

Undecidability Results for Finite Interactive Systems

Alexandru SOFRONIA¹, Alexandru POPA²,
Gheorghe ȘTEFĂNESCU³

¹ Faculty of Mathematics and Computer Science, University of Bucharest
E-mail: alexandrusofronia@yahoo.com

² Department of Computer Science, University of Bristol
E-mail: popa@cs.bris.ac.uk

³ Department of Computer Science, University of Illinois at Urbana-Champaign
E-mail: ghstef@yahoo.com

Abstract. A new approach to the design of massively parallel and interactive programming languages has been recently proposed using rv-systems (interactive systems with registers and voices) and Agapia programming. In this paper we present a few theoretical results on FISs (finite interactive systems), the underlying mechanism used for specifying control and interaction in these systems. First, we give a proof for the undecidability of the emptiness problem for FISs, by reduction to the Post Correspondence Problem. Next, we use the construction in this proof to get other undecidability results, *e.g.*, for the accessibility of a transition in a FIS, or for the finiteness of the language recognized by a FIS. Finally, we present a simple proof of the equivalence between FISs and tile systems, making explicit that they precisely capture recognizable two-dimensional languages.

1. Introduction

A new approach to the design of massively parallel and interactive programming languages has been recently proposed. The approach focuses on Agapia [2, 13], a programming language paradigm based on classical register machines and space-time duality [16, 18]. Agapia extends usual programming languages with coordination features, being a step forward to the integration of coordination features (as in Klaim

[4], Reo [1], Orc [12], etc.) into practical programming languages. A few distinctive features of Agapia are: high-level modularity, including a structured approach to interaction based on name-free processes; simple operational and relational semantics based on grids and scenarios (enriched two-dimensional words); invariance with respect to space-time duality.

Agapia language uses (i) complex spatial and temporal data for interfaces, (ii) modules over usual programming languages, and (iii) temporal, spatial, or spatio-temporal while-programs for coordination. In Agapia v0.1 one can write programs for open processes located at various sites and having their temporal windows of adequate reaction to the environment. It naturally supports process migration, structured interaction, and deployment of modules on heterogeneous machines. Agapia can be seen as an extension of usual procedural or functional programming languages (used in the basic modules), for instance may be developed on top of languages as C, Java, Scheme, etc.

The theoretical foundation of Agapia is strongly related to the theory of two-dimensional languages [6, 7, 10, 11]. It is based on FISs (finite interactive systems) [17, 18], abstract mechanisms for specifying control and interaction in interactive systems. FISs can be used to recognize two-dimensional languages, and, in this respect, FISs are equivalent to tile systems [6], existential monadic second order logic [7], or other equivalent presentations of regular (or recognizable) two-dimensional languages [6, 10]. However, they come equipped with abstract “states” and “interaction classes,” which, by instantiation, may be used to design interactive programs.

The present paper contains a few results on FISs. First, it presents a proof for the undecidability of the emptiness problem for FISs by reduction to the Post Correspondence Problem. Next, the construction in this proof is used to show the accessibility problem for FISs (i.e., whether, for a specific transition, there is an accepting scenario for a two-dimensional word using that transition) is undecidable. Finally, the paper includes a simple and direct proof of the equivalence between FISs and tile systems, emphasizing the conceptual differences between these two equivalent presentations of recognizable two-dimensional language; as a byproduct, this gives another (this time, indirect) proof of the undecidability of the emptiness problem for FISs via the undecidability of a similar problem for tile systems. A conference version of the paper has appeared in [14].

2. Preliminaries

Grids and scenarios. A *grid* (also called a *two-dimensional word*) is a *rectangular* two-dimensional area filled in with letters of a given alphabet. The columns in a grid correspond to processes, the top-to-bottom order describing their progress in time. The left-to-right order corresponds to process interaction in a *nonblocking message passing discipline*: a process sends a message to the right, then it resumes its execution.

A *scenario* is a grid enriched with data around each letter. The data may have various interpretations: they either represent control/interaction information, or cur-

rent values of the variables, or both. In this paper, we only use abstract scenarios of the first type resulting from accepting runs in finite interactive systems. A grid is presented in Fig. 1(a) and an abstract scenario in Fig. 1(b).

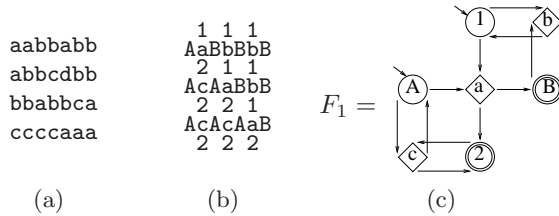


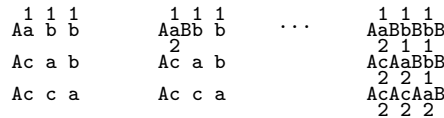
Fig. 1. A grid (a), an abstract scenario (b), and a FIS (c).

We use the following notation for operations on grids: \cdot and $*$ denote vertical composition and iteration, while \triangleright and \dagger denote the horizontal composition and iteration.

