

Learning automata

Gabriele Puppis

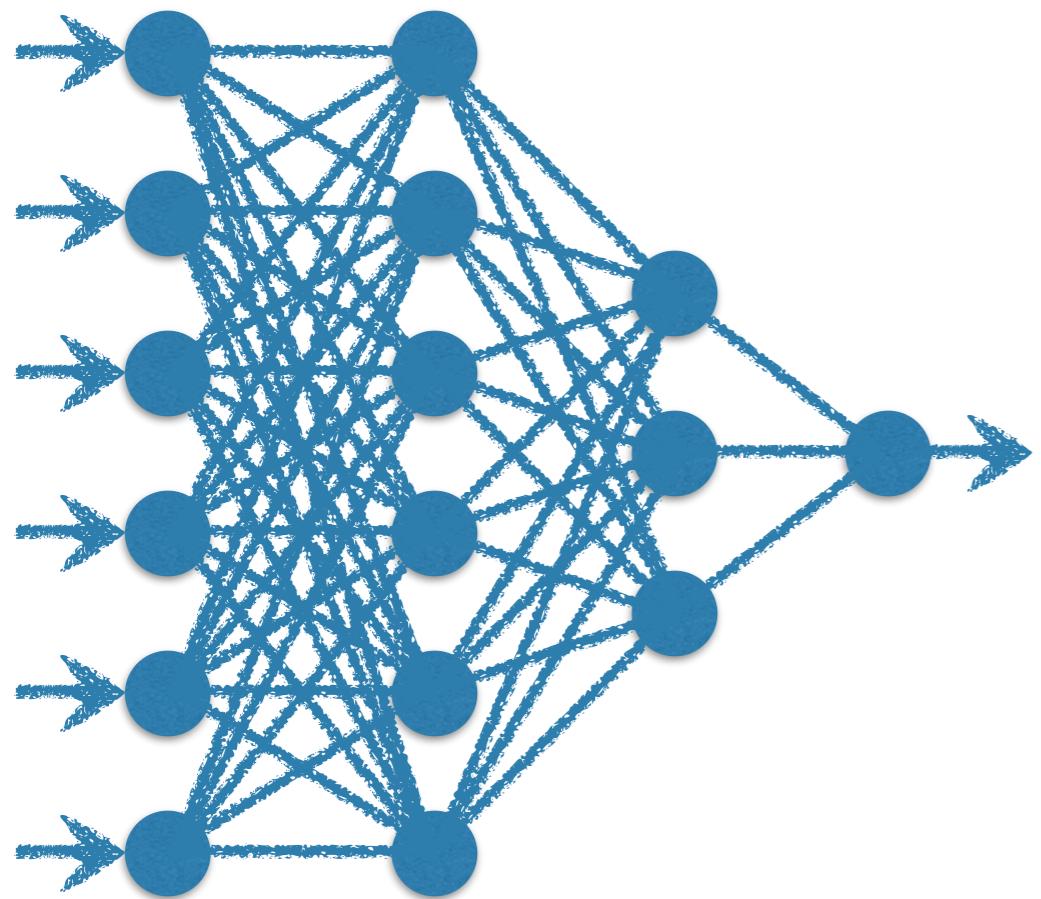
Learning automata ...and generalisations!

Gabriele Puppis

Learning scenarios (supervised)

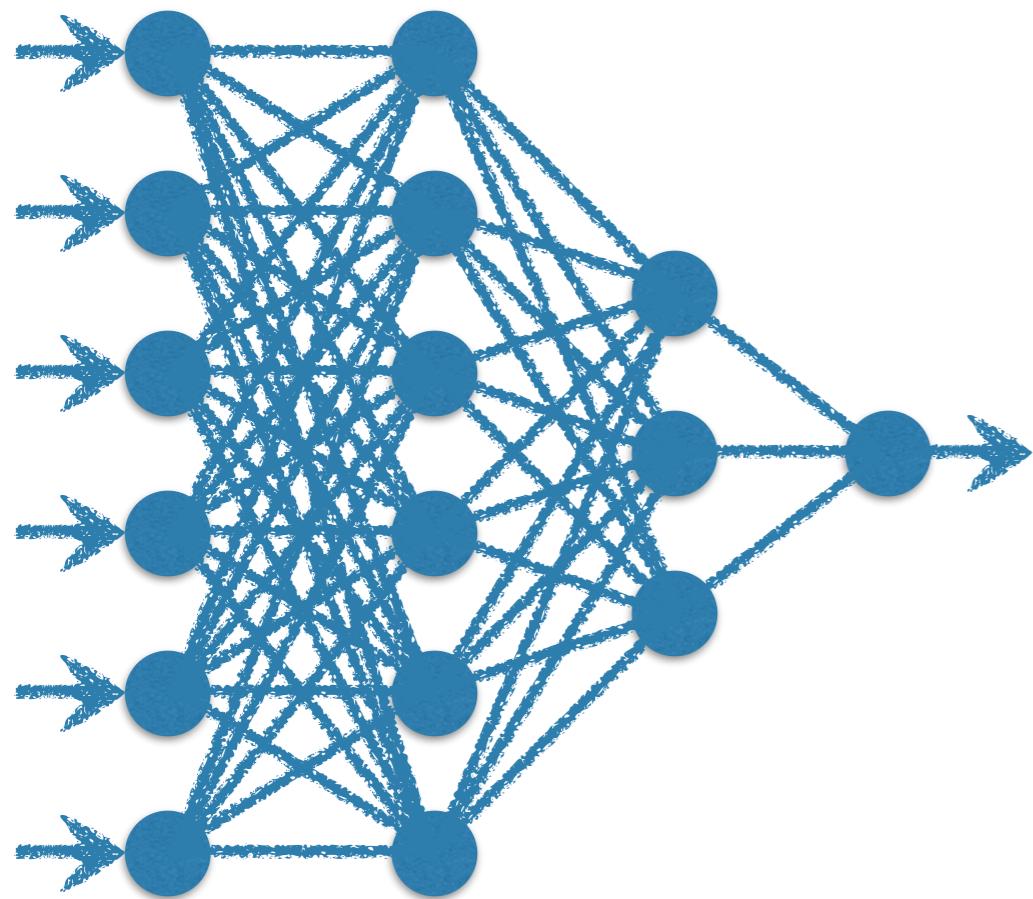
Learning scenarios (supervised)

NNs

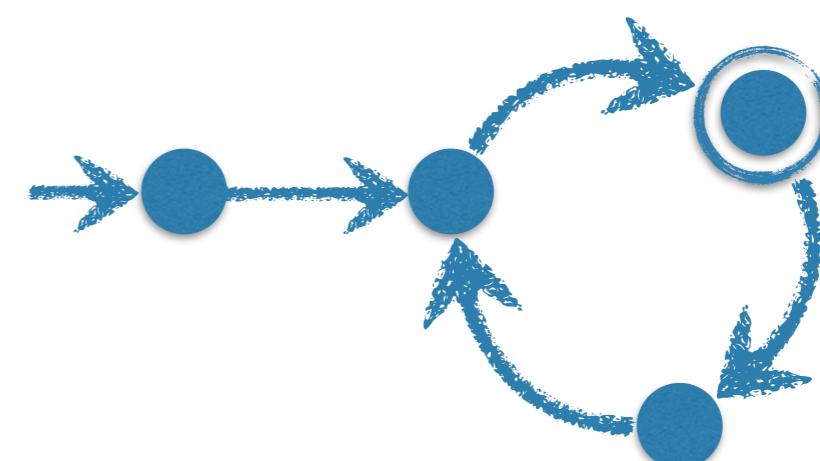


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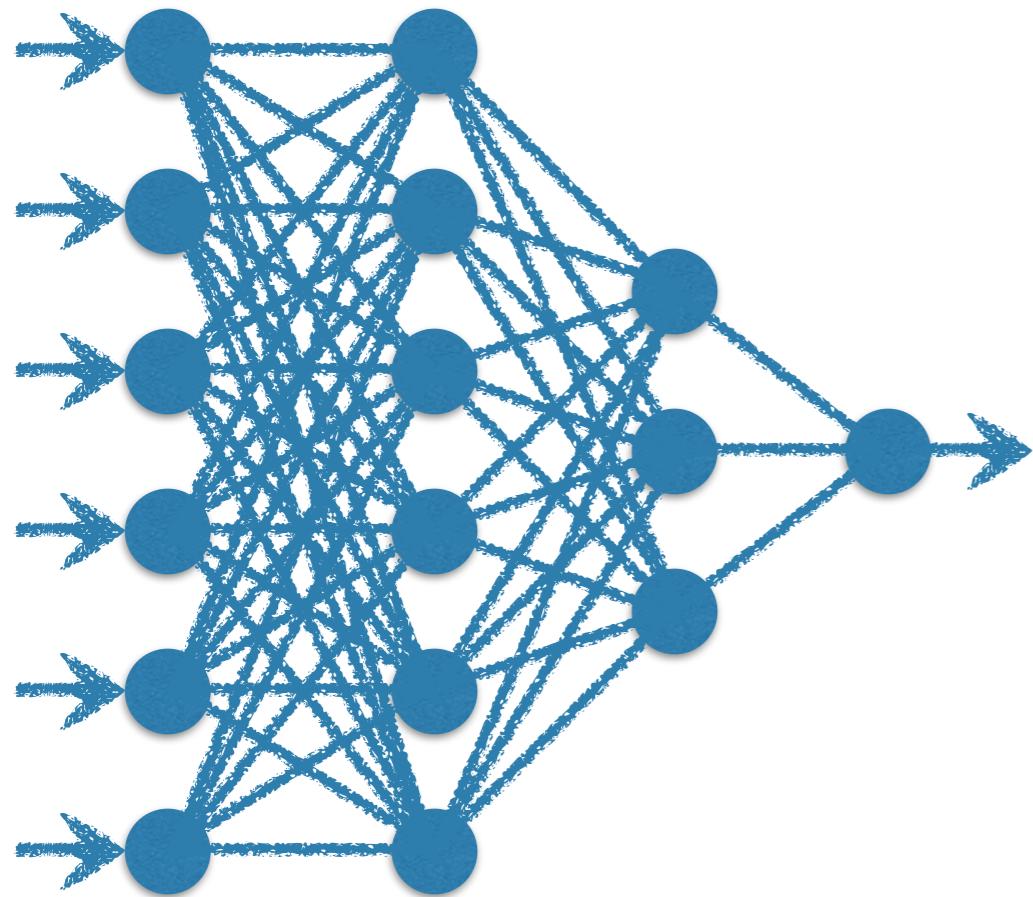


Automata



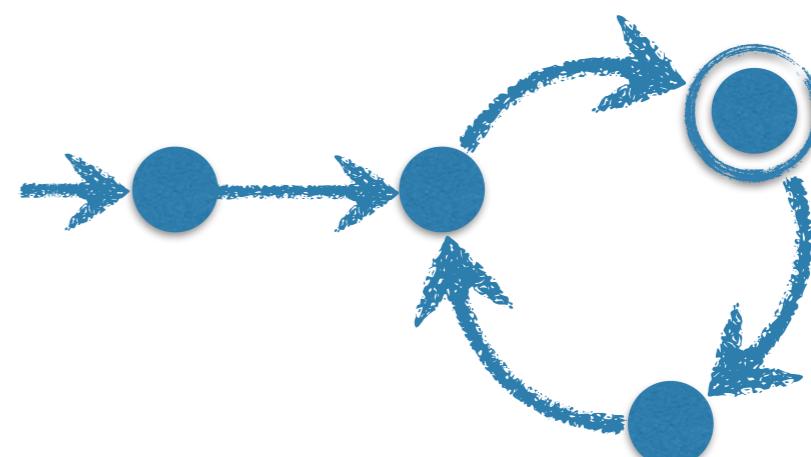
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simple data, e.g. $\bar{x} \in \mathbb{R}^k$

