Efficient Enumeration of Regular Languages

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- The n^{th} cross-section of a language is L is $L \cap \Sigma^n$.

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 $L(N) = \{ w \in \{0,1\}^* \mid |w|_1 \equiv 0 \mod 3 \}$ The 4th-cross-section is: 0000,0111,1011,1101,1110.

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Enumeration Problem

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Given words $u = u_1 u_2 \cdots u_n$ and $v = v_1 v_2 \cdots v_m$, u < v according to *radix order* if n < m or if n = m, $u \neq v$, and $u_i < v_i$ for the minimal *i* where $u_i \neq v_i$.

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 $L(N) = (0+1)^*$ Enumerate the first 5 words in L(N): ϵ , 0, 1, 00, 01.

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Example

$$\begin{split} & L(N) = \{ w \in \{0,1\}^* \mid |w|_1 \equiv 0 \mod 3 \} \\ & \text{Enumerate the first 10 words in } L(N): \\ & \epsilon, 0, 00, 000, 111, 0000, 0111, 1011, 1101, 1110. \end{split}$$

• Correctness testing, provide evidence that an NFA generates the expected language.

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- Test if two NFAs accept the same language.

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- Ex. Verify that an NFA has the property that the least word not accepted is exponential in length (construction by Shallit).
- Test if two NFAs accept the same language.
- If sufficiently many words are generated, then we can verify if two NFAs accept the same language (Conway, 1971).

Given an NFA on s states, decide if every word it accepts is a power (a string of the form $x^n, |x| \ge 1, n \ge 2$).

• If every word is a power, then the NFA accepts no more than 7s words of each length, and further, if it accepts a non-power, it must accept a non-power of length < 3s (Anderson, Rampersad, Santean, and Shallit.)

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- We get an efficient algorithm by enumerating all the words of length 1, 2, ..., 3s 1 and testing if each is a power, stopping if the number of words in any cross-section exceeds 7s.

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• Grail+ 3.0, a symbolic computation environment, implements an enumeration algorithm under the function fmenum.

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- The function fmenum performs Breadth-First-Search on the tree of paths that can be traversed on an NFA.

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Enumerate the 3rd-cross-section of the following NFA.



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• Algorithm may do exponential work for empty output. For the NFA below, it will take $\Theta(n2^{n/2})$ operations to enumerate the n^{th} -cross-section, where n is odd.



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 s: number of states. σ: alphabet size.
- Takes $O(s^2 \sigma^{k+1})$ operations to enumerate the first *m* words accepted by the NFA.
 - k: length of words in last cross-section examined.

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- Works well in practice for small input sizes.
- We found a few bugs in Grail. Words are not always output in lexicographical order and for some NFAs words are missing from the enumeration.

 Mäkinen finds an efficient algorithm in the unit-cost model ("On lexicographic enumeration of regular and context-free languages." Acta Cybernetica, 13 (1997), 55–61.)

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- Mäkinen's algorithm uses dynamic programming. It finds the minimal words of length 1 through *n* starting at each state.

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- Mäkinen's enumeration algorithm uses O(s²e + σs²t) operations.
 e: number of empty cross-sections. n: length of words in cross-section.
 t: output size. s: number of states in the NFA. σ: size of the alphabet of the NFA.

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Pál Dömösi gives a cross-section enumeration algorithm, where finding each consecutive word is superexponential in the size of the cross-section (Dömösi, 1998.)

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- **1** New algorithm for cross-section enumeration that is linear in *n*.
- **2** Variants of Mäkinen's algorithm with best practical performance.

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- Section 2 Sec

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- Then, we use that algorithm for finding the rest of the words in a cross-section.

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- We describe an algorithm for finding the minimal word in a cross-section.
- Then, we use that algorithm for finding the rest of the words in a cross-section.
- We construct an enumeration algorithm through repeated application of the cross-section enumeration algorithm.
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- Precompute *M*, the adjacency matrix of the NFA; $M_{p,q} = 1$ if there is a transition from state *p* to state *q*, and $M_{p,q} = 0$ otherwise.

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- Precompute *M*, the adjacency matrix of the NFA; $M_{p,q} = 1$ if there is a transition from state *p* to state *q*, and $M_{p,q} = 0$ otherwise.
- $M_{p,q}^i = 1$ (using bit-arithmetic) if and only if there is a path from state p to state q of length exactly i.

