### Width of Non-Deterministic Automata

### Denis Kuperberg <sup>1</sup>, Anirban Majumdar <sup>2</sup>

<sup>1</sup>ENS Lyon, France

<sup>2</sup>Chennai Mathematical Institute, India

March 01, 2018

#### • NFA $\rightarrow$ DFA: Important

- Complementation of NFA
- Language inclusion testing
- Synthesis of reactive controllers
- Text searching
- Regular Expression matching

#### • NFA $\rightarrow$ DFA: Important

- Complementation of NFA
- Language inclusion testing
- Synthesis of reactive controllers
- Text searching
- Regular Expression matching

#### • NFA $\rightarrow$ DFA: Hard

. . .

- Exponential blow-up unavoidable.
- Heuristics are developed to speed-up determinization or avoid it.

 $\bullet \ \mathsf{NFA} \to \mathsf{DFA}$ 

 $\bullet \ \mathsf{NFA} \to \mathsf{DFA} \ : \mathsf{Subset} \ \mathsf{Construction}$ 

 $\bullet \ \mathsf{NFA} \to \mathsf{DFA} \ : \mathsf{Subset} \ \mathsf{Construction}$ 



 $\bullet \ \mathsf{NFA} \to \mathsf{DFA} \ : \mathsf{Subset} \ \mathsf{Construction}$ 



- Follows *n* runs simultaneously (n is the number of states)

 $\bullet \ \mathsf{NFA} \to \mathsf{DFA} \ : \mathsf{Subset} \ \mathsf{Construction}$ 



- Follows *n* runs simultaneously (n is the number of states)
- Is 'n' always necessary ?

 $\bullet \ \mathsf{NFA} \to \mathsf{DFA} \ : \mathsf{Subset} \ \mathsf{Construction}$ 



- Follows *n* runs simultaneously (n is the number of states)
- Is 'n' always necessary ?
- Can we get a DFA keeping track of 'k' runs ? (k < n)

 $\Sigma = \{a, b\}$ 



 $\Sigma = \{a, b\}$ 



Language:  $\Sigma^* a \Sigma^{\geq n}$ 

n = 3 :



Language:  $\Sigma^* a \Sigma^{\geq 3}$ 









Exponential number of states





2 runs are sufficient

 $\bullet \ \mathsf{NFA} \to \mathsf{DFA}: \mathsf{Subset}\ \mathsf{Construction}$ 



- Follows *n* runs simultaneously (n is the number of states)
- Is 'n' always necessary ?
- Can we get a DFA keeping track of 'k' runs ? (k < n)
- Save space in determinization.

 $\bullet \ \mathsf{NFA} \to \mathsf{DFA}: \mathsf{Subset}\ \mathsf{Construction}$ 



- Follows *n* runs simultaneously (n is the number of states)
- Is 'n' always necessary ?
- Can we get a DFA keeping track of 'k' runs ? (k < n)
- Save space in determinization.
- Goal : Find *minimum* 'k' such that k runs are enough.

• NFA  $\rightarrow$  DFA : Subset Construction



- Follows *n* runs simultaneously (n is the number of states)
- Is 'n' always necessary ?
- Can we get a DFA keeping track of 'k' runs ? (k < n)
- Save space in determinization.
- Width : *minimum* 'k' such that k runs are enough.

### Good-For-Games Automata

```
\mathcal{A} = (Q, \Sigma, \delta, q_0, F) be a NFA
Consider the following two-player game on \mathcal{A}.
```

**q**0



$$q_0 \xrightarrow{a_0} q_1$$

$$q_0 \xrightarrow{a_0} q_1 \xrightarrow{a_1}$$

$$q_0 \xrightarrow{a_0} q_1 \xrightarrow{a_1} q_2 \xrightarrow{a_2} q_3 \rightarrow \cdots$$

$$q_0 \xrightarrow{a_0} q_1 \xrightarrow{a_1} q_2 \xrightarrow{a_2} q_3 \rightarrow \cdots$$

Eve wins a play if  $(w \in \mathcal{L}(\mathcal{A}) \Rightarrow$  the run is accepting).

$$q_0 \xrightarrow{a_0} q_1 \xrightarrow{a_1} q_2 \xrightarrow{a_2} q_3 \rightarrow \cdots$$

Eve wins a play if  $(w \in \mathcal{L}(\mathcal{A}) \Rightarrow$  the run is accepting).  $\mathcal{A}$  is called **GFG** iff Eve has a winning strategy

$$q_0 \xrightarrow{a_0} q_1 \xrightarrow{a_1} q_2 \xrightarrow{a_2} q_3 \rightarrow \cdots$$

Eve wins a play if  $(w \in \mathcal{L}(\mathcal{A}) \Rightarrow$  the run is accepting).