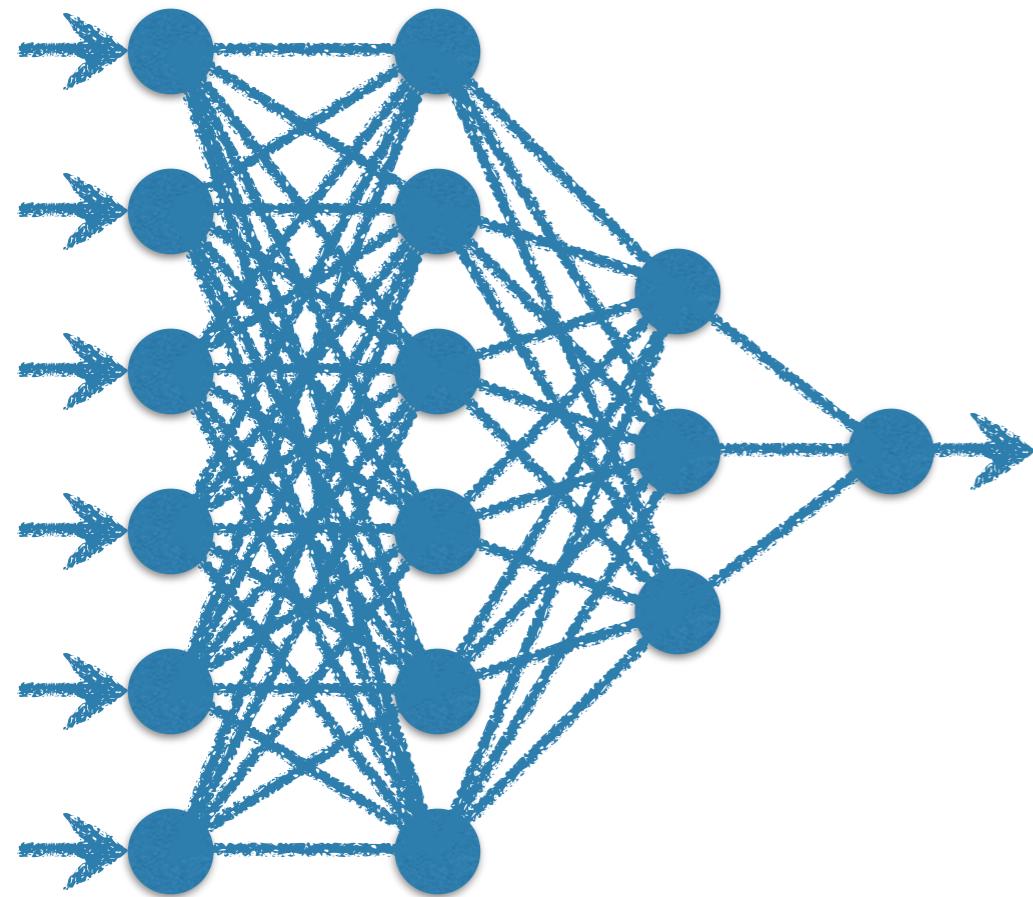
Automata



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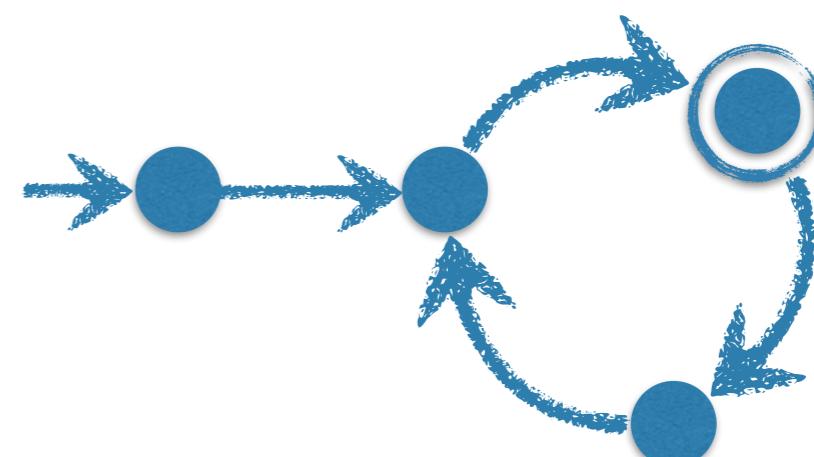
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complex functions, e.g. $f: \mathbb{R}^k \rightarrow \{0,1\}$
representing pictures of dogs

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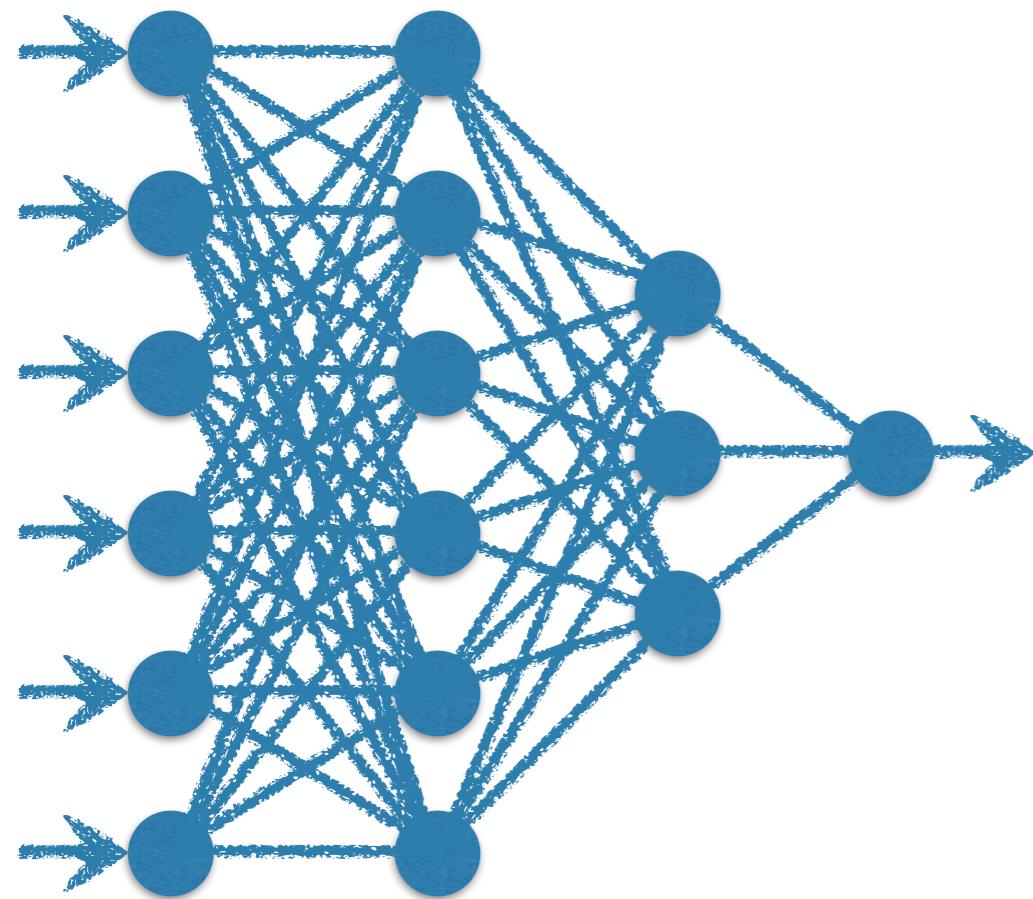


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representing regular $L \subseteq \Sigma^*$

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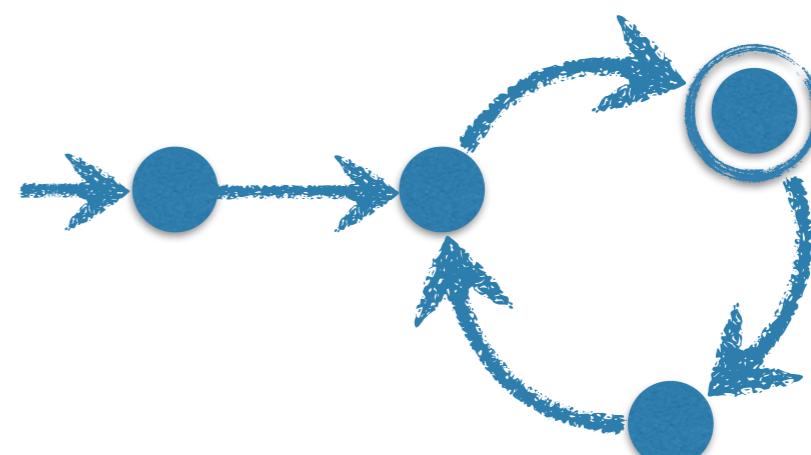


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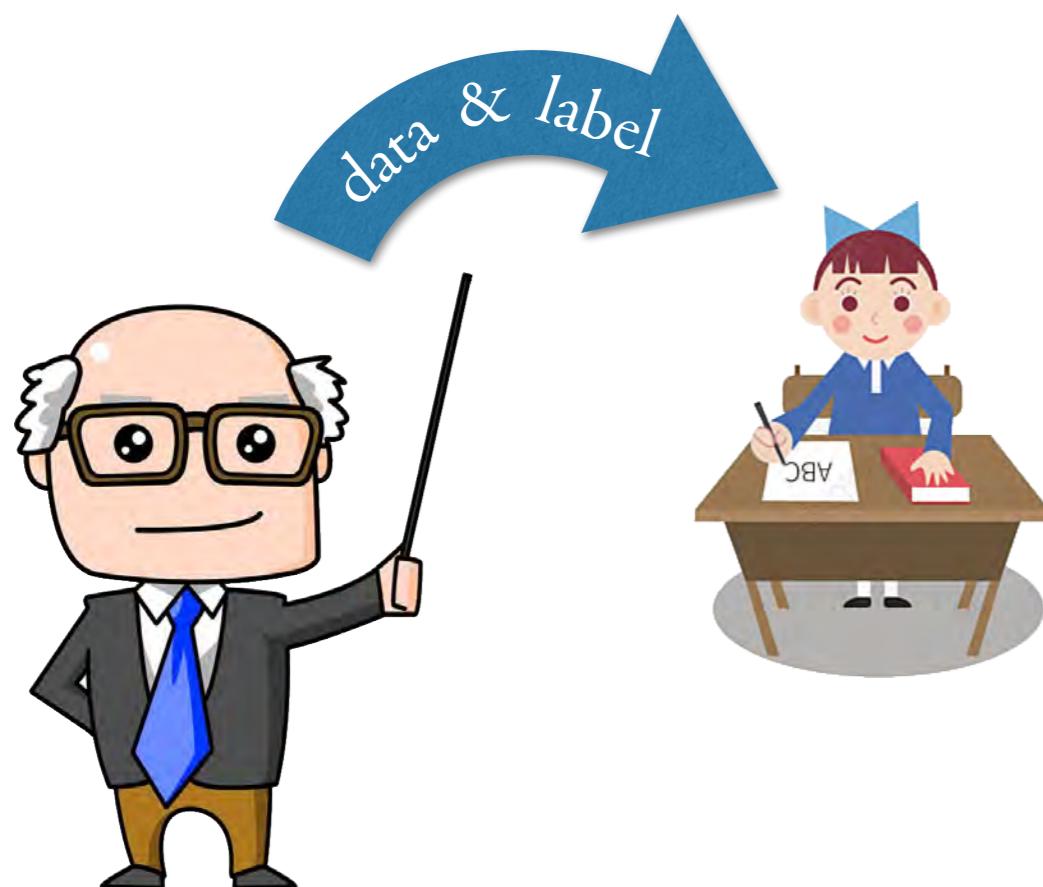
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structure (states+transitions) is learned

Learning scenarios (supervised)

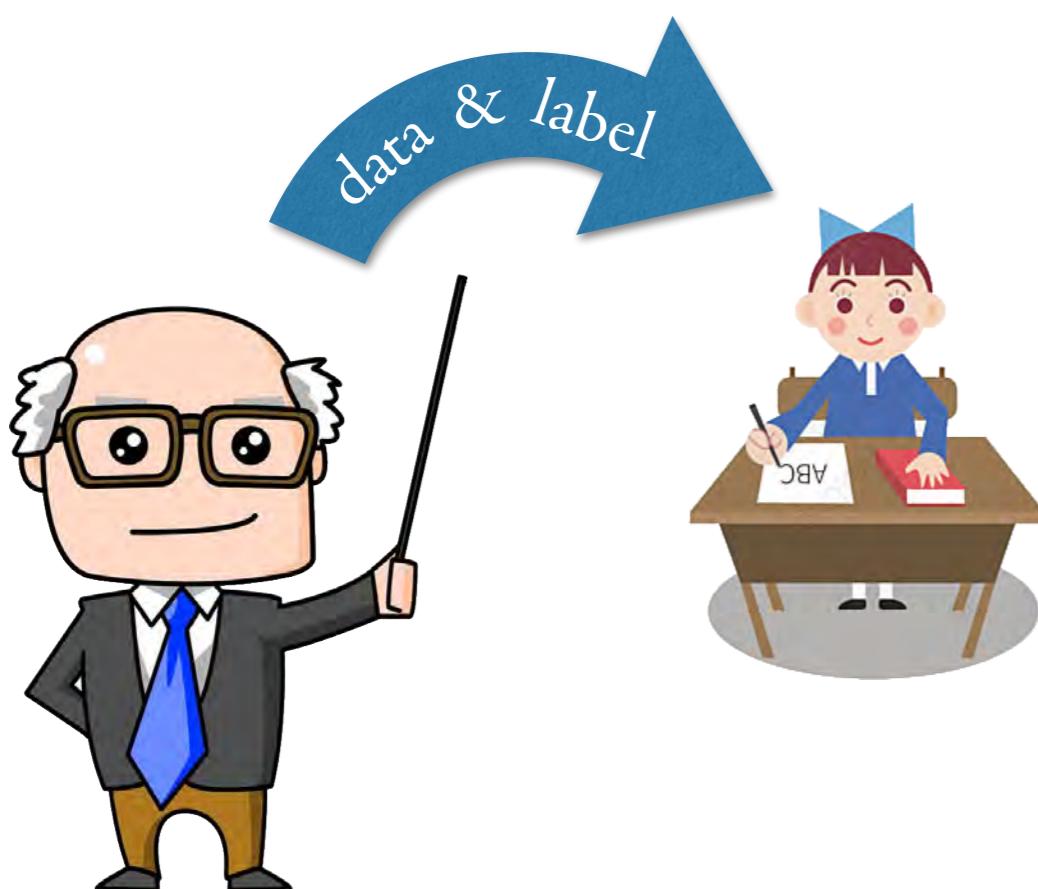
Learning scenarios (supervised)

