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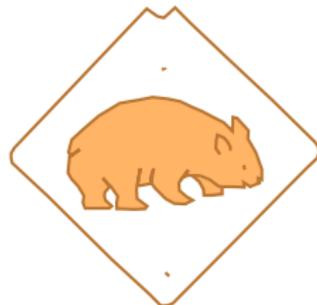
# VARIETIES AND COVARIETIES OF LANGUAGES

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**Universitat de València**



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1. Preliminaries
2. Setting the scene
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4. Varieties and covarieties

# PRELIMINARIES

# ALGEBRA-COALGEBRA

Given a category  $\mathbf{X}$  and an endofunctor  $F : \mathbf{X} \rightarrow \mathbf{X}$ .

## Definition

A  *$F$ -algebra* consists of a pair  $(X, \alpha)$ , where  $X$  is an object of  $\mathbf{X}$  and  $\alpha : FX \rightarrow X$  an arrow in  $\mathbf{X}$ .

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We call  $X$  the **base** and  $\alpha$  the **structure map** of the (co)algebra.

# AUTOMATA

## Definition

Let  $A$  be a finite alphabet. An **automaton** is a pair consisting of a (possibly infinite) set  $X$  of states and a transition function

$$\alpha : X \rightarrow X^A$$

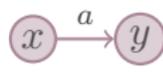
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$$\begin{array}{c} \textcircled{x} \xrightarrow{a} \textcircled{y} \end{array} \Leftrightarrow \alpha(x)(a) = y$$

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We will also write  $x_a = \alpha(x)(a)$  and, more generally,

$$x_\varepsilon = x \quad x_{wa} = \alpha(x_w)(a)$$

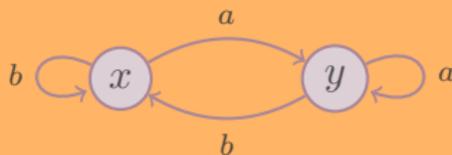
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## Example



# AUTOMATA

Because of the isomorphism

$$(X \times A) \rightarrow X \cong X \rightarrow X^A$$

the transition structure of an automaton  $X$  with inputs from an alphabet  $A$  can be viewed both as an  $G$ -algebra and as a  $F$ -coalgebra for the endofunctors on the category **Set** given by:

$$\begin{aligned} G(X) &= X \times A \\ F(X) &= X^A \end{aligned}$$

# POINTED AUTOMATA

## Definition

An automaton can also have an **initial state**  $x \in X$ , represented by a function

$$x : 1 \rightarrow X$$

We call the triple  $(X, \alpha, x)$  a **pointed automaton**

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Note that pointed automata are  $(1 + G)$ -algebras.

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## Definition

An automaton can be decorated by means of a **colouring** function

$$c : X \rightarrow 2$$

We call a state  $x$  **accepting** if  $c(x) = 1$  otherwise it is called **non-accepting**. We call the triple  $(X, \alpha, c)$  a **coloured automaton**

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Note that pointed automata are  $(2 \times F)$ -coalgebras.

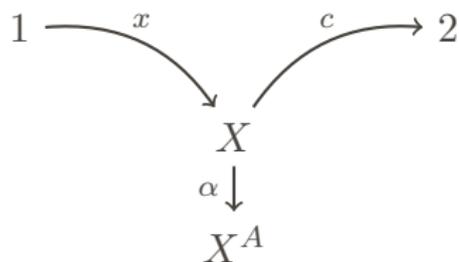
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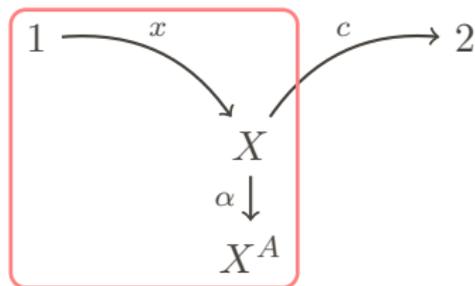
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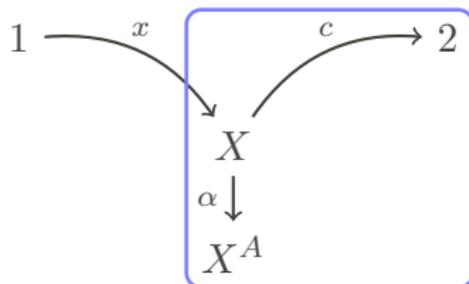
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# AUTOMATA HOMOMORPHISMS

## Definition

A function  $h : X \rightarrow Y$  is a **homomorphism** between automata  $(X, \alpha)$  and  $(Y, \beta)$  if it makes the following diagram commute

$$\begin{array}{ccc} X & \xrightarrow{h} & Y \\ \alpha \downarrow & & \downarrow \beta \\ X^A & \xrightarrow{h^A} & Y^A \end{array}$$

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A homomorphism of pointed automata and of coloured automata must preserve initial values and colours, respectively.

If  $X \subseteq Y$  and  $h : X \hookrightarrow Y$  is the inclusion function, we will say that  $X$  is a **subautomaton** of  $Y$ . It will be denoted by  $X \leq Y$ .

