University of Bayreuth

Bachelor Seminar Tree Automata

Introduction to Ranked Tree Automata

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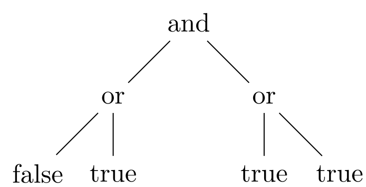
Introduction to Tree Languages

A good example for a tree language is the one consisting of all binary boolean expressions evaluating to true, for which an instance - if formatted in the right way - could look like this:

$$and(or(false, true), or(true, true))$$

In order to ease understanding, the elements of the language are often represented as a tree in a graphical way:



Just like for "normal" regular languages, it is of interest to know whether a given word (in this case a tree) is part of the (tree-)language. In order to describe an automaton that recognizes tree-languages we have to define what **Σ-trees** and (regular) **tree-languages** are, first.

Definition 1. *Σ-tree [1]*
The set of Σ-trees T_Σ over the ***alphabet*** *Σ is inductively defined as follows:*

$$\text{1. every } \sigma \in \Sigma \text{ is a } \Sigma\text{-tree}$$
$$\text{2. } \sigma \in T_\Sigma \text{ and } t_1, ..., t_n \in T_\Sigma, n \geq 1 \iff \sigma(t_1, ..., t_n) \in T_\Sigma$$

Note: In general, there is no bound for the number of children in a tree (these trees are called unranked), but in this draft we will only take a look at ***ranked trees****, which have such a bound.*

Definition 2. *tree-language [1]*
A tree language $L_{t\Sigma}$ over the alphabet Σ is defined as a subset of T_Σ:

$$L_{t\Sigma} \subseteq T_\Sigma$$

$\Rightarrow T_\Sigma$ is already a tree-language.

Next, we have to declare some special words in the context of $\Sigma - trees$.

Definition 3. *variables, terms, linear terms, ground-terms [2][3]*
Let $v \in V, v \notin \Sigma = \emptyset$ be a constant (symbol with no child). We call v a ***variable*** *(V is a set of Variables) in a* ***term*** *$t \in T_{\Sigma \cup V}$, if it is a placeholder for any given $\sigma \in \Sigma$ or yet another variable that is not necessarily part of V. Terms containing every v at most once are* ***linear terms****. All terms which don't contain any variables, are called* ***ground-terms*** *over Σ.*

We can now define (Non-Deterministic) Finite Tree Automata for tree languages.

Note: this definition will be expanded with more terms later in this draft and some of the content in this definition will get a specific name assigned to them. But in order to not overcomplicate the definition, these parts are left out for now.

Definition 4. *NFTA [2]*
*A (Non-Deterministic) Finite Tree Automaton (NFTA) over the alphabet Σ is a tuple $A = (Q, \Sigma, Q_f, \Delta)$ where Q is a **finite set of states**, $Q_f \subseteq Q$ is a **finite set of final states**, and Δ is a **finite set of transition rules** of the type:*

$$f(q_1, ..., q_n) \to q_x$$
$$\textit{where } n \geq 0, f \in \Sigma, q_x, q_1, ..., q_n \in Q$$

For $n = 0$, we write:

$$a \to q(a)$$
$$\textit{where } a \in \Sigma, q \in Q$$

*Tree automata over Σ run on ground terms over Σ. An automaton starts at the leaves and moves upward, associating along a **run** a state with each subterm inductively while reducing the tree via the transition rules.*

For a tree $t' \in T_{\Sigma \cup Q}$ that is the result of applying a transition rule on a tree $t \in T_{\Sigma \cup Q}$ we write:

$$t \to_A t'$$

If more or equal than one transition rules are applied we denote it like this:

$$t \to_A^* t'$$

$\to_A^*$ is the reflexive and transitive closure of $\to_A$.

