

Simulation Reduction of Finite Nondeterministic Word and Tree Automata

Tomáš Vojnar

FIT, Brno University of Technology, Czech Republic

Plan of the Lecture

- ❖ Mediated Simulation Reduction for Finite Word Automata
- ❖ Simulation-based Reduction of Finite Tree Automata
- ❖ Computing Simulations on Tree Automata and Labelled Transition Systems

Mediated Simulation Reduction for Finite Word Automata

How to reduce NFA?

- ❖ Computing minimal deterministic automata is not a good way:
 - requires **determinisation** – costly, may run out of memory even before one can begin with the actual minimisation,
 - the result can still be **bigger than the original** nondeterministic automaton.

How to reduce NFA?

- ❖ Computing minimal deterministic automata is not a good way:
 - requires **determinisation** – costly, may run out of memory even before one can begin with the actual minimisation,
 - the result can still be **bigger than the original** nondeterministic automaton.
- ❖ A well-known way of reducing the size of nondeterministic automata without determinizing them is **quotienting w.r.t. forward/backward (bi)simulation equivalence**.

Simulation-based NFA Reduction

❖ Forward simulation F for word automata:

- qFr implies that
 - if $q \xrightarrow{a} q'$, then $r \xrightarrow{a} r'$ with $q'Fr'$, and
 - $q \in \mathcal{F} \implies r \in \mathcal{F}$ where \mathcal{F} are the final states.
- F implies inclusion of languages accepted from states.

Simulation-based NFA Reduction

❖ Forward simulation F for word automata:

- qFr implies that
 - if $q \xrightarrow{a} q'$, then $r \xrightarrow{a} r'$ with $q'Fr'$, and
 - $q \in \mathcal{F} \implies r \in \mathcal{F}$ where \mathcal{F} are the final states.
- F implies inclusion of languages accepted **from** states.

❖ Backward simulation B for word automata:

- qBr implies that
 - if $q' \xrightarrow{a} q$, then $r' \xrightarrow{a} r$ with $q'Br'$, and
 - $q \in \mathcal{I} \implies r \in \mathcal{I}$ where \mathcal{I} are the initial states.
- B implies inclusion of languages accepted **at** states.

Simulation-based NFA Reduction

❖ Forward simulation F for word automata:

- qFr implies that
 - if $q \xrightarrow{a} q'$, then $r \xrightarrow{a} r'$ with $q'Fr'$, and
 - $q \in \mathcal{F} \implies r \in \mathcal{F}$ where \mathcal{F} are the final states.
- F implies inclusion of languages accepted **from** states.

❖ Backward simulation B for word automata:

- qBr implies that
 - if $q' \xrightarrow{a} q$, then $r' \xrightarrow{a} r$ with $q'Br'$, and
 - $q \in \mathcal{I} \implies r \in \mathcal{I}$ where \mathcal{I} are the initial states.
- B implies inclusion of languages accepted **at** states.

❖ A simulation S is a **pre-order** (reflexive and transitive). For quotienting, one needs a **simulation equivalence**, which can be obtained by taking the **symmetric closure** $S \cap S^{-1}$.

Bisimulation-based NFA Reduction

❖ One can also quotient wrt. forward/backward bisimulations.

● **Forward bisimulation F** for word automata:

– qFr implies that

- if $q \xrightarrow{a} q'$, then $r \xrightarrow{a} r'$ with $q'Fr'$,
- symmetrically, if $r \xrightarrow{a} r'$, then $q \xrightarrow{a} q'$ with $q'Fr'$, and
- $q \in \mathcal{F} \Leftrightarrow r \in \mathcal{F}$.

● **Backward simulation B** for word automata:

– qBr implies that

- if $q' \xrightarrow{a} q$, then $r' \xrightarrow{a} r$ with $q'Br'$,
- symmetrically, if $r' \xrightarrow{a} r$, then $q' \xrightarrow{a} q$ with $q'Br'$, and
- $q \in \mathcal{I} \Leftrightarrow r \in \mathcal{I}$.

Bisimulation-based NFA Reduction

- ❖ One can also quotient wrt. **forward/backward bisimulations**.
 - **Forward bisimulation F** for word automata:
 - qFr implies that
 - if $q \xrightarrow{a} q'$, then $r \xrightarrow{a} r'$ with $q'Fr'$,
 - symmetrically, if $r \xrightarrow{a} r'$, then $q \xrightarrow{a} q'$ with $q'Fr'$, and
 - $q \in \mathcal{F} \Leftrightarrow r \in \mathcal{F}$.
 - **Backward simulation B** for word automata:
 - qBr implies that
 - if $q' \xrightarrow{a} q$, then $r' \xrightarrow{a} r$ with $q'Br'$,
 - symmetrically, if $r' \xrightarrow{a} r$, then $q' \xrightarrow{a} q$ with $q'Br'$, and
 - $q \in \mathcal{I} \Leftrightarrow r \in \mathcal{I}$.
- ❖ Bisimulations are **equivalences**, so no need to make a symmetric closure.
- ❖ Rough **time complexity** for m transitions and n states:
 - computing simulation: $\mathcal{O}(m.n)$, computing bisimulation: $\mathcal{O}(m.\log n)$.

Bisimulation-based NFA Reduction

❖ One can also quotient wrt. **forward/backward bisimulations**.

● **Forward bisimulation F** for word automata:

– qFr implies that

- if $q \xrightarrow{a} q'$, then $r \xrightarrow{a} r'$ with $q'Fr'$,
- symmetrically, if $r \xrightarrow{a} r'$, then $q \xrightarrow{a} q'$ with $q'Fr'$, and
- $q \in \mathcal{F} \Leftrightarrow r \in \mathcal{F}$.

● **Backward simulation B** for word automata:

– qBr implies that

- if $q' \xrightarrow{a} q$, then $r' \xrightarrow{a} r$ with $q'Br'$,
- symmetrically, if $r' \xrightarrow{a} r$, then $q' \xrightarrow{a} q$ with $q'Br'$, and
- $q \in \mathcal{I} \Leftrightarrow r \in \mathcal{I}$.

❖ Bisimulations are **equivalences**, so no need to make a symmetric closure.

❖ Rough **time complexity** for m transitions and n states:

● computing simulation: $\mathcal{O}(m.n)$, computing bisimulation: $\mathcal{O}(m.\log n)$.

❖ The use of **forward and backward (bi)simulation** can be efficiently **combined** in coarser (and hence better reducing) **mediated equivalences**.

Mediated Simulation Reduction

[Abdulla, Bouajjani, Holík, Kaati, V. – TACAS'08, CIAA'08, MEMICS'08],
later [L. Clemente for Büchi automata – ICALP'11]

- ❖ Quotienting corresponds to merging some states,
 - which is the same as allowing “jumps” (ϵ -transitions) between the states.

Mediated Simulation Reduction

[Abdulla, Bouajjani, Holík, Kaati, V. – TACAS'08, CIAA'08, MEMICS'08],
later [L. Clemente for Büchi automata – ICALP'11]

- ❖ Quotienting corresponds to merging some states,
 - which is the same as allowing “jumps” (ϵ -transitions) between the states.
- ❖ A mediated preorder allows a jump from a state q to a state r **only if** there exists a mediator state s such that qBs and rFs :

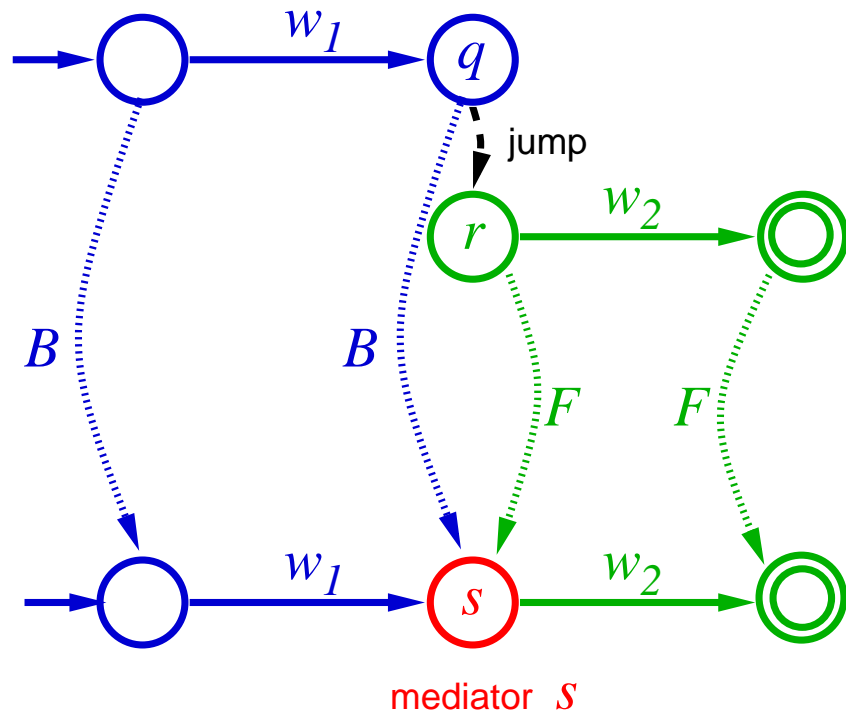
Mediated Simulation Reduction

[Abdulla, Bouajjani, Holík, Kaati, V. – TACAS'08, CIAA'08, MEMICS'08],
later [L. Clemente for Büchi automata – ICALP'11]

❖ Quotienting corresponds to merging some states,

- which is the same as allowing “jumps” (ϵ -transitions) between the states.

