

Decidability of Weak Simulation on One-Counter Nets

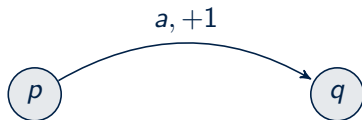
Piotr Hofman¹ Richard Mayr² Patrick Totzke²

University of Warsaw¹ University of Edinburgh²

June 22, 2013

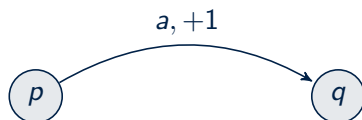
One-Counter Nets

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

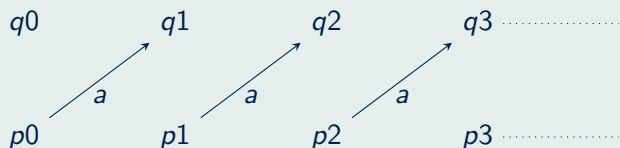


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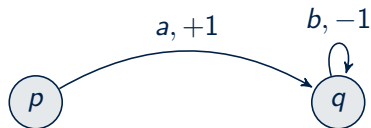


Induced LTS over $Q \times \mathbb{N}$

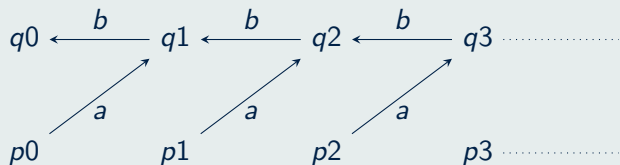


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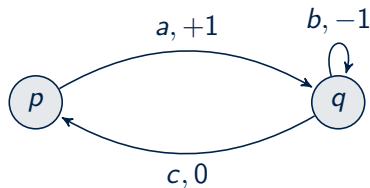


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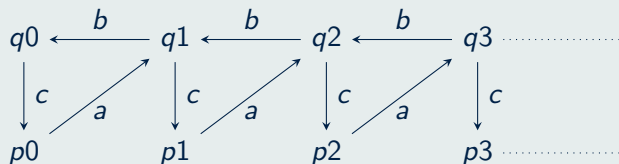


One-Counter Nets

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



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Simulation Games

... are played in rounds between Spoiler and Duplicator. If a player cannot move the other wins. Infinite plays are won by Duplicator.

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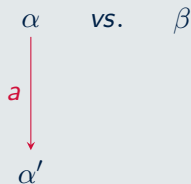
α vs. β

- 1 Spoiler moves from α
- 2 Duplicator responds from β
- 3 game continues from α' vs. β'

Simulation Games

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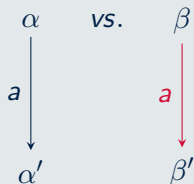
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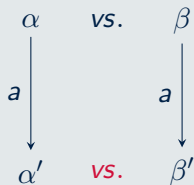


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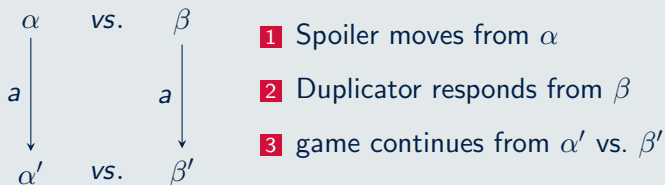
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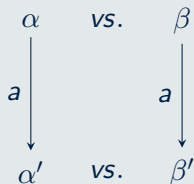
Def: Simulation (\preceq)

$\alpha \preceq \beta$ iff Duplicator has a strategy to win from α vs. β .

Simulation Approximant Games

... are played in rounds between Spoiler and Duplicator. If a player cannot move the other wins.

In round from α, β, i



- 1 Spoiler moves from α ; picks ordinal $j < i$
- 2 Duplicator responds from β
- 3 game continues from α', β', j

Def: Simulation Approximant (\preceq_i)

$\alpha \preceq_i \beta$ iff Duplicator has a strategy to win from α vs. β .

