

# Trace Inclusion for One-Counter Nets Revisited

Patrick Totzke    Piotr Hofman

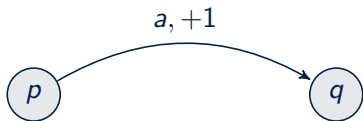
LaBRI, CNRS & Université de Bordeaux

Universität Bayreuth

September 23, 2014

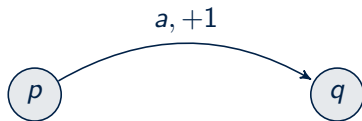
# One-Counter Automata

$(Q, \text{Act}, \delta)$      $\delta \subseteq (Q \times \text{Act} \times \{-1, 0, +1, = 0\} \times Q)$

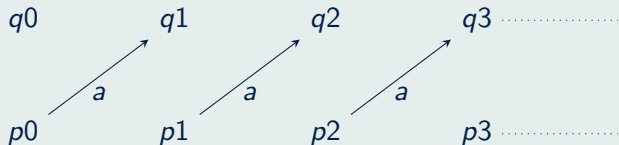


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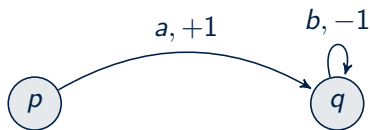


Induced LTS over  $Q \times \mathbb{N}$

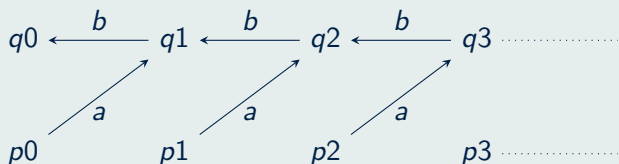


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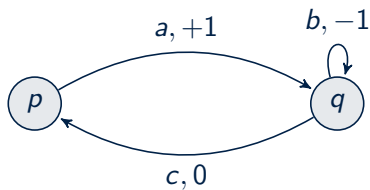


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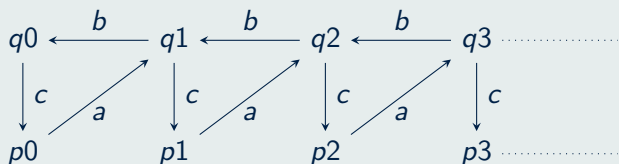


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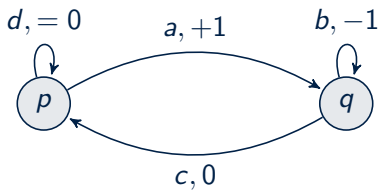


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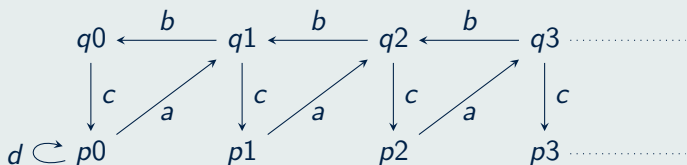


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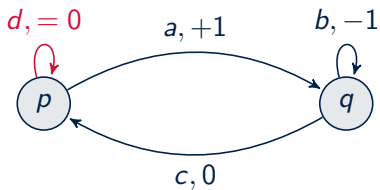


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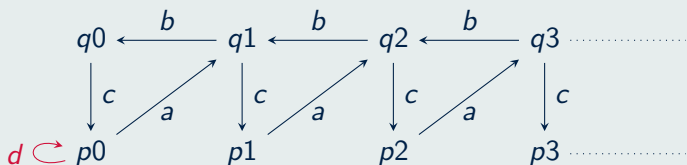


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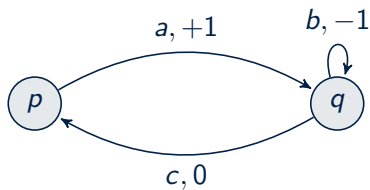


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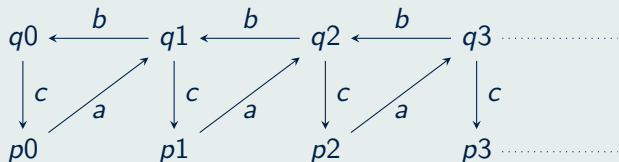


