

Learning Finite Automata Using Label Queries



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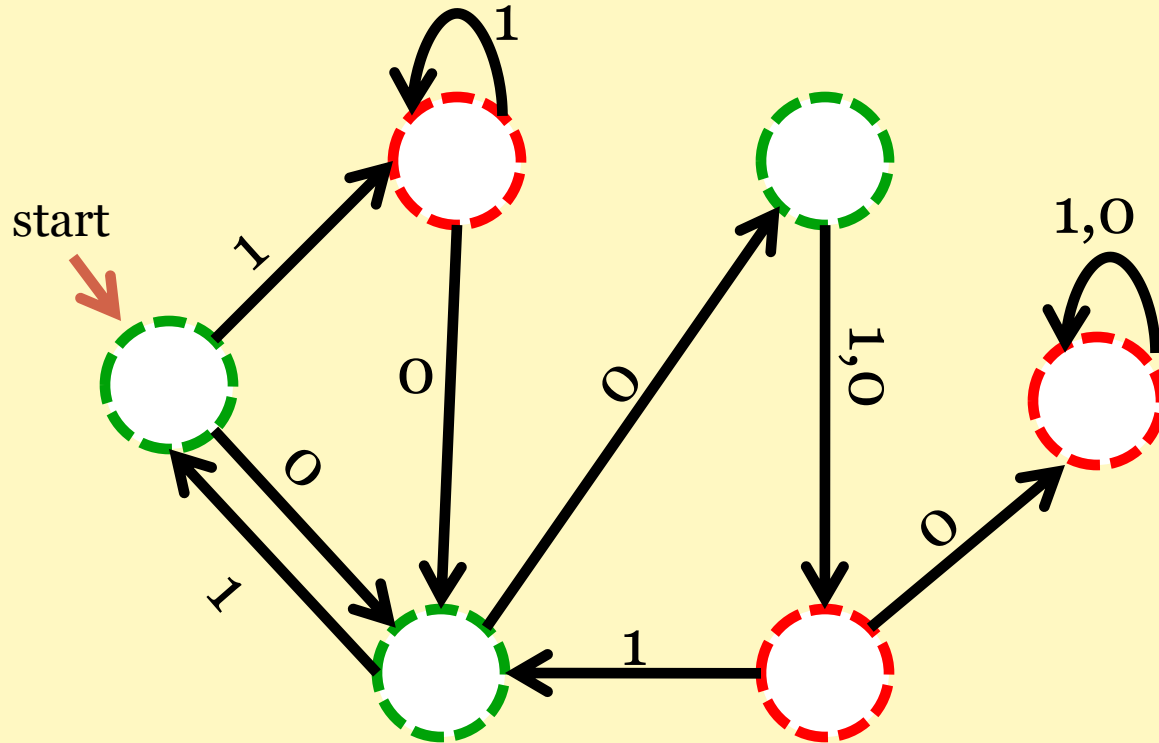
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ADRIAN HORIA DEDIU

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Membership Queries

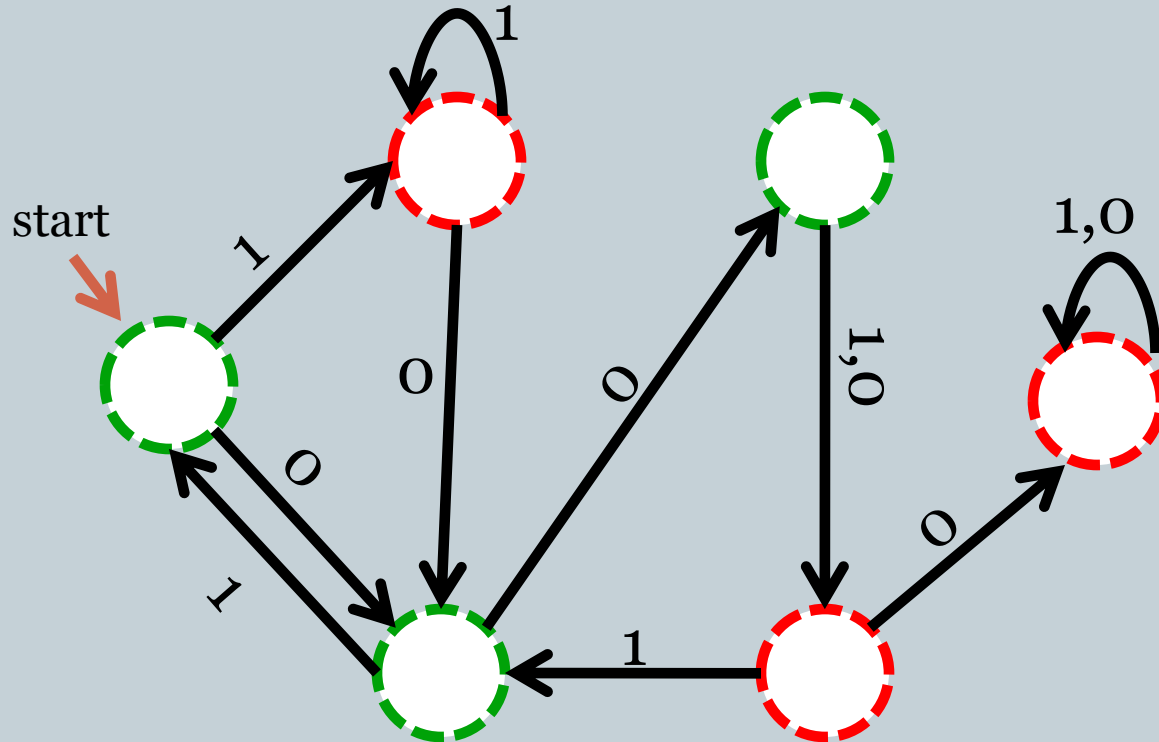
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hidden from learner

Membership Queries

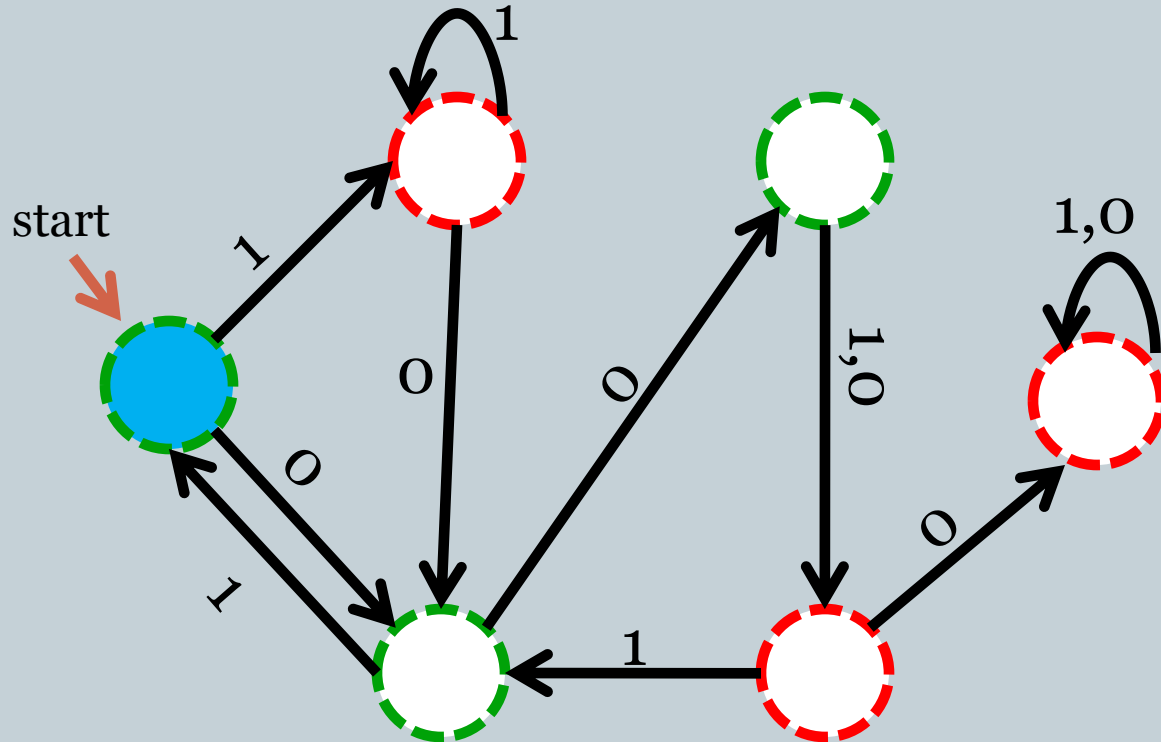
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$M("10011") = ?$

Membership Queries

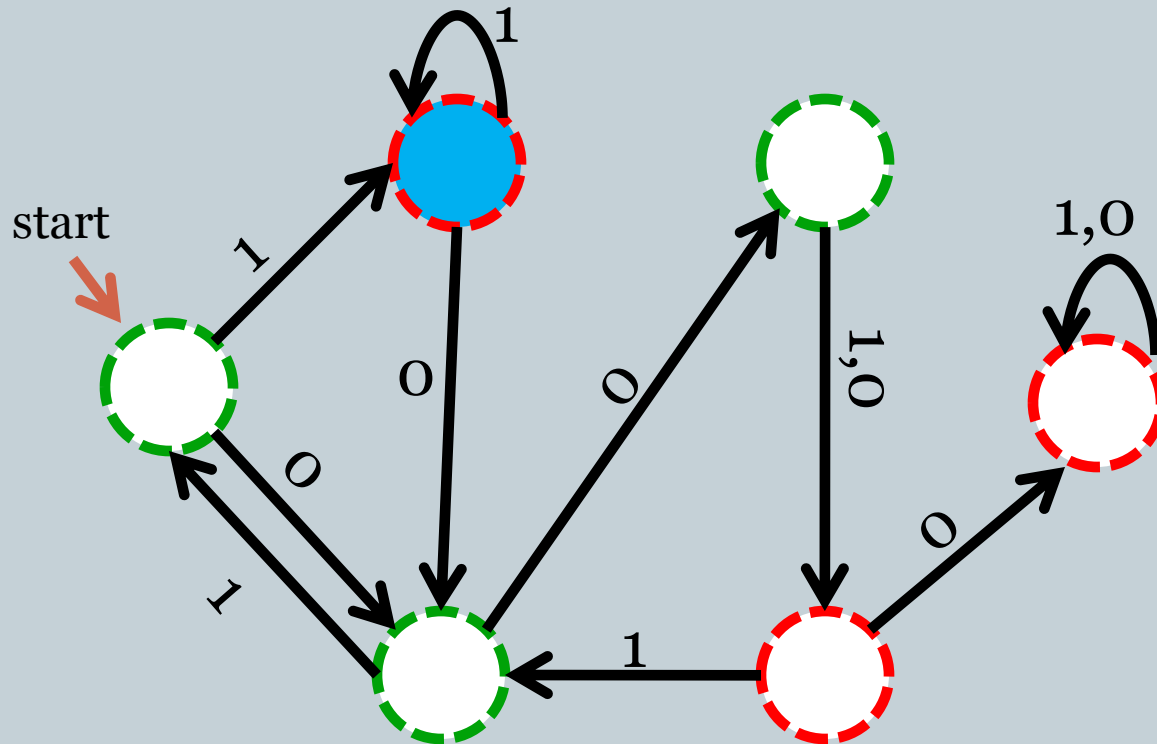
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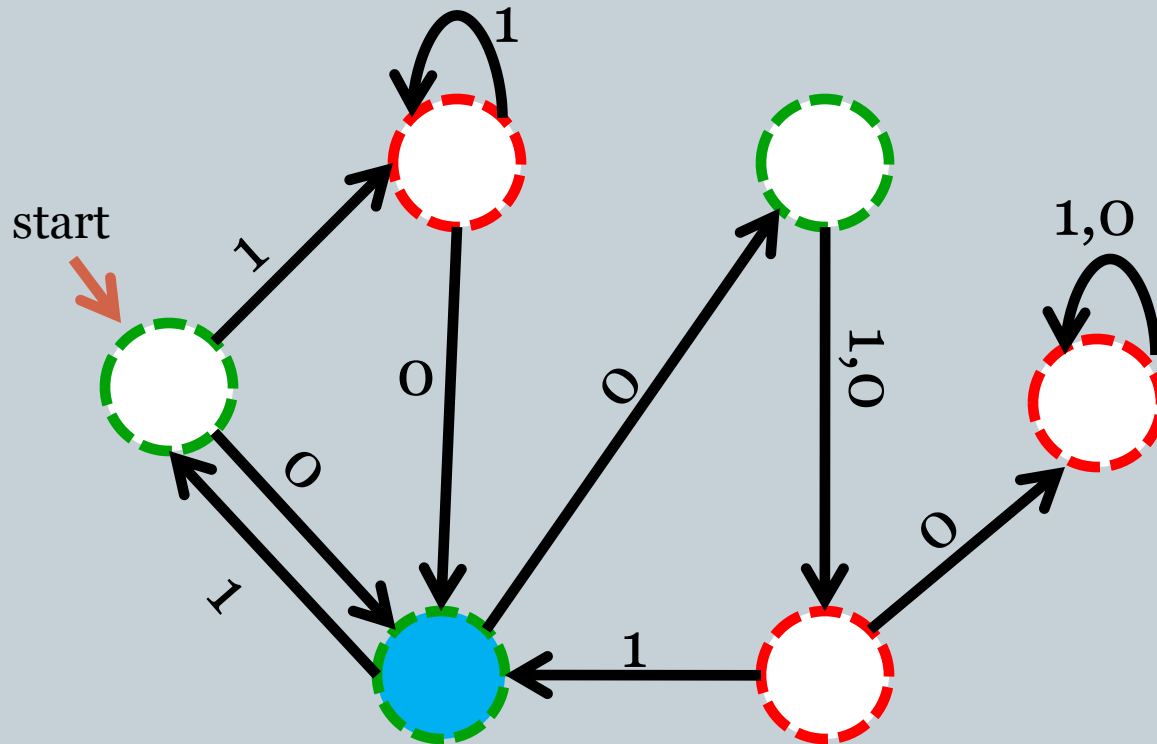
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$M(\text{"10011"}) = ?$

