

Petri nets and weighted automata

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What I could say that I work on

Formal verification



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What I want say that I work on

Math puzzles



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What I will say?

A bit of both



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What are Petri nets and weighted automata?

- Mathematical models to verify programs, business models, etc



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A bit of both

What are Petri nets and weighted automata?

- Mathematical models to verify programs, business models, etc
- Automata with registers: Petri nets over \mathbb{N} (with > 0 tests),
weighted automata over \mathbb{Q} (blind)



Petri nets geometric intuition

Petri net (d, T) : d – dimension, $T \subseteq \mathbb{Z}^d$ – transitions



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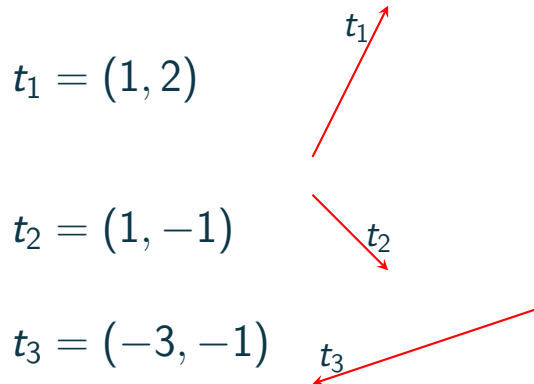
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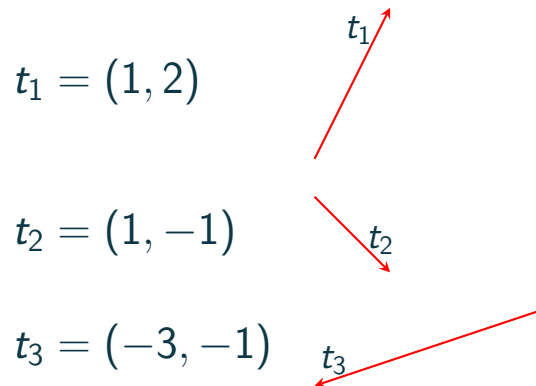


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Reachability problem: given (d, T) and $\mathbf{a}, \mathbf{b} \in \mathbb{N}^d$

