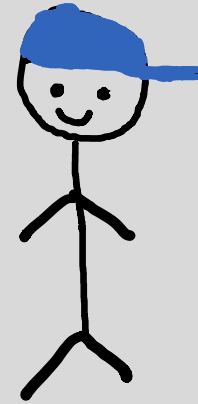


History - Deterministic One-Counter Nets

Aditya Prakash, K. S. Thejaswini

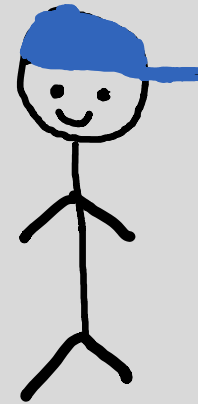
Environment



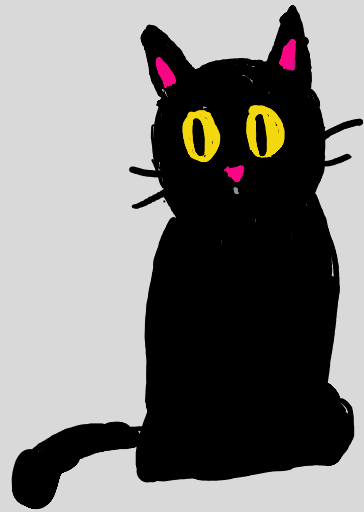
System



Environment



System



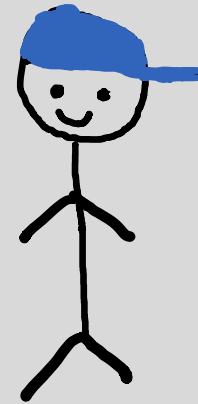
Instruction



Action



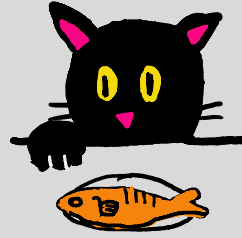
Environment



1.



$\times n$



$\times n$

2.

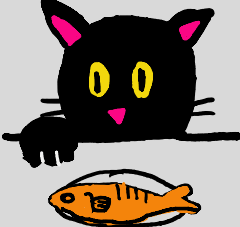
Play

$\times m$



$\times m$

1.  $\times n$

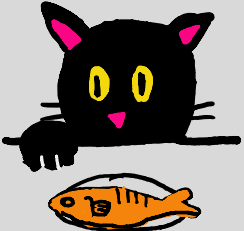
, $+1 \times n$

2. Play $\times m$

, $-1 \times m$

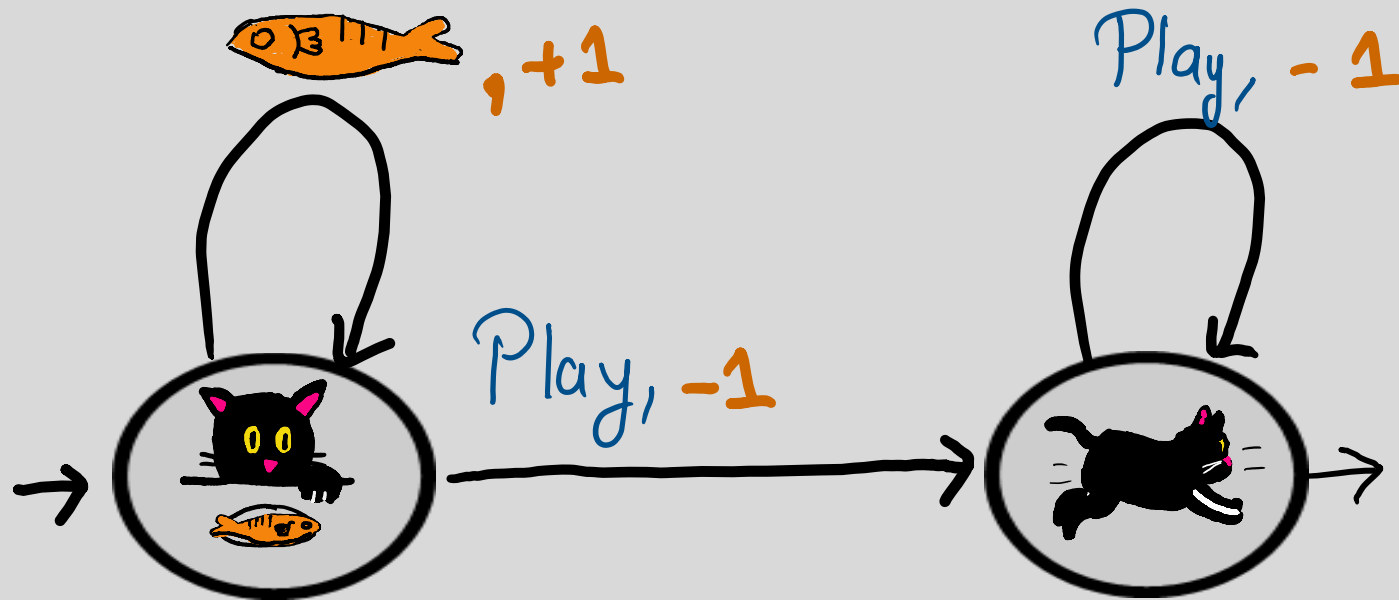
$n \geq m$

1.  $\times n$

, $+1 \times n$

2. Play $\times m$

, $-1 \times m$





1.



2.

Park 1



3.

Park 2



1.



