

# Computability of Data Word Functions Defined by Transducers

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→ Derive an implementation from the specification of a behaviour

## Example (Nondeterministic Finite Automata)

An NFA  $A$  *specifies* a language, or equivalently a program that takes as input a word  $w$  and outputs 0 or 1.

Nondeterminism does not exist in practice  $\Rightarrow$  how to implement such program?

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- There can be (exponentially) many runs  $\Rightarrow$  we can do better
- NFA can always be determinised  $\Rightarrow$  an equivalent DFA is a program which implements  $A$  and is guaranteed to take only a finite amount of memory.

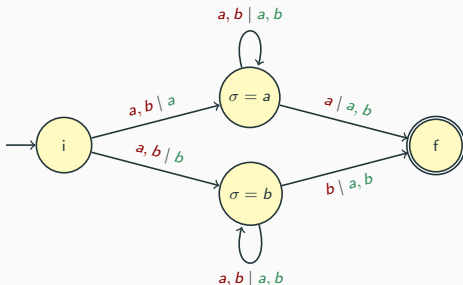
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## Example (Nondeterministic Finite Transducers)

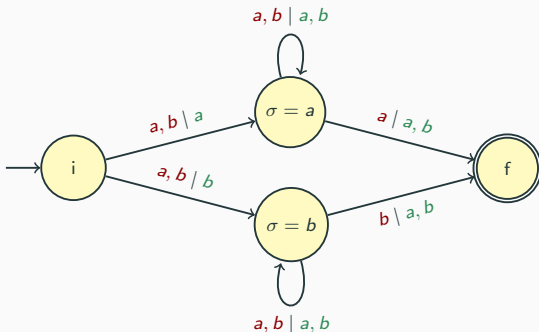
A transducer is an automaton with outputs. To every input word, it associates a set of acceptable outputs

⇒ An implementation **chooses** an acceptable output for each input.



A transducer recognising  $S = \{(u\sigma, \sigma w) \mid \sigma \in \Sigma, u, w \in \Sigma^*, |u| = |w|\}$

# Synthesis



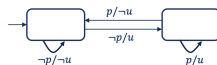
- The above specification can for instance be implemented by a program that computes  $f : u\sigma \mapsto \sigma u$
- It cannot be implemented by any deterministic transducer
- Nor by any *synchronous* program, which outputs a letter as soon as it reads a letter

# Synthesis: Nondeterministic $\omega$ -Transducers

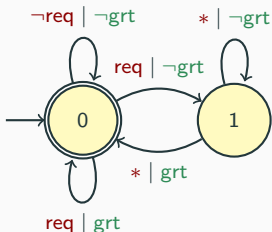
→ Generalisation of transducers to infinite words, with a parity acceptance condition.

- Non-deterministic sequential transducers

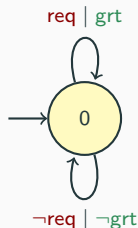
- Inputs and outputs



Infinite words do not exist in practice: we are specifying the behaviour of a non-terminating program *in the limit*.



An  $\omega$ -transducer specifying that every request must eventually be granted



A program which immediately grants any request, represented as a deterministic transducer



# What does it mean to be computable for non-terminating behaviours?

## In the classical reactive synthesis setting

- An implementation is a *synchronous* program, i.e. a strategy in the parity game induced by the transducer.
- As parity games are positionally determined, we can restrict to finite-memory *synchronous* programs, also known as deterministic transducers.

## Reactive system synthesis as solving a game

☞ support the design process with **automatic synthesis**



- Sys is constructed by an **algorithm**
- Sys is **correct** by construction
- Underlying theory: **2-player zero-sum games**
- Env is **adversarial** (worst-case assumption)

**Winning strategy** = Correct Sys

## Synthesis: to sum up

### Definition ( $\text{Real}(\mathcal{S}, \mathcal{I})$ )

- $\mathcal{S}$ : class of specifications
- $\mathcal{I}$ : class of implementations Given  $S \in \mathcal{S}$ , decide whether there exists  $I \in \mathcal{I}$  such that  $I$  implements  $S$ , i.e.  $I$  and  $S$  have same domain and for all  $x \in \text{dom}(S)$ ,  $(x, I(x)) \in S$

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- $\text{REAL}(\omega\text{NT}_{\text{syn}}, \text{SP}) = \text{REAL}(\omega\text{NT}_{\text{syn}}, \omega\text{DT}_{\text{syn}})$  is decidable and equivalent with finding a winning strategy in a parity game

# What does it mean to be computable for non-terminating behaviours?

## Relax the synchronicity requirement

An implementation is a program which outputs longer and longer prefixes of an acceptable output as it reads longer and longer prefixes of the input.

