

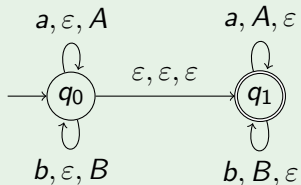
The Emptiness Problem for Valence Automata or: Another Decidable Extension of Petri Nets

Georg Zetsche

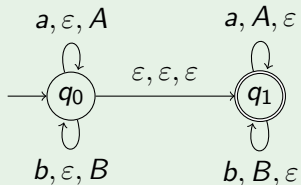
Technische Universität Kaiserslautern

Reachability Problems 2015

Example (Pushdown automaton)

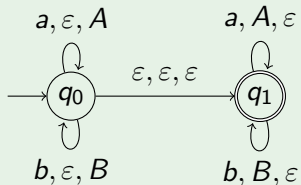


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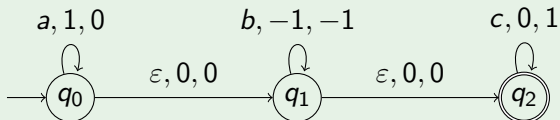
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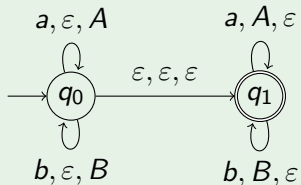


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Example (Blind counter automaton)

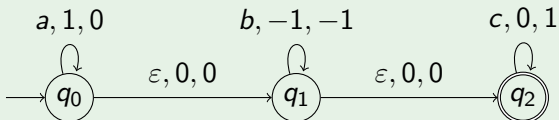


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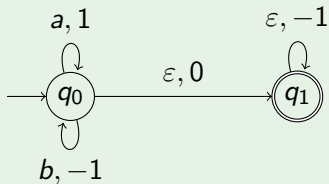
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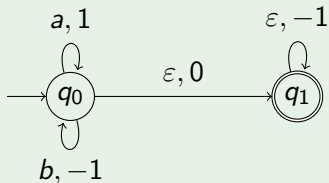


$$L = \{a^n b^n c^n \mid n \geq 0\}$$

Example (Partially blind counter automaton)



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

Storage mechanisms

Automata models that extend finite automata by some storage mechanism:

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

Goal: General insights

Structure of storage \Leftrightarrow computational properties

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Framework

Abstract model with storage as parameter

Valence automata

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- an associative binary operation $\cdot : M \times M \rightarrow M$ and
- a neutral element $1 \in M$ ($a1 = 1a = a$ for any $a \in M$).

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Language class

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

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- For which can we compute **abstractions**?

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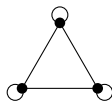
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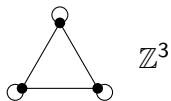
Intuition

- \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

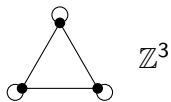
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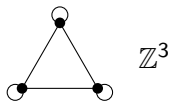


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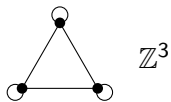
Blind counter

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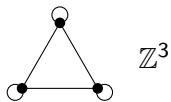
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\mathbb{Z}^3

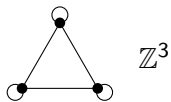
Blind counter



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

Pushdown

Examples



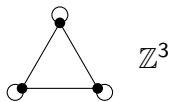
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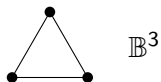
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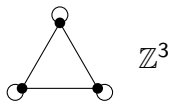
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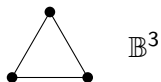
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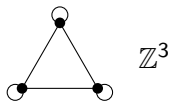