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Definition

A state q in an NFA N is *i*-complete if there is a path in N of length *i* starting at q and ending at a final state.

• Notice that M^i enables us to determine if a given state is *i*-complete.

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- Notice that M^i enables us to determine if a given state is *i*-complete.
- To find the minimal word of length *n*:
 - Compute M, M^2, \ldots, M^n using boolean matrix multiplication.
 - Find the set of (n-1)-complete states, S_1 , reachable from the start state on the minimal possible symbol a_1 .
 - Then find the set of (n-2)-complete states, S_2 , reachable from any state in S_1 on the minimal possible symbol a_2 .
 - Repeat this process for a total of *n* iterations.
 - Then $a_1a_2\cdots a_n$ is the minimal word of length n.

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Algorithm

minWordLM(n,N)

```
INPUT: A nonnegative integer n and an NFA N.
OUTPUT: The minimal word of length n accepted by N. Updates state stack
           S for a potential subsequent call to minWord or nextWord.
Compute M, M^2, \ldots, M^n
S_0 = \{s_0\}
IF M_{q,f}^n = 0 for all f \in F, q \in S_0
    return NULL
w = empty word
FOR i \leftarrow 0 \cdots n - 1
     a_{i+1} = \min(a \in \Sigma \mid \exists u \in S_i, f \in F \text{ where } M_{v,f}^{n-1-i} = 1 \text{ for some } v \in \delta(u, a))
     w = wa_{i+1}
     S_{i+1} = \{ v \in \bigcup_{u \in S_i} \delta(u, a_{i+1}) \mid M_{v, f}^{n-1-i} = 1 \text{ for some } f \in F \}
     IF i \neq n-1
         push(S, S_{i+1})
return w
```

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Find the minimal word w of length 4 accepted by the following NFA.

$$M = \begin{pmatrix} 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 \end{pmatrix}, M^{2} = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 \end{pmatrix}, M^{3} = M^{4} = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 \end{pmatrix}$$

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State A is 4-complete. Therefore, w exists.
Set $w = \epsilon$, $S = \{\{A\}\}.$

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State B is 3-complete and reachable from A on the minimal* char. Set w = 1, S = {{A}, {B}}.

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- States B and D are 2-complete and reachable from B on the minimal* char. Set w = 10, S = {{A}, {B}, {B, D}}.

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- State *B* is 1-complete and reachable from {B, D}.
 Set *w* = 100, *S* = {{*A*}, {*B*}, {*B*, *D*}, {*B*}.

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Find the minimal word w of length 4 accepted by the following NFA.



$$M = \begin{pmatrix} 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 \end{pmatrix}, M^2 = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 \end{pmatrix}, M^3 = M^4 = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 \end{pmatrix}$$

• State A is 4-complete. Therefore, w exists. Set $w = \epsilon$, $S = \{\{A\}\}$.

- State B is 3-complete and reachable from A on the minimal* char. Set w = 1, S = {{A}, {B}}.
- States B and D are 2-complete and reachable from B on the minimal* char. Set w = 10, S = {{A}, {B}, {B, D}}.
- State *B* is 1-complete and reachable from {B, D}.
 Set *w* = 100, *S* = {{*A*}, {*B*}, {*B*, D}, {*B*}}.
- State D is final and reachable from B. Set w = 1000.

• Since the matrices require $O(s^2n)$ space, minWordLM uses $O(s^2n)$ space.

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- Since the matrices require $O(s^2n)$ space, minWordLM uses $O(s^2n)$ space.
- The best bound for matrix multiplication is $O(s^{2.376})$ (Coppersmith, 90).

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- All operations other than the matrix multiplication in the algorithm cost $O(\sigma s^2 n)$.

- Since the matrices require $O(s^2n)$ space, minWordLM uses $O(s^2n)$ space.
- The best bound for matrix multiplication is $O(s^{2.376})$ (Coppersmith, 90).
- All operations other than the matrix multiplication in the algorithm cost $O(\sigma s^2 n)$.

Theorem

The Lookahead-Matrix algorithm finds the minimal word of length n in $O(s^{2.376}n + \sigma s^2n)$ time and $O(s^2n)$ space.

Finding the Next Word in a Cross-Section

• When looking for the minimal word, store the sets of states $\{s_0\}, S_1, S_2, \ldots, S_{n-1}$ on a state stack.

