

ICALP 2023 – PADERBORN GERMANY

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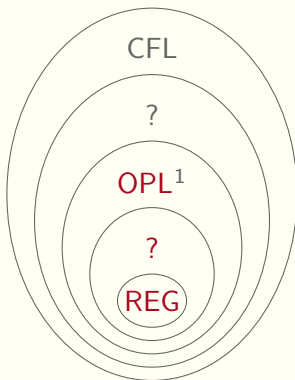
N. Ege Saraç ¹

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² University of Oxford, United Kingdom

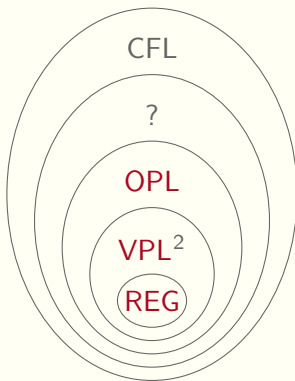
Regular Methods for Operator Precedence Languages

Operator Precedence Languages



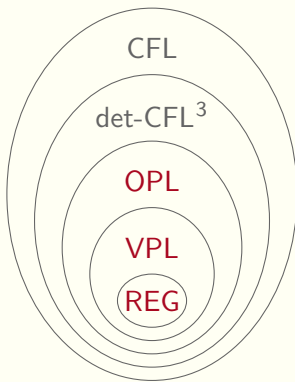
¹ R. W. Floyd. *Syntactic Analysis and Operator Precedence*. Journal of the ACM 10, 1963

Operator Precedence Languages



² R. Alur, P. Madhusudan. *Visibly pushdown languages*. STOC 2004

Operator Precedence Languages



³ Géraud Sénizergues. *L(A)=L(B)? decidability results from complete formal systems*. ICALP 2002

Operator Precedence Languages

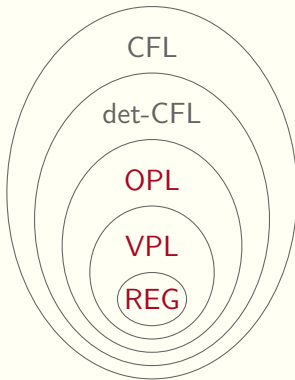
Closures⁴

	\cup	\cap	\neg
REG	✓	✓	✓
VPL	✓	✓	✓
OPL	✓	✓	✓
det-CFL	×	×	✓
CFL	✓	×	×

\cup union

\cap intersection

\neg complement



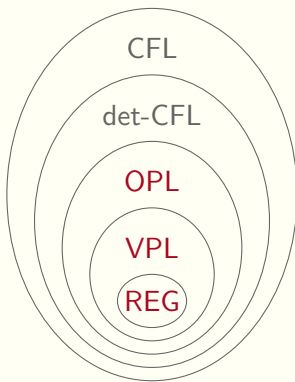
⁴ S. Crespi-Reghizzi et al. *Algebraic Properties of OPLs*. Information and Control 37, 1978.

Operator Precedence Languages

Closures

	\cup	\cap	\neg
REG	✓	✓	✓
VPL	✓	✓	✓
OPL	✓	✓	✓
det-CFL	×	×	✓
CFL	✓	×	×

- \cup union
- \cap intersection
- \neg complement



Decidability⁵

	\emptyset	=	\subseteq
REG	✓	✓	✓
VPL	✓	✓	✓
OPL	✓	✓	✓
det-CFL	✓	✓	×
CFL	✓	×	×

- \emptyset emptiness
- = equivalence
- \subseteq inclusion

⁵ V. Lonati et al. *OPLs: Their automata-theoretic and logic characterization*. SICOMP 44, 2015

Example of System

```
call_A() {  
    try  
        call_B()  
    catch  
        call_Err()  
    return_A  
}
```

```
call_B() {  
    select (*)  
        call_C()  
    call_B()  
    throw  
    return_B  
}
```

```
call_C() {  
    return_C  
}  
  
call_Err() {  
    return_Err  
}
```

Example of System

```
call_A() {  
    try  
        call_B()  
    catch  
        call_Err()  
    return_A  
}
```

```
call_B() {  
    select (*)  
        call_C()  
    call_B()  
    throw  
    return_B  
}
```

```
call_C() {  
    return_C  
}  
  
call_Err() {  
    return_Err  
}
```

Specifications

- ▶ throw always preceded by try
- ▶ catch if and only if throw before
- ▶ call always eventually ended by return or throw

Example of System

```
call_A() {  
  try  
    call_B()  
  catch  
    call_Err()  
  return_A  
}
```

```
call_B() {  
  select (*)  
    call_C()  
  call_B()  
  throw  
  return_B  
}
```

```
call_C() {  
  return_C  
}  
  
call_Err() {  
  return_Err  
}
```

Specifications

- ▶ throw always preceded by try
- ▶ catch if and only if throw before
- ▶ call always eventually ended by return or throw

Model-Checking

$$L_{\text{System}} \subseteq L_{\text{Specification}}$$

- ▶ undecidable for det-CFL

Structured Words

REG words

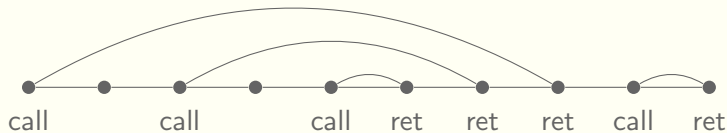


Structured Words

REG words



VPL words

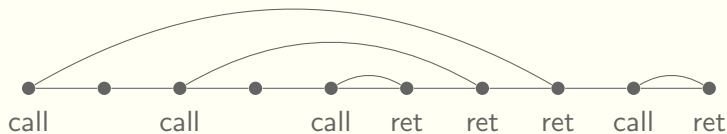


Structured Words

REG words



VPL words



OPL words

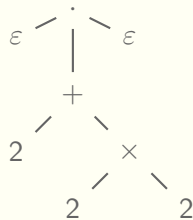


Operator Precedence Words

Operator Precedence Alphabet

- ▶ a **yields** precedence to b , denoted $a < b$,
- ▶ a **takes** precedence over b , denoted $a > b$,
- ▶ a **equals** in precedence with b , denoted $a \doteq b$.

$$2 + 2 \times 2$$

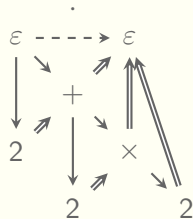


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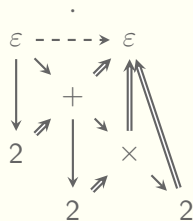
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	2	+	×	ϵ
2	-	$\dot{>}$	$\dot{>}$	$\dot{>}$
+	$\dot{<}$	$\dot{=}$	$\dot{<}$	$\dot{>}$
×	$\dot{<}$	$\dot{>}$	$\dot{=}$	$\dot{>}$
ϵ	$\dot{<}$	$\dot{<}$	$\dot{<}$	$\dot{=}$

$$2 + 2 \times 2$$



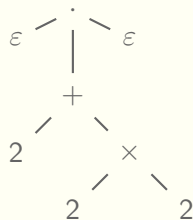
Operator Precedence Words

Operator Precedence Alphabet

- ▶ a **yields** precedence to b , denoted $a \prec b$,
- ▶ a **takes** precedence over b , denoted $a \succ b$,
- ▶ a **equals** in precedence with b , denoted $a \dot{=} b$.

	2	+	×	ϵ
2	\cdot	\succ	\succ	\succ
+	\prec	$\dot{=}$	\prec	\succ
×	\prec	\succ	$\dot{=}$	\succ
ϵ	\prec	\prec	\prec	$\dot{=}$

$\epsilon \prec 2 \succ + \prec 2 \succ \times \prec 2 \succ \epsilon$



Operator Precedence Words

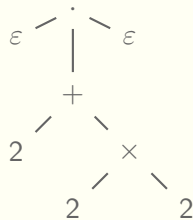
Operator Precedence Alphabet

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$\epsilon \prec 2 \succ + \prec 2 \succ \times \prec 2 \succ \epsilon$

$\epsilon \prec 2 \succ + \prec 2 \succ \times \prec 2 \succ \epsilon$

	2	+	×	ε
2	·	⋈	⋈	⋈
+	⋈	·	⋈	⋈
×	⋈	⋈	·	⋈
ε	⋈	⋈	⋈	·



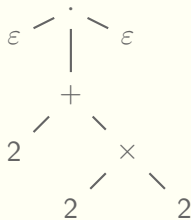
Operator Precedence Words

Operator Precedence Alphabet

- ▶ a **yields** precedence to b , denoted $a \triangleleft b$,
- ▶ a **takes** precedence over b , denoted $a \triangleright b$,
- ▶ a **equals** in precedence with b , denoted $a \dot{=} b$.