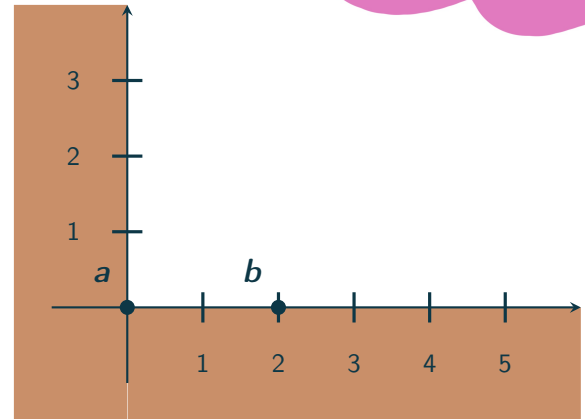
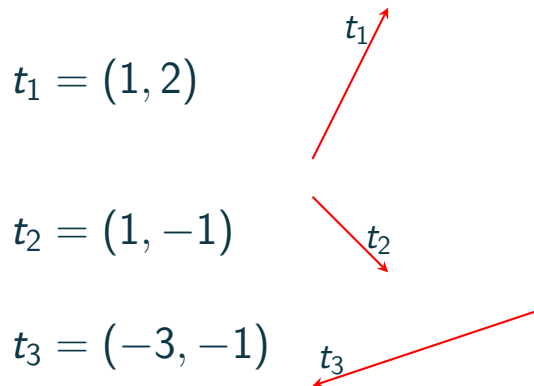
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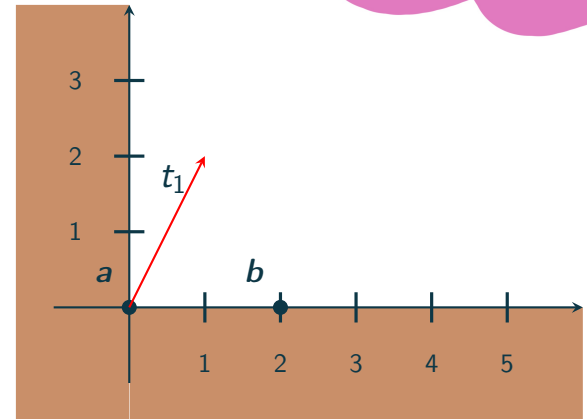
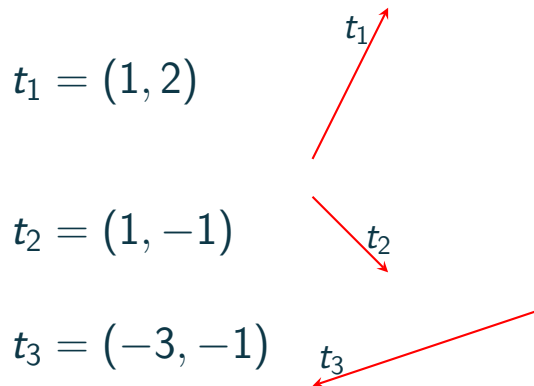
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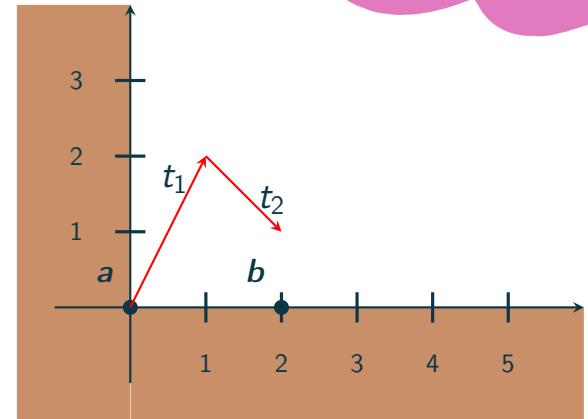
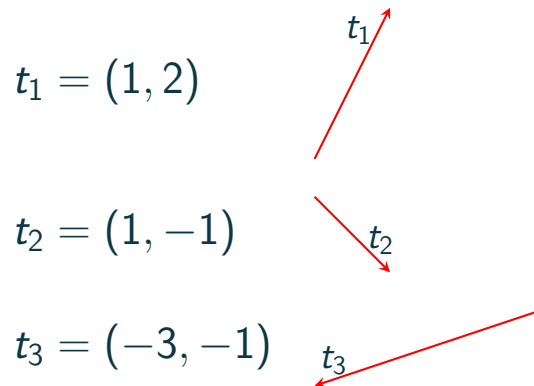
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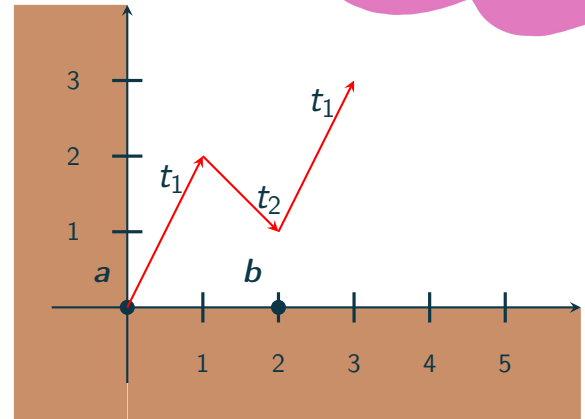
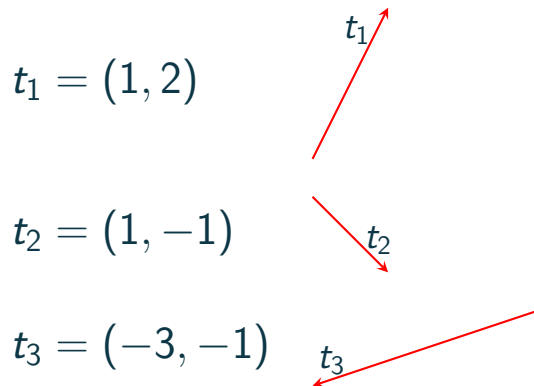
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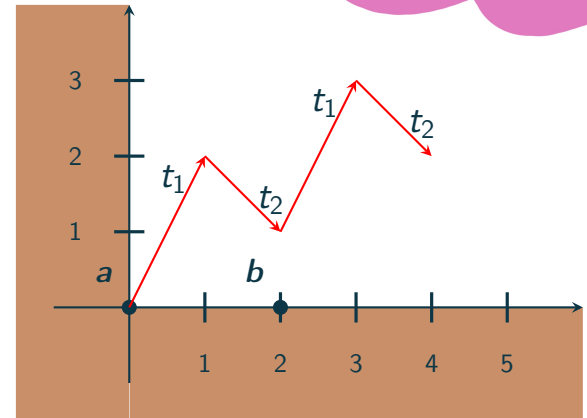
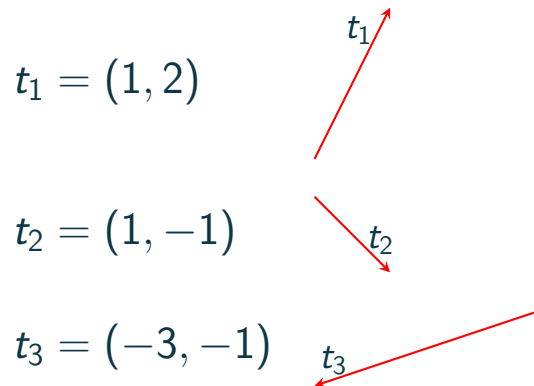
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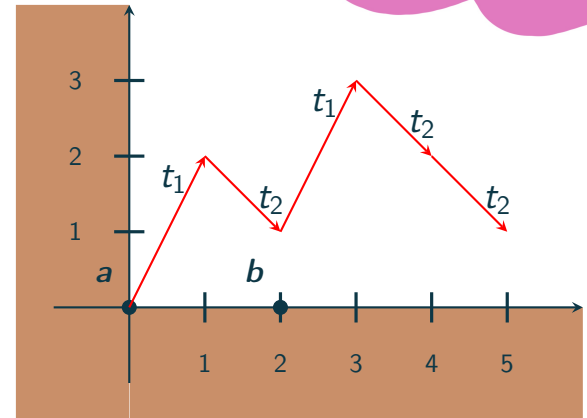
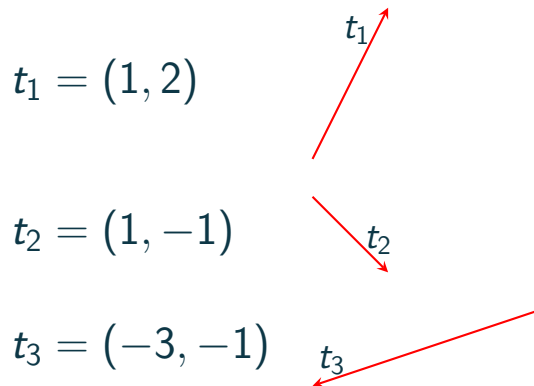
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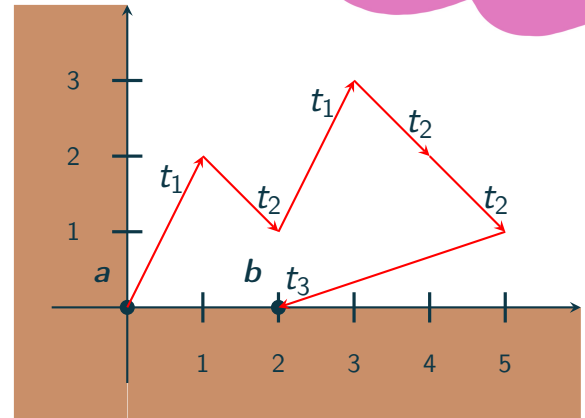
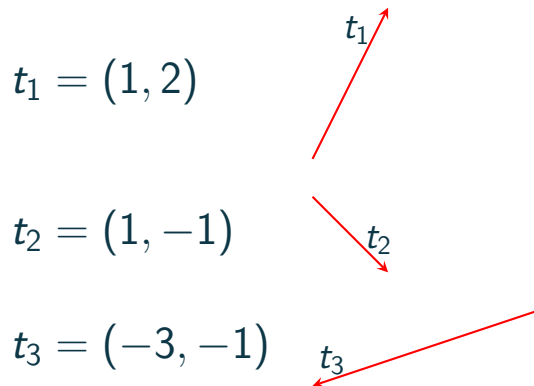
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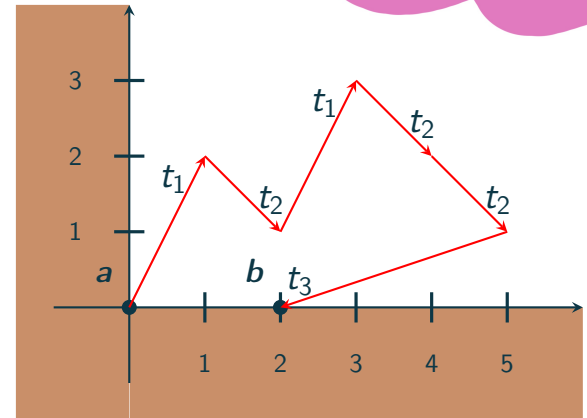
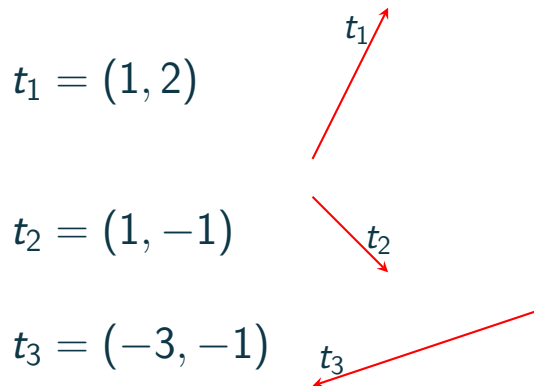
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Reachability problem: given (d, T) and $a, b \in \mathbb{N}^d$

