

# TIMED AUTOMATA

## LECTURE 23

## Alternating Timed Automata:

- What we have seen so far?
  - Model is closed under union, intersection, complement
  - Emptiness is undecidable for general ATA
  - Consider 1-clock ATA
    - ↳ Expressive power is comparable to many clock NTA.

### Today:

- Emptiness is decidable for 1-clock ATA (idea of proof)
- Complexity of the emptiness problem

## Algorithm for the emptiness problem for 1-ATA:

Given a 1-clock ATA  $A$ , is  $L(A)$  empty?

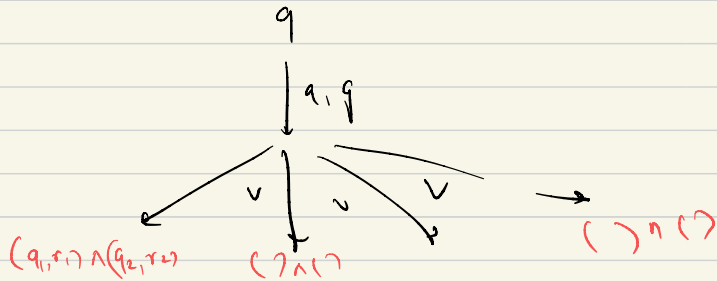
- Algorithm similar to Quastine-Worell algorithm for universality of 1-NFA
- Now we need to handle both universal and existential transitions.

### Assumption:

- boolean combinations in the transitions are in

disjunctive normal form

$$(\cdot \wedge \cdot \wedge \cdot \dots) \vee (\cdot \wedge \cdot \wedge \cdot \wedge \dots) \vee \dots \vee (\cdot \wedge \cdot \wedge \dots \wedge)$$



labelled transition system:  $T(A)$

Configuration  $P$ :  $\{ (q_1, v_1), (q_2, v_2), \dots, (q_k, v_k) \}$

↖ a set of states

↑ (location of automaton, value of clock)

Transitions between configurations:

$$P \xrightarrow{t, a} P'$$

$$P = \{ (q_1, v_1), (q_2, v_2) \}$$

For each  $(q, v) \in P$

$$\begin{array}{c} t, a \quad | \quad t, a \\ \bullet \quad \quad | \quad \bullet \\ b_1 \quad \quad | \quad b_2 \\ b_1' \vee b_1^2, v, b_1^3 \quad | \quad b_2' \vee b_2^2 \end{array}$$

- let  $v' = v + t$

- let  $b = \delta(q, a, \sigma)$  for the uniquely determined  $\sigma$  satisfied by  $v'$

- choose one of the disjuncts of  $b$ :  $(q_1, r_1) \wedge (q_2, r_2) \wedge \dots \wedge (q_k, r_k)$

-  $\text{Next}_{(q, v)} := \{ (q_i, v' [r_i := 0]) \mid i = 1, \dots, k \}$

$$\text{Then, } P' = \bigcup_{(q, v) \in P} \text{Next}_{(q, v)}$$

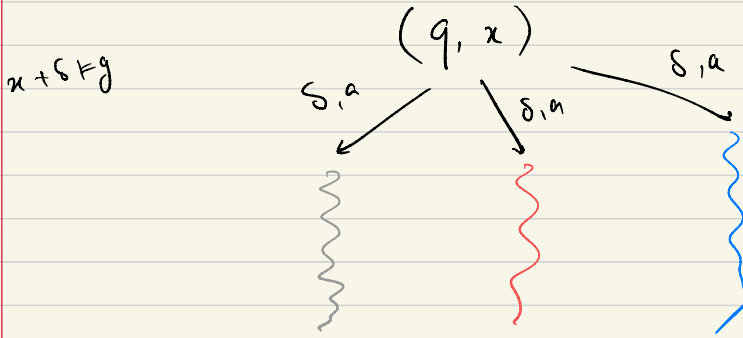
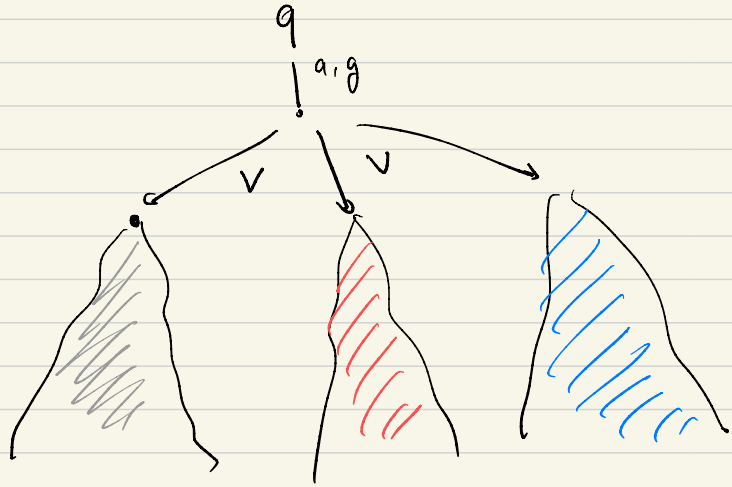
$$\text{Next}_{(q, v)}^{b_1}$$