	2	+	x	ϵ
2	-	\triangleright	\triangleright	\triangleright
+	\triangleleft	$\dot{=}$	\triangleleft	\triangleright
x	\triangleleft	\triangleright	$\dot{=}$	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

$$\begin{aligned} \epsilon \triangleleft 2 \triangleright + \triangleleft 2 \triangleright x \triangleleft 2 \triangleright \epsilon \\ \epsilon \triangleleft 2 \triangleright + \triangleleft 2 \triangleright x \triangleleft 2 \triangleright \epsilon \\ \epsilon \triangleleft 2 \triangleright + \triangleleft \triangleleft 2 \triangleright x \triangleleft 2 \triangleright \triangleright \epsilon \end{aligned}$$



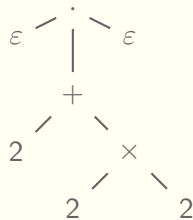
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$$\begin{aligned} \epsilon &\prec 2 \succ + \prec 2 \succ \times \prec 2 \succ \epsilon \\ \epsilon &\prec 2 \succ + \prec 2 \succ \times \prec 2 \succ \epsilon \\ \epsilon &\prec 2 \succ + \prec \prec 2 \succ \times \prec 2 \succ \succ \epsilon \\ \epsilon &\prec \prec 2 \succ + \prec \times \succ \succ \epsilon \end{aligned}$$

	2	+	×	ϵ
2	$\dot{=}$	\succ	\succ	\succ
+	\prec	$\dot{=}$	\prec	\succ
×	\prec	\succ	$\dot{=}$	\succ
ϵ	\prec	\prec	\prec	$\dot{=}$



Operator Precedence Words

Operator Precedence Alphabet

- ▶ a **yields** precedence to b , denoted $a \triangleleft b$,
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	2	+	×	ϵ
2	-	\triangleright	\triangleright	\triangleright
+	\triangleleft	$\dot{=}$	\triangleleft	\triangleright
×	\triangleleft	\triangleright	$\dot{=}$	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

Chain

- ▶ $a_0 \dots a_n$ is a **simple chain** when $a_0 \triangleleft a_1 \dot{=} \dots \dot{=} a_{n-1} \triangleright a_n$ $a_0 [a_1 \dots a_{n-1}]^{a_n}$
- ▶ $a_0 u_0 \dots b_{n-1} u_{n-1} b_n$ is a **nested chain** when $b_0 [b_1 \dots b_{n-1}]^{b_n}$ and $u_i \neq \epsilon \Rightarrow b_i [u_i]^{b_{i+1}}$

Operator Precedence Automata

Like pushdown automata

- ▶ Q set of states, q_0 initial state, F final states
- ▶ $\widehat{\Sigma}$ words alphabet, Γ stack alphabet
- ▶ Δ transition relation from $Q \times \widehat{\Sigma} \times \Gamma$ to a finite subset of $Q \times \Gamma^*$

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With input-driven transitions

- ▶ Push:
- ▶ Shift:
- ▶ **Pop:**
- ▶ Empty stack: Always push on \perp

$$b < a$$

$$b \doteq a$$

$$b > a$$

Operator Precedence Automata

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With input-driven transitions

- ▶ Push: $(q, \langle b, p \rangle \theta) \xrightarrow{a} (q', \langle a, q \rangle \langle b, p \rangle \theta)$
- ▶ Shift:
- ▶ **Pop:**
- ▶ Empty stack: Always push on \perp

$b < a$

$b \doteq a$

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Operator Precedence Automata

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With input-driven transitions

- ▶ Push: $(q, \langle b, p \rangle \theta) \xrightarrow{a} (q', \langle a, q \rangle \langle b, p \rangle \theta)$
- ▶ Shift: $(q, \langle b, p \rangle \theta) \xrightarrow{-a} (q', \langle a, p \rangle \theta)$
- ▶ **Pop:**
- ▶ Empty stack: Always push on \perp

$b < a$

$b \doteq a$

$b > a$

Operator Precedence Automata

Like pushdown automata

- ▶ Q set of states, q_0 initial state, F final states
- ▶ $\widehat{\Sigma}$ words alphabet, Γ stack alphabet
- ▶ Δ transition relation from $Q \times \widehat{\Sigma} \times \Gamma$ to a finite subset of $Q \times \Gamma^*$

With input-driven transitions

- ▶ Push: $(q, \langle b, p \rangle \theta) \xrightarrow{a} (q', \langle a, q \rangle \langle b, p \rangle \theta)$
- ▶ Shift: $(q, \langle b, p \rangle \theta) \xrightarrow{a} (q', \langle a, p \rangle \theta)$
- ▶ Pop: $(q, \langle b, p \rangle \theta) \xrightarrow{a} (q', \theta)$ without consuming the input letter
- ▶ Empty stack: Always push on \perp

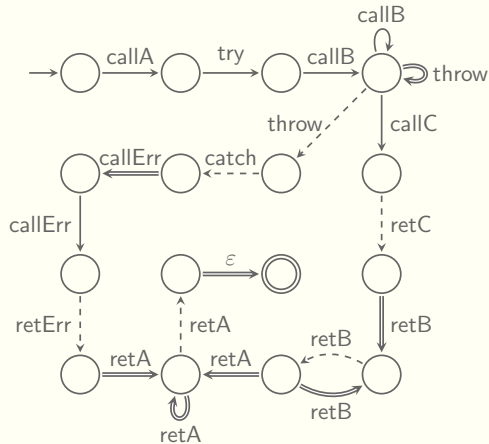
$b < a$

$b \doteq a$

$b > a$

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

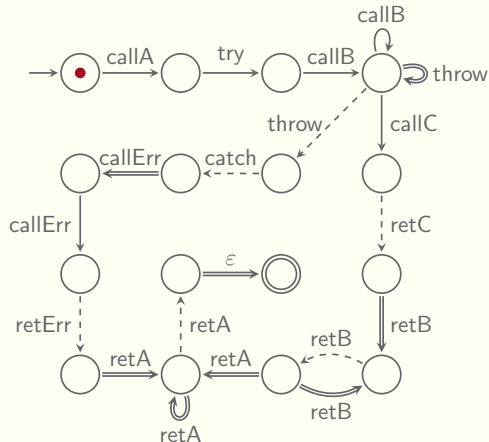


Stack

⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

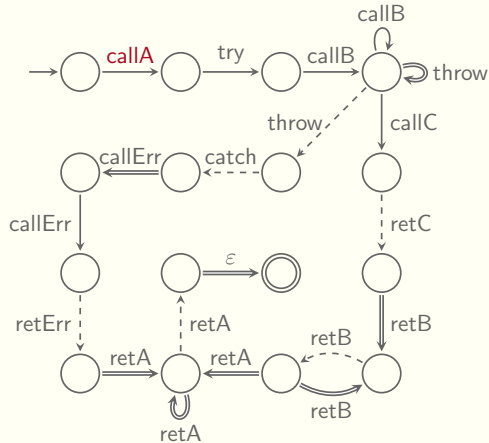


Stack

\perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

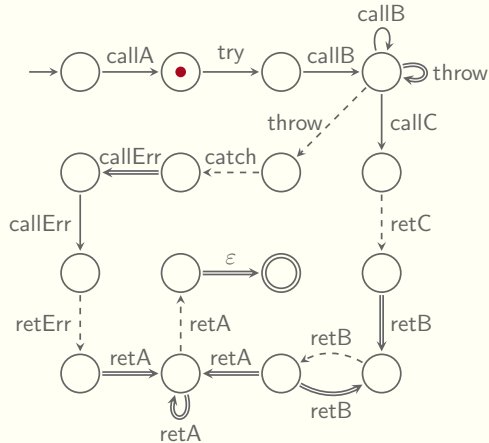


Stack

callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

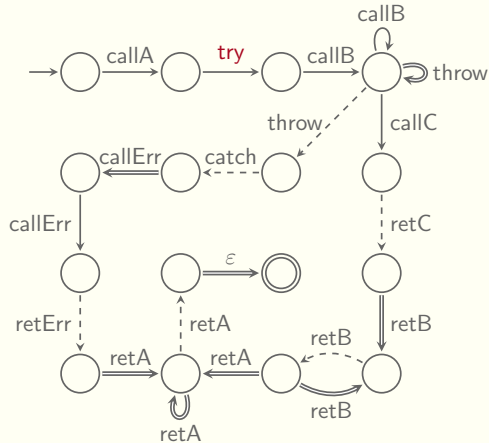


Stack

callA ⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

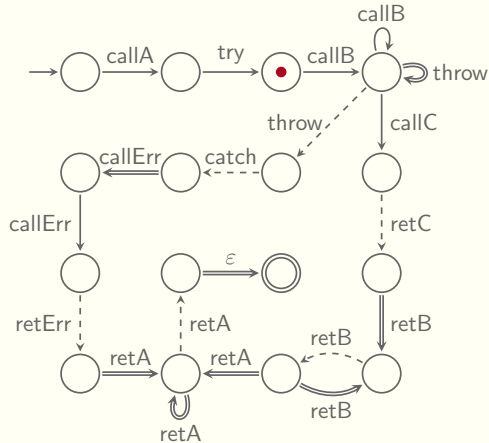


Stack

try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

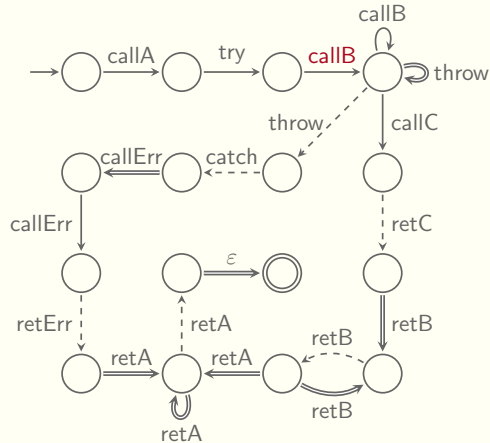


Stack

try callA ⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	\doteq	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	\doteq	-	\triangleright
<i>throw</i>	-	-	-	-	\doteq	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\doteq