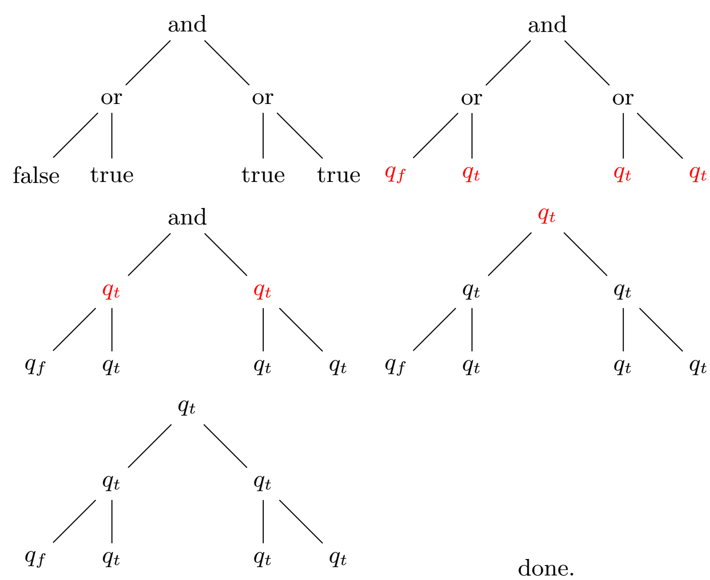
Note: There is no initial state in an NFTA but the ground-terms (which can be considered to be the "initial rules" of the NFTA) act alike by transitioning constant symbols into a state.

Our binary-boolean-expression NFTA can now be written as:

Example 1. binary-boolean-statement NFTA
$A = (Q, \Sigma, Q_f, \Delta)$
$\Sigma = \{or, and, not, true, false\}$
$Q = \{q_f, q_t\}$
$Q_f = \{q_t\}$
$\Delta = \{false \to q_f, true \to q_t,$
$and(q_t, q_t) \to q_t, and(q_t, q_f) \to q_f, and(q_f, q_t) \to q_f, and(q_f, q_f) \to q_f,$
$or(q_t, q_t) \to q_t, or(q_t, q_f) \to q_t, or(q_f, q_t) \to q_t, or(q_f, q_f) \to q_f,$
$not(q_f) \to q_t, not(q_t) \to q_f\}$

A run with the example input from the beginning of this chapter looks like this:

Example 2. running a NFTA



Or in written form:
$and(or(false, true), or(true, true)) \to_A^* and(or(q_f, q_t), or(q_t, q_t))$
$\to_A^* and(q_t, q_t) \to_A^* q_t$

$q_t \in Q_f \Rightarrow A$ accepts $w \Rightarrow w \in L_A$ with L_A being the language recognized by the automaton.

Determinization

Non Deterministic Finite Tree Automata (NFTA) can be determinized just like Non Determinitistic Automata (NFA) in the word case. By knowing that there exists a DFTA for every NFTA, definitions, proofs and algorithms become much easier, since we don't have to take special care of the properties of NFTAs. We will now take a look at how this is done. But first we have to define formally, what being deterministic means in the context of FTAs.

Definition 5. *Deterministic Finite Tree Automaton*
A tree automaton with no two rule of the type:

$$f(q_1, ..., q_n) \to q_x$$
$$f(q_1, ..., q_n) \to q_y$$

(this includes the ground-terms)

or

$$\epsilon(q_1, ..., q_n) \to q_x$$

(state changes, even though no actual symbol is read)

with $n \geq 0, q_x, q_y, q_1, ...q_n \in Q, q_x \neq q_y, f \in \Sigma$ *is called a* ***Deterministic Finite Tree Automaton*** *(DFTA).*

Similar to the algorithm for Determinization in the word case, there exists a power set construction algorithm for determizing Tree Automata.

Definition 6. ***Algorithm DET*** *for Tree Automata [2]*
Note: statesOf(x) returns the set of states that contributed to the creation of the state x, while state(X) returns a state representing all states in the set X.

