

Revisiting Synthesis for One-Counter Automata

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(Joint work with Guillermo A. Perez)

MOVEP 2020





Outline

1. One-Counter Automata (Parametric) and Synthesis Problem
2. Previous Approach
3. Approach with Alternating Two Way Automata for a subclass
4. Approach with Partial Observation Games



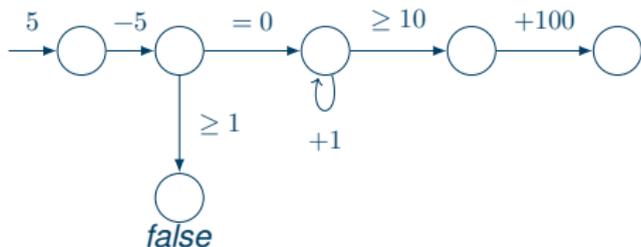
One-Counter Automata

```
1 n=5
2 n= max(0,n-5)
3 if n=0:
4     while (n<10):
5         n=n+1
6     n= n+100
7 else:
8     return false
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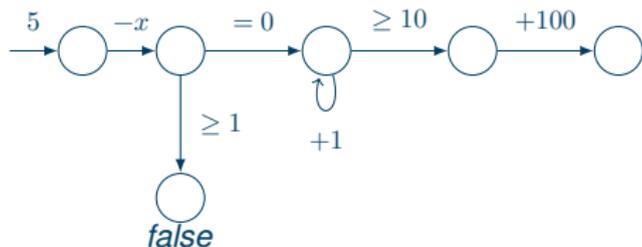


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One-Counter Automata

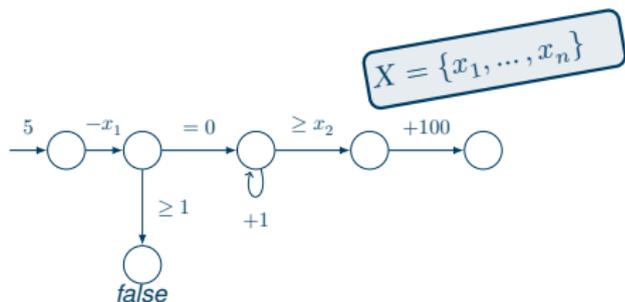
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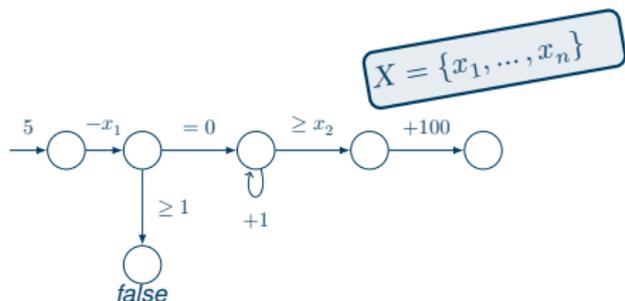


One-Counter Automata





One-Counter Automata



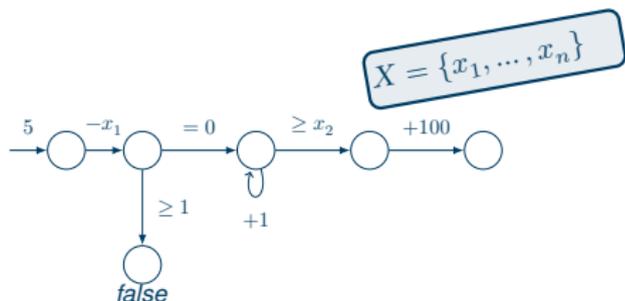
Definition ($\langle S \rangle OCA \langle P \rangle$)

$$\mathcal{A} = (Q, T, \delta, q_{in}, X) \quad \delta : T \rightarrow Op$$

$Op :=$



One-Counter Automata



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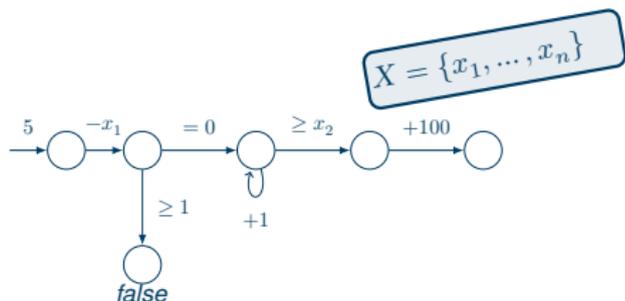
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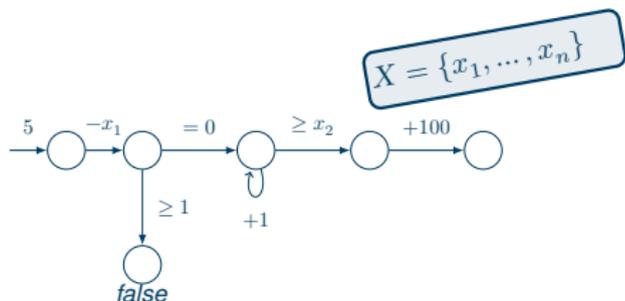
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Non-parametric: $X = \emptyset$



One-Counter Automata

Models		<i>CU</i>	<i>PU</i>	<i>ZT</i>	<i>PT</i>
Non-Parametric	SOCA	✓	✗	✓	✗
Parametric	OCAPT	$\{-1, 0, 1\}$	✗	✓	✓
	SOCAP	✓	✓	✓	✓



Decision Problems

Non-Parametric:

Parametric:



Decision Problems