Can I go from a to b staying within \mathbb{N}^d ?

Soundness problems: given (d, T) and starting in $(k, 0, 0, \dots, 0)$

whatever I do can I always reach $(0, 0, \dots, 0, k)$ staying within \mathbb{N}^d ?

How can that be useful?



{x = True }

1: **goto** 2

2: **if** x **then goto** 3 **else goto** 1

3: x = !x

4: **# critical section**

5: x = !x, **exit**

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go to the door

if free enter, otherwise go back

change sign

bathroom

change sign and leave

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We will model this with a Petri net (d, T)

- dimension d : every line and possible values of x ,
- transitions: how processes/people move and change the values of x

Modelling (reachability problem)


corridor

check


bathroom

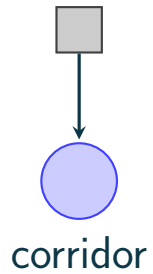


occupied


free



Modelling (reachability problem)



check



bathroom



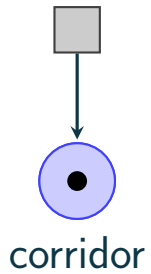
occupied



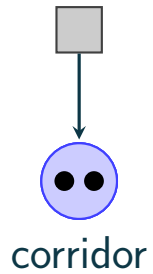
free



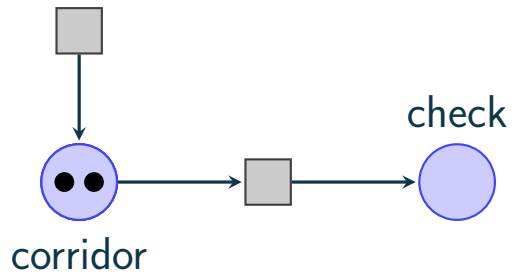
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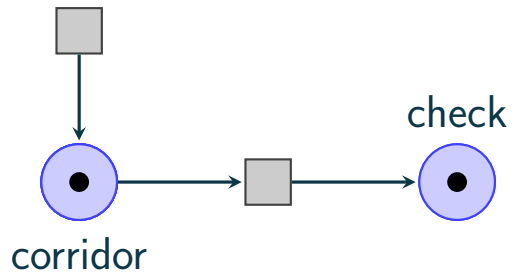
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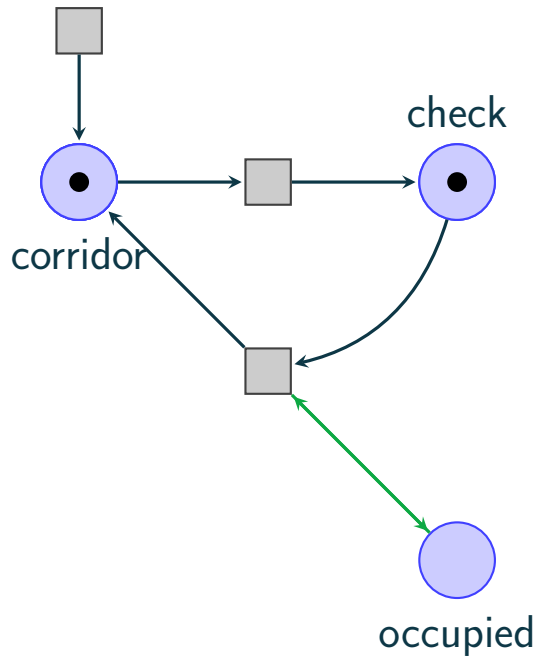
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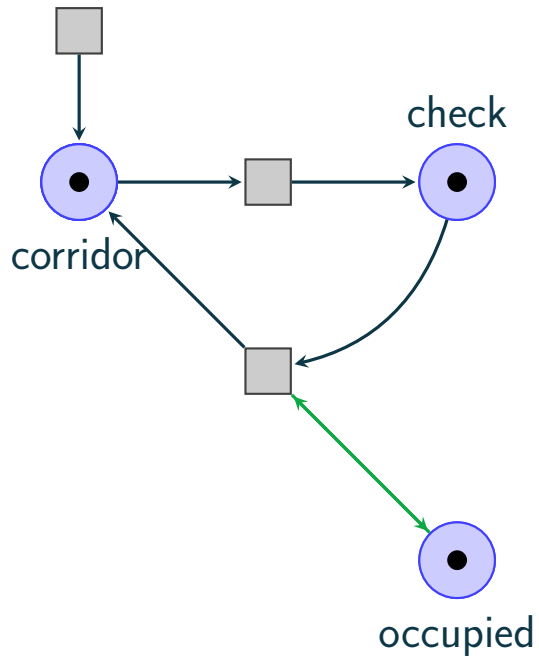
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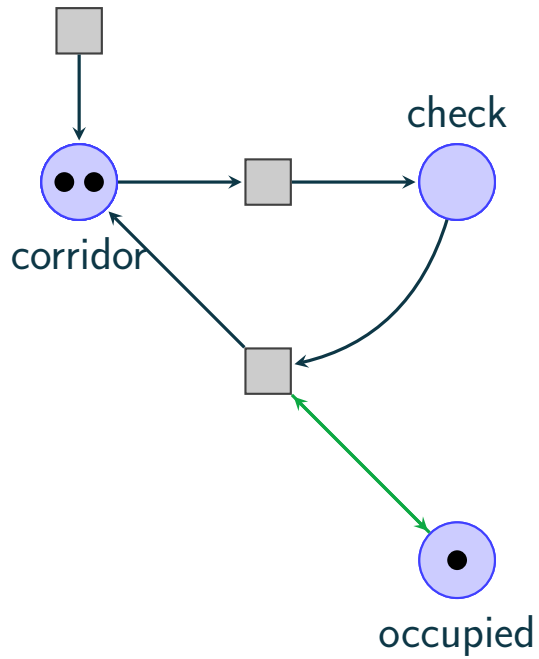
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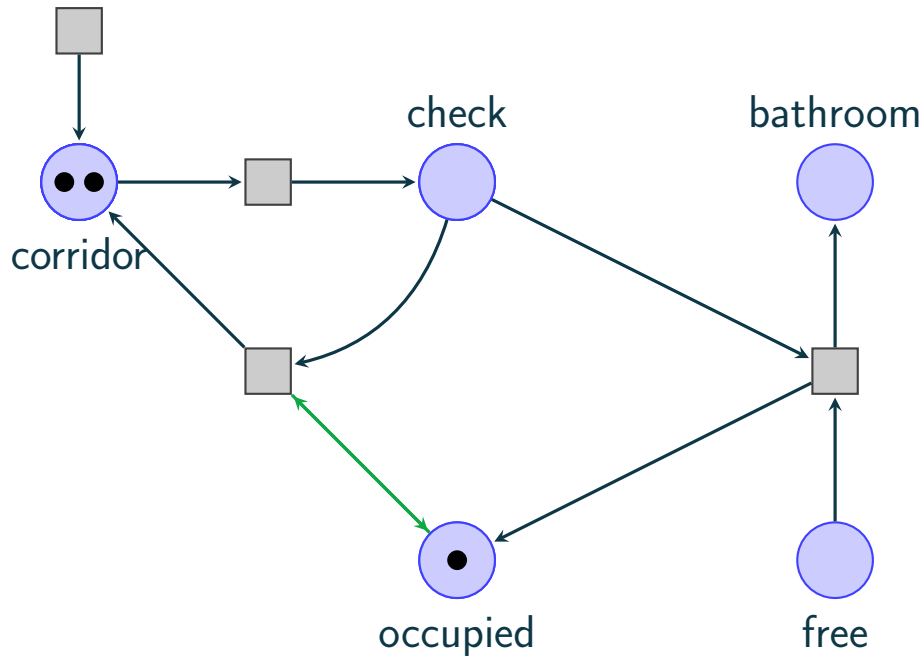
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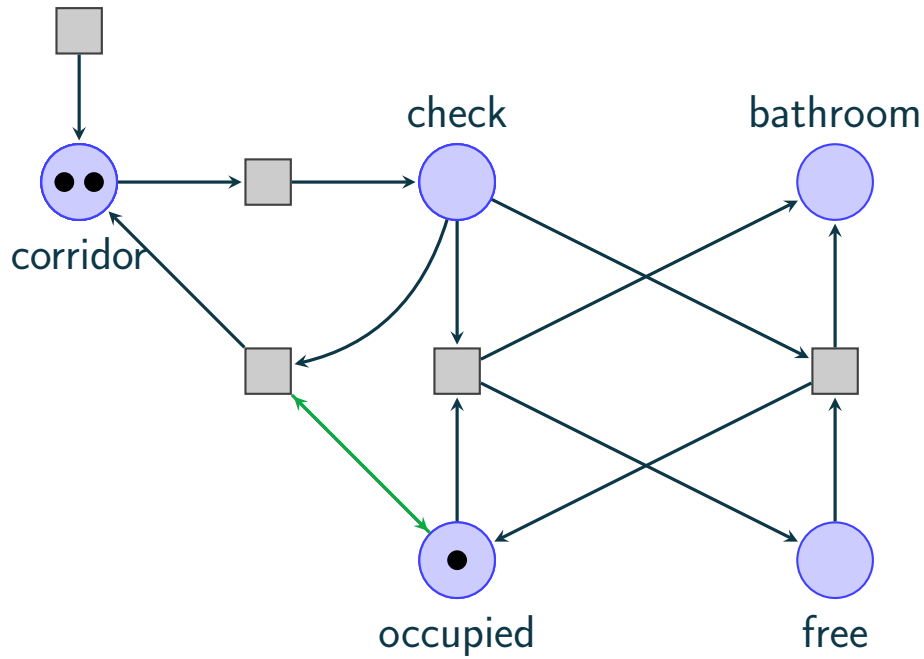
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An illustration of three chipmunks fishing in a pond. One chipmunk is at the top, holding a blue fishing rod. Another is on the right, holding a net that is partially submerged in the water. A third is at the bottom left, also holding the net. A yellow fish is visible in the water. The background is a simple landscape with a blue sky, green grass, and a small tree. The text 'Z z' is written near the fish, indicating it is sleeping.



