# Fast Coalgebraic Bisimilarity Minimization 

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## The Automata Zoo

Deterministic finite automata, tree automata, (labeled) transition systems, weighted and probabilistic automata, Markov decision processes, ...


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a unifying theory of automata and strong bisimilarity

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## This Work

a fast and general algorithm for minimizing automata

## What's an F-coalgebra?

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## Definition

Let $F: \mathcal{C} \longrightarrow \mathcal{C}$ be an endofunctor on a category $\mathcal{C}$. An $F$-coalgebra is an object $A$ of $\mathcal{C}$ together with a morphism $\alpha: A \longrightarrow F A$ of $\mathcal{C}$, usually written as $(A, \alpha)$. An $F$-coalgebra homomorphism from $(A, \alpha)$ to another $F$-coalgebra $(B, \beta)$ is a morphism $f: A \longrightarrow B$ in $\mathcal{C}$ such that $F f \circ \alpha=\beta \circ f$. Thus the $F$-coalgebras for a given functor $F$ constitute a category.

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Finite coalgebras unify automata


DFA

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C \rightarrow\{\mathrm{~F}, \mathrm{~T}\} \times C \times C
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Transition system
$C \rightarrow \mathcal{P}(C)$

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DFA

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Labeled transition system

$$
C \rightarrow \mathcal{P}(A \times C)
$$



Transition system

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C \rightarrow \mathcal{P}(C)
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Markov Decision Process

$$
C \rightarrow \mathcal{P}(\mathcal{D}(C))
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## Minimizing a DFA



- Set all the state numbers to 1 .
- Pick equivalence class
- Compute missing signatures.
- Assign new state numbers \& Remove signatures from predecessors of changed states.
- Iterate until all states have a signature.


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- What about the complexity of bookkeeping?
- See paper for n-way partition refinement data structure


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$D C P R$ Distributed coalgebraic algorithm Same generality as us
Quadratic complexity
$m C R L 2$ Specialized C++ algorithm suite for labeled transition systems

$$
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Several LTS minimization algorithms from literature ('90, '03, '17, '19)
benchmark
time (s)
memory (MB)

| type | $\mathbf{n}$ | $C o P a R$ | $D C P R$ | Boa | DCPR | Boa |
| :---: | ---: | ---: | ---: | ---: | ---: | ---: |
| fms | $\mathbf{1 6 3 9 4 4 0}$ | 232 | 84 | 1.12 | $514 \times 32$ | 196 |
|  | $\mathbf{4 4 5 9 4 5 5}$ | - | 406 | 4.47 | $1690 \times 32$ | 582 |
| wlan | $\mathbf{6 0 7 7 2 7}$ | 105 | 855 | 0.28 | $147 \times 32$ | 42 |
|  | $\mathbf{1 6 3 2 7 9 9}$ | - | 2960 | 0.79 | $379 \times 32$ | 93 |
| wta(W) | $\mathbf{1 5 2 1 0 7}$ | 566 | 79 | 0.74 | $642 \times 32$ | 83 |
|  | $\mathbf{9 4 4 2 5 0}$ | - | 675 | 11.96 | $6786 \times 32$ | 1228 |
| wta(Z) | $\mathbf{1 5 6 9 1 3}$ | 438 | 82 | 0.48 | $677 \times 32$ | 92 |
|  | $\mathbf{1 0 0 7 9 9 0}$ | - | 645 | 16.75 | $5644 \times 32$ | 1325 |
| wta(2) | $\mathbf{1 5 4 8 6 3}$ | 449 | 160 | 0.81 | $621 \times 32$ | 79 |
|  | $\mathbf{1 3 0 0 0 0 0}$ | - | 1377 | 23.35 | $7092 \times 32$ | 1647 |

## What is the cost of generality?

| benchmark |  | time (s) |  | memory (MB) |  |
| ---: | ---: | ---: | ---: | ---: | ---: |
| type | $\mathbf{n}$ | $m C R L 2$ | $B o a$ | $m C R L 2$ | $B o a$ |
|  | $\mathbf{2 4 1 6 6 3 2}$ | 13.9 | 1.4 | 1780 | 249 |
| cwi | $\mathbf{7 8 3 8 6 0 8}$ | 214.2 | 15.8 | 5777 | 814 |
|  | $\mathbf{3 3 9 4 9 6 0 9}$ | 282.2 | 31.5 | 16615 | 2776 |
|  | $\mathbf{6 0 2 0 5 5 0}$ | 33.8 | 3.1 | 2124 | 520 |
| vasy | $\mathbf{1 1 0 2 6 9 3 2}$ | 51.6 | 6.1 | 2768 | 619 |
|  | $\mathbf{1 2 3 2 3 7 0 3}$ | 56.9 | 7.0 | 3103 | 734 |

For $m C R L 2$, we pick its best algorithm and its self-reported time. For Boa, we report wall-clock time.