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REACH

$\exists \rho$ such that

$$(q_{in}, 0) \xrightarrow{\rho} q_f$$

Parametric:



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[NP-complete]

(Haase-Kreutzer-Joel-Worrell '09)]

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Parametric:

PAR-REACH

$$\exists V(X) \text{ such that } \exists \rho, \\ (q_{in}, 0) \xrightarrow{\rho}_V q_f$$



Decision Problems

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UnivReach for SOCA

$Op = CU \cup ZT$; UnivREACH: all infinite paths reach q_f ;



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$Op = CU \cup ZT$; UnivREACH: all infinite paths reach q_f ;

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UnivReach for SOCA

$Op = CU \cup ZT$; **UNIVREACH**: all infinite paths reach q_f ;

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Hardness from **reduction from co-SUBSETSUM**.

Proposition

The UNIVREACH problem for SOCA is coNP-complete.



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Theorem (Lechner-Ouaknine-Worrell'15)

EPAD is decidable in NEXPTIME.



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$\forall\exists_R$ PAD & Undecidability

► $\forall\exists_R$ PAD := $\forall z_1 \dots \forall z_n \exists x_1 \dots \exists x_m \varphi(\vec{x}, \vec{z})$



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$$\neg(a \mid b) \equiv b = aq + r \text{ where, } 0 < r < b.$$



$\forall\exists_R$ PAD & Undecidability

Using techniques from Bozga-Iosif'05 and Lechner'15:

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Undecidable!!



