

Is your automaton good for playing games ?

Marc Bagnol, **Denis Kuperberg**

CNRS, LIP, ENS Lyon

Highlights 2018, Berlin

Solving an ω -regular game

Input: G game with ω -regular winning condition $W \subseteq V^\omega$.

Question: Who wins G ? How?

Solving an ω -regular game

Input: G game with ω -regular winning condition $W \subseteq V^\omega$.

Question: Who wins G ? How?

Solution: Turn G into a game with more states but simpler acceptance condition.

1. Build Det Parity automaton \mathcal{A}_{Det} for W ,
2. Solve the parity game $G' = G \circ \mathcal{A}_{\text{Det}}$.

Theorem

$G \circ \mathcal{A}_{\text{Det}}$ has same winner as G .

Solving an ω -regular game

Input: G game with ω -regular winning condition $W \subseteq V^\omega$.

Question: Who wins G ? How ?

Solution: Turn G into a game with more states but simpler acceptance condition.

1. Build Det Parity automaton \mathcal{A}_{Det} for W ,
2. Solve the parity game $G' = G \circ \mathcal{A}_{\text{Det}}$.

Theorem

$G \circ \mathcal{A}_{\text{Det}}$ has same winner as G .

Problem: Determinization is **expensive**. Maybe too strong ?

Solving an ω -regular game

Input: G game with ω -regular winning condition $W \subseteq V^\omega$.

Question: Who wins G ? How?

Solution: Turn G into a game with more states but simpler acceptance condition.

1. Build Det Parity automaton \mathcal{A}_{Det} for W ,
2. Solve the parity game $G' = G \circ \mathcal{A}_{\text{Det}}$.

Theorem

$G \circ \mathcal{A}_{\text{Det}}$ has same winner as G .

Problem: Determinization is **expensive**. Maybe too strong?

Definition (Henzinger, Piterman 2006)

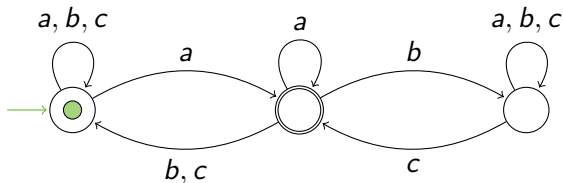
\mathcal{A} is **Good-for-Games** (GFG) if $G \circ \mathcal{A}$ has same winner as G , for any game G with winning condition $L(\mathcal{A})$.

Definition of GFG via a game

A Parity automaton, we associate to it a **GFG game**:

Adam plays **letters**:

Eve: resolves non-deterministic choices for transitions

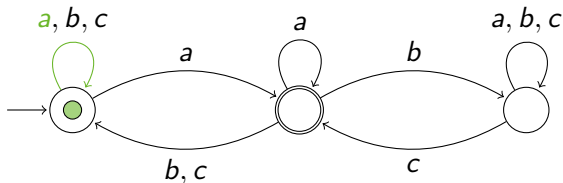


Definition of GFG via a game

A Parity automaton, we associate to it a **GFG game**:

Adam plays letters: *a*

Eve: resolves non-deterministic choices for transitions

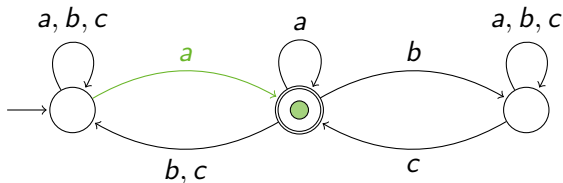


Definition of GFG via a game

A Parity automaton, we associate to it a **GFG game**:

Adam plays letters: a a

Eve: resolves non-deterministic choices for transitions

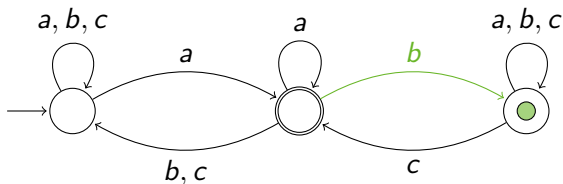


Definition of GFG via a game

A Parity automaton, we associate to it a **GFG game**:

