

AUTOMATA THEORY SEMINAR

BÜCHI COMPLEMENTATION VIA
ALTERNATING AUTOMATA

Fabian Reiter

July 16, 2012

BA \mathcal{B} \longrightarrow BA $\overline{\mathcal{B}}$

BA: Büchi
Automaton

$$\text{BA } \mathcal{B} \xrightarrow{2^{\Theta(n \log n)}} \text{BA } \overline{\mathcal{B}}$$

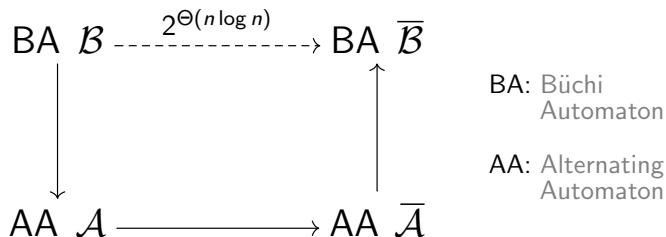
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- Expensive: If \mathcal{B} has n states, $\overline{\mathcal{B}}$ has $2^{\Theta(n \log n)}$ states in the worst case (Michel 1988, Safra 1988).

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Consider indirect approach: detour over **alternating automata**.

TRANSITION MODES (1)

Existential: some run is accepting

$q_0 \rightarrow q_{1_a} \rightarrow q_{2_a} \rightarrow q_{3_a} \rightarrow q_{4_a} \rightarrow q_{5_a} \rightarrow \dots$

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Universal: every run is accepting

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TRANSITION MODES (2)

Alternating: in some set of runs every run is accepting

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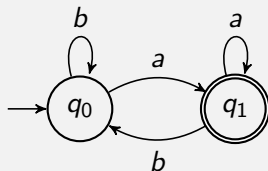
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Want acceptance condition that is **closed under dualization**.

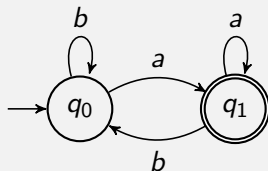
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- 2 INFINITE PARITY GAMES
- 3 PROOF OF THE COMPLEMENTATION THEOREM
- 4 BÜCHI COMPLEMENTATION ALGORITHM

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 - Definitions and Examples
 - Dual Automaton
- 2 INFINITE PARITY GAMES
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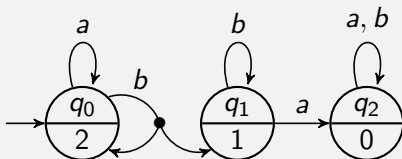
EXAMPLE $((b^*a)^\omega)$ Büchi automaton \mathcal{B} :

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Büchi automaton \mathcal{B} :



Equivalent WAPA \mathcal{A} :





DEFINITION (Weak Alternating Parity Automaton)

A weak alternating parity automaton (WAPA) is a tuple

$$\mathcal{A} := \langle Q, \Sigma, \delta, q_{in}, \pi \rangle$$

where

- Q finite set of states
- Σ finite alphabet
- q_{in} initial state

(Thomas and Löding, ~2000)



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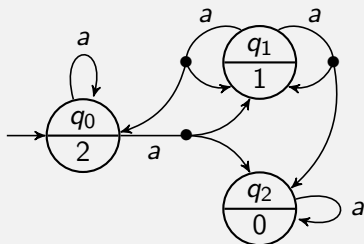
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where

- Q finite set of states
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- $\delta : Q \times \Sigma \rightarrow \mathbb{B}^+(Q)$ transition function
- q_{in} initial state
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$\mathbb{B}^+(Q)$: set of all positive Boolean formulae over Q
(built only from elements in $Q \cup \{\wedge, \vee, \top, \perp\}$)

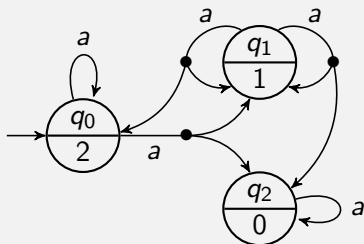
EXAMPLE (a^ω)

$$\delta : Q \times \Sigma \rightarrow \mathbb{B}^+(Q)$$

$$\langle q_0, a \rangle \mapsto q_0 \vee (q_1 \wedge q_2)$$

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DEFINITION (Minimal Models)

$\text{Mod}_\downarrow(\theta) \subseteq 2^Q$: set of minimal models of $\theta \in \mathbb{B}^+(Q)$, i.e. the set of minimal subsets $M \subseteq Q$ s.t. θ is satisfied by

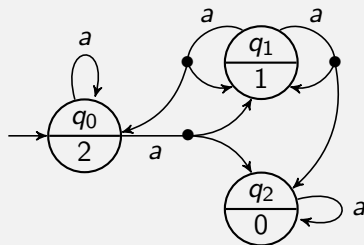
$$q \mapsto \begin{cases} \text{true} & \text{if } q \in M \\ \text{false} & \text{otherwise} \end{cases}$$

EXAMPLE

$$\begin{aligned} \text{Mod}_\downarrow(q_0 \vee (q_1 \wedge q_2)) \\ = \{ \{q_0\}, \{q_1, q_2\} \} \end{aligned}$$

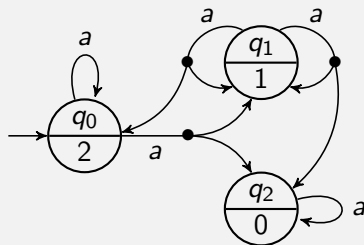


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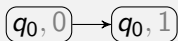
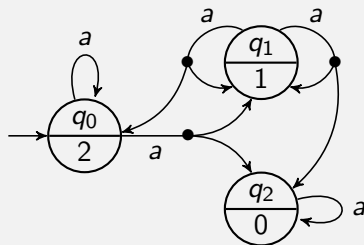
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$q_0, 0$

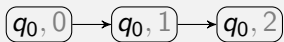
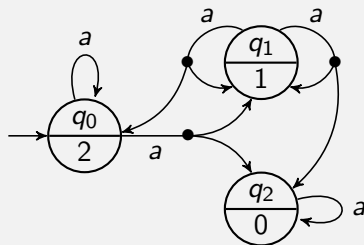


