

Automata with timed atoms

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joint work with Mikołaj Bojańczyk and Lorenzo Clemente

Infinity 2015, Bengaluru

FO-definable automata

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FO-definable sets

offer a right setting for timed models of computation, like timed automata, or timed pushdown automata.

Plan

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- Motivation

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- FO-definable NFA

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- FO-definable PDA

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- FO-definable NFA
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- The core problem: equations over sets of integers

Time domain

- reals
 - rationals
 - integers
- } dense time
- discrete time

any choice of time domain is fine

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Let input alphabet be reals

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Let input alphabet be reals

Monotonic input words :



Timed automata [Alur, Dill 1990]

with uninitialized clocks

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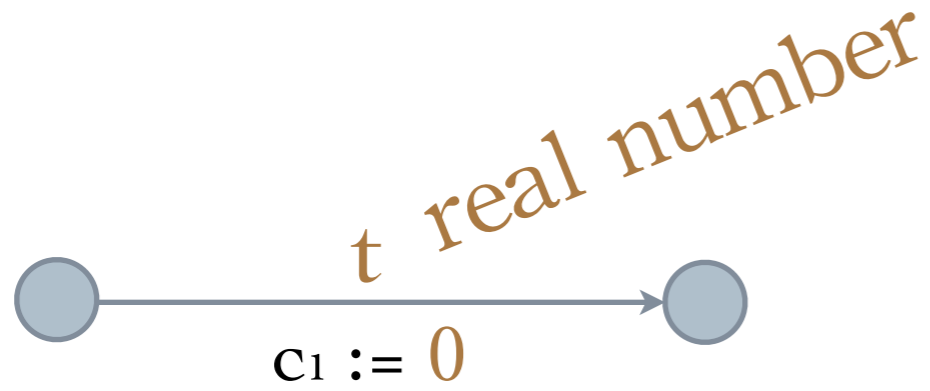
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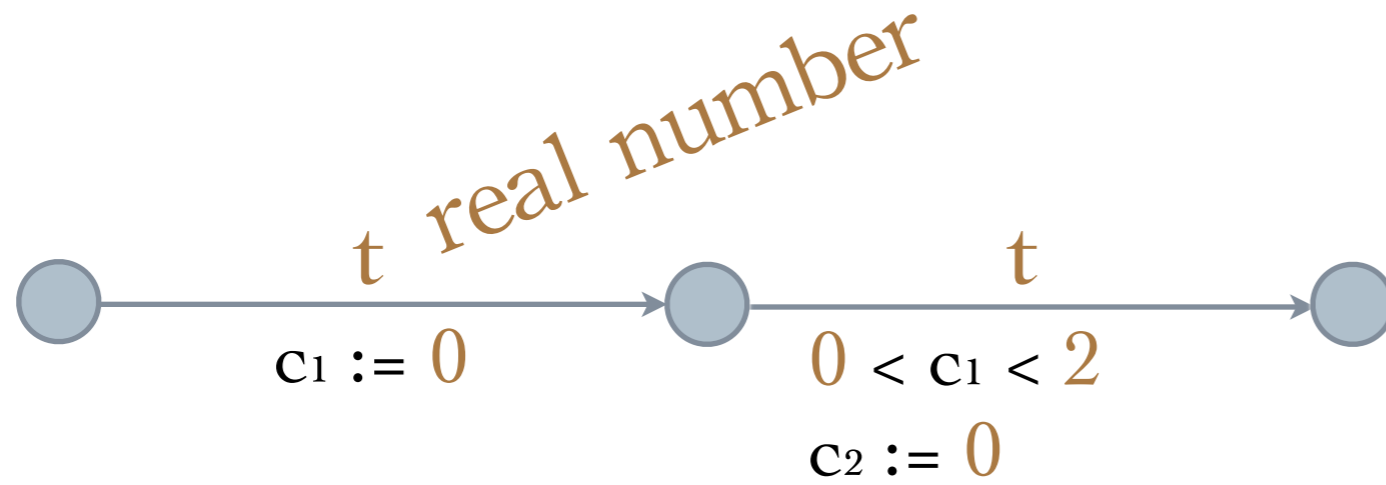
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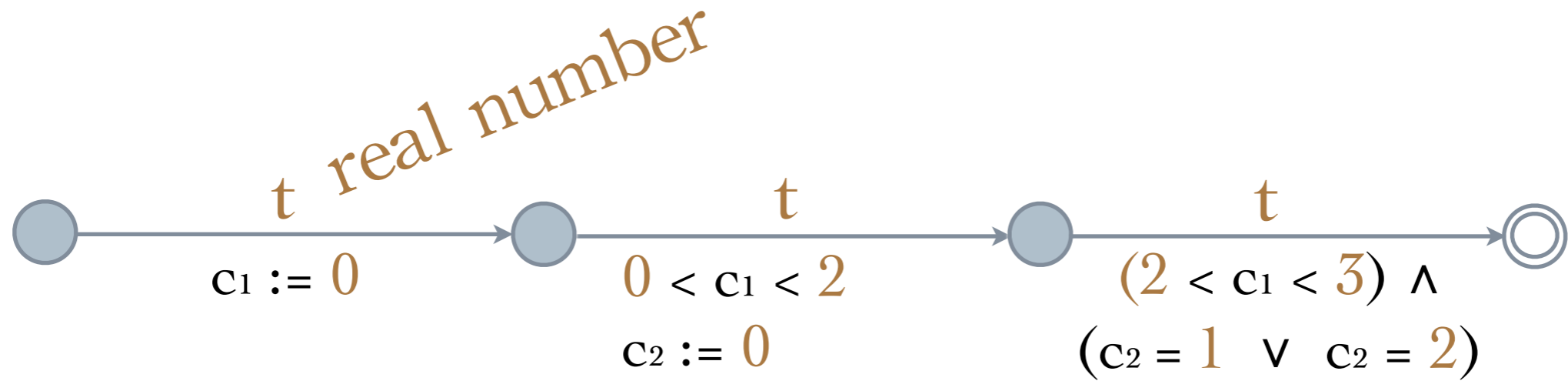
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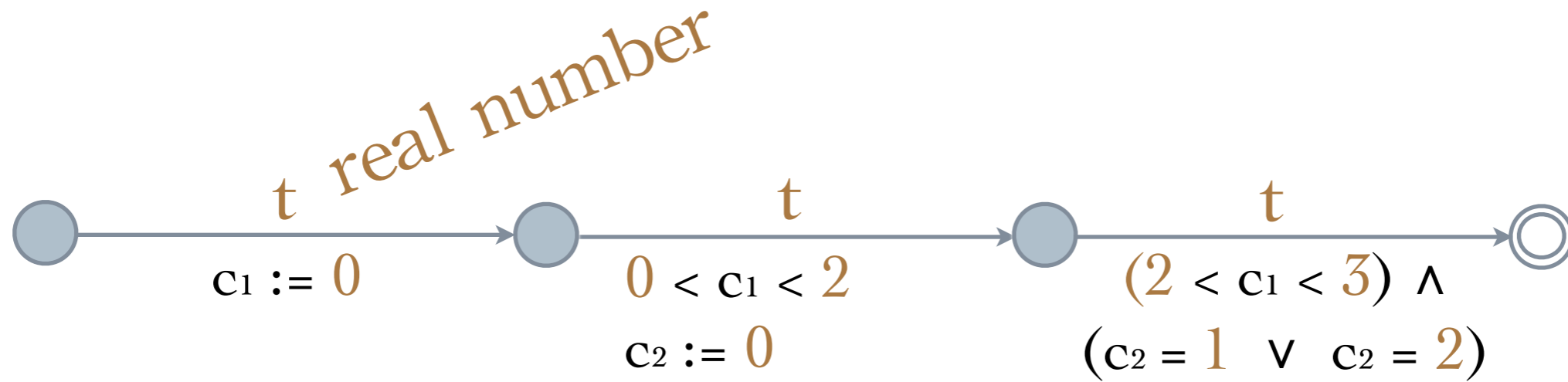
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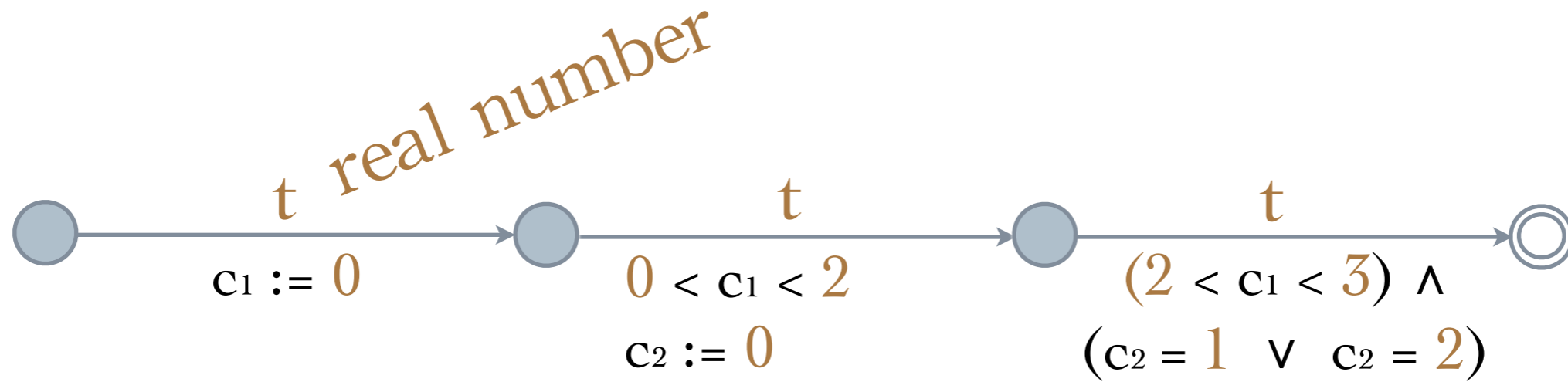


the automaton accepts words $t_1 t_2 t_3 \in \mathbb{R}^3$ such that

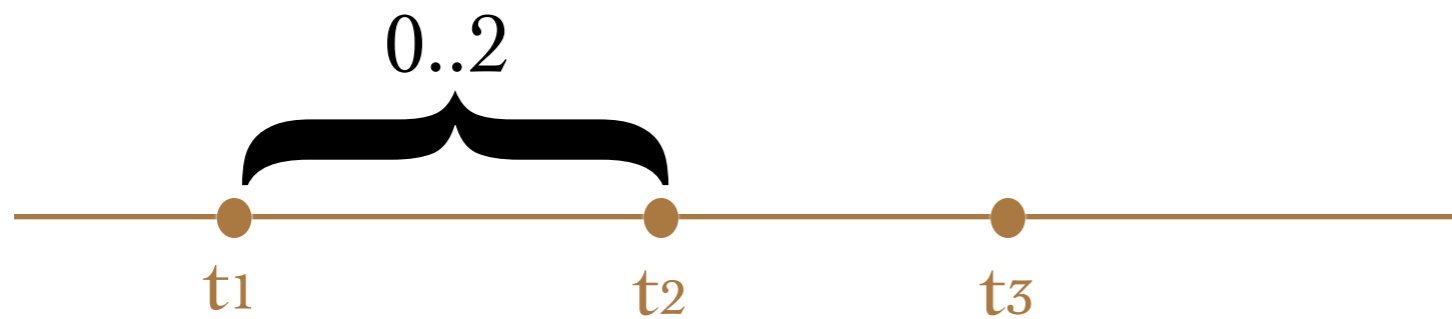


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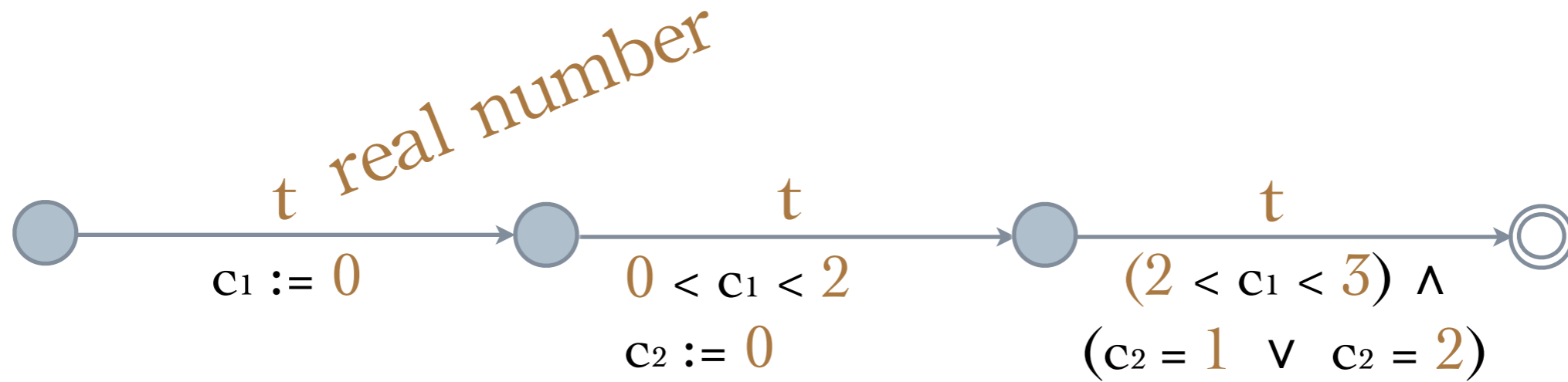


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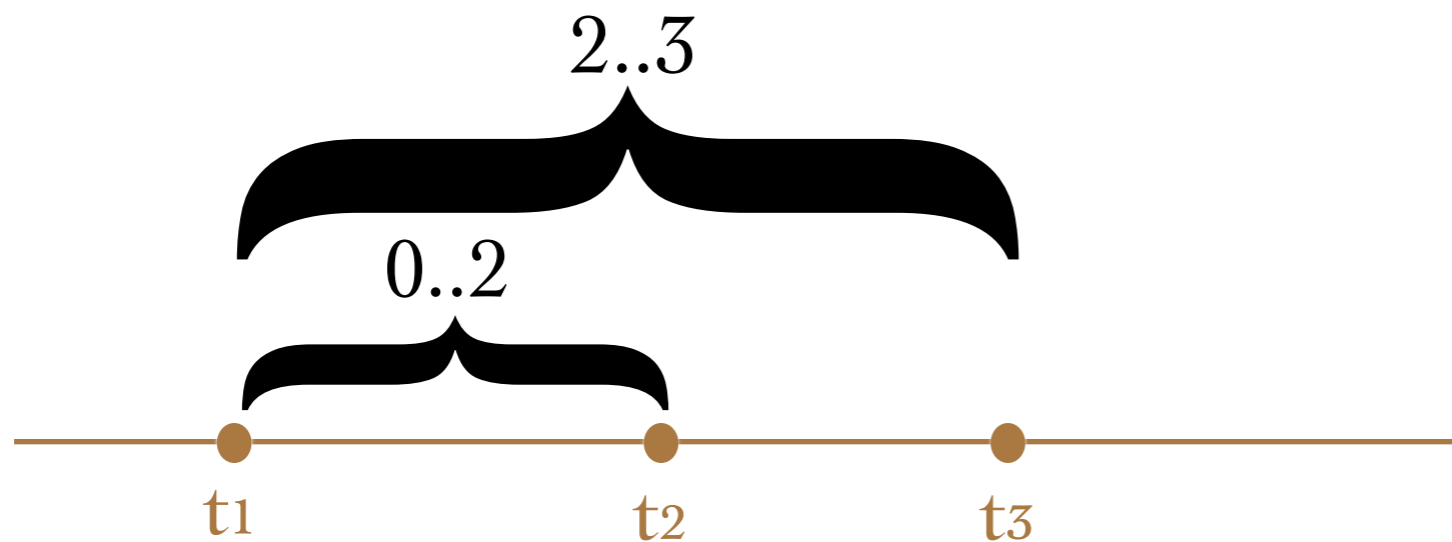


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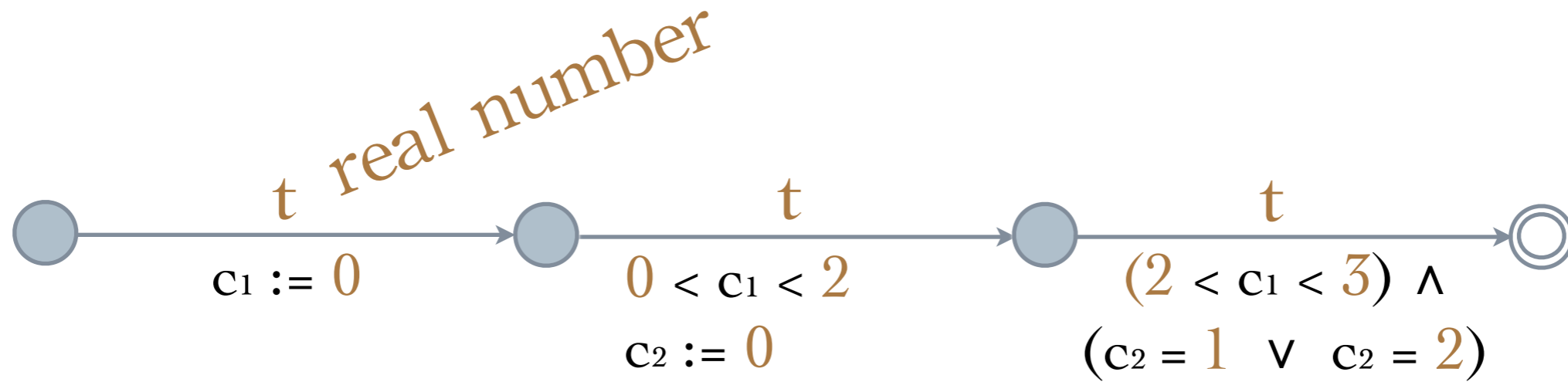


