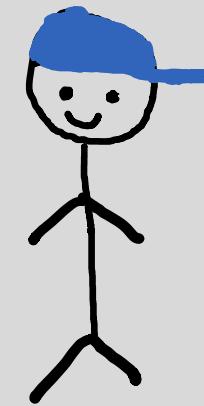


History- Deterministic One- Counter Nets

Aditya Prakash , K. S. Thejaswini

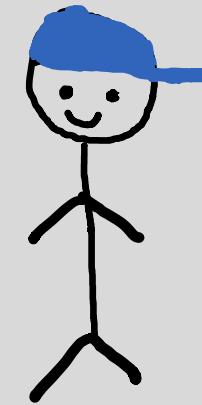
Environment



System



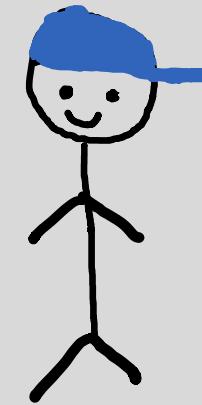
Environment



System



Environment



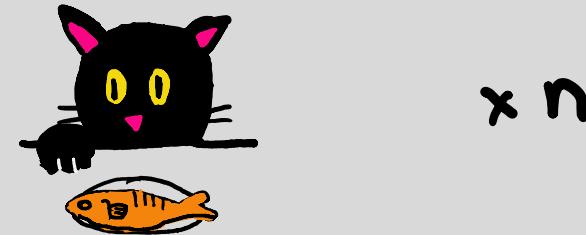
Instruction



Action



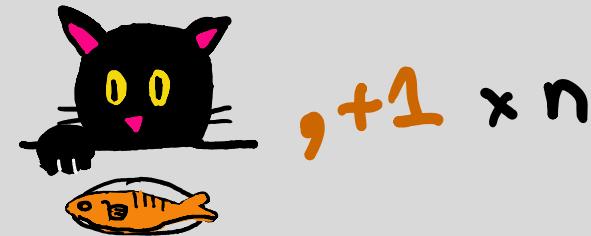
1.  $\times n$



2. Play $\times m$



1.  $\times n$

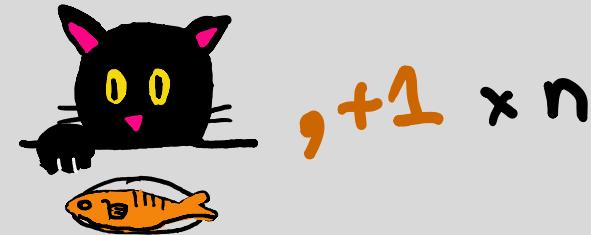


2. Play $\times m$

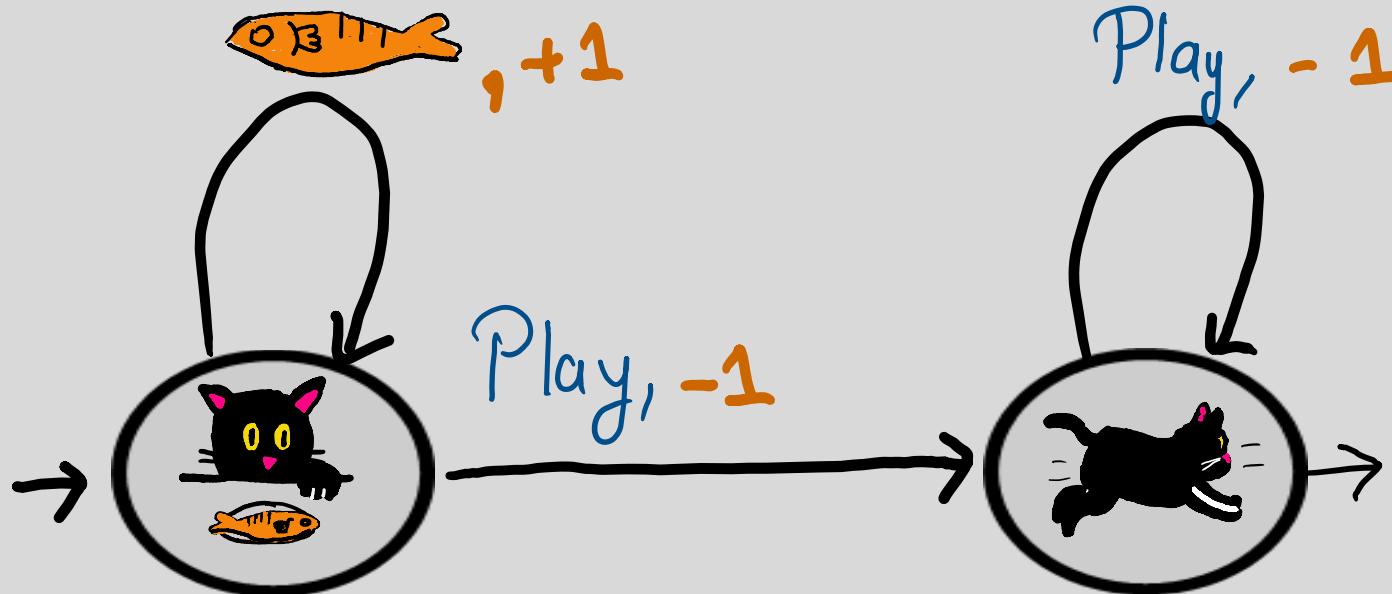