Pushdown



Partially blind counter

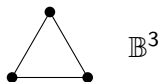
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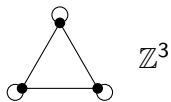
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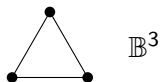
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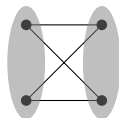
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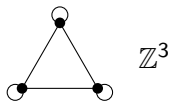
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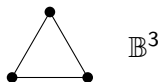
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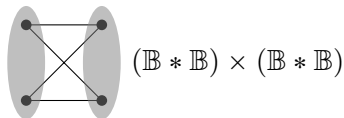
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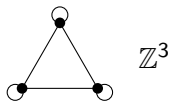
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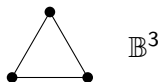
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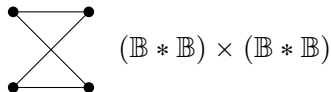
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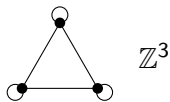


Partially blind counter



Infinite tape (TM)

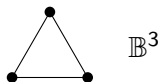
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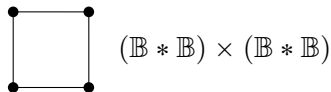
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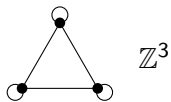


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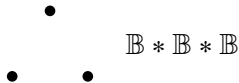


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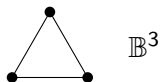
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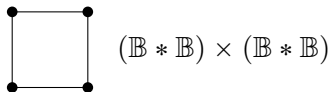
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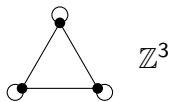


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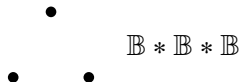


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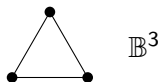
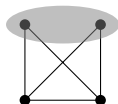
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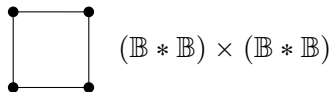
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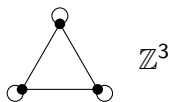


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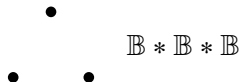


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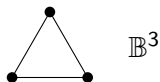
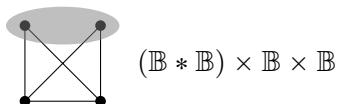
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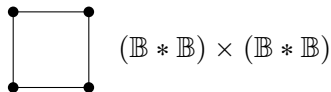
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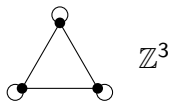


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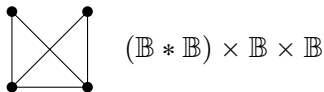
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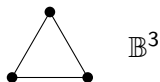
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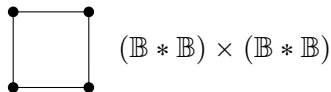
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Pushdown + partially blind counters



Partially blind counter



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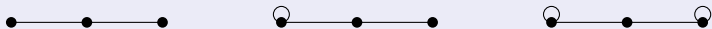
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Pushdown + partially blind counters

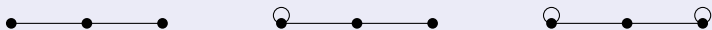
Decidability a long-standing open problem

Simplest graphs for pushdown + counters



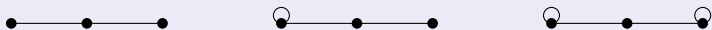
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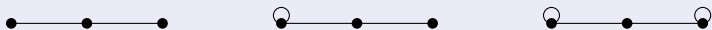
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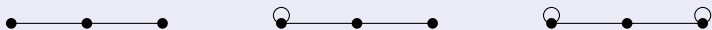
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Theorem

Let Γ be *PPN-free*. Then the following are equivalent:

- *Emptiness is decidable for valence automata over $\mathbb{M}\Gamma$.*
- Γ , minus loops, is a transitive forest.

