

Finite automata algorithms:  
bisimulations up to congruence,  
and binary decision diagrams

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# Language equivalence of automata

- Model checking
- Program equivalence (cf. D'Antoni's work)
- SDN analysis (cf. NetKAT)
- Formal proof automation (Relational methods, Kleene algebra)

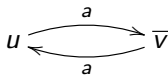
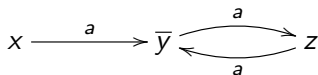
# Outline

Many states

Many letters

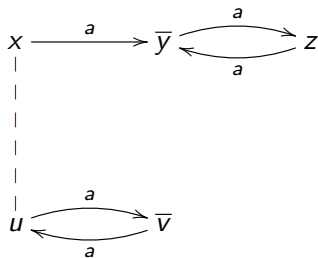
# Checking language equivalence of finite automata

Deterministic case, naive algorithm:



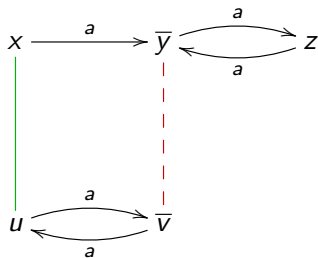
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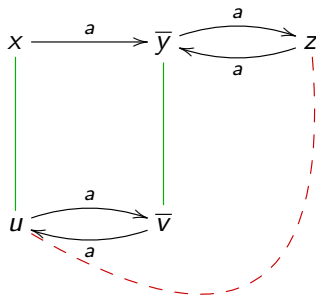
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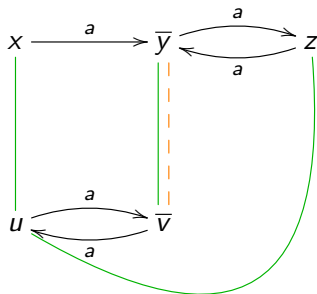
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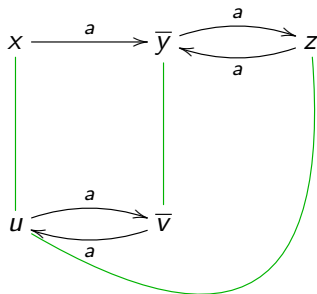
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# Checking language equivalence of finite automata

Deterministic case, naive algorithm:



# Checking language equivalence

Deterministic case, naive algorithm, correctness:

bisimulation

*Theorem:*  $x \sim y$  iff there exists a bisimulation  $R$  with  $x R y$

# Checking language equivalence

Deterministic case, naive algorithm, correctness:

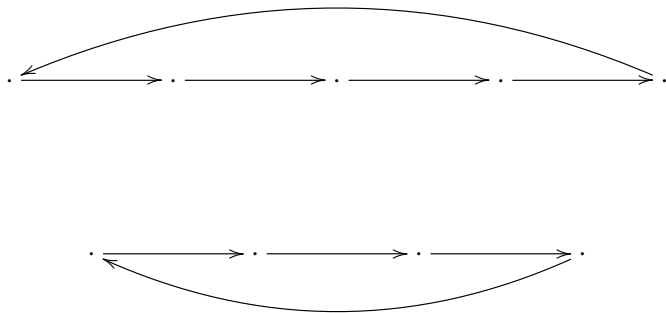
bisimulation

*Theorem:*  $x \sim y$  iff there exists a bisimulation  $R$  with  $x R y$

The previous algorithm attempts to construct a bisimulation

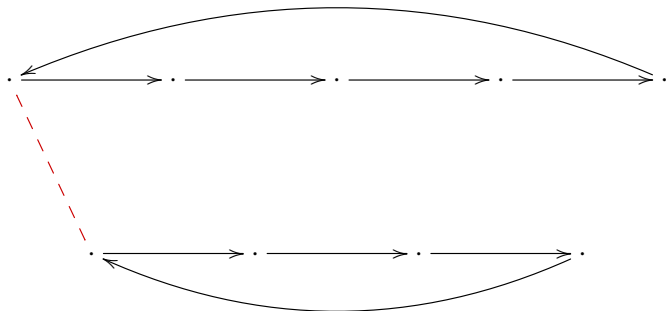
# Checking language equivalence

Deterministic case, naive algorithm: quadratic complexity



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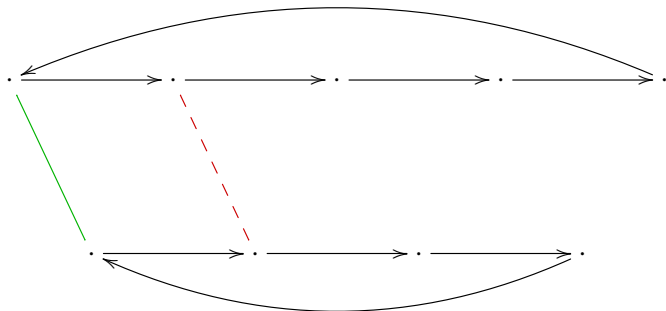
Deterministic case, naive algorithm: quadratic complexity



1 pairs

# Checking language equivalence

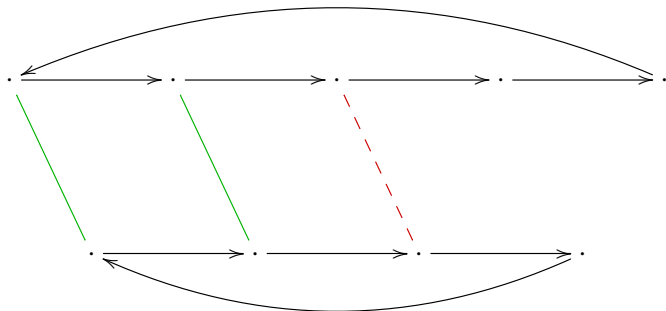
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2 pairs