$$\text{Next}_{(q, v)}^{b_2}$$

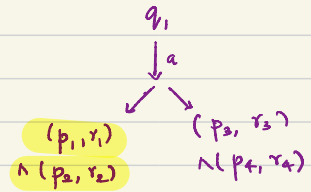
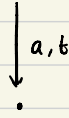
$$\text{Next}_{(q, v)}^{b_3}$$

$$\text{Next}_{(q_2, v_2)}^{b_2^1}$$

$$\text{Next}_{(q_2, v_2)}^{b_2^2}$$



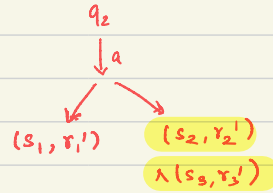
$\{ (q_1, v_1), (q_2, v_2) \}$



$\{ (p_1, \dots), (p_2, \dots), (s_2, \dots), (s_3, \dots) \}$

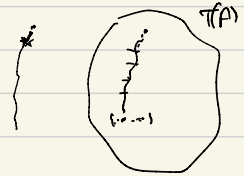


One possible transition in  $T(A)$



Good nodes: All states are accepting

Theorem:  $L(A)$  is <sup>non</sup>-empty  
iff



$T(A)$  has a path to a good node from the initial configuration

Rest of the algorithm similar to DW-05.

## Lower bound

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

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

Emptiness of purely universal 1-ATA  $\longrightarrow$  universality of 1-NTA  
 $\downarrow$   
A  $\longrightarrow$  A<sup>c</sup> (1-NTA)

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



# Primitive recursive functions

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

Basic primitive recursive functions:

- ▶ Zero function:  $Z() = 0$ , Constant function:  $C_n^k(x_1, \dots, x_k) = n$
- ▶ Successor function:  $Succ(n) = n + 1$
- ▶ Projection function:  $P_i(x_1, \dots, x_n) = x_i$

Operations:

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

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

$$h(n + 1, x_1, \dots, x_k) = g(h(n, x_1, \dots, x_k), n, x_1, \dots, x_k)$$

$$h(n, x_1, \dots, x_k), n, (x_1, \dots, x_k)$$

Composition:

p.r.

$$\left\{ \begin{array}{ll} g_1: \mathbb{N}^k \rightarrow \mathbb{N} & g_1(x_1, \dots, x_k) \rightarrow y_1 \\ \vdots & \\ g_m: \mathbb{N}^k \rightarrow \mathbb{N} & g_m(x_1, \dots, x_k) \rightarrow y_m \\ h: \mathbb{N}^m \rightarrow \mathbb{N} & \end{array} \right.$$

$$h \circ (g_1, \dots, g_m) [x_1, \dots, x_k] \rightarrow h \left[ \begin{array}{c} g_1(x_1, \dots, x_k), \\ g_2(x_1, \dots, x_k) \\ \vdots \\ g_m(x_1, \dots, x_k) \end{array} \right]$$

will be p.r. obtained  
by composition:

## Addition:

$$h \quad f(y) = y$$
$$Add(0, y) = y$$

$$h \quad Add(n+1, y) = Succ(Add(n, y))$$

$$Succ(P_1(Add(n, y), n, y))$$

$$h: Succ \circ P_1$$

## Addition:

$$\begin{aligned} \text{Add}(0, y) &= y \\ \text{Add}(n+1, y) &= \text{Succ}(\text{Add}(n, y)) \end{aligned}$$

$$\text{Succ}(P_1(\text{Add}(n, y), n, y))$$

## Multiplication:

$$\begin{aligned} \text{Mult}(0, y) &= Z() \\ \text{Mult}(n+1, y) &= \text{Add}(\text{Mult}(n, y), y) \end{aligned}$$

$$P_1(\text{Mult}(n, y), n, y) = \text{Mult}(n, y)$$

$$P_3(\text{Mult}(n, y), n, y) = y$$

$$\begin{aligned} \text{Add } 0 (P_1, P_3) : (\text{Mult}(n, y), n, y) \\ = \text{Add}(P_1(\downarrow), P_3(\downarrow)) \\ = \text{Add}(\text{Mult}(n, y), y) \end{aligned}$$

