

## Automata & rational languages

Defn: Let  $\Delta$  be an alphabet. Any subset  $L \subset \Delta^*$  is called a language.

Simpler languages: finite languages  
step up: rational ones

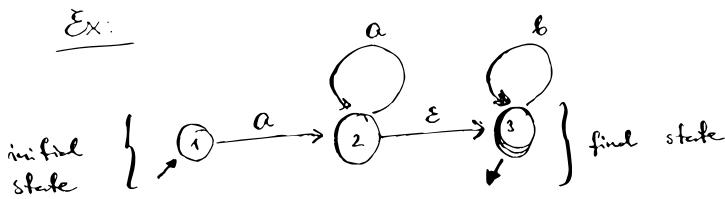
→ to be defined later.

Given an rws  $(R, <)$  we are interested in the language of words reducible wrt R.

Moreover we want a finite procedure to determine if  $w$  is reducible wrt  $R$  and (if not) produce us a rule  $r \in R$  which can be applied to  $w$  to write it.

Defn: An Automaton over alphabet  $X$  is a labeled, directed graph together with two subsets of its vertices:  $A$  and  $\Omega$ . It's a triple with

- $\Sigma$  - the set of vertices (states)
- $L = X \cup \{\epsilon\}$  - the set of labels
- $E \subset \Sigma \times L \times \Sigma$  - the set of labeled edges
- $A \subset \Sigma$  - the set of initial states
- $\Omega \subset \Sigma$  - final —



the main aim of automata is to trace.

Defn: Let  $((\sigma_1, x_1, \sigma_2), (\sigma_2, x_2, \sigma_3), \dots, (\sigma_{n-1}, x_{n-1}, \sigma_n)) =: P$   
be a directed path in  $(\Sigma, E)$

the signature  $\text{sign}(P)$  is defined to be

$$x_1 x_2 \dots x_{n-1} \in X^*$$

We say that automaton  $A = (\Sigma, X, E, A, \mathcal{R})$   
accepts  $w \in X^*$  iff there exist a path  $P$   
in  $(\Sigma, E)$  s.t.

- $\text{sign}(P) = w$
- $\sigma_1 \in A$
- $\sigma_n \in \mathcal{R}$

$L(A)$  - the language of an automaton  
is the set of all words in  $X^*$  accepted by  $A$

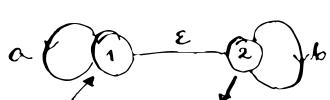
$$L(A) = \{ \text{sign}(P) : P \text{ - path in } A \text{ s.t. } \sigma_1 \in A \text{ & } \sigma_n \in \mathcal{R} \}$$

Defn / Thm:

Language  $L \subset X^*$  is rational iff there  
exist a finite automaton  $A$  s.t.  $L = L(A)$ .

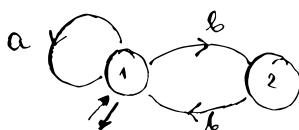


$$L(A) = \{a, b\}^*$$



$$L(A) = \{a^i b^j : i \geq 0, j \geq 0\}$$

$$\overline{a^* b^*}$$



$$(a^* b b)^* a^*$$

Defn: A - automaton is deterministic iff

- $|A| \leq 1$  (at most one starting state)
- $E \subset \Sigma \times X \times \Sigma$  (no edge is labeled by  $\epsilon$ )
- if  $(\sigma, x, \tau_1), (\sigma, x, \tau_2) \in E \Rightarrow \tau_1 = \tau_2$   
(there is at most one edge starting  
at  $\sigma$  labeled  $x$ ).

$A$  is complete iff  $A$  is deterministic,  $|A|=1$ ,

$$\forall \sigma \in \Sigma, x \in X \exists \tau \in \Sigma : (\sigma, x, \tau) \in E.$$

Proposition: In a deterministic automaton  
a path is determined by its starting point  
& signature.

ALGORITHM: trace

- 
- Input : •  $A$  - automaton (deterministic)  
•  $w$  - word in  $X^*$   
•  $\sigma$  - the starting state  
    usually an initial state
- 
- Output : •  $k$  - the length of traced path  
•  $\tau$  - the end point
- 

begin

$\tau = \sigma$

for  $(i, l)$  in enumerate( $w$ )

if  $(\tau, l, \tau') \in A$

$\tau = \tau'$

else

return  $(i-1, \tau)$

end

end

return length( $w$ ),  $\tau$  // we successfully traced the whole  $w$

end

---

Now it's straightforward to decide if  $w \in L(A)$ .