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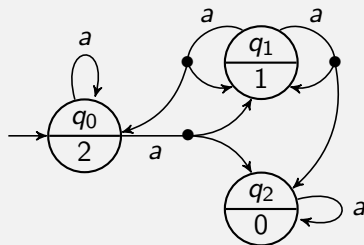


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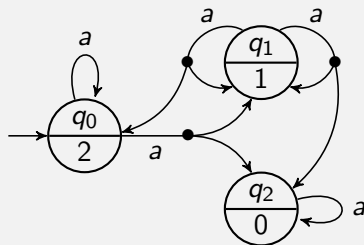


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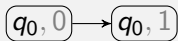
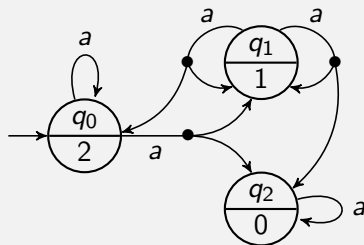


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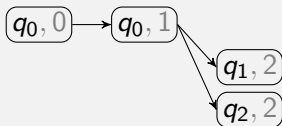
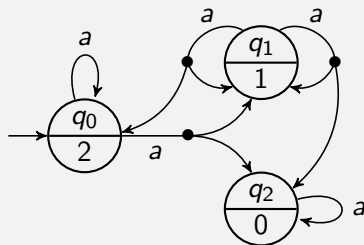


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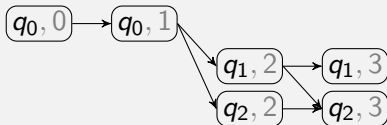
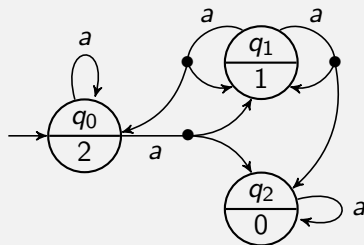


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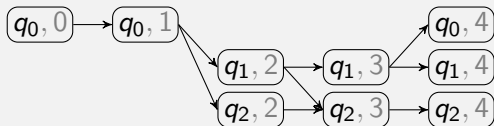
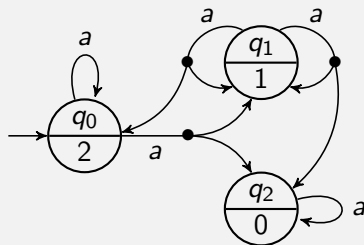


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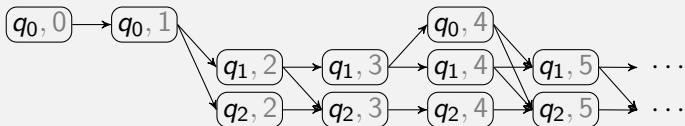
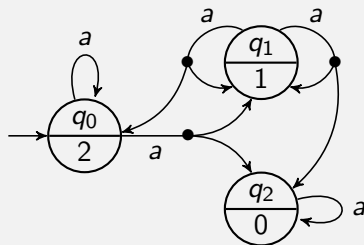


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DEFINITION (Run)

A run of a WAPA $\mathcal{A} = \langle Q, \Sigma, \delta, q_{in}, \pi \rangle$ on a word $a_0 a_1 a_2 \dots \in \Sigma^\omega$ is a directed acyclic graph

$$R := \langle V, E \rangle$$



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- V contains only vertices reachable from $\langle q_{in}, 0 \rangle$.
- E contains only edges of the form $\langle \langle p, i \rangle, \langle q, i + 1 \rangle \rangle$.
- For every vertex $\langle p, i \rangle \in V$ the set of successors is a minimal model of $\delta(p, a_i)$

$$\{q \in Q \mid \langle \langle p, i \rangle, \langle q, i + 1 \rangle \rangle \in E\} \in \text{Mod}_\downarrow(\delta(p, a_i))$$



DEFINITION (Acceptance)

Let \mathcal{A} be a WAPA, $w \in \Sigma^\omega$ and $R = \langle V, E \rangle$ a run of \mathcal{A} on w .

- An infinite path ρ in R satisfies the **acceptance condition** of \mathcal{A} iff the smallest occurring parity is even, i.e.

$$\min\{\pi(q) \mid \exists i \in \mathbb{N}: \langle q, i \rangle \text{ occurs in } \rho\} \text{ is even.}$$



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- R is an **accepting run** iff every infinite path ρ in R satisfies the acceptance condition.



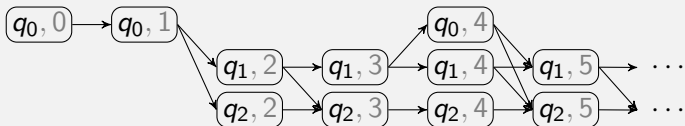
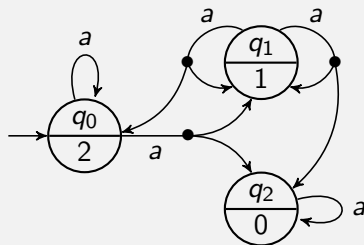
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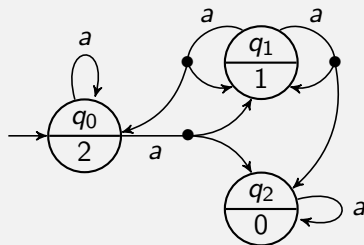
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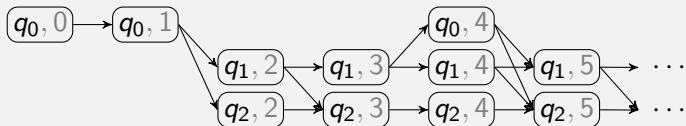
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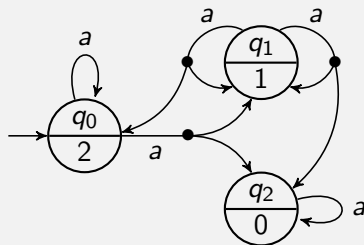
- R is an **accepting run** iff every infinite path ρ in R satisfies the acceptance condition.
- \mathcal{A} **accepts** w iff there is some accepting run of \mathcal{A} on w .

