

Decision Problems for Origin-Close Top-Down Tree Transducers

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MFCS, online

Top-Down Tree Transducers – Example I

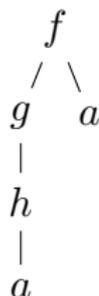
Example.

$$R1 \quad q(f(x_1, x_2)) \rightarrow f(q(x_1), q(x_2))$$

$$R2 \quad q(g(x_1)) \rightarrow q(x_1)$$

$$R3 \quad q(h(x_1)) \rightarrow q(h(x_1))$$

$$R4 \quad q(a) \rightarrow b$$



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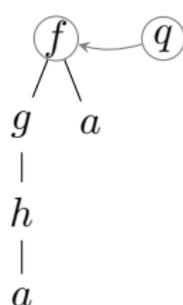
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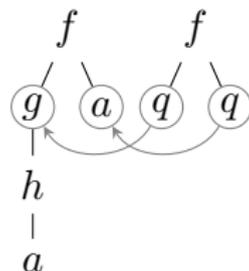
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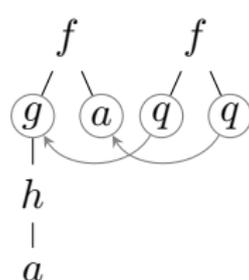
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Apply $R2$ and $R4$

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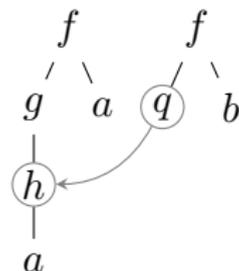
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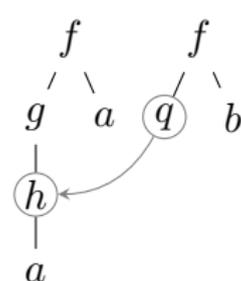
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Apply $R3$

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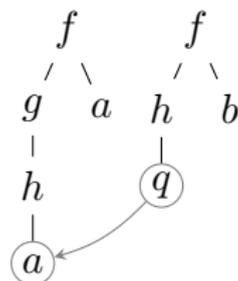
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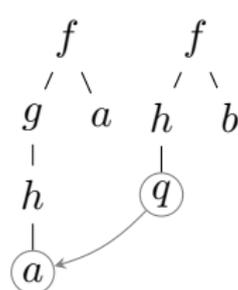
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Apply $R4$

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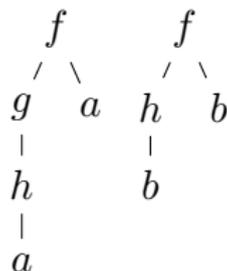
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Top-Down Tree Transducers – Example II

Example.

$$q(f(x_1, x_2)) \rightarrow h(q(x_1))$$

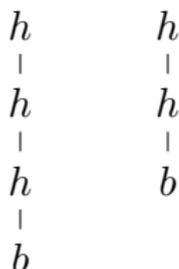
$$q(f(x_1, x_2)) \rightarrow h(q(x_2))$$

$$q(a) \rightarrow b$$

input tree



possible output trees



Motivation

Tree transducers are used in many fields

- ▶ Natural language processing
- ▶ Syntax directed translations
- ▶ Databases (XML)
- ▶ ...

Decision Problems I

Theorem ([Ési80]). The inclusion and equivalence problem are undecidable for top-down tree transducers.

Already the case for word transducers.

Decision Problems II

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Specification $\xrightarrow{\text{synthesize}}$ **Implementation**

one input is in relation
with several outputs

top-down tree transducer

unique output for each input
selected in a **deterministic** way

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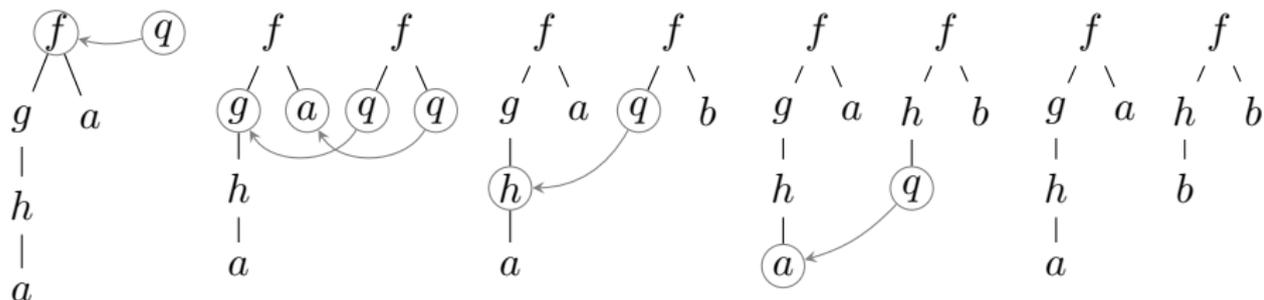
top-down tree transducer