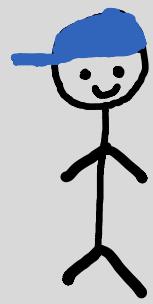
$n \geq m$

1.  $\times n$

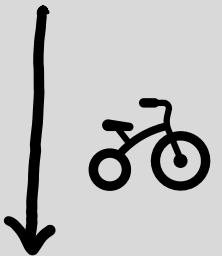


2. Play $\times m$



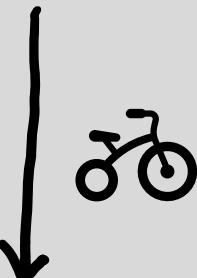


1.



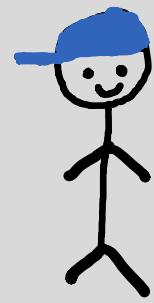
2.

Park 1

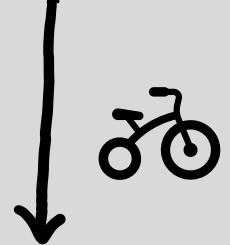


3.

Park 2

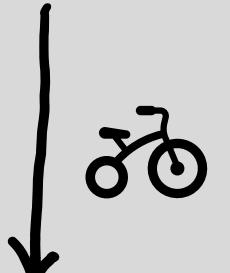


1.



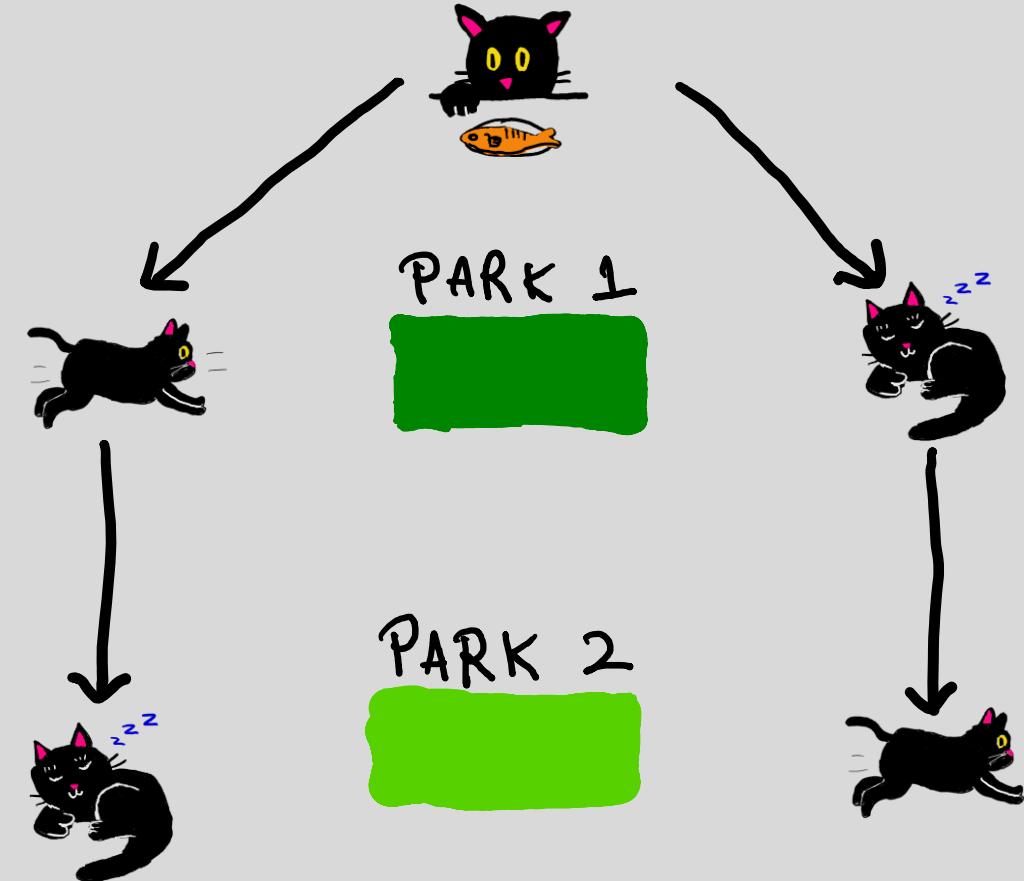
Park 1

2.



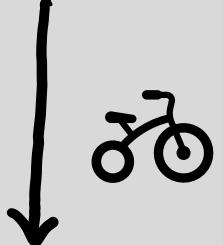
Park 2

3.



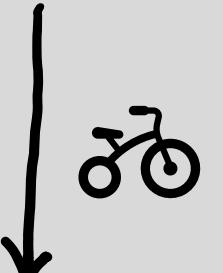


1.