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- When looking for the minimal word, store the sets of states $\{s_0\}, S_1, S_2, \ldots, S_{n-1}$ on a state stack.
- Pop S_{n-1} from the state stack and check if it can reach any final state reachable from a character other than a_n .

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- When looking for the minimal word, store the sets of states $\{s_0\}, S_1, S_2, \ldots, S_{n-1}$ on a state stack.
- Pop S_{n-1} from the state stack and check if it can reach any final state reachable from a character other than a_n .
- If so, complete the word $a_1a_2...a_{n-1}$ with the minimal 1-character word $> a_n$ reachable from S_{n-1} .

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- When looking for the minimal word, store the sets of states $\{s_0\}, S_1, S_2, \ldots, S_{n-1}$ on a state stack.
- Pop S_{n-1} from the state stack and check if it can reach any final state reachable from a character other than a_n .
- If so, complete the word $a_1a_2...a_{n-1}$ with the minimal 1-character word $> a_n$ reachable from S_{n-1} .
- If not, pop S_{n-2} and look for 1-complete states reachable from S_{n-2} on a character > a_{n-1}.

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- When looking for the minimal word, store the sets of states $\{s_0\}, S_1, S_2, \ldots, S_{n-1}$ on a state stack.
- Pop S_{n-1} from the state stack and check if it can reach any final state reachable from a character other than a_n .
- If so, complete the word $a_1a_2...a_{n-1}$ with the minimal 1-character word $> a_n$ reachable from S_{n-1} .
- If not, pop S_{n-2} and look for 1-complete states reachable from S_{n-2} on a character $> a_{n-1}$.
- Continue until the next word is found or the state stack is empty.

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Given the minimal word w = 1000, and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the second word u of length 4 accepted by the following NFA.



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Given the minimal word w = 1000, and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the second word u of length 4 accepted by the following NFA.



Pop {B} from S. Set u = 100, a = 0. We cannot reach a final state from {B} on a character > a.

Given the minimal word w = 1000, and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the second word u of length 4 accepted by the following NFA.



- Or Pop $\{B\}$ from S. Set u = 100, a = 0. We cannot reach a final state from $\{B\}$ on a character > a.
- Pop {B, D} from S. Remove last character from u and assign it to a. We get u = 10, a = 0. State B is 1-complete and reachable from state D on character 1 > a.

Given the minimal word w = 1000, and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the second word u of length 4 accepted by the following NFA.



- Or Pop $\{B\}$ from S. Set u = 100, a = 0. We cannot reach a final state from $\{B\}$ on a character > a.
- Pop {B, D} from S. Remove last character from u and assign it to a. We get u = 10, a = 0. State B is 1-complete and reachable from state D on character 1 > a.
- **(a)** Push $\{B, D\}$ and $\{B\}$ onto S. Append 1 to u, giving u = 101.

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Given the minimal word w = 1000, and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the second word u of length 4 accepted by the following NFA.



- Or Pop $\{B\}$ from S. Set u = 100, a = 0. We cannot reach a final state from $\{B\}$ on a character > a.
- Pop {B, D} from S. Remove last character from u and assign it to a. We get u = 10, a = 0. State B is 1-complete and reachable from state D on character 1 > a.
- **(a)** Push $\{B, D\}$ and $\{B\}$ onto S. Append 1 to u, giving u = 101.
- Find the minimal word of length 1 from {B} to a final state and append it to u.

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Given the minimal word w = 1000, and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the second word u of length 4 accepted by the following NFA.



- Output Pop $\{B\}$ from S. Set u = 100, a = 0. We cannot reach a final state from $\{B\}$ on a character > a.
- Pop {B, D} from S. Remove last character from u and assign it to a. We get u = 10, a = 0. State B is 1-complete and reachable from state D on character 1 > a.
- **(a)** Push $\{B, D\}$ and $\{B\}$ onto S. Append 1 to u, giving u = 101.
- Find the minimal word of length 1 from {B} to a final state and append it to u.

• We get
$$u = 1010$$
 and $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$.

Given word u = 1010 and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the next word v of length 4 accepted by the NFA.



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Given word u = 1010 and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the next word v of length 4 accepted by the NFA.



• Pop $\{B\}$ from *S*. Set v = 101, a = 0.

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Given word u = 1010 and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the next word v of length 4 accepted by the NFA.



