

Half-Positional Objectives Recognized by Deterministic Büchi Automata

Patricia Bouyer¹, Antonio Casares²,
*Mickael Randour*³, Pierre Vandenhove^{1,3}

¹Université Paris-Saclay, CNRS, ENS Paris-Saclay, LMF, France

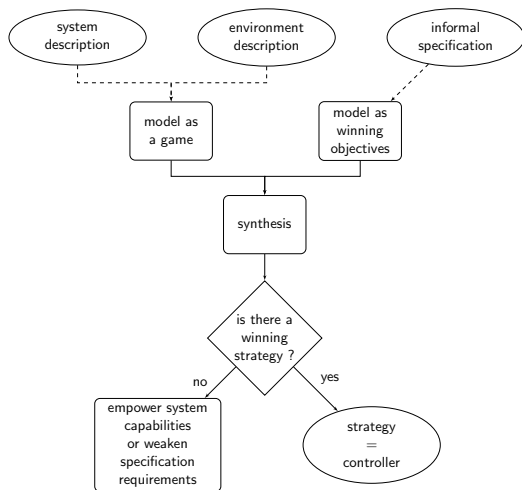
²LaBRI, Université de Bordeaux, France

³F.R.S.-FNRS & UMONS – Université de Mons, Belgium

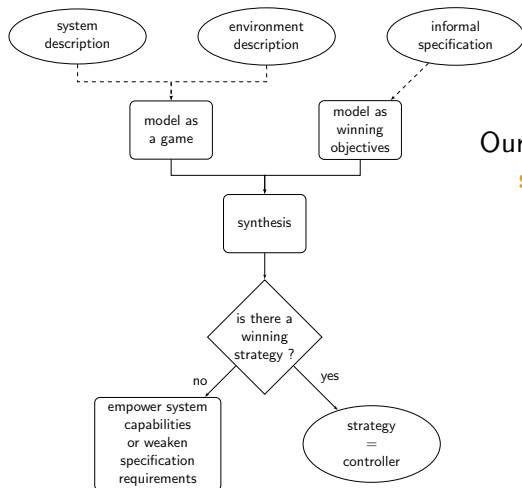
August 24, 2023

*IJCAI 2023 — Best Papers from Sister Conferences Track
Originally published in CONCUR 2022*

Controller synthesis: a game-theoretic approach

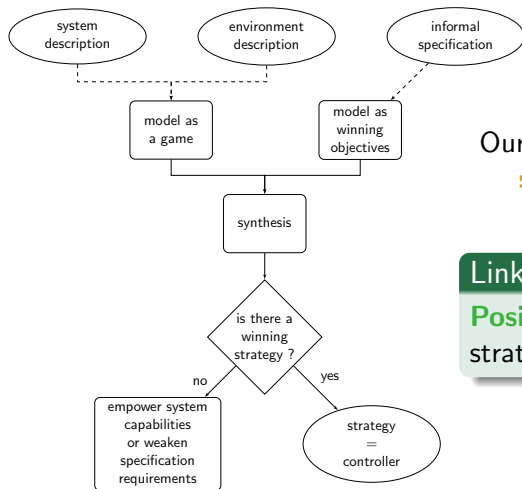


Controller synthesis: a game-theoretic approach



Our focus here: how complex **strategies** need to be?

Controller synthesis: a game-theoretic approach



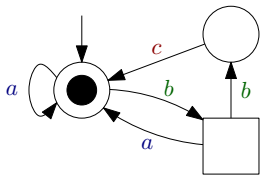
Our focus here: how complex **strategies** need to be?

Link with AI

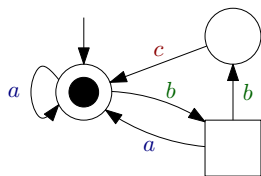
Positional (aka memoryless) strategies are crucial for RL.¹

¹Sutton and Barto, Reinforcement Learning: An Introduction, 2018; Hahn et al., "An Impossibility Result in Automata-Theoretic Reinforcement Learning", 2022.

Our core model: two-player zero-sum games on graphs

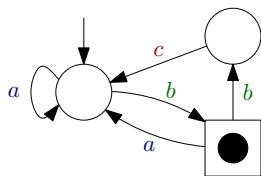


Our core model: two-player zero-sum games on graphs



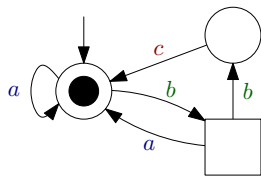
- $C = \{a, b, c\}$, $\mathcal{A} = (V_1, V_2, E)$.
- Two players \mathcal{P}_1 (\circ) and \mathcal{P}_2 (\square)