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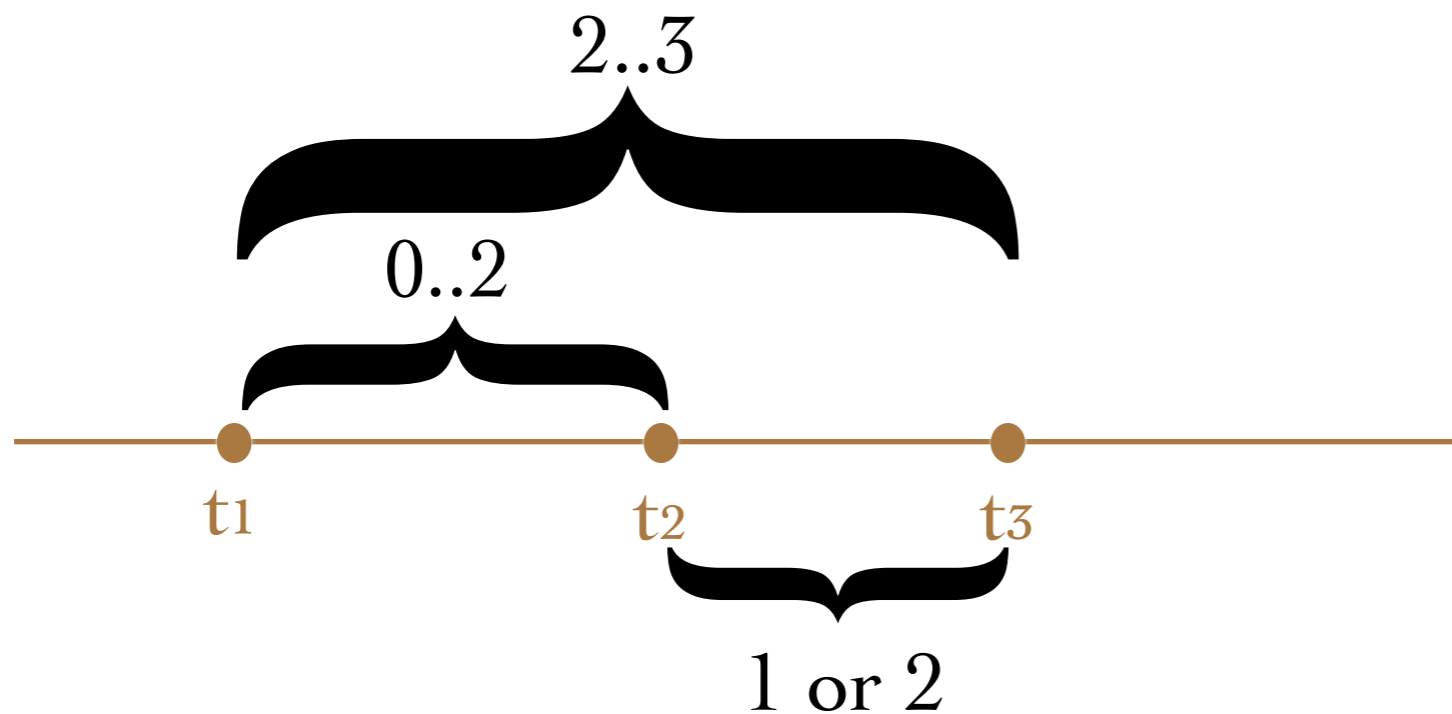


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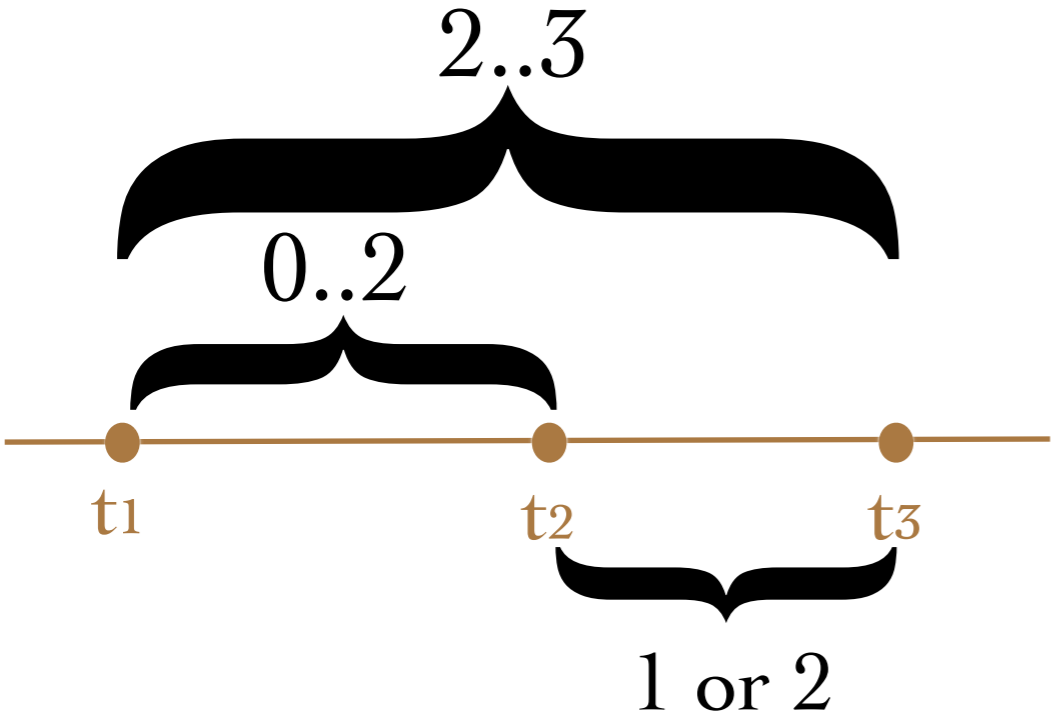
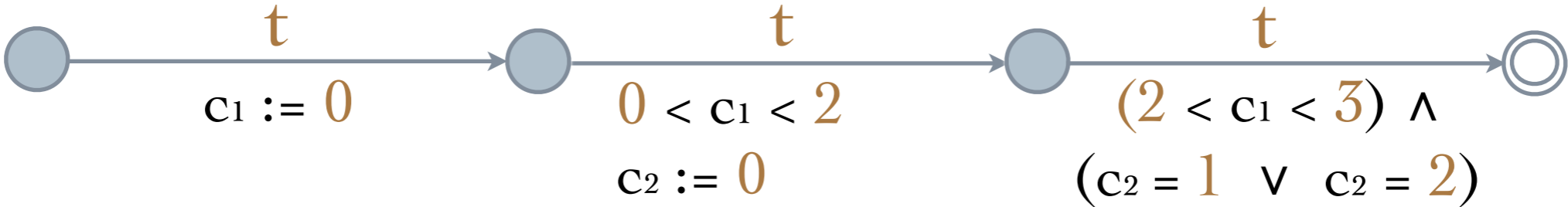
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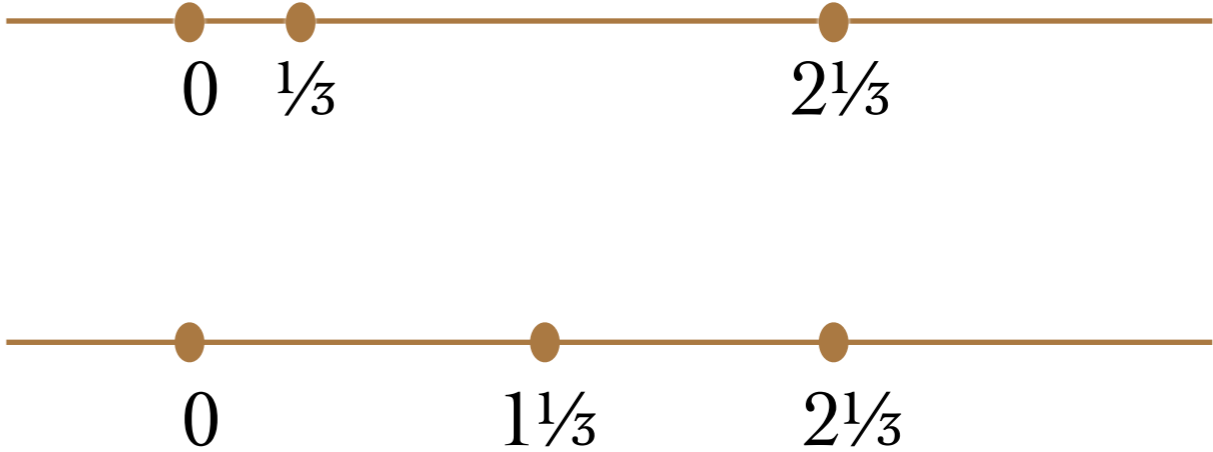
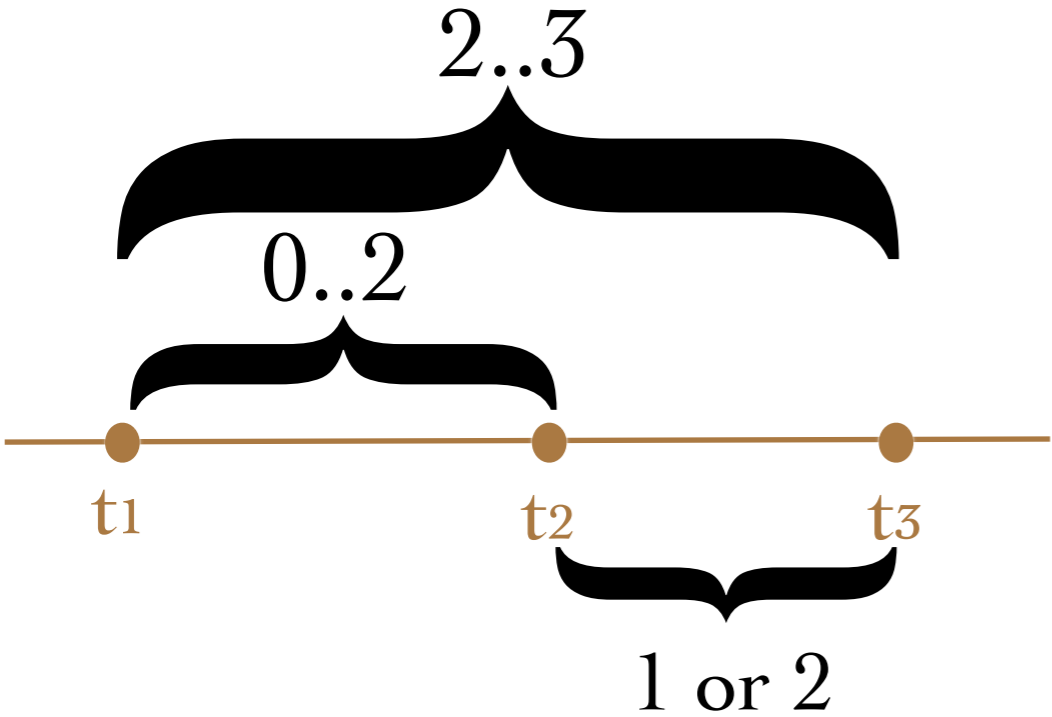
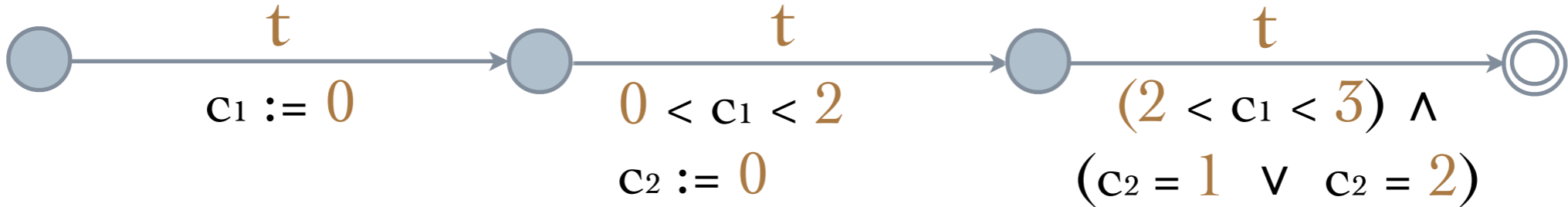
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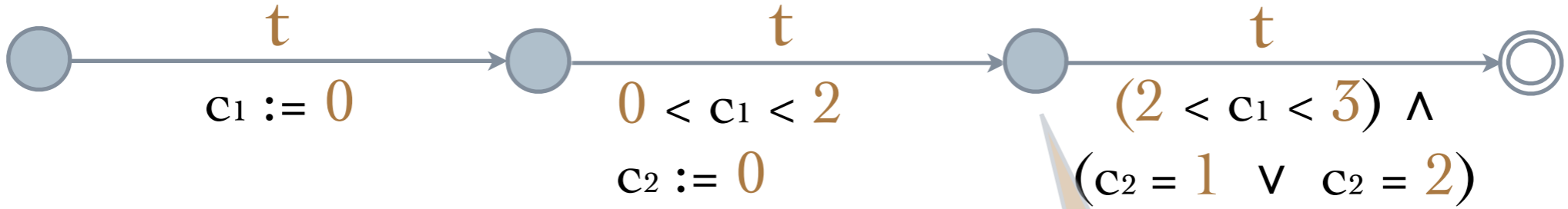
Deterministic timed automata don't minimize



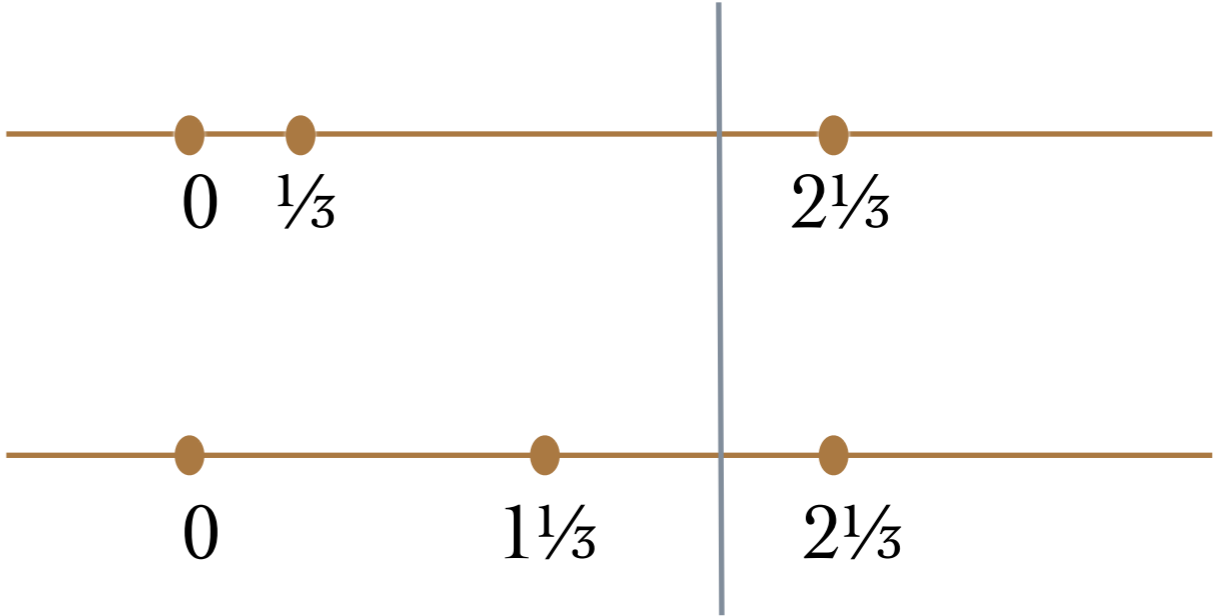
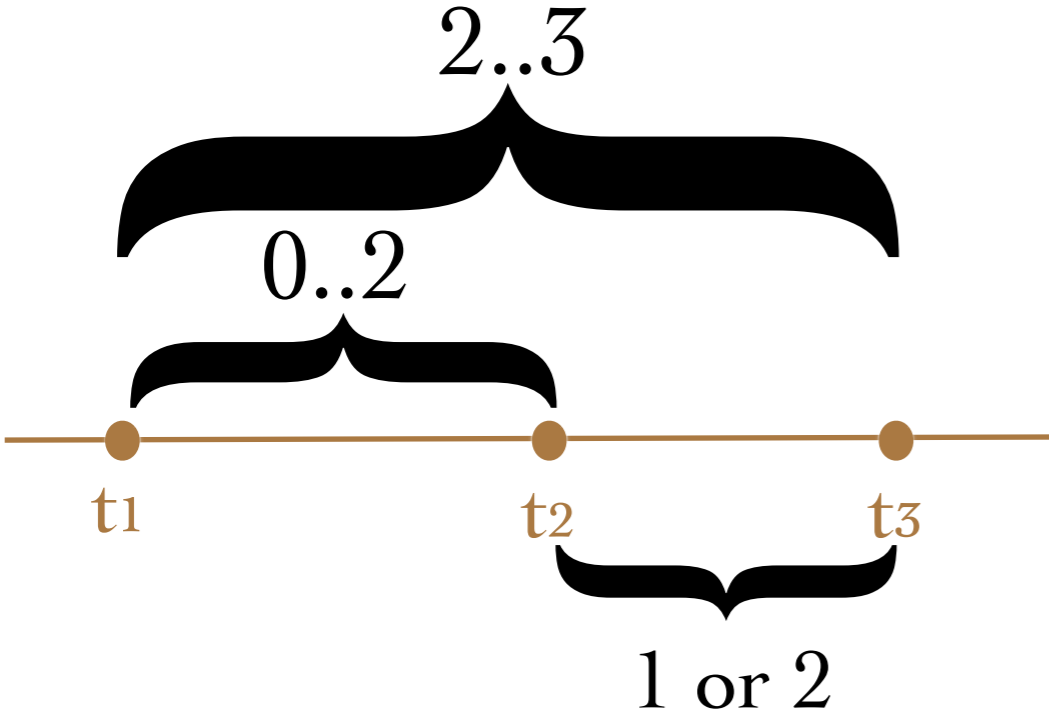
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$(c_1=0, c_2=1/3) \equiv (c_1=0, c_2=1\frac{1}{3})$



Towards timed pushdown automata

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- clocks can be pushed onto stack
- the emptiness problem EXPTIME-complete

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- recursive timed automata
[Trivedi, Wojtczak 2010], [Benerecetti, Minopoli, Peron 2010]

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Dense-timed PDA collapse

Theorem 1: [\[Clemente, L. 2015\]](#)

Dense-timed pushdown automata are expressively equivalent to pushdown timed automata.

