

Seminar 8

Automate push-down (APD)

1. Construiti APD care accepta urmatoarele limbaje dupa criteriul stivei vide:

- a) $L = \{a^n b^{2n} \mid n \geq 0\}$
- b) $L = \{a^n b^m \mid m, n \geq 0\}$
- c) $L = \{a^n b^m \mid n \geq m \geq 0\}$
- d) $L = \{a^m b^n \mid n \geq m \geq 0\}$
- e) $L = \{w w^{\text{tilda}} \mid w \in \{a, b\}^*, w^{\text{tilda}} \text{ este inversul lui } w\}$
- f) $L = \{w \mid w \in \{a, b\}^*, nr_a(w) = nr_b(w)\}$
- g) $L = \{a^{2n} b^{2n} \mid n \geq 0\}$
- h) $L = \{a^n b^n \mid n \geq 0\} \cup \{b^n a^n \mid n \geq 0\}$
- i) $L = \{a^n b^n \mid n \geq 0\} \cup \{a^n b^{2n} \mid n \geq 1\}$
- j) $\{w x \mid w^{\text{tilda}} \text{ is a substring of } x, \text{ where } x \in \{a, b\}^*, w \in \{a, b\}^*, |w| \geq 1\}$

2. Pentru limbajul de la punctul f, dati o gramatica independenta de context (GIC) ce il genereaza. Construit APD echivalent cu GIC data (aplicand algoritmul de constructie).

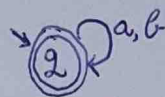
3. Pentru APD de la punctele e si f, dati APD care accepta acelasi limbaj dupa criteriul starii finale.

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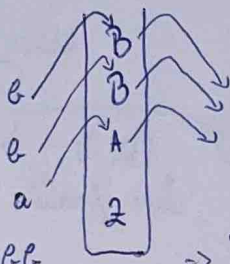
1 Construiți automatul push down care acceptă următoarele limbaje după criteriul stivei vide:

e) $L = \{w\tilde{w} \mid w \in \{a, b\}^*, \tilde{w} - \text{ogănditul lui } w\}$ ex: $abb\ bba \in L$

Limbaj similar regulat: $L' = \{w \mid w \in \{a, b\}^*\}$



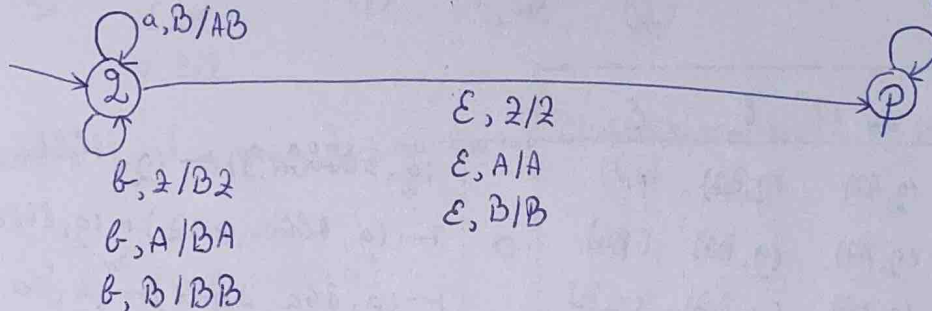
ex:



$w = abb \Rightarrow \tilde{w} = bba$

2 = simbolul de start al stivei

top of the stack
new top of the stack



scotem din stivă

$a, A/\epsilon$
 $b, B/\epsilon$
 $\epsilon, 2/\epsilon$

• CRITERIUL STIVEI VIDE (dupr. tabelară)

stări	stivă	a	b	ϵ
q	2	(q, A2)	(q, B2)	(p, 2)
	A	(q, AA)	(q, BA)	(p, A)
	B	(q, AB)	(q, BB)	(p, B)
p	2	—	—	(p, ϵ)
	A	(p, ϵ)	—	—
	B	—	(p, ϵ)	—

Cum îl folosim?

