

## Simpler & More General Minimization for Weighted Finite-State Automata

**Jason Eisner**

Johns Hopkins University

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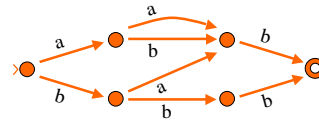
First half of talk is setup - reviews past work.  
Second half gives outline of the new results.

## The Minimization Problem

**Input:** A DFA (deterministic finite-state automaton)

**Output:** An equiv. DFA with as few states as possible

**Complexity:**  $O(|\text{arcs}| \log |\text{states}|)$  (Hopcroft 1971)



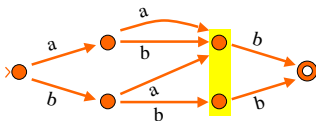
Represents the language {aab, abb, bab, bbb}

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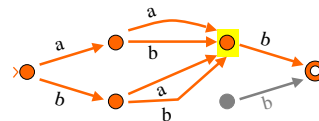
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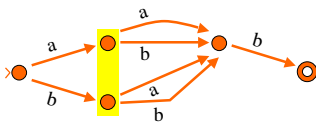
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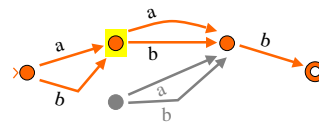
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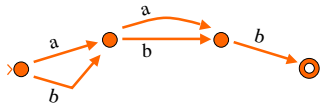
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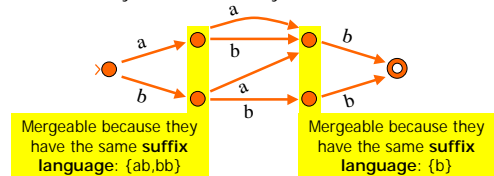


Can't always work backward from final state like this.  
 A bit more complicated because of cycles.  
 Don't worry about it for this talk.

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Here's what you **should** worry about:



An equivalence relation on states ... merge the equivalence classes

## The Minimization Problem

**Input:** A DFA (deterministic finite-state automaton)  
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**Complexity:**  $O(|arcs| \log |states|)$  (Hopcroft 1971)

- Q:** Why minimize # states, rather than # arcs?  
**A:** Minimizing # states also minimizes # arcs!
- Q:** What if the input is an NFA (nondeterministic)?  
**A:** Determinize it first. (could yield exponential blowup ☹)
- Q:** How about minimizing an NFA to an NFA?  
**A:** Yes, could be exponentially smaller ☺, but problem is PSPACE-complete so we don't try. ☹

## Real-World NLP: Automata With Weights or Outputs

- Finite-state computation of functions
  - Concatenate strings
    - 
    - abd → wwx
      - acd → wwz
  - Add scores
    - 
    - abd → 5
      - acd → 9
  - Multiply probabilities
    - 
    - abd → 0.06
      - acd → 0.14

## Real-World NLP: Automata With Weights or Outputs

- Want to compute functions on strings:  $\Sigma^* \rightarrow K$ 
  - After all, we're doing language and speech!
- Finite-state machines can often do the job
- Easy to build, easy to combine, run fast
- Build them with weighted regular expressions
  - To clean up the resulting DFA, minimize it to merge redundant portions
  - This smaller machine is faster to intersect/compose
  - More likely to fit on a hand-held device
  - More likely to fit into cache memory

## Real-World NLP: Automata With Weights or Outputs

- Want to compute functions on strings:  $\Sigma^* \rightarrow K$ 
    - After all, we're doing language and speech!
  - Finite-state machines can often do the job
- How do we minimize such DFAs?**
- Didn't Mohri already answer this question?
  - Only for special cases of the output set K!
  - Is there a general recipe?**
  - What new algorithms can we cook with it?**