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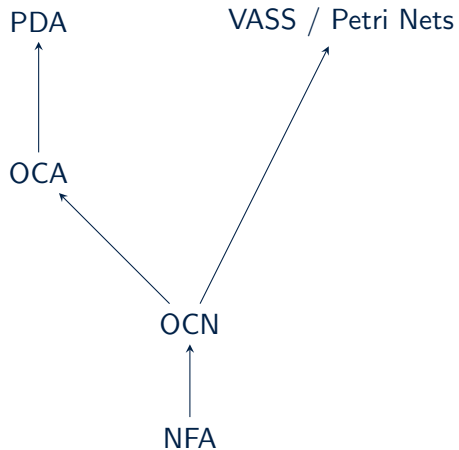


Induced LTS over  $Q \times \mathbb{N}$





# OCN and Related Models



# Trace Inclusion for One-Counter Automata

$OCA \subseteq OCA$

INPUT:

- OCA  $\mathcal{A}$  and configuration  $pm$
- OCA  $\mathcal{A}'$  and configuration  $p'm'$

OUTPUT:

yes iff  $pm \subseteq p'm'$

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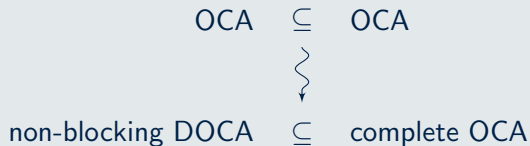
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- NL-complete for DOCN
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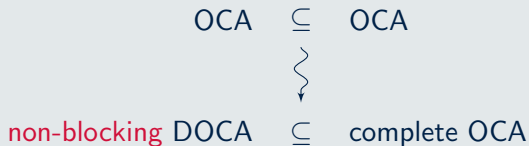
# Normal-Form Assumption

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- $\mathcal{A}$  is deterministic and cannot deadlock

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$$\begin{array}{ccc} \text{OCA} & \subseteq & \text{OCA} \\ & \Downarrow & \\ \text{non-blocking DOCA} & \subseteq & \text{complete OCA} \end{array}$$

- $\mathcal{A}$  is deterministic and cannot deadlock
- all states in  $\mathcal{A}'$  have transitions for all actions (potentially with effect  $-1$ )



# Normal-Form Assumption

## Reduction



- $\mathcal{A}$  is deterministic and cannot deadlock
- all states in  $\mathcal{A}'$  have transitions for all actions (potentially with effect  $-1$ )
- reduction works in logspace and preserves determinism

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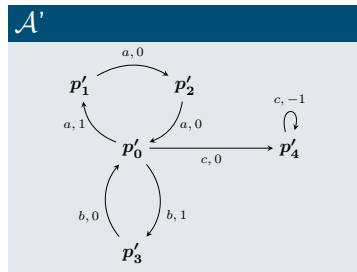
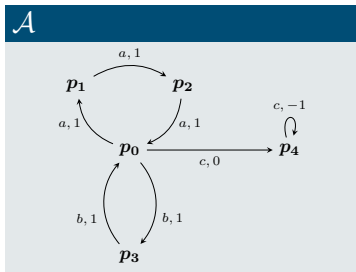
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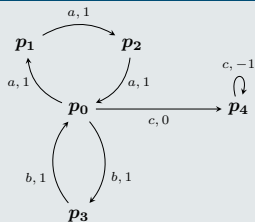
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# Loops in the synchronous product

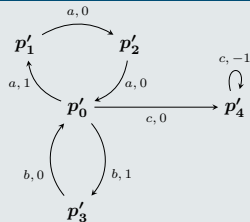


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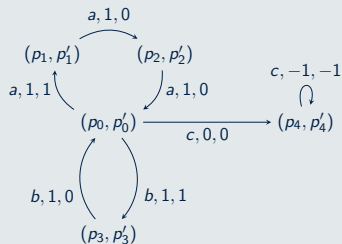
$\mathcal{A}$



