

Efficient Inclusion Checking on Explicit and Semi-Symbolic Tree Automata

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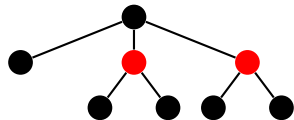
October 13, 2011

- 1 Tree Automata
- 2 Downward Inclusion Checking
- 3 Semi-Symbolic Encoding of Non-Deterministic TA
- 4 Conclusion

Trees

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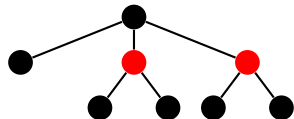
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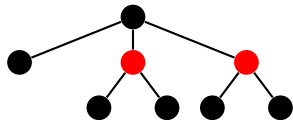
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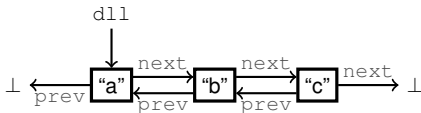
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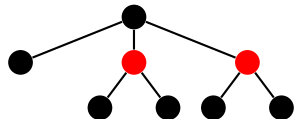
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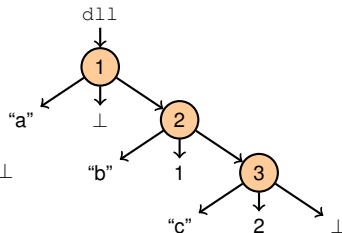
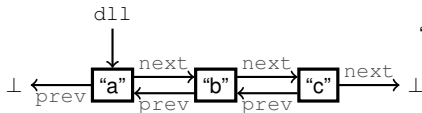
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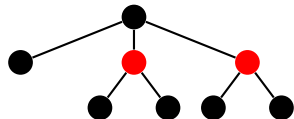
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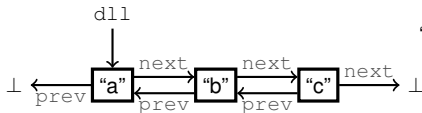
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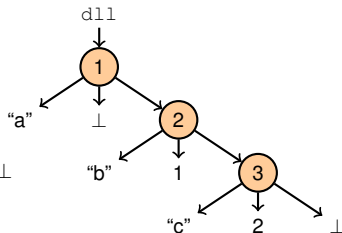


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Finite Tree Automaton (TA): $\mathcal{A} = (Q, \Sigma, \Delta, F)$

■ extension of finite automaton to trees:

- Q ... set of **states**,
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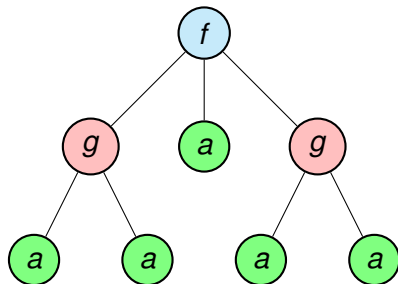
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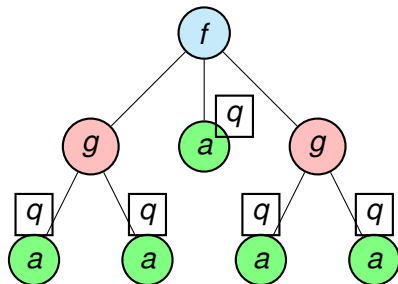
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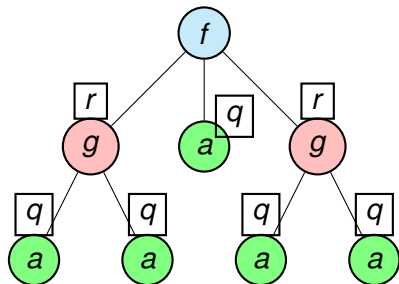
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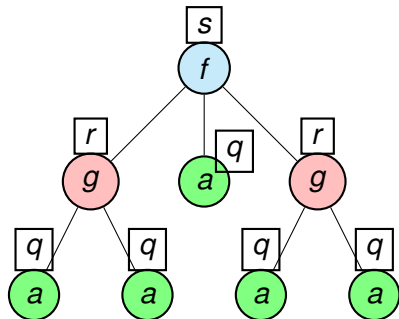
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- handling **large alphabets** (MSO, WSkS).