Adam plays **letters**: a a b

Eve: resolves non-deterministic choices for transitions

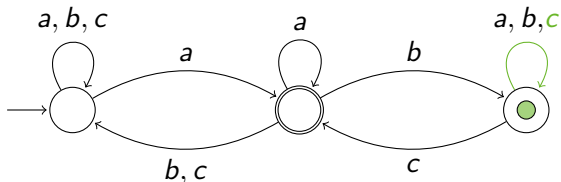


Definition of GFG via a game

A Parity automaton, we associate to it a **GFG game**:

Adam plays letters: a a b c

Eve: resolves non-deterministic choices for transitions

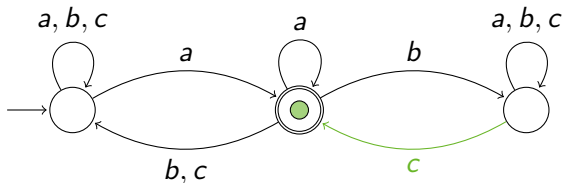


Definition of GFG via a game

A Parity automaton, we associate to it a **GFG game**:

Adam plays **letters**: $a a b c c$

Eve: resolves non-deterministic choices for transitions

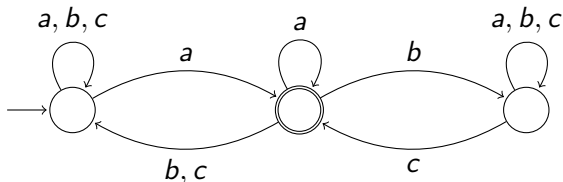


Definition of GFG via a game

A Parity automaton, we associate to it a **GFG game**:

Adam plays letters: $a a b c c \dots = w$

Eve: resolves non-deterministic choices for transitions



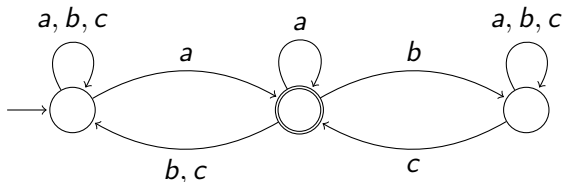
Eve wins if: $w \in L \Rightarrow$ Run accepting.

Definition of GFG via a game

A Parity automaton, we associate to it a **GFG game**:

Adam plays **letters**: $a a b c c \dots = w$

Eve: resolves non-deterministic choices for transitions



Eve wins if: $w \in L \Rightarrow$ Run accepting.

A **GFG** \Leftrightarrow Eve wins the GFG game on \mathcal{A} .

Recognizing GFG automata

GFGness problem: input \mathcal{A}_{ND} , is it **GFG**?

Recognizing GFG automata

GFGness problem: input \mathcal{A}_{ND} , is it **GFG**?

Solve the GFG game ?

Recognizing GFG automata

GFGness problem: input \mathcal{A}_{ND} , is it **GFG**?

Solve the GFG game ?

Acceptance condition of the form “ $u \in L \Rightarrow$ run accepting”

Recognizing GFG automata

GFGness problem: input \mathcal{A}_{ND} , is it **GFG**?

Solve the GFG game ?

Acceptance condition of the form “ $u \in L \Rightarrow$ run accepting”

Upper bound: **EXPTIME**

Recognizing GFG automata

GFGness problem: input \mathcal{A}_{ND} , is it **GFG**?

Solve the GFG game ?

Acceptance condition of the form “ $u \in L \Rightarrow$ run accepting”

Upper bound: **EXPTIME**

Theorem (Löding)

The GFGness problem is in P for reachability/safety automata.

Theorem (K., Skrzypczak 2015)

The GFGness problem is in P for coBüchi automata.

Parity Games \equiv GFGness for universal Parity automata.

Recognizing GFG automata

GFGness problem: input \mathcal{A}_{ND} , is it **GFG**?

Solve the GFG game ?

Acceptance condition of the form “ $u \in L \Rightarrow$ run accepting”

Upper bound: **EXPTIME**

Theorem (Löding)

The GFGness problem is in P for reachability/safety automata.

Theorem (K., Skrzypczak 2015)

The GFGness problem is in P for coBüchi automata.

Parity Games \equiv GFGness for universal Parity automata.