Weak Notions

Weak Steps ($a \neq \tau \in Act$)

$$\overset{\tau}{\Longrightarrow} := \overset{\tau}{\longrightarrow}^* \qquad \overset{a}{\Longrightarrow} := \overset{\tau}{\longrightarrow}^* \overset{a}{\longrightarrow} \overset{\tau}{\longrightarrow}^*$$

Weak Notions

Weak Steps ($a \neq \tau \in Act$)

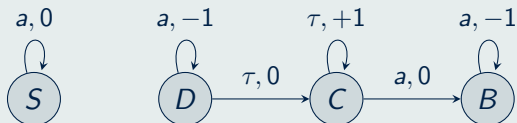
$$\xRightarrow{\tau} := \xrightarrow{\tau}^* \qquad \xRightarrow{a} := \xrightarrow{\tau}^* \xrightarrow{a} \xrightarrow{\tau}^*$$

Def: Weak Simulation \leq and Approximants \leq_i

by 2-player games as before where Duplicator makes weak steps. . .

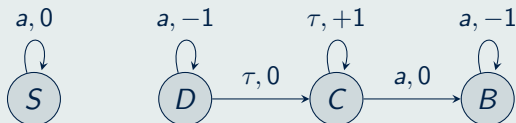
Example

Countdown game



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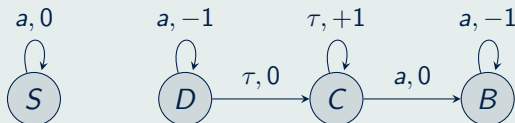


Strong Simulation:

■ $S0 \preceq_0 D0$

Example

Countdown game

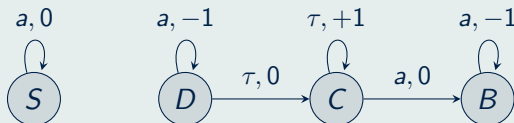


Strong Simulation:

- $S0 \preceq_0 D0$
- $S0 \not\preceq_1 D0$

Example

Countdown game



Strong Simulation:

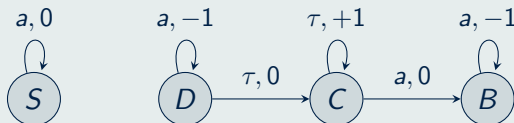
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Weak Simulation:

- $S0 \preceq_\omega D0$

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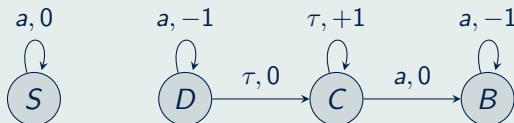
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Weak Simulation:

- $S0 \preceq_\omega D0$
- $S0 \not\preceq_{\omega+1} D0$

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Countdown game



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- $S0 \preceq_\omega D0$
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- $S0 \not\preceq D0$

Our Main Contribution

We show decidability of the

OCN Weak Simulation Problem

Input: A net $N = (Q, Act, \delta)$ and configurations pm, qn .

Question: $pm \leq qn$?

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OCN Weak Simulation Problem

Input: A net $N = (Q, Act, \delta)$ and configurations pm, qn .

Question: $pm \leq qn$?

Theorem

For a given net, the relation \leq is effectively semilinear.

Why should you care?

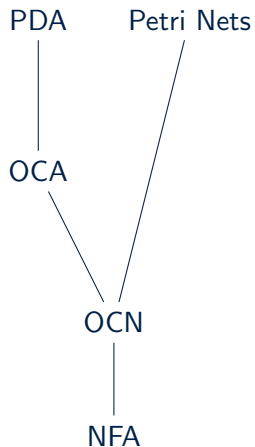
In practice, modelling might use both ∞ -states and branching:

- network protocols/queues keeping track of their workload
- random guesses

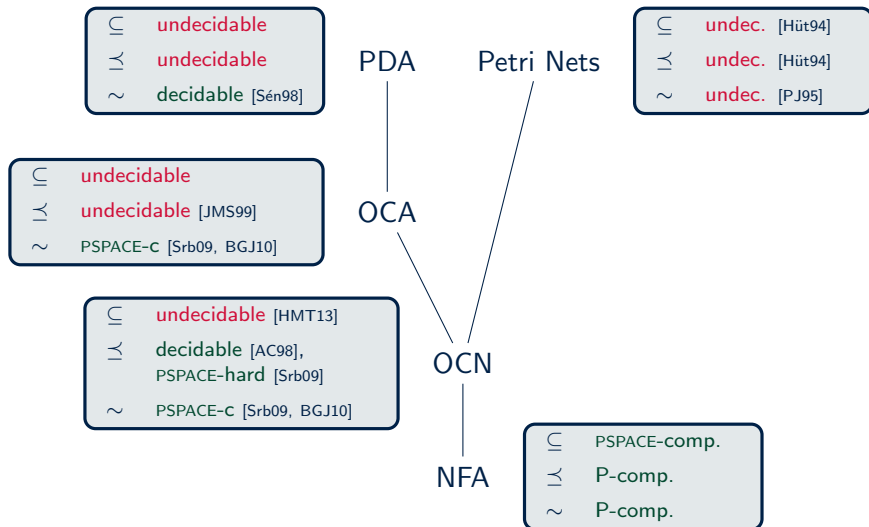
Theoretically, surprising:

- rare positive result for behavioral preorder that is not finitely approximable $\leq \neq \leq_{\omega}$.
- goes against the usual 'finer is easier' trend

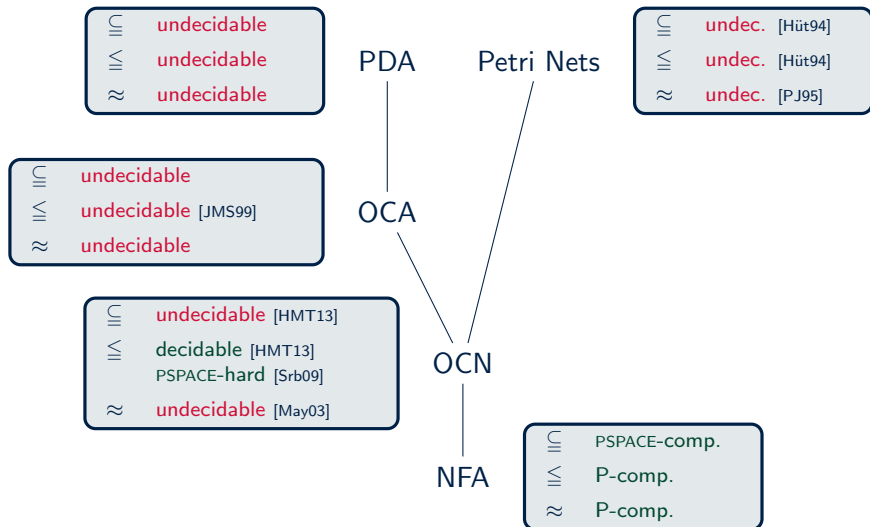
Some Context – Strong Case



Some Context – Strong Case



Some Context – Weak Case



Monotonicity in Nets

If $pm \xrightarrow{a} qn$ Then $p(m + 1) \xrightarrow{a} q(n + 1)$.

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If $m' \leq m$ Then $pm' \preceq pm$.

Monotonicity in Nets

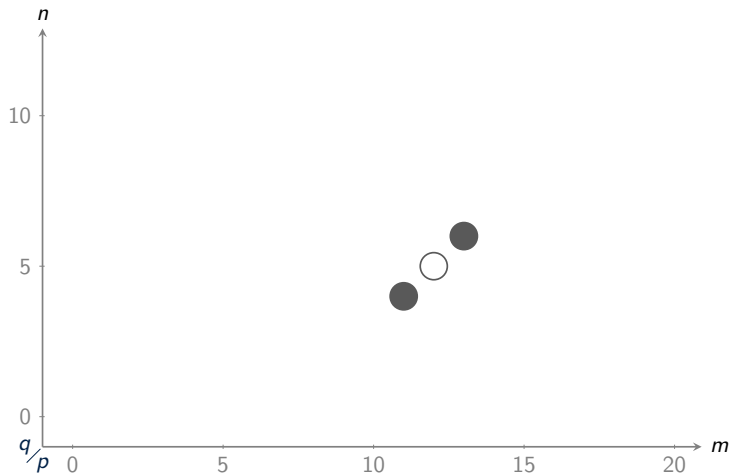
If $pm \xrightarrow{a} qn$ Then $p(m+1) \xrightarrow{a} q(n+1)$.

If $m' \leq m$ Then $pm' \preceq pm$.

If $m' \leq m$, $pm \preceq qn$ and $n \leq n'$ Then $pm' \preceq qn'$.