Simplest graphs for pushdown + counters

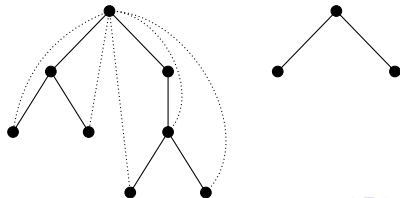


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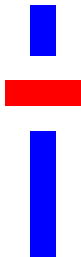
Theorem

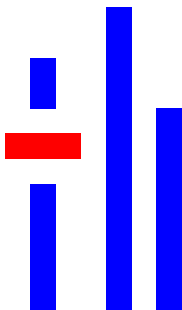
Let Γ be *PPN-free*. Then the following are equivalent:

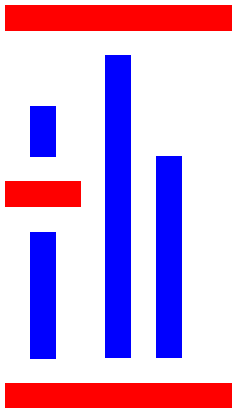
- *Emptiness is decidable for valence automata over $\mathbb{M}\Gamma$.*
- Γ , minus loops, is a *transitive forest*.

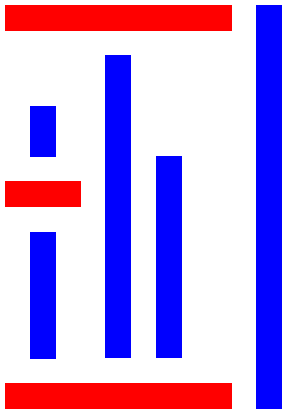


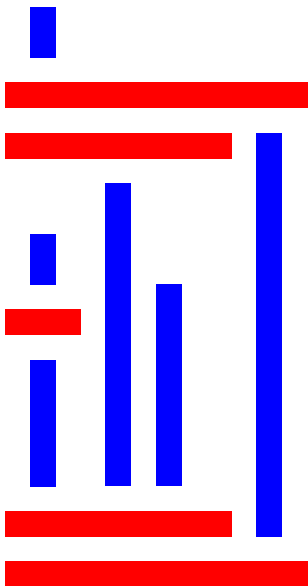


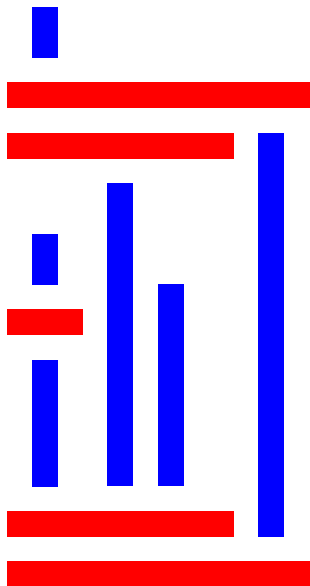








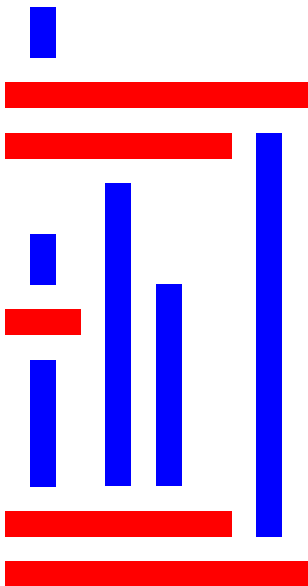




Intuition

Decidable mechanisms, SC^\pm :

- Start with partially blind counters
- Build stacks
- Add blind counters



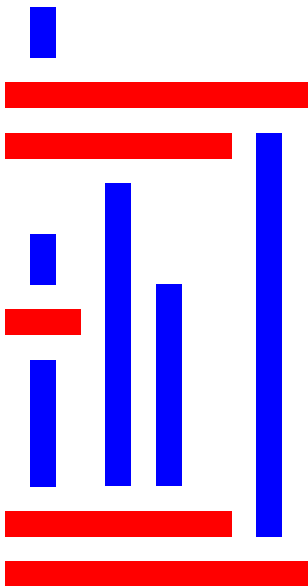
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Left open, SC^+ :

- Start with partially blind counters
- Build stacks
- Add **partially** blind counters



