

# A probabilistic Kleene Theorem

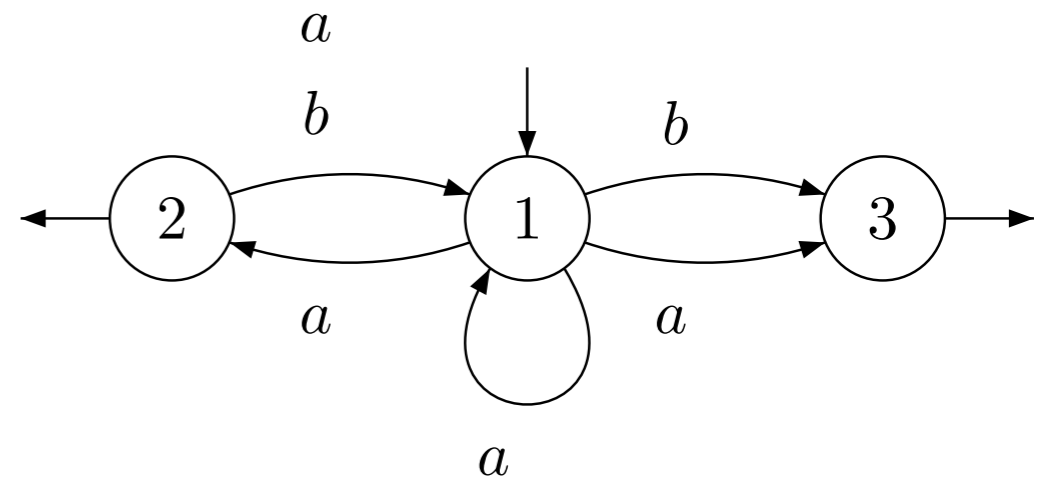
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LSV, ENS Cachan, CNRS, France

MOVEP 2012, Marseille

Part of works published at ATVA'12 with Benedikt Bollig, Paul Gastin and Marc Zeitoun

# Kleene's Theorem

Finite State Automata



same expressivity

Regular Expressions

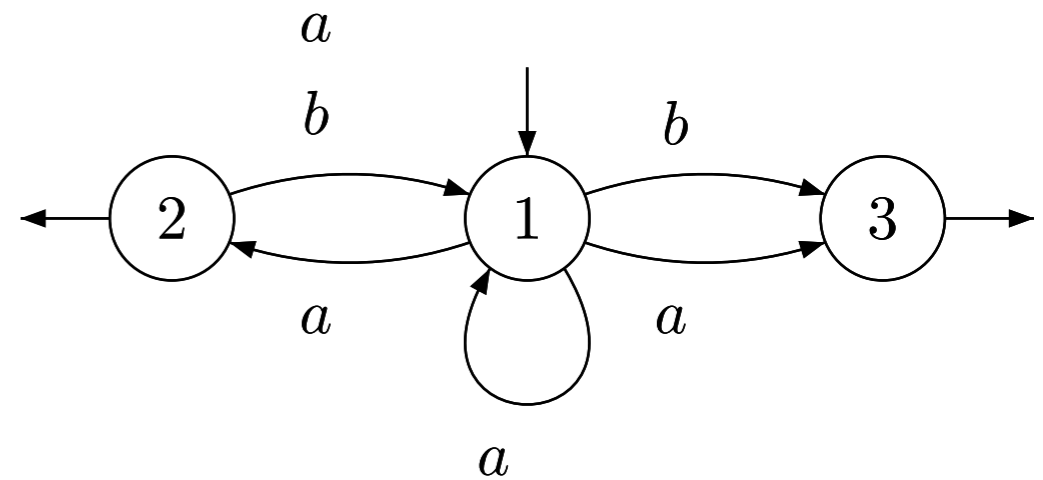
$E ::= a \mid E + E \mid E \cdot E \mid E^*$

# Motivations

- Theoretically: relate **denotational** and **computational** models
- Practically: easier to **write specifications** using regular expressions vs. easier to **check properties (emptiness, inclusion...)** with automata
- Goal: translate expressions to automata, as efficiently as possible

# Kleene's Theorem

Finite State Automata



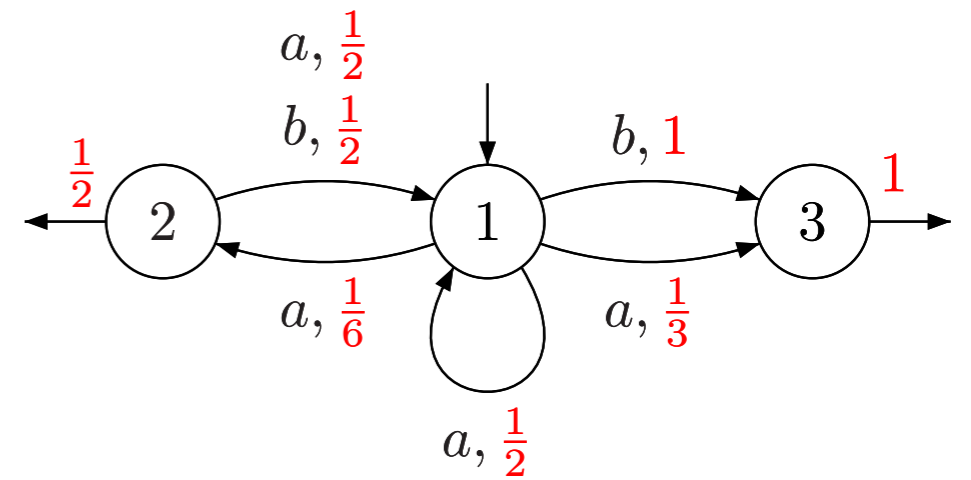
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Regular Expressions

$E ::= a \mid E + E \mid E \cdot E \mid E^*$

# Kleene's Theorem

Weighted Finite State Automata



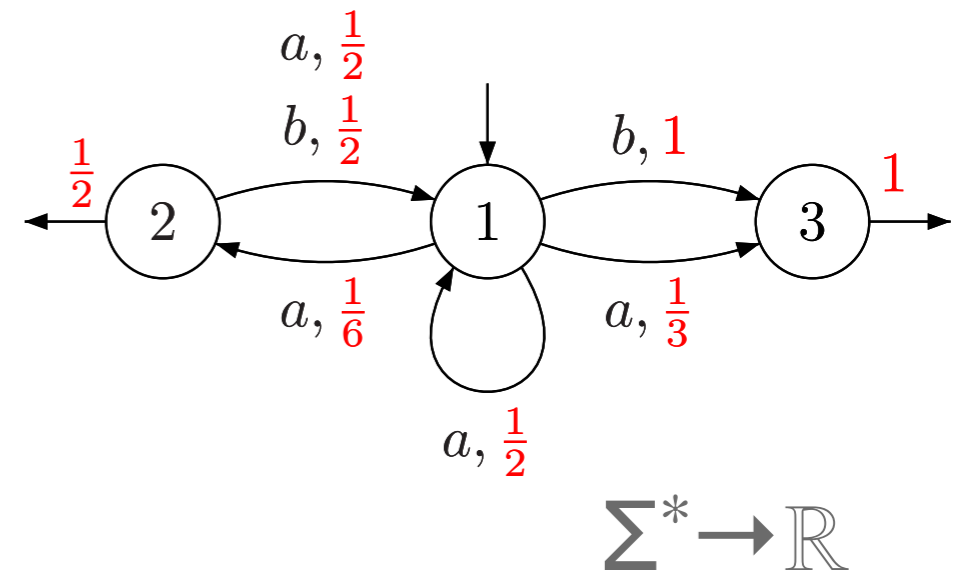
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# Kleene's Theorem

**Weighted** Finite State Automata



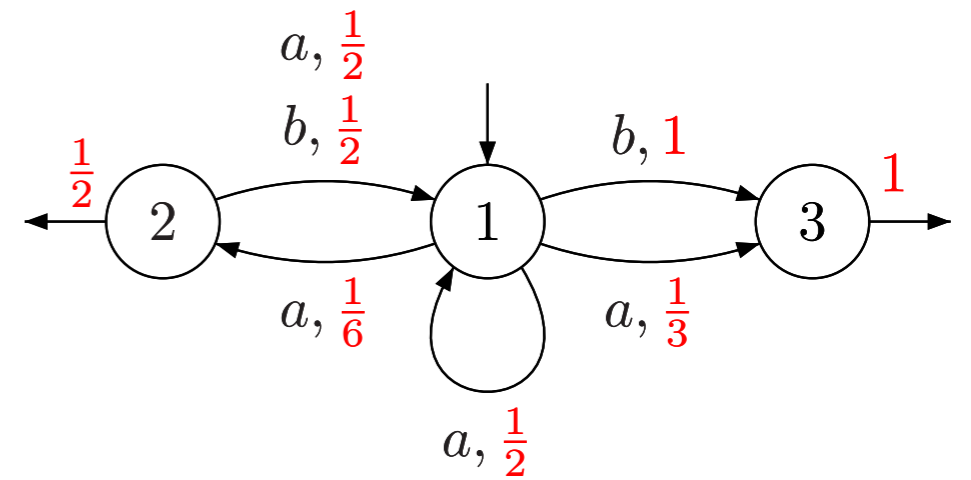
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# Kleene's Theorem

**Weighted** Finite State Automata



same expressivity



Regular Expressions

$E ::= a \mid E + E \mid E \cdot E \mid E^*$

two runs:

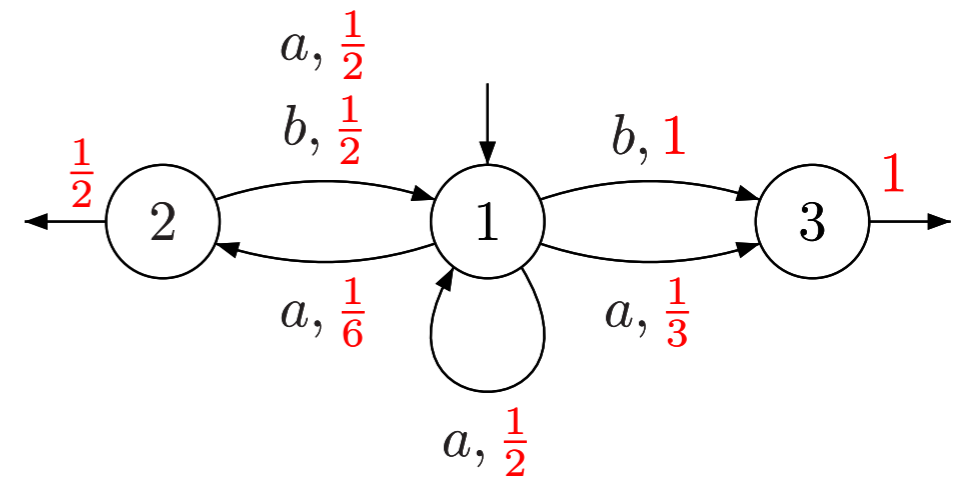
$1 \rightarrow 2 \rightarrow 1 \rightarrow 3$  of weight  $1/6 \times 1 \times 1 \times 1 = 1/6$

and  $1 \rightarrow 1 \rightarrow 1 \rightarrow 3$  of weight  $1/2 \times 1/2 \times 1 \times 1 = 1/4$

$a \ a \ b$

# Kleene's Theorem

**Weighted** Finite State Automata



$\Sigma^* \rightarrow \mathbb{R}$

*a a b*

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hence, *a a b* recognized with weight  $1/6 + 1/4 = 5/12$

same expressivity

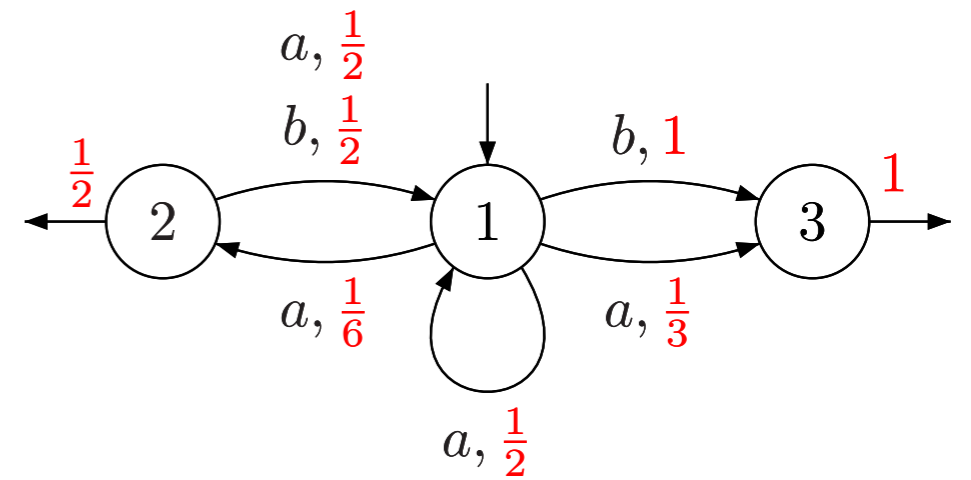
Regular Expressions

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**Weighted** Finite State Automata



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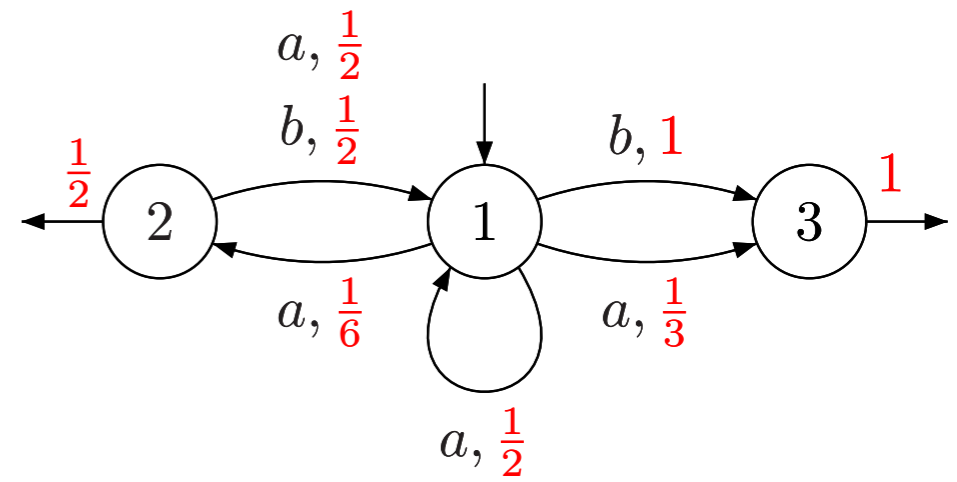
**Weighted** Regular Expressions

$E ::= p \mid a \mid E + E \mid E \cdot E \mid E^*$

*E proper*

# Schützenberger's Kleene's Theorem

Weighted Finite State Automata



$\Sigma^* \rightarrow \mathbb{R}$

*a a b*

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Weighted Regular Expressions

$$E ::= p \mid a \mid E + E \mid E \cdot E \mid E^*$$

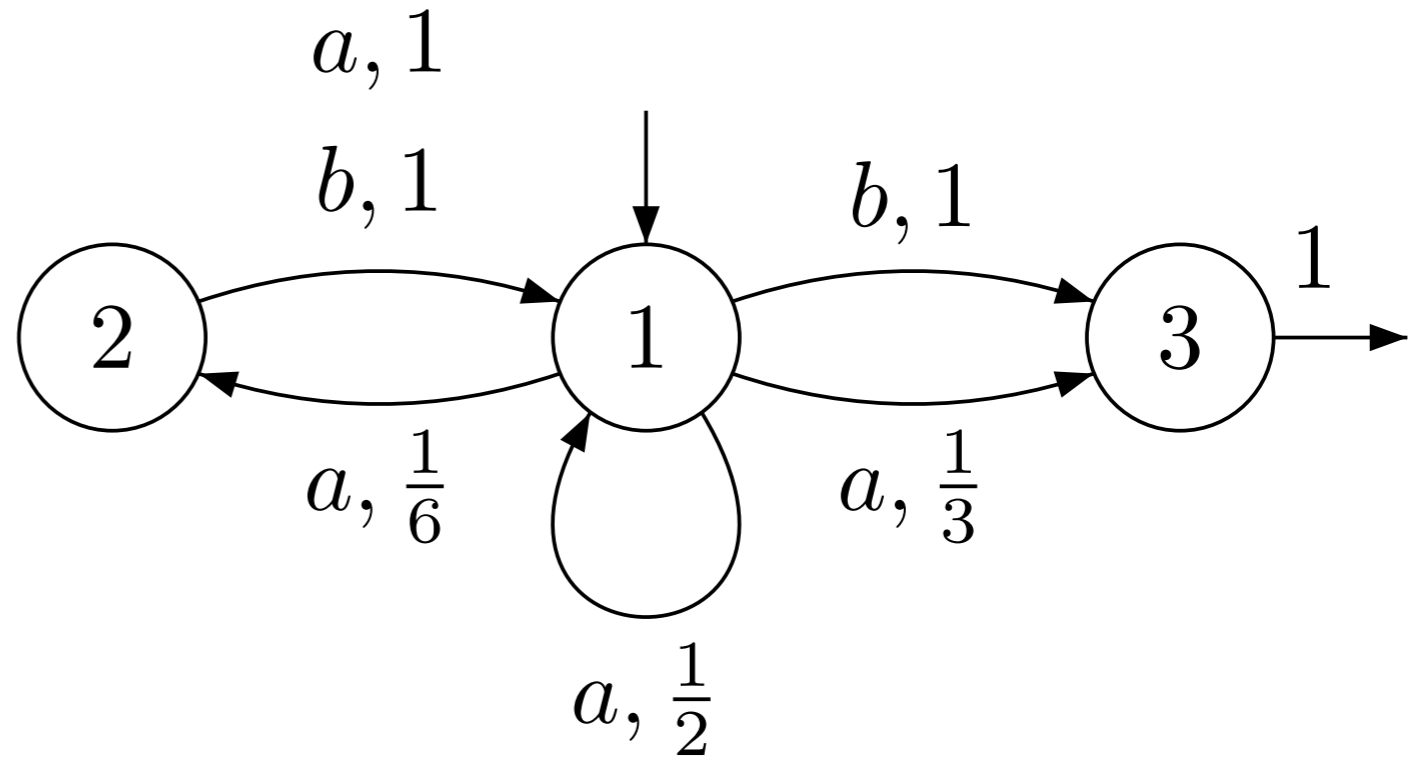
*E proper*

[1] S. Kleene (1956). Representation of events in nerve nets and finite automata.