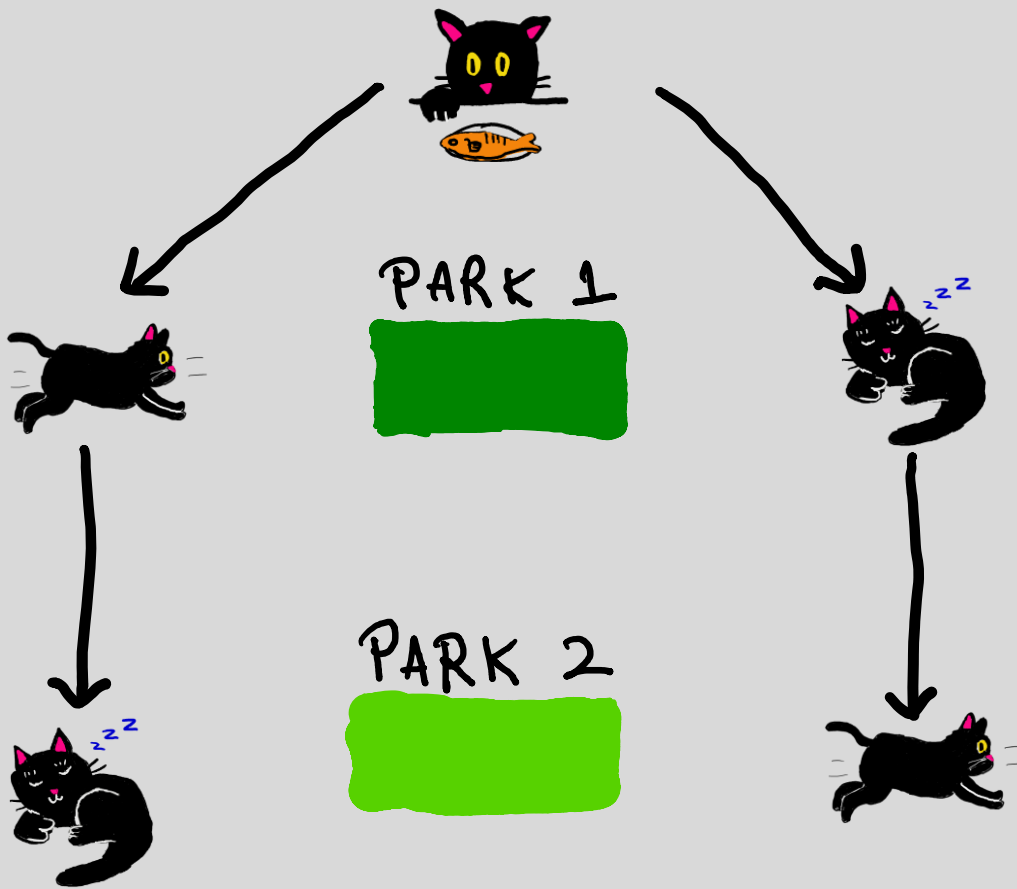
2.

Park 1






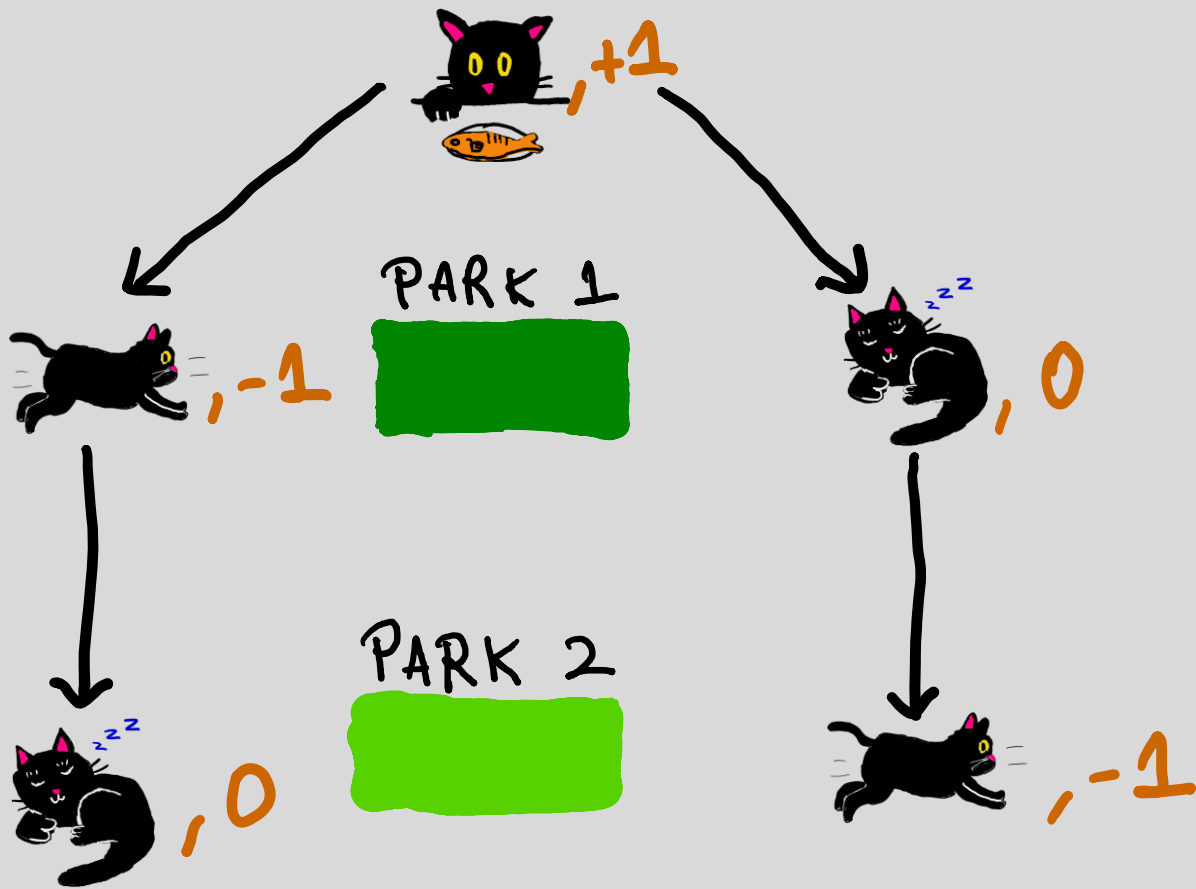
3.

