From KAT expressions to automata

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Arco Meeting, May 2009

Motivation

- Efficient algorithms exist to compile regular expressions into automata (Berry-Sethi, Thompson, ...)
- Alternatives to the elegant Brzozowski algorithm
- Kozen recently extended Brzozowski algorithm to KAT

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Can we extend the efficient algorithms to KAT as well?

Recall: Berry-Sethi for RE

Basic idea: Assume that all occurrences of letters are different.

$$(ab+b)^*ba \rightarrow (a_1b_2+b_3)^*b_4a_5$$

Definition

Let E be a regular expression and \overline{E} the corresponding marked expression.

$$\begin{array}{lll} \textit{first}(E) & = & \{i \mid a_i w \in L(\overline{E})\}\\ \textit{follow}(E, i) & = & \{j \mid u a_i a_j v \in L(\overline{E})\}\\ \textit{last}(E) & = & \{i \mid w a_i \in L(\overline{E})\} \end{array}$$

The position automaton for E is defined as:

$$A_{pos}(E) = (pos(E), \Sigma, t_{pos}, 0, last_0(E))$$

where

$$last_0(E) = \begin{cases} last(E) \cup \{0\} & \delta(E) = 1 \ t_{pos} = \{(i, a, j) \mid j \in follow(E, i), a = \overline{a_j} \\ last(E) & \text{oth.} & \cup \{(0, a, j) \mid j \in first(E), a = \overline{a_j} \} \end{cases}$$

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Algorithm

Berry and Sethi provided a algorithmic description to compute the follow sets.

Proposition

For a regular expression E, $F(E, \{!\})$, as defined below, yields pairs of the form $\langle i, follow(E!, i) \rangle$.

$$\begin{array}{lll} F(E_{1}+E_{2},S) & = & F(E_{1},S) \cup F(E_{2},S) \\ F(E_{1}E_{2},S) & = & F(E_{1},first(E_{2}) \cup \delta(E_{2}) \cdot S) \cup F(E_{2},S) \\ F(E_{1}^{*},S) & = & F(E_{1},first(E_{1}) \cup S) \\ F(a_{i},S) & = & \{\langle i,S \rangle\} & F(1,S) = \emptyset & F(0,S) = \emptyset \end{array}$$

! is just a trick to avoid computing last $i \in last(E) \iff ! \in follow(E!, i)$.

Example in the board $-(a_1b_2+b_3)^*b_4a_5$.



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A non-deterministic automaton

$$\mathcal{A}_{m{e}} = (\mathcal{S}, \delta: \mathcal{S}
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- $L(A_e) = L(e)$
- GS(A) = GS(e) (due to Kozen). Good!



Examples

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$$(b+p)qr^*$$

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$$b_1 + pb_2(b_3 + q)^*rb_4$$

Less states

$$S \to 2 \times (\mathcal{P}S)^{\Sigma \cup \mathcal{T}}$$

 Original automata on GS, too many states

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Example in the board.

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$$\begin{array}{lll} \textit{first}(e) & = & \{\langle b,i\rangle \mid b_1b_2\dots b_npx \in L(\overline{e})\,,\, b = \bigvee (b_1 \wedge b_2 \wedge \dots b_n)\}\\ \textit{follow}(e,i) & = & \{\langle b,j\rangle \mid xp_ib_1b_2\dots b_nq_jy \in L(\overline{e})\,,\, b = \bigvee (b_1 \wedge b_2 \wedge \dots b_n)\}\\ \textit{last}(e) & = & \{\langle b,i\rangle \mid xp_ib_1b_2\dots b_n \in L(\overline{e})\,,\, b = \bigvee (b_1 \wedge b_2 \wedge \dots b_n)\} \end{array}$$

The automaton corresponding to *e* is defined as

$$A_e = (pos(e), \Sigma, \langle o, \delta \rangle, 0)$$

where $o(i) = \begin{cases} E(e) & i = 0 \\ b & \langle b, i \rangle \in last(e) \\ \bot & \text{otherwise} \end{cases} \delta = \{ \langle i, \langle b, p \rangle, j \rangle \mid \langle b, j \rangle \in follow(e, i), p = \overline{p_i} \}$

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$$b \triangleleft S = \{ \langle b \wedge b', p \rangle \mid \langle b', p \rangle \in S \} \text{ (with } \bot \triangleleft S = \emptyset \text{)}$$



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