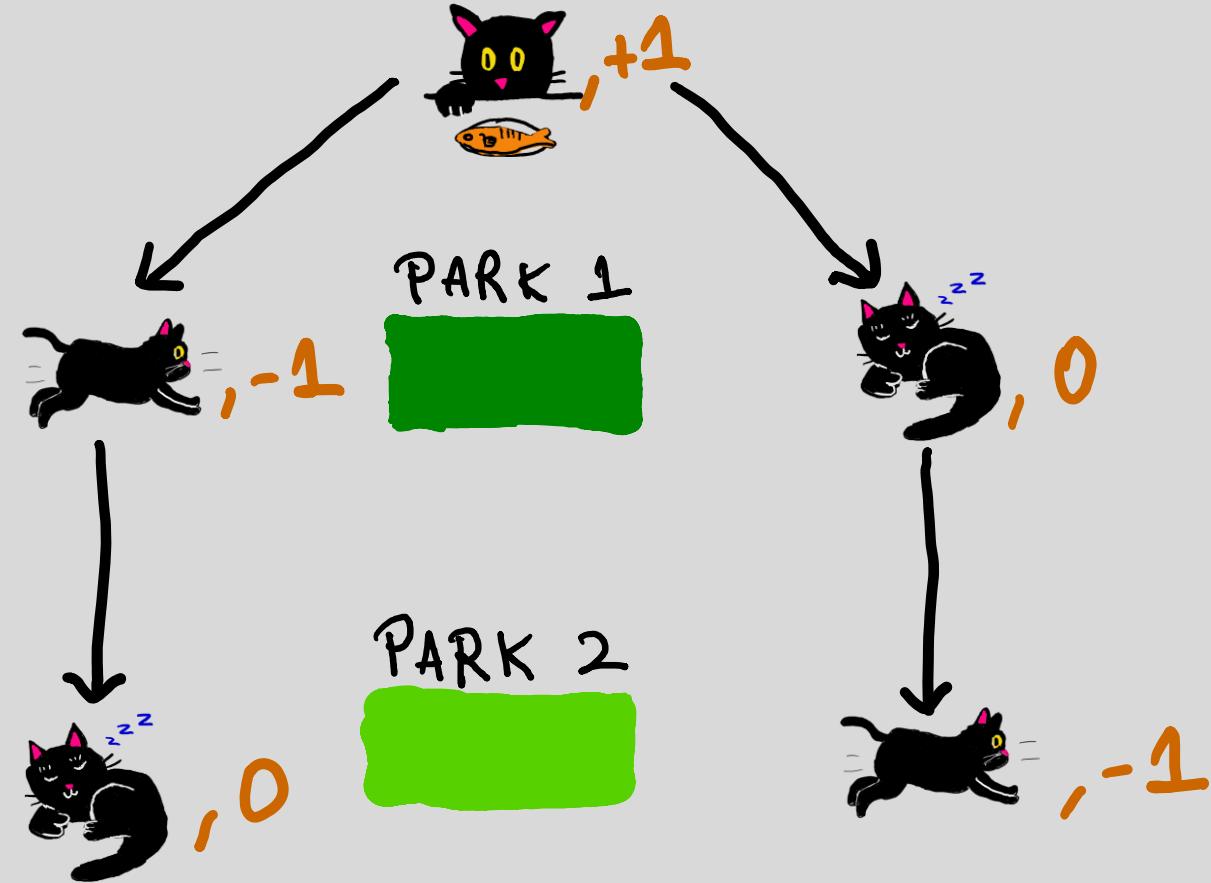
2.

