

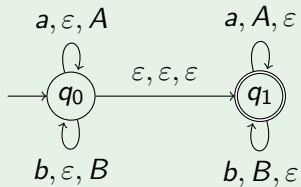
Monoids as Storage Mechanisms

Georg Zetsche

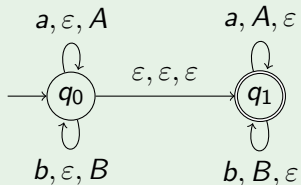
LSV Cachan

INFINI Group Seminar

Example (Pushdown automaton)

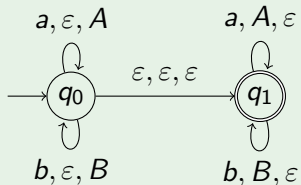


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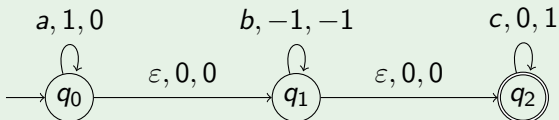
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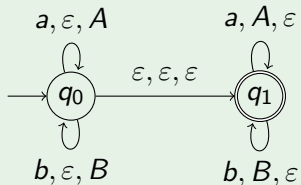


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Example (Blind counter automaton)

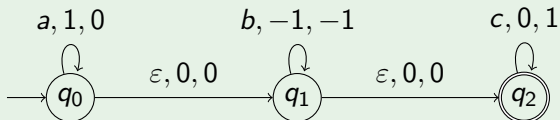


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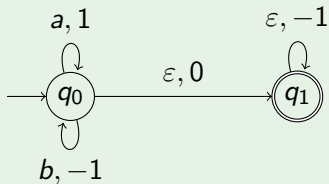
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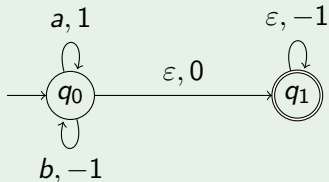


$$L = \{a^n b^n c^n \mid n \geq 0\}$$

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

Definition

A *monoid* is a set M with

- an associative binary operation $\cdot : M \times M \rightarrow M$ and
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Language class

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

Classical results can now be generalized:

Questions

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Monoids defined by graphs

By graphs, we mean undirected graphs with loops allowed.

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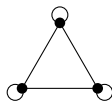
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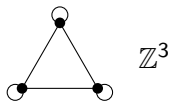
Intuition

- \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

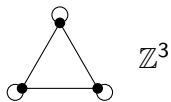
Examples



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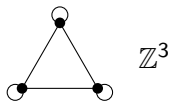


Examples



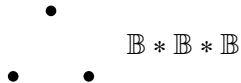
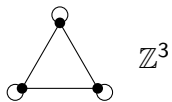
Blind counter

Examples



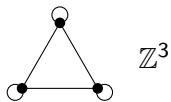
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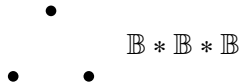


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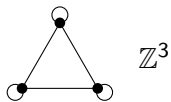


Blind counter



Pushdown

Examples



\mathbb{Z}^3

Blind counter

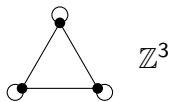


$\mathbb{B} * \mathbb{B} * \mathbb{B}$

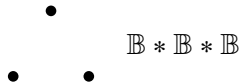
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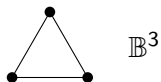
Examples



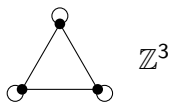
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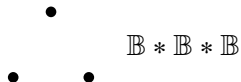


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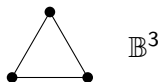
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$\mathbb{B} * \mathbb{B} * \mathbb{B}$

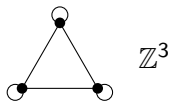
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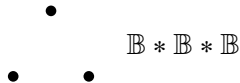
\mathbb{B}^3

