

# Jumping Finite Automata: New Results

Part Two: New Models

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- **Motivation**
- **n-Parallel Jumping Finite Automata**
- **Double-Jumping Finite Automata**
- **One-Way Jumping Finite Automata**

# Motivation

Why study other models?

## Possible Advantages

- completely discontinuous reading
- can accept some CF and CS languages

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- completely discontinuous reading
- can accept some CF and CS languages

## Possible Disadvantages

- cannot guarantee any specific reading order
- therefore it cannot accept languages like  $a^*b^*$
- heavily nondeterministic behavior

## Definition

A GJFA makes a **right jump** from  $wpyxz$  to  $wxqz$  by  $py \rightarrow q$ :

$$wpyxz \overset{r}{\curvearrowright} wxqz$$

where  $w, x, y, z \in \Sigma^*$ .

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where  $w, x, y, z \in \Sigma^*$ .

## Definition

A GJFA makes a **left jump** from  $wxpyz$  to  $wqxz$  by  $py \rightarrow q$ :

$$wxpyz \xrightarrow{l} wqxz$$

where  $w, x, y, z \in \Sigma^*$ .

## Properties of Right Jumps

- consider the configuration  $upv$ , where  $p \in Q$ ,  $u, v \in \Sigma^*$
- the automaton will get stuck for any  $|u| > 0$
- result: the same power as FAs



## Properties of Right Jumps

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- result: the same power as FAs

## Properties of Left Jumps

- open problem
- can define some non-regular languages

## Motivation for New Models

- partially discontinuous reading
- partially continuous reading
- explore new possibilities
- more deterministic behavior

# $n$ -Parallel Jumping Finite Automata

Based on



Radim Kocman and Alexander Meduna  
On Parallel Versions of Jumping Finite Automata  
Proceedings of SDOT 2015

- heavily used in formal grammars  
( $n$ -parallel grammars, simple matrix grammars, ...)

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## Example Derivations

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## Example Derivations

$S \Rightarrow ABC \Rightarrow aAbBcC \Rightarrow aaAbbBccC \Rightarrow aaabbbccc$

- rarely used in classical automata  
(multiple tapes, more heads reading the same input, ...)
- What if the parallelism is combined with the jumping?

## Definition

An  $n$ -parallel general jumping finite automaton ( $n$ -PGJFA) is a quintuple

$$M = (Q, \Sigma, R, S, F)$$

where

$Q$  is a finite set of states;

$\Sigma$  is an input alphabet,  $Q \cap \Sigma = \emptyset$ ;

$R$  is a finite set of rules:  $py \rightarrow q$ , where  $p, q \in Q$ ,  $y \in \Sigma^*$ ;

$S$  is a set of start state strings,  $S \subseteq Q^n$ ;

$F$  is a set of final states.



- arbitrary splits the input into  $n$  parts
- steps of all heads are synchronized
- different types of the jumping:
  - unrestricted jumps – each part is processed as in JFA
  - right jumps – each part is processed as in FA

## Example

Consider the 3-PGJFA

$$M = (\{s, r, p\}, \Sigma, R, \{srp\}, \{s, r, p\}),$$

where  $\Sigma = \{a, b, c\}$  and  $R$  consists of the rules

$$sa \rightarrow s, \quad rb \rightarrow r, \quad pc \rightarrow p.$$

$$L(M, 3-r) = \{a^n b^n c^n \mid n \geq 0\}$$

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## Example Steps (for $n = 3$ with only right jumps)

$$|aaa|bbb|ccc \rightsquigarrow |aa|bb|cc \rightsquigarrow |a|b|c \rightsquigarrow |||$$

## Theorem

For every  $n$ -PRLG  $G = (N_1, \dots, N_n, T, S1, P)$ , there is an  $n$ -PGJFA using only right  $n$ -jumps  $M = (Q, \Sigma, R, S2, F)$ , such that  $L(M, n-r) = L(G)$ .

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## Theorem

${}_r1\text{-PGJFA} = {}_r\text{GJFA} = \text{REG}$ .

## Theorem

${}_r2\text{-PGJFA} \subset \text{CF}$ .

## Theorem

${}_rn\text{-PGJFA} \subset \text{CS}$  and there exist non-context-free languages in  ${}_rn\text{-PGJFA}$  for all  $n > 2$ .

## Theorem

For all  $n \in \mathbb{N}$ ,  ${}_rn\text{-PGJFA} \subset {}_r(n+1)\text{-PGJFA}$ .