[2] M.-P. Schützenberger (1961). On the Definition of a Family of Automata. Information and Control.

For an overview about Weighted Automata, see, e.g., Handbook of Weighted Automata. Editors: Manfred Droste, Werner Kuich, and Heiko Vogler. EATCS Monographs in Theoretical Computer Science. Springer, 2009.

# Probabilistic case?



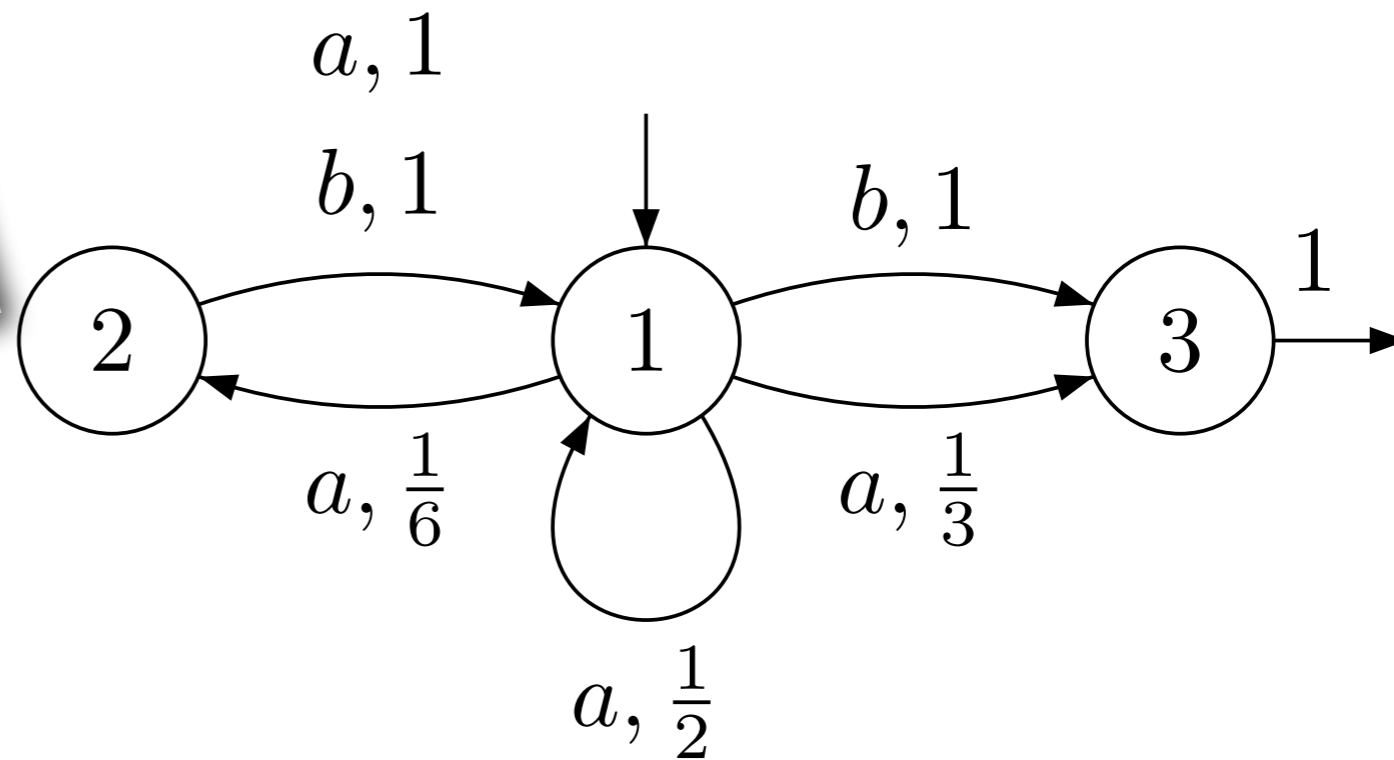
$$\mathcal{A} = (Q, \iota, Acc, \mathbb{P})$$

$$\mathbb{P} : Q \times \Sigma \times Q \rightarrow [0, 1]$$

$$Acc(q) + \sum_{q' \in Q} \mathbb{P}(q, a, q') \leq 1 \text{ for all } (q, a) \in Q \times A$$

# Probabilistic case?

Reactive Probabilistic  
Finite Automata



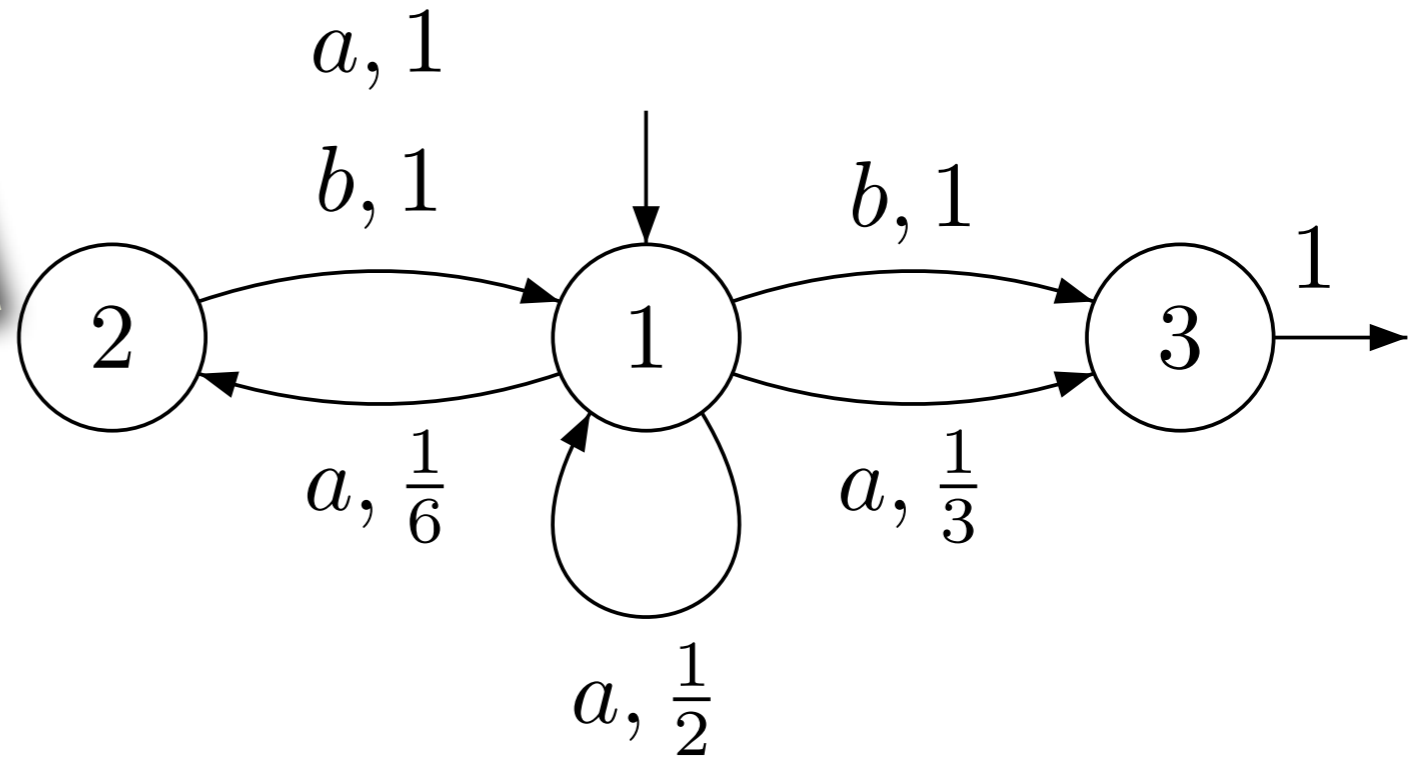
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# Probabilistic case?

Reactive Probabilistic Finite Automata



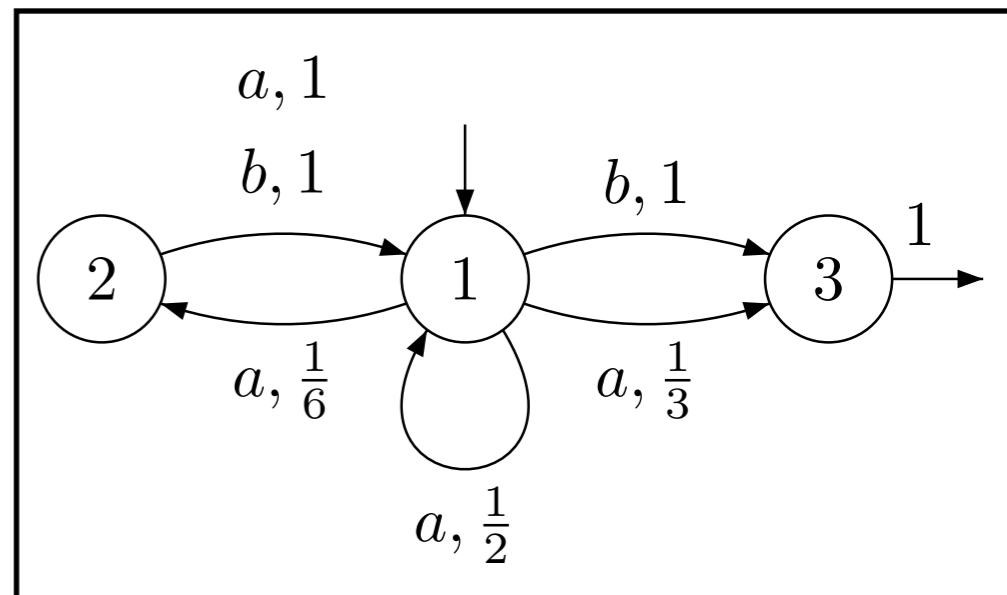
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Applying Schützenberger's Theorem over these special Weighted Automata, we obtain regular expressions (proper)

$$\{(q, a) \in Q \times A\}$$

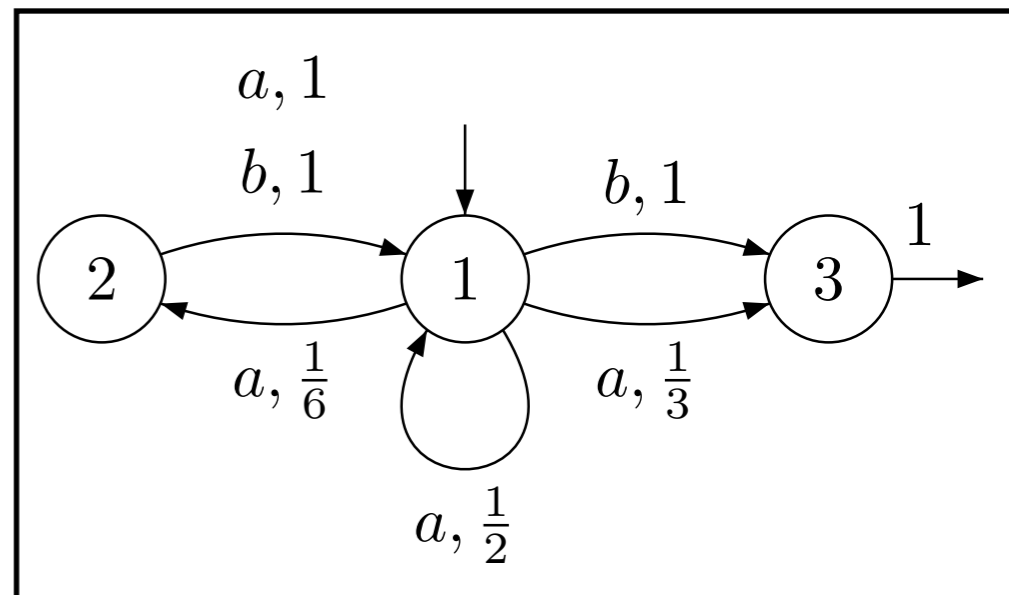
$$\left(\frac{1}{6}a(a + b) + \frac{1}{2}a\right)^* \left(\frac{1}{3}a + b\right)$$

# What kind of expressions?



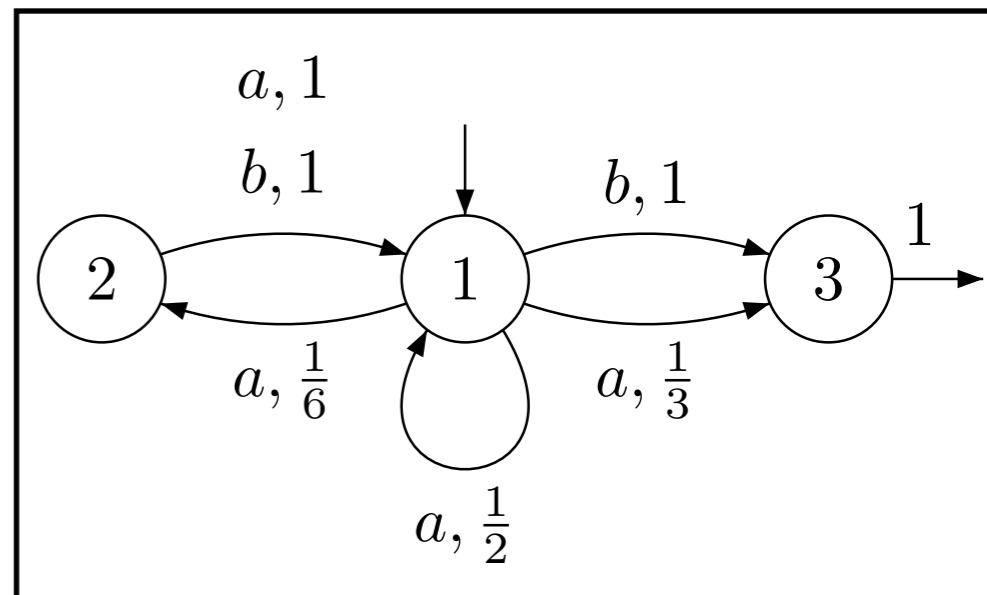
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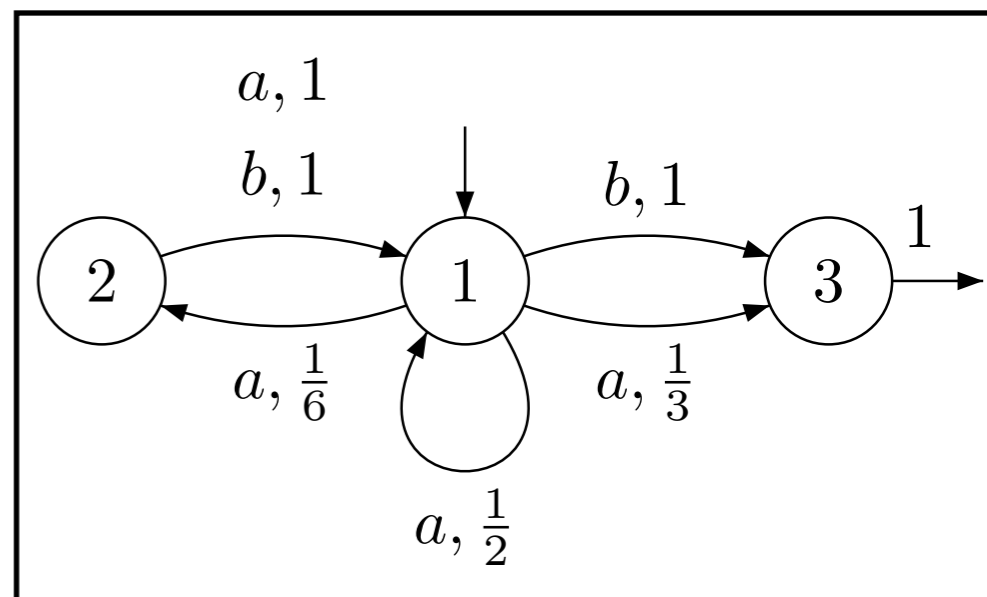