❖ A mediated preorder allows a jump from a state q to a state r **only if** there exists a mediator state s such that qBs and rFs :

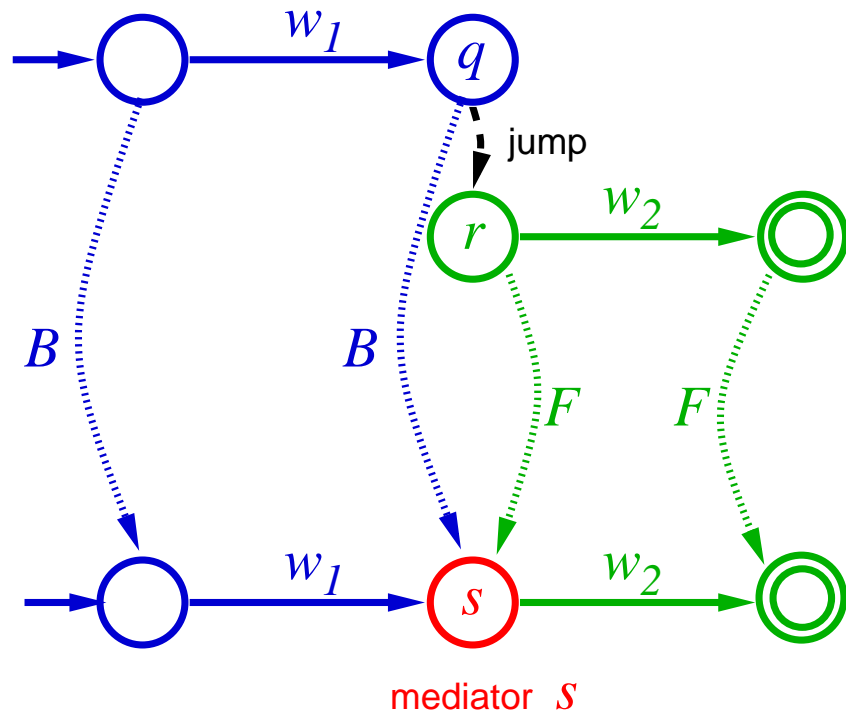


Mediated Simulation Reduction

[Abdulla, Bouajjani, Holík, Kaati, V. – TACAS'08, CIAA'08, MEMICS'08],
later [L. Clemente for Büchi automata – ICALP'11]

- ❖ Quotienting corresponds to merging some states,
 - which is the same as allowing “jumps” (ϵ -transitions) between the states.

- ❖ A mediated preorder allows a jump from a state q to a state r **only if** there exists a mediator state s such that qBs and rFs :

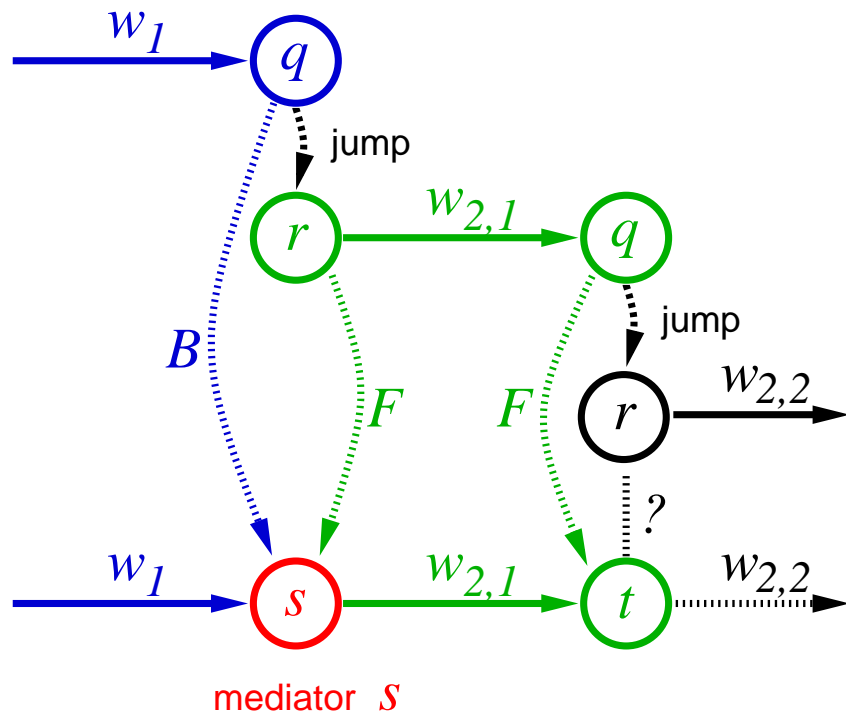


- ❖ Can we allow a jump **if** there is a mediator?

Mediated Simulation Reduction

[Abdulla, Bouajjani, Holík, Kaati, V. – TACAS'08, CIAA'08, MEMICS'08],
later [L. Clemente for Büchi automata – ICALP'11]

- ❖ Quotienting corresponds to merging some states,
 - which is the same as allowing “jumps” (ϵ -transitions) between the states.
- ❖ A mediated preorder allows a jump from a state q to a state r **only** if there exists a mediator state s such that qBs and rFs :

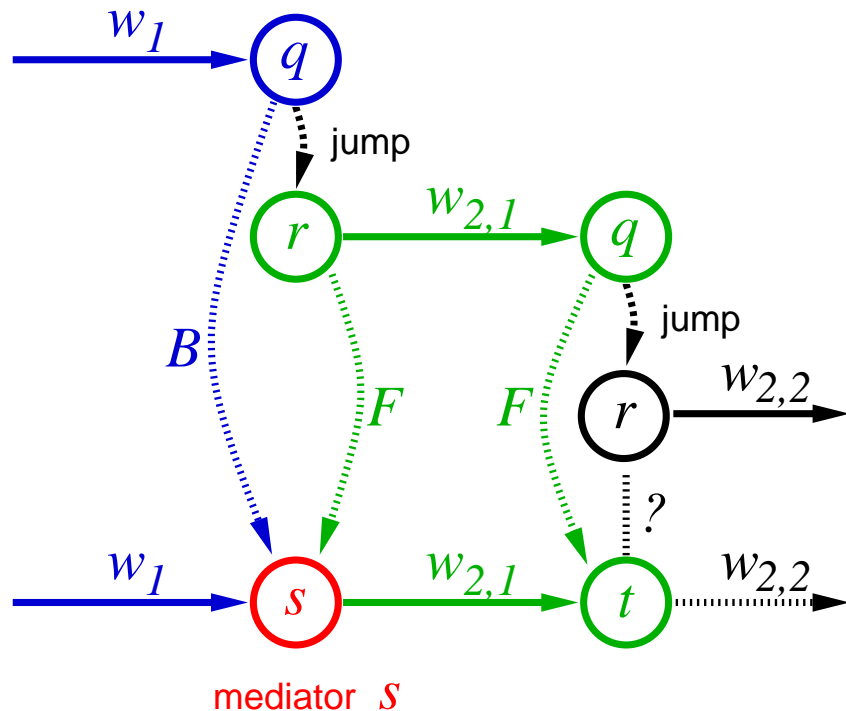


- ❖ Can we allow a jump **if** there is a mediator?
NO, in general, we cannot.

