

Logical Formalisms Expressing Boundedness Properties over Infinite Trees

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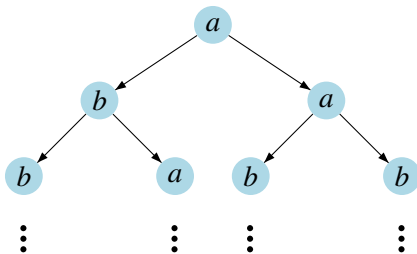
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GT Jeux, January 24th, 2014

- 1 Introduction
- 2 The three ingredients to prove Rabin's theorem
- 3 Towards finite-memory determinacy for cost-parity games

Logics over infinite (binary) trees

A tree:



A logical property:

“for all nodes a , there are finitely many nodes *below it* that contain a branch with infinitely many b ’s”

Rabin's theorem

The variables x, y, \dots are interpreted by nodes, X, Y, \dots by sets of nodes.

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Atomic formulæ:

$$a(x) \quad | \quad x \in X \quad | \quad \textit{LeftChild}(x, y) \quad | \quad \textit{RightChild}(x, y)$$

Constructors:

$\underbrace{\wedge, \vee, \neg}_{\text{boolean connectives}}$

$| \quad \underbrace{\exists x}_{\text{first-order}}$

$| \quad \underbrace{\exists X}_{\text{monadic second-order}}$

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Theorem (Rabin, 1969)

The following problem (called satisfiability problem) is decidable:

- *Instance:* ϕ an MSO formula.
- *Question:* does there exist a tree \mathbf{t} satisfying ϕ ?

Can we go further?

i.e. are there *decidable* extensions of MSO over infinite trees?

Can we talk about the *size* of sets?

About their *asymptotic behaviour*?

- “ X is finite” , $|X| \geq 6$, $|X| \equiv |Y| \pmod{9}$
 \nleftrightarrow already expressible in MSO

Some possible extensions

- “ X is finite” , $|X| \geq 6$, $|X| \equiv |Y| \pmod{9}$
 \leadsto already expressible in MSO
- $|X| = |Y|$, $|X| \leq |Y|$, $|X| = 2|Y|$
 \leadsto undecidable!

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- $\mathbb{B}X, \phi$, defined by

$$\exists N \in \mathbb{N}, \forall X, \phi(X) \Rightarrow |X| \leq N$$

\leadsto $\text{MSO} + \mathbb{B}$ was proposed by Bojańczyk in 2004

- ... ?

Theorem (Hummel, Skrzypczak and Toruńczyk, 2010)

$\text{MSO} + \mathbb{B}$ is topologically very hard (reaches all levels of the projective hierarchy).

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The decidability of $\text{MSO} + \mathbb{B}$ over infinite trees cannot be proved in ZFC.

(The decidability of $\text{MSO} + \mathbb{B}$ over infinite words is still open.)

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End of the story?

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End of the story?
Not quite!

Regular cost functions

Colcombet investigated *uniform* quantifications over bounds:

Add “ $|X| \leq N$ ” to MSO formulæ.

Hope (Colcombet, 2009)

The following problem (called boundedness problem) is decidable:

- *Instance:* $\phi(N)$ a cost MSO formula.
- *Question:* $\exists N, \forall \mathbf{t}, \quad \mathbf{t} \models \phi[N]$?

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Wide open for infinite trees! It would solve a long-standing open problem (the decidability of the Mostowski index).

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A proof of Rabin's theorem, by Muller and Schupp

Alternating parity automata:

$$\mathcal{A} = (Q, A, q_0, \delta, \text{Parity}), \text{ where } \delta : Q \times A \rightarrow \underbrace{\mathcal{B}^+(Q \times Q)}_{\text{positive boolean combinations}}$$

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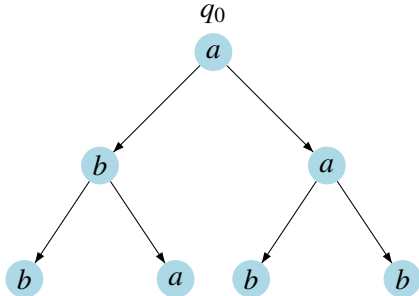
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A tree \mathbf{t} induces a two-player game between Eve and Adam:

- Eve chooses disjunctions,
- Adam chooses conjunctions,
- Adam chooses directions.

\mathbf{t} is accepted if Eve wins the acceptance game.



