Using Finite State Technology in Natural Language Processing of Basque

Cascade Decompositions are Bit-Vector Algorithms

Submodule Construction and Supervisory Control: A Generalization

Counting the Solutions of Presburger Equations without Enumerating Them

Brzozowski's Derivatives Extended to Multiplicities

Finite Automata for Compact Representation of Language Models in NLP

Past Pushdown Timed Automata

Scheduling Hard Sporadic Tasks by Means of Finite Automata and Generating Functions

Bounded-Graph Construction for Noncanonical Discriminating-Reverse Parsers

Finite-State Transducer Cascade to Extract Proper Names in Texts

Is this Finite-State Transducer Sequential?

Compilation Methods of Minimal Acyclic Finite-State Automata for Large Dictionaries

Bit Parallelism - NFA Simulation

Improving Raster Image Run-Length Encoding Using Data Order

Enhancements of Partitioning Techniques for Image Compression Using Weighted Finite Automata

Extraction of [epsilon]-Cycles from Finite-State Transducers

On the Size of Deterministic Finite Automata

Crystal Lattice Automata

Minimal Adaptive Pattern-Matching Automata for Efficient Term Rewriting

Adaptive Rule-Driven Devices - General Formulation and Case Study

Typographical Nearest-Neighbor Search in a Finite-State Lexicon and Its Application to Spelling Correction

On the Software Design of Cellular Automata Simulators for Ecological Modeling

Random Number Generation with [actual symbol not reproducible]-NFAs

Deterministic Finite Automata

Author Index

Table of Contents provided by Blackwell's Book Services and R.R. Bowker. Used with permission.