If for any initial state  $\sigma \in A$  we have

$k, \tau = \text{trace}(A, w, \sigma)$  with

•  $k = \text{length}(w)$  and

•  $\tau \in \Sigma_1$ ,

then  $w \in L(A)$ .

## Index Automaton

$(R, \prec)$  - rws (reduced)

Defn: Index automaton is a complete automaton recognizing the language of words in  $X^*$  which are reducible w.r.t.  $(R, \prec)$ .

Note: If  $\Delta$  - index for  $(R, \prec)$ ,  $P$ -path in  $\Delta$  from the initial state to  $w \in \Sigma^*$ .

then  $W = \text{sign}(P)$  is reducible w.r.t.  $(R, \prec)$ .

$\Rightarrow W$  contains as subword lhs for a rule in  $R$

Rule identifier is a function

$$f: \Omega \rightarrow \text{rrules}(R)$$

$f(w) = A \Rightarrow B \Leftrightarrow$  for every path  $P = \alpha \rightsquigarrow w$   
 $\text{sign}(P)$  contains  $A$  as subword

Algorithm : rewrite

Input : •  $w$  - word to be rewritten  
•  $A$  - index automaton with rule identifier  $f$ .

Output : •  $V$  - rewriter  $w$ .

begin

$V = \epsilon$

$P = [\text{initial\_state } (\Delta)]$  // Path in  $\Delta$

while ! isone( $w$ )

$x = \text{perfirst!}(w)$

$\sigma = \text{last}(P)^x$  //  $\text{last}(P) \xrightarrow{x} \sigma$   
is an edge in  $\Delta$

if ! isfinal( $\sigma$ )

push!( $P, \sigma$ )

push!( $V, x$ )

else

$A \rightarrow B = f(\sigma)$  //  $\sigma$  is final

resize!( $V, \text{length}(V) + \text{Length}(A) + 1$ )

resize!( $P, \text{length}(P) + \text{Length}(A) + 1$ )

prepend!( $w, B$ )

end

end

return  $V$

end

Notes : • for every  $i \geq 0$   $\underbrace{\text{sign}(P[1:i+1])}_{\text{well defined!}} = V[1:i]$

•  $V$  is always irreducible w.r.t  $R$ .

• If  $\sigma \in \Sigma$  then  $V_x$  ends with  
lhs of  $f(\sigma)$ .

## Constructing Index Automaton

$L = \{ \text{lhses of rules from } R \}$

$\Sigma = \{ \text{prefixes of elements from } L \}$

Edges:

$$E_1 = \{ (L, x, L) : L \in L, x \in X \}$$

(loops on the final states)

$$E_2 = \{ (u, x, u_x) : u \in \Sigma \setminus L, u_x \in \Sigma \}$$

(direct paths)