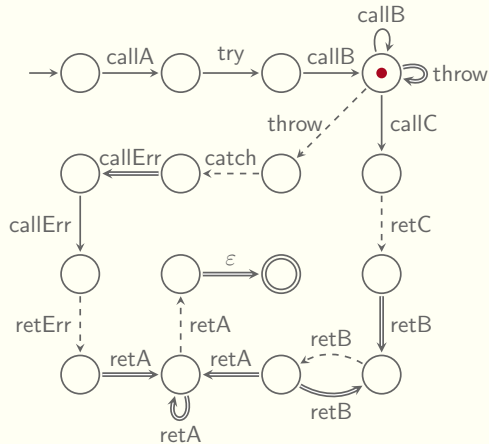


Stack

callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\leftarrow	$\dot{=}$	\leftarrow	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\leftarrow	\triangleright	\leftarrow	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\leftarrow	\leftarrow	\leftarrow	\leftarrow	\leftarrow	$\dot{=}$

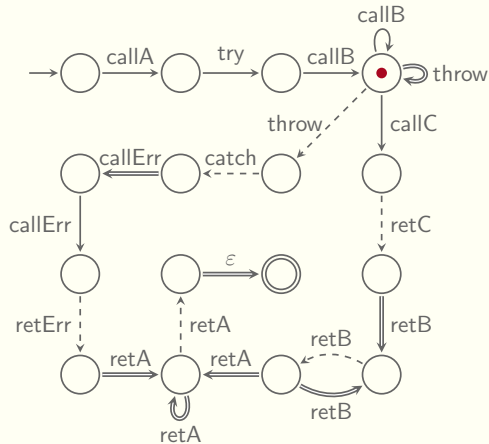


Stack

callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

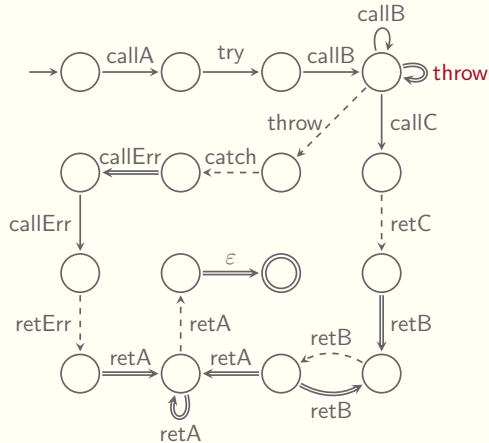


Stack

callB callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

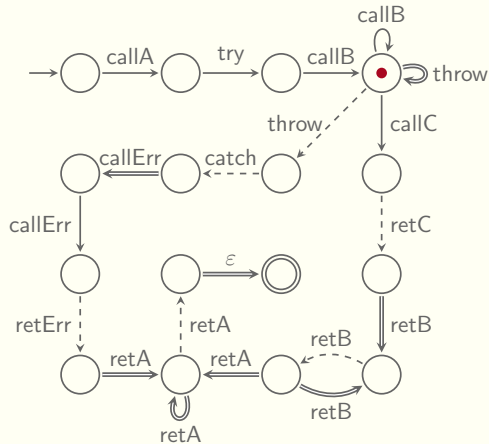


Stack

~~callB~~ callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	<	$\dot{=}$	<	>	-	>
<i>ret</i>	>	>	>	>	-	>
<i>try</i>	<	>	<	$\dot{=}$	-	>
<i>throw</i>	-	-	-	-	$\dot{=}$	>
<i>catch</i>	>	>	>	>	-	>
ϵ	<	<	<	<	<	$\dot{=}$