# Weight Algebras

- Specify a weight algebra  $(K, \otimes)$
- Define DFAs over  $(K, \otimes)$
- Arcs have weights in set  $K$
- A path's weight is also in  $K$ : multiply its arc weights with  $\otimes$
- Examples:
  - (strings, concatenation)
  - (scores, addition)
  - (probabilities, multiplication)
  - (score vectors, addition) **OT phonology**
  - (real weights, multiplication) **conditional random fields, rational kernels**
  - (objective func & gradient, product-rule multiplication) **training the parameters of a model**
  - (bit vectors, conjunction) **membership in multiple languages at once**

Finite-state computation of fu

Concatenate strings

Add scores

d:1

# Weight Algebras

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- Arcs have weights in set  $K$
- A path's weight is also in  $K$ : multiply its arc weights with  $\otimes$
- Q: Semiring is  $(K, \oplus, \otimes)$ . Why aren't you talking about  $\oplus$  too?
  - A: Minimization is about DFAs.
  - At most one path per input.
  - So no need to  $\oplus$  the weights of multiple accepting paths.

Finite-state computation of fu

Concatenate strings

Add scores

Multiply probabilities

# Shifting Outputs Along Paths

Doesn't change the function computed:



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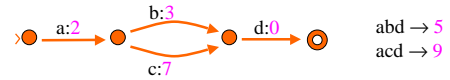
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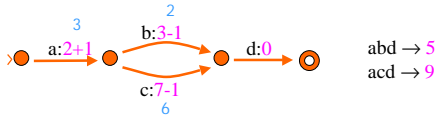
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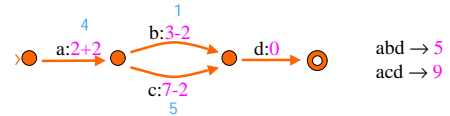
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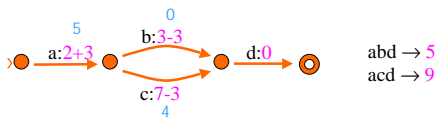
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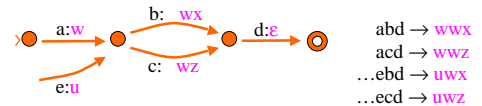


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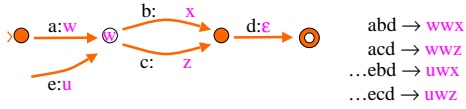


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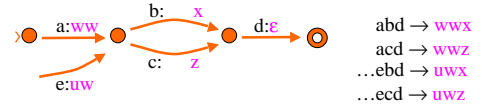
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- State sucks back a prefix from its out-arcs

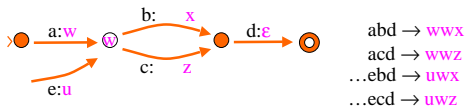


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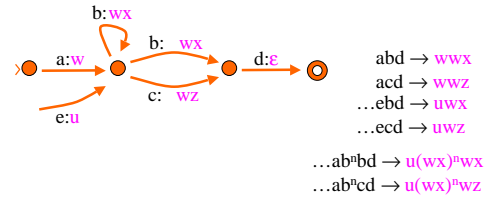
- State sucks back a prefix from its out-arcs and deposits it at end of its in-arcs.