## Example (Guessing the last letter of a chunk)

Consider a specification that takes as input an  $\omega$ -word of the form  $u_1\sigma_1\#u_2\sigma_2\#u_3\sigma_3\dots$  and accepts any output of the form  $\sigma_1w_1\#\sigma_2w_2\#\sigma_3w_3\dots$

- It cannot be implemented by a synchronous program
- It can be implemented by a program computing  $f_{\#} : u\sigma \mapsto \sigma u$  on each chunk

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## Example (Guessing if the first letter appears again)

To an input  $\sigma u$ , associate the output  $\sigma^\omega$  if  $\sigma$  occurs in  $u$ , and  $\sigma u$  otherwise.

- Such specification is definable by a transducer which initially guesses whether  $\sigma$  will appear again and checks such property
- It cannot be implemented by any program

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## Asynchronous specifications

We now consider **asynchronous** transducers: on reading a letter  $\sigma \in \Sigma$ , a transducer can output a word  $w \in \Sigma^*$ .



## Theorem ([Holtmann et al., 2012])

*Deciding whether a specification defined by a transducer is realisable by a computable function is undecidable.*



# Computability

A function  $f : \Sigma^\omega \rightarrow \Sigma^\omega$  is *computable* if there exists a deterministic Turing machine  $M$  which outputs longer and longer prefixes of the output when reading longer and longer prefixes of the input

- Three tape deterministic Turing machine
  - Read-only one-way input tape
  - Two-way working tape
  - Write-only one-way output tape
- $M(x, k)$ : the output written after having the  $k$  first input letters of  $x$
- Since the output is write-only,  $M(x, k)$  is nondecreasing

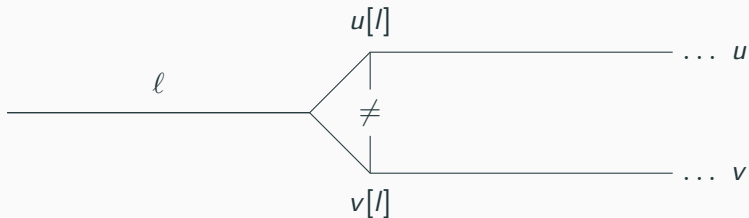
$M$  **computes**  $f$  if

for all  $x \in \text{dom}(f)$ ,  $M(x, k)$  converges towards  $f(x)$

## Cantor distance

$$\text{For } u, v \in \Sigma^\omega, d(u, v) = \begin{cases} 0 & \text{if } u = v \\ 2^{-\|u \wedge v\|} & \text{otherwise} \end{cases}$$

where  $u \wedge v$  denotes the longest common prefix  $\ell$  of  $u$  and  $v$



## Continuous function

A function  $f : \Sigma^\omega \rightarrow \Sigma^\omega$  is *continuous* at  $x \in \text{dom}(f)$  if:

- (a) for all sequences of data words  $(x_n)_{n \in \mathbb{N}}$  converging towards  $x$ , we have that  $(f(x_n))_{n \in \mathbb{N}}$  converges to  $f(x)$ . (where for all  $i \in \mathbb{N}$ ,  $x_i \in \text{dom}(f)$ ), or **equivalently**:
- (b)  $\forall i \geq 0, \exists j \geq 0, \forall y \in \text{dom}(f), \|x \wedge y\| \geq j \Rightarrow \|f(x) \wedge f(y)\| \geq i$ .

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## Functionality

A specification is *functional* if any input admits at most one acceptable output.

