Star height of regular languages

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- 3 BMC algorithm
- 4 Loop complexity

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 L_1 is more complicated than L_2 .



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- Attempt 2: L₁ is more complicated than L₂ if the minimal automaton of L₁ has more states than the minimal automaton of L₂

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- Aim: Give meaning to the statement

 L_1 is more complicated than L_2 .

- Attempt 1: L_1 is more complicated than L_2 if $|L_1| > |L_2|$
 - Problem: Infinite languages not comparable
- Attempt 2: L₁ is more complicated than L₂ if the minimal automaton of L₁ has more states than the minimal automaton of L₂
 - ▶ Problem: $\{a^{1000}\}$ more complicated than $\{a^n | n \in \mathbb{N}_0\}$

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Let A be an alphabet, then we have:



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are regular expressions.

The language described by a regular expression e is denoted by $\mathcal{L}(e)$.

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• If $e = e'^*$, then

Let e be a regular expression over an alphabet A, then its star height is defined as

• If $e = \emptyset$, $e = \varepsilon$ or $e = a \in A$, then

$$h(e) := 0.$$

$$h(e) := 1 + h(e').$$

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Examples



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•
$$e_1 := a^*(ba^*)^* \qquad \Rightarrow h(e_1) =$$



•
$$e_1 := a^*(ba^*)^* \qquad \Rightarrow h(e_1) = 2$$



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$$e_1 := a^*(ba^*)^* \qquad \Rightarrow h(e_1) = 2$$

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$$e_2 := a^* + ((b^*ab^*)^*a)^* \Rightarrow h(e_2) =$$



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•
$$e_1 := a^*(ba^*)^* \qquad \Rightarrow h(e_1) = 2$$

•
$$e_2 := a^* + ((b^*ab^*)^*a)^* \Rightarrow h(e_2) = 3$$



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•
$$e_1 := a^*(ba^*)^* \qquad \Rightarrow h(e_1) = 2$$

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$$e_2 := a^* + ((b^*ab^*)^*a)^* \Rightarrow h(e_2) = 3$$

• Caution:
$$\mathcal{L}(a^*) = \mathcal{L}((a^*)^*)$$
, but

•
$$e_1 := a^*(ba^*)^* \qquad \Rightarrow h(e_1) = 2$$

•
$$e_2 := a^* + ((b^*ab^*)^*a)^* \Rightarrow h(e_2) = 3$$

• Caution:
$$\mathcal{L}(a^*) = \mathcal{L}((a^*)^*)$$
, but $h(a^*) = 1 \neq 2 = h((a^*)^*)$

Star height of regular languages



Let L be a regular language, then its star height is defined as



Let L be a regular language, then its star height is defined as

$$h(L) := \min(\{h(e) \mid \mathcal{L}(e) = L\}).$$
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Description



• Brzozowski-McCluskey algorithm



- Brzozowski-McCluskey algorithm
- Operates on generalized automaton \mathcal{A} , i.e. an automaton whose edges are labeled with regular expressions



- Brzozowski-McCluskey algorithm
- Operates on generalized automaton \mathcal{A} , i.e. an automaton whose edges are labeled with regular expressions
- Computes regular expression e with $\mathcal{L}(e) = \mathcal{L}(\mathcal{A})$



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1 Insert new state *i* and ε -transitions from *i* to all initial states



() Insert new state *i* and ε -transitions from *i* to all initial states

2 Insert new state t and ε -transitions from all final states to t



- Insert new state i and
 estimate -transitions from i to all initial states
- 2 Insert new state t and ε -transitions from all final states to t
- Successively remove the states of A, updating the edges in the following manner:



- **(**) Insert new state *i* and ε -transitions from *i* to all initial states
- 2 Insert new state t and ε -transitions from all final states to t
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- **()** Insert new state *i* and ε -transitions from *i* to all initial states
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- Successively remove the states of A, updating the edges in the following manner:





Join all expressions on edges from i to t using '+'



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Graph-theoretic concepts



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A set of vertices V of a graph is called



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• *strongly connected*, if every vertex in V is reachable by every other vertex in V.



A set of vertices V of a graph is called

- *strongly connected*, if every vertex in V is reachable by every other vertex in V.
- a *ball*, if V is strongly connected and has at least one edge.





