

Unambiguous languages exhaust the index hierarchy

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Foundation for
Polish Science



UNIVERSITY
OF WARSAW



NATIONAL SCIENCE CENTRE
POLAND

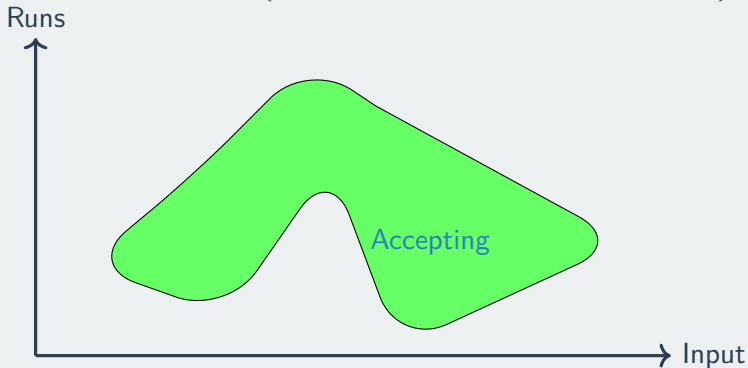
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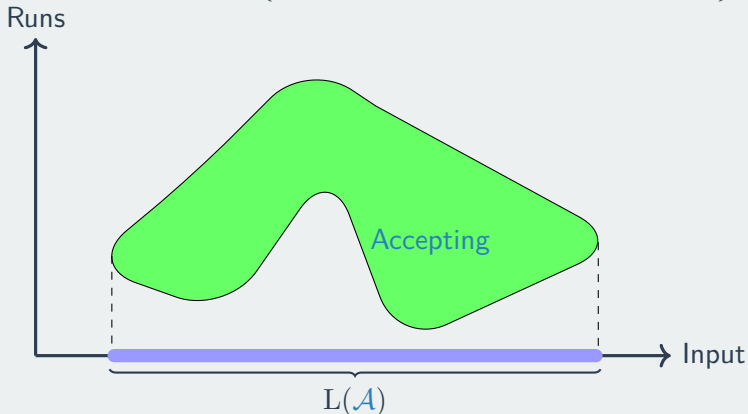
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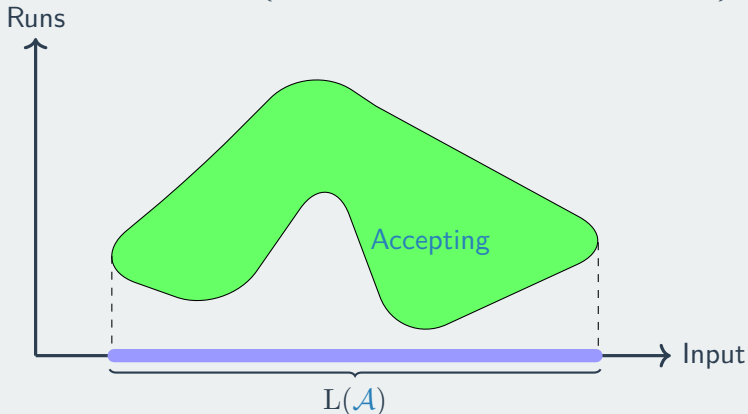
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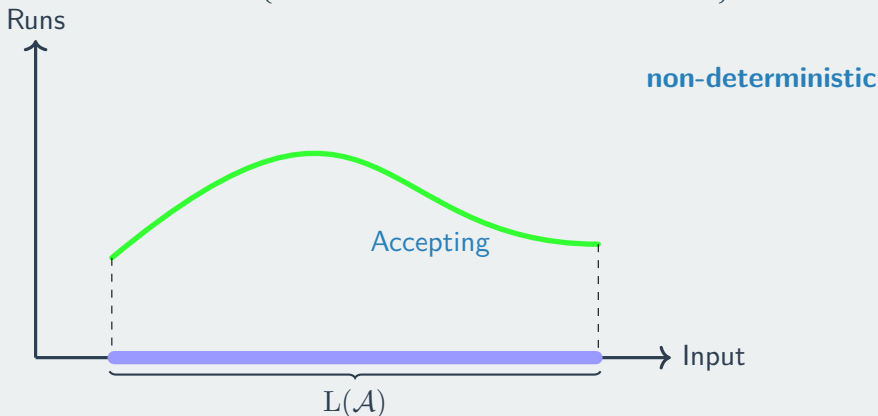


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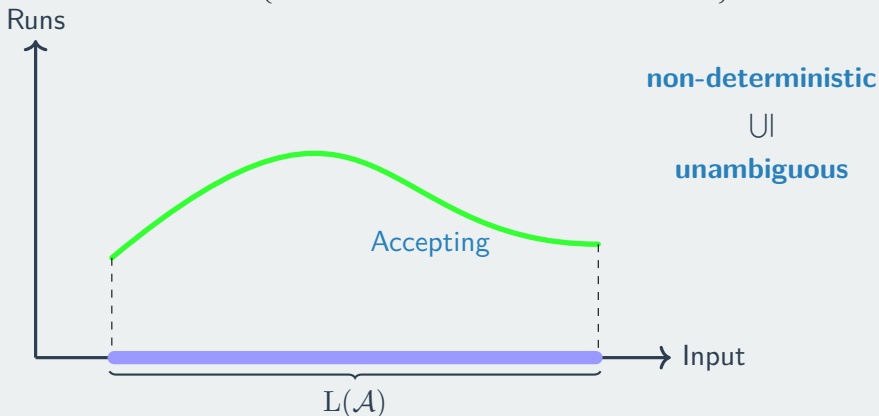


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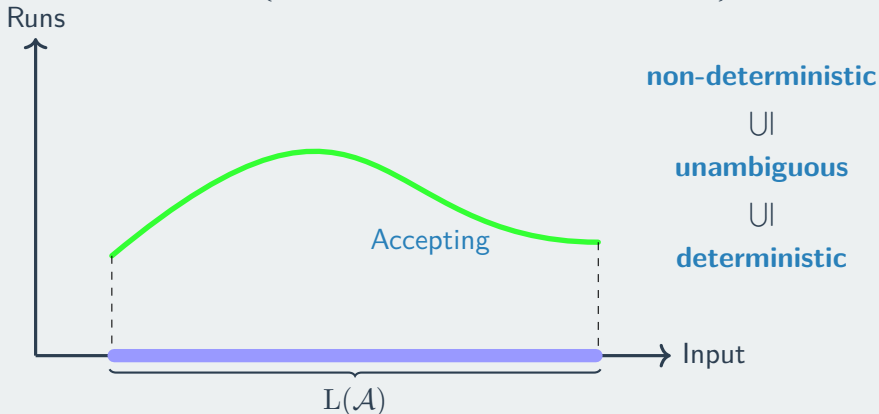