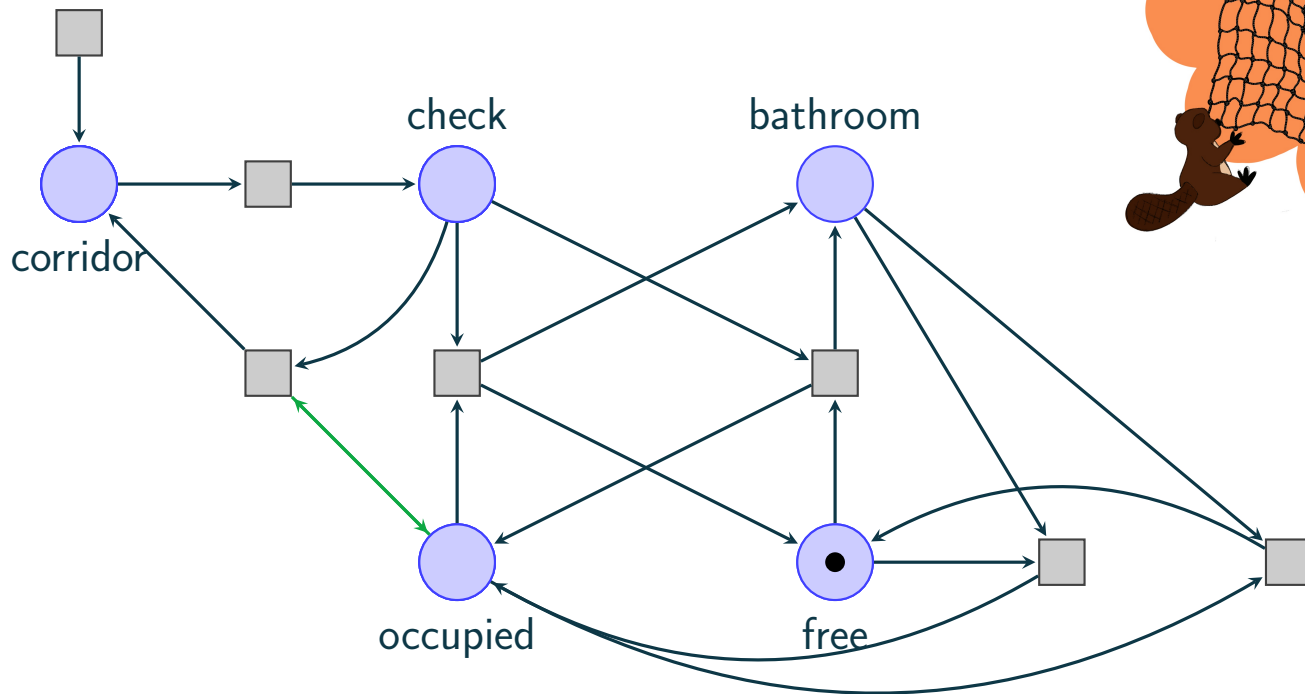
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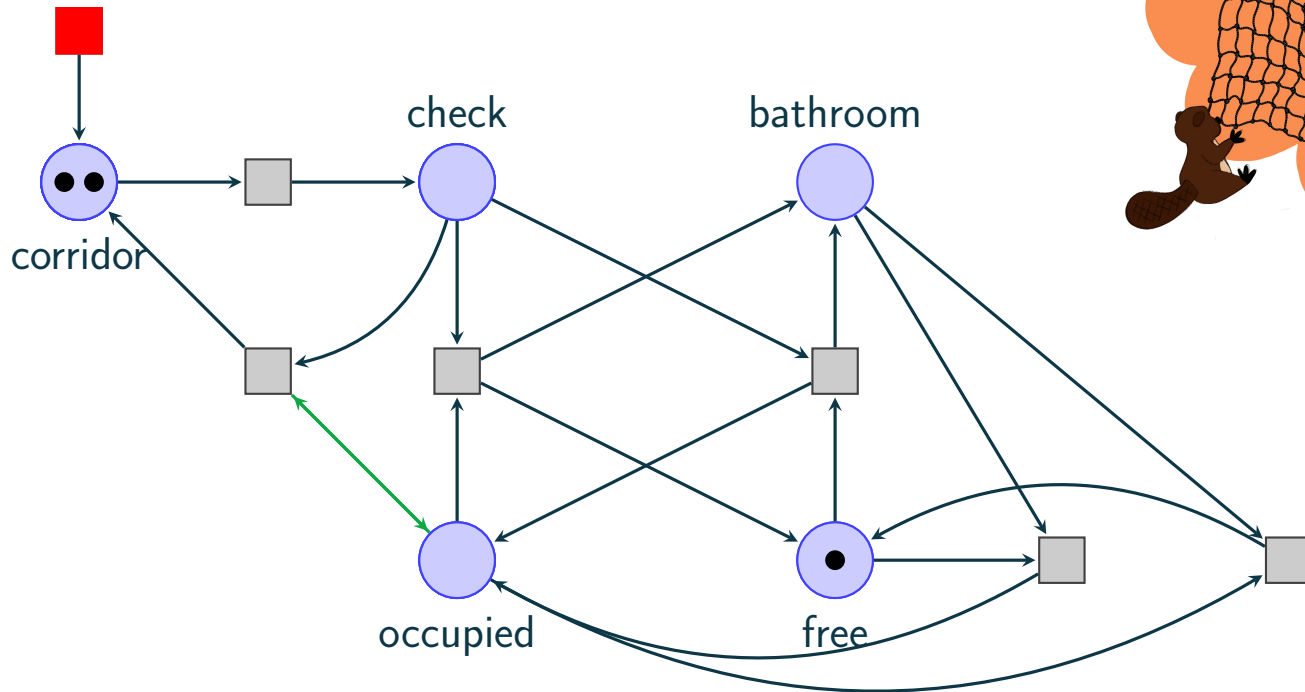