Partially blind counter

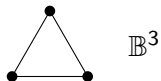
Examples



Blind counter



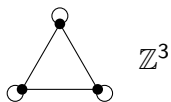
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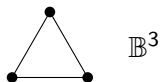
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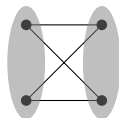
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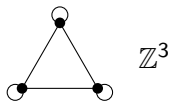
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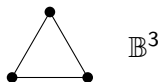
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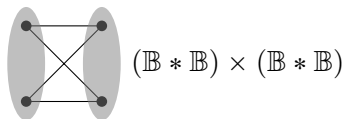
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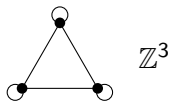
Pushdown



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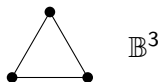
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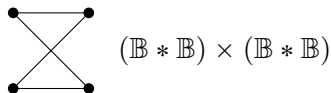
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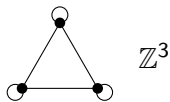


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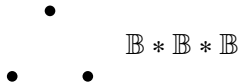
Infinite tape (TM)

Examples



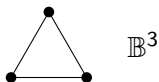
\mathbb{Z}^3

Blind counter



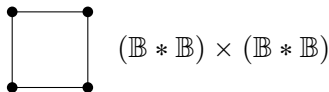
$\mathbb{B} * \mathbb{B} * \mathbb{B}$

Pushdown



\mathbb{B}^3

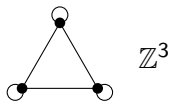
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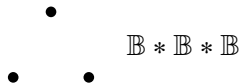
$(\mathbb{B} * \mathbb{B}) \times (\mathbb{B} * \mathbb{B})$

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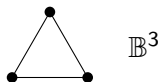
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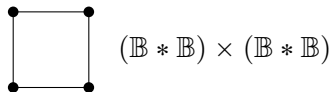
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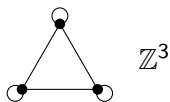


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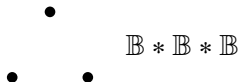


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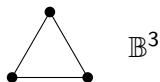
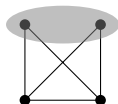
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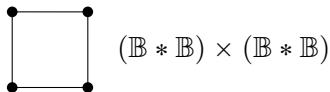
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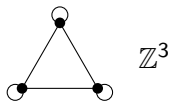


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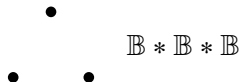


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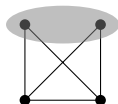
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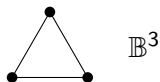
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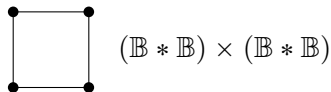
Pushdown



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

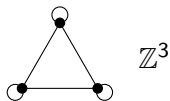


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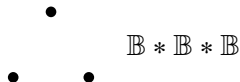


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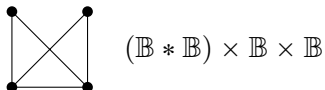
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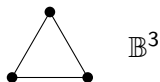
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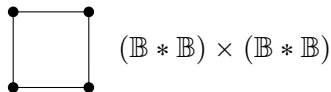
Pushdown



Pushdown + partially blind counters



Partially blind counter



Infinite tape (TM)

The emptiness problem

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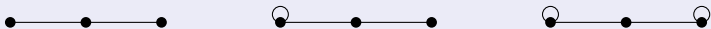
Obstacle



Pushdown + partially blind counters

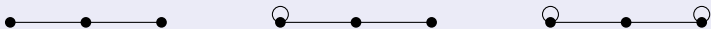
Decidability a long-standing open problem

