

Perspectives of Algorithmic Model Theory

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Algorithmic model theory is a foundational discipline which

- **combines automata theory, logic, algorithmics**
- **gives better understanding of complexity of decision problems**
- **contributes to automated verification and synthesis**

Plan:

- 1. Some results and characteristics**
- 2. On arithmetical constraints**
- 3. Some perspectives**

Part I

Some Results and Characteristics

Transition graphs $G = (V, (E_a)_{a \in \Sigma_1}, (P_b)_{b \in \Sigma_2})$

where $E_a \subseteq V \times V$, $P_b \subseteq V$

Set $E = \bigcup_{a \in \Sigma_1} E_a$

Logics:

- first-order logic FO
- first-order logic with reachability FO(R)
(includes relation symbol for E^*)
- monadic second-order logic MSO
(encompasses LTL, CTL, CTL*)

Finite Presentation of Infinite Graphs

A successful approach: “Regular presentations of infinite models”
using

- regular languages as representations of state sets
- automaton-definable relations as representations of edge sets

Central examples:

- automatic graphs and pushdown graphs

Central facts:

- For an automatic graph, checking FO sentences is decidable.
- For a pushdown graph, checking MSO sentences is decidable.

Automatic Transition Graphs

$G = (V, (E_a), (P_b))$ is **automatic** if for some alphabet Γ

- $V \subseteq \Gamma^*$ and the $P_b \subseteq \Gamma^*$ are regular
- the E_a are automatic relations (i.e., recognized by a dfa scanning the two words synchronously letter by letter)

Formally represent $(u, v) \in \Gamma^* \times \Gamma^*$ by a single word over $(\Gamma \cup \{\$\}) \times (\Gamma \cup \{\$\})$

Illustration:

$(010, 11011)$ is represented by the word $\begin{pmatrix} 0 \\ 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \end{pmatrix} \begin{pmatrix} \$ \\ 1 \end{pmatrix} \begin{pmatrix} \$ \\ 1 \end{pmatrix}$

Standard closure and decidability properties are preserved.

Example in mathematics: Automatic groups

There is an automatic graph G such that over G the relation E^* is undecidable.

Proof:

- Take configuration graph of universal Turing machine
- The one-step relation of pairs $(uqv, u'q'v')$ is automatic
- Then: Turing machine M accepts word w iff over G from the configuration $q_0\text{code}(M)w$ a halting configuration can be reached.

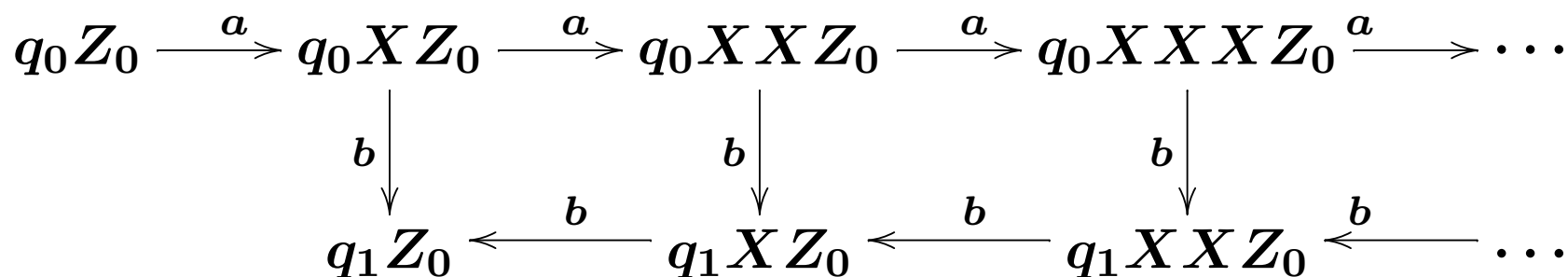
Alternative view: Infix rewriting is too strong

This is the core reason for the difficulties in regular model-checking.

Pushdown Graphs

$G = (V, (E_a))$ is a **pushdown graph** if there are alphabets Q, Γ with $q_0 \in Q, Z_0 \in \Gamma$ and a finite system Δ of rewrite rules $pu_1 \xrightarrow{a} qu_2$ such that

- E_a contains the pairs (pu_1w, qu_2w)
- $V = q_0Z_0 E^*$



More general situations: Prefix rewriting (where state alphabet Q is suppressed)

Prefix-recognizable graphs

Remark on Infinite Automata

We may use graphs $G = (V, (E_a)_{a \in \Sigma}, I, F)$ with $I, F \subseteq V$ as language acceptors.