EXAMPLE (a^ω)

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Accepting run:

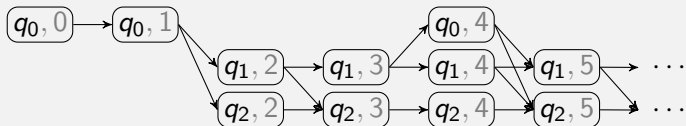


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Accepting run:



Rejecting run:



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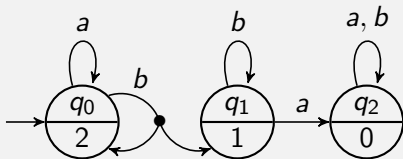
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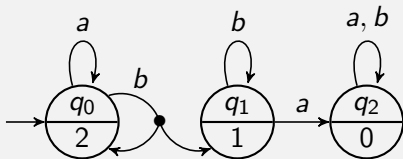
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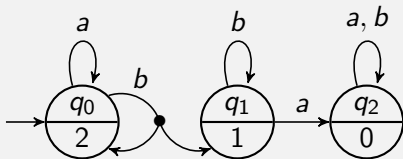


Run on b^ω :

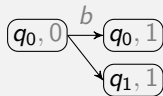
$(q_0, 0)$

INFINITELY MANY a 'S

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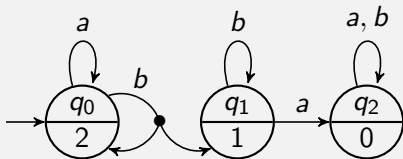


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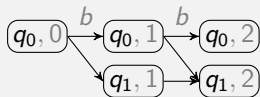


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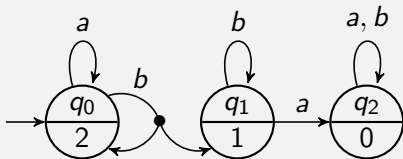


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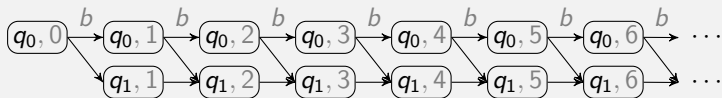


INFINITELY MANY a 'S

EXAMPLE $((b^*a)^\omega)$

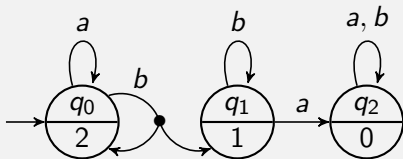


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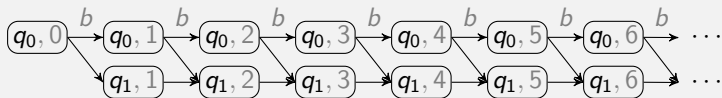


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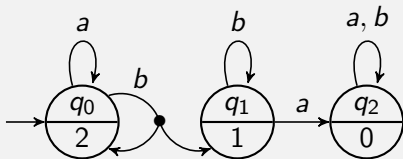


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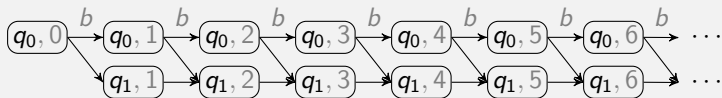


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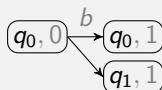
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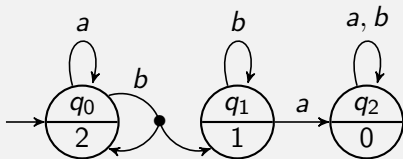


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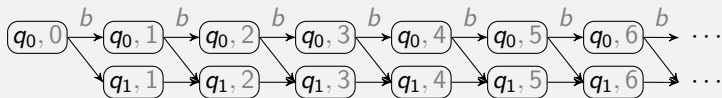


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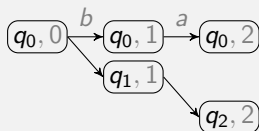
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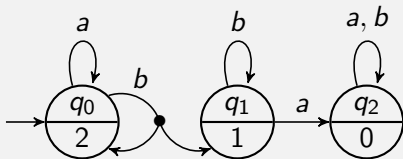


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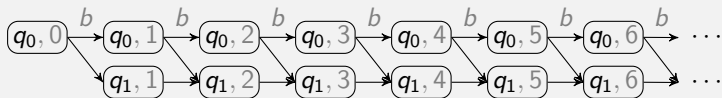


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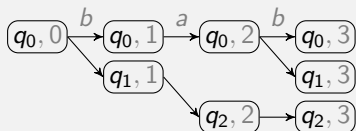
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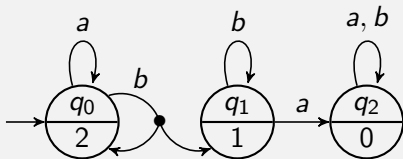


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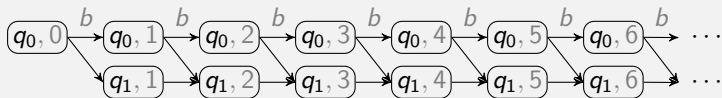


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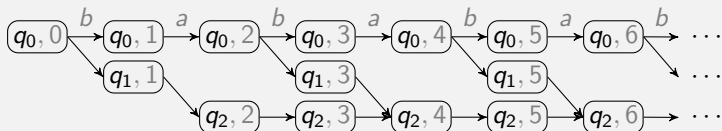
EXAMPLE $((b^*a)^\omega)$



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Run on $(ba)^\omega$:





DEFINITION (Dual Automaton)

The dual of a WAPA $\mathcal{A} = \langle Q, \Sigma, \delta, q_{in}, \pi \rangle$ is

$$\bar{\mathcal{A}} := \langle Q, \Sigma, \bar{\delta}, q_{in}, \bar{\pi} \rangle$$



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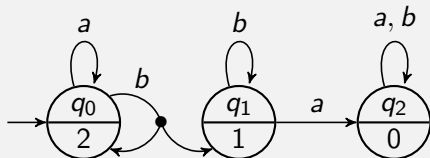
- $\bar{\delta}(q, a)$ is obtained from $\delta(q, a)$ by exchanging \wedge, \vee and \top, \perp
- $\bar{\pi}(q) := \pi(q) + 1$

for all $q \in Q$ and $a \in \Sigma$

DUAL AUTOMATON (2)

EXAMPLE $((b^*a)^\omega)$

WAPA \mathcal{A} :



$$\delta(q_0, a) = q_0$$

$$\delta(q_0, b) = q_0 \wedge q_1$$

$$\delta(q_1, a) = q_2$$

$$\delta(q_1, b) = q_1$$

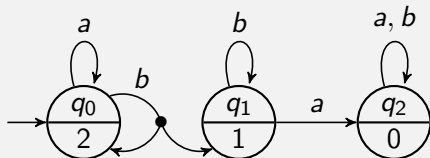
$$\delta(q_2, a) = q_2$$

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DUAL AUTOMATON (2)

