

## HISTORY DETERMINISM

### Lecture 8: Characterizing History-determinism in $\omega$ Büchi automata

Reference: Chapter 4 of Keya Prakash's thesis.

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The goal of today's lecture is to prove the following theorem.

Theorem: For every  $\omega$ Büchi automaton  $A$ , Eve wins the Joker game on  $A$  iff  $A$  is history-deterministic.

We have already seen this direction previously:

$A$  is HD  $\Rightarrow$  Eve wins 2-token game  $\Rightarrow$  Eve wins Joker game.

To show: Eve wins Joker game  $\Rightarrow A$  is HD

Recall two previous results:

- 1. Eve wins Joker game on  $A \Rightarrow$  There is a simulation-equivalent subautomaton  $B$  where Eve wins 1-token game from everywhere.
- 2. If  $A, B$  are simulation equivalent then:  $A$  is HD iff  $B$  is HD.

Therefore it is sufficient to show the following theorem.

Theorem: Let  $A$  be a  $\omega$ Büchi automaton on which Eve wins the 1-token game from everywhere.

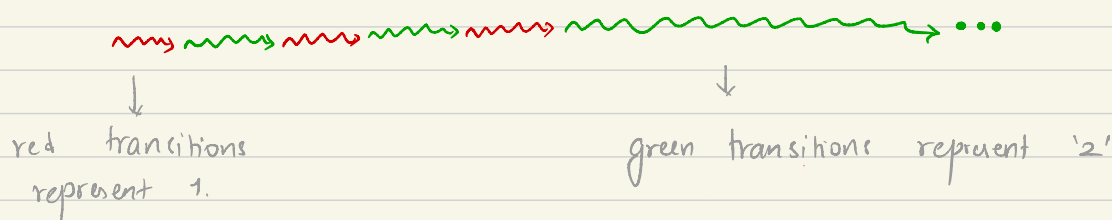
Then,  $A$  is HD.

CoBüchi condition:  $[1, 2]$  parity condition

recall: parity condition asks min parity seen infinitely often is even.

Therefore, with  $[1, 2]$ , this means:

- priority 1 is seen only finitely often.
- Eventually, all transitions are 2, in an accepting run.



To show:  $A$  is a  $[1, 2]$ -automaton s.t. Eve wins 1-token game from everywhere.

To show that  $A$  is HD.

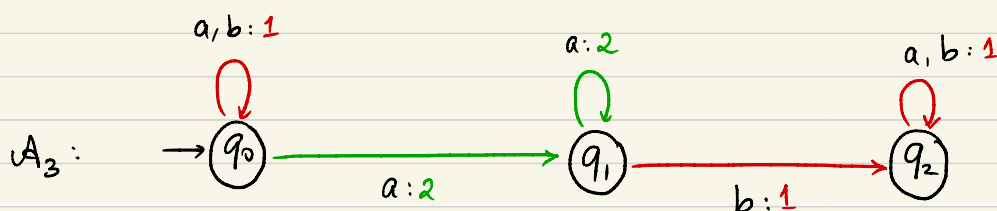
ie, Eve has a strategy to win the HD game.

Step 1: Modify the automaton in a manner that accepting runs are preserved.

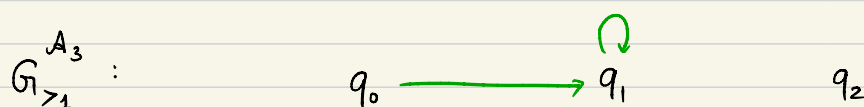
$A \longrightarrow G_{\geq 1}$

- Graph whose vertices are states of  $A$ .
- All 2-transitions of  $A$  are edges in  $G_{\geq 1}$

Example:



Accepts finitely many  $a$ 's.

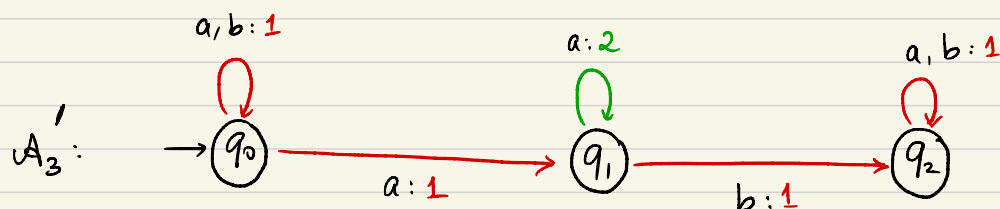


Modification: For any 2-transition of  $A$  which is not in any sec in  $G_{>1}$ , we change its priority to 1.

