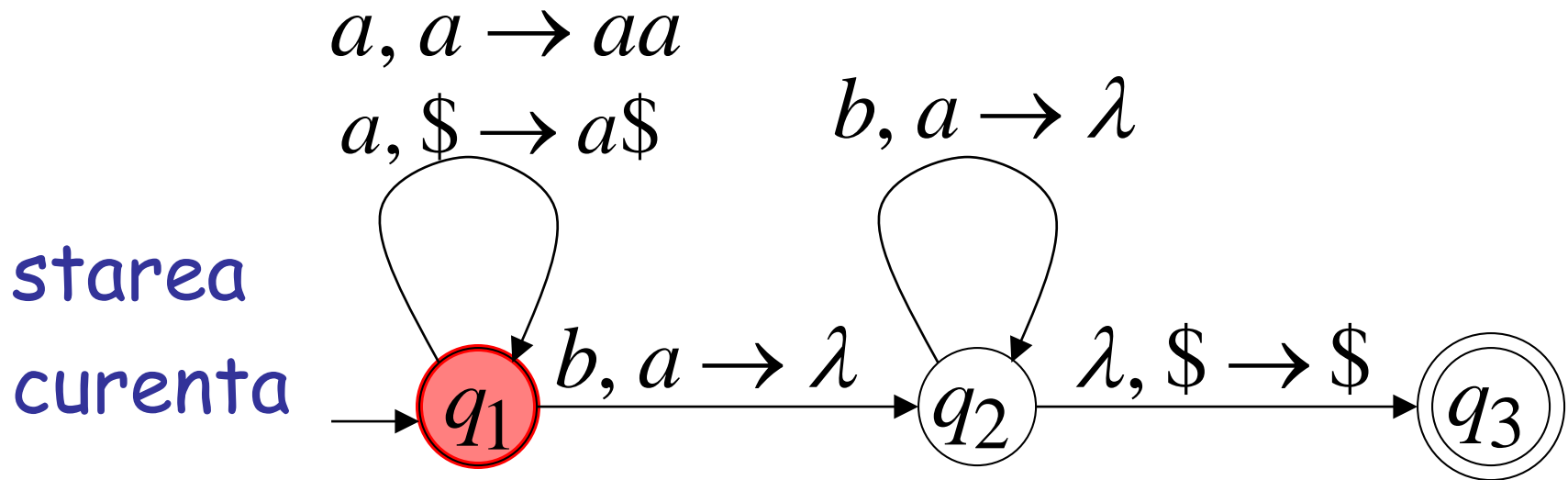


Exemplu de executie: momentul 0

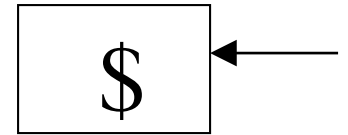
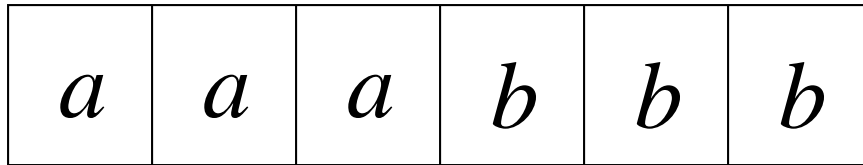
Input



Stiva



Input



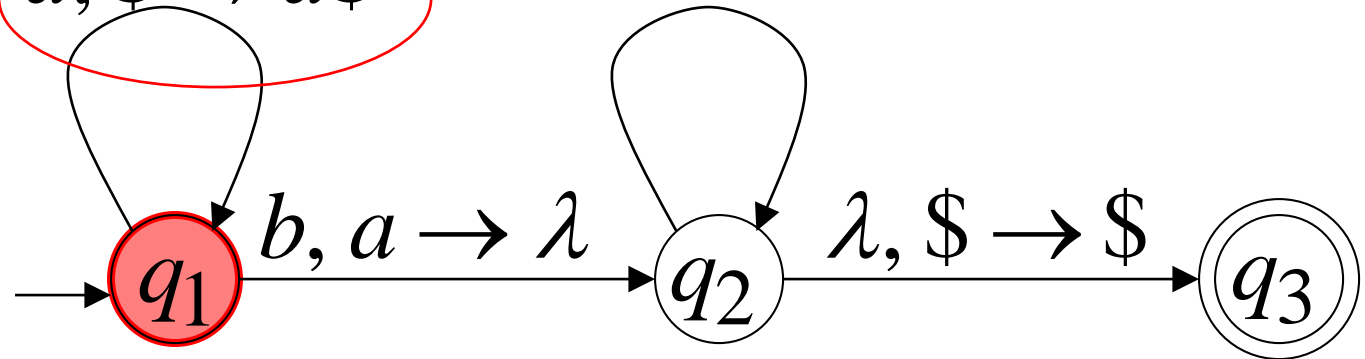
Stiva

starea
curenta

$a, a \rightarrow aa$

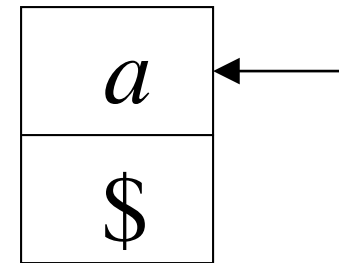
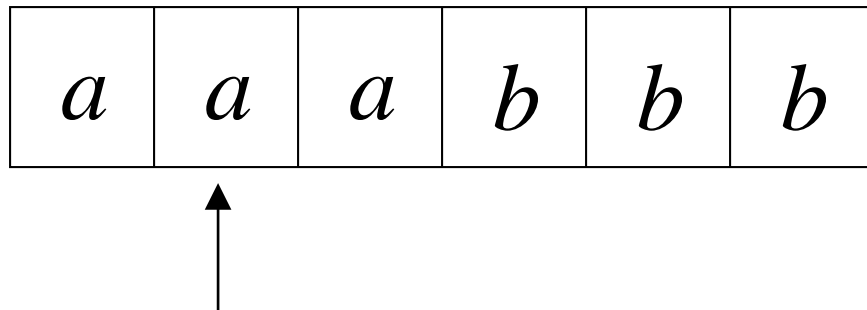
$a, \$ \rightarrow a\$$