- **9** Pop $\{B\}$ from *S*. Set v = 101, a = 0.
- **2** Pop $\{B, D\}$ from *S*. Now v = 10, a = 1.

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Given word u = 1010 and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the next word v of length 4 accepted by the NFA.



- **9** Pop $\{B\}$ from *S*. Set v = 101, a = 0.
- **2** Pop $\{B, D\}$ from *S*. Now v = 10, a = 1.
- **9** Pop $\{B\}$ from *S*. Now v = 1, a = 0.

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Given word u = 1010 and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the next word v of length 4 accepted by the NFA.



- Pop $\{B\}$ from *S*. Set v = 101, a = 0.
- **2** Pop $\{B, D\}$ from *S*. Now v = 10, a = 1.
- **③** Pop $\{B\}$ from *S*. Now v = 1, a = 0.
- Pop {A} from S. Now v = e, a = 1. State B is a 3-complete state reachable from {A} on character 2 > a.

Given word u = 1010 and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the next word v of length 4 accepted by the NFA.



- Pop $\{B\}$ from *S*. Set v = 101, a = 0.
- **2** Pop $\{B, D\}$ from *S*. Now v = 10, a = 1.
- **(3)** Pop $\{B\}$ from *S*. Now v = 1, a = 0.
- Pop {A} from S. Now v = e, a = 1. State B is a 3-complete state reachable from {A} on character 2 > a.
- Solution Push $\{A\}$ and $\{B\}$ onto S. Append 2 to v, giving v = 2.

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Given word u = 1010 and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the next word v of length 4 accepted by the NFA.



- Pop $\{B\}$ from *S*. Set v = 101, a = 0.
- **2** Pop $\{B, D\}$ from *S*. Now v = 10, a = 1.
- **9** Pop $\{B\}$ from *S*. Now v = 1, a = 0.
- Pop {A} from S. Now v = e, a = 1. State B is a 3-complete state reachable from {A} on character 2 > a.
- So Push $\{A\}$ and $\{B\}$ onto S. Append 2 to v, giving v = 2.
- Find the minimal word of length 3 from {B} to a final state and append it to v.

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Given word u = 1010 and state stack $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$, find the next word v of length 4 accepted by the NFA.



- Pop $\{B\}$ from *S*. Set v = 101, a = 0.
- **2** Pop $\{B, D\}$ from *S*. Now v = 10, a = 1.
- **9** Pop $\{B\}$ from *S*. Now v = 1, a = 0.
- Pop {A} from S. Now v = e, a = 1. State B is a 3-complete state reachable from {A} on character 2 > a.
- Solution Push $\{A\}$ and $\{B\}$ onto S. Append 2 to v, giving v = 2.
- Find the minimal word of length 3 from {B} to a final state and append it to v.

• Thus,
$$v = 2000$$
 and $S = \{\{A\}, \{B\}, \{B, D\}, \{B\}\}$.
• The algorithm CrossSectionLM finds the minimal word in the cross-section and repeatedly applies the algorithm for finding the next word in the cross-section, until the state stack is empty.

- The algorithm CrossSectionLM finds the minimal word in the cross-section and repeatedly applies the algorithm for finding the next word in the cross-section, until the state stack is empty.
- Finding the minimal word costs $O(s^{2.376}n + \sigma s^2 n)$.

- The algorithm CrossSectionLM finds the minimal word in the cross-section and repeatedly applies the algorithm for finding the next word in the cross-section, until the state stack is empty.
- Finding the minimal word costs $O(s^{2.376}n + \sigma s^2 n)$.
- Finding the remaining words costs $O(\sigma s^2 t)$.

- The algorithm CrossSectionLM finds the minimal word in the cross-section and repeatedly applies the algorithm for finding the next word in the cross-section, until the state stack is empty.
- Finding the minimal word costs $O(s^{2.376}n + \sigma s^2 n)$.
- Finding the remaining words costs $O(\sigma s^2 t)$.

Theorem

The algorithm crossSectionLM uses $O(s^{2.376}n + \sigma s^2 t)$ operations.

t: output size. *s*: number of states. σ : alphabet size. *n*: length of words in cross-section.

• The algorithm enumLM consists of repeated applications of CrossSectionLM.

- The algorithm enumLM consists of repeated applications of CrossSectionLM.
- If an empty cross-section is encountered in enumLM, the algorithm performs $O(s^{2.376})$ operations to determine that.