Mediated Simulation Reduction

[Abdulla, Bouajjani, Holík, Kaati, V. – TACAS'08, CIAA'08, MEMICS'08],
later [L. Clemente for Büchi automata – ICALP'11]

- ❖ Quotienting corresponds to merging some states,
 - which is the same as allowing “jumps” (ϵ -transitions) between the states.
- ❖ A mediated preorder allows a jump from a state q to a state r only if there exists a mediator state s such that qBs and rFs :

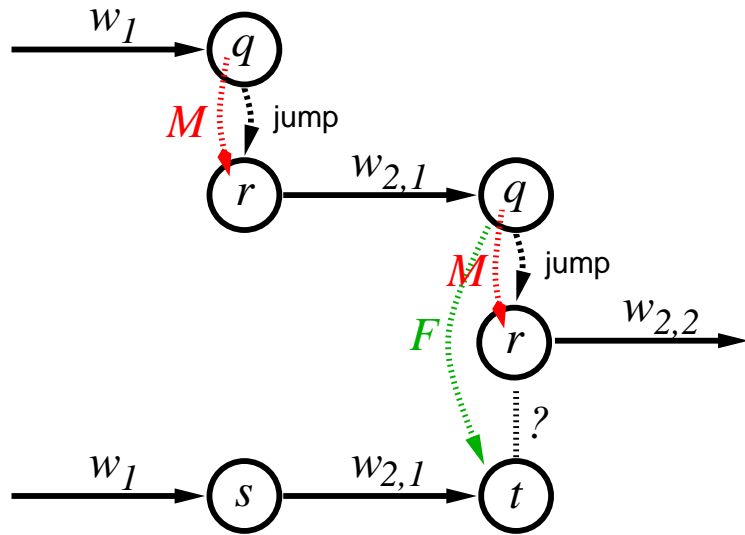


- ❖ Can we allow a jump if there is a mediator?
NO, in general, we cannot.
- ❖ A fix: we take as the mediated preorder M the maximal transitive fragment of $B \circ F^{-1}$ that contains F^{-1} .

Mediated Simulation Reduction

[Abdulla, Bouajjani, Holík, Kaati, V. – TACAS'08, CIAA'08, MEMICS'08],
later [L. Clemente for Büchi automata – ICALP'11]

- ❖ Quotienting corresponds to merging some states,
 - which is the same as allowing “jumps” (ϵ -transitions) between the states.
- ❖ A mediated preorder allows a jump from a state q to a state r only if there exists a mediator state s such that qBs and rFs :

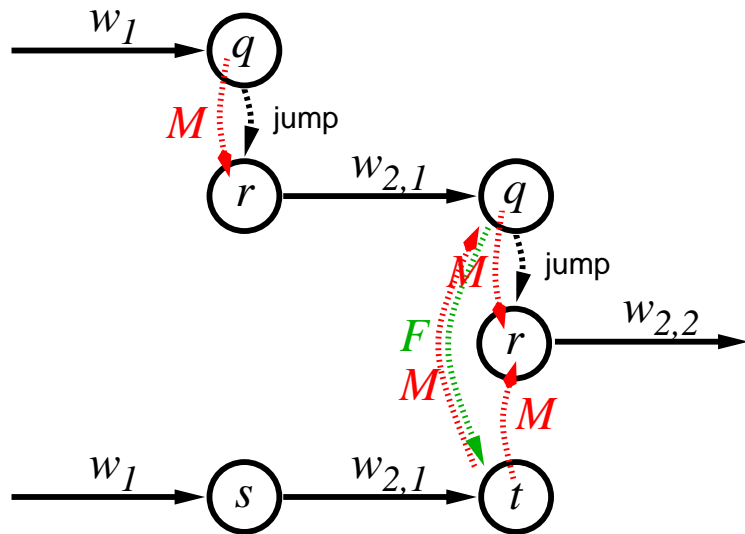


- ❖ Can we allow a jump if there is a mediator?
NO, in general, we cannot.
- ❖ A fix: we take as the mediated preorder M the maximal transitive fragment of $B \circ F^{-1}$ that contains F^{-1} .

Mediated Simulation Reduction

[Abdulla, Bouajjani, Holík, Kaati, V. – TACAS'08, CIAA'08, MEMICS'08],
later [L. Clemente for Büchi automata – ICALP'11]

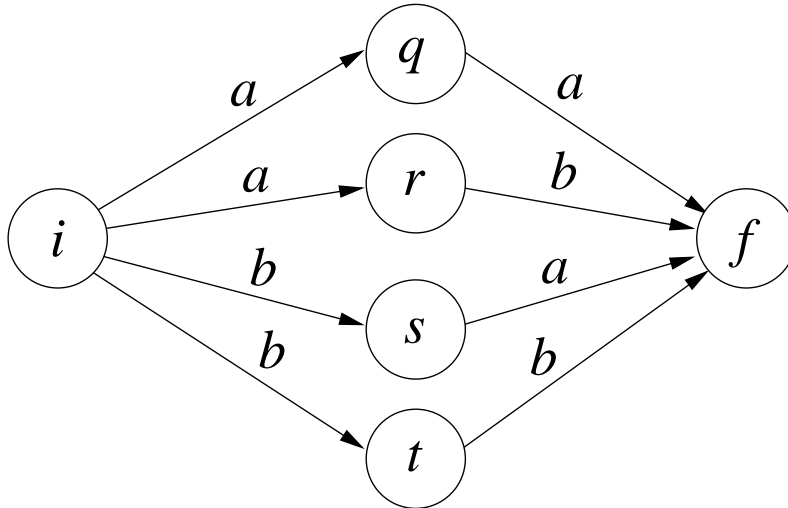
- ❖ Quotienting corresponds to merging some states,
 - which is the same as allowing “jumps” (ϵ -transitions) between the states.
- ❖ A mediated preorder allows a jump from a state q to a state r only if there exists a mediator state s such that qBs and rFs :



- ❖ Can we allow a jump if there is a mediator?
NO, in general, we cannot.
- ❖ A fix: we take as the mediated preorder M the maximal transitive fragment of $B \circ F^{-1}$ that contains F^{-1} .
- ❖ We can merge states according to the mediated equivalence $\sim_M = M \cap M^{-1}$.

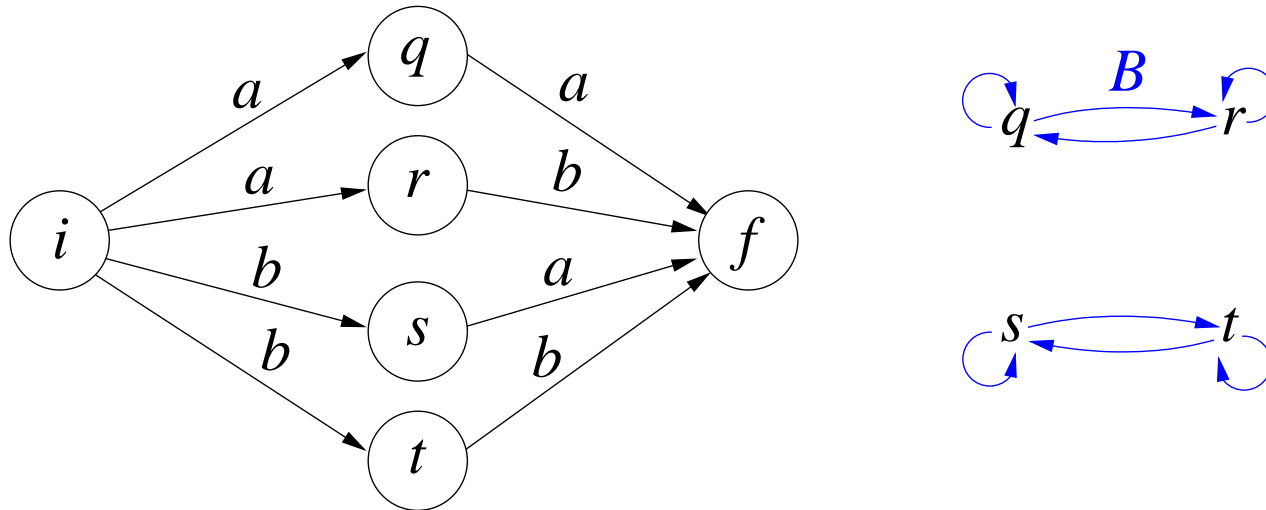
Mediated Reduction: An Example

❖ Consider the following NFA with $\mathcal{I} = \{i\}$ and $\mathcal{F} = \{f\}$:



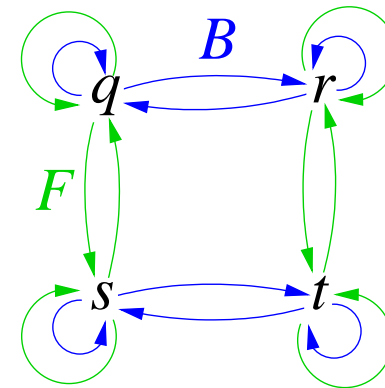
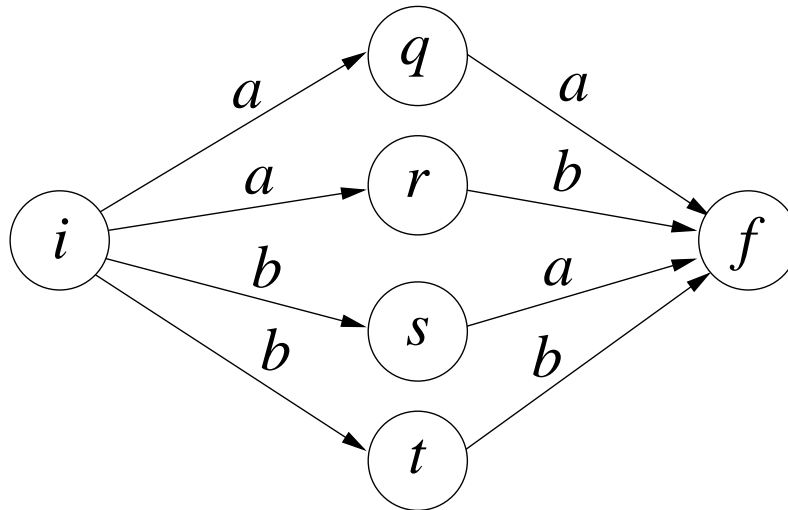
Mediated Reduction: An Example

❖ Consider the following NFA with $\mathcal{I} = \{i\}$ and $\mathcal{F} = \{f\}$:



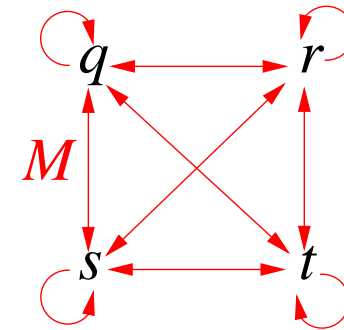
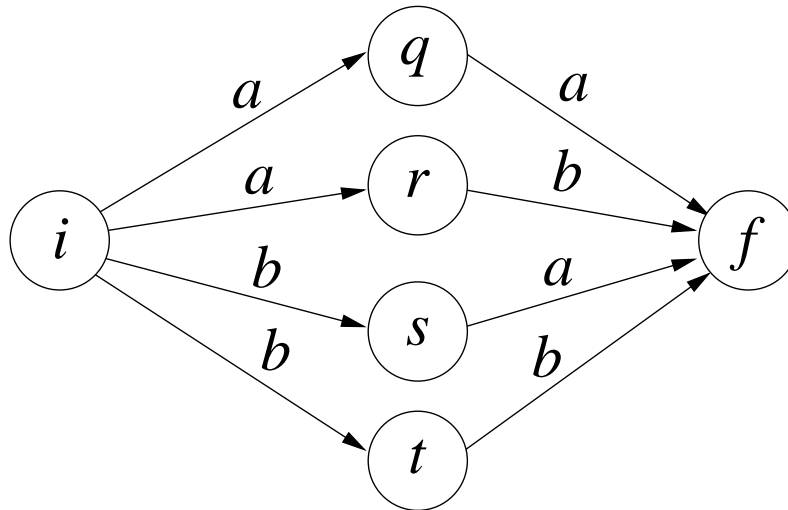
Mediated Reduction: An Example

❖ Consider the following NFA with $\mathcal{I} = \{i\}$ and $\mathcal{F} = \{f\}$:



Mediated Reduction: An Example

❖ Consider the following NFA with $\mathcal{I} = \{i\}$ and $\mathcal{F} = \{f\}$:



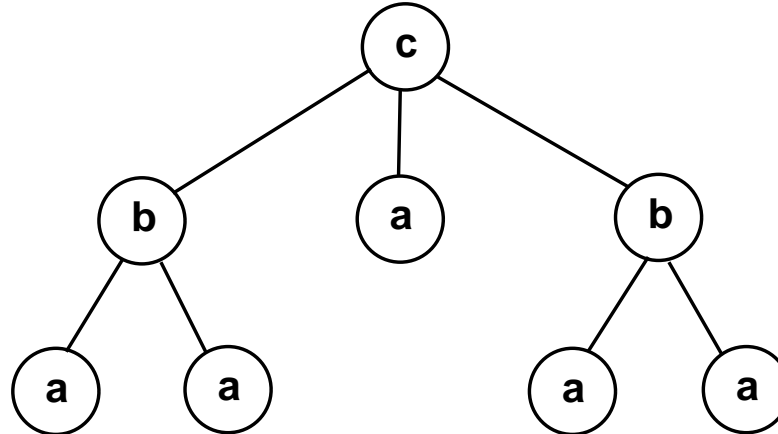
Mediated Simulation Reduction for Finite Tree Automata

Tree Automata

❖ A **bottom-up tree automaton**: $A = (Q, \Sigma, F, \Delta)$ where

- Q is a finite set of states,
- $F \subseteq Q$ is a set of final states,
- Σ a **ranked alphabet** with a rank function $\# : \Sigma \rightarrow \mathbb{N}$,
- Δ is a set of tree transition rules of the form as in the following example:

$$\Delta = \left\{ \begin{array}{l} (r, q, r) \xrightarrow{c} s \\ (q, q) \xrightarrow{b} r \\ \xrightarrow{a} q \end{array} \right\}$$

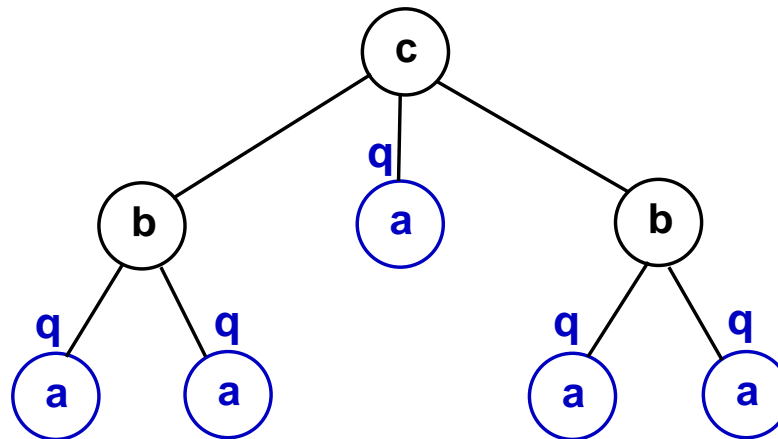


Tree Automata

❖ A **bottom-up tree automaton**: $A = (Q, \Sigma, F, \Delta)$ where

- Q is a finite set of states,
- $F \subseteq Q$ is a set of final states,
- Σ a **ranked alphabet** with a rank function $\# : \Sigma \rightarrow \mathbb{N}$,
- Δ is a set of tree transition rules of the form as in the following example:

$$\Delta = \left\{ \begin{array}{l} (r, q, r) \xrightarrow{c} s \\ (q, q) \xrightarrow{b} r \\ \xrightarrow{a} q \end{array} \right\}$$