Finite interactive systems. A *finite interactive system* (shortly FIS) is a finite hyper-graph with two types of vertices and one type of (hyper) edges: the first type of vertices is for *states* (labeled by numbers), the second is for *classes* (labeled by capital letters) and the edges/transitions are labeled by letters denoting the atoms of the grids; each transition has two incoming arrows (one from a class and the other from a state), and two outgoing arrows (one to a class and the other to a state). Some classes/states may be *initial* (indicated by small incoming arrows) or *final* (indicated by double circles); see, e.g., [17, 18].

For the *parsing procedure*, given a FIS F and a grid w , insert initial states/classes at the north/west border of w and parse the grid completing the scenario according to the FIS transitions; if the grid is fully parsed and the south/east border contains final states/classes only, then the grid w is recognized by F . The *language* of F is the set of its recognized grids.

Let F_1 be the FIS graphically represented as in Fig. 1(c). It is equivalently represented specifying its transitions $\begin{matrix} \boxed{1} \\ \boxed{A} \ a \ \boxed{B} \\ \boxed{2} \end{matrix}$, $\begin{matrix} \boxed{1} \\ \boxed{B} \ b \ \boxed{B} \\ \boxed{1} \end{matrix}$, $\begin{matrix} \boxed{2} \\ \boxed{A} \ c \ \boxed{A} \\ \boxed{2} \end{matrix}$ and pointing out that $A, 1$ are initial and $B, 2$ final. A parsing for $\begin{matrix} abb \\ cab \\ cca \end{matrix}$ is



Post Correspondence Problem. Let $x = (x_1, \dots, x_n)$ and $y = (y_1, \dots, y_n)$ be two lists of nonempty words from an alphabet Σ , with at least two letters. The *Post Correspondence Problem (PCP)* is to decide whether or not there exist i_1, \dots, i_k

where $k \geq 1$ and¹ $1 \leq i_j \leq n, \forall j \in \overline{1, k}$ such that $x_{i_1} \dots x_{i_k} = y_{i_1} \dots y_{i_k}$. It is known that PCP is undecidable [15] (if $|\Sigma| \geq 2$).

We use this result to prove the emptiness problem for FISs is undecidable.

3. The emptiness problem and the finiteness problem for FISs

Let $x = (x_1, \dots, x_n)$ and $y = (y_1, \dots, y_n)$ be an instance of the PCP, labeled $PCP(x, y)$. We construct a finite interactive system S which accepts a language $L = L(S)$ such that: L is finite iff it is empty iff $PCP(x, y)$ has no solution. Let $|w|$ denote the length of the string $w \in \Sigma$.

The idea of the construction is as follows. The FIS associated to the PCP instance allows to parse grids where the first two rows contain a proposed solution for the PCP. More precisely, it contains sequences of x_i 's and y_j 's (with a single letter in a cell) such that their product is equal. The next rows check if the chosen indices are equal, hence whether or not one gets a solution for the PCP.

The states and the classes of S are:

States

- s
- $a(i, j) \forall i \in \overline{1, n} \forall j \in \overline{1, |x_i|}$
- $c(i, j) \forall i \in \overline{0, n} \forall j \in \overline{0, n}$

Classes

- A
- $B(i, j) \forall i \in \overline{1, n} \forall j \in \overline{1, |x_i| - 1}$
- $C(i, k) \forall i \in \overline{1, n} \forall k \in \overline{1, |y_i| - 1}$
- $M(i, j, k) \forall i \in \overline{1, n} \forall j \in \overline{0, |x_i|} \forall k \in \overline{0, |y_i|}$

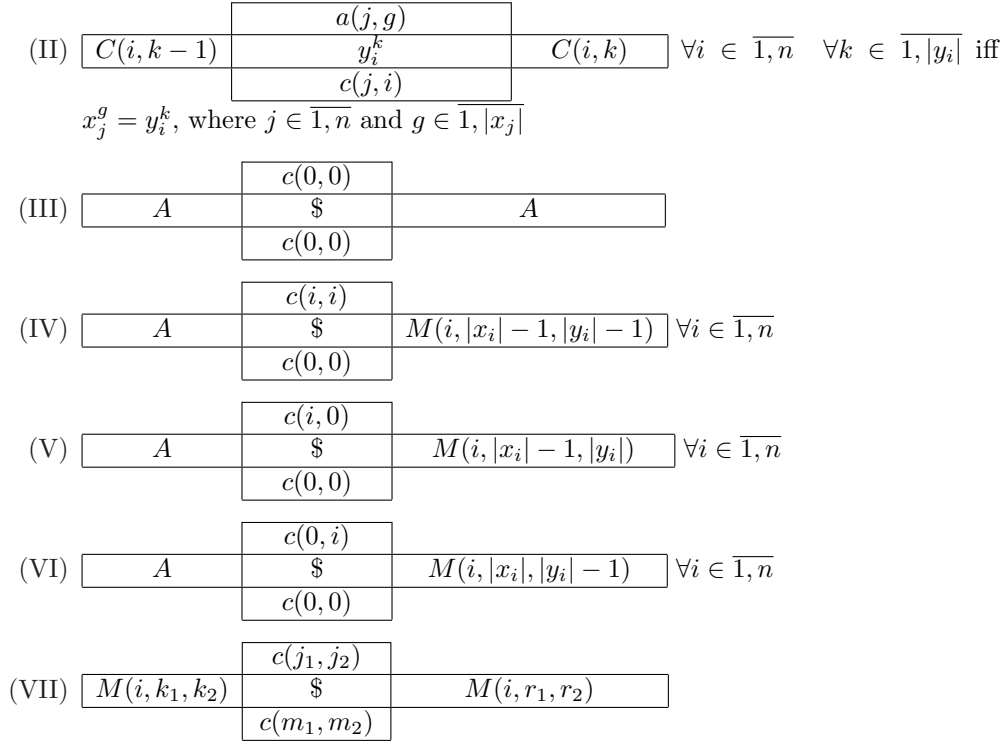
S has a unique initial state - s , a unique initial class - A , a unique final state - $c(0, 0)$ and $n + 1$ final classes - A and $M(i, 0, 0)$ for each $i \in \overline{1, n}$. To simplify the definition of the transitions we use an extended notation $A = B(i, 0) = B(i, |x_i|) = C(i, 0) = C(i, |y_i|) \forall i \in \overline{1, n}$.