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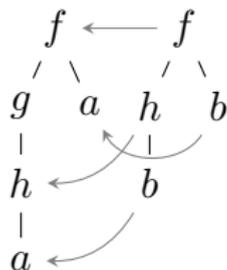
Deterministic TDTT: Rules have a unique right-hand side.

Origin Mapping I

Example. Top-down tree transducer transduction



Resulting origin mapping



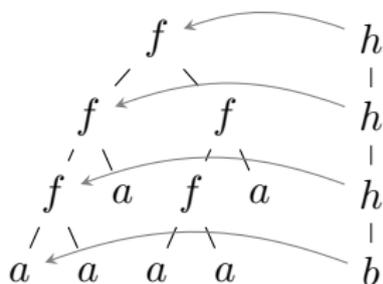
Origin Mapping II

Example.

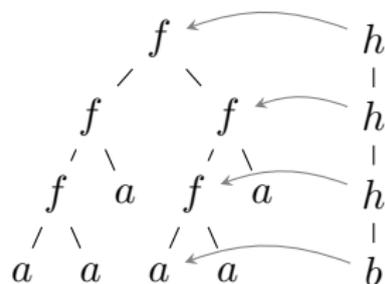
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origin mapping o_1



origin mapping o_2

Decision Problems With Origin Semantics

- TDTT \mathcal{T} (with origin semantics) defines a set $R_o(\mathcal{T})$ of triples $(\underbrace{t}_{\text{input tree}}, \underbrace{s}_{\text{output tree}}, \underbrace{o : \text{dom}_s \rightarrow \text{dom}_t}_{\text{origin mapping}})$

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Origin semantics is rather rigid.

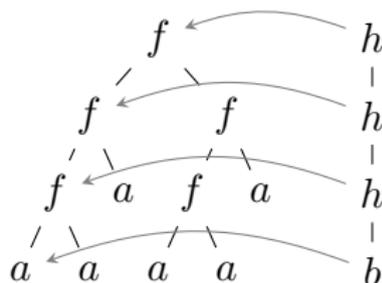
Origin Distance

Distance between two nodes Length of the shortest path.

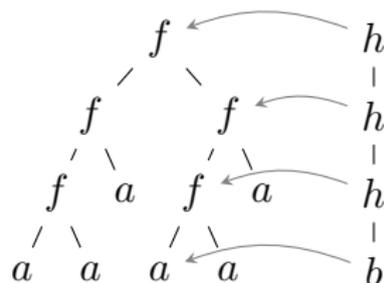
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Example. Input tree t , output tree s



origin mapping o_1

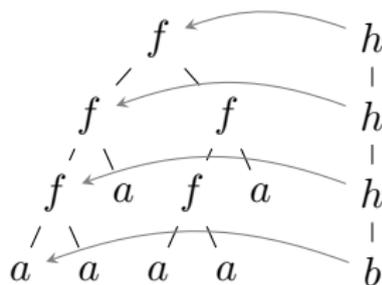


origin mapping o_2

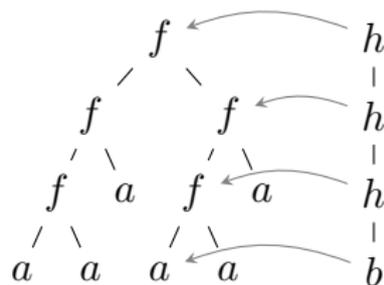
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Example. Input tree t , output tree s



origin mapping o_1



origin mapping o_2

$$o_1(11) = 11$$

$$o_2(11) = 21$$

$$d(11, 12) = 2$$

$$o_1(1111) = 1111$$

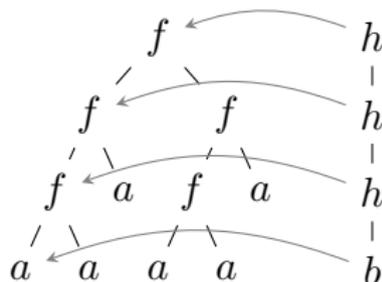
$$o_2(1111) = 2111$$

$$d(1111, 1112) = 6$$

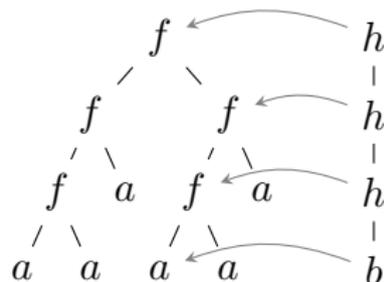
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$$\begin{aligned} o_1(11) &= 11 & o_2(11) &= 21 & d(11, 12) &= 2 \\ o_1(1111) &= 1111 & o_2(1111) &= 2111 & d(1111, 1112) &= 6 \end{aligned}$$

