

# 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

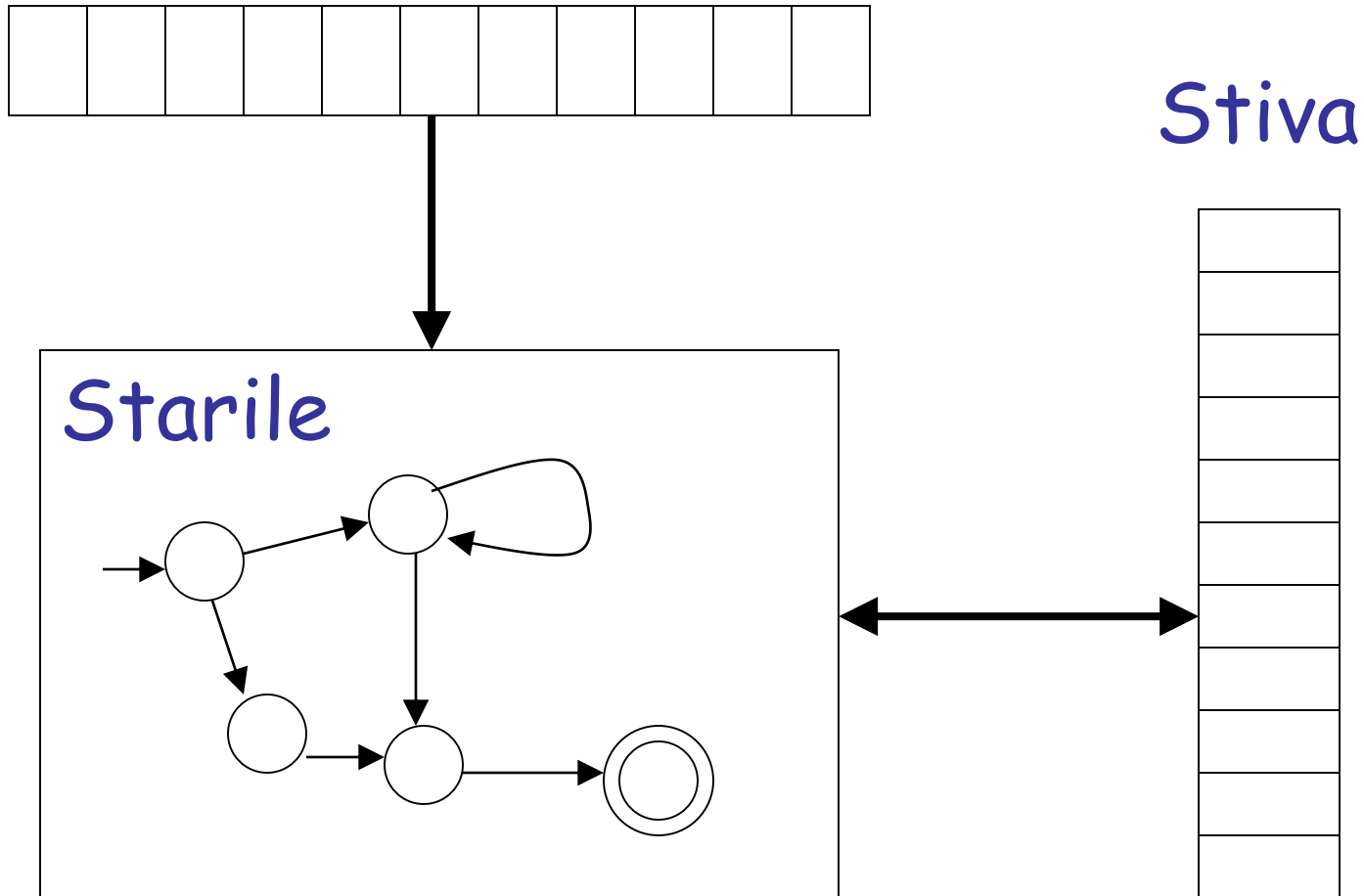
- DFA/NFA nu sunt suficient de puternice
- $\{a^i b^i \mid i > 0\}$   
gramatica:  $S \rightarrow aSb \mid ab$
- $\{ww^r \mid w \text{ din } \{a+b\}^*\}$  palindrom de lungime para  
gramatica:  $S \rightarrow aSa \mid bSb \mid \lambda$
- limbajul format din paranteze balansate  
gramatica:  $S \rightarrow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