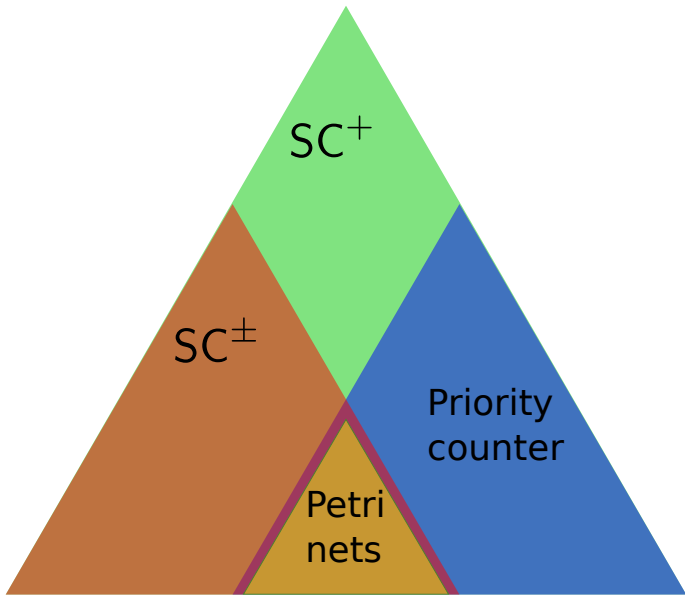
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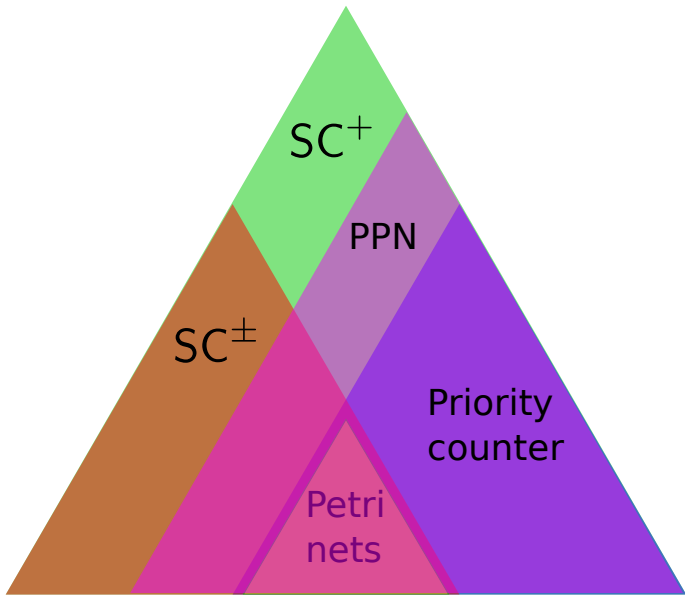
Decidable mechanisms, SC^\pm :

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Left open, SC^+ :

- Start with partially blind counters
 - Build stacks
 - Add partially blind counters
- ⇒ Generalize pushdown Petri nets and priority counter automata
- ⇒ New open problem

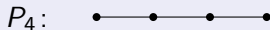
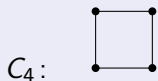




Poof: Undecidability

Theorem (Wolk 1965)

An undirected graph is a transitive forest iff it avoids as induced subgraphs:



\Rightarrow Show Turing completeness for C_4 and P_4

Poof: Decidability

Decidability

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Reduction

$\Psi(VA(M)) \subseteq \text{Prio}$ for every $M \in SC^\pm$.

Priority counter machines

- Automaton with n counters

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Theorem (Reinhardt)

Reachability is decidable for priority counter machines.

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- If $\Psi(VA(M)) \subseteq \text{Prio}$, then $\Psi(VA(M \times \mathbb{Z})) \subseteq \Psi(\text{Prio})$.
- What about $VA(\mathbb{B} * M)$?