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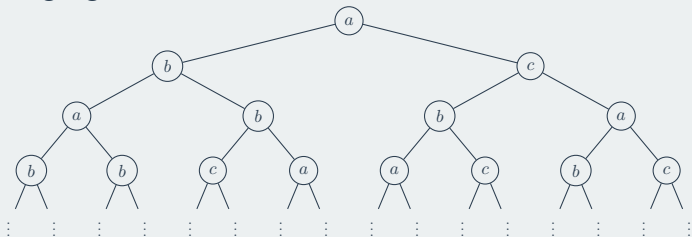


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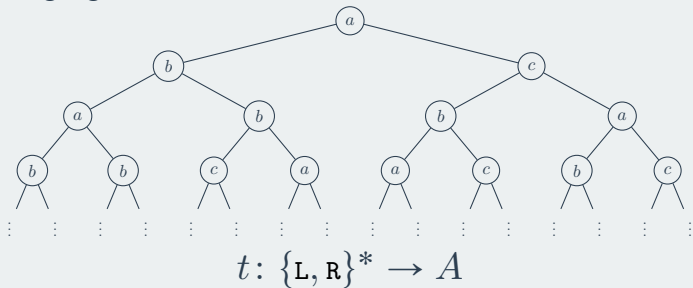
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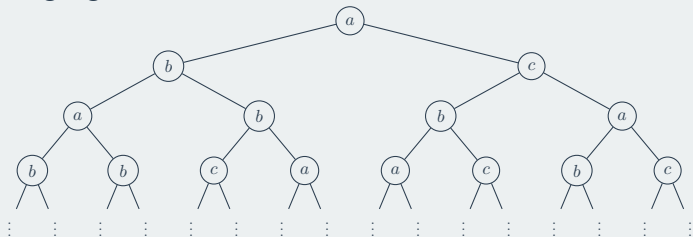
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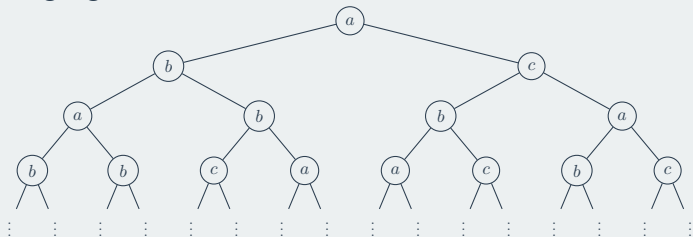


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$$t: \underbrace{\{L, R\}^*}_{\text{Tr}_A} \rightarrow A$$

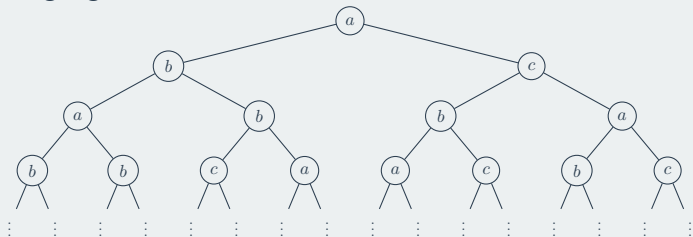
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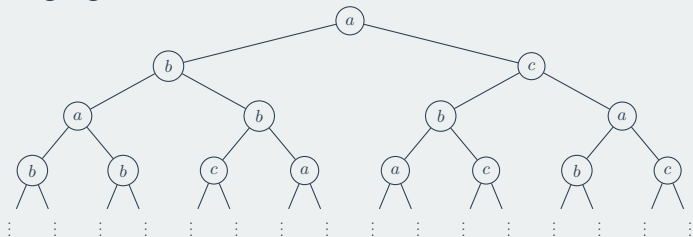


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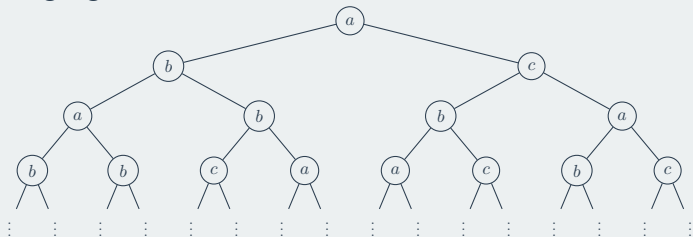
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Theorem (Rabin [1969])

The MSO theory of $(\{L, R\}^*, s_L, s_R)$ is decidable.

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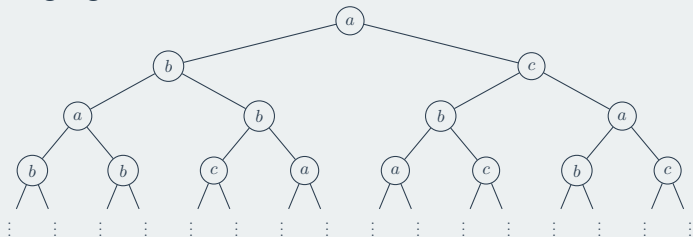
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Theorem (Rabin [1969])

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Proof: Non-deterministic parity tree automata

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Proof: Non-deterministic parity tree automata (+ games)

Parity condition

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$\Omega: Q$
 \cup
state q

Parity condition

$$\Omega: Q \rightarrow \{i, i+1, \dots, j\}$$

$\Downarrow \qquad \qquad \qquad \Downarrow$

state $q \mapsto \Omega(q)$ **priority**

Parity condition

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$$\text{state } q \longmapsto \Omega(q) \text{ priority}$$

A sequence $q_0, q_1, q_2 \dots$ is **accepting** if

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$$\Omega: Q \rightarrow \overbrace{\{i, i+1, \dots, j\}}^{\text{index } (i, j)} \quad \left[\text{w.l.o.g. } i \in \{0, 1\} \right]$$
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local consistency



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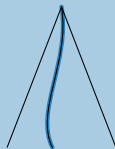


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Unambiguous automata — expressive power

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 ↳ Duparc + Fournier + Hummel + **this work**