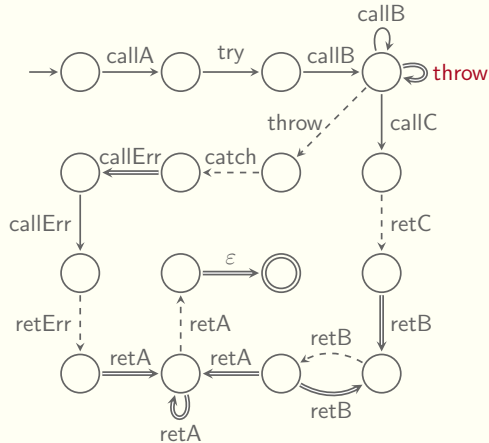


Stack

callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

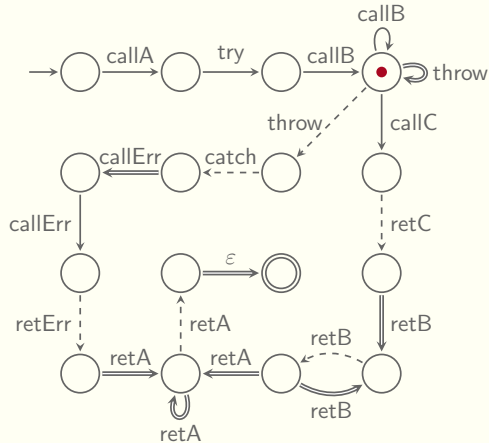


Stack

~~callB~~ try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

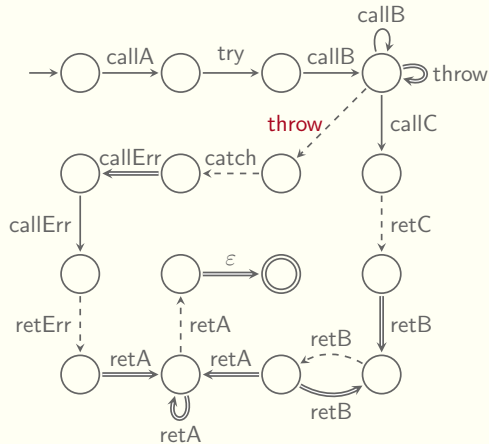


Stack

try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

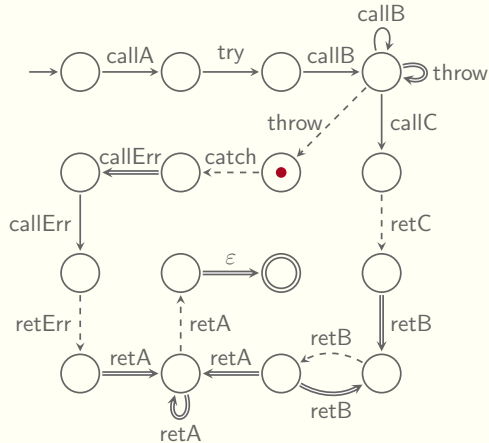


Stack

throw callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

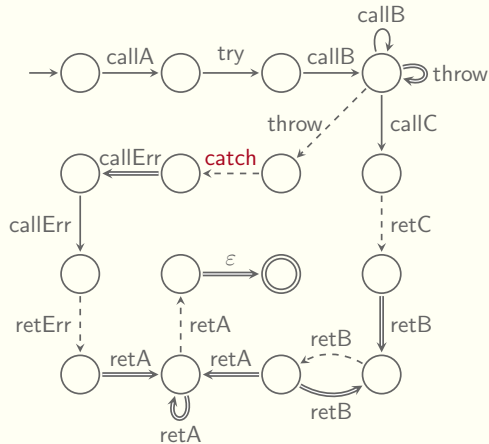


Stack

throw callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

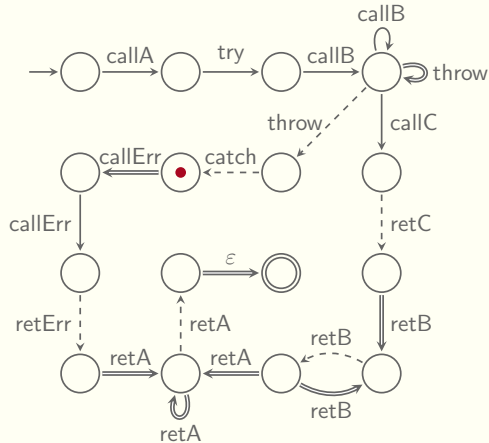


Stack

catch callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

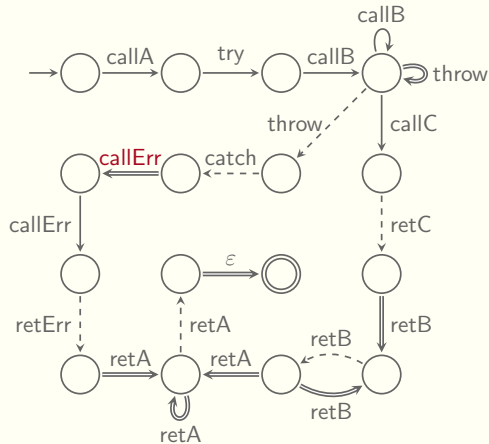


Stack

catch callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

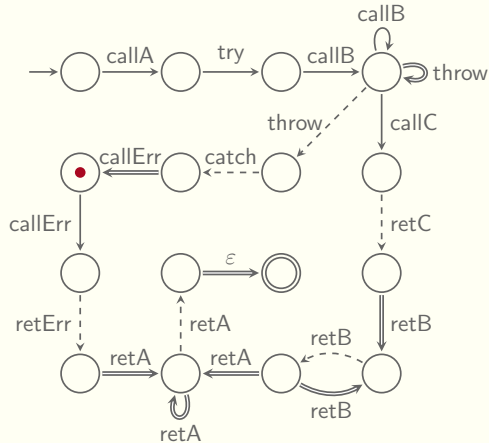


Stack

~~catch~~ callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\langle	$\dot{=}$	\langle	\rangle	-	\rangle
<i>ret</i>	\rangle	\rangle	\rangle	\rangle	-	\rangle
<i>try</i>	\langle	\rangle	\langle	$\dot{=}$	-	\rangle
<i>throw</i>	-	-	-	-	$\dot{=}$	\rangle
<i>catch</i>	\rangle	\rangle	\rangle	\rangle	-	\rangle
ϵ	\langle	\langle	\langle	\langle	\langle	$\dot{=}$

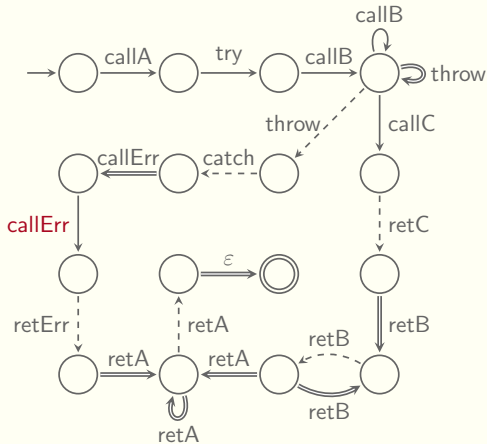


Stack

callA ⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

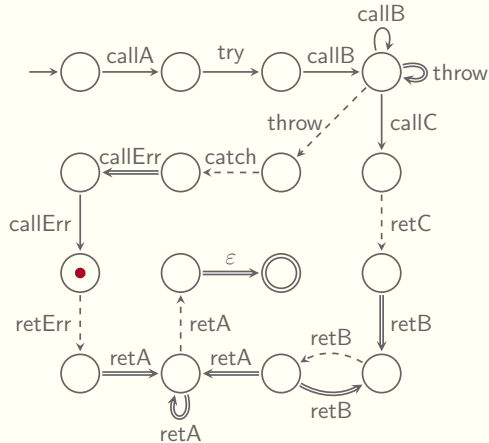


Stack

callErr callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	<	⊖	<	>	-	>
<i>ret</i>	>	>	>	>	-	>
<i>try</i>	<	>	<	⊖	-	>
<i>throw</i>	-	-	-	-	⊖	>
<i>catch</i>	>	>	>	>	-	>
ϵ	<	<	<	<	<	⊖

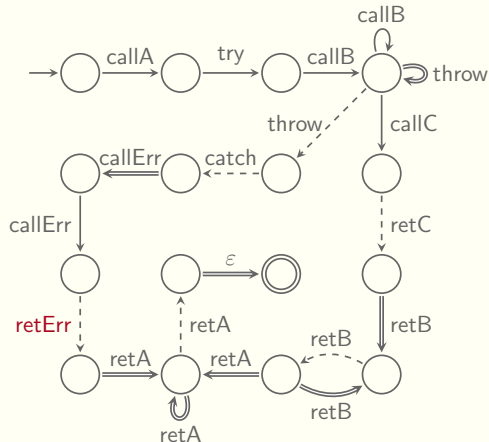


Stack

callErr callA ⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

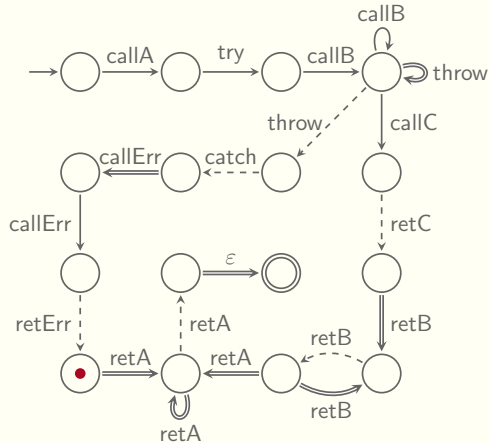


Stack

retErr callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

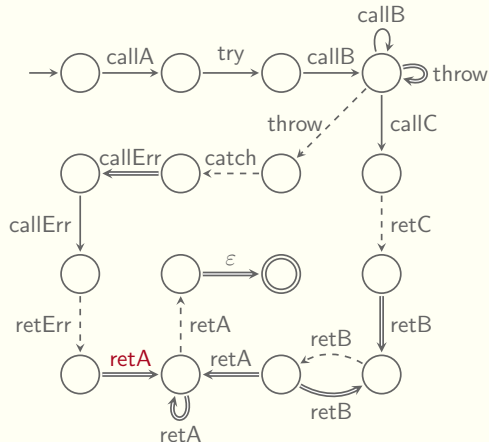


Stack

retErr callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

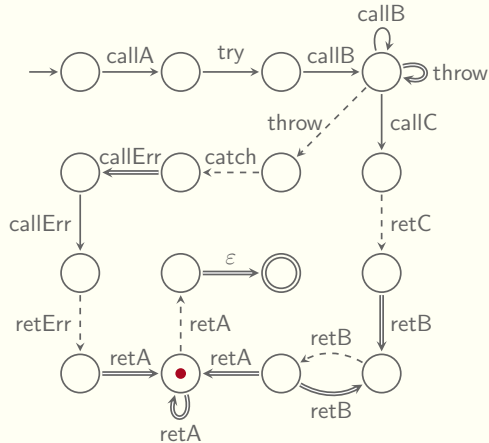


Stack

~~retErr~~ callA ⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	<	⊖	<	>	-	>
<i>ret</i>	>	>	>	>	-	>
<i>try</i>	<	>	<	≐	-	>
<i>throw</i>	-	-	-	-	≐	>
<i>catch</i>	>	>	>	>	-	>
ϵ	<	<	<	<	<	≐

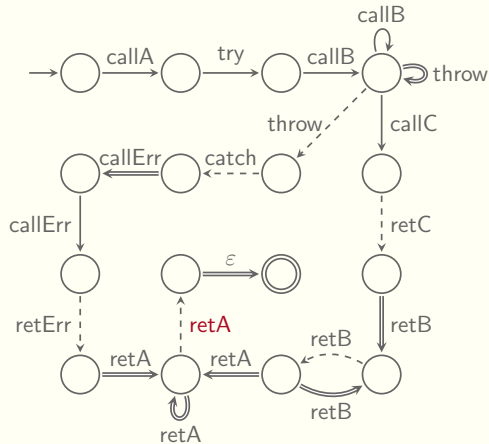


Stack

callA ⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

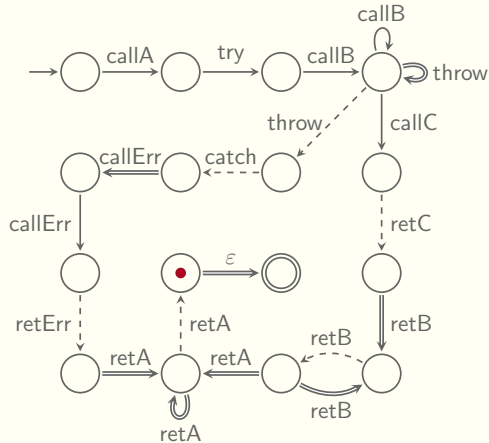


Stack

retA ⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

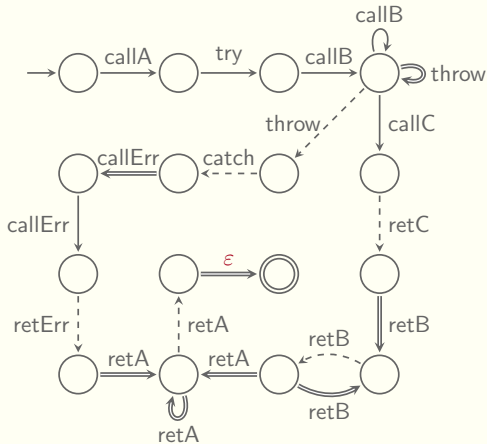


Stack

retA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	<	≐	<	>	-	>
<i>ret</i>	>	>	>	>	-	>
<i>try</i>	<	>	<	≐	-	>
<i>throw</i>	-	-	-	-	≐	>
<i>catch</i>	>	>	>	>	-	>
ϵ	<	<	<	<	<	≐