# Motivare

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

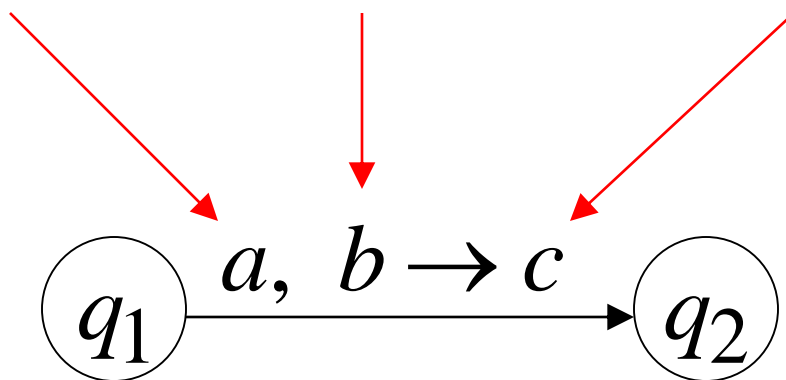
# Automate Pushdown -- PDA

Cuvantul de intrare

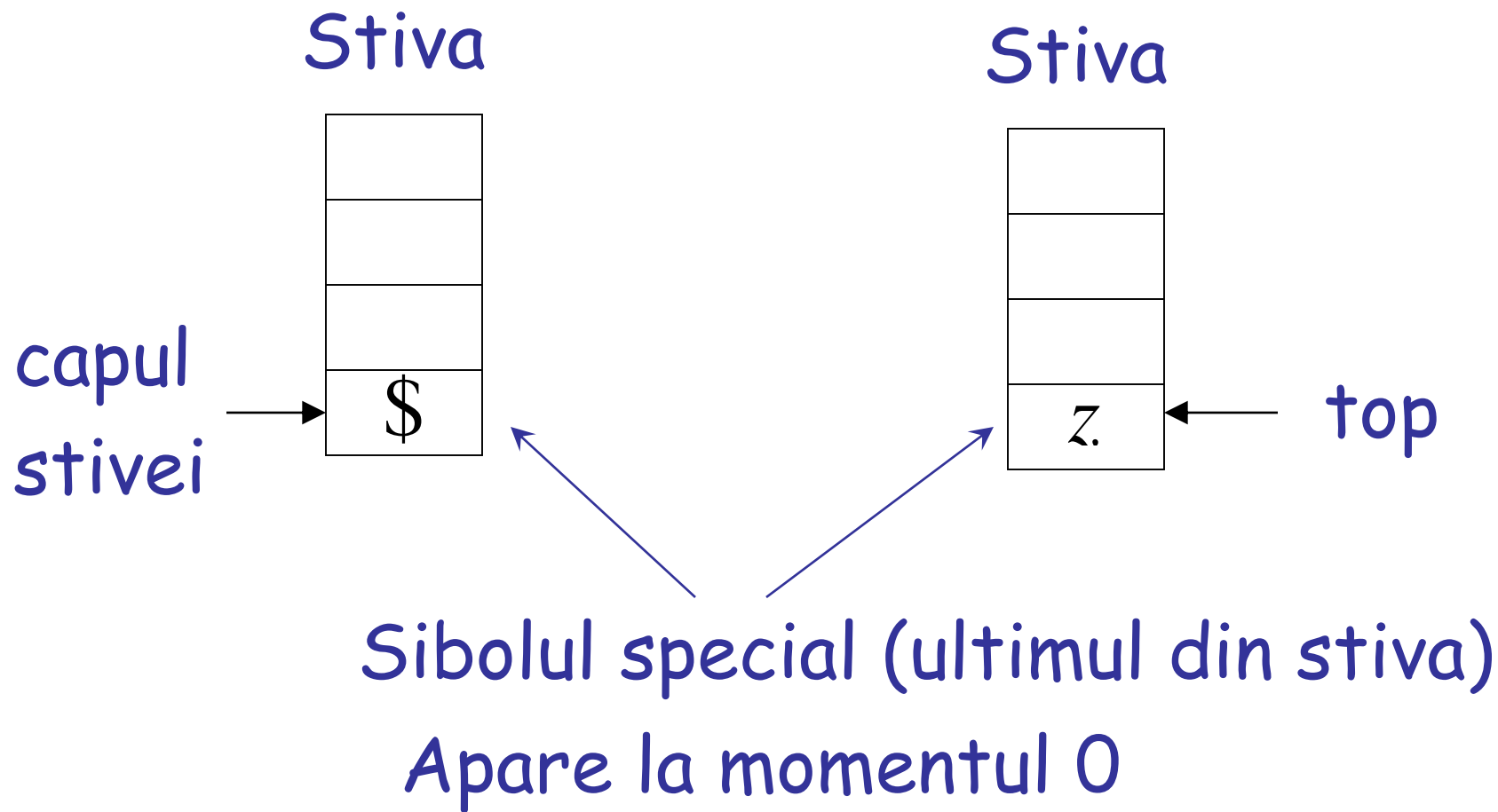


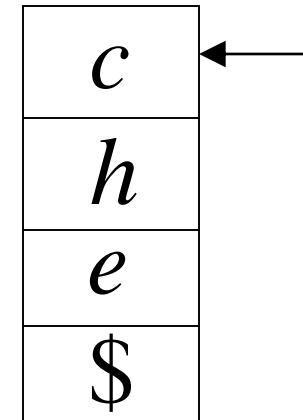
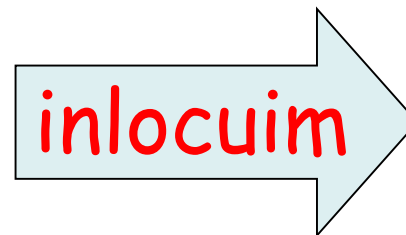
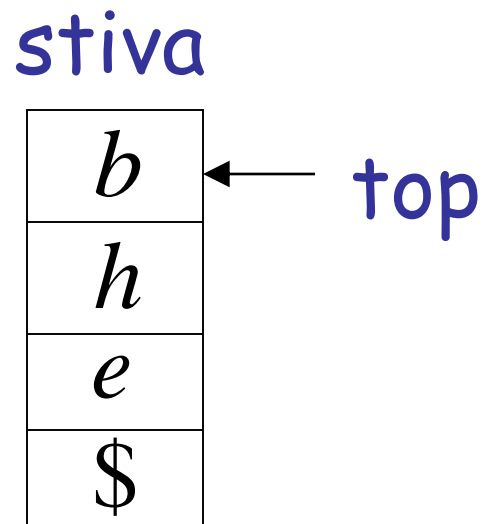
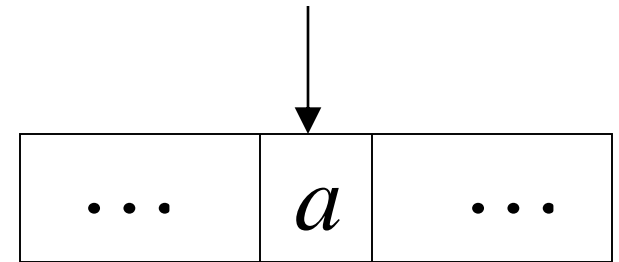
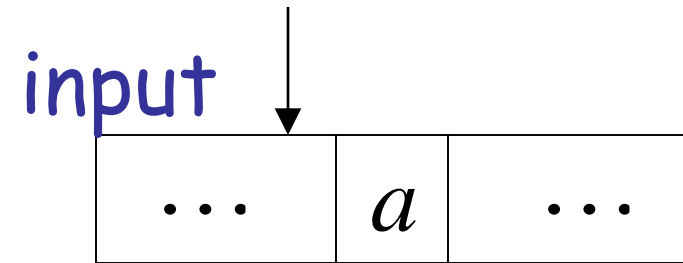
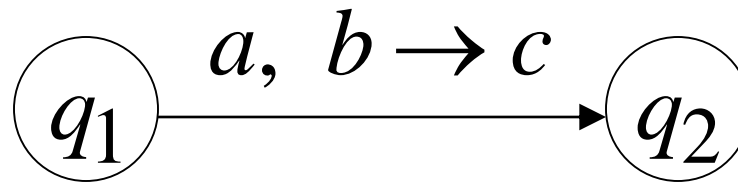
# Reprezentare grafica

Simbol                  simbol                  cuvânt  
de intrare              pop                          push

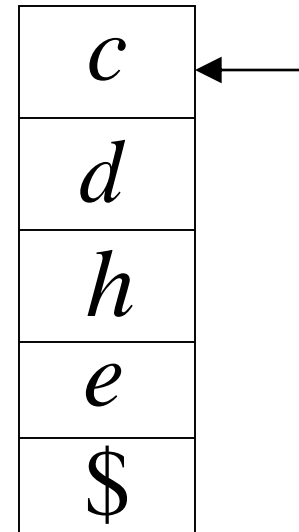
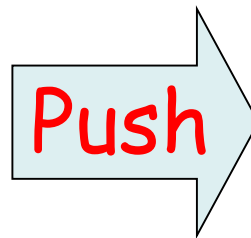
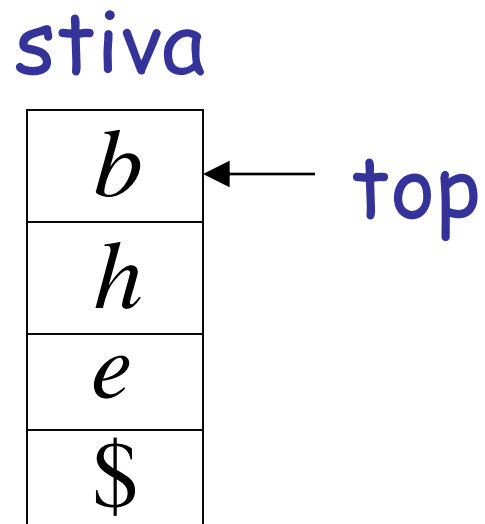
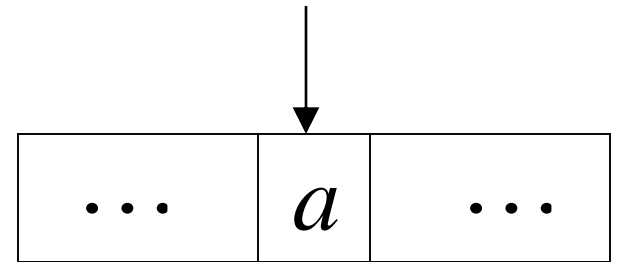
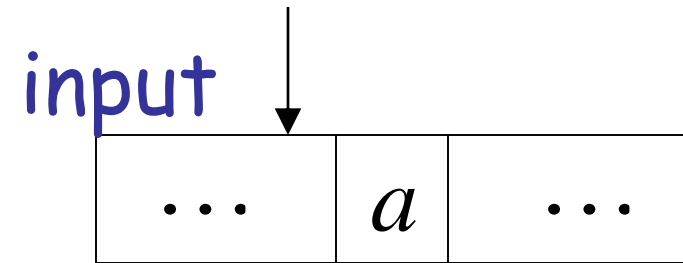
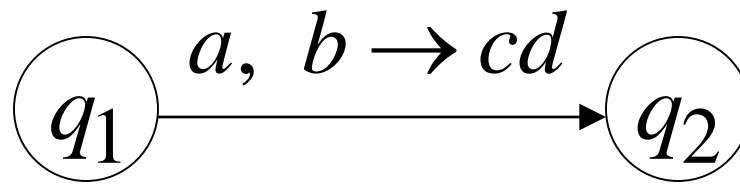


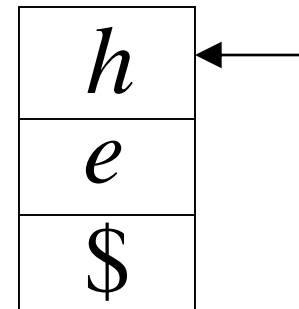
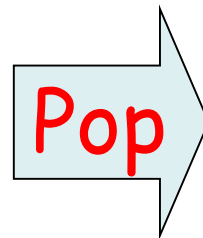
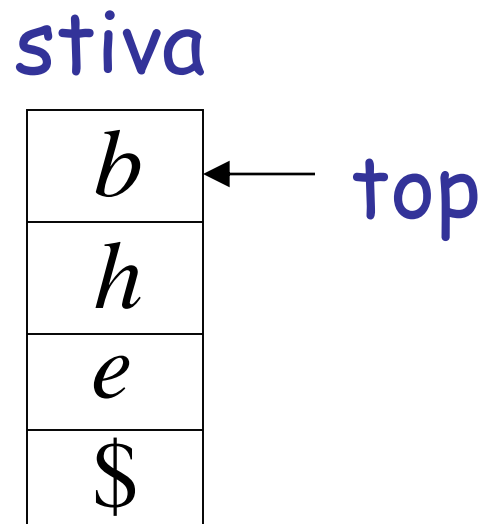
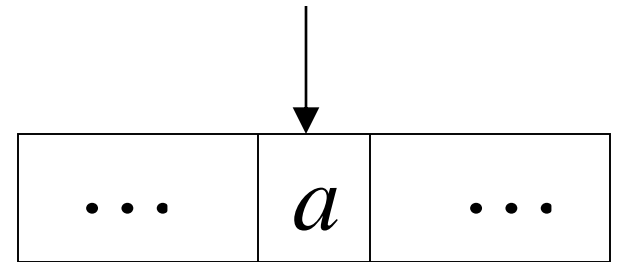
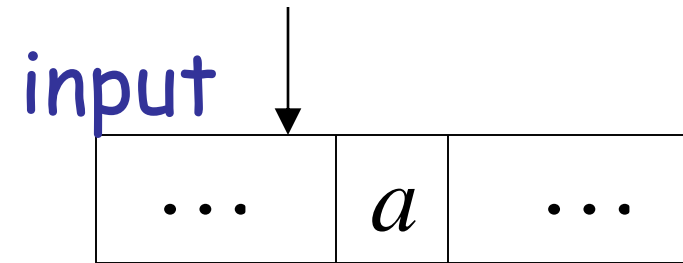
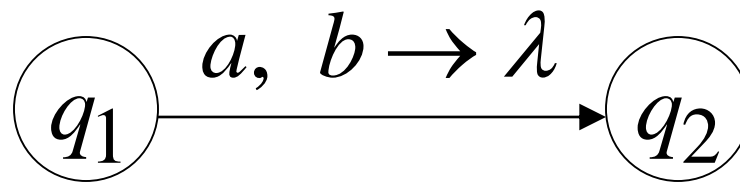
# Simbolul initial pe stiva



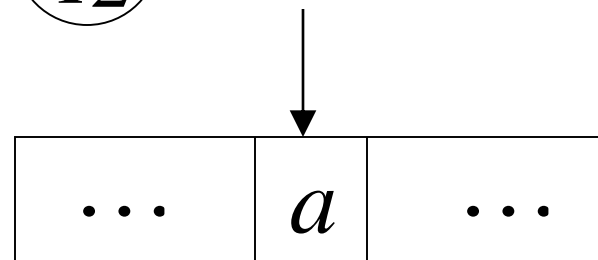
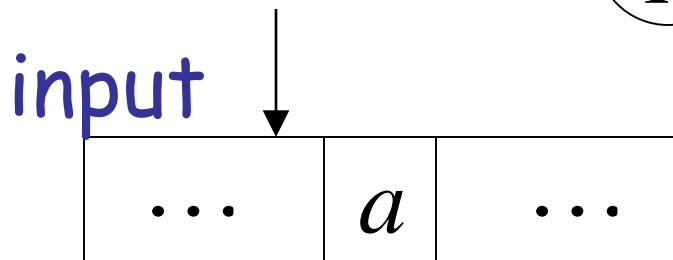
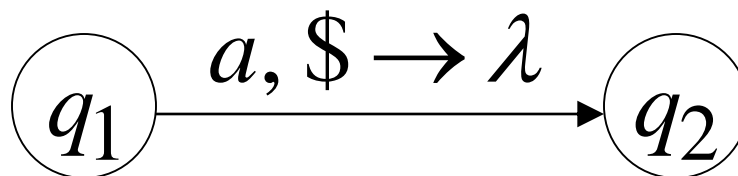