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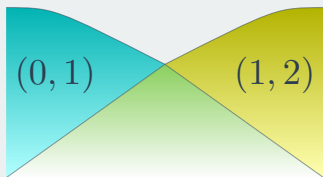
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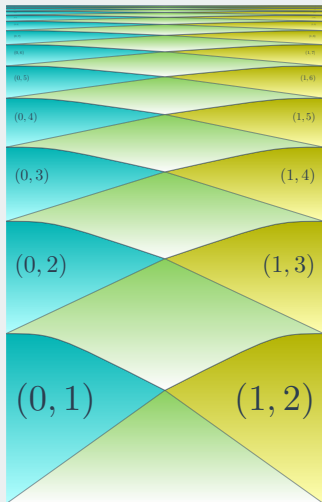
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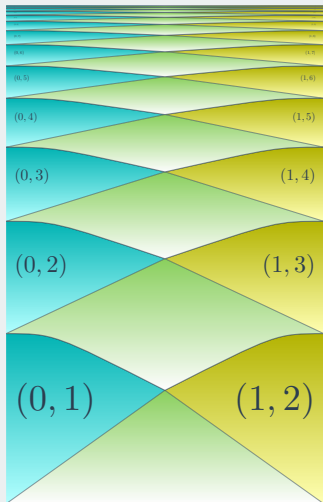
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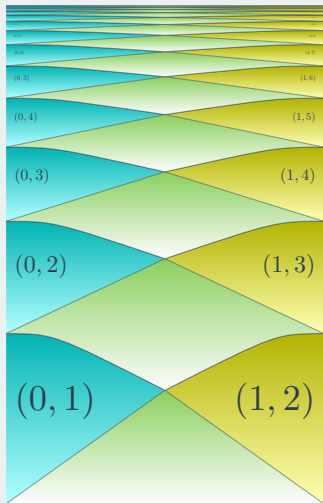
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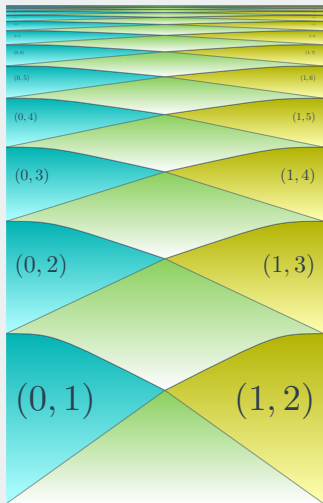
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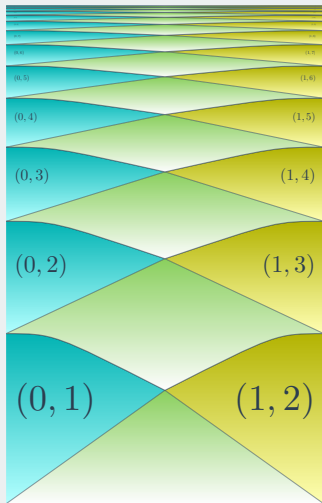
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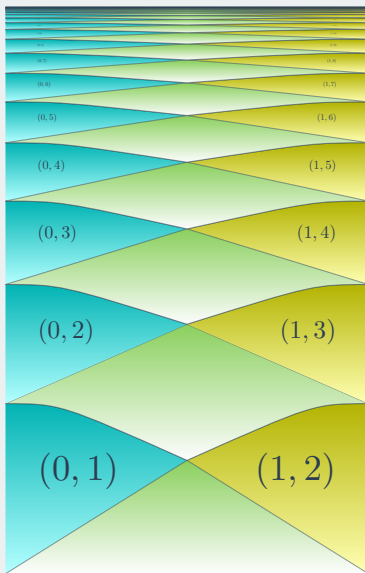
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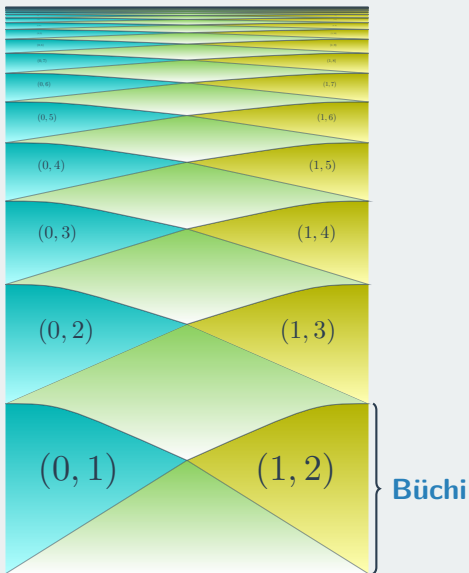
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(i.e. the hierarchies are **strict**)



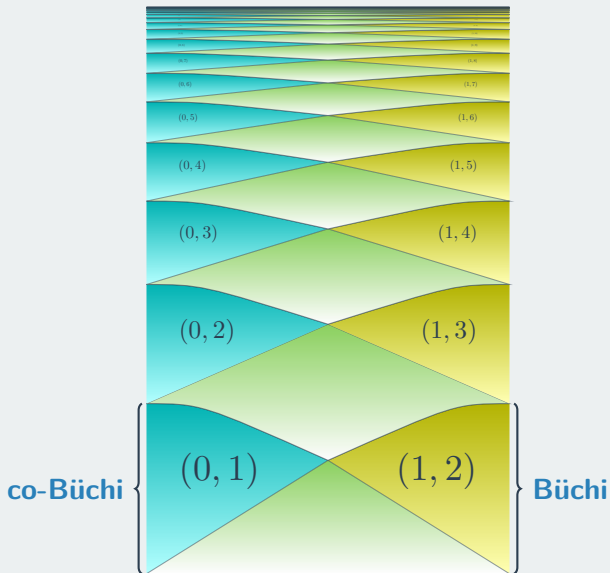
Alternating index hierarchy & unambiguous languages



