# Star height of regular languages 

Thomas Lang

14 July 2014

## Overview

(1) Introduction
(2) Star height
(3) BMC algorithm
(4) Loop complexity
(5) Connection between star height and loop complexity
(6) References


## Overview

## (1) Introduction

## (2) Star height

(3) BMC algorithm

4 Loop complexity
(5) Connection between star height and loop complexity

6 References

## Motivation

## Motivation

- Let $L_{1}, L_{2}$ be regular languages.


## Motivation

- Let $L_{1}, L_{2}$ be regular languages.
- Aim: Give meaning to the statement
$L_{1}$ is more complicated than $L_{2}$.


## Motivation

- Let $L_{1}, L_{2}$ be regular languages.
- 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 $\left|L_{1}\right|>\left|L_{2}\right|$


## Motivation

- Let $L_{1}, L_{2}$ be regular languages.
- Aim: Give meaning to the statement

$$
L_{1} \text { is more complicated than } L_{2} \text {. }
$$

- Attempt 1: $L_{1}$ is more complicated than $L_{2}$ if $\left|L_{1}\right|>\left|L_{2}\right|$
- Problem: Infinite languages not comparable


## Motivation

- Let $L_{1}, L_{2}$ be regular languages.
- Aim: Give meaning to the statement

$$
L_{1} \text { is more complicated than } L_{2} \text {. }
$$

- Attempt 1: $L_{1}$ is more complicated than $L_{2}$ if $\left|L_{1}\right|>\left|L_{2}\right|$
- Problem: Infinite languages not comparable
- Attempt 2: $L_{1}$ is more complicated than $L_{2}$ if the minimal automaton of $L_{1}$ has more states than the minimal automaton of $L_{2}$


## Motivation

- Let $L_{1}, L_{2}$ be regular languages.
- 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 $\left|L_{1}\right|>\left|L_{2}\right|$
- Problem: Infinite languages not comparable
- Attempt 2: $L_{1}$ is more complicated than $L_{2}$ if the minimal automaton of $L_{1}$ has more states than the minimal automaton of $L_{2}$
- Problem: $\left\{a^{1000}\right\}$ more complicated than $\left\{a^{n} \mid n \in \mathbb{N}_{0}\right\}$



## Overview

## (1) Introduction

(2) Star height
(3) BMC algorithm

4 Loop complexity
(5) Connection between star height and loop complexity

6 References


## Regular expressions

Let $A$ be an alphabet, then we have:

## Regular expressions

Let $A$ be an alphabet, then we have:

- $\varnothing, \varepsilon$ and $a \in A$ are regular expressions.


## Regular expressions

Let $A$ be an alphabet, then we have:

- $\varnothing, \varepsilon$ and $a \in A$ are regular expressions.
- If $e$ and $e^{\prime}$ are regular expressions, then


## Regular expressions

Let $A$ be an alphabet, then we have:

- $\varnothing, \varepsilon$ and $a \in A$ are regular expressions.
- If $e$ and $e^{\prime}$ are regular expressions, then
- $\left(e+e^{\prime}\right)$,


## Regular expressions

Let $A$ be an alphabet, then we have:

- $\varnothing, \varepsilon$ and $a \in A$ are regular expressions.
- If $e$ and $e^{\prime}$ are regular expressions, then
- $\left(e+e^{\prime}\right)$,
- $\left(e \cdot e^{\prime}\right)$,


## Regular expressions

Let $A$ be an alphabet, then we have:

- $\varnothing, \varepsilon$ and $a \in A$ are regular expressions.
- If $e$ and $e^{\prime}$ are regular expressions, then
- $\left(e+e^{\prime}\right)$,
- $\left(e \cdot e^{\prime}\right)$,
- $e^{*}$
are regular expressions.


## Regular expressions

Let $A$ be an alphabet, then we have:

- $\varnothing, \varepsilon$ and $a \in A$ are regular expressions.
- If $e$ and $e^{\prime}$ are regular expressions, then
- $\left(e+e^{\prime}\right)$,
- $\left(e \cdot e^{\prime}\right)$,
- $e^{*}$
are regular expressions.
The language described by a regular expression $e$ is denoted by $\mathcal{L}(e)$.