$b, a \rightarrow \lambda$



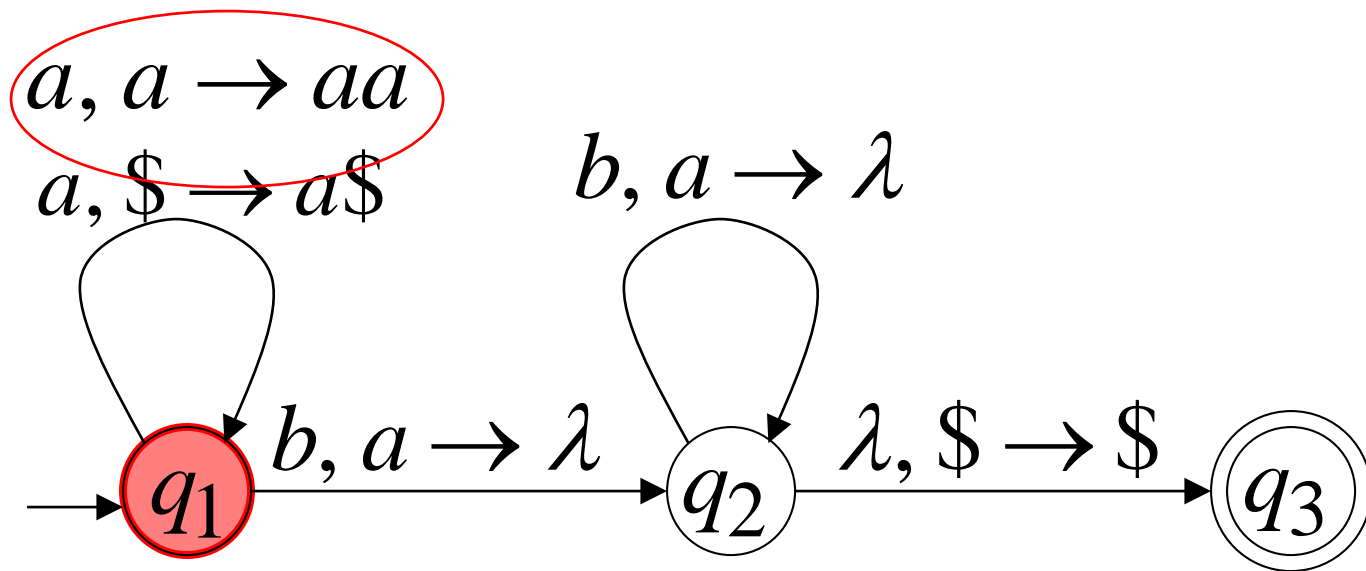
Timpul 1

Input



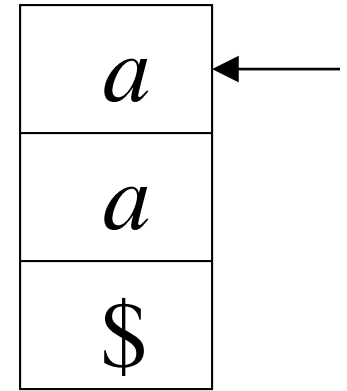
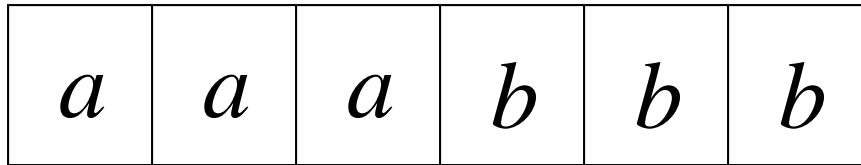
Stiva

starea
curenta



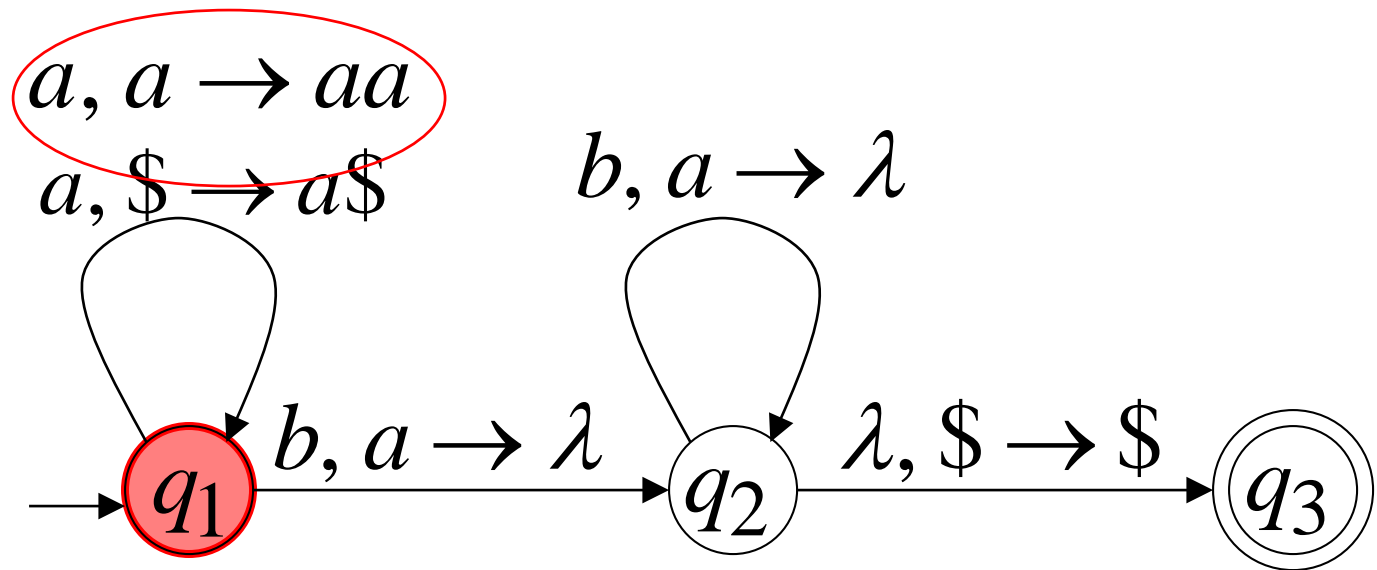
Timpul 2

Input



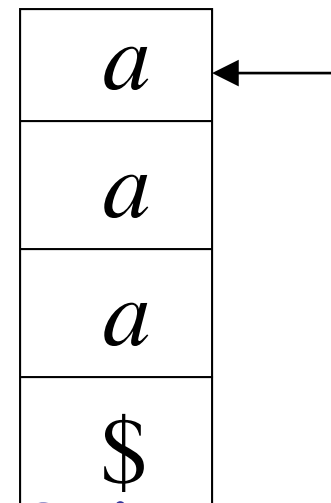
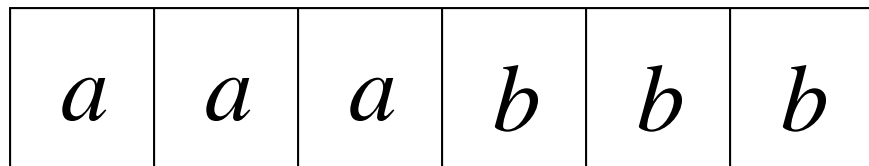
Stiva