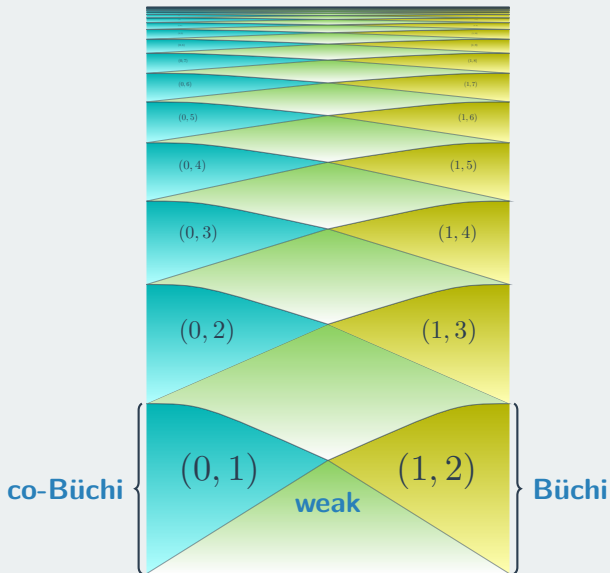
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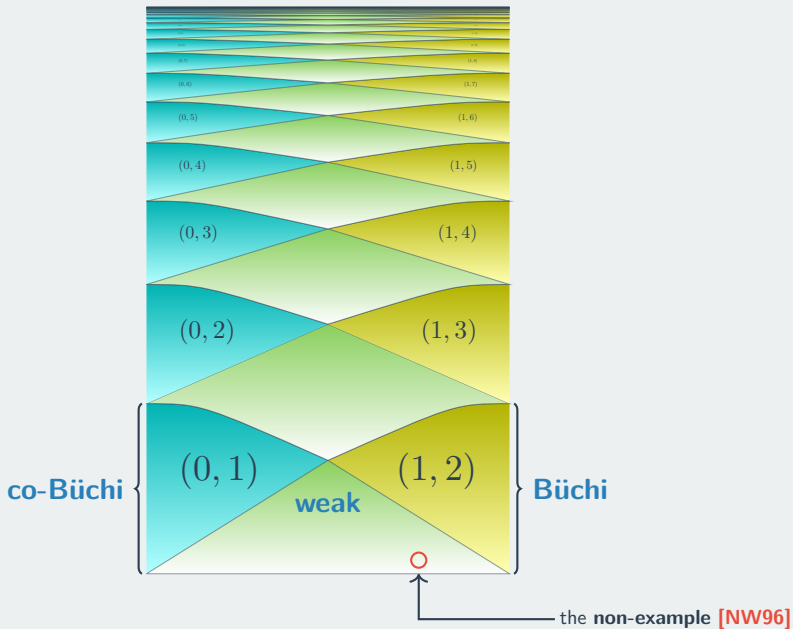
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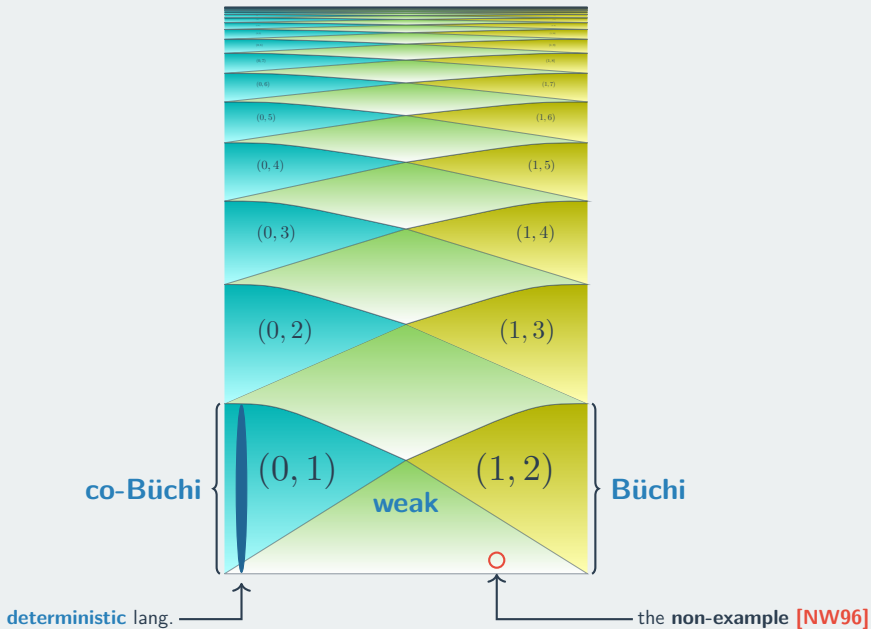
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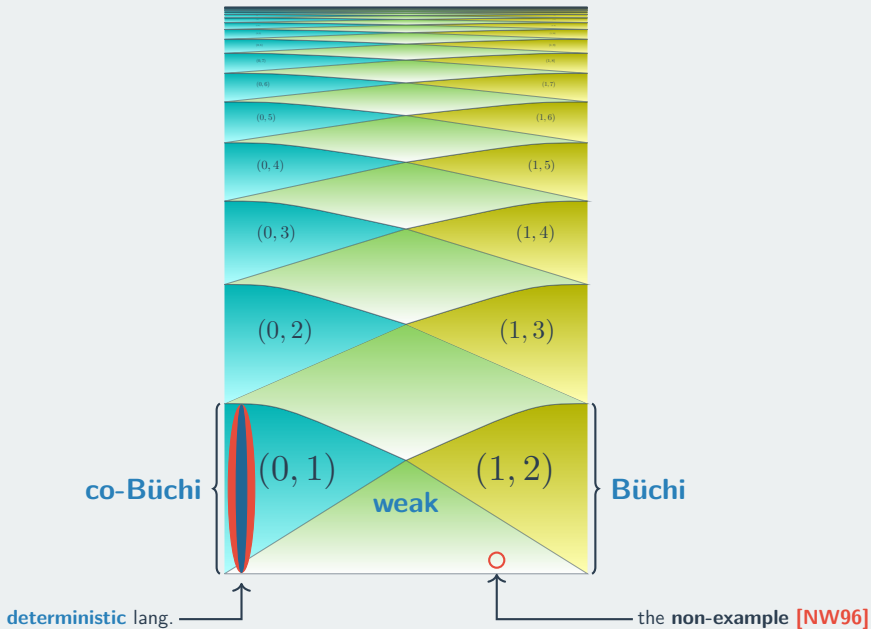
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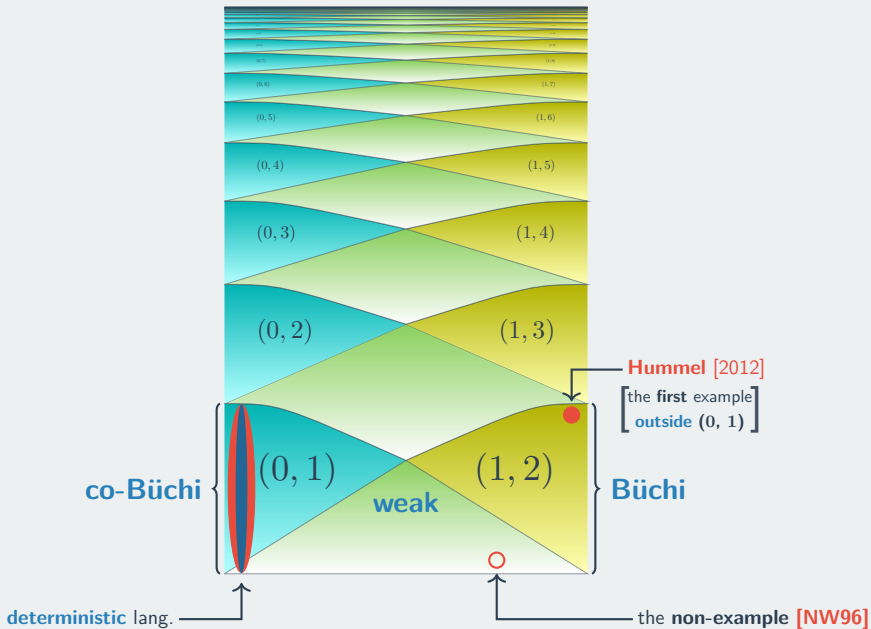
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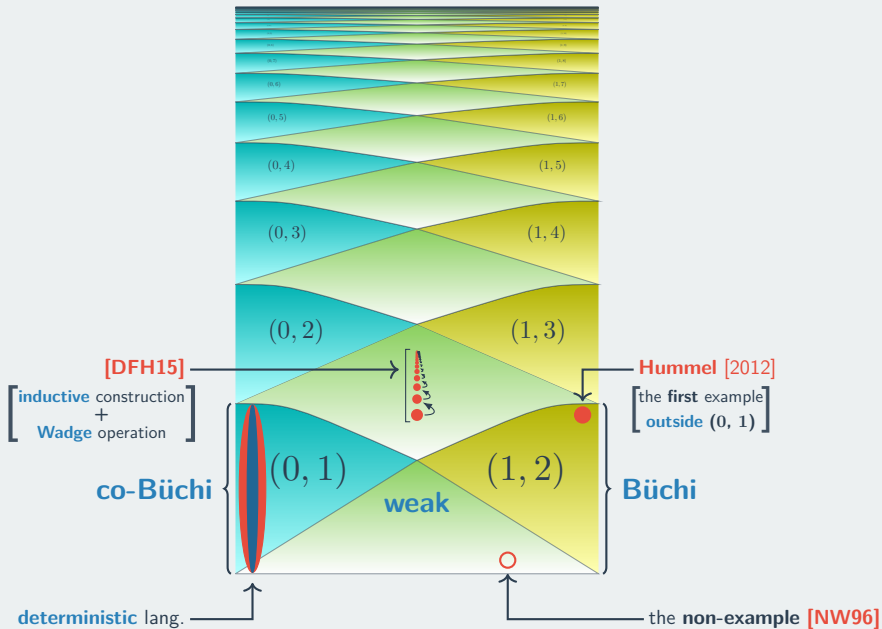
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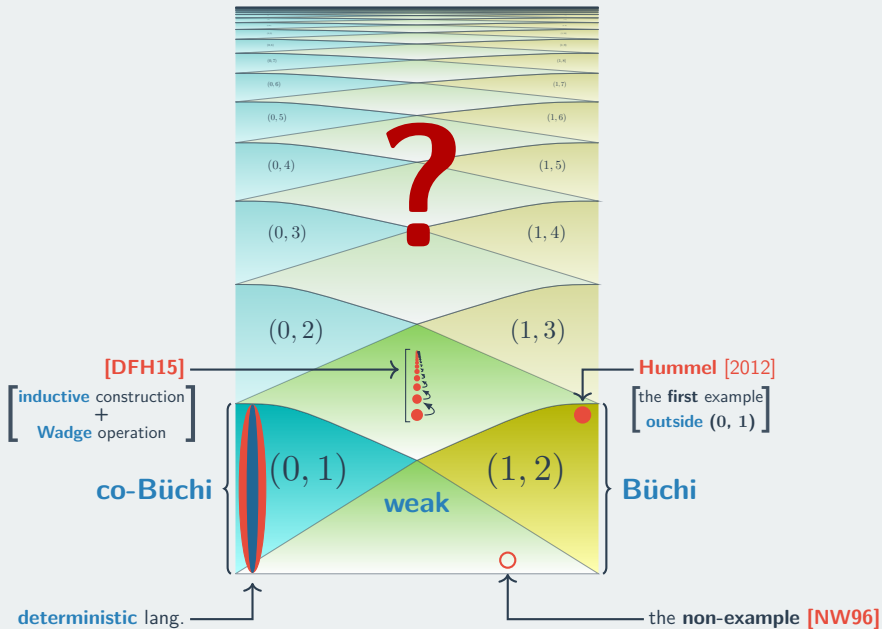