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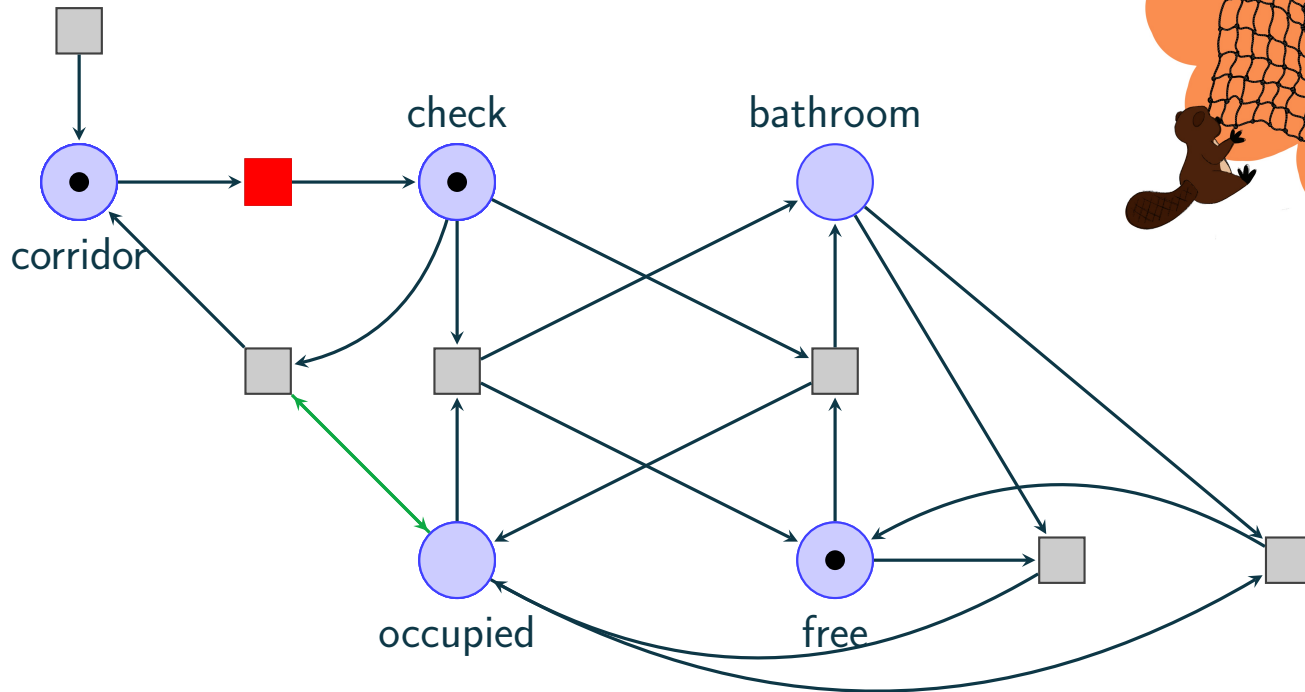
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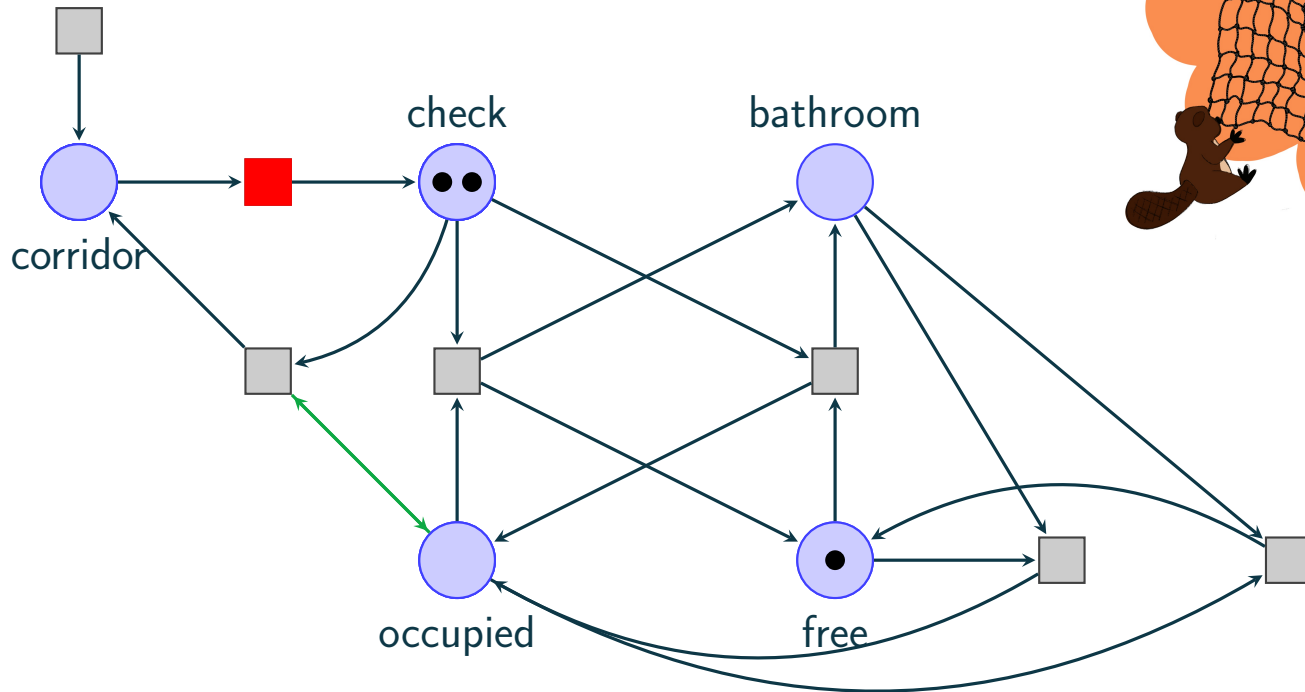
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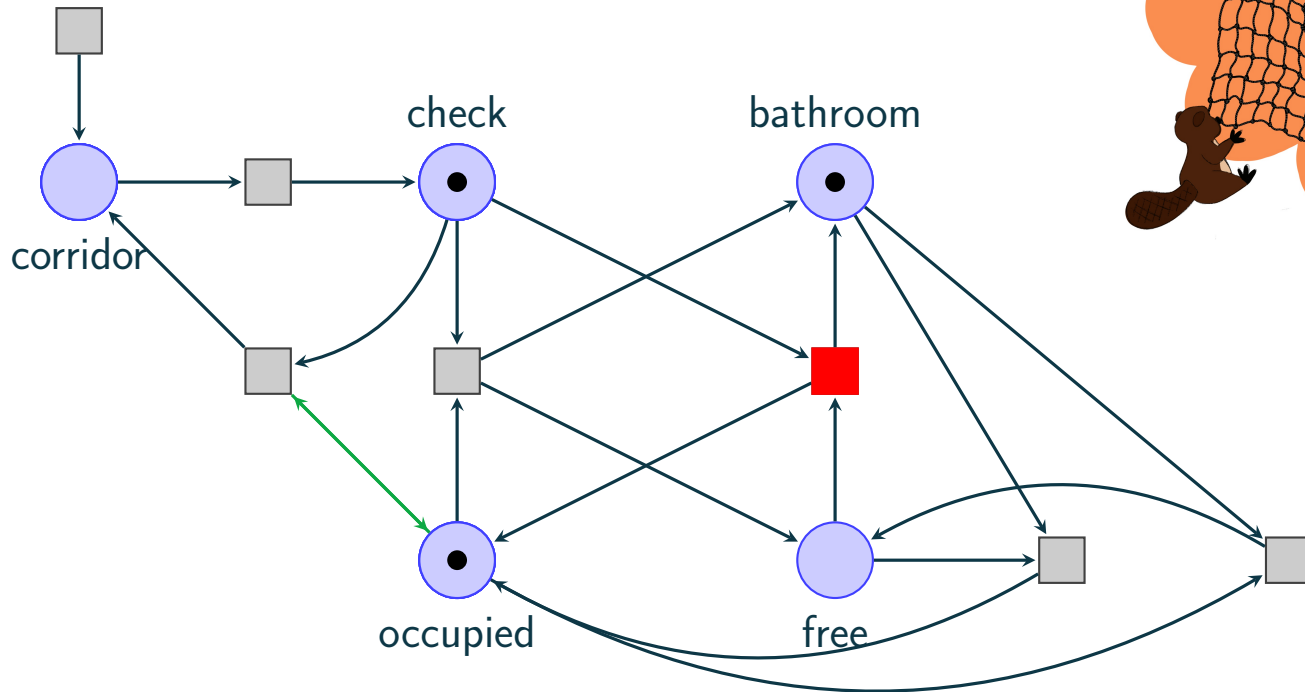
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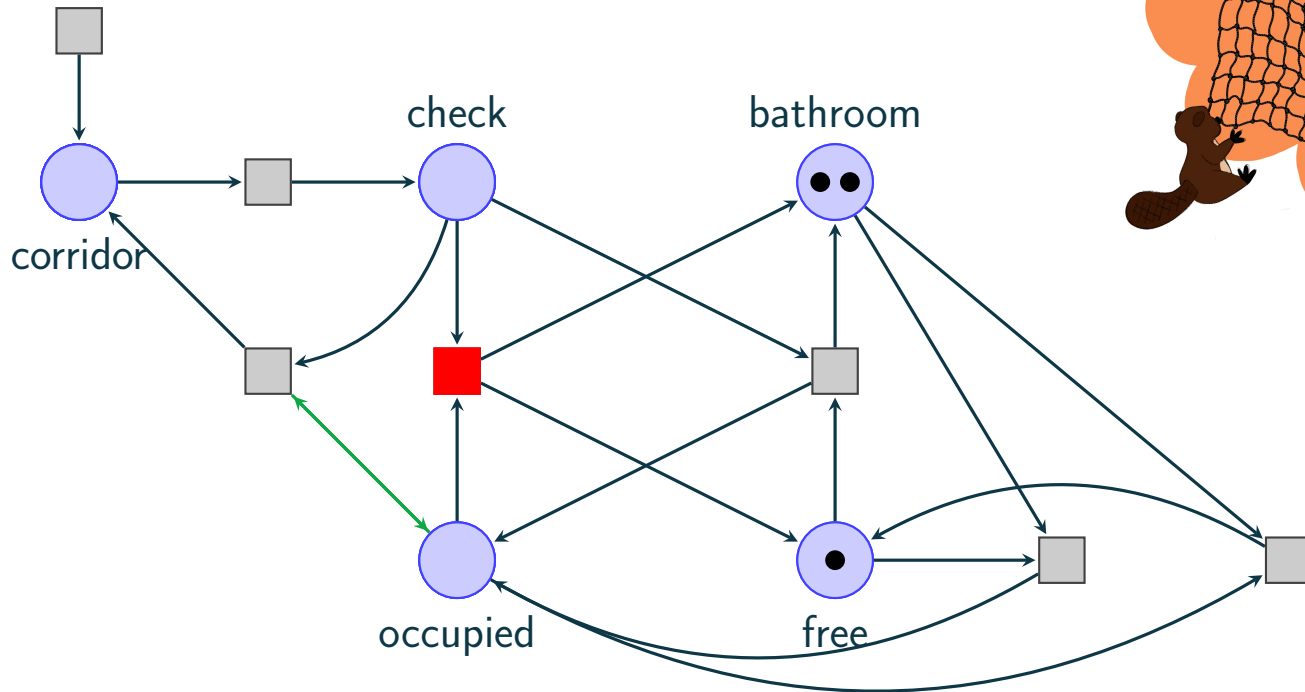
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bathroom is free

an error found

It can be fixed, but this way we only detect errors

Modelling 2 (soundness problem)