starea
curenta



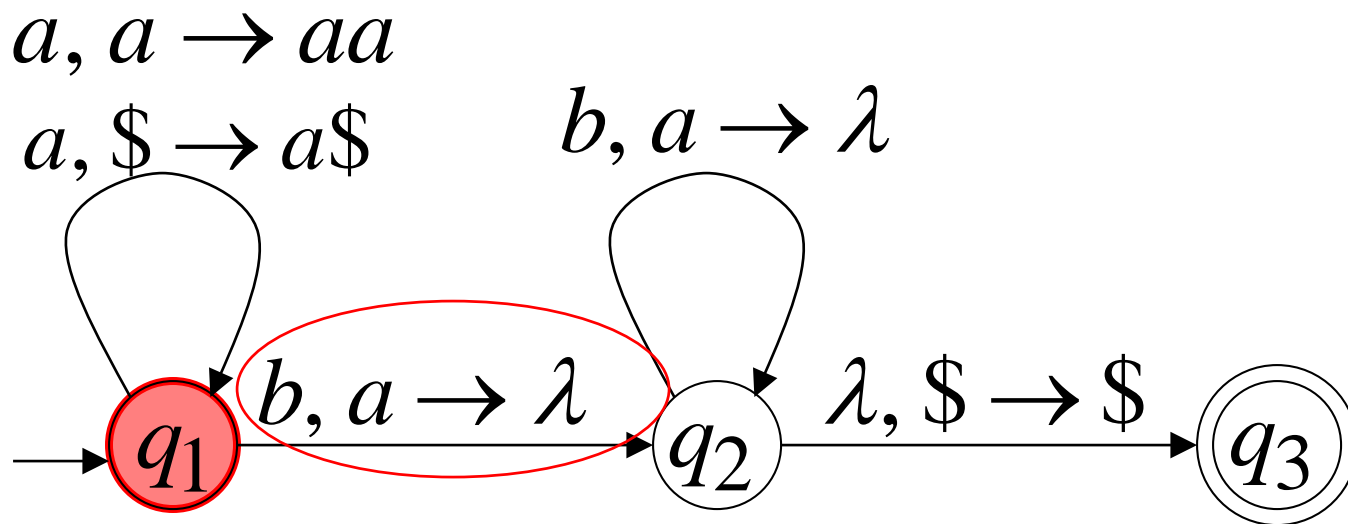
Timpul 3

Input



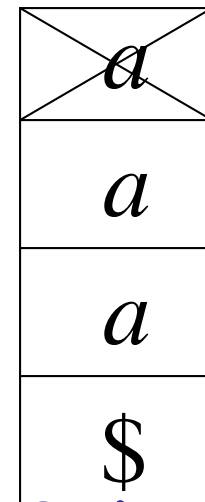
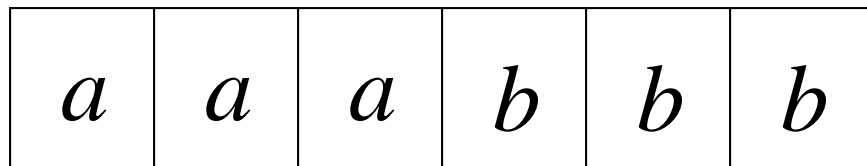
Stiva

starea
curenta



Timpul 4

Input



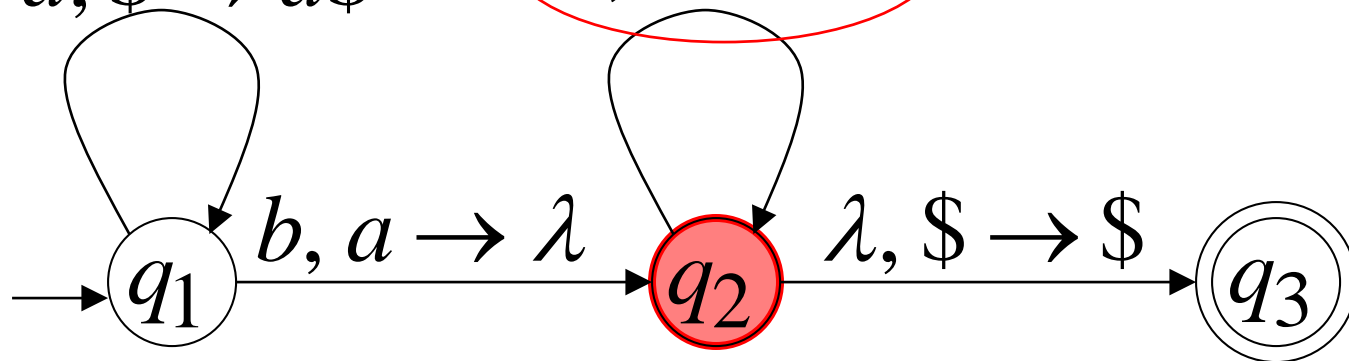
Stiva

$a, a \rightarrow aa$

$a, \$ \rightarrow a\$$

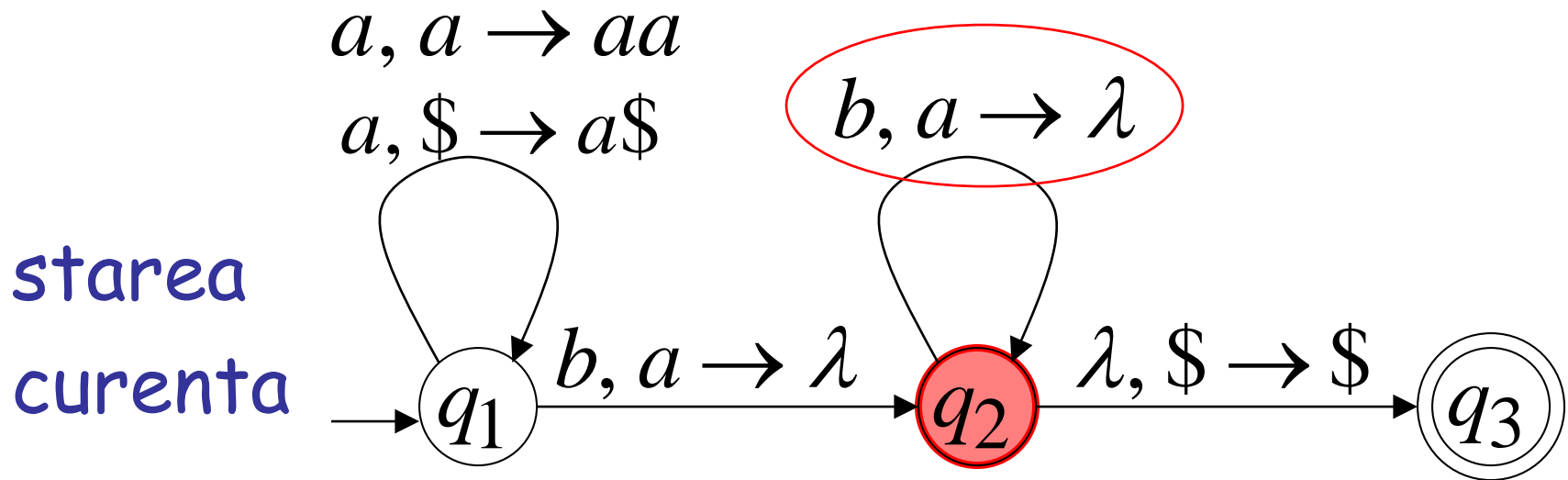
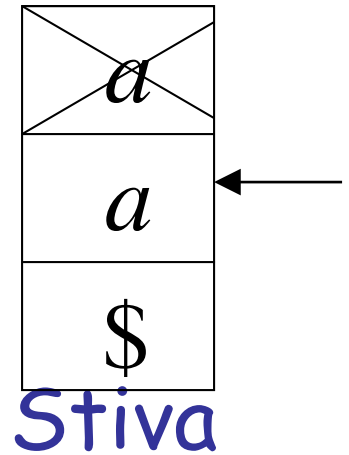
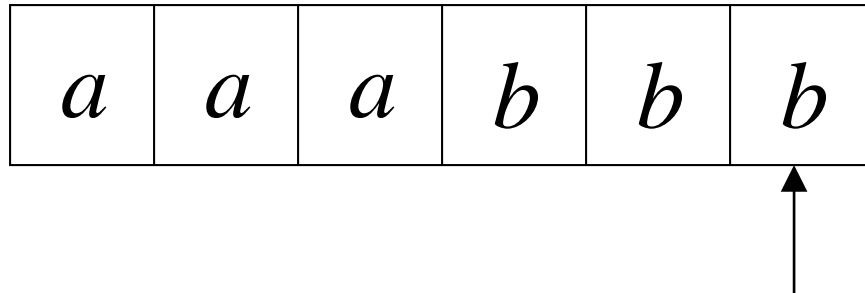
$b, a \rightarrow \lambda$