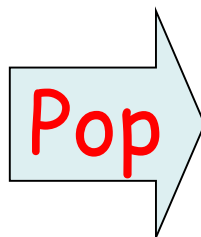
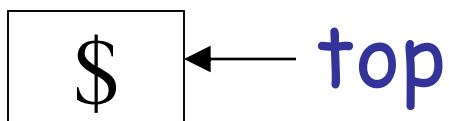




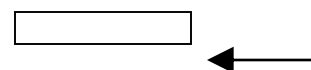
# Stiva vida



stiva

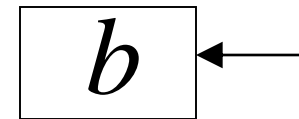
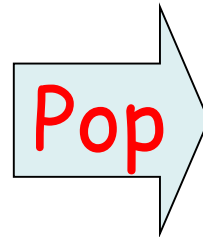
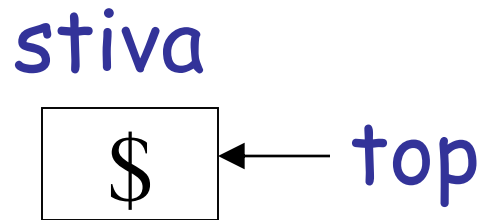
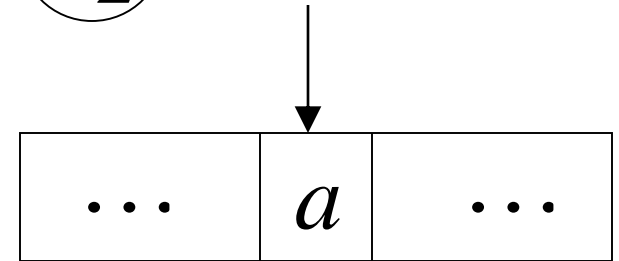
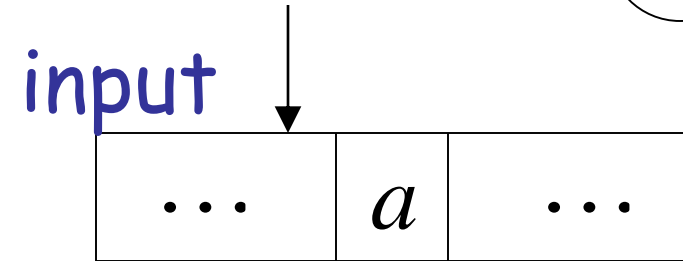
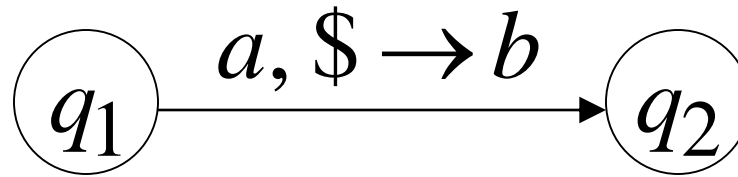


vida



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

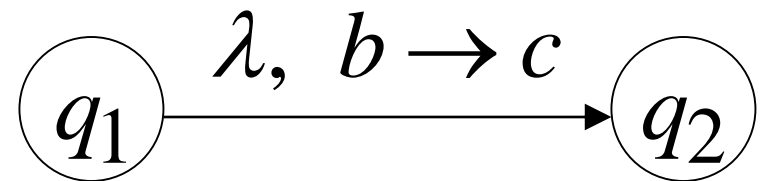
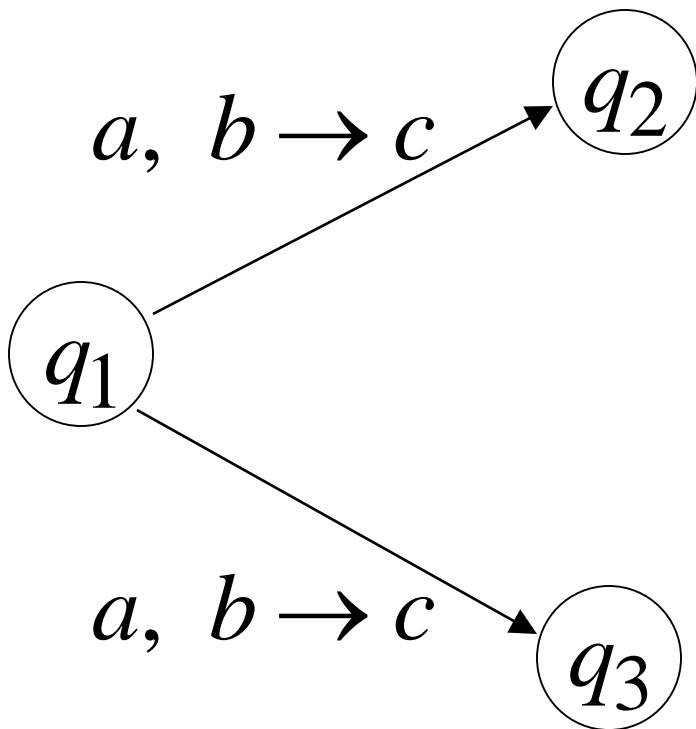
# O tranzitie posibila



