

Counter Machines and the Border of Effective Computation

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Patrick Totzke

Counter Machines a la Minsky are one of the simplest computational models and a great starting point to explore the limits of effective computability and verification. We will recall some foundational results in the theory of computation, including the undecidability of the termination problem for two-counter machines and related decision questions. These provide natural starting points to show impossibility results and complexity lower bounds.

We will survey ways to modify the model to make it less expressive and allow to recover decidability for verification questions. This can be achieved by restricting the use of zero-tests, accepting imprecise updates to counters, allowing a single counter, or combinations thereof. Several such models form the theoretical underpinning of automated formal verification methods in use today and we will demonstrate applications and directions for future research.

1 Effective Computation and Minsky Machines

Exercises

1. Construct a Turing Machine that implements an increment-by-one operation on binary encoded input.
2. Construct a 2CM with edge labels that prints the word a^nbc^n if started with counters $0, n$.
3. Doubling: Construct a 2CM that moves $(s_0, 0, n)$ to $(s_f, 0, 2n)$. What changes if you want to multiply by 3, 5, 7?
4. Conditional division by 3: Construct a 3CM that, if started in $(s, 0, 0, n)$, either ends in $(s', 0, 0, n/3)$ if n is divisible by 3, or in $(s'', 0, 0, n)$ otherwise.
5. Turn the incrementing TM from exercise 1 into a machine with two stacks.

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2 Petri Nets and other Well-structured Transition Systems

Exercises

1. Consider the 3-VASS from [HP76]; Compute the reachability set from $(s, 0, 1, 0)$.
2. Show that one can simulate any VASS using a VAS; How many extra dimensions do you need?
3. Show that the coverability problem for 1-VASS can be solved in polynomial time.
4. LCM: convince yourself that the upwards-closure of $Pre(s)$ is effectively computable from the up-closure of s .
5. GCS: define the partial ordering that is a WQO on GCS configurations. Is it effective?

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3 One-counter Machines

Exercises

1. Construct a 1CA that recognises the language $\{a^n b^n \mid n > 0\}$.

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4 Games

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