

HISTORY DETERMINISM

Lecture 11: Characterizing History-Determinism in Büchi automata

Reference: Section 5.1 of Kaya Prakash's Ph.D. thesis

Büchi automata are $[0,1]$ -parity automata with min-parity-even condition.

Our objective is to show the following theorem.

Theorem: Eve wins the Joker game in a Büchi automaton $\mathcal{A}$
iff
 $\mathcal{A}$ is HD.

As in the coBüchi case, what remains to be shown is the following:

Theorem: Let $\mathcal{A}$ be a Büchi automaton where Eve wins the
1-token game from everywhere. Then $\mathcal{A}$ is HD.

Here are the steps to the proof.

Step 1: Obtaining the reachability automaton $\mathcal{A}_{\text{reach}}$ from $\mathcal{A}$, and the
idea of "reach-coverage"

Step 2: Suppose Eve wins 1-token game everywhere on $\mathcal{A}$ +
 $\mathcal{A}$ has reach-coverage, then $\mathcal{A}$ is HD.

Step 3: From $\mathcal{A}$, getting a simulation-equivalent automaton which has
reach-coverage

We will discuss Steps 1 & 2 in this lecture.

Step 1: From A to A_{reach} .

A_{reach} : - same states as that of A + an "accepting" sink state q_T

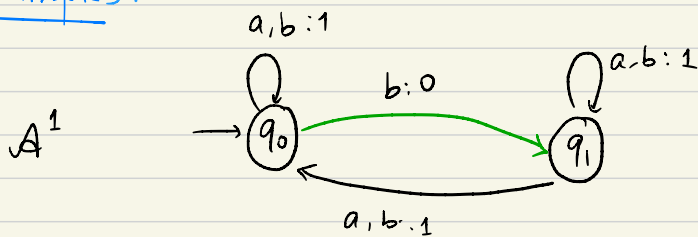
- all 1-transitions of A remain in A_{reach}

- for every $q \xrightarrow{a:0} q'$ in A we have:

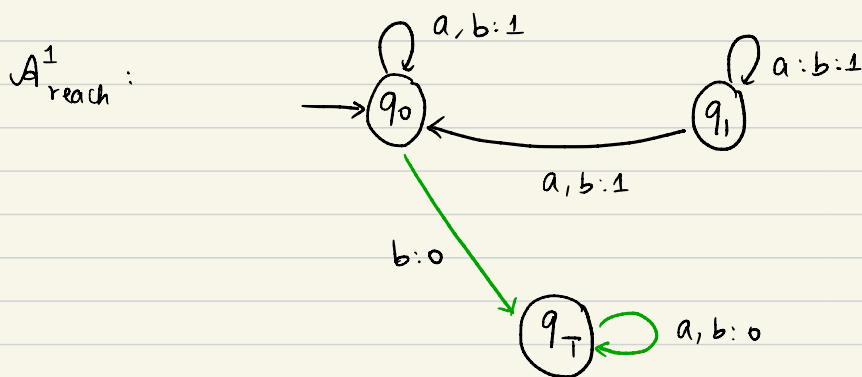
$$q \xrightarrow{a:0} q_T \text{ in } A_{\text{reach}}.$$

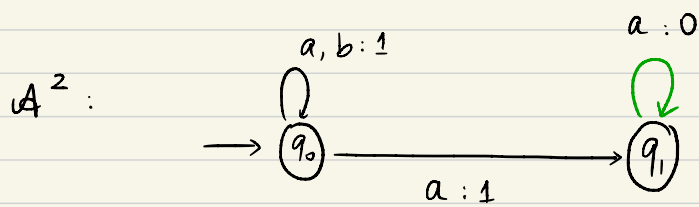
$$q_T \xrightarrow{a:0} q_T \quad \forall a.$$

Examples:

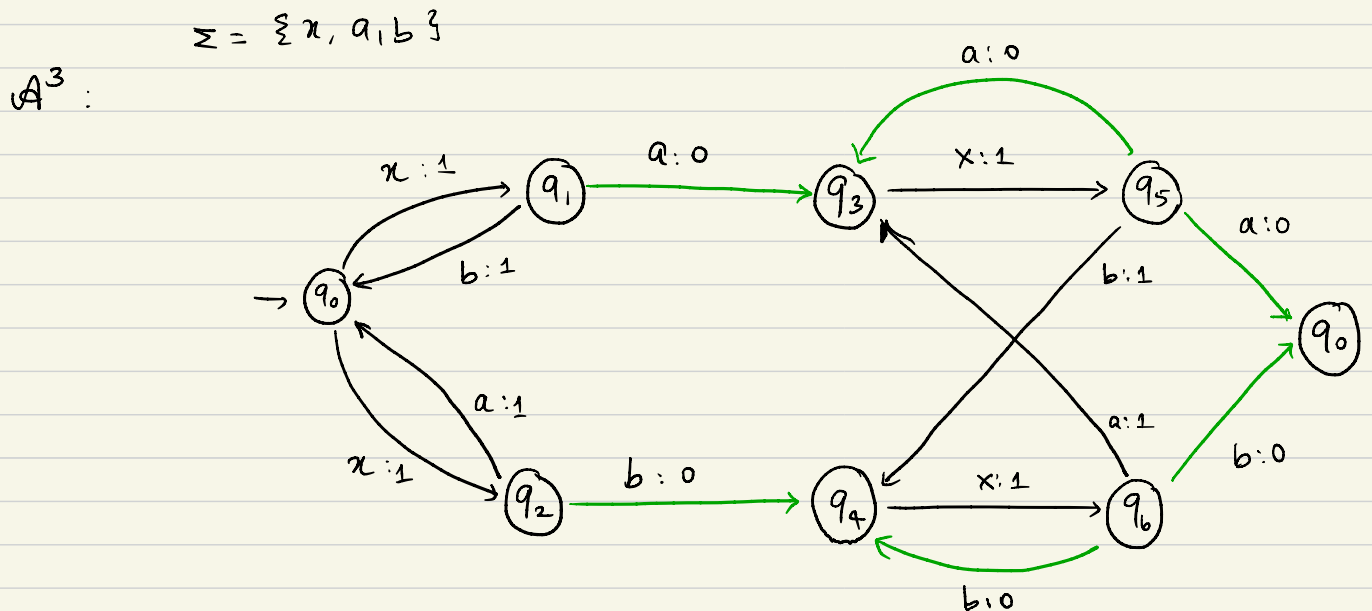
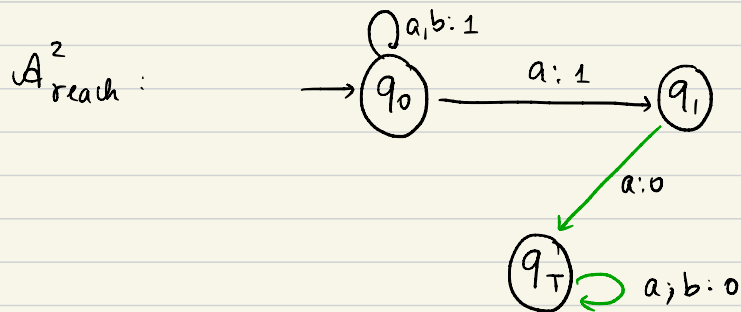


$L(A^1)$: set of w-words where b occurs infinitely often.