Passive

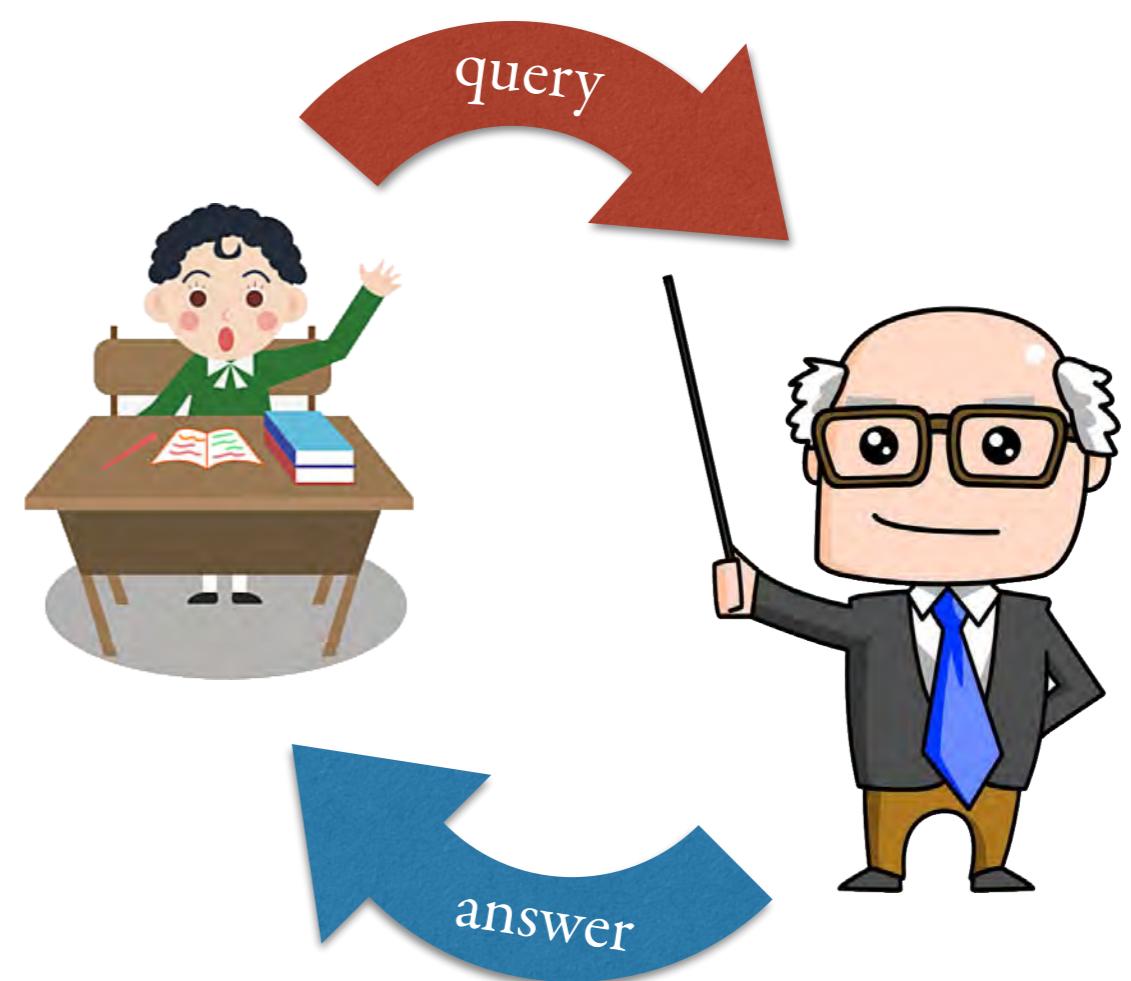


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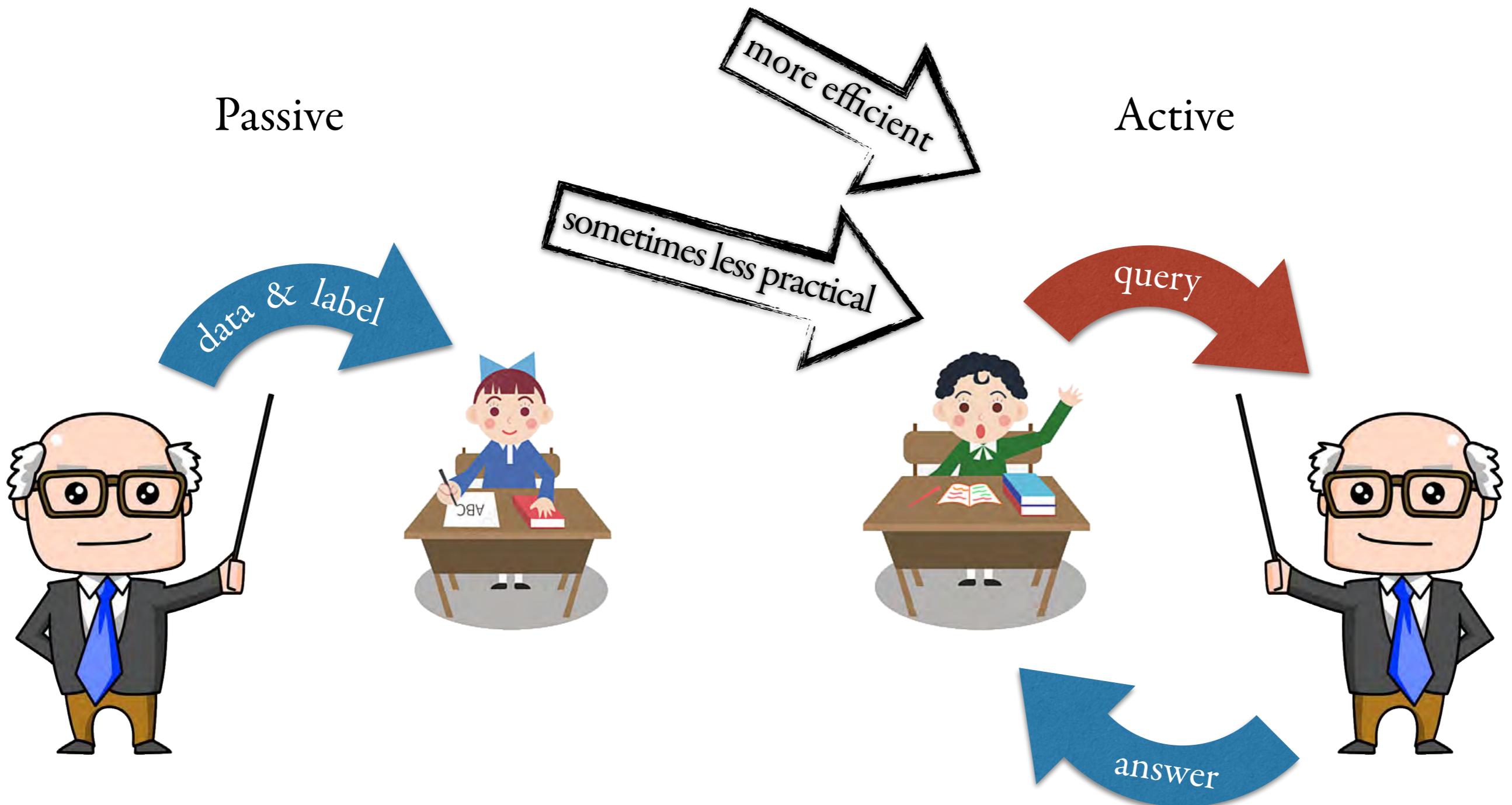
Passive



Active



Learning scenarios (supervised)



A bit of history on automata learning

-
- The timeline is represented by a vertical line with horizontal tick marks corresponding to each entry. An arrow at the bottom points downwards, indicating the progression of time from top to bottom.
- '56 Moore *Gedanken-experiments on sequential machines*
 - '67 Gold *passive learning in the limit*
 - '87 Angluin *active learning with queries*
 - '93... Pitt et al. *PAC-learning, cryptographic hardness*
 - '95... Maler et al. *learning regular ω -languages*
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 - '14... Maier et al. *learning timed languages*
 - '15... Balle et al. *spectral techniques for learning*

A bit of history on automata learning

‘56 Moore

Gedanken-experiments on sequential machines

Edward F. Moore

‘67 Gold

INTRODUCTION

This paper is concerned with finite automata¹ from the experimental point of view. This does not mean that it reports the results of any experimentation on actual physical models, but rather it is concerned with what kinds of conclusions about the internal conditions of a finite machine it is possible to draw from external experiments. To emphasize the conceptual nature of these experiments, the word "gedanken-experiments" has been borrowed from the physicists for the title.

The sequential machines considered have a finite number of states, a finite number of possible input symbols, and a finite number of possible output symbols. The behavior of these machines is strictly deterministic (i.e., no random elements are permitted in the machines) in that the present state of a machine depends only on its previous input and previous state, and the present output depends only on the present state.

The point of view of this paper might also be extended to probabilistic machines (such as the noisy discrete channel of communication theory²), but this will not be attempted here.

EXPERIMENTS

There will be two kinds of experiments considered in this paper. The first of these, called a simple experiment, is depicted in Figure 1.

‘87 Angluin

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Learning as a game

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 - b) yes if $L_0 = L(A)$ then game ends and Learner wins,
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Observations

- membership queries alone are not sufficient for Learner to win
- instead, equivalence queries alone are sufficient to win (why? how quick?)

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Theorem
[Angluin '87]

Learner has a strategy to win
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→ in the form of an algorithm (L^* algorithm)

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1) Teacher has a secret regular language L_0 (e.g. represented by MAT (Minimally Adequate Teacher))
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Sometimes answering an equivalence query is not practical:
if Teacher knew A_0 , he could pass this information directly to Learner,
so why bothering querying?

Equivalence queries can however be *approximated* by a series of membership queries: as long as membership in A matches membership in A_0 , Learner assumes he made the correct guess.

This latter setting is often called Black-box learning

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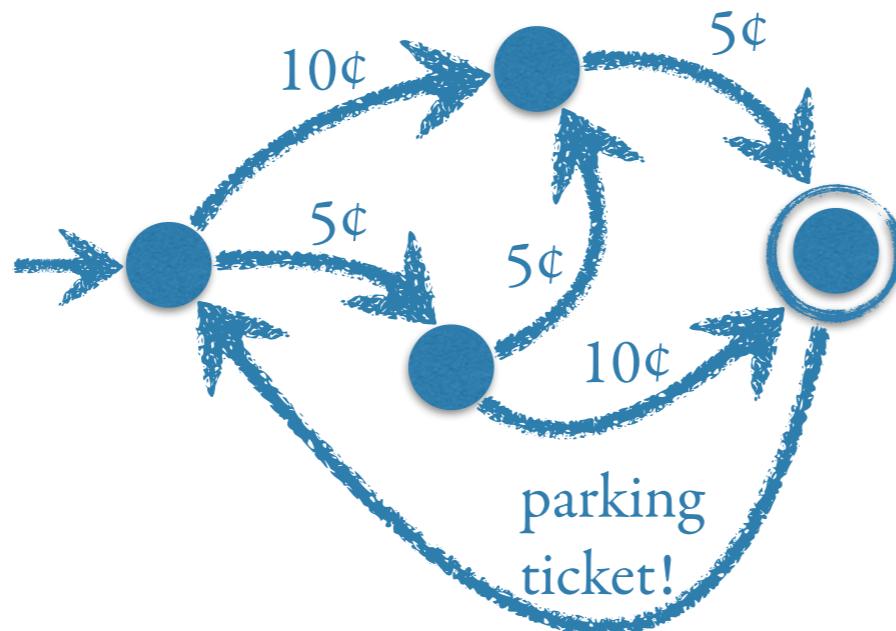
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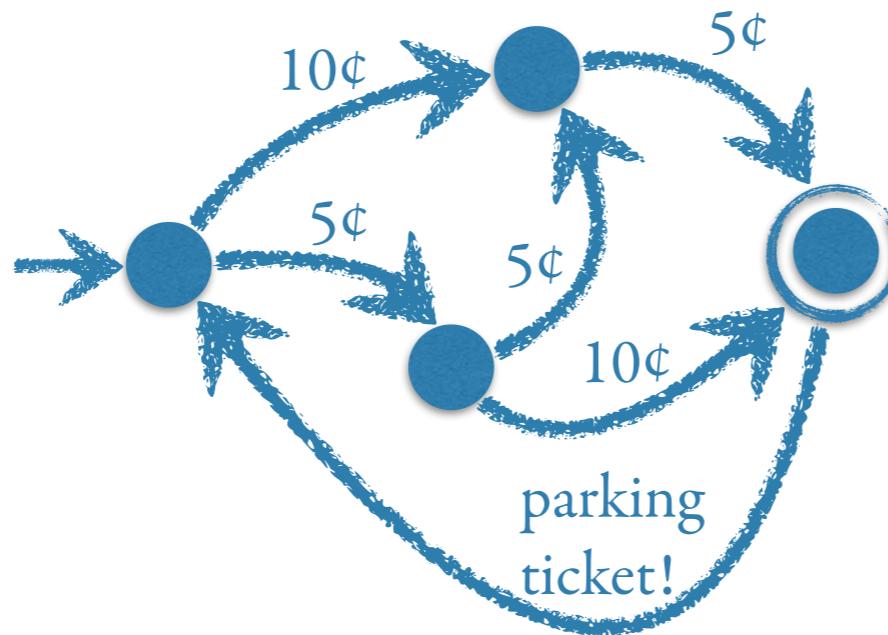
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Verification: model-learning
(in contrast to model-checking)

Control theory:
system identification,
diagram inference

Language theory:
grammar inference,
regular extrapolation

Security:
protocol state fuzzing

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Learning as a killer app of Myhill-Nerode theorem

