

OpenFST Library

SOME of the available FST operations

<https://www.openfst.org>

OpenFst Library

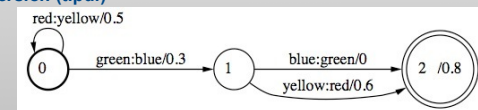
Definition of the symbols (syms.txt)

```
red 1
green 2
blue 3
yellow 4
```

Definition of a transducer (t.txt)

```
0 0 red yellow .5
0 1 green blue .3
1 2 blue green .3
1 2 yellow red .6
2 .8
```

Graphical version (t.pdf)



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OpenFst Library

Definition of the symbols (syms.txt)

```
red 1
green 2
blue 3
yellow 4
```

Definition of a transducer (t.txt)

```
0 0 red yellow .5
0 1 green blue .3
1 2 blue green .3
1 2 yellow red .6
2 .8
```

Generation of the binary version (t.fst)

fstcompile --isymbols=syms.txt --osymbols=syms.txt t.txt | **fstarcsort** > t.fst

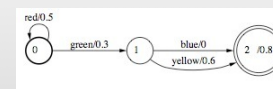
Generation of the graphical version (t.pdf)

fstdraw --portrait --isymbols=syms.txt --osymbols=syms.txt t.fst | **dot -Tpdf** > t.pdf

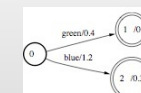
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UNION of TRANSDUCEs

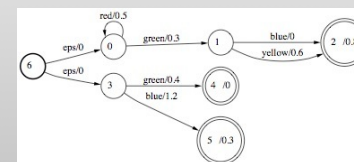
fstunion A.fsm B.fsm > C.fsm



A.fsm



B.fsm

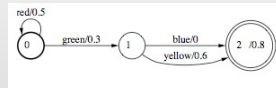


C.fsm

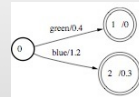
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CONCATENATION of TRANSDUCES

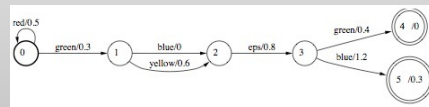
fstconcat A.fsm B.fsm > C.fsm



A.fsm



B.fsm

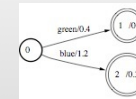


C.fsm

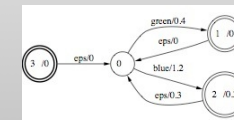
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CLOSURE of TRANSDUCES

fstclosure B.fsm > C.fsm



B.fsm

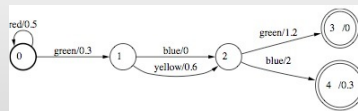


C.fsm

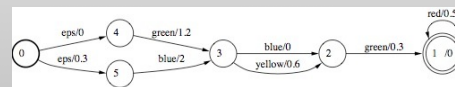
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“REVERSAL” of TRANSDUCES

fstreverse A.fsm > C.fsm



A.fsm

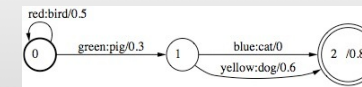


C.fsm

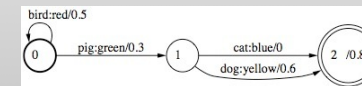
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INVERSION of TRANSDUCES

fstinvert A.fsm > C.fsm



A.fsm

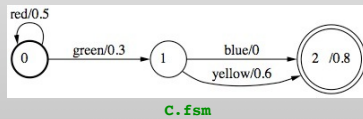
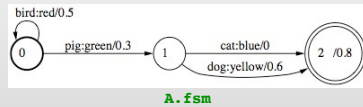


C.fsm

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PROJECTION (output) of TRANSDUCES

```
fstproject --project_type=output A.fsm > C.fsm
fstproject --project_output=true A.fsm > C.fsm (in previous versions)
```



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COMPOSITION of TRANSDUCES

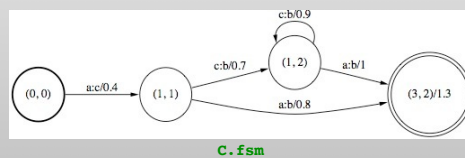
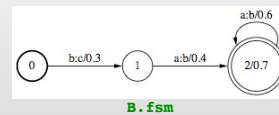
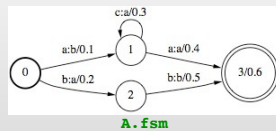
Para obter o transdutor composto:

- Cria um novo estado (x,y) para todos os pares de estados $x \in Q_1$ e $y \in Q_2$
- A função de transição da composição é definida por $\delta((x,y), i; o) = (v,z)$ se $\delta_1(x, i; c) = v$ e $\delta_2(y, c; o) = z$

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COMPOSITION of TRANSDUCES

```
fstcompose A.fsm B.fsm > C.fsm
```



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INTERSECTION of TRANSDUCES

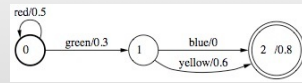
O algoritmo de intersecção apenas considera o produto cartesiano dos estados

- Para cada estado q_i do primeiro transdutor, e q_j do segundo transdutor, cria-se um novo estado q_{ij}
- Para o símbolo de entrada a , se o primeiro transdutor transitava para o estado q_n e o segundo transdutor transitava para o estado q_m o novo transdutor transita para o estado q_{nm}

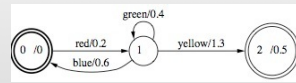
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INTERSECTION of TRANSDUCES

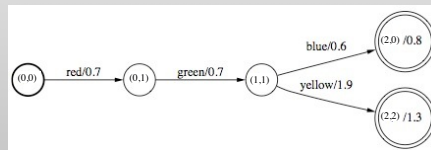
`fstintersect A.fsm B.fsm > C.fsm`



A.fsm



B.fsm

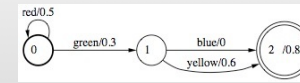


C.fsm

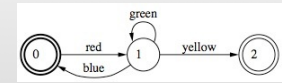
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DIFERENÇA DE TRANSDUTORES

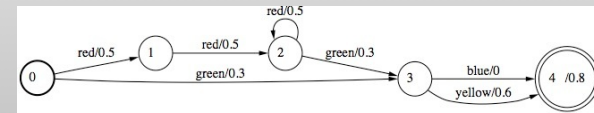
`fsmdifference A.fsm B.fsm > C.fsm`



A.fsm



B.fsm



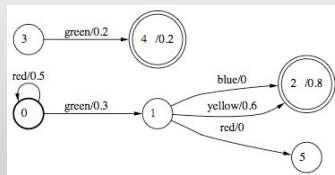
C.fsm

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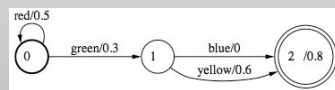
REMOVAL OF INACCESSIBLE STATES

■ With the option `-t`, returns (exit status) 1 if the output has no states, useful to test the empty output ...

`fstconnect A.fsm > C.fsm`



A.fsm



C.fsm

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