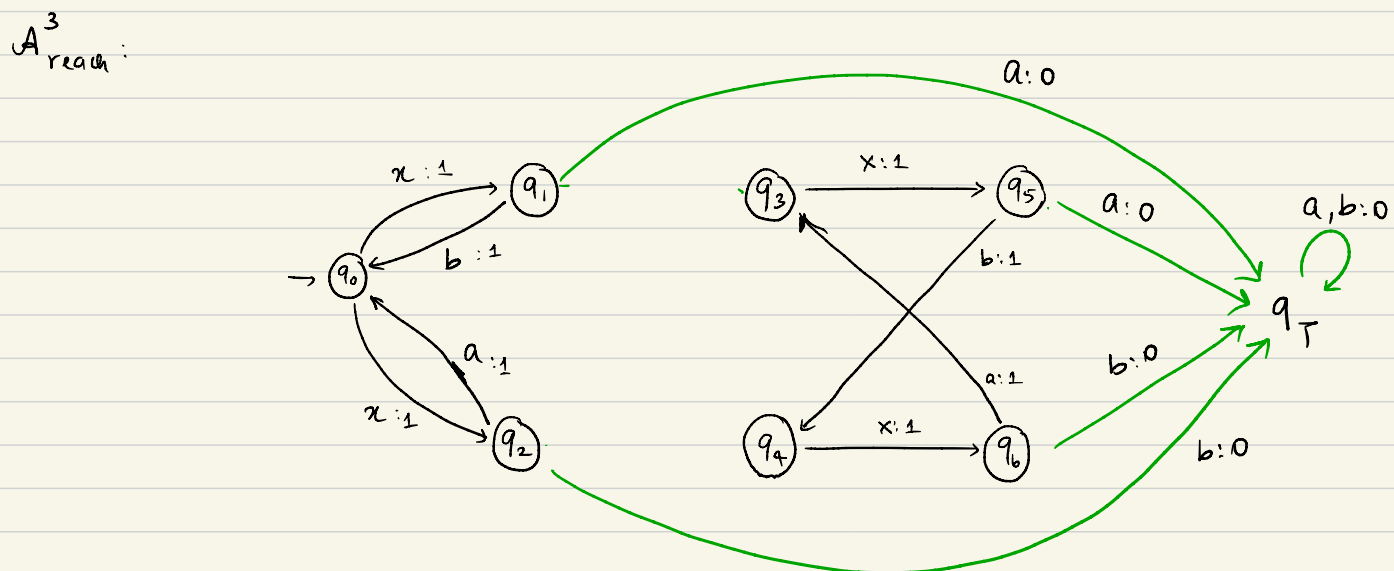




$L(A^2)$: b occurs only finitely often.



$L(A^3)$: $((xa + xb)^* (xaxa + xbx b))^\omega$

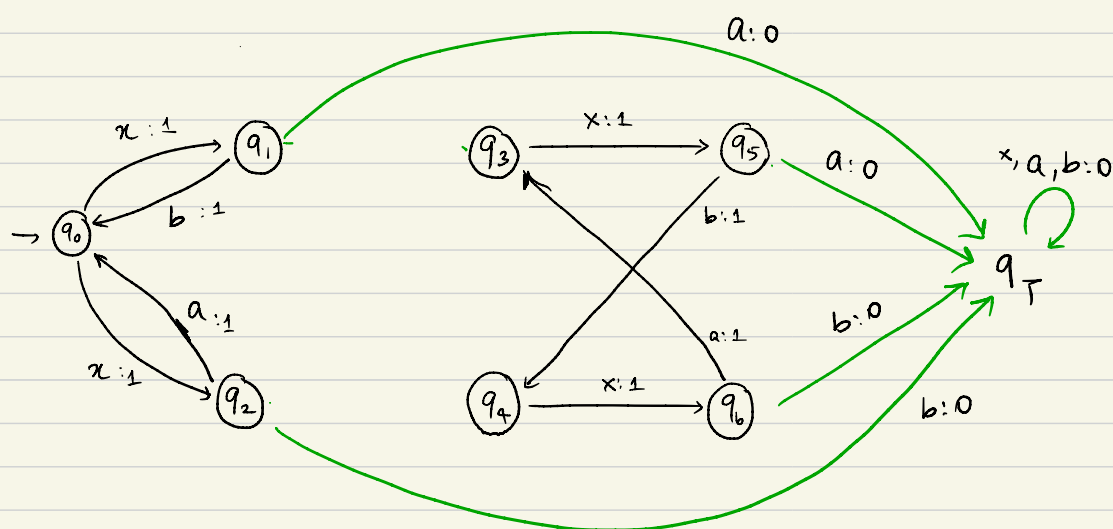


A_{reach} is a reachability automaton: an ω -word is accepted if it reaches the accepting sink state

It is easy to see the following observation.

Lemma: $L(A) \subseteq L(A_{\text{reach}})$

Example: What is $L(A_{\text{reach}}^3)$?



$$(xa + xb)^* (xa + xb) \cdot \Sigma^\omega$$

Reach-covering

We say that a Büchi automaton A has reach-covering

if $\forall$ states q , $\exists p \in WCR(A, q)$ s.t.

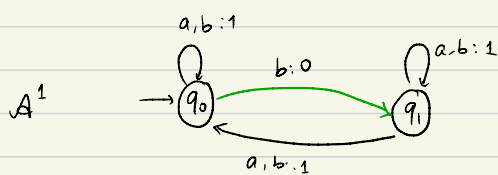
Eve wins $G1(q; p)$ in A_{reach}

Notice that it says $G1(q; p)$ in A_{reach} .

↳ starting in A_{reach} from $(q; p)$, if Adam has a way to reach the sink state, then Eve can force her token to the sink state too.