starea
curenta



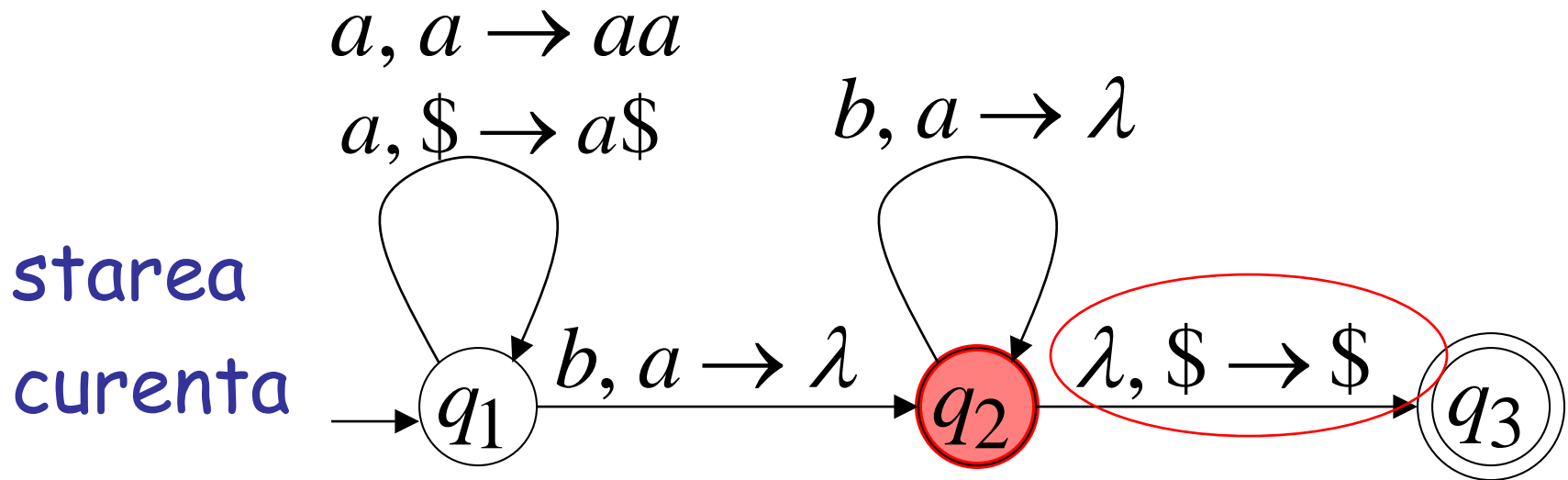
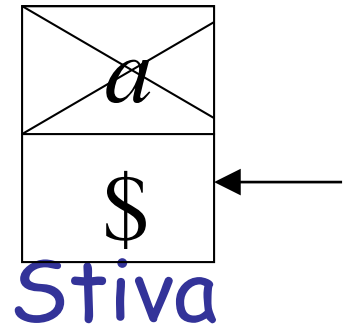
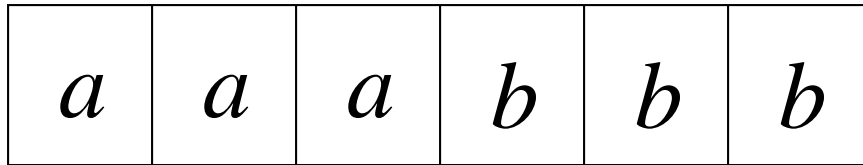
Timpul 5