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Approaches to Checking Tree Automata Inclusion

■ Approximate

- **downward simulation:** $q \preceq_D r \implies$

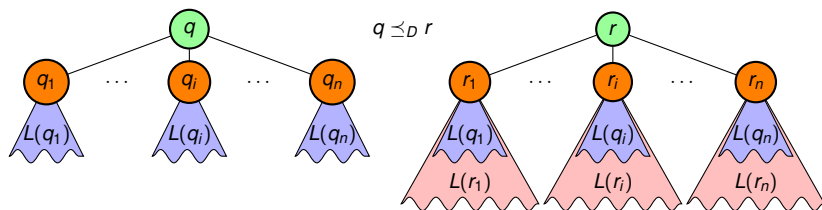
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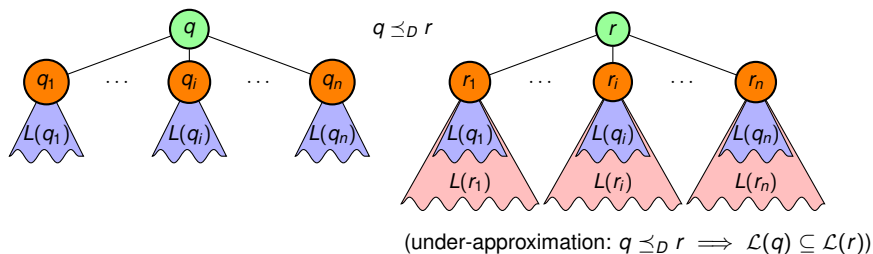


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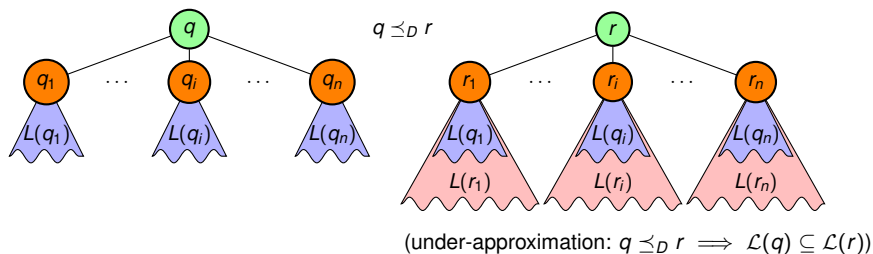


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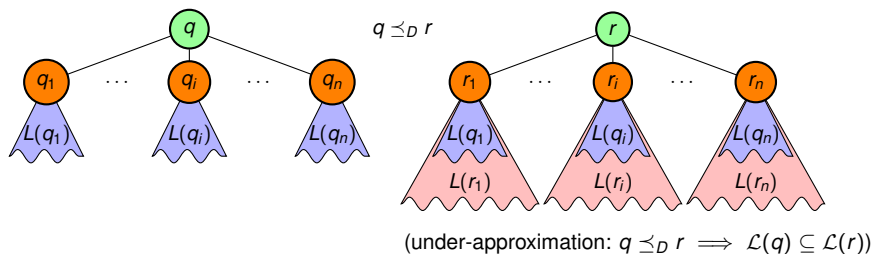
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- upward simulation

- ▶ not compatible with language inclusion,
- ▶ but can be used to speed up exact checking

Exact: **EXPTIME**-complete . . .

-
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 - antichains combined with simulation^{2,3}

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²L. Doyen, J.-F. Raskin. Antichain Algorithms for Finite Automata. TACAS'10.