Membership Queries

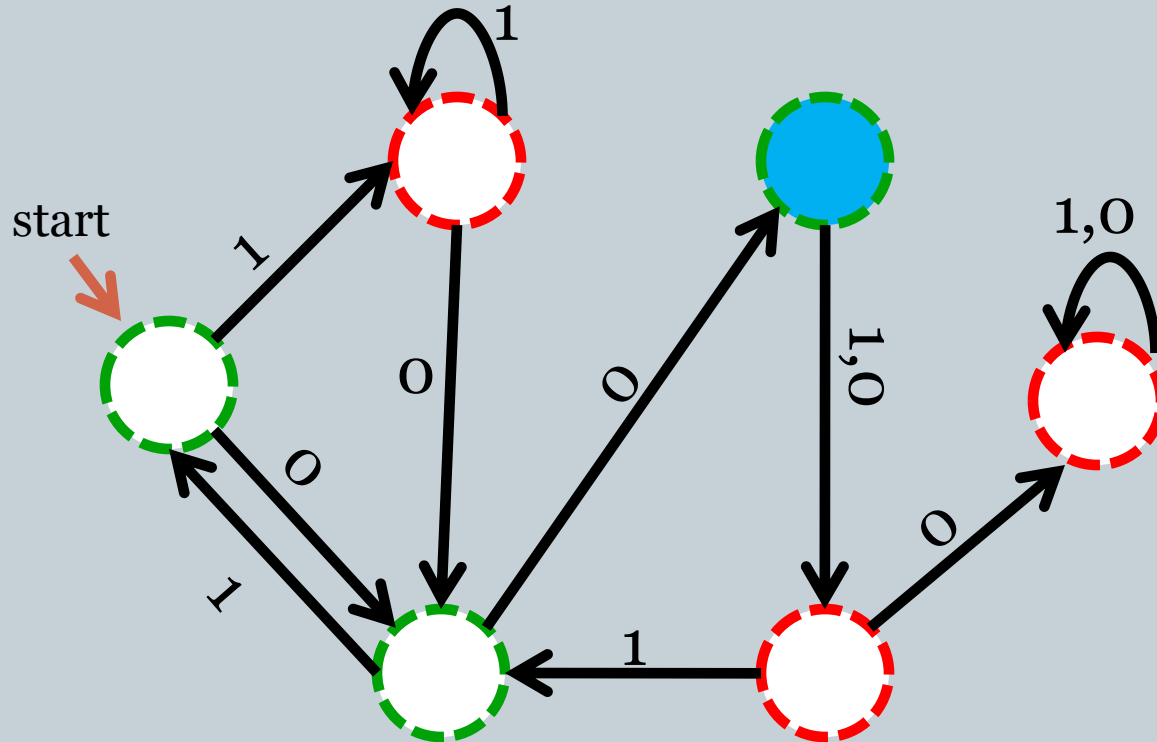
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$M("10011") = ?$

Membership Queries

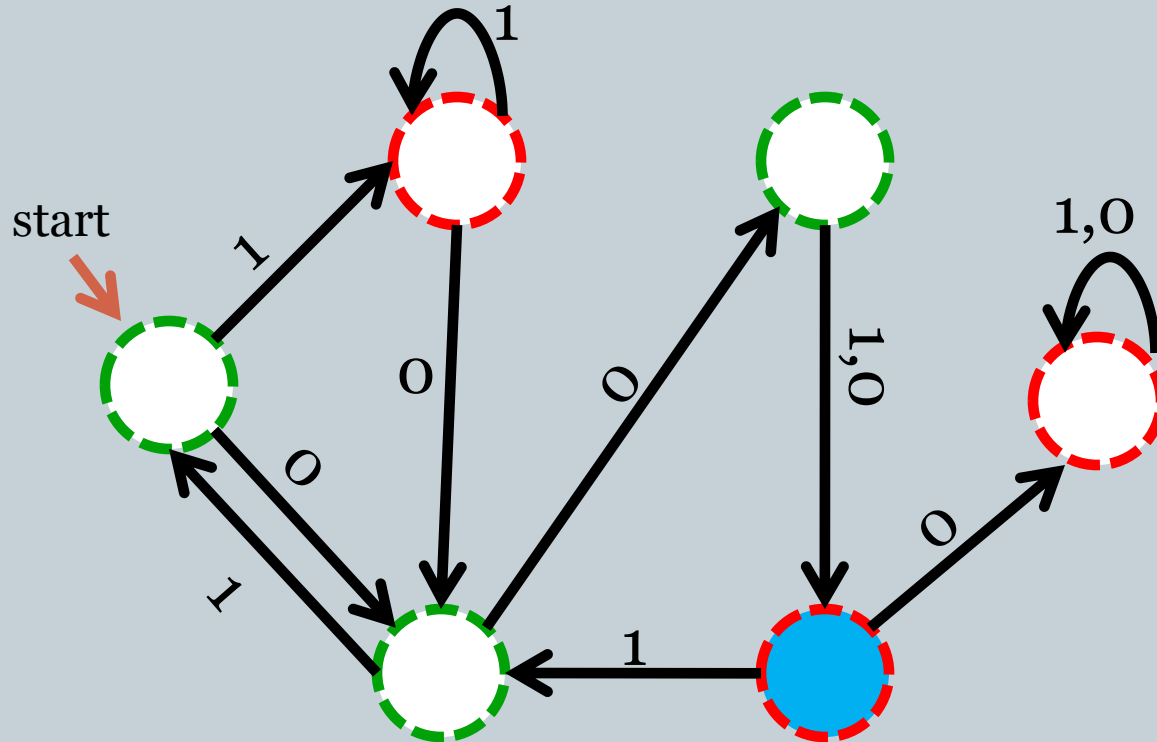
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$M("10011") = ?$

Membership Queries

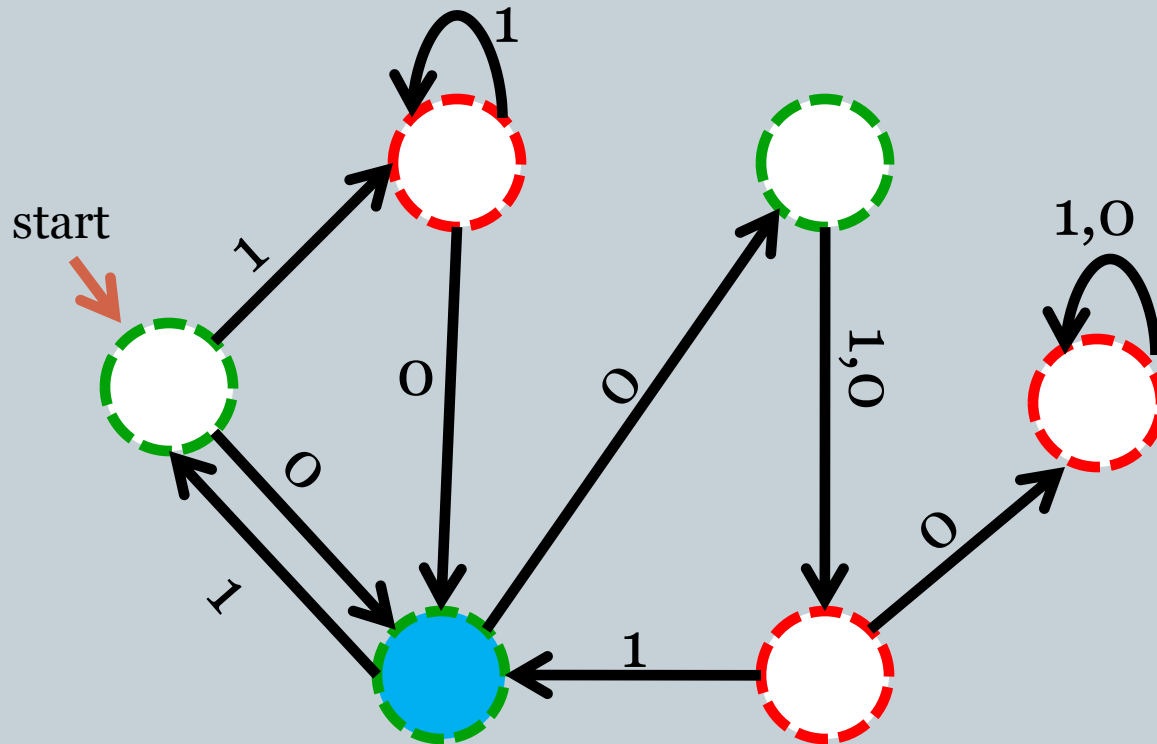
8



$M("10011") = ?$

Membership Queries

9



$M("10011") = \text{Accept}$

Major Past Work

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- [Angluin '87] gave an algorithm for learning DFAs (regular languages) with membership and equivalence queries.
 - impossible (in poly time) with membership queries alone
- [Freund et al. '97] showed how to predict the labels seen on a random walk on a DFA of arbitrary topology but randomly determined accept/reject behavior.
- [Becerra-Bonache et al. '06] introduced correction queries, which are a generalization of MQs.
 - correction queries give extra information when the learner lands on a reject state

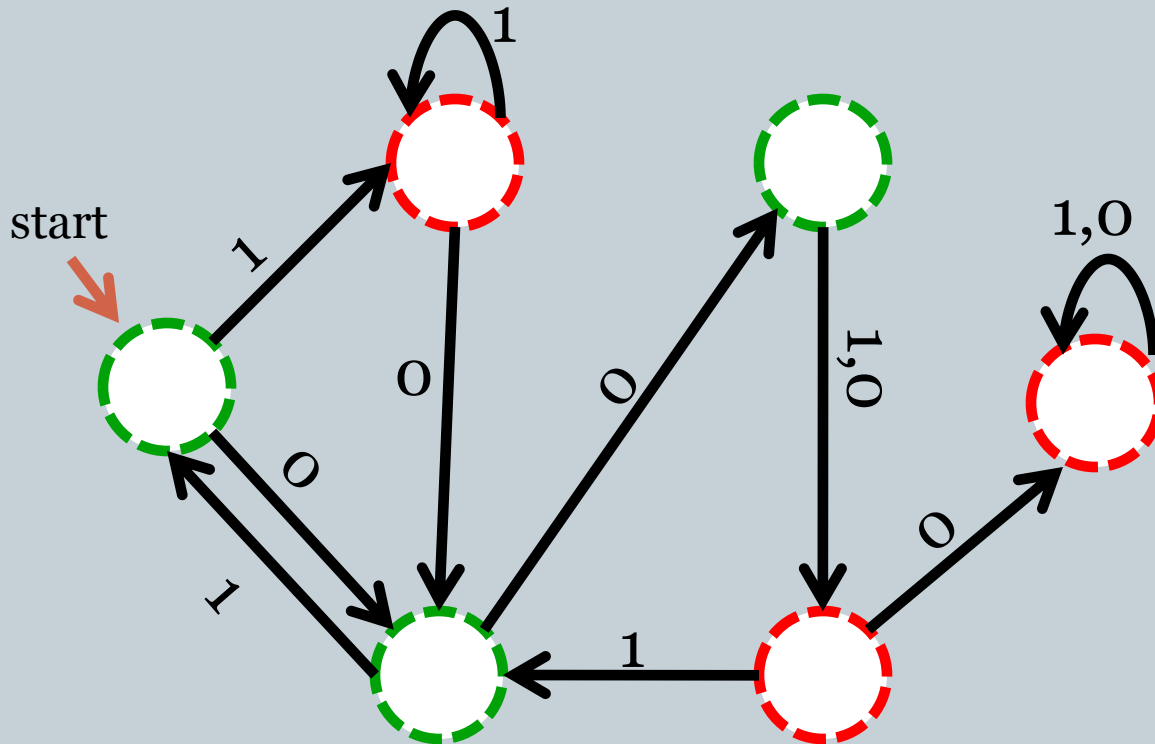
We Introduce Label Queries: the Model

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- Given a hidden DFA, M
 - teacher labels states of M using labels from L to make machine M^L
 - learner picks strings s , and asks **label queries** $M^L(s)$
 - learner must construct a machine H that is output equivalent to M
 - teacher and learner can agree on any strategy, including “coding tricks”
- Label queries generalize correction queries.
 - the teacher can choose what “extra information” is returned and is not limited to “corrections”
- We can analyze the case when the teacher does a random labeling
 - this is similar to the [Freund et al. '97] setting

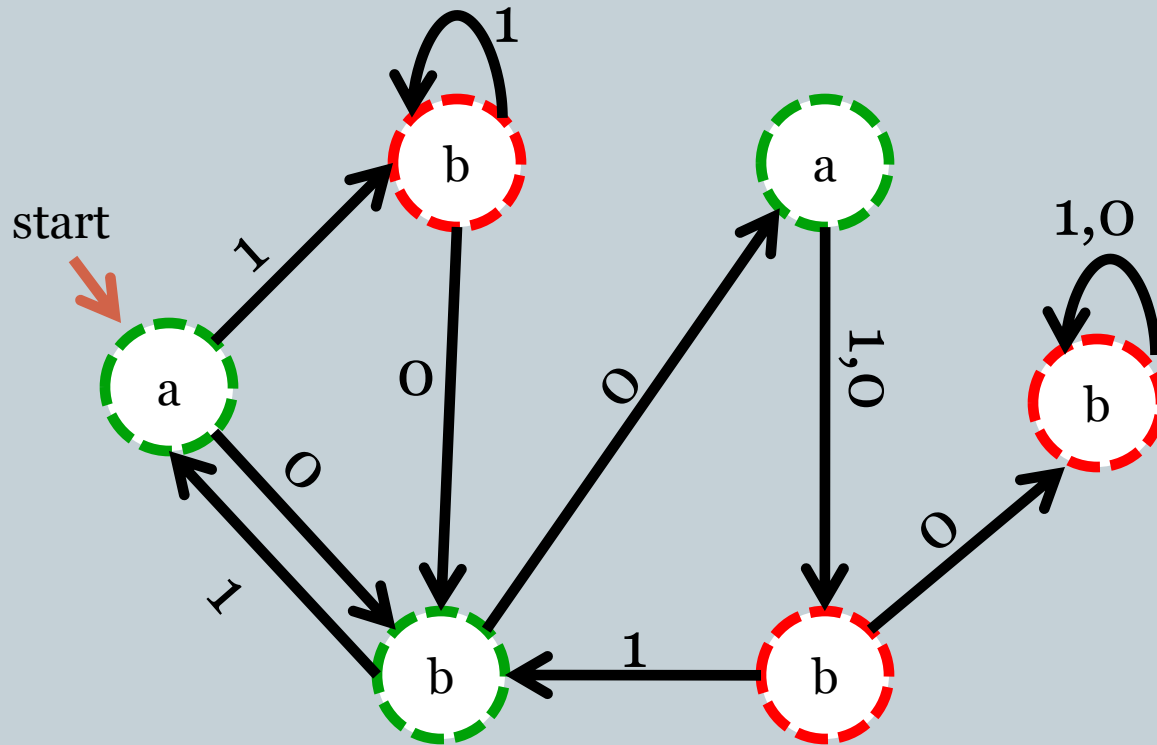
Learning FSA with Label Queries

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Learning FSA with Label Queries