am ajuns la mijloc

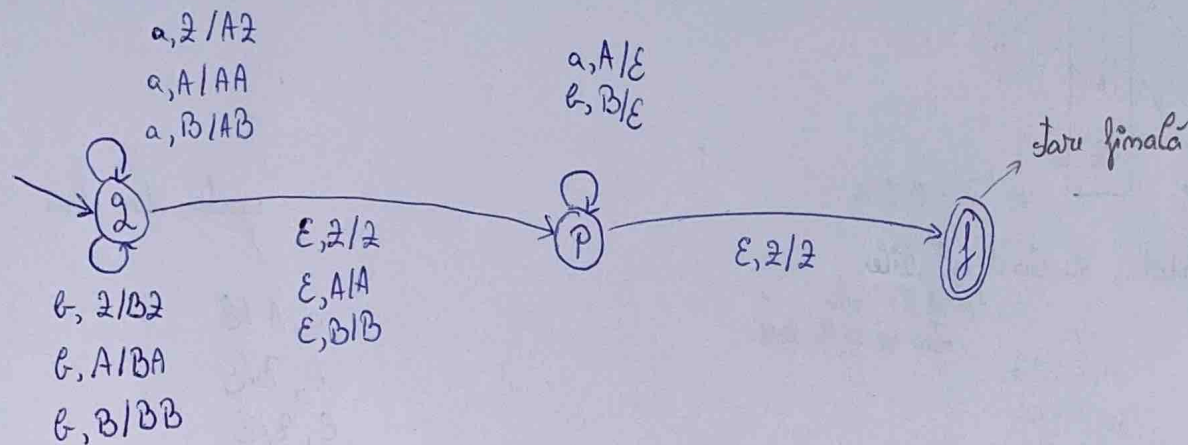
$(q, \underline{a} b b b b a, \underline{z}) \vdash (q, b b b b a, A z) \vdash (q, b b b a, B A z) \vdash (q, \epsilon b b a, B B A z)$

$\vdash (p, b b a, B B A z) \vdash (p, b a, B A z) \vdash (p, a, A z) \vdash (p, \epsilon, z) \vdash (p, \epsilon, \epsilon)$

banda de intrare s-a golit
direct e goală

$\Rightarrow a b b b b a \in L_{\epsilon}(M)$

• MODIFICĂM SĂ AVEM CRITERIUL STĂRII FINALE

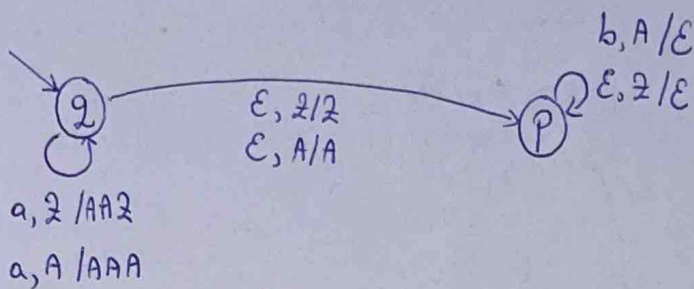


stare	directă	a	b	ϵ	
q	z	$(q, A z)$	$(q, B z)$	(p, z)	0
	A	$(q, A A)$	$(q, B A)$	(p, A)	
	B	$(q, A B)$	$(q, B B)$	(p, B)	
p	z	—	—	(f, ϵ)	0
	A	(p, ϵ)	—	—	
	B	—	(p, ϵ)	—	
f	z	—	—	—	1
	A	—	—	—	
	B	—	—	—	

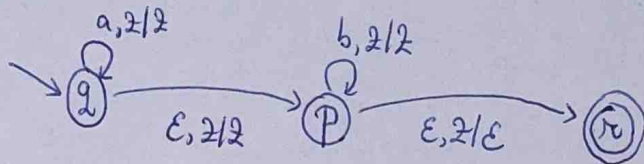
$(q, a b b b b a, z) \vdash (q, b b b b a, A z)$
 $\vdash (q, b b b a, B A z) \vdash (q, \epsilon b b a, B B A z)$
 $\vdash (p, b b a, B B A z) \vdash (p, b a, B A z)$
 $\vdash (p, a, A z) \vdash (p, \epsilon, z) \vdash (f, \epsilon, z)$