This talk:

Theorem (Bagnol, K. (unpublished))

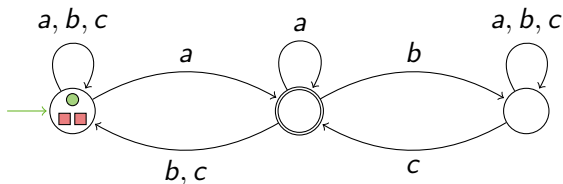
The GFGness problem is in P for Büchi automata.

Abstracting the GFG game

The game G_2 :

Adam plays letters:

Eve: moves one token Adam: moves two tokens

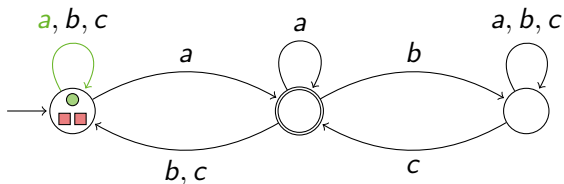


Abstracting the GFG game

The game G_2 :

Adam plays letters: a

Eve: moves one token Adam: moves two tokens

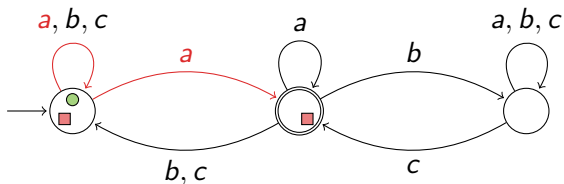


Abstracting the GFG game

The game G_2 :

Adam plays letters: a

Eve: moves one token Adam: moves two tokens

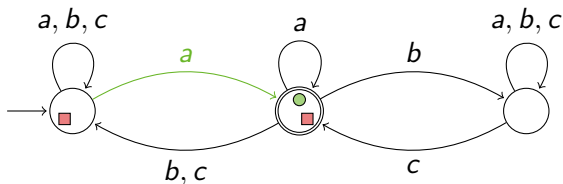


Abstracting the GFG game

The game G_2 :

Adam plays letters: a a

Eve: moves one token Adam: moves two tokens

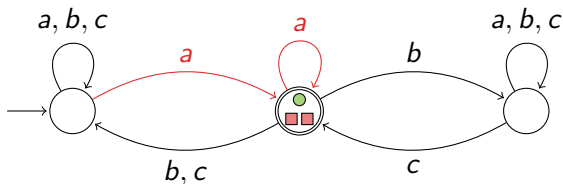


Abstracting the GFG game

The game G_2 :

Adam plays letters: a a

Eve: moves one token Adam: moves two tokens

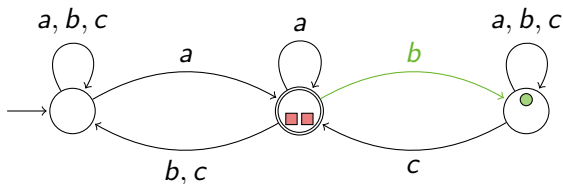


Abstracting the GFG game

The game G_2 :

Adam plays letters: a a b

Eve: moves one token Adam: moves two tokens

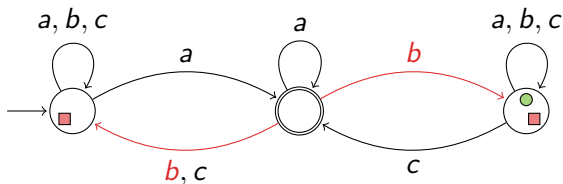


Abstracting the GFG game

The game G_2 :

Adam plays letters: a a b

Eve: moves one token Adam: moves two tokens

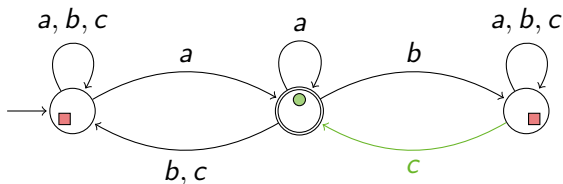


Abstracting the GFG game

The game G_2 :

Adam plays letters: $a a b c$

Eve: moves one token Adam: moves two tokens

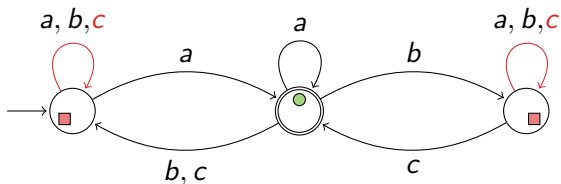


Abstracting the GFG game

The game G_2 :