# Checking language equivalence

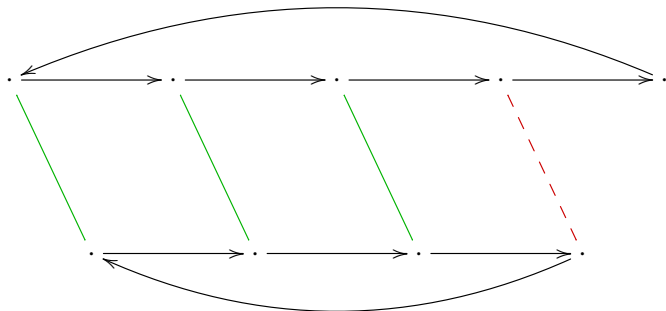
Deterministic case, naive algorithm: quadratic complexity



3 pairs

# Checking language equivalence

Deterministic case, naive algorithm: quadratic complexity

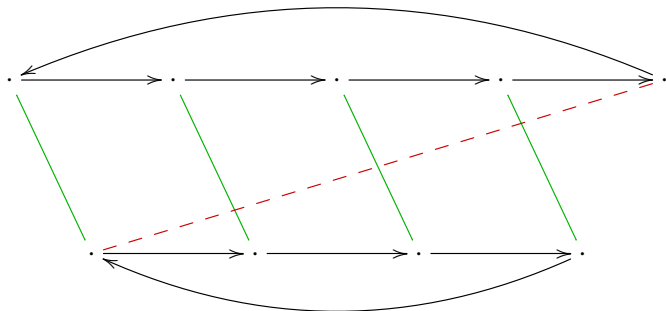


4 pairs



# Checking language equivalence

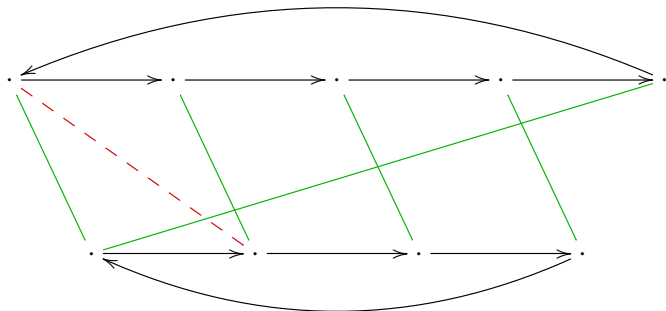
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5 pairs

# Checking language equivalence

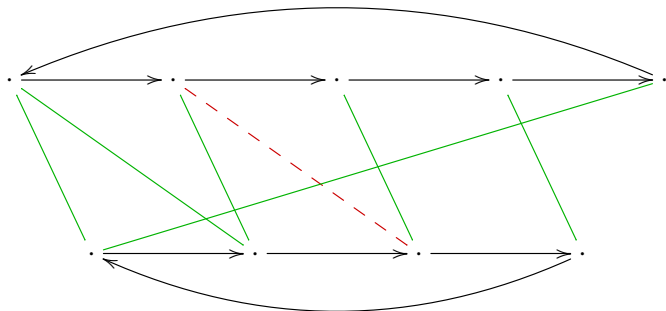
Deterministic case, naive algorithm: quadratic complexity



6 pairs

# Checking language equivalence

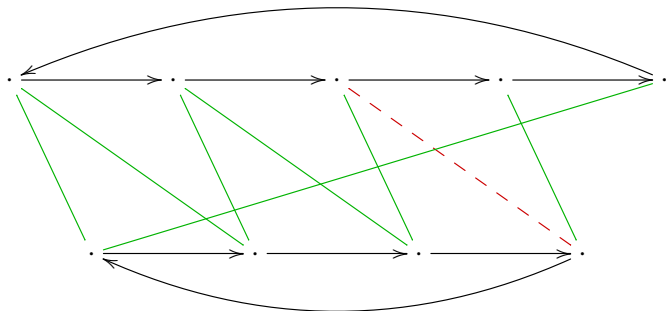
Deterministic case, naive algorithm: quadratic complexity



7 pairs

# Checking language equivalence

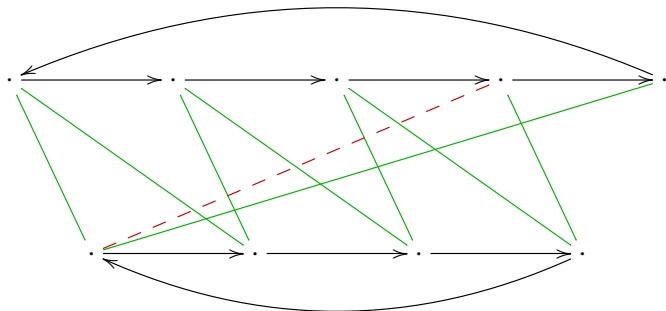
Deterministic case, naive algorithm: quadratic complexity



8 pairs

# Checking language equivalence

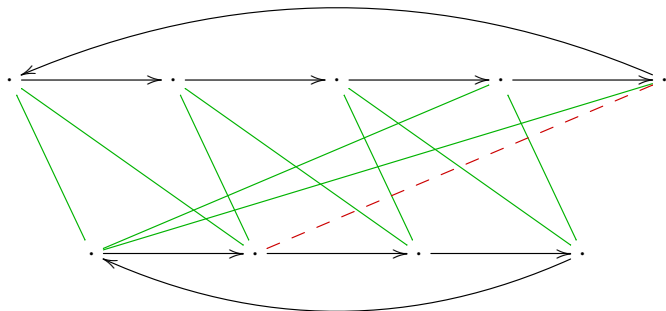
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9 pairs

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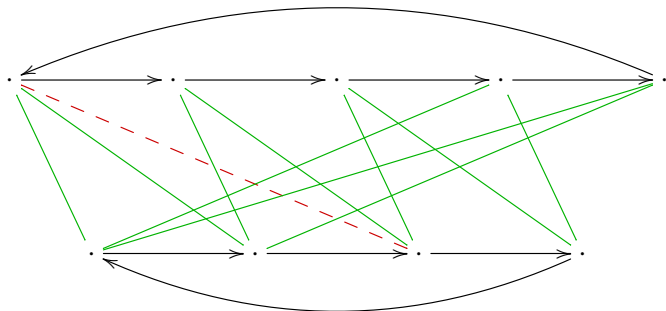
Deterministic case, naive algorithm: quadratic complexity