# Nedeterminism

## PDA-urile sunt nedeterministe

Tranzitiile nedeterministe sunt posibile

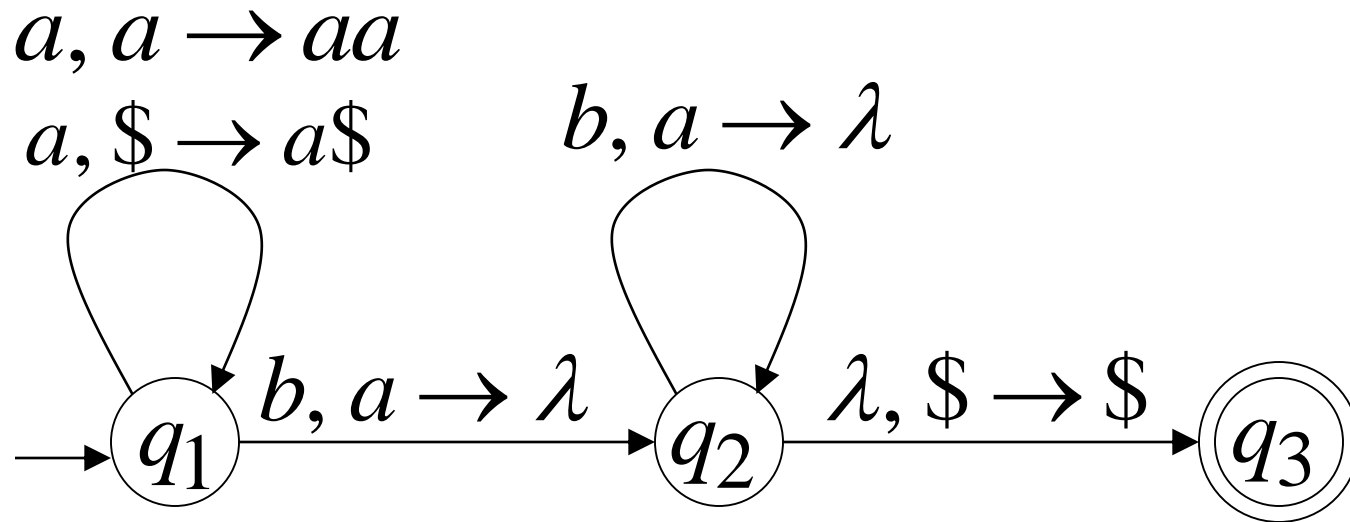


$\lambda$  – transition

# Exemplu de PDA

PDA  $M$

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

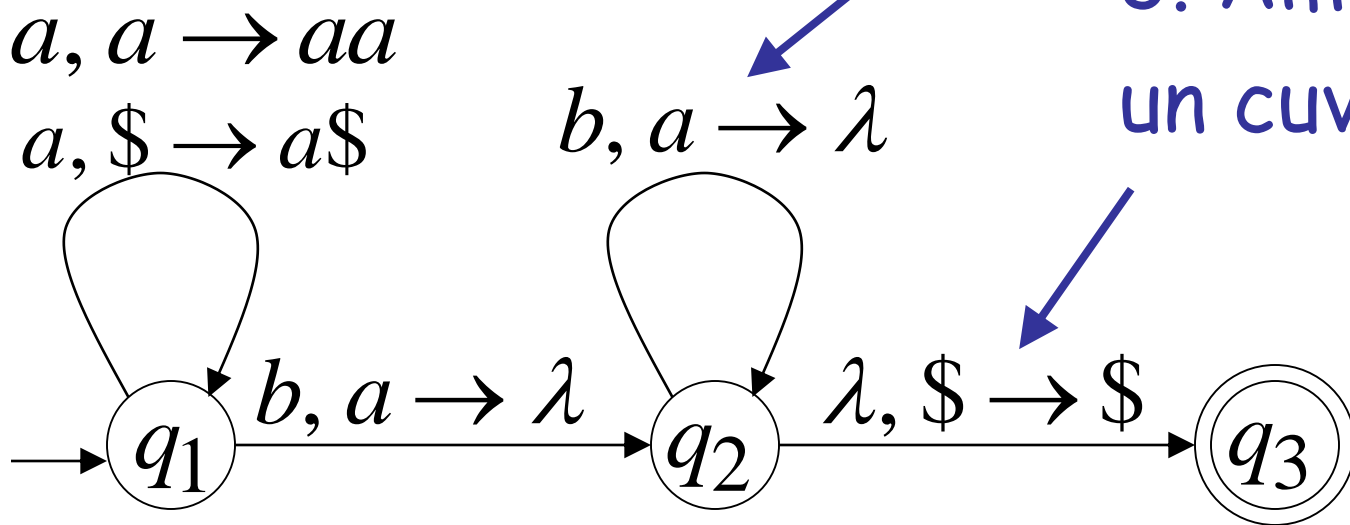


## Ideea de baza:

1. Push a-urii  
pe stiva

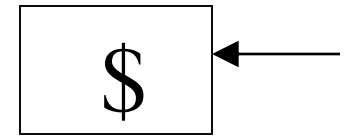
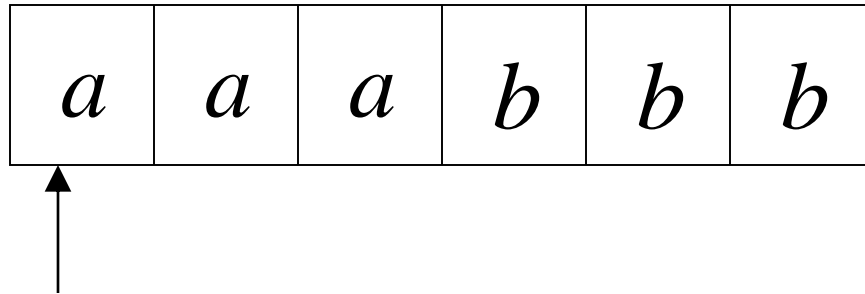
2. pentru fiecare b de la  
intrare consumam un a  
de pe stiva

3. Am gasit  
un cuvânt

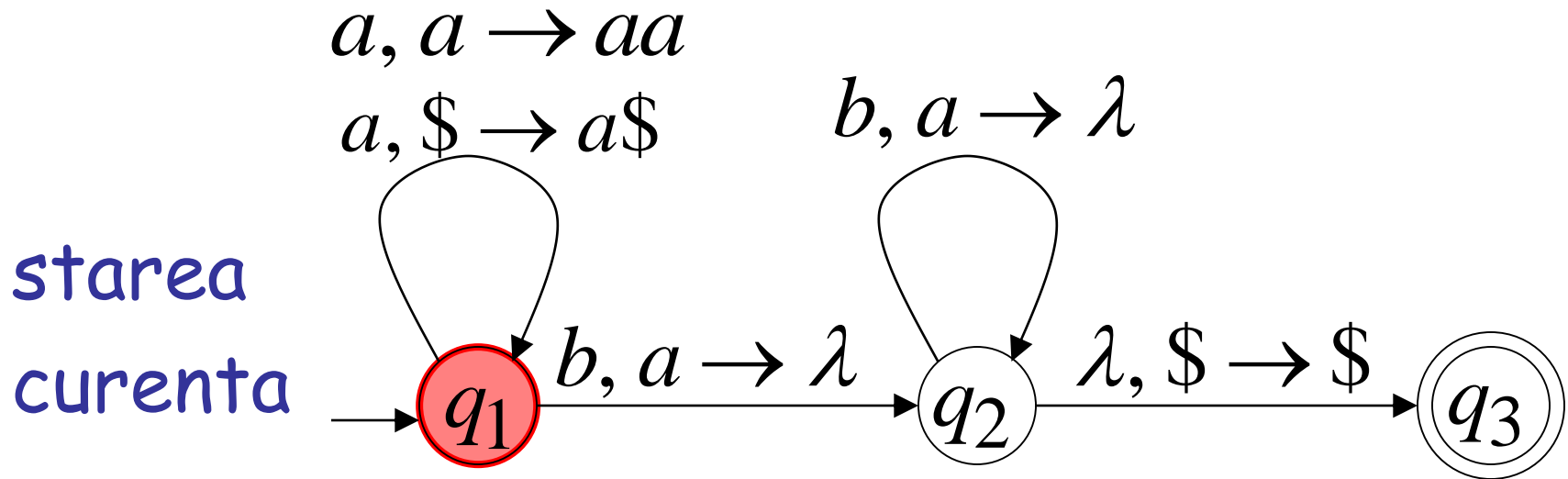


# Exemplu de executie: momentul 0

Input

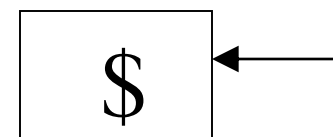
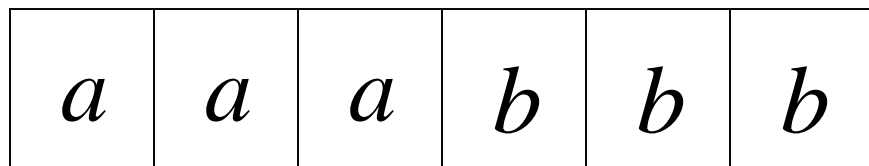


Stiva





Input



Stiva

starea  
curenta

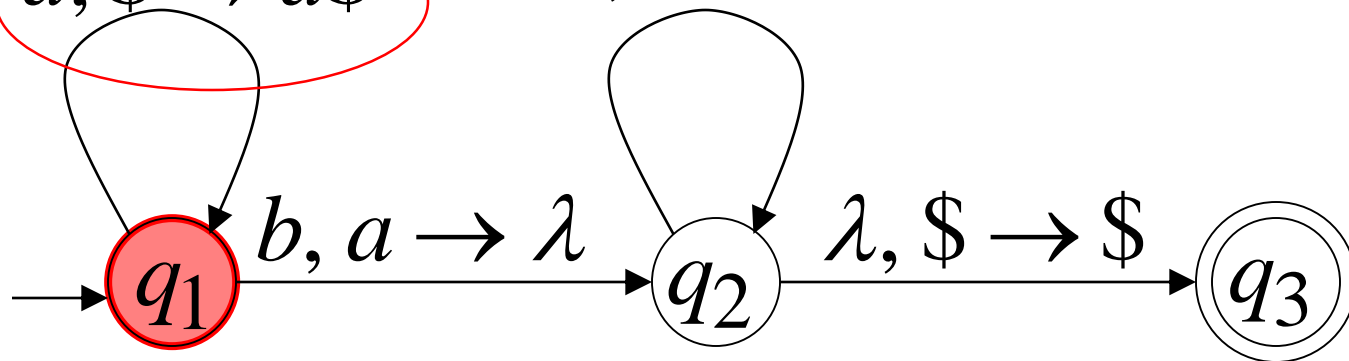
$a, a \rightarrow aa$

$a, \$ \rightarrow a\$$

$b, a \rightarrow \lambda$

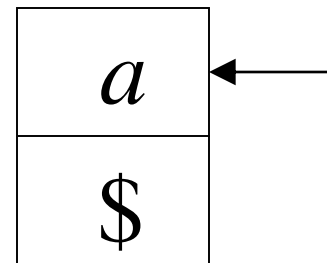
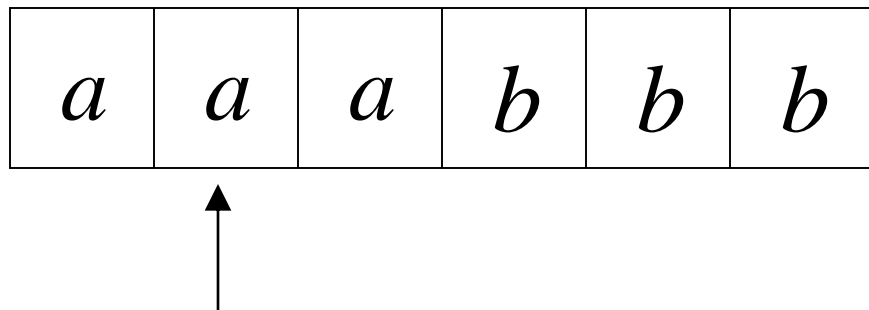
$b, a \rightarrow \lambda$

$\lambda, \$ \rightarrow \$$



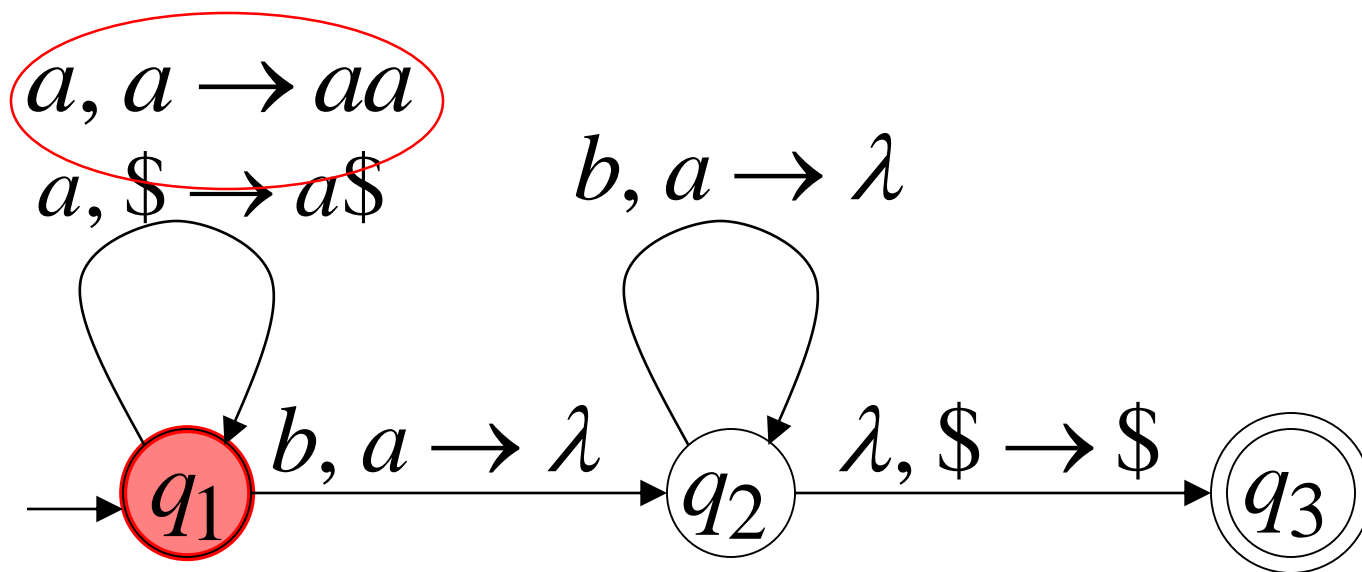
# Timpul 1

Input



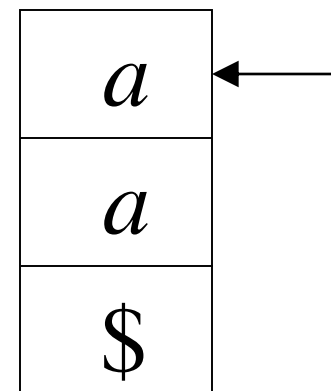
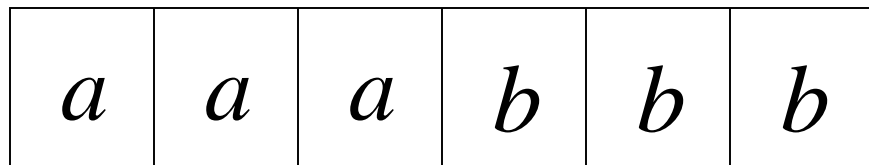
Stiva