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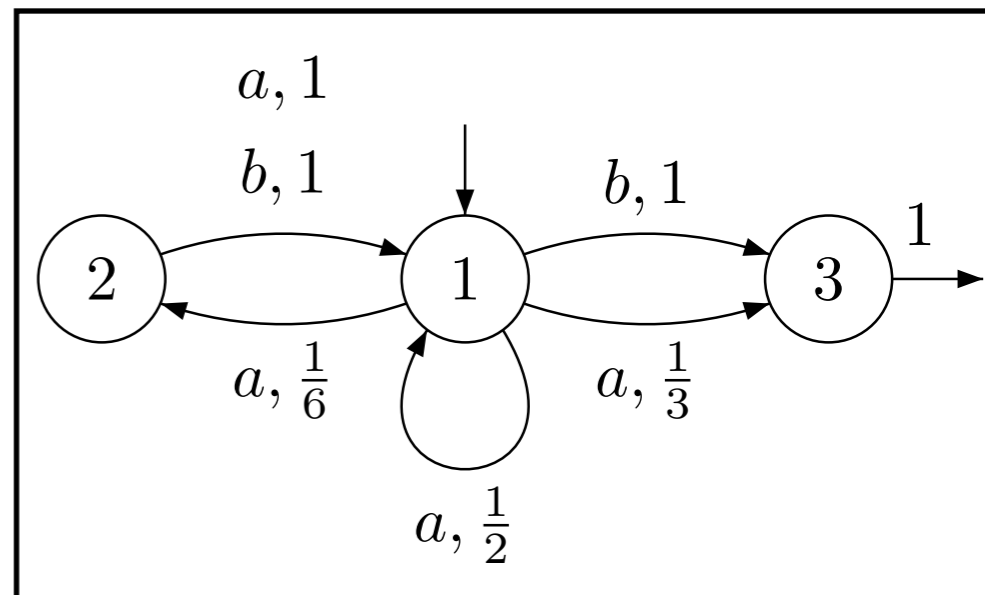


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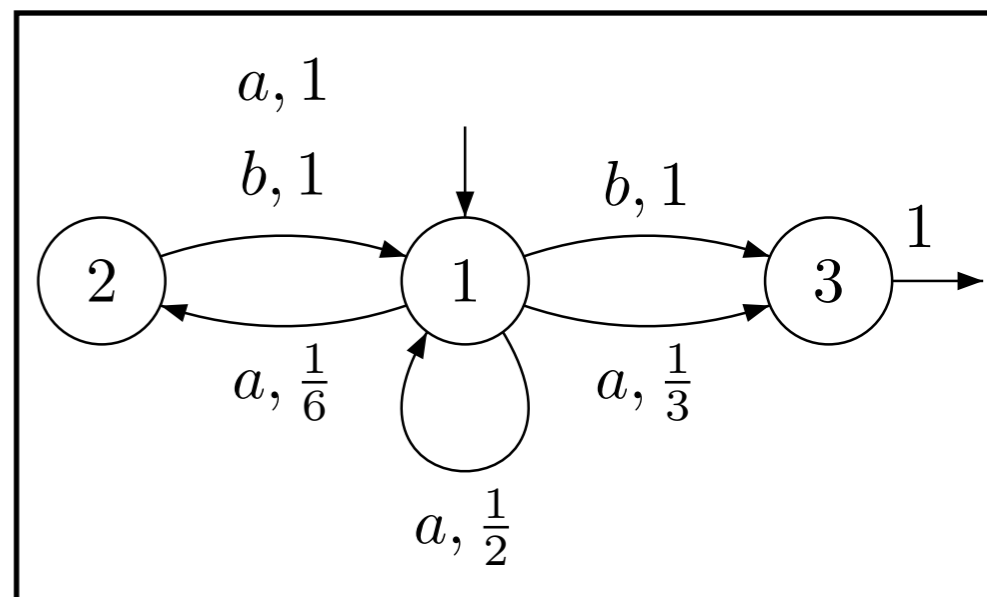


# What kind of expressions?

$$\left(\frac{1}{6}a(a+b) + \frac{1}{2}a\right)^* \left(\frac{1}{3}a + b\right) \quad \checkmark$$

$$\left(\frac{1}{6}a(a+b) + \frac{1}{2}a\right)^* (a+b) \quad \times$$

$$\left(\frac{1}{6}a(a+b) + \frac{1}{2}a\right)^* \left(\frac{1}{3}a + \frac{1}{2}b\right)$$

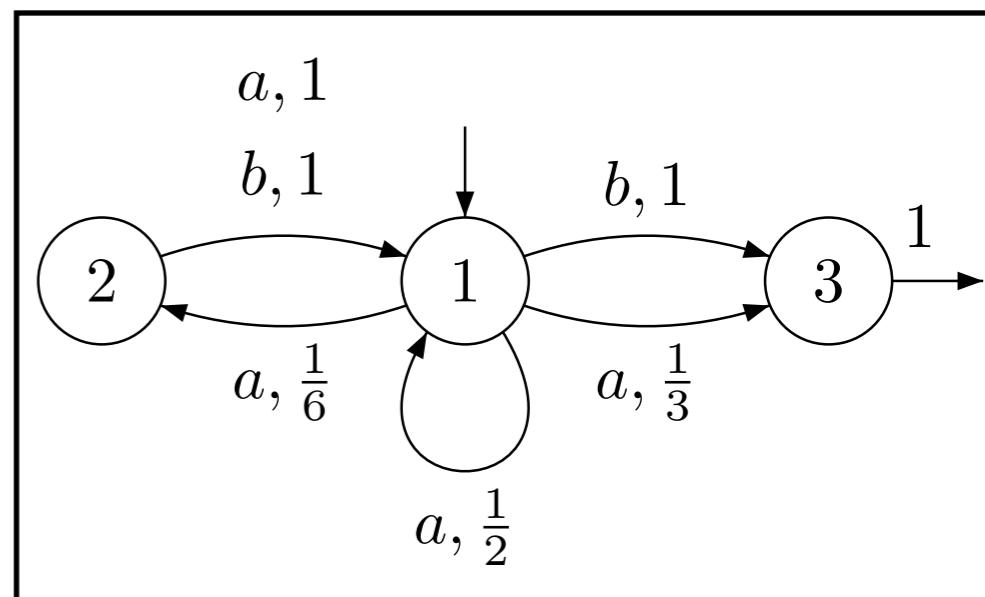


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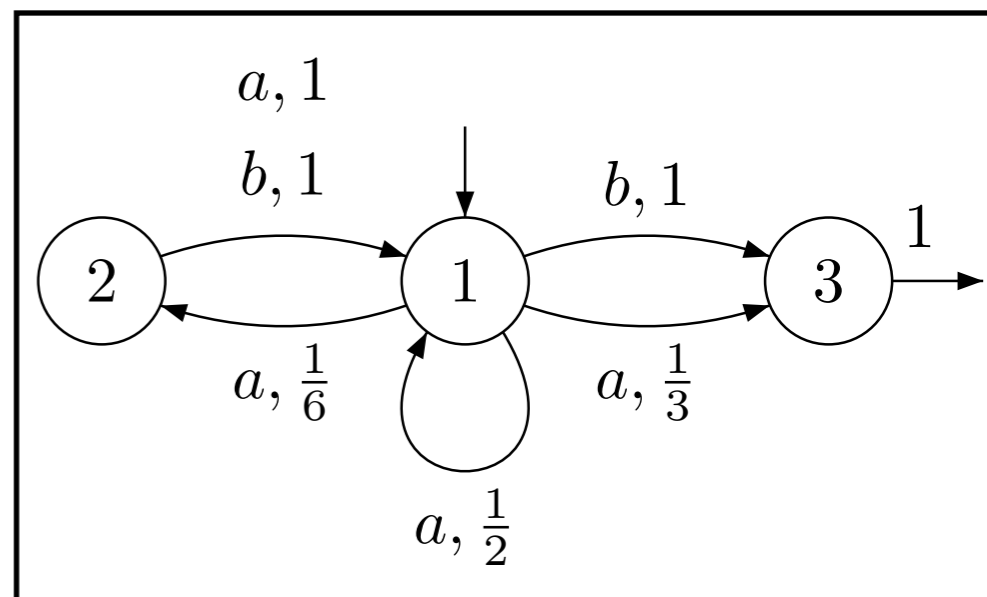
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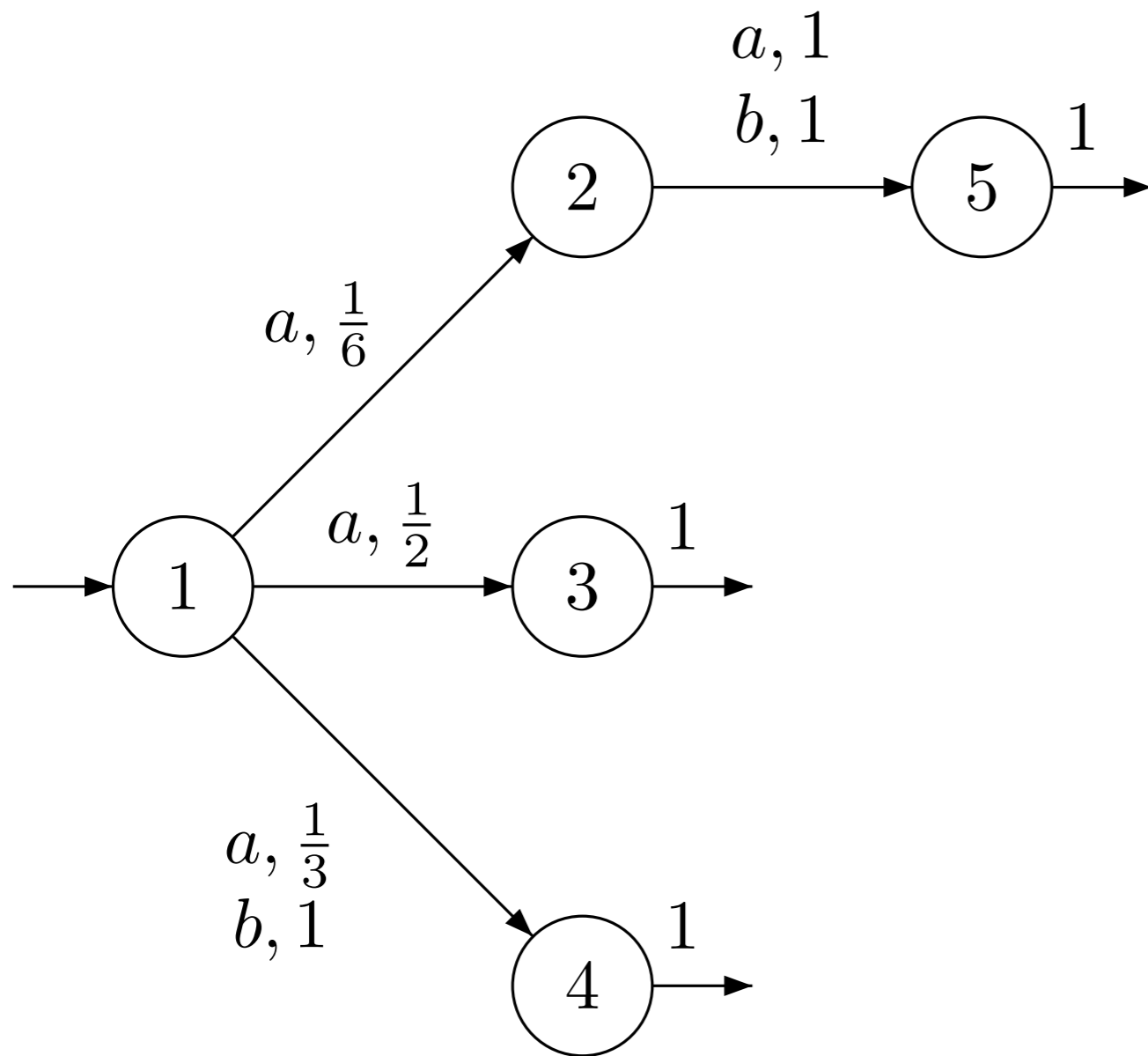
$$\left(\frac{1}{6}a(a+b) + \frac{1}{2}a\right)^* \left(\frac{1}{3}a + \frac{1}{2}b\right) \quad \checkmark$$

Searching for a **natural fragment**  
of weighted regular expressions  
representing **probabilistic behaviors**



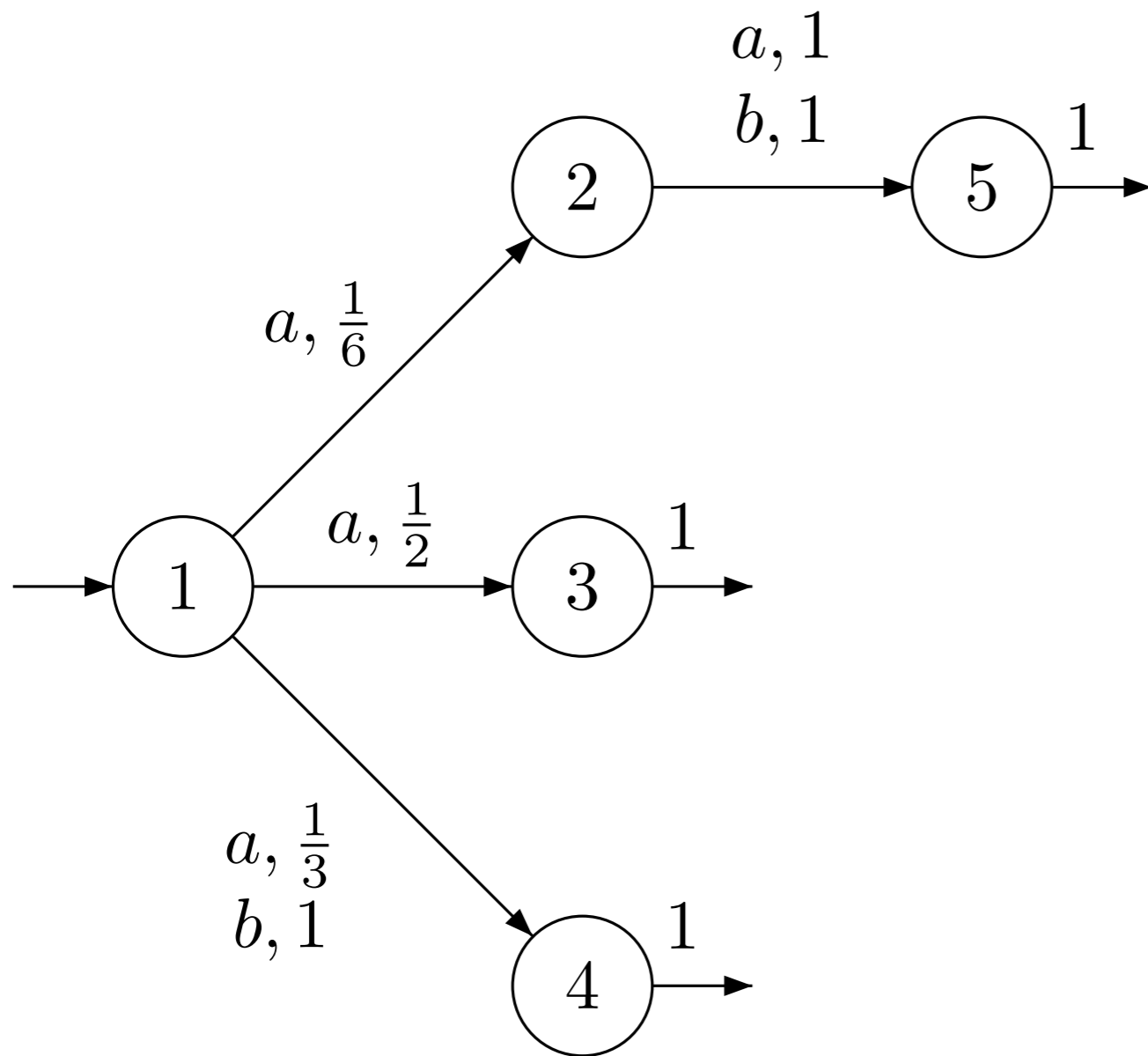
# Constructing Probabilistic Expressions

How to iterate?