10 pairs

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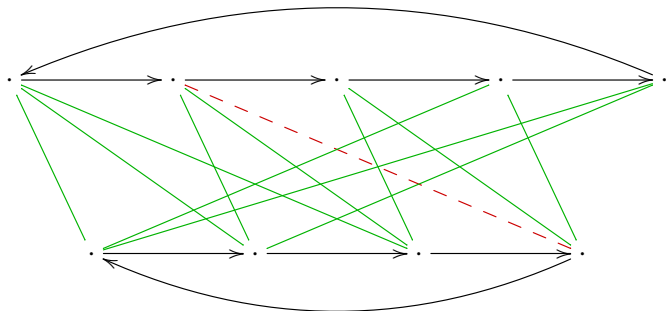
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11 pairs

# Checking language equivalence

Deterministic case, naive algorithm: quadratic complexity

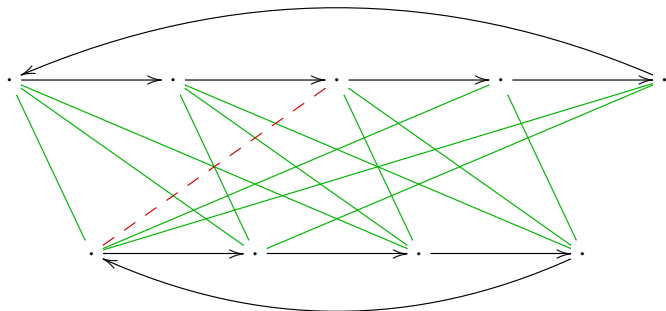


12 pairs



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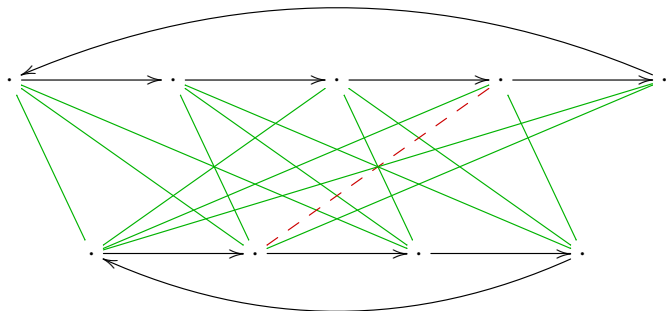
Deterministic case, naive algorithm: quadratic complexity



13 pairs

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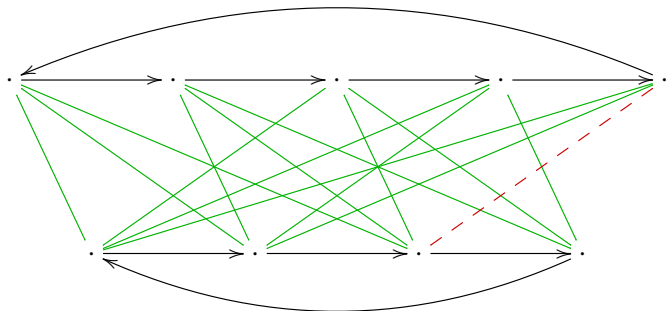
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14 pairs

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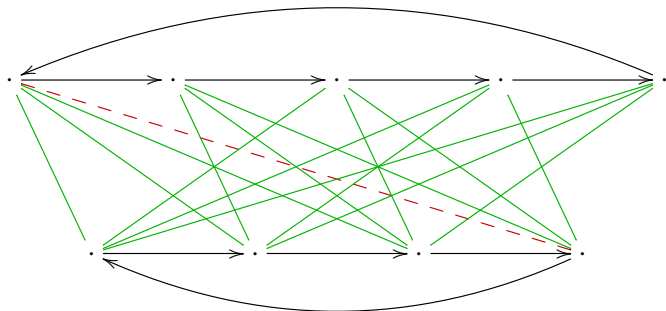
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15 pairs

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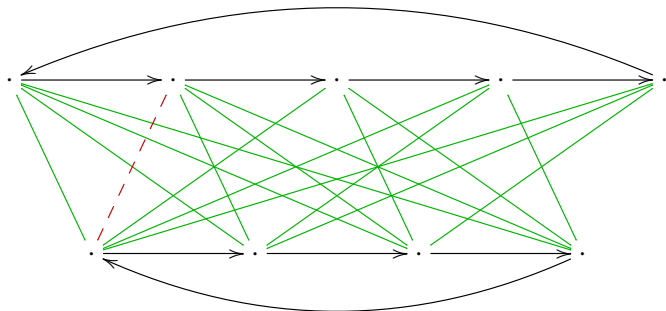
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16 pairs

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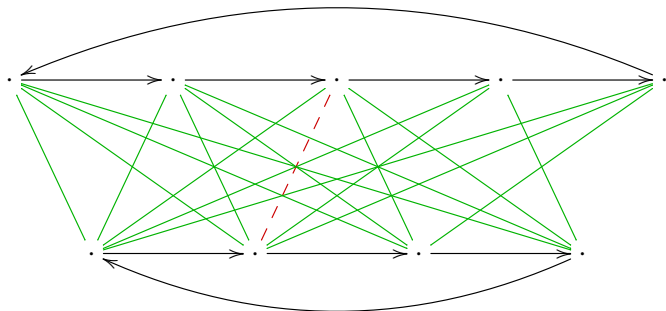
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17 pairs

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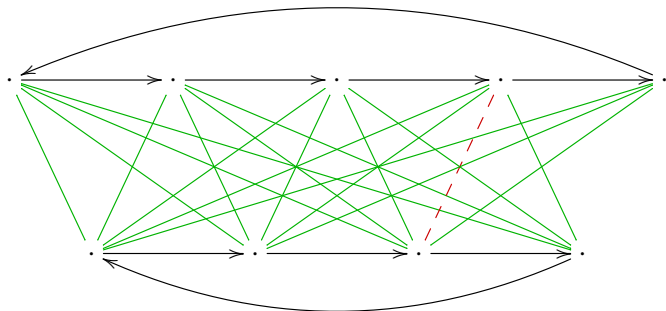
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18 pairs