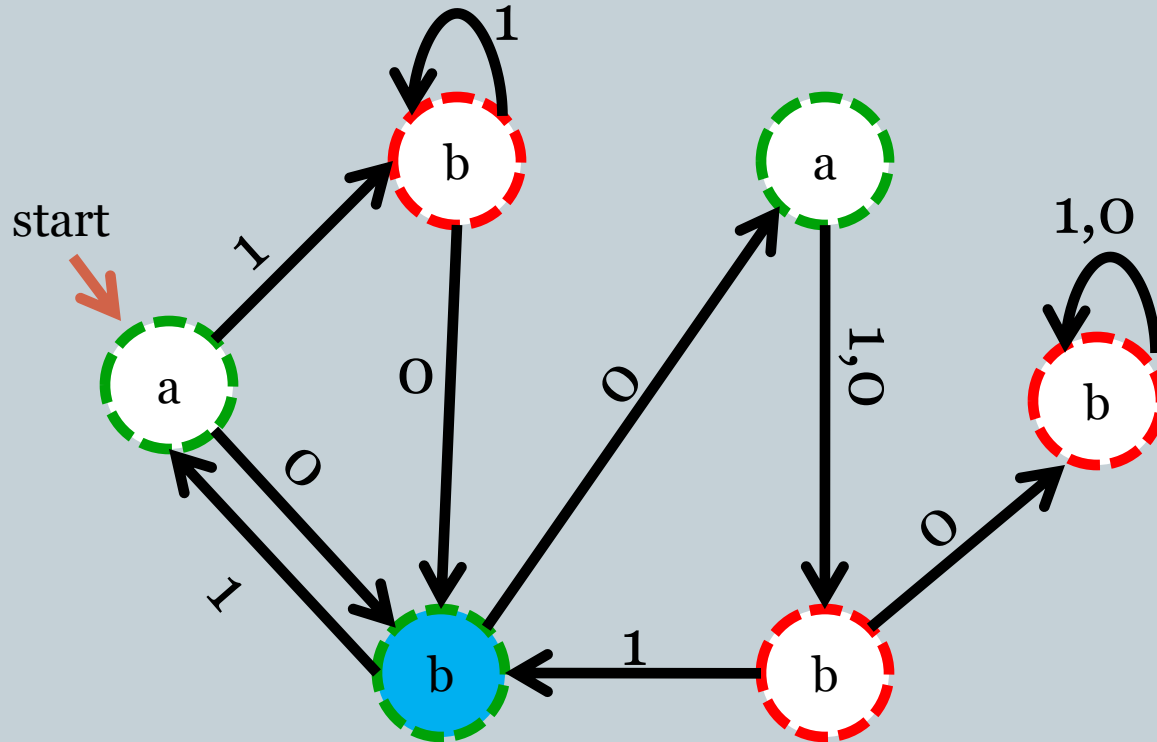
13



$L = \{a,b\}$

Learning FSA with Label Queries

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$M^L(\text{"10011"}) = (\text{Accept}, b)$

Results for Helpful Teacher

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For a machine on n states, with input alphabet X , and output alphabet Y , and labels from L placed helpfully

- A “helpful” teacher:
 - if teacher uses $|L|$ labels, learner must use $\Omega(|X| n \log n / (1 + \log |L|))$ queries
 - teacher can use n labels so that learner uses $|X| n$ queries
 - teacher can use $2^{|X|}$ labels s.t. learner uses $O(|X| n^2)$ queries
 - for c -concentrating automata with in-degree at most k , teacher can use $3k|X|+c$ labels s.t. learner uses $O(|X| n \log n)$ queries.

Results for Helpful Teacher

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 - ✦ information theoretic lower bound
 - teacher can use n labels so that learner uses $|X| n$ queries
 - ✦ trivial
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Use n Labels s.t. Learner Uses $|X|n$ Queries

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- teacher gives each state unique label.
- learner explores all $|X|$ transitions for each newly reached state.
- n states, and $|X|$ transitions to explore per state.
- Can't do better because of information theoretic lower bound.

Results for Helpful Teacher

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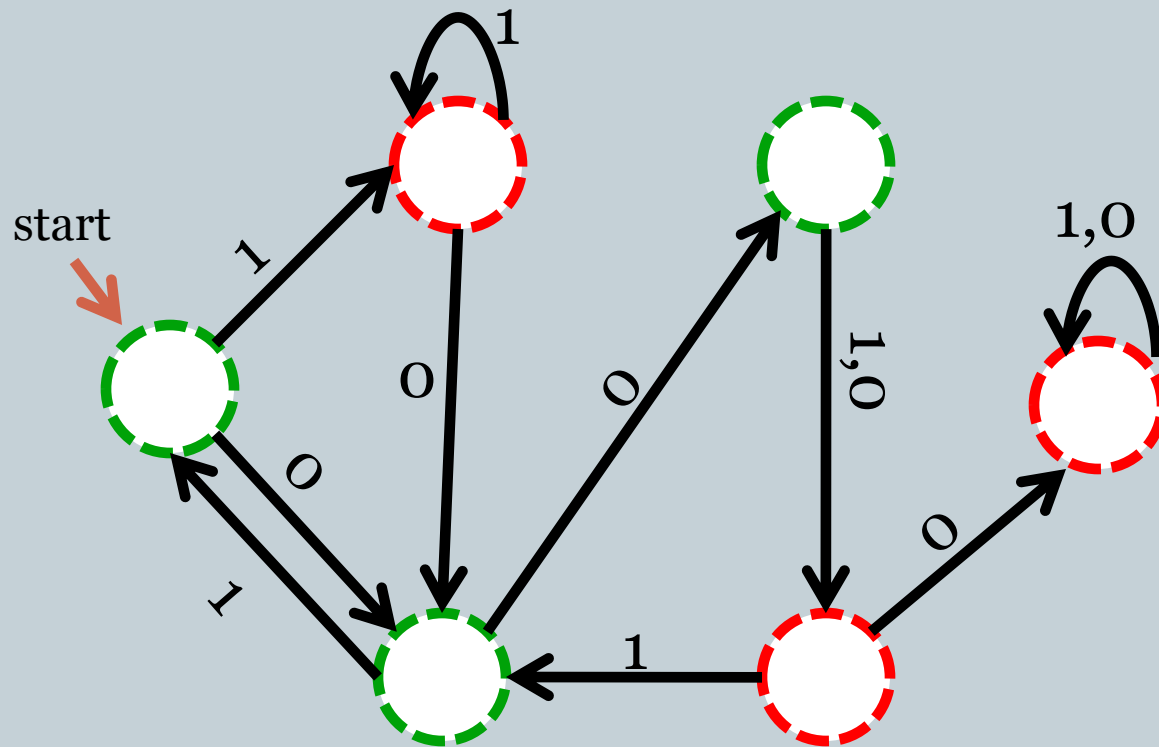
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Use $2^{|X|}$ Labels s.t. Learner Uses $O(|X| n^2)$ Queries

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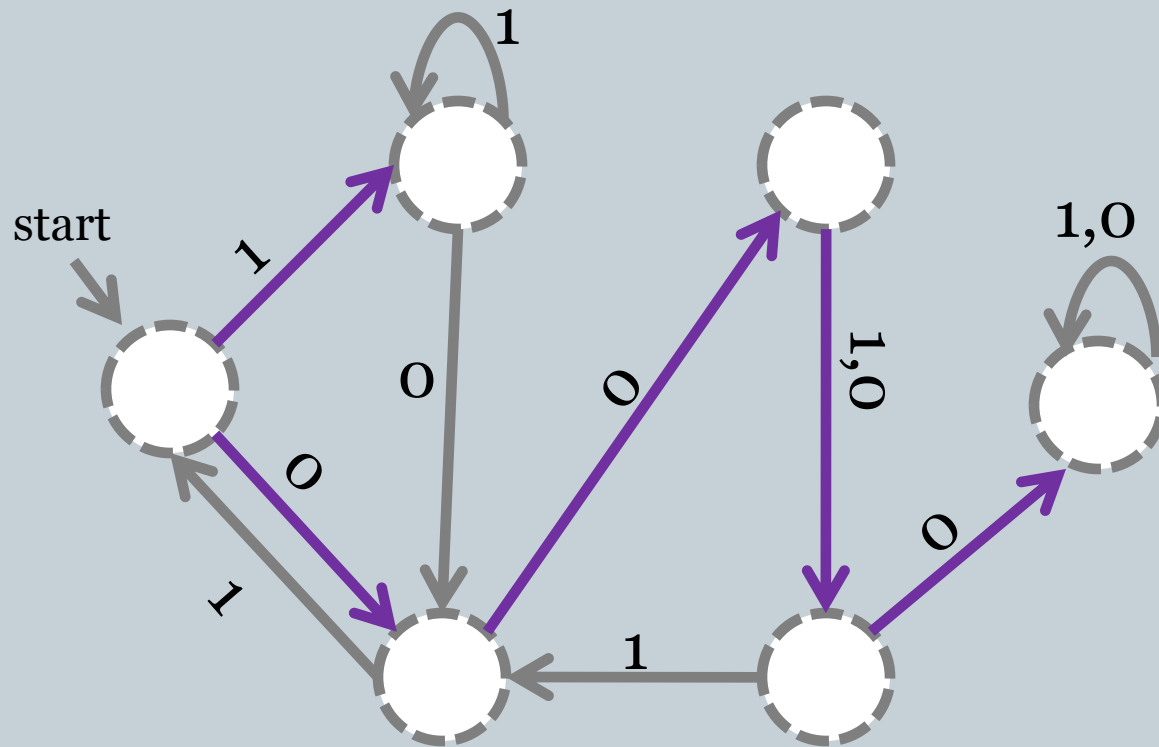
- For illustration, assume $|X| = 2$



Use $2^{|X|}$ Labels s.t. Learner Uses $O(|X| n^2)$ Queries

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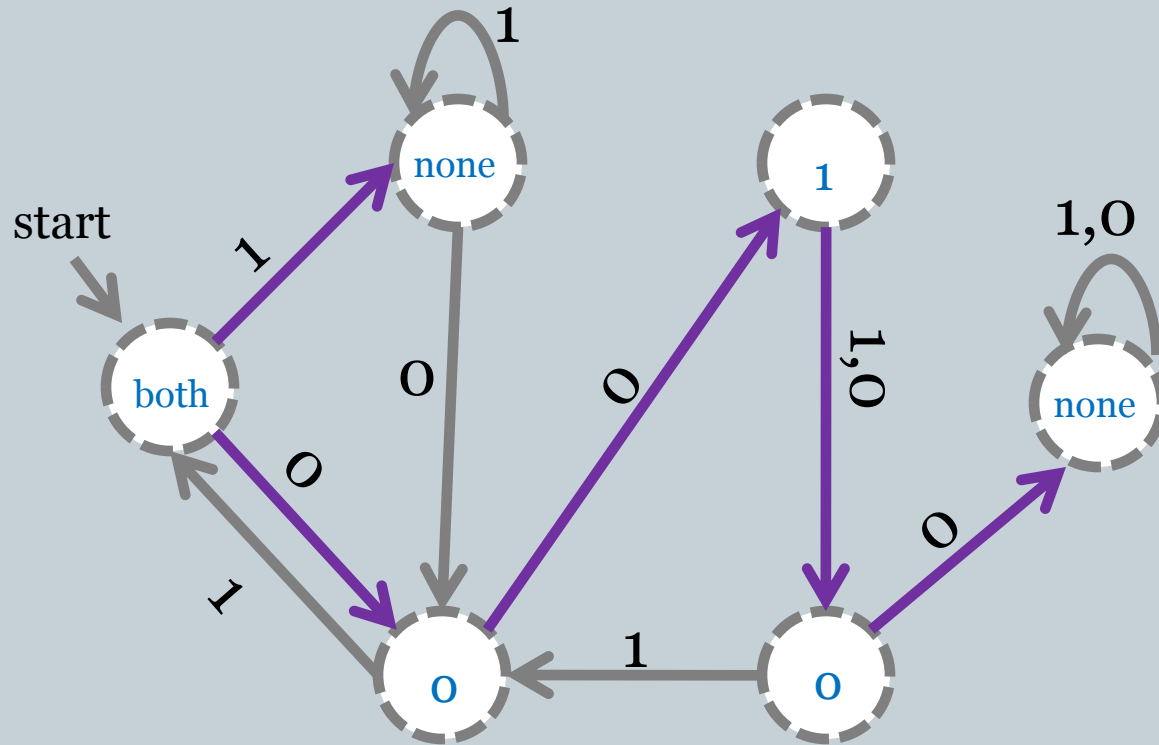
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Use $2^{|X|}$ Labels s.t. Learner Uses $O(|X| n^2)$ Queries

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- For illustration, assume $|X| = 2$
 - uses $L = \{\text{none}, 0, 1, \text{both}\}$, so $|L| = 2^2 = 4$



Use $2^{|X|}$ Labels s.t. Learner Uses $O(|X| n^2)$ Queries

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- A **live complete sample** for a language L is a set of strings P , that for every state q (other than the dead state) of the minimal acceptor for L , contains a string that leads from the start state to q .
- Given the spanning tree labeling by the teacher, the learner can construct a live complete sample of size n .
- [Angluin '81] showed that given a live complete sample P , a learner can find the regular language using $O(|X||P|n) = O(|X|n^2)$.