Input



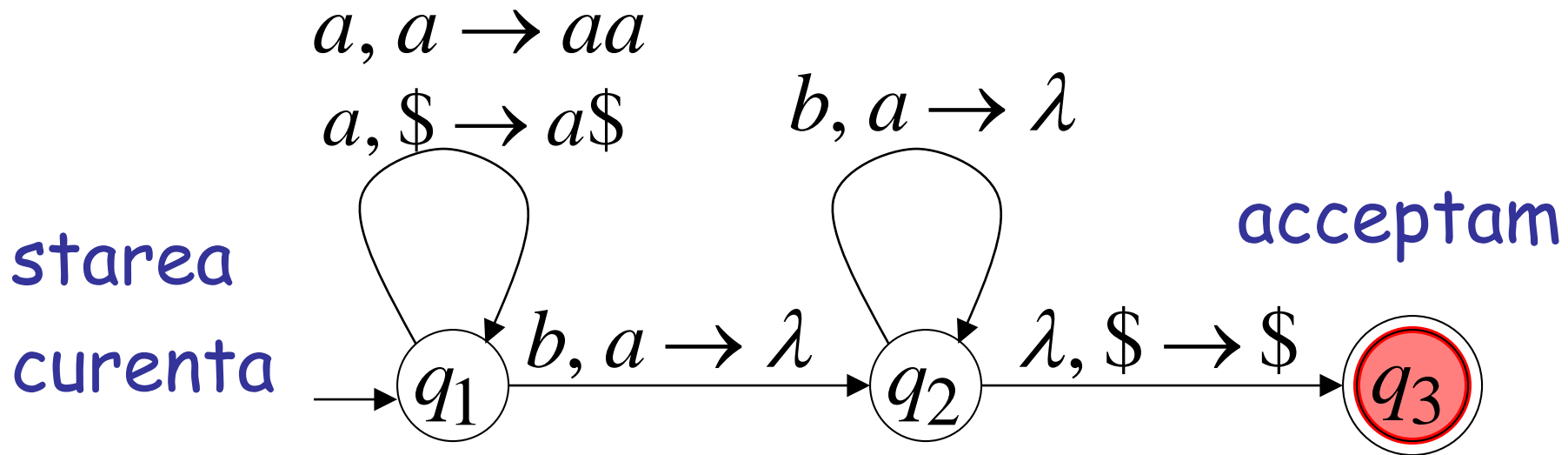
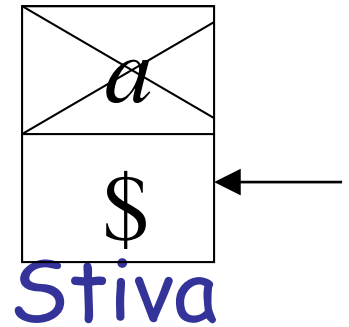
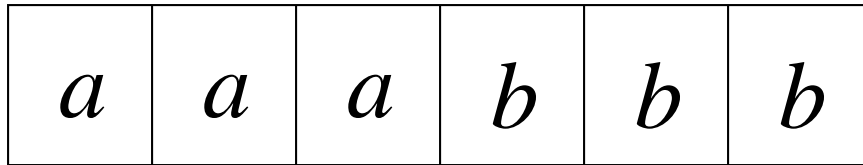
Timpu 6

Input



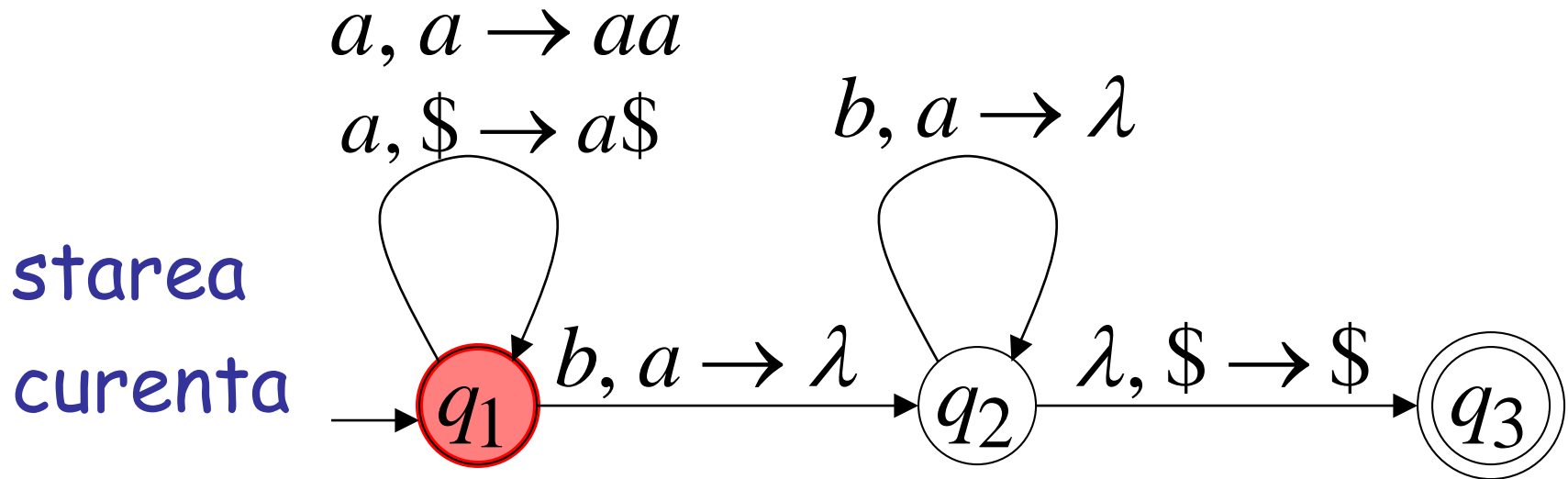
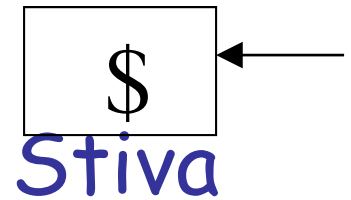
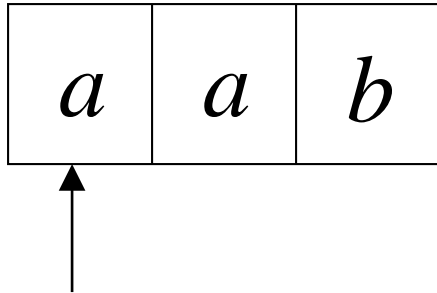
Timput 7

Input



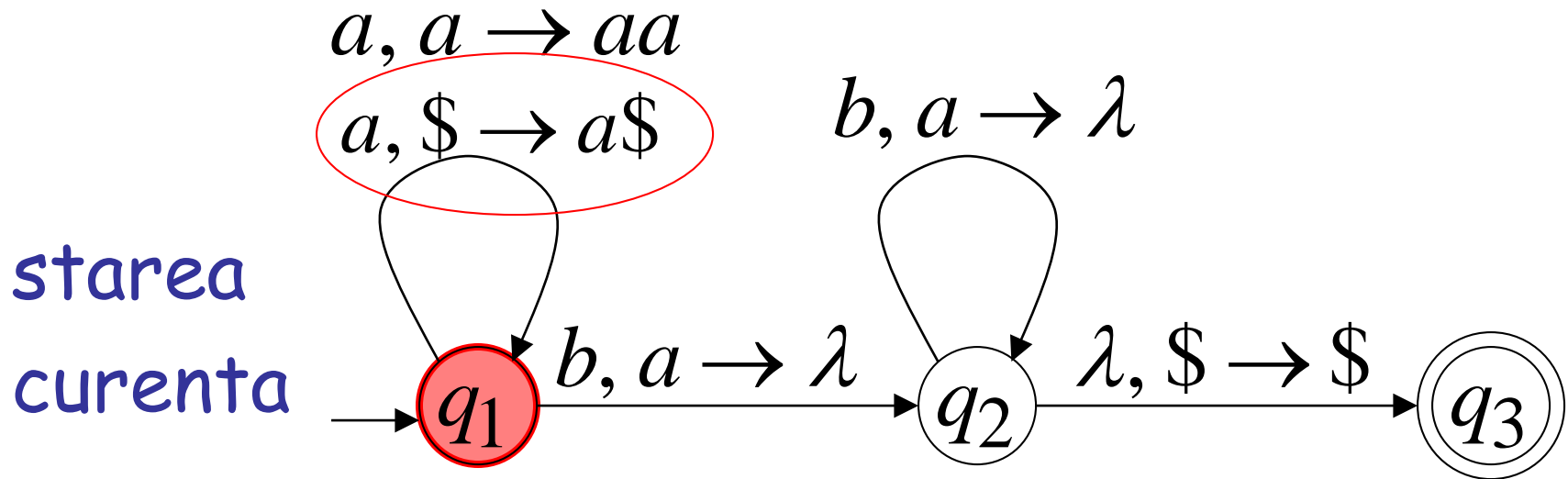
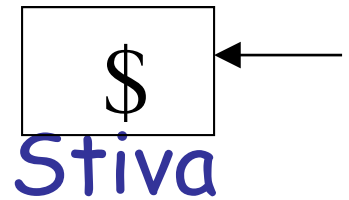
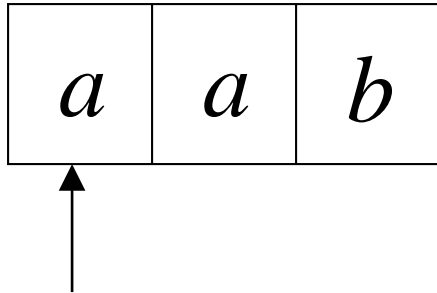
Exemplu de Rejectare: **Timpul 0**