# Constructing Probabilistic Expressions

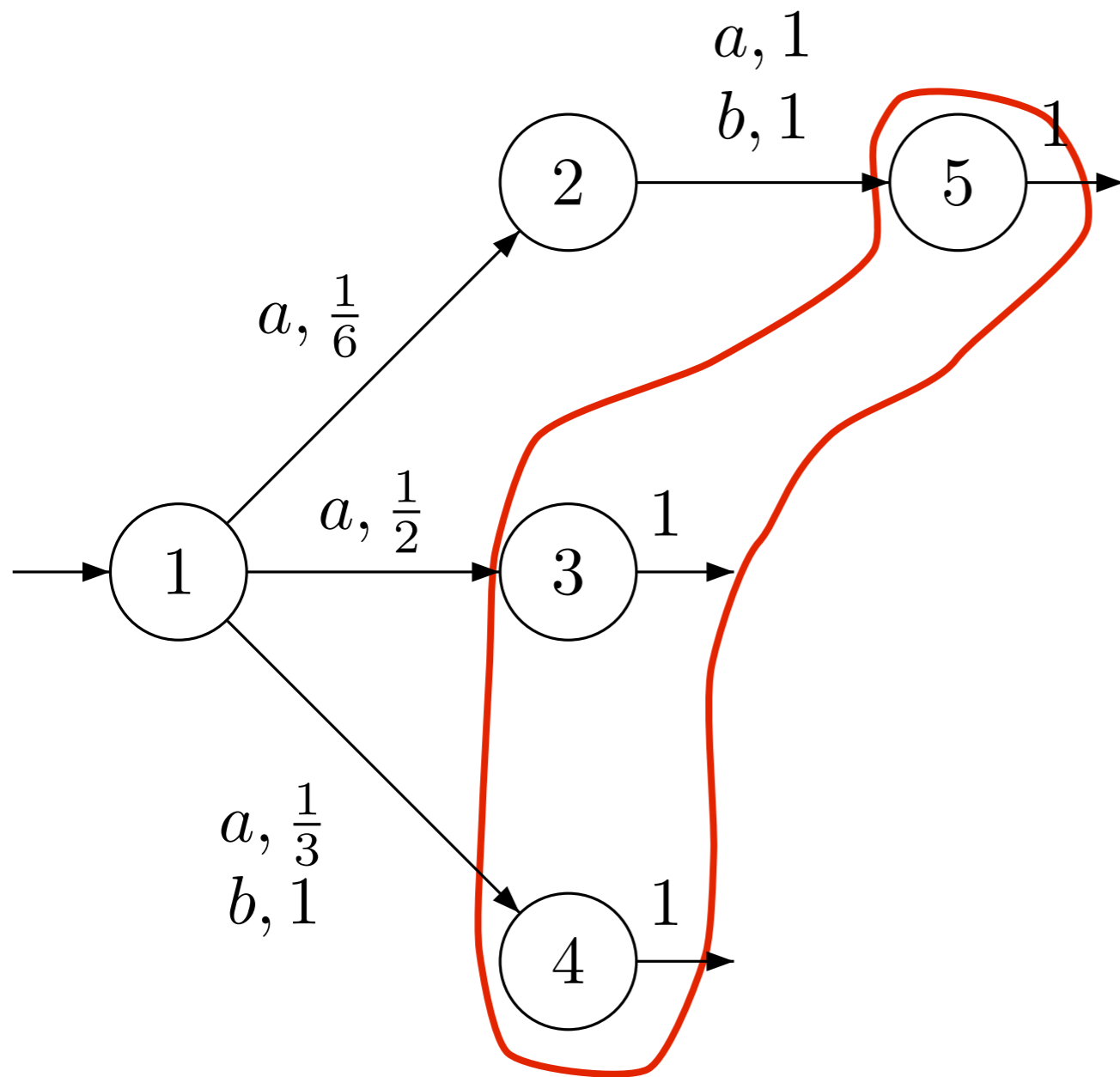
How to iterate?



$$\frac{1}{6}a(a + b) + \frac{1}{2}a + \left(\frac{1}{3}a + b\right)$$

# Constructing Probabilistic Expressions

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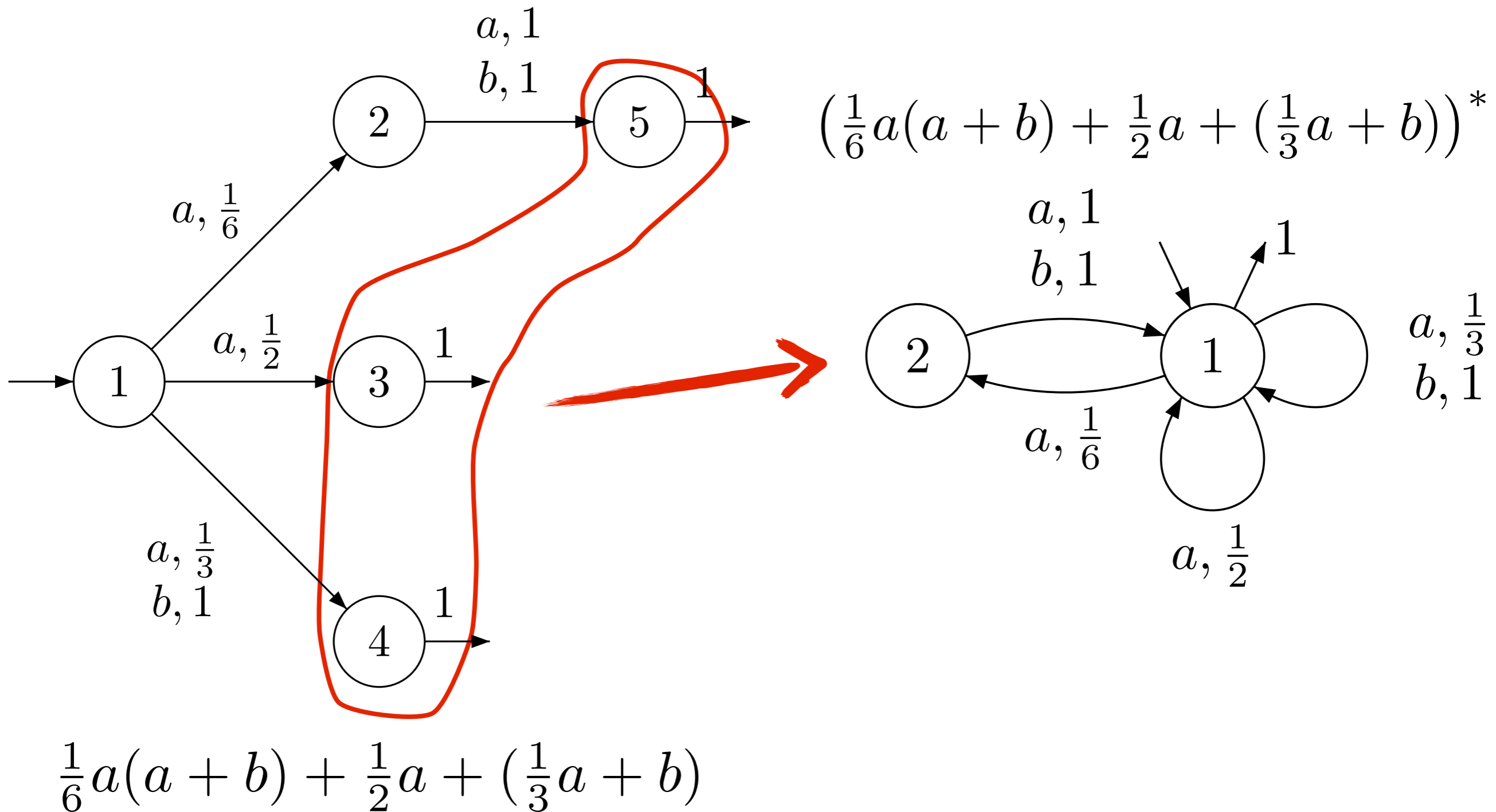


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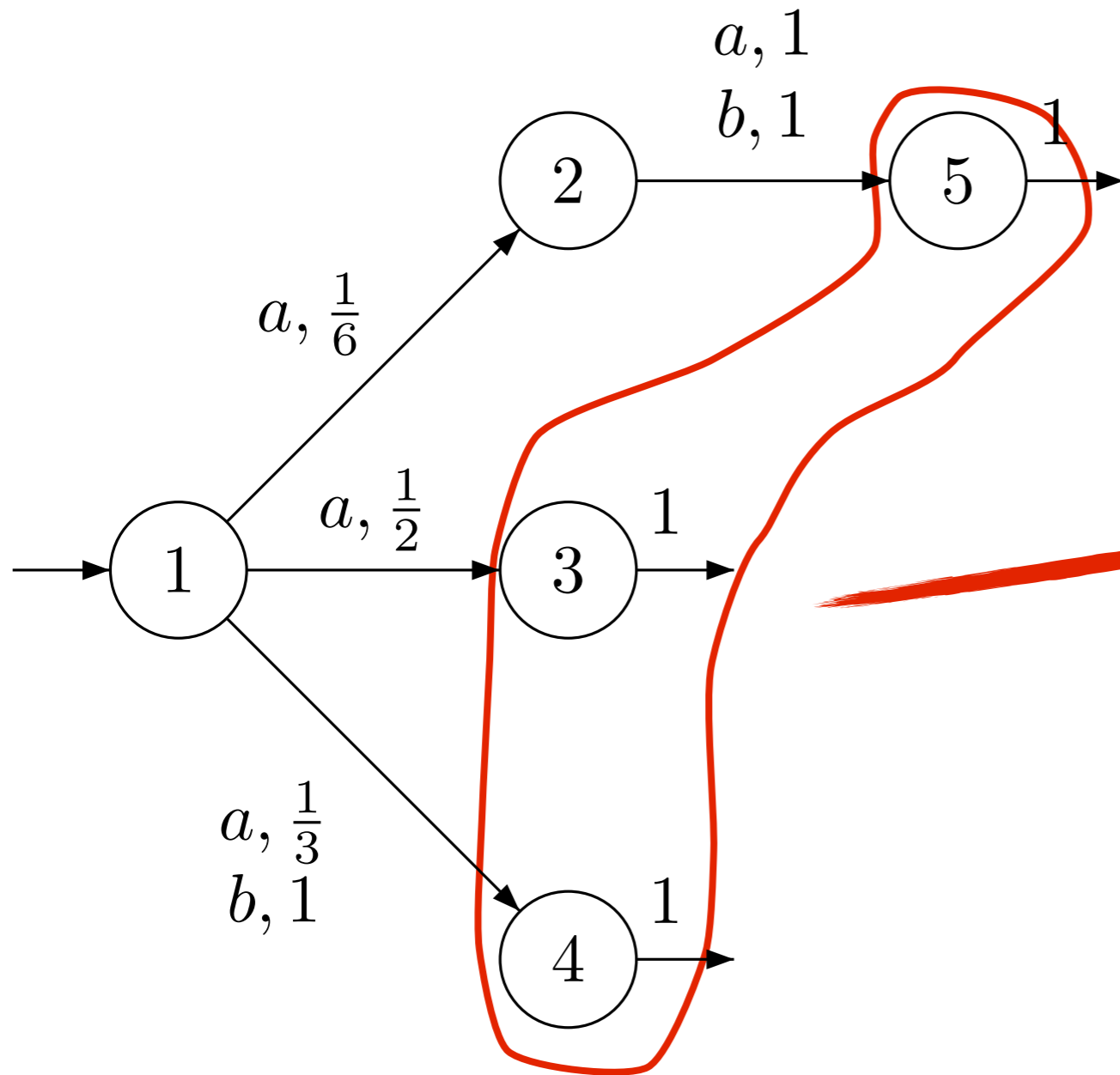
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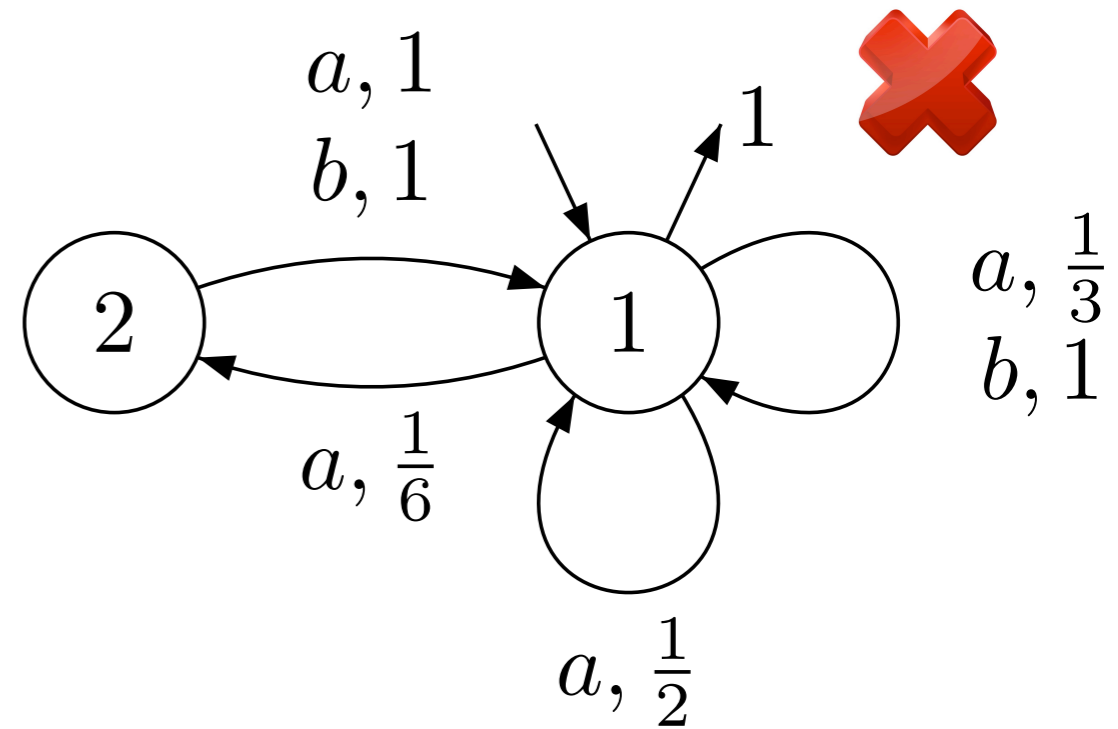
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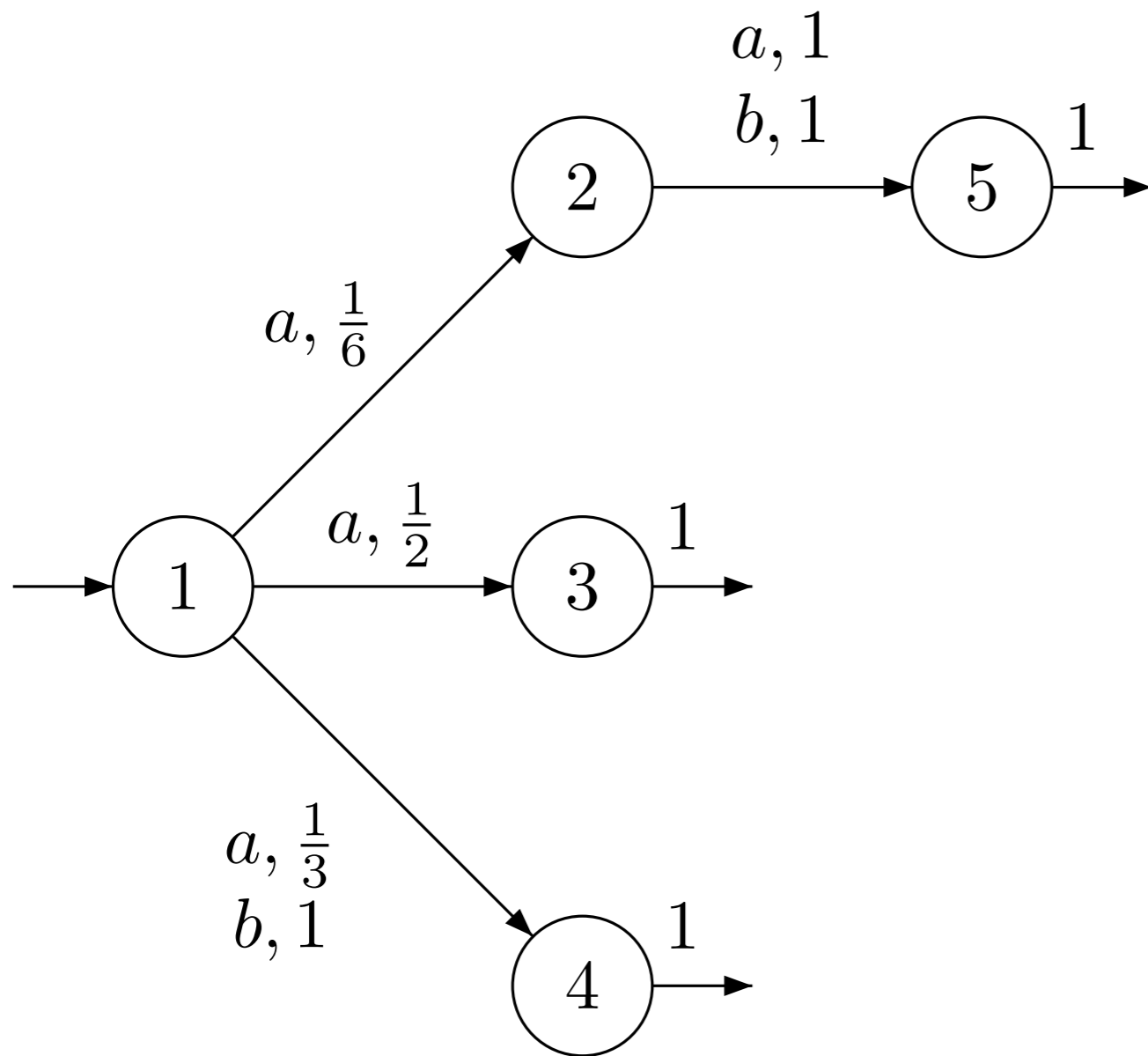
$$\left(\frac{1}{6}a(a + b) + \frac{1}{2}a + \left(\frac{1}{3}a + b\right)\right)^*$$