$$E_3 = \{ (u, x, v) : u \in \Sigma \setminus L, u_x \notin \Sigma,$$

$v$  - the longest suffix of  $u_x$   
which  $\in \Sigma$

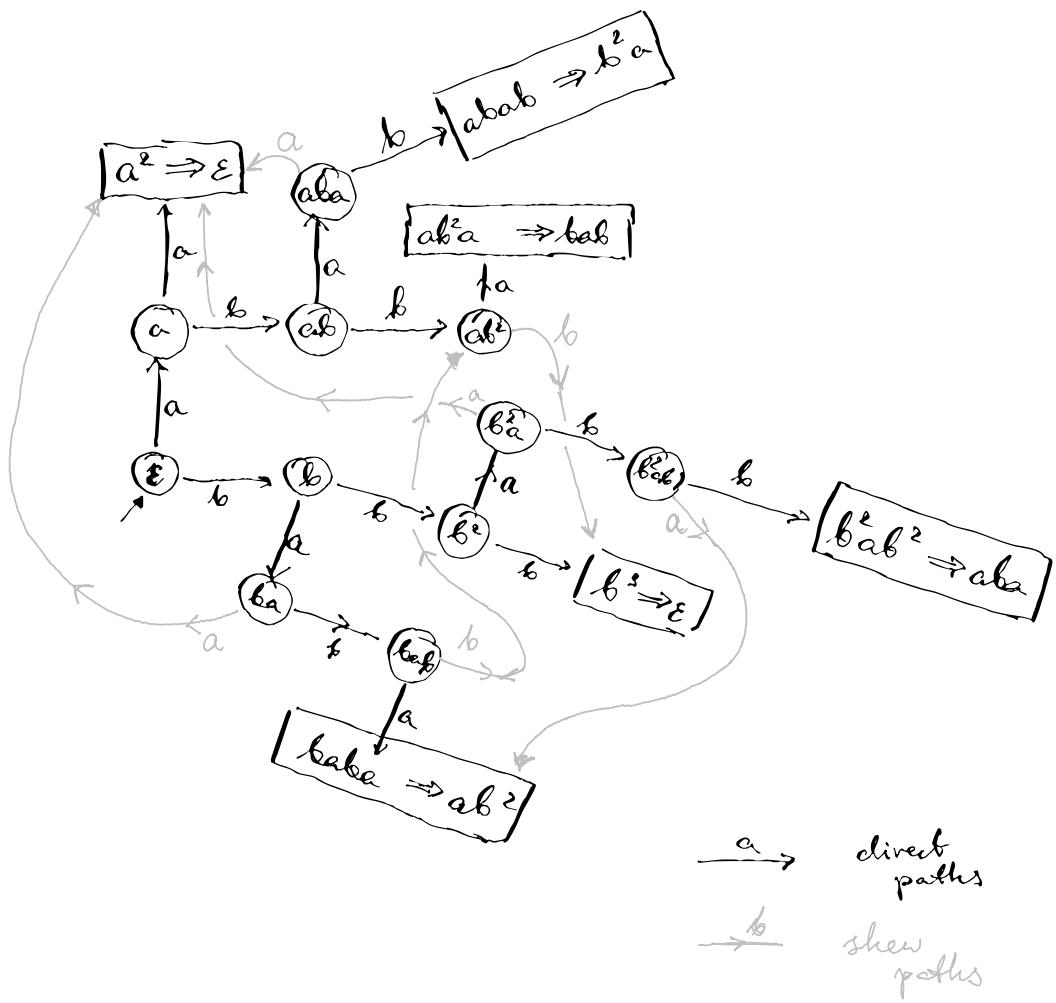
(skew paths)

$$I(R) = A(\Sigma, X, E_1 \cup E_2 \cup E_3, \{\epsilon\}, L)$$

If  $(R, <)$  is reduced  $\Rightarrow A \in L$  determines  
uniquely rule  $A \rightarrow B \in R$

rule identifier:  $f(A) = A \rightarrow B$ .

$$R \left\{ \begin{array}{l} a^2 \rightarrow \varepsilon \\ b^3 \rightarrow \varepsilon \\ abab \rightarrow b^2a \\ ab^2a \rightarrow bab \\ baba \rightarrow ab^2 \\ b^2ab^2 \rightarrow aba \end{array} \right.$$