starea  
curenta



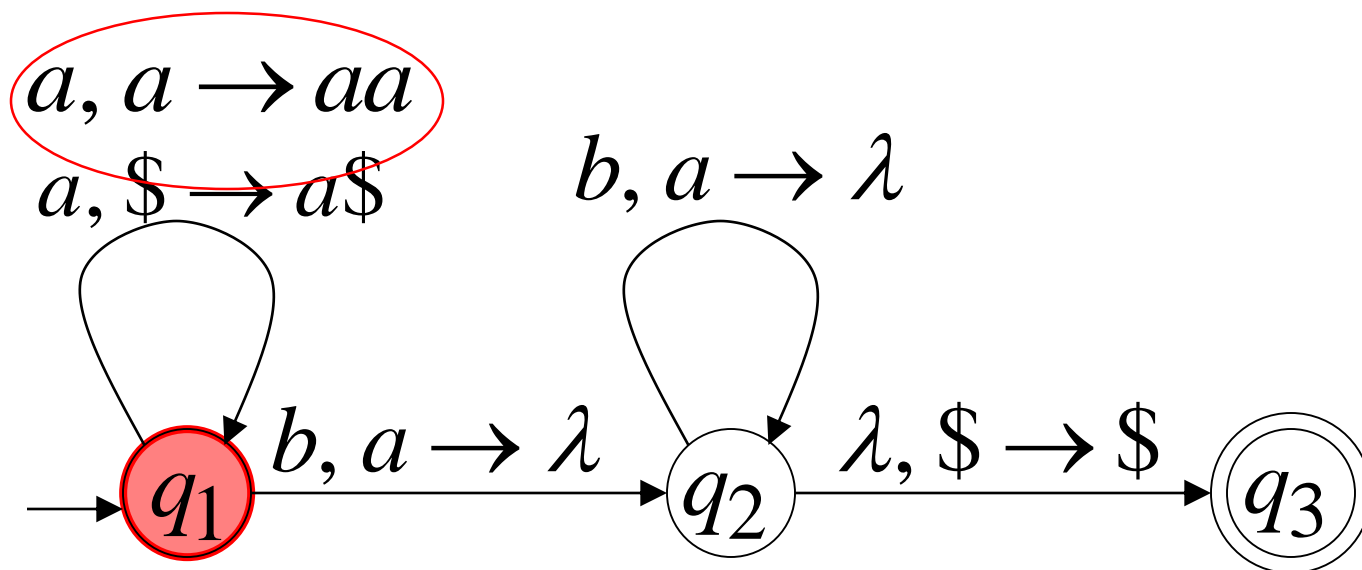
## Timpul 2

Input



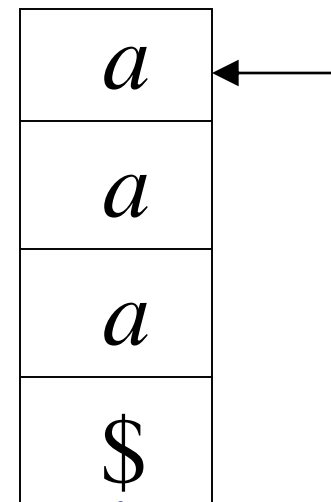
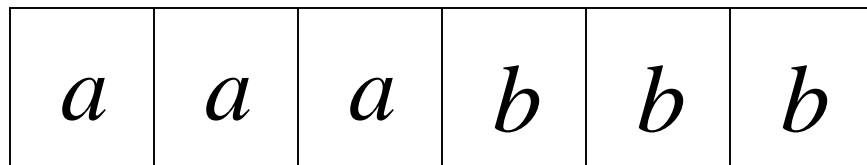
Stiva

starea  
curenta



# Timpul 3

Input



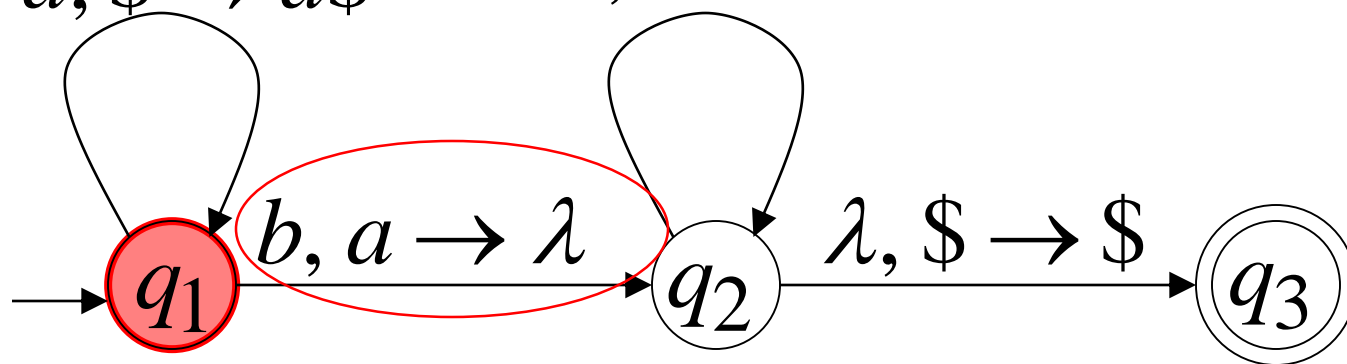
Stiva

$a, a \rightarrow aa$

$a, \$ \rightarrow a\$$

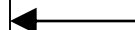
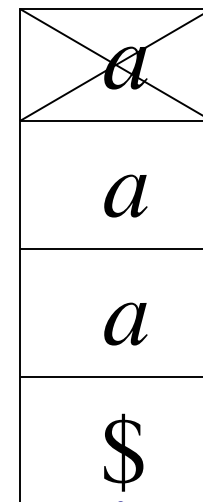
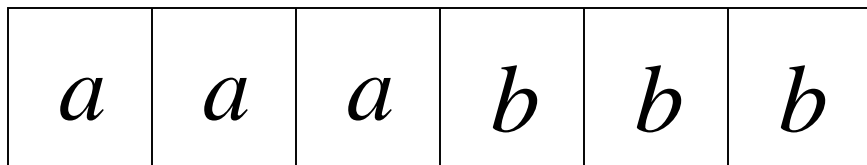
$b, a \rightarrow \lambda$