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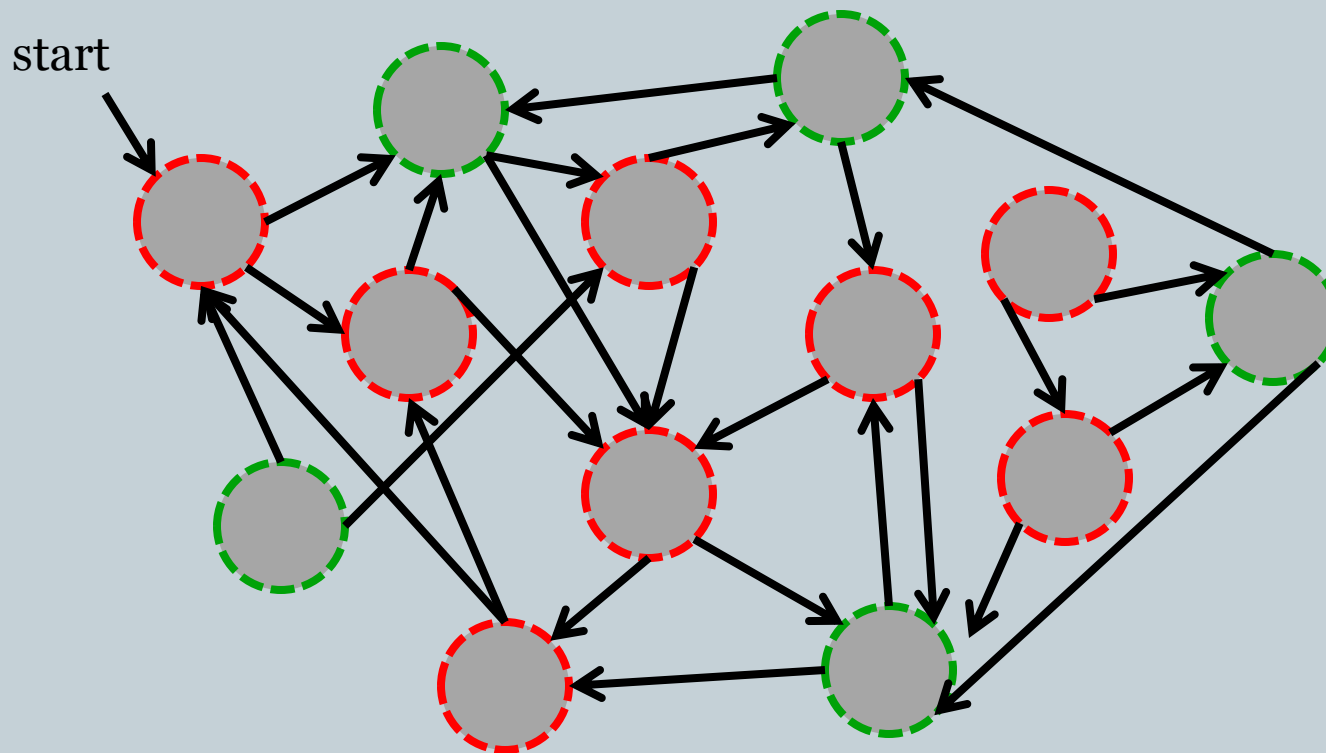
Result for c -concentrating Automata

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- An automaton M is c -concentrating if there is some set Q of at most c states of M such that every state of M can reach at least one state in Q .
 - Every strongly connected automaton is 1-concentrating.
- For c -concentrating automata with in-degree at most k , the teacher can use $3k|X|+c$ labels s.t. learner uses $O(|X| n \log n)$ queries.
- We will give the idea for the proof for 1-concentrating automata, with $|X| = 2$.

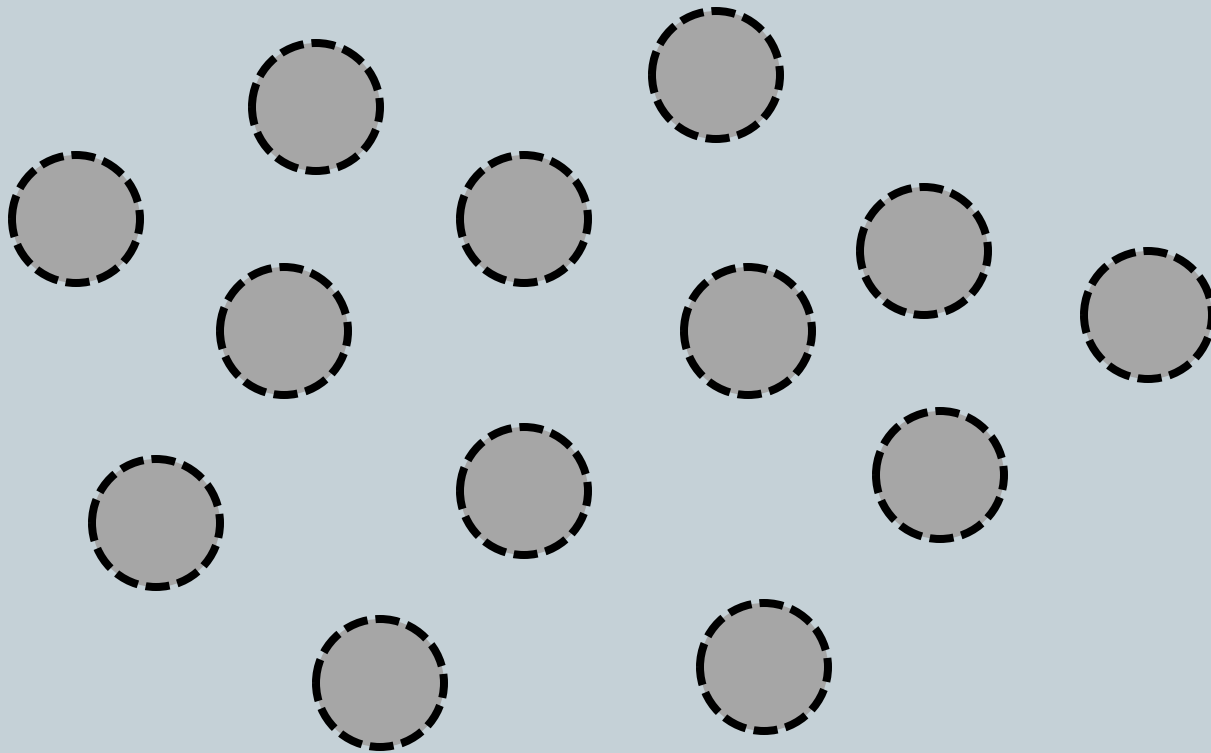
Result for c-concentrating Automata

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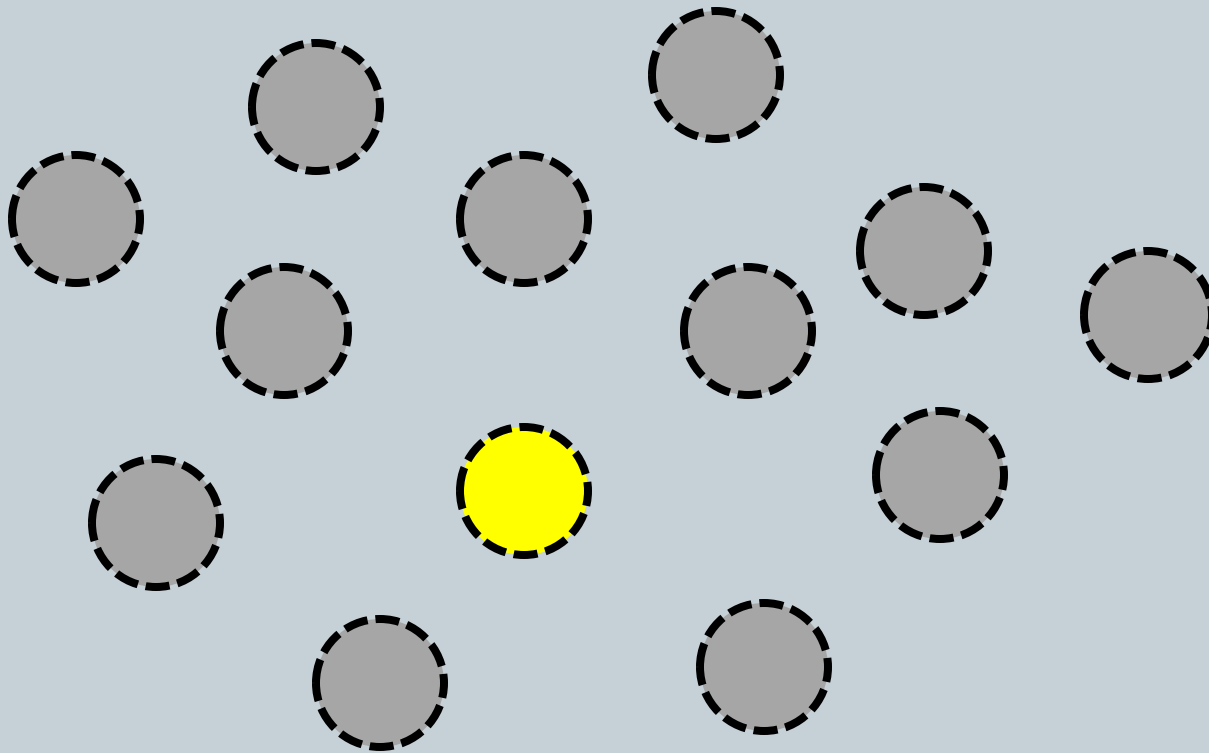
Result for c -concentrating Automata

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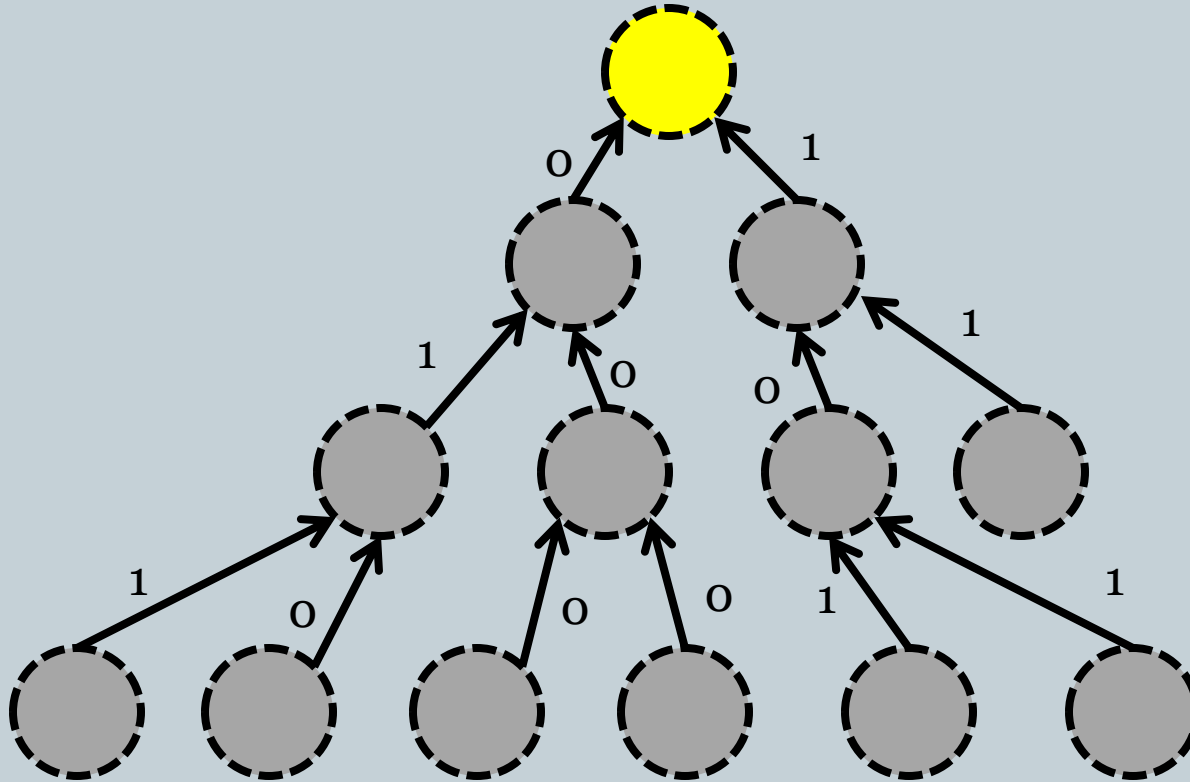
Result for c -concentrating Automata