Let $x_i = x_i^1 \cdot x_i^2 \dots x_i^{|x_i|}$, where x_i^k 's are the letters of the word x_i , $1 \leq i \leq n$ and use a similar notation for y_i 's. The alphabet of the FIS S also contains a special symbol $\$$ such that $\$ \notin \Sigma$.

We define the **transitions** of S as follows:

$$(I) \quad \boxed{B(i, j - 1)} \quad \begin{array}{|c|} \hline s \\ \hline x_i^j \\ \hline a(i, j) \\ \hline \end{array} \quad \boxed{B(i, j)} \quad \forall i \in \overline{1, n} \quad \forall j \in \overline{1, |x_i|}$$

¹ $\overline{p, q}$ denotes the set $\{p, p + 1, \dots, q\}$



where $i \in \overline{1, n}$, $j_1, j_2, m_1, m_2 \in \overline{0, n}$, $k_1, r_1 \in \overline{0, |x_i|}$, $k_2, r_2 \in \overline{0, |y_i|}$ and k_1 satisfies exactly one of the following conditions

- $k_1 = 0, m_1 = j_1, r_1 = k_1$.
- $k_1 > 0, j_1 = i, m_1 = 0, r_1 = k_1 - 1$.
- $k_1 > 0, j_1 = 0, m_1 = 0, r_1 = k_1$.

and k_2 satisfies exactly one of the following conditions

- $k_2 = 0, m_2 = j_2, r_2 = k_2$.
- $k_2 > 0, j_2 = i, m_2 = 0, r_2 = k_2 - 1$.
- $k_2 > 0, j_2 = 0, m_2 = 0, r_2 = k_2$.

The following lemmas reveal the behavior of this FIS and the role of the transitions. Recall that the grids below are parsed from left to right and from top to bottom.

Note that equalities of indexes in the following lemmas must be interpreted as equalities of lists over $\{1, \dots, n\}$ rather than weaker string equalities. We use a simplified notation i^n instead of (i, \dots, i) , where i appears n times in a row.

Lemma 1. *Let w be a grid with m lines and q columns. If there exists a successful running for w with respect to the border conditions² b_n, b_w, b_s, b_e , then:*

²I.e., using on the borders the specified sequences b_n, b_w, b_s, b_e of initial/final states/classes

- (i) $m \geq 3$, $q \geq 1$, $b_n \in \{s\}^*$, $b_w \in \{A\}^*$, $b_s \in \{c(0,0)\}^*$.
- (ii) There exist $k \geq 1$, $r \geq 1$, i_1, \dots, i_k and j_1, \dots, j_r where $1 \leq i_l \leq n \forall l \in \overline{1, k}$ and $1 \leq j_l \leq n \forall l \in \overline{1, r}$ such that $x_{i_1} \cdots x_{i_k}$ and $y_{j_1} \cdots y_{j_r}$ are the first two lines of w (as strings) and $x_{i_1} \cdots x_{i_k} = y_{j_1} \cdots y_{j_r}$.
- (iii) The southern border of the second line of w is $c(a_1, b_1), \dots, c(a_q, b_q)$ where $(a_1, \dots, a_q) = (i_1^{|x_{i_1}|}, \dots, i_k^{|x_{i_k}|})$ and $(b_1, \dots, b_q) = (j_1^{|y_{j_1}|}, \dots, j_r^{|y_{j_r}|})$ (as lists over $\{1, \dots, n\}$).
- (iv) The first two lines of w are parsed using type (I) and type (II) transitions, and no other lines can be parsed using type (I) or type (II) transitions. In particular, all the lines of w , except the first two, are composed of $\$$.

Proof.

(i) Since s is not a final state, it follows that $q \geq 1$ and $m \geq 1$. The conditions for the border are trivial from uniqueness of initial and final states and initial classes.

Recall that the only final state of S is $c(0,0)$. A successful run of w has at least three transitions from a northern border s to a southern border $c(0,0)$: a type (I) transition, followed by a type (II) transition and, as $i, j > 0$ in type (II) transitions, a type (IV) or (VII) transition. Therefore, in order to be accepted, w has to have at least three lines.

(ii) First, since A is the only initial class and s the only initial state, only type (I) transitions can be used to parse the first letter of w . Therefore this letter must be the first letter of some word x_i . Note that this argument can be applied whenever we have A on the western border and s on the northern border.