Assumption: $V, I, F \subseteq \Gamma^*$, all regular.

We obtain a new characterization of fundamental Chomsky classes:

A language $L \subseteq \Sigma^*$ is

- regular iff it is recognizable by a finite graph
- context-free iff it is recognizable by a pushdown graph
(equivalently: by a prefix recognizable graph)
(Muller/Schupp 1985, Caucal 2000)
- context-sensitive iff it is recognizable by an automatic graph
(Morvan/Stirling 2001, Rispal 2002)

Definition of infinite structures using automata or rewriting systems gives “internal representations”.

- This is like defining a vector space by giving a basis (and the rule how to generate the elements from the basis).

Alternatively, one can consider transformations of given structures to generate new ones (“external representations”).

- This is like forming a new vector space from a given one by taking all linear maps over it.

Natural operations over transition graphs:

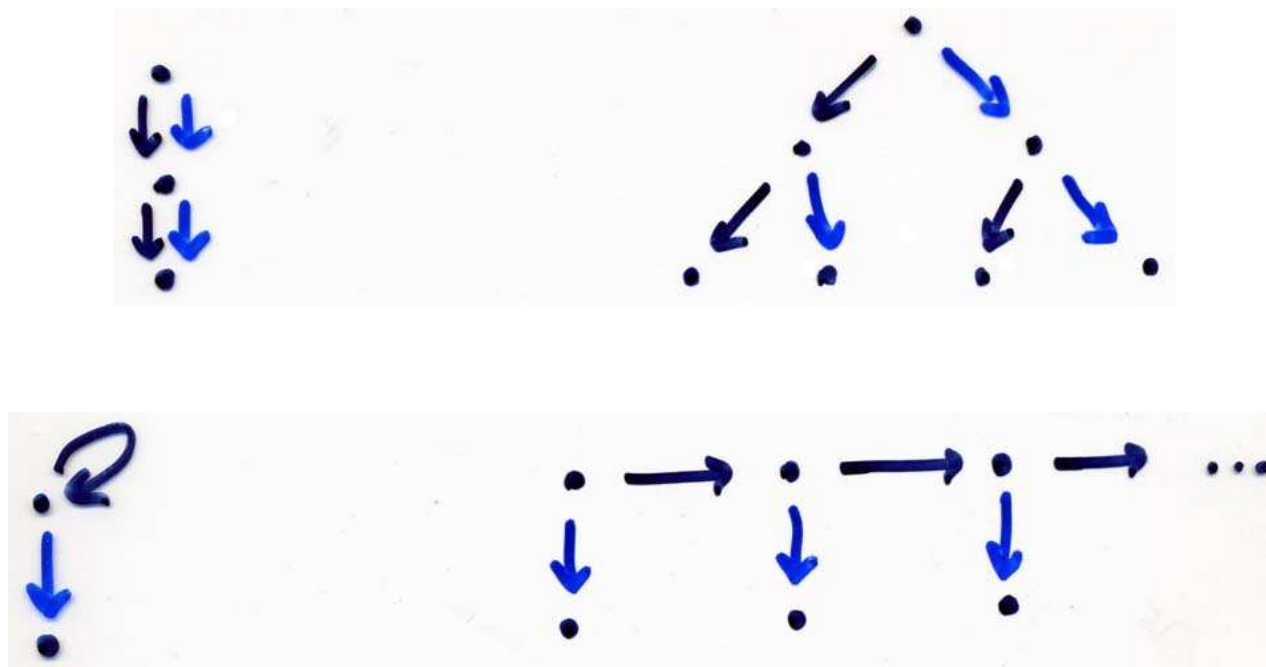
- Unfoldings (from some vertex), transforming a graph to a tree
- Interpretations (transforming, for example, a graph into another graph)
- Products with different kinds of synchronization

Unfoldings

The **unfolding** of a graph $G = (V, (E_a), (P_b))$ from v_0 is the tree T_{G,v_0} whose nodes have the form