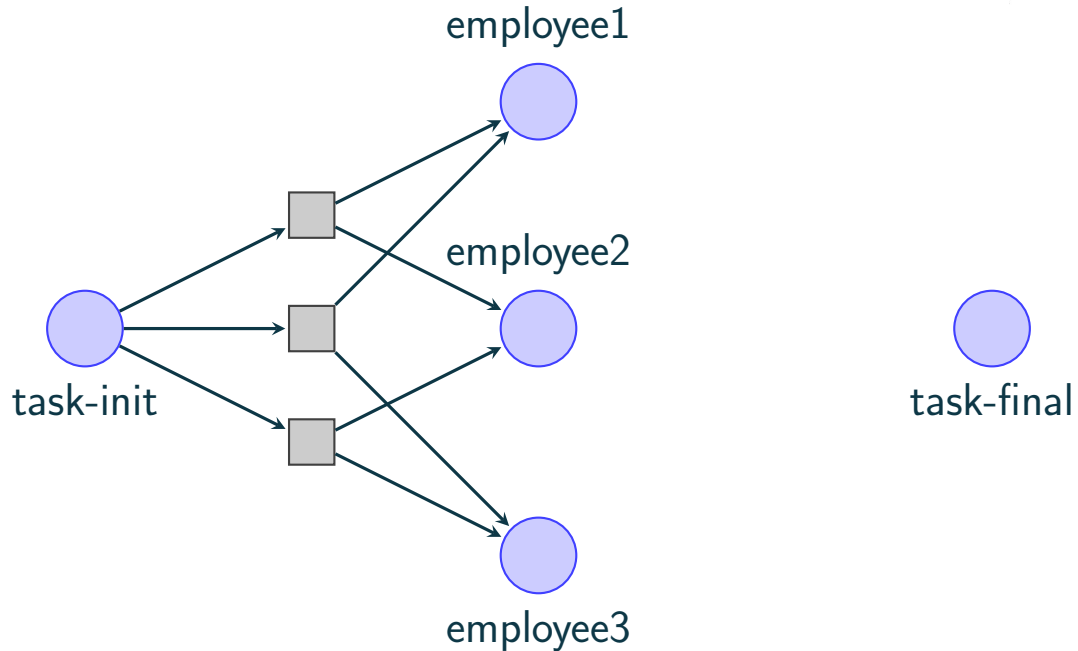
Suppose the administration wants to distribute tasks



Modelling 2 (soundness problem)



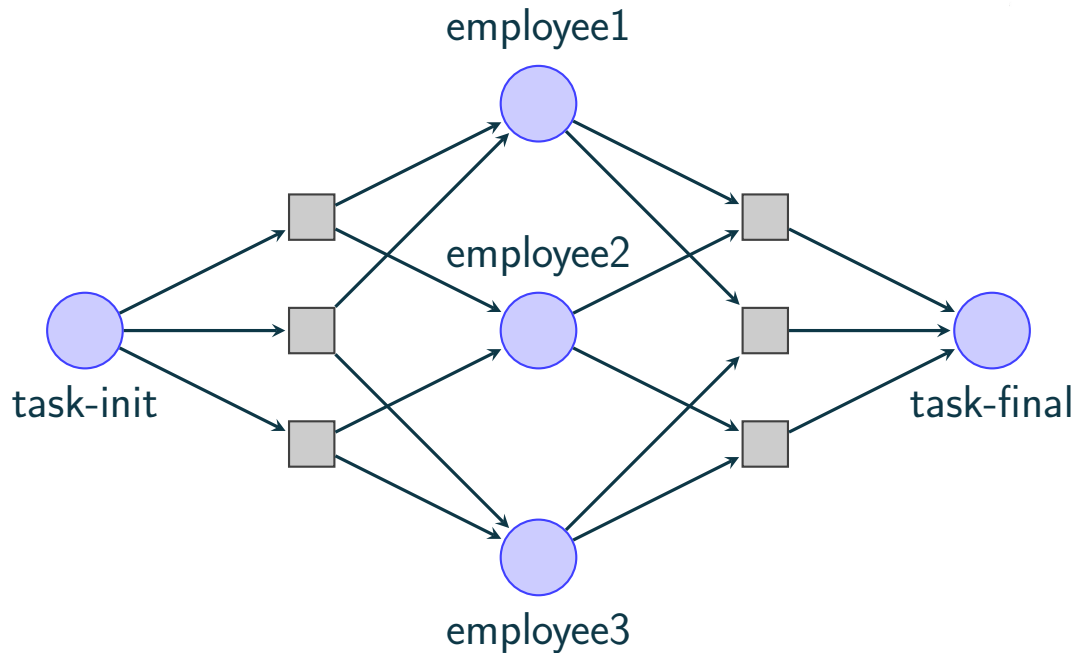
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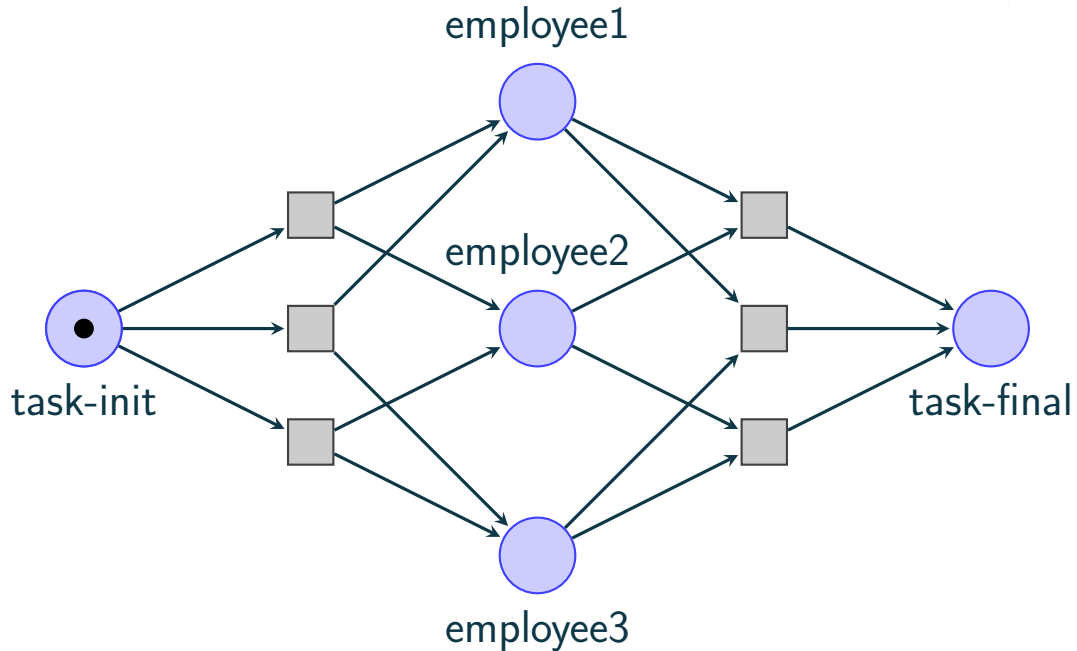
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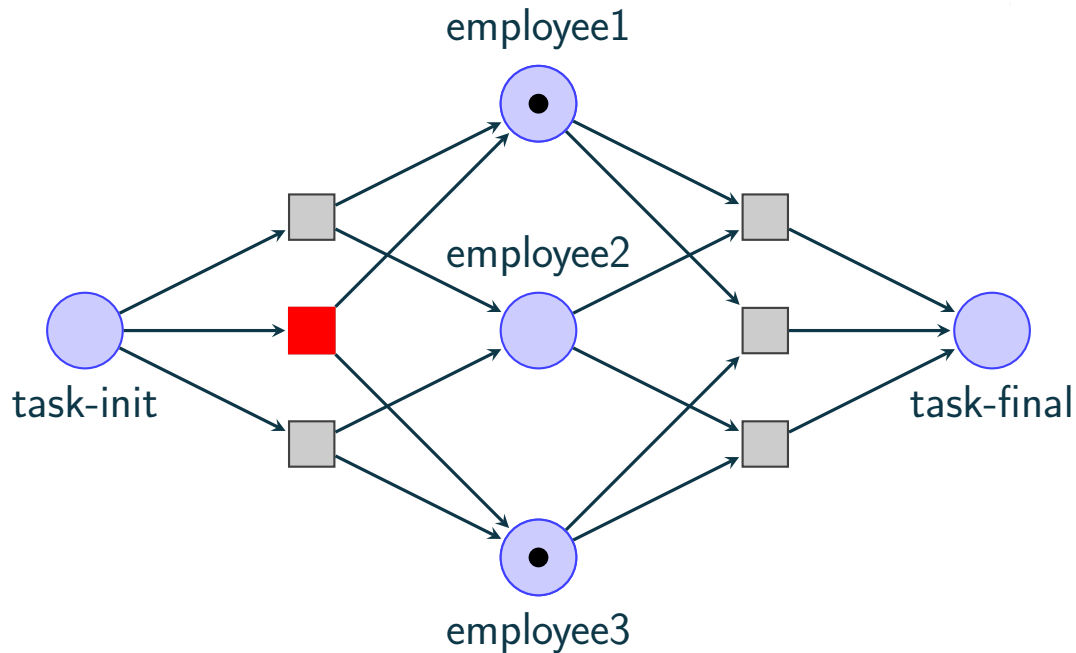