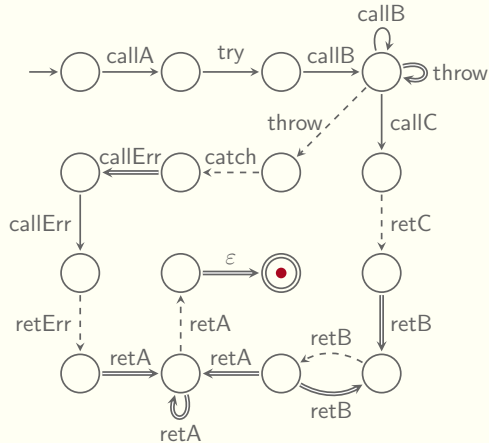


Stack

retA ⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

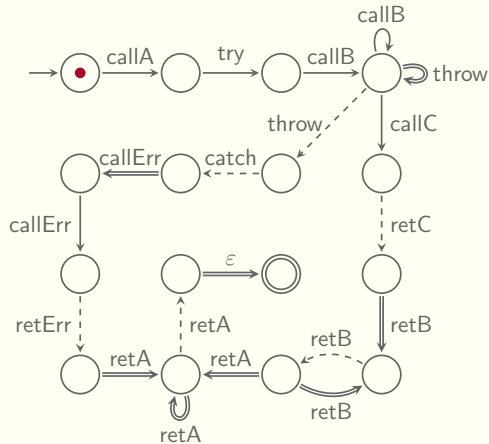


Stack

⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

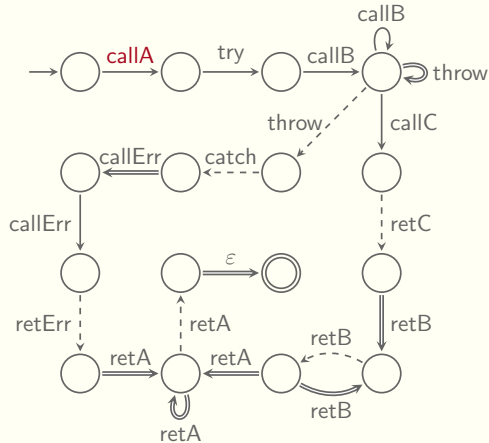


Stack

⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

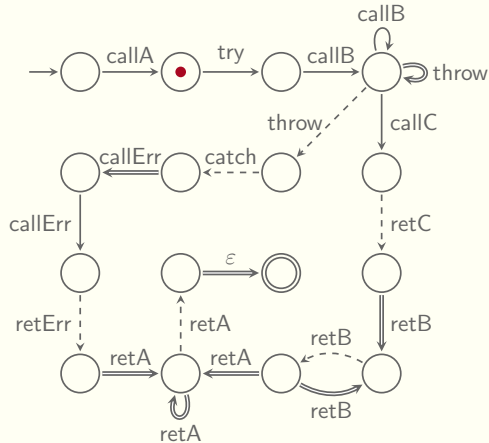


Stack

callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

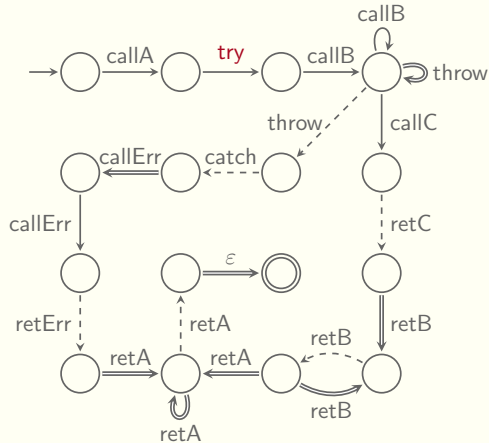


Stack

callA ⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

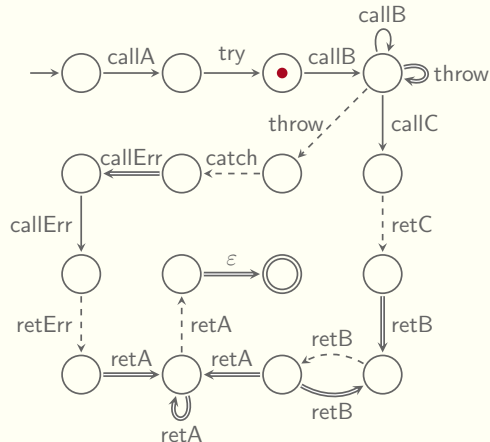


Stack

try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

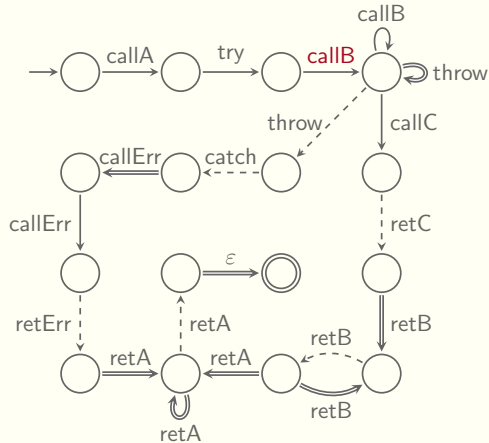


Stack

try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

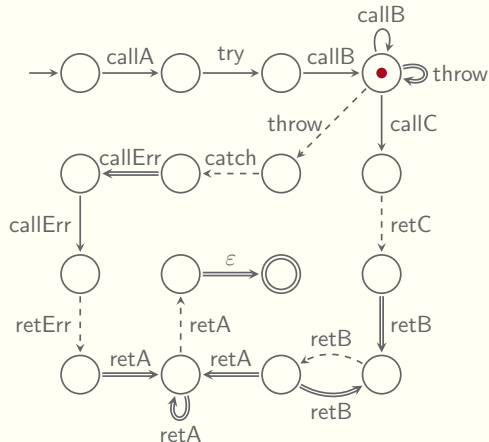


Stack

callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\leftarrow	$\dot{=}$	\leftarrow	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\leftarrow	\triangleright	\leftarrow	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\leftarrow	\leftarrow	\leftarrow	\leftarrow	\leftarrow	$\dot{=}$

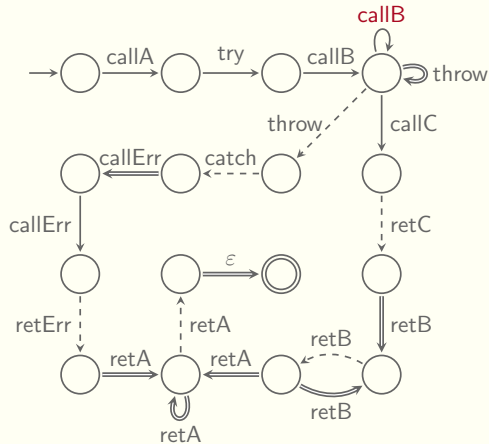


Stack

callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

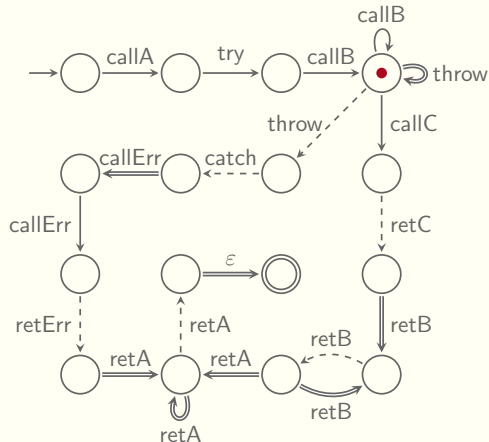


Stack

callB callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\leftarrow	$\dot{=}$	\leftarrow	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\leftarrow	\triangleright	\leftarrow	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\leftarrow	\leftarrow	\leftarrow	\leftarrow	\leftarrow	$\dot{=}$