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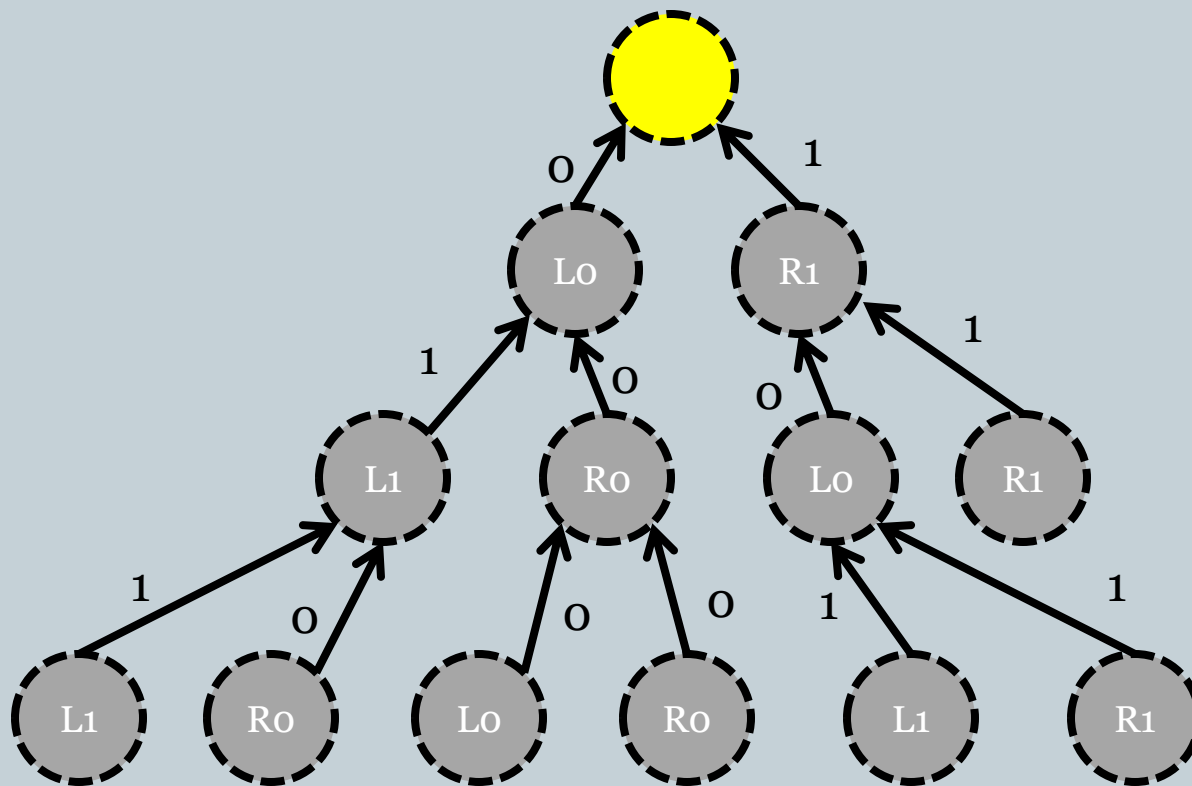
Result for c-concentrating Automata

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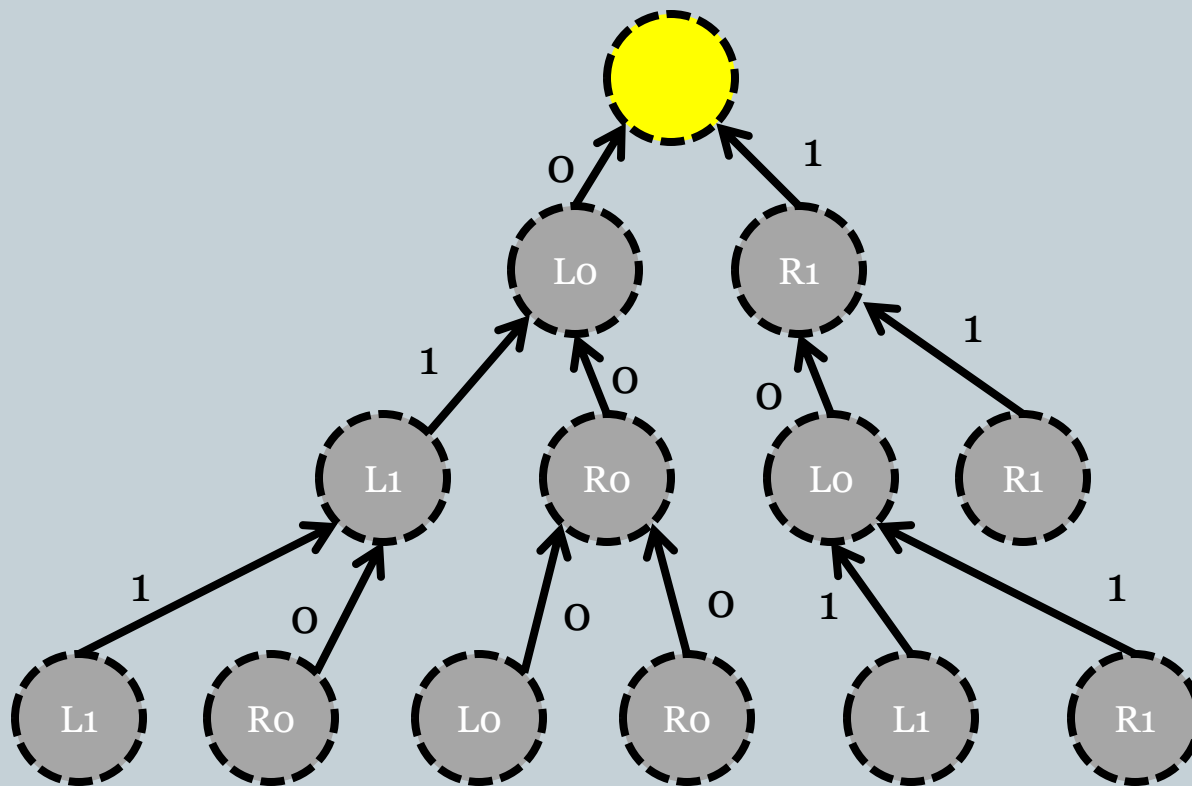
Result for c-concentrating Automata

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Result for c-concentrating Automata

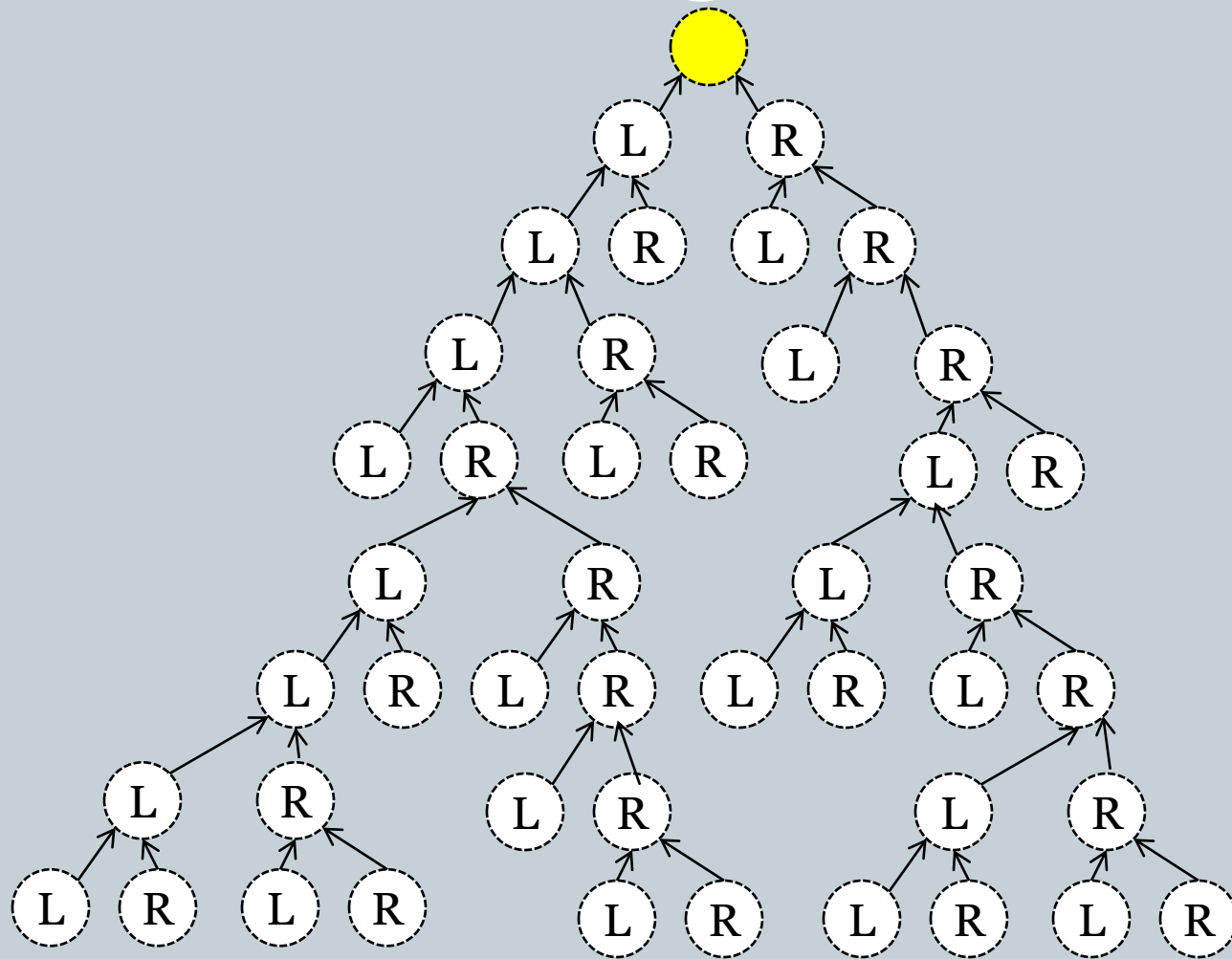
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works, but takes too many queries

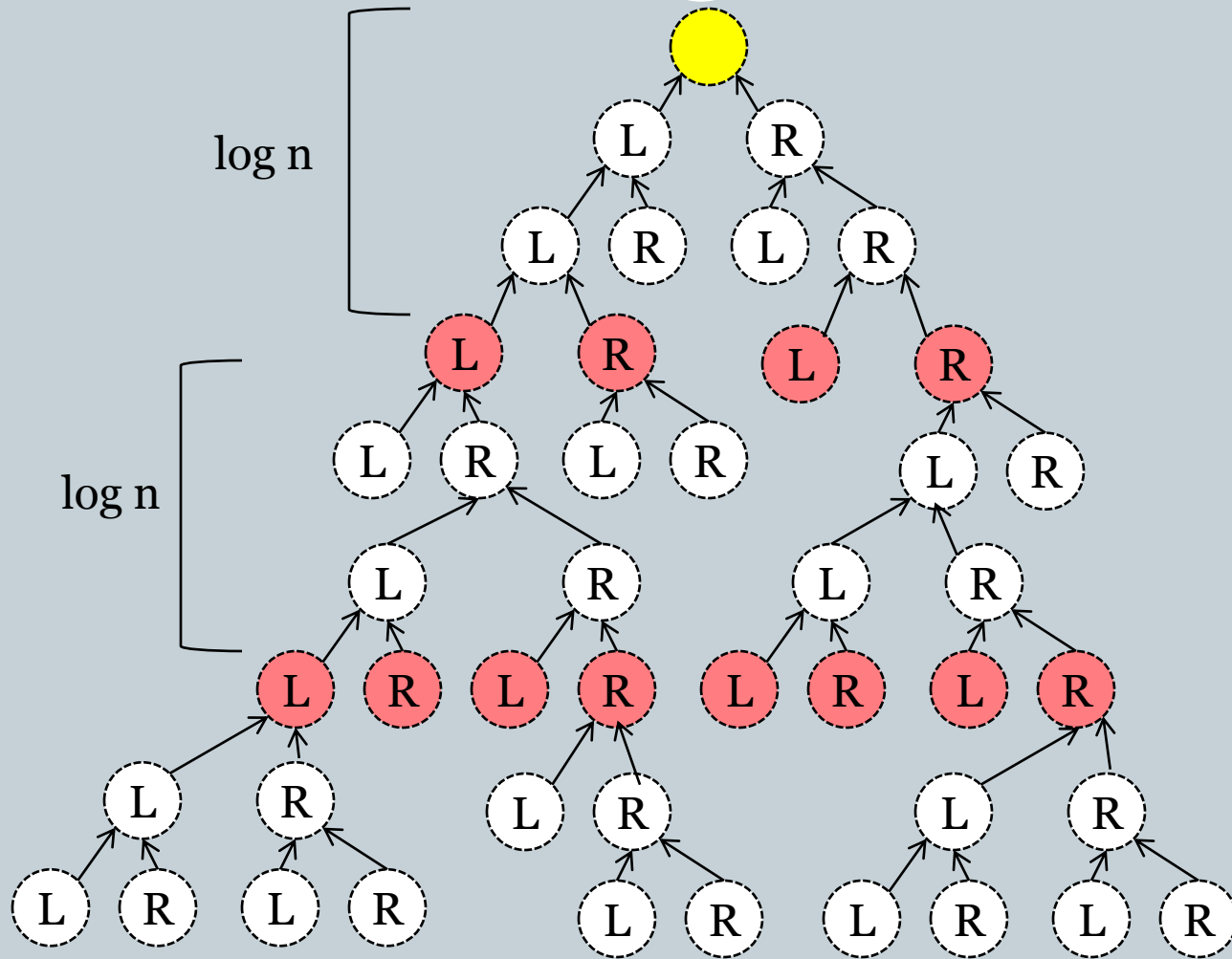
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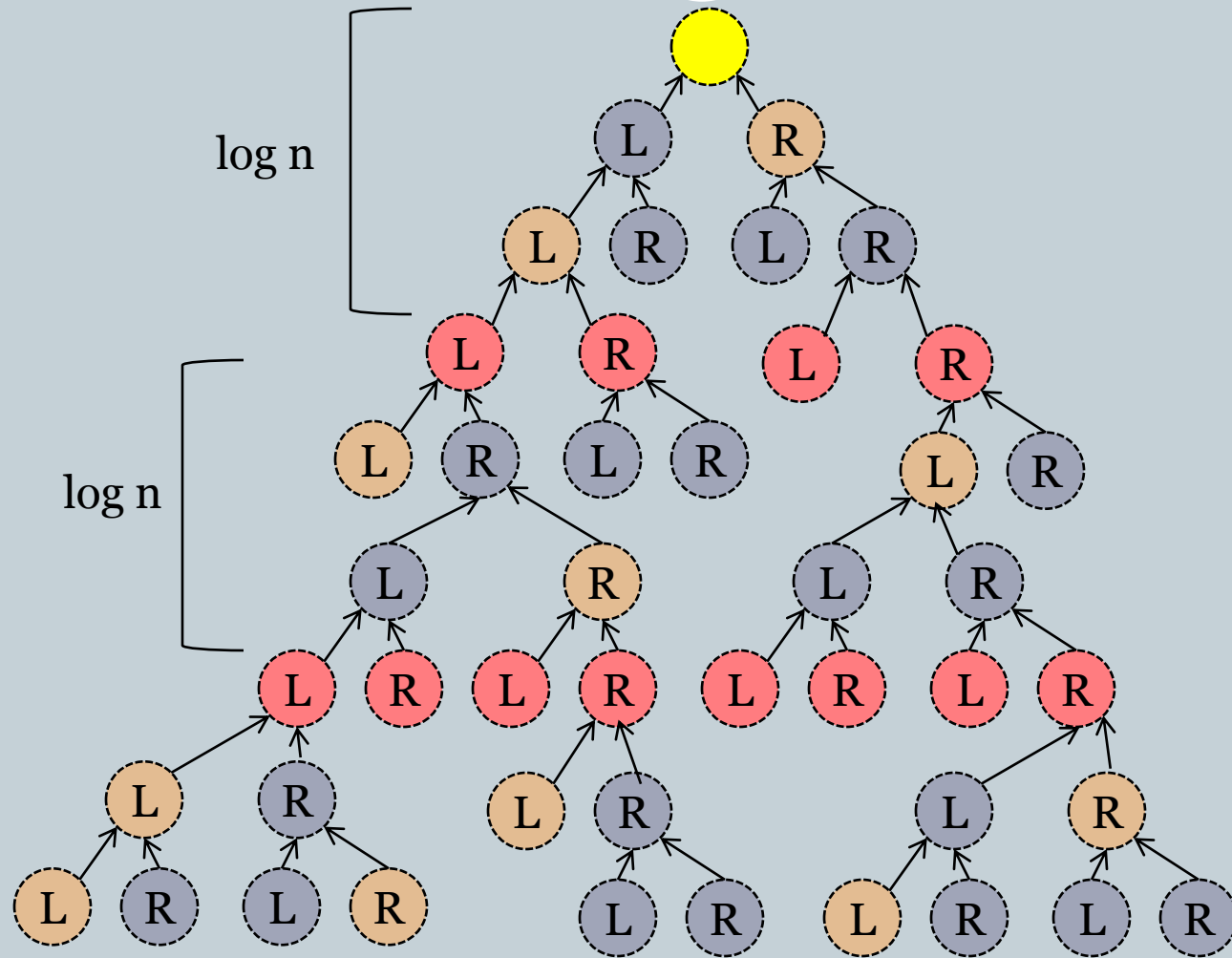
Result for c-concentrating Automata

