

LECTURE 20

Alternating Timed Automata: - What we have seen so far? - Model is closed under union, intersection, complement - Emphinese is undecidable for general ATA - Consider 1- clock ATA - Expressive power in comparable to many dock NTA. Today: - Empliness is decidable for 1- clock ATA (idea of proof) - complexity of the emptinese problem

Algorithm for the emptiness problem for 1-ATA: Given a 1- clock ATA A, is L(A) empty? - Algorithm similar to Quatnine-World algorithm for Universality of I-NTA - Now we need to handle bolk universal and existential transitions. Assumption: - boolean combinations in the transitions are in disjunctive normal form $(\cdot \land \cdot \land \cdot \land \cdot \land) \lor (\cdot \land \cdot \land \cdot \land \cdot \land) \lor \cdots \lor (\cdot \land \cdot \land \cdot \land \land)$

Labelled transition system:
$$T(A)$$

Antiguration P: $\{(q_{11}, v_{1}) (q_{21}, v_{22}), \dots, (q_{k1}, v_{k2})\}$
 a set of states
 $(bcatton of autometron, value of clock)$
Transitions between contigue atoms:
 $P \xrightarrow{t_{1}a} P'$
For each $(q, v) \in P$
 $- let \quad v' = v + t$
 $- let \quad b = \delta(q, a, \sigma)$ for the uniquely determined σ
satisfied by v'
 $- Choose one of the disjuncts of $b: (q_{11}, v_{12}) \dots (q_{k1})$
 $- Next_{(q_{11}v)} := \xi(q_{11}, v' (v_{11}:=o1) | i = 1, \dots, k]$
Then, $P' = \bigcup_{(q_{11}v_{12}) \in P}$ Next_{(q_{11}v_{12})}$

$$\frac{\left\{(q_{1}, v_{1}), (q_{2}, v_{2})\right\}}{\left(q_{2}, v_{2}\right)} \frac{q_{1}}{\left(q_{2}, r_{2}\right)} \frac{q_{2}}{\left(q_{2}, r_{2}\right)} \frac{q_{2}}{\left(q_{2},$$

Lower bound

Complexity of emptiness of **purely universal** 1-clock ATA is **not** bounded by a **primitive recursive** function

Lower bound

Complexity of emptiness of **purely universal** 1-clock ATA is **not** bounded by a **primitive recursive** function

 \Rightarrow complexity of Ouaknine-Worrell algorithm for universality of 1-clock TA is non-primitive recursive

Primitive recursive functions

Functions $f: \mathbb{N} \to \mathbb{N}^k \mapsto \mathbb{N}^k \to \mathbb{N}^k$ $k \geq 0$

Basic primitive recursive functions:

- Zero function: Z() = 0
- Successor function: Succ(n) = n + 1
- **Projection function:** $P_i(x_1, \ldots, x_n) = x_i$

Operations:

Composition

$$g: l_1 \longrightarrow l_2 \qquad h(g(---))$$

$$h: l_1 \longrightarrow l_3 \qquad \vdots l_1 \longrightarrow l_3$$

Primitive recursion: if f and g are p.r. of arity k and k + 2, there is a p.r. h of arity k + 1:

$$b(0, x_1, \dots, x_k) = f(x_1, \dots, x_k)$$

$$b(n + 1, x_1, \dots, x_k) = g(\underbrace{b(n, x_1, \dots, x_k)}_{h(n, x_1, \dots, x_k)}, \underbrace{n, x_1, \dots, x_k}_{h(n, x_1, \dots, x_k)})$$

$$Add(0, y) = y$$

$$Add(n + 1, y) = Succ(Add(n, y))$$

$$\sum_{xucc} (P_1 (Add(n, y), n, y))$$

$$Add(0, y) = y$$

$$Add(n + 1, y) = Succ(Add(n, y))$$

Multiplication:

$$Mult(0, y) = Z()$$

$$Mult(n + 1, y) = Add(Mult(n, y), y)$$

$$Add(0, y) = y$$

$$Add(n + 1, y) = Succ(Add(n, y))$$

Multiplication:

$$Mult(0, y) = Z()$$

$$Mult(n + 1, y) = Add(Mult(n, y), y)$$

Exponentiation 2^n :

$$Exp(0) = Succ(Z())$$
$$Exp(n+1) = Mult(Exp(n), 2)$$



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Hyper-exponentiation (tower of *n* two-s):

$$HyperExp(0) = Succ(Z())$$
$$HyperExp(n+1) = Exp(HyperExp(n))$$



Recursive but not primitive rec.: Ackermann function, Sudan function

Coming next: a problem that has complexity non-primitive recursive

Channel systems



Finite state description of communication protocols G. von Bochmann. 1978

> On communicating finite-state machines D. Brand and P. Zafiropulo. 1983

Theorem [BZ'83]