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- If an empty cross-section is encountered in enumLM, the algorithm performs $O(s^{2.376})$ operations to determine that.
- The algorithm enumLM does $O(s^{2.376} + \sigma s^2 t)$ operations for each non-empty cross-section.

- The algorithm enumLM consists of repeated applications of CrossSectionLM.
- If an empty cross-section is encountered in enumLM, the algorithm performs $O(s^{2.376})$ operations to determine that.
- The algorithm enumLM does $O(s^{2.376} + \sigma s^2 t)$ operations for each non-empty cross-section.

Theorem

The algorithm enumLM uses $O(s^{2.376}(c+e) + \sigma s^2 t)$ operations.

- e: number of empty cross-sections encountered throughout the enumeration.
- c: number of non-empty cross-sections encountered throughout the enumeration.
- *t*: output size. *s*: number of states. σ : alphabet size.
 - The number of consecutive empty cross-sections is at most s 1. Thus, e < cs < ts.

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• Uses dynamic programming to find the minimal word in each cross-section.

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- Uses dynamic programming to find the minimal word in each cross-section.
- Originally, algorithms were analyzed in the unit-cost model.

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- Uses dynamic programming to find the minimal word in each cross-section.
- Originally, algorithms were analyzed in the unit-cost model.
- We give variants of Mäkinen's algorithms which we analyze in the bit-complexity model.

Algorithm

```
minWordMäkinen(n, N)
```

```
INPUT: A positive integer n and an NFA N.
OUTPUT: Table A^{min}[1\cdots n] for each state A\in Q where A^{min}[i] is the minimal word
of length i starting at state A.
FOR each A \in Q
     IF for all a \in \Sigma, \delta(A, a) \cap F = \emptyset
         A^{min}[1] = NULL
     ELSE
         A^{min}[1] = \min\{a \in \Sigma \mid \delta(A, a) \cap F \neq \emptyset\}
FOR i \leftarrow 2 \cdots n
     FOR each A \in Q
           min = NULL
          FOR each B \in Q and minimal a \in \Sigma such that B \in \delta(A, a)
                IF B^{min}[i-1] \neq NULL
                    IF aB^{min}[i-1] < min \ OR \ min = NULL
                        min \leftarrow aB^{min}[i-1]
          A^{min}[i] = min
RETURN \{A^{min} \mid A \in Q\}
```

Find the minimal word of length 4 in the NFA.



Find the minimal word of length 4 in the NFA.



Find the minimal word of length 4 in the NFA.



Find the minimal word of length 4 in the NFA.



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- Finding the minimal word using Mäkinen's algorithm costs O(n) and uses O(n) space in the *unit-cost model* and when the size of the NFA is constant.
- We analyze the algorithm in the *bit-complexity model* and integrate other parameters into our analysis.
- Concatenation of words can be performed in constant time by changing the mode of storage: Instead of storing a word w of length i in $A^{min}[i]$, store the pair (a, B) such that $w = aB^{min}[i-1]$.

states/length	1	2	3	4
A	х	(1, B)	(1, B)	(1, B)
В	0	(0, B)	(0, B)	(0, B)
С	1	х	х	х
D	х	(1, B)	(1, B)	(1, B)

 With this modification, Mäkinen's algorithm uses Θ(sn) space to find the minimal word.

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• Since the states of an NFA can form a complete graph, the worst-case running time is $O(s^2n^2)$.

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- This worst-case is reached in the figure below.



Figure: $\delta(A_i, a_i) = \{B_1, B_2, \dots, B_k\}$ for all distinct a_i .

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- To overcome this constraint, find consecutive words in a cross-section using the same method as in the Lookahead-Matrix algorithm.
- Mäkinen's original cross-section algorithm determines when a cross-section has been fully enumerated by precomputing the maximal word in the cross-section.
- Recall that Lookahead-Matrix determines that a cross-section has been enumerated when the state stack is empty.

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- Both crossSectionMäkinenI and crossSectionMäkinenII use $O(s^2n^2 + \sigma s^2t)$ operations.
 - t: output size. s: number of states. σ : alphabet size.

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- Both crossSectionMäkinenI and crossSectionMäkinenII use $O(s^2n^2 + \sigma s^2t)$ operations.
 - t: output size. s: number of states. σ : alphabet size.
- In practice, crossSectionMäkinenI and crossSectionMäkinenII perform differently.