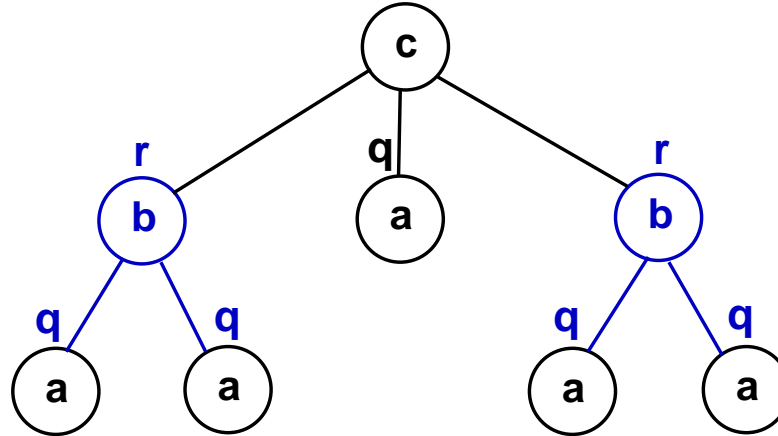


Tree Automata

❖ A **bottom-up tree automaton**: $A = (Q, \Sigma, F, \Delta)$ where

- Q is a finite set of states,
- $F \subseteq Q$ is a set of final states,
- Σ a **ranked alphabet** with a rank function $\# : \Sigma \rightarrow \mathbb{N}$,
- Δ is a set of tree transition rules of the form as in the following example:

$$\Delta = \left\{ \begin{array}{l} (r, q, r) \xrightarrow{c} s \\ (q, q) \xrightarrow{b} r \\ \xrightarrow{a} q \end{array} \right\}$$

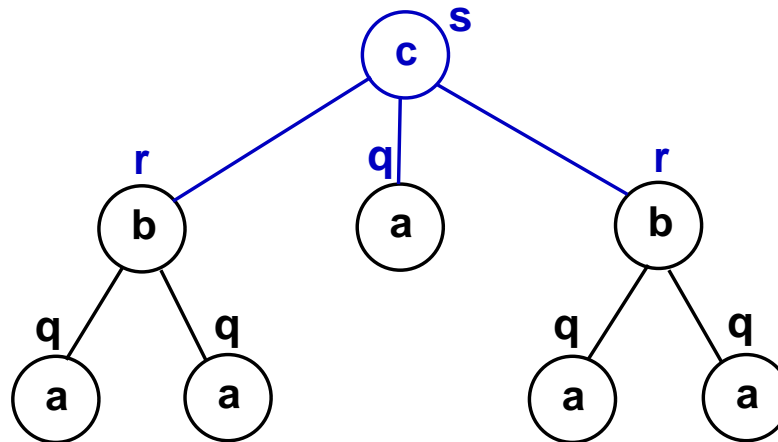


Tree Automata

❖ A bottom-up tree automaton: $A = (Q, \Sigma, F, \Delta)$ where

- Q is a finite set of states,
- $F \subseteq Q$ is a set of final states,
- Σ a ranked alphabet with a rank function $\# : \Sigma \rightarrow \mathbb{N}$,
- Δ is a set of tree transition rules of the form as in the following example:

$$\Delta = \left\{ \begin{array}{l} (r, q, r) \xrightarrow{c} s \\ (q, q) \xrightarrow{b} r \\ \xrightarrow{a} q \end{array} \right\}$$



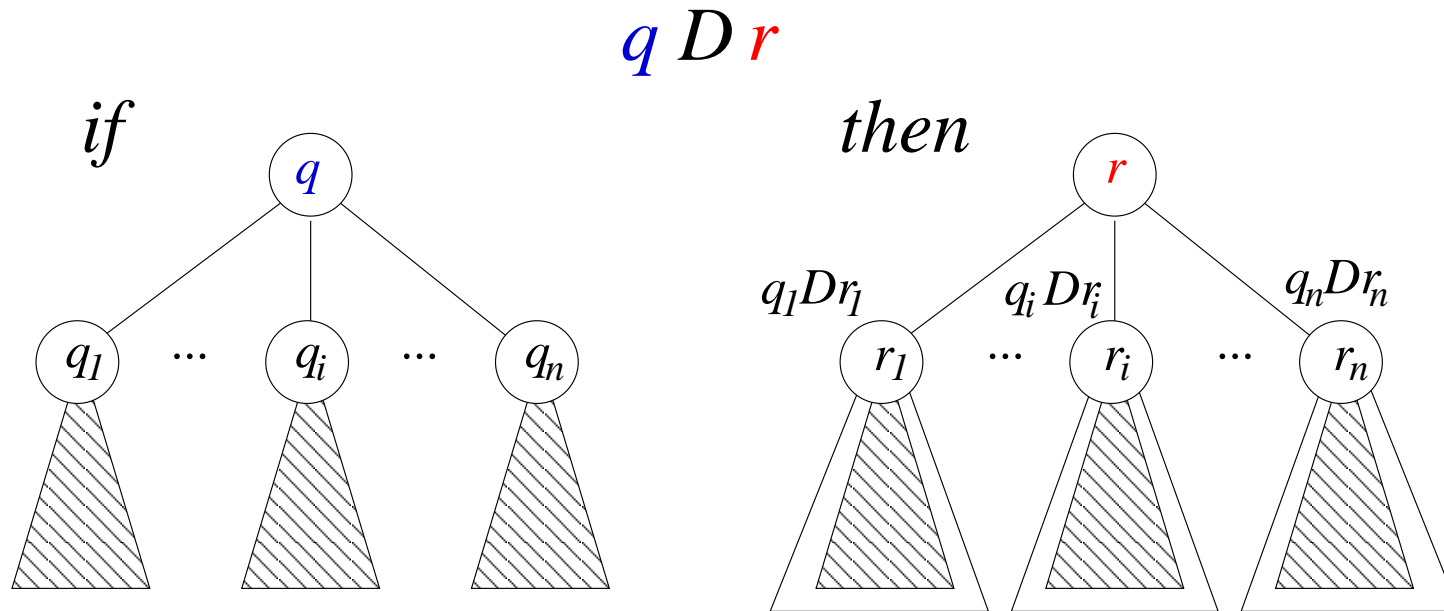
Downward Simulation

❖ $D \subseteq Q \times Q$ is a downward simulation

if $q D r$ implies that

whenever $(q_1, \dots, q_n) \xrightarrow{f} q$,

then also $(r_1, \dots, r_n) \xrightarrow{f} r$ with $q_i D r_i$ for all $1 \leq i \leq n$.



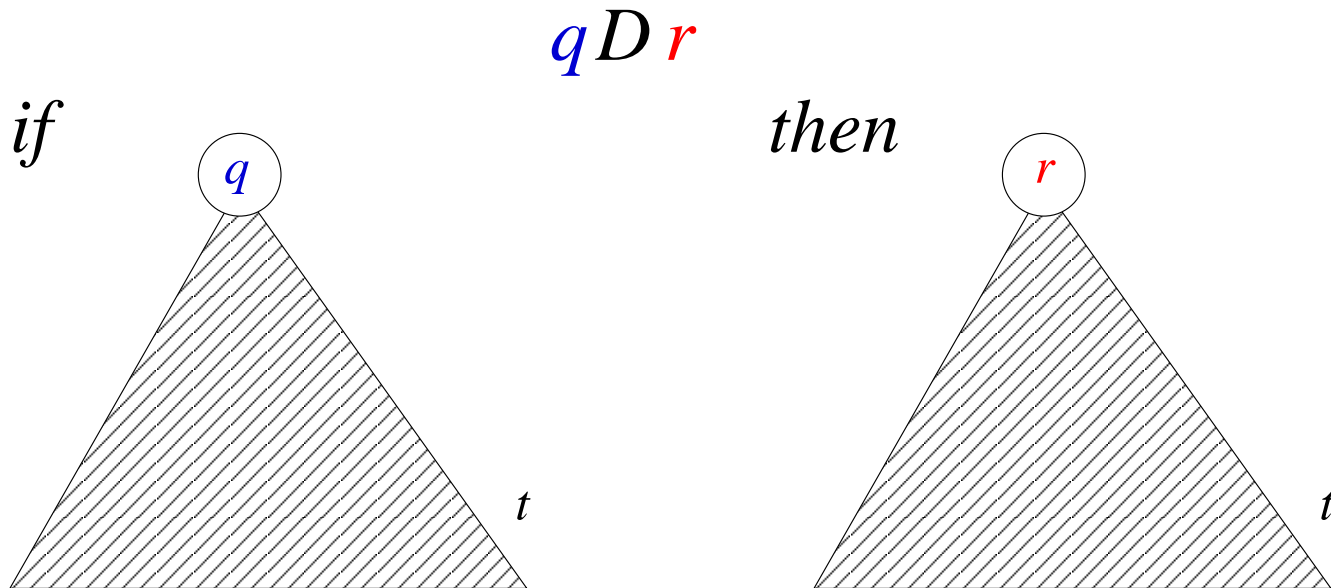
Downward Simulation

❖ $D \subseteq Q \times Q$ is a downward simulation

if $q D r$ implies that

whenever $(q_1, \dots, q_n) \xrightarrow{f} q$,

then also $(r_1, \dots, r_n) \xrightarrow{f} r$ with $q_i D r_i$ for all $1 \leq i \leq n$.