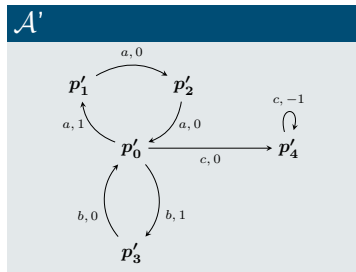
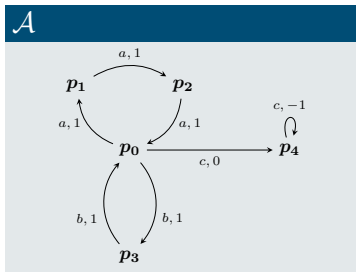
$\mathcal{A}'$



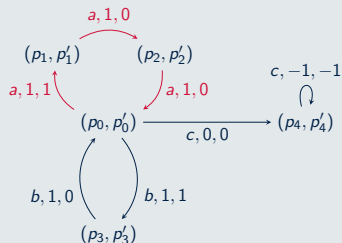
$\mathcal{A} \times \mathcal{A}'$



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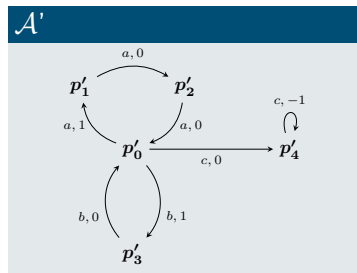
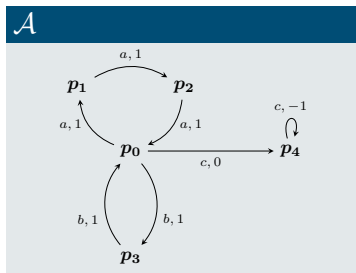


**$A \times A'$**

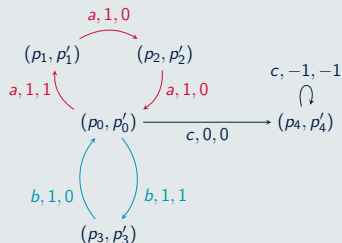


■  $L_0$  is a loop with effect  $(3, 1)$ .

# Loops in the synchronous product

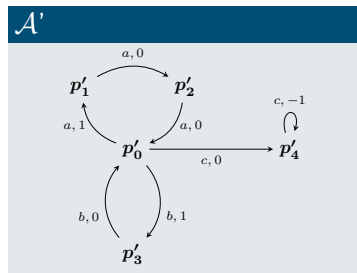
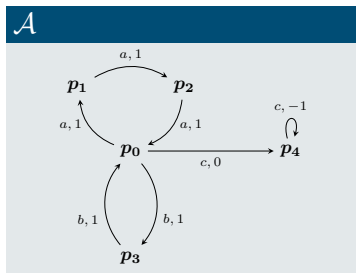


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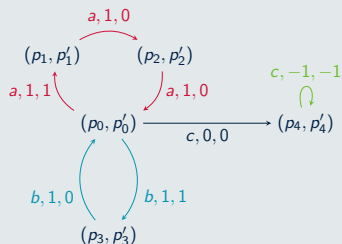


- $L_0$  is a loop with effect  $(3, 1)$ .
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# Loops in the synchronous product



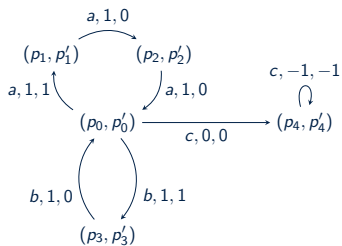
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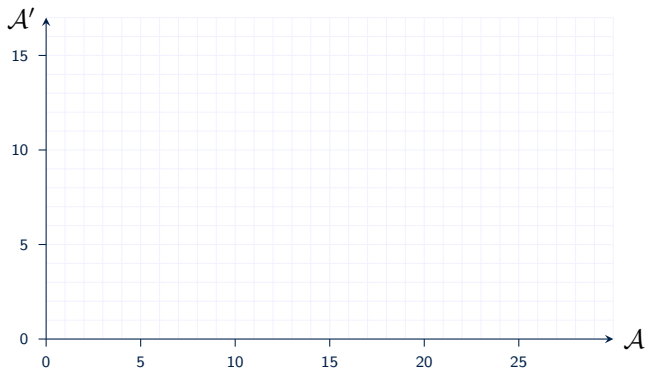
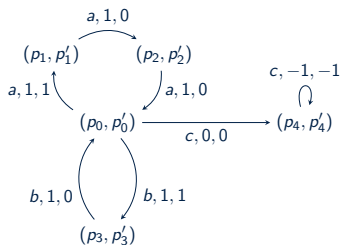
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- $L_2$  is a loop with effect  $(-1, -1)$