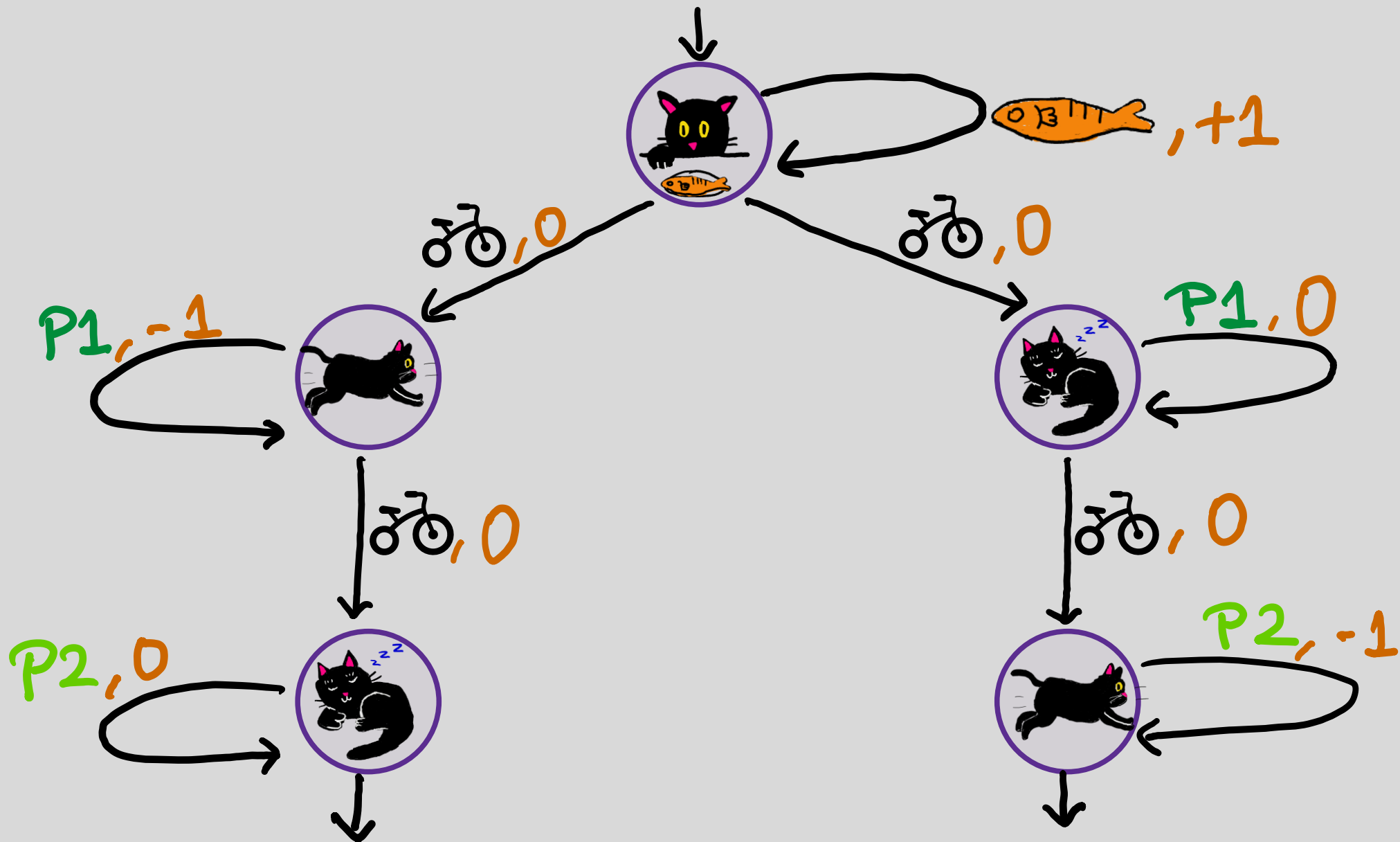
Park 2

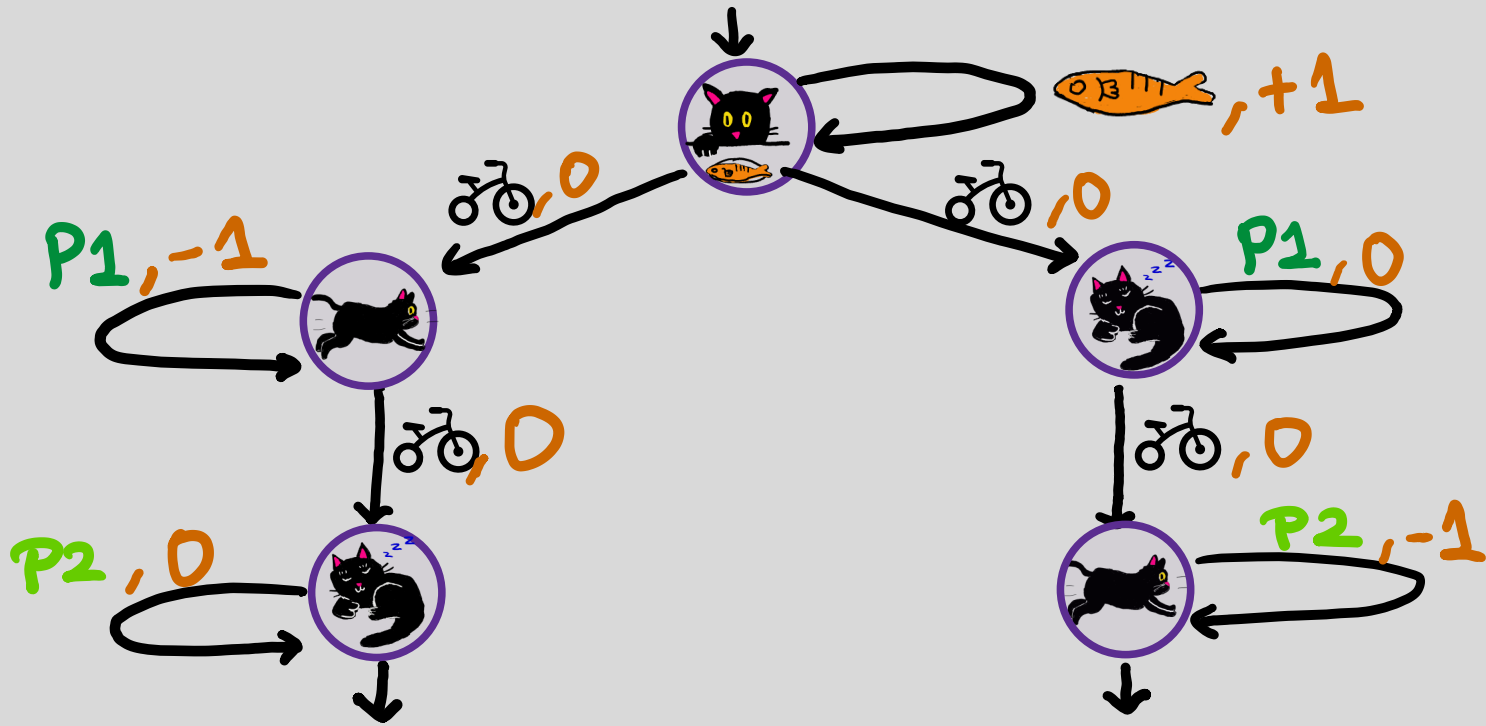




1. 
↓ 
2. Park 1
- ↓ 
3. Park 2





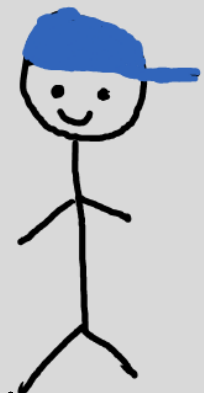


$$L = \left\{ \text{fish}^i \text{ bicycle } P1^j \text{ bicycle } P2^k \mid i \leq j \text{ or } i \leq k \right\}$$



(with 5 )

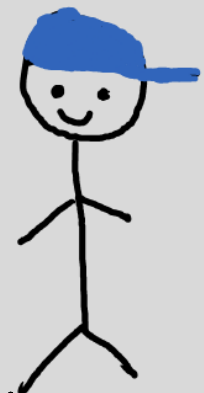
I will spend
4 hours in
Park 1,
7 hours in
Park 2.



(with 5 )

I will spend
4 hours in
Park 1,
7 hours in
Park 2.

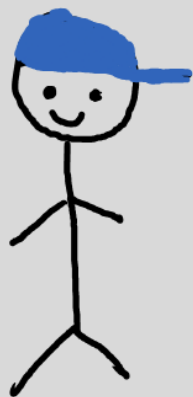
I will play in
Park 1.



(with 5 )

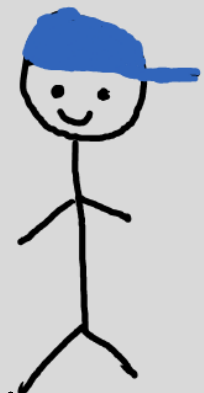
I will spend
4 hours in
Park 1,
7 hours in
Park 2.

I will play in
Park 1.



(with 5 )

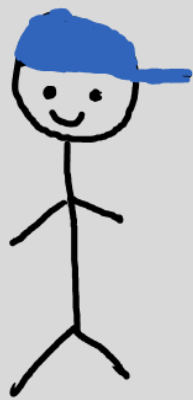
I will spend
4 hours in
Park 1,
3 hours in
Park 2.



(with 5 )

I will spend
4 hours in
Park 1,
7 hours in
Park 2.

I will play in
Park 1.



(with 5 )

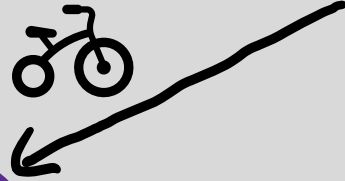
I will spend
4 hours in
Park 1,
3 hours in
Park 2.

I can play in
either parks!!

