

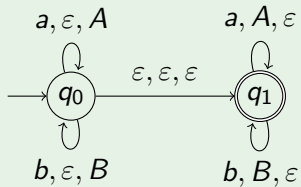
Of stacks (of stacks (...)) with blind counters) with blind counters

Georg Zetsche

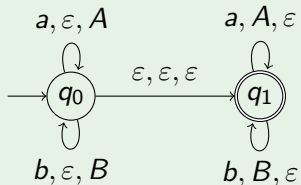
Technische Universität Kaiserslautern

Algorithmics on Infinite State Systems 2014

Example (Pushdown automaton)

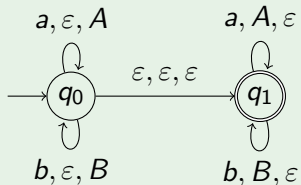


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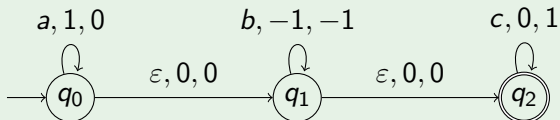
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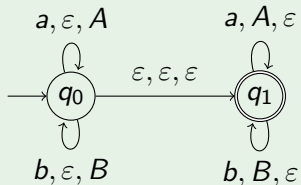


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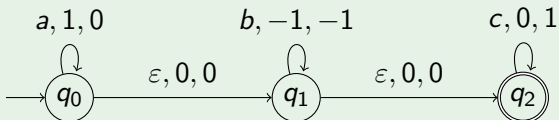


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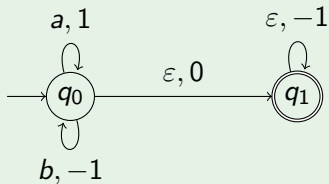
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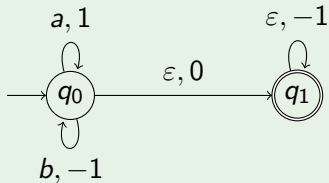


$$L = \{a^n b^n c^n \mid n \geq 0\}$$

Example (Partially blind counter automaton)



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$$L = \{w \in \{a, b\}^* \mid |p|_a \geq |p|_b \text{ for each prefix } p \text{ of } w\}$$

Automata models that extend finite automata by some storage mechanism:

- Pushdown automata
- Blind counter automata
- Partially blind counter automata
- Turing machines

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Each storage mechanism consists of:

- States: set S of states
- Operations: partial maps $\alpha_1, \dots, \alpha_n: S \rightarrow S$

Model	States	Operations
Pushdown automata	$S = \Gamma^*$	$\text{push}_a: w \mapsto wa, a \in \Gamma$ $\text{pop}_a: wa \mapsto w, a \in \Gamma$

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Observation

Here, a sequence β_1, \dots, β_k of operations is valid if and only if

$$\beta_1 \circ \dots \circ \beta_k = \text{id}$$

Definition

A *monoid* is

- a set M together with
- an associative binary operation $\cdot : M \times M \rightarrow M$ and
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Storage mechanisms as monoids

- Let S be a set of states and $\alpha_1, \dots, \alpha_n : S \rightarrow S$ partial maps.
- The set of all compositions of $\alpha_1, \dots, \alpha_n$ is a monoid M .
- The identity map is the neutral element of M .
- M is a description of the storage mechanism.

Valence automata

Common generalization: Valence Automata

Valence automaton over M :

- Finite automaton with edges $p \xrightarrow{w|m} q$, $w \in \Sigma^*$, $m \in M$.

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Language class

$VA(M)$ languages accepted by valence automata over M .

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- For which do we have semilinearity of all languages?
- For which is the language class, for example, Boolean closed?
- For which can we decide, for example, emptiness?

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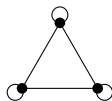
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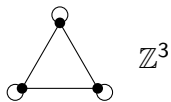
Intuition

- \mathbb{B} : bicyclic monoid, $\mathbb{B} = \{a, \bar{a}\}^*/\{a\bar{a} = \varepsilon\}$.
- \mathbb{Z} : group of integers
- For each unlooped vertex, we have a copy of \mathbb{B}
- For each looped vertex, we have a copy of \mathbb{Z}
- $\mathbb{M}\Gamma$ consists of sequences of such elements
- An edge between vertices means that elements can commute

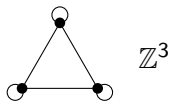
Examples



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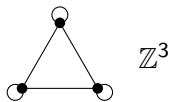


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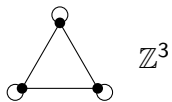
Blind counter

