ω-Automata

ω-Automata

- Automata that accept (or reject) words of infinite length.
- Languages of infinite words appear:
 - in verification, as encodings of non-terminating executions of a program.
 - in arithmetic, as encodings of sets of real numbers.

ω-Languages

- An ω -word is an infinite sequence of letters.
- The set of all ω -words is denoted by Σ^{ω} .
- An ω -language is a set of ω -words, i.e., a subset of Σ^{ω} .
- A language L_1 can be concatenated with an ω language L_2 to yield the ω -language L_1L_2 , but two ω -languages cannot be concatenated.
- The ω -iteration of a language $L \subseteq \Sigma^*$, denoted by L^{ω} , is an ω -language.

ω-Regular Expressions

• ω-regular expressions have syntax

 $s ::= r^{\omega} | rs_1 | s_1 + s_2$

where r is an (ordinary) regular expression.

• The ω -language $L_{\omega}(s)$ of an ω -regular expression s is inductively defined by

$$L_{\omega}(r^{\omega}) = (L(r))^{\omega} L_{\omega}(rs_1) = L(r)L_{\omega}(s_1)$$

 $L_{\omega}(s_1 + s_2) = L_{\omega}(s_1) \cup L_{\omega}(s_2)$

• A language is ω -regular if it is the language of some ω -regular expression .

Büchi Automata

• Invented by J.R. Büchi, swiss logician.



Büchi Automata

- Same syntax as DFAs and NFAs, but different acceptance condition.
- A run of a Büchi automaton on an ω-word is an infinite sequence of states and transitions.
- A run is accepting if it visits the set of final states infinitely often.

- Final states renamed to accepting states.

A DBA or NBA A accepts an ω-word if it has an accepting run on it; the ω-language L_ω(A) of A is the set of ω-words it accepts.

Some examples













From ω-Regular Expressions to NBAs



From NBAs to ω-Regular Expressions



From NBAs to ω-Regular Expressions



From ω -Regular Expressions to NBAs

- Lemma: Let A be a NFA, and let q, q' be states of A. The language L^{q'}_q of words with runs leading from q to q' and visiting q' exactly once is regular.
- Let $r_q^{q'}$ denote a regular expression for $L_q^{q'}$.

From ω -Regular Expressions to NBAs

• Example:



a, b, c

From ω -Regular Expressions to NBAs

- Given a NBA A, we look at it as a NFA, and compute regular expressions $r_q^{q'}$.
- We show:

$$L_{\omega}(A) = L\left(\sum_{q \in F} r_{q_0}^q \left(r_q^q\right)^{\omega}\right)$$

- An ω -word belongs to $L_{\omega}(A)$ iff it is accepted by a run that starts at q_0 and visits some accepting state q infinitely often.

From ω-Regular Expressions to NBAs



 $L_{\omega}(A) = r_0^1 (r_1^1)^{\omega} + r_0^2 (r_2^2)^{\omega}$

DBAs are less expressive than NBAs

- Prop.: The ω -language $(a + b)^* b^{\omega}$ is not recognized by any DBA.
- Proof: By contradiction. Assume some DBA recognizes $(a + b)^* b^{\omega}$.
 - − DBA accepts b^{ω} → DFA accepts $b^{n_0}a$ → DFA accepts $b^{n_0}a b^{n_1}a$

DBA accepts $b^{n_0}a \ b^{n_1}a \ b^{\omega} \rightarrow$ DFA accepts $b^{n_0}a \ b^{n_1}a \ b^{n_2}$ etc.

- By determinism, the DBA accepts $b^{n_0}a b^{n_1}a b^{n_2} \dots a b^{n_i} \dots$, which does not belong to $(a + b)^*b^{\omega}$.

Generalized Büchi Automata

- Same power as Büchi automata, but more adequate for some constructions.
- Several sets of accepting states.
- A run is accepting if it visits each set of accepting states infinitely often.



From NGAs to NBAs

• Important fact:

All the sets F_1, \ldots, F_n are visited infinitely often is equivalent to F_1 is eventually visited and every visit to F_i is eventually followed by a visit to $F_{i\oplus 1}$

From NGAs to NBAs



NGAtoNBA(A)**Input:** NGA $A = (Q, \Sigma, q_0, \delta, \mathcal{F})$, where $\mathcal{F} = \{F_1, \ldots, F_m\}$ **Output:** NBA $A' = (Q', \Sigma, \delta', q'_0, F')$ 1 $Q', \delta', F' \leftarrow \emptyset; q'_0 \leftarrow [q_0, 0]$ 2 $W \leftarrow \{[q_0, 0]\}$ 3 while $W \neq \emptyset$ do pick [q, i] from W 4 add [q, i] to Q'5 if $q \in F_0$ and i = 0 then add [q, i] to F'6 for all $a \in \Sigma, q' \in \delta(q, a)$ do 7 if $q \notin F_i$ then 8 if $[q', i] \notin Q'$ then add [q', i] to W 9 add ([q, i], a, [q', i]) to δ' 10 else /* $q \in F_i$ */ 11 if $[q', i \oplus 1] \notin Q'$ then add $[q', i \oplus 1]$ to W 12 add $([q, i], a, [q', i \oplus 1])$ to δ' 13 return $(Q', \Sigma, \delta', q'_0, F')$ 14





DGAs have the same expressive power as DBAs, and so are not equivalent to NGAs.