All the transitions on the first line of w have s as the northern border and therefore are type (I) transitions. Such transitions contain only letters from the words in the list x . Note that these transitions can be connected horizontally only if the corresponding letters are adjacent in some x_i (this is the role played by the $B(i, j)$ classes) or are the final letter of some x_i and the first letter of some x_k (in which case, the class in the middle is $A = B(i, |x_i|) = B(k, 0)$).

It follows that the words from the list x that appear in the first line of w cannot be truncated (except for possibly the rightmost one). Since type (I) transitions cannot have any $M(i, 0, 0)$ as a eastern border, the eastern border of the first line of w must be A , the only final class remaining. Therefore, the first line of w is some $x_{i_1} \cdots x_{i_k}$ where $k \geq 1$ (as $q \geq 1$).

The northern border of the second line of w is made of $a(i, j)$ states, therefore only type (II) transitions can be used for parsing. Since $C(i, k)$ classes prevent truncation, similar to the $B(i, j)$ classes, a similar argument shows that the second line of w is $y_{j_1} \cdots y_{j_r}$ for some $r \geq 1$, and it is parsed using only type (II) transitions.

A type (I) transition accepting a letter x_i^k has on the southern border the state $a(i, k)$. The first index encodes the position of the word x_i in the list x and the second index encodes the position k in which the letter x_i^k appears in x_i . The condition

$x_j^g = y_i^k$ in the definition of type (II) transitions forces the letters in the first and second line to be identical. Therefore, $x_{i_1} \cdots x_{i_k} = y_{j_1} \cdots y_{j_r}$.

(iii) From (ii) it follows that the southern border of the first line has the following format $a(i_1, 1)a(i_1, 2) \dots a(i_1, |x_{i_1}|) \dots a(i_k, 1) \dots a(i_k, |x_{i_k}|)$. As type (II) transitions copy the first index of the northern border $a(j, g)$ to the first index of the southern border $c(j, i)$, the southern border of line 2 (or northern border of line 3) can be written $c(a_1, b_1), \dots, c(a_q, b_q)$, and, by extracting the first indexes, $(a_1, \dots, a_q) = (i_1^{|x_{i_1}|}, \dots, i_k^{|x_{i_k}|})$. The second index of the state $c(j, i)$ in a type (II) transition is equal to the position of the word y_i in the list y , so from (ii) we get $(b_1, \dots, b_q) = (j_1^{|y_{j_1}|}, \dots, j_r^{|y_{j_r}|})$.

(iv) Recall that the first line of w is parsed using only type (I) transitions and the second line using only type (II) transitions. To conclude the proof, note that the northern border of line 3 is made of $c(*, *)$ states, type (III) – (VII) transitions also produce $c(*, *)$ states on the southern border and type (I) and (II) transitions **cannot** be used for any $c(*, *)$ on the northern border.

In particular, since only type (III) – (VII) transitions can be used, all the lines of w except the first two, are composed of $\$$. \square

In order to obtain a successful “encoding” in w of a solution for $PCP(x, y)$ we must prove that $k = r$ and indexes $i_l = j_l \forall l \in \overline{1, k}$.

Using type (III) – (VII) transitions, a $p + 2$ line marks the letters of a corresponding pair of tiles (x_{i_p}, y_{i_p}) in the PCP solution. Final states and a final class are obtained only after successful reduction of these tiles. Additional $\$$ lines parsed with type (III) transitions can be added to such final positions. This behavior is captured by the following lemma.

Lemma 2. *Let w be a grid with m lines and q columns parsed by S and let us use the notation $x_{i_1}, \dots, x_{i_k}, y_{j_1}, \dots, y_{j_r}$ as in Lemma 1. Then:*

- (i) *For all p with $0 \leq p \leq k$, the southern border of the $p + 2$ line of w can be written $c(a_{p,1}, b_{p,1}), \dots, c(a_{p,q}, b_{p,q})$ and satisfies the following equalities (as lists over $\{0, 1, \dots, n\}$):*

$$(a_{p,1}, \dots, a_{p,q}) = (0^\alpha, i_{p+1}^{|x_{i_{p+1}}|}, \dots, i_k^{|x_{i_k}|})$$

$$(b_{p,1}, \dots, b_{p,q}) = (0^\beta, j_{p+1}^{|y_{j_{p+1}}|}, \dots, j_r^{|y_{j_r}|})$$

$$\text{where } \alpha = \sum_{z=1}^p |x_{i_z}| \text{ and } \beta = \sum_{z=1}^p |y_{j_z}|.$$

Furthermore, $k = r$ and $i_p = j_p \forall p \in \overline{1, k}$.

- (ii) *Any line of w after the $k + 2$ line, if any, is parsed using type (III) transitions only.*
- (iii) *The eastern border b_e is of the following type $b_e \in A \cdot A \cdot M(i_1, 0, 0) \cdots M(i_k, 0, 0) \cdot \{A\}^*$.*

Proof.

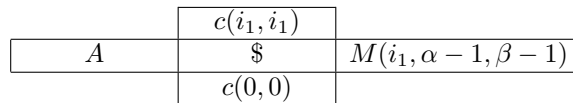
(i) Recall from the previous lemma that the two equalities of lists hold for $p = 0$. We will prove the equalities by induction over p .

We refer to the index sequences $(a_{p,1}, \dots, a_{p,q})$ and $(b_{p,1}, \dots, b_{p,q})$, as the first stream and the second stream of specifying the southern border of the $p + 2$ line of w (or the northern border of the $p + 3$ line, if such a line exists).

