

On Nondeterminism in Programmed Grammars

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- Preliminaries and Introduction
- Part I: Degree of Nondeterminism
- Part II: Number of Nondeterministic Rules
- Part III: Overall Nondeterminism
- Concluding Remarks and Open Problems

Acknowledgment

This presentation is partially based on: A. Meduna, L. Vrabel, P. Zemek: On Nondeterminism in Programmed Grammars, In: *AFL'11: Automata and Formal Languages 2011* (submitted).



Definition

A *programmed grammar* is a quintuple

$$G = (N, T, S, \Psi, P),$$

where

- N is an alphabet of *nonterminals*;
- T is an alphabet of *terminals* ($N \cap T = \emptyset$);
- $S \in N$ is the *starting nonterminal*;
- Ψ is an alphabet of *rule labels*;
- P is a finite set of *rules* of the form

$$(r: A \rightarrow x, \sigma_r),$$

where $r \in \Psi$, $A \in N$, $x \in (N \cup T)^*$, and $\sigma_r \subseteq \Psi$.



Definition

The relation of a *direct derivation*, symbolically denoted by \Rightarrow , is defined over $(N \cup T)^* \times \Psi$ as follows:

$$(u, r) \Rightarrow (v, s)$$

if and only if

$$u = u_1 A u_2, v = u_1 x u_2, (r: A \rightarrow x, \sigma_r) \in P, \text{ and } s \in \sigma_r.$$



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$$L(G) = \{w \in T^* \mid (S, r) \Rightarrow^* (w, s), \text{ for some } r, s \in \Psi\}.$$



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P ... the family of languages generated by programmed grammars

Example

(1: $S \rightarrow ABC, \{2, 5\}$)

(2: $A \rightarrow aA, \{3\}$)

(3: $B \rightarrow bB, \{4\}$)

(4: $C \rightarrow cC, \{2, 5\}$)

(5: $A \rightarrow a, \{6\}$)

(6: $B \rightarrow b, \{7\}$)

(7: $C \rightarrow c, \{7\}$)

($S, 1$) \Rightarrow ($ABC, 2$)

\Rightarrow ($aABC, 3$)

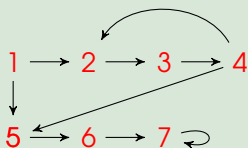
\Rightarrow ($aAbBC, 4$)

\Rightarrow ($aAbBcC, 5$)

\Rightarrow ($aabBcC, 6$)

\Rightarrow ($aabbC, 7$)

\Rightarrow ($aabbcc, 7$)



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



Definition

Let $G = (N, T, S, \Psi, P)$ be a programmed grammar. G is of *degree of nondeterminism* n , where $n \geq 1$, if every $(r: A \rightarrow x, \sigma_r) \in P$ satisfies

$$\text{card}(\sigma_r) \leq n.$$

By $\text{dnd}(G)$, we denote the degree of nondeterminism of G .

DND(P, n) ... the family of languages generated by programmed grammars of degree of nondeterminism n



Question

What happens if we limit the degree of nondeterminism?



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Theorem

DND(P, 1) = FIN

FIN ... the family of finite languages



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What happens if we limit the degree of nondeterminism?

Theorem

$$\mathbf{DND(P, 1) = FIN}$$

FIN ... the family of finite languages

Theorem

$$\mathbf{DND(P, 2) = P}$$



Question

What happens if we limit the number of nondeterministic rules?



Question

What happens if we limit the number of nondeterministic rules?

$n\mathbf{P}$... the family of languages generated by programmed grammars with n nondeterministic rules



Question

What happens if we limit the number of nondeterministic rules?

$n\mathbf{P}$... the family of languages generated by programmed grammars with n nondeterministic rules

Theorem

$$_1\mathbf{P} = \mathbf{P}$$

Definition

Let $G = (N, T, S, \Psi, P)$ be a programmed grammar. For each $(r: A \rightarrow x, \sigma_r) \in P$, let $\zeta(r)$ be defined as

$$\zeta(r) = \begin{cases} \text{card}(\sigma_r) & \text{if } \text{card}(\sigma_r) \geq 2 \\ 0 & \text{otherwise.} \end{cases}$$

The *overall nondeterminism* of G is denoted by $\text{ond}(G)$ and defined as

$$\text{ond}(G) = \sum_{r \in \Psi} \zeta(r).$$

OND(P, n) ... the family of languages generated by programmed grammars with overall nondeterminism n



Example

(1: $S \rightarrow ABC, \{2, 5\}$)

(2: $A \rightarrow aA, \{3\}$)

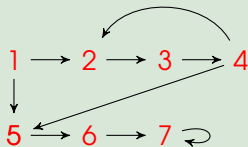
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$\text{ond}(G)$

$\text{ond}(G) = 4$



Question

What happens if we limit the overall nondeterminism?



Question

What happens if we limit the overall nondeterminism?

Theorem

$\text{OND}(\mathbf{P}, n) \subset \text{OND}(\mathbf{P}, n + 1)$



Open Problems

- Appearance checking?
- Propagating programmed grammars?



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The thank you slide.