Upward Simulation

- ❖ Let D be a downward simulation.
- ❖ $U_D \subseteq Q \times Q$ is an upward simulation induced by D

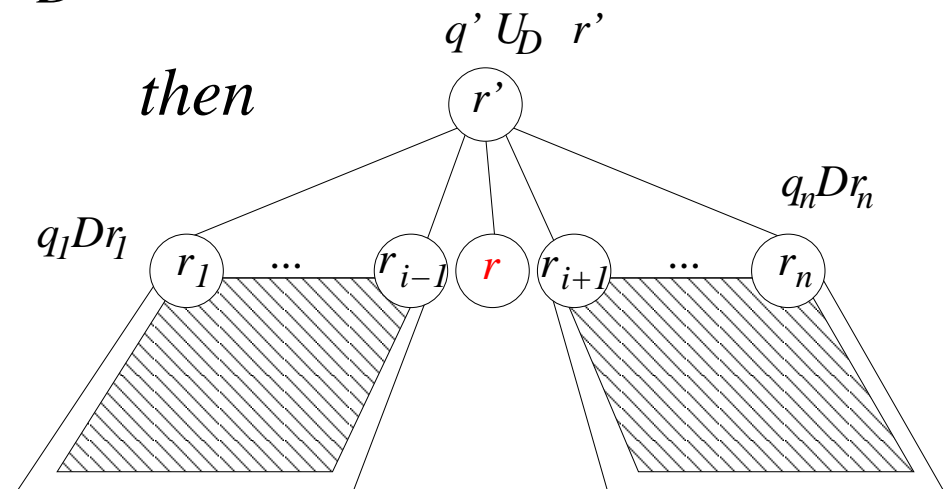
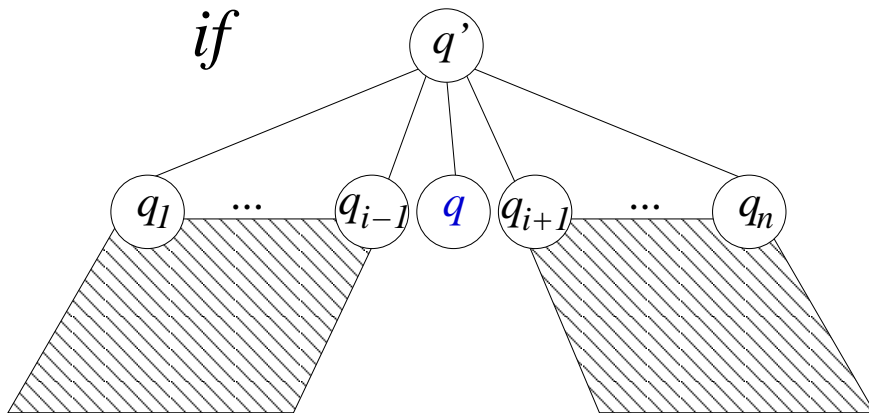
if $q U_D r$ implies that

whenever $(q_1, \dots, q_n) \xrightarrow{f} q'$ where $q_i = q$,

then also $(r_1, \dots, r_n) \xrightarrow{f} r'$ where $r_i = r$, $q' U_D r'$, and $q_j D r_j$ for all $1 \leq i \neq j \leq n$,

moreover, $q \in F \implies r \in F$.

$q U_D r$



Upward Simulation

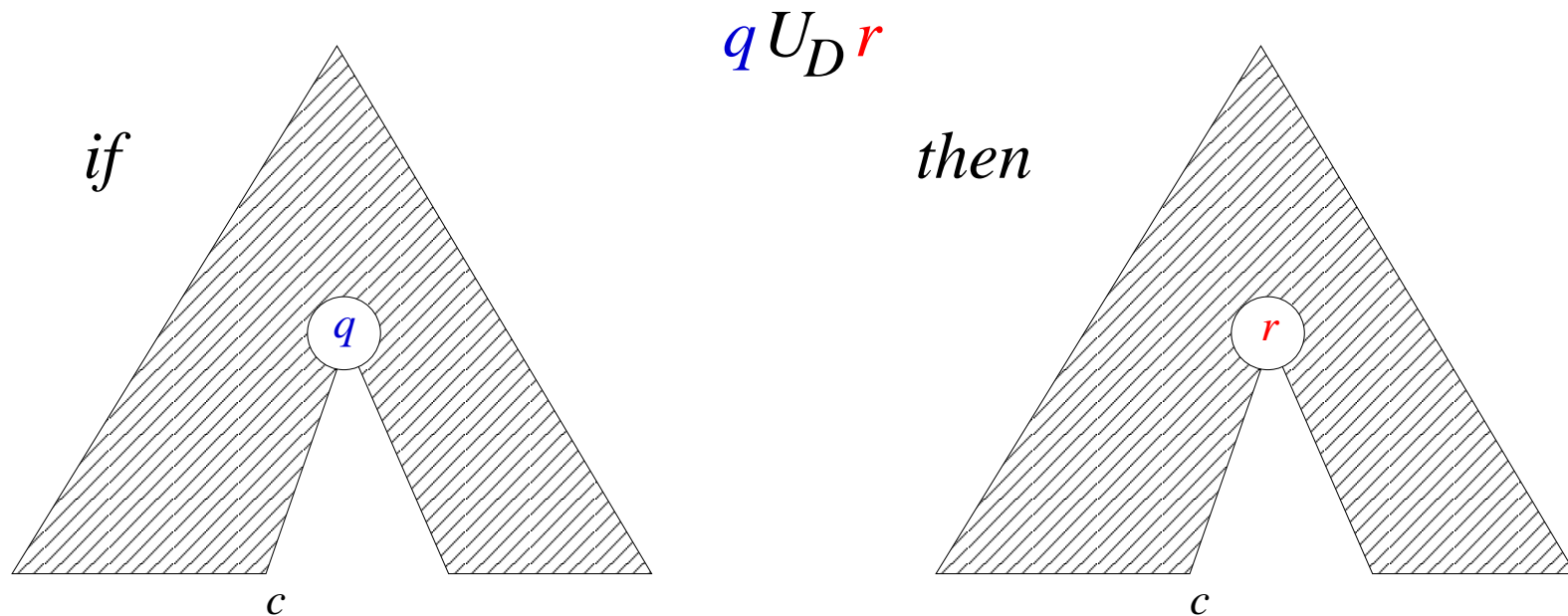
- ❖ Let D be a downward simulation.
- ❖ $U_D \subseteq Q \times Q$ is an upward simulation induced by D

if $q U_D r$ implies that

whenever $(q_1, \dots, q_n) \xrightarrow{f} q'$ where $q_i = q$,

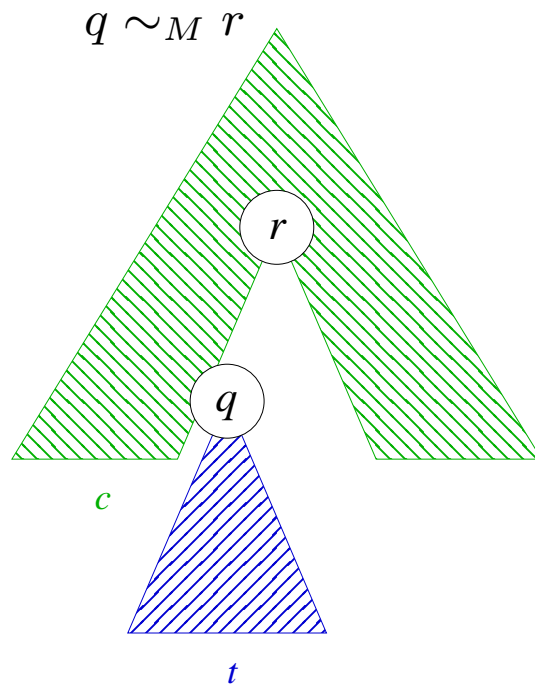
then also $(r_1, \dots, r_n) \xrightarrow{f} r'$ where $r_i = r$, $q' U_D r'$, and $q_j D r_j$ for all $1 \leq i \neq j \leq n$,

moreover, $q \in F \implies r \in F$.