- **Unless otherwise stated**, specifications are now functional.
- Deciding if a transducer  $T$  is functional is doable in polynomial time.

# Computability and Continuity

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$f : \Sigma^\omega \rightarrow \Sigma^\omega$  is computable if there exists a deterministic Turing machine which outputs longer and longer prefixes of the output when reading longer and longer prefixes of the input.

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## Computability $\Rightarrow$ Continuity

If  $f : \Sigma^\omega \rightarrow \Sigma^\omega$  is computable, then it is continuous.

$\rightarrow$  For  $i \geq 0$  take  $j \geq 0$  such that  $\|M(x, j)\| \geq i$ .

Since  $M$  is deterministic, any input  $y$  such that  $\|x \wedge y\| \geq j$  satisfies  $M(y, j) = M(x, j)$ .

Thus,  $M(x, j)$  is a common prefix of  $f(x)$  and  $f(y)$ , so  $\|f(x) \wedge f(y)\| \geq i$ .

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**Continuity  $\Rightarrow$  Computability [Dave et al., 2019]**

Let  $f : \Sigma^\omega \rightarrow \Sigma^\omega$  be a function definable by a **nondeterministic transducer**. Then  $f$  is continuous iff it is computable.

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**Algorithm 1:** Algorithm describing the machine  $M_f$  computing  $f$ .

---

```
Data:  $x \in \text{dom}(f)$ 
1  $o := \epsilon$ ; // the output so far
2 for  $j = 0$  to  $\infty$  do
3   for  $\sigma \in \Sigma$  do
4     if  $o.\sigma \preceq \hat{f}(x[:j])$  then //  $\sigma$  can be safely output
5        $o := o.\sigma$ ;
6       output  $\sigma$ ;
7     end
8   end
9 end
```

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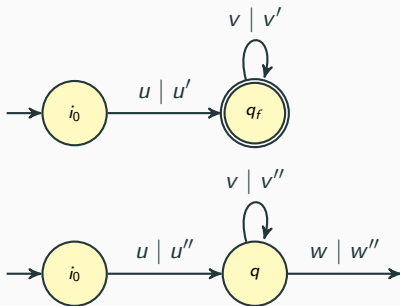


## Characterising continuity with a pattern

**Theorem (Excluded pattern [Dave et al., 2019])**

Let  $T$  be transducer defining a function  $f_T$ .

$f_T$  is continuous iff  $T$  does not have the following pattern:



where  $mismatch(u', u'') \vee (v'' = \varepsilon \wedge mismatch(u', u''w''))$

# Our Contribution: extension to the infinite alphabet case

## Until now

- Behaviour specified by functional asynchronous transducers
- Computability defined with deterministic Turing machines

## Extend to devices computing over (slightly) infinite sets

**A register automaton with equality only**  
assume a countably infinite set of *atoms*, which can only be compared for equality

**Definition.** The syntax of a *register automaton* consists of:

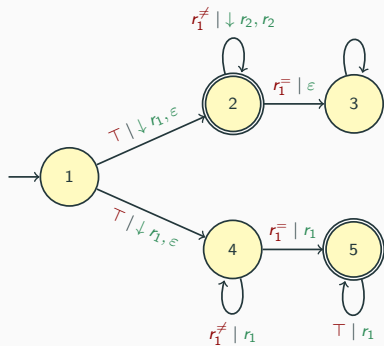
- finite set of *locations*
- subsets of *initial* and *accepting* locations
- finite set of *register names*
- a *transition relation*, which is an equivariant subset of:

$$\underbrace{\text{STATES}}_{(\text{locations} \times \underbrace{\text{register valuations}}_{\substack{\text{partial function from} \\ \text{register names to atoms}}}) \times \underbrace{\text{input letters}}_{\text{atoms}} \times (\text{locations} \times \text{register valuations})}$$

- Behaviour is defined using register transducers
- Computability is defined by allowing Turing machines to work over an infinite alphabet

# Register Transducers

- $\mathcal{D}$  is a countably infinite set whose elements can be compared for equality only
- Equip a transducer with a finite set of registers
- Recognise relations  $S$  over data words, i.e.  
 $S \subseteq (\Sigma \times \mathcal{D}) \times (\Sigma \times \mathcal{D})$



A register transducer taking as input  $dw$  and outputting  $w$  if  $d$  does not appear in  $w$ ,  $d^\omega$  otherwise (finite labels are irrelevant and not depicted)

## Indistinguishability property [Kaminski and Francez, 1994]

As register machines only have  $k$  registers, any run over some data word  $w$  can be renamed into a run over some data word  $w'$  with at most  $k + 1$  data.