Adam plays letters: $a a b c$

Eve: moves one token Adam: moves two tokens

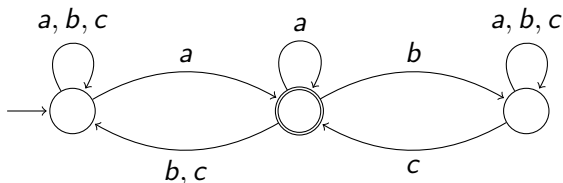


Abstracting the GFG game

The game G_2 :

Adam plays letters: $a a b c \dots = w$

Eve: moves one token Adam: moves two tokens



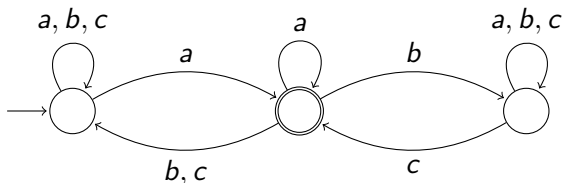
Eve wins if: \blacksquare_1 or \blacksquare_2 accepts \Rightarrow \bullet accepts.

Abstracting the GFG game

The game G_2 :

Adam plays letters: $a a b c \dots = w$

Eve: moves one token Adam: moves two tokens



Eve wins if: \blacksquare_1 or \blacksquare_2 accepts \Rightarrow \bullet accepts.

Goal: Show that Eve wins $G_2 \Leftrightarrow$ Eve wins the GFG game.

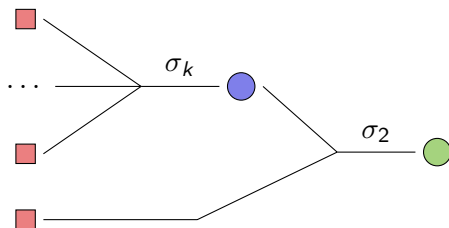
Proof sketch

Lemma

Eve wins $G_2 \Leftrightarrow$ Eve wins G_k for all k .

Proof sketch: how to win against $k + 1$ tokens:

- ▶ play a *virtual token* \bullet against the first k tokens
- ▶ play the G_2 strategy against the virtual token and the remaining token.



Main proof sketch for $G_2 \Leftrightarrow \text{GFG}$

Assume:

- ▶ Adam wins the GFG game with finite-memory strategy τ_{GFG} .
- ▶ Eve wins $G_2 \Rightarrow$ wins G_k with strategy σ_k , for a big k .

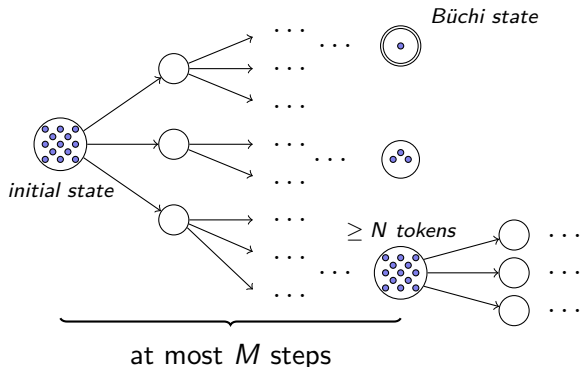
Main proof sketch for $G_2 \Leftrightarrow \text{GFG}$

Assume:

- ▶ Adam wins the GFG game with finite-memory strategy τ_{GFG} .
- ▶ Eve wins $G_2 \Rightarrow$ wins G_k with strategy σ_k , for a big k .

Build strategy for Eve against τ_{GFG} :

- ▶ move k virtual tokens \bullet against τ_{GFG}
- ▶ play σ_k against these k tokens



Conclusion

Results

- ▶ Characterisation of Büchi GFG automata via G_2 .
- ▶ \rightarrow Büchi GFGness $\in \mathbf{P}$, actually in $O(n^4 m(n + m)|\Sigma|^2)$.

Perspectives

- ▶ is G_2 equivalent to GFG for coBüchi, Parity ?
- ▶ if Yes, Parity GFGness $\in \mathbf{P}$ for any fixed parity condition.
- ▶ recognizing GFG automata \rightarrow building them.