$v_0 a_1 v_1 a_2 \dots a_k v_k$ with $(v_{i-1}, v_i) \in E_{a_i}$

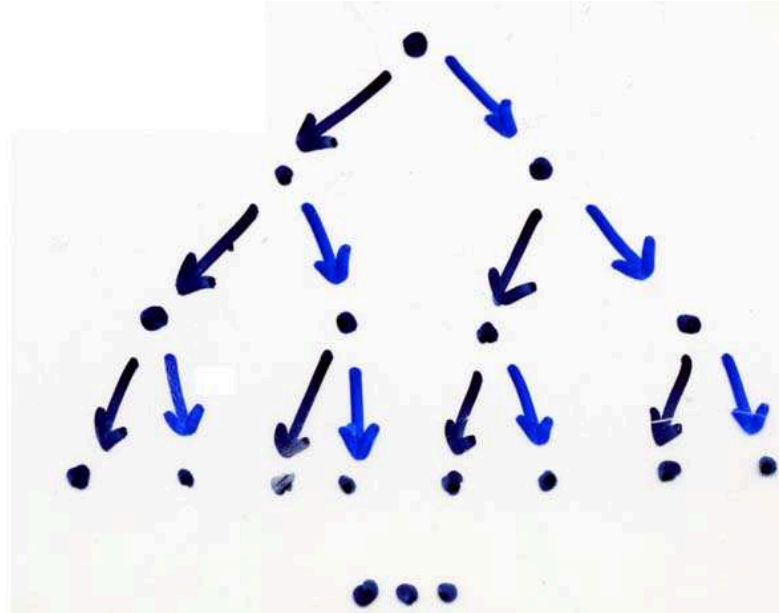
and $v_0 a_1 v_1 a_2 \dots a_k v_k \in P_b$ iff $v_k \in P_b$



MSO Model-Checking over Unfoldings

Courcelle/Walukiewicz (1998):

If checking MSO-sentences over G is decidable and v is an MSO-definable vertex of G , then checking MSO-sentences over $T_{G,v}$ is decidable.



Rabin's Tree Theorem is a special case.

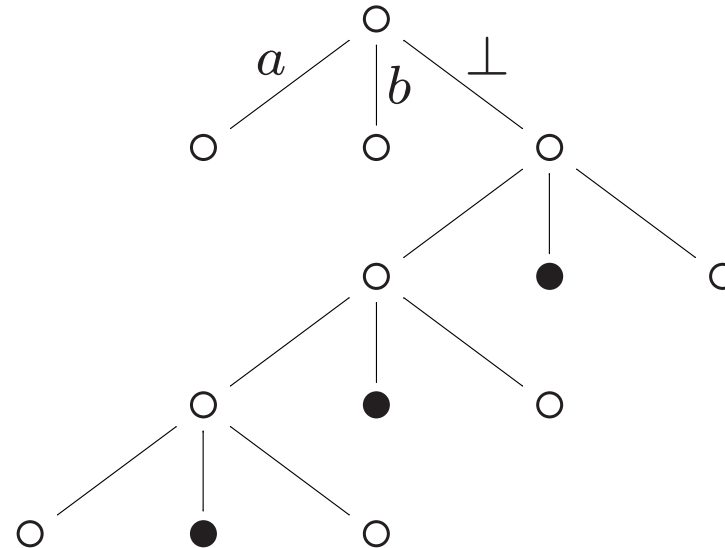
More general construction: Tree model (Muchnik, Walukiewicz)

Interpretations

give description of a graph H "within" a given graph G

Example: Pushdown transition graph with stack symbols a, b, \perp described in the ternary tree T_3 :

Stack contents $b\perp, ba\perp, baa\perp, \dots$ represented by



Fact: Suppose H is MSO-interpretable in G . If checking MSO sentences over G is decidable, then so it is over H .

Barthelmann, Blumensath, Grädel:

- A graph is prefix-recognizable iff it is MSO-interpretable in a tree T_k
- A graph is automatic iff it is FO-interpretable in a tree T_k (with successor relations, partial tree order, and equal level predicate)

Structural Characterization of Pushdown Graphs

A pointed graph (with designated vertex v) is **finite in the infinite** if after deletion of the n -neighborhoods of v for increasing n the remaining connected components have only finitely many different isomorphism types.

Example: Binary tree

Counterexample: Infinite $\mathbb{N} \times \mathbb{N}$ grid

Muller/Schupp 1985:

A pointed graph of bounded degree is a pushdown graph iff it is finite in the infinite.