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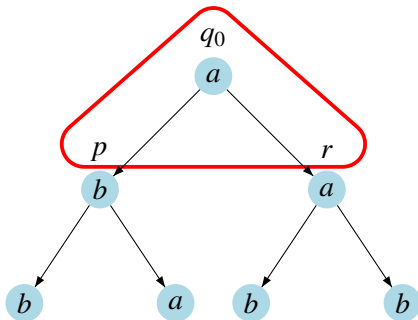
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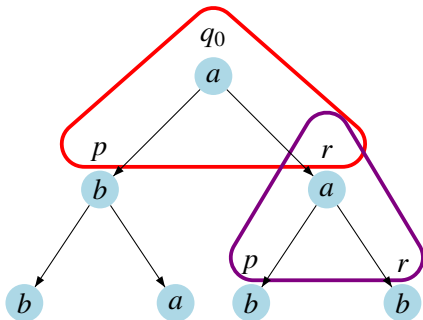
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Simulating alternating automata by non-deterministic ones relies on:

- **determinization of parity automata over infinite words,**
- **positional determinacy of parity games.**

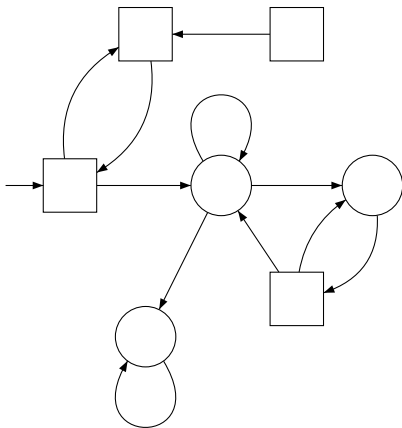
The three ingredients

- ① Determinacy of parity games
- ② Determinization of parity automata over infinite words
- ③ Positional determinacy of parity games

We need to generalize these three ingredients to **cost-parity games**:

- ① Determinacy: ✓ (Borel determinacy takes over)
- ② Determinization: ✓ (history-deterministic automata fill in!)
- ③ Positional determinacy: only partial results...

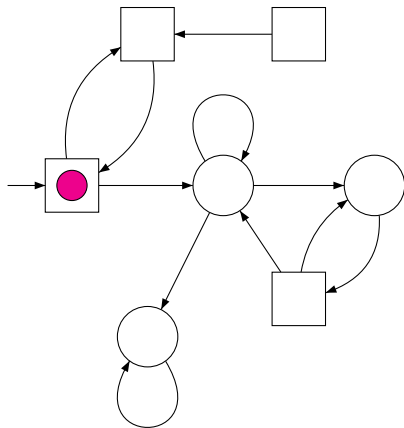
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controlled by Eve



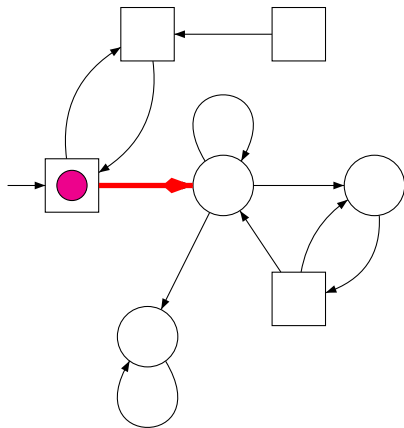
controlled by Adam



controlled by Eve



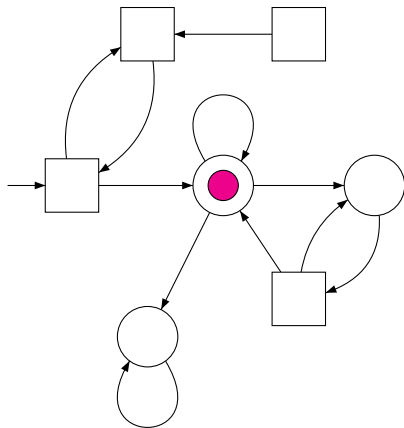
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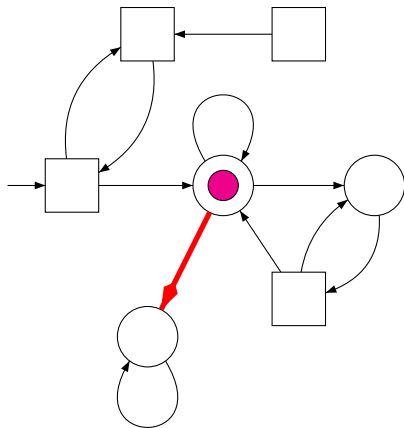
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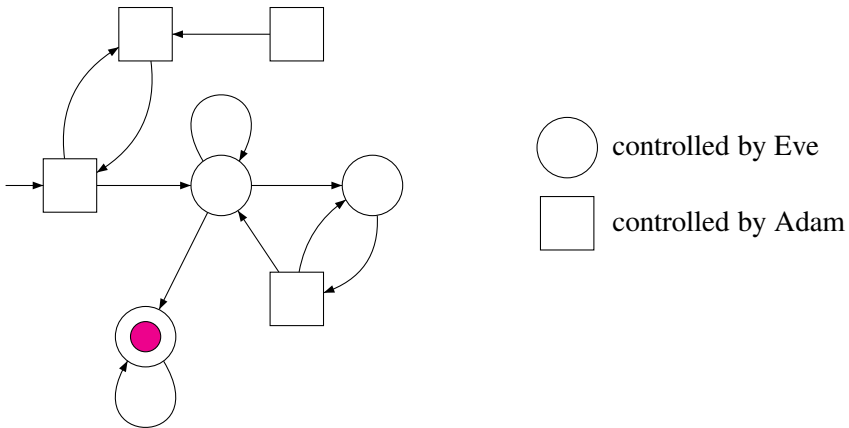
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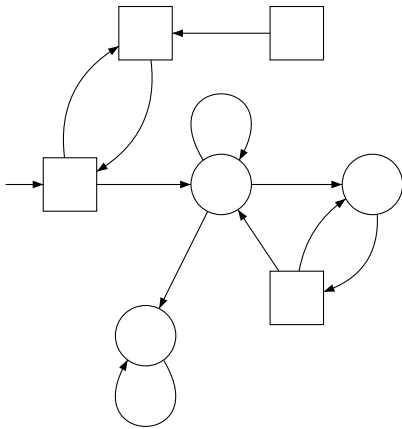


