

Game Quantification on Automatic Structures

Hierarchical Model Checking Games

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Introduction

Logic with Game Quantifier

Hierarchical Model Checking Games

Conclusions and Future Work

Build formulas using infinite string of (alternating) quantifiers

$$(\exists x_1 \forall y_1 \exists x_2 \forall y_2 \dots) R(x_1, y_1, x_2, y_2, \dots)$$

- ▶ R is a set of infinite sequences, classically open or closed
 $R = \bigvee_i R_i(x_1, y_1, \dots, x_i, y_i)$
- ▶ semantics given using Gale-Stewart games, first player wins $G(\exists\forall, R)$
- ▶ duality under negation follows from determinacy for Borel R (Martin)
- ▶ traditionally compared to infinitary or second-order logic

Automatic Structures

We are working on structures on finite and infinite words which are **presentations of ω -automatic structures**

$$(\Sigma^{\leq \omega}, R_1, \dots, R_K)$$

Each R_i is recognised by a Muller automaton over $(\Sigma \cup \{\square\})^{\text{arity}(R_i)}$.
Finite words are encoded by adding \square^ω suffix.

$$w^1 \otimes \dots \otimes w^k = \begin{bmatrix} x_1^1 \\ \vdots \\ x_1^k \end{bmatrix} \begin{bmatrix} x_2^1 \\ \vdots \\ x_2^k \end{bmatrix} \dots \begin{bmatrix} \square \\ \vdots \\ x_l^k \end{bmatrix} \begin{bmatrix} \square \\ \vdots \\ x_{l+1}^k \end{bmatrix} \dots$$

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$\exists xy \varphi(x, y)$

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Player I $x = a$

Player II $y =$

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Player I $x = a$

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Can **Player I** play so that however **Player II** plays $\varphi(x, y)$ holds?

Game Quantifier Formally

$$\exists xy \varphi(x, y) \iff$$

$$(\exists \text{ well-formed } f : \Gamma^* \times \Gamma^* \rightarrow \Gamma)$$

$$(\forall \text{ well-formed } g : \Gamma^* \times \Gamma^* \rightarrow \Gamma) \varphi(x_{fg}, y_{fg}),$$

$\Gamma = \Sigma \cup \{\square\}$, x_{fg} and y_{fg} are constructed inductively using f and g

$$x_{fg}[n] = f(x_{fg}|_{n-1}, y_{fg}|_{n-1})$$

$$y_{fg}[n] = g(x_{fg}|_n, y_{fg}|_{n-1})$$

well-formed f : if f outputs \square then it continues to output \square infinitely

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well-formed f : if f outputs \square then it continues to output \square infinitely
Coincides with the classical definition

$$\exists xy \varphi(x, y) \iff (\exists a_1 \forall b_1 \exists a_2 \forall b_2 \dots) \varphi(a_1 a_2 \dots, b_1 b_2 \dots)$$

Game Formula Example

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$$R(u, w, s, t) \equiv |s \sqcap t| > |u \sqcap w| \quad (s \neq t, u \neq w)$$

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Player II will have to choose $y = u$ or $y = w$ before **Player I** chooses if $x = s$ or if $x = t$.

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(\Rightarrow) in the other case

Player II knows if $x = s$ or if $x = t$ before choosing whether $y = u$ or $y = w$ and can therefore win.

Negating game quantifier reverses move order

$$\neg \exists \overline{xy} \varphi(\overline{x}, \overline{y}, \overline{z}) \iff \exists \overline{yx} \neg \varphi(\overline{x}, \overline{y}, \overline{z})$$

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Negation normal form for $\text{FO}+\exists$.

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Lemma

If $R(\bar{x}, \bar{y}, \bar{z})$ is ω -regular then $\exists \bar{x}\bar{y} R(\bar{x}, \bar{y}, \bar{z})$ is ω -regular as well.

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Proof method

$$\delta_{\exists}(q, \bar{z}) = \bigvee_{\bar{x} \in \Gamma^k} \bigwedge_{\bar{y} \in \Gamma^l} \delta_R(q, \bar{x} \otimes \bar{y} \otimes \bar{z})$$

where k is the size of \bar{x} , l the size of \bar{y} , δ are transition functions.

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Alternating automata can be determinized with

double exponential blowup.

