

## Lesson 6: Tree automata

**Theme:** Tree automata as a model of computation for processing trees.

### 1 Labelled binary tree

Let  $\Sigma$  be a finite set of symbols. A  $\Sigma$ -binary-tree is a (rooted) tree  $T = (r, I, F, lab)$  where:

- $r$  is the root,  $I$  is the set of vertices, and  $F$  is the set of edges;
- each vertex has either two children, called the left and child, respectively, or no children;
- each vertex  $i \in I$  is labelled with a symbol  $lab(i)$  from  $\Sigma$ .

Those vertices with no children are called *leaf* vertices. When it is clear from the context, we usually simply write tree, instead of  $\Sigma$ -binary-tree.

### 2 Top-down tree automata

A *top-down non-deterministic tree automaton* over  $\Sigma$  is a tuple  $\mathcal{M} = (Q, Q_0, \Delta)$ , where:

- $Q$  is a finite set of states;
- $Q_0 \subseteq Q$  is the set of *initial* states;
- $\Delta \subseteq (Q \times \Sigma) \cup (Q \times \Sigma \times Q \times Q)$  is a finite set of transitions.

We usually write each transition  $(p, a) \in \Delta$  as  $(p, a) \rightarrow \top$  and  $(p, a, q_1, q_2) \in \Delta$  as  $(p, a) \rightarrow (q_1, q_2)$ . The automaton  $\mathcal{M}$  is *deterministic* for every  $(p, a) \in Q \times \Sigma$ , there is exactly one  $(q_1, q_2) \in Q \times Q$  such that  $(p, a) \rightarrow (q_1, q_2) \in \Delta$ , and for every  $a \in \Sigma$ , there is exactly one  $(p, a) \in Q \times \Sigma$ .

A tree  $T = (r, I, F, lab)$  is *accepted* by  $\mathcal{M} = (Q, Q_0, \Delta)$ , if we can relabelled the vertices in  $T = (r, I, F, lab)$  with the states in  $Q$  such that:

- the root  $r$  is relabelled with one of the initial state in  $Q_0$ ;
- the relabelling of other vertices is done top-down according to the transitions in  $\Delta$ , i.e.,
  - for every interior vertex  $i \in I$ , if it is relabelled with state  $p$ , then its children are labelled with  $q_1, q_2$  such that there is a transition  $(p, lab(i)) \rightarrow (q_1, q_2)$  in  $\Delta$ ;
  - every leaf vertex  $i \in I$  can be relabelled with state  $p$ , if there is a transition  $(p, lab(i)) \rightarrow \top$  in  $\Delta$ ;

We denote by  $L(\mathcal{M})$  the set of all trees accepted by  $\mathcal{M}$ .

### 3 Bottom-up tree automata

A *bottom-up non-deterministic tree automaton* over  $\Sigma$  is a tuple  $\mathcal{M} = (Q, Q_f, \Delta)$ , where:

- $Q$  is a finite set of states;
- $Q_f \subseteq Q$  is the set of *final* states;

- $\Delta$  is a finite set of transitions of the form:

$$\begin{aligned} a &\rightarrow q \\ (p_1, a_1, p_2, a_2) &\rightarrow q \end{aligned}$$

where  $a, a_1, a_2 \in \Sigma$  and  $p_1, p_2, q \in Q$ . Transitions of the former form are called the initial rules.

The automaton  $\mathcal{M}$  is *deterministic* for every label  $a \in \Sigma$ , there is exactly one  $q \in Q$  such that  $a \rightarrow q \in \Delta$ ; and for every  $(p_1, a_1, p_2, a_2)$ , there is exactly one  $q \in Q$  such that  $(p_1, a_1, p_2, a_2) \rightarrow q \in \Delta$ .

A tree  $T = (r, I, F, \text{lab})$  is *accepted* by  $\mathcal{M} = (Q, Q_0, \Delta)$ , if we can relabelled the vertices in  $T = (r, I, F, \text{lab})$  with the states in  $Q$  such that:

- the root  $r$  is relabelled with one of the final states in  $Q_f$ ;
- the relabelling is done bottom-up according to the transitions in  $\Delta$ , i.e.,
  - every leaf vertex can be relabelled with  $q \in Q$ , if there is a transition  $\text{lab}(i) \rightarrow q \in \Delta$ ;
  - for every interior vertices  $i_1, i_2 \in I$  with the same parent, if they are relabelled with state  $p_1, p_2$ , respectively, then their parent can be relabelled with  $q$ , if there is a transition  $p_1, \text{lab}(i_1), p_2, \text{lab}(i_2) \rightarrow q$  in  $\Delta$ .

We denote by  $L(\mathcal{M})$  the set of all trees accepted by  $\mathcal{M}$ .

## 4 Non-deterministic vs. deterministic tree automata

### Theorem 6.1

- *Non-deterministic bottom-up tree automata = deterministic bottom-up tree automata = non-deterministic top-down tree automata.*
- *However, deterministic top-down tree automata are weaker than their non-deterministic counterpart.*

## Appendix

For more details about tree automata, please consult [1].

## References

- [1] H. Comon, M. Dauchet, R. Gilleron, C. Löding, F. Jacquemard, D. Lugiez, S. Tison, and M. Tommasi. Tree automata techniques and applications. Available on: <http://www.grappa.univ-lille3.fr/tata>, 2007. release October, 12th 2007.