Examples



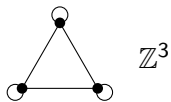
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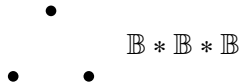
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Examples



\mathbb{Z}^3

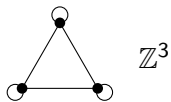
Blind counter



$\mathbb{B} * \mathbb{B} * \mathbb{B}$

Pushdown

Examples



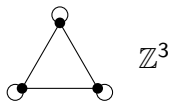
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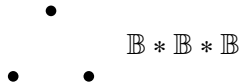


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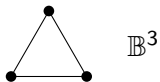
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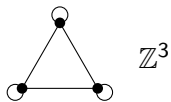
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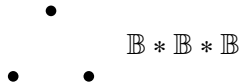
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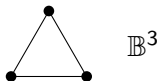
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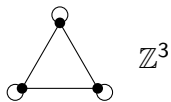
Pushdown



\mathbb{B}^3

Partially blind counter

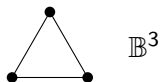
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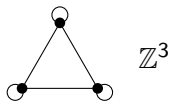
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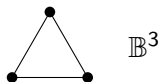
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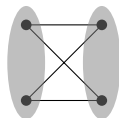
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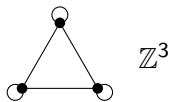
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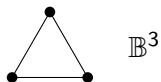
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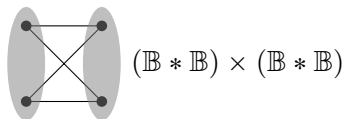
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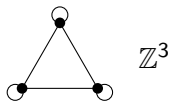
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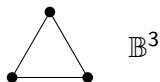
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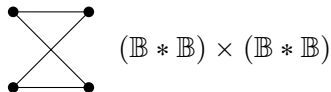
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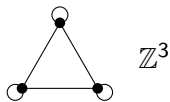


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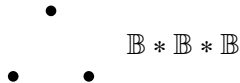


Infinite tape (TM)

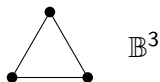
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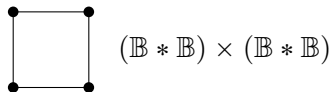
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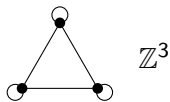


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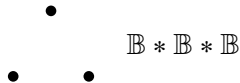


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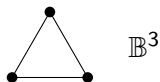
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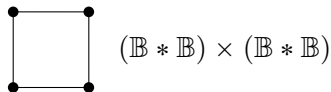
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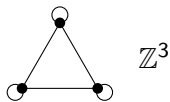


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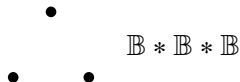


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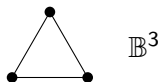
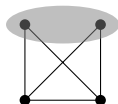
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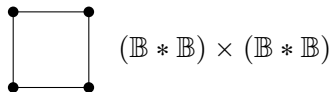
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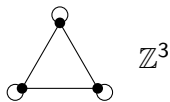


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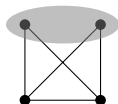
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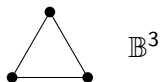
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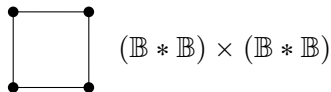
Pushdown



$(\mathbb{B} * \mathbb{B}) \times \mathbb{B} \times \mathbb{B}$

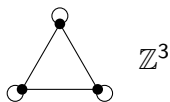


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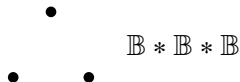


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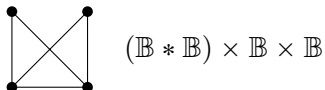
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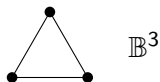
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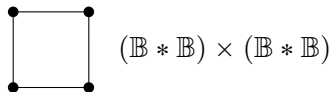
Pushdown



Pushdown + partially blind counters



Partially blind counter



Infinite tape (TM)

Silent Transitions

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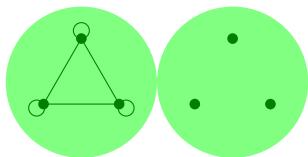
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Question

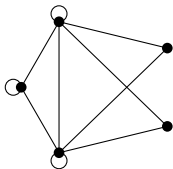
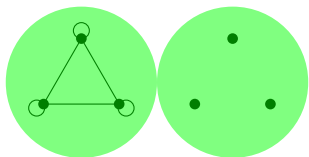
For which storage mechanisms can we avoid silent transitions?