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An accidental combination of

- stack discipline
- monotonicity of time
- [syntactic restrictions](#)

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- do not invent a new definition
- re-interpret a classical definition in FO-definable sets, with finiteness relaxed to **orbit-finiteness**

In search of lost definition

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- FO-definable NFA
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- The core problem: equations over sets of integers

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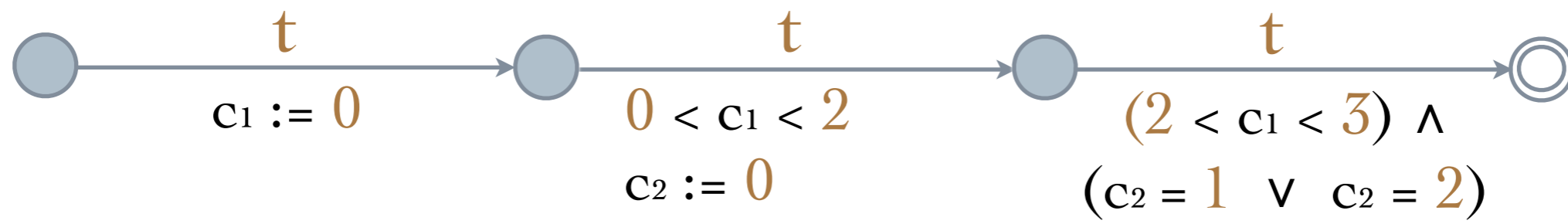
NFA re-interpreted in
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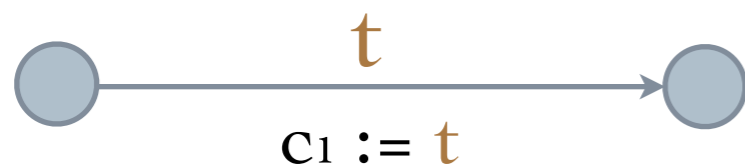
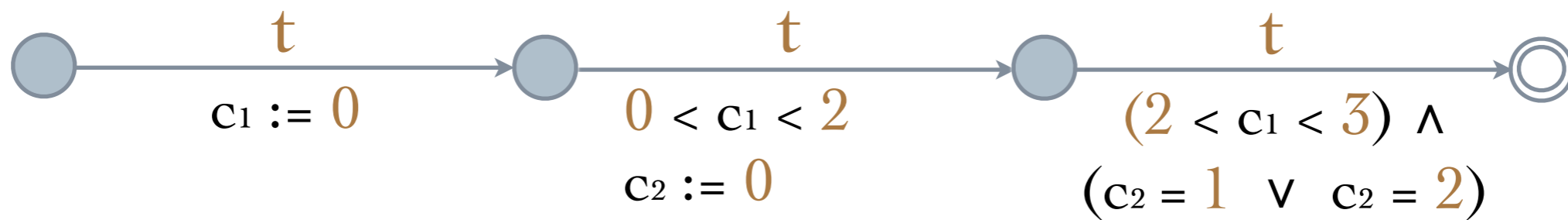
Timed automata are register automata

[Bojańczyk, L. 2012]



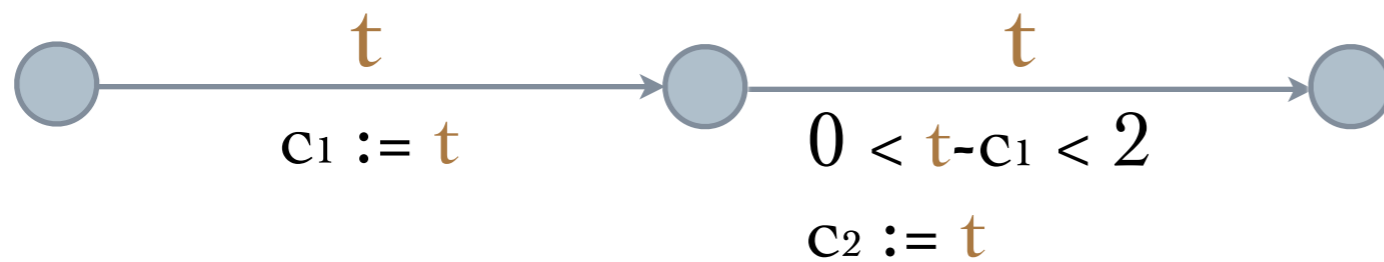
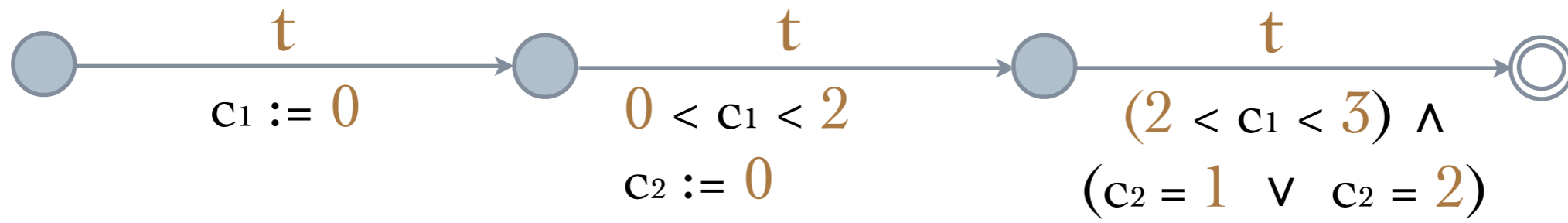
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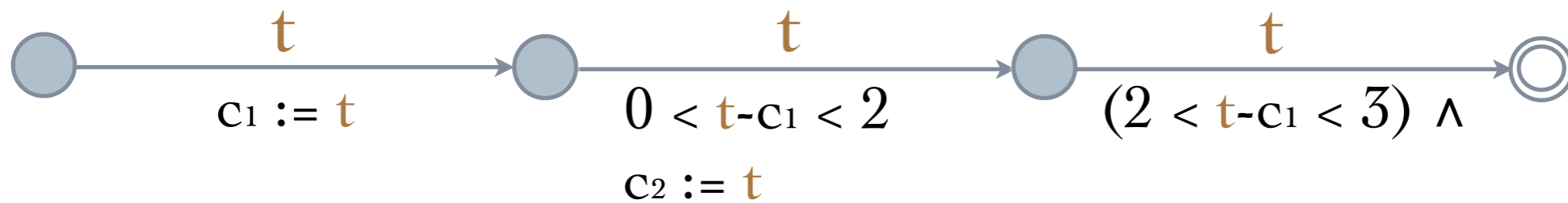
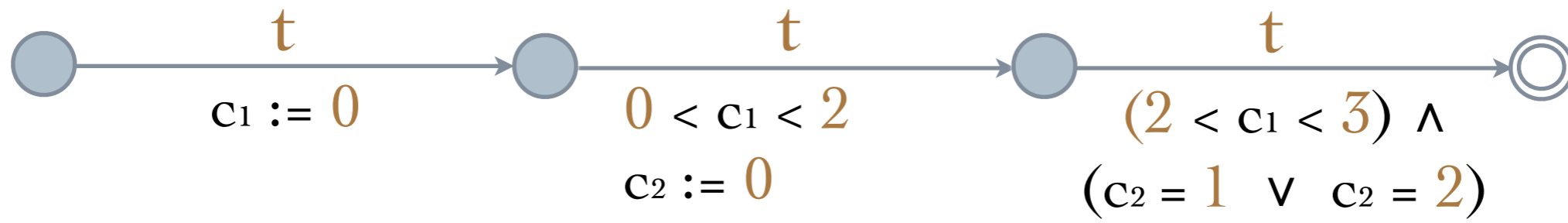
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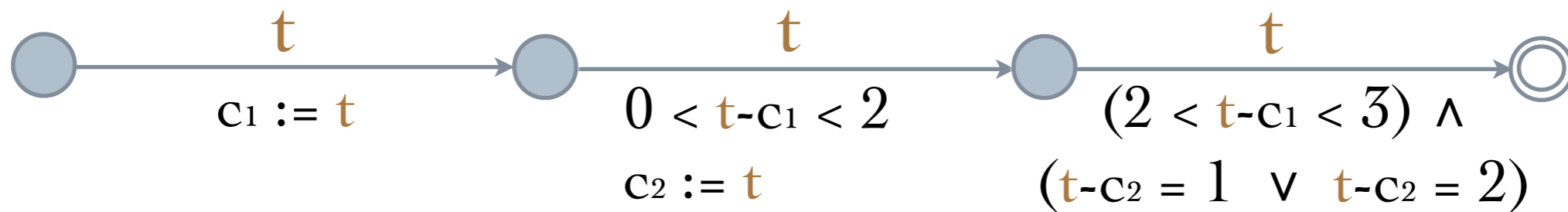
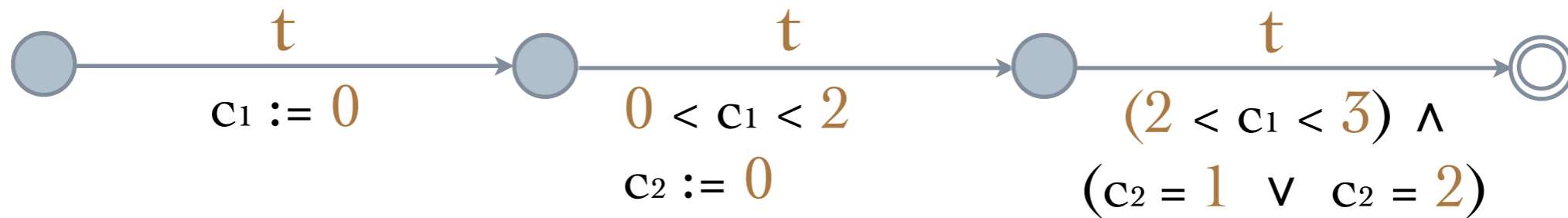
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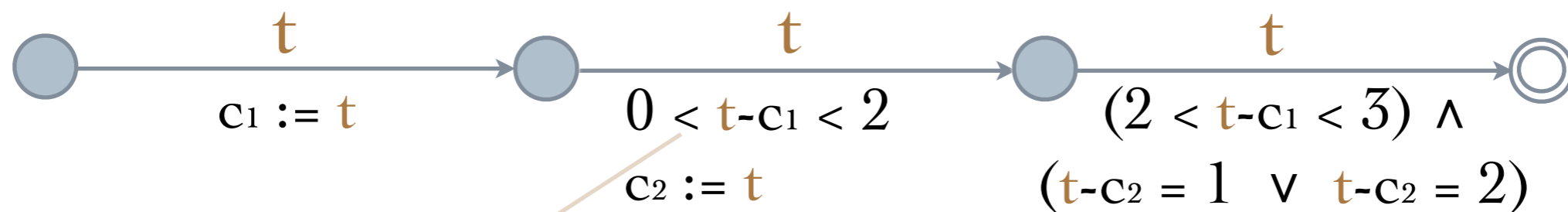
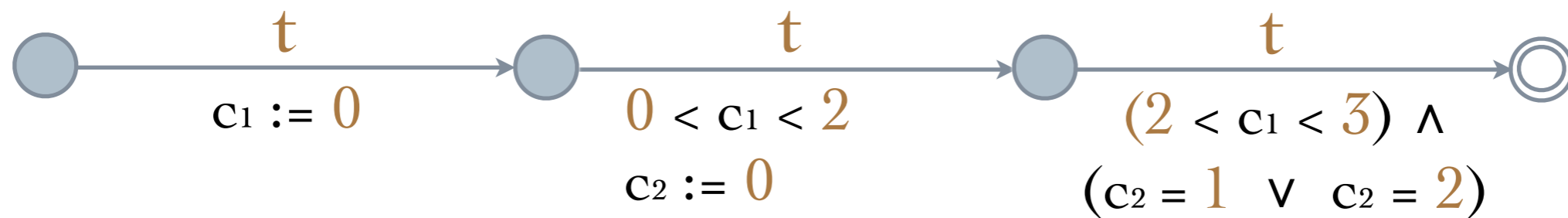
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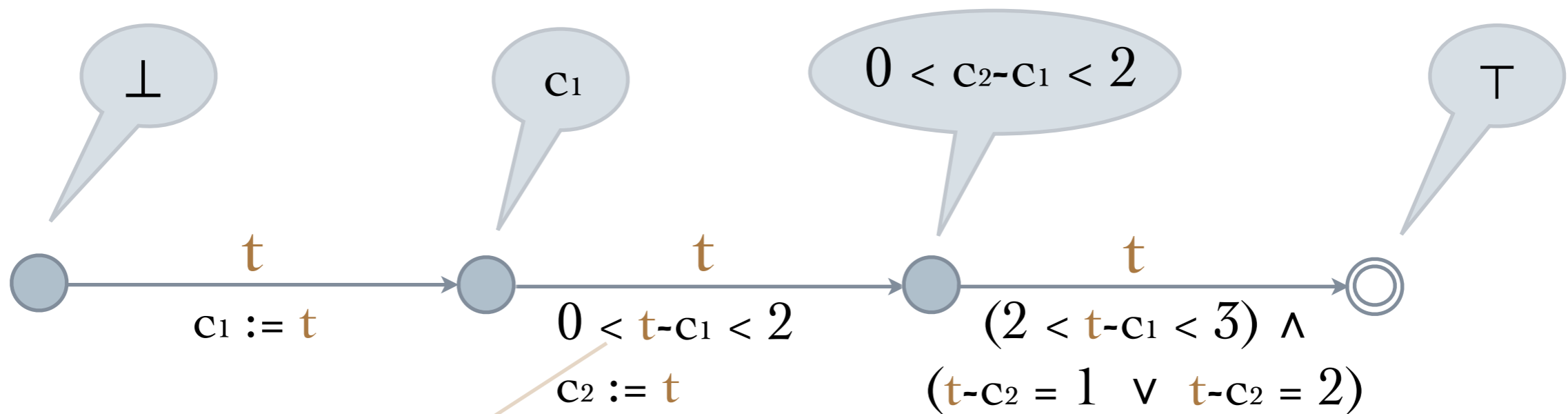
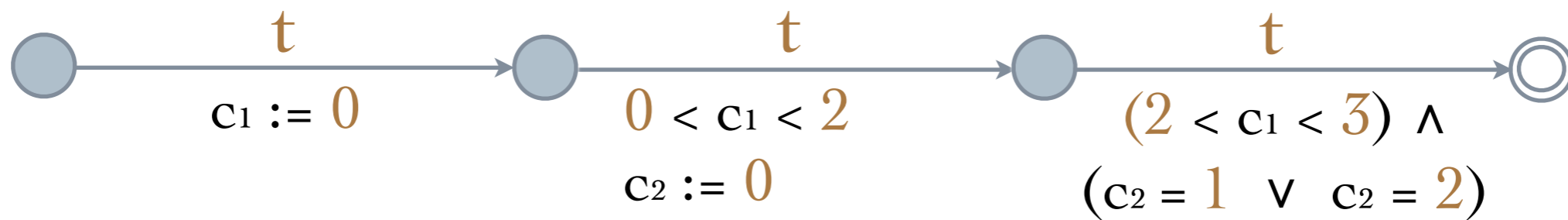


the guards use the structure $(\mathbb{R}, <, +1)$

e.g. $0 < t - c_1 < 2$ iff $c_1 < t < c_1 + 2$

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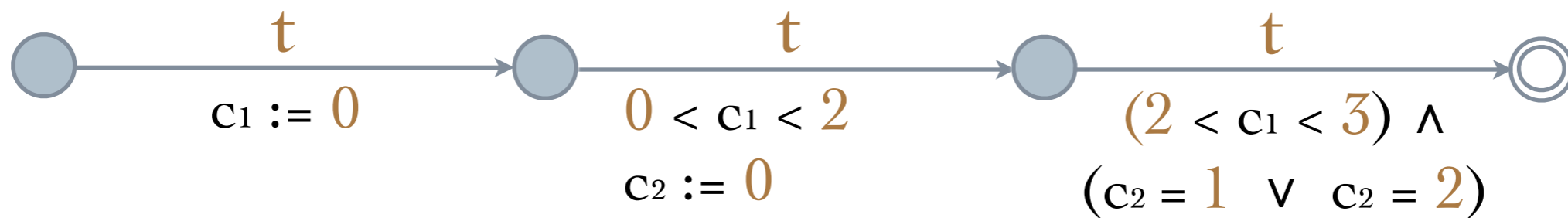
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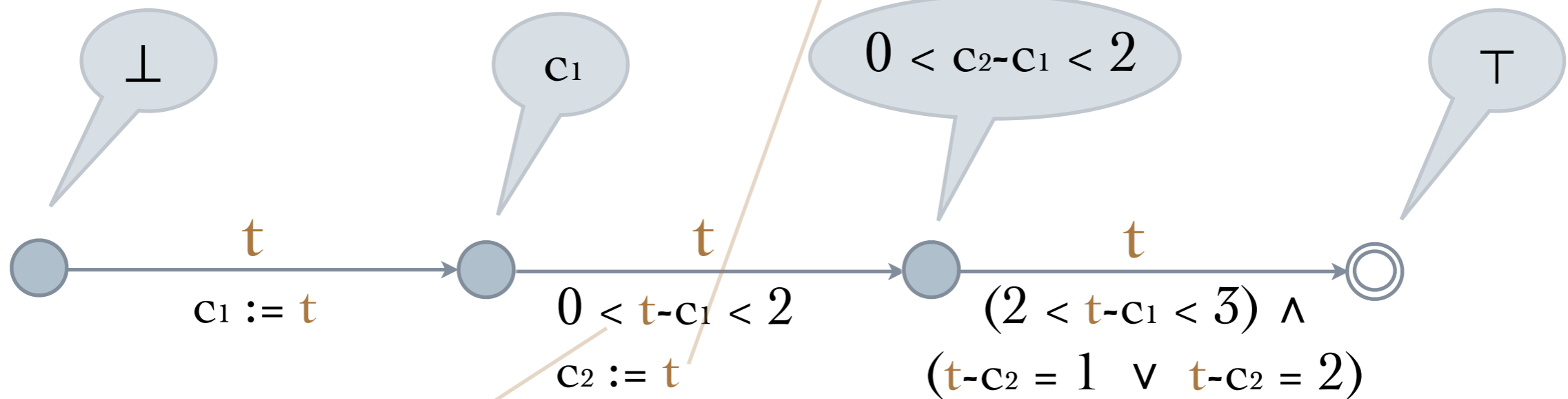
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the only modifications of a clock: $c := t$



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FO($<, +1$)-definable sets

dimension

FO($<, +1$) formula $\phi(x_1, \dots, x_n)$ defines a subset of
n-tuples of reals, for instance

$$\phi(x_1, x_2) \equiv \exists x_3 (x_1 < x_3 \wedge x_2 = x_3 + 3)$$

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$$\phi(x_1, x_2) \equiv x_1 + 3 < x_2 \equiv x_2 - x_1 \in (3, \infty)$$

FO-definable NFA

- alphabet A
- states Q
- transitions $\delta \subseteq Q \times A \times Q$
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- states Q $\phi_Q(x_1, \dots, x_m)$
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Runs, acceptance, language recognized, etc. are defined exactly as for classical NFA!