For instance, the transition  $q_0 \xrightarrow{a: 2} q_1$  of  $A_3$  is not in an sec of  $G_{>1}^{A_3}$ .

Therefore we change its priority to 1.

Modified automaton  $A_3'$ :



Claim: Modification preserves acceptance of each run.

Let the modified automaton be called  $A'$ .

The proof of the claim follows from the following sequence of equivalent statements.

- 1. A run  $p$  is accepting in  $A$ .
- 2.  $p$  contains finitely many 1-transitions of  $A$ .
- 3.  $p$  eventually stays in an SCC of  $G_{\geq 1}$ .
- 4.  $p$  sees finitely many 1-transitions in the modified automaton  $A'$ .
- 5.  $p$  is an accepting run in the modified automaton  $A'$ .

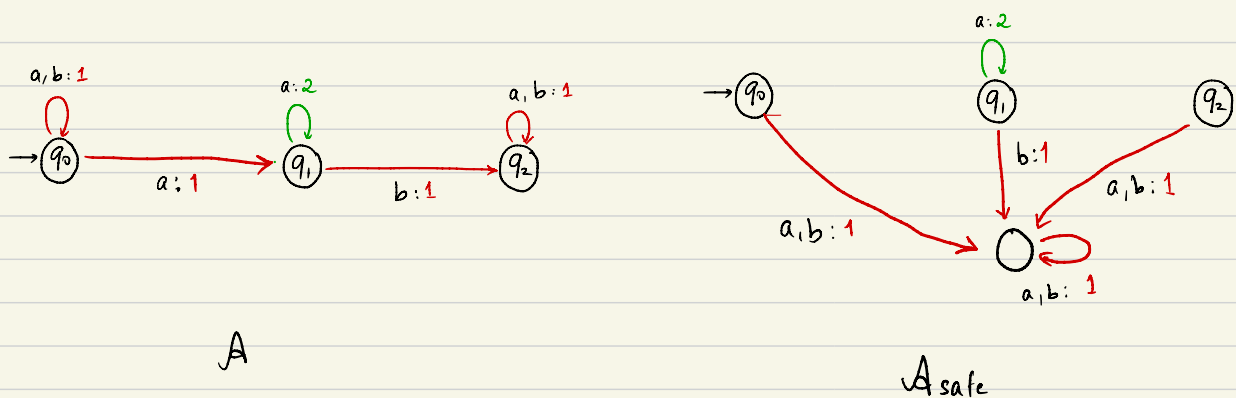
Since this modification does not change acceptance, we make the following assumption.

Assumption: The coBüchi automaton  $A$  is such that all 2-transitions occur in some SCC of  $A$ .

Step 2: The idea of safe-coverage.

$A \longrightarrow A_{\text{safe}}$

- Add an extra sink state
- all 1-transitions of  $A$  are redirected to the sink state.
- 2-transitions stay as they are.
- On the sink state, there is 1-self loop on every letter.



(only way to accept a word from a state is by remaining in green transitions always)

Safe coverage:

$A$  has safe coverage if for every state ' $q$ ', there is a state ' $p$ ' weakly coreachable to  $q$  in  $A$  s.t.  
 Eve wins  $G1(p; q)$  in  $A_{\text{safe}}$ .

### Step 3:

Recall: we have an automaton  $A$  on which Eve wins 1-token game from everywhere.

Our aim is to show that  $A$  is  $\text{HD}$ .

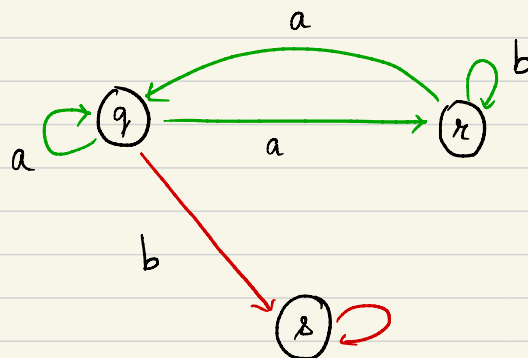
As an intermediate step we will show that  $A$  has safe-coverage.