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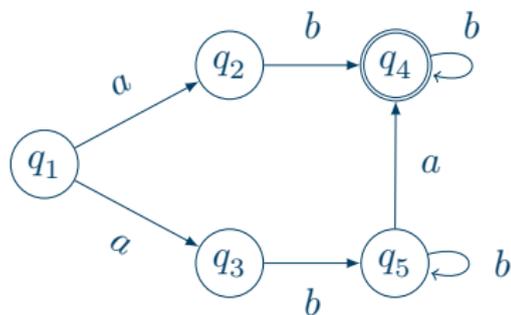
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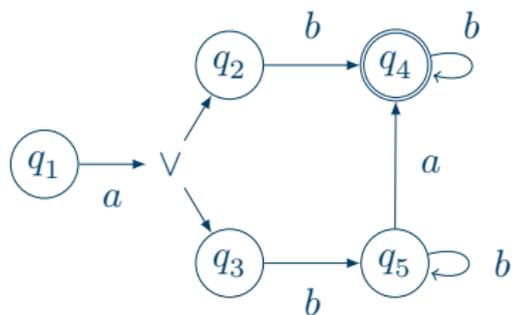
$$w = ab^\omega$$





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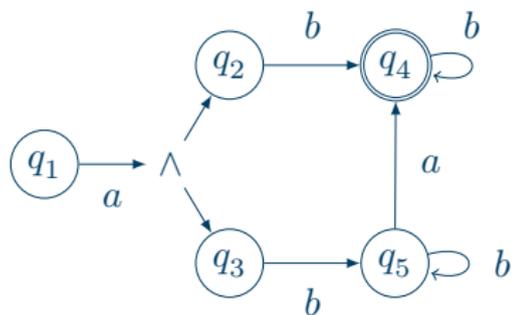
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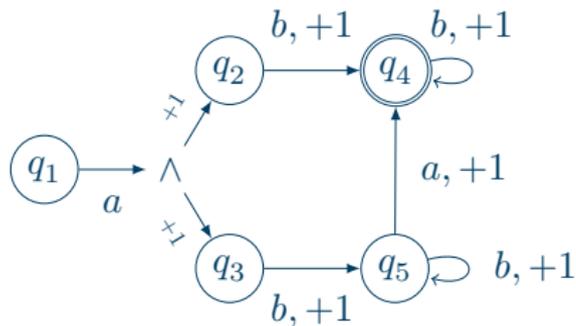
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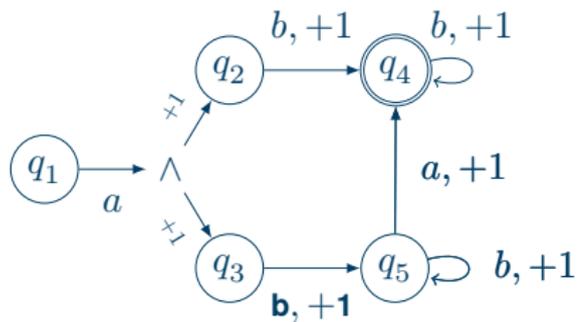
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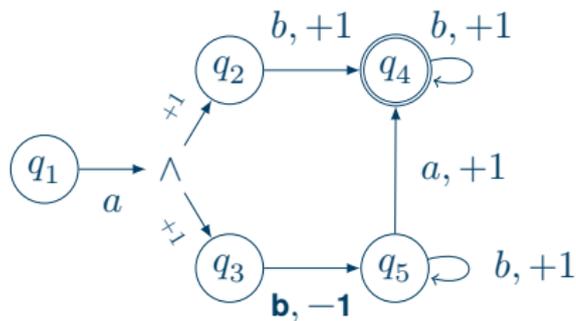
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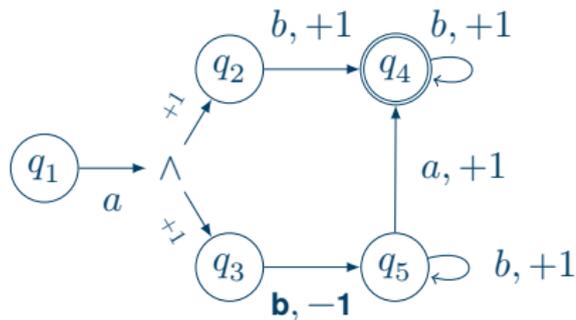
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Theorem (Serre'06)

The non-emptiness problem for A2As is in PSPACE.



From OCAPT to A2A

$$Op = \{-1, 0, +1\} \cup ZT \cup PT$$



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Proposition (Similar Idea to Bollig-Quaas-Sangnier'19)

For every OCAPT $\mathcal{A} \Rightarrow$ an A2A \mathcal{T} of poly-size such that, it accepts *words corresponding to valuations* for which *SYNTHREACH* is true.



