

Lecture 6: Eve wins 2-token game implies there is a simulation-equivalent subautomaton in which Eve wins from everywhere - Part II

Reference: Section 3.3 of Kaya Prakash's PhD thesis

The goal of this lecture is to prove the following theorem.

Theorem: Let $\mathcal{A}$ be a parity automaton on which Eve wins the 2-token game.

Then, there is a simulation-equivalent subautomaton $\mathcal{B}$ of $\mathcal{A}$ s.t. the following three conditions hold:

- 1. For each $k \geq 1$, Eve wins the k -token game from everywhere in $\mathcal{B}$.
- 2. For states $q, p_1, p_2, \dots, p_k$ that are weakly co-reachable in $\mathcal{B}$, Eve wins the k -token game $(q; p_1, p_2, \dots, p_k)$ in $\mathcal{B}$.
- 3. If $\mathcal{B}$ is HD, then so is $\mathcal{A}$.

The proof proceeds in the following steps:

Step 1: Construct a specific subautomaton $\mathcal{B}$

Step 2: Show that this subautomaton satisfies a "stronger" claim.

Step 3: Derive items 1 and 3 of the theorem from Step 2.

Step 4: Derive item 2 from Step 2.

Step 1: Construct a specific subautomaton $\mathcal{B}$.

We are given that Eve wins 2-token game on $\mathcal{A}$; that is:

Eve wins $G_2((\mathcal{A}, q_0); (\mathcal{A}, q_0), (\mathcal{A}, q_0))$

Consider an arbitrary winning strategy σ of Eve in this game.

This strategy σ may 'use' only a subset of transitions of $\mathcal{A}$.

- we say σ uses a transition $p \xrightarrow{a} p'$ if for some finite play of the game that ends with Eve's token at p , strategy σ instructs to take $p \xrightarrow{a} p'$ as the next transition.

- When we restrict $\mathcal{A}$ to only the transitions used by σ , we get a subautomaton $\mathcal{B}_\sigma$.

- Any winning strategy can be chosen to get a subautomaton.

However, keeping Step 2 in mind, a particular winning strategy is chosen.

Choice of winning strategy:

- Since Eve wins 2-token game on $\mathcal{A}$, Eve also wins the 3-token game on $\mathcal{A}$.

- Let σ_3 be Eve's winning strategy in the 3-token game.

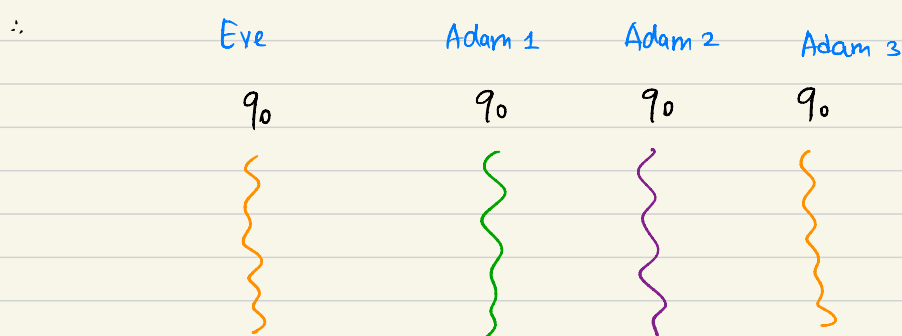
i.e., σ_3 is a winning strategy for Eve in

$G_3((A, q_0); (A, q_0), (A, q_0), (A, q_0))$

From σ_3 we can derive a winning strategy for the 2-token game:

→ Consider the 2-token game.

→ Assume a dummy 3rd token for Adam in which Eve's token is simply copied.



At any history, σ_3 gives a move for Eve in this game.

→ Let σ_2 be this strategy (that uses a dummy token + σ_3).

The subautomaton $\mathcal{B}$: We choose $\mathcal{B}$ to be the

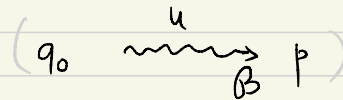
subautomaton $\mathcal{B}_{\sigma_2}$.

→ all transitions used by σ_2 .

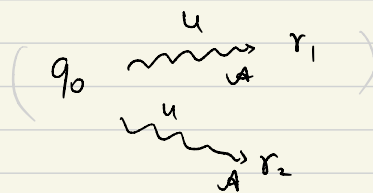
Step 2: A stronger claim on this subautomaton.

Claim: For every finite word u and states p, r_1, r_2 s.t.