Data*: NFTA* $A = (Q, \Sigma, Q_f, \Delta)$
$Q_d := \emptyset$
$\Delta_d := \emptyset$
while Δ_d *grew last cycle* **do**
  $f(q_1, ..., q_n) \in \Delta$
  $s_1, ..., s_n \in Q_d$

  / meta-state representing the set of reachable states */*
  $s := state(\{q \in Q \mid q_1 \in statesOf(s_1), ..., q_n \in statesOf(s_n), f(q_1, ...q_n) \to q \in \Delta\})$

  $Q_d := Q_d \cup \{s\}$
  $\Delta_d := \Delta_d \cup f(s_1, ..., s_n) \to s$
end
$Q_{f_d} := \{s \in Q_d \mid \{s\} \cap Q_d \neq \emptyset\}$
Result*: DFTA* $A_d = (Q_d, \Sigma, Q_{f_d}, \Delta_d)$

It is easy to see that the algorithm produces a deterministic automaton A_d as we are automatically constructing meta-states for all reachable states and therefore eliminating all possible non-deterministic behaviour. However, we still have to prove $L(A) = L(A_d)$. For this, we have to show that the meta-states $s \in Q_d$ are "built correctly", or in formal terms:

$$\textit{For any tree } t : t \rightarrow^*_{A_d} s \iff s = \textit{state}(\{q \in Q \mid t \rightarrow^*_A q\})$$

Proof. $L(A) = L(A_d)$ (Correctness of DET) [2]
This proof is done via an induction over the structure of the symbols in Σ.

- **Base case:** For any tree $t = a \in \Sigma$ we take a look at the corresponding ground-term $a \rightarrow q(a)$. Because of the way we defined s as the meta-state representing the set of all reachable states in a given situation this is inherently correct.

- **induction step:** $t = f(q_1, ..., q_n)$

  - 1.: $t \rightarrow^*_{A_d} s \Rightarrow (s = \textit{state}(\{q \in Q \mid t \rightarrow^*_A q\})$

    Supposing $t \rightarrow^*_{A_d} f(s_1, ..., s_n) \rightarrow_{A_d} s$, by induction hypothesis, for each $i \in 1, ..., n$, we can see $s_i = \textit{state}(\{q \in Q \mid q_i \rightarrow^*_A q\}$.

    Because states $s_i \in Q_d$, rules $f(s_1, ..., s_n) \rightarrow s \in \Delta_d$ are added by the determinization algorithm and $s := \textit{state}(\{q \in Q \mid q_1 \in statesOf(s_1), ..., q_n \in statesOf(s_n), f(q_1, ...q_n) \rightarrow q \in \Delta\})$, we learn $s = \textit{state}(\{q \in Q \mid t \rightarrow^*_A q\})$.

  - 2.: $s = \textit{state}(\{q \in Q \mid t \rightarrow^*_A q\}) \Rightarrow t \rightarrow^*_{A_d} s$

    Considering $s = \textit{state}(\{q \in Q \mid f(q_1, ..., q_n) \rightarrow^*_A q\})$ with state sets S_i defined as $S_i := \{q \in Q \mid q_i \rightarrow^*_A q\}$, by induction hypothesis for each $i \in \{1, ..., n\}$ we know $q_i \rightarrow^*_{A_d} s_i, s_i = \textit{state}(S_i)$. Thus $s = \textit{state}(\{q \in Q \mid q_1 \in S_1, ..., q_n \in S_n, f(q_1, ...q_n) \rightarrow q \in \Delta\})$.

    By the definition of Δ_d in the determinization algorithm, $f(s_1, ..., s_n) \in \Delta_d$ and thus $t \rightarrow^*_{A_d} s$.

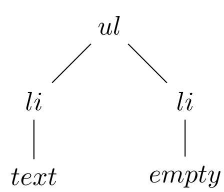
Following is an example of how a NFTA can be determinized with this algorithm.