starea  
curenta



# Timpul 4

Input



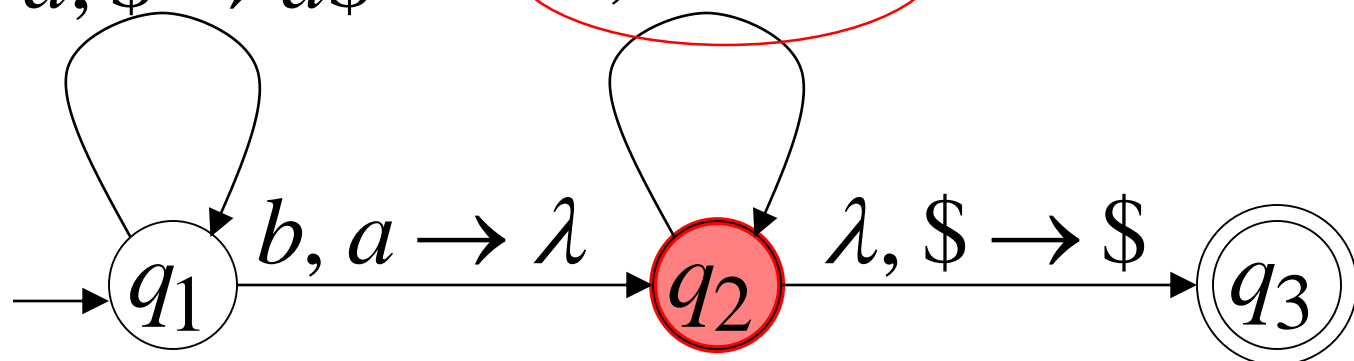
Stiva

$a, a \rightarrow aa$

$a, \$ \rightarrow a\$$

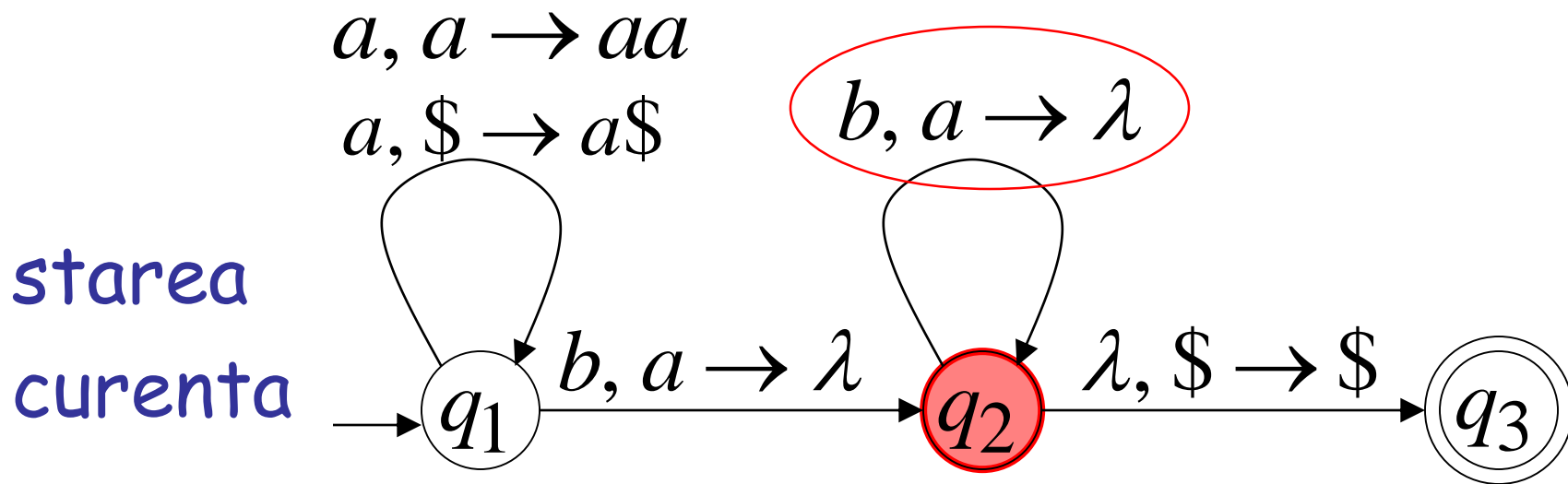
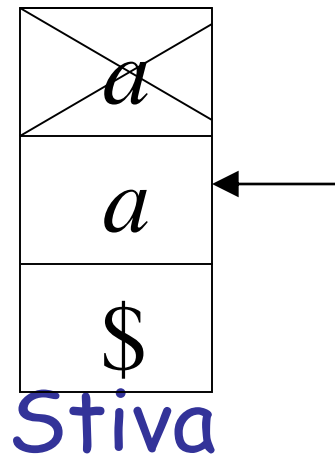
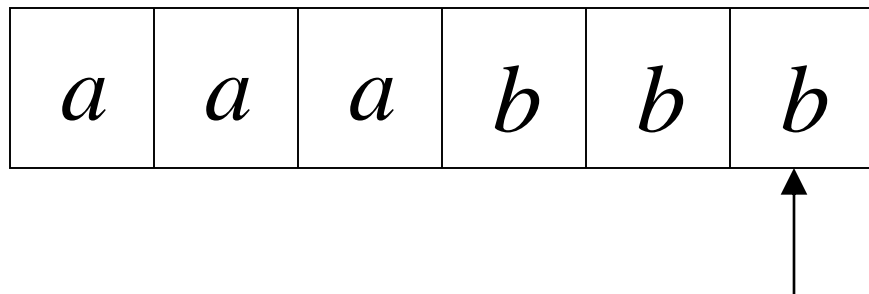
$b, a \rightarrow \lambda$

starea  
curenta



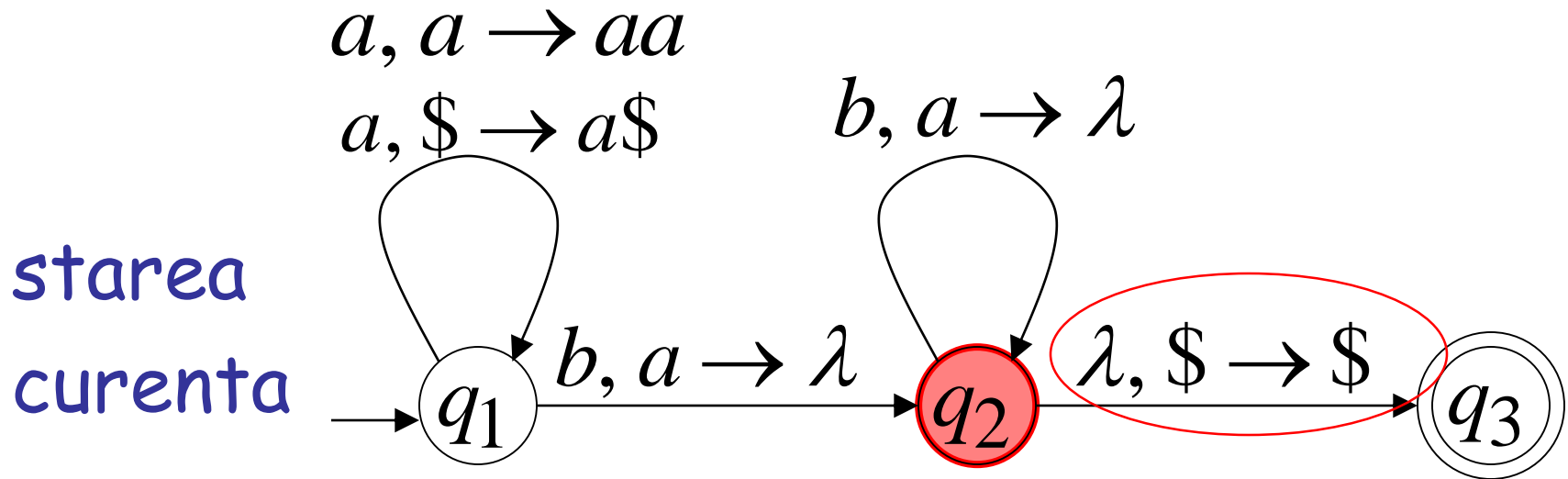
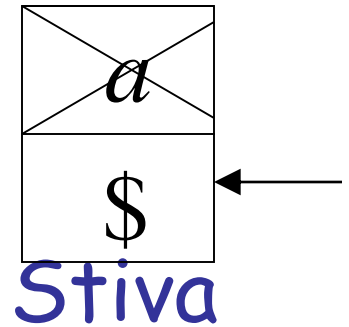
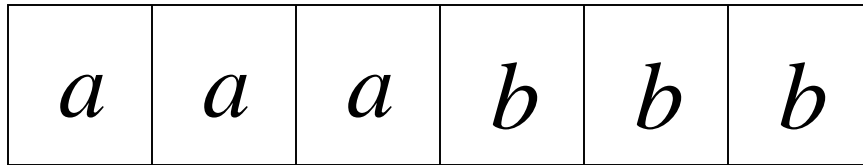
# Timpul 5

Input



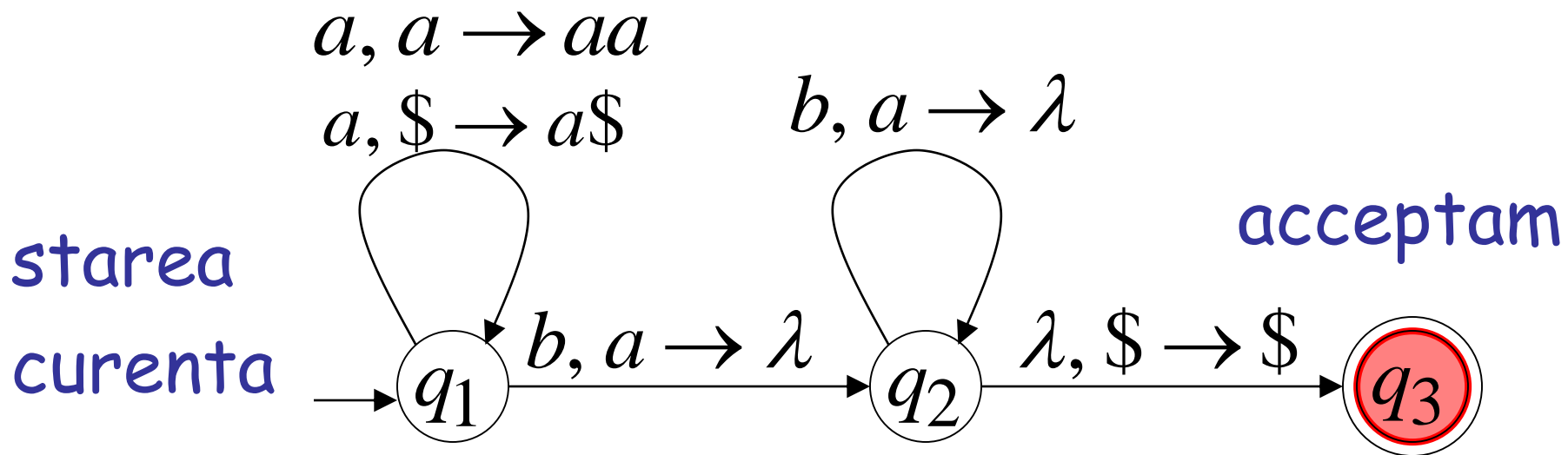
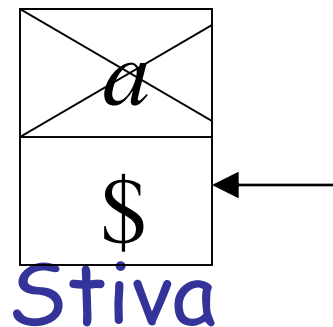
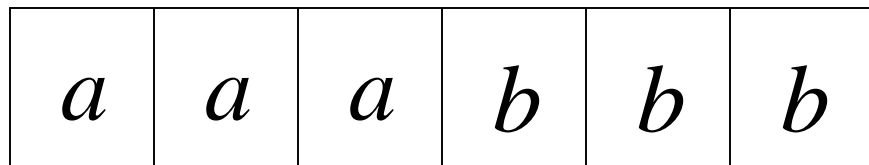
# Timpul 6