## Star height of regular expressions

## Star height of regular expressions

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

## Star height of regular expressions

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

- If $e=\varnothing, e=\varepsilon$ or $e=a \in A$, then


## Star height of regular expressions

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

- If $e=\varnothing, e=\varepsilon$ or $e=a \in A$, then

$$
\mathrm{h}(e):=0 .
$$

## Star height of regular expressions

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

- If $e=\varnothing, e=\varepsilon$ or $e=a \in A$, then

$$
\mathrm{h}(e):=0 .
$$

- If $e=e^{\prime}+e^{\prime \prime}$ or $e=e^{\prime} \cdot e^{\prime \prime}$, then


## Star height of regular expressions

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

- If $e=\varnothing, e=\varepsilon$ or $e=a \in A$, then

$$
\mathrm{h}(e):=0 .
$$

- If $e=e^{\prime}+e^{\prime \prime}$ or $e=e^{\prime} \cdot e^{\prime \prime}$, then

$$
\mathrm{h}(e):=\max \left(h\left(e^{\prime}\right), h\left(e^{\prime \prime}\right)\right)
$$

## Star height of regular expressions

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

- If $e=\varnothing, e=\varepsilon$ or $e=a \in A$, then

$$
\mathrm{h}(e):=0 .
$$

- If $e=e^{\prime}+e^{\prime \prime}$ or $e=e^{\prime} \cdot e^{\prime \prime}$, then

$$
\mathrm{h}(e):=\max \left(h\left(e^{\prime}\right), h\left(e^{\prime \prime}\right)\right)
$$

- If $e=e^{\prime *}$, then


## Star height of regular expressions

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

- If $e=\varnothing, e=\varepsilon$ or $e=a \in A$, then

$$
\mathrm{h}(e):=0 .
$$

- If $e=e^{\prime}+e^{\prime \prime}$ or $e=e^{\prime} \cdot e^{\prime \prime}$, then

$$
\mathrm{h}(e):=\max \left(h\left(e^{\prime}\right), h\left(e^{\prime \prime}\right)\right)
$$

- If $e=e^{*}$, then

$$
h(e):=1+h\left(e^{\prime}\right) .
$$

## Examples

## Examples

- $e_{1}:=a^{*}\left(b a^{*}\right)^{*}$

$$
\Rightarrow \mathrm{h}\left(e_{1}\right)=
$$

## Examples

- $e_{1}:=a^{*}\left(b a^{*}\right)^{*} \quad \Rightarrow \mathrm{~h}\left(e_{1}\right)=2$


## Examples

- $e_{1}:=a^{*}\left(b a^{*}\right)^{*} \quad \Rightarrow \mathrm{~h}\left(e_{1}\right)=2$
- $e_{2}:=a^{*}+\left(\left(b^{*} a b^{*}\right)^{*} a\right)^{*} \Rightarrow \mathrm{~h}\left(e_{2}\right)=$


## Examples

- $e_{1}:=a^{*}\left(b a^{*}\right)^{*} \quad \Rightarrow \mathrm{~h}\left(e_{1}\right)=2$
- $e_{2}:=a^{*}+\left(\left(b^{*} a b^{*}\right)^{*} a\right)^{*} \Rightarrow \mathrm{~h}\left(e_{2}\right)=3$


## Examples

- $e_{1}:=a^{*}\left(b a^{*}\right)^{*} \quad \Rightarrow \mathrm{~h}\left(e_{1}\right)=2$
- $e_{2}:=a^{*}+\left(\left(b^{*} a b^{*}\right)^{*} a\right)^{*} \Rightarrow \mathrm{~h}\left(e_{2}\right)=3$
- Caution: $\mathcal{L}\left(a^{*}\right)=\mathcal{L}\left(\left(a^{*}\right)^{*}\right)$, but