Recall: we have assumed that all 2-transitions of  $A$  occur in an  $\text{Sec}$  of  $G_{\geq 1}$ .

Lemma 1: For every state ' $q$ ' in  $A$ , there is another state ' $p$ ' weakly coreachable to ' $q$ ' in  $A$  s.t. Eve wins  $G_1(p; q)$  in  $A_{\text{safe}}$ .

Before going into the proof of the lemma, notice that

Eve need not have to win  $G_1(q; q)$  in  $A_{\text{safe}}$ . Here is an example:



Adam's strategy at ' $q$ ': (Eve is also at  $q$ )

- 1. Play ' $a$ '.
- 2. if Eve plays  $q \xrightarrow{a} q$ , Adam moves to  $r$  and then plays ' $b$ '.
- 3. if Eve plays  $q \xrightarrow{a} r$ , Adam stays at ' $q$ ' and then plays ' $ab$ '.

### Proof of Lemma 1:

- Suppose Adam wins  $G_1(p; q)$  for all  $p \in \underbrace{WCR(A, q)}_{\text{weakly coreachable states of } q \text{ in } A}$  in  $A_{\text{safe}}$

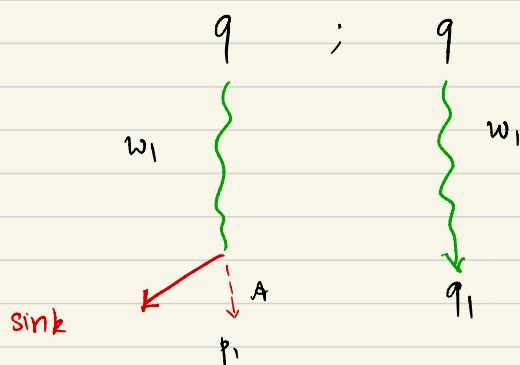
- We will show that Adam wins  $G_1(q; q)$  in  $A$

↳ a contradiction to hypothesis that Eve wins from everywhere in  $A$ .

in particular, Adam wins  $G_1(q; q)$  in  $A_{\text{safe}}$ .

Let  $\sigma$  be Adam's winning strategy.

- What happens when Adam plays  $\sigma$  in  $G_1(q; q)$  in  $A$ ?



$\exists w_1 \in \Sigma^+$  s.t.

Eve is forced to take a  $\tau$ -transition leading to sink in  $A_{\text{safe}}$ ,

Whereas Adam continues in green.

In  $A$  this transition

leads to state  $p_1$  (as shown above).

- By our assumption about 2-transitions, all 2-transitions lie inside on scc.
- Therefore there is a path from  $q_1$  to  $q$  on green transitions.

in  $A / A_{safe}$

Let the word be  $w_1'$

- If Eve is unable to continue on  $w_1'$  from  $p_1$ , we are done.
- Otherwise:



We Eve reaches a state  $s_1 \in WCC(A, q)$  on  $w_1 w_1'$ .

Continuing this argument, Adam is able to generate a green run.

Whereas, Eve's run contains infinitely many red transitions.

- Hence Adam wins  $G_{\perp}(q; q) \rightarrow$  a contradiction.

Lemma 2: For each state  $q$  in  $A$ ; there is a state  $p \in WCR(A, q)$  s.t.

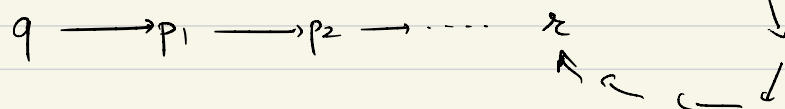
Eve wins  $G_1(p; q)$  and  $G_1(p; p)$  in  $A_{safe}$ .

Proof:

→ Draw a directed graph with states as vertices.

→ Put an edge  $q_1 \rightarrow p_1$  if  $p_1 \in WCR(A, q_1)$   
and Eve wins  $G_1(p_1; q_1)$  in  $A_{safe}$ .

→ From  $q$  there is a path



Then  $r \in WCR(A, q)$  and

Eve wins  $G_1(r; q)$  and  $G_1(r; r)$

as required.

This is because

from Lemma 1, every

vertex has outdegree  $\geq 1$ .

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— Rest of the proof in the next lecture.