Input



# Timpul 7

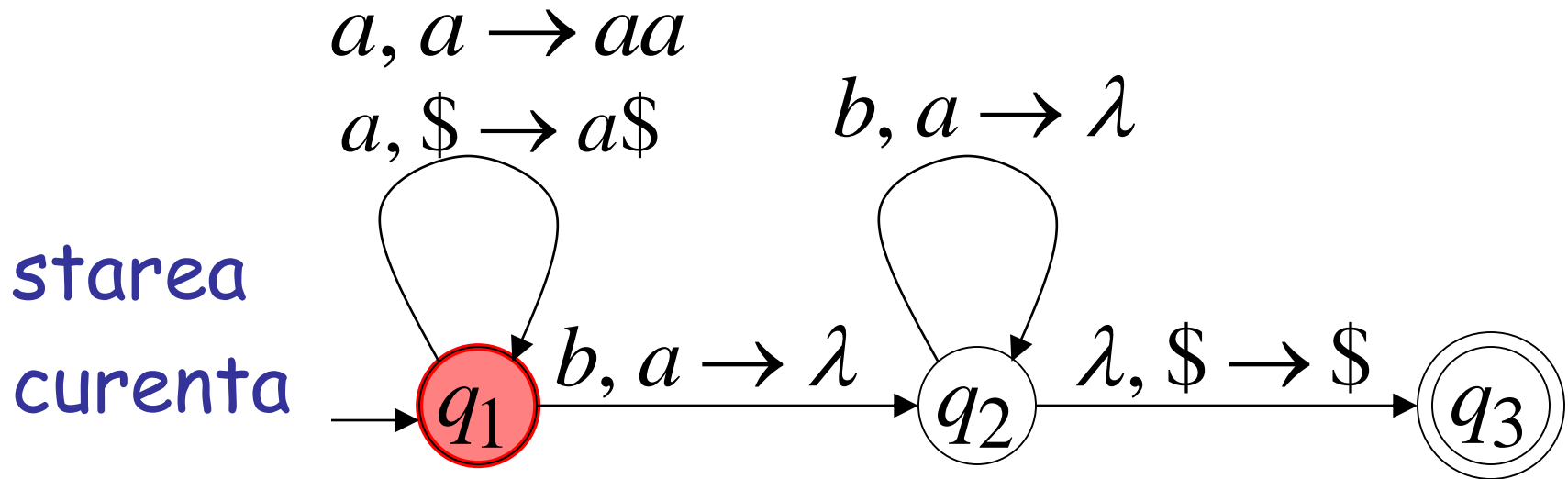
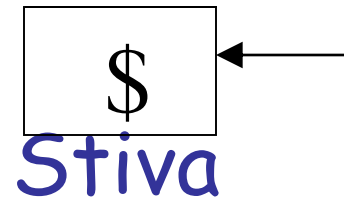
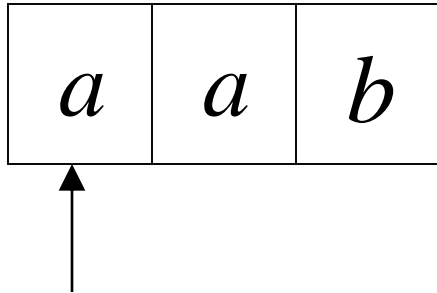
Input





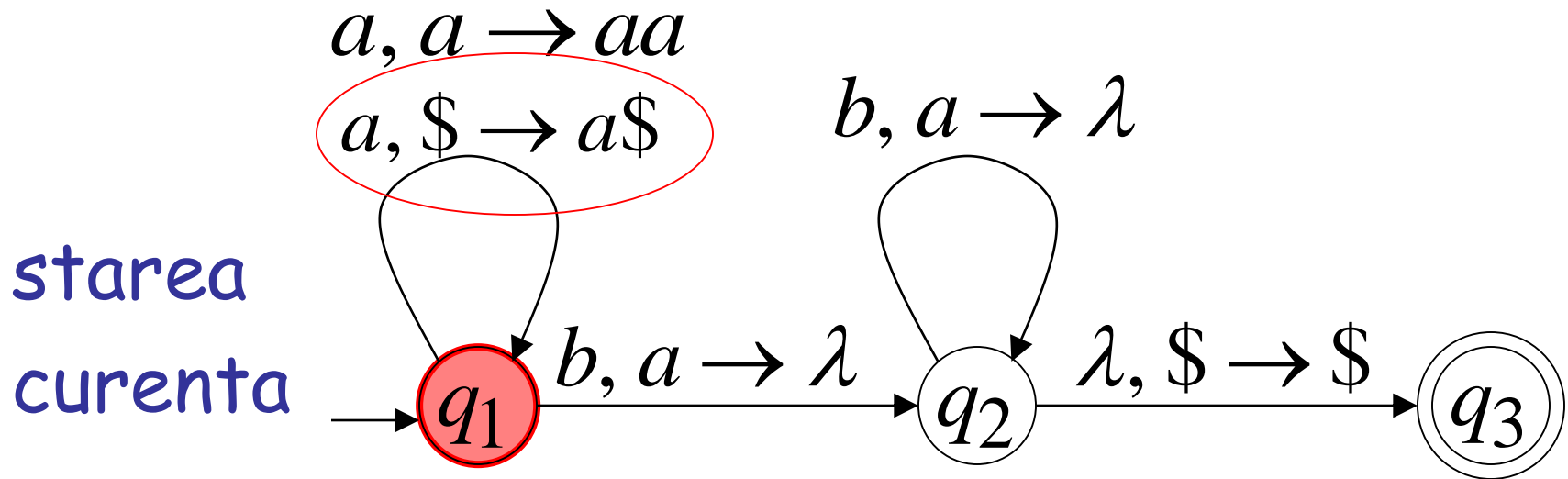
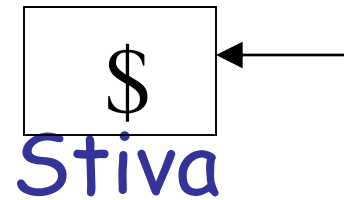
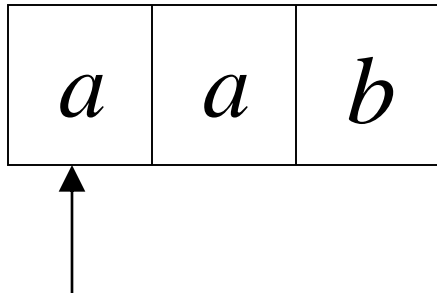
# Exemplu de Rejectare: **Timpul 0**

Input



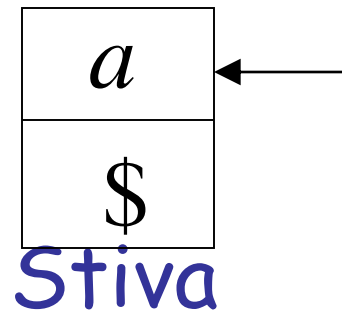
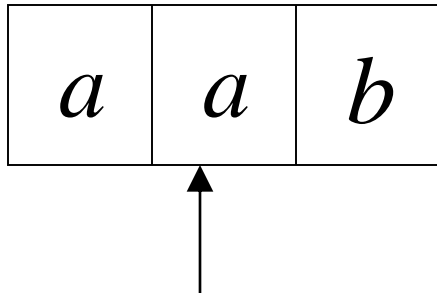
# Timpul 0

Input

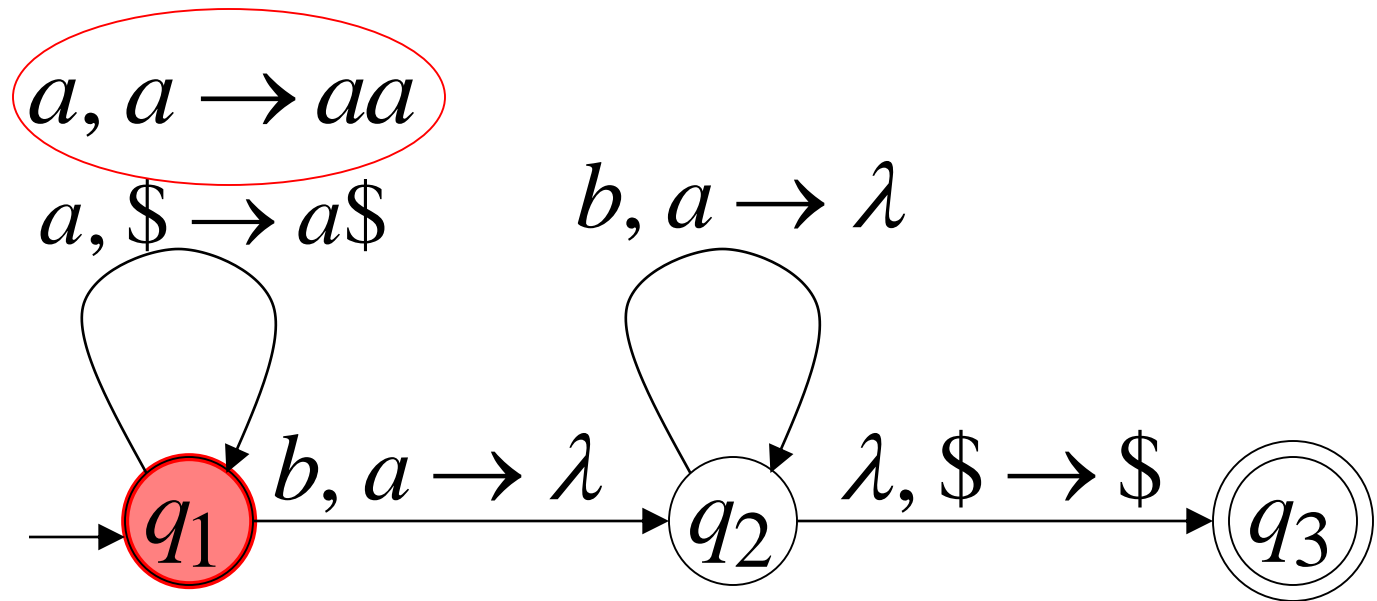


# Timput 1

Input

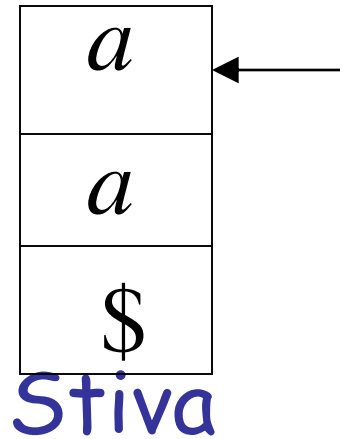
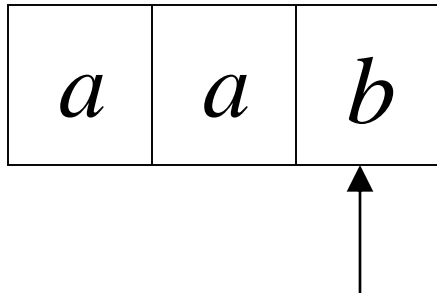