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- ▶ Accept the reaching runs



OCAPT to A2A

Valuation to Words:



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$$V : X \rightarrow \mathbb{N}; \quad \Sigma = X \cup \{\square\};$$



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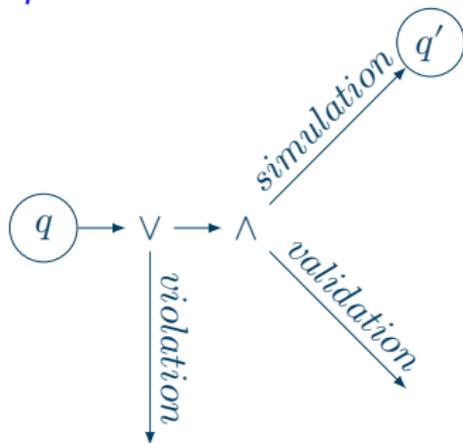
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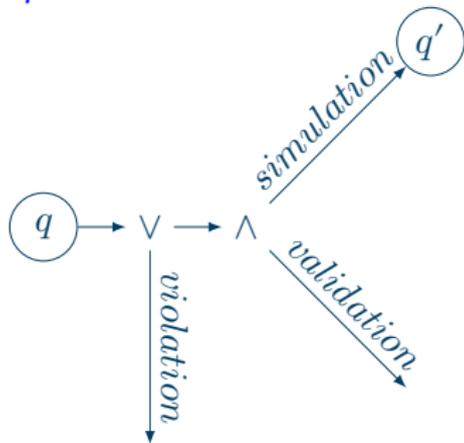
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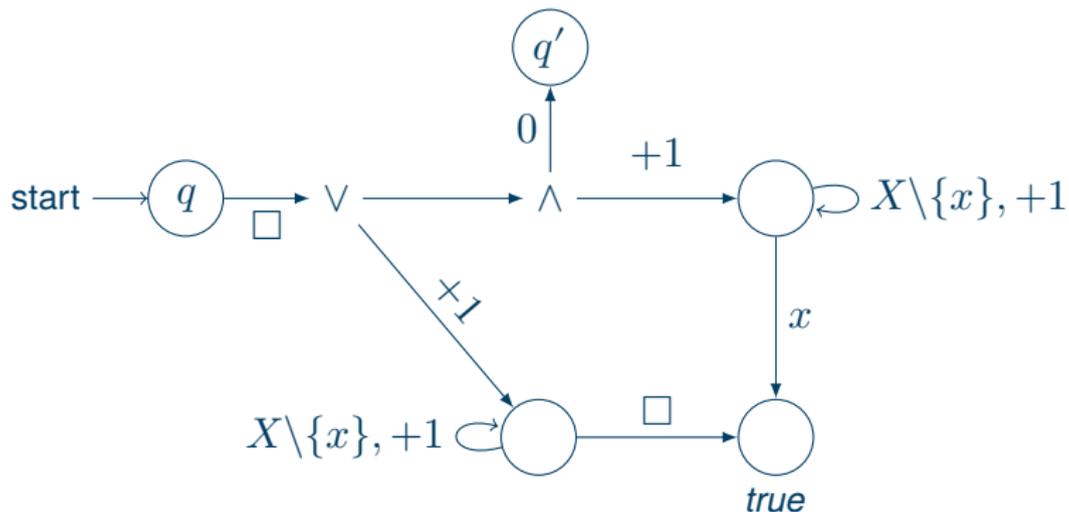


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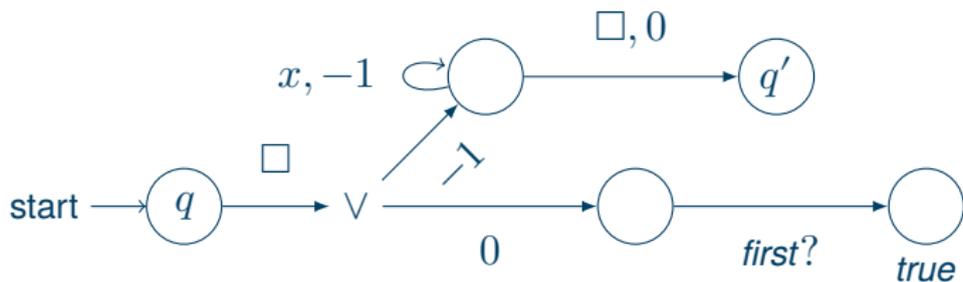
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$$(q, \square, \mathcal{T}_1 \wedge \mathcal{T}_2) \in \mathcal{T}$$



OCAPT to A2A

- ▶ We check if the word is valid.