Biggest distance between origins is 6.

$(t, s, o_1) \neq (t, s, o_2)$, but $(t, s, o_1) =_k (t, s, o_2)$ for all $k \geq 6$.

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 1. $(t, s, o') \in R_o(\mathcal{T})$, and
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Theorem. Given $k \geq 0$, the k -origin inclusion, k -origin equivalence, and k -origin synthesis problem are decidable for top-down tree transducers.

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- ▶ Given $k \geq 0$ and a TDTT \mathcal{T} , the set $\{(t, s, o) \in_k R_o(\mathcal{T})\}$ has a representation as an ω -regular tree language.
- ▶ Using closure properties of ω -regular tree languages, we arrive at our results.

Proof Idea – Example I

- ▶ Input alphabet: $f(,), a$ Output alphabet: $h(), b$
- ▶ TDTT \mathcal{T} (rhs max height is 1)
- ▶ $k = 0$ (origin equivalence)

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Infinite tree $H_{\mathcal{T},0}$

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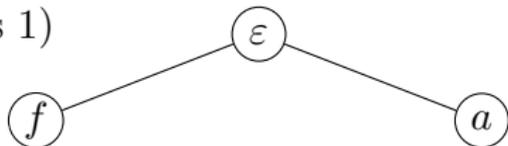