Theorem (Z., ICALP 2013)

Let Γ be a graph such that

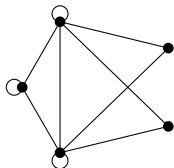
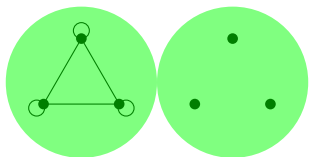
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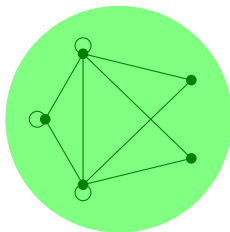
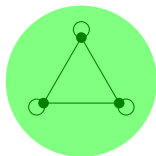
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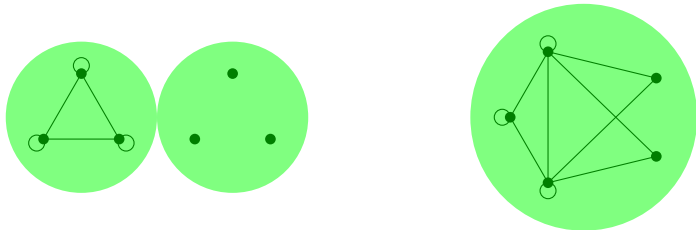
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- $\mathbb{M}\Gamma \in \text{StCtr}$

Positive case

Definition (Stacked counters)

Let StCtr be the smallest class of monoids such that

- $1 \in \text{StCtr}$
- if $M \in \text{StCtr}$, then $M \times \mathbb{Z} \in \text{StCtr}$
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Interpretation of StCtr

StCtr corresponds to the class of storage mechanisms obtained by

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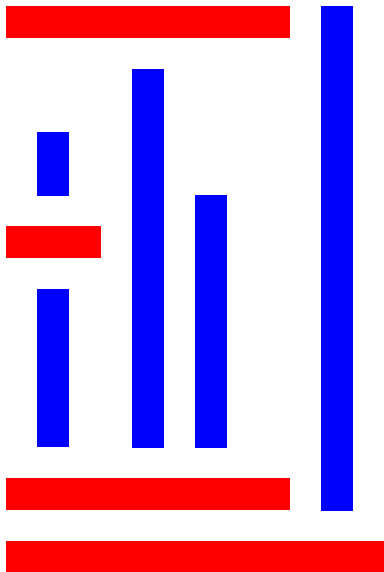
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- building stacks ($M * \mathbb{B}$)
 - States: sequences $\square c_1 \square c_2 \square \cdots \square c_n$, c_i old states
 - Operations: push separator, pop if empty, manipulate topmost entry



Semilinearity

For which monoids M are all languages in $VA(M)$ semilinear?

- Parikh's Theorem: Pushdown automata
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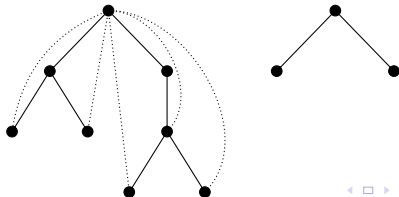
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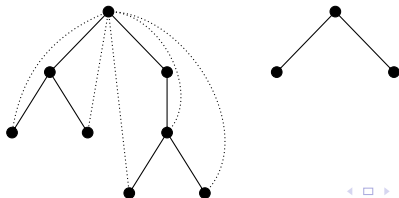
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 - 2 Γ , minus loops, is a transitive forest.
- $VA(\mathbb{M}\Gamma) \subseteq VA(M)$ for some $M \in \text{StCtr}$. (NP-membership!)



Expressiveness

Algebraic extensions

Let \mathcal{F} be a language class. An \mathcal{F} -grammar G consists of

- Nonterminals N , terminals T , start symbol $S \in N$
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Presburger constraints

For each language class \mathcal{F} , $\text{SLI}(\mathcal{F})$ denotes the class of languages

$$h(L \cap \Psi^{-1}(S))$$

for some $L \in \mathcal{F}$, a homomorphism h and a semilinear set S .

A hierarchy of language classes

Hierarchy

$F_0 =$ finite languages,

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Corollary

Stacked counter automata accept precisely the languages in F .

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Parikh annotations

- New language in the same class
- Additional symbols encode decomposition of Parikh image into constant and period vectors
- Adding period vectors by inserting at designated positions

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Parikh image: $(c + (a + b)^\oplus + a^\oplus) \cup (d + (a + b)^\oplus + b^\oplus)$.

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Other applications of Parikh annotations include:

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For each $i \geq 0$: $F_i \subsetneq G_i \subsetneq F_{i+1}$.

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