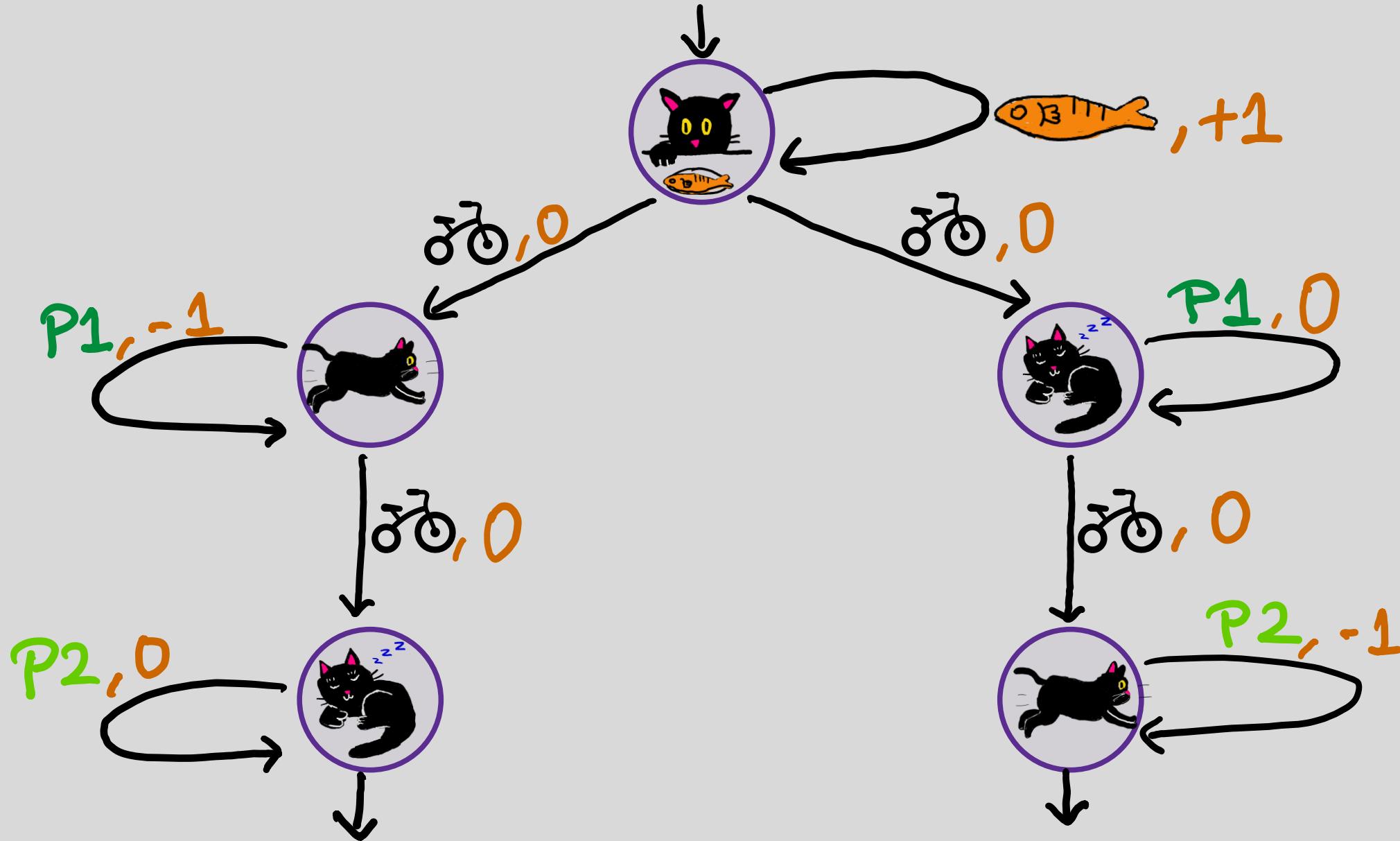
Park 1

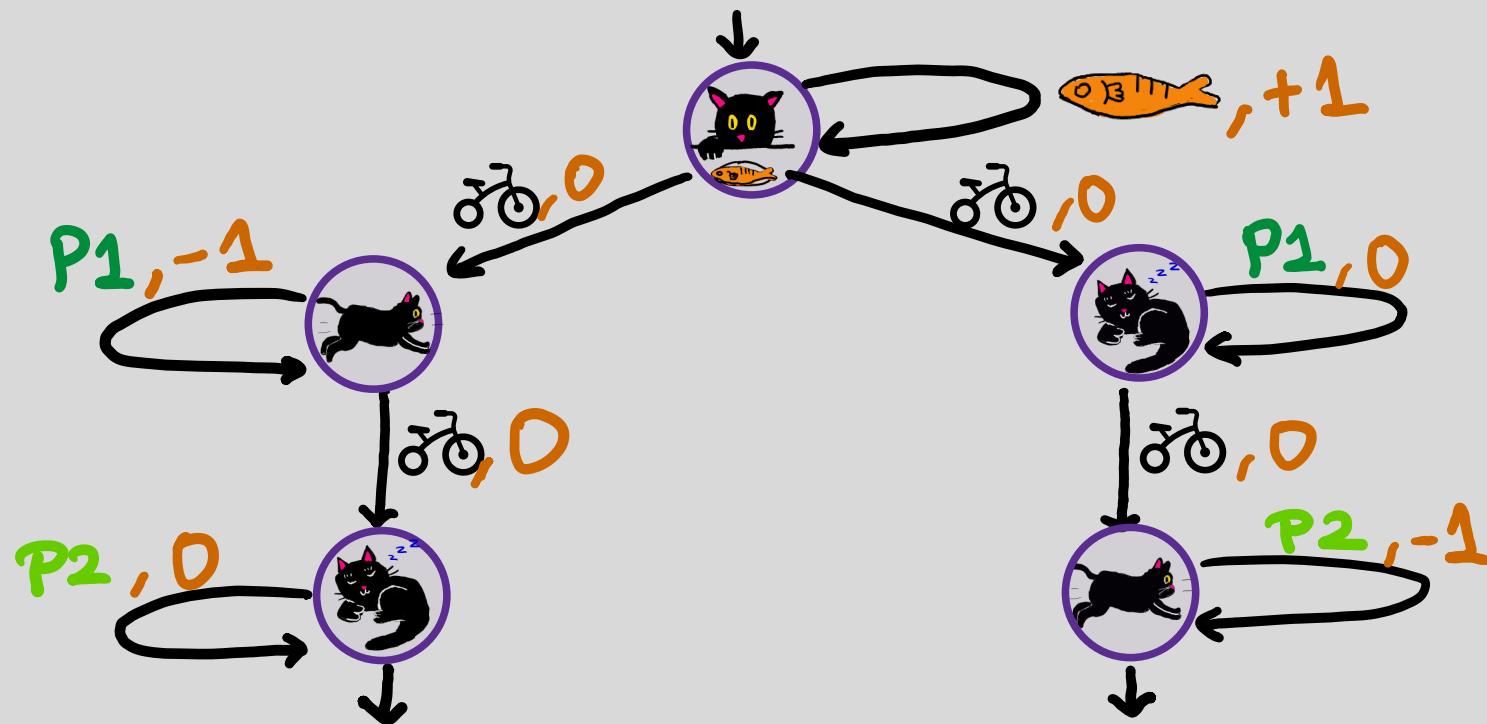


3.

