

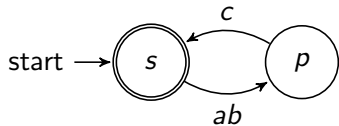
Membership Problem for Two-Dimensional Jumping Finite Automata

Grzegorz Madejski, Andrzej Szepietowski

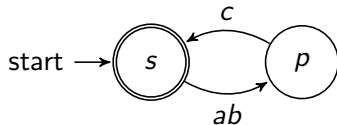
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August 16, 2017

We begin with an example!



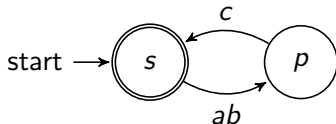
We begin with an example!



- Classical, sequential mode:

sabcabc \Rightarrow *pcabc* \Rightarrow *sabc* \Rightarrow *pc* \Rightarrow *s*

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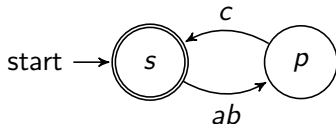
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- Deleting jumping mode:

$csabacb \curvearrowright capcb \curvearrowright csab \curvearrowright pc \curvearrowright s$

- Erasing jumping mode:

$csababc \curvearrowright c\Box\Box abpc \curvearrowright c\Box\Box sab\Box \curvearrowright pc\Box\Box\Box\Box\Box \curvearrowright s\Box\Box\Box\Box\Box\Box$

Some background

- Finite automata with deleting jumping mode [Meduna & Zemek, 2012, 2014].
- JFA (jumping finite automata) have rules $py \curvearrowright q$ with $|y| \leq 1$, GFJA (general jumping automata) have no restriction on rule length.

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- The complexity of JFA and GJFA was studied in [Fernau, Paramasivan, Schmid, Vorel, 2017].
- Two-Dimensional Row Jumping Finite Automata (2-RJFA, 2-GRJFA) were introduced and studied in [Immanuel, Thomas, 2016].
- The erasing mode is used in the two-dimensional case.

How does a 2D jumping automaton work?

- The input is a rectangular array $X \in \Sigma^{**}$.
- Every row of X has a guarding symbol $\$ \notin \Sigma$ on the left and $\# \notin \Sigma$ on the right. X with these two additional columns is denoted by \widehat{X} .

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 - ▶ Using a row jump rule, jump to another row. Delete from array the already processed row.
 - ▶ Process all rows, one by one, until the array is empty.
- Formally, a 2D jumping row automaton is an octuple $(Q, Q', \Sigma, R_1, R_2, R_3, s, F)$.

An example

- Representation as a formula:

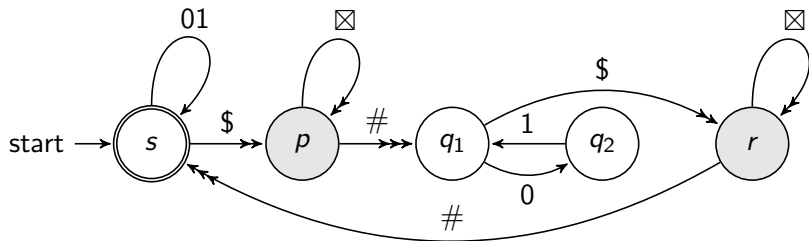
$$A = (\{s, p, q_1, q_2, r\}, \{p, r\}, \{0, 1\}, \{s01 \curvearrowright s, q_10 \curvearrowright q_2, q_21 \curvearrowright q_1, \}, \\ \{s\$ \rightarrow p, p\boxtimes \rightarrow p, q_1\$ \rightarrow r, r\boxtimes \rightarrow r\}, \{p\# \curvearrowright q_1, r\# \curvearrowright s\}, s, \{s\})$$

An example

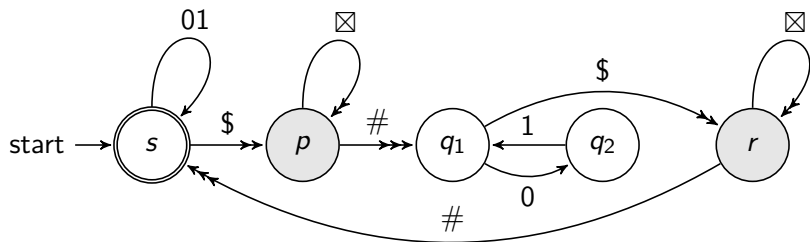
- Representation as a formula:

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- Graphical representation:



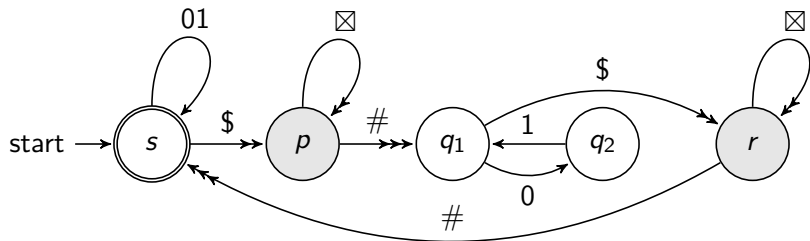
An example



\$	0	1	0	1	#
\$	0	1	1	0	#
\$	1	1	0	0	#
\$	0	1	s0	1	#

↷

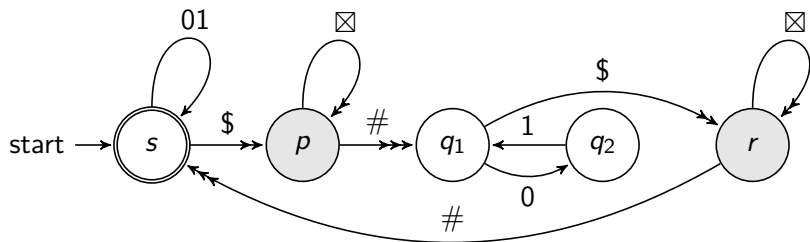
An example



\$	0	1	0	1	#
\$	0	1	1	0	#
\$	1	1	0	0	#
\$	s0	1	x	x	#



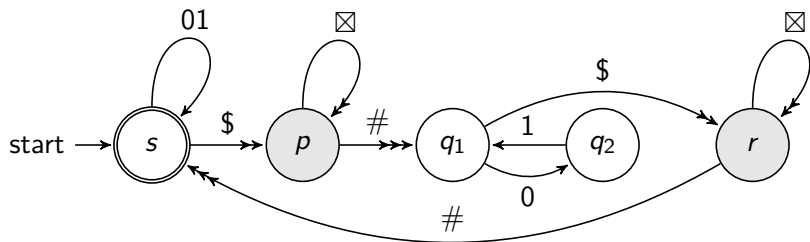
An example



\$	0	1	0	1	#
\$	0	1	1	0	#
\$	1	1	0	0	#
s\$	☒	☒	☒	☒	#

→

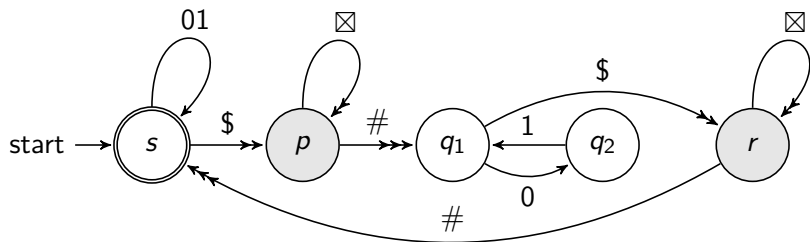
An example



\$	0	1	0	1	#
\$	0	1	1	0	#
\$	1	1	0	0	#
\$	$p \boxtimes$	\boxtimes	\boxtimes	\boxtimes	#