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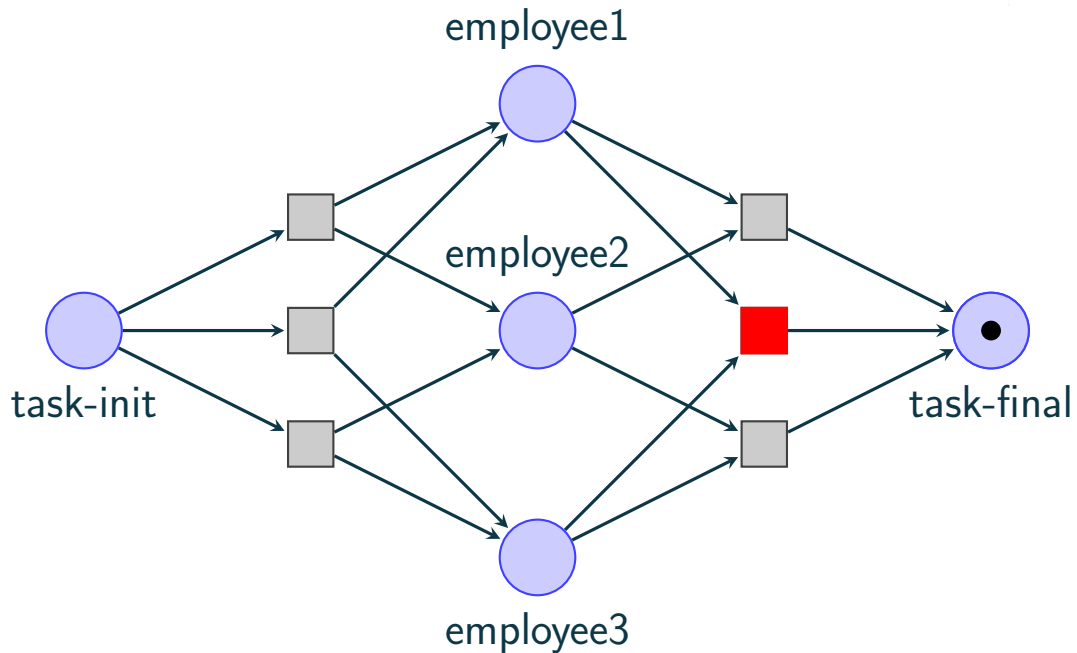


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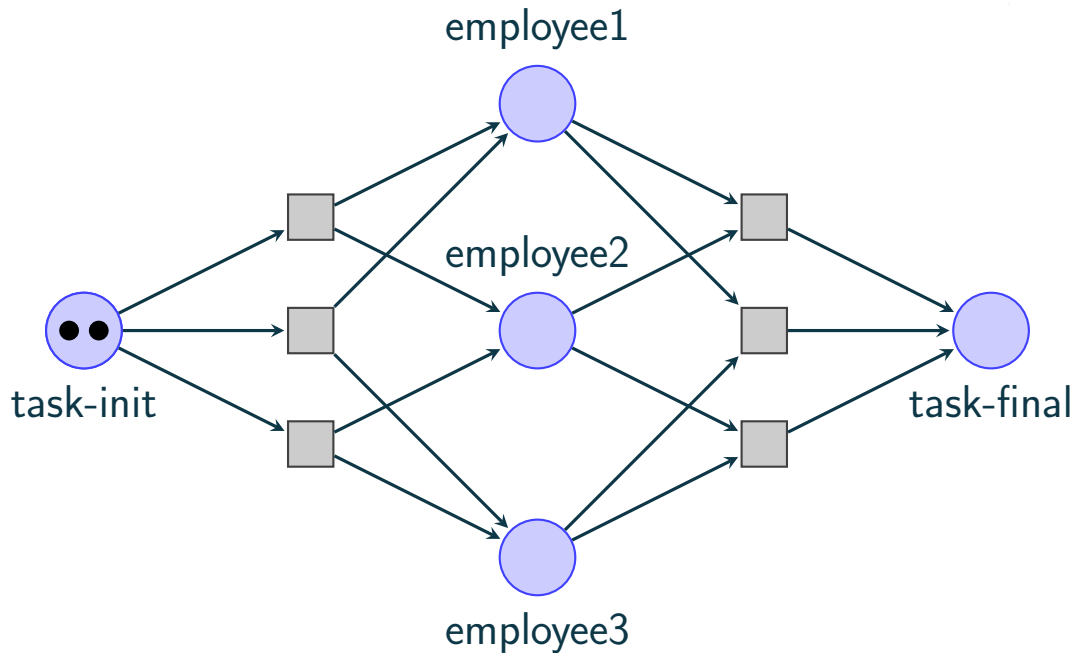


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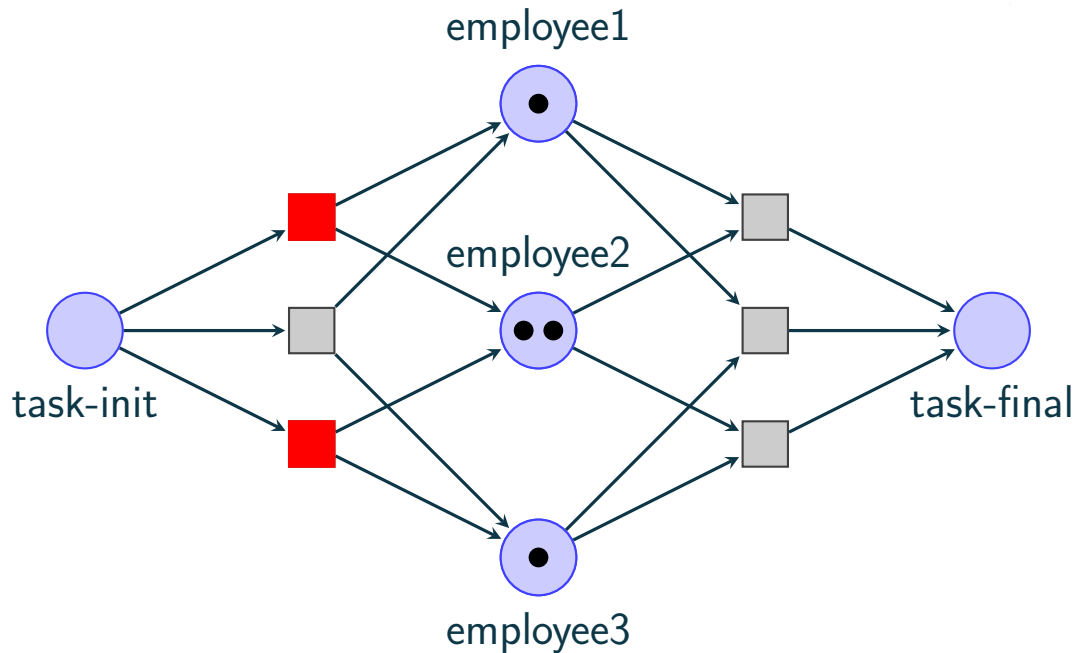


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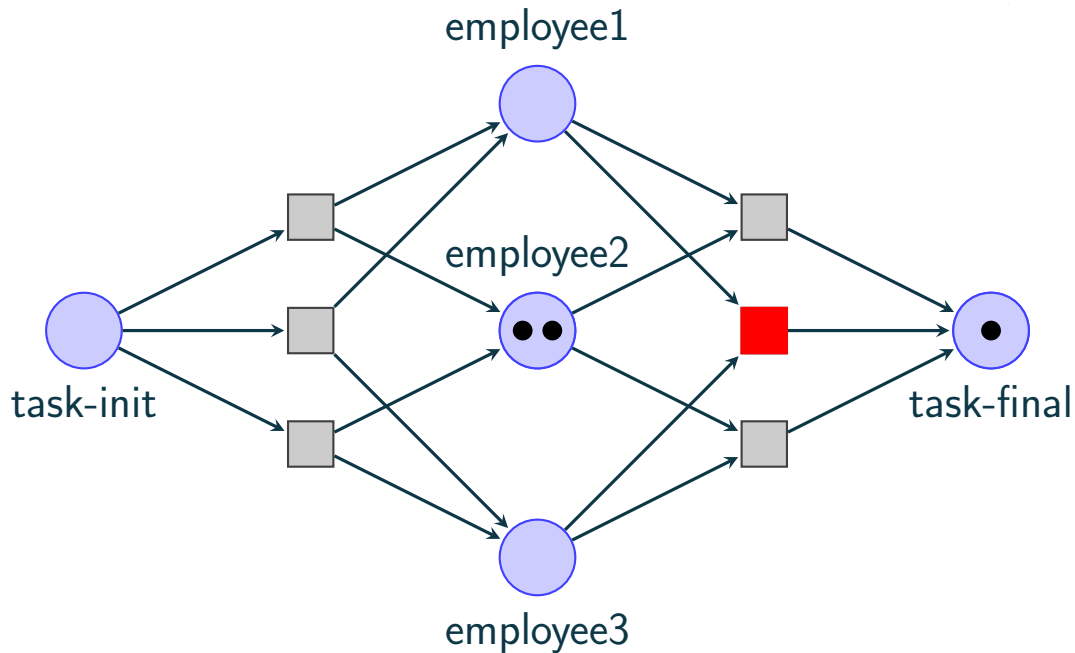