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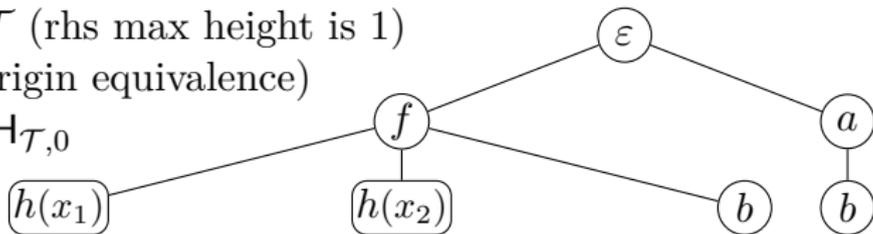
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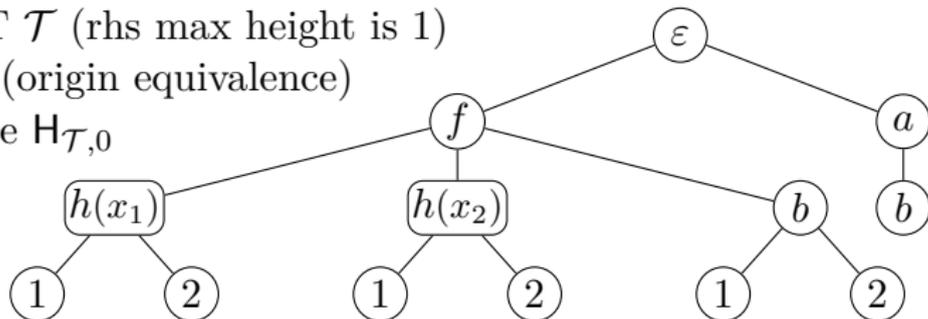
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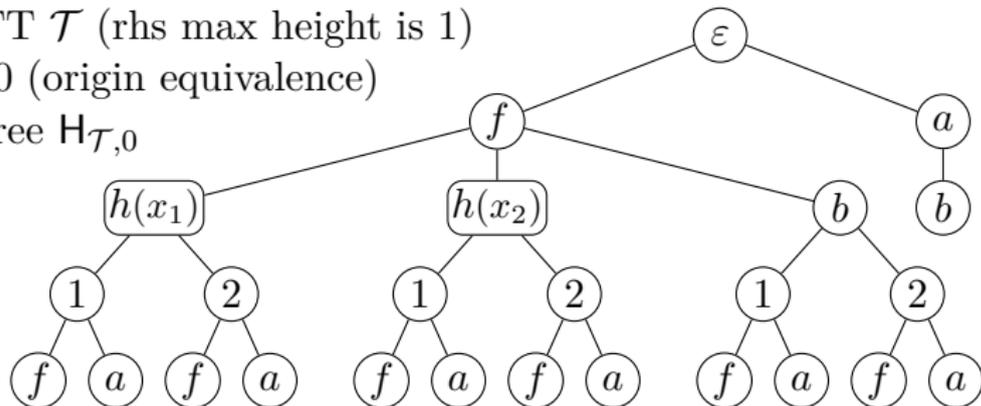
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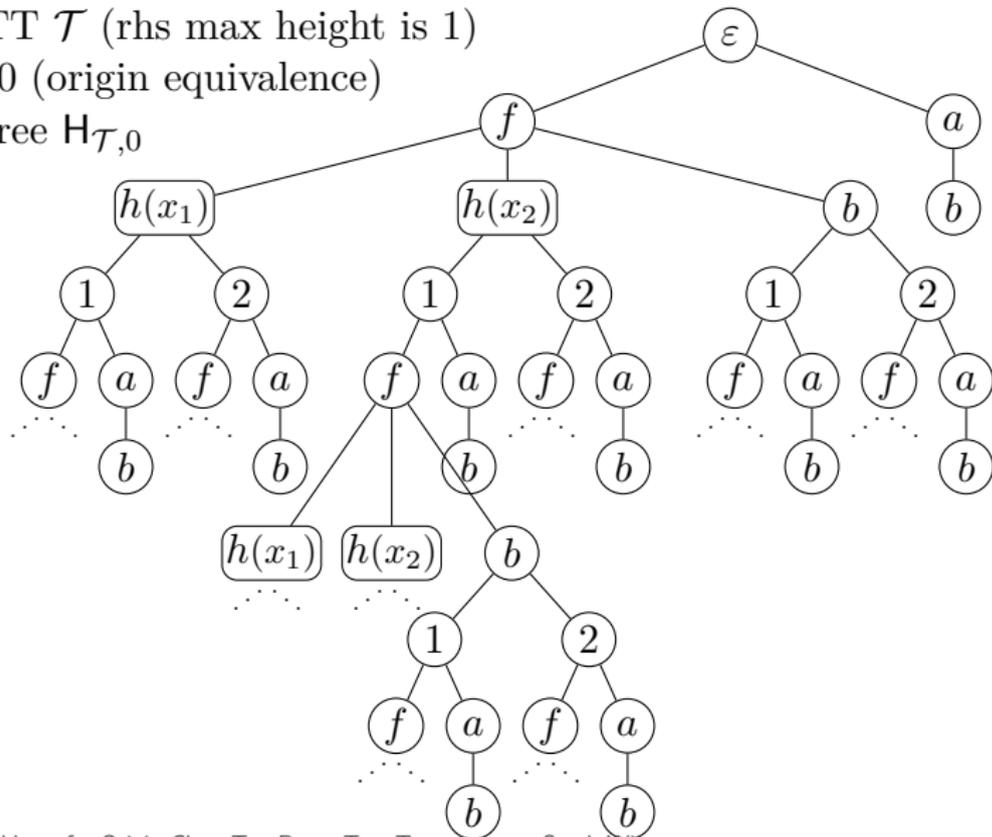
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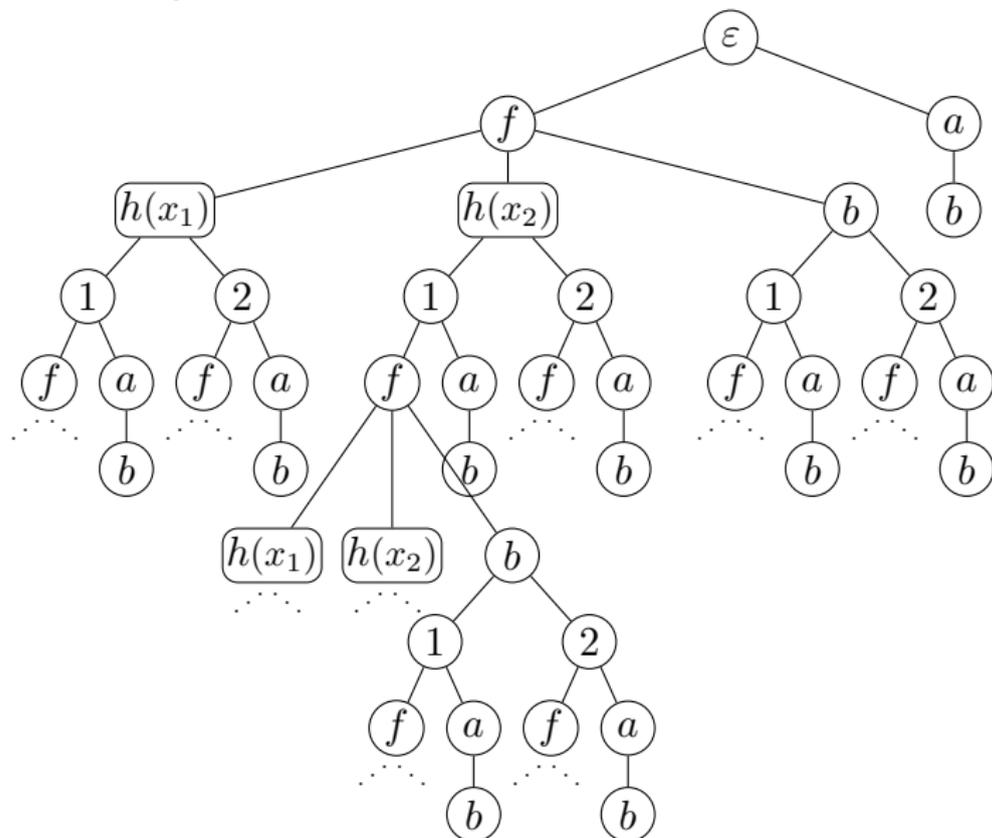
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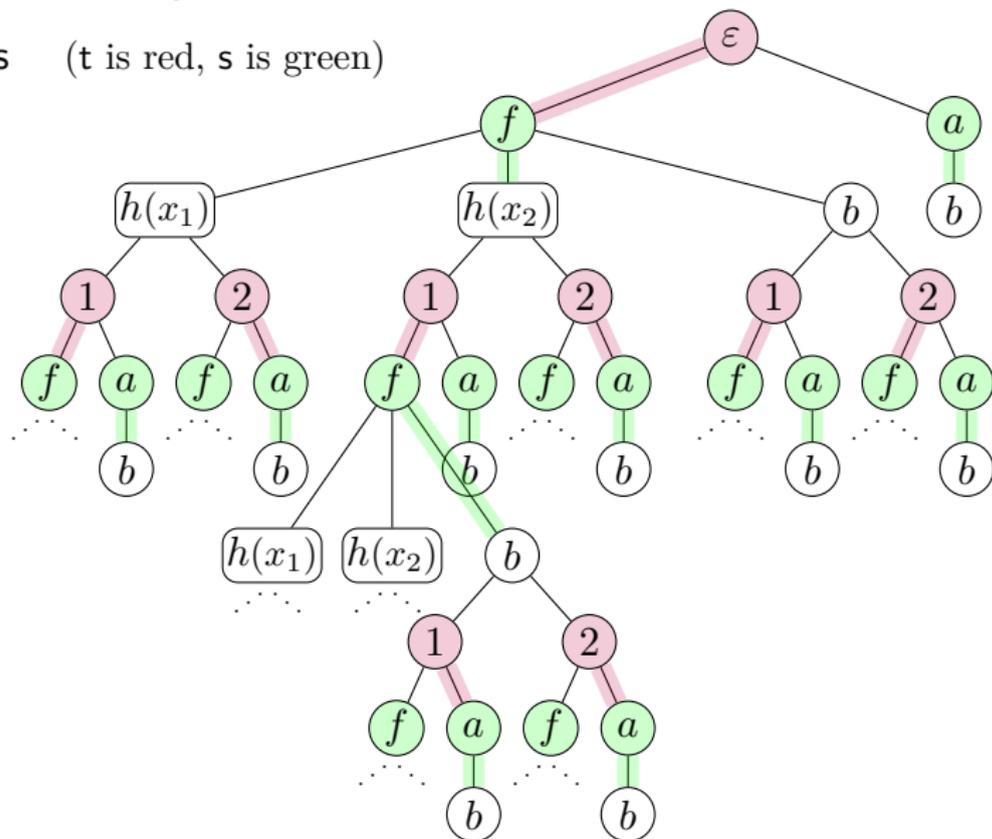