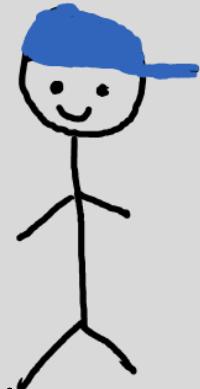
Park 2





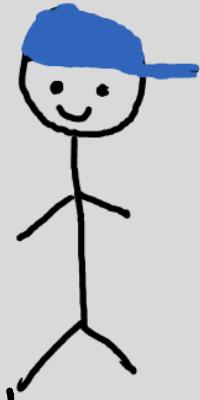


$$L = \left\{ \text{fish}^i \text{ bicycle } P1^j \text{ bicycle } P2^R \mid i \leq j \text{ or } i \leq R \right\}$$



(with 5)

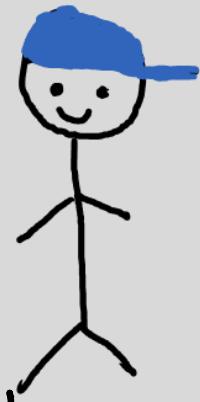
I will spend
4 hours in
Park 1,
7 hours in
Park 2.



(with 5)

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

I will play in
Park 1.



(with 5 )

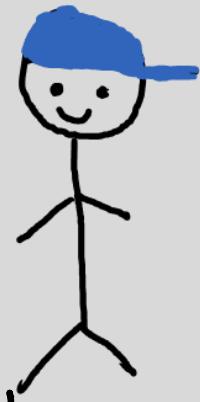
I will spend
4 hours in
Park 1,
7 hours in
Park 2.

I will play in
Park 1.



(with 5 )

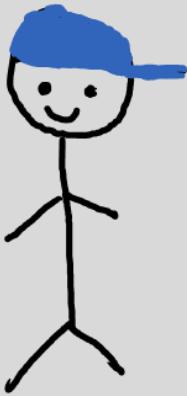
I will spend
4 hours in
Park 1,
3 hours in
Park 2.



(with 5 

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

I will play in
Park 1.

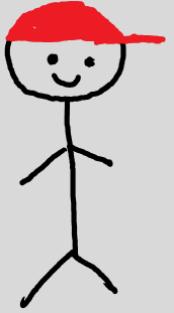


(with 5 

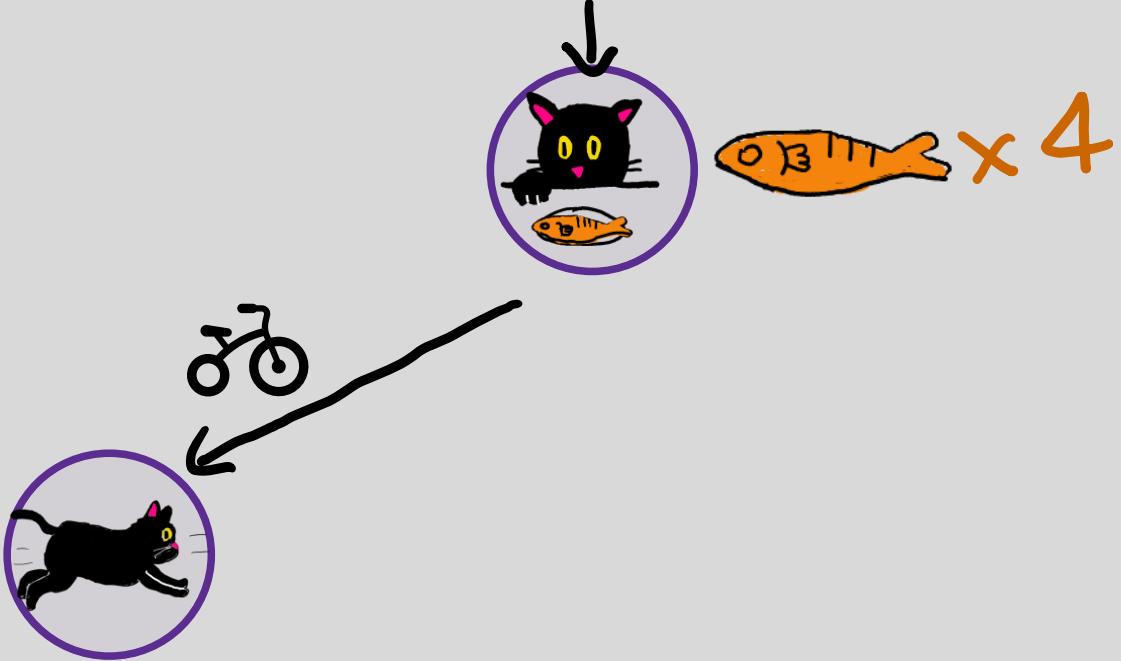
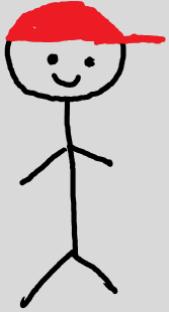
I will spend
4 hours in
Park 1,
3 hours in
Park 2.

I can play in
either parks!!