OCAPT to A2A

- ▶ We check if the word is valid.
- ▶ We gradually build A2A for every op.



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Guess the valuation \Rightarrow UNIVREACH of SOCA \Rightarrow NP^{NP}!!

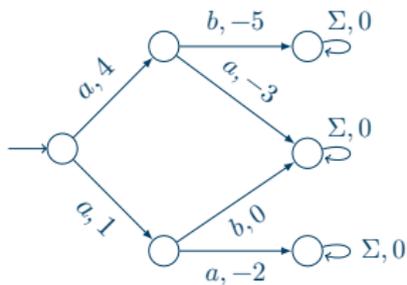


Outline

1. One-Counter Automata (Parametric) and Synthesis Problem
2. Previous Approach
3. Approach with Alternating Two Way Automata for a subclass
4. Approach with Partial Observation Games

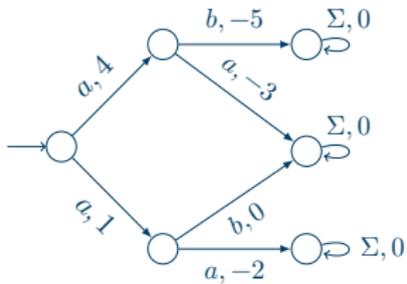


Partial Observation Energy Game



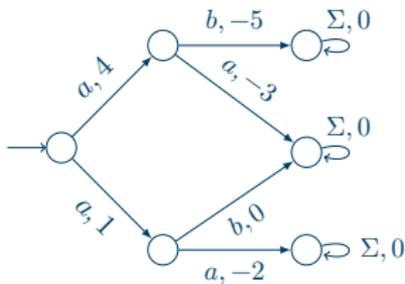


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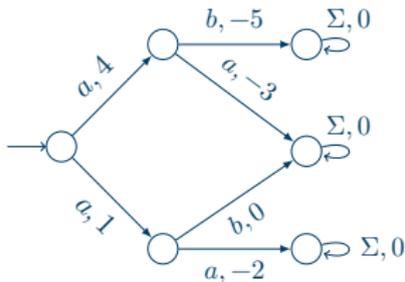
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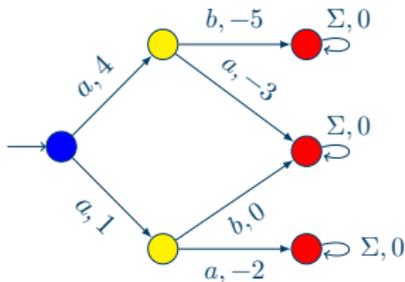
- ▶ Chooses an action
- ▶ Keeps the energy level positive always at infinite play



- ▶ Resolves Non-determinism
- ▶ Makes the energy level negative at some point



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For every SOCAP $\mathcal{A} \Rightarrow$ an POEG \mathcal{G} such that for all valuations V there exists a reaching run of \mathcal{A} iff Eve has a winning strategy in \mathcal{G} .



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Theorem

SYNTHREACH problem for SOCAP is decidable.



Decision Problems

Non-Parametric: 😊

REACH

$\exists \rho$ such that
 $(q_{in}, 0) \xrightarrow{\rho} q_f$

[NP-complete]

Parametric: 😊

PAR-REACH

$\exists V(X)$ such that $\exists \rho$,
 $(q_{in}, 0) \xrightarrow{\rho}_V q_f$

[in NEXPTIME]



UNIVREACH

For all infinite ρ ,
 $(q_{in}, 0) \xrightarrow{\rho} q_f$

[coNP-complete]



SYNTHREACH

$\exists V(X)$ such that for all
infinite ρ , $(q_{in}, 0) \xrightarrow{\rho}_V q_f$

[Decidable]



Conclusion

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Approach with Multi Energy Game with resets and transfers- Better Complexity?