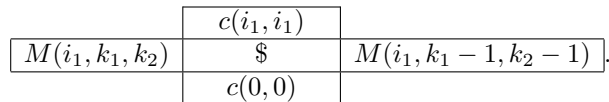
First, some remarks on type (VII) transitions. These transitions can be composed horizontally only with transitions of the same type. These transitions are only defined if the first index of the classes M on the western and eastern border are equal. Therefore, whenever a class $M(i, k_1, k_2)$ appears on a line, only $M(i, -, -)$ classes can appear when parsing the rest of the line. Furthermore, whenever $k_1 = 0$, the second index in $M(i, -, -)$ classes remains 0 until the end of the line and the rest of the first northern stream is copied to the first southern stream. Similarly, whenever $k_2 = 0$ the third index in $M(i, -, -)$ classes remains 0 until the end of the line and the rest of the second northern stream is copied to the second southern stream.

Let $p = 1$. From the previous lemma, the northern border of the first letter in the third line is $c(i_1, j_1)$ with $i_1, j_1 \geq 1$ and the western border is A . Then $i_1 = j_1$ since only a type (IV) transition can be used to parse this letter and the transitions used to parse the rest of line 3 are only type (VII) transitions, with $M(i_1, -, -)$ on the western and eastern borders. The processing of the following letters on the third line is deterministic, since depending on the northern and western border, at most one type (VII) transition can be chosen at each step.

Let $\alpha = |x_{i_1}| \geq 1$ and $\beta = |y_{i_1}| \geq 1$ (recall that both lists in PCP have nonempty words). The first letter of this line is processed using the following type (IV) transition:

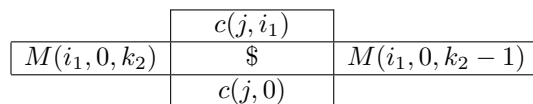


For the sake of simplicity, assume $\alpha < \beta$. Then the following $\alpha - 1$ letters in this line are parsed using type (VII) transitions, each creating a southern border of $c(0, 0)$ and decreasing the second and third indexes in $M(i, -, -)$ by 1 until k_1 reaches 0 using



The first and second southern streams have α leading zeros and $k_1 = 0$ is carried over when parsing the rest of the line. The first equality is thus proven since the rest of the first northern stream is copied to the first southern stream.

After parsing α i_1 's from the first northern stream there are still at least $\beta - \alpha = |y_{i_1}| - |x_{i_1}|$ i_1 's on the second northern stream. For the next $\beta - \alpha$ letters only type (VII) transitions can be used:



therefore the second southern stream has a total of β leading zeros. After that, k_2 reaches zero and the rest of the second northern stream is copied to the second southern stream. Thus we have obtained the second required equality and $M(i_1, 0, 0)$ on the easternmost border of line 3. A symmetrical argument holds when $\alpha \geq \beta$.

Note that if $k > p \geq 1$ or $r > p \geq 1$, then the southern border of this line still contains non-final states - $c(i_k, j_r)$ so w has at least another line, which motivates the use of induction.

Let $p \in \overline{2, k}$. Let

$$\alpha = \sum_{z=1}^{p-1} |x_{i_z}| \text{ and } \beta = \sum_{z=1}^{p-1} |y_{j_z}|.$$

We distinguish only two non-similar cases: $\alpha = \beta$ or $\alpha < \beta$, due to the symmetry in type (VII) transitions.

If $\alpha = \beta$, then by the induction hypothesis, both northern streams of line $p + 2$ have exactly α leading zeros followed by $q - \alpha$ nonzero numbers. This allows us to use α type (III) transitions to parse the first α letters on this line. The next letter has the northern border $c(i_p, j_p)$ which forces a type (IV) transition and therefore $i_p = j_p$. The two equalities are proved similarly with the case $p = 1$ above. Note that this case can be avoided entirely if we consider only atom solutions of $PCP(x, y)$ (i.e. no non-trivial prefix of the solution forms a valid solution).

If $\alpha < \beta$, then after the first α leading zeros, the first northern stream contains only nonzero numbers, while the second one has another $\beta - \alpha$ leading zeros followed by $q - \beta$ nonzero numbers. Then after α type (III) transitions, the $\alpha + 1$ atom has $c(i_p, 0)$ on the northern border and A on the western border. The type (V) transition used to parse the first letter is:

	$c(i_p, 0)$	
A	$\$$	$M(i_p, \varphi - 1, \psi)$
	$c(0, 0)$	

where $\varphi = |x_{i_p}|$ and $\psi = |y_{i_p}|$.

The rest of the first northern stream contains at least $\varphi - 1$ i_p 's that require parsing by type (VII) transitions with $k_1 > 0$. Thus, the corresponding first southern stream will contain an equal number of zeros in that part of the stream. After that, only type (VII) transitions with $k_1 = 0$ can be used which copy the rest of the first northern stream to the first southern stream.

The rest of the second northern stream has another $\beta - \alpha - 1$ leading zeros which force type (VII) transitions with $k_2 > 0$, $j_2 = 0$, that copy the zeros to the second southern stream. Afterwards, the second northern stream reaches the ψ j_p 's created in line 2 by the word y_{j_p} and carried over to this line.