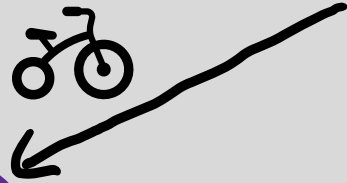
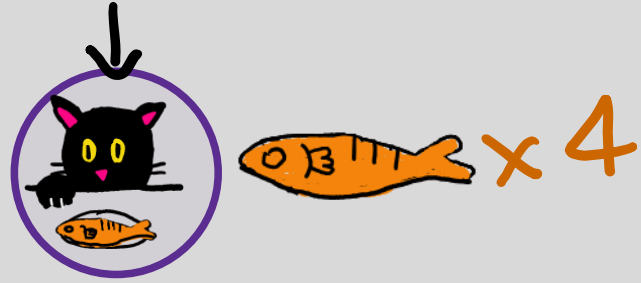
Tec



Tec



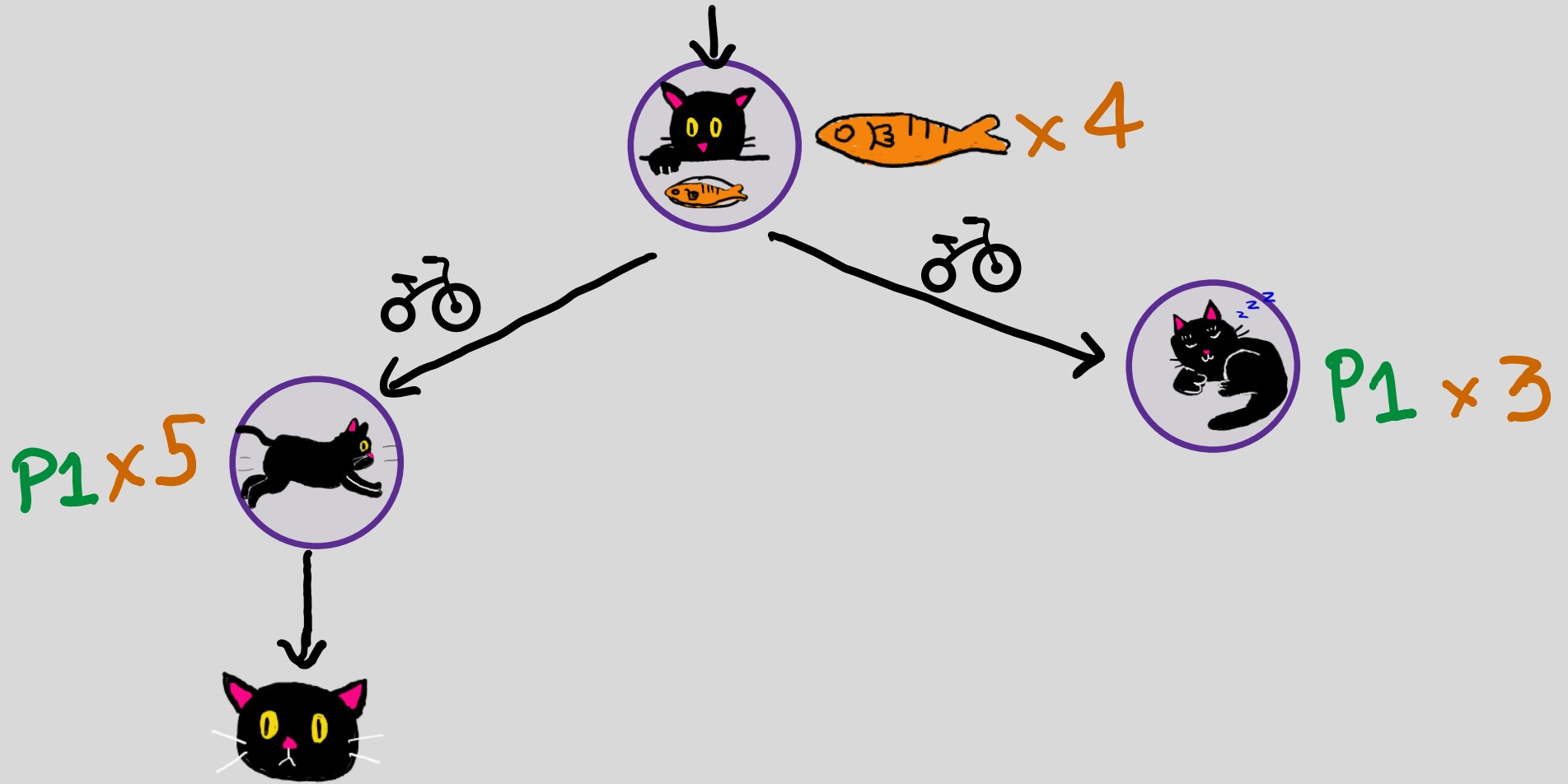
Tec



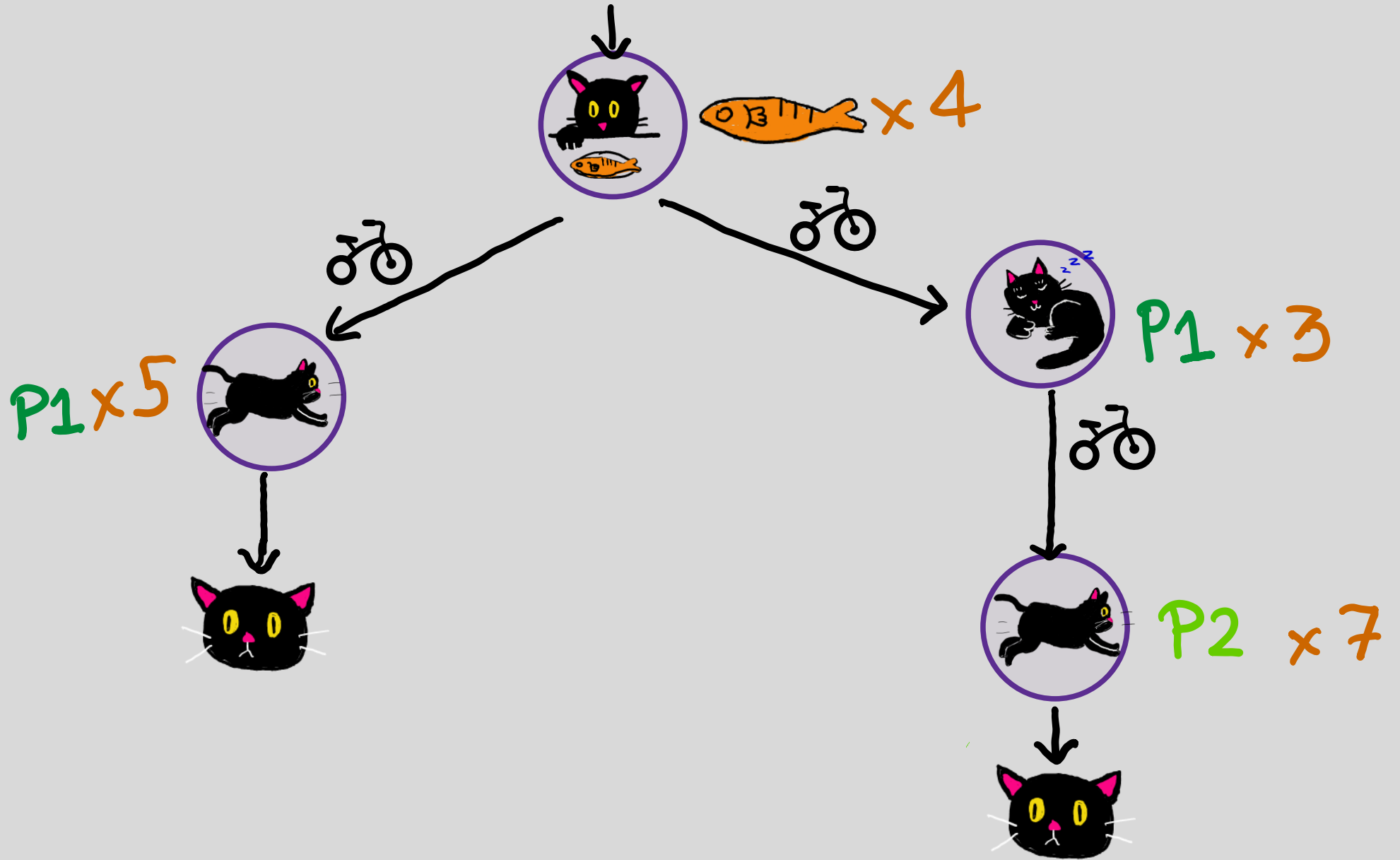
P1 x 5



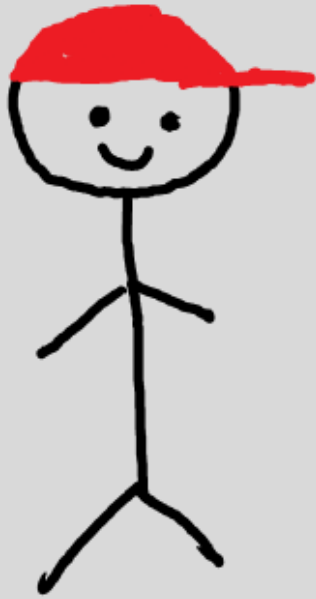
Tec



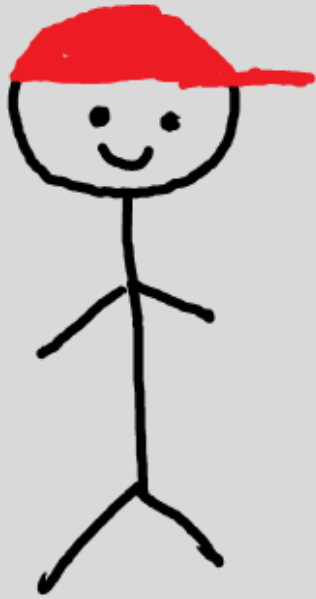
Tec



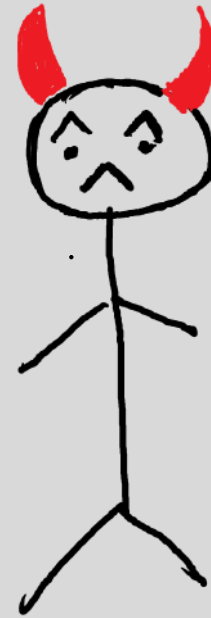
Tec





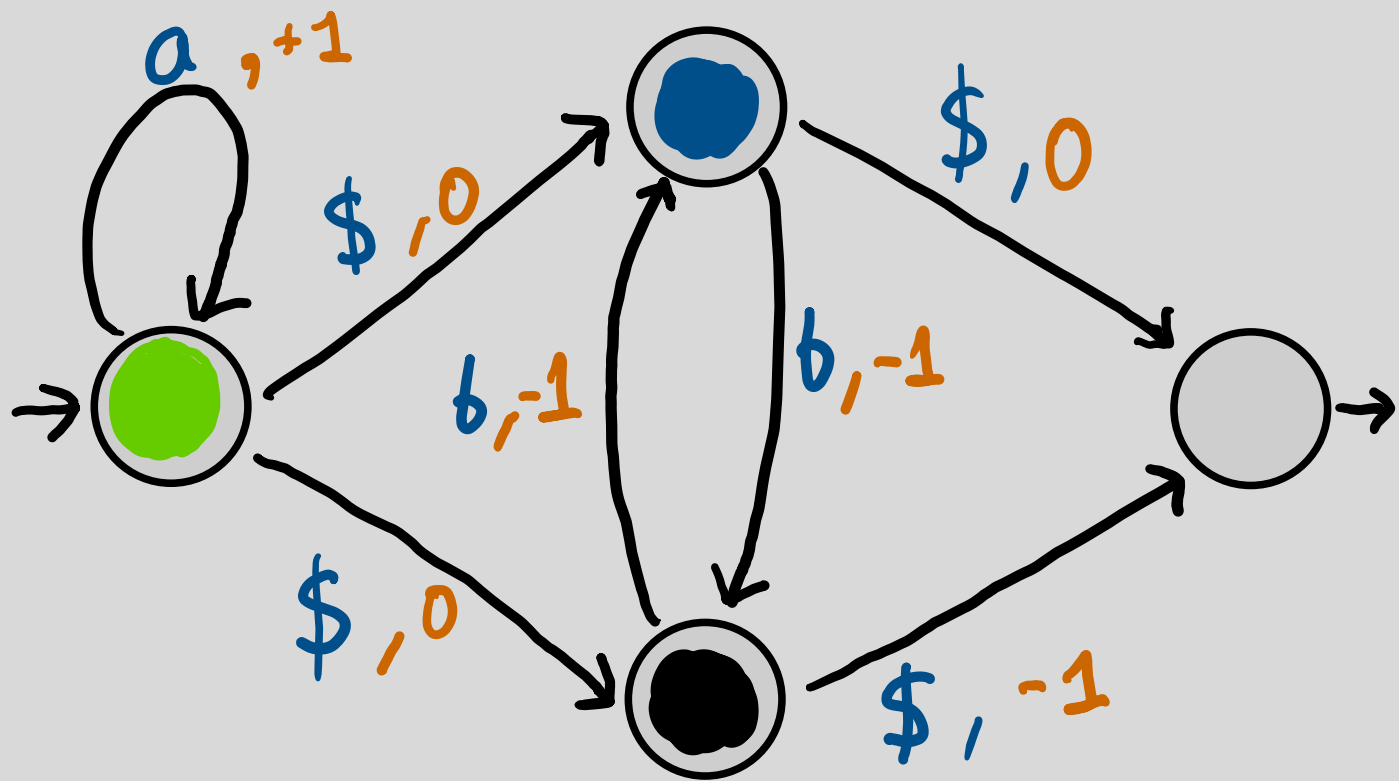
Tec

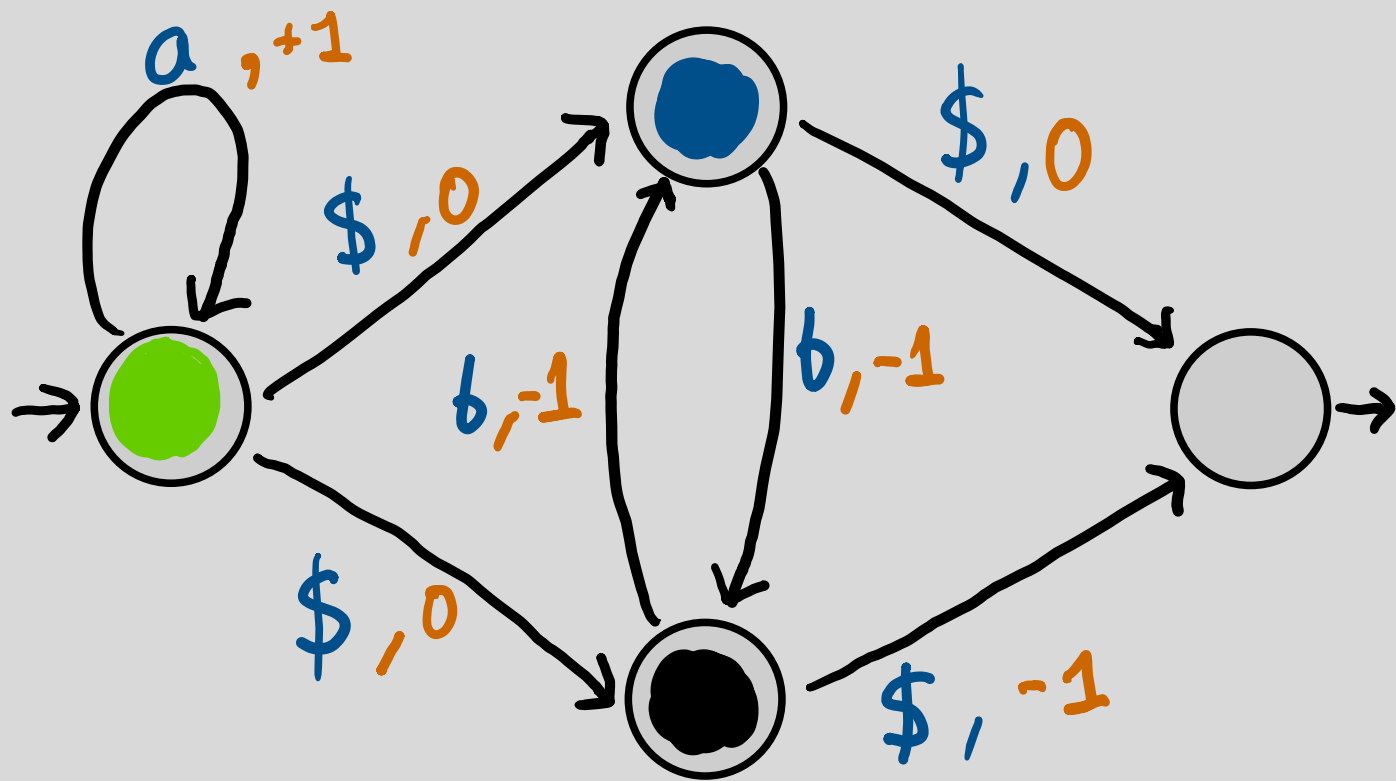


The Evil
Catsitter