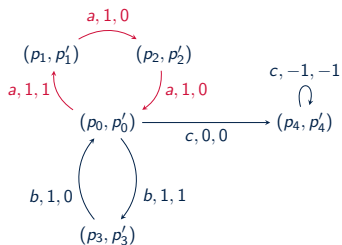
Example: Witnesses for  $p_00 \not\subseteq p'_05$



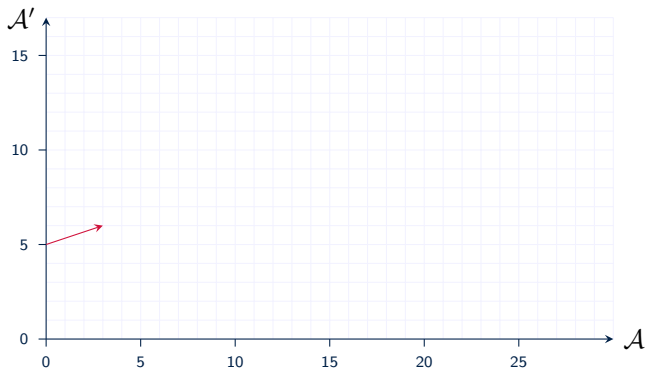
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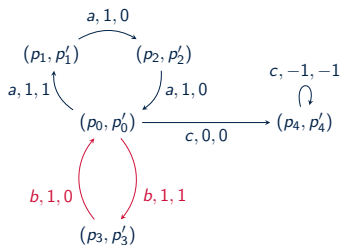
# Example: Witnesses for $p_0 0 \not\subseteq p'_0 5$



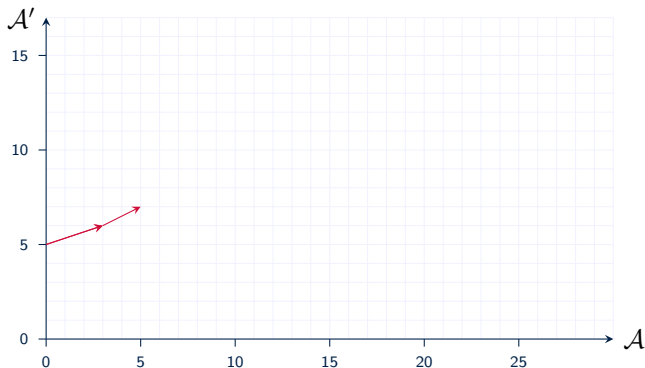
$$\pi_0 = (aaa)$$



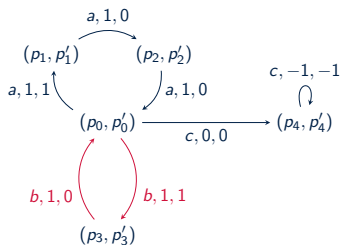
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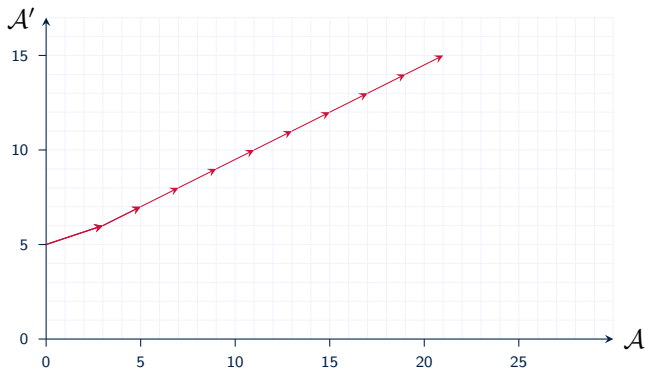
$$\pi_0 = (aaa)(bb)$$