→

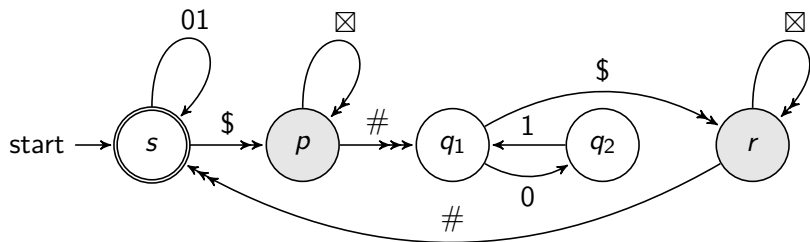
An example



\$	0	1	0	1	#
\$	0	1	1	0	#
\$	1	1	0	0	#
\$	☒	<i>p</i> ☒	☒	☒	#

→ ... →

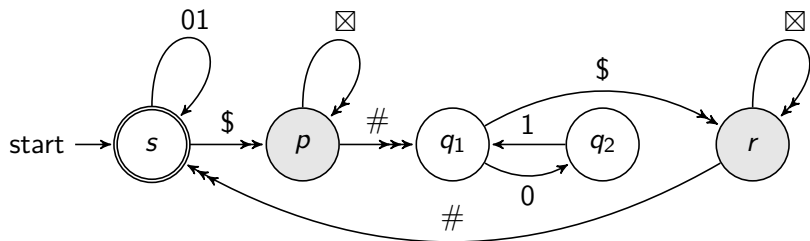
An example



\$	0	1	0	1	#
\$	0	1	1	0	#
\$	1	1	0	0	#
\$	☒	☒	☒	☒	<i>p</i> #

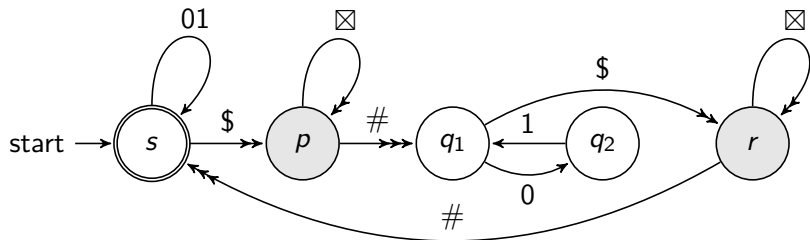


An example



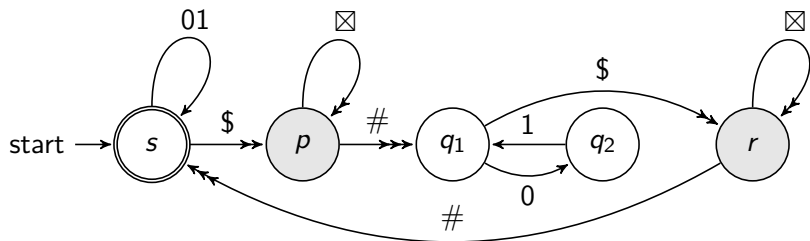
\$	0	1	0	1	#
\$	0	1	1	q10	#
\$	1	1	0	0	#

An example



$\$$	0	1	0	1	$\#$	
$\$$	0	q_2	1	\times	$\#$	$\curvearrowright \dots \curvearrowleft$
$\$$	1	1	0	0	$\#$	