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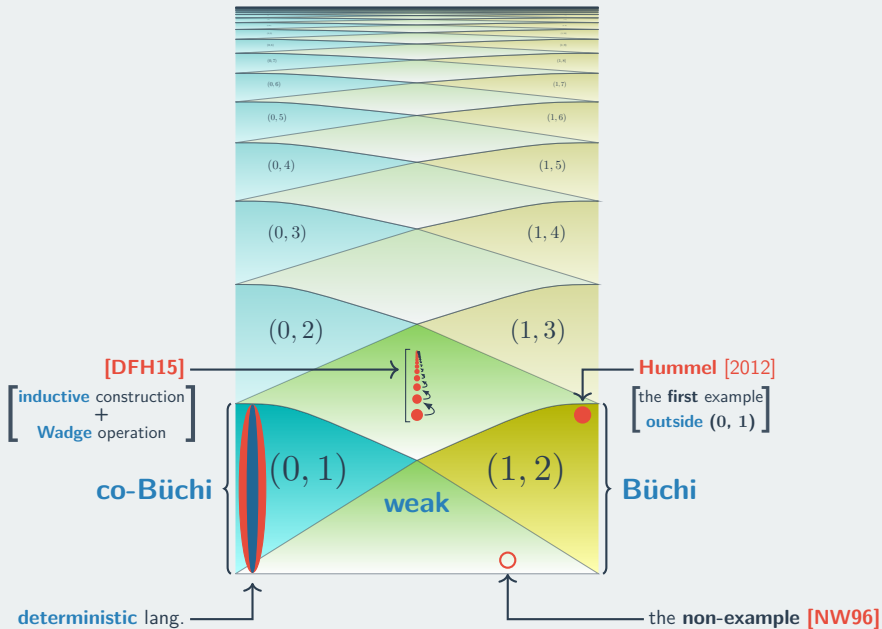
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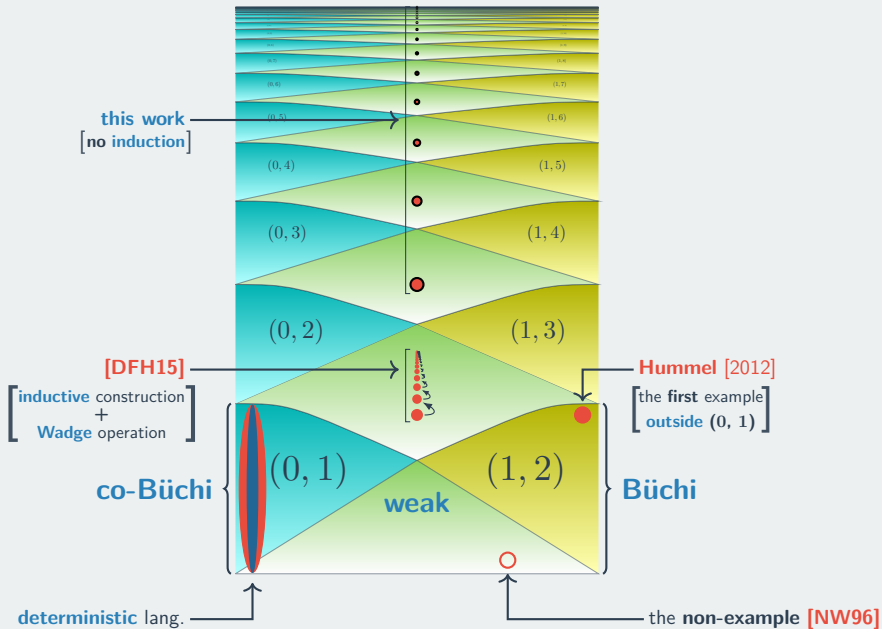
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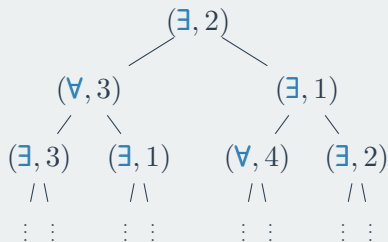
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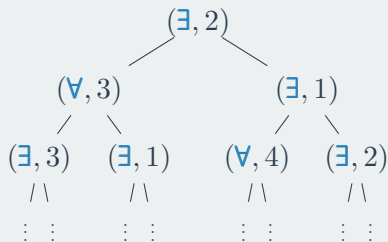
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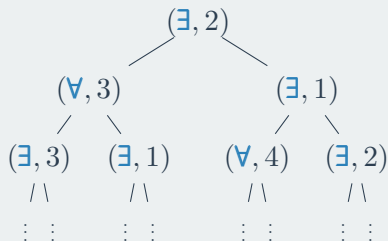
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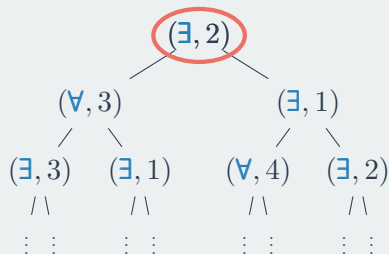