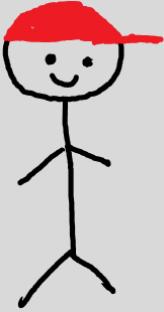
Tec



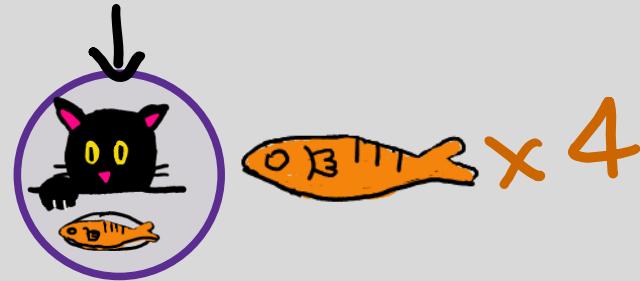
Tec



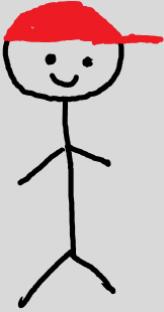
Tec



P1 x 5



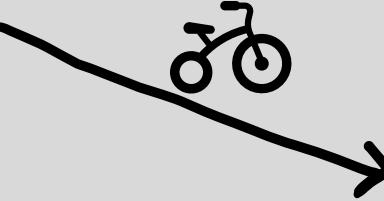
Tec



P1 x 5

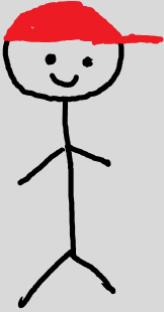


0 3 x 4



P1 x 3

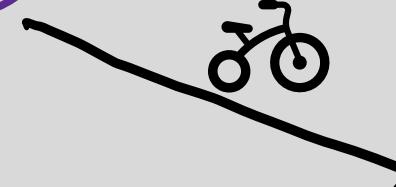
Tec



P1 × 5

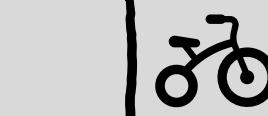