Input



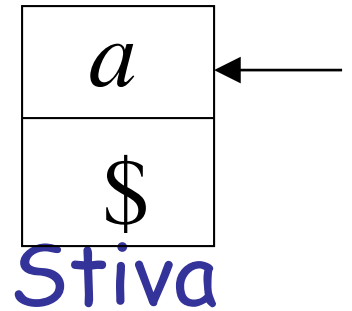
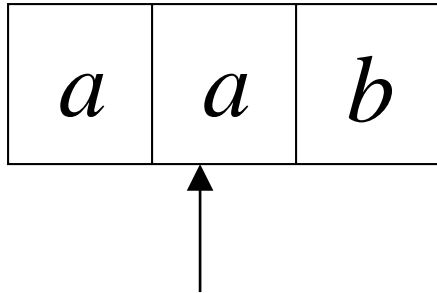
Timpul 0

Input

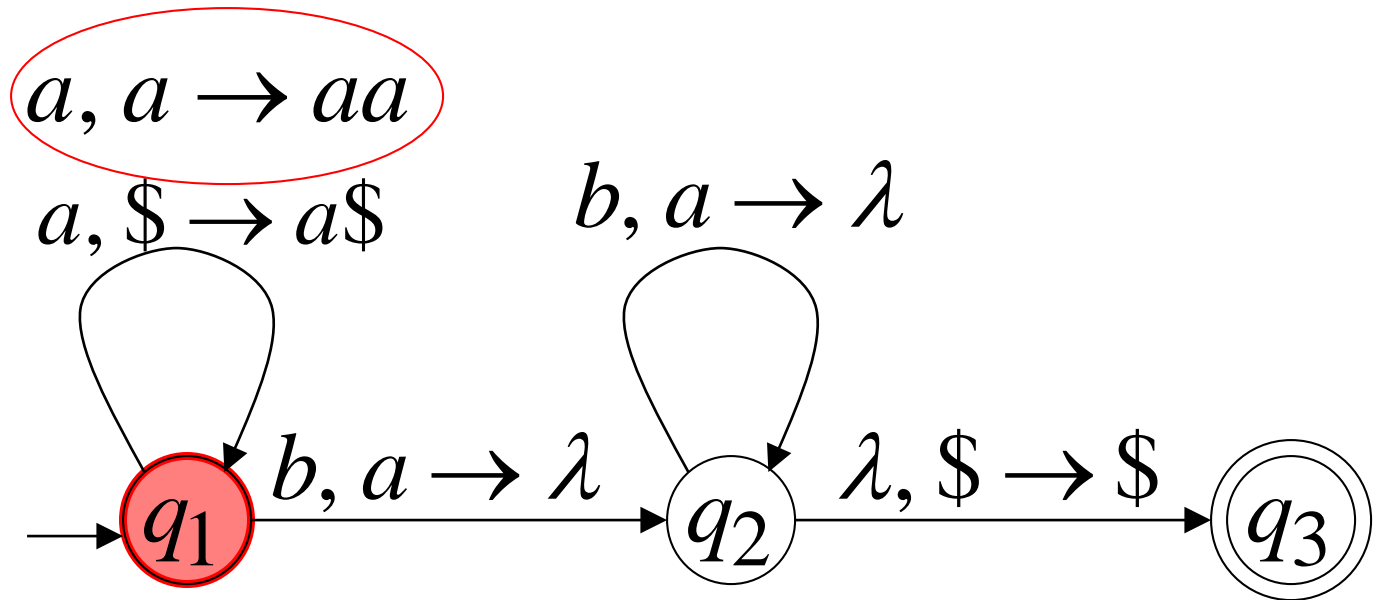


Timpul 1

Input

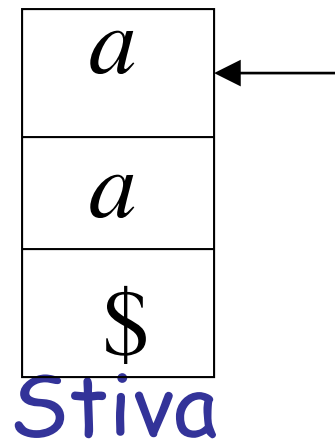
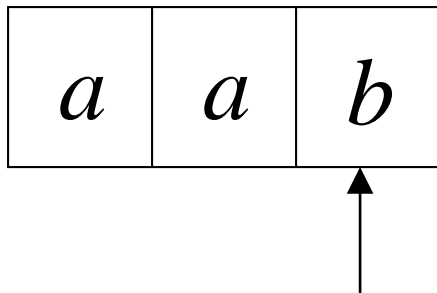