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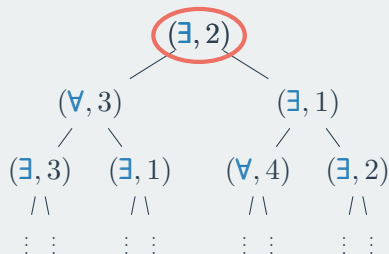


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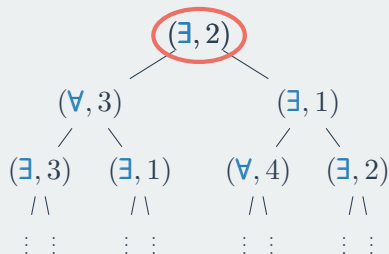


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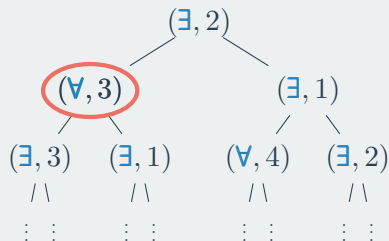
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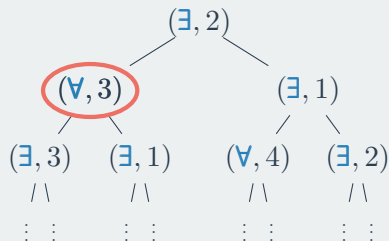


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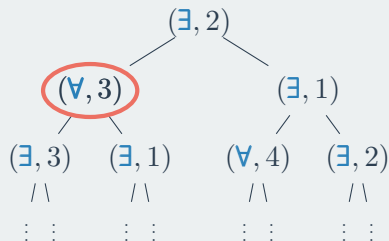


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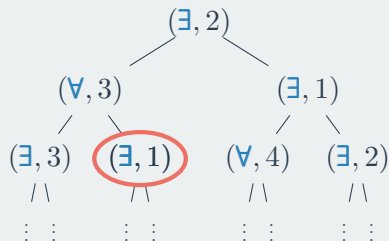
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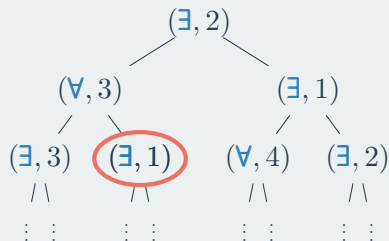


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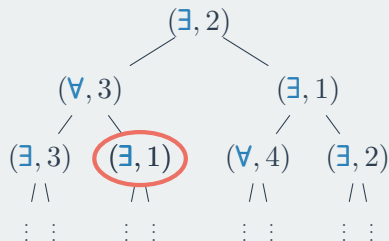


