

MASARYK UNIVERSITY  
FACULTY OF INFORMATICS



**«title»**

BACHELOR'S THESIS

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## **Declaration**

Hereby I declare that this paper is my original authorial work, which I have worked out on my own. All sources, references, and literature used or excerpted during elaboration of this work are properly cited and listed in complete reference to the due source.

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# Abstract

«abstract»

## Keywords

«keywords»





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# 1 Introduction





## 2 Preliminaries

### 2.1 Büchi Automaton

A nondeterministic Büchi automaton (BA) is a tuple  $A = (\Sigma, Q, q_0, \Delta, \Gamma)$ , where

- $\Sigma$  is a finite alphabet
- $Q$  is finite set of states
- $q_0 \in Q$  is the initial state
- $\Delta \subseteq Q \times \Sigma \times Q$  are transitions
- $\Gamma \subseteq \Delta$  is the transition-based acceptance condition

**run** A run  $r$  of  $A$  on  $w \in \Sigma^\omega$  is an  $\omega$ -word  $r_0, w_0, r_1, w_1, \dots$  in  $(Q \times \Sigma)^\omega$  such that  $r_0 = q_0 \wedge \forall i > 0, (r_{i-1}, w_{i-1}, r_i) \in \Delta$  and  $w_i = w_i$ .

**inf(r)** We write  $\text{inf}(r) \subseteq \Delta$  for the set of transitions that appear infinitely often in the run  $r$ .

**accepting run** A run  $r$  is accepting if  $\text{inf}(r) \cap \Gamma \neq \emptyset$ .

**language** The language  $L_A \subseteq \Sigma^\omega$  is recognized by  $A$ .  
 $\forall w \in L_A \exists r$  on  $w$  such that  $r$  is accepting.

**$\omega$ -regular language** A language is  $\omega$ -regular if it is accepted by BA.

**deterministic automaton**  $A = (\Sigma, Q, q_0, \Delta, \Gamma)$  is deterministic if  
 $(q, \rho, q'), (q, \rho, q'') \in \Delta \implies q' = q''$

**complete automaton**  $A$  is complete if,  $\forall w \in \Sigma, \forall q \in Q, \exists (q, w, q') \in \Delta$ . A word in  $\Sigma^\omega$  has exactly one run in a deterministic, complete automaton.

## 2.2 Markov Decision Processes

A Markov decision process (MDP)  $M$  is a tuple  $(S, A, T, \Sigma, L)$ , where

- $S$  is a finite set of states
- $A$  is a finite set of actions
- $T : S \times A \rightarrow D(S)$ , where  $D(S)$  is set of probability distributions over  $S$ , is the probabilistic transition (partial) function
- $\Sigma$  is an alphabet
- $L : S \times A \times S \rightarrow \Sigma$  is the labeling function of the set of transitions. For a state  $s \in S$ ,  $A(s)$  denotes the set of actions available in  $s$ .

**run** A run of  $M$  is an  $\omega$ -word  $s_0, a_1, \dots \in A = S \times (A \times S)^\omega$  such that  $Pr(s_{i+1}|s_i, a_{i+1}) > 0$  for all  $i \geq 0$ . A finite run is a finite such sequence.

**labeled run** We define labeled run as  $L(r) = L(s_0, a_1, s_1), L(s_1, a_2, s_2), \dots \in \Sigma^\omega$ .

**paths** We write  $\Omega(M)(Paths(M))$  for the set of runs (finite runs) of  $M$  and  $\Omega_s(M)(Paths_s(M))$  for the set of runs (finite runs) of  $M$  starting from state  $s$ . When the MDP is clear from the context we drop the argument  $M$ .

**strategy** A strategy in  $M$  is a function  $\mu : Paths \rightarrow D(A)$  such that  $supp(\mu(r)) \subseteq A(last(r))$ , where  $supp(d)$  is the support of  $d$  and  $last(r)$  is the last state of  $r$ . Let  $\Omega_\mu^M$  denote the subset of runs  $\Omega^M$  that correspond to strategy  $\mu$  and initial state  $s$ . Let  $\Pi_M$  be the set of all strategies.

**pure strategy** We say that a strategy  $\mu$  is pure if  $\mu(r)$  is a point distribution for all runs  $r \in Paths$ .

**behavior** The behavior of an MDP  $M$  under a strategy  $\mu$  with starting state  $s$  is defined on a probability space  $(\Omega_s^\mu, F_s^\mu, Pr_s^\mu)$  over the set of infinite runs of  $\mu$  from  $s$ .

## 2.3 Good-for-MDP (GFM) Automata

## 2.4 to be defined

$\omega$ -word?, point distribution?, what is  $F_s^\mu$  in 'pure strategy' paragraph?, TGBA, describe Semi-deterministic as I am going to compare them with SBA

### 2.4.1 xd

'' GF MDP, model checking

## 2.5 Algorithms

BP + both slim



## **3 Implementation**

### **3.1 Technologies**

### **3.2 Implementation inside Seminotor**



## **4 Evaluation**

### **4.1 Alternative Algorithm**

### **4.2 Different Implementation - ePMC**

### **4.3 Semi-deterministic Automata**





## 5 Conclusion