Pushdown graphs can be described via

1. an internal representation (using prefix rewriting)
2. MSO-interpretation in a tree T_k
3. a structural property

Applications:

1. Efficient model-checking for special properties
2. Decidability of model-checking for a logic
3. Distinction from other graphs

Caucal's Hierarchy

(in the version of Carayol/Wöhrle 2003)

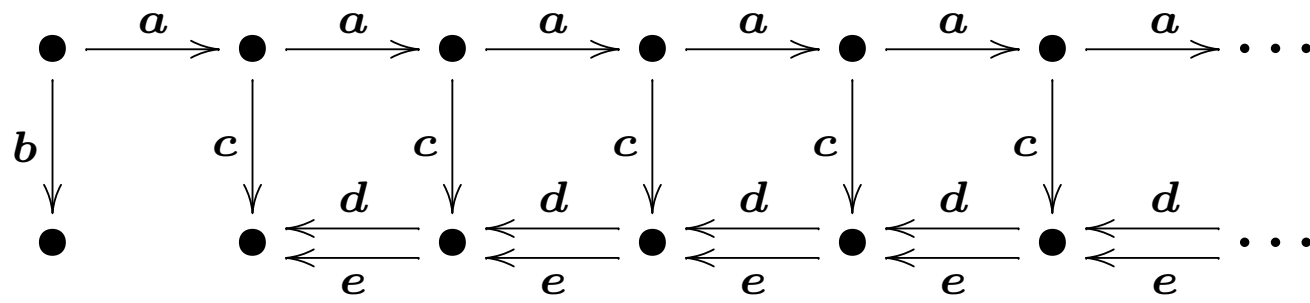
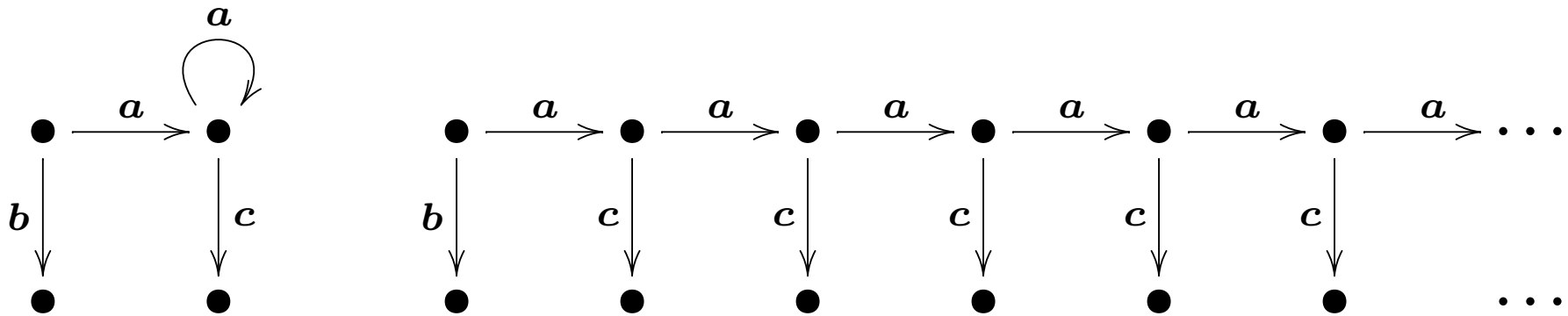
- \mathcal{T}_0 = the class of finite trees
- \mathcal{G}_n = the class of graphs MSO-interpretable in a tree of \mathcal{T}_n
- \mathcal{T}_{n+1} = the class of unfoldings of graphs in \mathcal{G}_n

Note:

- \mathcal{G}_0 is the class of finite graphs
- \mathcal{T}_1 contains the regular trees
- \mathcal{G}_1 is the class of prefix-recognizable graphs

For each graph in the hierarchy, checking MSO sentences is decidable.

Example



$$\psi_d(x, y) = \psi_e(x, y) = \exists z \exists z' (E_a(z, z') \wedge E_c(z, y) \wedge E_c(z', x))$$

Higher-Order Pushdown Systems

are a generalization of pushdown systems where nested stacks are considered.

Level-2 stack is a stack where each entry is a stack.