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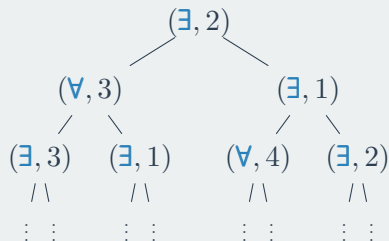
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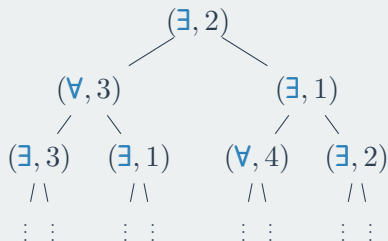
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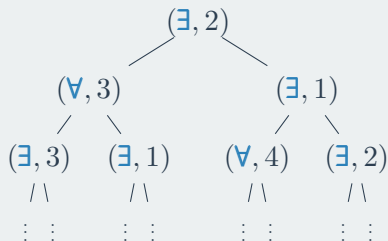
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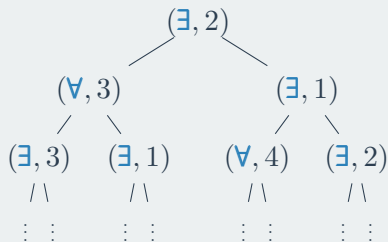
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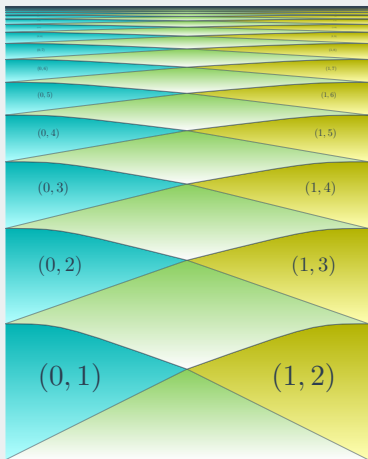
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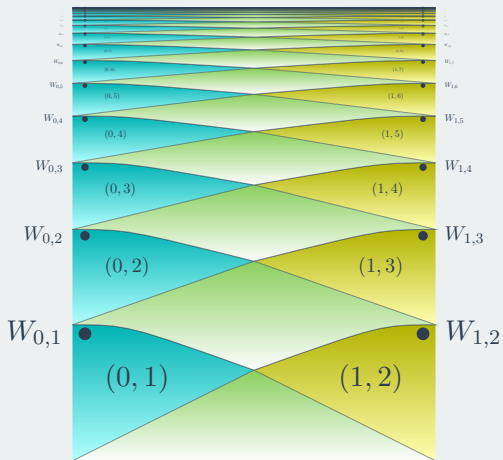


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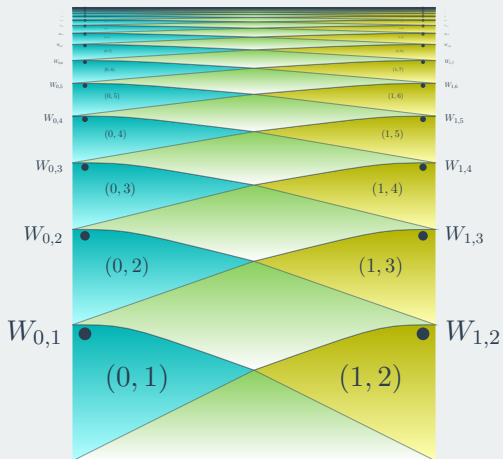
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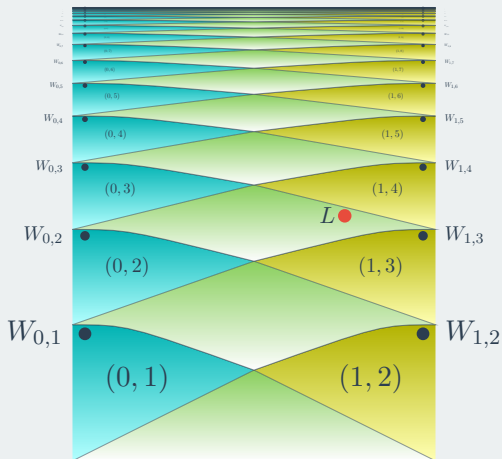


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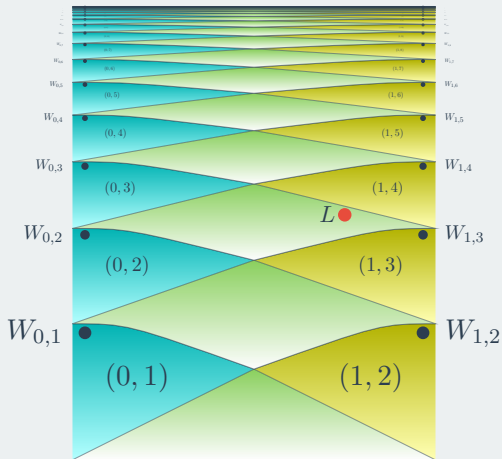
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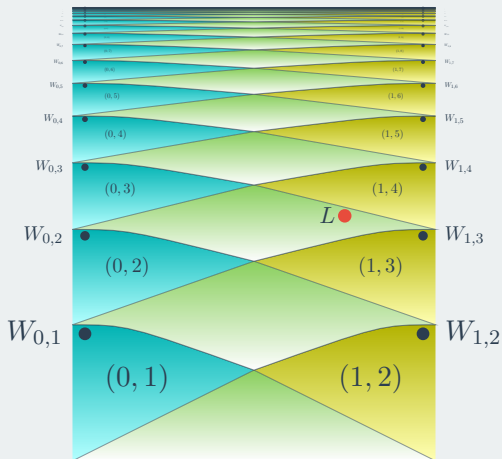
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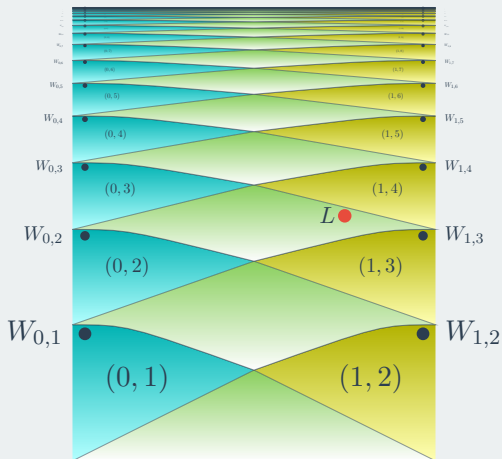
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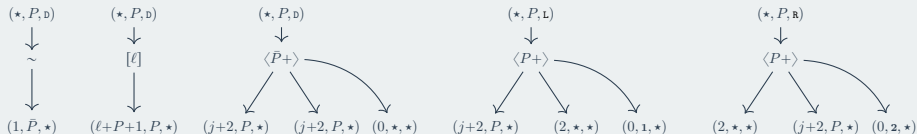
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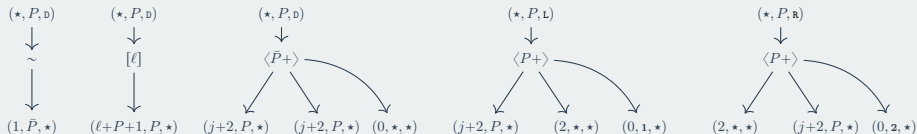
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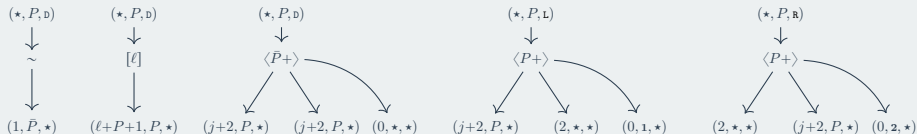
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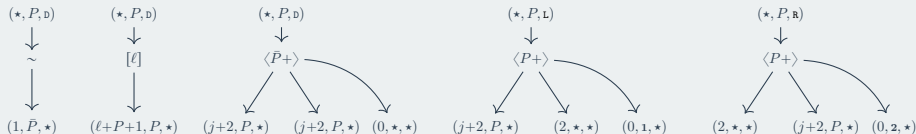
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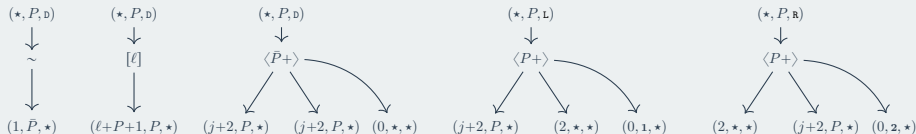