Remark: For the definition of safe-coverage, it was $\underline{G1(p; q)}$ -
whereas here it is $G1(q; p)$

Examples:



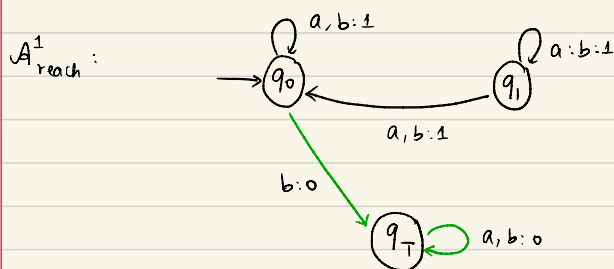
A^1 has reach covering

Eve wins: $G1^{reach}(q_0, q_0)$

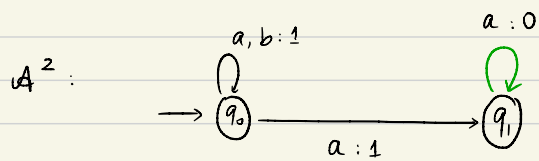
$G1^{reach}(q_1, q_1)$

$G1^{reach}(q_0, q_1)$

$G1^{reach}(q_1, q_0)$



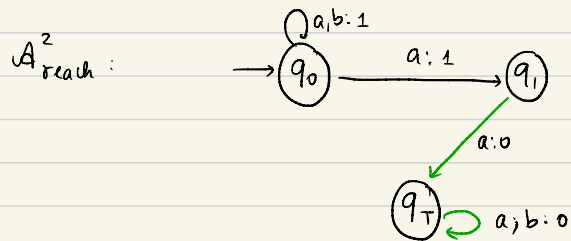
$\rightarrow A^2$ does not have reach-covering.



Adam wins

$G_1^{\text{reach}}(q_0; q_0)$

and $G_1^{\text{reach}}(q_0; q_1)$



Step 2: Reach covering

Theorem: Let A be a Büchi automaton with n states, s.t.

- Eve wins the 1-token game from everywhere, and
- A has reach-covering.

I. Then A is H.D.

II. Moreover, a language-equivalent deterministic automaton with at most n^2 states can be computed in PTIME.

Proof:

Part 1: From the reach-covering property, we can deduce that:

$\forall q \exists p$ s.t. Eve wins $G_1^{\text{reach}}(q; p)$ and $G_1^{\text{reach}}(p; p)$

↓
proof of this part is
similar to the coBüchi case.

Reach-deterministic states:

↳ States ' p ' s.t. Eve wins $G_1^{\text{reach}}(p; p)$

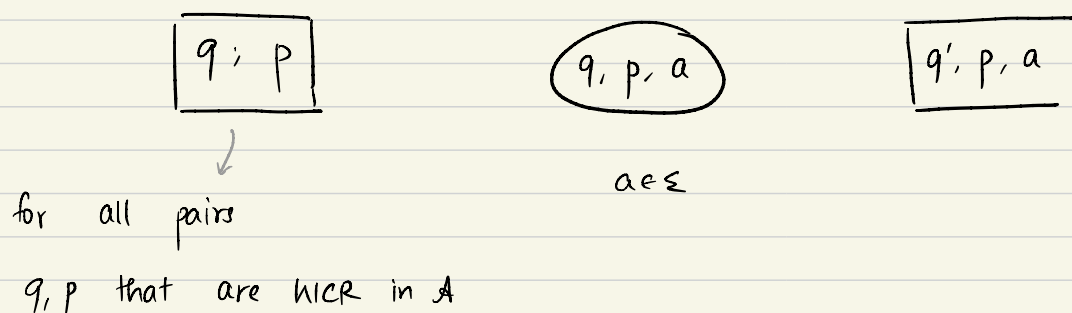
Therefore we can say that

$\forall q \exists p$ s.t. p is reach-deterministic &
Eve wins $G_1^{\text{reach}}(q; p)$

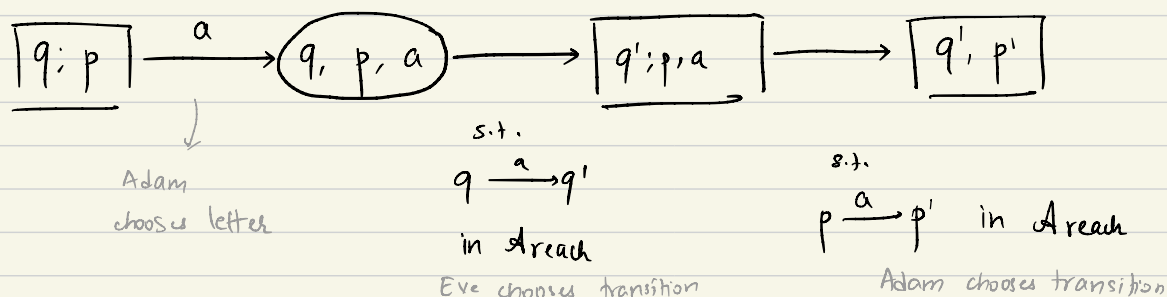
Part 2: Uniform positional winning strategy.