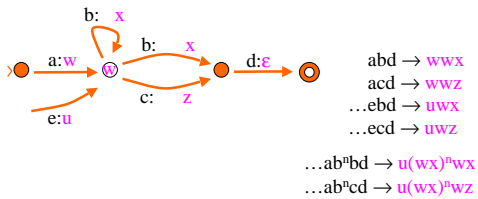
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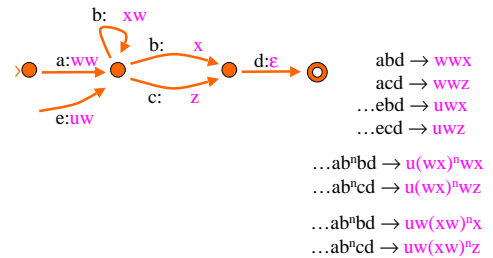
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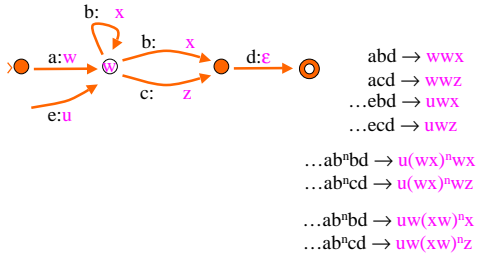
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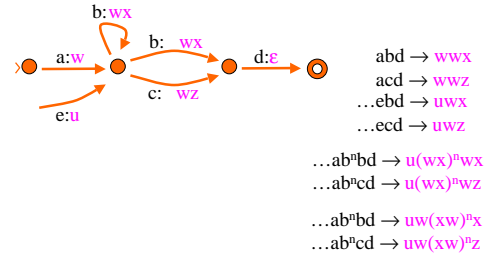
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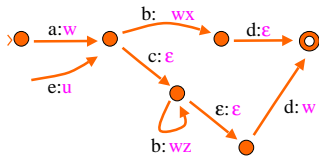


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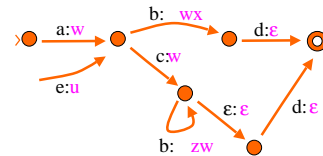
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- But all the out-**paths** start with **w**
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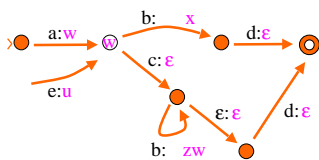
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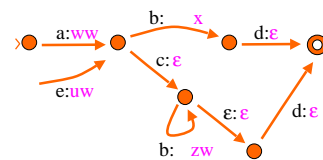
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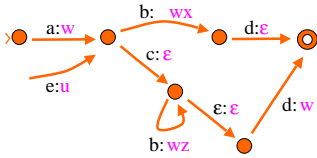
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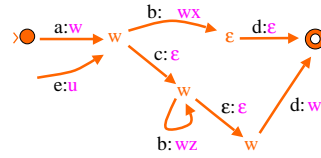
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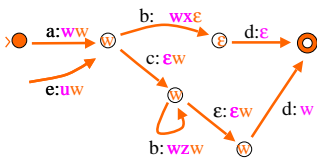
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- At every state  $q$ , compute some  $\lambda(q)$



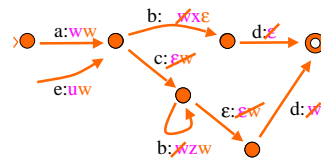
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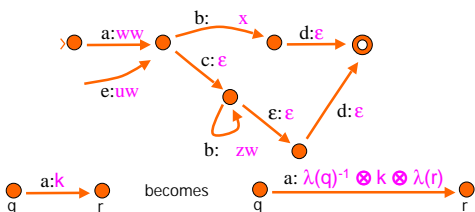
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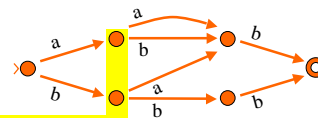


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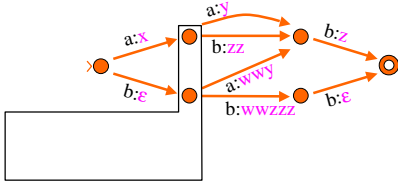
### Minimizing Weighted DFAs (Mohri)



Mergeable because they accept the same suffix language: {ab,bb}

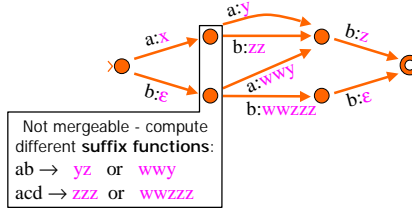
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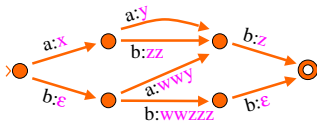
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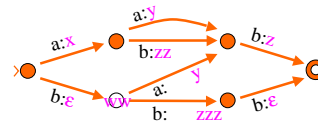
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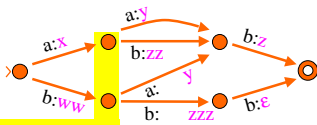
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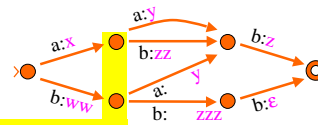


Now mergeable - they have  
the same suffix function:  
ab → yz  
acd → zzz

But still no easy way to detect mergeability.