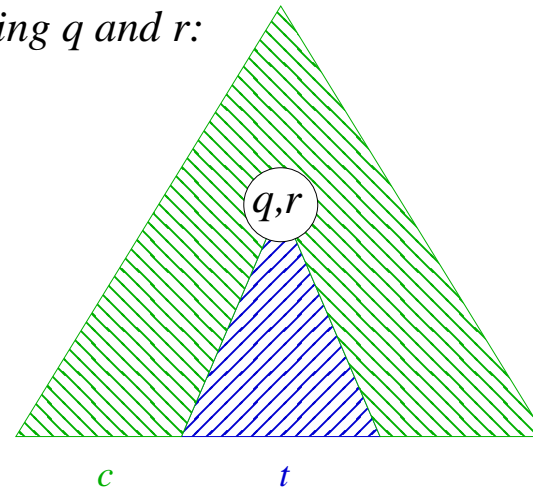


Mediation and Tree Automata

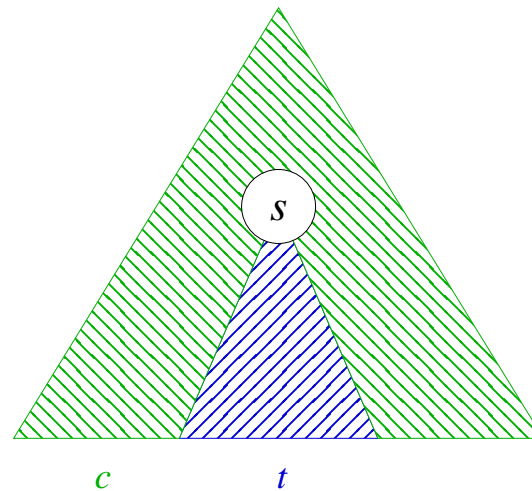
❖ A mediated preorder $D \oplus U$ is the maximal transitive fragment of $D \circ U_D^{-1}$ containing D .



After collapsing q and r :



$$qMr \implies \exists s : qDs \wedge rUs$$

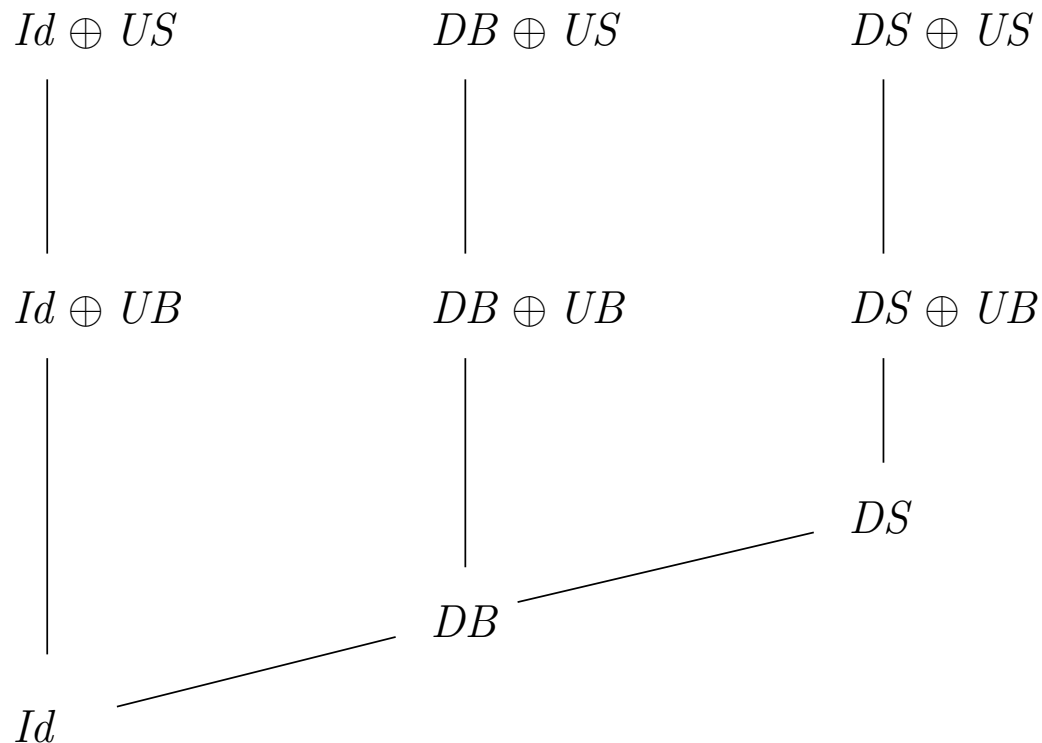


Mediation and Tree Automata

- ❖ A mediated preorder $D \oplus U$ is the maximal transitive fragment of $D \circ U_D^{-1}$ containing D .
- ❖ In fact, one can combine:
 - an inducing downward relation: simulation (DS), bisimulation (DB), identity (Id).
 - an induced upward relation: simulation (US), bisimulation (UB), identity.

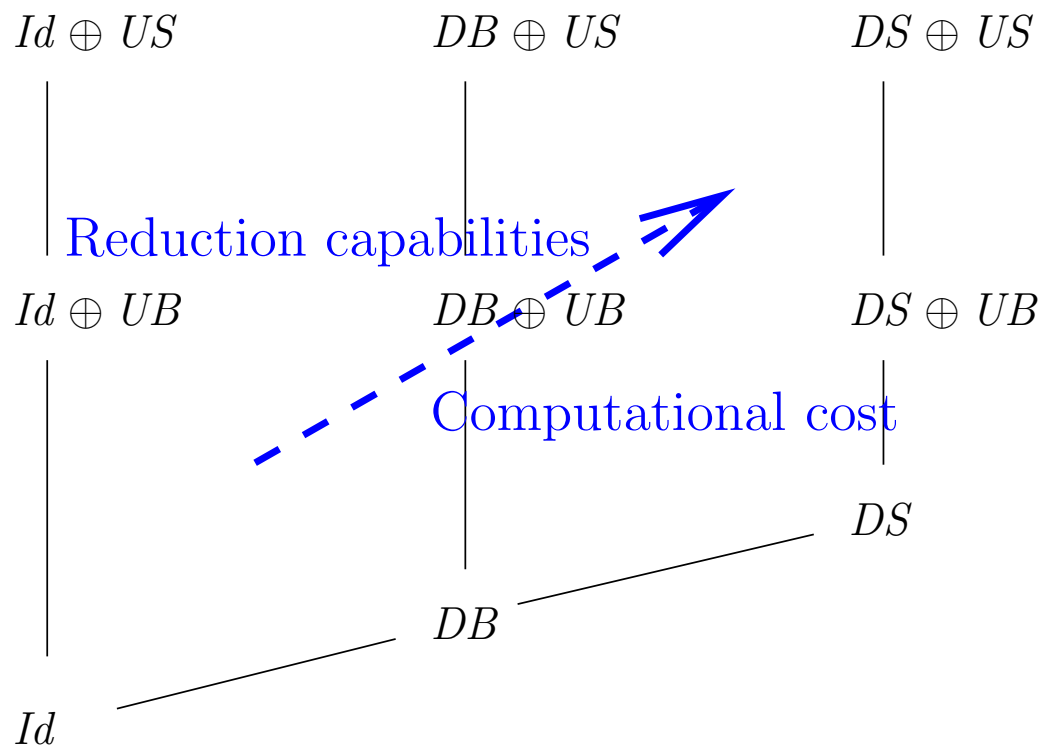
Mediation and Tree Automata

- ❖ A **mediated preorder** $D \oplus U$ is the maximal transitive fragment of $D \circ U_D^{-1}$ containing D .
- ❖ In fact, one can **combine**:
 - an **inducing downward relation**: simulation (DS), bisimulation (DB), identity (Id).
 - an **induced upward relation**: simulation (US), bisimulation (UB), identity.



Mediation and Tree Automata

- ❖ A mediated preorder $D \oplus U$ is the maximal transitive fragment of $D \circ U_D^{-1}$ containing D .
- ❖ In fact, one can combine:
 - an inducing downward relation: simulation (DS), bisimulation (DB), identity (Id).
 - an induced upward relation: simulation (US), bisimulation (UB), identity.