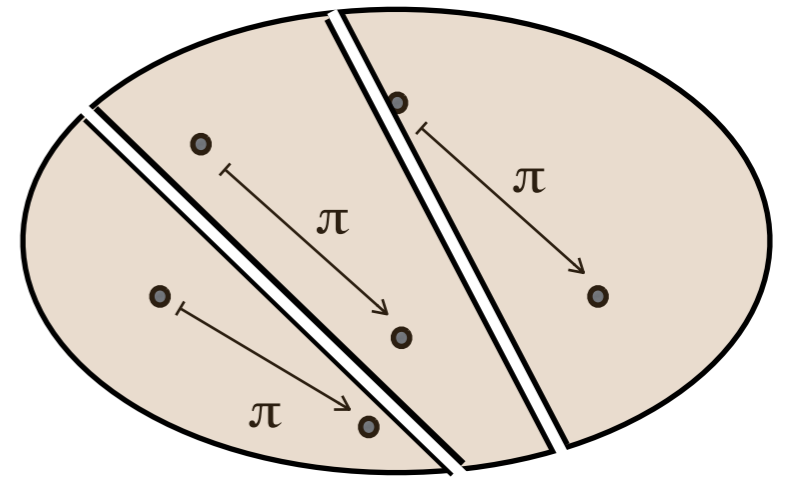
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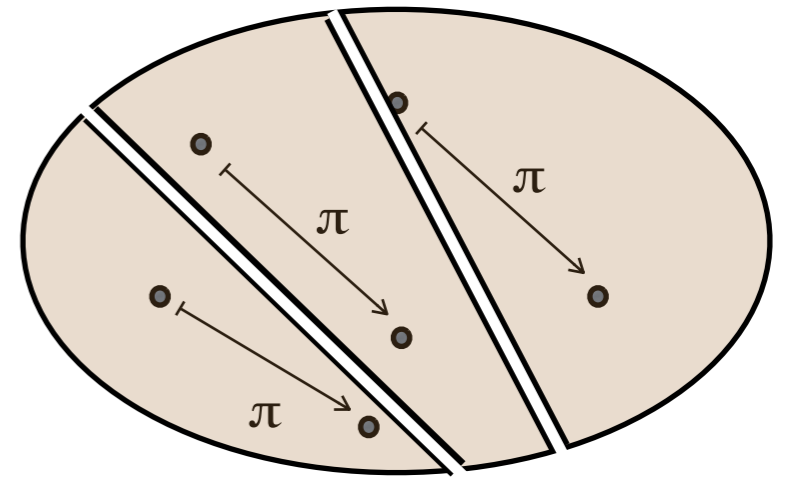
Orbit-finiteness

Automorphisms π of $(\mathbb{R}, <, +1)$ act on a definable set thus splitting it into **orbits**.



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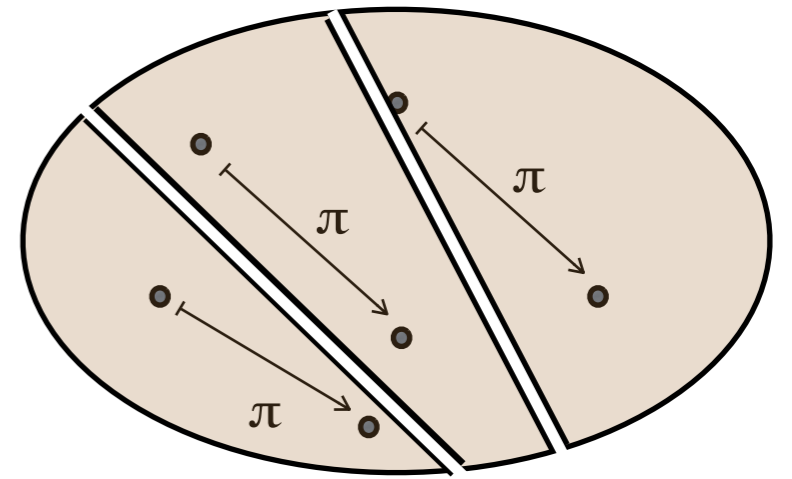
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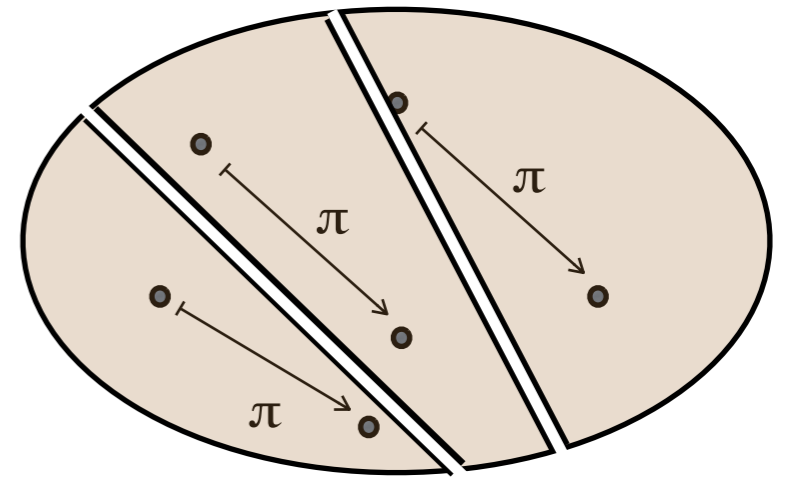
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orbit-infinite

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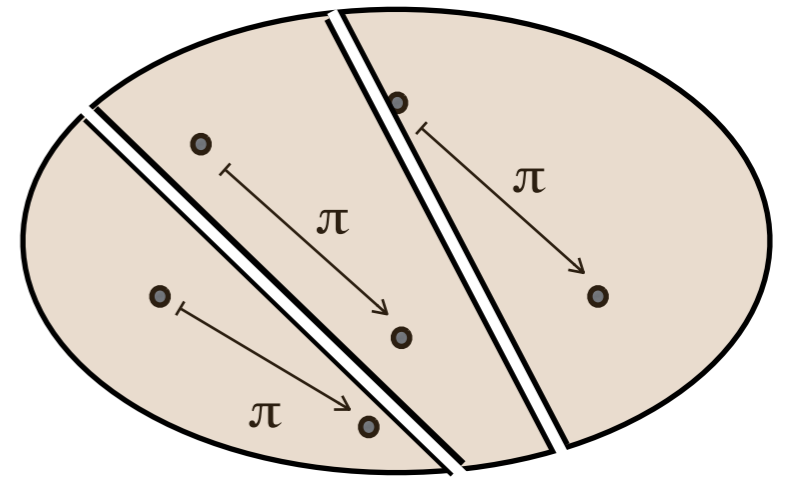
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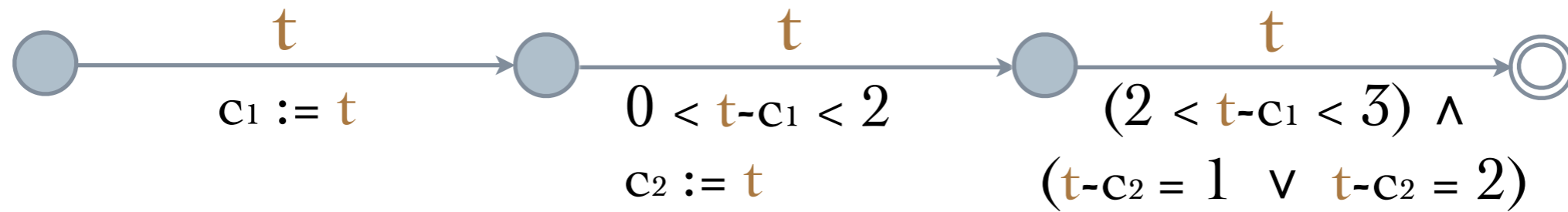
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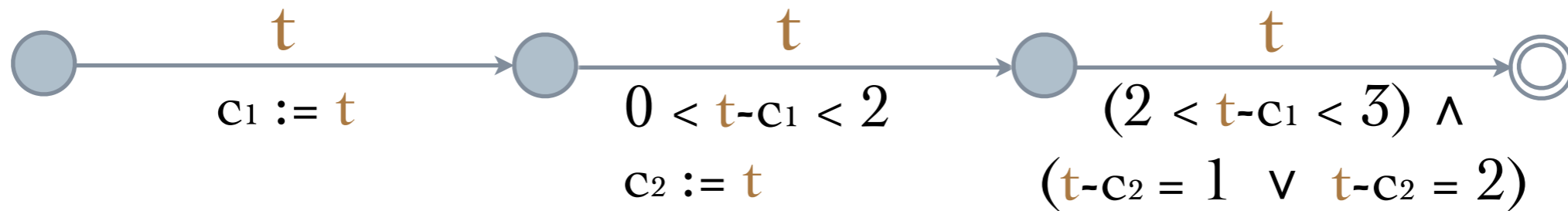
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An FO-definable set is **orbit-finite**
iff
it is defined using bounded intervals only

Register automata are FO-definable NFA

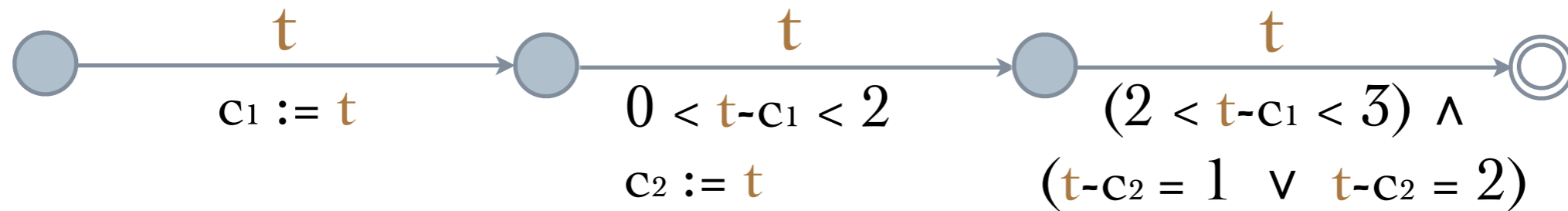


Register automata are FO-definable NFA



states: $Q = \{\perp\} \cup \{c_1 \in \mathbb{R}\} \cup \{(c_1, c_2) \in \mathbb{R} \times \mathbb{R} : 0 < c_2 - c_1 < 2\} \cup \{\top\}$

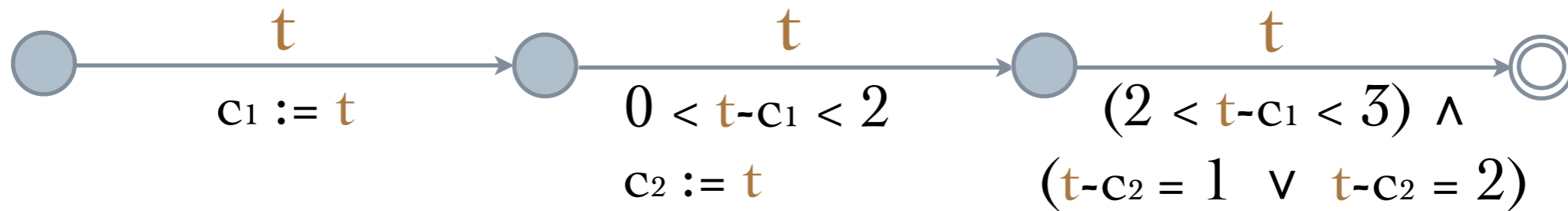
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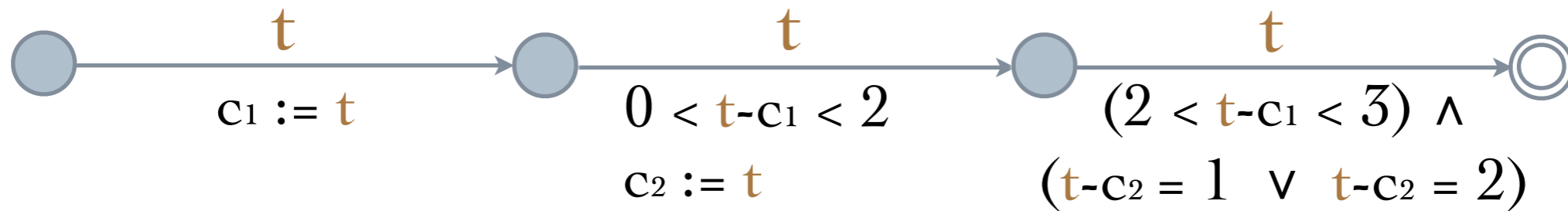


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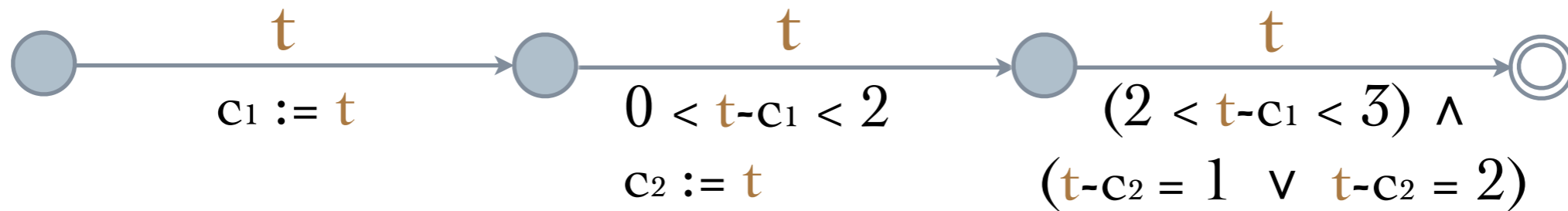


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$\phi_Q(c_0, c_1, c_2) \equiv c_0 = c_1 = c_2 \vee c_0 + 1 = c_1 = c_2 \vee c_0 + 2 = c_1 < c_2 < c_1 + 2 \vee c_0 + 3 = c_1 = c_2$

transitions: $\delta = \{(\perp, t, c_1') : c_1' = t\} \cup$
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Register automata are FO-definable NFA

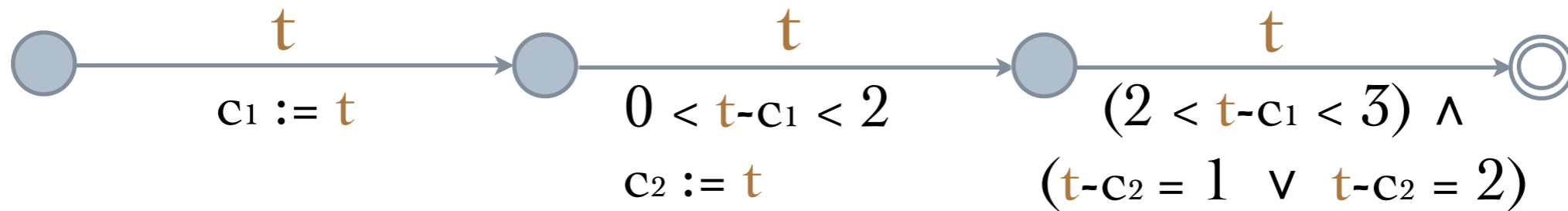


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 $\{ ((c_1, c_2), t, \top) : (2 < t - c_1 < 3) \wedge (t - c_2 = 1 \vee t - c_2 = 2) \}$

Register automata are FO-definable NFA



states: $Q = \{\perp\} \cup \{c_1 \in \mathbb{R}\} \cup \{(c_1, c_2) \in \mathbb{R} \times \mathbb{R} : 0 < c_2 - c_1 < 2\} \cup \{\top\}$

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$\phi_\delta(c_0, c_1, c_2, t, c_0', c_1', c_2') \equiv \dots$

Timed automata vs. FO-definable NFA

FO-definable NFA are like [updatable](#) timed automata
[[Bouyer, Duford, Fleury 2000](#)], but:

Timed automata vs. FO-definable NFA

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- number of clocks may vary from one location to another
- the input needs not be monotonic (but can be enforced to be)
- alphabet letters may be a tuples of timestamps

Timed automata vs. FO-definable NFA

FO-definable NFA

timed automata
with uninitialized clocks

Timed automata vs. FO-definable NFA

deterministic **FO-definable** NFA

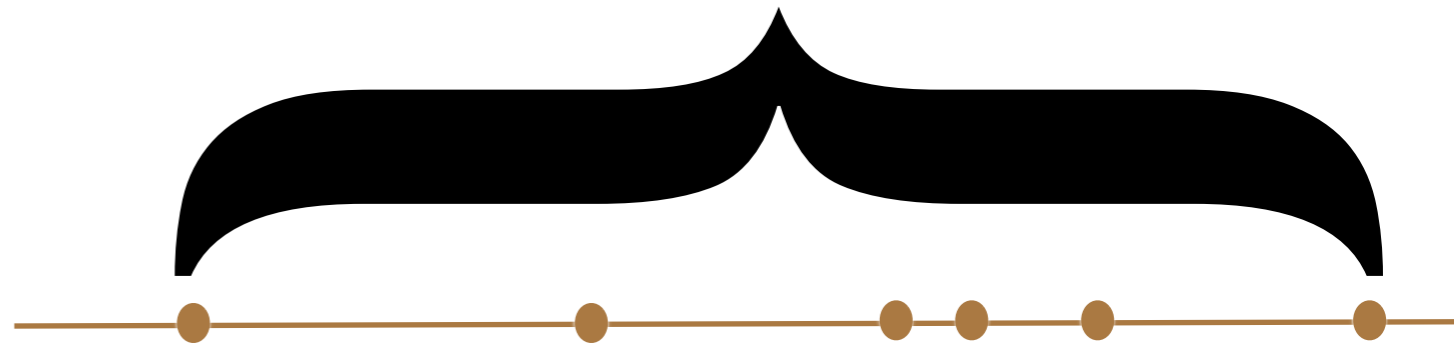
deterministic timed automata
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Timed automata vs. FO-definable NFA