Our core model: two-player zero-sum games on graphs



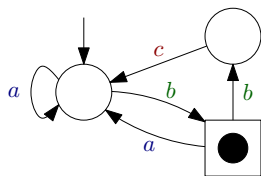
- $C = \{a, b, c\}$, $\mathcal{A} = (V_1, V_2, E)$.
- Two players \mathcal{P}_1 (\circ) and \mathcal{P}_2 (\square) generate an infinite word $w = b$

Our core model: two-player zero-sum games on graphs



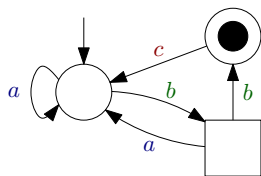
- $C = \{a, b, c\}$, $\mathcal{A} = (V_1, V_2, E)$.
- Two players \mathcal{P}_1 (\circ) and \mathcal{P}_2 (\square) generate an infinite word $w = ba$

Our core model: two-player zero-sum games on graphs



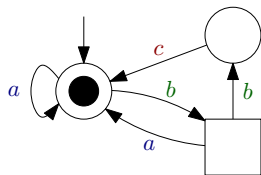
- $C = \{a, b, c\}$, $\mathcal{A} = (V_1, V_2, E)$.
- Two players \mathcal{P}_1 (\circ) and \mathcal{P}_2 (\square) generate an infinite word $w = bab$

Our core model: two-player zero-sum games on graphs



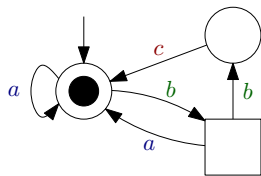
- $C = \{a, b, c\}$, $\mathcal{A} = (V_1, V_2, E)$.
- Two players \mathcal{P}_1 (\circ) and \mathcal{P}_2 (\square) generate an infinite word $w = babb$

Our core model: two-player zero-sum games on graphs



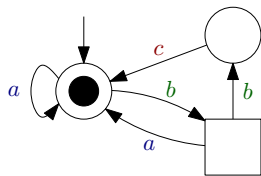
- $C = \{a, b, c\}$, $\mathcal{A} = (V_1, V_2, E)$.
- Two players \mathcal{P}_1 (\circ) and \mathcal{P}_2 (\square) generate an infinite word $w = babbc \dots \in C^\omega$.

Our core model: two-player zero-sum games on graphs



- $C = \{a, b, c\}$, $\mathcal{A} = (V_1, V_2, E)$.
- Two players \mathcal{P}_1 (\circ) and \mathcal{P}_2 (\square) generate an infinite word $w = babbc \dots \in C^\omega$.
- **Objective** of \mathcal{P}_1 is a set $W \subseteq C^\omega$.

Our core model: two-player zero-sum games on graphs



- $C = \{a, b, c\}$, $\mathcal{A} = (V_1, V_2, E)$.
- Two players \mathcal{P}_1 (\circ) and \mathcal{P}_2 (\square) generate an infinite word $w = babbc \dots \in C^\omega$.
- **Objective** of \mathcal{P}_1 is a set $W \subseteq C^\omega$.

Motivation

Understand the **objectives** for which **positional** strategies suffice to win (in all arenas).

Half-positionality

Strategies

A **strategy** of \mathcal{P}_1 is a function $\sigma: E^* \rightarrow E$.

Half-positionality

Strategies

A **strategy** of \mathcal{P}_1 is a function $\sigma: E^* \rightarrow E$.

It is **positional** if the choices only depend on the **current** vertex, i.e., if $\sigma: V_1 \rightarrow E$.

Half-positionality

Strategies

A **strategy** of \mathcal{P}_1 is a function $\sigma: E^* \rightarrow E$.

It is **positional** if the choices only depend on the **current** vertex, i.e., if $\sigma: V_1 \rightarrow E$.

Half-positional objectives

In all games with objective W , if \mathcal{P}_1 can win with **some** strategy, can \mathcal{P}_1 also win with a **positional** strategy?

\rightsquigarrow If yes, W is **half-positional**.

Half-positionality

Strategies

A **strategy** of \mathcal{P}_1 is a function $\sigma: E^* \rightarrow E$.

It is **positional** if the choices only depend on the **current** vertex, i.e., if $\sigma: V_1 \rightarrow E$.

Half-positional objectives

In all games with objective W , if \mathcal{P}_1 can win with **some** strategy, can \mathcal{P}_1 also win with a **positional** strategy?

\rightsquigarrow If yes, W is **half-positional**.

W is **bipositional** if both \mathcal{P}_1 (objective W) and \mathcal{P}_2 (objective $C^\omega \setminus W$) have positional winning strategies.

Half-positionality

Bipositionality is well-understood

- **Characterization** over finite arenas.²
- **Characterization** over infinite arenas.³

²Gimbert and Zielonka, "Games Where You Can Play Optimally Without Any Memory", 2005.

³Colcombet and Niwiński, "On the positional determinacy of edge-labeled games", 2006.