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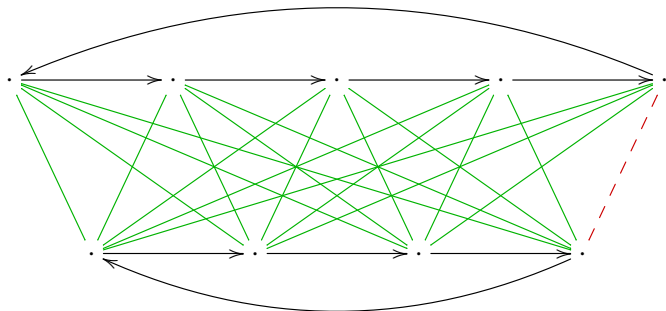
Deterministic case, naive algorithm: quadratic complexity



19 pairs

# Checking language equivalence

Deterministic case, naive algorithm: quadratic complexity

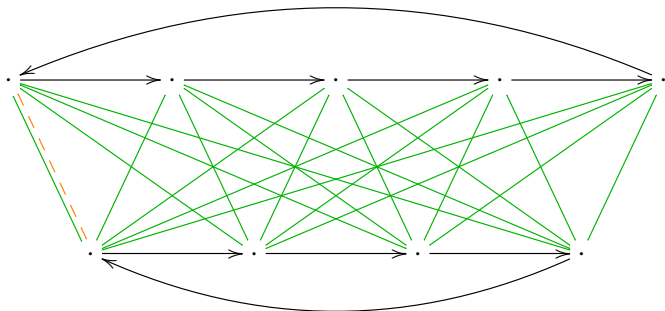


20 pairs



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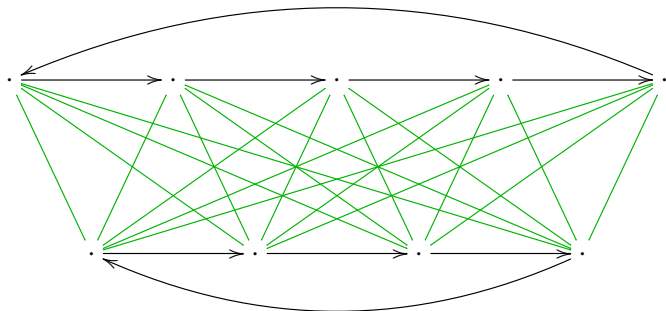
Deterministic case, naive algorithm: quadratic complexity



20 pairs

# Checking language equivalence

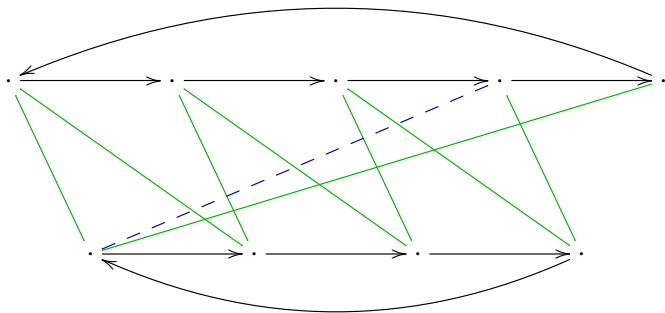
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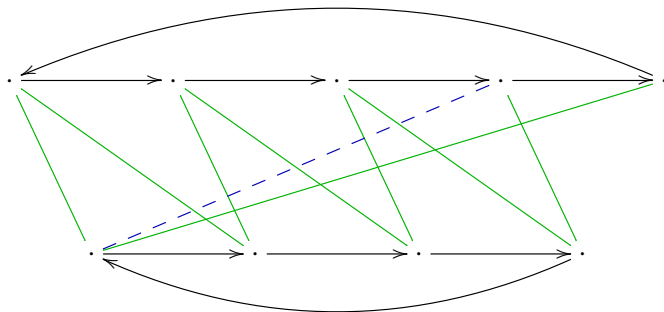
One can stop much earlier



$\neq 8$  pairs

# Checking language equivalence

One can stop much earlier



Complexity: almost linear

[Hopcroft and Karp '71]

[Tarjan '75]

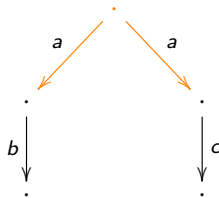
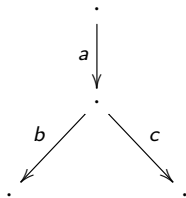
# Checking language equivalence

Correctness of HK algorithm, revisited:

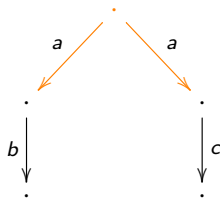
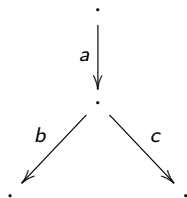
bisimulation up to equivalence

*Lemma:* if  $R$  is a bisimulation up to equivalence,  
then  $R^e$  is a bisimulation

# Non-Deterministic Automata



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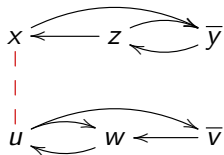


Reduction to the deterministic case:

- “**powerset construction**”:  $(S, t, o) \mapsto (\mathcal{P}(S), t^\#, o^\#)$
- from states  $(x, y, \dots)$  to sets of states  $(X, Y, \dots)$

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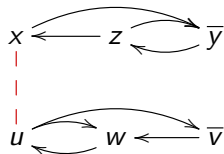
Non-deterministic case: use Hopcroft and Karp *on the fly*:





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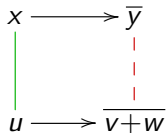
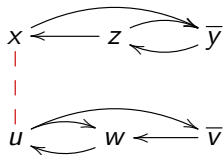
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$x$   
|  
|  
|  
 $u$