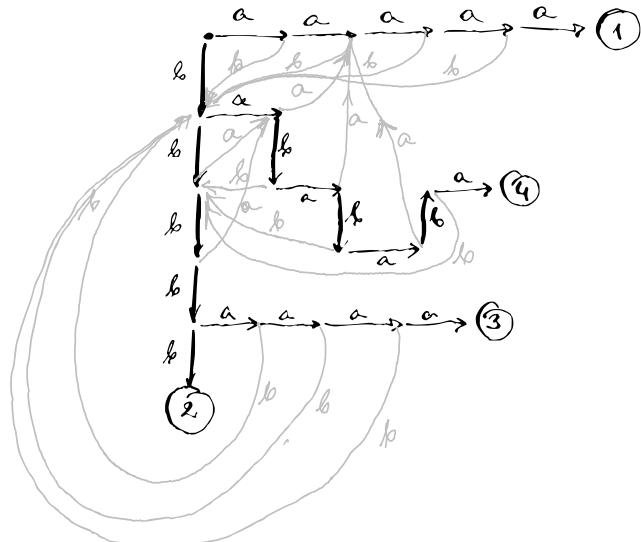


$$1) a^5 \rightarrow \epsilon$$

$$2) b^5 \rightarrow \epsilon$$

$$3) b^4 a^4 \rightarrow (ab)^4$$

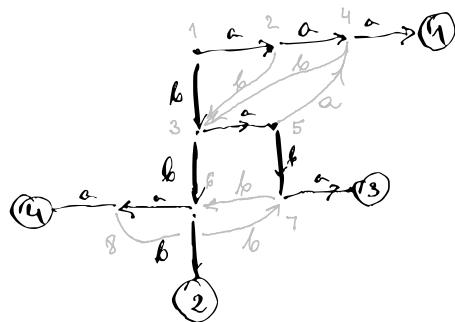
$$4) (ba)^4 \rightarrow a^4 b^4$$



$$1, 2 \quad a^3 = b^3 = \epsilon$$

$$3 \quad babb \rightarrow a^2 b^2$$

$$4 \quad b^2 a^2 \rightarrow abab$$



## Algorithm : isconfluence

- 
- Input : •  $(R, \prec)$  - reduced rows  
           •  $\Delta$  - index automaton for  $R$   
                             with rule identifier  $f$
- 
- Output : true / false + witness for failure
- 

begin

$\alpha = \text{initialstate}(\Delta)$

$P = [] ; UE = []$  // unexplored edges

for  $A \rightarrow B$  in  $\text{srules}(R)$

$S = A[2:\text{end}]$

push!  $(P, \alpha S)$

backtrack = false

while !isempty( $P$ )  $\leftarrow$  if !backtrack

if  $P[\text{end}] \in \Gamma$

$L \rightarrow R = f(P[\text{end}])$

Process the overlap of  $A$  and  $L$

if failure to local confluence is found

return false,  $(A \rightarrow B, L \rightarrow R)$

end

backtrack = true // we reached the end  
so we go back

end

try to extend  $P$  to a path to a final state

{ if !backtrack  
   push!  $(UE, \text{collect}(\text{alphabet}(R)))$   
    $x = \text{pop!}(last(UE))$   
   push!  $(P, \text{last}(P)x)$

and

while backtrack

{ if !isempty(last(UE))

$x = \text{pop!}(last(UE))$

$P[\text{end}] = P[\text{end}-1]x$

backtrack = false

{ else  $\text{pop!}(UE) ; \text{pop!}(P)$

end

end (End

... return true ; End

missing backtracking  
check is here

Note: Since Index Automaton may contain directed loops this backtrace may not finish!

What is an additional condition that should put us in the backtrace mode?

(we're only looking for completions which are of the same length as their signature)

---

Problems with using index automata in Knuth-Bendix completion:

- the language  $L = L(A)$  constantly changes so we need to keep it in sync
  - > it's relatively easy to add a new rule
  - it's hard to remove one  
*(note: to keep the size of the node constant we don't want to store in-edges and that makes this modification hard).*
  - for large rules rebuilding index from scratch is expensive.
-

Other uses of automata : - prove infiniteness.

If  $L = L(A)$  is a rational language,  
then  $X^* - L$  is rational as well.

Consider  $\mathcal{I}(R)$  - index automaton for rws  $(R, <)$ .

$L(\mathcal{I}(R))$  - the set of words in  $X^*$  realizable  
w.r.t.  $R$

if  $R$  - confluent & reduced

$\Rightarrow$  this are the minimal generating  
set for congruence of the  
monoid.

$\Rightarrow X^* - L(\mathcal{I}(R)) = C$  the set of  
canonical forms  
 $\hookleftarrow^{1:1}$  monoid/group  
elements

Corollary: If  $X^* - L(\mathcal{I}(R))$  is infinite,  
so is  $M$ - monoid presented by  $(R, <)$ .

Trim Automata:

$$A = (\Sigma, X, E, A, Q)$$

Defn: •  $\sigma \in \Sigma$  is accessible iff there exist a path  $P \subset A$ ,  $\text{first}(P) \in A$ ,  $\text{last}(P) = \sigma$ .

•  $\sigma \in \Sigma$  is co-accessible iff there exist a path  $P \subset A$ ,  $\text{first}(P) = \sigma$ ,  $\text{last}(P) \in Q$ .

•  $\sigma \in \Sigma$  is trim iff its both accessible and co-accessible.