## Examples

- $e_{1}:=a^{*}\left(b a^{*}\right)^{*} \quad \Rightarrow \mathrm{~h}\left(e_{1}\right)=2$
- $e_{2}:=a^{*}+\left(\left(b^{*} a b^{*}\right)^{*} a\right)^{*} \Rightarrow \mathrm{~h}\left(e_{2}\right)=3$
- Caution: $\mathcal{L}\left(a^{*}\right)=\mathcal{L}\left(\left(a^{*}\right)^{*}\right)$, but $\mathrm{h}\left(a^{*}\right)=1 \neq 2=\mathrm{h}\left(\left(a^{*}\right)^{*}\right)$


## Star height of regular languages



## Star height of regular languages

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

## Star height of regular languages

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

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

## Overview

## (1) Introduction

(2) Star height
(3) BMC algorithm

4 Loop complexity
(5) Connection between star height and loop complexity

6 References


## Description



## Description

- Brzozowski-McCluskey algorithm


## Description

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


## Description

- 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 $\mathcal{L}(e)=\mathcal{L}(\mathcal{A})$


## BMC algorithm

## BMC algorithm

(1) Insert new state $i$ and $\varepsilon$-transitions from $i$ to all initial states

## BMC algorithm

(1) Insert new state $i$ and $\varepsilon$-transitions from $i$ to all initial states
(2) Insert new state $t$ and $\varepsilon$-transitions from all final states to $t$

## BMC algorithm

(1) Insert new state $i$ and $\varepsilon$-transitions from $i$ to all initial states
(2) Insert new state $t$ and $\varepsilon$-transitions from all final states to $t$
(3) Successively remove the states of $\mathcal{A}$, updating the edges in the following manner:

## BMC algorithm

(1) Insert new state $i$ and $\varepsilon$-transitions from $i$ to all initial states
(2) Insert new state $t$ and $\varepsilon$-transitions from all final states to $t$
(3) Successively remove the states of $\mathcal{A}$, updating the edges in the following manner:


## BMC algorithm

(1) Insert new state $i$ and $\varepsilon$-transitions from $i$ to all initial states
(2) Insert new state $t$ and $\varepsilon$-transitions from all final states to $t$
(3) Successively remove the states of $\mathcal{A}$, updating the edges in the following manner:


## BMC algorithm

(1) Insert new state $i$ and $\varepsilon$-transitions from $i$ to all initial states
(2) Insert new state $t$ and $\varepsilon$-transitions from all final states to $t$
(3) Successively remove the states of $\mathcal{A}$, updating the edges in the following manner:

(9) Join all expressions on edges from $i$ to $t$ using ' + '

## Example

## Example



## Example



## Example




## Example continued



## Example continued



## Example continued



## Example continued



## Overview

## (1) Introduction

(2) Star height
(3) BMC algorithm
(4) Loop complexity
(5) Connection between star height and loop complexity

6 References


## Graph-theoretic concepts



## Graph-theoretic concepts

A set of vertices $V$ of a graph is called

## Graph-theoretic concepts

A set of vertices $V$ of a graph is called

- strongly connected, if every vertex in V is reachable by every other vertex in $V$.


## Graph-theoretic concepts

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.


## Examples



Figure : A graph

## Examples



Figure : A graph


Figure: Its strongly connected components

## Examples



Figure: A graph


Figure: Its strongly connected components


Figure: Its ball

## Loop complexity

## Loop complexity

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

## Loop complexity

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

- If $G$ contains no ball


## Loop complexity

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

- If $G$ contains no ball

$$
\operatorname{lc}(G):=0
$$

## Loop complexity

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

- If $G$ contains no ball

$$
\operatorname{lc}(G):=0
$$

- If $G$ is not a ball


## Loop complexity

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

- If $G$ contains no ball

$$
\operatorname{lc}(G):=0
$$

- If $G$ is not a ball

$$
\operatorname{lc}(G):=\max (\{\operatorname{lc}(B) \mid B \text { is a ball of } G\})
$$