Expressiveness

Algebraic extensions

Let \mathcal{C} be a language class. A \mathcal{C} -grammar G consists of

- Nonterminals N , terminals T , start symbol $S \in N$
- Productions $A \rightarrow L$ with $L \subseteq (N \cup T)^*$, $L \in \mathcal{C}$

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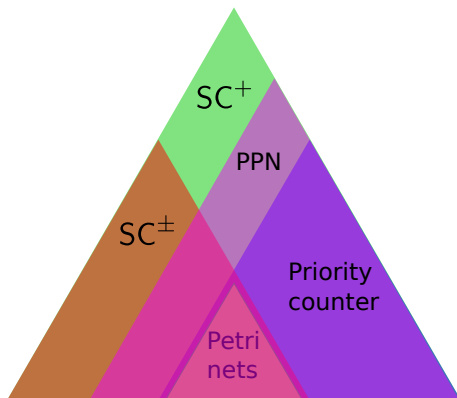
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Theorem (van Leeuwen 1974)

If \mathcal{C} is closed under rational transductions and Kleene star, then

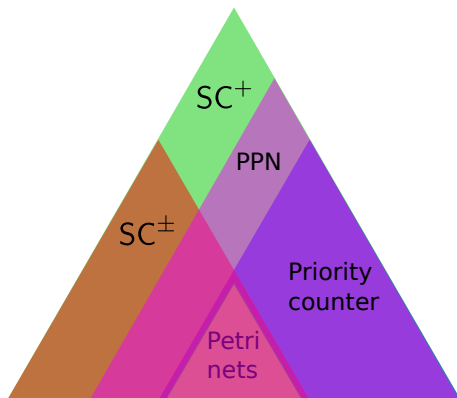
$$\Psi(\text{Alg}(\mathcal{C})) \subseteq \Psi(\mathcal{C}).$$

Conclusion



Contribution

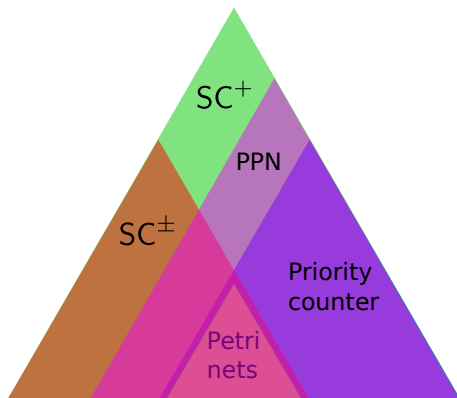
Conclusion



Contribution

- In absence of PPN: Characterization of decidable emptiness problem

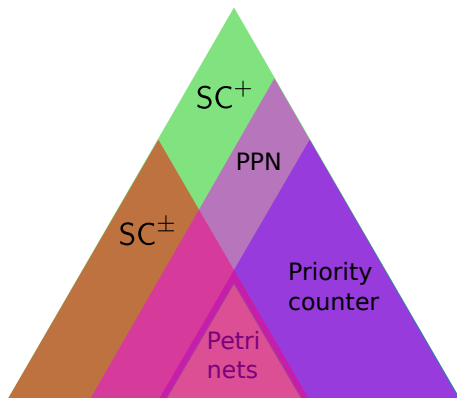
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Contribution

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- New decidable model (SC^\pm)

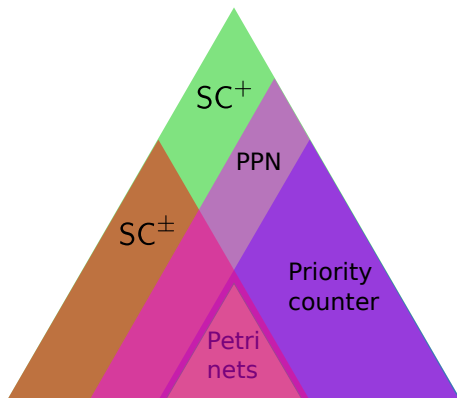
Conclusion



Contribution

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- New powerful model that might be decidable (SC^+)

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