am ajuns în stare finală, directă nu treb. să fie neapărat goală

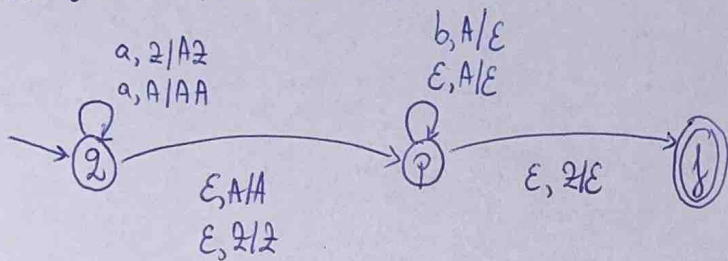
a) $L = \{a^m b^{2m} \mid m \geq 0\}$



b) $L = \{a^m b^m \mid m, m \geq 0\}$

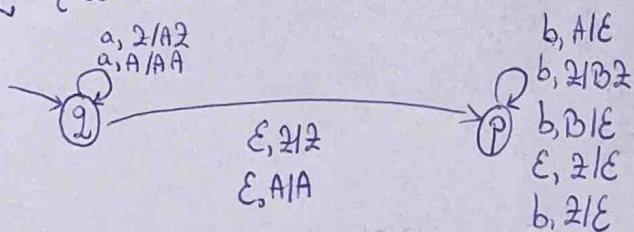


c) $L = \{a^m b^m \mid m \geq m \geq 0\}$



fiecare b îl scot cu un a, dacă nu mai am b-uri, dar mai sunt A-uri pe stivă, le scot cu ϵ

d) $L = \{a^m b^m \mid m \geq m \geq 0\}$



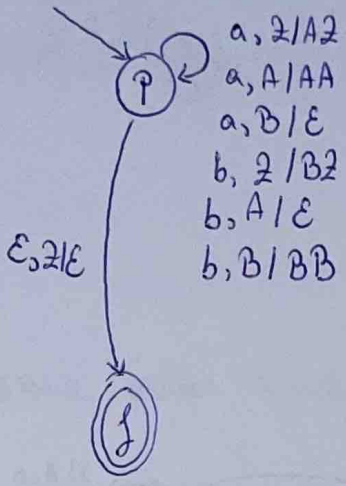
fiecare a îl scot cu un b, după a se termină a-urile nu mă prea interesează câte b-uri mai sunt

f) $L = \{ w \mid w \in \{a,b\}^*, m_a(w) = m_b(w) \}$

• CRITERIUL STINEI VIDE

- $a, z/Az$
- $b, z/Bz$
- $a, A/AA$
- $b, A/E$
- $a, B/E$
- $b, B/BB$
- $z, z/E$

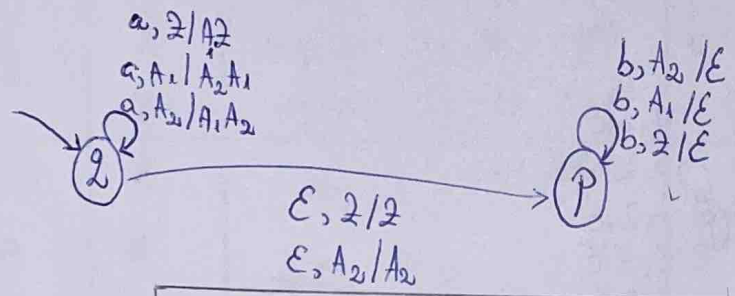
• CRITERIUL STĂRII FINALE (și STIVA VIDĂ)



- $S \rightarrow \epsilon$
- $S \rightarrow aSb$
- $S \rightarrow bSa$
- $S \rightarrow SS$
- g.i.c.

stari	stivă	a	b	ε
q	S	—	—	$(q, \epsilon), (q, aSb), (q, bSa), (q, S)$
	a	(q, ϵ)	—	—
	b	—	(q, ϵ)	—

g) $L = \{ a^{2m} b^{2m} \mid m \geq 0 \}$



		a	b	ε
q	z	$(q, (A_1, z))$	—	(p, z)
	A ₁	$(q, (A_2, A_1))$	—	—
	A ₂	$(q, (A_1, A_2))$	—	(p, A_2)
p	z	—	—	(p, ϵ)
	A ₁	—	(p, ϵ)	—
	A ₂	—	(p, ϵ)	—