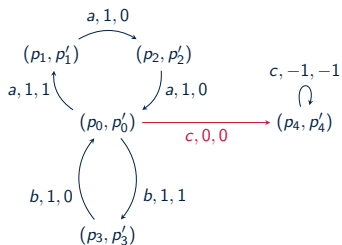
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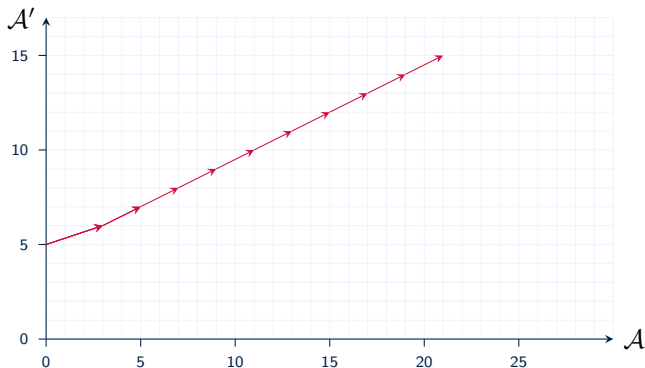
$$\pi_0 = (aaa)(bb)^9$$



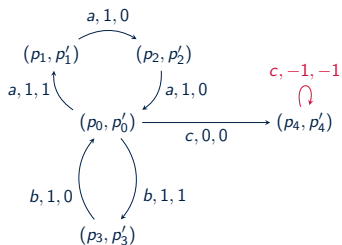
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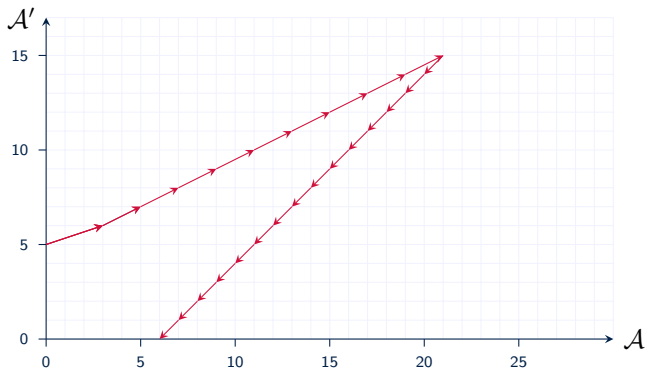
$$\pi_0 = (aaa)(bb)^9c$$



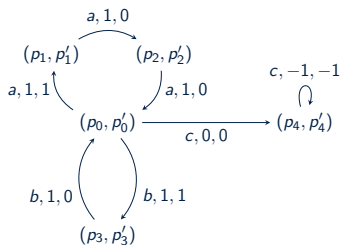
# Example: Witnesses for $p_0 0 \not\subseteq p'_0 5$



$$\pi_0 = (aaa)(bb)^9 cc^{15}$$

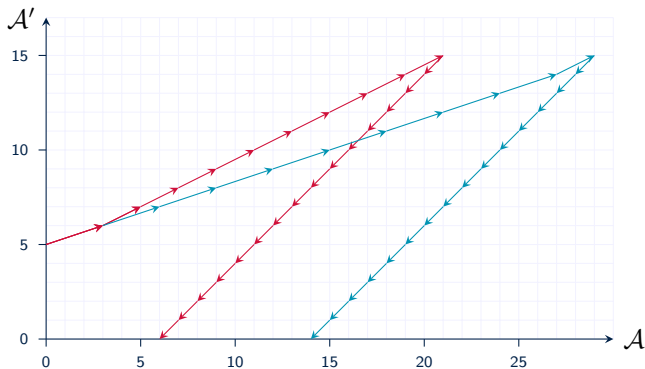


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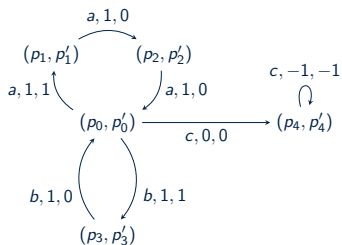
$$\pi_0 = (aaa)(bb)^9cc^{15}$$