³P. Abdulla, Y.-F. Chen, L. Holík, R. Mayr, T. Vojnar. When Simulation Meets Antichains. TACAS'10.

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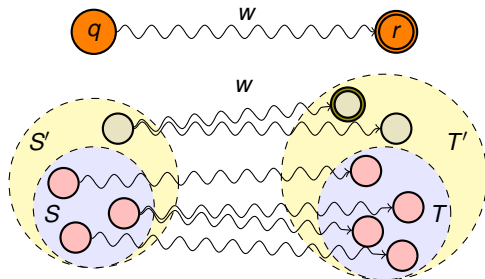
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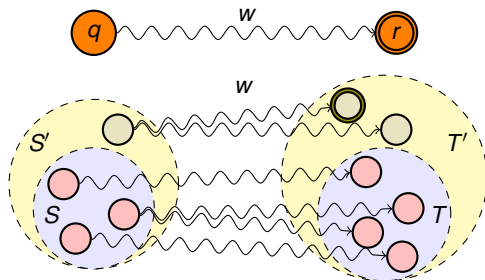
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- 2 use **simulation** to further prune the searched space.

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- Upward simulation \rightarrow hard to compute and too strong. 😞
- Not compatible with downward simulation (easy & rich). 😞

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- inspired by XML Schema containment checking⁴,

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- does not follow the classic schema of inclusion algorithms,
- uses antichains and [downward simulation](#).

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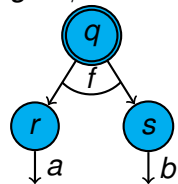
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$$\underline{q} \xrightarrow{f} (r, s)$$

$$r \xrightarrow{a} \downarrow$$

$$s \xrightarrow{b} \downarrow$$



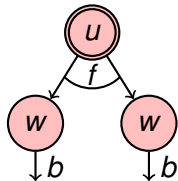
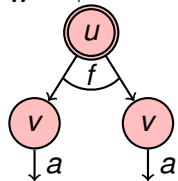
\mathcal{A}_B

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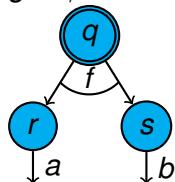
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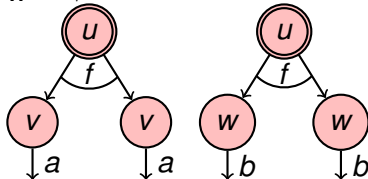
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$\mathcal{L}(q) \subseteq \mathcal{L}(u)$ if and only if

$$\mathcal{L}(r) \times \mathcal{L}(s) \subseteq (\mathcal{L}(v) \times \mathcal{L}(v)) \cup (\mathcal{L}(w) \times \mathcal{L}(w))$$

(language inclusion of tuples!)

Checking language inclusion of tuples

Note that in general

$$(\mathcal{L}(v_1) \times \mathcal{L}(v_2)) \cup (\mathcal{L}(w_1) \times \mathcal{L}(w_2)) \neq (\mathcal{L}(v_1) \cup \mathcal{L}(w_1)) \times (\mathcal{L}(v_2) \cup \mathcal{L}(w_2))$$

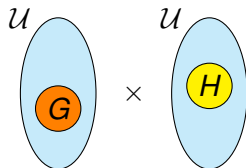
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However, for universe \mathcal{U} and $G, H \subseteq \mathcal{U}$:

$$G \times H = (G \times \mathcal{U}) \cap (\mathcal{U} \times H)$$



Checking language inclusion of tuples

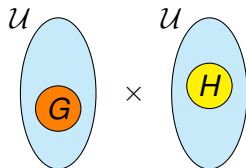
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Checking language inclusion of tuples

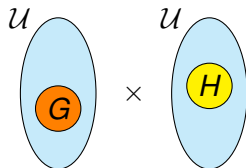
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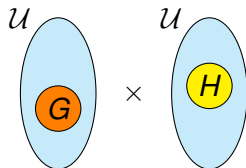
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 - for all clauses ...
 - exists a position such that inclusion holds.
- Sooner or later, the DFS either
 - reaches a leaf, or
 - reaches a pair (q_S, P_B) which is already in W .