### Minimizing Weighted DFAs (Mohri)

If we do this at all states as before ...

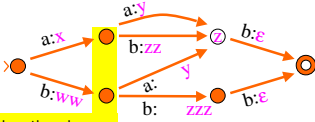


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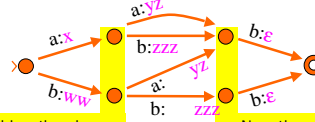
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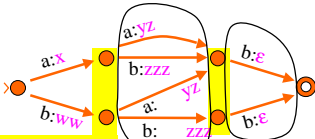


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Now these have the same suffix function too:  
 $b \rightarrow \epsilon$

### Minimizing Weighted DFAs (Mohri)

Now we can discover & perform the merges:



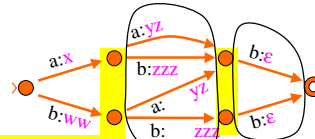
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now these have same arc labels  
 so do these

because we arranged for a canonical placement of outputs along paths

### Minimizing Weighted DFAs (Mohri)

Treat each label "a:yz" as a single atomic symbol



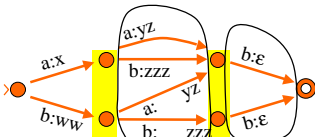
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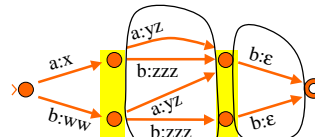
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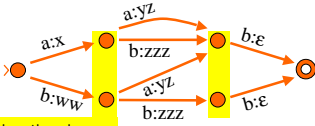
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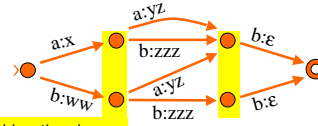
Treat each label "a:yz" as a single atomic symbol  
Use *unweighted* minimization algorithm!



Now mergeable - they have the same **suffix function**:  
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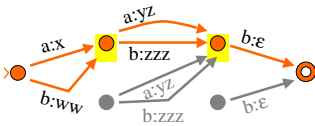
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Now mergeable - they have the same **suffix language**:  
 $\{a:yz \ b:\epsilon, b:zzz \ b:\epsilon\}$

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### Minimizing Weighted DFAs (Mohri)

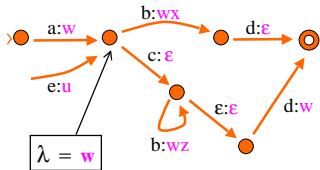
**Summary of weighted minimization algorithm:**

1. **Compute**  $\lambda(q)$  at each state  $q$
2. **Push** each  $\lambda(q)$  back through state  $q$ ; this changes arc weights
3. **Merge** states via unweighted minimization

Step 3 merges states  
 Step 2 allows more states to merge at step 3  
 Step 1 controls what step 2 does – preferably, to give states the same suffix function **whenever possible**  
 So define  $\lambda(q)$  carefully at step 1!