Simplest graphs for pushdown + counters



- One can show: These can simulate pushdown + one counter

Simplest graphs for pushdown + counters



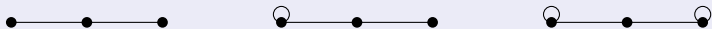
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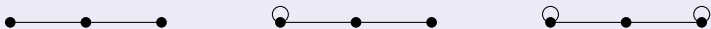
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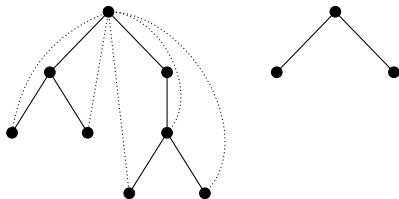


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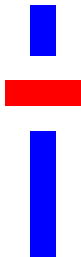
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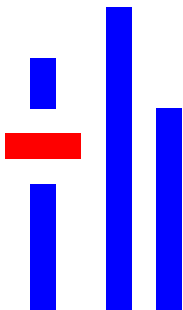
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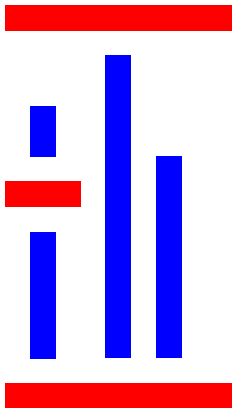
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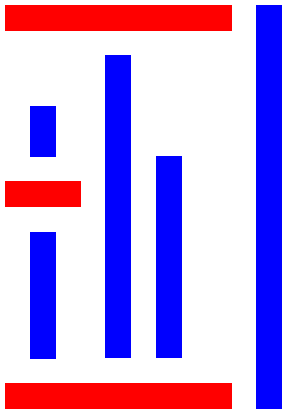


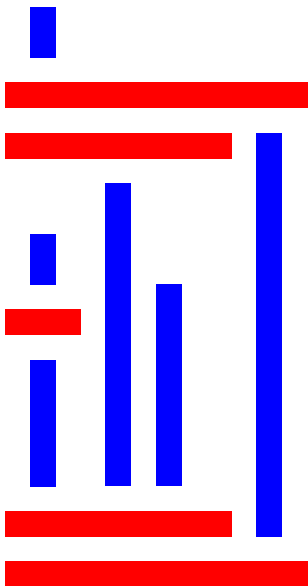


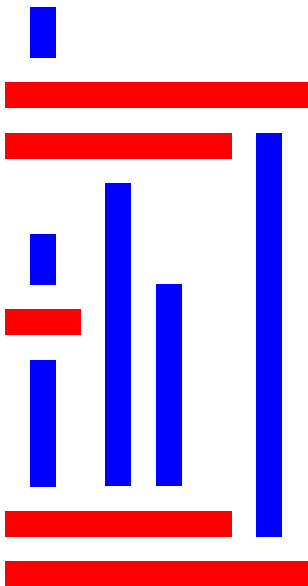








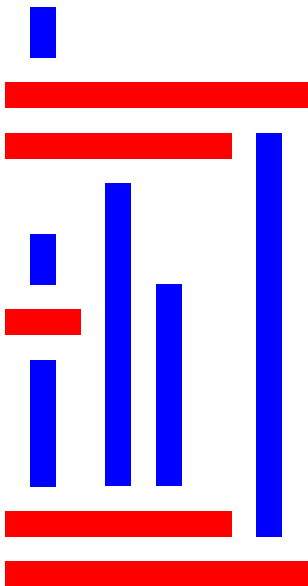




Intuition

Decidable mechanisms, SC^\pm :