Not a valid Probabilistic Automaton anymore (acceptance condition not fulfilled)

# Constructing Probabilistic Expressions

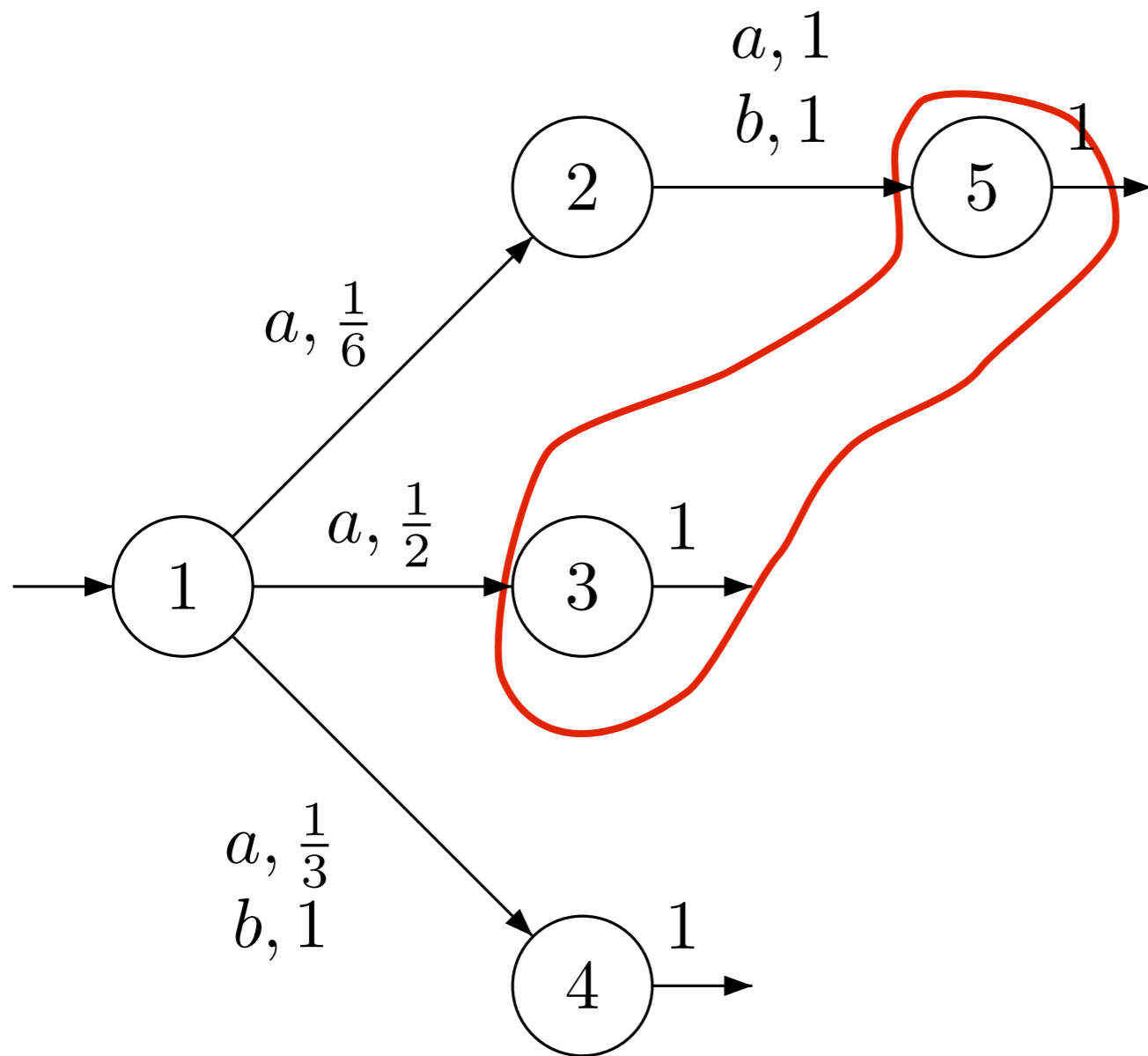
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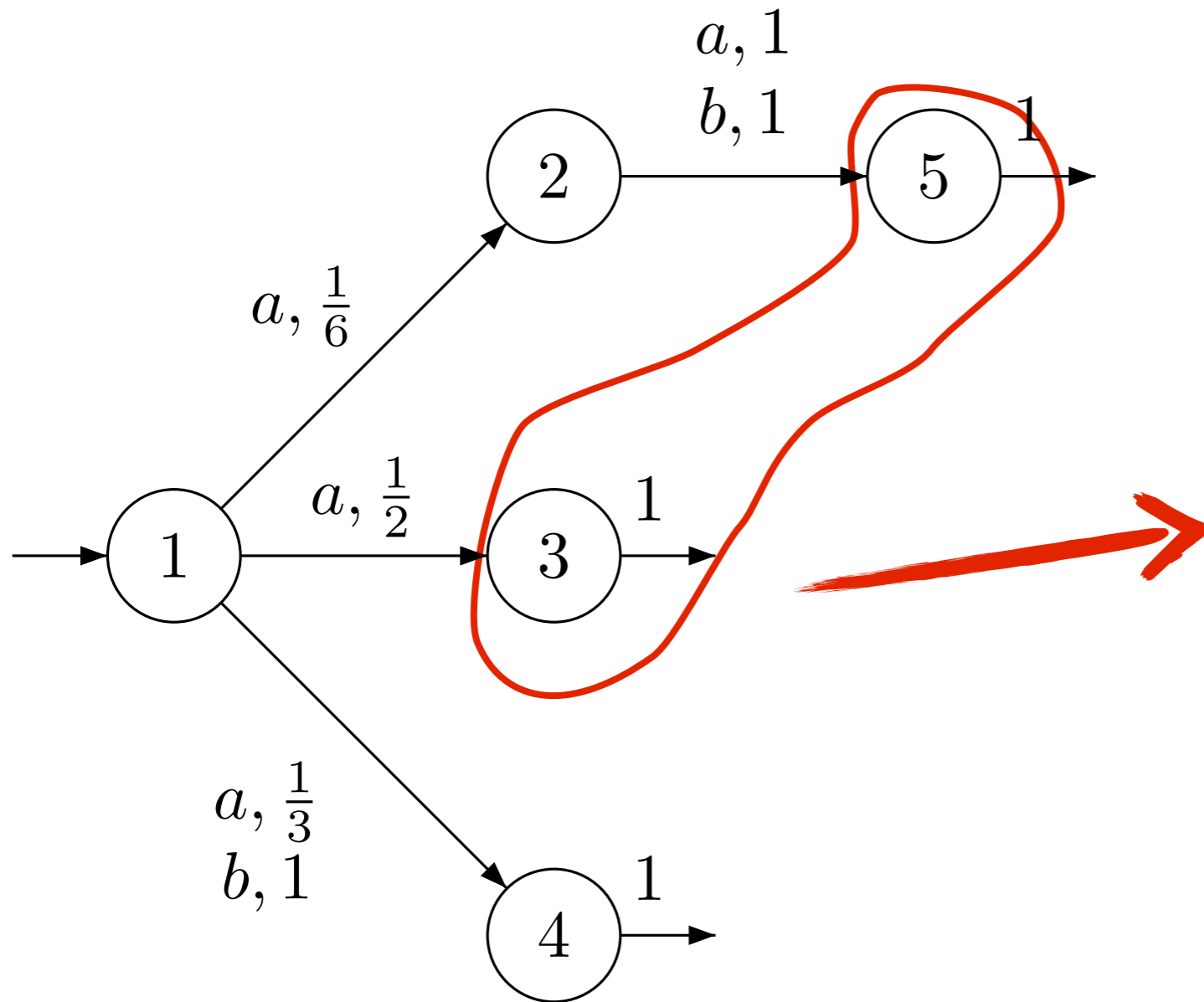
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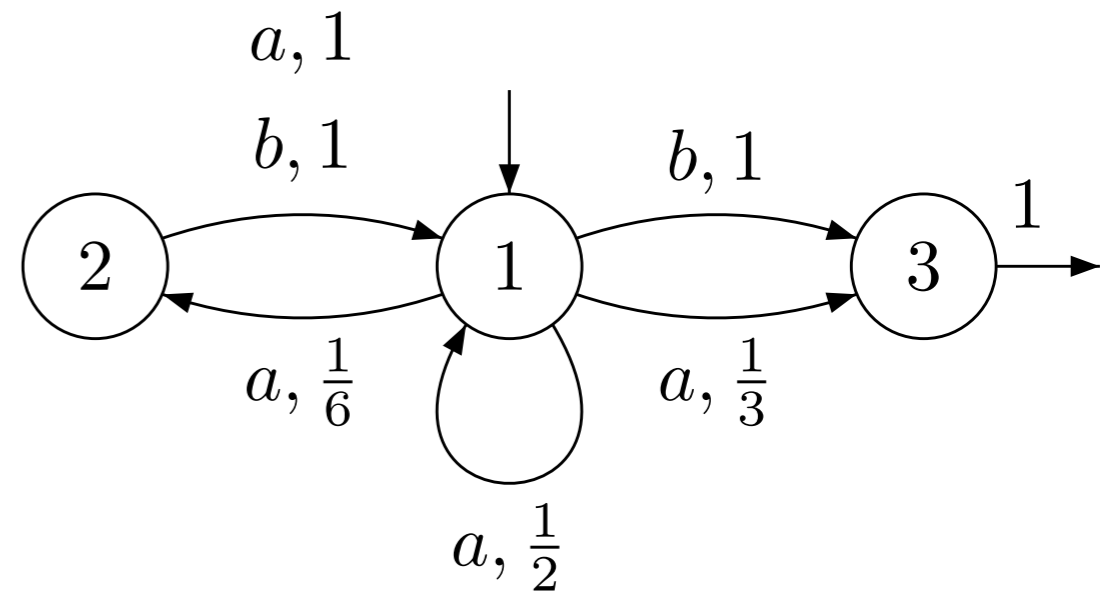
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How to iterate?



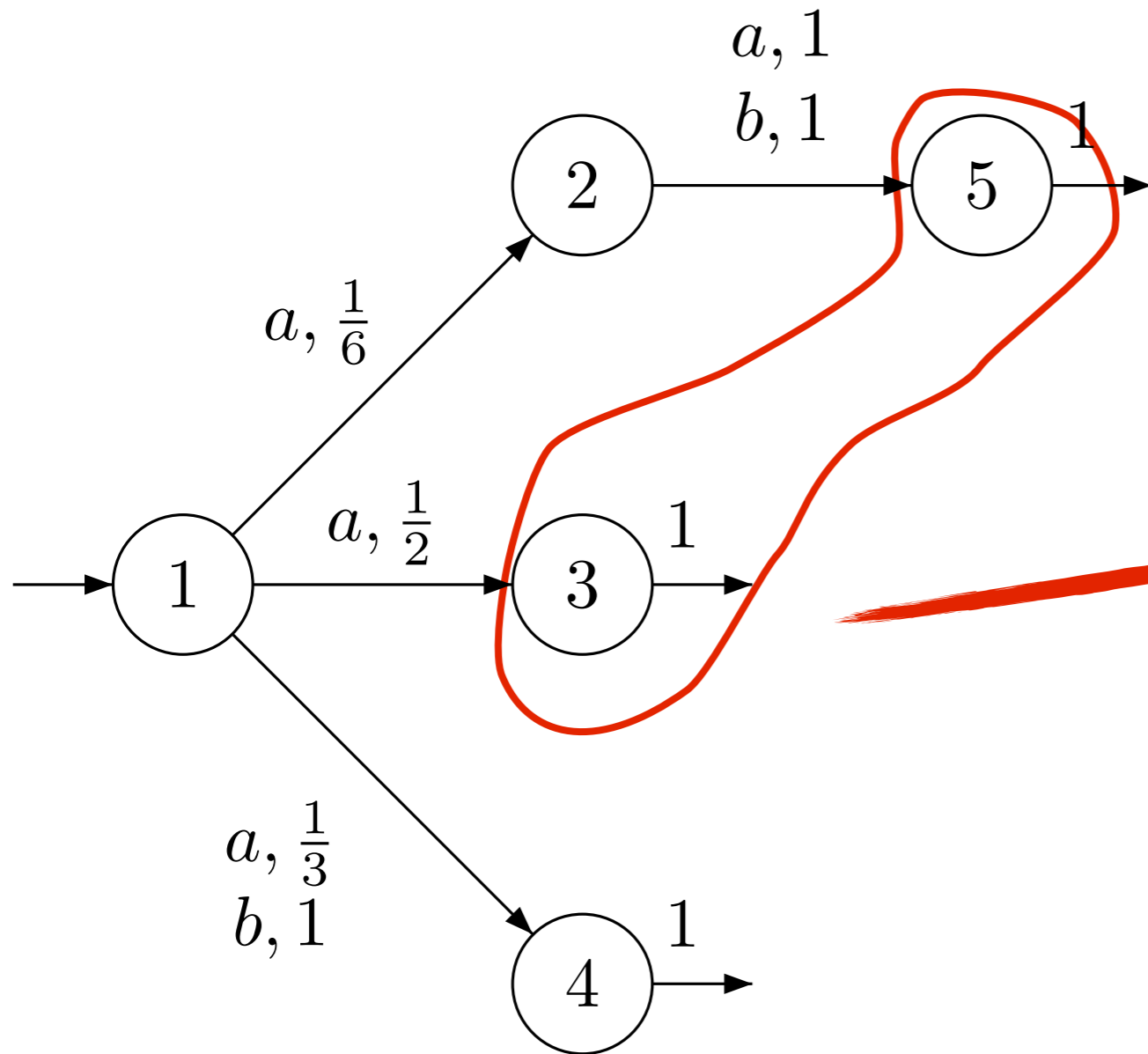
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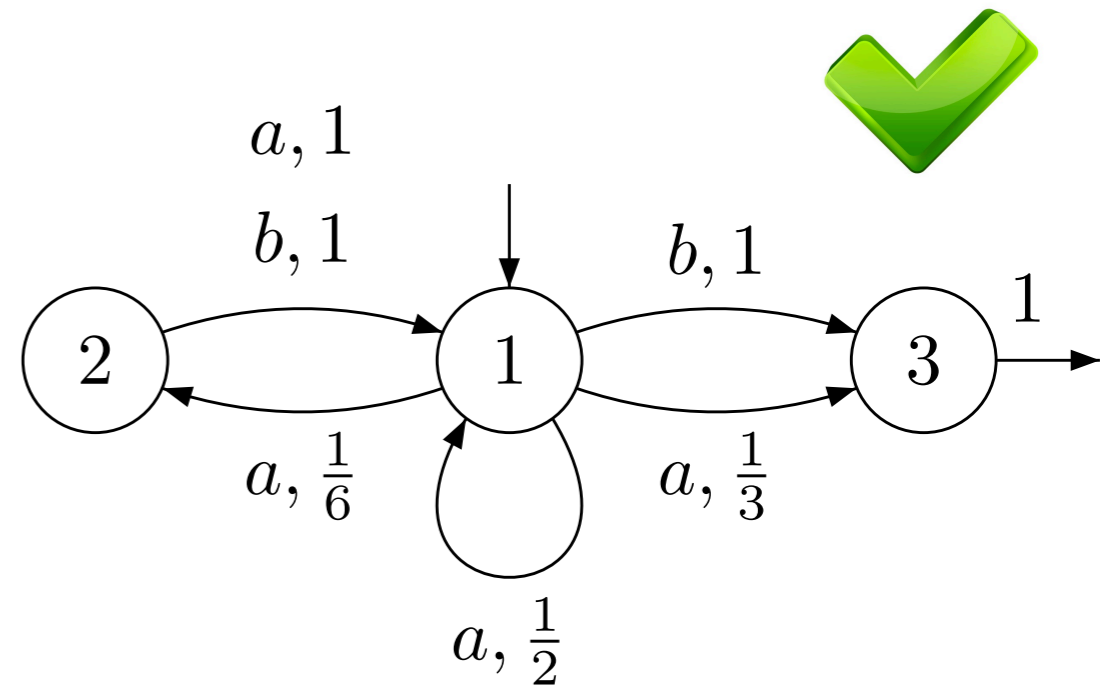
# Constructing Probabilistic Expressions