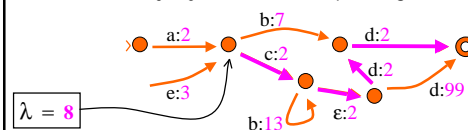
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- Mohri treated two versions of  $(K, \otimes)$
- $(K, \otimes) = (\text{strings, concatenation})$ 
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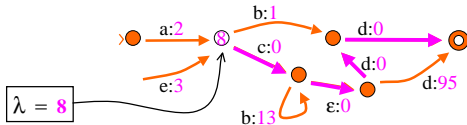
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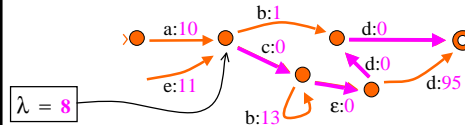
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  - $\lambda(q)$  = minimum weight of any path from  $q$
  - Find it by Dijkstra's shortest-path algorithm



## Mohri's Algorithms (1997, 2000)

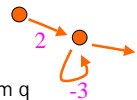
- Mohri treated two versions of  $(K, \otimes)$
- $(K, \otimes) = (\text{strings, concatenation})$ 
  - $\lambda(q)$  = longest common prefix of all paths from  $q$
  - Rather tricky to find
- $(K, \otimes) = (\text{nonnegative reals, addition})$ 
  - $\lambda(q)$  = minimum weight of any path from  $q$
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- In both cases:
  - $\lambda(q)$  = a "sum" over infinite set of path weights
  - must define this "sum" and an algorithm to compute it
  - doesn't generalize automatically to other  $(K, \otimes)$  ...

## Mohri's Algorithms (1997, 2000)

(real weights, multiplication)?  
(score vectors, addition)?  
(objective func & gradient, product-rule multiplication)?

e.g., what if we allowed negative reals?  
Then minimum might not exist!

- $(K, \otimes) = (\text{nonnegative reals, addition})$ 
  - $\lambda(q)$  = minimum weight of any path from  $q$
  - Find it by Dijkstra's algorithm
- In both cases:
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End of background material.  
Now we can sketch the new results!

Want to minimize DFAs in any  $(K, \otimes)$

## Generalizing the Strategy

- Given  $(K, \otimes)$
- Just need a definition of  $\lambda$  ... then use general alg.
- $\lambda$  should extract an appropriate "left factor" from state  $q$ 's suffix function  $F_q: \Sigma^* \rightarrow K$

Remember,  $F_q$  is the function that the automaton would compute if state  $q$  were the start state

- What properties must  $\lambda$  have to guarantee that we get the minimum equivalent machine?

## Generalizing the Strategy

- What properties must the  $\lambda$  function have?
- For all  $F: \Sigma^* \rightarrow K$ ,  $k \in K$ ,  $a \in \Sigma$ :
  - Shifting:**  $\lambda(k \otimes F) = k \otimes \lambda(F)$
  - Quotient:**  $\lambda(F)$  is a left factor of  $\lambda(a^{-1}F)$
  - Final-quotient:**  $\lambda(F)$  is a left factor of  $F(\epsilon)$
- Then pushing + merging is guaranteed to minimize the machine.

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Suffix functions can be written as  $xx \otimes F$  and  $yy \otimes F$ :



Shifting property says:  
When we remove the prefixes  $\lambda(xx \otimes F)$  and  $\lambda(yy \otimes F)$  we will remove  $xx$  and  $yy$  respectively

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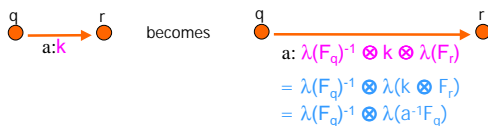


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Quotient property says that this quotient exists even if  $\lambda(F_q)$  doesn't have a multiplicative inverse.

## Generalizing the Strategy

- What properties must the  $\lambda$  function have?
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  - Quotient:**  $\lambda(F)$  is a left factor of  $\lambda(a^{-1}F)$
  - Final-quotient:**  $\lambda(F)$  is a left factor of  $F(\epsilon)$
- Guarantees we can find final-state stopping weights.  
If we didn't have this base case, we couldn't prove:  
 $\lambda(F)$  is a left factor of every output in  $\text{range}(F)$ .

Then pushing + merging is guaranteed to minimize.