Level-3 stack is a stack of level-2 stacks, etc.

For simplicity only consider level-2 stacks here.

Operations, depending on top symbol of top stack:

- on top level-1 stack as for standard pushdown systems
- deletion of top level-1 stack
- copy (and thus duplication) of top level-1 stack

Caucal 2002, Carayol/Wöhrle 2003:

A graph is the ε -closure of a level- n pushdown graph with ε -transitions iff it belongs to the class \mathcal{G}_n of the Caucal hierarchy.

Consequence:

Checking MSO sentences over higher-order pushdown graphs is decidable.

Open problem: Which transition graphs occur in the Caucal hierarchy?

Algorithmic model theory:

- A jungle of basic models rather than canonical structures like $(\mathbb{N}, +, \cdot)$ and $(\mathbb{R}, +, \cdot)$.
- Focus is on relational structures rather than algebras.
- Fragments of second-order logic rather than first-order logic.
- Operations like unfolding and synchronized products rather than: substructures, reduced products, ultraproducts etc.
- Internal representations of elements are relevant.
- Results on (efficient) decidability are central.

Promising direction: Merge the two traditions

We discuss a small example on the algorithmic treatment of arithmetical constraints

Part II

Remarks on Arithmetical Constraints

Well-known framework for algorithmic applications: Presburger arithmetic and semi-linear sets.

$A \subseteq \mathbb{N}^n$ **linear** : $\Leftrightarrow \exists u_0 \dots u_m \in \mathbb{N}^n$:

$$A = \{u_0 + k_1 u_1 + \dots + k_m u_m \mid k_1, \dots, k_m \geq 0\}$$

A **semi-linear** iff A is finite union of linear sets

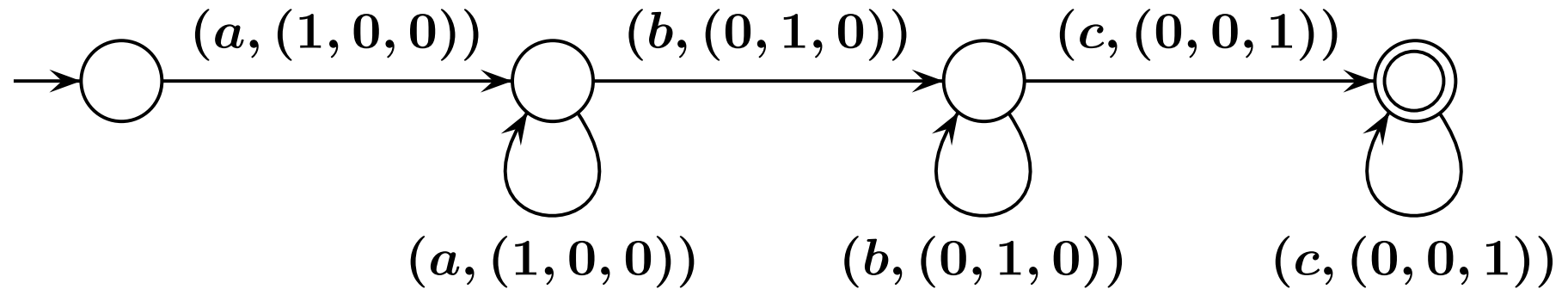
We discuss two moderate ways to go beyond semi-linear sets
(ongoing work with Wong Krianto and Aloys Krieg, Aachen)

Platon, Politeia Book VII:

It is hard to find something which requires more effort
from a man of learning and ambition than arithmetic.

\mathcal{A} finite automaton, edge labels in $\Sigma \times \mathbb{N}^n$

$\varphi(x_1, \dots, x_n)$ Presburger formula



$$\varphi(x_1, x_2, x_3) : x_1 \geq 2(x_2 + x_3) \wedge x_2 = x_3$$

“first b is in second half, and from the first b onwards the numbers of b and c coincide”

Call accepted language $L(\mathcal{A}, \varphi)$

Given \mathcal{A} and φ

$A_{\mathcal{A}} :=$ set of vectors in \mathbb{N}^n generated by successful \mathcal{A} -runs

$A_{\varphi} :=$ set of vectors in \mathbb{N}^n defined by φ

Both are semi-linear.

$L(\mathcal{A}, \varphi) \neq \emptyset$ iff $A_{\mathcal{A}} \cap A_{\varphi} \neq \emptyset$

The set on the right is semi-linear.