Optimised Downward Inclusion Checking Algorithm

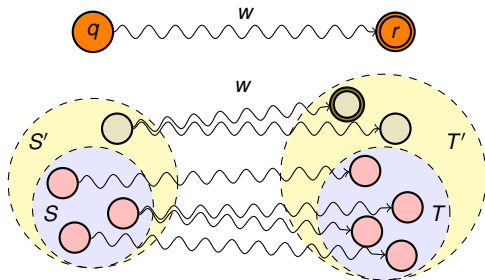
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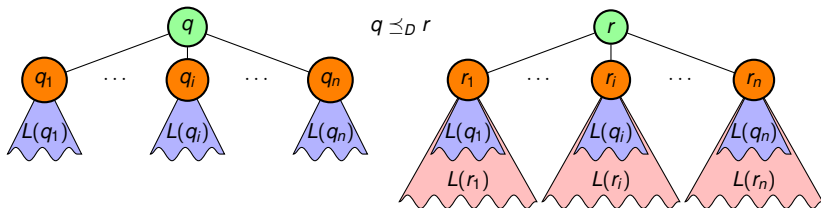
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Experiments

Size	50–250	400–600
Pairs	323	64
Timeout	20 s	60 s
Up	31.21 %	9.38 %
Up+s	0.00 %	0.00 %
Down	53.50 %	39.06 %
Down+s	15.29 %	51.56 %
Avg up	1.71	0.34
Avg down	3.55	46.56

a)

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- a) Comparison of methods (w/ simulation computation time).
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Current approach:

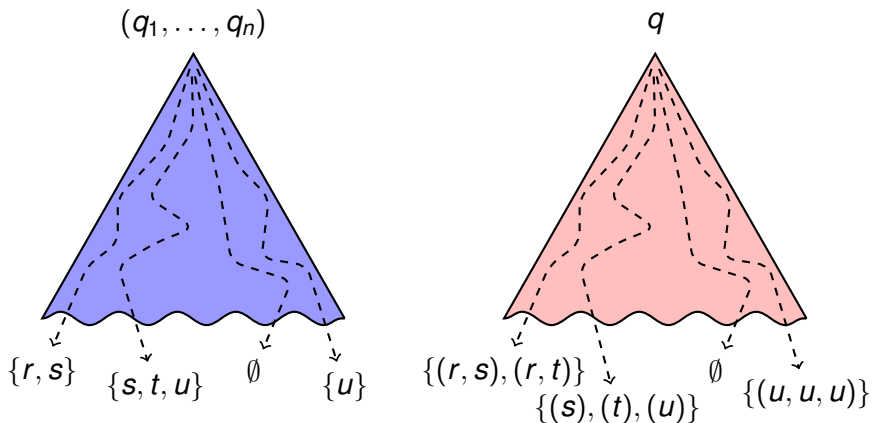
- use the MONA tree automata package (MTBDD-based)
- **But** only deterministic automata supported →
 - often runs out of reasonable memory or time.

Dual representation

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- Bottom-up: ■ Top-down:



Bottom-up : inspired by MONA, but has **sets of states** in leaves.

Top-down : **sets of state tuples** in leaves.

Algorithms for

- union,
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 - based on M. Henzinger, T. Henzinger, and P. Kopke's algorithm.

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Experiments:

- Use of CUDD to implement MTBDDs.
- ~ 8500 times faster downward inclusion checking than explicit representation for tested automata with large alphabets.

Conclusion

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- An alternative **downward** approach to checking language inclusion of non-deterministic tree automata proposed, . . .
- . . . that makes use of **antichains** and **downward simulation**.
- A new **symbolic encoding** of non-deterministic tree automata proposed.

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- Create a tree automata package replacing MONA.

Thank you for your attention.

Questions?