03 x 4

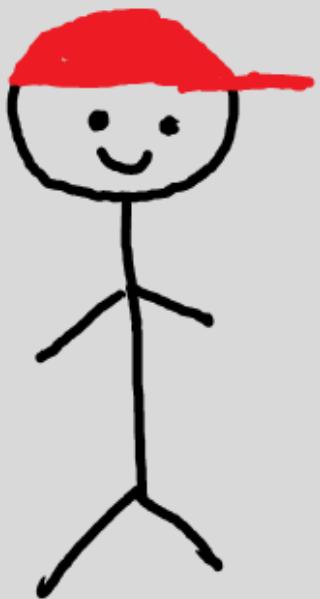


P1 × 3

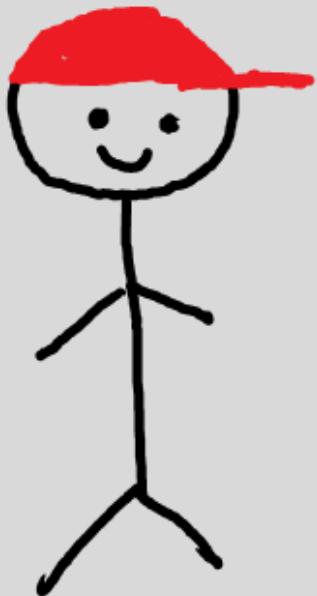
P2 × 7



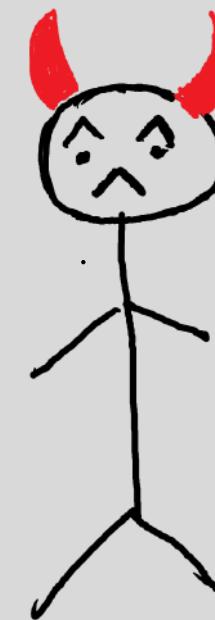
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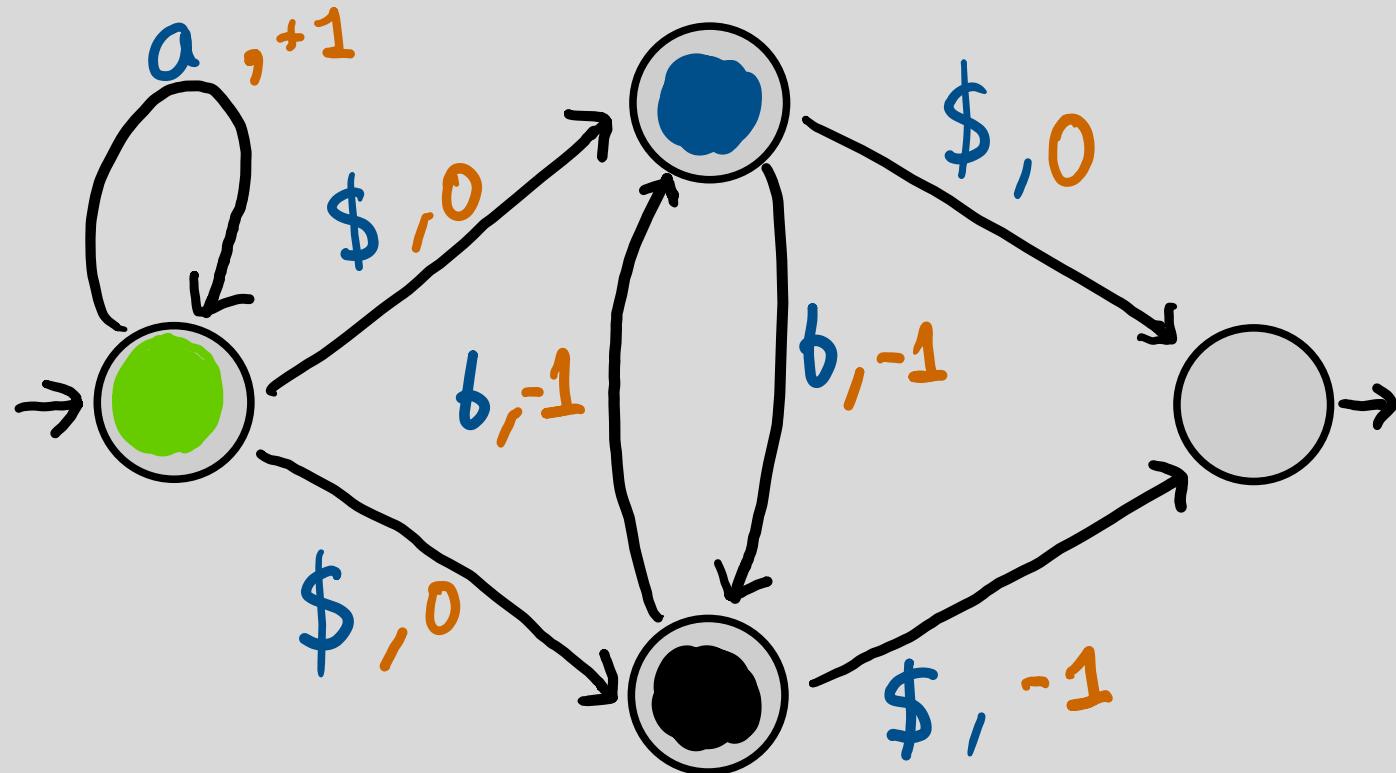
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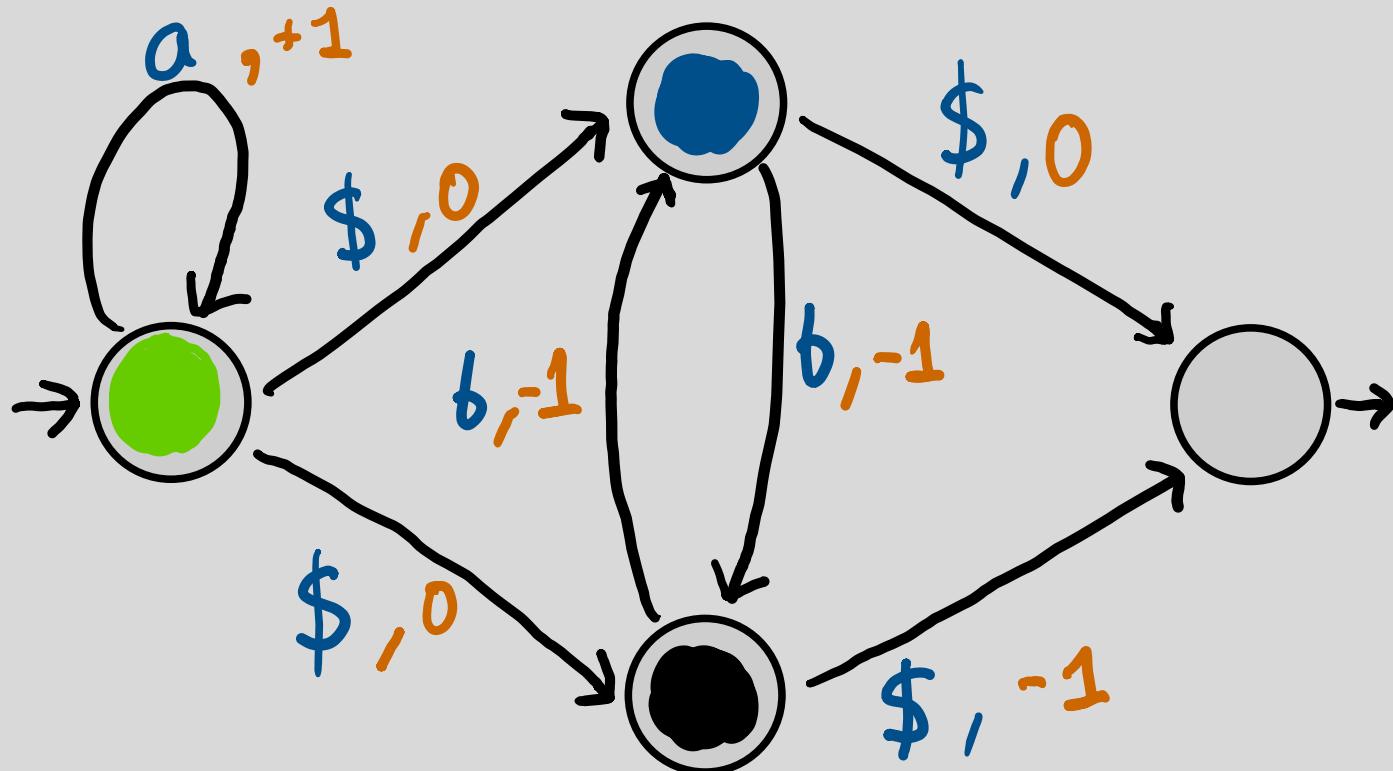