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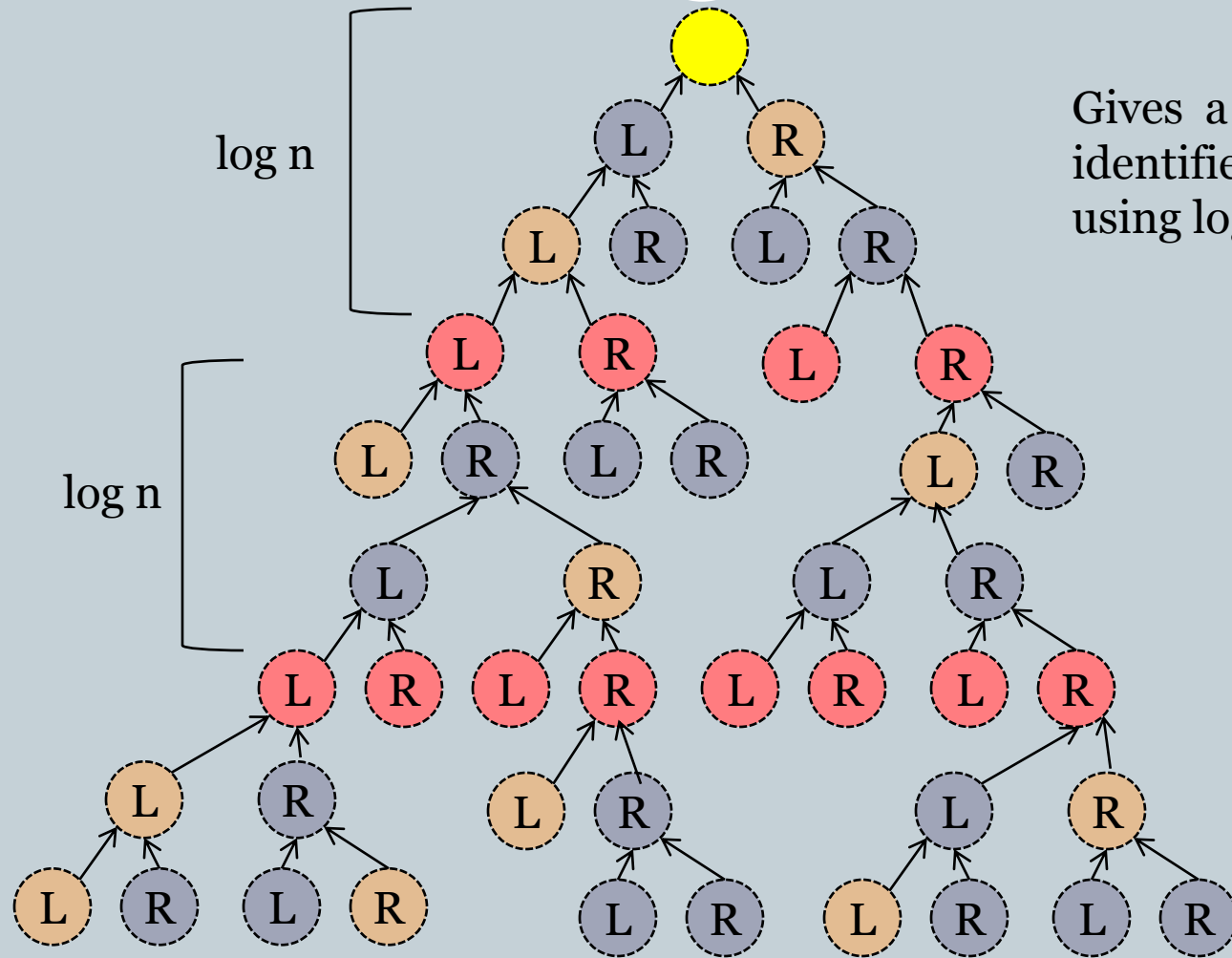
Result for c-concentrating Automata

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Result for c-concentrating Automata

35



Gives a unique identifier for each node using $\log n$ queries.

Result for c -concentrating Automata

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- Remember, we have the result that if each state has a unique label, can do learning in $|X| n$ queries.
- We saw it takes $O(\log n)$ queries to get unique labels.
- Gives an $O(|X| n \log n)$ algorithm.

Results For Random Teachers

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For a machine on n states, with input alphabet X , and output alphabet Y

- A random teacher:
 - For any s , a teacher can use $|L| = |X|^s$ labels so that the learner uses $O(|X|n^{1+4/s}/\delta^{2/s})$ labels and succeeds w.p. $\geq 1 - \delta$
 - ✦ so we can use $O(|X|^{4/\epsilon})$ labels to need only $|X|n^{1+\epsilon}$ queries
- A random automaton:
 - can be learned using $O(n \log n)$ label queries. Known from [Korshunov '67] but we give a different proof.
- Various results on unfolding and labeling:
 - one automaton can be transformed into an equivalent automaton before labels are placed. We call this “unfolding”.

Results For Random Teachers

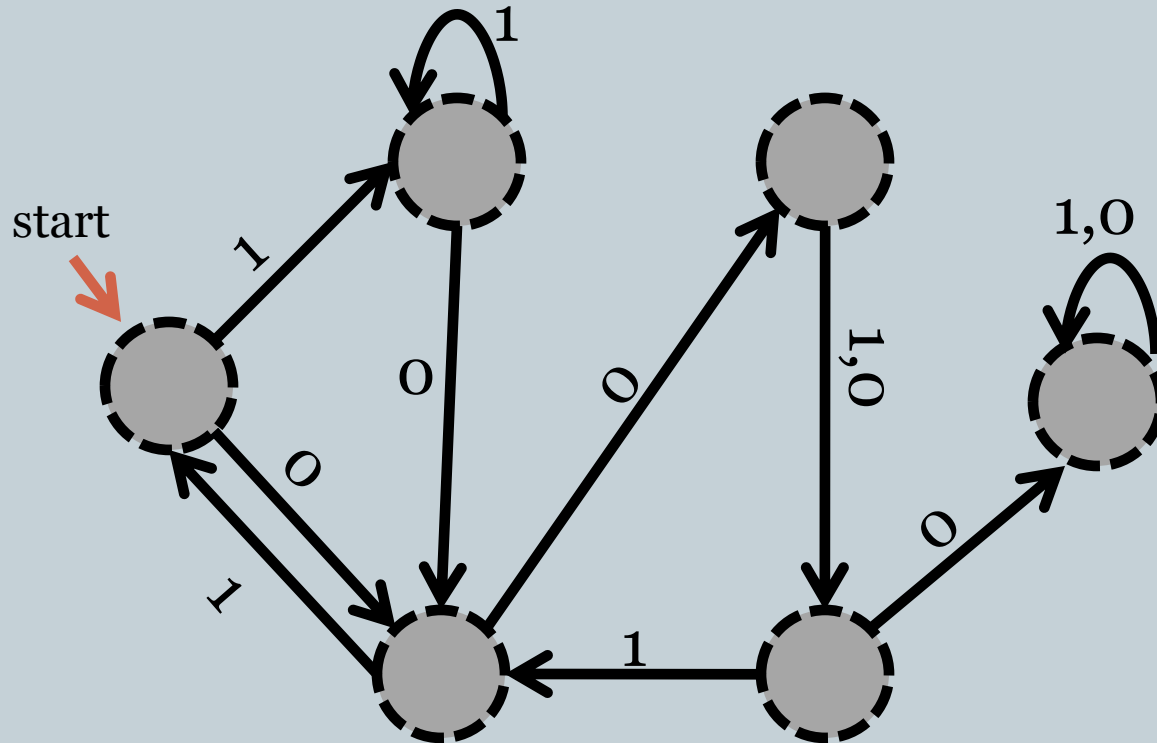
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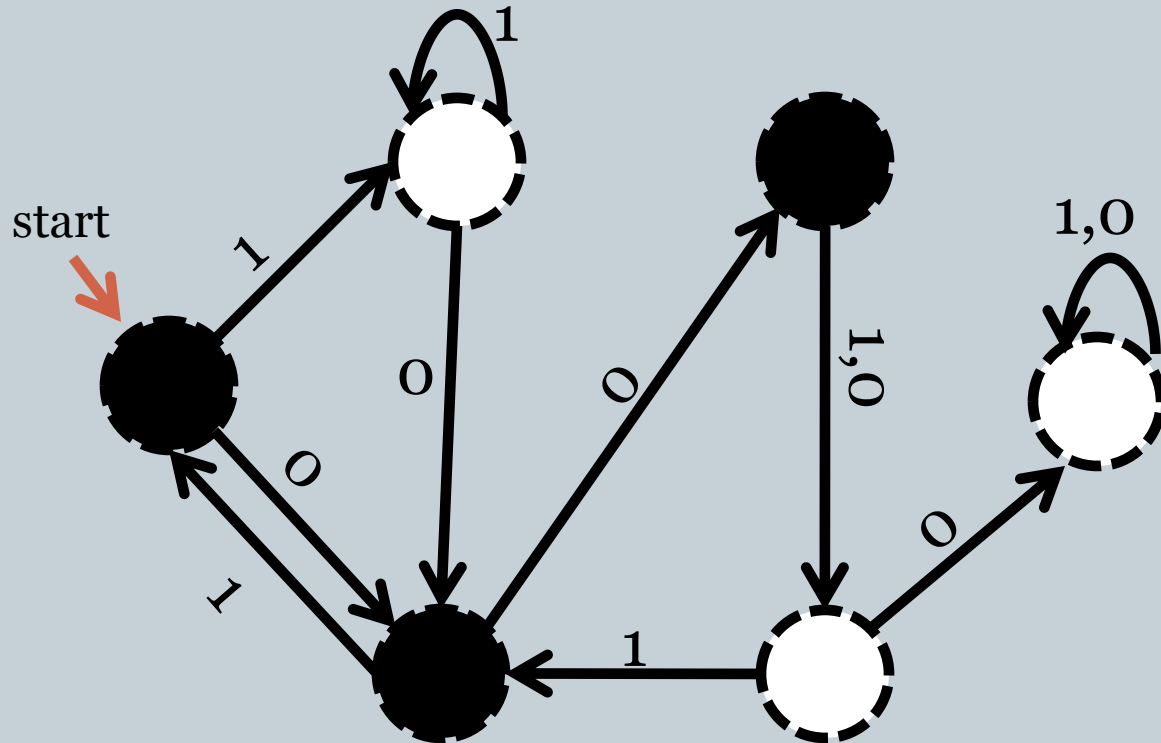
Using Results from [Freund et al. '97]

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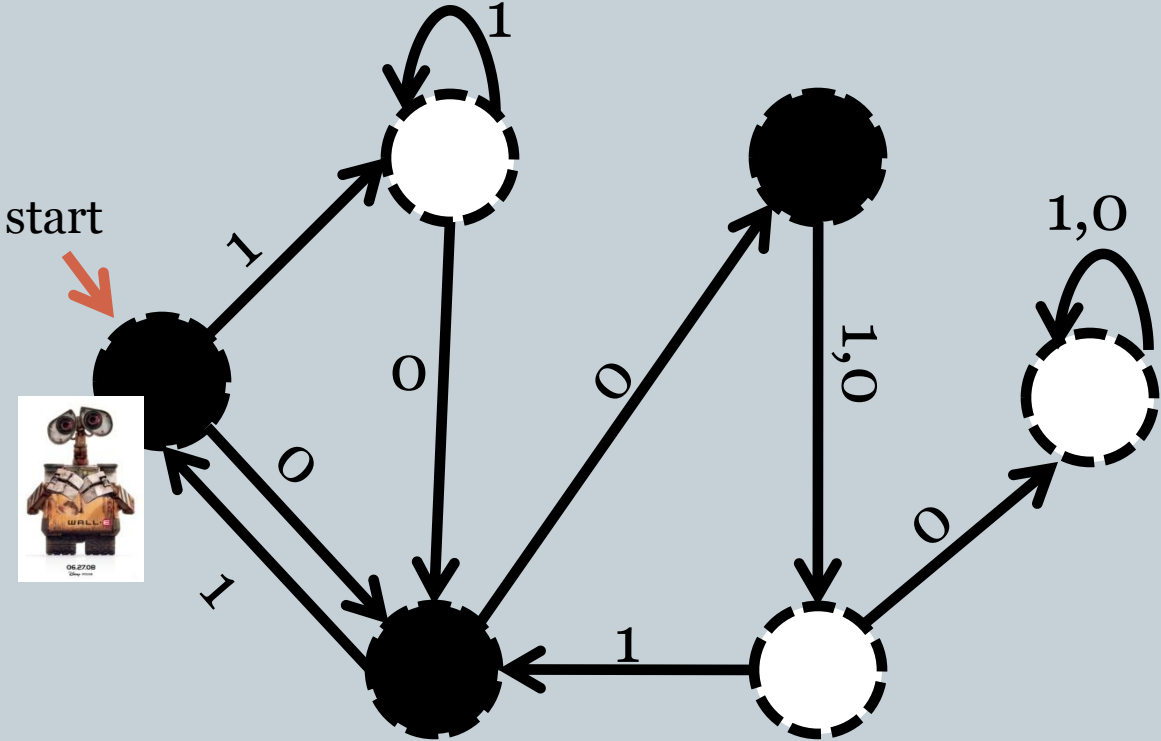