Consider the following arena:

Nodes: $\square$ belong to Adam; $\circ$ belong to Eve



Edges:



The above sequence represents one round of the 1-token game in A_{reach} .

Winning condition: same as 1-token winning condition of A_{reach}

→ can be represented as a 2-dimensional parity condition.

∴ Eve has a uniform winning strategy in its winning region.

Winning region: contains the following nodes:

- all $\square p, p$ s.t. p is reach-deterministic
- $\forall q \exists p$ in reach-deterministic s.t. $\square q, p$ is in winning reg.

Let τ be uniform positional winning strategy for Eve in this game.

Part 3: The automaton $\mathcal{D}_{reach}$.

Similar to the coBüchi case, we have a deterministic reachability automaton $\mathcal{D}_{reach}$

- whose states are all reach-deterministic states of $\mathcal{A}_{reach}$ (including the sink)

$$\forall \text{ reach-deterministic states } 'p', \\ \alpha(\mathcal{D}_{reach}, p) = \alpha(\mathcal{A}_{reach}, p)$$

Part 4: The required deterministic automaton $\mathcal{D}$.

We now describe a deterministic Büchi automaton $\mathcal{A}$ that is language equivalent to $\mathcal{A}$.

States of $\mathcal{D}$: all pairs (q, r) s.t.

- Eve wins $G1^{reach}(q, r)$ and
 - i) either r is reach-deterministic and $r \in WCR(\mathcal{A}, q)$
 - ii) or r is the accepting sink state of $\mathcal{A}_{reach}$

Initial state: (q_0, r_0) s.t. r_0 is a reach-deterministic state in $WCR(\mathcal{A}, q_0)$

If there are multiple possibilities for r_0 we choose & fix one of them arbitrarily

Transitions: Consider a state (q, x) and $a \in \Sigma$.

- Let $\delta = q \xrightarrow{a:c} q'$ be the transition given by strategy τ .

$$\text{ie, } \tau(q, x, a) = \delta$$

i) if $c=0$, ie, δ is an accepting transition in A , we have

$$(q, x) \xrightarrow{a:0} (q', x')$$

Where x' is a reach-deterministic state in $\text{WCR}(A, q')$.

We fix this choice arbitrarily if there are multiple possibilities.

ii) otherwise we add transition

$$(q, x) \xrightarrow{a:1} (q', x')$$

where $x \xrightarrow{a} x'$ is the unique transition in Dreach .

$\alpha(\mathcal{D}) \subseteq \alpha(A)$: Since the colours are inherited from the first component, the projection of an accepting run of $\mathcal{D}$ to its first component gives an accepting run of A .

This proves this direction.

$$\underline{\mathcal{L}(A) \subseteq \mathcal{L}(D):}$$

Let $w \in \mathcal{L}(A)$

Let ρ_D be the unique run of D on w .

We show that if ρ_D is rejecting, we will hit a contradiction.

Suppose ρ_D is rejecting.

$$\rho_D := (q_0, r_0) \xrightarrow{u} (q, r) \xrightarrow{w'} \dots$$

w can be written as uw' s.t. the run on w' visits no D -transition at all.

In particular, by definition of the transition relation, the

projection of the run: $(q, r) \xrightarrow{w'} \dots$

to the second component gives the unique run of D_{reach} on w' starting from r .

If $w' \in \mathcal{L}(D_{\text{reach}}, r) = \mathcal{L}(A_{\text{reach}}, r)$, the strategy τ would ensure that the first component is also accepting.

However it is not.

Hence we deduce $w' \notin \mathcal{L}(A_{\text{reach}}, r)$

Since $\mathcal{L}(A, r) \subseteq \mathcal{L}(A_{\text{reach}}, r)$

We conclude:

$$w' \notin \mathcal{L}(A, r) \longrightarrow \textcircled{1}$$

Now, since $w \in \mathcal{L}(A)$, there is an accepting run, say:

$$P_A: q_0 \xrightarrow{u} q_u \xrightarrow{w'} \rightarrow$$

Here, $w' \in \mathcal{L}(A, q_u)$

Notice that $q \in \text{WCR}(A, q_u)$ and hence

$$x \in \text{WCR}(A, q_u).$$

Since Eve wins 1-token game everywhere in A ,

Eve wins $G1^A(x; q_u)$

Hence $w' \in \mathcal{L}(A, x) \longrightarrow \textcircled{2}$

From $\textcircled{1}$ and $\textcircled{2}$ we get a contradiction.

This proves that q_0 should be accepting.