Reachability in channel systems is undecidable

Coming next: modifying the model for decidability

Lossy channel systems

Finkel'94, Abdulla and Jonsson'96

Messages stored in channel can be lost during transition

$$(q, w) \xrightarrow{c!a} (q', w')$$
 where w' is a subword of aw
 $(q, wa) \xrightarrow{c?a} (q', w'')$ where w'' is a subword of to

Lossy channel systems

Finkel'94, Abdulla and Jonsson'96

Messages stored in channel can be lost during transition

Theorem [Schnoebelen'2002]

Reachability for lossy one-channel systems is non-primitive recursive

Reachability problem for lossy one-channel systems can be reduced to emptiness problem for purely universal 1-clock ATA

1-clock ATA

- closed under boolean operations
- decidable emptiness problem
- expressivity **incomparable** to many clock TA
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- Other results: Undecidability of:
 - 1-clock ATA + ε -transitions
 - 1-clock ATA over infinite words

Exercise:

- Construct an ATA for the language consisting of words and both such that:

for every 'b' there is an 'a' at exactly one time unit before its occurrence

 $\lambda = \left\{ \left(a^{n}b^{m}, \tilde{\tau}, \tilde{\tau}_{2}, \dots, \tilde{\tau}_{n}\right) \mid n, m > 1 \right\}$

Hj: n+1 ≤j≤n+m => ∃i≤n s.t. Tj-Ti=1

For every poir q consecutive a's occurring, say at t and t':
there is no 'b' in the open interval
$$(t_{+1}, t'_{+1})$$

 $q_0 \xrightarrow{a} (q_x, t_{x3}) \land (q_0, \phi) \qquad q_0 \xrightarrow{b} q_0$
 $q_x \xrightarrow{a} (q_y, t_{y3}) \qquad q_x \xrightarrow{b} (q_{x}, p)$
 $q_y \xrightarrow{a} (q_y, \phi)$
 $q_y \xrightarrow{a} (q_y, \phi)$
 $q_y \xrightarrow{a} (q_y, \phi)$
 $q_y \xrightarrow{r(xx, b} (q_{rijet}, \phi) \qquad q_y \xrightarrow{r(yet < x), b} (q_y, \phi)$
Accepting state: ξ for q_x, q_y 3 Reject states : ξ greject ξ

- If the first `a' occurs at t_f , there is no `b' in (t_f, t_{f+1}) If the last 'a' occurs at t_{ℓ} , there is no 'b' in (t_{ℓ}^{+1}, ∞) ____ $\rightarrow 90 \xrightarrow{a} 91 \xrightarrow{a} 91 \xrightarrow{a} 92 \xrightarrow{b, x \ge 1} b, y \le 1$ $\begin{array}{c} V \\ \rightarrow q_0 \xrightarrow{a}_{2 \times 3} \end{array} \begin{array}{c} \\ \hline \\ \end{array} \end{array} \begin{array}{c} \\ \end{array} \begin{array}{c} \\ \\ \end{array} \begin{array}{c} \\ \\ \end{array} \end{array} \begin{array}{c} \\ \\ \end{array} \end{array} \begin{array}{c} \\ \\ \\ \end{array} \begin{array}{c} \\ \\ \end{array} \end{array} \begin{array}{c} \\ \\ \\ \end{array} \begin{array}{c} \\ \\ \\ \end{array} \end{array} \begin{array}{c} \\ \\ \\ \end{array} \begin{array}{c} \\ \\ \\ \end{array} \end{array} \begin{array}{c} \\ \\ \\ \end{array} \end{array} \begin{array}{c} \\ \\ \\ \end{array} \begin{array}{c} \\ \\ \\ \end{array} \end{array} \begin{array}{c} \\ \\ \\ \end{array} \end{array} \begin{array}{c} \\ \\ \\ \\ \\ \end{array} \end{array}$