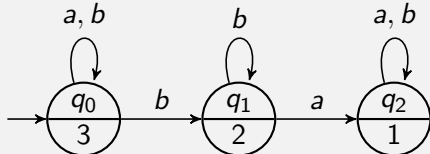
EXAMPLE $((b^*a)^\omega)$

WAPA \mathcal{A} :



$$\begin{aligned}\delta(q_0, a) &= q_0 \\ \delta(q_0, b) &= q_0 \wedge q_1 \\ \delta(q_1, a) &= q_2 \\ \delta(q_1, b) &= q_1 \\ \delta(q_2, a) &= q_2 \\ \delta(q_2, b) &= q_2\end{aligned}$$

Dual $\bar{\mathcal{A}}$:



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COMPLEMENTATION THEOREM

Main statement of this talk:

THEOREM (Complementation)

The dual $\bar{\mathcal{A}}$ of a WAPA \mathcal{A} accepts its complement, i.e.

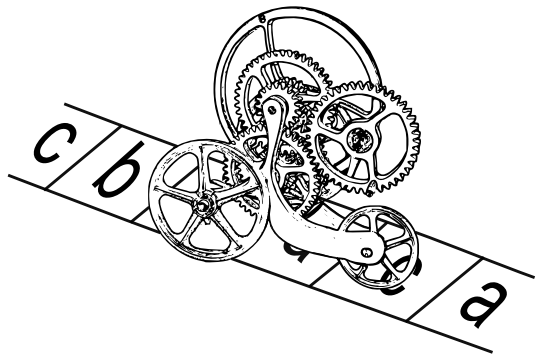
$$\mathcal{L}(\bar{\mathcal{A}}) = \Sigma^\omega \setminus \mathcal{L}(\mathcal{A})$$

(Thomas and Löding, ~ 2000)

- 1 WEAK ALTERNATING PARITY AUTOMATA
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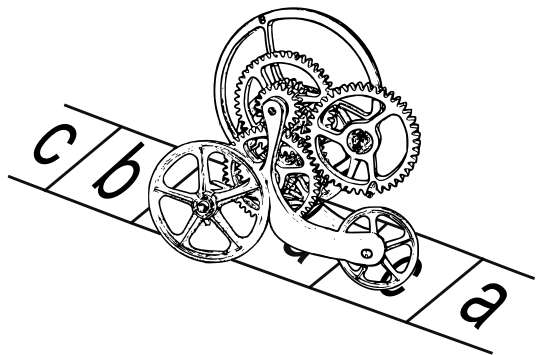
AUTOMATON VS. PATHFINDER

AUTOMATON VS. PATHFINDER



player A

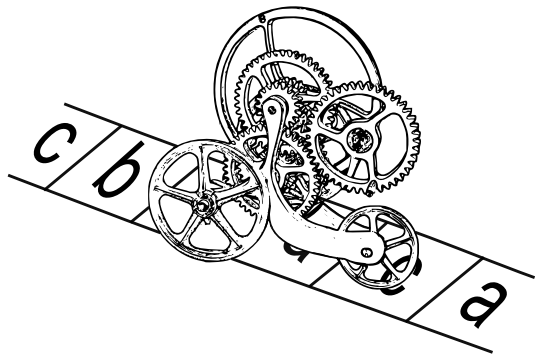
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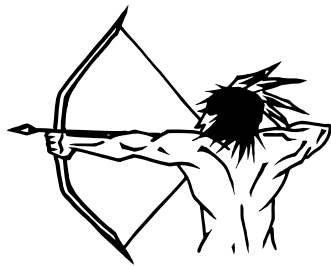
find accepting run R

AUTOMATON VS. PATHFINDER



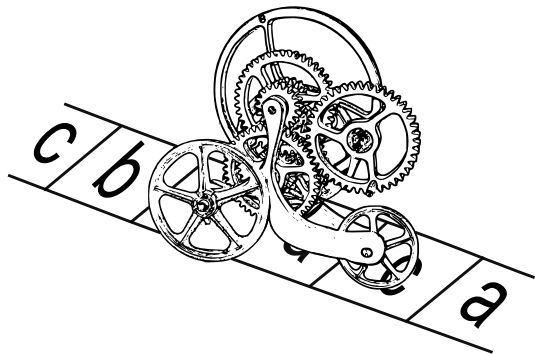
player A

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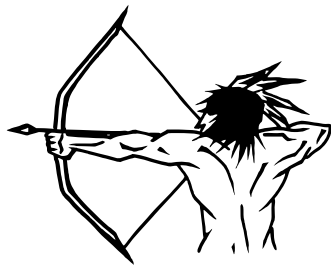
player P

AUTOMATON VS. PATHFINDER



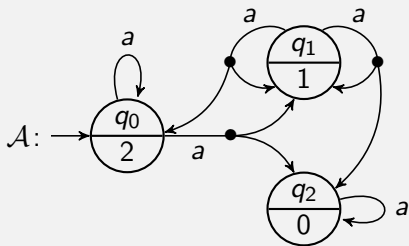
player A

find accepting run R

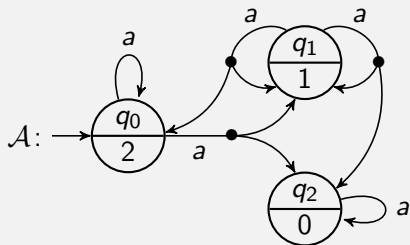


player P

find rejecting path in R

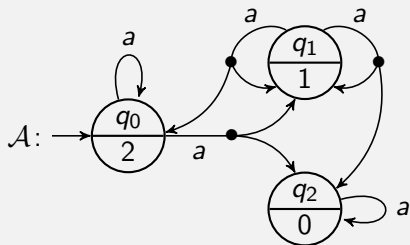
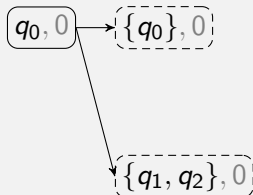
EXAMPLE (a^ω)