• The algorithm enumMäkinenI consists of repeated calls to crossSectionMäkinenI.

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- The algorithm enumMäkinenI consists of repeated calls to crossSectionMäkinenI.
- Similarly, enumMäkinenII consists of repeated calls to crossSectionMäkinenII.

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- The algorithm enumMäkinenI consists of repeated calls to crossSectionMäkinenI.
- Similarly, enumMäkinenII consists of repeated calls to crossSectionMäkinenII.
- Both algorithms use O(σs²t + s²e) operations.
 e: number of empty cross-sections. t: output size.
 - s: number of states. σ : alphabet size.

	Cross-Section	Enum
Lookahead-Matrix	$O(s^{2.376}n + \sigma s^2 t)$	$O(s^{2.376}(c+e) + \sigma s^2 t)$
Mäkinen	$O(s^2n^2 + \sigma s^2t)$	$O(s^2e + \sigma s^2t)$
Grail	$O(s^2\sigma^{n+1})$	$O(s^2\sigma^{k+1})$

- e: number of empty cross-sections. c: number of non-empty cross-sections.
- t: output size. s: number of states. σ : alphabet size.
- n: length of words in cross-section. k: length of words in last cross-section examined.

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- To test worst-case practical performance, we also tested the algorithms on the NFA that accepts 1^* , the NFA that accepts $(0 + 1)^*$, and NFAs that cause Mäkinen's cross-section algorithms to run in quadratic time.
- For comparison and correctness testing, we implemented a naive algorithm that generates all words over Σ^* and checks which are accepted by the input NFA.

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- The naive algorithms perform reasonably well on small NFAs when the alphabet is of size less than 3, but usually slower than the other algorithms.
- With an alphabet size greater than 3, the naive algorithms are unreasonably slow.

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- The Grail algorithms tend to perform well on small input size.
- The Grail algorithms outperform the other enumeration algorithms on 1*.

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- The naive algorithms perform reasonably well on small NFAs when the alphabet is of size less than 3, but usually slower than the other algorithms.
- With an alphabet size greater than 3, the naive algorithms are unreasonably slow.
- The Grail algorithms tend to perform well on small input size.
- The Grail algorithms outperform the other enumeration algorithms on 1*.
- Naive and Grail algorithms are significantly slower than the Lookahead-Matrix algorithm and Mäkinen's algorithms on most NFAs.

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• Mäkinen's algorithms and lookahead-matrix are poorly suited for sparse languages, like 1*.

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- Mäkinen's algorithms and lookahead-matrix are poorly suited for sparse languages, like 1*.
- MäkinenII is significantly more efficient than MäkinenI on NFAs with unary alphabets.

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- Mäkinen's algorithms and lookahead-matrix are poorly suited for sparse languages, like 1*.
- MäkinenII is significantly more efficient than MäkinenI on NFAs with unary alphabets.
- On NFAs where Mäkinen's cross-section enumeration algorithms are quadratic in *n*, crossSectionLM performs significantly better than Mäkinen's cross-section algorithms (at times over 50 times faster).

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- MäkinenII is significantly more efficient than MäkinenI on NFAs with unary alphabets.
- On NFAs where Mäkinen's cross-section enumeration algorithms are quadratic in *n*, crossSectionLM performs significantly better than Mäkinen's cross-section algorithms (at times over 50 times faster).
- On average, the Lookahead-Matrix algorithms perform almost as well as the MäkinenII algorithms and better than the MäkinenI algorithms.
- On average, MäkinenII performs best.

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• The algorithm crossSectionLM has the best worst-case complexity and the best worst-case running time in practice.

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- The algorithm crossSectionLM has the best worst-case complexity and the best worst-case running time in practice.
- The MäkinenII algorithms for both enumeration problems have the best average-case running times in practice.

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• Improve on the running time of Mäkinen's enumeration algorithm.

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- Improve on the running time of Mäkinen's enumeration algorithm.
- Find heuristics to further improve the running time of the algorithms in practice. For instance, check the density of the language and select algorithm based on the density.

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- Improve on the running time of Mäkinen's enumeration algorithm.
- Find heuristics to further improve the running time of the algorithms in practice. For instance, check the density of the language and select algorithm based on the density.
- Prove lower bounds for the enumeration and cross-section enumeration problems.

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