Addition:

$$\begin{aligned} \text{Add}(0, y) &= y \\ \text{Add}(n + 1, y) &= \text{Succ}(\text{Add}(n, y)) \end{aligned}$$

Multiplication:

$$\begin{aligned} \text{Mult}(0, y) &= Z() \\ \text{Mult}(n + 1, y) &= \text{Add}(\text{Mult}(n, y), y) \end{aligned}$$

Exponentiation  $2^n$ :

$$\begin{aligned} \text{Exp}(0) &= \text{Succ}(Z()) \\ \text{Exp}(n + 1) &= \text{Mult}(\text{Exp}(n), 2) \end{aligned}$$

$P_1[\text{Exp}(n), n]$

$C_2^2$

$\text{Mult}_0(P_1, C_2^2)$

## Addition:

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## Multiplication:

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## Exponentiation $2^n$ :

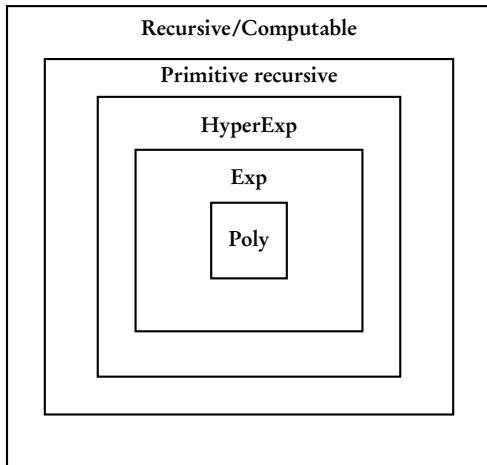
$$\begin{aligned} \text{Exp}(0) &= \text{Succ}(Z()) \\ \text{Exp}(n + 1) &= \text{Mult}(\text{Exp}(n), 2) \end{aligned}$$

Handwritten notes:

$$\begin{aligned} \text{HyperExp}(1) &= 2 \\ \text{HyperExp}(2) &= 2^2 \\ (2) &= 2^{2^2} \\ (1) &= 2^{2^{2^2}} \end{aligned}$$

## Hyper-exponentiation (tower of $n$ two-s):

$$\begin{aligned} \text{HyperExp}(0) &= \text{Succ}(Z()) \\ \text{HyperExp}(n + 1) &= \text{Exp}(\text{HyperExp}(n)) \end{aligned}$$

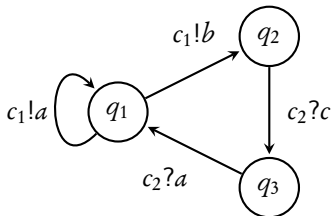


Recursive but not primitive rec.: Ackermann function, Sudan function

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

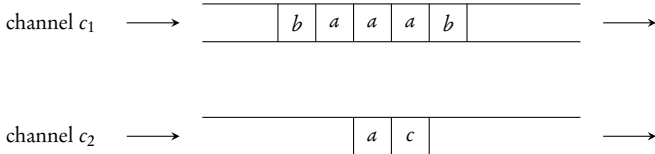


# Channel systems



$$(q, w) \xrightarrow{c!a} (q', aw)$$

$$(q, wa) \xrightarrow{c?a} (q', w)$$



Finite state description of communication protocols

G. von Bochmann. 1978

On communicating finite-state machines

D. Brand and P. Zafropulo. 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

$$\begin{array}{l} (q, w) \xrightarrow{c!a} (q', w') \quad \text{where } w' \text{ is a subword of } aw \\ (q, wa) \xrightarrow{c?a} (q', w'') \quad \text{where } w'' \text{ is a subword of } w \end{array}$$

# 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
- ▶ **non-primitive recursive** complexity for emptiness

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- ▶ **closed** under boolean operations
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- ▶ **non-primitive recursive** complexity for emptiness
  
- ▶ **Other results: Undecidability of:**
  - ▶ 1-clock ATA +  $\varepsilon$ -transitions
  - ▶ 1-clock ATA over infinite words