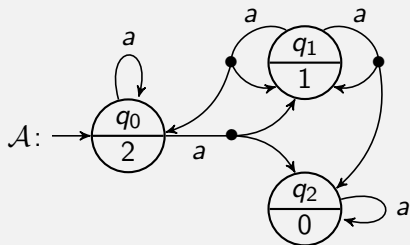
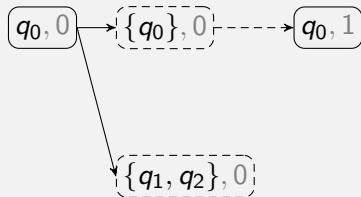
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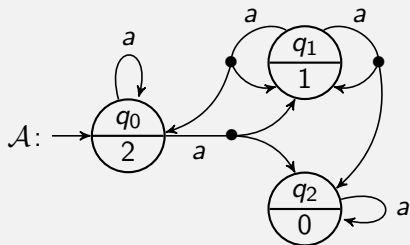
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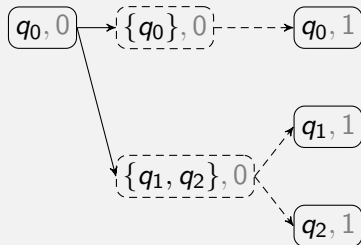
Game $G_{\mathcal{A},w}$:
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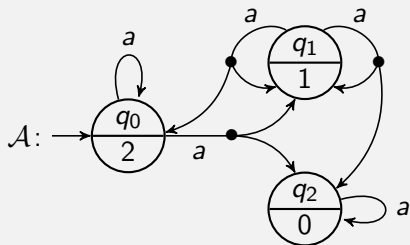
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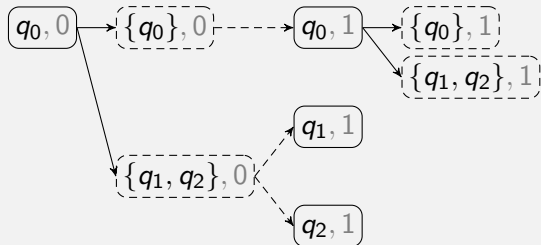
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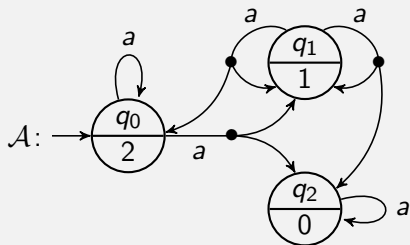
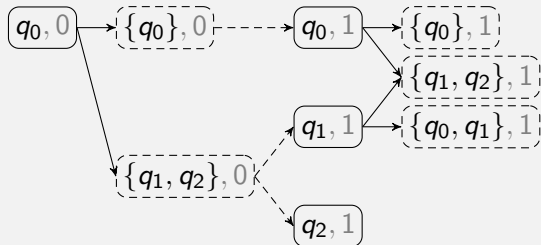
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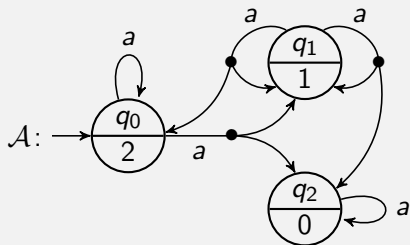
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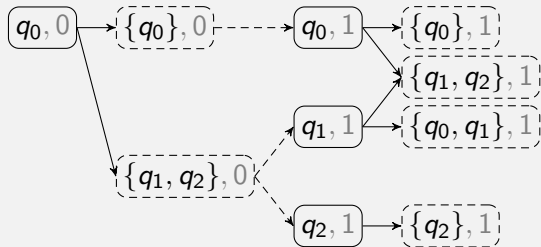
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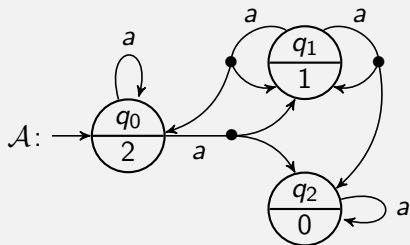
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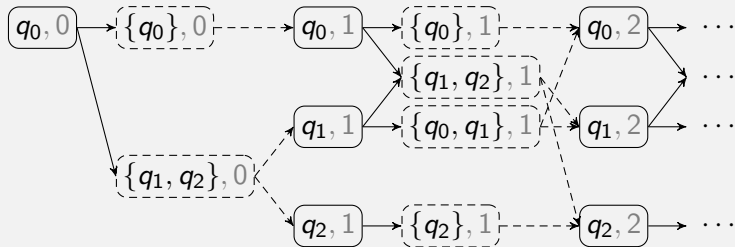


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DEFINITION (Game)

A game for a WAPA $\mathcal{A} = \langle Q, \Sigma, \delta, q_{in}, \pi \rangle$ and $w = a_0 a_1 a_2 \dots \in \Sigma^\omega$ is a directed graph

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(Thomas and Löding, ~ 2000)



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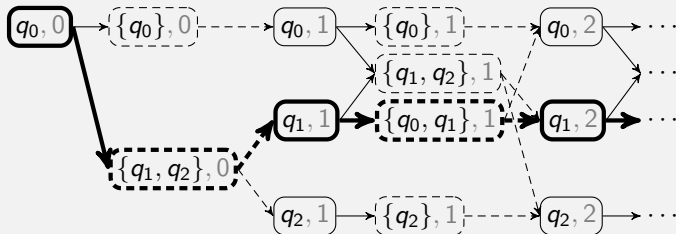
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A **play** γ in a game $G_{\mathcal{A},w}$ is an infinite path starting with $\langle q_{in}, 0 \rangle$.

EXAMPLE





DEFINITION (Play)

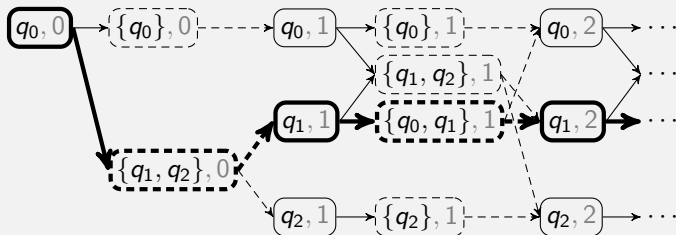
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The **winner** of a play γ is

- player A iff the smallest parity of occurring V_A -nodes is even
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EXAMPLE





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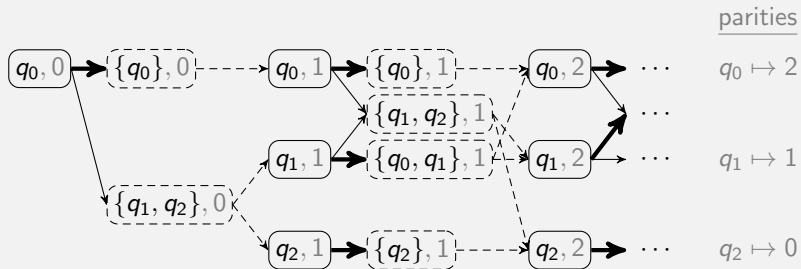
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- f_X is a **winning strategy** iff player X wins every play γ that is played according to f_X .