Consequence:

The non-emptiness problem for Parikh automata is decidable.

Two Variants of the Intersection Problem

1. Generalize semi-linear sets to “semi-polynomial” sets and solve intersection problem over \mathbb{N}^n for semi-polynomial and componentwise semi-linear sets
2. Allow constraints Q by quadratic equations and solve nonemptiness of intersection of such a Q with a semi-linear set.

Simple Semi-Polynomial Sets

Example considered here: the quadratic case

$A \subseteq \mathbb{N}^n$ **simple quadratic** iff

$\exists u_0, u_1, v_1 \dots u_r, v_r \in \mathbb{N}^n$ such that

$$A = \{u_0 + k_1 u_1 + k_1^2 v_1 + \dots + k_r u_r + k_r^2 v_r \mid k_1, \dots, k_r \geq 0\}$$

A **simple semi-quadratic** iff A is finite union of simple quadratic sets

A is **simple semi-polynomial** (ssp) : analogous

Intersection Theorem

Call $A \subseteq \mathbb{N}^n$ **componentwise linear** iff

there are linear sets $A_1, \dots, A_n \subseteq \mathbb{N}$ with

$$(m_1, \dots, m_n) \in A \iff m_i \in A_i \text{ for } i = 1, \dots, n$$

A finite union of componentwise linear sets is **componentwise semi-linear**

Theorem

If A is componentwise semi-linear and B is simple semi-polynomial,

then $A \cap B$ is simple semi-polynomial
(and can be checked for non-emptiness)

$A_0 = \{k_1(1, 0, 0) + k_2(0, 1, 0) + k_1k_2(0, 0, 1) \mid k_1, k_2 \geq 0\}$
is the product relation

Proposition: A_0 is not simple semi-polynomial.

Hilbert's 10th Problem:

$$\exists k_1 \dots k_n \ P(k_1, \dots, k_n) = 0 \quad (P \in \mathbb{Z}[x_1, \dots, x_n])$$

$$\text{iff } \exists k_1 \dots k_n \ Q(k_1, \dots, k_n) = R(k_1, \dots, k_n) \\ (Q, R \in \mathbb{N}[x_1, \dots, x_n])$$

$$\text{iff } \left\{ \begin{pmatrix} Q(k_1, \dots, k_n) \\ R(k_1, \dots, k_n) \end{pmatrix} \mid k_1, \dots, k_n \geq 0 \right\} \cap \text{id}_{\mathbb{N}} \neq \emptyset$$

$$[\text{Note: } \text{id}_{\mathbb{N}} = \{k \cdot \begin{pmatrix} 1 \\ 1 \end{pmatrix} \mid k \geq 0\}]$$

Quadratic Equations

Consider **quadratic forms**

$$Q(x_1, \dots, x_n) = \sum_{i,j=1}^n a_{ij}x_i x_j + \sum_{j=1}^n b_j x_j + c$$

with $a_{ij}, b_j, c \in \mathbb{Z}$

Linear forms $L(x_1, \dots, x_n)$ are defined analogously.

Solvability in integers is decidable by Siegel (1972)

Solvability in natural numbers cannot be obtained via Lagrange's Theorem:

$$z \geq 0 \quad \text{iff} \quad \exists y_1, \dots, y_4 : y_1^2 + \dots + y_4^2 = z$$

Obtain *system* of quadratic equations (where solvability is undecidable in general).

Solution of Quadratic Equations in \mathbb{N}

Grunewald/Segal (J. Reine Angew. Math. 2004)

Given quadratic form $Q(x_1, \dots, x_n)$

linear forms $L_1(x_1, \dots, x_n), \dots, L_k(x_1, \dots, x_n)$

Consider systems of the form

1. $Q(x_1, \dots, x_n) = 0$
2. $(L_j(x_1, \dots, x_n) \# c_j)_j$ where $c_j \in \mathbb{Z}$ and $\#$ is $<$ or \leq
3. $(x_1, \dots, x_n) \equiv (h_1, \dots, h_n) \pmod{m}$ with integers h_j

One can decide algorithmically whether a solution in \mathbb{Z}^n exists.