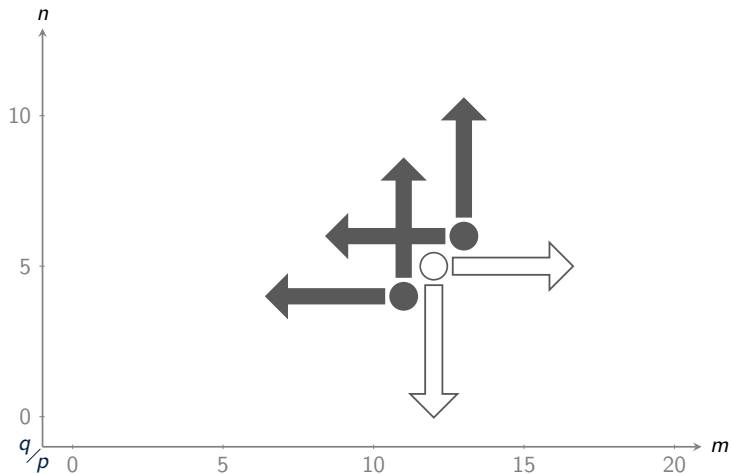
Monotonicity illustrated

(m, n) is black iff $pm \preceq qn$



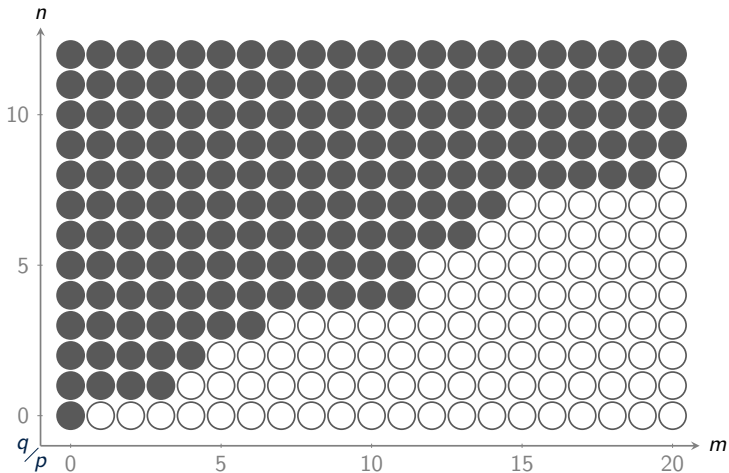
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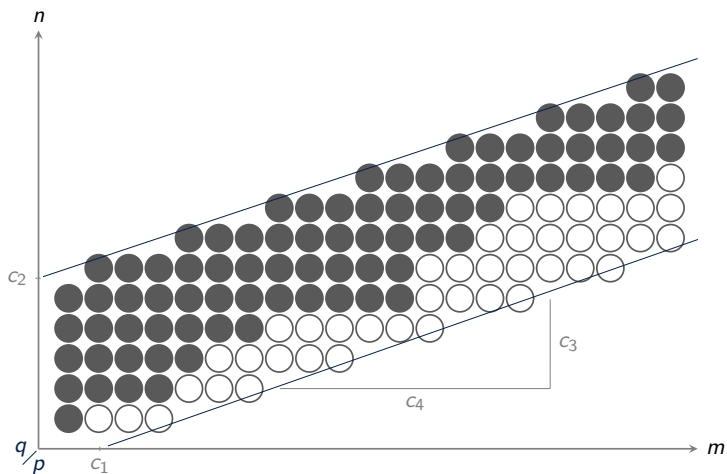
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Belt Theorem [JKM00, AC98]

“Every frontier lies in a belt with rational slope”.



Strong Simulation for OCN

Theorem [JKM00, AC98]

For any given OCN, \preceq is an *effectively semilinear* set.

Proof of the main result

Symbolic infinite branching

1

Reduce $(\text{OCN} \leq \text{OCN}) \rightsquigarrow (\text{OCN} \preceq \omega\text{-Net})$

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\exists finite sequence $\preceq^0 \supseteq \preceq^1 \supseteq \preceq^2 \supseteq \dots \supseteq \preceq^k = \preceq$

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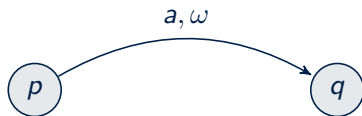
Recursively compute \preceq^k by reduction to $(\text{OCN} \preceq \text{OCN})$

Symbolic Infinite Branching

ω -Net $N = (Q, Act, \delta)$ with transitions

$$\delta \subseteq Q \times Act \times \{-1, 0, 1, \omega\} \times Q$$

... induces LTS over $Q \times \mathbb{N}$ like OCN. A transition



introduces strong steps $pm \xrightarrow{a} qn$ for any $n \geq m$.