Since the case $k_2 > 0$, $j_p > 0$ $j_p \neq i_p$ is undefined for type (VII) transitions, the only remaining possibility is that $j_p = i_p$. Thus the next ψ numbers from the second northern stream are replaced by zeros in the second southern stream, decreasing k_2 until it becomes 0. Afterwards the rest of the second stream is copied from north to south, yielding the eastern border $M(i_p, 0, 0)$.

This proves the required equalities. Moreover, w must have an additional line and the process continues if $p < \min(k, r)$ because $k > p$ or $r > p$ imply that the southern border of the current line contains the non-final state $c(i_k, j_r)$.

Assume $k < r$, then the southern border of line $k + 2$ has a first stream containing only zeros, and a second one with β leading zeros followed by $0 < q - \beta$ nonzero numbers. In this case, the southern border contains the non-final state $c(0, j_r)$, therefore w must have at least another line. However, in this case, it is impossible to obtain a final class on the additional line. Indeed, the first β pairs of zeros are deterministically parsed by type (III) transitions. The following $\beta + 1$ letter, with $c(0, j_{k+1})$ on the northern border and A on the eastern border, can only be parsed by a type (VI) transition with $M(j_{k+1}, |x_{j_{k+1}}|, |y_{j_{k+1}}| - 1)$ on the eastern border.

However, since the rest of the first northern border contains only zeros, the rest of the line can be parsed only using type (VII) transitions with $k_1 = |x_{j_{k+1}}| > 0$ and $j_1 = 0$. Therefore $r_1 = k_1 > 0$ and the eastern border of this line is $M(j_{k+1}, |x_{j_{k+1}}|, 0)$ which is not a final class! A similar argument for $k > r$ proves that $k = r$.

(ii & iii) If $m \geq k + 3$, the northern border of the $k + 3$ -th line of w has both streams full of 0's. Therefore, only type (III) transitions are used to parse this line, copying the northern border to the next line and resulting in an eastern border of A . Similarly, any line of w after the $k + 2$ line has only type (III) transitions yielding A on the eastern border. From Lemma 1 the first two lines have A on the eastern border. From (i) the eastern border of the next k lines is $M(i_1, 0, 0) \dots M(i_k, 0, 0)$ which concludes the proof. \square

Using these two lemmas, one can prove the following result:

Theorem 3. *The finiteness and the emptiness problems for finite interactive systems are undecidable.*

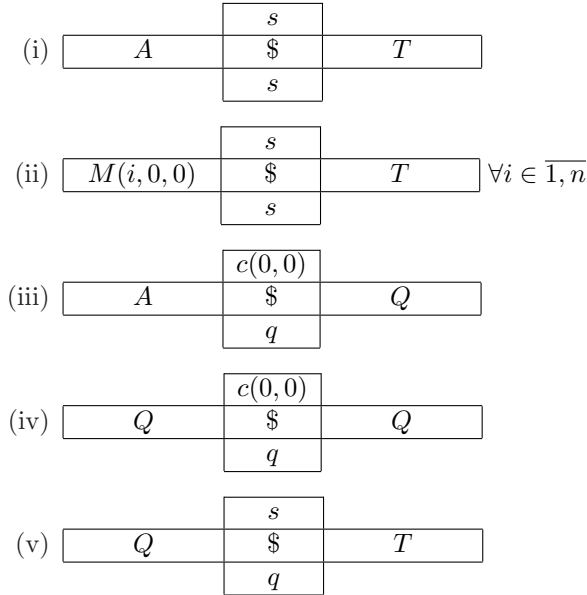
Proof. Assume that the emptiness problem is decidable. Then for each PCP instance, $PCP(x, y)$, we can use the above construction in order to obtain the FIS $S = S(x, y)$. For this FIS, we can decide whether or not $L(S)$ is empty. The previous lemmas show that for every $w \in L(S)$, the first two lines of w determine a solution for $PCP(x, y)$ and that from any solution of $PCP(x, y)$, a grid w constructed from the strings of the solution and composed vertically with enough \$'s (k lines where k is the length of the solution), can be parsed according to the lemmas (therefore $w \in L(S)$). Therefore the assumption contradicts the fact that PCP is undecidable.

For the undecidability of the finiteness problem, it suffices to observe that if $L(S)$ is not empty, then it is infinite. That follows from the fact that if $w \in L(S)$ then $w \cdot \$^\dagger \in L(S)$ (parsing the additional lines with type (III) transitions). Also, the iteration (any number of times) of a solution for $PCP(x, y)$ gives another $PCP(x, y)$ solution for which a $w' \in L(S)$ can be constructed by horizontal iteration of w . Therefore $L(S)$ is empty iff it is finite which concludes the proof. \square

4. The accessibility of a given FIS transition

For any instance of PCP, we construct a FIS S_1 which has all the states, classes, and transitions of the FIS S in the previous section, an additional state q , and two

additional classes Q, T . The initial states and classes of $S1$ are those of S , the only final state is q and the only final class is T . In addition to S , $S1$ has the following new transitions:



This construction may be used to get the following result:

Theorem 4. *The accessibility of a transition in a FIS is undecidable.*

Proof. It suffices to prove that transition of type (v) is accessible iff $PCP(x, y)$ has a solution.

