

Logical aspects of the lexicographic order on 1-counter languages

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A simple Ehrenfeucht-Fraïssé-game for Σ_2

board: two linear orders \mathcal{L}_0 and \mathcal{L}_1

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1st round:

- spoiler chooses $i \in \{0, 1\}$ and arbitrary number m of elements $a_1 < a_2 < \dots < a_m$ in \mathcal{L}_i
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duplicator wins if tuples (a_1, \dots, a_{m+n}) and (b_1, \dots, b_{m+n}) are ordered in the same way

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Duplicator has a winning strategy on $(\mathcal{L}_0, \mathcal{L}_1)$ iff $\mathcal{L}_1 \equiv_{\Sigma_2} \mathcal{L}_2$.

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Duplicator chooses corresponding elements in $\mathbb{Z} \setminus [a_1, a_m]$ – and wins. □

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► [goto summary](#)

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There exists a two-counter machine M that halts from $(n, 0)$ iff $n \in A$.

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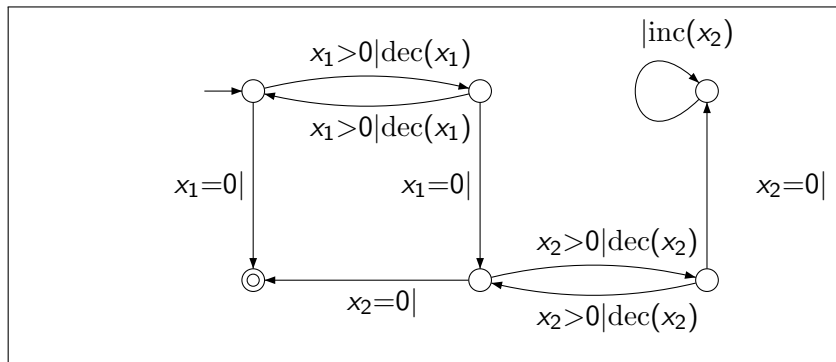
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Build, from M , a one-counter language L such that “ M halts from $(n, 0)$ ” is a Σ_3 -statement on (L, \leq_{lex}) .

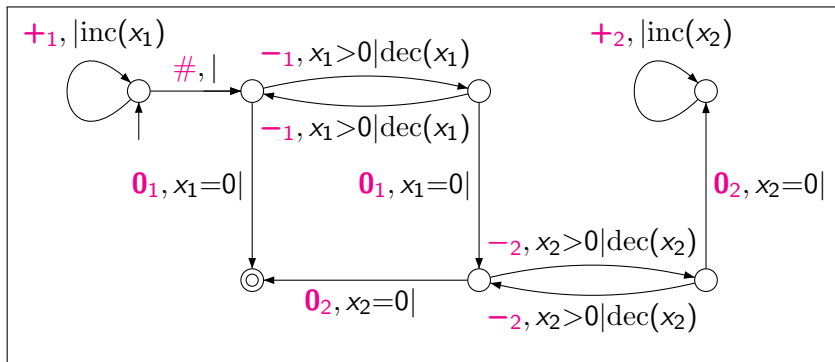
A two-counter machine M



$n \in A$

iff M halts from $(n, 0)$

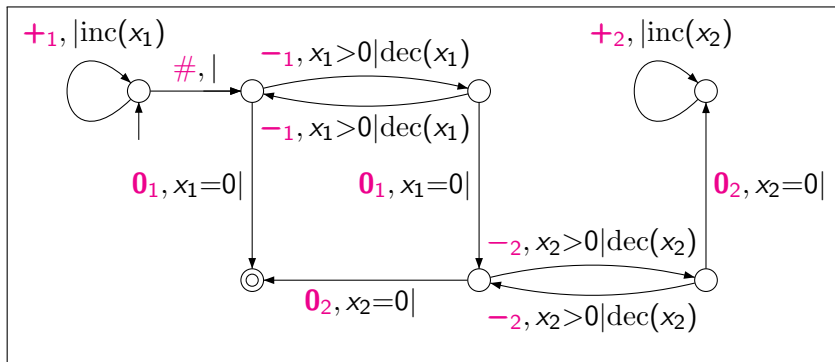
The two-counter automaton 2CA



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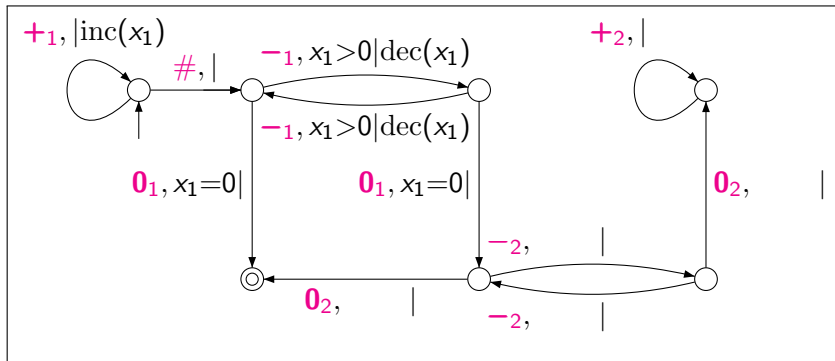
$n \in A$