Let  $\Sigma_t = \{\sigma \in \Sigma : \sigma \text{ is trim}\}$

We call  $A_t = (\Sigma', X, E', A, Q')$  the restriction of  $A$  to  $\Sigma_t$ .

Proposition:  $L(A) = L(A_t)$ .

Proposition: Let  $A$  be trim.

•  $L(A) = \emptyset$  iff the set of states is empty.

•  $L(A) \neq \{\epsilon\}$  iff  $A$  has a non-trivial label on one of its edges.

Proof: • If there are trim states in  $A$  then there are paths from  $A$  to  $Q$  and their signatures are in  $L(A)$ .

• If  $e(\sigma, x, \tau)$  belongs to  $E$  then there exists a path from  $A$  to  $Q$  containing  $e$   
 $\Rightarrow$  its sign  $\neq \epsilon \Rightarrow L(A) \neq \{\epsilon\}$ .

Corollary: Given an automaton we can decide whether  $L(A)$  contains a non-empty word.

It runs at most find an edge with non-trivial label.

Proposition: Let  $A$  - finite automaton.

$L(A)$  is infinite iff  $A$  contains a directed loop with non-trivial signature.

Proof: we can replace  $A$  by  $A_0$  without changing the language.

$(\Leftarrow)$  let  $C = \begin{array}{c} \text{t} \\ \diagup \\ \text{x} \\ \diagdown \\ \text{s} \end{array}$  directed loop on  $\sigma$ .

Since  $\sigma$  - firm :  $\exists P \xrightarrow{\sigma} \omega$  for some  $\omega \in L$   
 $\exists Q \xrightarrow{\sigma} \omega$  for some  $\omega \in L$

then  $\forall n$  paths  $P C^n Q$  lead from  $\alpha$  to  $\omega$   
and produce distinct words  $\text{sign}(P) \cdot \text{sign}(C)^n \cdot \text{sign}(Q)$   
in  $L(A)$ .

$\Rightarrow$  let  $n = |E|$  and pick  $w \in L(A)$  s.t.  
 $\text{length}(w) > n$ . Let  $P$  be the path from  
 $\alpha$  to  $w \in L$  with  $\text{sign}(P) = w$ ,  
some edge  $e = (\sigma, u, v)$  will occur on  $P$  more than  
once. write  $P = P' C Q$  where  
 $C$  begins with the first occurrence of  $e$  and  
 $Q$  begins with the next one. then  $C$  is a directed  
loop in  $A$ .

Corollary: Given A - f.s.a. it's possible to decide whether  $L(A)$  is infinite.

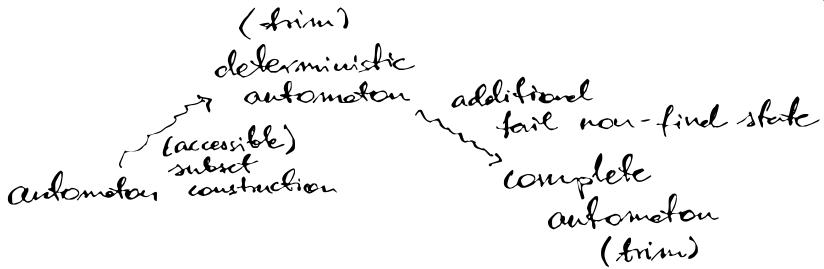
Proof: replace A by  $A_+$  if necessary.

let  $A = (\Sigma, X, E, A, Q)$ . for every  $s \in \Sigma$

we can decide whether  $A_s = (\Sigma, X, E, \{s\}, Q)$  contains a non-trivial word.

$\Rightarrow$  we can decide whether A contains a directed loop with non-trivial signature.

□



---

Constructions of automata:

Let

$A_1 = (\Sigma_1, X, E_1, A_1, Q_1)$  be two finite automata

$A_2 = (\Sigma_2, X, E_2, A_2, Q_2)$  (labeled by the same alphabet.)

Let  $L_1 = L(A_1)$ ,  $L_2 = L(A_2)$ ,

Theorem:

$L_1 \cup L_2$ ,  $L_1 \cap L_2$ ,  $X^* - L_1$ ,  $L_1 L_2$ ,  $(L_1)^*$

are rational languages.