Half-positionality

Bipositionality is well-understood

- **Characterization** over finite arenas.²
- **Characterization** over infinite arenas.³

²Gimbert and Zielonka, "Games Where You Can Play Optimally Without Any Memory", 2005.

³Colcombet and Niwiński, "On the positional determinacy of edge-labeled games", 2006.

Previous results on **half**-positionality

- **Sufficient** conditions over finite arenas.^{4,5}
- Structural **characterization** over infinite arenas.⁶

⁴Kopczyński, "Half-Positional Determinacy of Infinite Games", 2006.

⁵Bianco et al., "Exploring the boundary of half-positionality", 2011.

⁶Ohlmann, "Characterizing Positionality in Games of Infinite Duration over Infinite Graphs", 2022.

Half-positionality

Bipositionality is well-understood

- **Characterization** over finite arenas.²
- **Characterization** over infinite arenas.³

²Gimbert and Zielonka, "Games Where You Can Play Optimally Without Any Memory", 2005.

³Colcombet and Niwiński, "On the positional determinacy of edge-labeled games", 2006.

Previous results on **half**-positionality

- **Sufficient** conditions over finite arenas.^{4,5}
- Structural **characterization** over infinite arenas.⁶

⁴Kopczyński, "Half-Positional Determinacy of Infinite Games", 2006.

⁵Bianco et al., "Exploring the boundary of half-positionality", 2011.

⁶Ohlmann, "Characterizing Positionality in Games of Infinite Duration over Infinite Graphs", 2022.

Might still be difficult to **decide** if an objective is half-positional!

Our objectives

Central class of objectives: ω -regular objectives.

↪ Notably encompasses LTL specifications.

Our objectives

Central class of objectives: ω -regular objectives.

\rightsquigarrow Notably encompasses LTL specifications.

Open problem

Half-positionality **not** completely understood for ω -regular objectives!

Our objectives

Central class of objectives: ω -regular objectives.

\rightsquigarrow Notably encompasses LTL specifications.

Open problem

Half-positionality **not** completely understood for ω -regular objectives!

Here

Effective characterization of half-positional objectives recognized by **deterministic Büchi automata** (DBA).

DBA recognize a **subclass** of the ω -regular objectives.

Characterization

Let W be recognized by a DBA \mathcal{B} .

Main result

Characterization of half-positionality of W with a conjunction of **three easy-to-check conditions**.

Characterization

Let W be recognized by a DBA \mathcal{B} .

Main result

Characterization of half-positionality of W with a conjunction of **three easy-to-check conditions**.

Polynomial-time algorithm

Half-positionality of W can be **decided** in $\mathcal{O}(|\mathcal{B}|^4)$ time.

Characterization

Let W be recognized by a DBA \mathcal{B} .

Main result

Characterization of half-positionality of W with a conjunction of **three easy-to-check conditions**.

Polynomial-time algorithm

Half-positionality of W can be **decided** in $\mathcal{O}(|\mathcal{B}|^4)$ time.

One-to-two-player, finite-to-infinite lift

If W is half-positional over **finite one-player** games, then it also holds in **infinite two-player** games!

Characterization

Let W be recognized by a DBA \mathcal{B} .

Main result

Characterization of half-positionality of W with a conjunction of **three easy-to-check conditions**.

Polynomial-time algorithm

Half-positionality of W can be **decided** in $\mathcal{O}(|\mathcal{B}|^4)$ time.

One-to-two-player, finite-to-infinite lift

If W is half-positional over **finite one-player** games, then it also holds in **infinite two-player** games!

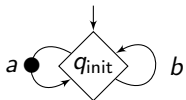
Thank you! Any question?

Appendix

Some examples (1/2)

Let $C = \{a, b\}$. DBA read infinite words; accepting *transitions* are marked with \bullet .

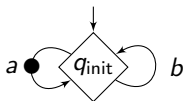
- $W = \text{Büchi}(a) =$ “seeing a infinitely often”: **half-positional**.



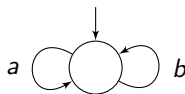
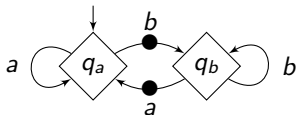
Some examples (1/2)

Let $C = \{a, b\}$. DBA read infinite words; accepting *transitions* are marked with \bullet .

- $W = \text{Büchi}(a) =$ “seeing a infinitely often”: **half-positional**.

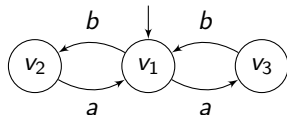
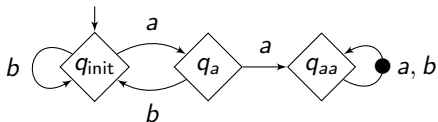


- $W = \text{Büchi}(a) \cap \text{Büchi}(b)$: **not half-positional**.