How to iterate?



$$\frac{1}{6}a(a + b) + \frac{1}{2}a + (\frac{1}{3}a + b)$$

$$(\frac{1}{6}a(a + b) + \frac{1}{2}a)^* (\frac{1}{3}a + b)$$



Keep some *branch* for termination of the Probabilistic Automaton

# Probabilistic Expressions

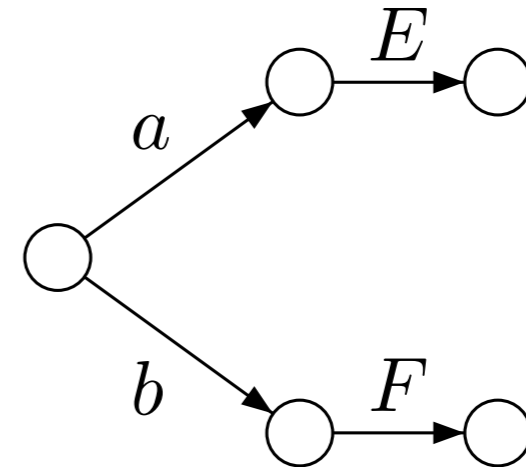
# Probabilistic Expressions

- $a \in A$  and  $p \in [0, 1]$  are PREs



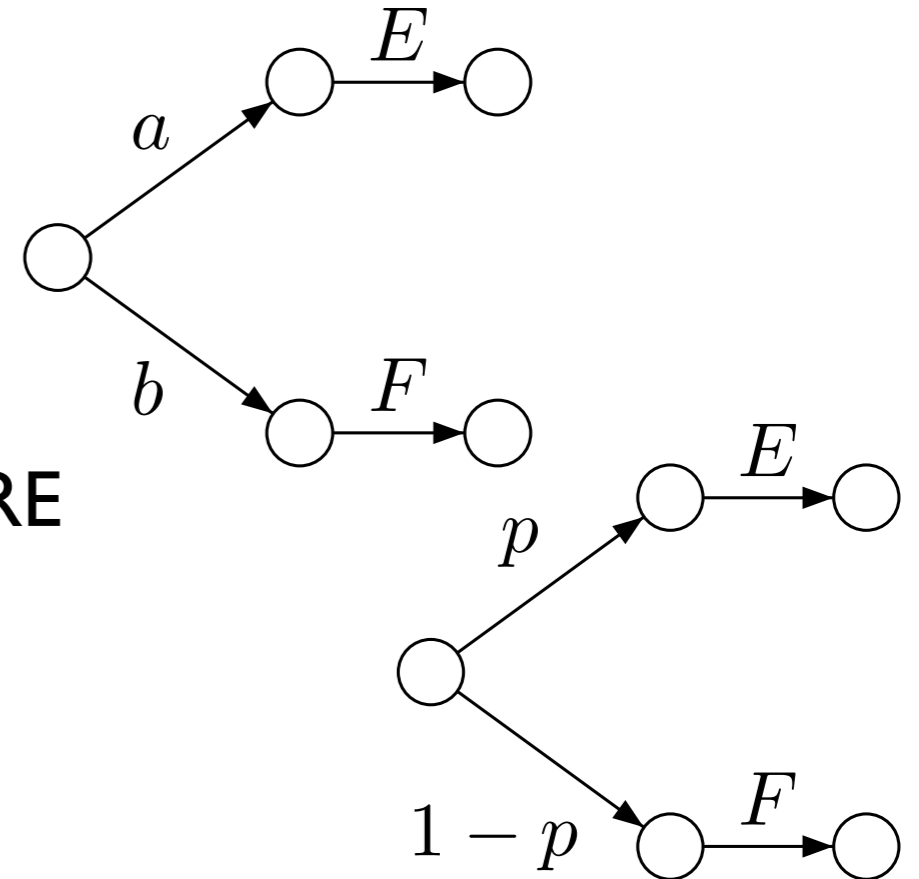
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- $a \in A$  and  $p \in [0, 1]$  are PREs
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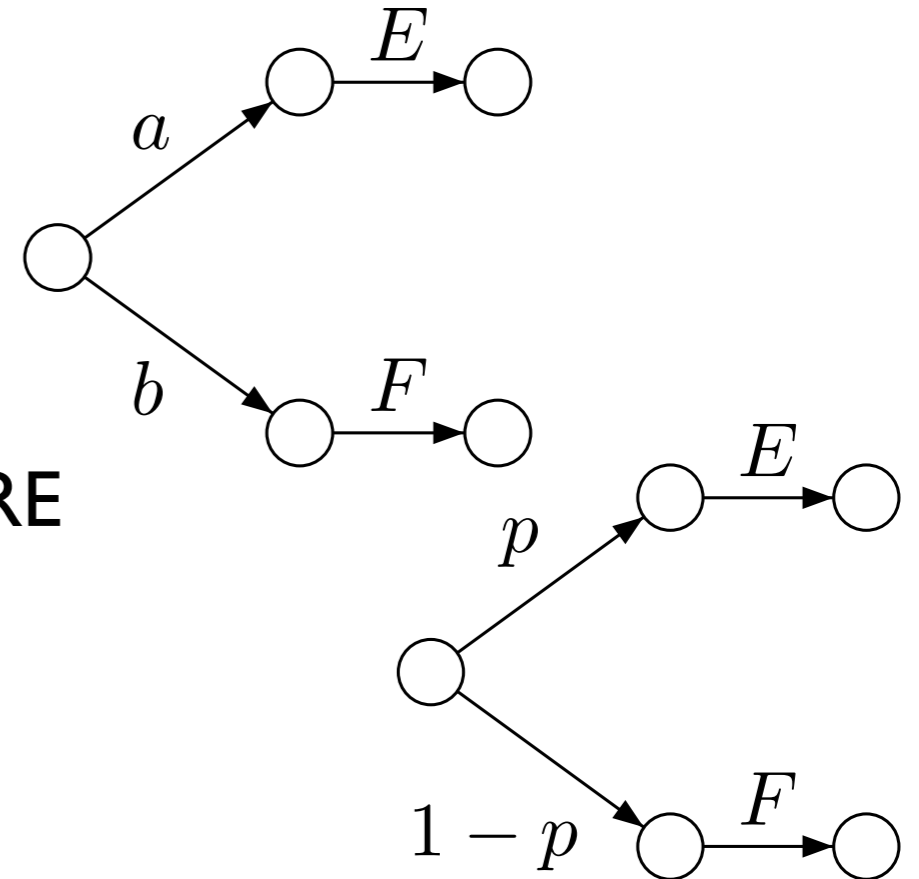
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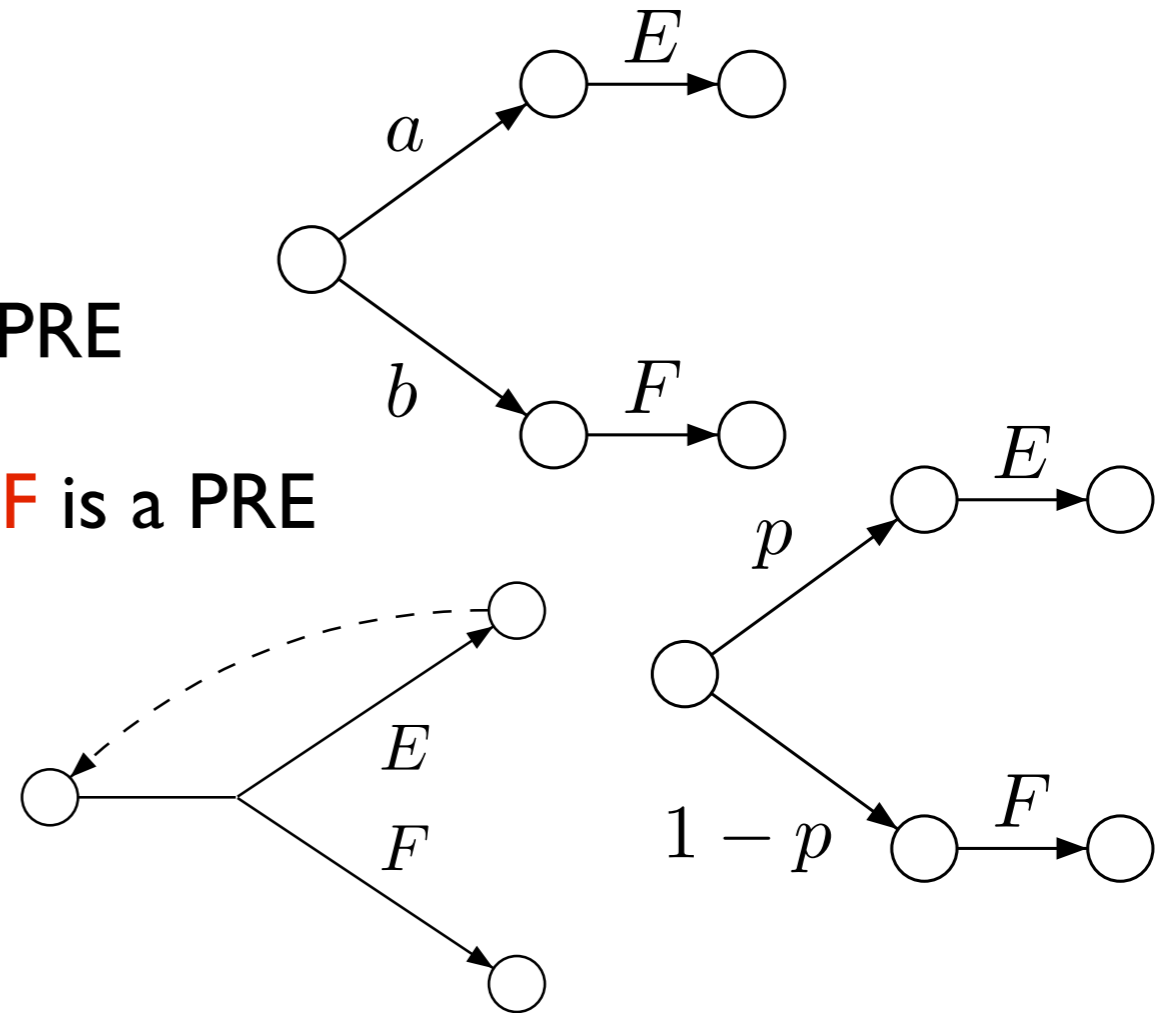
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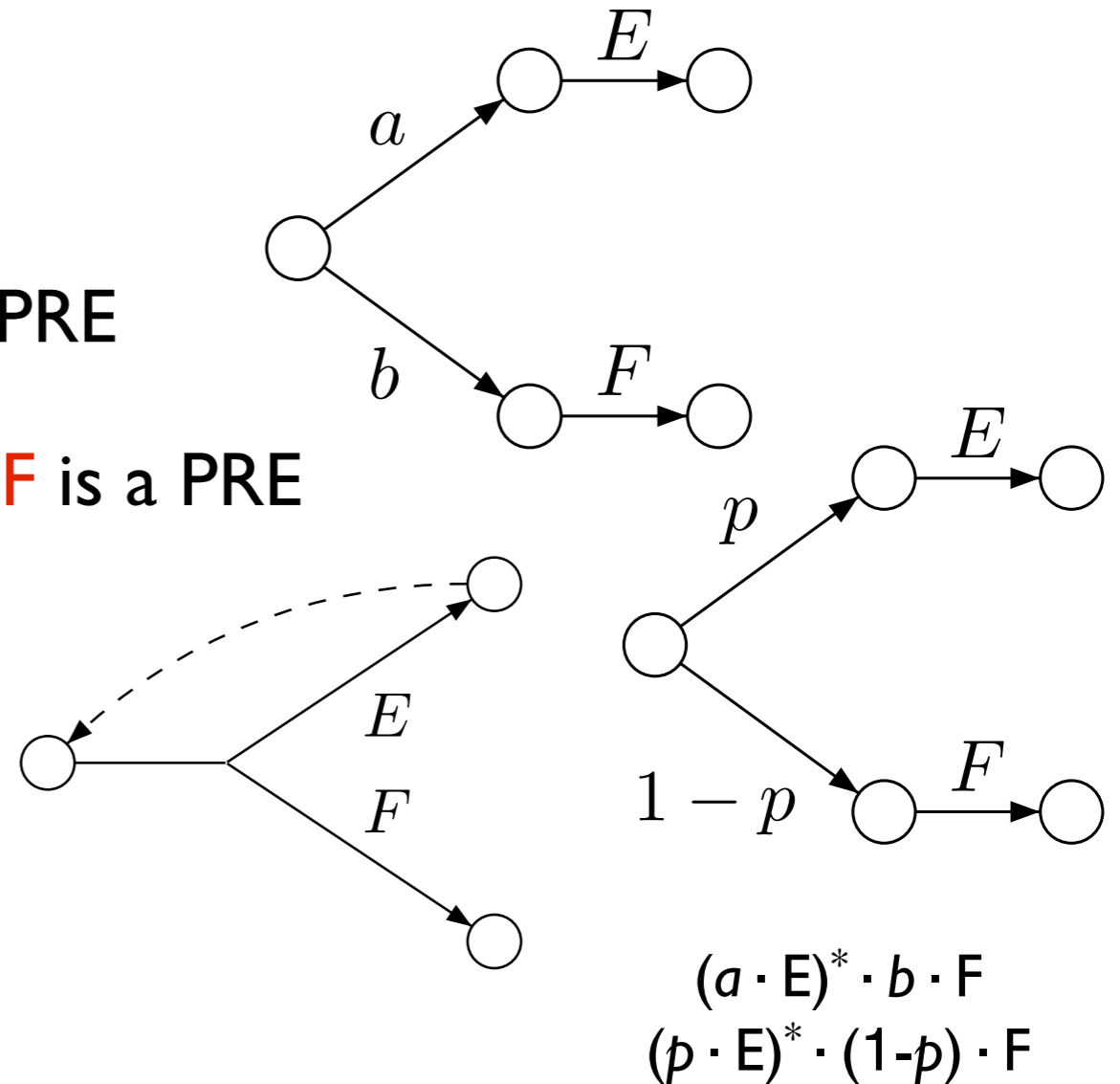
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- if  $E+F$  is a PRE, then  $E^* \cdot F$  is a PRE