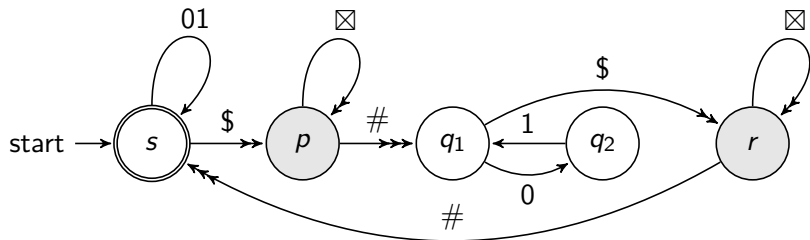
An example



\$	0	1	0	1	#
q_1 \$	\boxtimes	\boxtimes	\boxtimes	\boxtimes	#
\$	1	1	0	0	#

→

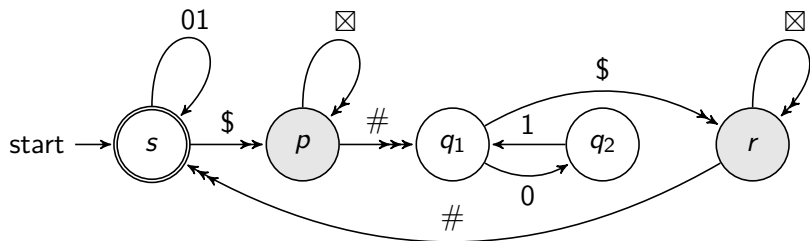
An example



$\$$	0	1	0	1	$\#$
$\$$	$r \times$	\times	\times	\times	$\#$
$\$$	1	1	0	0	$\#$

$\rightarrow \dots \rightarrow$

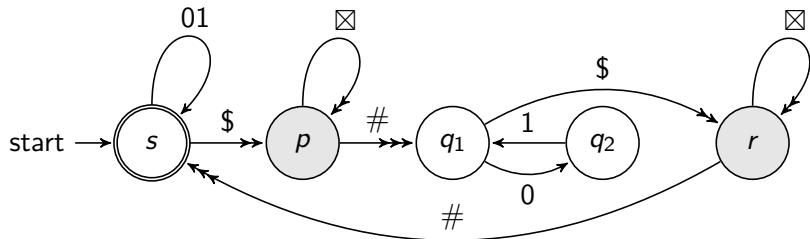
An example



\$	0	1	0	1	#
\$	\boxtimes	\boxtimes	\boxtimes	\boxtimes	$r\#$
\$	1	1	0	0	#

\curvearrowright

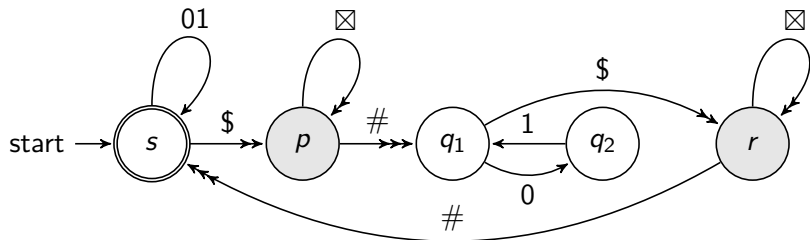
An example



\$	s	0	1	0	1	#
\$	1	1	0	0	0	#

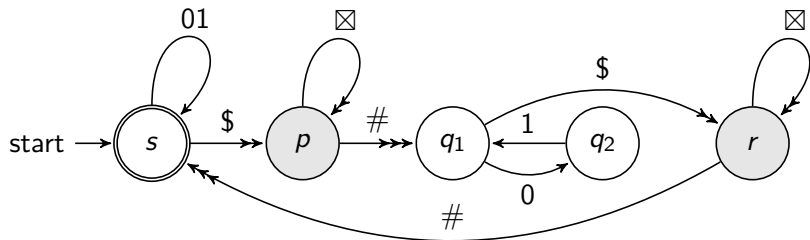
↪ ... ↪

An example



\$ 1 1 q₁0 0 # ↻ ... ↻ s

An example



$L(A) = \{X \in \{0,1\}^{**} : X \text{ has } n \text{ rows of the form } (01)^* \text{ and } n \text{ rows containing the same number of 0's and 1's, where } n \geq 0\}$

Results

The aim of this work was to analyse the time complexity of the following two problems:

UNIFORM M.P. FOR 2-RJFA

INPUT: a 2-RJFA A and an array $X \in \Sigma^{**}$

QUESTION: $X \in L(A)$?

UNIFORM M.P. FOR 2-GRJFA

INPUT: a 2-GRJFA A and an array $X \in \Sigma^{**}$

QUESTION: $X \in L(A)$?

Results for 2-RJFA

Theorem

UNIFORM M.P. FOR 2-RJFA *is NP-complete, even under the restriction that $|\Sigma| = 2$.*

Results for 2-RJFA

Theorem

UNIFORM M.P. FOR 2-RJFA is NP-complete, even under the restriction that $|\Sigma| = 2$.

Proof.

(Idea) To prove NP-hardness, we use the problem:

3-PARTITION

INPUT: a sequence of natural numbers $S = (n_1, n_2, \dots, n_{3m})$ given in unary, where $m \geq 0$,

QUESTION: can S be partitioned into triplets $(n_{i_1}, n_{j_1}, n_{k_1}), (n_{i_2}, n_{j_2}, n_{k_2}), \dots, (n_{i_m}, n_{j_m}, n_{k_m})$, such that $\bigcup_{1 \leq r \leq m} \{i_r, j_r, k_r\} = \{1, 2, \dots, 3m\}$ and for each r , $n_{i_r} + n_{j_r} + n_{k_r} = B$ (each triplet sums to the same number)?

Based on it, we construct an automaton A and an array X such that S has 3-partition if and only if $X \in L(A)$. □

Results for 2-GRJFA

Theorem

The uniform membership problem for 2-GRJFA is NP-complete, even under the restrictions that:

- $|\Sigma| = 2$ (binary alphabet), and
- all inputs are single-row arrays (one dimensional case).

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Theorem

The uniform membership problem for 2-GRJFA is NP-complete, even under the restrictions that:

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- all inputs are single-row arrays (one dimensional case).

Proof.

The idea of proving NP-hardness is similar. Based on a 3-partition problem, we construct an automaton A and an array X such that S has 3-partition if and only if $X \in L(A)$. □

Summary of results

	JFA	GJFA	2-RJFA	2-GRJFA
Uniform M.P.	NPC	NPC	NPC	NPC [†]
Uniform M.P. with $ \Sigma = 2$	P	NPC	NPC	NPC [†]
[†] even under the restriction that the input arrays have one row				

The results of this paper are presented in bold. The results for one-dimensional case with deleting mode are from the work [Fernau, Paramasivan, Schmid, Vorel, 2017].

Some remarks and questions

- A broader study of the time complexity will be published in an extended paper.
- Deleting vs erasing jumping mode.
- Study other variations of 2D automata (left, right, one-way jumps or row jumps).

Thank you for your attention!