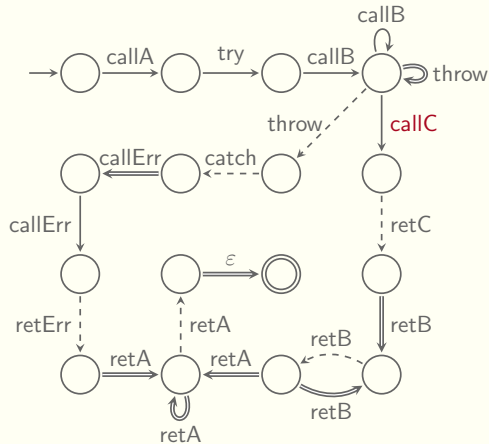


Stack

callB callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

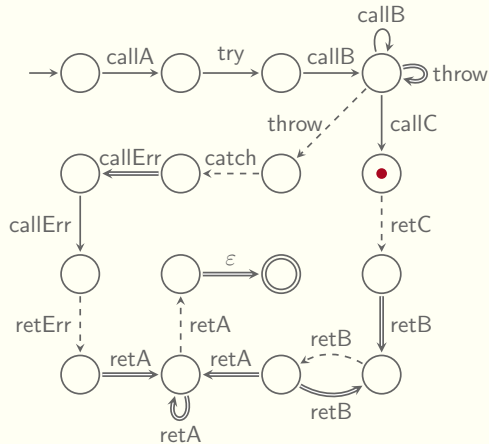


Stack

callC callB callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	<	⊖	<	>	-	>
<i>ret</i>	>	>	>	>	-	>
<i>try</i>	<	>	<	⊖	-	>
<i>throw</i>	-	-	-	-	⊖	>
<i>catch</i>	>	>	>	>	-	>
ϵ	<	<	<	<	<	⊖

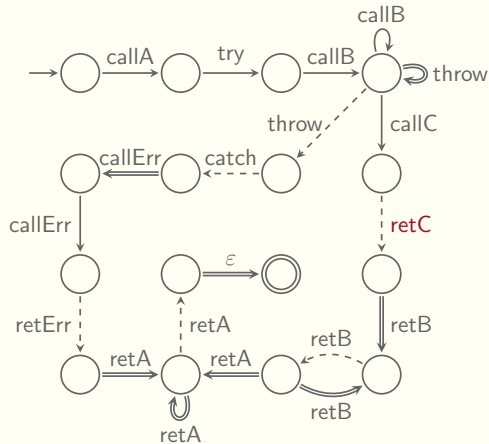


Stack

callC callB callB try callA ⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

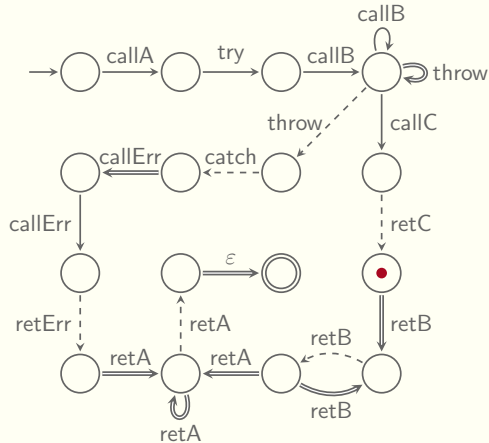


Stack

retC callB callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

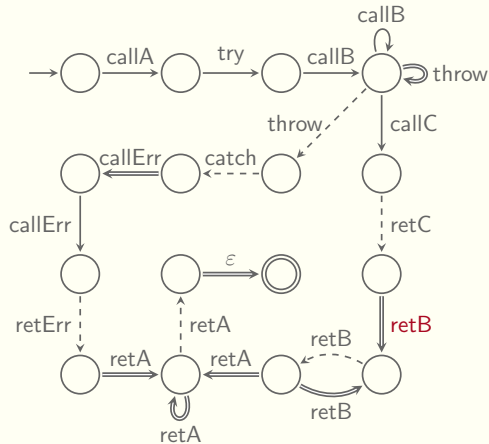


Stack

retC callB callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

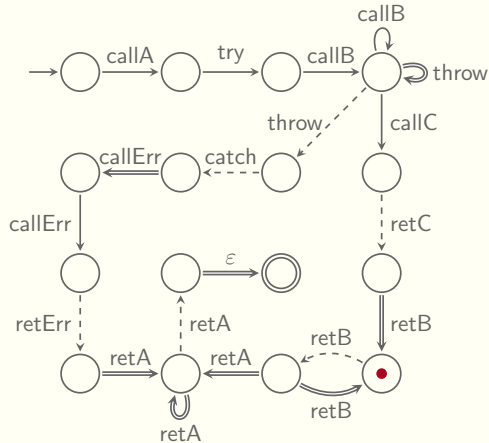


Stack

retC callB callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	<	⊖	<	>	-	>
<i>ret</i>	>	>	>	>	-	>
<i>try</i>	<	>	<	⊖	-	>
<i>throw</i>	-	-	-	-	⊖	>
<i>catch</i>	>	>	>	>	-	>
ϵ	<	<	<	<	<	⊖

