

Active Learning of Automata for JSON-Streaming Validation

Highlights of Logic, Games, and Automata

Véronique Bruyère

Guillermo A. Pérez

Gaëtan Staquet

Theoretical computer science
Computer Science Department
Science Faculty
University of Mons

Formal Techniques in Software Engineering
Computer Science Department
Science Faculty
University of Antwerp

June 29, 2022

What is a JSON document?

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{  
  "day": 29,  
  "place": {  
    "city": "Paris",  
    "country": "France"  
  },  
  "authors": ["Bruyère", "Pérez", "Staquet"]  
}
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```

- ▶ An object is an **unordered** collection of key-value pairs.
- ▶ An **array** is an **ordered** collection of values.

Adding constraints to a document

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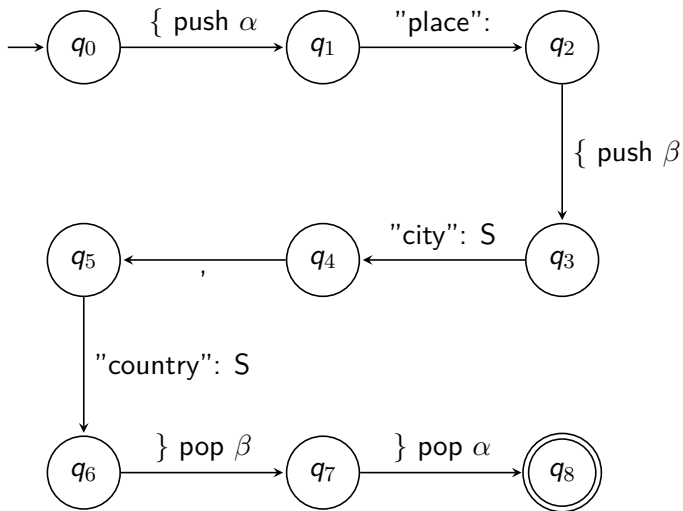
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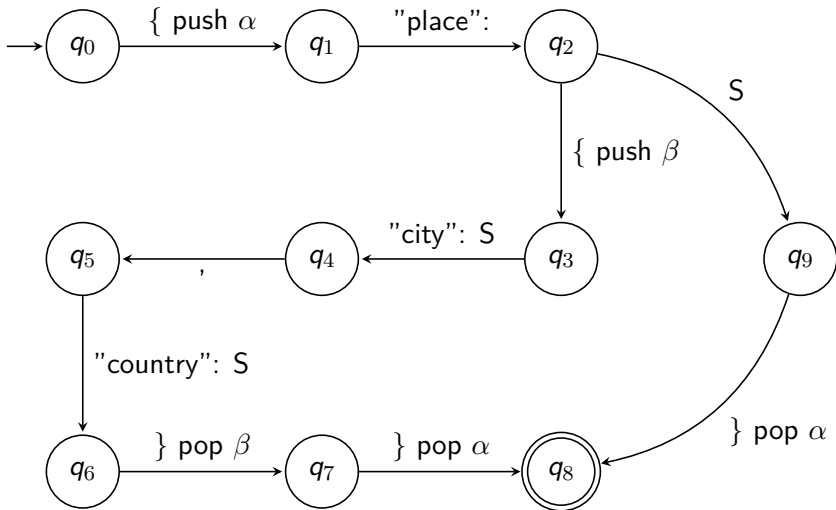
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↔ Use **pushdown automata**-based techniques!

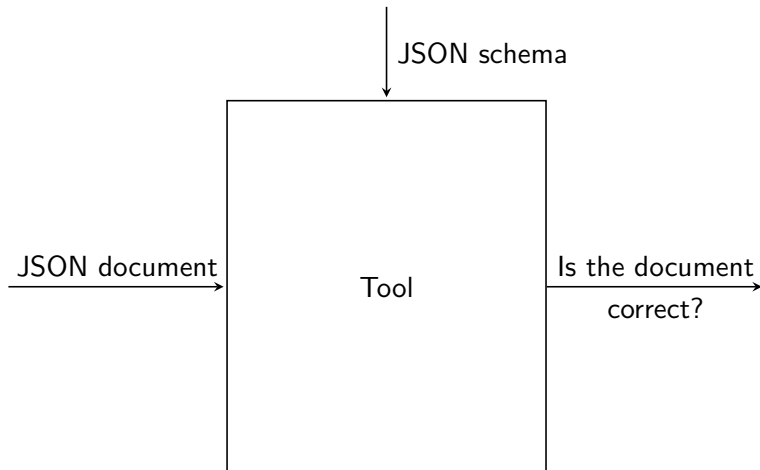
(Visibly) pushdown automaton



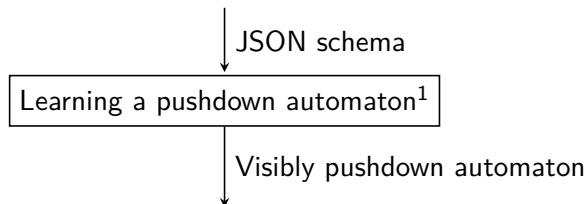
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Our framework

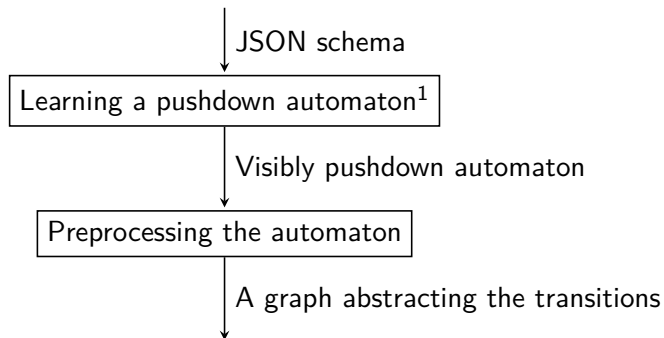


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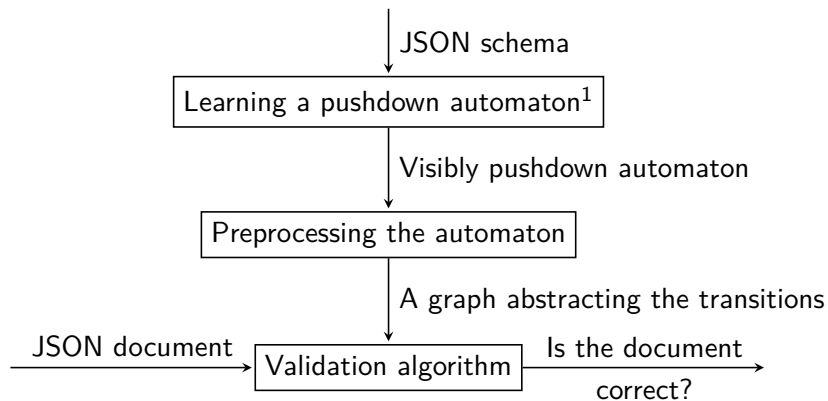
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Main contributions

1. For any schema S , we proved there **always exists** a visibly pushdown automaton that can decide whether a document satisfies S .
↔ But **fixing an order** on the key-value pairs yields a much **smaller** automaton.

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↔ Work in progress.

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References I

-  **Isberner, Malte.** “Foundations of active automata learning: an algorithmic perspective”. PhD thesis. Technical University Dortmund, Germany, 2015. URL: <http://hdl.handle.net/2003/34282>.