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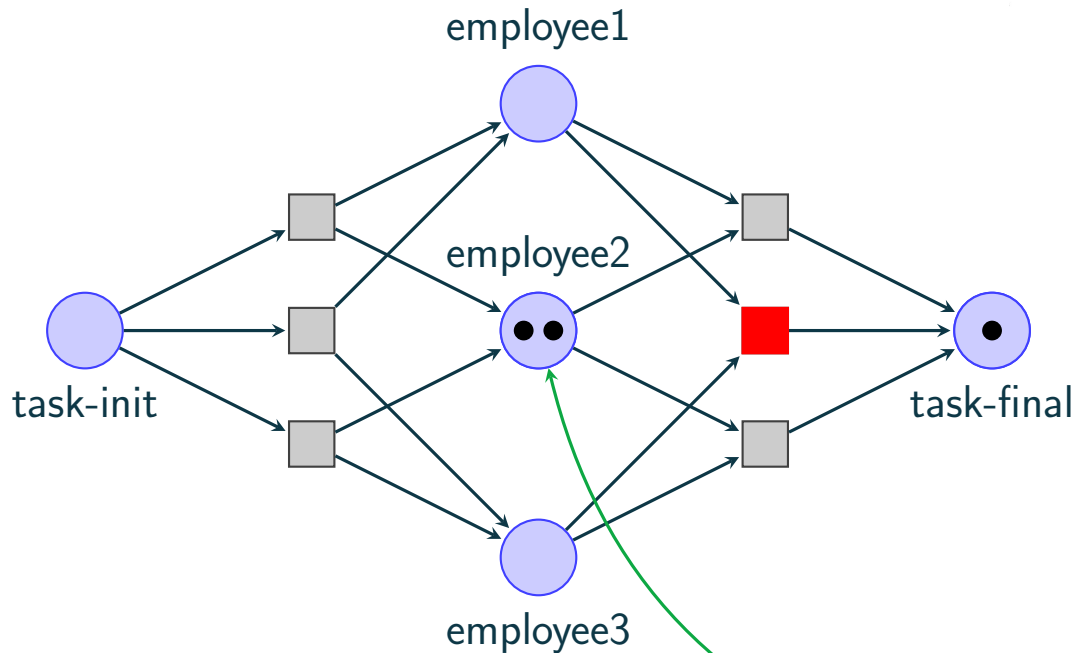


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stuck

Results



Theorem (Czerwiński, Lasota, Lazić, Leroux, M. 2019)

The reachability problem is nonelementary

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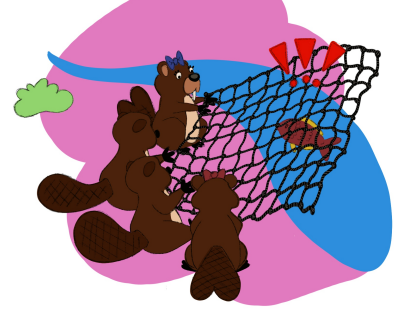


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In nicer words: the shortest path witnessing reachability can be $2^{2^{\dots}}$ long

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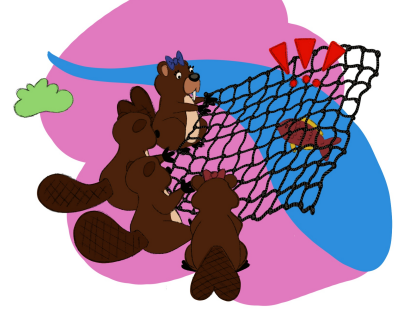
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The second results even has a follow-up implementation

Weighted automata

For simplicity just linear recursive sequences



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Fibonacci sequence, F_n typical definition:

$$F_{n+2} = F_{n+1} + F_n, F_0 = 0, F_1 = 1$$



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System of sequences:

$$\begin{cases} F_{n+1} = G_n, & F_0 = 0 \\ G_{n+1} = F_n + G_n, & G_0 = 1 \end{cases}$$



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Theorem (1)

Linear recursive sequences can be equivalently defined both ways

Theorem (2)

Linear recursive sequences are of the form $s_n = \sum_i p_i(n) \cdot \rho_i^n$

Weighted automata



For simplicity just linear recursive sequences

Fibonacci sequence, F_n typical definition:

$$F_{n+2} = F_{n+1} + F_n, F_0 = 0, F_1 = 1$$

System of sequences:

$$\begin{cases} F_{n+1} = G_n, & F_0 = 0 \\ G_{n+1} = F_n + G_n, & G_0 = 1 \end{cases}$$

Theorem (1)

Linear recursive sequences can be equivalently defined both ways

Theorem (2)

Linear recursive sequences are of the form $s_n = \sum_i p_i(n) \cdot \rho_i^n$

$$\text{e.g. } F_n = \frac{1}{\sqrt{5}} \left(\frac{1+\sqrt{5}}{2} \right)^n - \frac{1}{\sqrt{5}} \left(1 - \frac{1-\sqrt{5}}{2} \right)^n$$

Polynomial recursive sequences

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For example $a_n = n!$

$$\begin{cases} a_{n+1} = a_n \cdot b_n & a_0 = 1 \\ b_{n+1} = b_n + 1 & b_0 = 1 \end{cases}$$



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e.g. for $n!$ we have $a_{n+2} = \frac{(a_{n+1})^2}{a_n} + a_{n+1}$

Other problems

The **Skolem** problem:

given (a_i) is there n such that $a_n = 0$?



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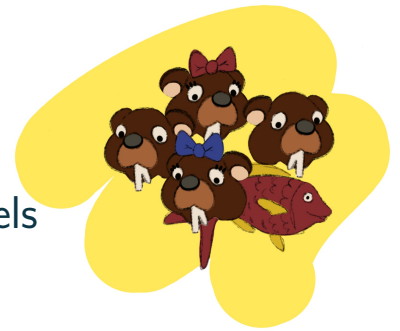
Hard to explain

Theorem (Czerwiński, Lefauchaux, M., Purser, Whiteland 2022)

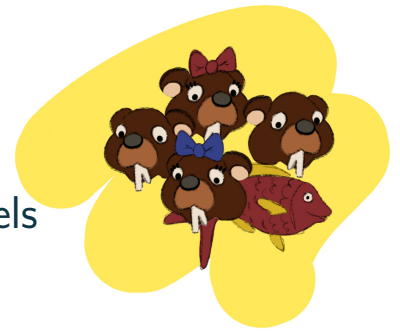
Even harder to explain

Conclusion

- Weighted automata and Petri nets are my favourite models

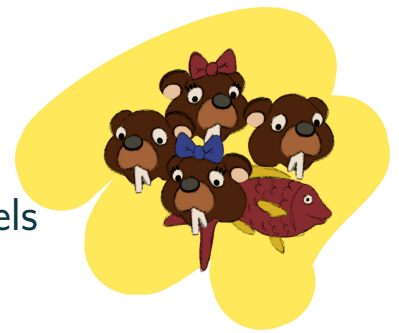


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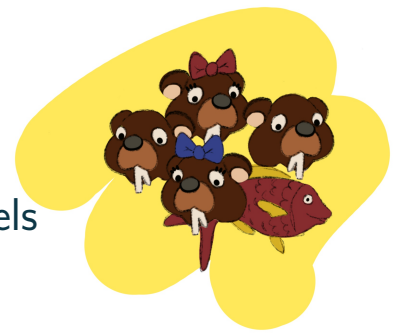


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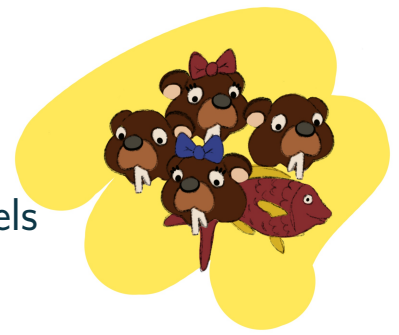


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- **Michał Skrzypczak** (for letting me butcher his slide package)