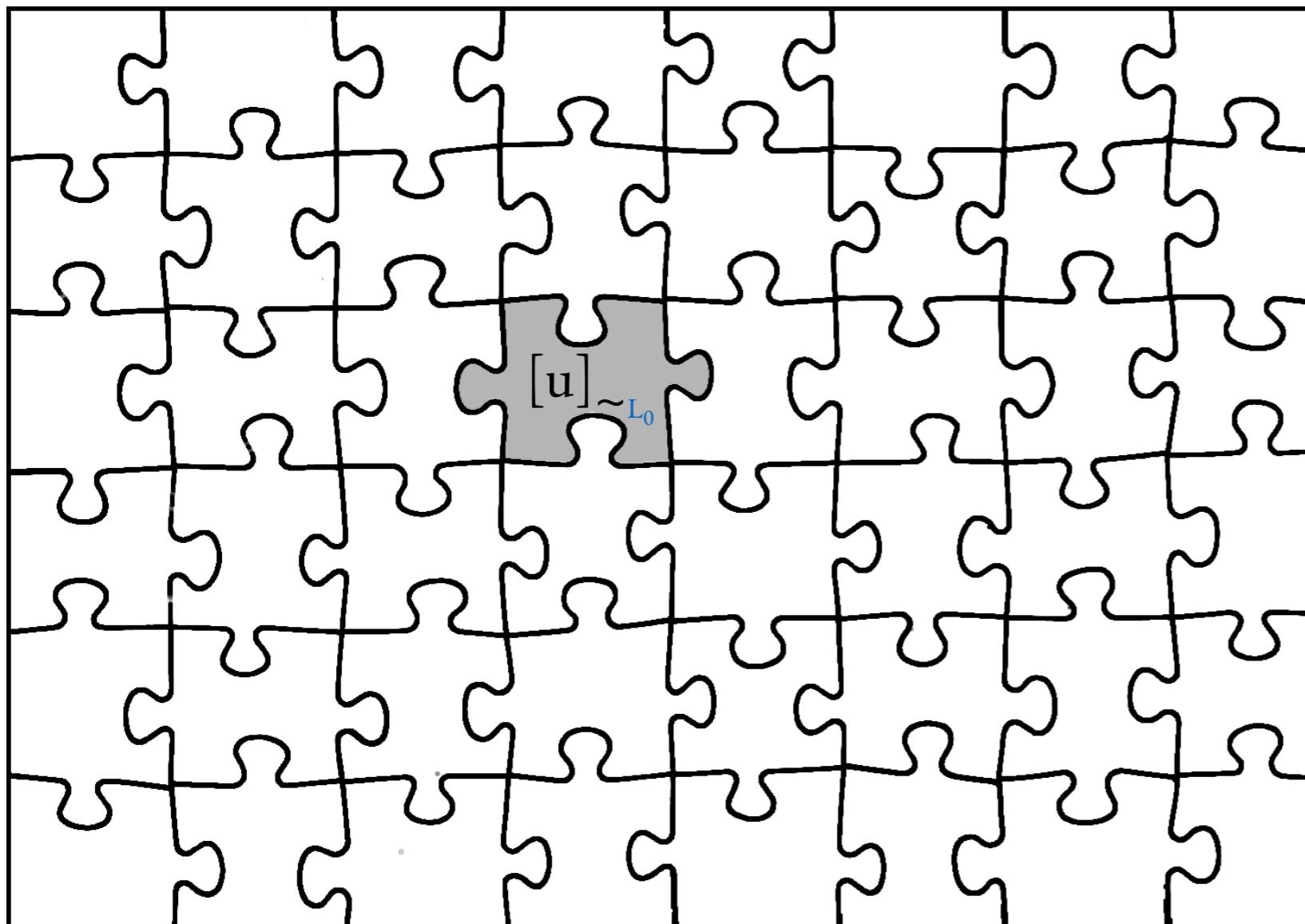
Myhill-Nerode equivalence: $u \sim_{L_0} v$ if?

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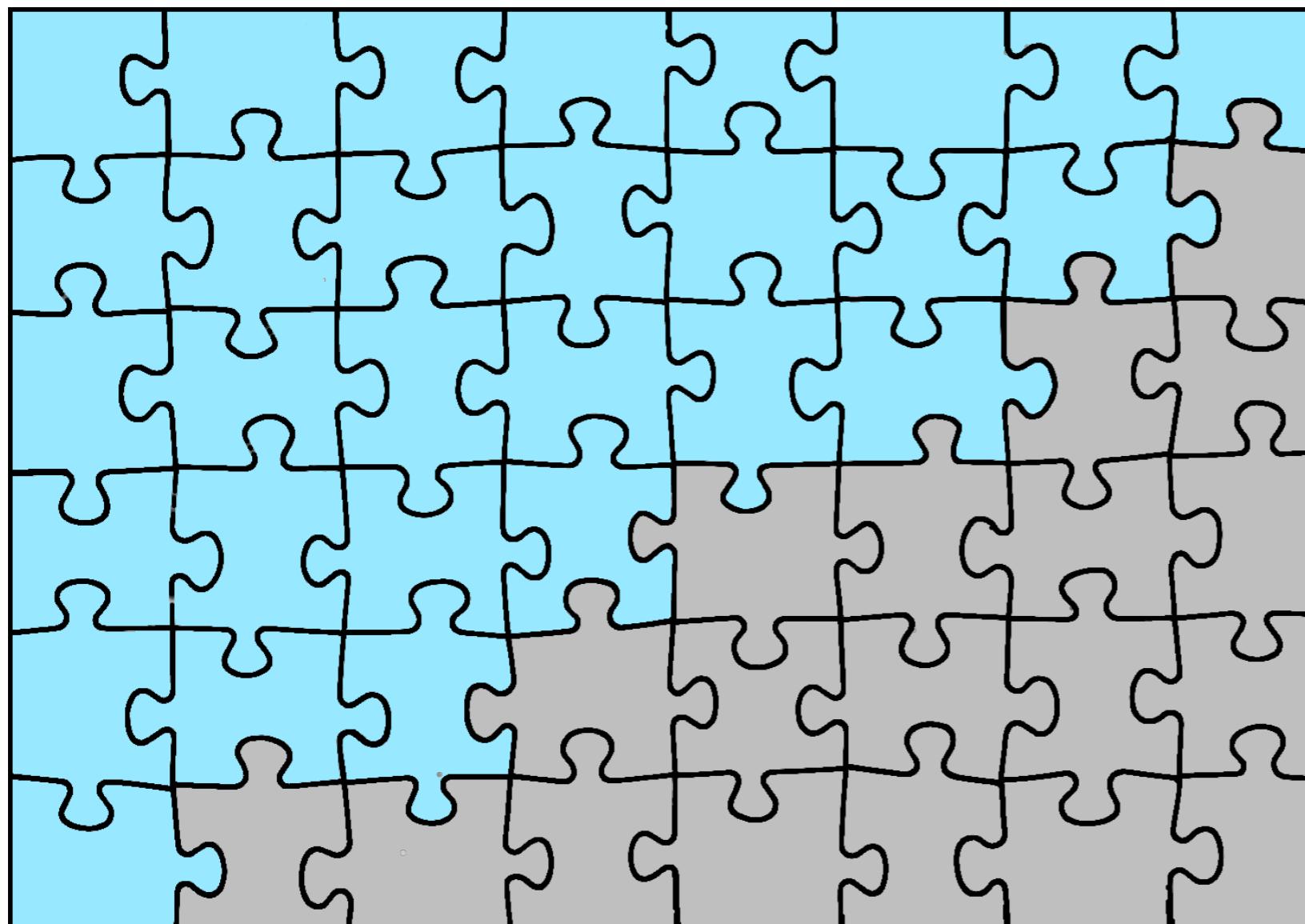
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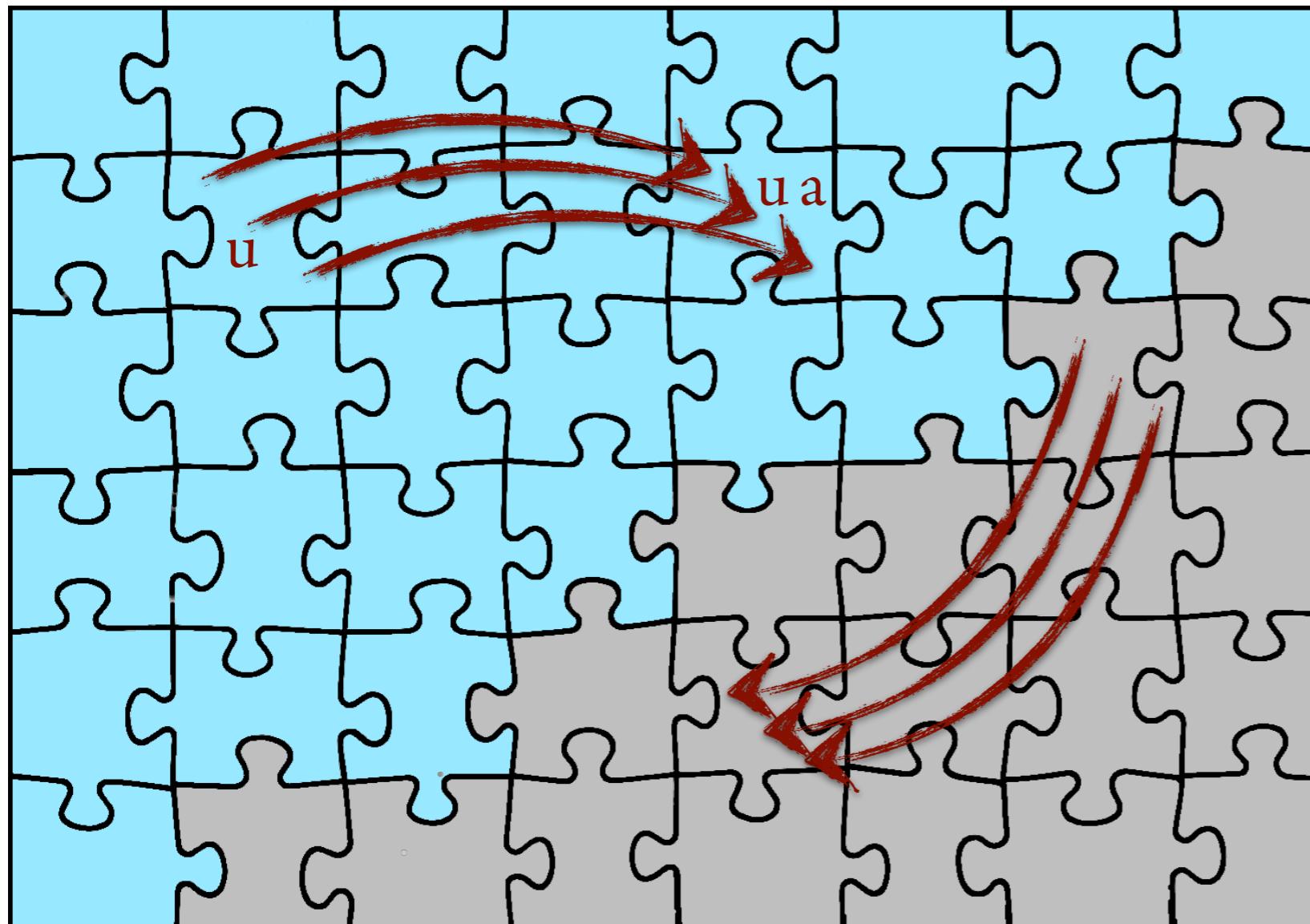
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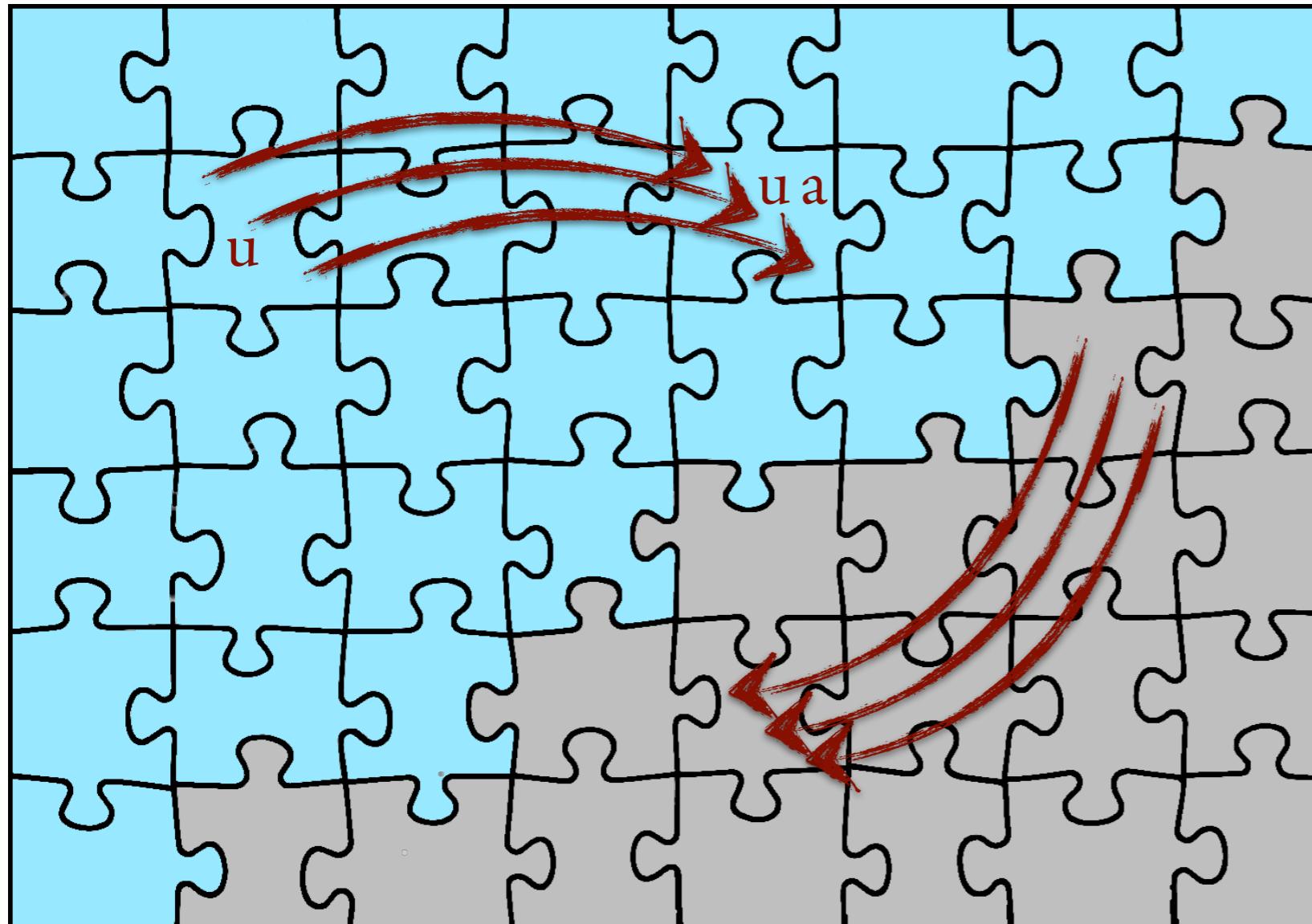