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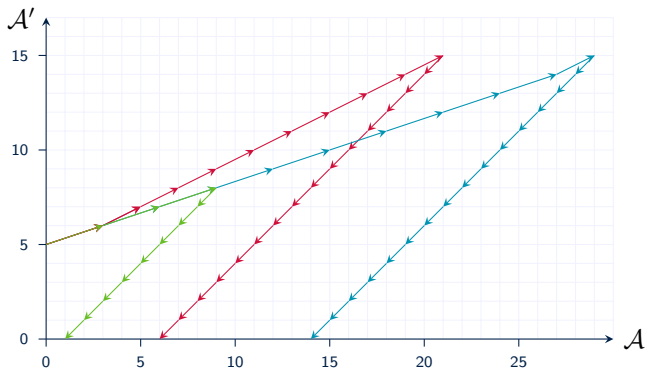
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$$\pi_2 = (aaa)^3cc^8$$



# Characterizing Witnesses

## Idea

Stepwise rewrite witnesses to “better” ones such that

- 1 the *loop-structure* is the same.
- 2 the effect on  $\mathcal{A}'$  is the same,
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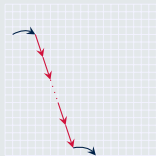
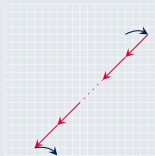
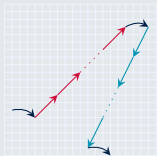
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$\rightsquigarrow$  unique normal form for each witness

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If  $pm \not\subseteq p'm'$  then there is a short witness, or one of forms

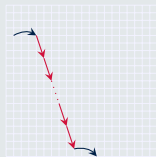
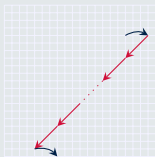
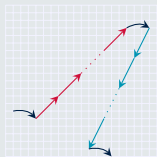


Here,  $\curvearrowright$  are short paths and  $\rightarrow$ ,  $\rightarrow$  are loops that may occur often.

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## Solving $DOCN \not\subseteq DOCN$ in NL

- guess short components of a witness  $\pi = \pi_0 L_0^{l_0} \pi_1 L_1^{l_1} \pi_2$
- compute and memorize their effects
- check existence of coefficients  $l_0, l_1 \in \mathbb{N}$  such that both  $m + \Delta(\pi) \geq 0$  and  $m' + \Delta'(\pi) = -1$

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$NFA \subseteq OCN$

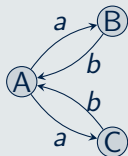
### Reduction to Trace Universality of OCN

|            |   |     |
|------------|---|-----|
| NFA        | $\subseteq$   | OCN |
|            |  |     |
| $\Sigma^*$ | $\subseteq$   | OCN |



# OCN Universality: Decidability

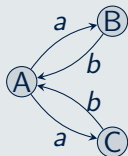
Intuition: witnessing non-Universality in a NFA



$$\begin{pmatrix} \top \\ \perp \\ \perp \end{pmatrix} \xrightarrow{a} \begin{pmatrix} \perp \\ \top \\ \top \end{pmatrix} \xrightarrow{b} \begin{pmatrix} \top \\ \perp \\ \perp \end{pmatrix} \xrightarrow{?^*} \begin{pmatrix} \perp \\ \perp \\ \perp \end{pmatrix}$$

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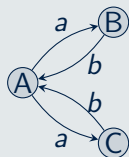
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Observation due to  $pm \subseteq p(m+1)$ :

Combined traces of sets of configurations are representable by maximal elements.

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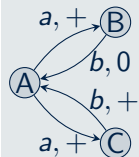
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$\rightsquigarrow$  Reachability of  $(\perp)^k$  in a “maximizing”  $k$ -counter automaton

# OCN Universality: Decidability

Intuition: witnessing non-Universality in a OCN



$$\begin{pmatrix} 0 \\ \perp \\ \perp \end{pmatrix} \xrightarrow{a} \begin{pmatrix} \perp \\ 1 \\ 1 \end{pmatrix} \xrightarrow{b} \begin{pmatrix} 2 \\ \perp \\ \perp \end{pmatrix} \xrightarrow{?^*} \begin{pmatrix} \perp \\ \perp \\ \perp \end{pmatrix}$$

Observation due to  $pm \subseteq p(m+1)$ :

Combined traces of sets of configurations are representable by maximal elements.