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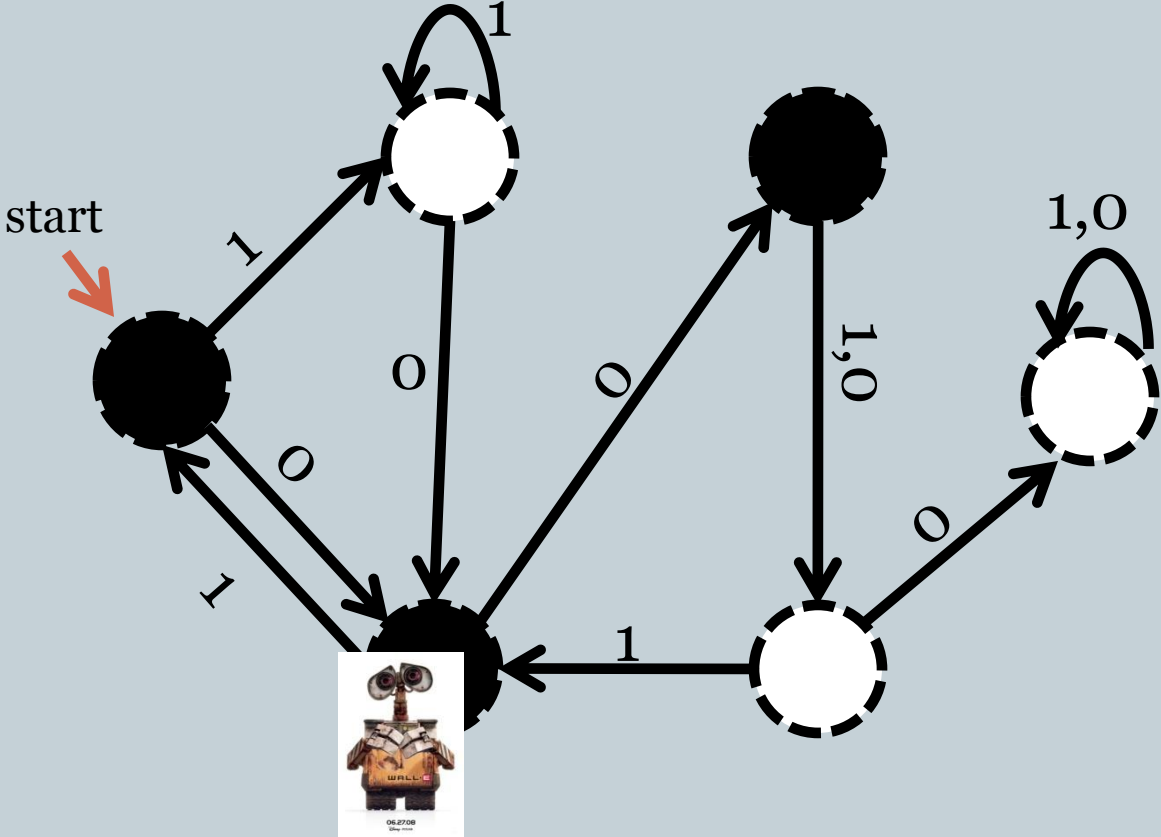
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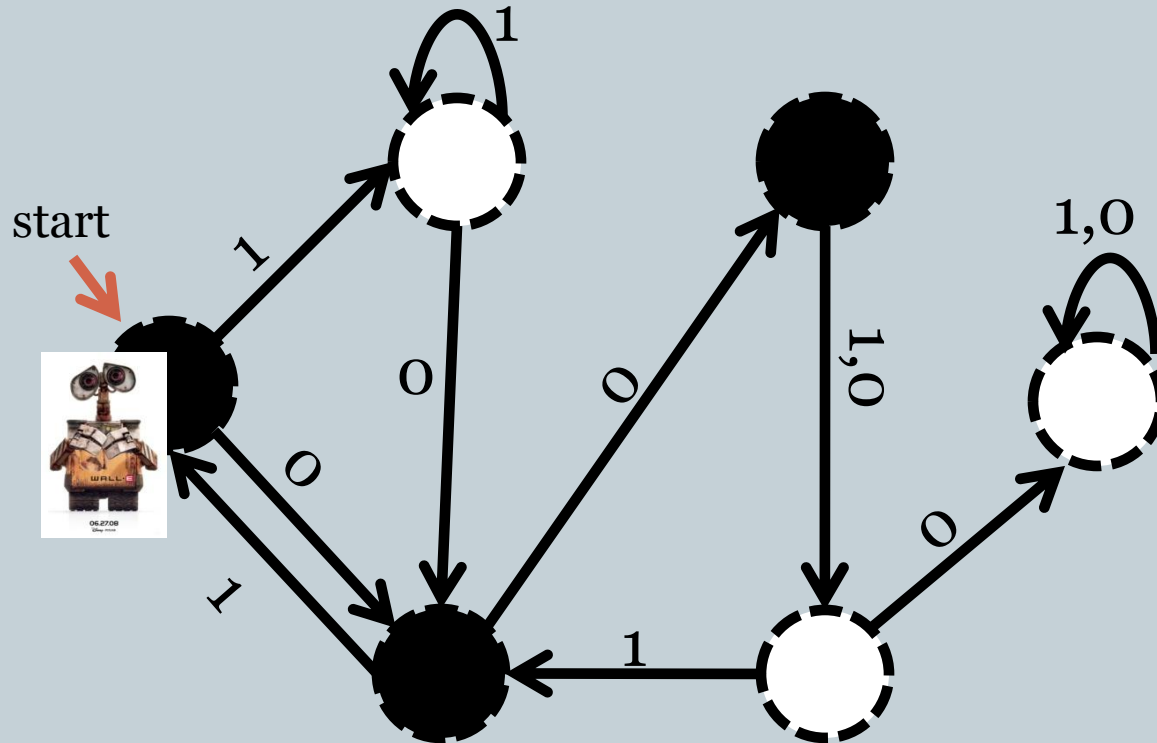


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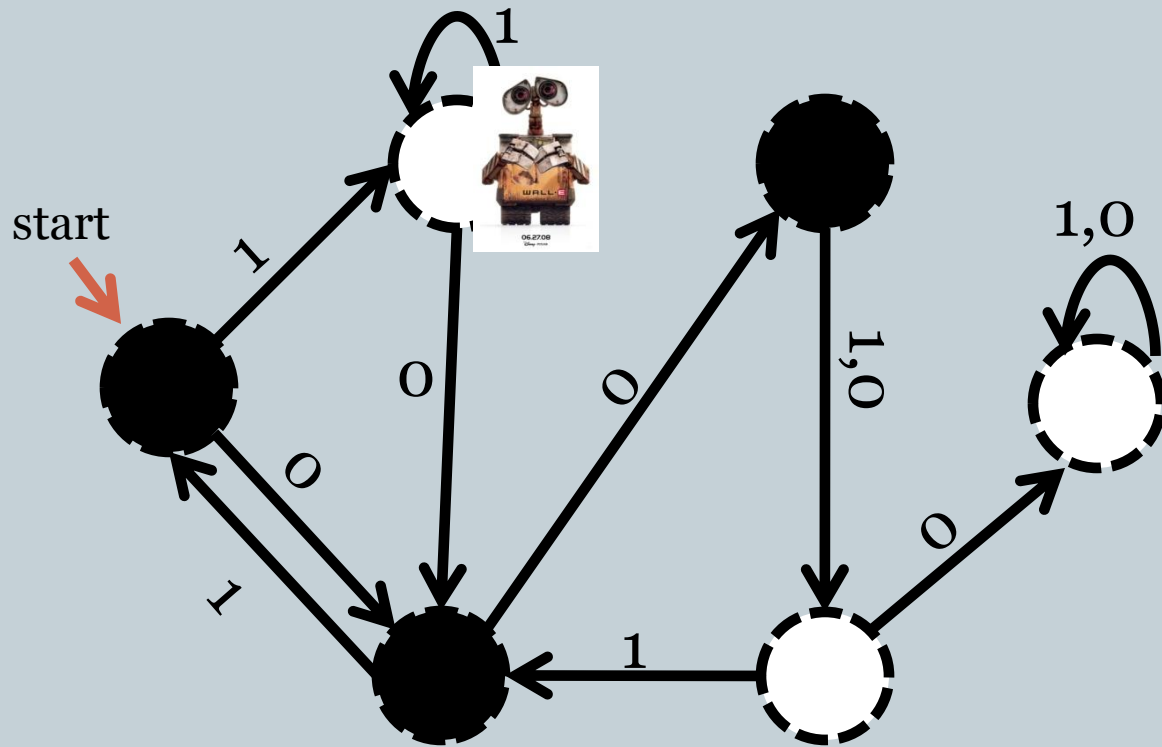
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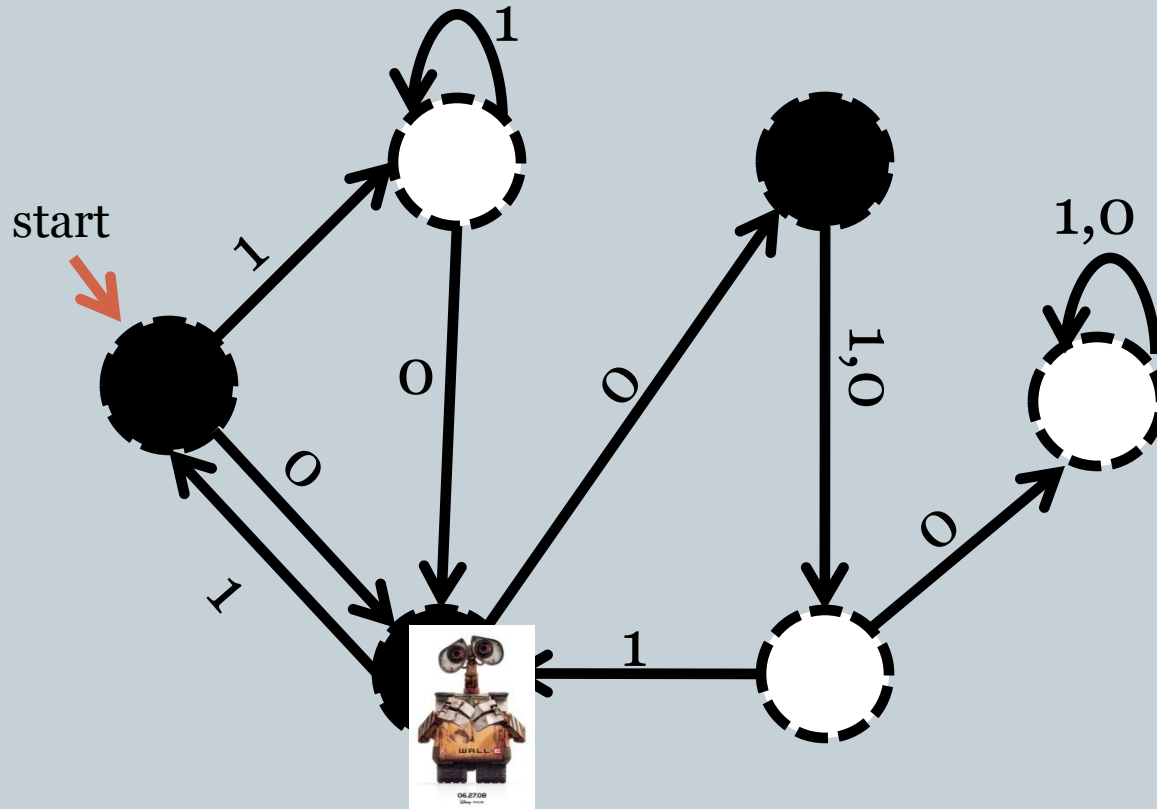
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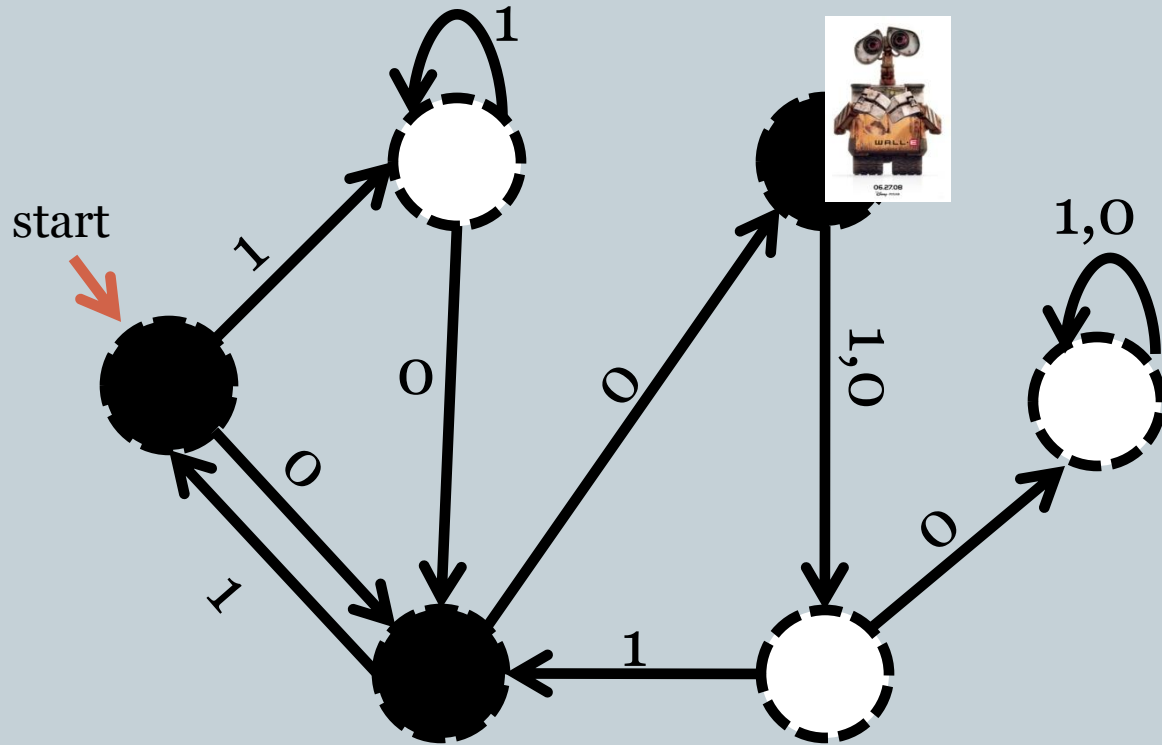
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Using Results from [Freund et al. '97]