If $PCP(x, y)$ has a solution then there is a w with m lines and q columns accepted by the FIS in the previous section. Because of the border conditions established by Lemma 1 and 2, we can add one column to the right of w and an additional line, obtaining $u \in L(S1)$. Indeed if we take a successful running of w in the previous FIS, and parse the last line of u using q type (iii) and (iv) transitions, the last column with type (i) and (ii) transitions, and finally a type (v) transition for the southeasternmost letter of u , we obtain a successful running of u on $S1$, which uses the transition (v).

If transition (v) is accessible, let u be a grid that can be parsed such that transition (v) can be applied to the southeasternmost letter. We shall prove that there exists w such that $u = (w \triangleright \$^*) \cdot \† and w is recognized by the FIS S in the previous section.

Firstly, the letter parsed with this type (v) transition cannot be on the first column since Q is not an initial class. The only way of obtaining class Q on the western border on this line is by using a type (iii) transition and some (if any) type (iv) transitions. This implies that $c(0, 0)$ is on the northern border of all the atoms in the last line of u and since $c(0, 0)$ is not an initial state, u has at least 2 lines. Similarly, the state s cannot appear on the northern border of the last atom, unless only type (i) and some (if any) type (ii) transitions were used for processing the atoms on the last column

of u . Then there exists w such that $u = (w \triangleright \$^*) \cdot \† . The southern border of w is composed only of $c(0,0)$'s and the eastern border of A 's and $M(i,0,0)$'s for some $i \in \overline{1, n}$.

Since type (i) - (v) transitions cannot lead to A 's or $M(i,0,0)$'s on the eastern border, it follows that w was parsed using transitions of the FIS in the previous section. Furthermore, due to the southern and eastern border conditions for w , this parsing is a successful running of w in the FIS in the previous section and therefore $PCP(x, y)$ has a solution. \square

5. The equivalence of FISs and tile systems

In this section we present a simple, direct proof of the equivalence between FISs and tile systems. Tile systems [6, 10] are but one of many equivalent mechanisms specifying the class of recognizable two-dimensional languages.

Tile systems. For a grid w of size $m \times n$, let \hat{w} denote the grid of size $(m + 2) \times (n + 2)$ obtained bordering w with a special symbol \sharp . A tile system is defined as follows:

- for a bordered grid \hat{w} , let $B_{r,s}(\hat{w})$ be the set of its sub-grids of size $r \times s$;
- a two-dimensional language L over V is *local* if there is a set Δ of 2×2 grids over $V \cup \{\sharp\}$ such that

$$L = \{w \mid w \text{ grid over } V \wedge B_{2,2}(\hat{w}) \subseteq \Delta\};$$

- a two-dimensional language L over an alphabet V is recognized by a *tile system* if there is an alphabet V' , a local language L' over V' and a letter-to-letter homomorphism $h : V' \rightarrow V$ such that $h(L') = L$.

From FISs to tile systems. Let L be a grid language over an alphabet V recognized by a FIS F . Let V_1 denote the extended alphabet consisting of tuples (N, W, a, E, S) ($N/W/E/S$ stands for north/west/east/south, respectively), with W, E classes in F , with N, S states in F , with a in V , and such that $\begin{matrix} \boxed{N} \\ \boxed{W} \boxed{a} \boxed{E} \\ \boxed{S} \end{matrix}$ is a transition in F .

Consider the local language L_1 over V_1 generated by the following set of 2×2 tiles over $V_1 \cup \{\sharp\}$:

- (tiles with letters in V_1 which agree on the connecting cells)

$$\begin{matrix} w_1 w_2 \\ w_3 w_4 \end{matrix}, \text{ with } w_k = (N_k, W_k, a_k, E_k, S_k), k \in \overline{1, 4} \text{ and such that } E_1 = W_2, S_1 = N_3, S_2 = N_4, E_3 = W_4.$$
- (tiles with \sharp for handling the borders) - these are tiles with \sharp and such that the next elements in V_1 have appropriate initial/final states/classes;

- for instance, the north-east corner tile is $\begin{matrix} \# \# \\ \# w_4 \end{matrix}$ with N_4, W_4 initial;
- the middle-north border tile is $\begin{matrix} \# \# \\ w_3 w_4 \end{matrix}$ with N_3, N_4 initial;
- and so on.

One can easily see that the grids in L_1 correspond to the scenarios in F . By dropping the information around the transition symbols with the homomorphism $h : (N, W, a, E, S) \mapsto a$ one gets a tile systems specifying L . This proves one implication, namely:

Lemma 5. *A language recognized by a FIS can be specified with a tile system.*

From tile systems to FISs. It is obvious that FIS languages are closed to letter-to-letter homomorphism, so we can restrict ourself to local languages.