### Corollary

Let  $A$  be a nondeterministic register automaton with  $k$  registers. If  $L(A) \neq \emptyset$ , then, for any  $X \subseteq \mathcal{D}$  of size  $|X| \geq k + 1$

$$L(A) \cap (\Sigma \times X)^\omega \neq \emptyset.$$

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### Theorem (Functionality)

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### Theorem (Functionality)

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*→ Thanks to the indistinguishability property, we can show that  $T$  is functional if and only if it is functional over  $(\Sigma \times X)^\omega$ , where  $X$  is a finite subset of  $\mathcal{D}$  of size  $2k + 1$ .*

# Continuity and computability

For functions defined by register transducers, computability and continuity again coincide.

Computability  $\Rightarrow$  Continuity is proved as before.

Continuity  $\Rightarrow$  Computability: requires to decide  $o\sigma \preceq \hat{f}(x[:j])$

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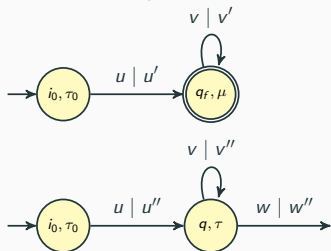
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Data:  $x \in \text{dom}(f)$   
1  $o := \epsilon$  ;  
2 for  $j = 0$  to  $\infty$  do  
3   for  $(\sigma, d) \in \Sigma \times (dt(x[:j]) \cup \{d_0\})$  do  
4     if  $o.(\sigma, d) \preceq \hat{f}(x[:j])$  then // such test is decidable  
5        $o := o.(\sigma, d)$  ;  
6       output  $(\sigma, d)$  ;  
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# Continuity: extend the pattern characterisation

## Theorem (Excluded pattern)



where:

$$\text{mismatch}(u', u'') \vee$$

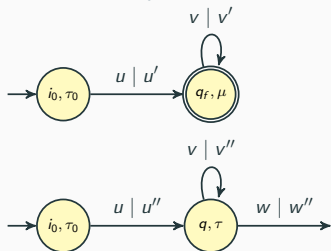
$$v'' = \varepsilon \wedge \text{mismatch}(u', u''w'')$$

Moreover, such pattern is present iff it is present for data words with at most  $2k + 1$  data.



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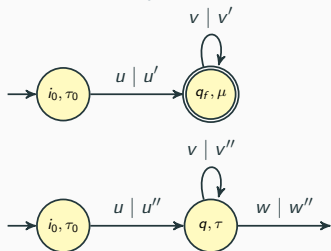
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## Corollary

$f_T$  is continuous iff it is continuous over  $(\Sigma \times X)^\omega$ .




This yields a PSPACE algorithm to decide whether a function  $f_T$  defined by a register transducer is computable.

# Conclusion

- For functions defined by register transducers, continuity and computability coincide, and are decidable
- Such class is moreover closed under composition, and decidable
- Those problems are decidable in polynomial time for a subclass of functions, namely those recognised by test-free register-transducers

## Future work

- Can we allow the devices to guess a data and put it in its registers?
- Extension to the 2-way case

-  Dave, V., Filiot, E., Krishna, S. N., and Lhote, N. (2019).  
**Deciding the computability of regular functions over infinite words.**  
*CoRR*, abs/1906.04199.
-  Holtmann, M., Kaiser, L., and Thomas, W. (2012).  
**Degrees of lookahead in regular infinite games.**  
*Logical Methods in Computer Science*, 8(3).
-  Kaminski, M. and Francez, N. (1994).  
**Finite-memory automata.**  
*Theor. Comput. Sci.*, 134(2):329–363.