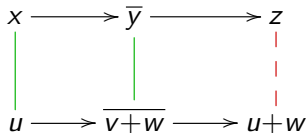
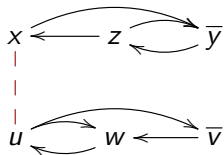
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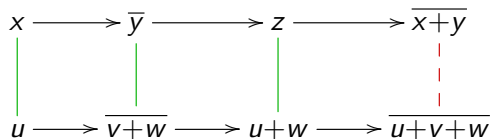
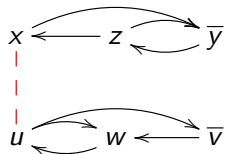
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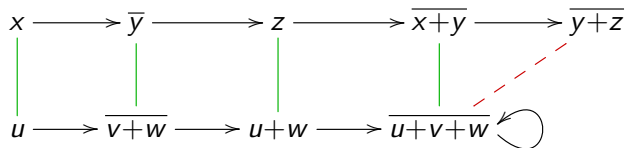
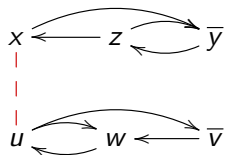
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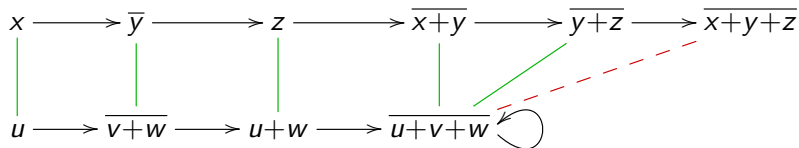
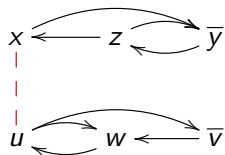
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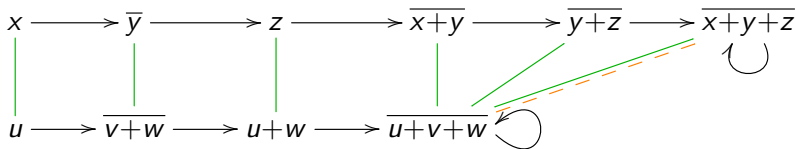
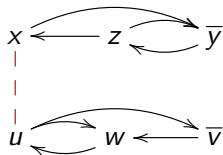
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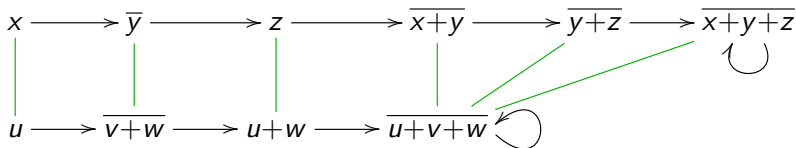
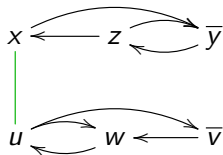
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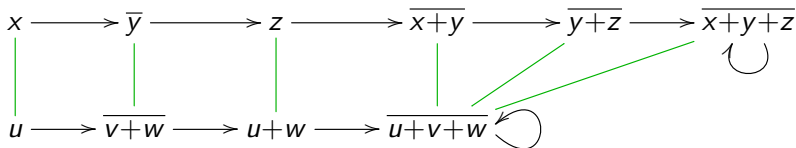
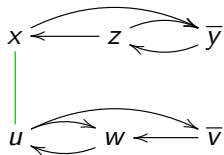
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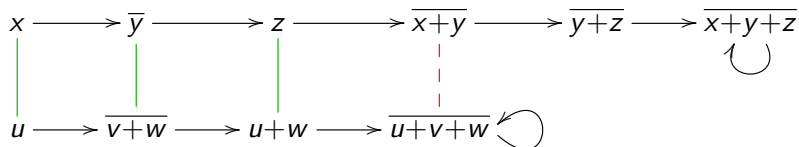
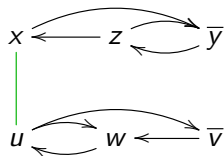
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(correctness comes for free)

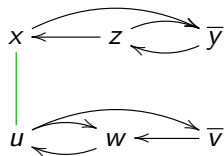
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One can do **better**:

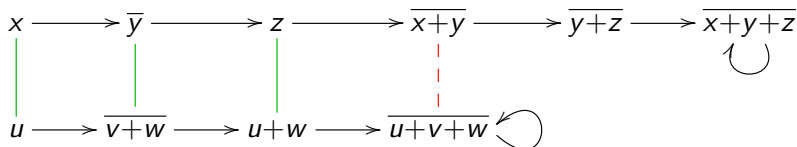


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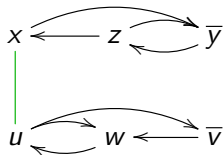


$$\begin{array}{r} (x, u) \\ + (y, v+w) \\ \hline = (x+y, u+v+w) \end{array}$$

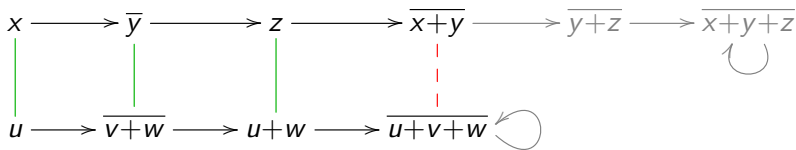


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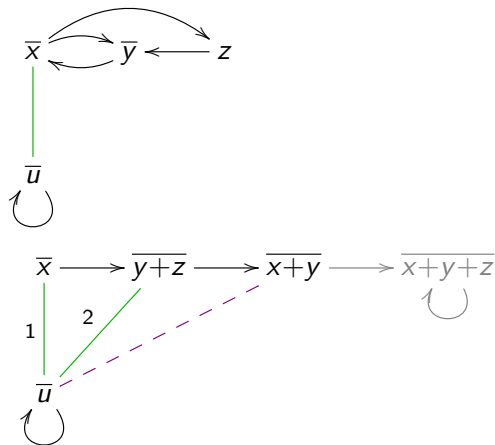
parts of the accessible subsets need not be explored

bisimulation up to context

*Lemma:* if  $R$  is a bisimulation up to context,  
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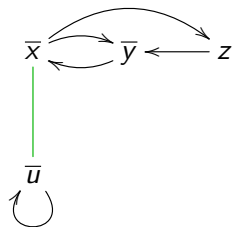
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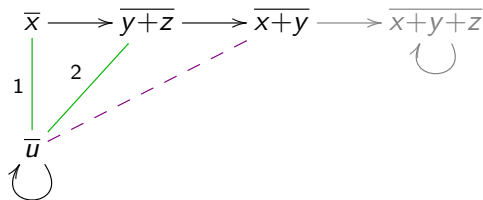