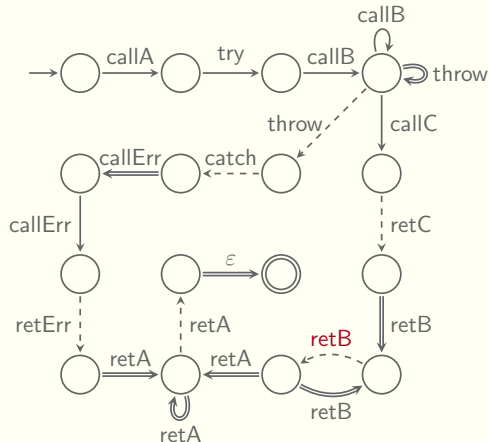


Stack

callB callB try callA ⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

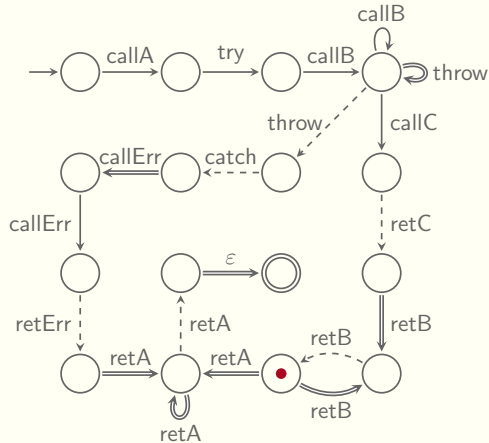


Stack

retB callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

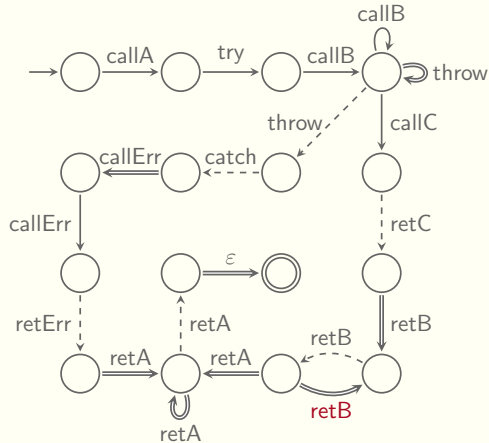


Stack

retB callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

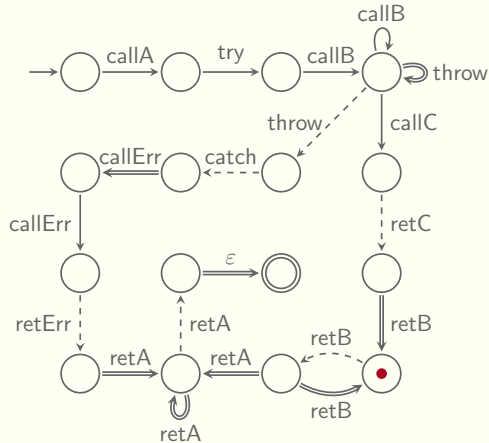


Stack

~~retB~~ callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

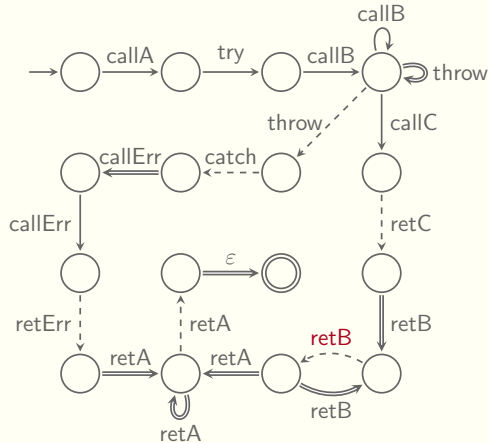


Stack

callB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

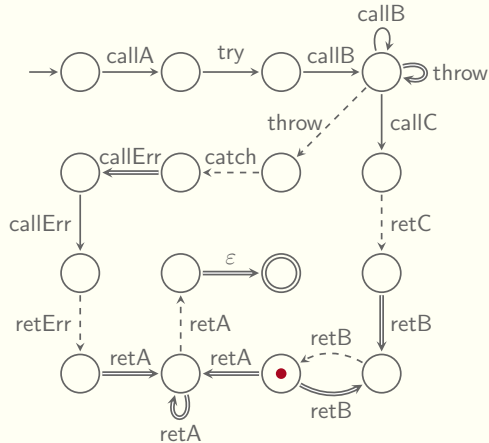


Stack

retB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

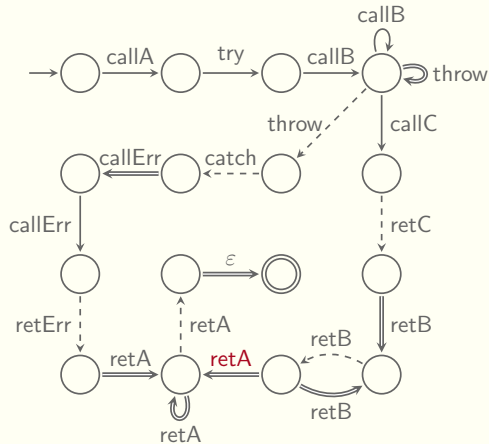


Stack

retB try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

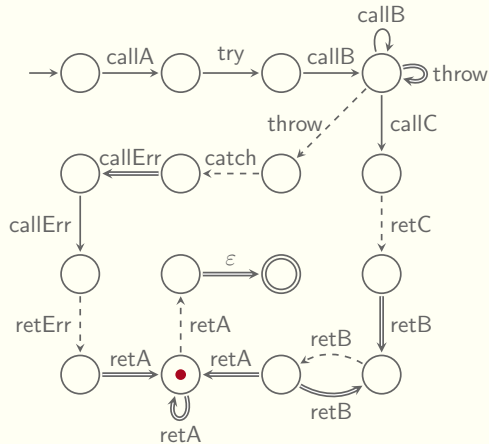


Stack

~~retB~~ try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

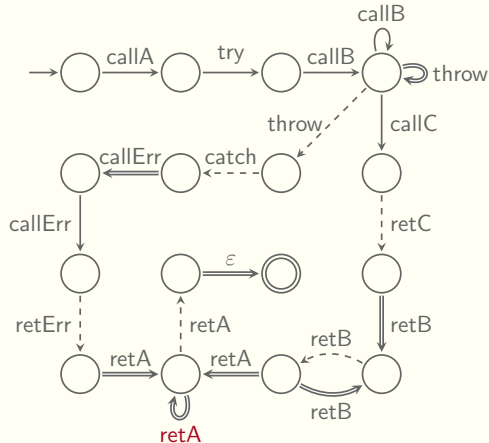


Stack

try callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

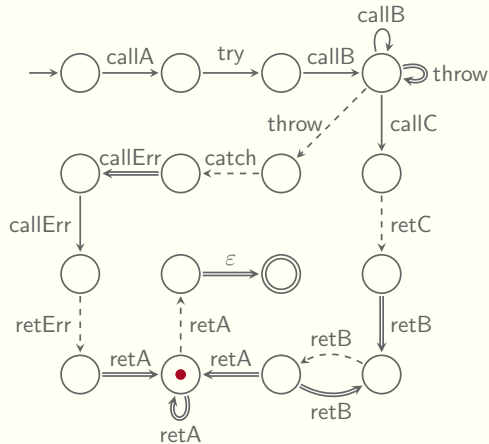


Stack

~~try~~ callA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	<	⊖	<	>	-	>
<i>ret</i>	>	>	>	>	-	>
<i>try</i>	<	>	<	⊖	-	>
<i>throw</i>	-	-	-	-	⊖	>
<i>catch</i>	>	>	>	>	-	>
ϵ	<	<	<	<	<	⊖

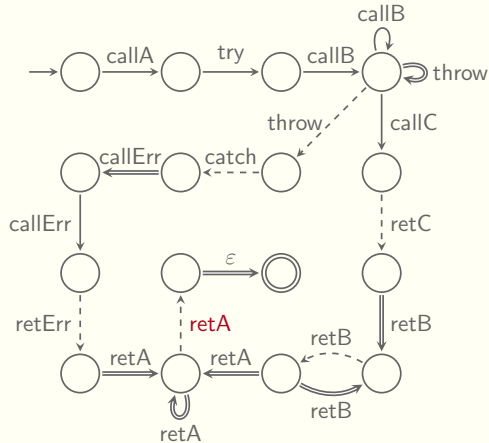


Stack

callA ⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	<	≐	<	>	-	>
<i>ret</i>	>	>	>	>	-	>
<i>try</i>	<	>	<	≐	-	>
<i>throw</i>	-	-	-	-	≐	>
<i>catch</i>	>	>	>	>	-	>
ϵ	<	<	<	<	<	≐

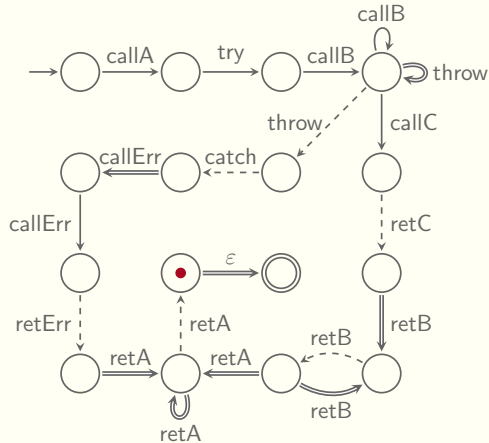


Stack

retA ⊥

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

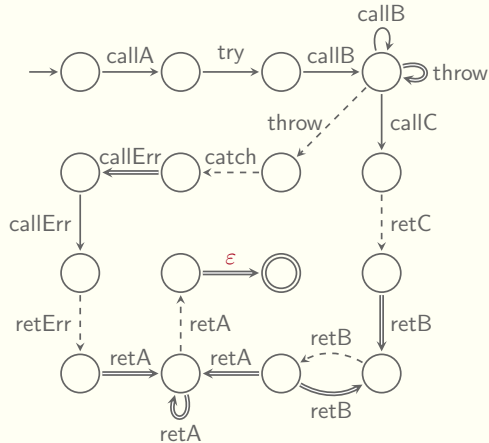


Stack

retA \perp

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	\triangleleft	$\dot{=}$	\triangleleft	\triangleright	-	\triangleright
<i>ret</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
<i>try</i>	\triangleleft	\triangleright	\triangleleft	$\dot{=}$	-	\triangleright
<i>throw</i>	-	-	-	-	$\dot{=}$	\triangleright
<i>catch</i>	\triangleright	\triangleright	\triangleright	\triangleright	-	\triangleright
ϵ	\triangleleft	\triangleleft	\triangleleft	\triangleleft	\triangleleft	$\dot{=}$

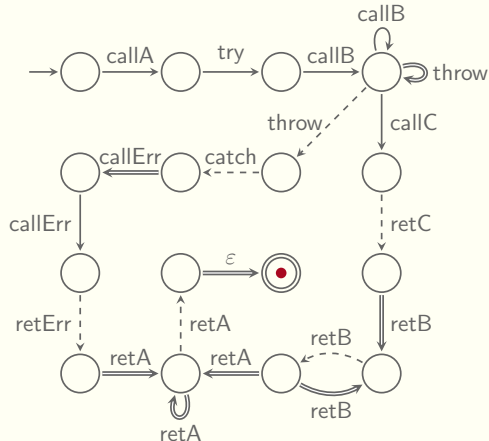


Stack

`retA` |

Example of Modelization

	<i>call</i>	<i>ret</i>	<i>try</i>	<i>throw</i>	<i>catch</i>	ϵ
<i>call</i>	<	$\dot{=}$	<	>	-	>
<i>ret</i>	>	>	>	>	-	>
<i>try</i>	<	>	<	$\dot{=}$	-	>
<i>throw</i>	-	-	-	-	$\dot{=}$	>
<i>catch</i>	>	>	>	>	-	>
ϵ	<	<	<	<	<	$\dot{=}$



Stack

⊥

Contributions

1 Characterization by syntactic congruence

L is an OPL $\iff \equiv_L$ has a finite index

2 Deciding inclusion by synthesizing membership queries: $S \subseteq_{finite} A$

$A \subseteq B \iff \forall w \in S, w \in B$

Contributions

1 Characterization by syntactic congruence

L is an OPL $\iff \equiv_L$ has a finite index

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$A \subseteq B \iff \forall w \in S, w \in B$

Complexity^{6,7}

Inclusion and equivalence is EXPTIME-Complete for both OPL and VPL.