Experiments with Mediated Reduction on TA

TA		DS		$Id \oplus US$		$DB \oplus US$		$DS \oplus US$	
origin	size	reduction	time	reduction	time	reduction	time	reduction	time
RTMC	909	52%	3.6 s	72%	3.1 s	82%	3.4 s	89%	35.1 s
ARTMC	2029	10%	27.0 s	37%	26.0 s	33%	29.0 s	93%	39.0 s
RTMC	2403	26%	31.0 s	0%	25.0 s	0%	34.0 s	82%	37.1 s

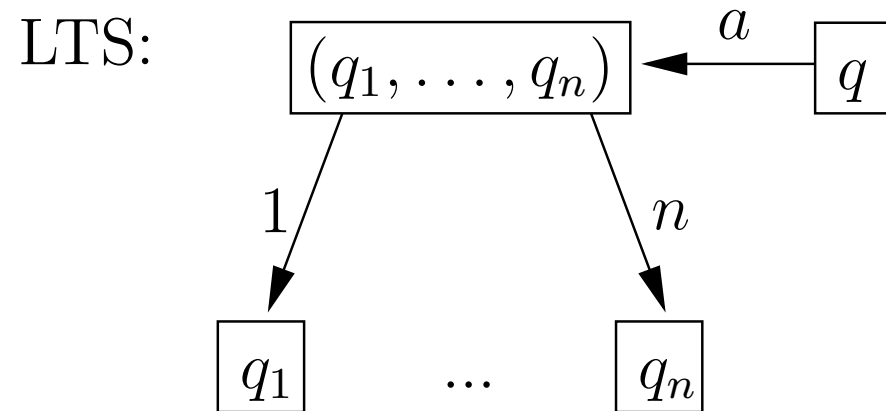
TA		DB		$Id \oplus UB$		$DB \oplus UB$		$DS \oplus UB$	
origin	size	reduction	time	reduction	time	reduction	time	reduction	time
RTMC	909	14%	0.6 s	72%	0.4 s	82%	0.8 s	83%	4.1 s
ARTMC	2029	10%	1.7 s	14%	1.4 s	19%	3.1 s	44%	29.0 s
RTMC	2403	0%	0.3 s	0%	0.6 s	0%	0.7 s	27%	31.0 s

Computing Simulations on Tree Automata and Labelled Transition Systems

Computing Downward Simulations

❖ Via a translation from NTA to LTS:

TA: $(q_1, \dots, q_n) \xrightarrow{a} q$

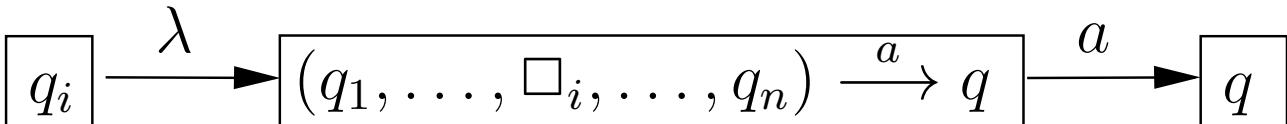


❖ Theorem: $q D r$ iff $\boxed{q} \preceq \boxed{r}$.

Computing Upward Simulations

❖ Via a translation from NTA to LTS:

TA: $(q_1, \dots, q_n) \xrightarrow{a} q$

LTS: $\forall i$ 

❖ **Theorem:** $q U_D r$ iff $\boxed{q} \preceq^I \boxed{r}$.

- \preceq^I is the maximal upward simulation included in the relation I defined as follows:
 - $(\boxed{q}, \boxed{r}) \in I$ for all $q, r \in Q$ and
 - $\left(\boxed{(q_1, \dots, \boxed{q_i}, \dots, q_n) \xrightarrow{a} q}, \boxed{(r_1, \dots, \boxed{r_i}, \dots, r_n) \xrightarrow{a} r} \right) \in I$ iff $q_j D r_j$ for all $1 \leq j \neq i \leq n$.

Complexity

- ❖ There exist many algorithms for computing simulations on Kripke structures/LTSs.
- ❖ Fix a TA $A = (Q, \Sigma, \Delta, F)$ and let $n = |Q|$, $m = |\Delta|$, $\ell = |\Sigma|$, and r be the rank of Σ .
- ❖ We use a modification of the fast algorithm for computing simulations on Kripke structures by [Ranzato and Tapparo \(2007\)](#) for LTS: $\mathcal{O}(|Lab| \cdot |P_{sim}| \cdot |S| + |P_{sim}| \cdot |\rightarrow|)$.
 - Maximal **downward simulations**: $\mathcal{O}((r + \ell) \cdot m^2)$.
 - Maximal **downward simulations**: $\mathcal{O}(\ell \cdot r^2 \cdot m^2 + T(D))$.
- ❖ For bisimulations, one can use an LTS modification of the [Paige and Tarjan \(1987\)](#) **partition refinement algorithm** that runs in time $\mathcal{O}(|Lab| \cdot |\rightarrow| \cdot \log |S|)$.
 - Maximal **downward bisimulations**: $\mathcal{O}(r^3 \cdot m \cdot \log n)$.
 - Maximal **upward bisimulations**: $\mathcal{O}(m \cdot \log(n + \ell) + T(D))$.
- ❖ Specialised algorithms for downward bisimulation and upward simulation induced by identity by [Högberg, Maletti, and May \(2007\)](#): $\mathcal{O}(r^2 \cdot m \cdot \log n)$ and $\mathcal{O}(r \cdot m \cdot \log n)$.

Computing Simulations on LTS

Input: an LTS $T = (S, \Sigma, \{\delta_a \mid a \in \Sigma\})$, partition-relation pair $\langle P_I, Rel_I \rangle$
Output: partition-relation pair $\langle P, Rel \rangle$

```
/* initialization */
1  $\langle P, Rel \rangle \leftarrow \langle P_I, Rel_I \rangle$  /*  $\leftarrow \langle P_{InOut}, Rel_{InOut} \rangle$  */
2 foreach  $B \in P$  and  $a \in \Sigma$  do /*  $a \in \text{in}(B)$  */
3   foreach  $v \in S$  do /*  $v \in \delta_a^{-1}(S)$  */
4      $Count_a(v, B) = |\delta_a(v) \cap \bigcup Rel(B)|;$ 
5      $Remove_a(B) \leftarrow S \setminus \delta_a^{-1}(\bigcup Rel(B))$  /*  $\leftarrow \delta_a^{-1}(S) \setminus \delta_a^{-1}(\bigcup Rel(B))$  */

/* computation */
6 while exists  $B \in P$  and  $a \in \Sigma$  such that  $Remove_a(B) \neq \emptyset$  do
7    $Remove \leftarrow Remove_a(B);$ 
8    $Remove_a(B) \leftarrow \emptyset;$ 
9    $\langle P_{prev}, Rel_{prev} \rangle \leftarrow \langle P, Rel \rangle;$ 
10   $P \leftarrow Split(P, Remove);$ 
11   $Rel \leftarrow \{(C, D) \in P \times P \mid (C_{prev}, D_{prev}) \in Rel_{prev}\};$ 
12  foreach  $C \in P$  and  $b \in \Sigma$  do /*  $b \in \text{in}(C)$  */
13     $Remove_b(C) \leftarrow Remove_b(C_{prev});$ 
14    foreach  $v \in S$  do /*  $v \in \delta_b^{-1}(S)$  */
15       $Count_b(v, C) \leftarrow Count_b(v, C_{prev});$ 
16    foreach  $C \in P$  such that  $C \cap \delta_a^{-1}(B) \neq \emptyset$  do
17      foreach  $D \in P$  such that  $D \subseteq Remove$  do
18        if  $(C, D) \in Rel$  then
19           $Rel \leftarrow Rel \setminus \{(C, D)\};$ 
20          foreach  $b \in \Sigma$  and  $v \in \delta_b^{-1}(D)$  do /*  $b \in \text{in}(D) \cap \text{in}(C)$  */
21             $Count_b(v, C) \leftarrow Count_b(v, C) - 1;$ 
22            if  $Count_b(v, C) = 0$  then
23               $Remove_b(C) \leftarrow Remove_b(C) \cup \{v\};$ 
```