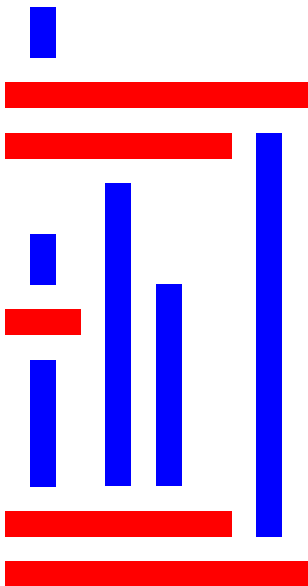
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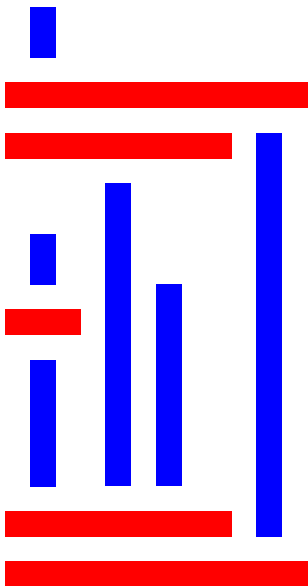
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- Add **partially** blind counters



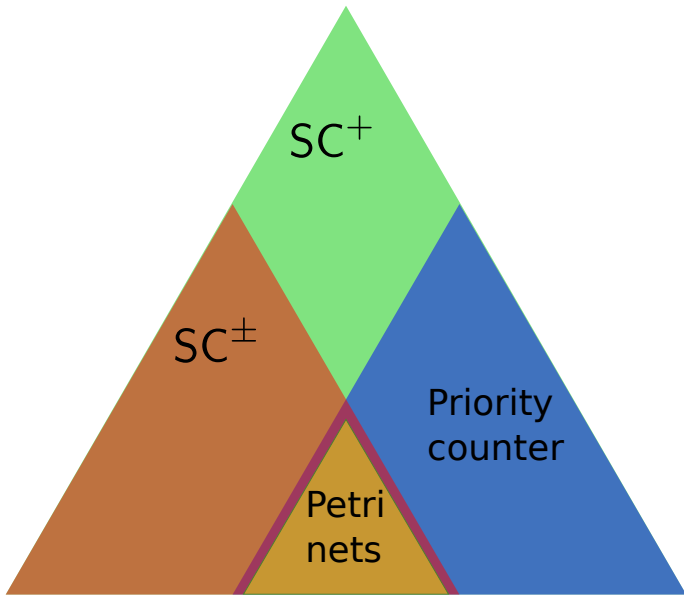
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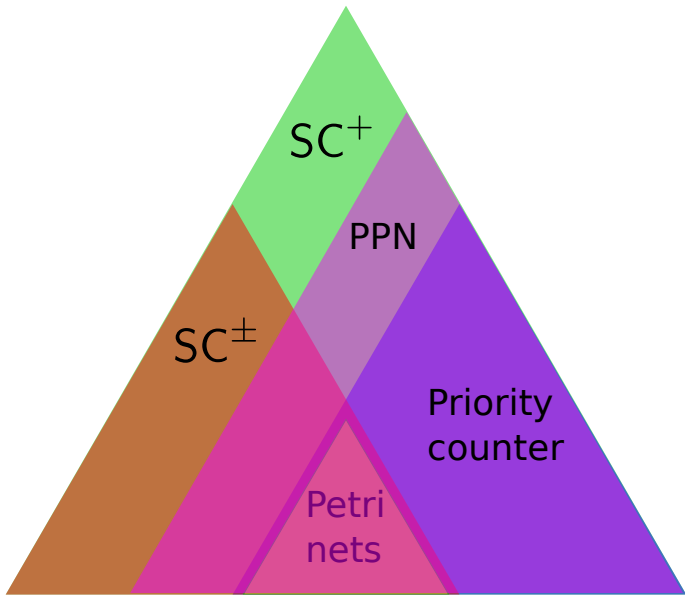
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Left open, SC^+ :

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- ⇒ Generalize pushdown Petri nets and priority counter automata
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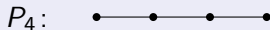
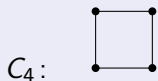




Poof: Undecidability

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

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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 $VA(\mathbb{B} * M)$?