⁶ R. Alur, P. Madhusudan. *Visibly pushdown languages*. STOC 2004

⁷ V. Lonati et al. *OPLs: Their automata-theoretic and logic characterization*. SICOMP 44, 2015

Characterization

Syntactic congruence for REG

$$x \equiv_L y \iff \forall u, v, (uxv \in L \iff uyv \in L)$$

- ▶ finite index: Σ^* / \equiv_L finite
- ▶ language saturation: $x \equiv_L y \implies (x \in L \iff y \in L)$
- ▶ monotonic: $x \equiv_L y \implies uxv \equiv_L uyv$

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Chain Monotonic relations

A relation \bowtie over $\widehat{\Sigma}^*$ is chain-monotonic when:

$$x \bowtie y \implies u(u_0(x)v_0)v \bowtie u(u_0(y)v_0)v$$

where:

$$u_0(x)^\triangleleft, u_0(y)^\triangleleft \in \widehat{\Sigma}_{\geq}^* \quad (x)^\triangleright v_0, (y)^\triangleright v_0 \in \widehat{\Sigma}_{\leq}^* \quad u[u_0xv_0]^\vee \text{ and } u[u_0yv_0]^\vee$$

Syntactic congruence for REG

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Syntactic congruence for OPL

$$x \equiv_L y \iff x \equiv_{\text{chain}} y \wedge \begin{cases} \forall u, v, u_0, v_0 \in \widehat{\Sigma}^*, (u_0 x^\triangleleft \in \widehat{\Sigma}_{\geq}^* \wedge x^\triangleright v_0 \in \widehat{\Sigma}_{\leq}^* \wedge u[u_0 x v_0]^v) \\ \implies (u u_0 x v_0 v \in L \iff u u_0 y v_0 v \in L) \end{cases}$$

- ▶ finite index: Σ^* / \equiv_L finite
- ▶ language saturation: $x \equiv_L y \implies (x \in L \iff y \in L)$
- ▶ chain monotonic: $x \equiv_L y \implies u u_0 x v_0 v \equiv_L u u_0 y v_0 v$ when $u_0(x)^\triangleleft \in \widehat{\Sigma}_{\geq}^*$ and $(x)^\triangleright v_0 \in \widehat{\Sigma}_{\leq}^*$ and $u[u_0 x v_0]^v$

Deciding Inclusion

With Complementation

$$A \subseteq B \iff A \cap (\neg B) = \emptyset$$

With Antichains⁸

$$A \subseteq B \iff A / \equiv_B \subseteq B$$

⁸ M. De Wulf et al. *Antichains: A New Algorithm for Checking Universality of Finite Automata*. CAV 2006

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Language Abstraction⁹

- ▶ well quasi-order
- ▶ language saturation
- ▶ monotonic

⁹ P. Ganty et al. *Complete Abstractions for Checking Language Inclusion*. ACM Trans. 22, 2021

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Language Abstraction

- ▶ well quasi-order
- ▶ language saturation
- ▶ monotonic

Key Argument

$$\begin{aligned} & A \not\subseteq B \\ \iff & \exists x, x \in A \wedge x \notin B \\ \iff & \forall y, x \equiv_B y \implies y \in A \wedge y \notin B \end{aligned}$$

Iterative computation of A/\equiv_B

Fixpoint computation for REG

$$(q, u) \rightsquigarrow_A (q', \varepsilon) \iff [u]_{\equiv_B} \in \vec{X}_{q, q'}$$

Fixpoint computation for OPL

Iterative computation of A/\equiv_B

Fixpoint computation for REG

$$(q, u) \rightsquigarrow_A (q', \varepsilon) \iff [u]_{\equiv_B} \in \vec{X}_{q, q'}$$

▶ $q = q' \implies [\varepsilon]_{\equiv_B} \in \vec{X}_{q, q'}$

▶ $\left(\begin{array}{l} [u]_{\equiv_B} \in \vec{X}_{q, p}, \quad [v]_{\equiv_B} \in \vec{X}_{p', q'} \\ ((p, a), (p', \varepsilon)) \in \Delta \end{array} \right) \implies [uav]_{\equiv_B} \in \vec{X}_{q, q'}$

monotonicity

Fixpoint computation for OPL

Iterative computation of A/\equiv_B

Fixpoint computation for REG

$$(q, u) \rightsquigarrow_A (q', \varepsilon) \iff [u]_{\equiv_B} \in \vec{X}_{q, q'}$$

Fixpoint computation for OPL

$$(q, uc, \langle a, s \rangle \perp) \rightsquigarrow (q', c, \langle b, s \rangle \perp) \iff [u] \in \vec{X}_{q, q'}^{a, b, c}$$

Iterative computation of A/\equiv_B

Fixpoint computation for REG

$$(q, u) \rightsquigarrow_A (q', \varepsilon) \iff [u]_{\equiv_B} \in \vec{X}_{q, q'}$$

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$$(q, uc, \langle a, s \rangle \perp) \rightsquigarrow (q', c, \langle b, s \rangle \perp) \iff [u] \in \vec{X}_{q, q'}^{a, b, c}$$

- ▶ $q = q' \implies [\varepsilon] \in \vec{X}_{q, q'}^{a, b, c}$
- ▶ $\left(\begin{array}{l} [u] \in \vec{X}_{q, p}^{a, a', b'}, \quad [v] \in \vec{X}_{p', q'}^{b', b, c} \\ (p, \langle a', s \rangle \perp) \xrightarrow{b'} (p', \langle b', s \rangle \perp) \end{array} \right) \implies [ub'v] \in \vec{X}_{q, q'}^{a, b, c}$ **chain-monotonicity**
- ▶ $\left(\begin{array}{l} [u] \in \vec{X}_{q, p}^{a, b, b'}, \quad [v] \in \vec{X}_{p', q'}^{b', c', c}, \quad b \triangleleft b' \\ (p, \perp) \xrightarrow{b'} (p', \langle b', p \rangle \perp), \quad (q', \langle c', p \rangle \perp) \xrightarrow{c} (q, \perp) \end{array} \right) \implies [ub'v] \in \vec{X}_{q, q'}^{a, b, c}$

Conclusion

Contributions

1. Characterization by syntactic congruence
2. Deciding inclusion with membership queries

Future works

- ▶ Implementation
- ▶ Weighted / Omega OPL

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1. Characterization by syntactic congruence
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Thank you

Appendix

From \equiv_L to OPL

Let $L \subseteq \widehat{\Sigma}^*$ such that \equiv_L has a finite index. We construct $A = (Q, q_0, F, \Delta)$ where:

- ▶ $Q = \{([u], [v]) : u, v \in \widehat{\Sigma}^*\}$
- ▶ $q_0 = ([\varepsilon], [\varepsilon])$
- ▶ $F = \{([\varepsilon], [w]) : w \in L\}$
- ▶ $\Delta((([u], [v]), a, \langle b, ([u'], [v']) \rangle \theta) \rightarrow (([uva], [\varepsilon]), \varepsilon, \langle a, ([u'], [v']) \rangle \theta)$
- ▶ $\Delta((([u], [v]), a, \langle b, ([u'], [v']) \rangle \theta) \rightarrow (([u'], [v'uv]), a, \theta)$
- ▶ $\Delta(q, a, \langle b, q' \rangle \theta) \rightarrow (([a], [\varepsilon]), \varepsilon, \langle a, q' \rangle \theta)$

 $b \doteq a$ $b \triangleright a$ $b \triangleleft a$

From OPL to \equiv_L

From \equiv_L to OPL

From OPL to \equiv_L

Let L be a OPL reconized by $A = (Q, q_0, F, \Delta)$. For all $w \in \widehat{\Sigma}^*$ we define:

- ▶ $f_w(q) = \{q' \in Q : \exists \theta, (q, w\star, \perp) \rightsquigarrow (q', \star, \theta)\}$
- ▶ $\Phi_w(q) = \{\theta : \exists q', (q, w\star, \perp) \rightsquigarrow (q', \star, \theta)\}$
- ▶ $g_w(q_1, q_2) = \{p_w : \exists \theta, (q_2, \varepsilon, \theta) \rightsquigarrow (p_w, \varepsilon, \perp) \wedge \theta \in \Phi_w(q_1)\}$

$$x \equiv_A y \iff (x \equiv_{\text{chain}} y) \wedge (f_x = f_y) \wedge (g_x = g_y) \wedge (\bigwedge_{q \in Q} (\Phi_x(q))^T = (\Phi_y(q))^T)$$

- ▶ $x \equiv_A y \implies x \equiv_L y$
- ▶ $\widehat{\Sigma}^* / \equiv_A$ is finite