- there is a run on u from q_0 to p in $\mathcal{B}$



- and there are runs on u from q_0 to r_1 and r_2 in $\mathcal{A}$



Eve wins $G_3((\mathcal{B}, p); (\mathcal{A}, r_1), (\mathcal{A}, r_2), (\mathcal{A}, p))$

- in this game, Eve should move her token only along $\mathcal{B}$.
- Adam can move along $\mathcal{A}$ in all his tokens.
- his third token initially starts at the same place as Eve's initial token.

Proof of this claim proceeds by an induction on the length of u .

Base case: $u = \varepsilon$. To show: Eve wins

$$G3((B, q_0); (A, q_0), (A, q_0), (A, q_0))$$

- Consider strategy σ_3 discussed in Step 1. We cannot apply it here because σ_3 may use transitions not in B .
- We only know that σ_2 uses transitions along B . So we need to try proving the claim using G_2 .

We know that using G_2 :

$$\text{Eve wins } G2((B, q_0); (A, q_0), (A, q_0)) \rightarrow \textcircled{1}$$

We know that using G_3 :

$$\text{Eve wins } G3((A, q_0); (A, q_0), (A, q_0), (A, q_0))$$

$\hookrightarrow \textcircled{2}$

From $\textcircled{1}$, we can derive:

$$\text{Eve wins } G1((B, q_0); (A, q_0)) \longrightarrow \textcircled{3}$$

From $\textcircled{3}$ and $\textcircled{2}$, we can conclude:

$$\text{Eve wins } G3((B, q_0); (A, q_0), (A, q_0), (A, q_0))$$



On Adam's moves, Eve considers the strategy σ_3 (as in $\textcircled{2}$)

This strategy moves the token along A . Now Eve uses the strategy of $\textcircled{3}$ to determine the final move along B .

Induction case: Assume that for all words of some length k , the claim is true.

Let $u_{k+1} = u_k \cdot a$ with $|u_k| = k$

Let $q_0 \xrightarrow[u_k]{u_{k+1}} p$

$q_0 \xrightarrow[u_k]{u_{k+1}} r_1$

$q_0 \xrightarrow[u_k]{u_{k+1}} r_2$

To show: Eve wins $G_3((B, p); (A, r_1), (A, r_2), (A, p))$

Let $q_0 \xrightarrow[u_k]{u_k} \text{pre}(p)$

$q_0 \xrightarrow[u_k]{u_k} \text{pre}(r_1)$

$q_0 \xrightarrow[u_k]{u_k} \text{pre}(r_2)$

By induction hypothesis:

Eve wins $G_3((B, \text{pre}(p)); (A, \text{pre}(r_1)), (A, \text{pre}(r_2)), (A, \text{pre}(p)))$

Suppose the next move of Eve at this position in this game is:

$\text{pre}(p) \xrightarrow{a} p'$

This is a transition in B .

No matter what Adam does to his tokens, Eve can win from p' .
In particular, if Adam moves his tokens to:

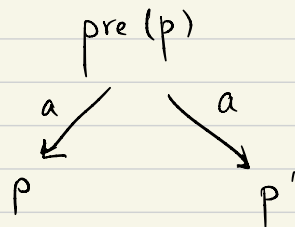
r_1, r_2, p

Eve can still win from p' .

$\therefore$ Eve wins $G_3((\mathcal{B}, p'); (A, r_1), (A, r_2), (A, p))$

$\longrightarrow \textcircled{1}$

- Notice that we have considered two transitions of $\mathcal{B}$: so far:



$\rightarrow$ Since $\text{pre}(p) \xrightarrow{a} p$ appears in $\mathcal{B}$, it is used by strategy σ_2 .

$\therefore$ there is a position q_1, q_2 for Adam with Eve in $\text{pre}(p)$ where σ_2 takes the transition $\text{pre}(p) \xrightarrow{a} p$.

Recall how we obtained σ_2 . We obtained it from σ_3 assuming Adam's third token is a copy of Eve's token.

$\therefore$ in the configuration:

$\text{pre}(p); q_1, q_2, \text{pre}(p)$

Eve plays $\text{pre}(p) \xrightarrow{a} p$ to win.

In particular, if Adam takes the following transition on his third token:

$\text{pre}(p) \xrightarrow{a} p'$

still Eve wins.

In summary,

1 $\longrightarrow$ ②

Eve wins $G_3((A, p); (A, \text{suc}(q_1)), (A, \text{suc}(q_2)), (A, p'))$

where $\text{suc}(q_1), \text{suc}(q_2)$ are some arbitrary a -successors of q_1, q_2 .