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We have already defined $|s \sqcap t| > |u \sqcap w|$

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$\text{FO}+\exists$ can express **all regular relations**

- ▶ on the binary tree with successor relations
- ▶ on binary coded numbers with addition

Invariance under Inductive Automorphisms

Definition

The bijection $\pi : \Sigma^{\leq\omega} \rightarrow \Sigma^{\leq\omega}$ is **inductive** when there is a family of permutations of Σ $\{\pi_w\}_{w \in \Sigma^*}$ so that for each word u

$$\pi(u)[n] = \pi_{u|_{n-1}}(u[n]).$$

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Theorem

If ϕ is an inductive automorphism of $\mathfrak{A} = (\Sigma^{\leq\omega}, R_1, \dots, R_k)$ and R is definable in $FO+\exists$ on \mathfrak{A} , then

$$R(\bar{x}) \iff R(\overline{\phi(x)}).$$

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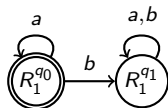
Hierarchical Model Checking Games

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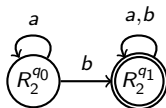
Model Checking Game Example

Take the formula $\exists x (R_1(x) \wedge R_2(x))$

$$R_1 = \{a^\omega\}$$



$$R_2 = \{a, b\}^\omega \setminus \{a^\omega\}$$

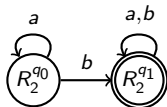
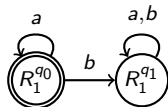


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\wedge on a **higher level of information** than $\exists x$

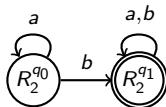
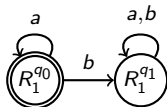
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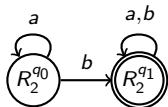
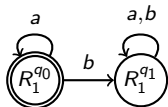
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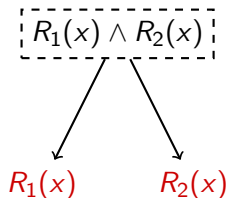
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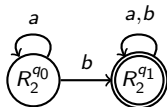
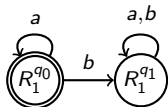
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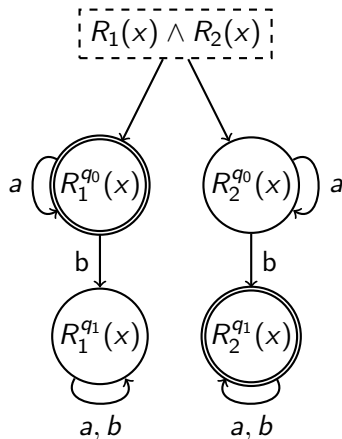
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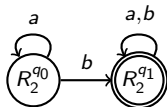
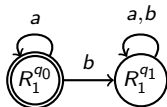
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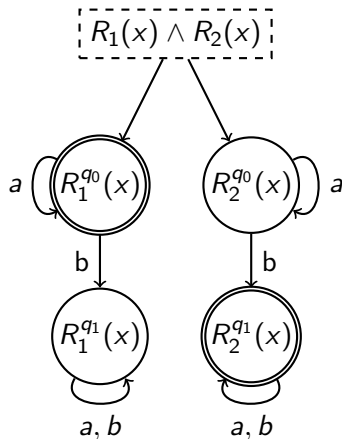
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- ▶ quantifier alternation \rightsquigarrow different levels of information
- ▶ game quantifier \rightsquigarrow opposing players on the same level of information



Hierarchical Muller Games

- ▶ Two coalitions **I** and **II** on **N levels of information**, two players on each level ($2N$ players).

On level i players **see moves on levels $j \leq i$**
but **can not see moves on levels $j > i$**

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Making Moves in Turn is Important

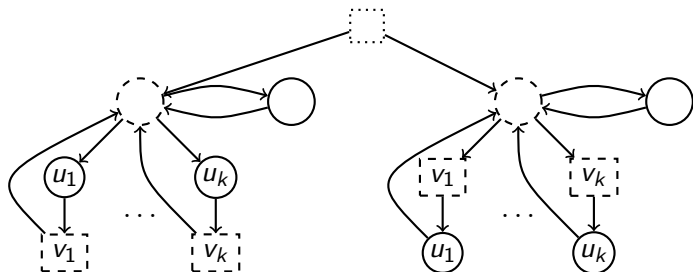
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Theorem

For any **alternating** hierarchical Muller game G coalition I wins G starting from v_0 exactly if in $(\Sigma^\omega, W_I^{G, v_0})$ holds

$$\exists x_1 y_1 \dots \exists x_N y_N W_I^{G, v_0}(x_1, y_1, \dots, x_N, y_N)$$

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Other interesting questions.

- ▶ Are these still model checking games when the arena is infinite?
- ▶ Are these model checking games for Henkin quantifiers when information flow is not hierarchical?
- ▶ We used long definition with alternation, can we do better?
- ▶ Can games with two levels be solved efficiently?
 - ▶ Are semiperfect-information games related to $\exists\forall$ -fragment?

Conclusions and Future Work (2)

$FO+\exists$ is a natural extension of first-order logic on structures on words

- ▶ **preserves regularity**
- ▶ **more expressive** than FO on weaker automatic structures
- ▶ invariant under **inductive automorphisms**
- ▶ what can be expressed using one, two, three \exists quantifiers?
- ▶ when can formulas that use \exists be written in FO?
- ▶ how does a relation defined in $FO+\exists$ depend on the presentation?

Thank You