# Double-Jumping Finite Automata

Based on



Radim Kocman, Zbyněk Křivka and Alexander Meduna  
On Double-Jumping Finite Automata  
Proceedings of NCMA 2016

## Definition

A general jumping finite automaton (GJFA) is a quintuple

$$M = (Q, \Sigma, R, s, F)$$

where

- $Q$  is a finite set of states;
- $\Sigma$  is the input alphabet;
- $R$  is a finite set of rules of the form

$$py \rightarrow q \quad (p, q \in Q, y \in \Sigma^*)$$

- $s$  is the start state;
- $F$  is a set of final states.

## Used Symbols

▶ – Right Jump

◀ – Left Jump

◆ – Both Directions

## Studied Modes

◆◆ ↷ – Unrestricted 2-Jumps

▶▶ ↷ – Right-Left 2-Jumps

◀◀ ↷ – Left-Right 2-Jumps

▶▶ ↷ – Right-Right 2-Jumps

◀◀ ↷ – Left-Left 2-Jumps



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◀◀↷ – Left-Left 2-Jumps

## Example

$$L(M_{\langle \blacktriangleright, \blacktriangleleft \rangle}) = \{uvw \mid u, v, w \in \Sigma^*, usvs_w \blacktriangleleft \blacktriangleright^* ff, f \in F\}.$$

## Conditions for 2-Jumps

- both jumps follow the same rule
- the jumps cannot ever cross each other

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## Example with $\blacktriangleleft \blacktriangleright \curvearrowright$

- configuration:  $uu'apvpaw'w$ , where  $a, u, u', v, w, w' \in \Sigma^*, p \in Q$
- rule:  $(p, a, q)$
- 2-jump:  $uu'apvpaw'w \blacktriangleleft \blacktriangleright \curvearrowright uqu'vw'qw$

## Properties

- required initial configuration:  $sxs$ , where  $x \in \Sigma^*$
- cannot jump over any symbols
- every  $x \in L(M_{\blacktriangleright\blacktriangleleft\curvearrowright})$  can be written as  $x = u_1u_2 \dots u_nu_n \dots u_2u_1$ , where  $n \in \mathbb{N}$ , and  $u_i \in \Sigma^*$ ,  $1 \leq i \leq n$
- accept string palindromes of even length

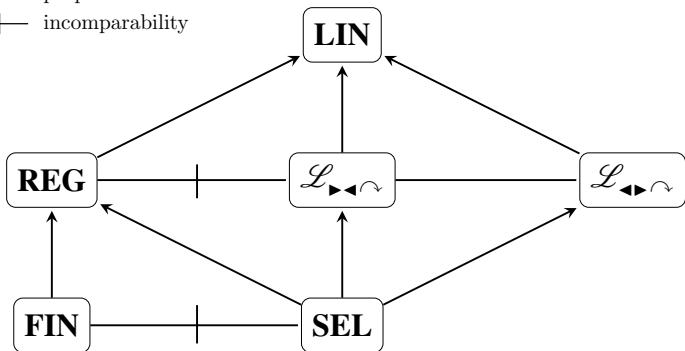
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## Language Family ( $\mathcal{L}_{\blacktriangleright\blacktriangleleft\curvearrowright}$ )

- a subfamily of the family of linear languages
- the same as  $\mathcal{L}_{\blacktriangleleft\blacktriangleright\curvearrowright}$

- identity
- proper inclusion
- + incomparability



## Properties

- the first jump should not skip symbols
- the second jump can skip symbols

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## Example Behavior

- $u_1 u'_1 u_2 u'_2 \dots u_n u'_n$ , where  $n \in \mathbb{N}$ ,  $u_i, u'_i \in \Sigma$ ,  $u_i = u'_i$ ,  $1 \leq i \leq n$
- red symbols can be also shifted to the right over blue symbols



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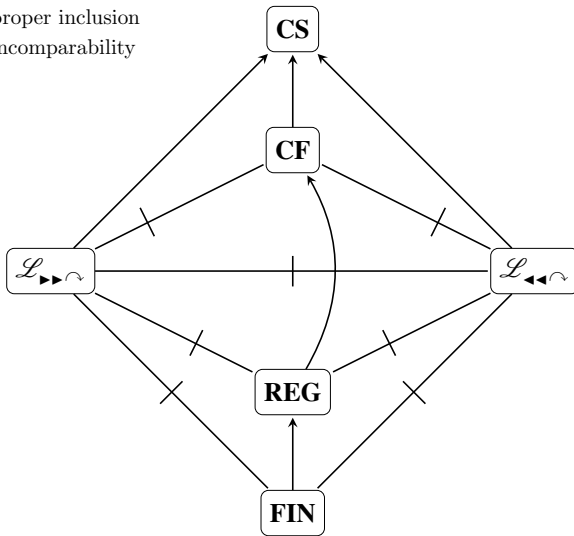
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- red symbols can be also shifted to the right over blue symbols