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deterministic timed automata
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integer

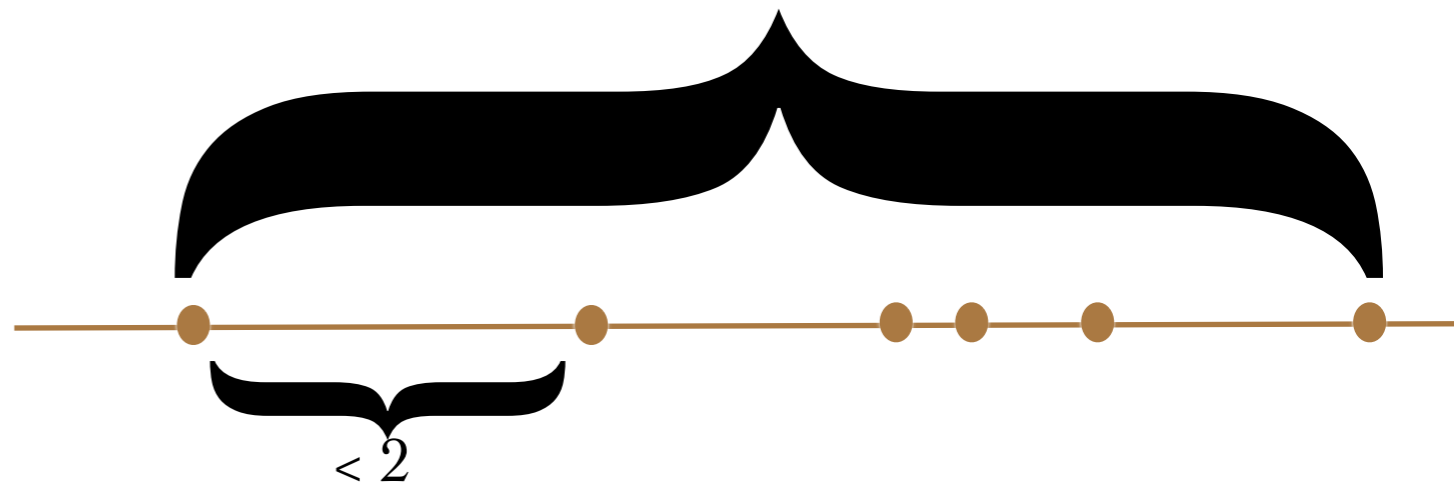


Timed automata vs. FO-definable NFA

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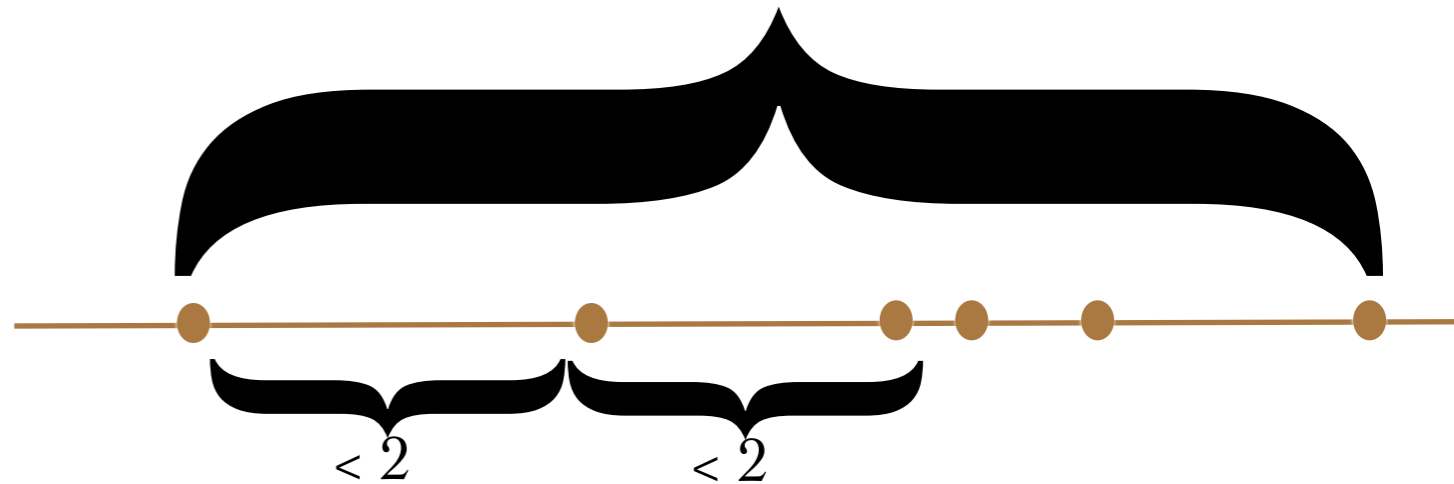


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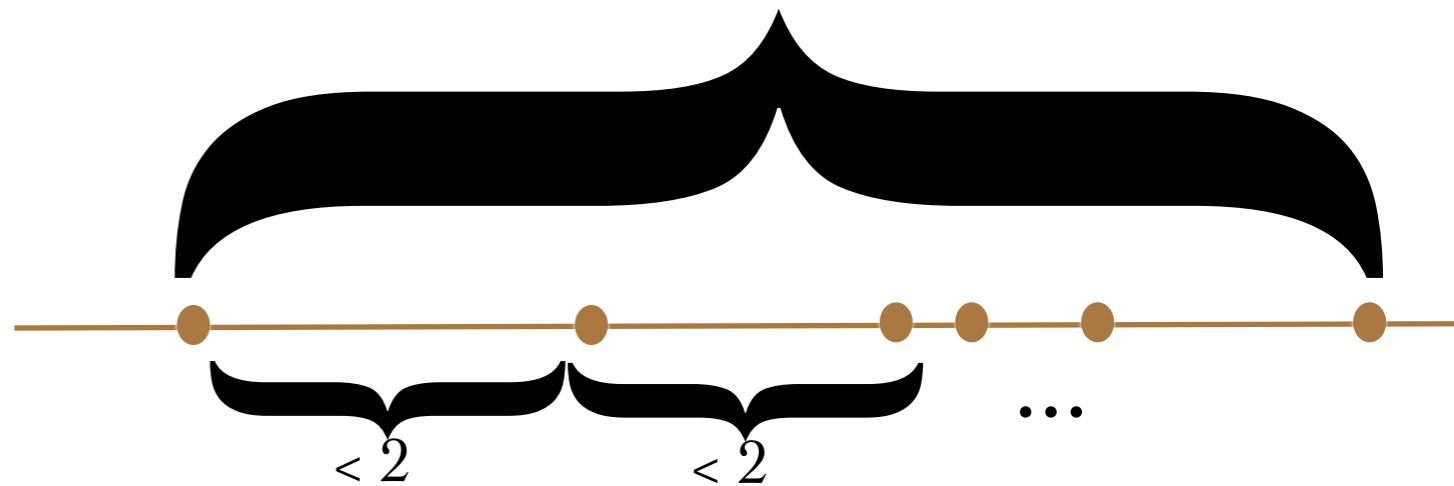


Timed automata vs. FO-definable NFA

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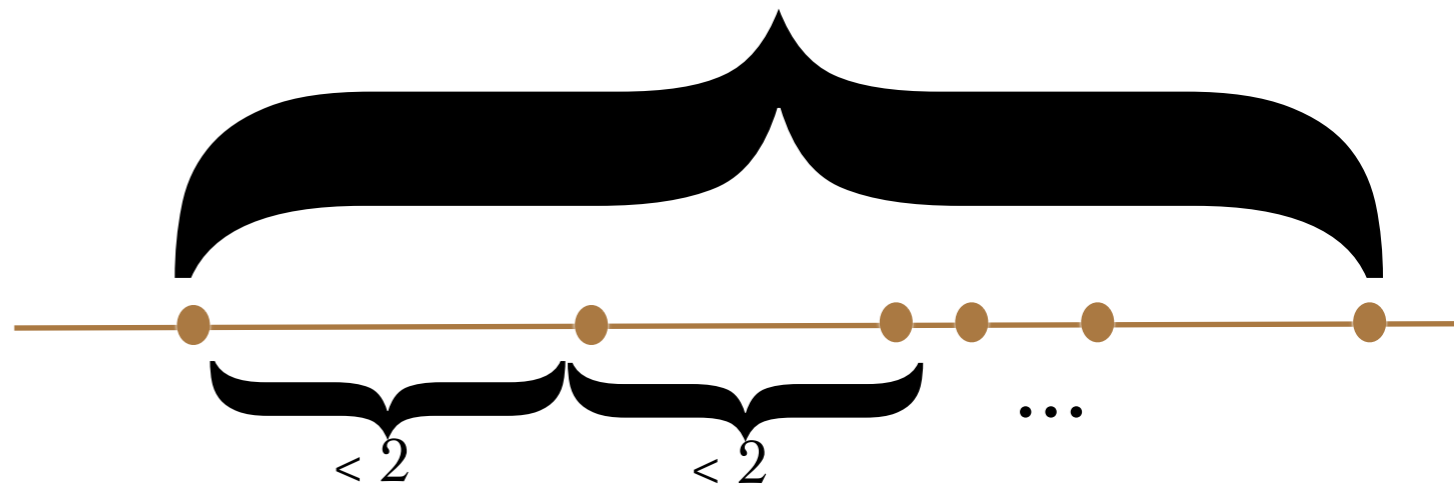
Timed automata vs. FO-definable NFA

deterministic **FO-definable** NFA

deterministic timed automata
with uninitialized clocks

closed under
minimization

integer



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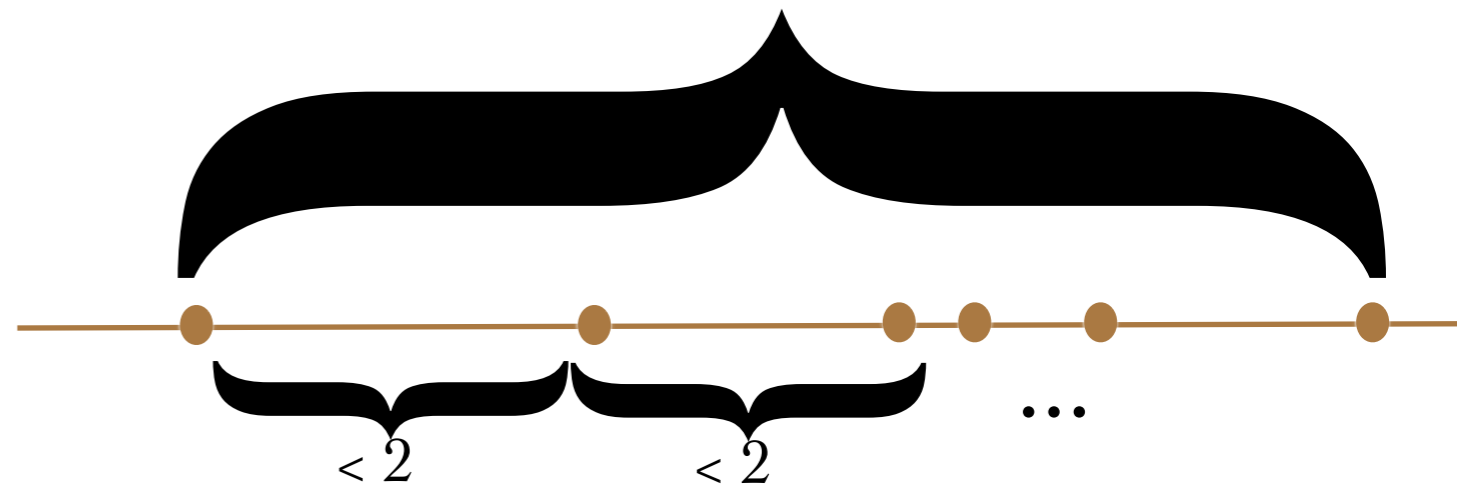
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minimal automata for languages
of deterministic timed automata
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integer



FO-definable DFA do minimize

[Bojańczyk, L. 2012]

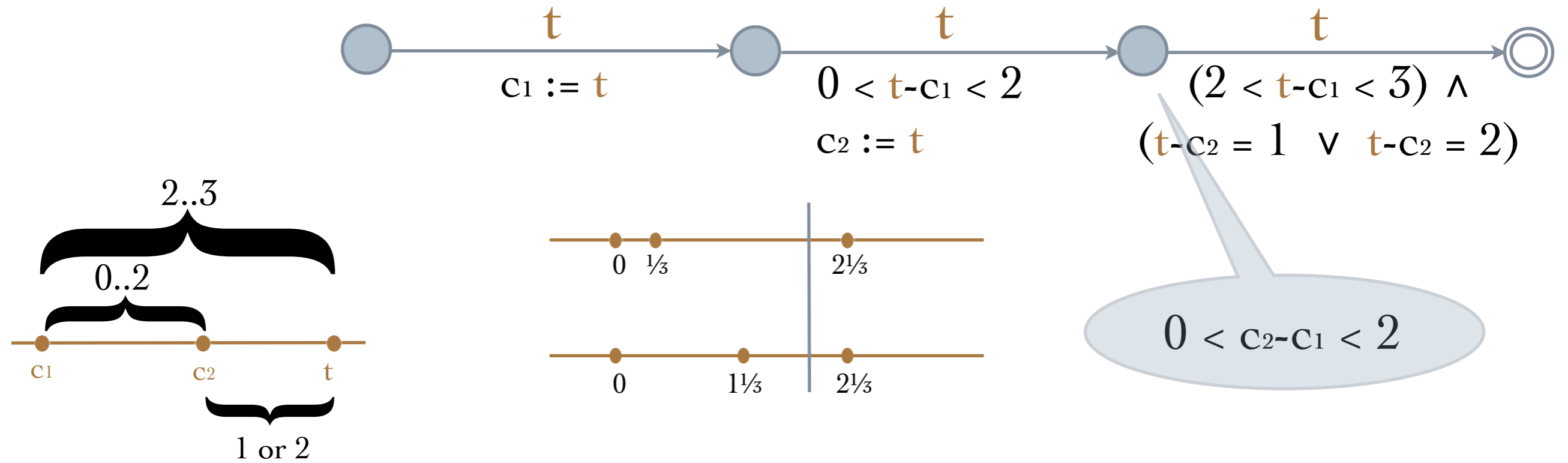
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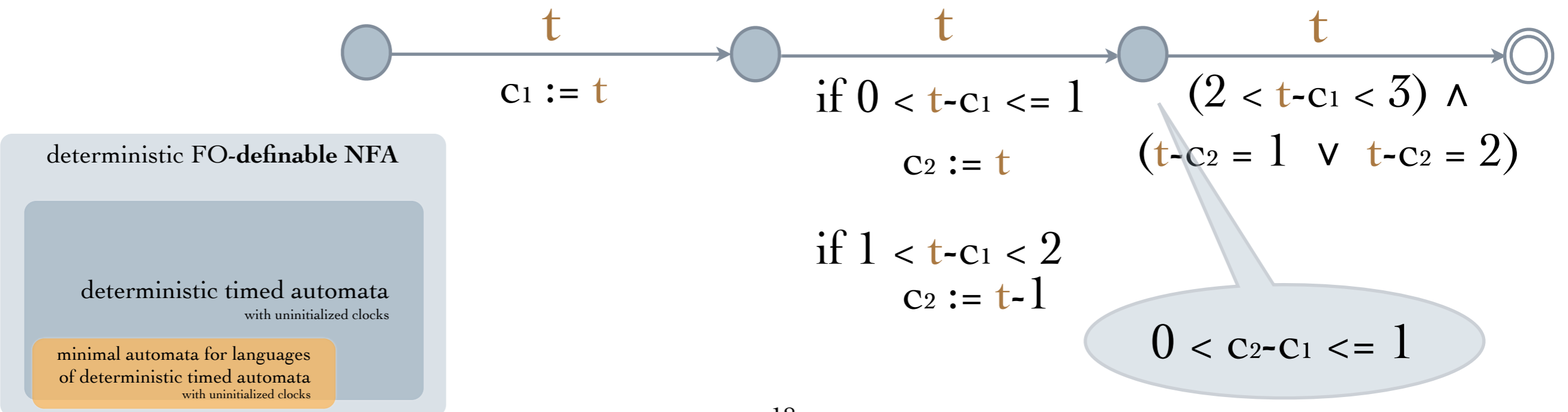
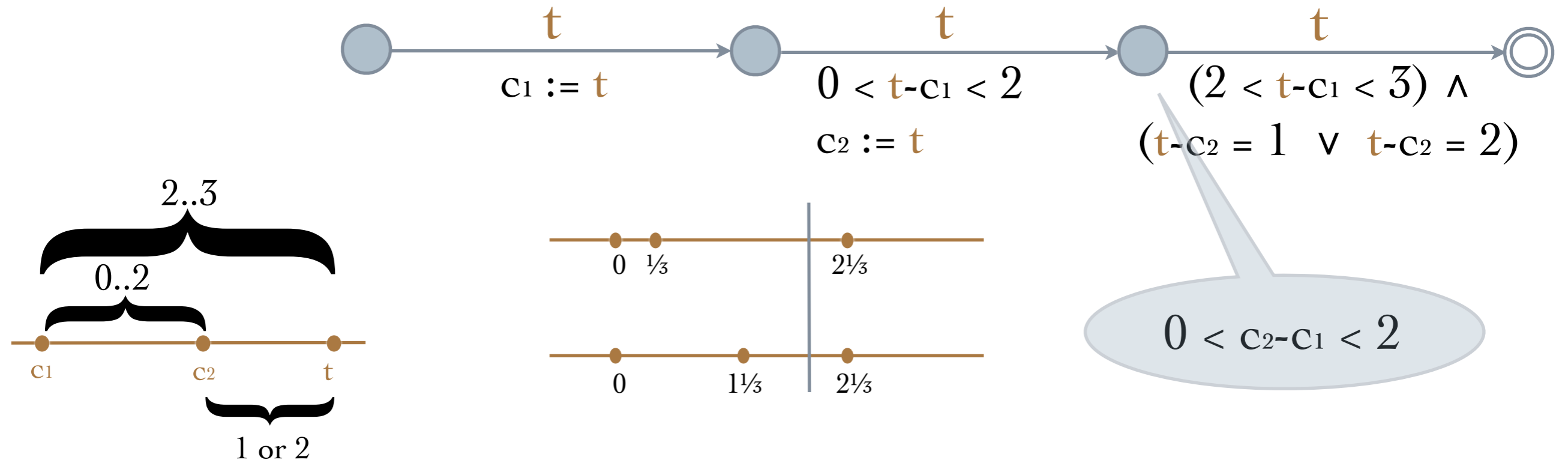
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Presburger NFA