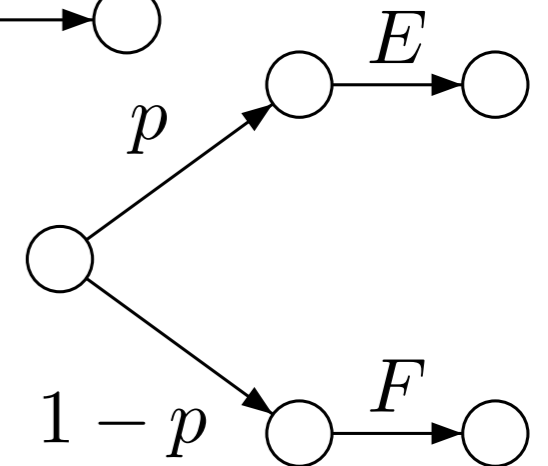
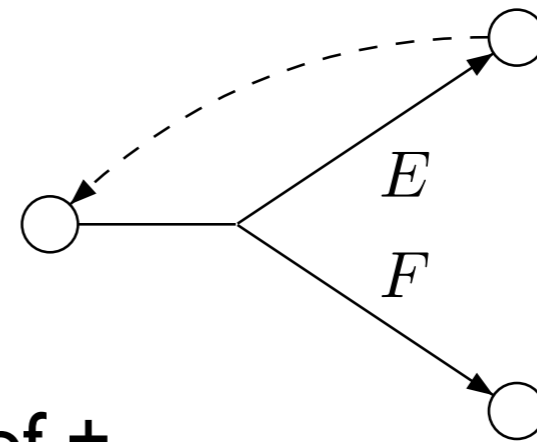
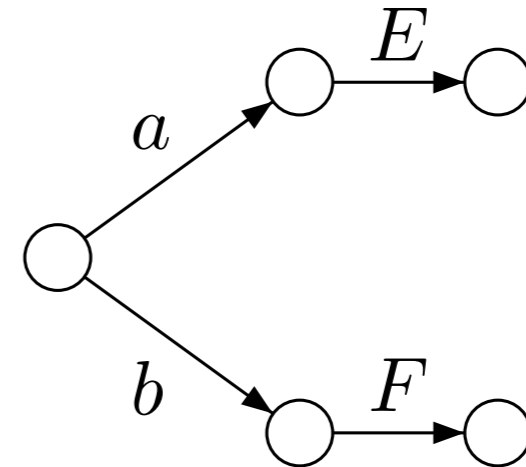
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- Closure of PRE under commutativity of  $+$ , associativity of  $+$  and  $\cdot$ , distributivity of  $\cdot$  over  $+$

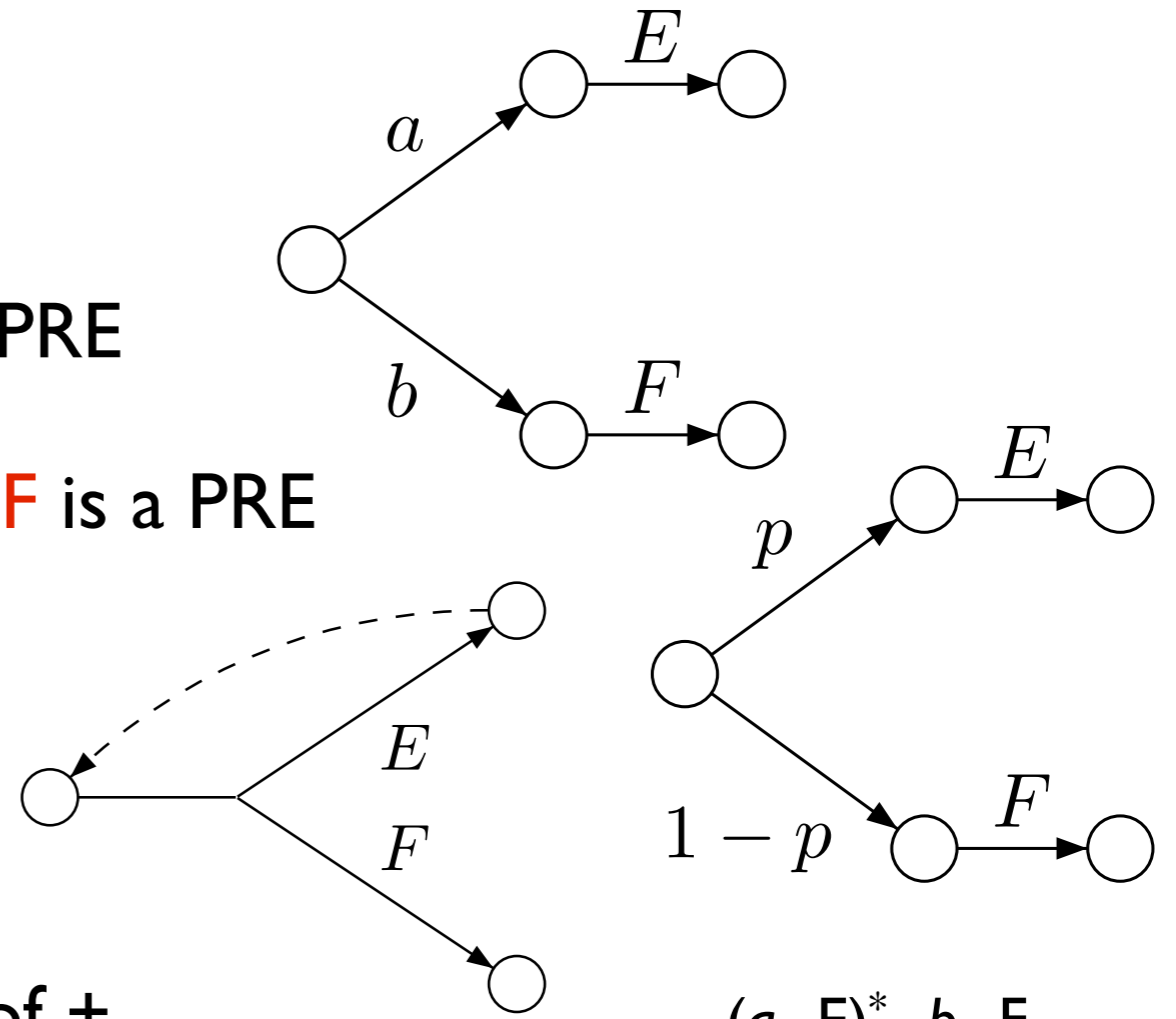


$$(a \cdot E)^* \cdot b \cdot F$$

$$(p \cdot E)^* \cdot (1-p) \cdot F$$

# Probabilistic Expressions

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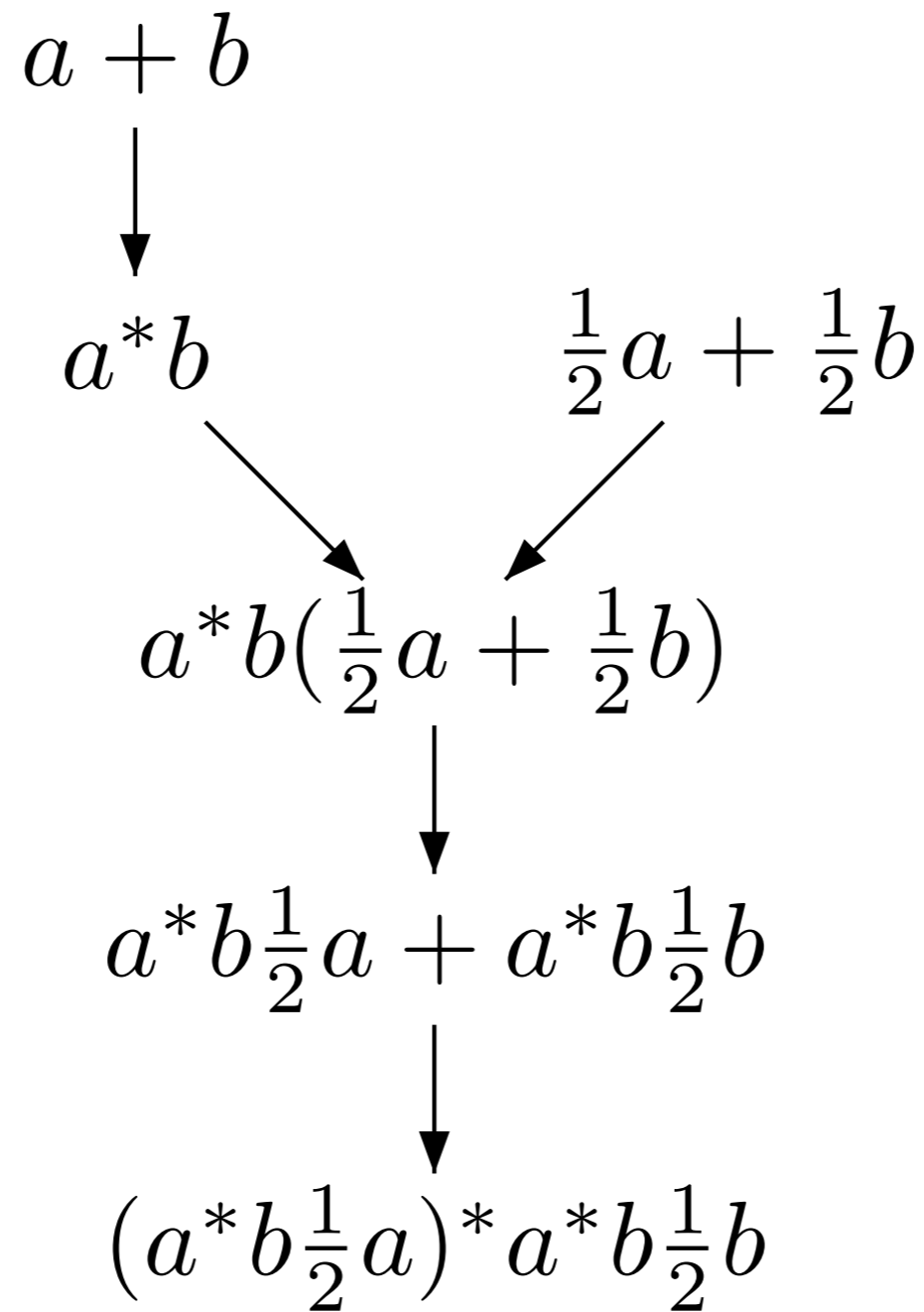
$$(a \cdot E)^* \cdot b \cdot F$$

$$(p \cdot E)^* \cdot (1-p) \cdot F$$

Semantics given as a fragment of regular expressions in complete semirings...

$$\mathbb{P}(E \cdot F, u) = \sum_{u=vw} \mathbb{P}(E, v) \times \mathbb{P}(F, w)$$

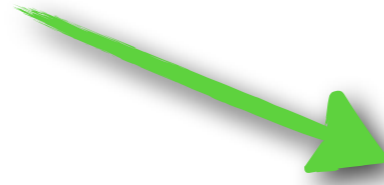
# Example





Deterministic  
choice

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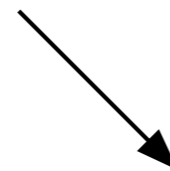


$$a + b$$



$$a^*b$$

$$\frac{1}{2}a + \frac{1}{2}b$$



$$a^*b\left(\frac{1}{2}a + \frac{1}{2}b\right)$$



$$a^*b\frac{1}{2}a + a^*b\frac{1}{2}b$$



$$\left(a^*b\frac{1}{2}a\right)^* a^*b\frac{1}{2}b$$

Deterministic  
choice

# Example

Star rule

$$a + b$$



$$a^*b \qquad \frac{1}{2}a + \frac{1}{2}b$$

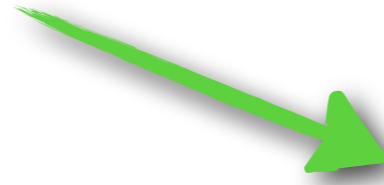
$$a^*b\left(\frac{1}{2}a + \frac{1}{2}b\right)$$

$$a^*b\frac{1}{2}a + a^*b\frac{1}{2}b$$

$$\left(a^*b\frac{1}{2}a\right)^* a^*b\frac{1}{2}b$$

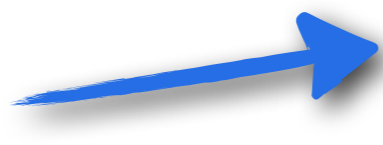
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Deterministic  
choice



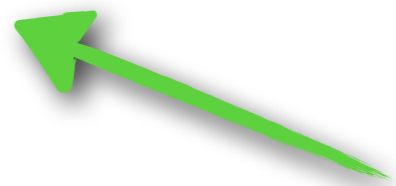
$$a + b$$

Star rule



$$a^*b$$

$$\frac{1}{2}a + \frac{1}{2}b$$



Probabilistic  
choice

$$a^*b\left(\frac{1}{2}a + \frac{1}{2}b\right)$$

$$a^*b\frac{1}{2}a + a^*b\frac{1}{2}b$$

$$\left(a^*b\frac{1}{2}a\right)^*a^*b\frac{1}{2}b$$

# Example

Deterministic  
choice

Star rule

Concatenation rule

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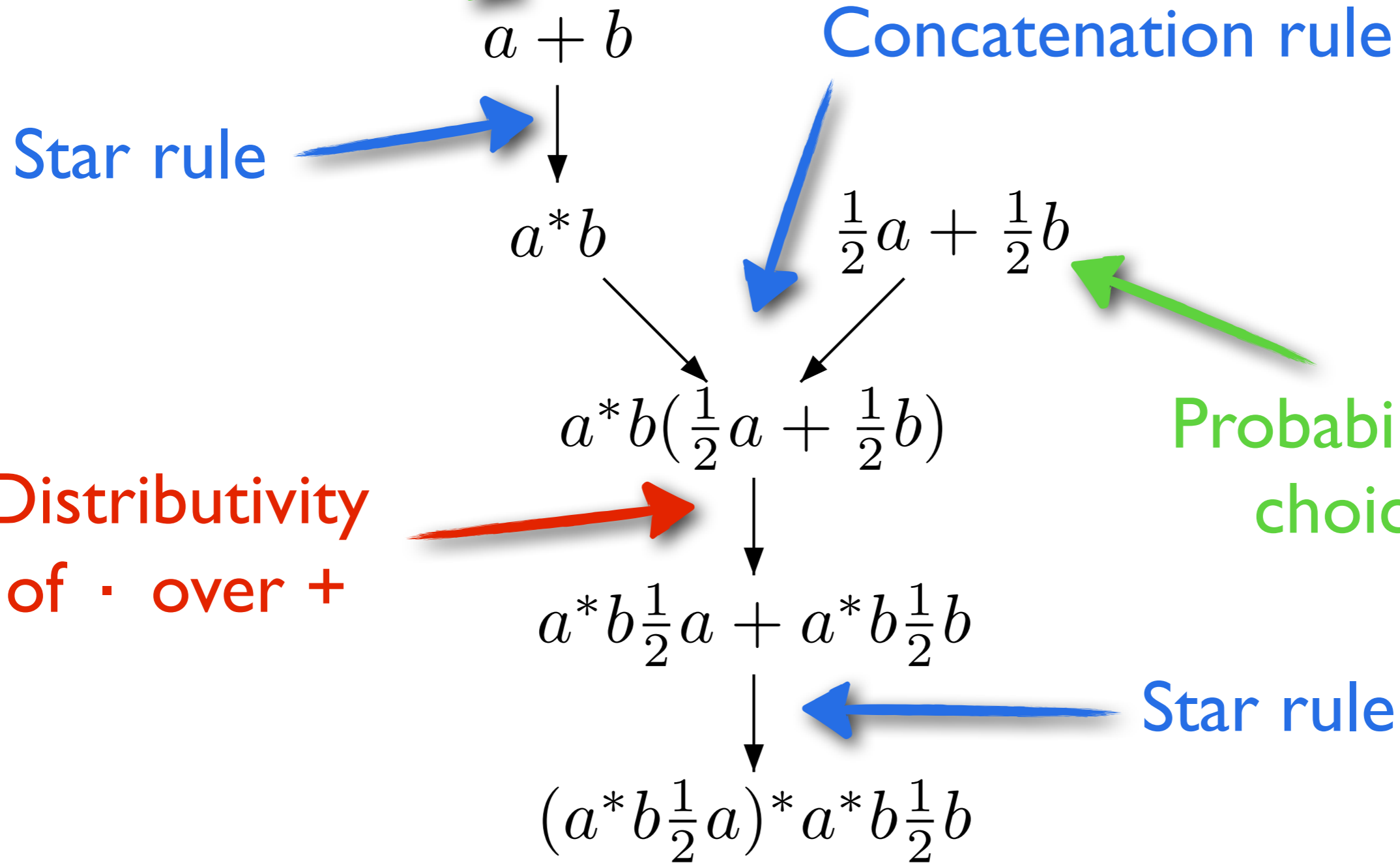
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Star rule

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# Example

Deterministic choice



The choice in the star is made *far* from the beginning...

# Probabilistic Kleene-Schützenberger Theorem

- Every PRE can be translated into an equivalent Probabilistic automaton.
- Every Probabilistic automaton can be denoted by an equivalent PRE.



# From Automata to Expressions

- Usual procedures (Brozozwski-McCluskey, elimination, McNaughton-Yamada...) keeping probabilistic constraints in mind
- Requires to prove some (useful) properties of PREs, e.g., if  $E+F$  and  $G$  are PREs, then  $E+F \cdot G$  is a PRE

# From Expressions to Automata

[1] V. M. Glushkov (1961). The abstract theory of automata. Russian Math. Surveys 16.

[2] G. Berry and R. Sethi (1986). From regular expressions to deterministic automata. Theoretical Computer Science 48.