- Question: Are there other classes of omegaautomata with
 - the same expressive power as NBAs or NGAs, and
 - with equivalent deterministic and nondeterministic versions?

We are only willing to change the acceptance condition!

Co-Büchi automata

• A nondeterministic co-Büchi automaton (NCA) is syntactically identical to a NBA, but a run is accepting iff it only visits accepting states finitely often.

Which are the languages?





Determinizing co-Büchi automata

- Given a NCA A we construct a DCA B such that L(A) = L(B).
- We proceed in three steps:
 - We assign to every ω-word w a directed acyclic graph dag(w) that ``contains´´ all runs of A on w.
 - We prove that w is accepted by A iff dag(w) is infinite but contains only finitely many breakpoints.
 - We construct a DCA *B* that accepts an ω -word *w* iff dag(w) is infinite and contains finitely many breakpoints.

• Running example:











 A accepts w iff some infinite path of dag(w) only visits accepting states finitely often



Levels of a dag



Breakpoints of a dag

- We defined inductively the set of levels that are breakpoints:
 - Level 0 is always a breakpoint
 - If level *l* is a breakpoint, then the next level *l'* such that every path between *l* and *l'* visits an accepting state is also a breakpoint.



Infinitely many breakpoints

 Lemma: A accepts w iff dag(w) is infinite and has only finitely many breakpoints.

Proof:

If A accepts w, then A has at least one run on w, and so dag(w) is infinite. Moreover, the run visits accepting states only finitely often, and so after it stops visiting accepting states there are no further breakpoints.

If dag(w) is infinite, then it has an infinite path, and so *A* has at least one run on *w*. Since dag(w) has finitely many breakpoints, then every infinite path visits accepting states only finitely often.

Constructing the DCA

- If we could tell if a level is a breakpoint by looking at it, we could take the set of breakpoints as states of the DCA.
- However, we also need some information about its ``history´´.
- Solution: add that information to the level!
- States: pairs [*P*, *O*] where:
 - *P* is the set of states of a level, and
 - $O \subseteq P$ is the set of states ``that owe a visit to the accepting states''. Formally: $q \in O$ if q is the

Constructing the DCA

- States: pairs [*P*, *O*] where:
 - *P* is the set of states of a level, and
 - $O \subseteq P$ is the set of states ``that owe a visit to the accepting states''.
- Formally: *q* ∈ *O* if *q* is the endpoint of a path starting at the last breakpoint that has not yet visited any accepting state.





Constructing the DCA

- States: pairs [P, O]
- Initial state: pair $[\{q_0\}, \emptyset]$ if $q_0 \in F$, and $[\{q_0\}, \{q_0\}]$ otherwise.
- Transitions: $\delta([P, Q], a) = [P', O']$ where $P' = \delta(P, a)$, and

 $-O' = \delta(O, a) \setminus F \text{ if } O \neq \emptyset$

(automaton updates set of owing states)

 $-O' = \delta(P, a) \setminus F$ if $O = \emptyset$

(automaton starts search for next breakpoint)

Accepting states: pairs [P, Ø] (no owing states)

NCAtoDCA(*A*) **Input:** NCA $A = (Q, \Sigma, \delta, q_0, F)$ **Output:** DCA $B = (\tilde{Q}, \Sigma, \tilde{\delta}, \tilde{q}_0, \tilde{F})$ with $L_{\omega}(A) = \overline{B}$ $1 \quad \tilde{Q} \quad \tilde{\delta} \quad \tilde{E} \leftarrow 0$; if $q_0 \in E$ then $\tilde{q}_0 \leftarrow [q_0, 0]$ also $\tilde{q}_0 \leftarrow [(q_0, 0)]$

1
$$Q, \delta, F \leftarrow \emptyset$$
; if $q_0 \in F$ then $\tilde{q}_0 \leftarrow [q_0, \emptyset]$ else $\tilde{q}_0 \leftarrow [\{q_0\}, \{q_0\}]$

2
$$W \leftarrow \{ \tilde{q}_0 \}$$

3 while
$$W \neq \emptyset$$
 do

4 **pick**
$$[P, O]$$
 from W ; add $[P, O]$ to \tilde{Q}

5 **if**
$$P = \emptyset$$
 then add $[P, O]$ **to** \tilde{F}

6 for all $a \in \Sigma$ do

7
$$P' = \delta(P, a)$$

8 **if** $O \neq \emptyset$ then $O' \leftarrow \delta(O, a) \setminus F$ else $O' \leftarrow \delta(P, a) \setminus F$

9 **add** ([*P*, *O*], *a*, [*P'*, *O'*]) to
$$\delta$$

10 if
$$[P', O'] \notin \tilde{Q}$$
 then add $[P', Q']$ to W

• Complexity: at most 3^n states

Running example





Recall ...