starea
curenta



Timpul 2

Input

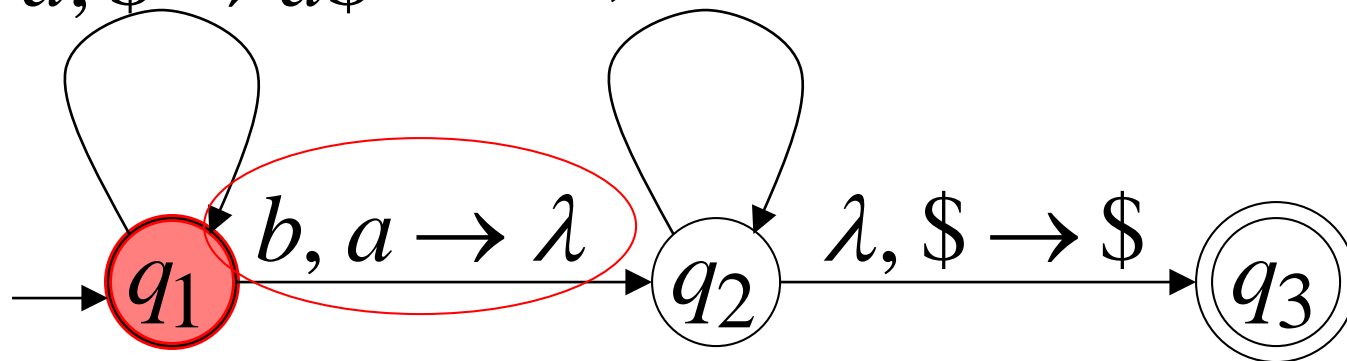


$a, a \rightarrow aa$

$a, \$ \rightarrow a\$$

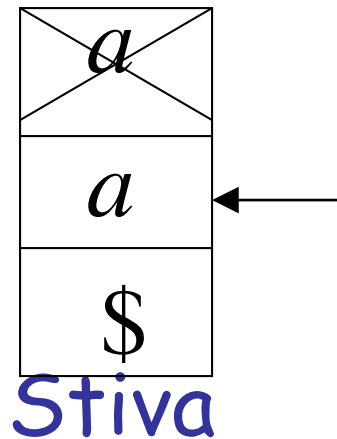
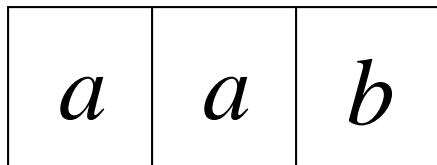
$b, a \rightarrow \lambda$

starea
curenta



Timput 3

Input

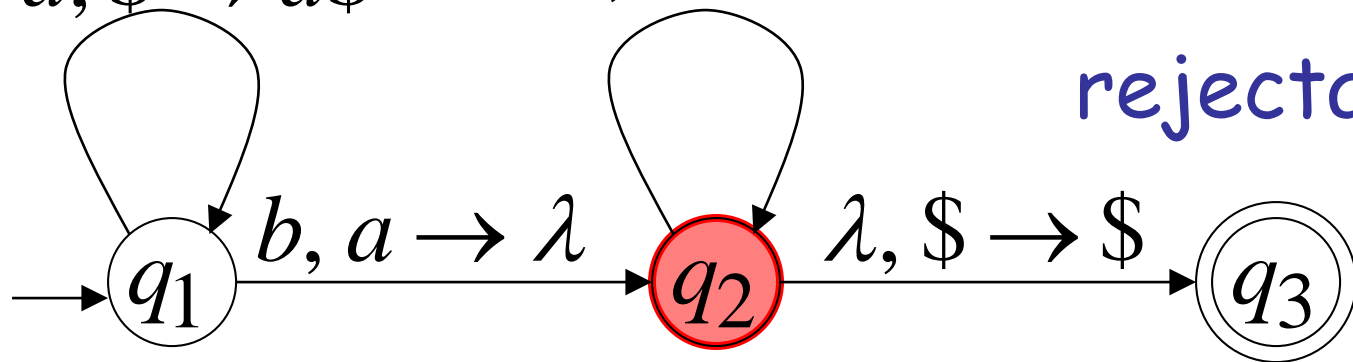


$a, a \rightarrow aa$

$a, \$ \rightarrow a\$$

$b, a \rightarrow \lambda$

starea
curenta



rejectam

Exemplu

- $\{ww^r | w \text{ din } \{a+b\}^*\}$
 - pornim intr-o stare s_1 care va face o alegere nedeterminista daca am ajuns sau nu la mijlocul cuvantului. Daca nu am ajuns, se salveaza pe stiva literele citite de la intrare
 - din s_1 mergem in s_2 (in momentul alegerii nedeterministe)
 - in s_2 se compara simbolurile de pe stiva cu simbolurile de intrare
 - daca ajungem la sfarsitul cuvantului de intrare si stiva este goala acceptam (mergem intr-o stare finala s_3)

Definitie

Automate Pushdown

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

Stari

alfabetul
de intrare

alfabetul
stivei

functia
tranzitiilor

starea de pe
initiala stiva

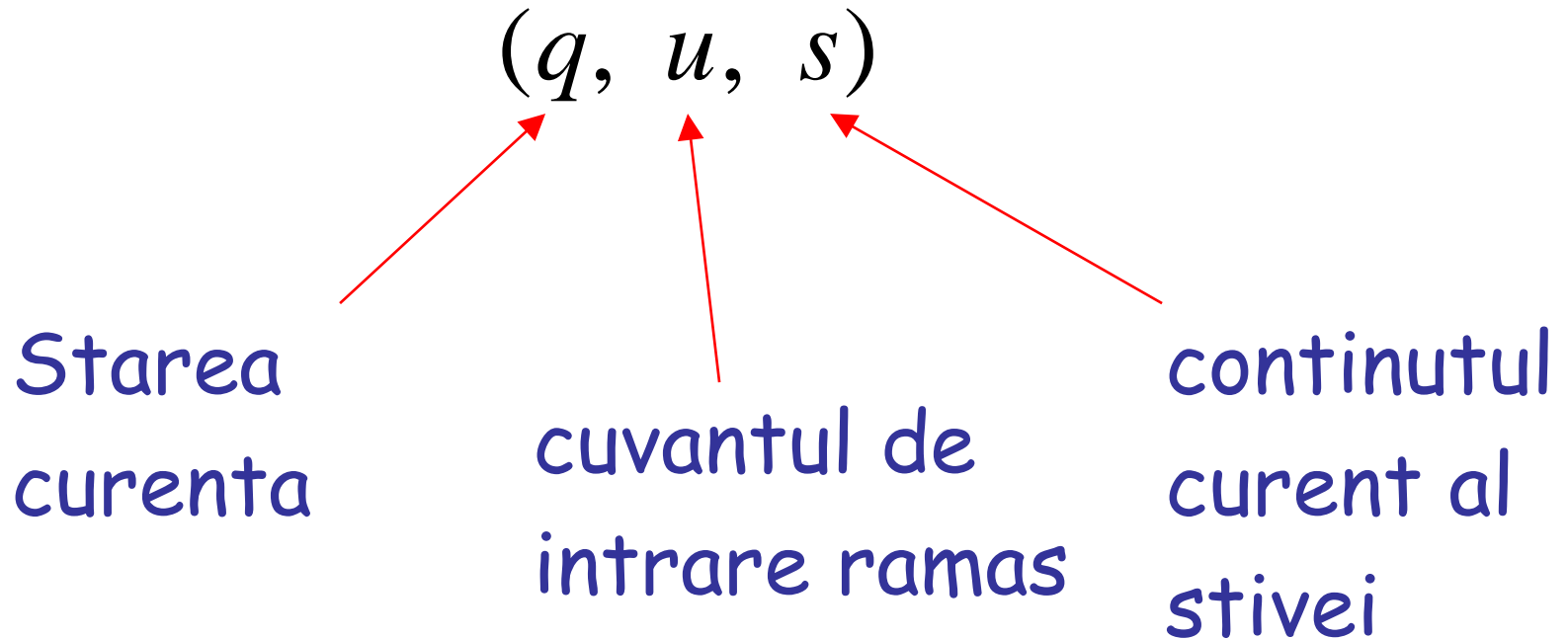
starile
finale

simbolul

$$\delta(q, a, X) \ni (q', X') \text{ unde } q, q' \in Q; a \in \Sigma \cup \{\lambda\}; X \in \Gamma; X' \in \Gamma^*$$

mergem din starea q in q' citind de la intrare a (care poate sa fie λ) si citind de pe stiva simbolul X . In final ajungem in starea q' si inlocuim X cu X' pe stiva