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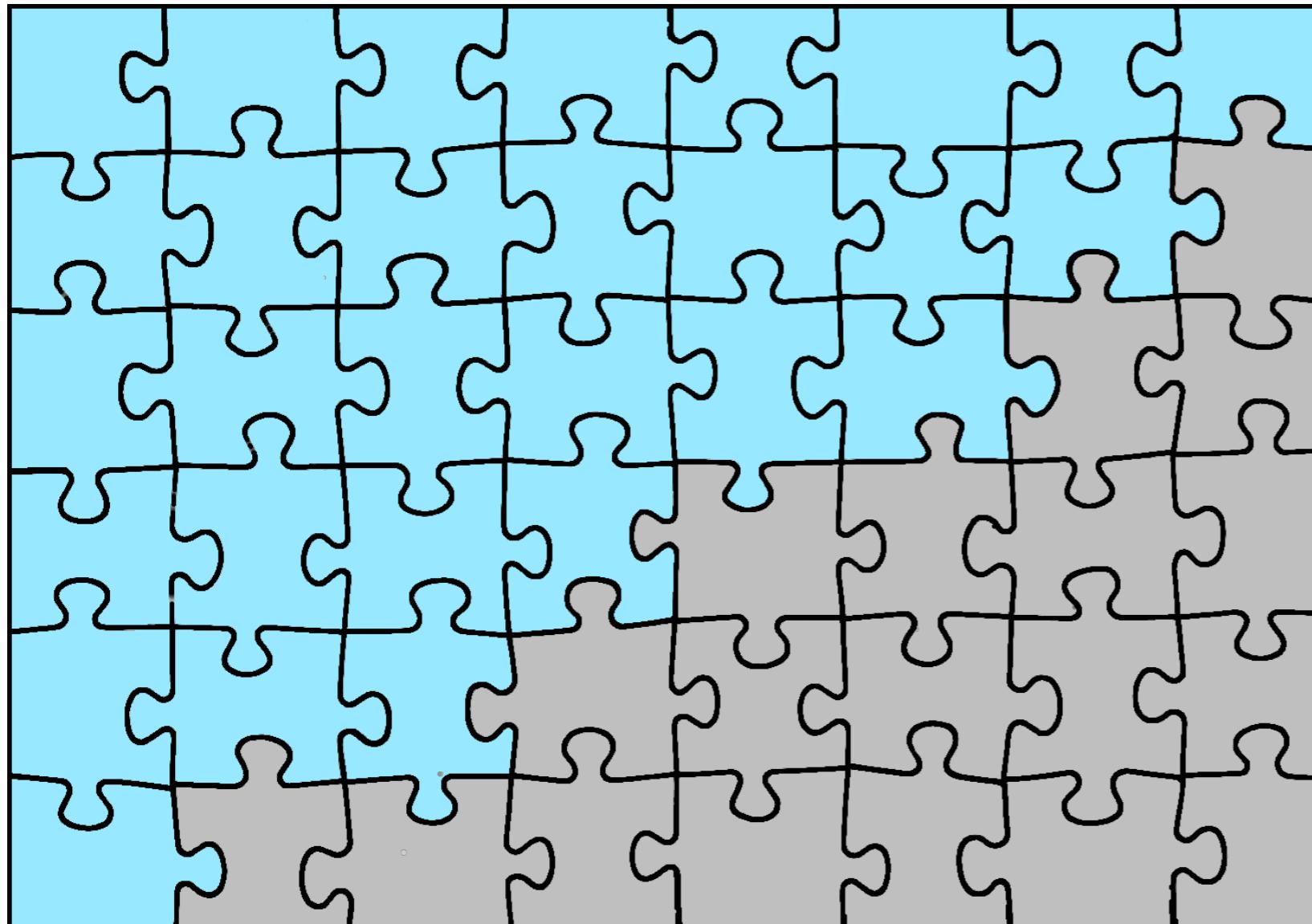


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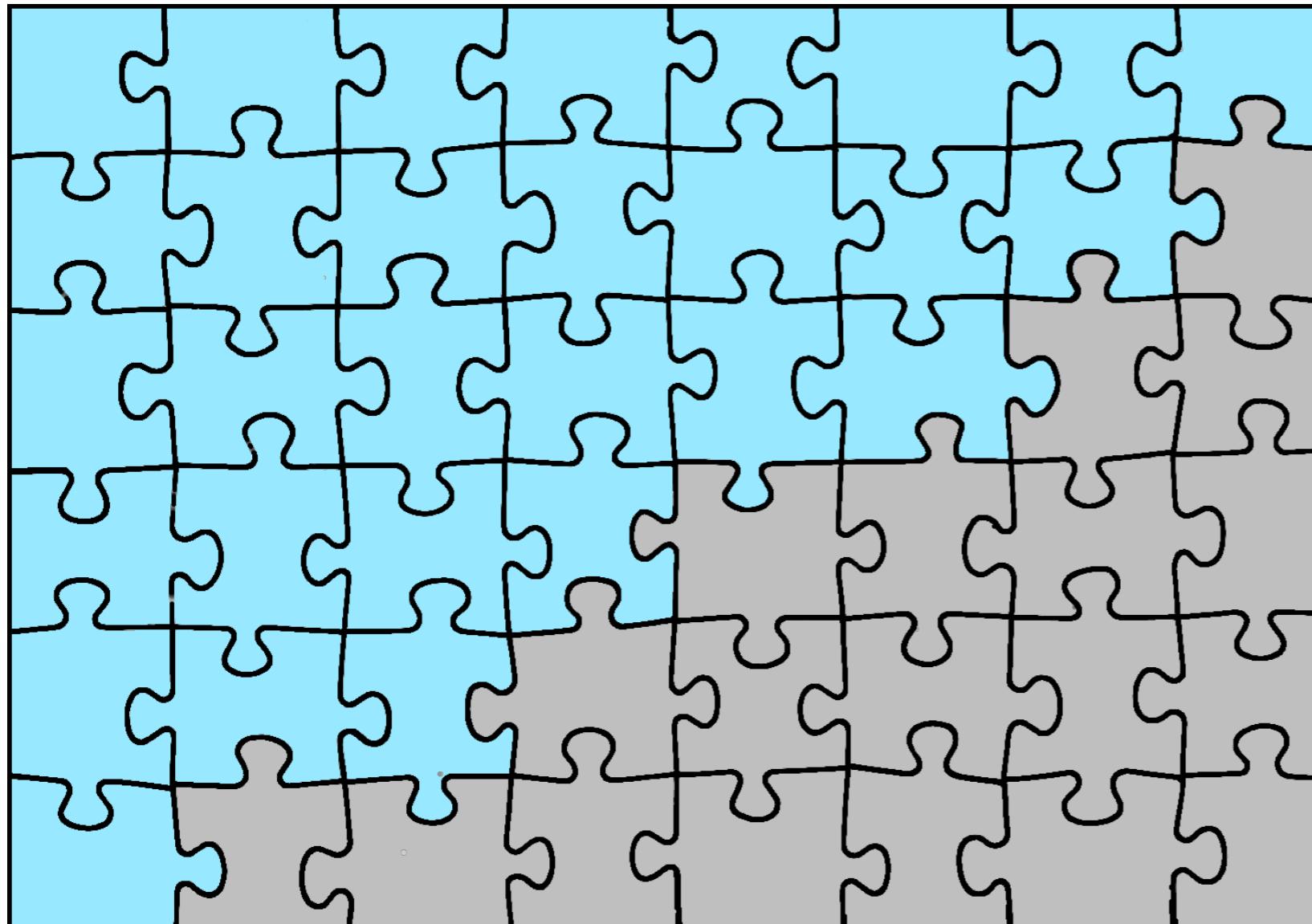
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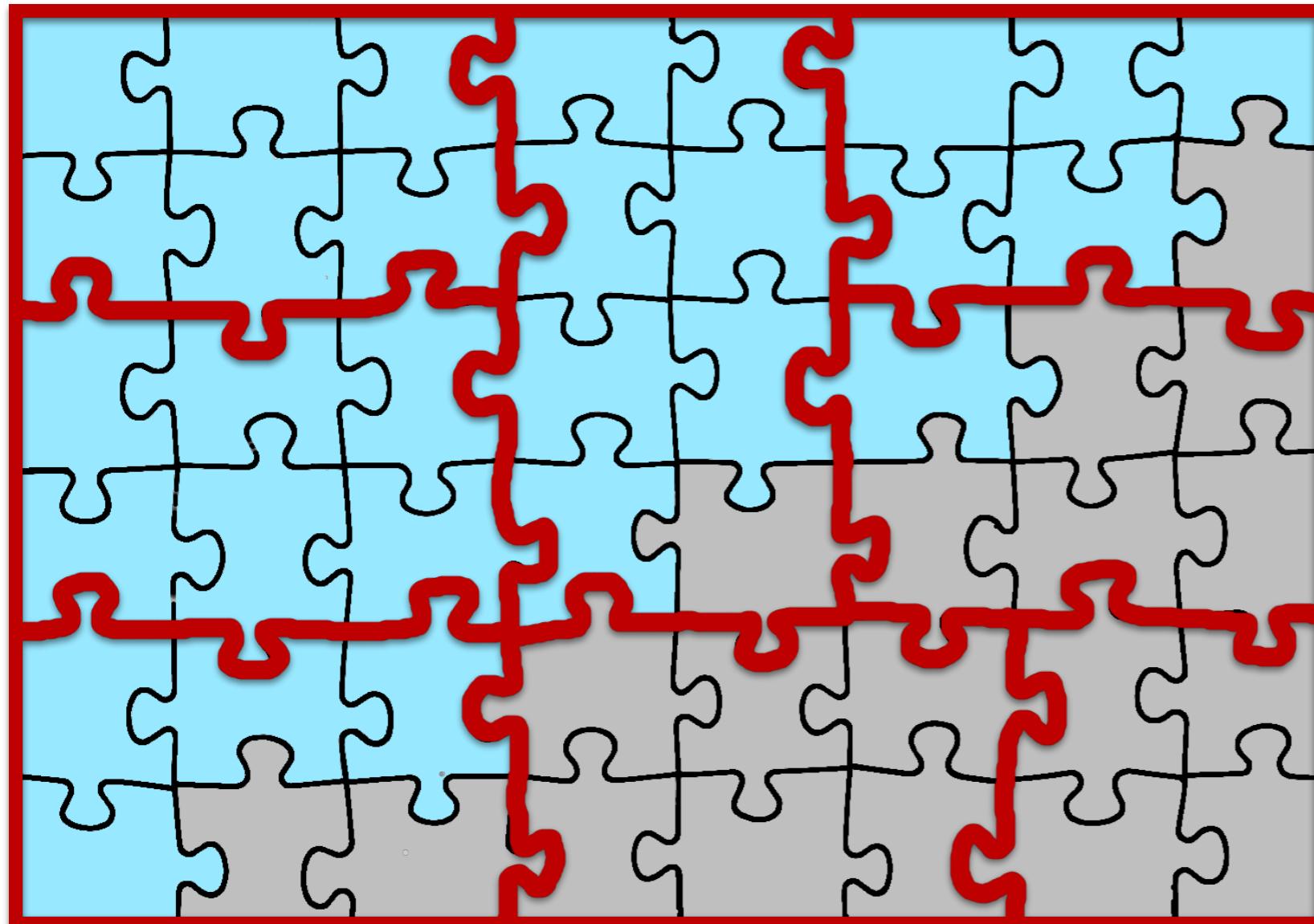
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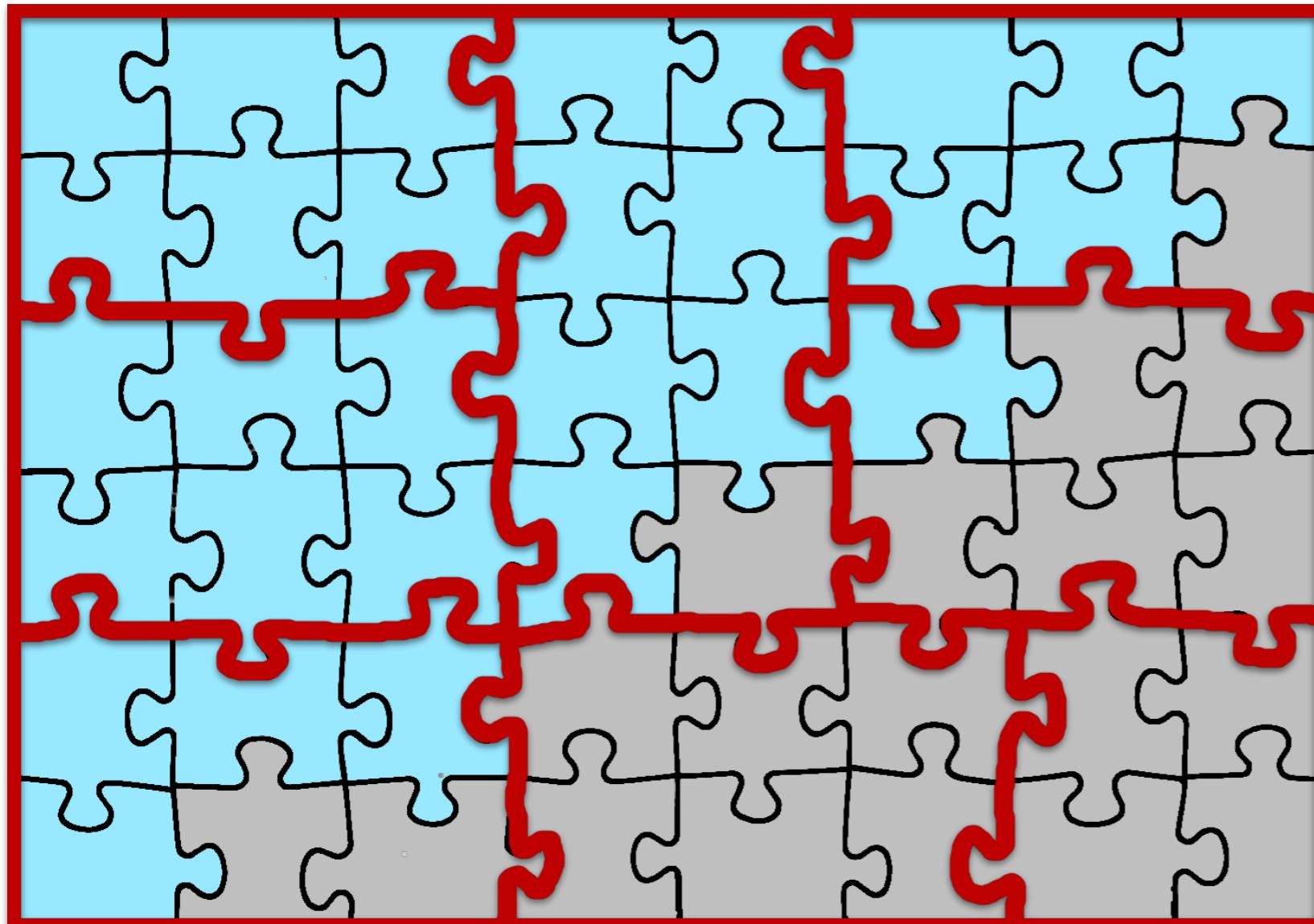
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- $\approx_{L_0, T}$ is coarser than \sim_{L_0}