 $\mathcal{A}$  is called **GFG** iff Eve has a winning strategy : Whatever word Adam chooses, if it is in the language, the strategy gives an accepting run.

 $\mathcal{A} = (Q, \Sigma, \delta, q_0, \alpha)$  be an automaton with acceptance condition  $\alpha$ . Consider the following two-player game on  $\mathcal{A}$ . In each round, Adam chooses a letter and Eve chooses a transition.

$$q_0 \xrightarrow{a_0} q_1 \xrightarrow{a_1} q_2 \xrightarrow{a_2} q_3 \rightarrow \cdots$$

Eve wins a play if  $(w \in \mathcal{L}(\mathcal{A}) \Rightarrow$  the run is accepting).

 $\mathcal{A}$  is called **GFG** iff Eve has a winning strategy : Whatever word Adam chooses, if it is in the language, the strategy gives an accepting run.

- Every DFA is GFG.
  - Eve's choice is deterministic; if the word chosen by Adam is in the language of the automaton, then the run is accepting.

## Example Non-GFG



Language:  $\Sigma^* a \Sigma^{\geq 3}$ .

## Example Non-GFG



Language:  $\Sigma^* a \Sigma^{\geq 3}$ . If Eve chooses the upper path,  $a^3 a$  is not accepted. If Eve chooses the lower path,  $a^3 b$  is not accepted.

## Some Results...

On finite words,

•  ${\cal A}$  is GFG  $\Rightarrow {\cal A}$  can be determinized deleting some unnecessary transitions
•  $\mathcal{A}$  is GFG  $\Rightarrow \mathcal{A}$  can be determinized deleting some unnecessary transitions (DBP).

- $\mathcal{A}$  is GFG  $\Rightarrow \mathcal{A}$  can be determinized deleting some unnecessary transitions (DBP).
- $\bullet\,$  Checking GFGness of a NFA is in  ${\bf P}\,$

- $\mathcal{A}$  is GFG  $\Rightarrow \mathcal{A}$  can be determinized deleting some unnecessary transitions (DBP).
- Checking GFGness of a NFA is in **P** and removing useless transitions to obtain a DFA is also in **P**.

 $\mathcal{A} = (Q, \Sigma, q_0, \Delta, F)$  be a NFA. We define width( $\mathcal{A}$ ):

$$\begin{split} \mathcal{A} &= (Q, \Sigma, q_0, \Delta, F) \text{ be a NFA.} \\ \text{We define width}(\mathcal{A}): \\ \text{We play the GFG game on } \mathcal{A}, \text{ except that now Eve can choose sets of size at most 'k'.} \end{split}$$

 $\begin{aligned} \mathcal{A} &= (Q, \Sigma, q_0, \Delta, F) \text{ be a NFA.} \\ \text{We define width}(\mathcal{A}): \\ \text{We play the GFG game on } \mathcal{A}, \text{ except that now Eve can choose sets of size at most 'k'.} \end{aligned}$ 

$$\{q_0\} \xrightarrow{a_0} X_1 \xrightarrow{a_1} X_2 \xrightarrow{a_2} X_3 \rightarrow \cdots$$

 $|X_i| \leq k$ .

$$\begin{split} \mathcal{A} &= (Q, \Sigma, q_0, \Delta, F) \text{ be a NFA.} \\ \text{We define width}(\mathcal{A}): \\ \text{We play the GFG game on } \mathcal{A} \text{, except that} \end{split}$$

We play the GFG game on  $\mathcal{A}$ , except that now Eve can choose sets of size at most 'k'.