starea  
curenta



## Timput 2

Input

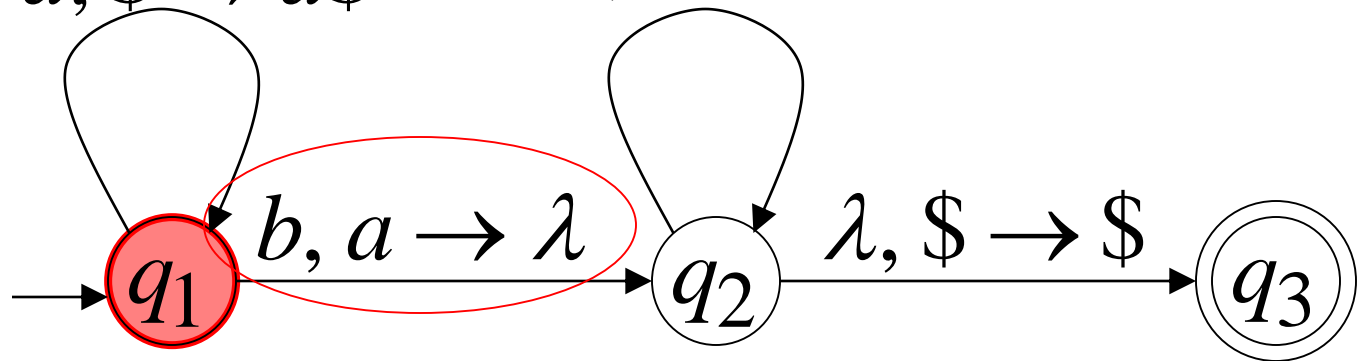


$a, a \rightarrow aa$

$a, \$ \rightarrow a\$$

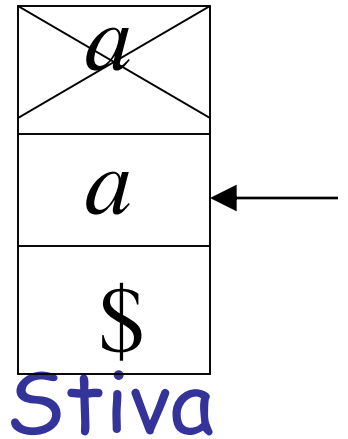
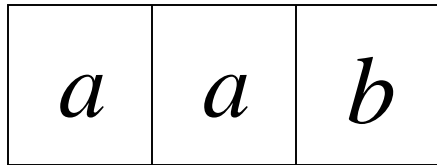
$b, a \rightarrow \lambda$

starea  
curenta



# Exemplu 3

Input

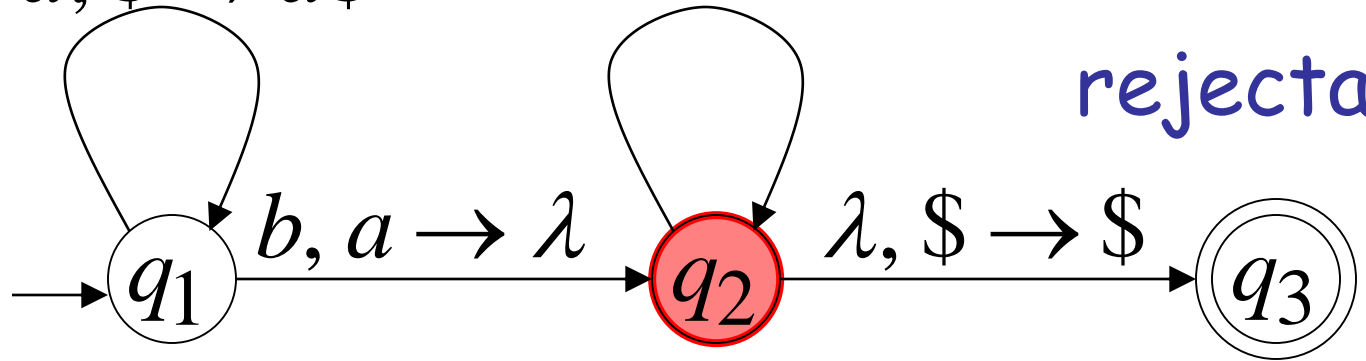


$a, a \rightarrow aa$

$a, \$ \rightarrow a\$$

$b, a \rightarrow \lambda$

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

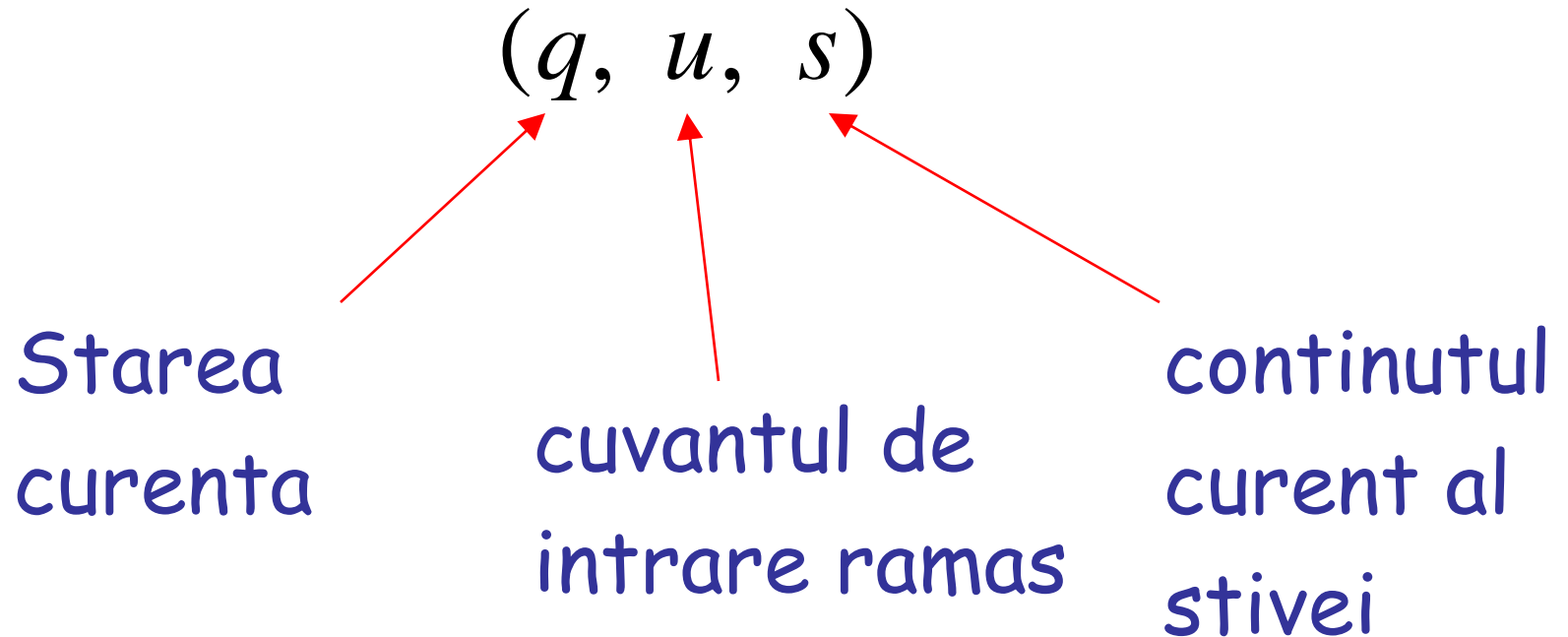
simbolul

$\delta(q, a, X) \ni (q', X')$  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  $\lambda$ ) 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

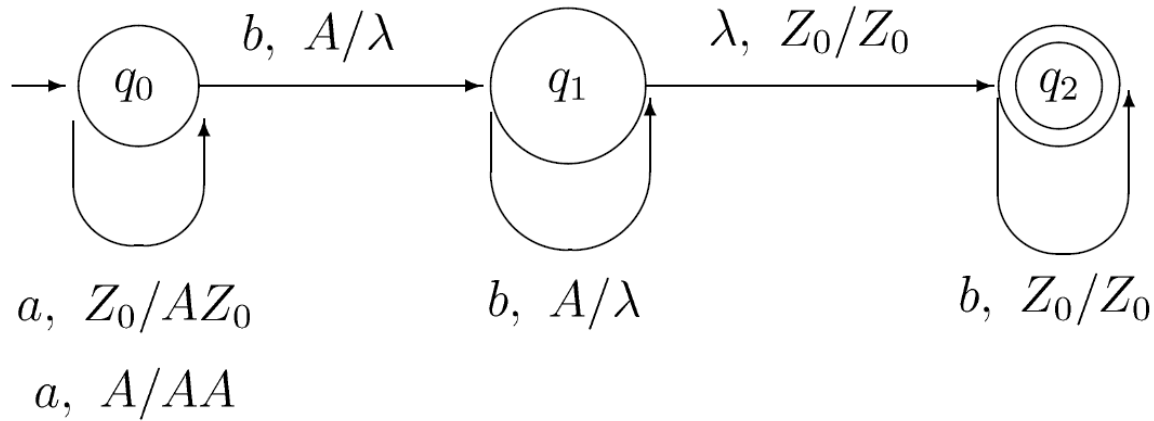
# observatii pentru DPDA

- DPDA accepta  $\lambda$ -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  $\lambda$ -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