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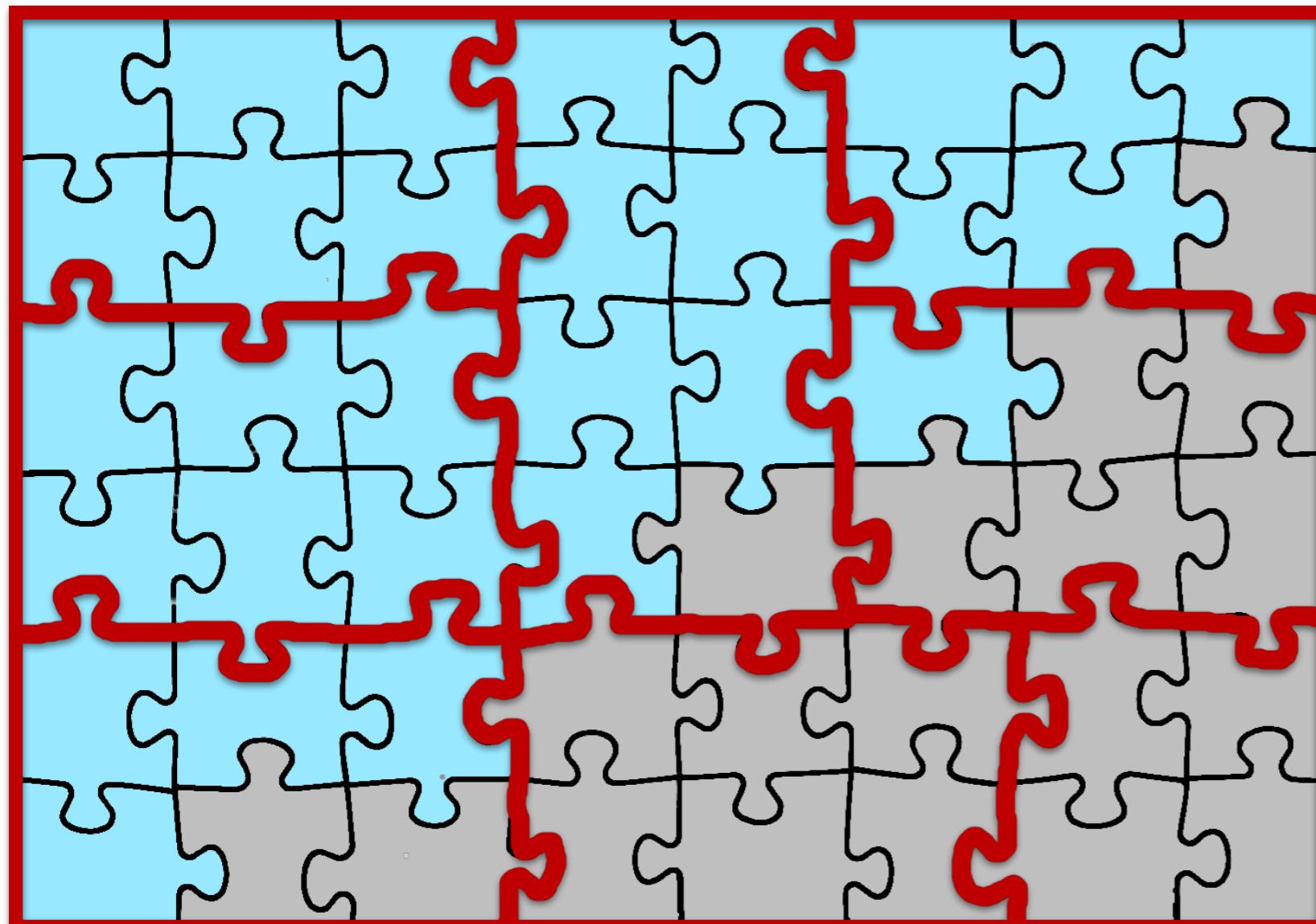
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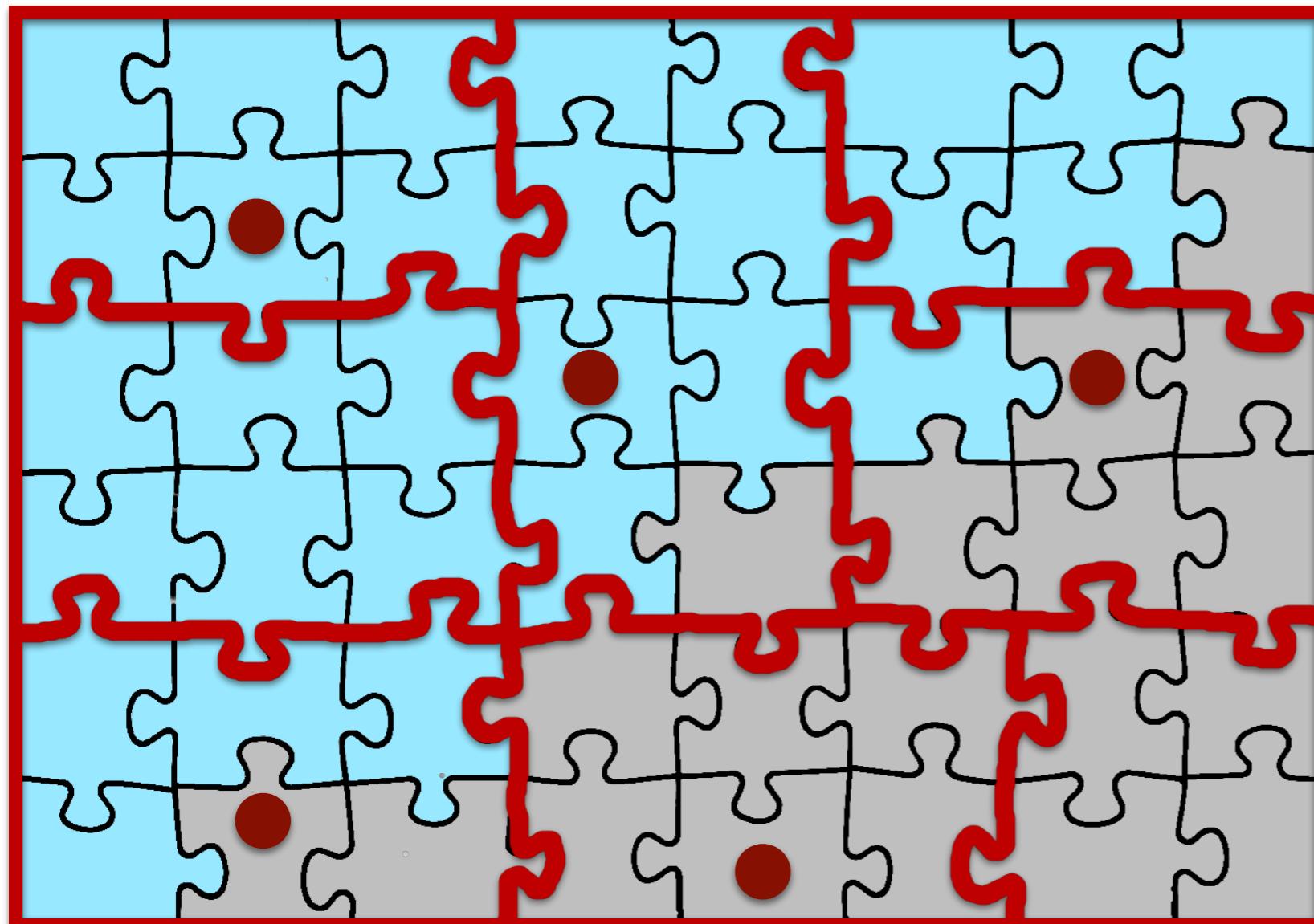


Learner constructs automata from pairs (S, T) where $S \subseteq \Sigma^*$ is T -minimal & T -complete

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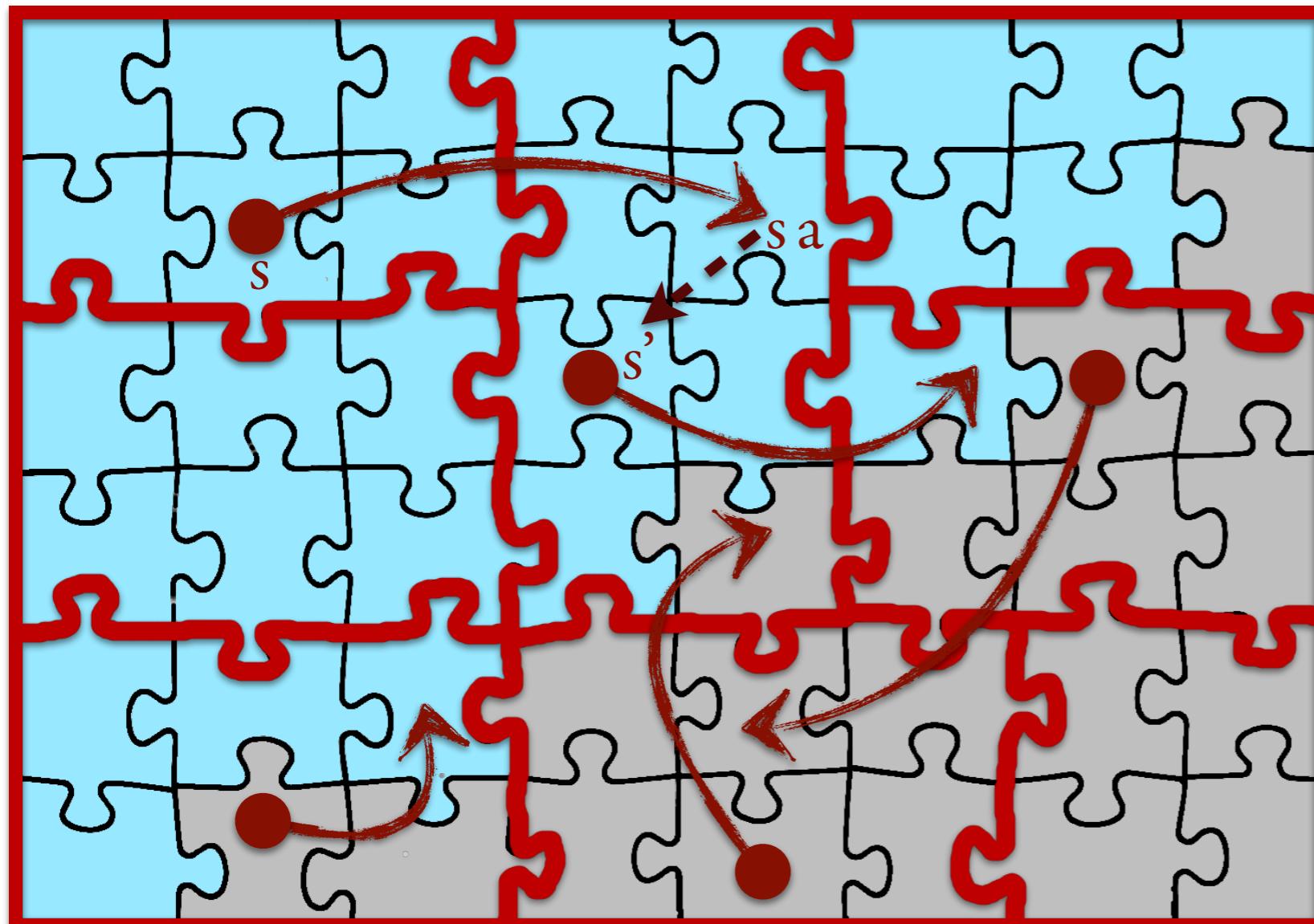
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$S \subseteq \Sigma^*$ is T -minimal
if $\forall s \neq s' \in S \quad s \not\approx_{L_0, T} s'$

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$S \subseteq \Sigma^*$ is T -complete
if $\forall s \in S \quad \forall a \in \Sigma$
 $\exists s' \in S \quad s' \approx_{L_0, T} sa$

Learning as a killer app of Myhill-Nerode theorem

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Learner-strategy

$S = T = \{\varepsilon\}$

loop // S is T -minimal here



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while S NOT T -complete

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$\forall t \in T$

$\text{Membership}(s't) = \text{Membership}(sat)$



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$S \subseteq \Sigma^*$ is T -minimal
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$S \subseteq \Sigma^*$ is T -complete
if $\forall s \in S \quad \forall a \in \Sigma$
 $\exists s' \in S \quad s' \approx_{L_0, T} sa$

Learning as a killer app of Myhill-Nerode theorem

Relativization to a test set T : $u \approx_{L_0, T} v \quad \text{if} \quad \forall t \in T \quad ut \in L_0 \leftrightarrow vt \in L_0$

Learner-strategy

$S = T = \{\epsilon\}$

loop // S is T -minimal here

while S NOT T -complete

choose $s \in S$ and $a \in \Sigma$ such that $\nexists s' \in S \quad s' \approx_{L_0, T} sa$

$S = S \cup \{sa\}$

$\forall t \in T$

Membership($s't$) = **Membership**(sat)



Learner constructs automata from pairs (S, T) where $S \subseteq \Sigma^*$ is T -minimal & T -complete

// S is now T -minimal and T -complete

A = DFA with state set S , initial state ϵ , final states s'' such that **Membership**(s''), transitions $\delta(s, a) = s' \approx_{L_0, T} sa$

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$\forall t \in T$

$\text{Membership}(s't) = \text{Membership}(sat)$



Learner constructs automata from pairs (S, T) where $S \subseteq \Sigma^*$ is T -minimal & T -complete

S T -complete $\rightarrow s'$ exists

S T -minimal $\rightarrow s'$ unique

$S \subseteq \Sigma^*$ is T -minimal
if $\forall s \neq s' \in S \quad s \not\approx_{L_0, T} s'$

$S \subseteq \Sigma^*$ is T -complete
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if $\text{Equivalence}(A)$

return A

else

let w be the counter-example of equivalence

$T = T \cup \{\text{suffixes of } w\}$



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// and will grow at next iteration...