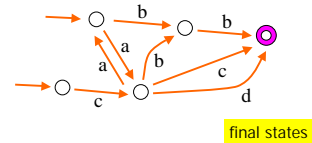
## A New Specific Algorithm

- Mohri's algorithms instantiate this strategy.
- They use particular definitions of  $\lambda$ .
  - $\lambda(q)$  = longest common string prefix of all paths from  $q$
  - $\lambda(q)$  = minimum numeric weight of all paths from  $q$
  - interpreted as infinite sums over path weights; ignore input symbols
  - dividing by  $\lambda$  makes suffix func canonical: **path weights sum to 1**

- Now for a new definition of  $\lambda$  !
  - $\lambda(q)$  = **weight of the shortest path from  $q$ , breaking ties lexicographically by input string**
  - choose just **one** path, based **only** on its input symbols; computation is simple, well-defined, independent of  $(K, \otimes)$
  - dividing by  $\lambda$  makes suffix func canonical: **shortest path has weight 1**

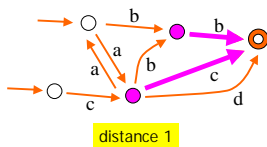
## A New Specific Algorithm

- New definition of  $\lambda$  :
  - $\lambda(q)$  = **weight of the shortest path from  $q$ , breaking ties lexicographically by input string**
- Computation is simple, well-defined, independent of  $(K, \otimes)$
- Breadth-first search back from final states:**



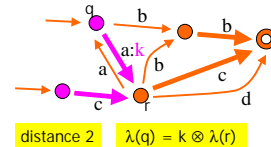
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## A New Specific Algorithm

- New definition of  $\lambda$  :
  - $\lambda(q)$  = **weight of the shortest path from  $q$ , breaking ties alphabetically on input symbols**
- Computation is simple, well-defined, independent of  $(K, \otimes)$
- Breadth-first search back from final states:**



Compute  $\lambda(q)$  in  $O(1)$  time as soon as we visit  $q$ . Whole alg. is linear.

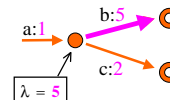
Faster than finding min-weight path à la Mohri.

## Requires Multiplicative Inverses

- Does this definition of  $\lambda$  have the necessary properties?
  - $\lambda(q)$  = **weight of the shortest path from  $q$ , breaking ties alphabetically on input symbols**
- If we regard  $\lambda$  as applying to suffix functions:
  - $\lambda(F) = F(\min \text{domain}(F))$  with appropriate defn of "min"
- Shifting:**  $\lambda(k \otimes F) = k \otimes \lambda(F)$ 
  - Trivially true
- Quotient:**  $\lambda(F)$  is a left factor of  $\lambda(a^{-1}F)$
- Final-quotient:**  $\lambda(F)$  is a left factor of  $F(\epsilon)$ 
  - These are true **provided that  $(K, \otimes)$  contains multiplicative inverses**.
  - i.e., okay if  $(K, \otimes)$  is a semigroup;  $(K, \otimes)$  is a division semiring.

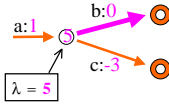
## Requires Multiplicative Inverses

- So  $(K, \otimes)$  must contain multiplicative inverses (under  $\otimes$ ).
- Consider  $(K, \otimes) = (\text{nonnegative reals, addition})$ :



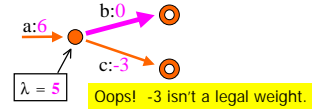
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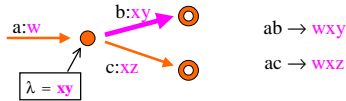
- So  $(K, \otimes)$  must contain multiplicative inverses (under  $\otimes$ ).
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Need to say  $(K, \otimes) = (\text{reals, addition})$ .  
 Then subtraction always gives an answer.  
 Unlike Mohri, we might get negative weights in the output DFA ...  
 But unlike Mohri, we can handle negative weights in the input DFA  
 (including negative weight cycles!).

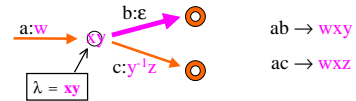
## Requires Multiplicative Inverses

- How about transducers?
- $(K, \otimes) = (\text{strings, concatenation})$
- Must add multiplicative inverses, via inverse letters.