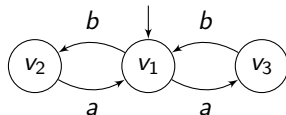
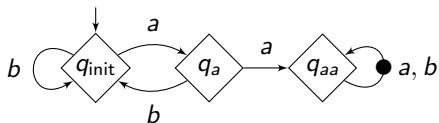
Some examples (2/2)

- $W = C^*aaC^\omega$: **not** half-positional.

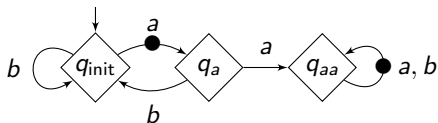


Some examples (2/2)

- $W = C^*aaC^\omega$: **not** half-positional.



- $W = \text{Büchi}(a) \cup C^*aaC^\omega$: **half**-positional.



\rightsquigarrow This last example is not **bi**positional.

Relations on prefixes

Let $W \subseteq C^\omega$ be an objective.

Left quotient

For $u \in C^*$, $u^{-1}W = \{w \in C^\omega \mid uw \in W\}$.

For $u, v \in C^*$,

- $u \sim v$ if $u^{-1}W = v^{-1}W$ (\approx Myhill-Nerode relation),
- $u \preceq v$ if $u^{-1}W \subseteq v^{-1}W$.

Condition 1: \preceq is total

Let $W \subseteq C^\omega$ be an objective.

Condition 1

Prefix preorder \preceq is **total**.

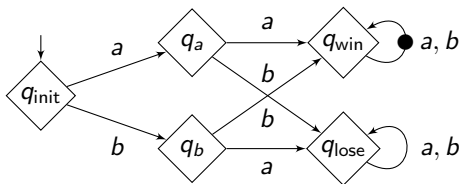
Condition 1: \preceq is total

Let $W \subseteq C^\omega$ be an objective.

Condition 1

Prefix preorder \preceq is **total**.

For $W = (aa + bb)C^\omega$, words a and b are not comparable for \preceq .



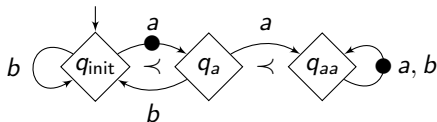
Condition 1: \preceq is total

Let $W \subseteq C^\omega$ be an objective.

Condition 1

Prefix preorder \preceq is **total**.

$\text{Büchi}(a) \cup C^*aaC^\omega$ has a total prefix preorder.



Condition 2: progress-consistency

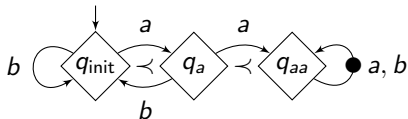
Let $W \subseteq C^\omega$ be an objective.

Condition 2

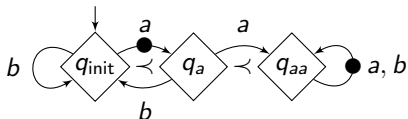
Objective W is **progress-consistent** if

for all $u, v \in C^*$, $u \prec uv$ implies $uv^\omega \in W$.

C^*aaC^ω is **not**:
 $b \prec b(ba)$ but $b(ba)^\omega \notin W$.



$\text{Büchi}(a) \cup C^*aaC^\omega$ is (here, $b(ba)^\omega \in W$).



Condition 3: one state per equivalence class

Let $W \subseteq C^\omega$ be an objective recognized by a DBA.

Condition 3

Objective W is **Myhill-Nerode-like** if it is recognized by a DBA with one state per equivalence class for \sim .

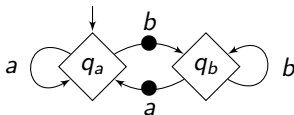
Condition 3: one state per equivalence class

Let $W \subseteq C^\omega$ be an objective recognized by a DBA.

Condition 3

Objective W is **Myhill-Nerode-like** if it is recognized by a DBA with one state per equivalence class for \sim .

$\text{Büchi}(a) \cap \text{Büchi}(b)$ is **not**. **One** equivalence class, but needs at least **two** states.



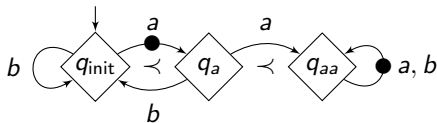
Condition 3: one state per equivalence class

Let $W \subseteq C^\omega$ be an objective recognized by a DBA.

Condition 3

Objective W is **Myhill-Nerode-like** if it is recognized by a DBA with one state per equivalence class for \sim .

Büchi(a) $\cup C^*aaC^\omega$ is (**three** classes, **three** states).



Theorem

An objective W recognized by a DBA is half-positional **if and only if**

- \preceq_W is total,
- W is progress-consistent, and
- W is Myhill-Nerode-like.

↔ All three conditions are easy to decide.