# BISIMULATION

## Definition

We call a relation  $R \subseteq X \times Y$  a **bisimulation** of automata if for all  $(x, y) \in X \times Y$ ,

$$(x, y) \in R \Rightarrow \forall a \in A, (x_a, y_a) \in R$$

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For coloured automata  $(X, \alpha, c)$  and  $(Y, \beta, d)$ ,  $R$  is a **coloured bisimulation** if, moreover,

$$(x, y) \in R \Rightarrow c(x) = d(y)$$

# BISIMULATION EQUIVALENCE

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The quotient map of a bisimulation equivalence on  $X$  is a homomorphism automata:

$$\begin{array}{ccc} X & \xrightarrow{\pi} & X/E \\ \alpha \downarrow & & \downarrow [\alpha] \\ X^A & \xrightarrow{\pi^A} & (X/E)^A \end{array}$$

# SETTING THE SCENE

# INITIAL ALGEBRA

The set  $A$  forms a pointed automaton  $(A, \sigma, \varepsilon)$  with initial state  $\varepsilon$  and transition function defined by

$$\sigma : A \rightarrow (A)^A \quad \sigma(w)(a) = wa$$

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$(A, \sigma, \varepsilon)$  is an initial  $(1 + G)$ -algebra.

For any given automaton  $(X, \alpha)$  and every choice of initial state  $x : 1 \rightarrow X$ , it induces a unique function  $r_x : A \rightarrow X$ , given by

$$r_x(w) = x_w$$

## INITIAL ALGEBRA

This is equivalent to say that the following diagram commutes:

$$\begin{array}{ccc}
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The function  $r_x$  maps a word  $w$  to the state  $x_w$  reached from the initial state  $x$  on input  $w$  and is therefore called the **reachability** map for  $(X, \alpha, x)$ .

## FINAL COALGEBRA

The set  $2^A$  of languages forms a coloured automaton  $(2^A, \tau, \varepsilon?)$  with colour function  $\varepsilon?$  defined by

$$\varepsilon? : 2^A \rightarrow 2 \quad \varepsilon?(L) = \begin{cases} 1 & \text{if } \varepsilon \in L \\ 0 & \text{otherwise} \end{cases}$$

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$$o_c(x) = \{w \in A \mid c(x_w) = 1\}$$



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 & & \mathbf{2} \\
 & \overset{c}{\curvearrowright} & \uparrow \varepsilon? \\
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 \alpha \downarrow & & \tau \downarrow \\
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 \end{array}$$

The function  $o_c$  maps a state  $x$  to the language  $o_c(x)$  accepted by  $x$  and is therefore called the **observability** map for  $(X, \alpha, c)$ .

## THE SCENE

Summarizing:

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# EQUATIONS AND COEQUATIONS

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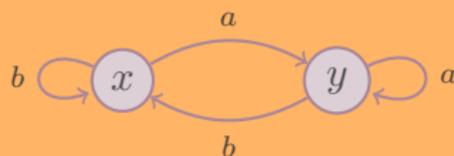
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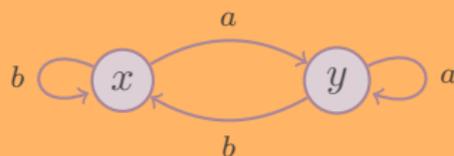
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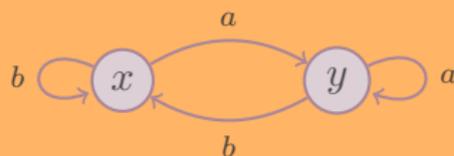


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## Example



$$(X, \alpha, x) \models \{b = \varepsilon, ab = \varepsilon, aa = a\}$$

$$(X, \alpha, y) \models \{a = \varepsilon, ba = \varepsilon, bb = b\}$$

## EQUATIONS

## Proposition

$$(X, \alpha, x) \models E \iff E \subseteq \ker(r_x)$$

We have, equivalently, that  $(X, \alpha, x) \models E$  iff the reachability map  $r_x$  factors through  $A/E$ .

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## Definition

We define  $\text{Eq}(X, \alpha)$  to be the largest set of equations satisfied by the automaton  $(X, \alpha)$ .

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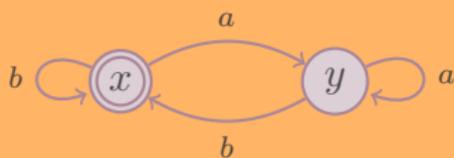
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We define:

$$(X, \alpha) \models D \Leftrightarrow \forall c : X \rightarrow 2, (X, \alpha, c) \models D$$

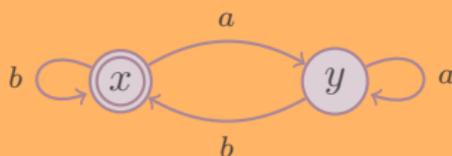
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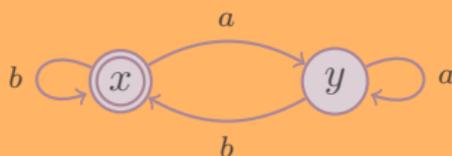


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$$o_c(x) = (a \ b) \quad o_c(y) = (a \ b)^+$$

therefore,

$$(X, \alpha, c) \models \{(a \ b), (a \ b)^+\}$$

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$$(X, \alpha, c) \models D \iff \text{im}(o_c) \leq D$$

We have, equivalently, that  $(X, \alpha, c) \models D$  iff the observability map  $o_c$  factors through  $D$ .