For a local language L over an alphabet V and specified by a set Δ of tiles, we construct an equivalent FIS F as follows:

- the set of states is the same as the set of classes and consists of 2×2 tiles over $V \cup \{\#\}$ from Δ ;

- the transitions are

	$N_1 N_2$	
	$N_3 N_4$	
$W_1 W_2$	a	$E_1 E_2$
$W_3 W_4$		$E_3 E_4$
	$S_1 S_2$	
	$S_3 S_4$	

 with:
 - $(N_1, N_2, N_3, N_4) = (W_1, W_2, W_3, W_4)$,
 - $N_4 = W_4 = a$,
 - $(N_3, N_4) = (S_1, S_2)$, and
 - $(W_2, W_4) = (E_1, E_3)$;

- initial states are tiles $\begin{matrix} \# \# \\ N_3 N_4 \end{matrix} \in \Delta$;
- initial classes are tiles $\begin{matrix} \# W_2 \\ \# W_4 \end{matrix} \in \Delta$;
- final states are tiles $\begin{matrix} N_1 N_2 \\ \# \# \end{matrix} \in \Delta$;
- final classes are tiles $\begin{matrix} W_2 \# \\ W_4 \# \end{matrix} \in \Delta$;

A grid w is in L if and only if it is recognized by F . In this way, the following reverse implication result is proved:

Lemma 6. *A language specified by a tile system can be recognized with a FIS.*

The two lemmas above prove the main result of this section.

Theorem 7. *A language is recognized by a FIS if and only if it can be specified with a tile system.*

Theorem 7 and a result in [11], stating that by extracting the first line from the grids specified by tile systems one gets precisely the context-sensitive string languages, yield an alternative, indirect proof of the undecidability of the emptiness problem for FISs.

6. Conclusions and future work

We have proved that a few simple and easily decidable properties on finite automata (like accessibility of a transition, finiteness, etc.) become undecidable when extended to finite interactive systems. It may be worthwhile to find interesting restricted classes of FIS languages for which these properties are decidable.

One can also look at possible extensions of the technique in this paper for covering different sets of restricted grids such as: non-rectangular grids, connected grids, bounded grids, etc. For these classes, one may use the *bounded Post Correspondence Problem* (which bounds the number of pairs used in a PCP solution to no more than k , including repeated tiles) which is also known to be NP-complete [9].

Other open area is to develop an algebraic theory for representing FIS languages, similar to the regular algebra used for regular languages and finite automata.

Acknowledgements. This research was partially supported by the GlobalComp Grant (PNCIDI-II, Project 11052/18.09.2007, Romania).

References

- [1] ARBAB F., *Reo: a channel-based coordination model for component composition*, Mathematical Structures in Computer Science, **14(3)**, 2004, pp. 329–366.
- [2] DRAGOI C., STEFANESCU G., *Agapia v0.1: A programming language for interactive systems and its typing systems*. In: Proc. FINCO/ETAPS 2007, ENTCS, **203(3)**, 2008, pp. 69–94.
- [3] DRAGOI C., STEFANESCU G., *On compiling structured interactive programs with registers and voices*, Proc. SOFSEM 2008, LNCS 4910, Springer, 2008, pp. 259–270.
- [4] DE NICOLA R., FERRARI G., PUGLIESE R., *Klaim: a Kernel Language for Agents Interaction and Mobility*, IEEE Transactions on Software Engineering, **24(5)**, pp. 315–330, IEEE Computer Society, 1998.
- [5] GADDUCCI F., MONTANARI U., *The tile model*, In: *Proof, language, and interaction: Essays in honor of Robin Milner*, pp. 133–168. MIT Press, 1999.
- [6] GIAMMARRESI D., RESTIVO A., *Two-dimensional languages*, In: *Handbook of formal languages*, Vol. **3: Beyond words** (Rozenberg G., Salomaa A., eds.), pp. 215–265. Springer, 1997.
- [7] GIAMMARRESI D., RESTIVO A., SEIBERT S., THOMAS W., *Monadic second order logic over rectangular pictures and recognizability by tiling systems*, Information and Computation, **125**, pp. 32–45, 1996.

- [8] GOLDIN D., SMOLKA S., WEGNER P.(Eds.), *Interactive computation: The new paradigm*, Springer, 2006.
- [9] GAREY M.R., JOHNSON D.S., *Computers and Intractability: A Guide to the Theory of NP-Completeness*, W. H. Freeman, 1979.
- [10] LINDGREN K., MOORE C., NORDAHL M., *Complexity of two-dimensional patterns*, Journal of Statistical Physics, **91**(1998), pp. 909–951.
- [11] LATTEUX M., SIMPLOT D., *Context-sensitive string languages and recognizable picture languages*, Information and Computation, **138**(1997), pp. 160–169.
- [12] MISRA J., COOK W.R., *Computation Orchestration*, Software and System Modeling, **6**(1)(2007), pp. 83–110.
- [13] POPA A., SOFRONIA, A., STEFANESCU G., *High-level structured interactive programs with registers and voices*, Journal of Universal Computer Science, **13**(11)(2007), pp. 1498–1500.
- [14] SOFRONIA A., POPA A., STEFANESCU G., *Undecidability Results for Finite Interactive Systems*, Proc. 10th International Symposium on Symbolic and Numeric Algorithms for Scientific Computing - SYNASC 2008, IEEE, 2008, pp. 366–369.
- [15] POST E.L., *Recursive unsolvability of a problem of Thue*, Journal of Symbolic Logic, **12**(1947), pp. 1–11.
- [16] STEFANESCU G., *Network algebra*, Springer, 2000.
- [17] STEFANESCU G., *Algebra of networks: modeling simple networks as well as complex interactive systems*, In: *Proof and System-Reliability, Proc. Marktoberdorf Summer School 2001*, pp. 49–78, Kluwer, 2002.
- [18] STEFANESCU G., *Interactive systems with registers and voices*, Fundamenta Informaticae, **73**(2006), pp. 285–306.