Figure : A graph





Figure : Its strongly connected components





Figure : Its ball

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Let G be a graph, then its loop complexity is defined as follows:



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• If G contains no ball



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lc(G) := 0



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Let G be a graph, then its loop complexity is defined as follows:

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lc(G) := 0

• If G is not a ball

 $lc(G) := max({lc(B)|B is a ball of G})$

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Let G be a graph, then its loop complexity is defined as follows:

• If G contains no ball

lc(G) := 0

• If G is not a ball

 $lc(G) := max({lc(B)|B is a ball of G})$

If G is a ball

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Let G be a graph, then its loop complexity is defined as follows:

• If G contains no ball

$$lc(G) := 0$$

• If G is not a ball

$$lc(G) := max({lc(B)|B is a ball of G})$$

If G is a ball

 $\mathsf{lc}(G) := 1 + \min(\{\mathsf{lc}(G \setminus \{v\}) | v \text{ is a vertex of } G\})$

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Figure : A graph G



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Figure : A graph G

We have lc(G) = 1.

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The loop complexity of a trim automaton \mathcal{A} is equal to the minimum of the star heights of the expressions obtained by the different possible runs of the BMC algorithm on \mathcal{A} .

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The loop complexity of a trim automaton \mathcal{A} is equal to the minimum of the star heights of the expressions obtained by the different possible runs of the BMC algorithm on \mathcal{A} .

In general, given an automaton \mathcal{A} and two total orders on its states ω_1 and ω_2 , we have



The loop complexity of a trim automaton \mathcal{A} is equal to the minimum of the star heights of the expressions obtained by the different possible runs of the BMC algorithm on \mathcal{A} .

In general, given an automaton \mathcal{A} and two total orders on its states ω_1 and ω_2 , we have

```
h(BMC(\mathcal{A}, \omega_1)) \neq h(BMC(\mathcal{A}, \omega_2))
```

as the following example shows:





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Star height of result of BMC algorithm: 3

Example continued





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Example continued



Star height of result of BMC algorithm: 2

Minimal automata



• Consider now a regular language L.



- Consider now a regular language L.
- Does the loop complexity of its minimal automaton correspond to h(L)?



- Consider now a regular language L.
- Does the loop complexity of its minimal automaton correspond to h(L)?
- Not necessarily, as the following example shows.



Figure : Minimal automata \mathcal{A} , \mathcal{B} , \mathcal{C} for their respective languages¹

 $^{1}\mbox{LoSa00},$ On the star height of regular languages

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Figure : Minimal automata \mathcal{A} , \mathcal{B} , \mathcal{C} for their respective languages¹

•
$$\mathsf{lc}(\mathcal{A}) = 3$$
,

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Figure : Minimal automata \mathcal{A} , \mathcal{B} , \mathcal{C} for their respective languages¹

•
$$lc(\mathcal{A}) = 3$$
, $lc(\mathcal{B}) = 2$,

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Figure : Minimal automata \mathcal{A} , \mathcal{B} , \mathcal{C} for their respective languages¹

•
$$lc(\mathcal{A}) = 3$$
, $lc(\mathcal{B}) = 2$, $lc(\mathcal{C}) = 1$

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Figure : Minimal automata \mathcal{A} , \mathcal{B} , \mathcal{C} for their respective languages¹

•
$$lc(\mathcal{A}) = 3$$
, $lc(\mathcal{B}) = 2$, $lc(\mathcal{C}) = 1$
• But: $\mathcal{L}(\mathcal{A}) = \mathcal{L}(\mathcal{B}) \cup \mathcal{L}(\mathcal{C})$

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Figure : Minimal automata \mathcal{A} , \mathcal{B} , \mathcal{C} for their respective languages¹

- $lc(\mathcal{A}) = 3$, $lc(\mathcal{B}) = 2$, $lc(\mathcal{C}) = 1$
- But: $\mathcal{L}(\mathcal{A}) = \mathcal{L}(\mathcal{B}) \cup \mathcal{L}(\mathcal{C})$

• Therefore:
$$h(\mathcal{L}(\mathcal{A})) \leq 2 < 3 = lc(\mathcal{A})$$

¹LoSa00, On the star height of regular languages

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Computability



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• Is the star height of a regular language computable?



- Is the star height of a regular language computable?
- Not in general



- Is the star height of a regular language computable?
- Not in general
- But: For a subset of the regular languages (*pure-group languages*) it is computable

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[LoSa00] Lombardy, S.; Sakarovitch, J.: On the star height of rational languages. In: Proceedings of the 3rd International Conference on Words, Languages and Combinatorics, Kyoto (Japan), March 2000