STRATEGIES

EXAMPLE

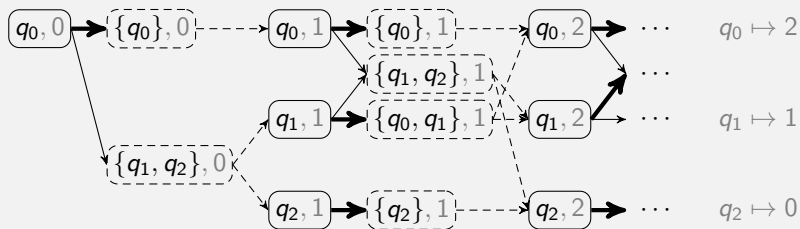


STRATEGIES

EXAMPLE

Winning strategy for player A (so far):

parities

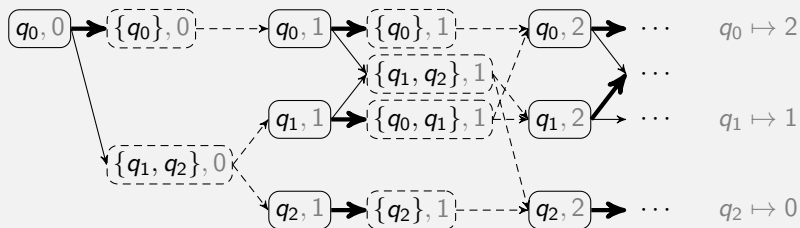


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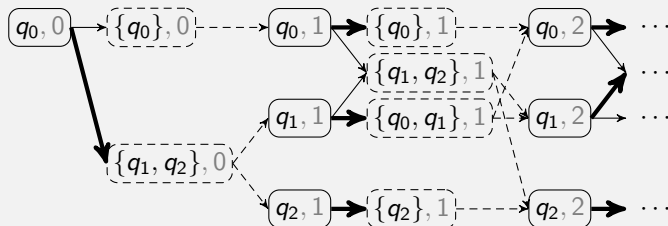
EXAMPLE

Winning strategy for player A (so far):

parities



Not a winning strategy for player A:



- 1 WEAK ALTERNATING PARITY AUTOMATA
- 2 INFINITE PARITY GAMES
- 3 PROOF OF THE COMPLEMENTATION THEOREM
 - Lemma 1
 - Lemma 2
 - Lemma 3
 - Sublemma
 - Putting it All Together
- 4 BÜCHI COMPLEMENTATION ALGORITHM

LEMMA 1

Let \mathcal{A} be a WAPA and $w \in \Sigma^\omega$.

LEMMA 1

Player A has a winning strategy in $G_{\mathcal{A},w}$ **iff** \mathcal{A} accepts w .

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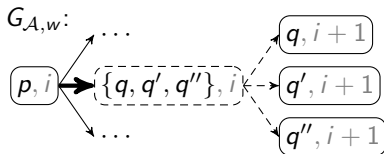
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EXPLANATION (oral):

Player A wins every play γ
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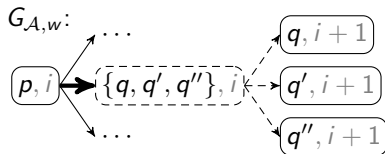
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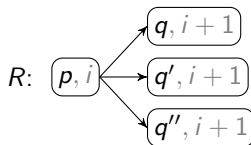
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There is a run graph R in which every path ρ is accepting.



LEMMA 2

Let \mathcal{A} be a WAPA and $w \in \Sigma^\omega$.

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Player P has a winning strategy in $G_{\mathcal{A},w}$ **iff** \mathcal{A} does *not* accept w .

(pointed out by Jan Leike)

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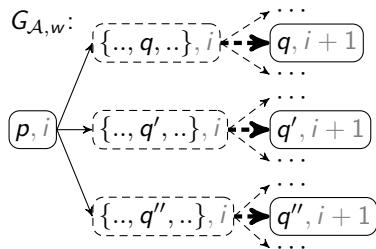
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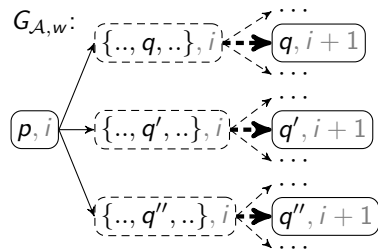
LEMMA 2

Player P has a winning strategy in $G_{\mathcal{A},w}$ **iff** \mathcal{A} does *not* accept w .

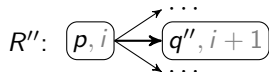
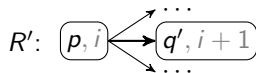
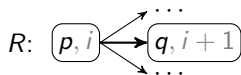
(pointed out by Jan Leike)

EXPLANATION (oral):

Player P wins every play γ
played according to f_P .



Every run graph R contains a
rejecting path ρ .





Let $\theta \in \mathbb{B}^+(Q)$ be a formula over Q .

SUBLEMMA

$S \subseteq Q$ is a model of $\bar{\theta}$ **iff** for all $M \in \text{Mod}_{\downarrow}(\theta)$: $S \cap M \neq \emptyset$.



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$$\theta = \bigvee_{M \in \text{Mod}_{\downarrow}(\theta)} \bigwedge_{q \in M} q$$



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- Thus $S \subseteq Q$ is a model of $\bar{\theta}$ **iff** it contains at least one element from each disjunct of θ .

LEMMA 3 (1)

Let \mathcal{A} be a WAPA, $\bar{\mathcal{A}}$ its dual and $w = a_0 a_1 a_2 \dots \in \Sigma^\omega$.