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iff some word from $L(2CA)$ starts with $+1^n\#$

The one-counter automaton $1CA_1$

tests and manipulates only first counter



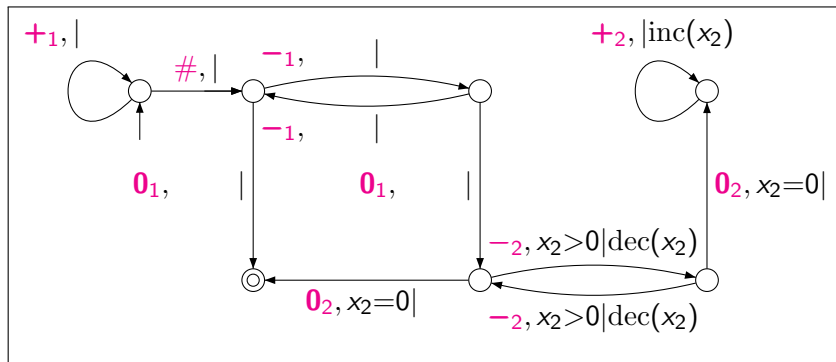
$n \in A$

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The one-counter automaton $1CA_2$

tests and manipulates only second counter



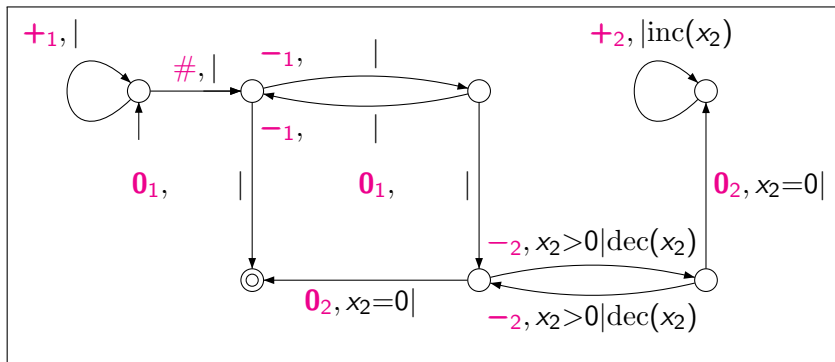
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iff some word from $L(1CA_1) \cap L(1CA_2)$ starts with $+_1^n \#$.

$$\# < +_1\# < +_1^2\# < \dots < +_1^n\# < \dots$$

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$$+_1^n\#s_1 < +_1^n\#s_2 < +_1^n\#s_3$$

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$$+_1^n\#v\#0\{0,1\}^*1 < +_1^n\#v\#m_1 < \\ \cong (\mathbb{Q}, \leq) = \eta$$

$$\text{if } +_1^n\#v \in L(1CA_1)$$

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consequences

$$\# < +_1\# < +_1^2\# < \dots < +_1^n\# < \dots$$

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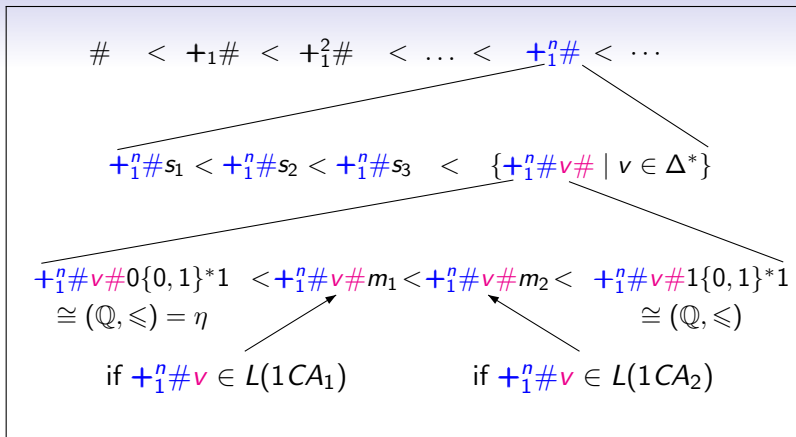
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which is a Σ_3 -statement. □

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A non-modest summary

These results cannot be improved any further.

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These results cannot be improved any further (if you hesitate to consider blind one-counter automata ...).