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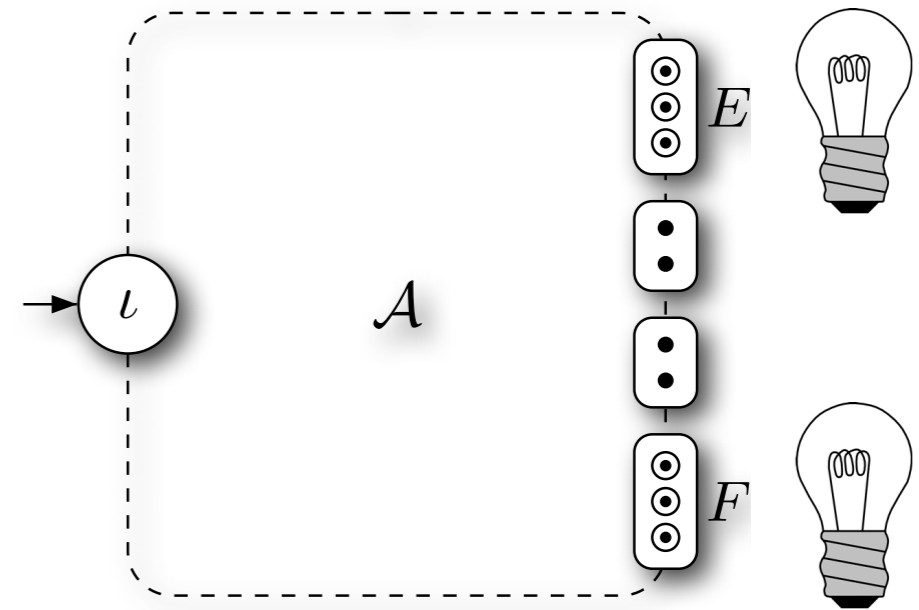
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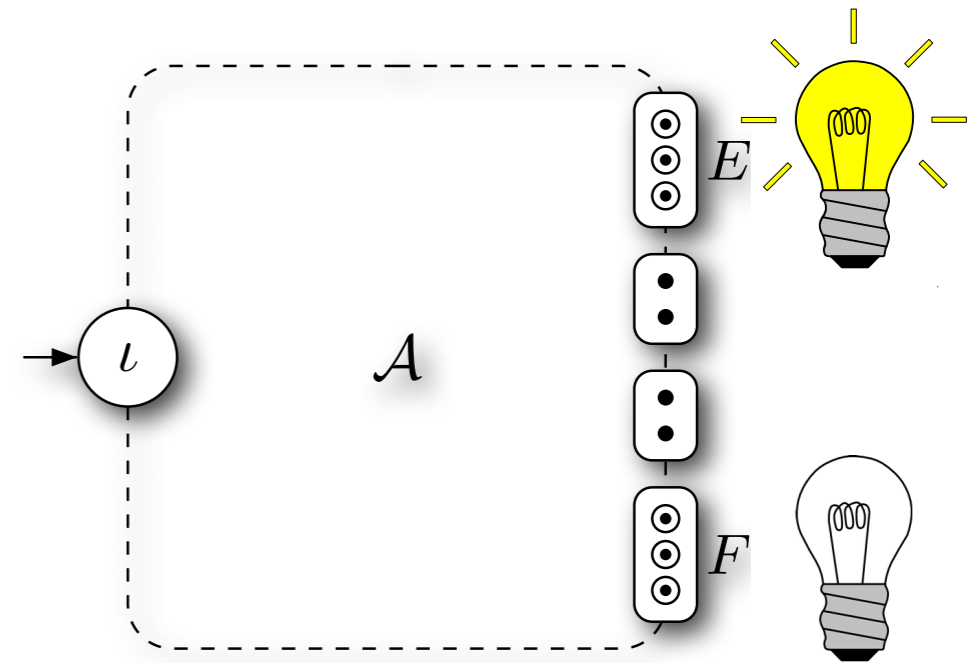


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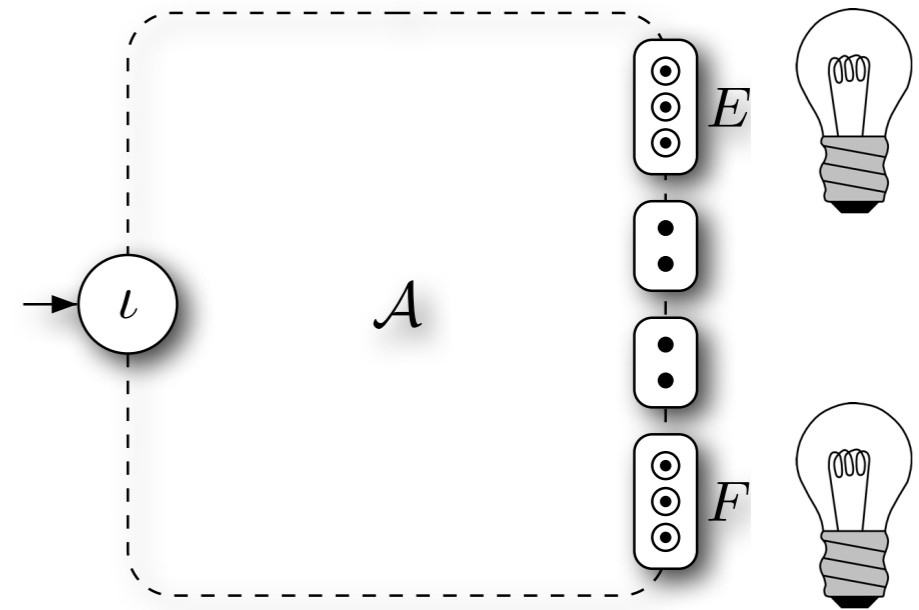


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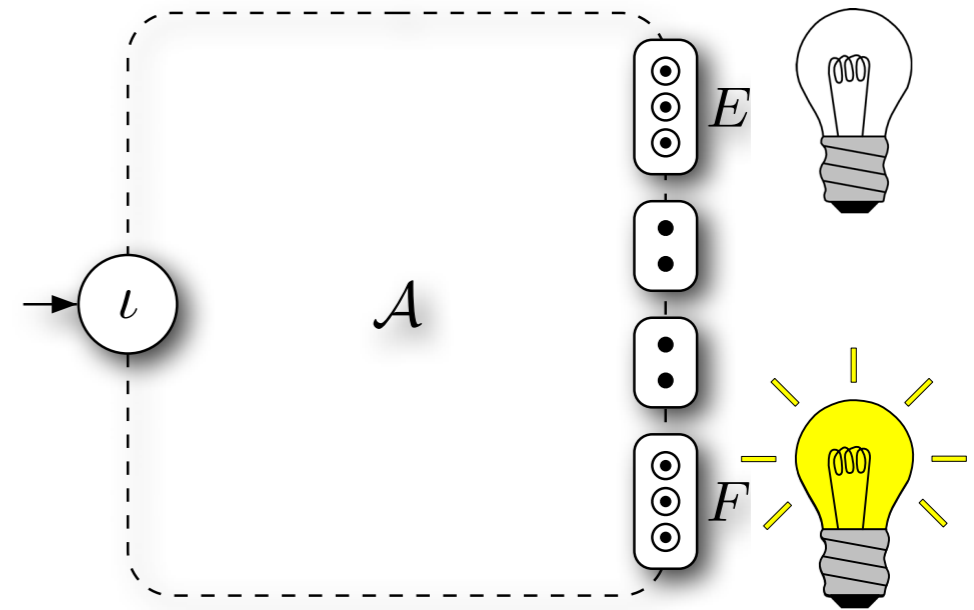
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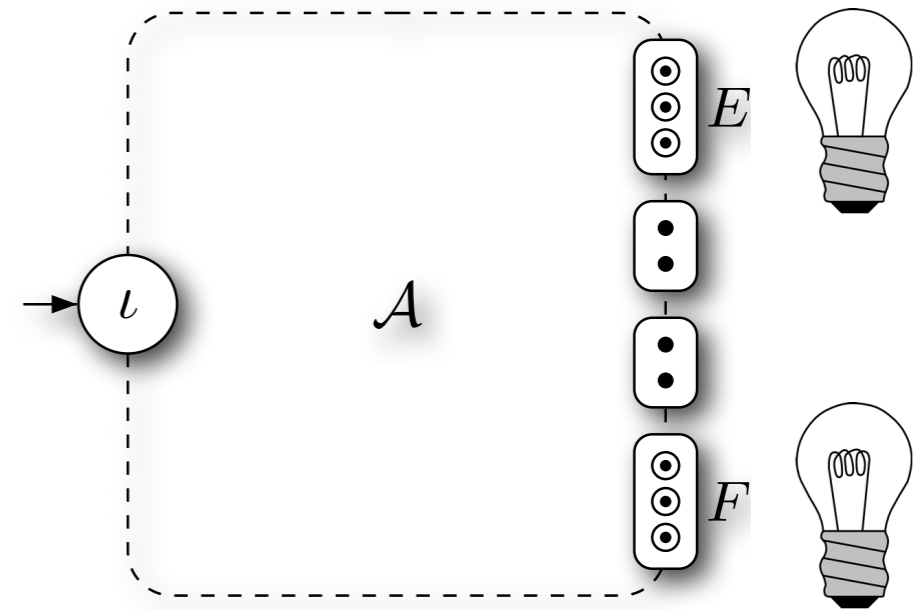


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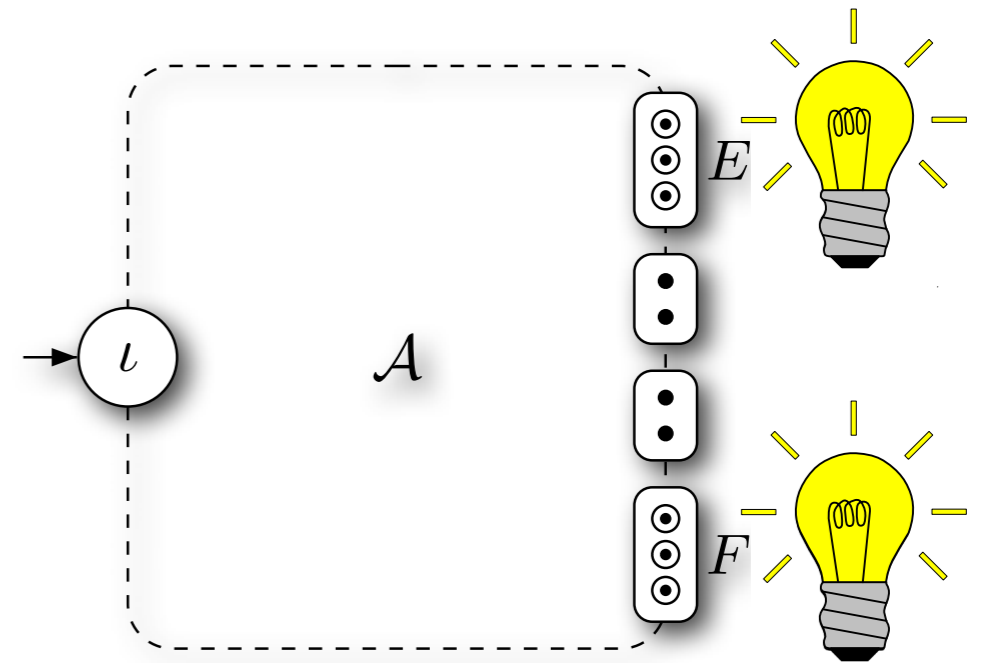


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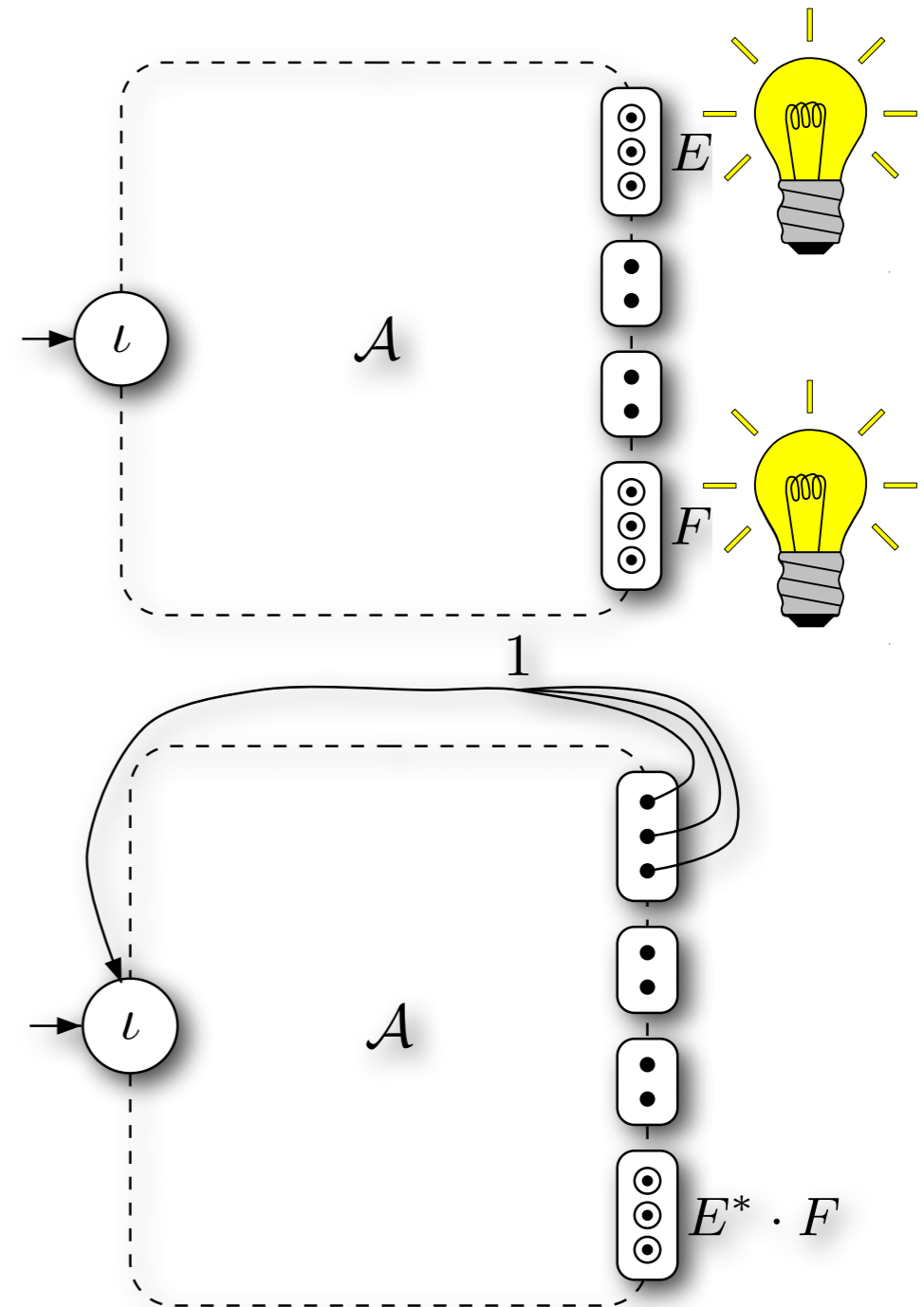


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# Corollaries

- **Equivalence problem for PREs is decidable:**  
given PREs  $E$  and  $F$ , does they generate the same semantics? (translation into automata [1])
- **Threshold problem for PREs is undecidable:**  
given a PRE  $E$  and a threshold  $s$ , is there a word  $w$  which is mapped by to a probability greater than  $s$ ? (by reduction to automata [2])

[1] M.-P. Schützenberger (1961). On the Definition of a Family of Automata. Information and Control.

[2] A. Paz. (1971). Introduction to probabilistic automata. Academic Press,

# Summary and Future Works

- General Kleene-Schützenberger theorems for **Probabilistic models** (classical, extended to two-way automata, pebble automata in full paper [1])
- Study of **Probabilistic Expressions** and their extensions permits us to better understand which behavior **Probabilistic Automata** can generate
- In [2], we proved that Weighted Automata (with two-way and pebbles) can be **evaluated efficiently**
- Future work: get **logical formalisms** generating the same expressivity, and implement **quick algorithms** to perform translation from PREs to PAs (as there are some for weighted automata, see [2,3] e.g.)

[1] B. Bollig, P. Gastin, B. M. and M. Zeitoun. (2012). A Probabilistic Kleene Theorem. In Proceedings of ATVA'12.

[2] P. Gastin and B. M. (2006). Adding Pebbles to Weighted Automata. In Proceedings of CIAA'12.

[3] C. Allauzen, and M., Mohri, (2006). A Unified Construction of the Glushkov, Follow, and Antimirov Automata. In Proceedings of MFCS'06