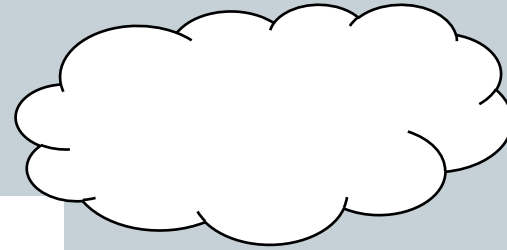
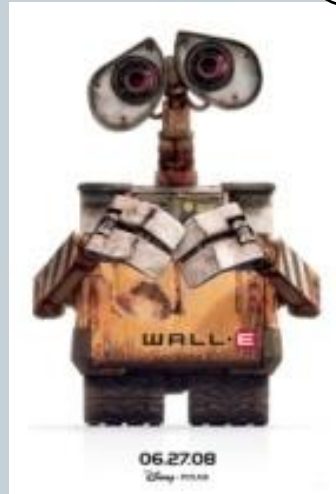
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What the Robot Sees

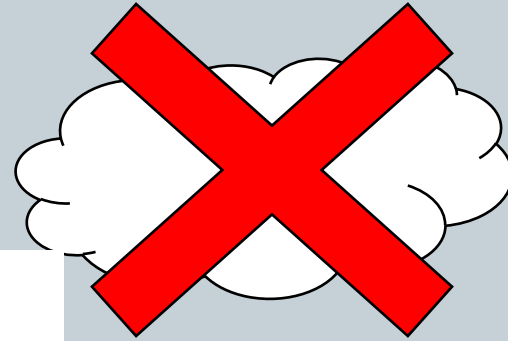
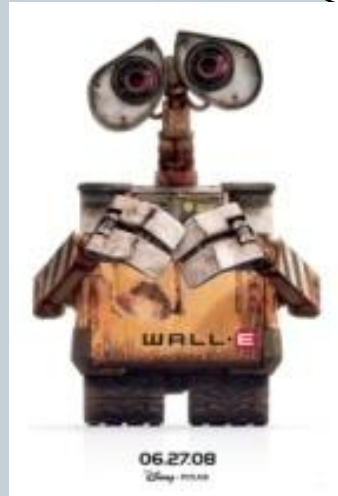
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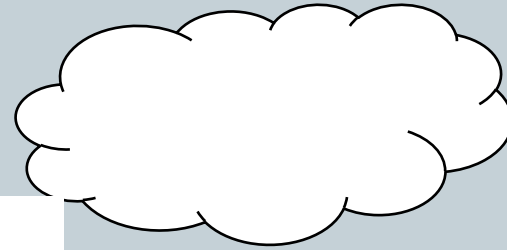
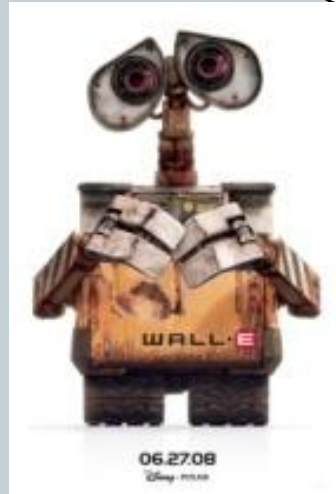
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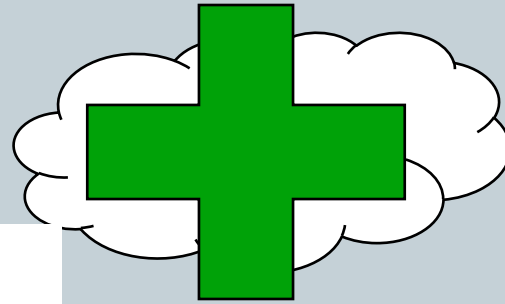
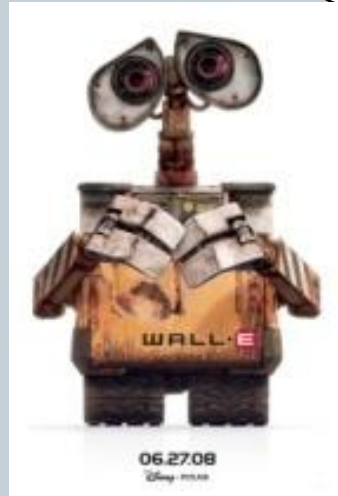
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1



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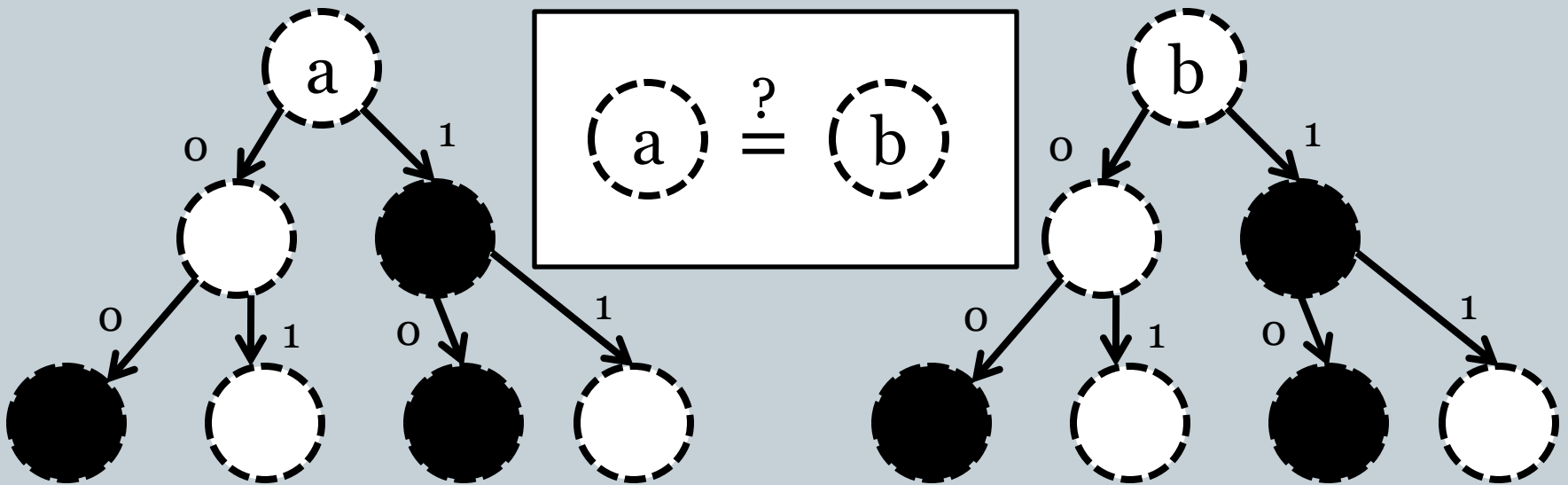
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Random Labeling of Automata

51

- [Freund et al. '97] show how to limit the number of prediction mistakes the robot makes to $\sim O(n^5)$.
- Their result makes use of signature trees.



Random Labeling of Automata

52

- [Freund et al. '97] show how to limit the number of prediction mistakes the robot makes to $\sim O(n^5)$.
- Their result makes use of signature trees.
- We extend their technique to the label query setting.
- We analyze this problem for an arbitrary number of labels.

Results For Random Teachers

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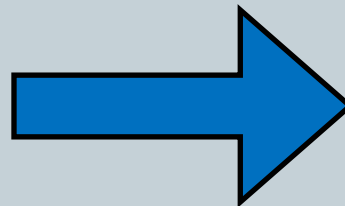
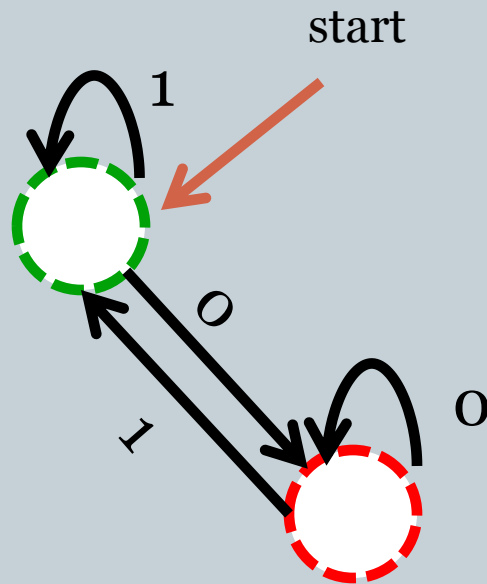
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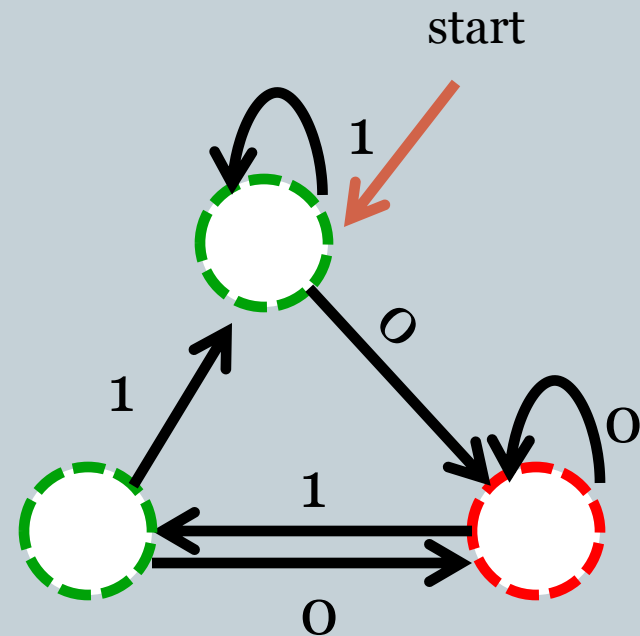
Unfolding an Automaton

54

original



unfolded

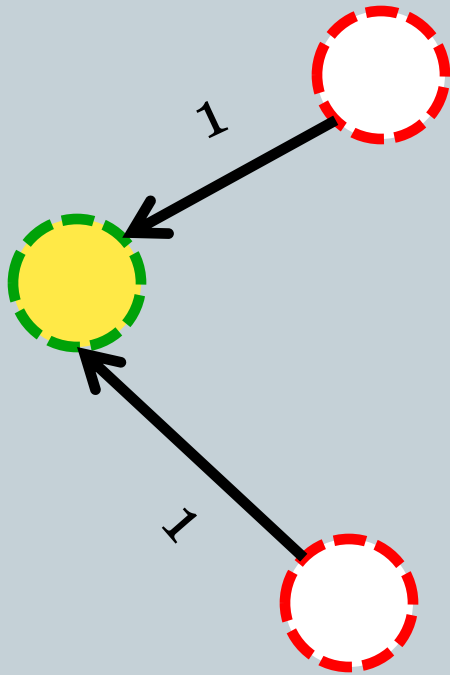


model: teacher unfolds machine, then (randomly) labels it, and learner must use label queries to produce an output equivalent machine.

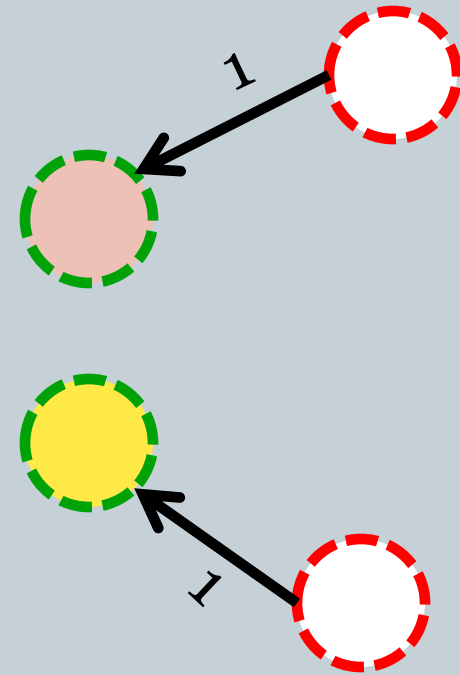
Why Unfolding Helps in Learning with Labels

55

original



unfolded



Conclusions

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- We analyzed learning with label queries: which are more powerful than membership queries.
- We have results on:
 - learning with helpful labels
 - learning with random labels
 - unfolding and random labels (unfolding w/ helpful labels is uninteresting because of coding tricks)
 - learning DFAs with random structure
- Most interesting open problem: can we learn DFA with a constant number of labels, helpfully placed, using $O(n \log n)$ queries?, to match the lower bound.
 - Our result is $O(n^2)$, using the live complete sample