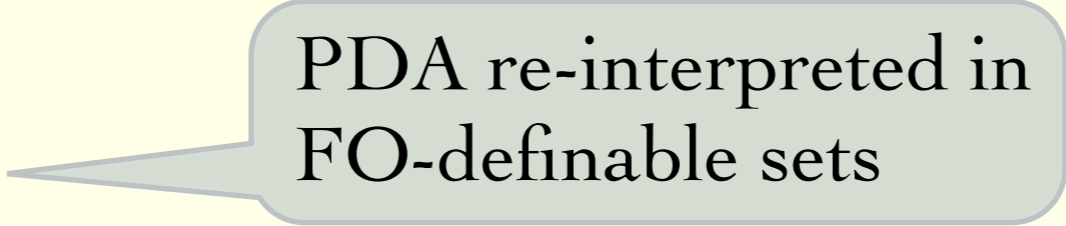
[Bojańczyk, L. 2012]

Minimization holds also if $\text{FO}(<, +1)$ is replaced by $\text{FO}(<, +)$

In search of lost definition

- Motivation
- FO-definable NFA
- FO-definable PDA
- The core problem: equations over sets of integers

In search of lost definition

- Motivation
- FO-definable NFA
- FO-definable PDA  PDA re-interpreted in FO-definable sets
- The core problem: equations over sets of integers

FO-definable PDA

- alphabet A
 - states Q
 - stack alphabet S
 - push $\subseteq Q \times A \times Q \times S$
 - pop $\subseteq Q \times S \times A \times Q$
 - $I, F \subseteq Q$
- } orbit-finite
- } definable in $\text{FO}(<, +1)$

FO-definable PDA

- alphabet A
 - states Q
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 - $\text{push} \subseteq Q \times A \times Q \times S$
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 - $I, F \subseteq Q$
- $\left. \begin{array}{l} \text{• alphabet } A \\ \text{• states } Q \\ \text{• stack alphabet } S \end{array} \right\} \text{orbit-finite}$
- $\phi_A(x_1, \dots, x_n)$
 $\phi_Q(x_1, \dots, x_m)$
 $\phi_S(x_1, \dots, x_k)$
 $\phi_{\text{push}}(x_1, \dots, x_{m+n+m+k})$
 $\phi_{\text{pop}}(x_1, \dots, x_{m+k+n+m})$
 $\phi_I(x_1, \dots, x_m), \phi_F(x_1, \dots, x_m)$

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 $\phi_I(x_1, \dots, x_m), \phi_F(x_1, \dots, x_m)$

Acceptance defined as for classical PDA.

Example

input alphabet: $A = \text{reals} \cup \{\varepsilon\}$

language: "ordered palindromes of even length over reals"

states:

stack alphabet:

transitions:

initial state:

accepting state:

Example

input alphabet: $A = \text{reals} \uplus \{\varepsilon\}$

language: "ordered palindromes of even length over reals"

states: $Q = \text{reals} \uplus \{\text{init}, \text{finish}, \text{acc}\}$

stack alphabet:

transitions:

initial state: **init**

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Example

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states: $Q = \text{reals} \uplus \{\text{init}, \text{finish}, \text{acc}\}$

stack alphabet: $S = \text{reals} \uplus \{\perp\}$

transitions: $\text{push} \subseteq Q \times A \times Q \times S$

$(\text{init}, \varepsilon, t, \perp)$	
(t, u, u, u)	$t < u$
(t, u, finish, u)	$t < u$

in state **init**, without reading input, change state to an arbitrary real t , and push \perp on stack

$\text{pop} \subseteq Q \times S \times A \times Q$

$(\text{finish}, t, t, \text{finish})$	
$(\text{finish}, \perp, \varepsilon, \text{acc})$	

initial state: **init**

accepting state: **acc**

Example

input alphabet: $A = \text{reals} \uplus \{\varepsilon\}$

language: "ordered palindromes of even length over reals"

states: $Q = \text{reals} \uplus \{\text{init}, \text{finish}, \text{acc}\}$

stack alphabet: $S = \text{reals} \uplus \{\perp\}$

transitions: push $\subseteq Q \times A \times Q \times S$

$(\text{init}, \varepsilon, t, \perp)$	
(t, u, u, u)	$t < u$
(t, u, finish, u)	$t < u$

in state **finish**, pop a real t from stack, read the same t from input, and stay in the same state

pop $\subseteq Q \times S \times A \times Q$

$(\text{finish}, t, t, \text{finish})$	
$(\text{finish}, \perp, \varepsilon, \text{acc})$	

initial state: **init**

accepting state: **acc**

FO-definable prefix rewriting

- alphabet A
 - states Q
 - stack alphabet S
 - $\rho \subseteq Q \times S^* \times A \times Q \times S^*$
 - $I, F \subseteq Q$
- } orbit-finite
- } definable in $\text{FO}(<, +1)$

FO-definable prefix rewriting

- alphabet A
 - states Q
 - stack alphabet S
 - $\rho \subseteq Q \times S^{\leq n} \times A \times Q \times S^{\leq m}$
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Acceptance defined as for classical prefix rewriting.

FO-definable context-free grammars

- nonterminal symbols S
 - terminal symbols A
 - an initial nonterminal symbol
 - $\rho \subseteq S \times (S \cup A)^*$
- } orbit-finite
- } definable in $\text{FO}(<, +1)$

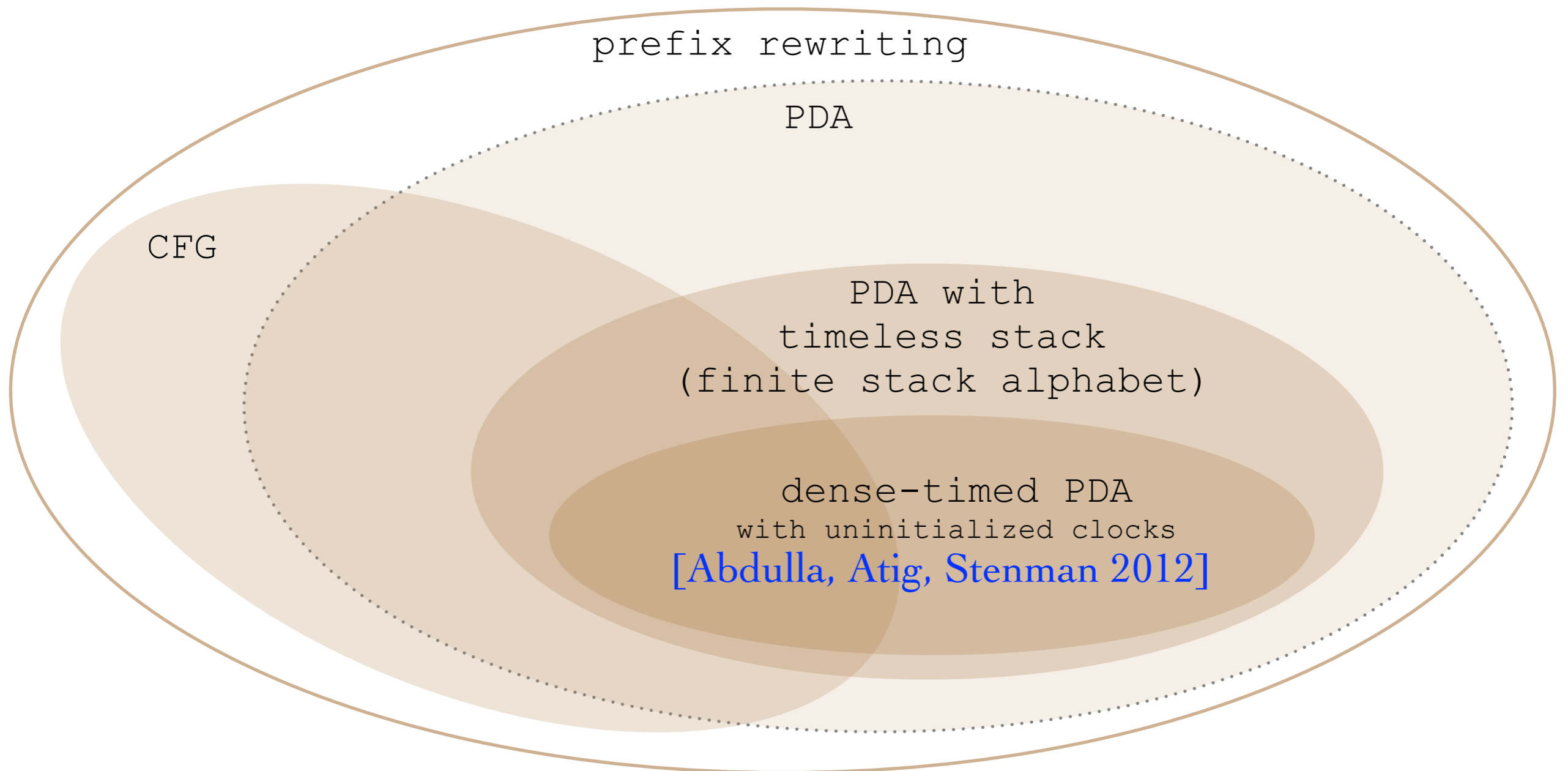
FO-definable context-free grammars

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 - terminal symbols A
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- } orbit-finite
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Generated language defined as for classical PDA.

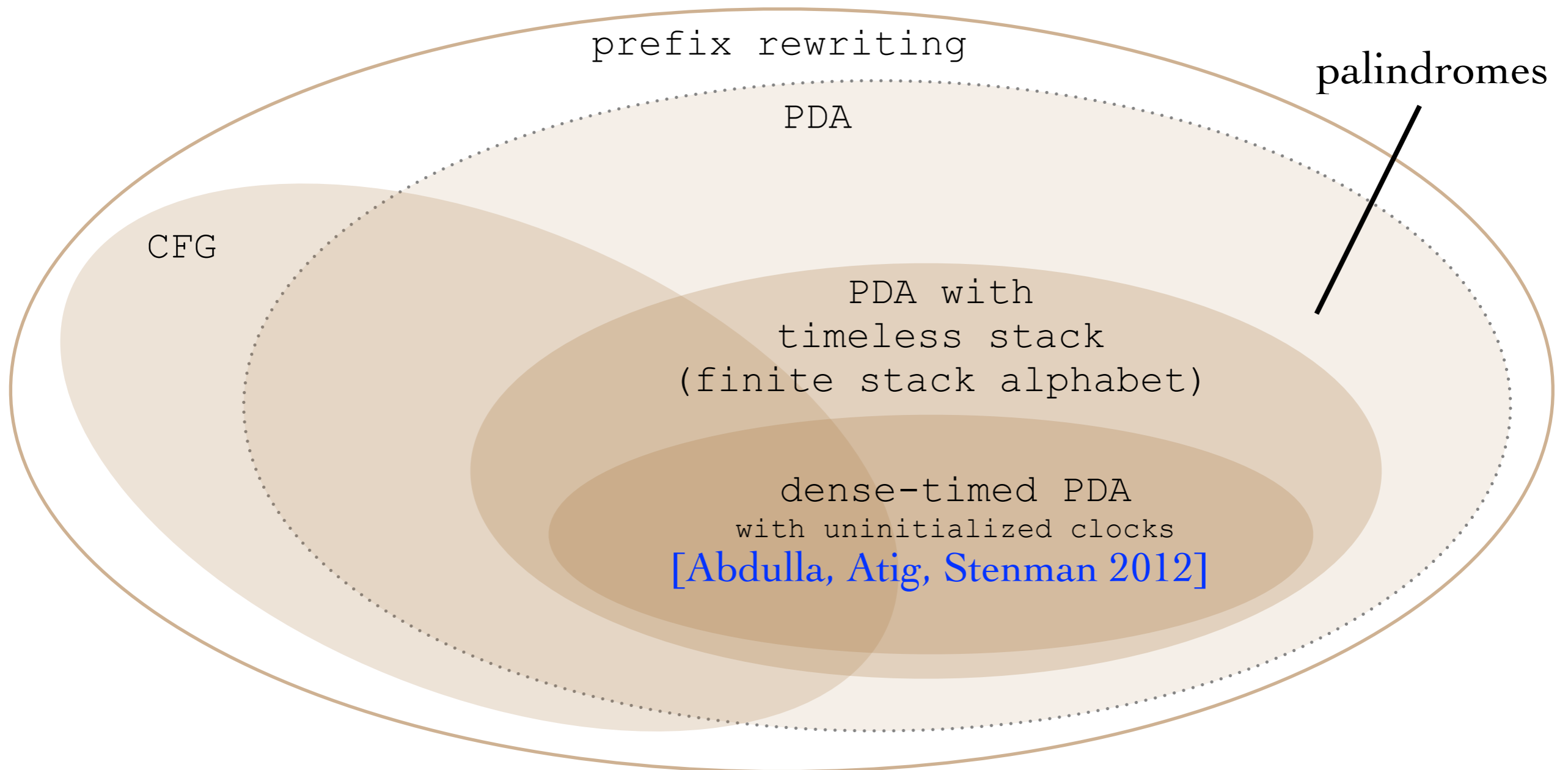
Expressiveness of FO-definable models

[Clemente, L. 2015]



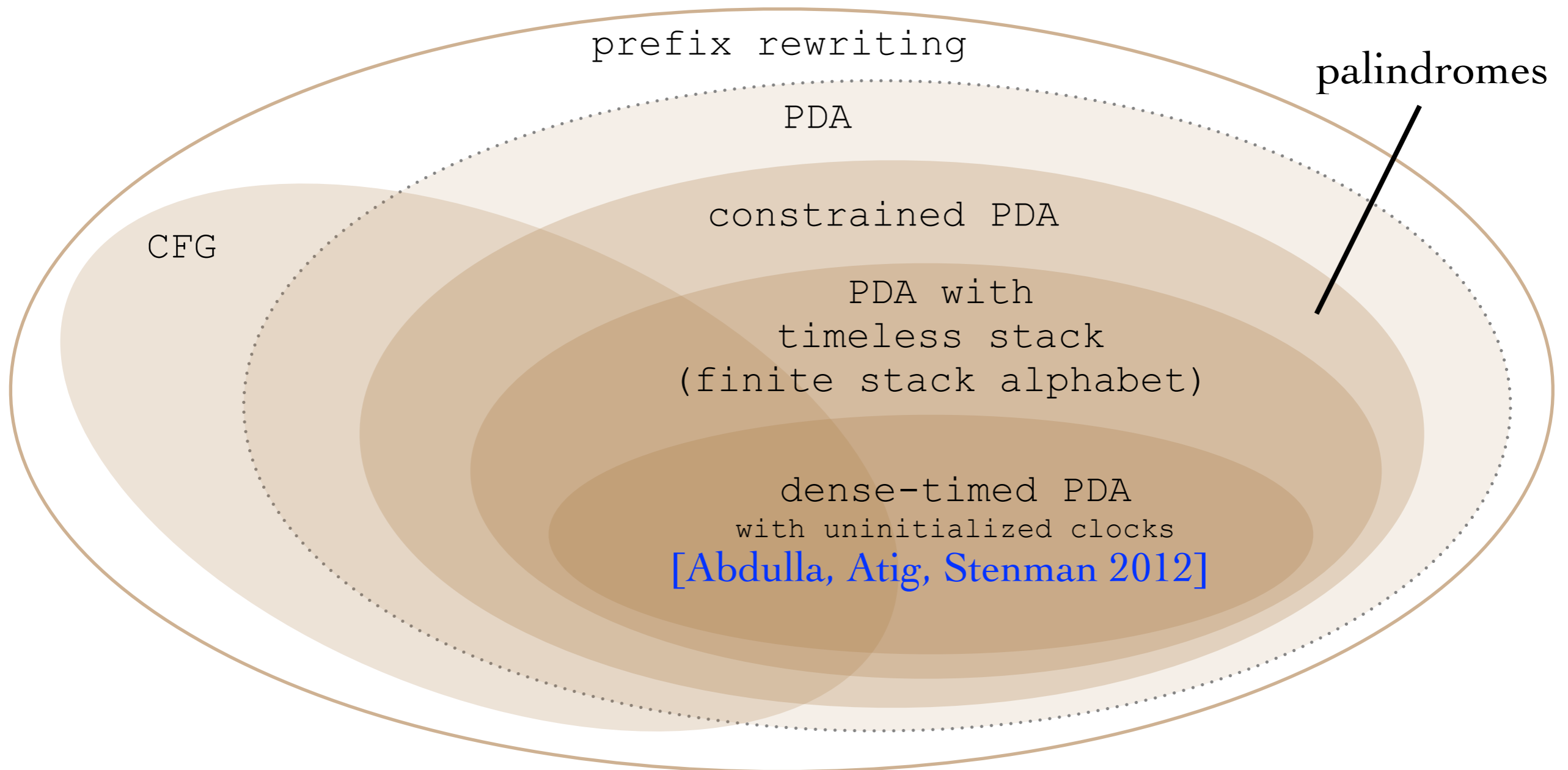
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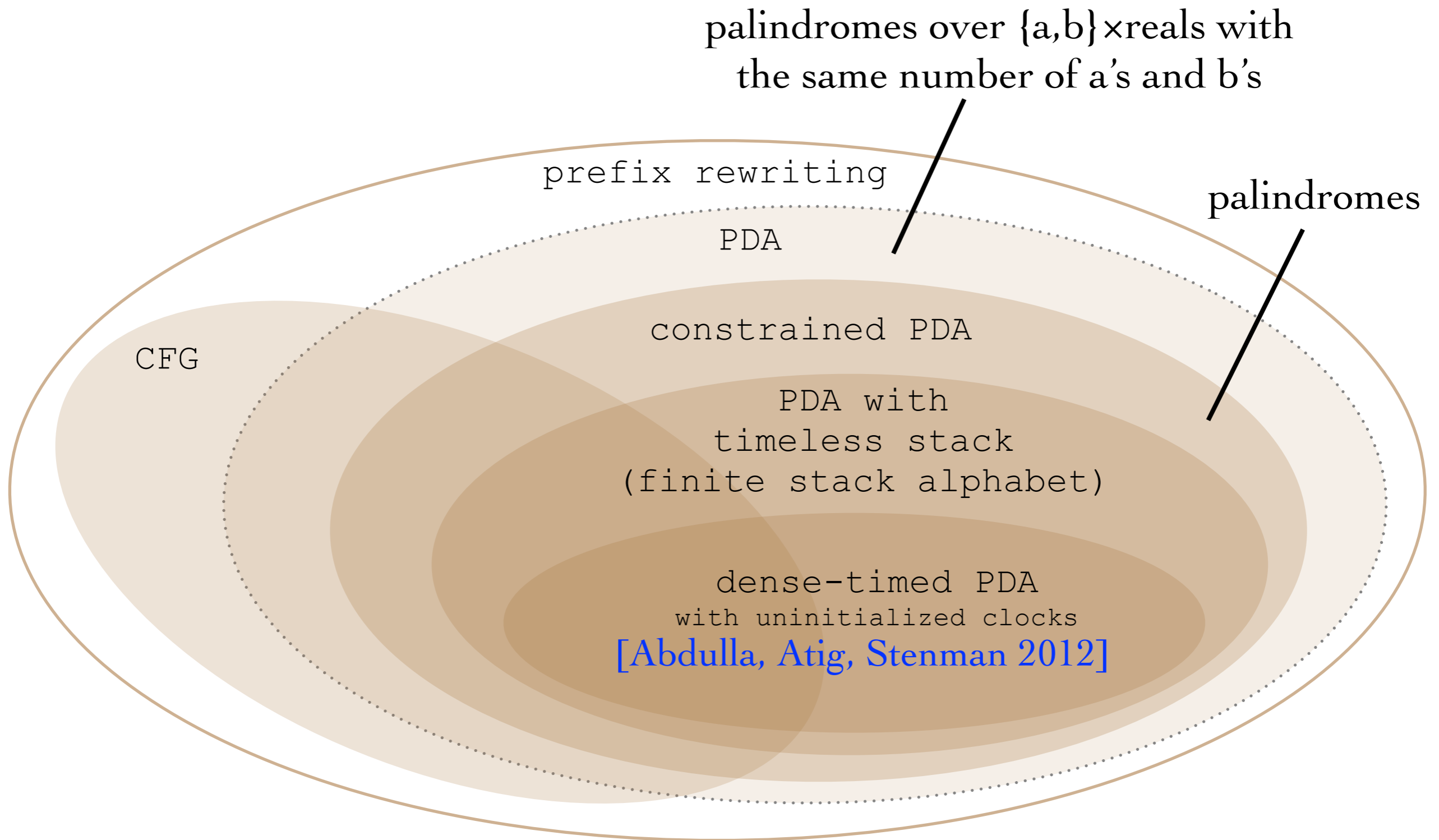
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Constrained FO-definable PDA?