Proof: We'll construct automata recognizing each of these languages.

Assumption:  $\Sigma_1 \cap \Sigma_2 = \emptyset$

1)  $A^U = (\Sigma_1 \cup \Sigma_2, X, E_1 \cup E_2, A_1 \cup A_2, Q_1 \cup Q_2)$

recognizes  $L_1 \cup L_2$

Note:  $A^U$  is not deterministic

2)  $A^D = (\Sigma_1 \times \Sigma_2, X, E^D, A_1 \times A_2, Q_1 \times Q_2)$

$$E^D = \left\{ ((\sigma_1, \sigma_2), X, (\tau_1, \tau_2)) : (\sigma_1, X, \tau_1) \in E_1 \text{ and } (\sigma_2, X, \tau_2) \in E_2 \right\}$$

if  $P \subset A_n$  - a path from  $(\alpha_1, \alpha_2)$  to  $(\omega_1, \omega_2)$

$\Rightarrow \text{proj}_1(P)$  - path  $\alpha_1 \rightarrow \omega_1$  in  $A_1$  &  
 $\text{proj}_2(P)$  -  $\alpha_2 \rightarrow \omega_2$  in  $A_2$

$$\text{sign}(P) = \text{sign}(\text{proj}_1(P))$$

$\Rightarrow A_n$  recognizes  $L(A_1) \cap L(A_2)$ .

Note: only accessible part of  $A_n$  should be constructed.

If both  $A_1, A_2$  are deterministic

so is  $A_n$ .

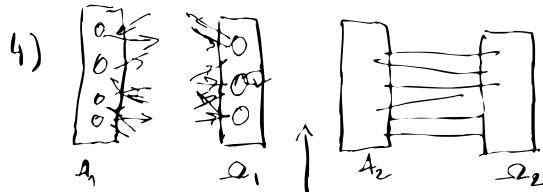
3)  $A^-$

$A_1$  and  $A_1^c$  (complete with the same language)

then  $A_1^- = (\Sigma_1^c, X, E_1^c, A_1^c, \Sigma_1^c - Q_1^c)$

recognizes  $X^* - L_1$

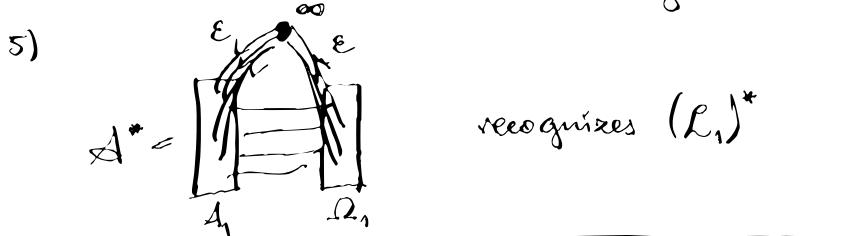
for  $w \in X^*$   $\rightarrow$  unique path  $P \in A_1^c$ , let  $\sigma = \text{last}(P)$   
 $w \in L_1 \Leftrightarrow \sigma \in Q_1^c, w \notin L_1 \Leftrightarrow \sigma \in \Sigma_1^c - Q_1^c$ .



$E_0 = \text{add all possible edges here, all labeled by } \underline{e}.$

$$A^{1,2} = (\Sigma_1 \cup \Sigma_2, X, E_1 \cup E_2 \cup E_0, A_1, A_2)$$

recognizes  $L_1 L_2$ .



recognizes  $(L_1)^*$

Corollary: Let  $M = \langle X | R \rangle$  be a f.p. monoid,

Suppose that  $S = \text{RC}(X, R, \leq)$  (reduced, confluent rewriting system) is finite w.r.t. reordering  $\leq$ .

- $\mathcal{J}$  - the ideal of words in  $X^*$  reducible w.r.t. the rws.
- $X^* - \mathcal{J}$  - irreducible words  $\leftrightarrow$  canonical forms  $\leftrightarrow$  elements of  $M$ .
- $\mathcal{J}(S)$  - index automaton for  $S$  recognizes  $\mathcal{J}$
- $(\mathcal{J}(S))^c$  recognizes  $X^* - \mathcal{J}$

Thus  $M$  is infinite iff  $(\mathcal{J}(S))^c$  contains a directed cycle with non-trivial signature.