## Language Family ( $\mathcal{L}_{\blacktriangleright\blacktriangleright\curvearrowright}$ )

- a subfamily of the family of context-sensitive languages
- **not the same as**  $\mathcal{L}_{\blacktriangleleft\blacktriangleleft\curvearrowright}$

- identity
- proper inclusion
- + incomparability



	$L_{\blacktriangleright\blacktriangleleft}^{\sim}, L_{\blacktriangleleft\blacktriangleright}^{\sim}$	$L_{\blacktriangleright\blacktriangleright}^{\sim}$	$L_{\blacktriangleleft\blacktriangleleft}^{\sim}$
endmarking (both sides)	- (+)	- (-)	- (-)
concatenation	-	-	-
square ( $L^2$ )	-	-	-
shuffle	-	-	-
union	+	+	+
complement	-	-	-
intersection	+	-	-
int. with regular languages	+	-	-
mirror image	+	-	-
finite substitution	-	-	-
homomorphism	+	-	-
$\varepsilon$ -free homomorphism	+	-	-
inverse homomorphism	-	-	-

# One-Way Jumping Finite Automata

Based on



Hiroyuki Chigahara, Szilárd Zsolt Fazekas  
and Akihiro Yamamura

One-way Jumping Finite Automata  
Int. J. Found. Comput. Sci. 27, 391 (2016)



Szilárd Zsolt Fazekas and Akihiro Yamamura  
On Regular Languages accepted by One-Way  
Jumping Finite Automata  
Short Papers of NCMA 2016

## Definition

A right one-way jumping finite automaton (ROWJFA) is a quintuple  $M = (Q, \Sigma, R, s, F)$ , where  $Q$ ,  $\Sigma$ ,  $R$ ,  $s$  and  $F$  are defined as in a DFA.

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## Definition

The **right one-way jumping relation**, symbolically denoted by  $\circ$ , over  $Q\Sigma^*$ , is defined as follows. Suppose that  $x$  and  $y$  belong to  $\Sigma^*$ ,  $a$  belongs to  $\Sigma$ ,  $p$  and  $q$  are states in  $Q$  and  $pa \rightarrow q \in R$ . Then the ROWJFA  $M$  makes a jump from the configuration  $pxay$  to the configuration  $qyx$ , written as

$$pxay \circ qyx$$

if  $x$  belongs to  $\{\Sigma \setminus \Sigma_p\}^*$  where  $\Sigma_p = \{b \in \Sigma \mid (p, b, q) \in R \text{ for some } q \in Q\}$ .

## Definition

The language accepted by  $M$ , denoted by  $L(M)$ , is defined as

$$L(M) = \{w \in \Sigma^* \mid sw \circ^* f, f \in F\}$$

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- fully deterministic behavior
- There is also a similar definition for the left one-way jumping finite automaton.



## Example 1

Let  $M_1$  be a ROWJFA given by

$$M_1 = (\{q_0, q_1, q_2\}, \Sigma, R, q_0, \{q_0\}),$$

where  $\Sigma = \{a, b, c\}$  and  $R$  consists of the rules

$$q_0 a \rightarrow q_1, \quad q_1 b \rightarrow q_2, \quad q_2 c \rightarrow q_0.$$

$$L(M_1) = \{w \in \Sigma^* \mid |w|_a = |w|_b = |w|_c\}$$

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## Example 2

Let  $M_2$  be a ROWJFA given by

$$M_2 = (\{q_0, q_1\}, \Sigma, R, q_0, \{q_0, q_1\}),$$

where  $\Sigma = \{a, b\}$  and  $R$  consists of the rules

$$q_0a \rightarrow q_0, \quad q_0b \rightarrow q_1, \quad q_1b \rightarrow q_1.$$

$$L(M_2) = a^*b^*$$

## Theorem

**ROWJ** properly includes **REG**.

## Theorem

**ROWJ** and **LOWJ** are incomparable.

## Theorem

**ROWJ**  $\not\subseteq$  **JFA**.

## Theorem

**CF** and **ROWJ** are incomparable.

## Theorem

The class **ROWJ** is not closed under

- intersection,
- concatenation,
- reversal,
- intersection with regular languages,
- concatenation with regular languages,
- substitution,
- Kleene star,
- Kleene plus.

## Theorem

Let  $M$  be a ROWJFA. If there exists a constant  $k$ , such that for any word  $w \in L(M)$  the number of sweeps needed by  $M$  to process  $w$  is at most  $k$ , then the language  $L(M)$  is regular.

## Overall Conclusion

### $n$ -Parallel Jumping Finite Automata

- combination of the parallel and jumping behavior

### Double-Jumping Finite Automata

- parallel combination of different jumping modes

### One-Way Jumping Finite Automata

- fully deterministic behavior

Thank you for your attention!