## Loop complexity

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

- If $G$ contains no ball

$$
\operatorname{lc}(G):=0
$$

- If $G$ is not a ball

$$
\operatorname{lc}(G):=\max (\{\operatorname{lc}(B) \mid B \text { is a ball of } G\})
$$

- If $G$ is a ball


## Loop complexity

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

- If $G$ contains no ball

$$
\operatorname{lc}(G):=0
$$

- If $G$ is not a ball

$$
\operatorname{lc}(G):=\max (\{\operatorname{lc}(B) \mid B \text { is a ball of } G\})
$$

- If $G$ is a ball

$$
\operatorname{lc}(G):=1+\min (\{\operatorname{lc}(G \backslash\{v\}) \mid v \text { is a vertex of } G\})
$$

## Examples



Figure : A graph G

## Examples



Figure: A graph G

We have $\operatorname{lc}(G)=1$.

## Overview

## (1) Introduction

(2) Star height
(3) BMC algorithm

4 Loop complexity
(5) Connection between star height and loop complexity
(6) References


## Theorem

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 $\mathcal{A}$.

## Theorem

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 $\omega_{1}$ and $\omega_{2}$, we have

## Theorem

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 $\omega_{1}$ and $\omega_{2}$, we have

$$
\mathrm{h}\left(\operatorname{BMC}\left(\mathcal{A}, \omega_{1}\right)\right) \neq \mathrm{h}\left(\operatorname{BMC}\left(\mathcal{A}, \omega_{2}\right)\right)
$$

as the following example shows:

## Example



## Example



Star height of result of BMC algorithm: 3

## Example continued



## Example continued



Star height of result of BMC algorithm: 2

## Minimal automata

## Minimal automata

- Consider now a regular language $L$.


## Minimal automata

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


## Minimal automata

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


## Example



Figure : Minimal automata $\mathcal{A}, \mathcal{B}, \mathcal{C}$ for their respective languages ${ }^{1}$
${ }^{1}$ LoSa00, On the star height of regular languages

## Example



Figure : Minimal automata $\mathcal{A}, \mathcal{B}, \mathcal{C}$ for their respective languages ${ }^{1}$

- $\operatorname{lc}(\mathcal{A})=3$,
${ }^{1}$ LoSa00, On the star height of regular languages


## Example



Figure : Minimal automata $\mathcal{A}, \mathcal{B}, \mathcal{C}$ for their respective languages ${ }^{1}$

- $\operatorname{Ic}(\mathcal{A})=3, \operatorname{lc}(\mathcal{B})=2$,
${ }^{1}$ LoSa00, On the star height of regular languages


## Example



Figure : Minimal automata $\mathcal{A}, \mathcal{B}, \mathcal{C}$ for their respective languages ${ }^{1}$

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

[^0]
## Example



Figure : Minimal automata $\mathcal{A}, \mathcal{B}, \mathcal{C}$ for their respective languages ${ }^{1}$

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

[^1]
## Example



Figure : Minimal automata $\mathcal{A}, \mathcal{B}, \mathcal{C}$ for their respective languages ${ }^{1}$

- $\operatorname{Ic}(\mathcal{A})=3, \operatorname{lc}(\mathcal{B})=2, \operatorname{lc}(\mathcal{C})=1$
- But: $\mathcal{L}(\mathcal{A})=\mathcal{L}(\mathcal{B}) \cup \mathcal{L}(\mathcal{C})$
- Therefore: $\mathrm{h}(\mathcal{L}(\mathcal{A})) \leq 2<3=\operatorname{lc}(\mathcal{A})$
${ }^{1}$ LoSa00, On the star height of regular languages


## Computability

## Computability

- Is the star height of a regular language computable?


## Computability

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


## Computability

- 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


## Overview

## (1) Introduction

(2) Star height
(3) BMC algorithm
(4) Loop complexity
(5) Connection between star height and loop complexity
(6) References


## References

[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


[^0]:    ${ }^{1}$ LoSa00, On the star height of regular languages

[^1]:    ${ }^{1}$ LoSa00, On the star height of regular languages