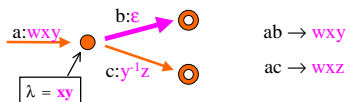
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## Requires Multiplicative Inverses

- How about transducers?
- $(K, \otimes) = (\text{strings, concatenation})$
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- Can actually make this work, though  $\otimes$  no longer  $O(1)$ 
  - Still arguably simpler than Mohri
  - But this time we're a bit slower in worst case, not faster as before
- Can eliminate inverse letters *after* we minimize

## Real Benefit – Other Semirings!

- Other  $(K, \otimes)$  of current interest do have mult inverses ...
- So we now have an easy minimization algorithm for them.
- No algorithm existed before.

(real weights, multiplication)? **conditional random fields, rational kernels**  
 (Lafferty/McCallum/Pereira; Cortes/Haffner/Mohri)  
 (score vectors, addition)? **OT phonology** (Ellison)  
 (objective func & gradient, product-rule multiplication)? **training the parameters of a model**  
 (Eisner – expectation semirings)

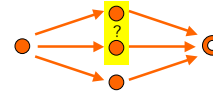
## Back to the General Strategy

- What properties must the  $\lambda$  function have?
- For all  $F: \Sigma^* \rightarrow K$ ,  $k \in K$ ,  $a \in \Sigma$ :
  - Shifting:**  $\lambda(k \otimes F) = k \otimes \lambda(F)$
  - Quotient:**  $\lambda(F)$  is a left factor of  $\lambda(a^{-1}F)$
  - Final-quotient:**  $\lambda(F)$  is a left factor of  $F(\epsilon)$
- New algorithm and Mohri's alg's are special cases

- What if we don't have mult. inverses?
- Does this strategy work in every  $(K, \otimes)$ ?
- Does an appropriate  $\lambda$  always exist?
- No! No strategy always works.
- Minimization isn't always well-defined!

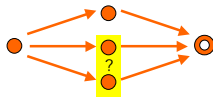
## Minimization Not Unique

- In previously studied cases, all minimum-state machines equivalent to a given DFA were essentially the same.
- But the paper gives several  $(K, \otimes)$  where this is not true!



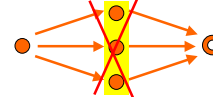
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- Mergeability may not be an equivalence relation on states.
- "Having a common residue" may not be an equivalence relation on suffix functions.
- Has to do with the uniqueness of prime factorization in  $(K, \otimes)$ .
  - (But had to generalize notion so didn't assume  $\otimes$  was commutative.)
  - Paper gives necessary and sufficient conditions ...

## Non-Unique Minimization Is Hard

- Minimum-state automaton isn't always unique.
- But can we find **one** that has min # of states?
- No: unfortunately NP-complete.
  - (reduction from Minimum Clique Partition)
- Can we get close to the minimum?
  - No: Min Clique Partition is inapproximable in polytime to within any constant factor (unless  $P=NP$ ).
  - So we can't even be sure of getting within a factor of 100 of the smallest possible.

## Summary of Results

- Some weight semirings are "bad":
  - Don't let us minimize uniquely, efficiently, or approximately [ even in (bit vectors, conjunction) ]
- Characterization of "good" weight semirings
- General minimization strategy for "good" semirings
  - Find a  $\lambda$  ... Mohri's algorithms are special cases
- Easy minimization algorithm for division semirings
  - For additive weights, simpler & faster than Mohri's
  - Can apply to transducers, with "inverse letters" trick
  - Applies in the other semirings of present interest
    - fancy machine learning; parameter training; optimality theory

FIN

- New definition of  $\lambda$  :

- $\lambda(q)$  = weight of the shortest path from  $q$ ,  
breaking ties alphabetically on input symbols

Ranking of accepting paths by input string:

$\epsilon < b < bb < aab < aba < abb$

"genealogical order on strings"

we pick the minimum string accepted from state  $q$