# Checking language equivalence

One can do **even** better:



$$\begin{aligned}x+y &= u+y & (1) \\ &= y+z+y & (2) \\ &= y+z \\ &= u & (2)\end{aligned}$$



# Correctness

bisimulation up to congruence

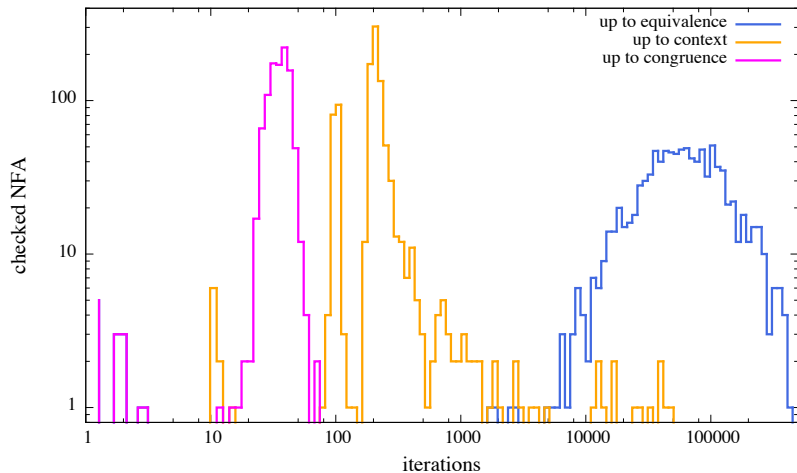
*Lemma: ...*



## In practice

`http://perso.ens-lyon.fr/damien.pous/hkc/`

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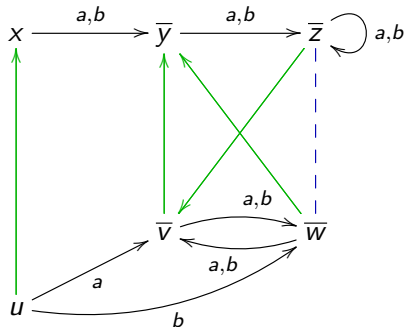


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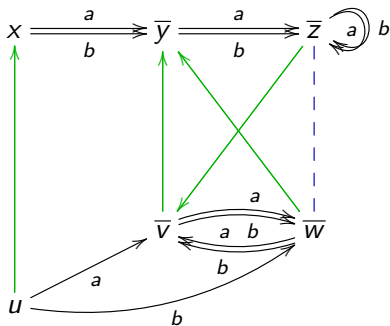
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Many letters

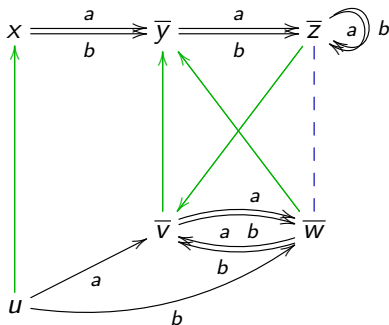
## Few states, many letters



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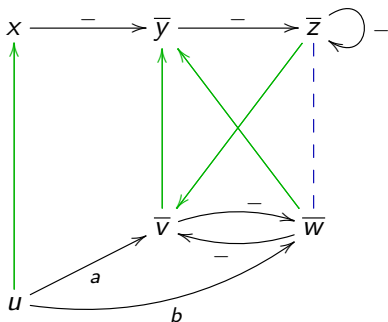


## Few states, many letters



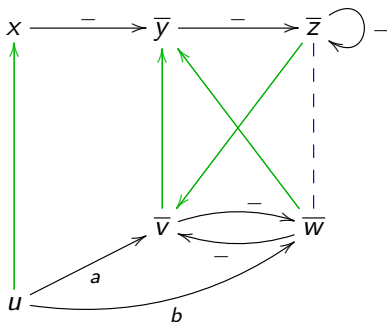
- standard practice: label transitions with formulas

## Few states, many letters



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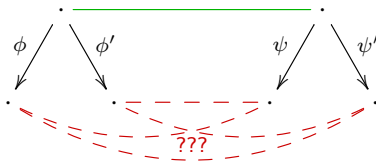
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but then Hopcroft&Karp's algorithm can no longer be used

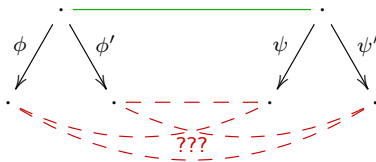


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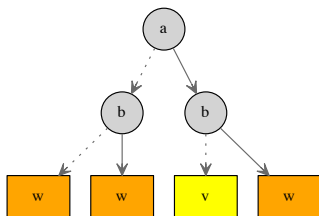


- standard practice: label transitions with formulas  
but then Hopcroft&Karp's algorithm can no longer be used
- more restrictive model here

# Binary Decision Diagrams (BDDs) [Bryant'86]

Represent functions of type  $2^A \rightarrow V$  with compressed decision trees

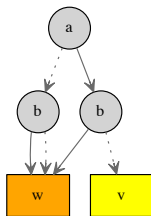
Example:  $A=\{a,b\}$ ,  $V=\{v,w\}$ ,  $\alpha \mapsto \begin{cases} v & \text{si } \alpha(a) = 1 \text{ et } \alpha(b) = 0 \\ w & \text{sinon} \end{cases}$



# Binary Decision Diagrams (BDDs) [Bryant'86]

Represent functions of type  $2^A \rightarrow V$  with compressed decision trees

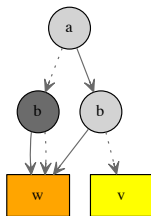
Example:  $A=\{a,b\}$ ,  $V=\{v,w\}$ ,  $\alpha \mapsto \begin{cases} v & \text{si } \alpha(a) = 1 \text{ et } \alpha(b) = 0 \\ w & \text{sinon} \end{cases}$