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transitions $\delta(s, a) = s' \approx_{L_0, T} sa$

if $\text{Equivalence}(A)$ // this surely happens
 return A // when $|S| = \text{index}(\sim_{L_0})$

else

let w be the counter-example of equivalence

$T = T \cup \{\text{suffixes of } w\}$ // Claim: S becomes T -incomplete
// and will grow at next iteration...



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else

 let w be the counter-example of equivalence

$T = T \cup \{\text{suffixes of } w\}$ // Claim: S becomes T -incomplete
 // and will grow at next iteration...

Proof by contradiction:

Assume:

- $w = a_1 \dots a_n$ counter-example
- $t_i = a_{i+1} \dots a_n$ suffixes of w
- s_i state reached by A after reading prefix $a_1 \dots a_i$ of w
- S is $(T \cup \{t_0, \dots, t_n\})$ -complete

Verify by induction on i that

$w \in L_0 \iff s_i t_i \in L_0$

Conclude $w \in L_0 \iff w \in L(A)$

An alternative view - Hankel matrices

Relativization to a test set T : $u \approx_{L_0, T} v$ if $\forall t \in T \quad u_t \in L_0 \leftrightarrow v_t \in L_0$

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ε a b aa ab ... aba ...

ε	1	0	0	1	0	...	0	...
a	0	1	0	0	0	...	0	...
b	0	1	0	0	0	...	0	...
aa	1	0	0	1	0	...	0	...
ab	0	0	0	0	0	...	0	...
...
aba	0	0	0	0	0	...	0	...
...

Hankel matrix of L_0 :

$$H \in \{0,1\}^{\Sigma^* \times \Sigma^*}$$

$$H(s,t) = \text{Membership}(s t)$$

(infinite, highly redundant,
but nicely structured)

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Relativization to a test set T : $u \approx_{L_0, T} v$ if $\forall t \in T \quad u t \in L_0 \leftrightarrow v t \in L_0$

$\varepsilon \quad a \quad b \quad aa \quad ab \quad \dots \quad aba \quad \dots$

ε	1	0	0	1	0	\dots	0	\dots
a	0	1	0	0	0	\dots	0	\dots
b	0	1	0	0	0	\dots	0	\dots
aa	1	0	0	1	0	\dots	0	\dots
ab	0	0	0	0	0	\dots	0	\dots
\dots	\dots	\dots	\dots	\dots	\dots	\dots	\dots	\dots
aba	0	0	0	0	0	\dots	0	\dots
\dots	\dots	\dots	\dots	\dots	\dots	\dots	\dots	\dots

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a row $= a \sim_{L_0}$ -class

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ε	a	b	aa	ab	...	aba	...
1	0	0	1	0	...	0	...
0	1	0	0	0	...	0	...
0	1	0	0	0	...	0	...
1	0	0	1	0	...	0	...
0	0	0	0	0	...	0	...
...
0	0	0	0	0	...	0	...
...

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(infinite, highly redundant,
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a row = $a \sim_{L_0}$ -class
 a column = a test word t

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Relativization to a test set T : $u \approx_{L_0, T} v$ if $\forall t \in T \quad ut \in L_0 \leftrightarrow vt \in L_0$

	ε	a	b	aa	ab	...	aba	...
ε	1	0	0	1	0	...	0	...
a	0	1	0	0	0	...	0	...
b	0	1	0	0	0	...	0	...
aa	1	0	0	1	0	...	0	...
ab	0	0	0	0	0	...	0	...
...
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...

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(infinite, highly redundant,
but nicely structured)

- a row $= a \sim_{L_0}$ -class
- a column $= a$ test word t
- a subrow $= a \approx_{L_0, T}$ -class

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Relativization to a test set T : $u \approx_{L_0, T} v$ if $\forall t \in T \quad u t \in L_0 \leftrightarrow v t \in L_0$

	ε	a	b	aa	ab	...	aba	...
ε	1	0	0	1	0	...	0	...
a	0	1	0	0	0	...	0	...
b	0	1	0	0	0	...	0	...
aa	1	0	0	1	0	...	0	...
ab	0	0	0	0	0	...	0	...
...
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...

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Relativization to a test set T : $u \approx_{L_0, T} v$ if $\forall t \in T \quad u t \in L_0 \leftrightarrow v t \in L_0$

$$S = \{\varepsilon\} \qquad T = \{\varepsilon\}$$

	ε	a	b	aa	ab	...	aba	...
ε	1	0	0	1	0	...	0	...
a	0	1	0	0	0	...	0	...
b	0	1	0	0	0	...	0	...
aa	1	0	0	1	0	...	0	...
ab	0	0	0	0	0	...	0	...
...
aba	0	0	0	0	0	...	0	...
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	ε	a	b	aa	ab	...	aba	...
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aa	1	0	0	1	0	...	0	...
ab	0	0	0	0	0	...	0	...
...
aba	0	0	0	0	0	...	0	...
...

$$S = \{\varepsilon\}$$

$$T = \{\varepsilon\}$$

expand S to make it T -complete...

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	ε	a	b	aa	ab	...	aba	...
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$$S = \{\varepsilon\}$$

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expand S to make it T -complete...

$$S = \{\varepsilon, a\}$$

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ε	a	b	aa	ab	...	aba	...	
ε	1	0	0	1	0	...	0	...
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ab	0	0	0	0	0	...	0	...
...
aba	0	0	0	0	0	...	0	...
...

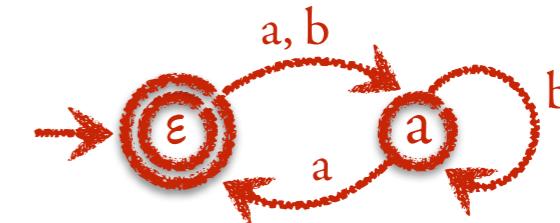
$$S = \{\varepsilon\}$$

$$T = \{\varepsilon\}$$

expand S to make it T -complete...

$$S = \{\varepsilon, a\} \quad T = \{\varepsilon\}$$

build candidate automaton...



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ε	a	b	aa	ab	...	aba	...	
ε	1	0	0	1	0	...	0	...
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...
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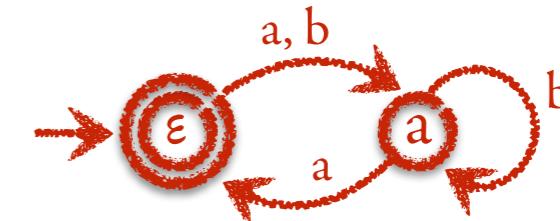
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expand T by counter-example w = aba

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ε	1	0	0	1	0	...	0	...
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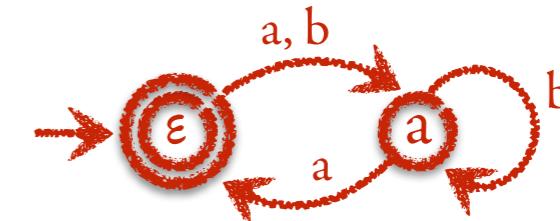
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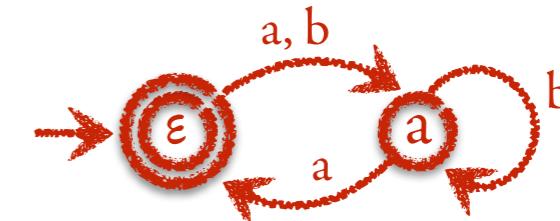
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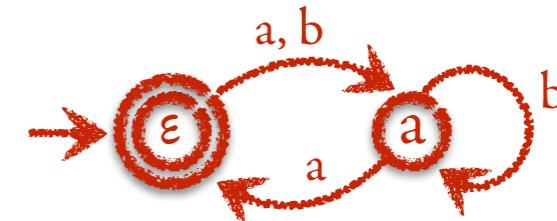
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...
aba	0	0	0	0	0	...	0	...
...

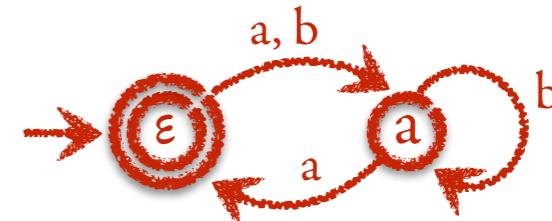
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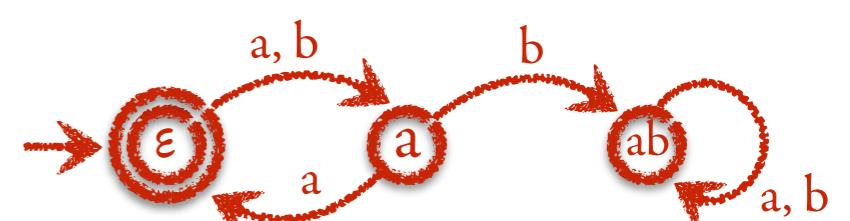
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	ϵ	a	b	aa	ab	...	aba	...
ϵ	1	0	0	1	0	...	0	...
a	0	1	0	0	0	...	0	...
b	0	1	0	0	0	...	0	...
aa	1	0	0	1	0	...	0	...
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...
aba	0	0	0	0	0	...	0	...
...

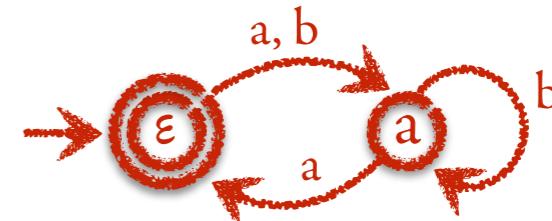
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expand S to make it T -complete...

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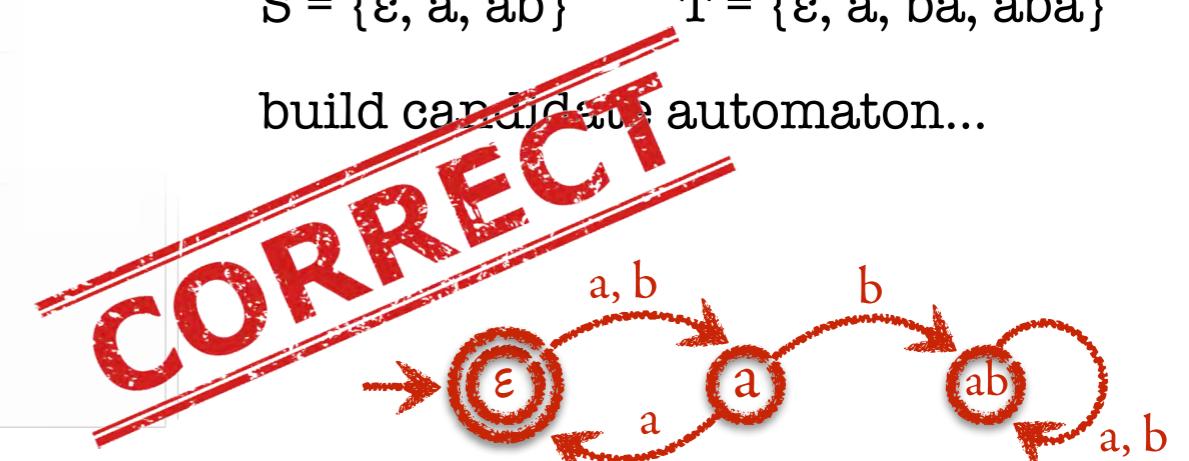
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build candidate automaton...