Reduction to Strong Simulation (OCN vs. ω -Net)

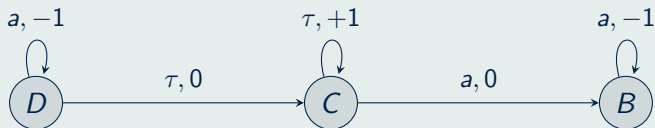
Lemma

For a OCN N one can construct a OCN $M \supseteq N$ and an ω -net $M' \supseteq N$ where for all configurations pm, qn holds that

$$pm \leq qn \text{ w.r.t. } N \iff pm \preceq qn \text{ w.r.t. } M, M'.$$

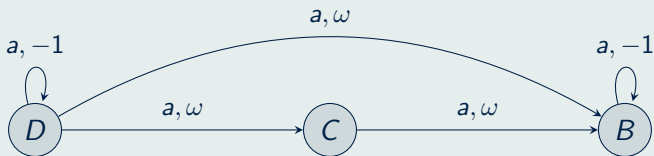
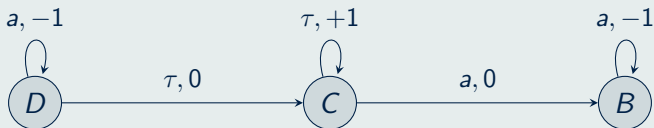
Reduction to Strong Simulation (OCN vs. ω -Net)

ω -Countdown net



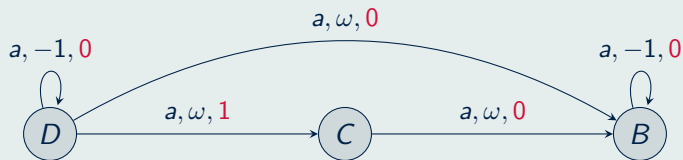
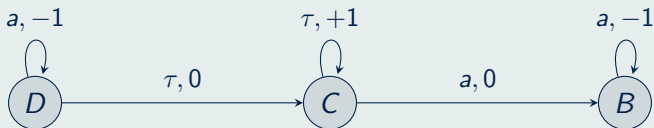
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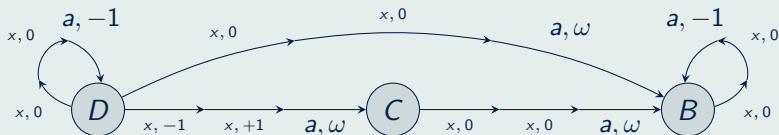
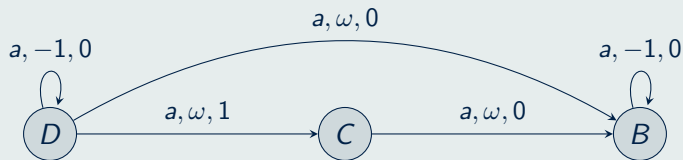
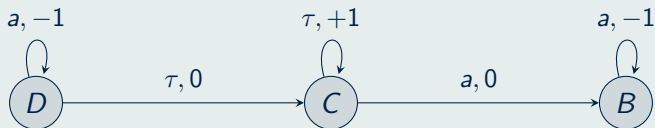
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Approximants for the new game

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Approximants for strong simulation (OCN vs. ω -Net)

$$\underline{\leq}^{\beta} \alpha$$

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$$\leq_{\alpha}^{\beta}$$

... holds if Duplicator can guarantee to either

- survive α (ordinal) rounds or
- make an ω -move at least β times.

Approximants for strong simulation (OCN vs. ω -Net)

$$\preceq_{\alpha}^{\beta}$$

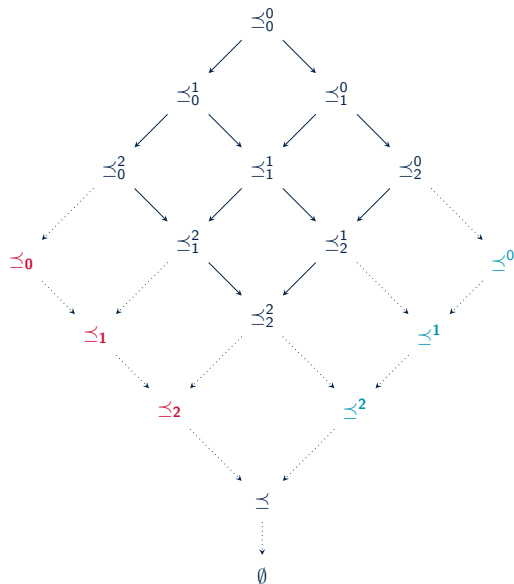
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$$\preceq_{\alpha} = \bigcap_{\beta} \preceq_{\alpha}^{\beta}$$