$$\{q_0\} \xrightarrow{a_0} X_1 \xrightarrow{a_1} X_2 \xrightarrow{a_2} X_3 \to \cdots$$

$$\begin{split} |X_i| &\leq k.\\ \mathsf{Eve wins a play if } (a_1 a_2 \dots a_r \in \mathcal{L}(\mathcal{A}) \Rightarrow X_r \cap F \neq \emptyset) \text{ for all } r. \end{split}$$

 $\mathcal{A} = (Q, \Sigma, q_0, \Delta, F)$  be a NFA. We define width( $\mathcal{A}$ ): We play the GFG game on A, except that now Eve can choose sets of size

at most 'k'.

$$\{q_0\} \xrightarrow{a_0} X_1 \xrightarrow{a_1} X_2 \xrightarrow{a_2} X_3 \to \cdots$$

 $|X_i| < k$ . Eve wins a play if  $(a_1a_2...a_r \in \mathcal{L}(\mathcal{A}) \Rightarrow X_r \cap F \neq \emptyset)$  for all r.

If Eve has a winning strategy then we say width(A)  $\leq k$ .

 $\mathcal{A} = (Q, \Sigma, q_0, \Delta, \alpha)$  be an automaton with acceptance condition  $\alpha$ . We define width( $\mathcal{A}$ ):

We play the GFG game on  $\mathcal{A}$ , except that now Eve can choose sets of size at most 'k'.

$$\{q_0\} \xrightarrow{a_0} X_1 \xrightarrow{a_1} X_2 \xrightarrow{a_2} X_3 \to \cdots$$

 $|X_i| \le k$ . Every wins a play if  $(a_1 a_2 \dots \in \mathcal{L}(\mathcal{A}) \Rightarrow$  the sequence  $X_0 X_1 X_2 \dots$  contains an accepting run of  $\mathcal{A}$ ).

If Eve has a winning strategy then we say width $(A) \leq k$ .

 $\mathcal{A} = (Q, \Sigma, q_0, \Delta, \alpha)$  be an automaton with acceptance condition  $\alpha$ . We define width( $\mathcal{A}$ ):

We play the GFG game on  $\mathcal{A}$ , except that now Eve can choose sets of size at most 'k'.

$$\{q_0\} \xrightarrow{a_0} X_1 \xrightarrow{a_1} X_2 \xrightarrow{a_2} X_3 \to \cdots$$

 $|X_i| \leq k$ .

Eve wins a play if  $(a_1a_2... \in \mathcal{L}(\mathcal{A}) \Rightarrow$  the sequence  $X_0X_1X_2...$  contains an accepting run of  $\mathcal{A}$ ).

If Eve has a winning strategy then we say width(A)  $\leq k$ .

• An automaton being GFG is equivalent to having width 1.

# k-Subset Construction

 $\mathcal{A} = (Q, \Sigma, q_0, \Delta, F)$  be a NFA.

 $\mathcal{A}_k$  be the subset construction where size of each set is bounded by 'k'.

 $\begin{aligned} \mathcal{A} &= (Q, \Sigma, q_0, \Delta, F) \text{ be a NFA.} \\ \mathcal{A}_k \text{ be the subset construction where size of each set is bounded by 'k'.} \\ \mathcal{A}_k &= (Q_k, \Sigma, \{q_0\}, \Delta', F'), \text{ where} \\ -\Delta': \\ & & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & &$ 

 $\begin{aligned} \mathcal{A} &= (Q, \Sigma, q_0, \Delta, F) \text{ be a NFA.} \\ \mathcal{A}_k \text{ be the subset construction where size of each set is bounded by 'k'.} \\ \mathcal{A}_k &= (Q_k, \Sigma, \{q_0\}, \Delta', F'), \text{ where} \\ -\Delta': \\ & & \stackrel{a}{\xrightarrow{a_i}} X_2 \\ & & \stackrel{a}{\xrightarrow{a_i}} X_2 \\ & & & \stackrel{a}{\xrightarrow{a_i}} X_2 \\ & & & & & \\ & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & \\ & & & & & \\ & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & \\ & & & & & & \\ & & & & & \\ & & & & & \\ & & & & & & \\ & & & & & \\ & & &$ 

•  $\mathcal{A}$  has width  $\leq \mathbf{k}$  iff  $\mathcal{A}_k$  is GFG.