- Question: Are there other classes of omegaautomata with
 - the same expressive power as NBAs or NGAs, and
 - with equivalent deterministic and nondeterministic versions?

Are co-Büchi automata a positive answer?

Unfortunately no ...

• Lemma: No DCA recognizes the language $(b^*a)^{\omega}$. Proof: Assume the cotrary. Then the same automaton seen as a DBA recognizes the complement $(a + b)^*b^{\omega}$. Contradiction.

So the quest goes on ...

Muller automata

- A nondeterministic Muller automaton (NMA) has a collection {F₀, F₁, ..., F_{m-1}} of sets of accepting states.
- A run is accepting if the set of states it visits infinitely often is equal to one of the sets in the collection.

From Büchi to Muller automata

- Let *A* be a NBA with set *F* of accepting states.
- A set of states of A is good if it contains some state of *F*.
- Let *G* be the set of all good sets of *A*.
- Let A' be "the same automaton" as A, but with Muller condition G.
- Let ρ be an arbitrary run of A and A'. We have

 ρ is accepting in A

- iff $inf(\rho)$ contains some state of F
- iff $inf(\rho)$ is a good set of A
- iff ρ is accepting in A'

From Muller to Büchi automata

- Let A be a NMA with condition $\{F_0, F_1, \dots, F_{m-1}\}$.
- Let A_0, \ldots, A_{m-1} be NMAs with the same structure as A but Muller conditions $\{F_0\}, \{F_1\}, \ldots, \{F_{m-1}\}$ respectively.
- We have: $L(A) = L(A_0) \cup ... \cup L(A_{m-1})$
- We proceed in two steps:
 - 1. we construct for each NMA A_i an NGA A_i' such that $L(A_i) = L(A'_i)$
 - 2. we construct an NGA A' such that

 $L(A') = L(A'_0) \cup ... \cup L(A'_{m-1})$



NMAltoNGA(A)**Input:** NMA $A = (Q, \Sigma, q_0, \delta, \{F\})$ **Output:** NGA $A = (Q', \Sigma, q'_0, \delta', \mathfrak{F}')$ 1 $Q', \delta', \mathfrak{F}' \leftarrow \emptyset$ 2 $q'_0 \leftarrow [q_0, 0]$ 3 $W \leftarrow \{[a_0, 0]\}$ 4 while $W \neq \emptyset$ do 5 pick [q, i] from W; add [q, i] to Q' if $q \in F$ and i = 1 then add $\{[q, 1]\}$ to \mathcal{F}' 6 7 for all $a \in \Sigma$, $q' \in \delta(q, a)$ do if i = 0 then 8 add ([q, 0], a, [q', 0]) to δ' 9 if $[q', 0] \notin Q'$ then add [q', 0] to W 10 if $q' \in F$ then 11 add ([q, 0], a, [q', 1]) to δ' 12 if $[q', 1] \notin Q'$ then add [q', 1] to W 13 14 else /* i = 1 */if $q' \in F$ then 15 add ([q, 1], a, [q', 1]) to δ' 16 if $[q', 1] \notin Q'$ then add [q', 1] to W 17 return $(Q', \Sigma, q'_0, \delta', \mathfrak{F}')$ 18



 $\mathcal{F}_1'=\{\,[r,1]\,\}$

Equivalence of NMAs and DMAs

- Theorem (Safra): Any NBA with *n* states can be effectively transformed into a DMA of size n^{O(n)}.
 Proof: Omitted.
- DMA for $(a + b)^* b^{\omega}$:



with accepting
condition
{ {q₁} }

- Question: Are there other classes of omegaautomata with
 - the same expressive power as NBAs or NGAs, and
 - with equivalent deterministic and nondeterministic versions?
- Answer: Yes, Muller automata

Is the quest over?

- Recall the translation NBA \Rightarrow NMA
- The NMA has the same structure as the NBA; its accepting condition are all the good sets of states.
- The translation has exponential complexity.

New question: Is there a class of ω -automata with

- the same expressive power as NBAs,
- equivalent deterministic and nondeterministic versions, and
- polynomial conversions to and from Büchi automata?

Rabin automata

- The acceptance condition is a set of pairs $\{\langle F_0, G_0 \rangle, \dots, \langle F_{m-1}, G_{m-1} \rangle\}$
- A run ρ is accepting if there is a pair
 (F_i, G_i) such that ρ visits the set F_i infinitely often and the set G_i finitely often.
- Translations NBA \Rightarrow NRA and NRA \Rightarrow NBA are left as an exercise.
- Theorem (Safra): Any NBA with n states can be effectively transformed into a DRA with n⁰⁽ⁿ⁾ states and O(n) accepting pairs.