The Evil
Cat sitter

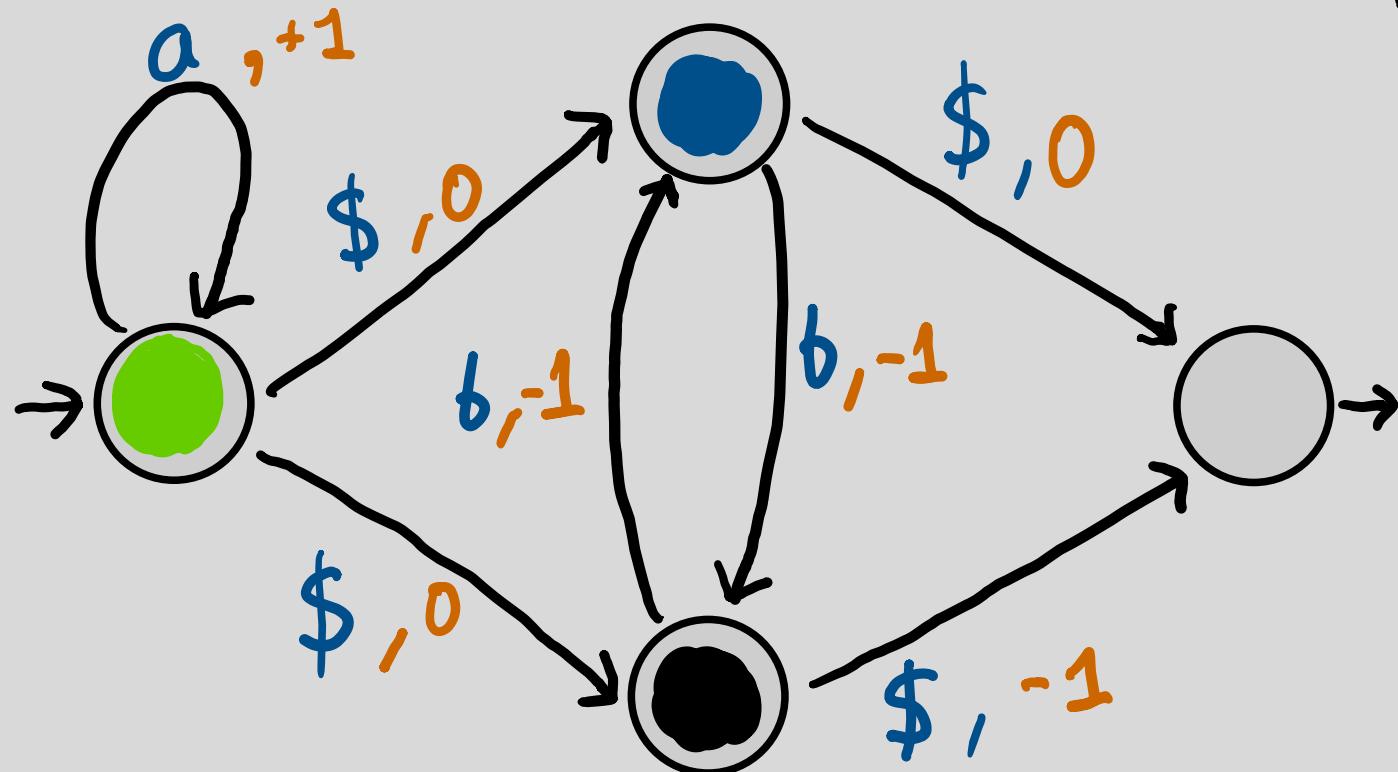


Definition: We say an one-counter net is history-deterministic if  has a strategy that produces an accepting run whenever  gives an accepting word.





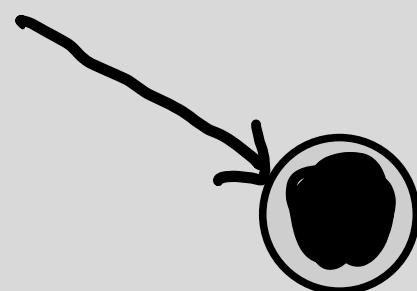
$$L = \{ a^n \$ b^m \$ \mid n \geq m \}$$



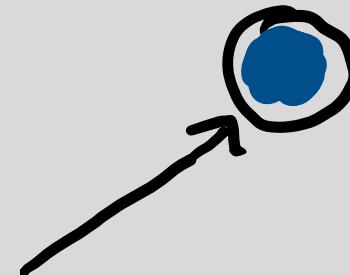
$$L = \{ a^n \$ b^m \$ \mid n \geq m \}$$

At , on :

Counter = $2n+1$



Counter = $2n$



Theorem: Given an history-deterministic OCN,

1. There is an eventually periodic strategy

for  that is effectively computable.

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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 $\text{HD-OCN} \subseteq \text{DOCA}$.

a. Are HD- OCA as expressive as DOCA.

OPEN PROBLEMS



We showed $\text{HD-OCN} \subseteq \text{DOCA}$.

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

OPEN PROBLEMS



We showed $\text{HD-OCN} \subseteq \text{DOCA}$.

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



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

[Guha, Jecker, Lehtinen, Zimmermann '21]