From word languages to word functions

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Automata can be used to represent not only languages, but also *functions on words*

$$f: \Sigma^* \rightarrow \Gamma^*$$

e.g. $f(abaab) = abcaacb$

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Many variants of automata with outputs. Simplest one is sequential transducer
i.e. $A = (\Sigma, \Gamma, Q, q_0, \delta)$ with $\delta: Q \times \Sigma \rightarrow Q \times \Gamma^*$ (e.g. $\delta(q, a) = (q', ac)$)

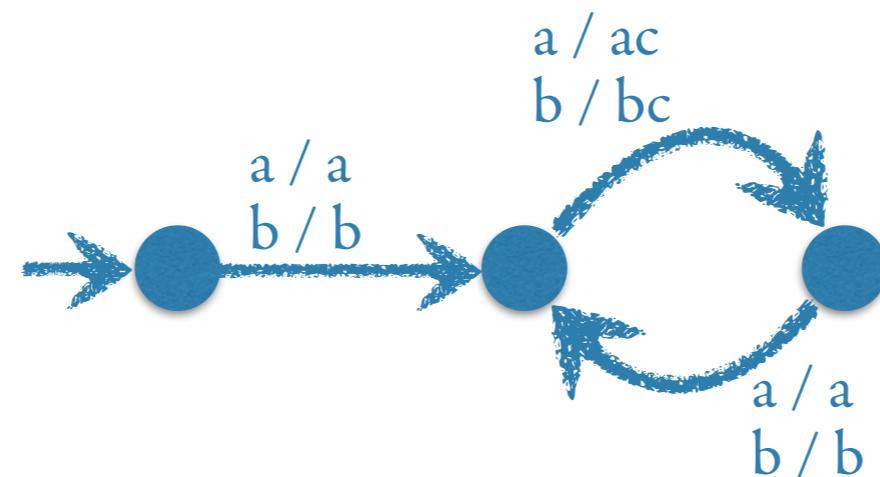
From word languages to word functions

Automata can be used to represent not only languages, but also *functions on words*

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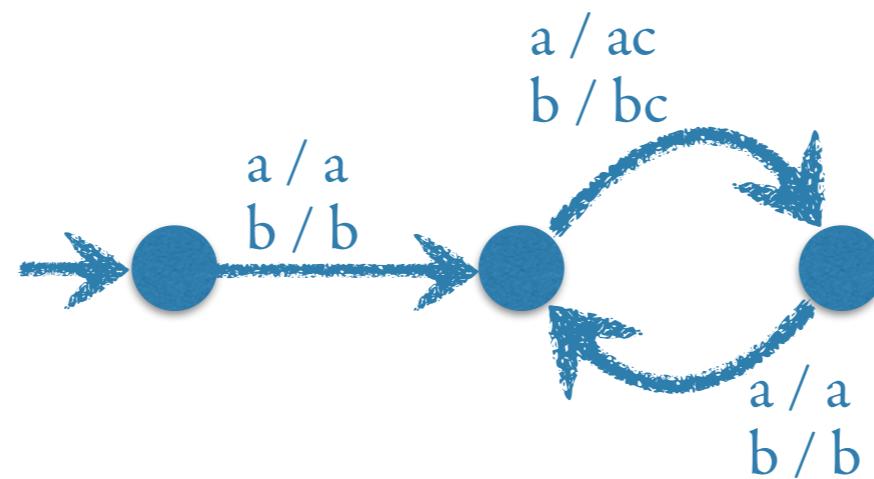
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Note: sequential transducers can only compute *total, monotone* functions
(f is monotone if whenever w is prefix of w' then $f(w)$ is prefix of $f(w')$)

Learning monotone word functions

Learning monotone word functions

- 1) Teacher has a secret function $f_0: \Sigma^* \rightarrow \Gamma^*$, computed by a seq. transducer A_0
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- 2) Learner chooses a query:
 - a) either an evaluation query “What is the value of $f_0(w)$?”
 - b) or an equivalence query “Is f_0 computed by seq. transducer A ?”
- 3) Teacher answers accordingly:
 - a) gives value of $f_0(w)$
 - b) yes if f_0 is computed by A (requires an algorithm for testing equivalence),
otherwise gives a shortest counter-example w such that $f_0(w) \neq A(w)$

Learning monotone word functions

Learning monotone word functions

Myhill-Nerode equivalence: $u \sim_{f_0} v$ if $\forall t \in \Sigma^*$...

Learning monotone word functions

Myhill-Nerode equivalence: $u \sim_{f_0} v$ if $\forall t \in \Sigma^* f_0(u t) - f_0(u) = f_0(v t) - f_0(v)$

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Example

f_0 inserts c between every two positions

$$f_0(\epsilon) = \epsilon, f_0(a) = a,$$

$$f_0(aa) = aac, f_0(aaa) = aaca, \dots$$

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\sim_{f_0} has only two equivalence classes:

$$[\epsilon]_{\sim_{f_0}} \quad [a]_{\sim_{f_0}}$$

E.g. $a \sim_{f_0} bba$ because $f(a \textcolor{red}{???}\dots) - f(a) = a \textcolor{red}{c} \textcolor{red}{c} \dots - a$

$$f(bba \textcolor{red}{???}\dots) - f(bba) = bbca \textcolor{red}{c} \textcolor{red}{c} \dots - bbca$$

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(i.e. $u \sim_{f_0} v \rightarrow u a \sim_{f_0} v a$)
- \sim_{f_0} has finite index
iff f is computed by
a seq. transducer...

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Hankel matrix of f_0 :

$$H \in (\Gamma^*)^{\Sigma^* \times \Sigma^*}$$

$$H(s,t) = f_0(s t) - f_0(s)$$

Learning monotone word functions

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$\varepsilon \quad a \quad b \quad aa \quad ab \quad \dots \quad aaa \quad \dots$

ε	a	b	aa	ab	\dots	aaa	\dots	
ε	a	b	aa	ab	\dots	aaa	\dots	
a	ε	ac	bc	aca	acb	\dots	acaac	\dots
b	ε	ac	bc	aca	acb	\dots	acaac	\dots
aa	ε	a	b	aa	ab	\dots	aaca	\dots
ab	ε	a	b	aa	ab	\dots	aaca	\dots
\dots	\dots	\dots	\dots	\dots	\dots	\dots	\dots	\dots
aaa	ε	ac	bc	aca	acb	\dots	acaac	\dots
\dots	\dots	\dots	\dots	\dots	\dots	\dots	\dots	\dots

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$$H(s,t) = f_0(st) - f_0(s) - f_0(t) + f_0(\varepsilon)$$

Learning monotone word functions

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ε	a	b	aa	ab	...	aaa	...
---------------	---	---	----	----	-----	-----	-----

ε	a	b	aa	ab	...	aaa	...	
ε	a	b	aa	ab	...	aaa	...	
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Learner maintains (S, T)

S T -minimal if $\forall s \neq s' \in S$

$$s \not\approx_{f_0, T} s'$$

S T -complete if $\forall s \in S \forall a \in \Sigma$

$$\exists s_a \in S \quad s_a \approx_{f_0, T} sa$$

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start with

$$S = \{\varepsilon\}$$

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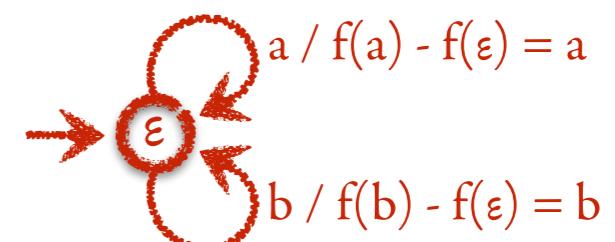
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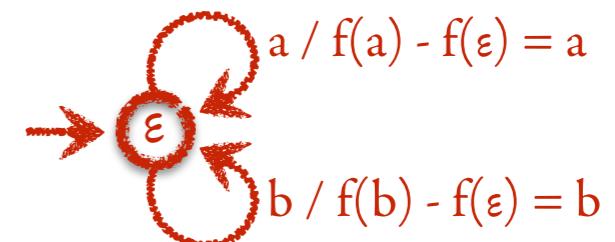
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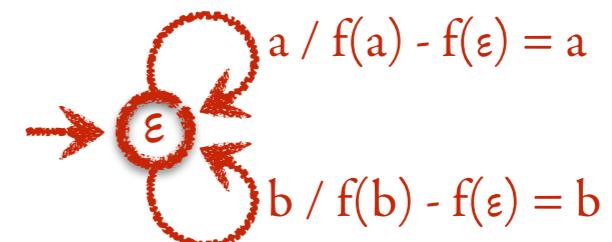
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expand T by counter-example $w = ab$

Learning monotone word functions

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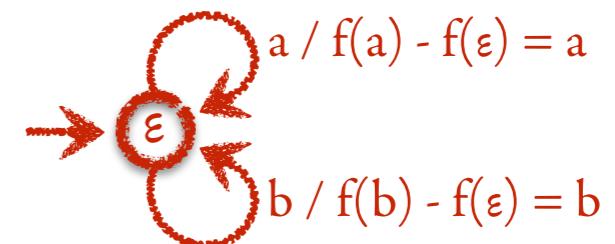
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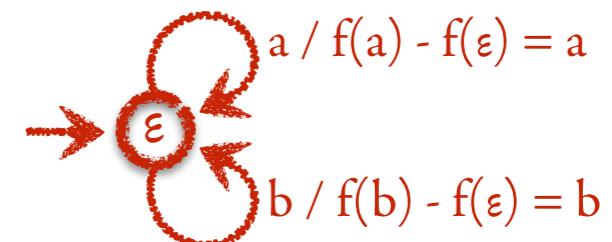
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expand S to make it T -complete...

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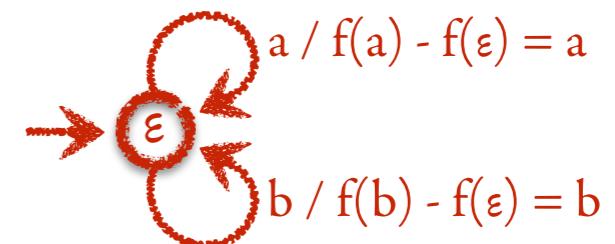
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expand S to make it T -complete...

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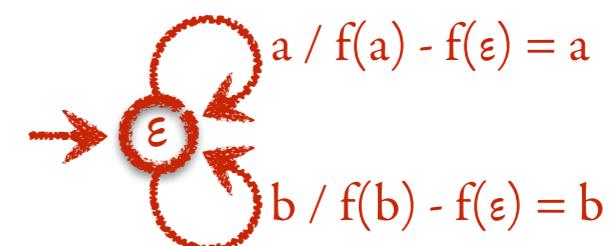
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ε	a	b	aac	abc	...	aaca	...	
a	ε	ac	bc	aca	acb	...	acaac	...
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...
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...

start with

$$S = \{\varepsilon\} \quad T = \{\varepsilon\}$$

build candidate transducer...



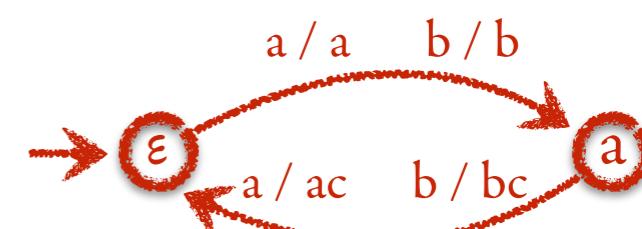
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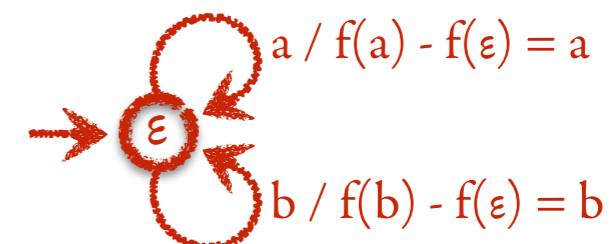
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a	ε	ac	bc	aca	acb	...	acaac	...
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...
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...

start with

$$S = \{\varepsilon\} \quad T = \{\varepsilon\}$$

build candidate transducer...



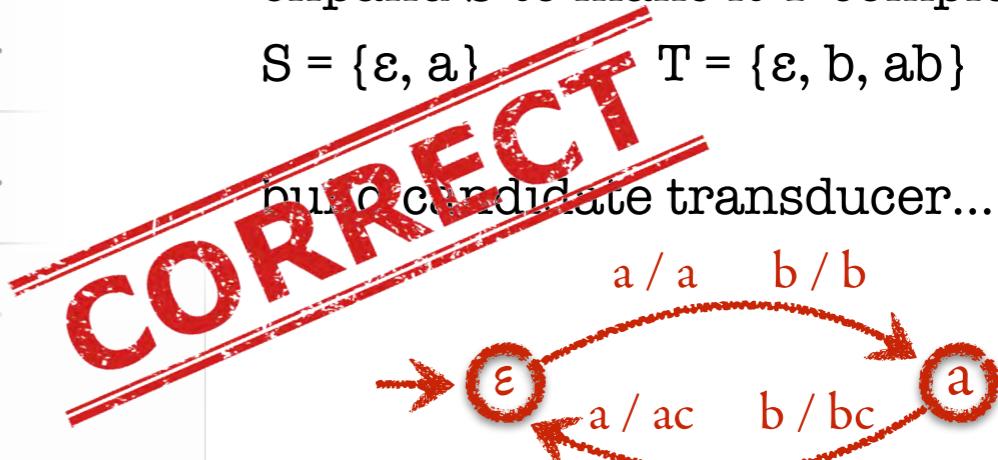
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expand S to make it T-complete...

$$S = \{\varepsilon, a\} \quad T = \{\varepsilon, b, ab\}$$

build candidate transducer...



From word languages to word functions... and beyond

This learning technique with Hankel matrices has been successfully applied to:

- Weighted automata (i.e. outputs given by products of weights along transitions)
and, partially, to probabilistic automata
- Büchi automata
- Tree transducers (e.g. for learning XSLT transformations of XML documents)
- Timed & register automata (e.g. for processing strings with timestamps/data)

A simple yet useful real application (surprisingly, not yet done :/)

Implementing a learning algorithm for automata/transducers

would allow to automatically derive *RegEx* expressions like

```
/^(0?[1-9]|1[2][0-9]|3[01])([ \\\-])(0?[1-9]|1[012])  
\\2([0-9][0-9][0-9][0-9])(([ -])([0-1]?[0-9]|2[0-3]):  
[0-5]?[0-9]:[0-5]?[0-9])?$/
```

from positive and negative examples examples like

01/01/2000

18/10/1985

...

ab/01/2000

1/01/2000

18/10/200x

...