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Algebraic extensions

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

- Nonterminals N , terminals T , start symbol $S \in N$
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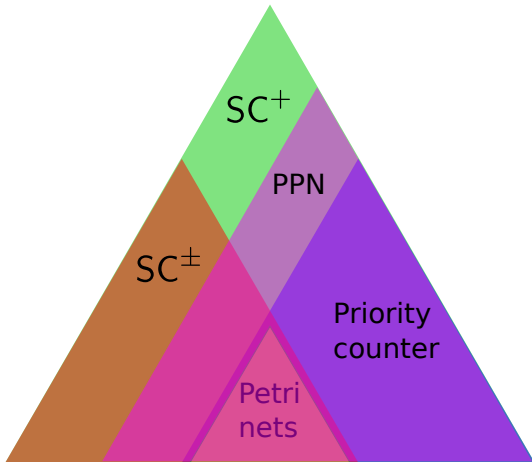
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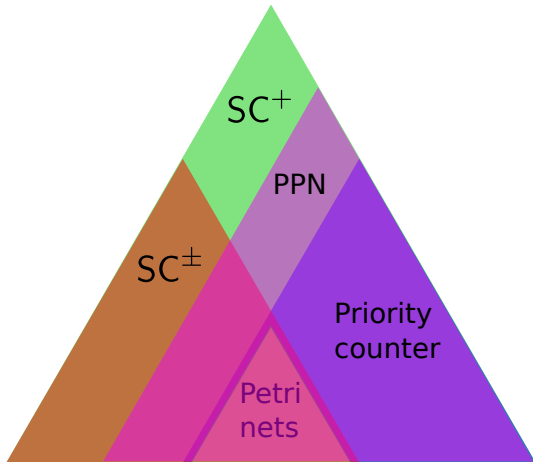
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Theorem (van Leeuwen 1974)

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

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Theorem (Lohrey and Steinberg 2008)

Let Γ be a graph in which every vertex is looped. Then emptiness is decidable for $\mathbb{M}\Gamma$ if and only if Γ , minus loops, is a transitive forest.

Abstractions: Semilinear Parikh images

Semilinear Parikh images

- Numerous applications.
- Parikh's Theorem: Pushdown automata
- Ibarra + Greibach: Blind counter automata

Question

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

Characterization

Theorem (Buckheister, Z. 2013)

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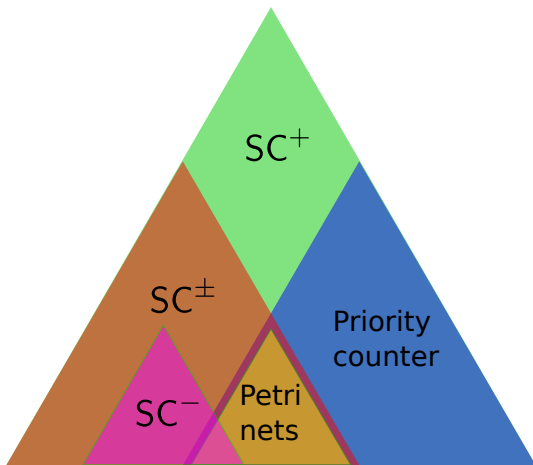
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SC^-

Building stacks, adding blind counters



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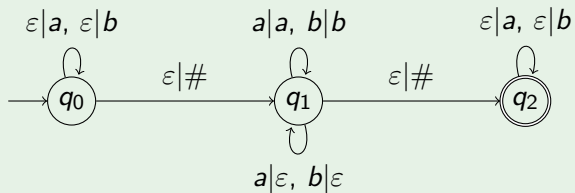
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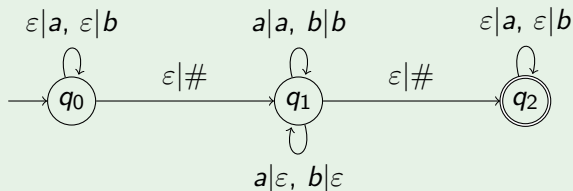
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Example (Transducer)