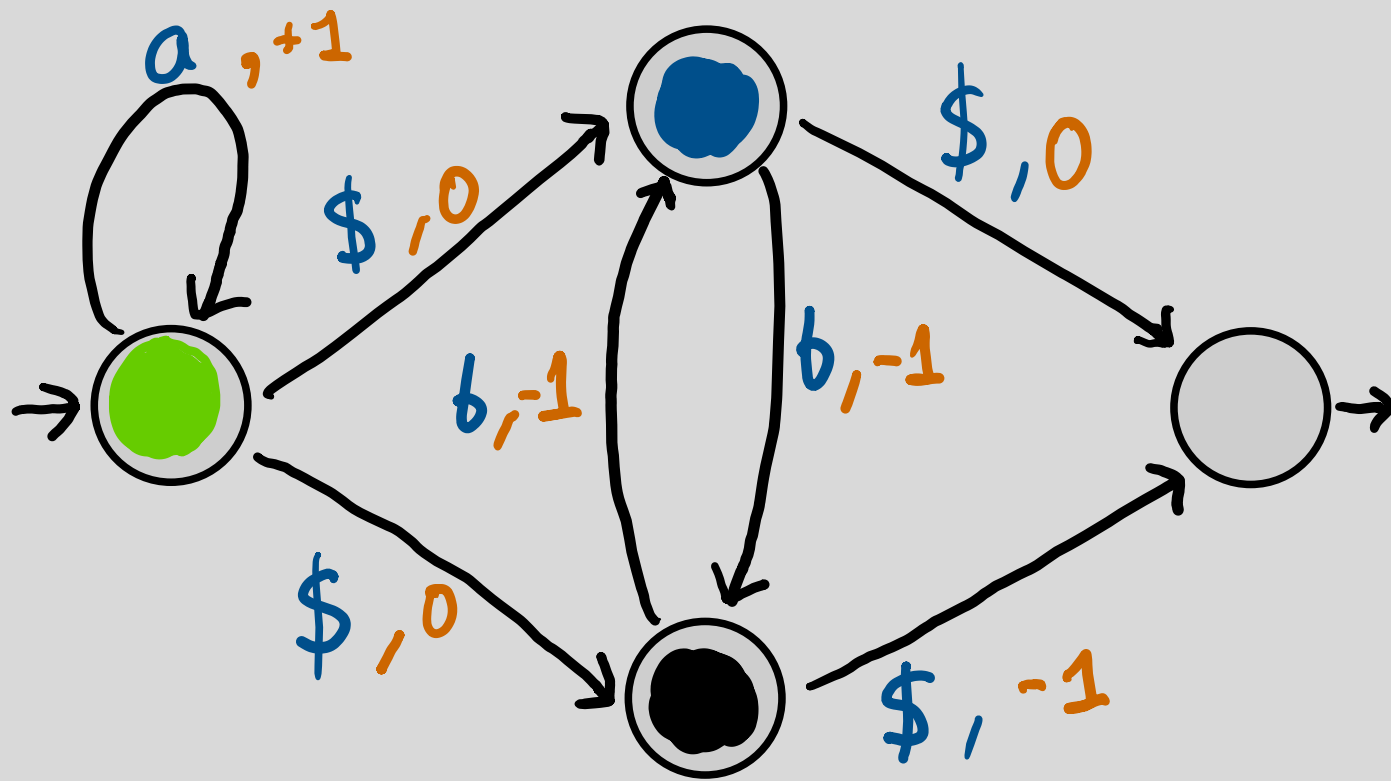


Definition: We say an one-counter net is history-deterministic if  has a strategy that produces an accepting run whenever  gives an accepting word.



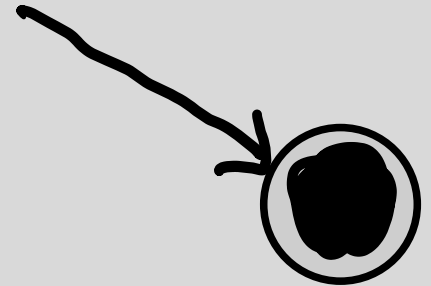


$$L = \{a^n \$ b^m \$ \mid n \geq m\}$$

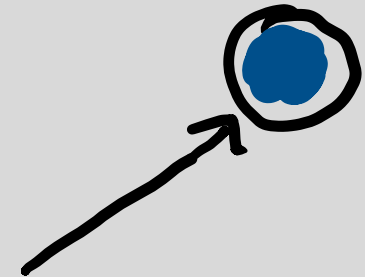


At ●, on \$:

Counter = $2n+1$



Counter = $2n$



$$L = \{ a^n \$ b^m \$ \mid n \geq m \}$$

Theorem: Given an history-deterministic OCN,

1. There is an eventually periodic strategy

for  that is effectively computable.

Theorem: Given an history-deterministic OCN,

1. There is an eventually periodic strategy

for  that is effectively computable.

Corollary: Every history-deterministic OCN

can be converted to a deterministic OCA.

Theorem: Checking whether a given OCN
is history-deterministic is PSPACE-complete.

OPEN PROBLEMS



We showed $HD-OCN \subset DOCA$.

a. Are $HD-OCA$ as expressive as $DOCA$.

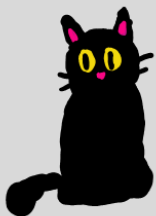
OPEN PROBLEMS



We showed $HD-OCN \subset DOCA$.

- a. Are HD-OCA as expressive as DOCA.
- b. Is $HD-OCN = OCN \cap DOCA$?

OPEN PROBLEMS



We showed $HD-OCN \subset DOCA$.

- a. Are HD-OCA as expressive as DOCA.
- b. Is $HD-OCN = OCN \cap DOCA$?



Do all HD-pushdown automata have Turing-computable resolvers?

[Guha, Jecker, Lehtinen, Zimmermann '21]