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## Fast-Growing Functions $F_n : \mathbb{N} \rightarrow \mathbb{N}$

$$F_0(x) = x + 1 \quad F_{k+1}(x) = F_k^{x+1}(x) \quad F_\omega(x) = F_x(x).$$

The *Fast-Growing Hierarchy* at level  $k$  is the class  $\mathfrak{F}_k$  that contains all constants and is closed under substitution, sum, projections, limited recursion and applications of functions  $F_n$  for  $n \leq k$ .

- $\mathfrak{F}_k \approx \text{NSPACE}(F_k(1))$ , for  $k \geq 2$ .
- A function is called *Ackermannian* if it is in  $\mathfrak{F}_\omega \setminus \bigcup_{k \in \mathbb{N}} \mathfrak{F}_k$ .

## Theorem

### *OCN Trace Universality is Ackermannian*

in  $\mathfrak{F}_\omega$ :

naive search for witness as above. . .

(shortest witnesses are bad *succ*-controlled sequences in  $\mathbb{N}_{\perp}^k$ ).

## Theorem

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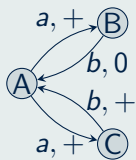
(shortest witnesses are bad *succ*-controlled sequences in  $\mathbb{N}_\perp^k$ ).

not in  $\bigcup_{k \in \mathbb{N}} \mathfrak{F}_k$ :

by reduction from the (Ackermannian) control-state reachability problem for lossy counter systems.

# OCN Universality: Hardness

## Example

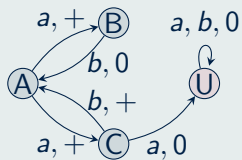


$$\begin{pmatrix} 0 \\ \perp \\ \perp \end{pmatrix} \xrightarrow{a} \begin{pmatrix} \perp \\ 1 \\ 1 \end{pmatrix} \xrightarrow{a} \begin{pmatrix} \perp \\ \perp \\ \perp \end{pmatrix}$$



# OCN Universality: Hardness

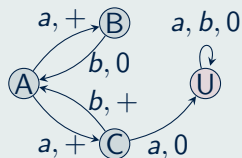
## Example: Obstacles



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# OCN Universality: Hardness

## Example: Obstacles

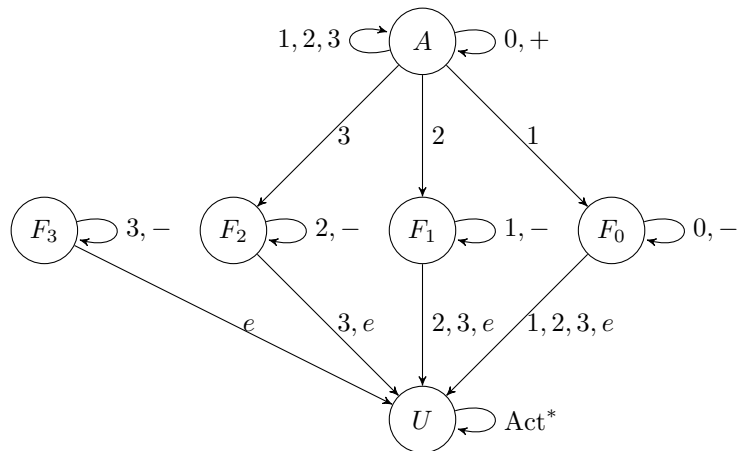


$$\begin{pmatrix} 0 \\ \perp \\ \perp \\ \perp \end{pmatrix} \xrightarrow{a} \begin{pmatrix} \perp \\ 1 \\ 1 \\ \perp \end{pmatrix} \xrightarrow{a} \begin{pmatrix} \perp \\ \perp \\ \perp \\ 1 \end{pmatrix}$$

State  $C$  is an *obstacle* for letter  $a$ :

If  $w \in \text{Act}^*$  leads to vector with  $v(C) \neq \perp$ , then no continuation of  $wa$  can be a witness!

# Witnesses for non-Universality of length $F_3(0)$



start in  $\{A0, F_31\}$

# Trace Inclusion for One-Counter Automata / Nets

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| $\subseteq$ | NFA    | OCN       | OCA         |
|-------------|--------|-----------|-------------|
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Questions?

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