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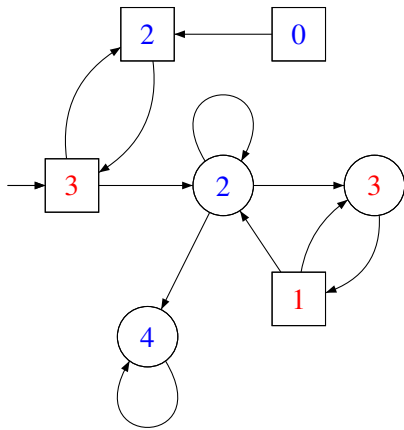


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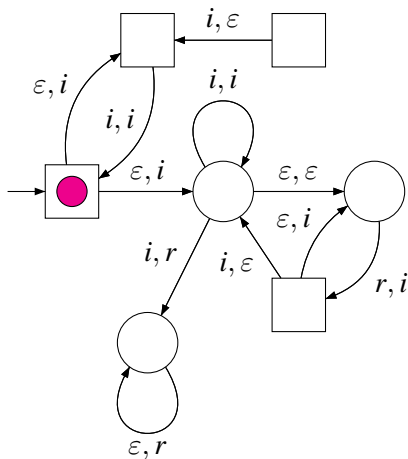


parity
and
all counters
are bounded



parity condition:

the minimal priority
seen infinitely often
is even



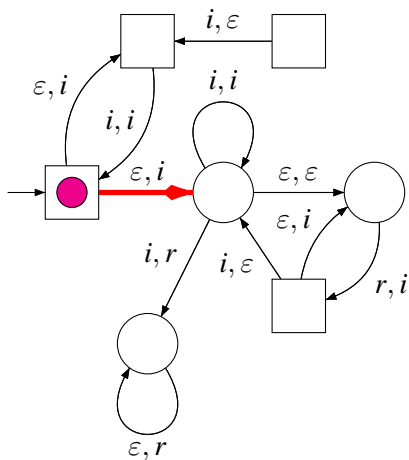
$$c_1 = 0$$

$$c_2 = 0$$

ϵ : nothing

i : increment

r : reset



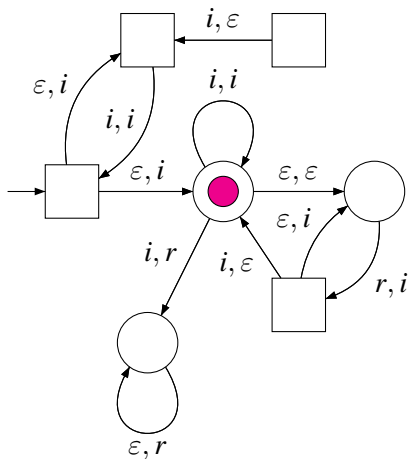
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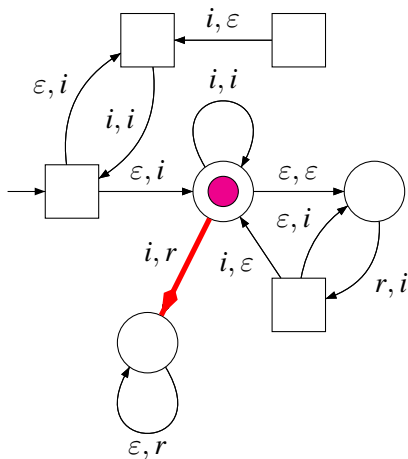
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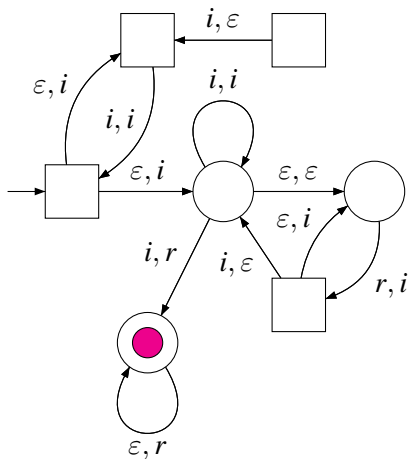
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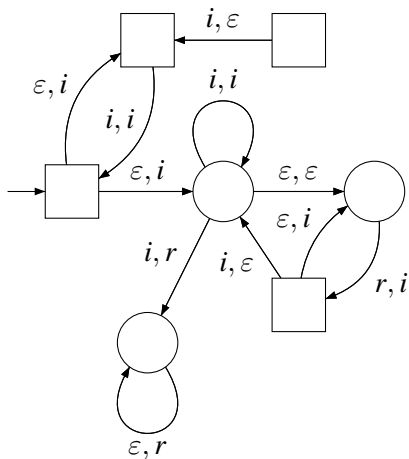
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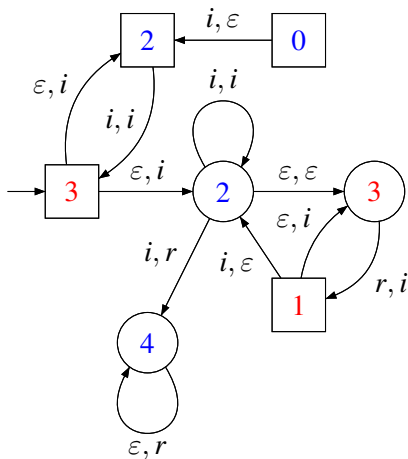
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Uniform versus non-uniform quantification

Eve wins means:



$\exists \sigma$ (strategy for Eve),
 $\forall \pi$ (paths),
 $\exists N \in \mathbb{N}$,



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non-uniform
(MSO + \mathbb{B})



$\exists N \in \mathbb{N}$,
 $\exists \sigma$ (strategy for Eve),
 $\forall \pi$ (paths),

uniform
(cost MSO)

Fix a game G and assume Eve wins $B(N) \cap \text{Parity}$.

Observation

*Eve has a strategy **with N memory states** to ensure $B(N) \cap \text{Parity}$.*

Fix a game G and assume Eve wins $B(N) \cap \text{Parity}$.

Observation

Eve has a strategy *with N memory states* to ensure $B(N) \cap \text{Parity}$.

The conjecture involves a *trade-off* between memory and quality:

Conjecture

There exists a function $\alpha : \mathbb{N} \rightarrow \mathbb{N}$ and a constant $m \in \mathbb{N}$ such that for all games:

*if Eve wins $B(N) \cap \text{Parity}$,
then she has a strategy *with m memory states* to ensure
 $B(\alpha(N)) \cap \text{Parity}$.*

Theorem

for all *finite* games G :

if Eve wins $B(N) \cap \text{Parity}$,

then she has a strategy *with 2 memory states* to ensure

$B(|G| \cdot N) \cap \text{Parity}$.

Theorem (Vanden Boom)

For infinite chronological games:

- *If Eve wins $B(N) \cap \text{Büchi}$, then she has a strategy with 2 memory states to ensure $B(N) \cap \text{Büchi}$.*
- *If Eve wins $\overline{B}(N) \cup \text{Büchi}$, then she has a strategy with 2 memory states to ensure $\overline{B}(N) \cup \text{Büchi}$.*

Corollary (Vanden Boom)

Cost weak MSO is decidable.

Theorem (“Folklore in the regular cost function community”)

For infinite chronological games without ε :

- *If Eve wins $B(N) \cap \text{Parity}$, then she has a strategy with 2 memory states to ensure $B(N) \cap \text{Parity}$.*
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Corollary

MSO + “ $|x - y| \leq N$ ” (called temporal cost MSO) is decidable.

Theorem (F., Horn, Kuperberg, Skrzypczak)

*Colcombet's Conjecture holds for **thin tree** games (with non-elementary bounds).*

Corollary

Cost MSO is decidable over thin trees.

To extend Rabin's theorem to cost MSO via Muller and Schupp's proof, the following three ingredients are required:

- ① Determinacy of cost-parity games: ✓
- ② Determinization of cost-parity automata over infinite words: ✓
- ③ Finite-memory determinacy for cost-parity games: **ongoing**