LEMMA 3

Player A has a winning strategy in $G_{\mathcal{A},w}$

iff player P has a winning strategy in $G_{\bar{\mathcal{A}},w}$.

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\Rightarrow Construct a winning strategy \bar{f}_P for player P in $G_{\bar{\mathcal{A}},w}$.

...

\Leftarrow Construct a winning strategy f_A for player A in $G_{\mathcal{A},w}$.

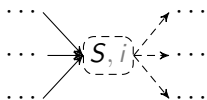
...

LEMMA 3 (2)

⇒ Construct a winning strategy \overline{f}_P for player P in $G_{\overline{\mathcal{A}}, w}$.

At position $\langle S, i \rangle \in V_P$

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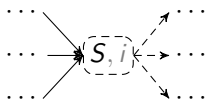


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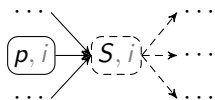


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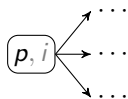
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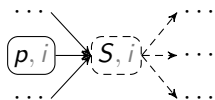


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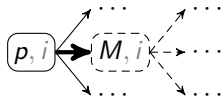
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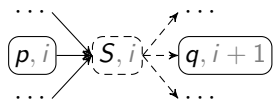


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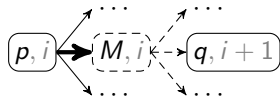
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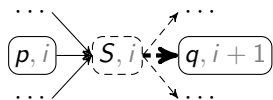


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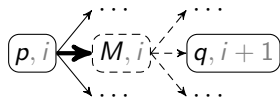
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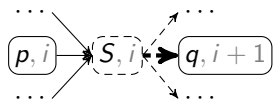
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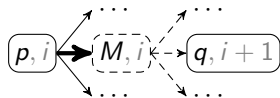
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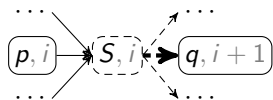
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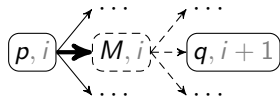
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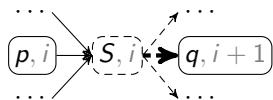
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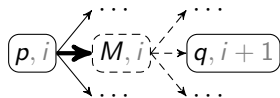
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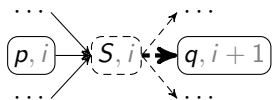
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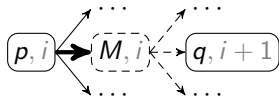
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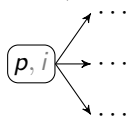
\Rightarrow Player P wins $\bar{\gamma}$ in $G_{\bar{A},w}$.

LEMMA 3 (3)

⇐ Construct a winning strategy f_A for player A in $G_{\mathcal{A},w}$.

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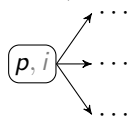


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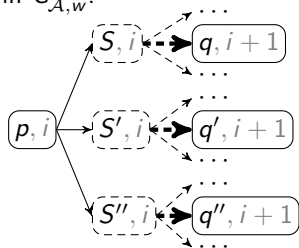
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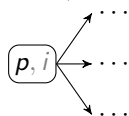


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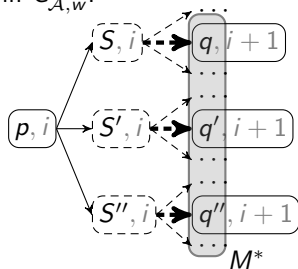
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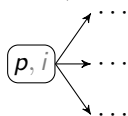


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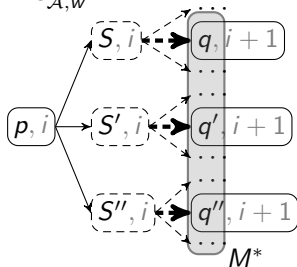


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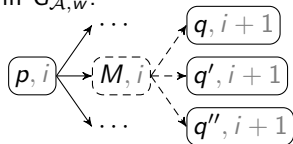


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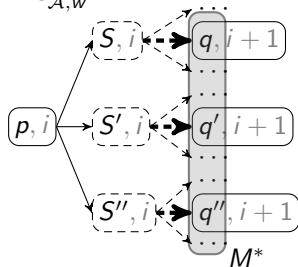
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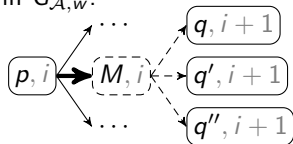
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LEMMA 3 (3)

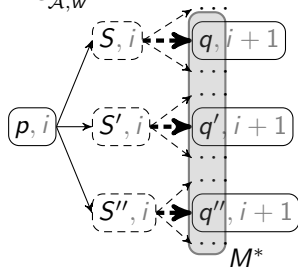
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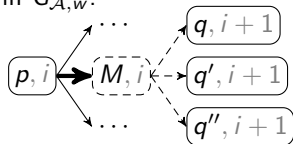
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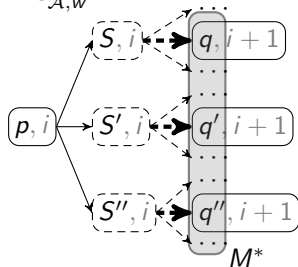
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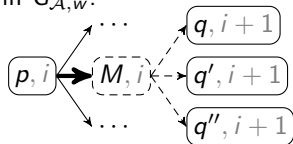
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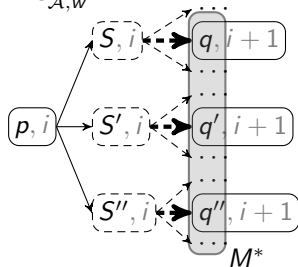
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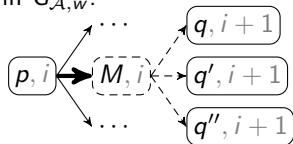
■ $\forall \gamma$: play in $G_{A,w}$ played according to f_A
 $\exists \bar{\gamma}$: play in $G_{\bar{A},w}$ played according to \bar{f}_P
 s.t. γ and $\bar{\gamma}$ contain the same V_A -nodes.
 • Player P wins $\bar{\gamma}$ in $G_{\bar{A},w}$.

LEMMA 3 (3)

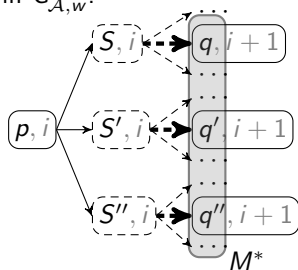
← Construct a winning strategy f_A for player A in $G_{A,w}$.