Proof Idea – Example II



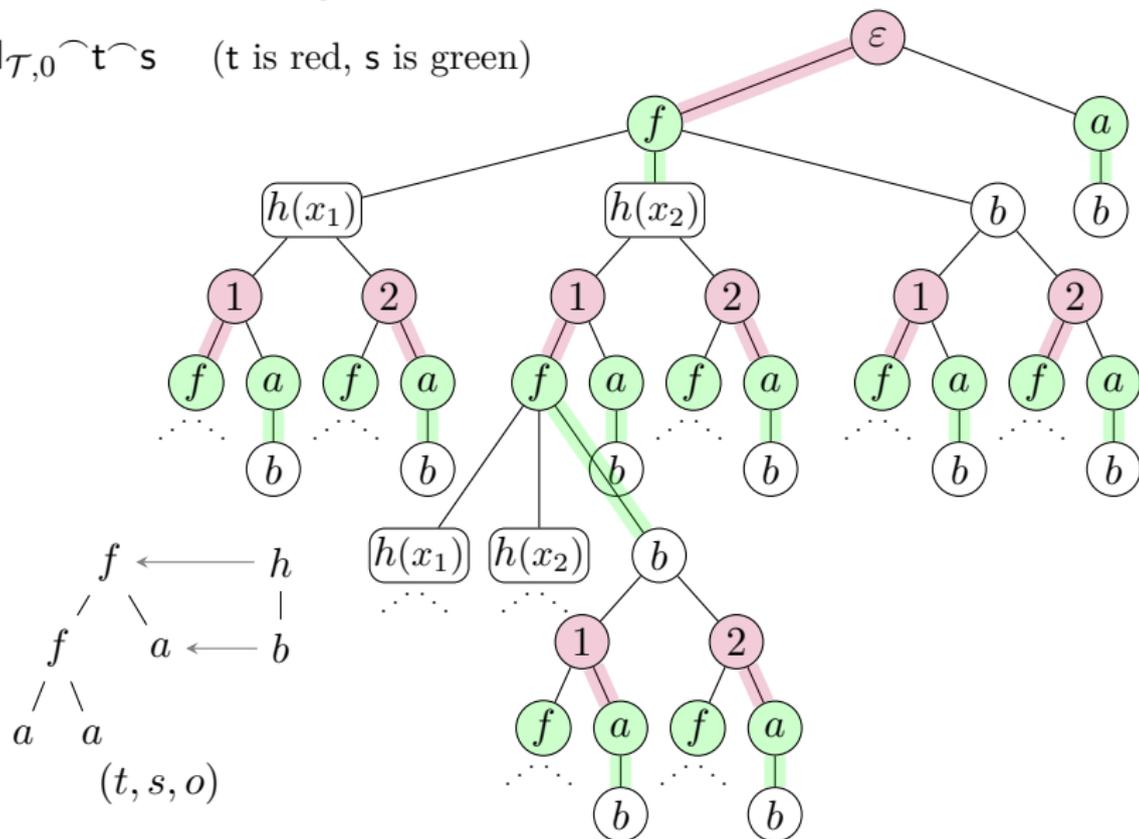
Proof Idea – Example II

$H_{\mathcal{T},0} \hat{t} \hat{s}$ (t is red, s is green)



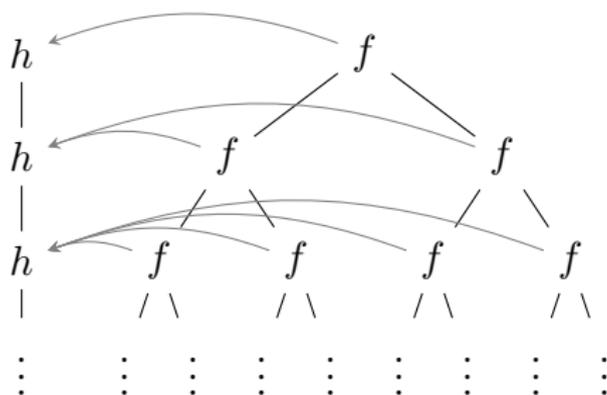
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Difficulty: Non-Linear Transductions

Example. $q(h(x_1)) \rightarrow f(q(x_1), q(x_1))$ and $q(a) \rightarrow b$



Number of output nodes that depend on the same input node is unbounded.



Arnaud Carayol and Christof Löding.

Uniformization in Automata Theory.

In Proceedings of the 14th Congress of Logic, Methodology and Philosophy of Science Nancy, July 19-26, 2011, pages 153–178. London: College Publications, 2014.



Zoltán Ésik.

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Emmanuel Filiot, Sebastian Maneth, Pierre-Alain Reynier, and Jean-Marc Talbot.

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