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-

Too strong restriction! Span of transitions is bounded.

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- orbit-finite?
-

Too strong restriction! Span of transitions is bounded.

For instance, such PDA do not recognize palindromes over reals.

Constrained FO-definable PDA

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Theorem 2: [Clemente, L. 2015]

The non-emptiness problem is in NEXPTIME.
For finite stack alphabet, EXPTIME-complete.

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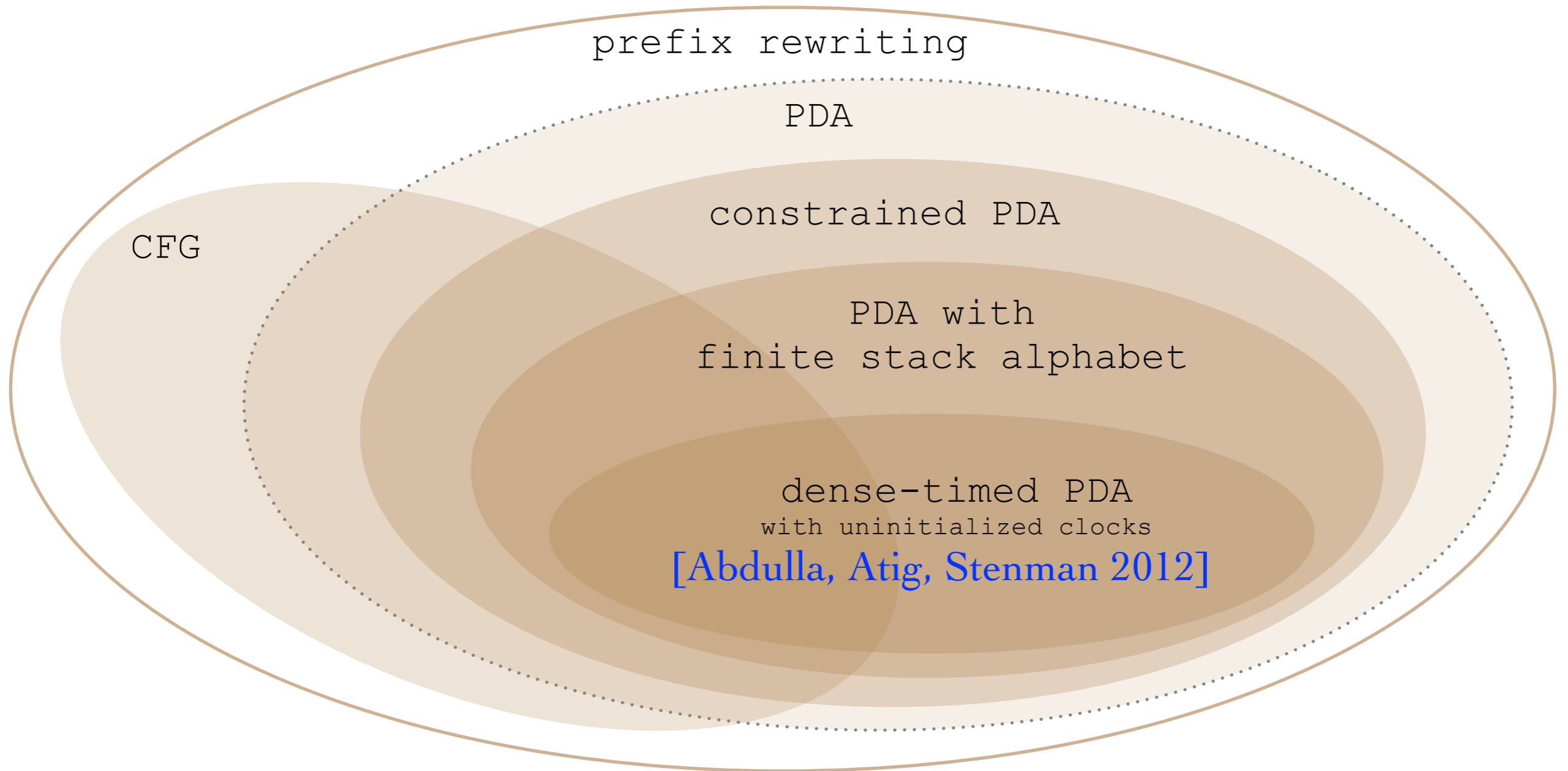
Theorem 2: [Clemente, L. 2015]

The non-emptiness problem is in NEXPTIME.
For finite stack alphabet, EXPTIME-complete.

Fact: The model subsumes dense-timed PDA with uninitialized clocks.