- $\mathcal{A}$  is GFG  $\Rightarrow \mathcal{A}$  is DBP.
- Checking GFGness of a NFA is in **P**.
- Checking if width(A)  $\leq$  k is PSPACE-hard and in EXPTIME.

- $\mathcal{A}$  is GFG  $\Rightarrow \mathcal{A}$  is DBP.
- Checking GFGness of a NFA is in **P**.
- Checking if width(A) ≤ k is PSPACE-hard and in EXPTIME.
  Hardness Proof : Reduction from "Universality problem for NFA".

We check if  ${\mathcal A}$  is GFG.

We check if  $\mathcal{A}$  is GFG. Yes

We check if  $\mathcal{A}$  is GFG.  $\mathcal{A}$  is DBP, hence determinize  $\mathcal{A}$ 

We check if  $\mathcal{A}$  is GFG. No

We check if A is GFG. No We check if  $A_2$  is GFG.

We check if A is GFG. No We check if  $A_2$  is GFG. Yes

We check if A is GFG. No We check if  $A_2$  is GFG.  $A_2$  is DBP, hence determinize  $A_2$ 

. . .

We check if A is GFG. No We check if  $A_2$  is GFG. No

#### • NFA $\rightarrow$ DFA :

We check if  $\mathcal{A}$  is GFG. No We check if  $\mathcal{A}_2$  is GFG. No ...

In the worst case, we reach  $A_n$  and do the whole subset construction.

On infinite words, if the acceptance condition is Co-Büchi condition,

- GFG automata are not necessarily DBP.
- GFG automata are useful for synthesis and other purposes.
- In some cases, GFG automata are exponentially smaller than any equivalent deterministic automata.

On infinite words, if the acceptance condition is Co-Büchi condition,

- GFG automata are not necessarily DBP.
- GFG automata are useful for synthesis and other purposes.
- In some cases, GFG automata are exponentially smaller than any equivalent deterministic automata.
- Checking DBPness is NP-complete.
- Checking GFGness is in P. [Kuperberg, Skrzypczak '15]
- We can find the width almost in the same way as we did for NFA.

### **Determinization : Breakpoint Construction**

### **Determinization : Breakpoint Construction**

 $\mathcal{A}_k$ : Keep track of sets of size atmost k (k-Breakpoint Construction)

### **Determinization : Breakpoint Construction**

 $A_k$ : Keep track of sets of size atmost k (k-Breakpoint Construction) • A has width  $\leq k$  iff  $A_k$  is GFG. We check if  $\mathcal{A}$  is GFG.

We check if  ${\mathcal A}$  is GFG. Yes

We check if A is GFG. *Width* = 1

We check if  $\mathcal{A}$  is GFG. No

We check if A is GFG. No We check if  $A_2$  is GFG.
We check if A is GFG. No We check if  $A_2$  is GFG. Yes We check if A is GFG. No We check if  $A_2$  is GFG. *Width* = 2 We check if A is GFG. No We check if  $A_2$  is GFG. No

• • •

```
We check if A is GFG. No
We check if A_2 is GFG. No
```

•••

In the worst case, we reach  $A_n$  and do the whole breakpoint construction. *Width* = n

For Büchi? : Similar ; k-Safra

For Büchi? : Similar ; k-Safra :

- Only build Safra trees labelled by at most k states.

For Büchi? : Similar ; k-Safra :

- Only build Safra trees labelled by at most k states.
- $\mathcal{A}$  has width  $\leq \mathbf{k}$  iff  $\mathcal{A}_k$  is GFG.

- Iterative construction to translate **nondeterministic** automata to **GFG**.
- Over finite words, GFG is equivalent to DBP; hence we get DFA.
- For Co-Büchi, testing GFG is easier than checking DBPness.
- Can extend for Büchi acceptance condition also.

## • Future Work :

- Complexity of GFGness checking for arbitrary Parity/Rabin conditions (essential bottleneck in our algorithm with Büchi input).
- Understanding the link between width and structure of the automaton.
- Implementing this approach and testing it against classical determinization/inclusion software.

• • •

## Questions?

## Thank You