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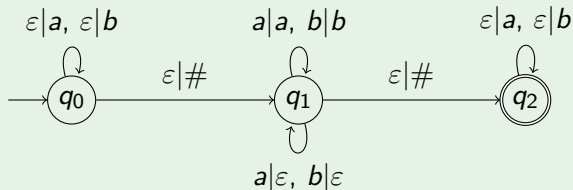
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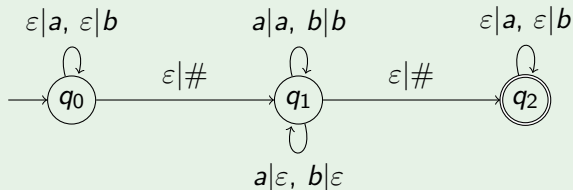
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Fact

Each $VA(M)$ is a full trio.

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Arithmetical hierarchy:

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Theorem (Lohrey, Z. 2014)

If L is non-regular, then the smallest Boolean closed full trio containing L equals $\text{AH}(L)$.

How to construct $AH(L)$

- Difficulty: Construct language of counter instructions
- Sequences over $\{+, -, 0\}$ that correspond to valid counter operations
- Only information about L : It is not regular

Idea

- Use Myhill-Nerode classes—infinitely many
- Encode counter values by Myhill-Nerode classes

Silent transitions

Silent transitions

A transition that reads no input is called *silent transition* or ε -*transition*.

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Important problem

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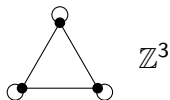
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For which storage mechanisms can we avoid silent transitions?

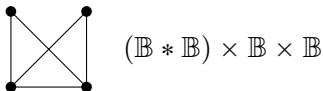
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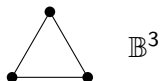
Blind counter



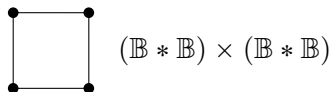
Pushdown



Pushdown + partially blind counters

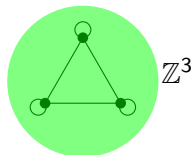


Partially blind counter

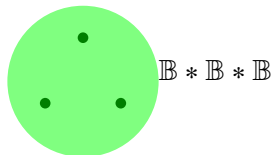


Infinite tape (TM)

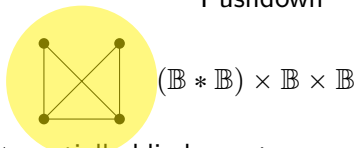
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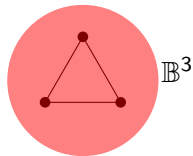
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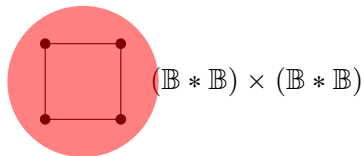
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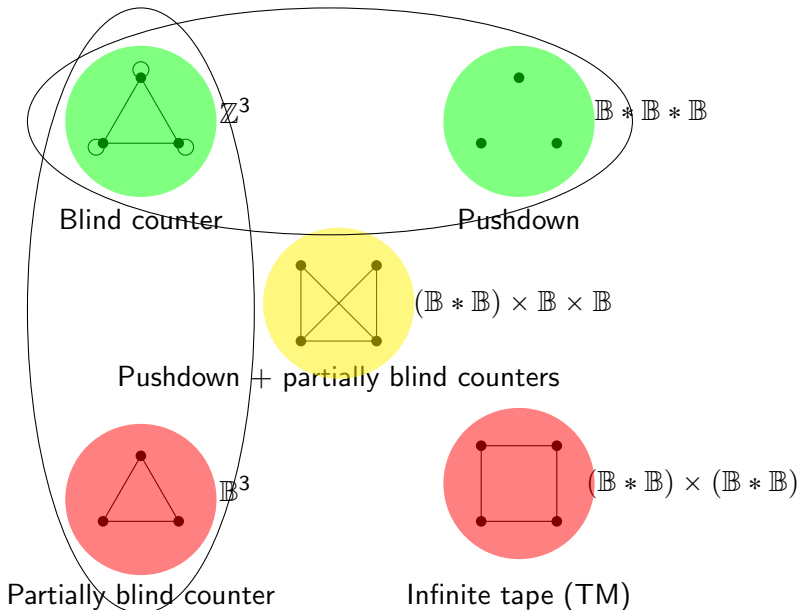