At position $\langle p, i \rangle \in V_A$

in $G_{A,w}$:



in $G_{\bar{A},w}$:



■ \bar{f}_P : winning strategy for player P in $G_{\bar{A},w}$

■ $M^* := \{q \in Q \mid \exists S \in \text{Mod}_{\downarrow}(\bar{\delta}(p, a_i)) : \bar{f}_P(\langle S, i \rangle) = \langle q, i+1 \rangle\}$
(sublemma)
 $\implies M^*$ is a model of $\delta(p, a_i)$.

■ M : subset of M^* that is a minimal model
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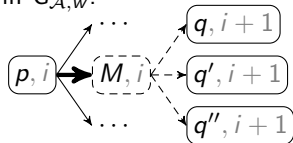
- Player P wins $\bar{\gamma}$ in $G_{\bar{A},w}$.
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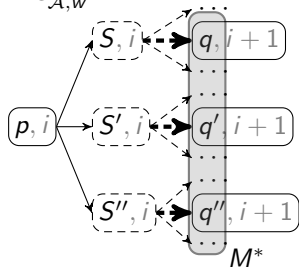
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\implies Player A wins γ in $G_{A,w}$.



Let \mathcal{A} be a WAPA, $\bar{\mathcal{A}}$ its dual and $w \in \Sigma^\omega$.

LEMMA 1

Player A has a winning strategy in $G_{\mathcal{A},w}$ **iff** \mathcal{A} accepts w .

LEMMA 2

Player P has a winning strategy in $G_{\mathcal{A},w}$ **iff** \mathcal{A} does *not* accept w .

LEMMA 3

Player A has a winning strategy in $G_{\mathcal{A},w}$
iff player P has a winning strategy in $G_{\bar{\mathcal{A}},w}$.



THEOREM (Complementation)

The dual $\bar{\mathcal{A}}$ of a WAPA \mathcal{A} accepts its complement, i.e.

$$\mathcal{L}(\bar{\mathcal{A}}) = \Sigma^\omega \setminus \mathcal{L}(\mathcal{A})$$

(Thomas and Löding, ~ 2000)



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PROOF:

\mathcal{A} accepts $w \stackrel{\text{(lemma 1)}}{\iff}$ player A has a winning strategy in $G_{\mathcal{A},w}$



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PROOF:

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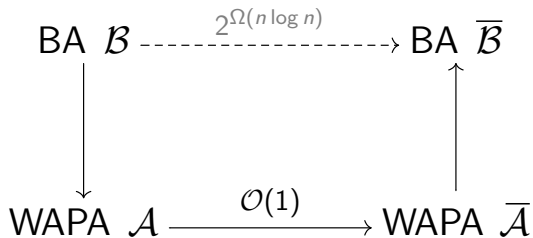
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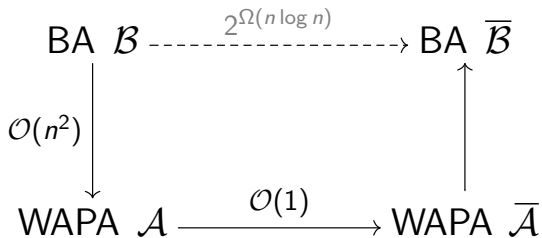
PROOF:

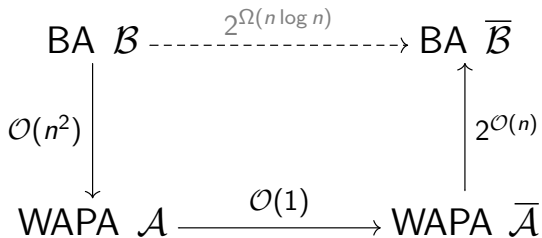
\mathcal{A} accepts w $\stackrel{\text{(lemma 1)}}{\iff}$ player A has a winning strategy in $G_{\mathcal{A},w}$
 $\stackrel{\text{(lemma 3)}}{\iff}$ player P has a winning strategy in $G_{\bar{\mathcal{A}},w}$
 $\stackrel{\text{(lemma 2)}}{\iff}$ $\bar{\mathcal{A}}$ does *not* accept w

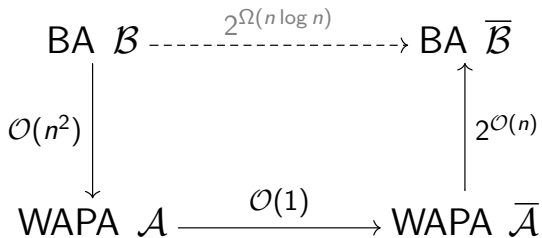
□

- 1 WEAK ALTERNATING PARITY AUTOMATA
- 2 INFINITE PARITY GAMES
- 3 PROOF OF THE COMPLEMENTATION THEOREM
- 4 BÜCHI COMPLEMENTATION ALGORITHM

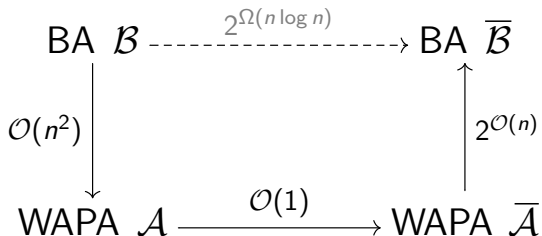












- Total complexity: $2^{\mathcal{O}(n^2)}$



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- Can reach $2^{\mathcal{O}(n \log n)}$ (lower bound) by improving $\overline{\mathcal{A}} \rightarrow \overline{\mathcal{B}}$.

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APPENDIX



GIVEN:

- $\mathcal{B} = \langle Q, \Sigma, \delta, q_{in}, F \rangle$: BA
- $n = |Q|$



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CONSTRUCTION (BA \rightarrow WAPA)

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(Thomas and Löding, \sim 2000)



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$$\delta'(\langle p, i \rangle, a) := \begin{cases} \bigvee_{q \in \delta(p, a)} \langle q, 0 \rangle & \text{if } i = 0 \\ \bigvee_{q \in \delta(p, a)} \langle q, i \rangle \wedge \langle q, i - 1 \rangle & \text{if } i \text{ even, } i > 0 \end{cases}$$

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for $a \in \Sigma$, $M, O \subseteq Q$, $O \neq \emptyset$

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