From ①, we can also conclude:

Eve wins $G_3((A, p'); (A, r_1), (A, r_2), (A, p))$

$\longrightarrow$ ③

From ② and ③, we conclude:

Eve wins $G_3((A, p); (A, r_1), (A, r_2), (A, p))$

which proves the induction step.

Step 3: Deriving items 1 and 3 of the theorem from step 1.

Step 1 identified the subautomaton B and

Step 2 showed that for every finite word u , and states

p (reachable in B) and q_1, q_2 (reachable in A) on u ,

Eve wins 2-token game

$$G_3((B, p); (A, q_1), (A, q_2), (A, p))$$

→ let $\hat{\sigma}$ be Eve's winning strategy in the above game.

To show: Eve wins from everywhere on B .

Pick a word $u \in \Sigma^*$

Suppose there are runs in B starting from q_0

that lead to p, q_1, q_2 .

We know Eve wins $G_3((B, p); (A, q_1), (A, q_2), (A, p))$

$\Rightarrow$ Eve wins $G_3((B, p); (A, q_1), (A, q_2))$

$\Rightarrow$ Eve wins $G_3((B, p); (B, q_1), (B, q_2))$

↳ as required.

To show: that B is simulation equivalent:

Since B is a subautomaton of A , A simulates B trivially.

Need to show B simulates A , i.e., B wins $\text{Sim}(B, A)$.

From Step 2, we can conclude Eve wins $G_1((B, q_0); (A, q_0))$

If Eve wins $G_1((B, q_0); (A, q_0))$ then Eve wins $\text{Sim}(B, A)$

by using same strategy^{of G_1} , and

ignoring Adam's last transition played in Sim .

$\therefore B$ simulates A .

To show: If B is HD, so is A .

In the notes of previous lecture, we have proved that if A and B are simulation-equivalent, then

A is HD $\Leftrightarrow B$ is HD.

As we have shown that A, B are simulation equivalent,

item 3 follows.

Note: Item 1 of Theorem 1 follows from these discussions,

— for $k=1, k=2$, we have seen that Eve wins from everywhere in B .

By an analogous argument where we showed

that Eve wins 2-token $\Rightarrow$ Eve wins k -token, $k \geq 3$

we can conclude that Eve wins k -token game $\forall k \geq 3$ too from everywhere in B .

Part 4: Weak co-reachability.

→ Consider a parity automaton A .

→ We say states p, q are co-reachable in A if

$$\exists u \in \Sigma^* \text{ and runs } q_0 \xrightarrow[A]{u} p$$

$$q_0 \xrightarrow[A]{u} q_1$$

→ We write $(p, q) \in CR$ in that case.

* WCR is the reflexive & transitive closure of the CR relation.

p, q are weakly co-reachable if $(p, q) \in WCR$.

∴ If $(p, q) \in WCR$, there are 'intermediate' states $q_1, q_2, \dots, q_m$ s.t.

$$(p, q_1) \in CR, (q_1, q_2) \in CR, \dots, (q_m, q) \in CR.$$

→ We say a set of states $q, p_1, p_2, \dots, p_k$ is weakly co-reachable if every pair of them is weakly co-reachable.

Lemma: Let A be a parity automaton, and p, q, r be states s.t.

$$(p, q) \in CR \text{ and } (q, r) \in CR.$$

Then Eve wins $G1(p; q)$ and $G1(q, r)$

implies Eve wins $G1(p; r)$.

Part a: To show: If $q, p_1, p_2, \dots, p_k$ are weakly coreachable in B ,
then Eve wins

$$G_k((B, q); (B, p_1), (B, p_2), \dots, (B, p_k))$$

Firstly, since Eve wins k -token game from everywhere in B ,

we can conclude:

$$\text{Eve wins } G_k((B, q); (B, q), (B, q), \dots, (B, q)) \rightarrow \textcircled{1}$$

Lemma: Eve wins $G_1((B, q); (B, p_i)) \quad \forall i$

Proof: As q, p_i are WCR, there are intermediate states

$$q = r_0, r_1, r_2, \dots, r_m = p_i \quad \text{s.t.} \quad (r_i, r_{i+1}) \in CR.$$

As Eve wins G_1 from everywhere in B , Eve wins $G_1(r_i, r_{i+1})$

By transitivity, Eve wins $G_1(q, p_i)$.

From $\textcircled{1}$ and the above lemma, we can conclude that

$$\text{Eve wins } G_k(q; p_1, \dots, p_k).$$