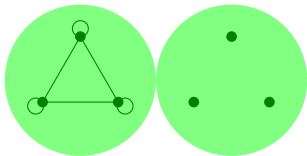
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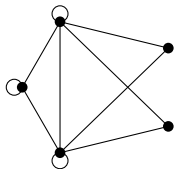
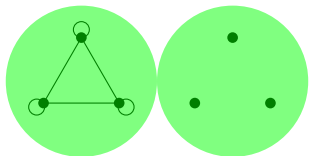




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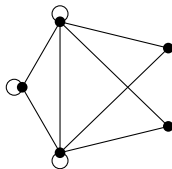
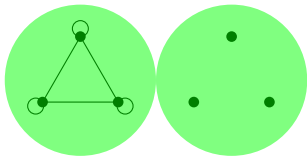
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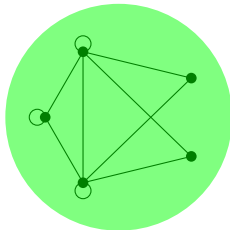
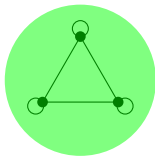
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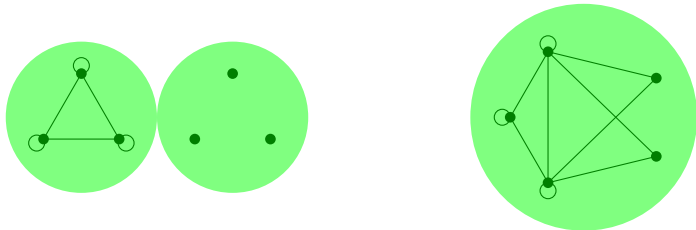
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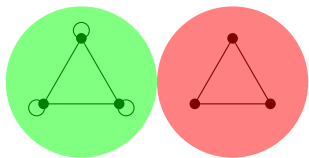
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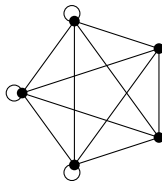
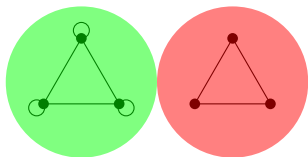
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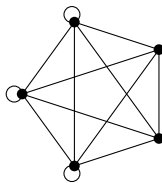
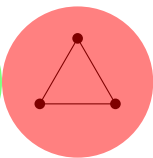
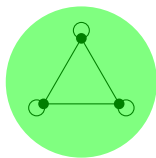
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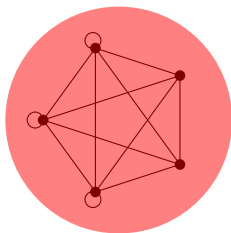
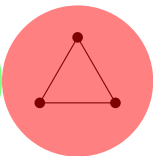
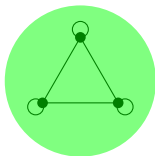
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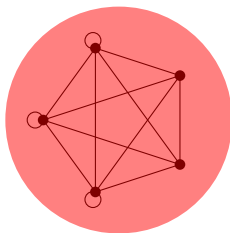
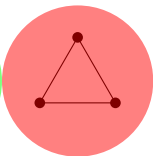
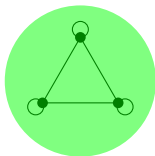
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$$VA(\mathbb{B}^r \times \mathbb{Z}^s) = VA^+(\mathbb{B}^r \times \mathbb{Z}^s) \text{ iff } r \leq 1.$$

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Thank you for your attention!