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## Proposition

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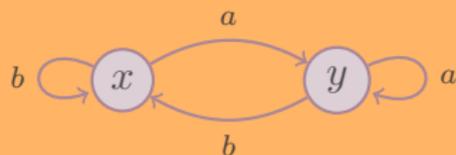
We have, equivalently, that  $(X, \alpha, c) \models D$  iff the observability map  $o_c$  factors through  $D$ .

## Definition

We define  $\text{coEq}(X, \alpha)$  to be the smallest set of coequations satisfied by the automaton  $(X, \alpha)$ .

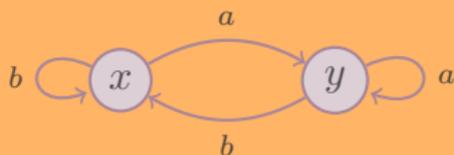
## ALL TOGETHER NOW

## Example



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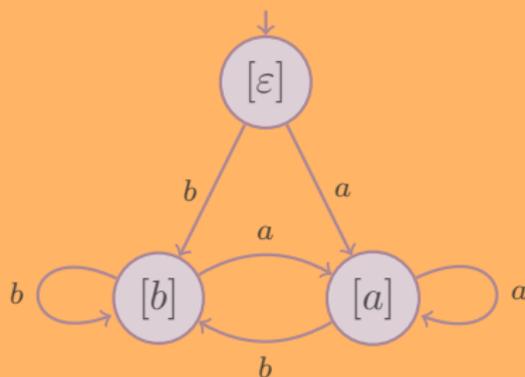
## Example



$$\text{Eq}(X, \alpha) = \{aa = a, bb = b, ab = b, ba = a\}$$

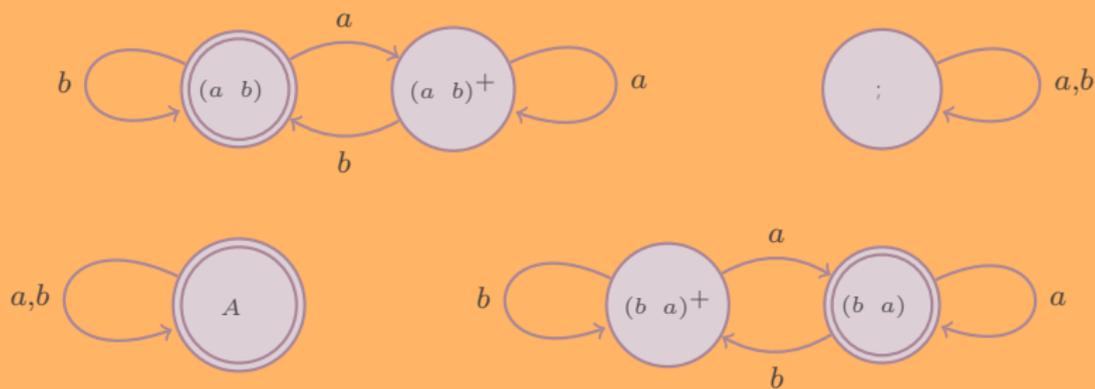
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$$A / \text{Eq}(X, \alpha)$$

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$$\text{coEq}(X, \alpha)$$

# VARIETIES AND COVARIETIES

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Every variety  $V_E$  is closed under the formation of subautomata, homomorphic images and products.

# COVARIETIES

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For every set  $D$  of coequations we define the **covariety**  $C_D$  by

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## Definition

Let  $V_E$  be a variety. We define the **variety of languages**  $L(V_E)$  by

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Under any of the statements above, we have:

## Corollary

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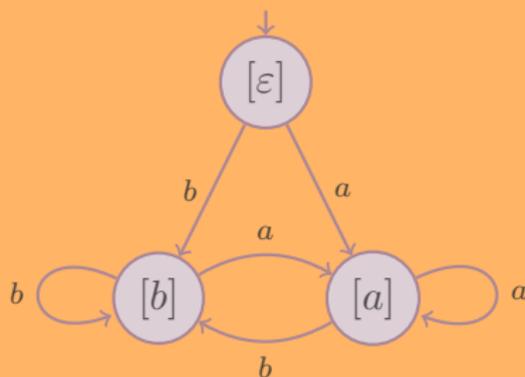
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Note that if  $E$  is a bisimulation on  $A$ ,  $A/E$  has structure of automaton.

When  $E$  is a congruence on  $A$ ,  $A/E$  can be both seen as an automaton and as a monoid.

## ON EQUATIONS AND VARIETIES

## Example



Multiplication law is given by:  $[w][v] = [w]_v = [wv]$

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$$A / \text{Eq}(X, \alpha) \cong \text{trans}(X, \alpha)$$

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- iv.  $L(C_D) = D$ .

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