Example 3. Running the DET algorithm
consider a non deterministic FTA given like this:
$A = (Q, \Sigma, Q_f, \Delta)$
$\Sigma = \{ul, li, text, empty\}$
$Q = \{q_{ul}, q_{li1}, q_{li2}, q_{text}, q_{empty}\}$
$Q_f = \{q_{ul}\}$
$\Delta = \{ul(q_{li1}, q_{li2}) \rightarrow q_{ul}, ul(q_{li2}, q_{li1}) \rightarrow q_{ul},$
$\mathbf{li}(\mathbf{q_{text}}) \rightarrow \mathbf{q_{li1}}, \mathbf{li}(\mathbf{q_{text}}) \rightarrow \mathbf{q_{li2}},$
$text \rightarrow q_{text}, empty \rightarrow q_{empty},$
$\epsilon(\mathbf{q_{empty}}) \rightarrow \mathbf{q_{text}}\}$

This recognizes all trees that represent unordered lists (ul) in HTML notation, which contain 2 list items (li):

```
<ul>
      <li>text</li>
      <li>empty</li>
</ul>
```

Or as a tree input:



If we start determinizing with the rules containing no state and then go "up in the hierarchy" and generate all the states on-the-fly, we get these new rules:

$text \rightarrow state(\{q_{text}\})$
$empty \rightarrow state(\{q_{text}, q_{empty}\})$
$li(state(\{q_{text}\}))) \rightarrow state(\{q_{li1}, q_{li2}\})$
$li(state(\{q_{text}, q_{empty}\})) \rightarrow state(\{q_{li1}, q_{li2}\})$
$ul(state(\{q_{li1}, q_{li2}\}), state(\{q_{li1}, q_{li2}\})) \rightarrow state(\{q_{ul}\})$

And the set of final states is $Q_{f_d} = \{state(\{q_{ul}\})\}$.

As we can see, there is no ϵ-rule left and we don't have to choose which rule to apply when reading

Minimization

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Definition 7. *Context [2][4]*
Let V_n be a set of n variables. Then, a linear term $C \in T_{\Sigma \cup V_n}$ is called a ***context****. Furthermore, $C[t_1, ..., t_n], t_1, ..., t_n \in T_\Omega$ is known as a* ***context application****, meaning that variables $v_i \in V_n$ are replaced by (sub-)trees $t_i \in T_\Omega$.*

Note: $T_\Omega \supseteq T_{\Sigma \cup V_n}$, ***can*** *contain new variables.*

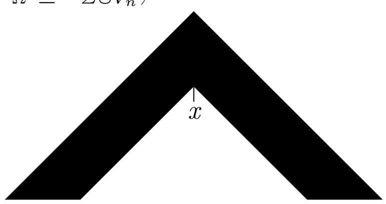

Fig. 1: Context with one variable (x)

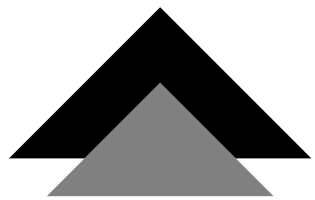

Fig. 2: Context application

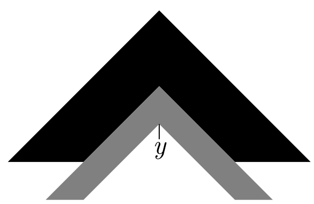

Fig. 3: Context application with a new context

Definition 8. *Congruence [2]*
An equivalence relation $\equiv$ on T_Σ is a ***congruence*** *on T_Σ if for every $f \in \Sigma$ with n arguments applies:*

$$\Sigma \ni u_i \equiv w_i \in \Sigma, 1 \leq i \leq n \Rightarrow f(u_1, ..., u_n) \equiv f(w_1, ..., w_n)$$
$$\#\ of \equiv -classes\ is\ finite \Rightarrow \equiv \textit{ is of } \boldsymbol{finite\ index}.$$

Additionally a congruence is an equivalence relation closed under context. This means that for any $C \in T_{\Sigma \cup V}$, if $u \equiv w \Rightarrow C[u] \equiv C[w]$.

Definition 9. $\equiv_L$ *[2]*
For any given tree language $L \in T_\Sigma$, we define the congruence $\equiv_L$ on T_Σ by: $u \equiv_L w$, if for all Contexts $C \in T_{\Sigma \cup V}$ applies:

$$C[u] \in L \iff C[v] \in L$$

Theorem 1. *Myhill-Nerode*
These statements are equivalent:

(i) L is a regular tree language

(ii) L is the union of some congruence classes of finite index

(iii) the relation $\equiv_L$ *is a congruence of finite index*

References

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