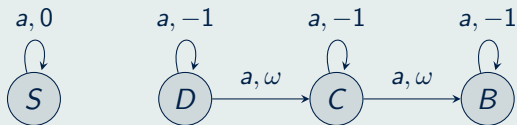
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Approximants illustrated



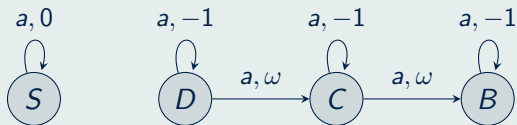
Example

$(\omega \cdot 2)$ -Countdown game



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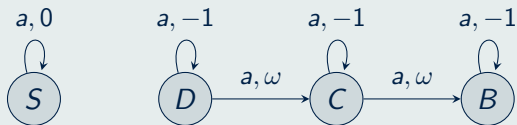
$(\omega \cdot 2)$ -Countdown game



■ $S0 \preceq^2 D0$

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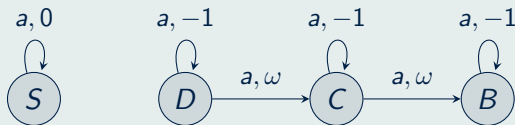
$(\omega \cdot 2)$ -Countdown game



- $S0 \preceq^2 D0$
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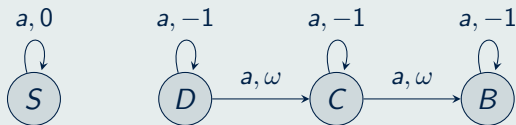
$(\omega \cdot 2)$ -Countdown game



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$(\omega \cdot 2)$ -Countdown game



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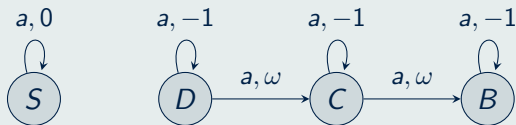
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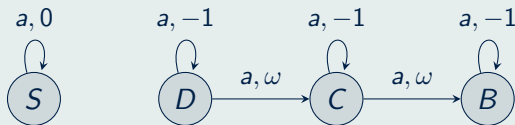
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- $\preceq = \preceq^3$

Lemma

For any OCN N and ω -Net M , there is $k \in \mathbb{N}$ such that

$$\preceq = \preceq^k$$

Proof of the main result

Symbolic infinite branching

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Reduce $(\text{OCN} \leq \text{OCN}) \rightsquigarrow (\text{OCN} \preceq \omega\text{-Net})$

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Computing \preceq^{k+1}

Observation

If a response via \rightarrow_ω leads to (game) position $pm \not\preceq^k qn$ then $pm \not\preceq^k qn'$ for all $n' \in \mathbb{N}$.

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For any pair p, q of states there is a *minimal sufficient value* m with

$$pm \not\preceq^k qn \text{ for all } n$$

Computing \preceq^{k+1}

- Compute minimal sufficient values $\in \mathbb{N} \cup \{\infty\}$ for all (p, q)
- Build gadget nets that test if Spoiler's counter is sufficient.

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Computing \preceq^{k+1}

- Compute minimal sufficient values $\in \mathbb{N} \cup \{\infty\}$ for all (p, q)
- Build gadget nets that test if Spoiler's counter is sufficient.
- Use *Defenders Forcing* to substitute ω -transitions by the ability to move into testing gadgets.

\rightsquigarrow Strong simulation game OCN vs. OCN.

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Recursively compute \preceq^k by reduction to $(\text{OCN} \preceq \text{OCN})$











Conclusion

- Weak Simulation is decidable for One-Counter Nets
- Our proof crucially depends on monotonicity! We
 - symbolically capture ∞ branching,
 - derive finite sequence of approximants and
 - use semilinearity of $OCN \preceq OCN$ to compute approximants and check convergence.
- We also consider (weak) trace inclusion for OCN and (weak) Simulation between OCN and NFA.

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Questions?