# Binary Decision Diagrams (BDDs) [Bryant'86]

Represent functions of type  $2^A \rightarrow V$  with compressed decision trees

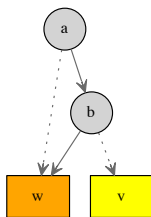
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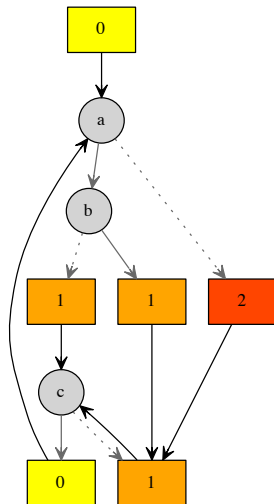
# Symbolic Automata

Just represent the transition functions with BDDs

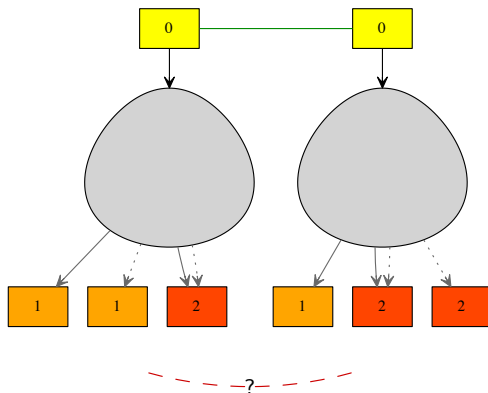
Example:

alphabet:  $2^A$  with  $A = \{a, b, c\}$

output set:  $\mathbb{N}$

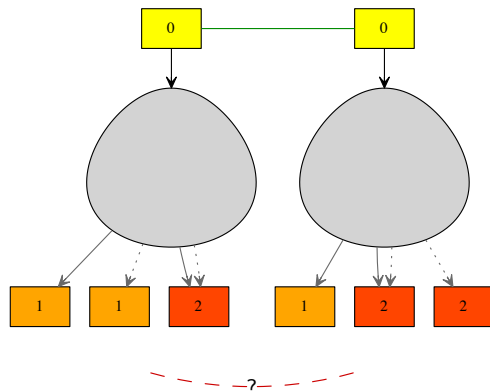


## Iterate over the successors of two states



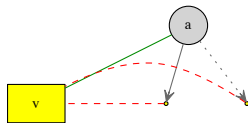
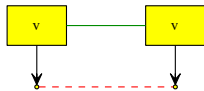
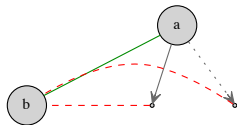
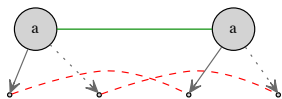