Descriere instantanee



Modul de operare al PDA

- daca $(p, \alpha) \in \delta(q, a, X)$ definim
 $(q, aw, X\beta) \vdash (p, w, \alpha\beta)$, unde $w \in \Sigma^*$; $\beta \in \Gamma^*$

Limbajele acceptate de PDA

- Acceptare prin **stare finala**: Se porneste din starea initiala, se accepta daca am ajuns intr-o stare finala (la fel ca in cazul automatelor finite)

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

$$T(M) = \{w \mid (q_0, w, z) \vdash^* (q, \lambda, \alpha), q \in F\}$$

- Acceptare prin **stiva vida**: Se porneste din starea initiala, se accepta daca am ajuns la sfarsitul cuvintului intr-o configuratie cu stiva vida

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

$$N(M) = \{w \mid (q_0, w, z) \vdash^* (q, \lambda, \lambda)\}$$

- se poate arata simplu echivalenta dintre cele doua moduri de acceptare

- Acceptare prin **stare finala si stiva vida**: Se porneste din starea initiala, se accepta daca am ajuns la sfarsitul cuvântului într-o stare finala si cu stiva vida

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

$$L(M) = \{w \mid (q_0, w, z) \vdash^* (q, \lambda, \lambda), q \in F\}$$

Determinism si nedeterminism

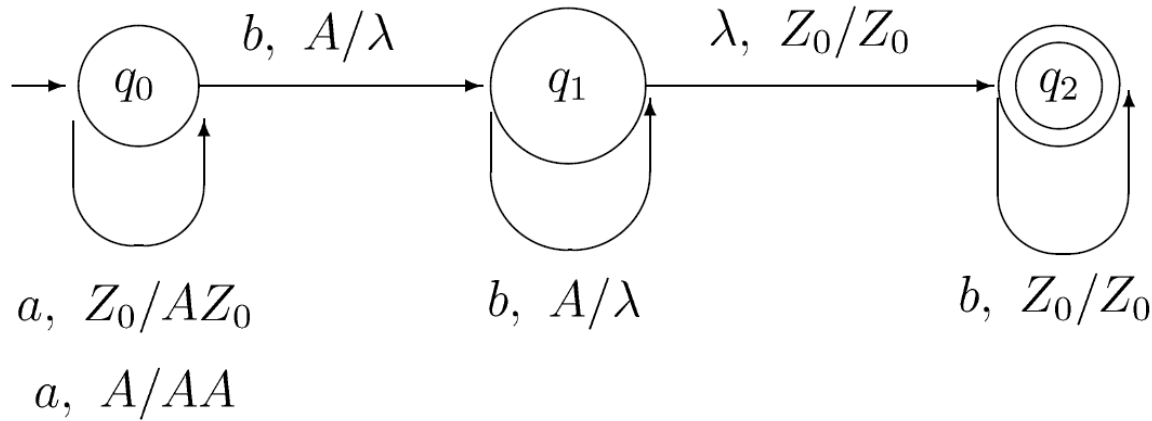
- Definitie: un PDA este deterministic daca
 - $\delta(q, a, X)$ contine cel mult un element pentru orice $q \in Q; a \in \Sigma \cup \{\lambda\}; X \in \Gamma$
 - daca $\delta(q, a, X)$ nu este vid pentru $a \in \Sigma$ atunci $\delta(q, \lambda, X)$ este vid

observatii pentru DPDA

- DPDA accepta λ -tranzitii
- fiecare tranzitie este determinata de catre starea curenta, simbolul de intrare curent si simbolul din capul stivei
- pentru o pereche stare-simbol de intrare putem sa avem o multitudine de tranzitii diferite de simbolul de pe stiva

Proprietati pentru DPDA

- daca avem T_{DPDA} , N_{DPDA} , L_{DPDA} fiind familiile de limbaje acceptate de DPDA prin “stare finala”, “stiva vida” si “stare finala si stiva vida”, respectiv
- avem $N_{DPDA} = L_{DPDA}$ inclus in T_{DPDA}



- exemplu: $L = \{a^m b^n \mid m \leq n, n > 0\}$
- $L = T(A)$, dar L nu apartine lui N_{DPDA}

CFL deterministe

- Definitie: limbajele independente de context deterministe sunt toate limbajele acceptate de DPDA prin modul de acceptare “stare finala”
- DCFLs sunt incluse strict in CFLs
- exemple: $L = \{a^n b^n \mid 0 \leq n\} \cup \{a^n b^{2n} \mid 0 \leq n\}$
- $\{ww^r \mid w \text{ din } \{a+b\}^*\}$

Relatia cu limbajele independente de context

- PDA (nedeterministe) sunt echivalente cu CFG
- se demonstreaza ca pentru orice gramatica G se poate construi un PDA A care accepta limbajul generat de G
- si apoi se demonstreaza ca pentru orice PDA A se poate construi o gramatica G care genereaza toate cuvintele acceptate de automatul A

L(CFG) inclus in L(PDA)

- fie G o gramatica independenta de context
- construim automatul A cu 3 stari si tranzitiile
 - $\{(q_1, Sz)\} = \delta(q_0, \lambda, z)$
 - $(q_1, Y) \in \delta(q_1, \lambda, A)$ pentru orice tranzitie $A \rightarrow Y$
 - $\{(q_1, \lambda)\} = \delta(q_1, a, a)$
 - $\{(q_{\text{accept}}, \lambda)\} = \delta(q_1, \lambda, z)$

DCFL proprietati de inchidere

- DCFL sunt inchise la
 - complementare
 - intersectie cu limbaje regulate
- DCFL nu sunt inchise la
 - reuniune
 - intersectie

Sumar

- PDA: un λ -NFA cu stiva
- Acceptare: stare finala, stiva vida, 1&2
- modurile de acceptare sunt echivalente pentru PDA
- PDA sunt echivalente cu CFG
- DPDA sunt strict incluse in PDA
- modurile de acceptare nu sunt echivalente pentru DPDA
- REG inclus in DPDA inclus in CFG