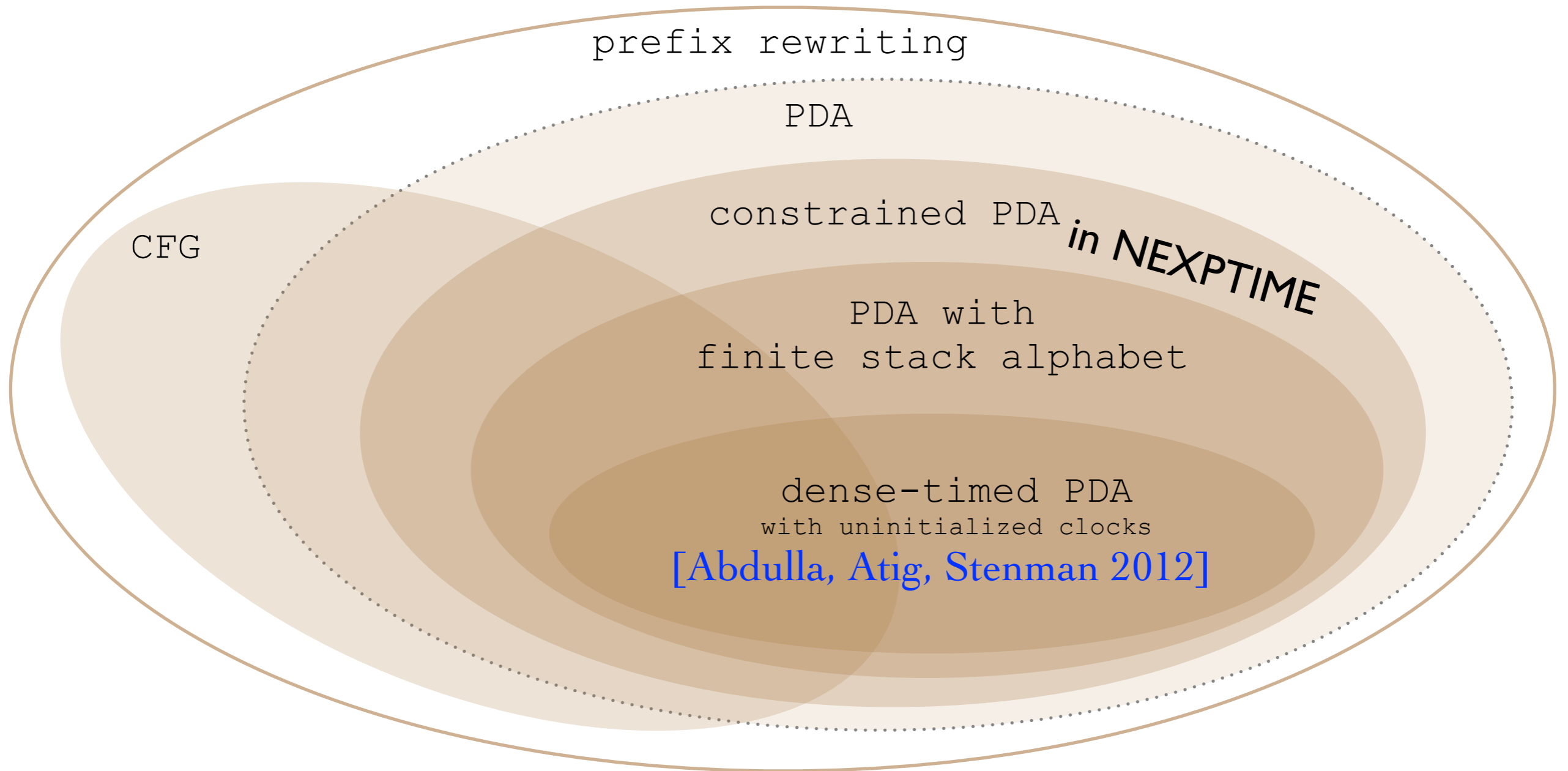
Complexity of non-emptiness

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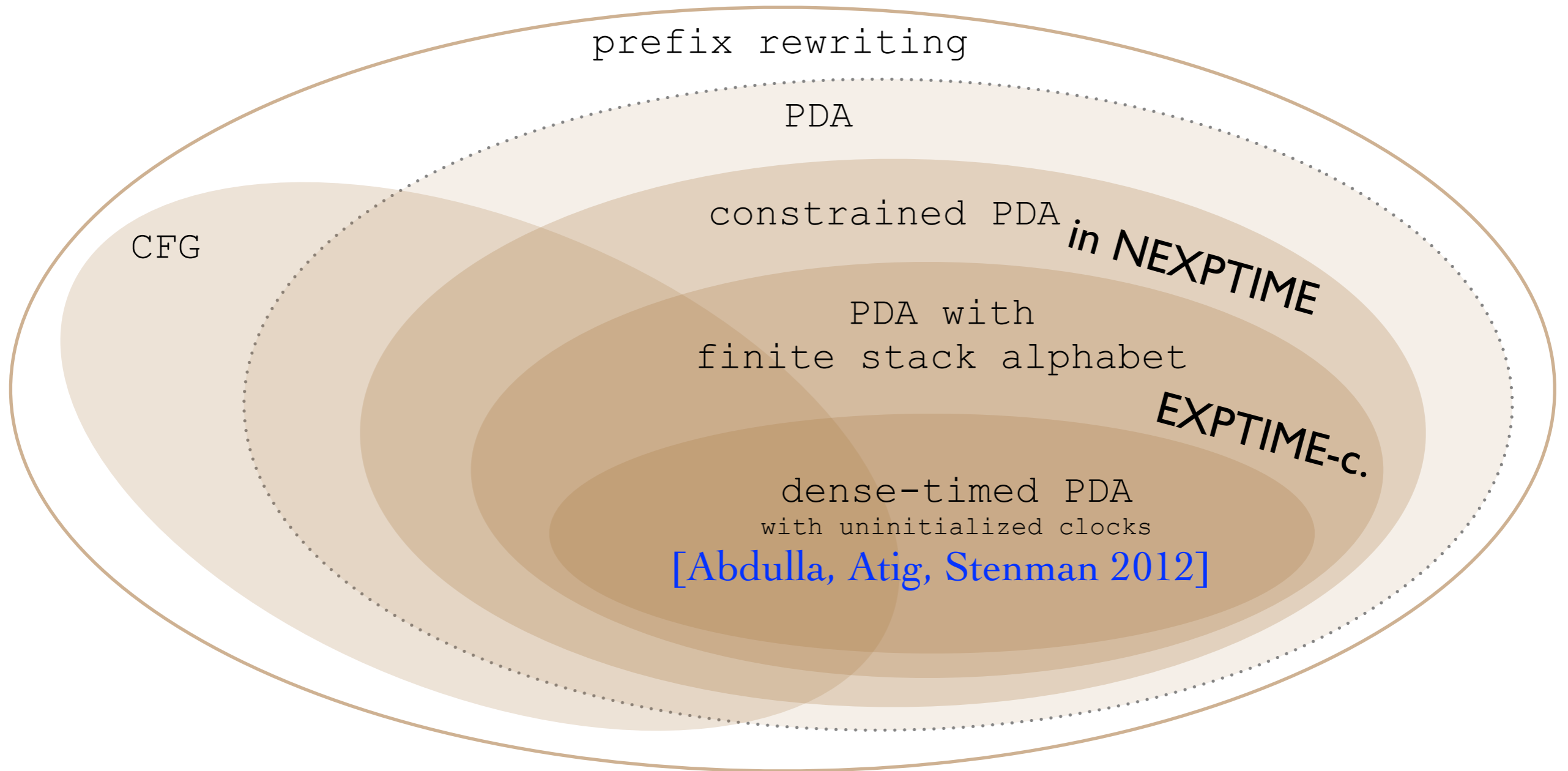
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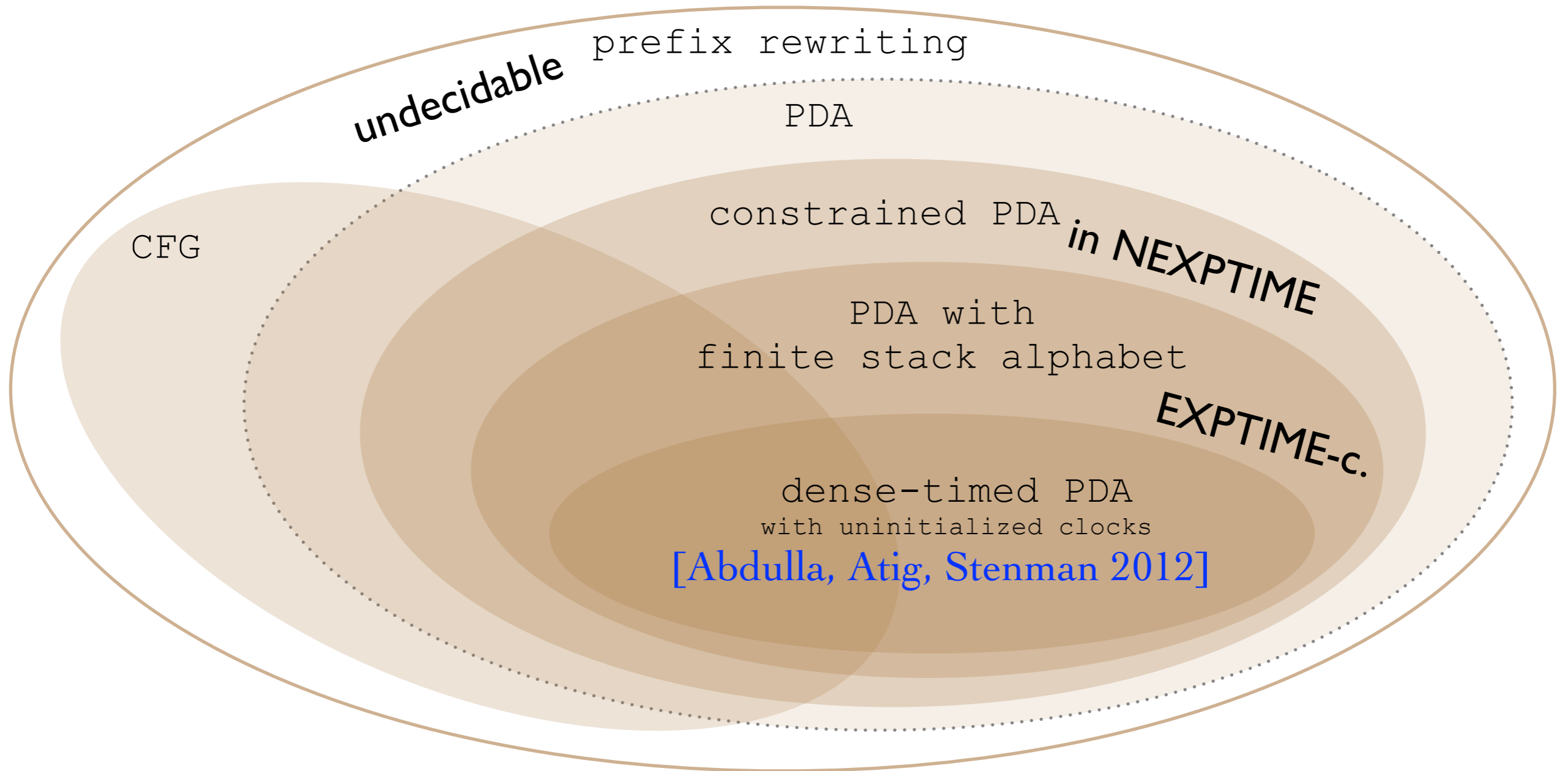
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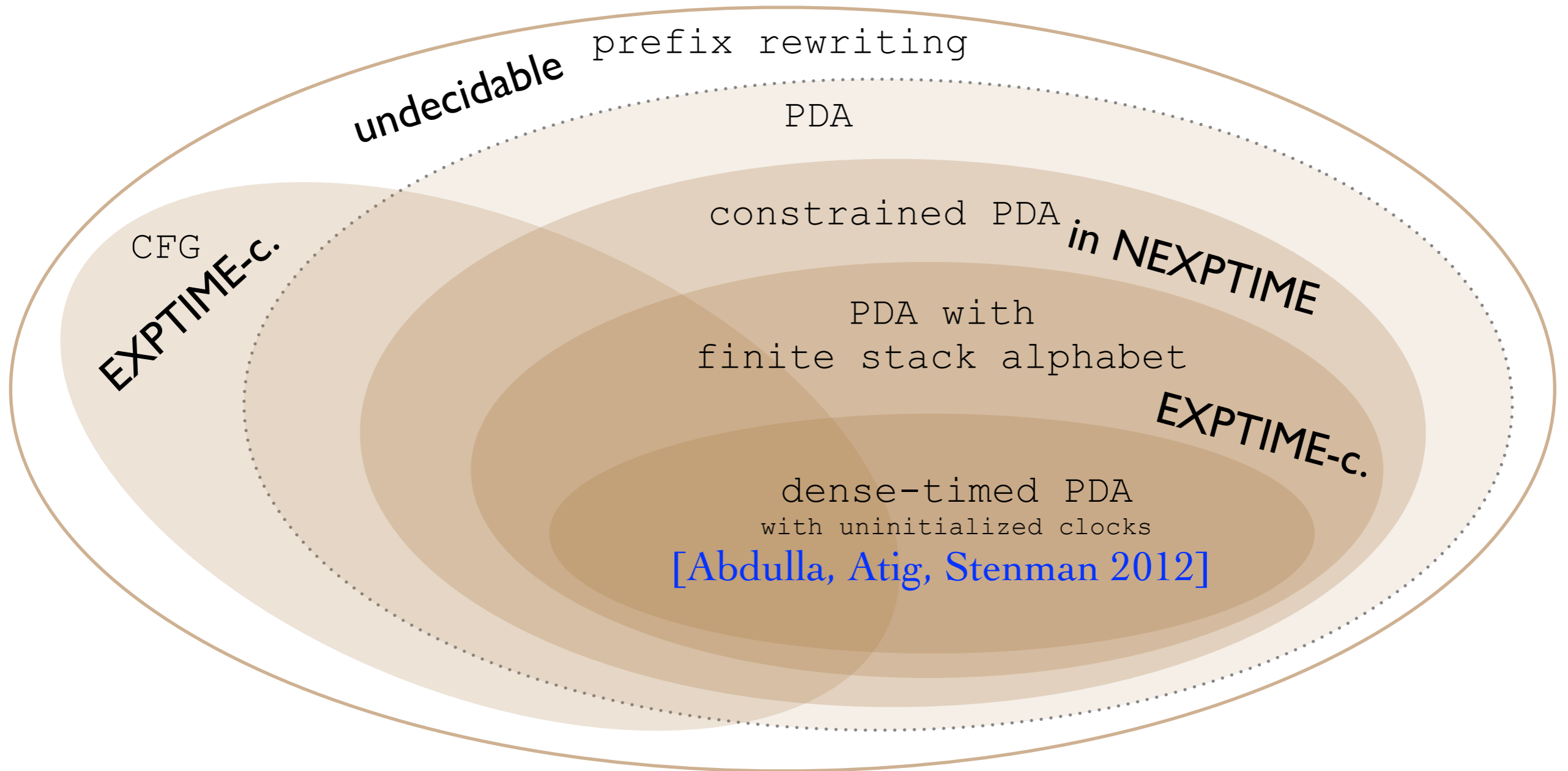
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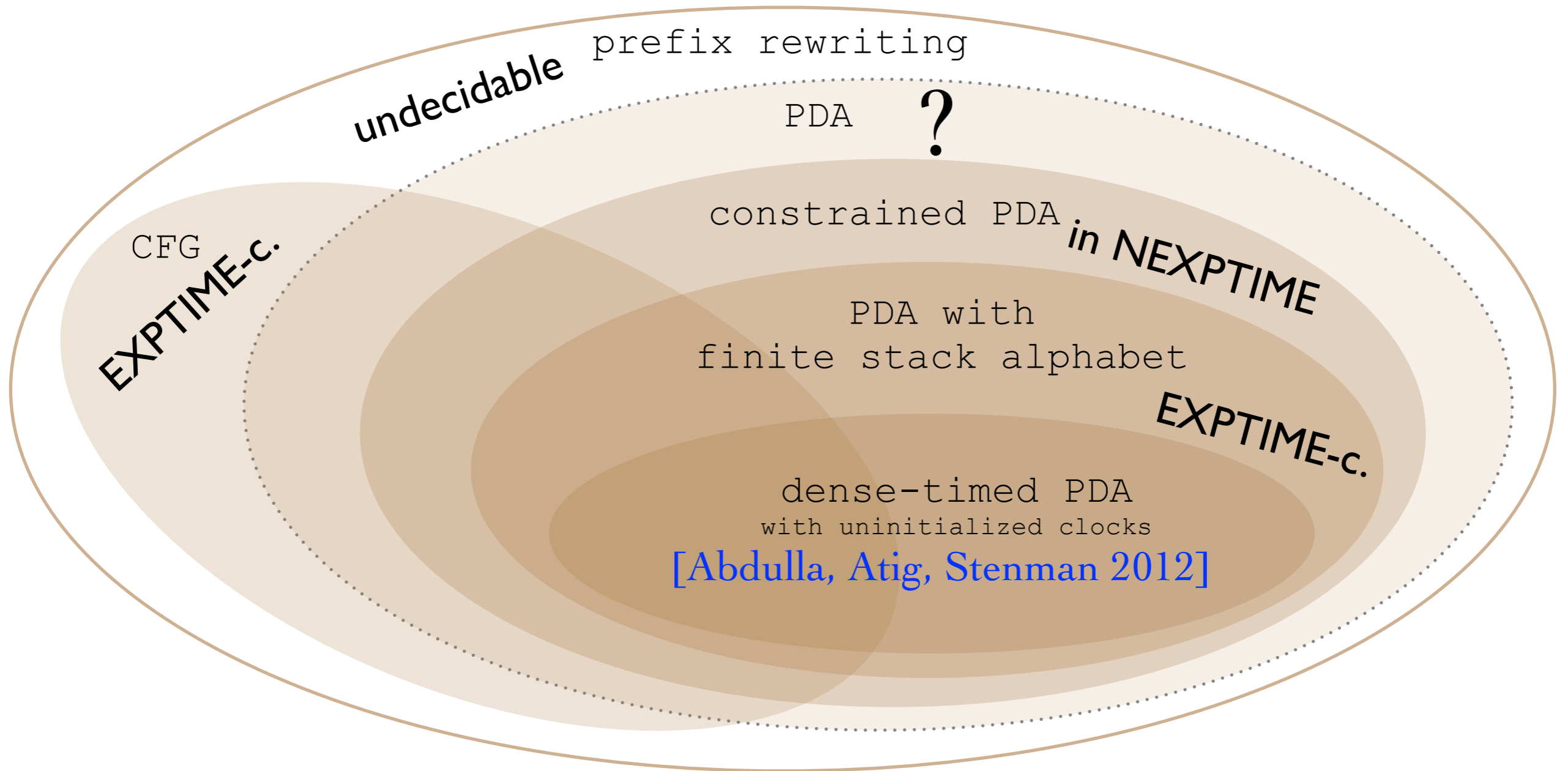
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Complexity of non-emptiness

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Plan

- Motivation
- FO-definable NFA
- FO-definable PDA
- The core problem: equations over sets of integers

The core problem

Systems of equations over sets of integers

$$\left\{ \begin{array}{l} x_1 = t_1 \\ x_2 = t_2 \\ \dots \\ x_n = t_n \end{array} \right.$$

where right-hand sides use:

The core problem

Systems of equations over sets of integers

$$\left\{ \begin{array}{l} x_1 = t_1 \\ x_2 = t_2 \\ \dots \\ x_n = t_n \end{array} \right.$$

where right-hand sides use:

- constants $\{-1\}$, $\{0\}$, $\{1\}$

The core problem

Systems of equations over sets of integers

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where right-hand sides use:

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- set union \cup

The core problem

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where right-hand sides use:

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- set union \cup
- point-wise addition $+$
- limited intersection \cap

The core problem

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- point-wise addition $+$
- limited intersection \cap

for instance:

$$\left\{ \begin{array}{l} x_1 = \{0\} \cup x_2 + \{1\} \cup x_2 + \{-1\} \\ x_2 = x_1 + \{1\} \cup x_1 + \{-1\} \end{array} \right.$$

The core problem

Systems of equations over sets of integers

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What is the least solution with respect to inclusion?

The core problem - no intersections

Given a systems of equations

$$\left\{ \begin{array}{l} x_1 = t_1 \\ x_2 = t_2 \\ \dots \\ x_n = t_n \end{array} \right.$$

- constants $\{-1\}, \{0\}, \{1\}$
- set union \cup
- point-wise addition $+$
- **limited intersection \cap**

decide, whether its least solution assigns a non-empty set to x_1 ?

The core problem - no intersections

Given a systems of equations

$$\left\{ \begin{array}{l} x_1 = t_1 \\ x_2 = t_2 \\ \dots \\ x_n = t_n \end{array} \right.$$

- constants $\{-1\}, \{0\}, \{1\}$
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- **limited intersection \cap**

decide, whether its least solution assigns a non-empty set to x_1 ?

How to solve the problem in absence of intersections?

The core problem - no intersections

Given a systems of equations

$$\begin{cases} x_1 & = & t_1 \\ x_2 & = & t_2 \\ & \dots & \\ x_n & = & t_n \end{cases}$$

- constants $\{-1\}$, $\{0\}$, $\{1\}$
- set union \cup
- point-wise addition $+$
- **limited intersection** \cap

decide, whether its least solution assigns a non-empty set to x_1 ?

How to solve the problem in absence of intersections?

$$\begin{cases} x_1 & = & \{0\} \cup x_2 + \{1\} \cup x_2 + \{-1\} \\ x_2 & = & x_1 + \{1\} \cup x_1 + \{-1\} \end{cases}$$

The core problem - no intersections

Given a systems of equations

$$\begin{cases} x_1 & = & t_1 \\ x_2 & = & t_2 \\ & \dots & \\ x_n & = & t_n \end{cases}$$

- constants $\{-1\}$, $\{0\}$, $\{1\}$
- set union \cup
- point-wise addition $+$
- **limited intersection \cap**

decide, whether its least solution assigns a non-empty set to x_1 ?

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Decidable in P

The core problem - intersections

Given a systems of equations

$$\left\{ \begin{array}{l} x_1 = t_1 \\ x_2 = t_2 \\ \dots \\ x_n = t_n \end{array} \right.$$

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decide, whether its least solution assigns a non-empty set to x_1 ?

The problem is undecidable for **unlimited intersections**.
[Jež, Okhotin 2010]

The core problem - limited intersection

Given a systems of equations

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What about limited intersections: $_ \cap I$, for I a **finite interval**?

The core problem - limited intersection

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$$\begin{cases} x_1 = \{0\} \cup x_2 + \{1\} \cup x_2 + \{-1\} \\ x_2 = (x_1 + \{1\} \cup x_1 + \{-1\}) \cap \{1\} \end{cases}$$

The core problem - limited intersection

Given a systems of equations

$$\left\{ \begin{array}{l} x_1 = t_1 \\ x_2 = t_2 \\ \dots \\ x_n = t_n \end{array} \right.$$

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membership problem

The core problem - limited intersection

Given a systems of equations

$$\begin{cases} x_1 = t_1 \\ x_2 = t_2 \\ \dots \\ x_n = t_n \end{cases}$$

- constants $\{-1\}, \{0\}, \{1\}$
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What about limited intersections: $_ \cap I$, for I a **finite interval**?

$$\begin{cases} x_1 = \{0\} \cup x_2 + \{1\} \cup x_2 + \{-1\} \\ x_2 = \{1\} \end{cases}$$

The core problem - limited intersection

Given a systems of equations

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What about limited intersections: $_ \cap I$, for I a **finite interval**?

- **NP-complete**

The core problem - limited intersection

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What about limited intersections: $_ \cap I$, for I a **finite interval**?

- **NP-complete**
- non-emptiness of constrained FO-definable PDA reduces to the core problem (with exponential blow-up)

The core problem - limited intersection

Given a systems of equations

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What about $_ \cap I$, for I an **arbitrary interval**?

The core problem - limited intersection

Given a systems of equations

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What about $_ \cap I$, for I an **arbitrary interval**?

- **decidability status open!**

The core problem - limited intersection

Given a systems of equations

$$\left\{ \begin{array}{l} x_1 = t_1 \\ x_2 = t_2 \\ \dots \\ x_n = t_n \end{array} \right.$$

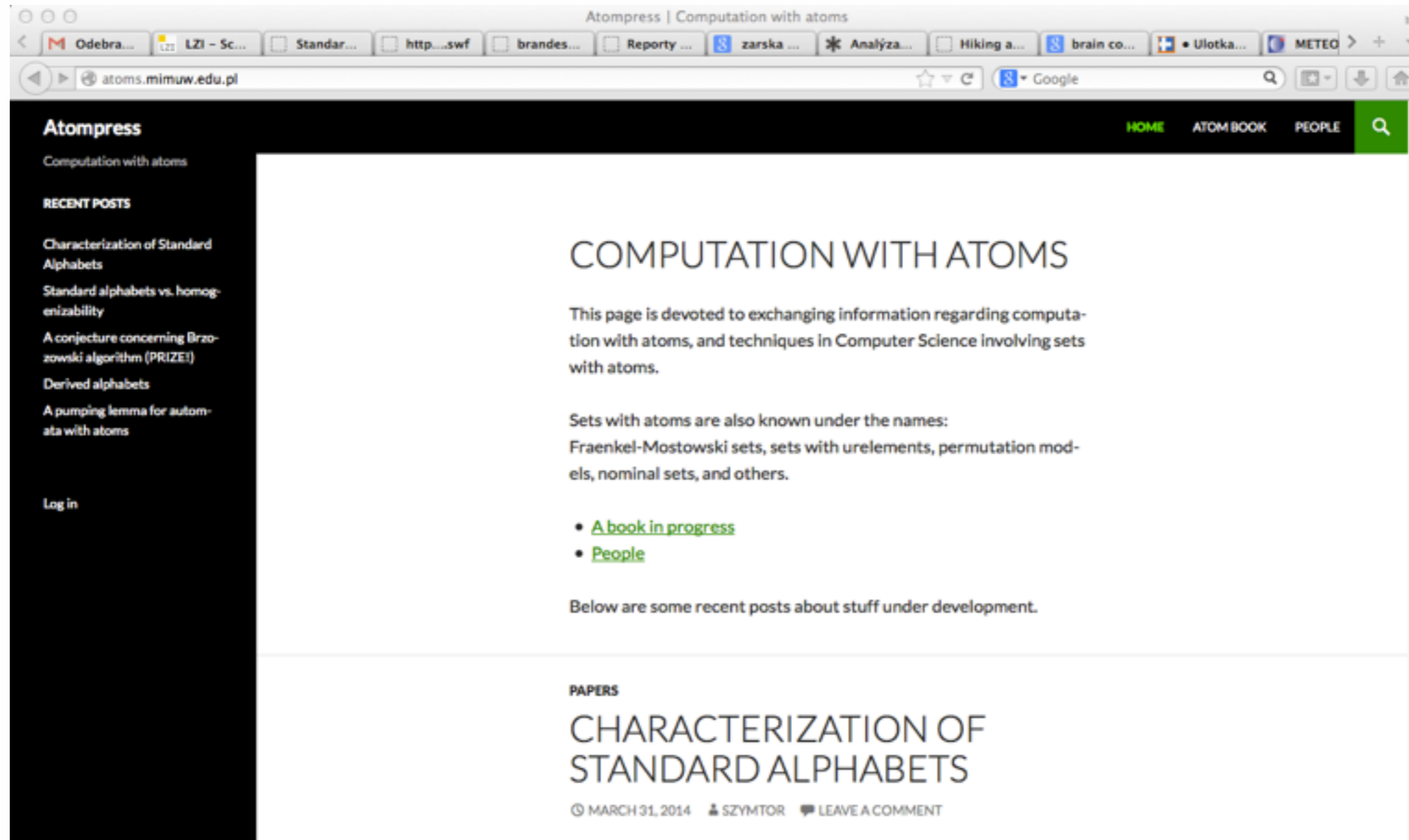
- constants $\{-1\}, \{0\}, \{1\}$
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- non-emptiness of FO-definable PDA reduces to the core problem (with exponential blow-up)

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