Remark: Linear constraints $-x_i \leq 0$ restrict to solutions in natural numbers

Algorithmic analysis (upper complexity bound) is open

Corollary 1: Nonemptiness of intersection of a semi-linear set $A \subseteq \mathbb{N}^n$ with the solution set S of a quadratic equation $Q(x_1, \dots, x_n) = 0$ is decidable.

Call a set $A \subseteq \mathbb{N}^n$ **1-quadratic** if

$$A = \left\{ \begin{pmatrix} Q(k_1, \dots, k_r) \\ L(k_1, \dots, k_r) \end{pmatrix} \mid k_1, \dots, k_r \geq 0 \right\}$$

where $Q(x_1, \dots, x_r)$ is a quadratic form

$$L(k_1, \dots, k_r) = \{u_0 + k_1 u_1 + \dots + k_r u_r \mid k_1, \dots, k_r \geq 0\}$$

with $u_i \in \mathbb{N}^{n-1}$

Corollary 2:

Nonemptiness of the intersection of 1-quadratic sets is decidable.

Part III

Some Perspectives

There are several paradigmatic ideas to pursue.

An example: Büchi's Research Program

(Chapter VI from *Finite Automata, Their Algebras and Grammars*)

“Proceed from words to trees”: Pass from unary algebras to n -ary algebras

Sometimes you ~~may~~ find yourself doing things which have not been done yet. Some of the generalizing, I hope, will require quite new ideas. And now I will say it again. Here is a promising program for research in automata theory, universal algebra, equational logic, and language theory:

Research Program: Work through all the ideas presented in chapters I-V, extending the methods from the unary to the n -ary case. Watch out for places where the variables of equational logic come into play; these places are hidden in the unary case, as only one variable may occur, ~~and~~ in only one place, in a unary term!

- The idea of prefix rewriting can be exploited for trees (Dauchet, Heuillard, Lescanne, Tison 1990, Löding 2002, Colcombet 2002)
- Proceed from ranked to unranked trees (M. Bojanczyk, I. Walukiewicz) - this allows to preserve algebraic results (from the case of words)
- From trees proceed to tree-like structures, invoking structural properties of graphs (bounded tree-width, bounded clique-width, bounded dag-width)

Related idea: Well-structured transition systems to enforce solvability of the reachability problem

- Study systematically *all* automatic / prefix recognizable presentations of a structure and choose an appropriate one for an algorithmic problem.

Analogy: Base transformations in linear algebra.

- Study the interplay between internal and external representations in a more general context:
 - ▶ Unfolding is a “sequence model”
 - ▶ Consider also the “set model” and the “function model”
 - ▶ Mixture of set model and sequence model:
Latest appearance record $(i_1 \dots i_m)(i_{m+1} \dots i_n)$ where the set component is $\{i_1, \dots, i_m\}$
- Proceed from graphs to hypergraphs / relational structures

Feferman/Vaught 1959 showed the paradigmatic result:
for "direct" and "reduced" products of structures and for
first-order logic.

In order to decide whether $\prod_{i=1}^n \mathcal{A}_i \models \varphi$ one can proceed as
follows:

Compute finitely many auxiliary formulas ψ_j and determine the
sets

$$I_j = \{i \mid \mathcal{A}_i \models \psi_j\}$$

and check whether the sets I_j satisfy a Boolean condition β .

The ψ_j and β are computable from φ .

This describes a uniform procedure for a transfer of
FO-model-checking from the components to the product.

Given edge-labelled transition graphs G_1, \dots, G_n

define a product via a set C of synchronization constraints, each of them being a tuple (c_1, \dots, c_n) of labels.

$c_i = \varepsilon$ is allowed, meaning “ G_i stays in current state”

Wöhrle/Th. 2004: If G is a finitely synchronized product of G_1, \dots, G_n , and checking FO(R)-sentences is decidable over the G_i , then the same holds over G .

The G_i are **finitely synchronized** via C if for each constraint $(c_1, \dots, c_n) \in C$ and any $c_i \neq \varepsilon$, only finitely many transitions in G_i have label c_i .

- Find more applications of the composition method.
- More generally: Devise an “arithmetic of transition systems”, including quotients that are more complex than by simple equivalence relations.
- Fill the gap between FO and MSO, and similarly between automatic and pushdown graphs.
- Find more solutions on the combination of transition systems with arithmetical constraints.

Conclusion:

Automata theory has a wonderful task in contributing to an algorithmic theory of models.