## Iterate over the successors of two states

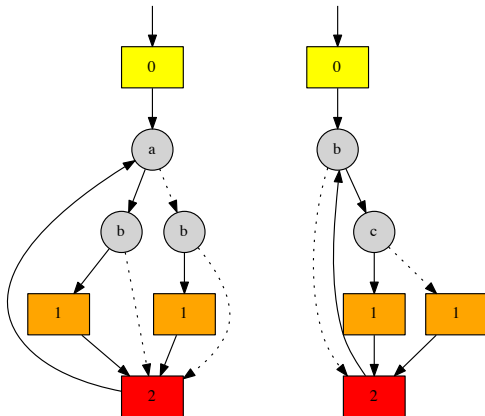


We just need an “iter2” function on BDDs

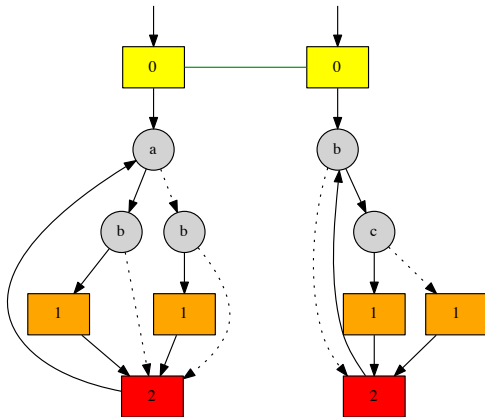
## iter2 on BDDs



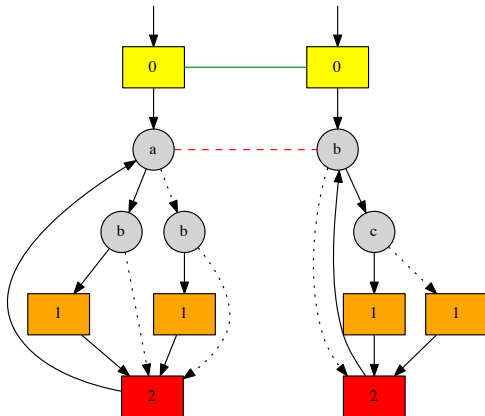
# Symbolic algorithm



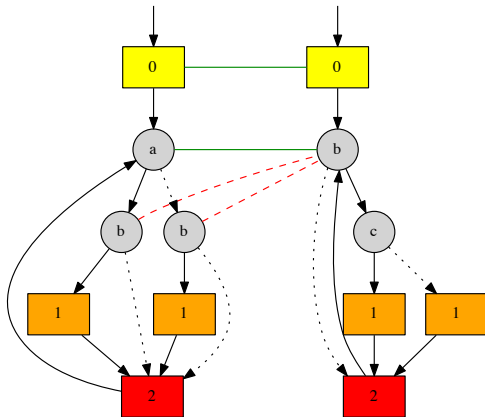
# Symbolic algorithm



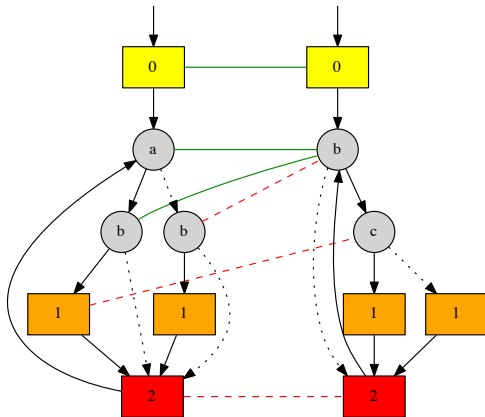
# Symbolic algorithm



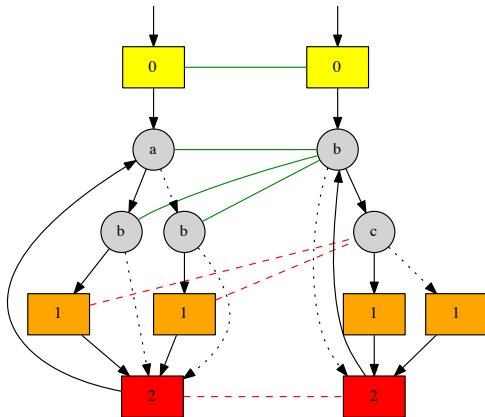
# Symbolic algorithm



# Symbolic algorithm

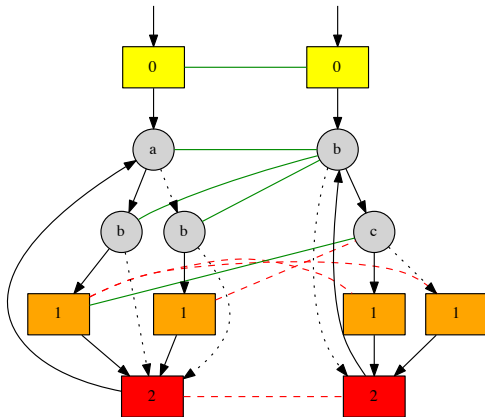


# Symbolic algorithm

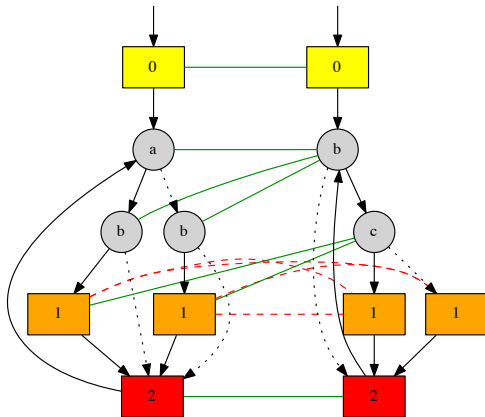




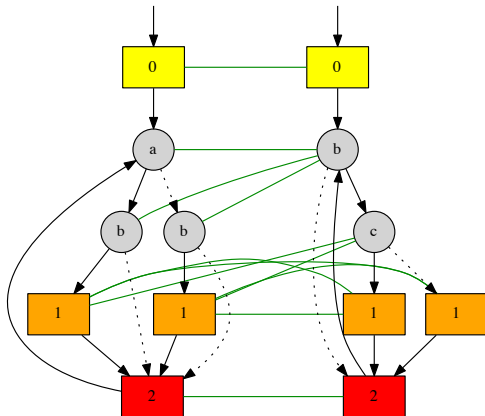
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# Symbolic algorithm



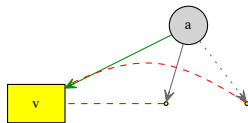
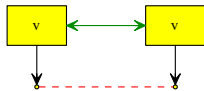
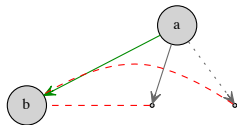
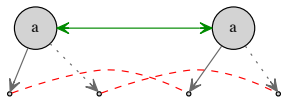
# Symbolic algorithm



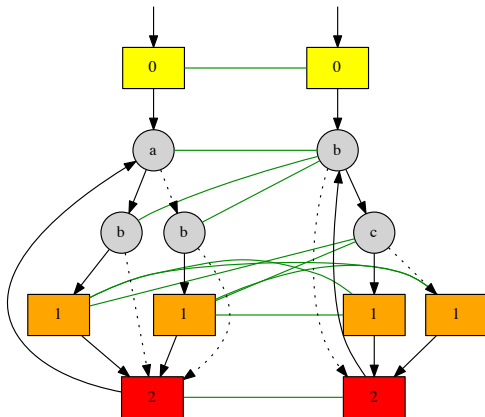
How to incorporate up to techniques?

# unifying BDDs

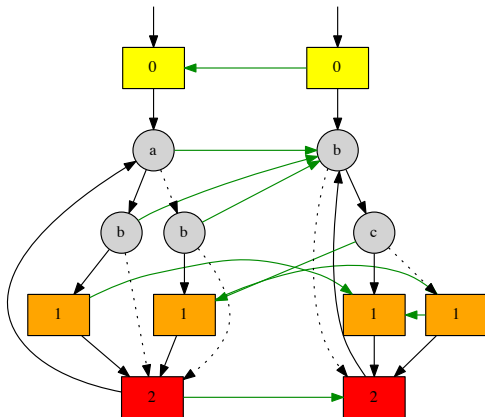
The union-find datastructure can be used between BDD nodes!



# Symbolic Hopcroft & Karp's algorithm



# Symbolic Hopcroft & Karp's algorithm



Applied to Kleene algebra with tests (KAT)

<http://perso.ens-lyon.fr/damien.pous/symkat/>

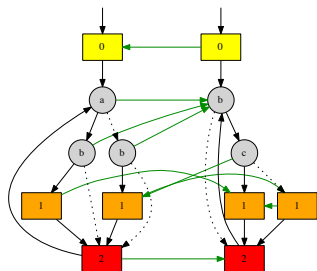
# Complexity?

- Average complexity?
- Constrained union-find?



## To remember

- Improvement of Hopcroft & Karp's algorithm [Bonchi, Pous '13]  
→ using bisimulations up to congruence
- Symbolic version of Hopcroft & Karp's algorithm [Pous '15]  
→ mixing BDDs and Union-Find



<http://perso.ens-lyon.fr/damien.pous/hkc/>  
<http://perso.ens-lyon.fr/damien.pous/symkat/>