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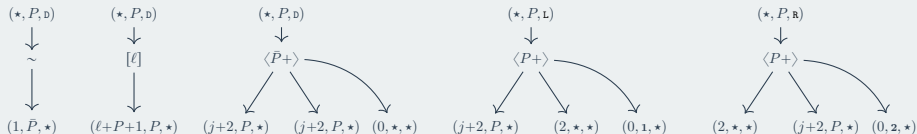
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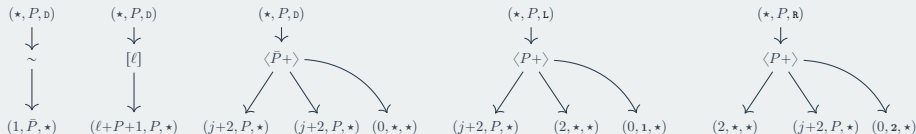
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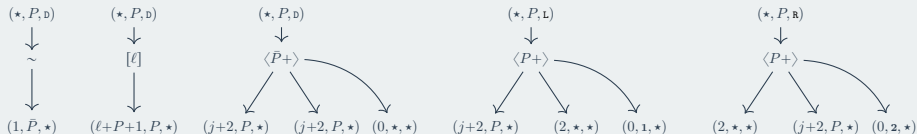
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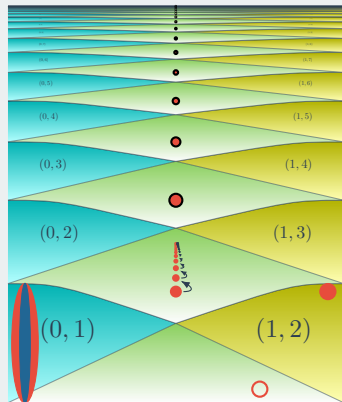


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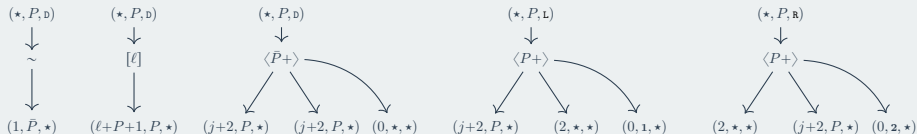
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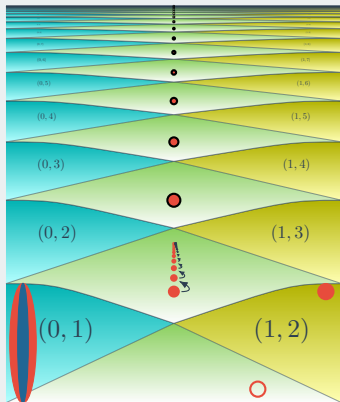
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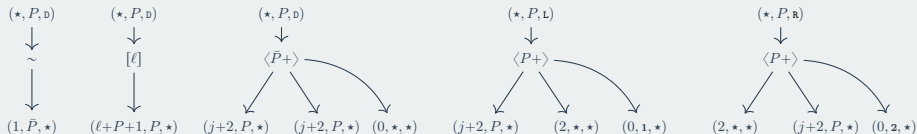


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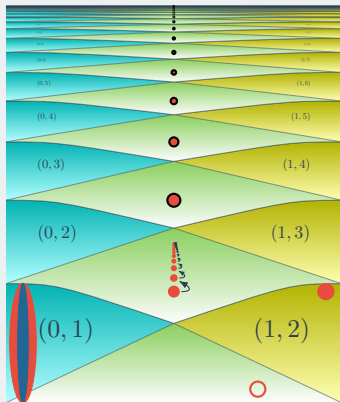
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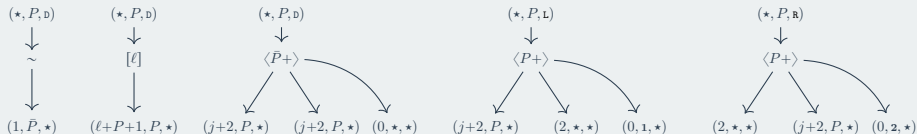
some unambiguous languages are complex

possible insights into parity games



Summary

1. Simple automaton $\mathcal{A}_{i,j}$ (of index $(i, j+2)$)



2. Unambiguous (almost) by the definition

3. Claim: $L(\mathcal{A}_{i,j}) \geq W_{i,j}$

3.1 use signatures

3.2 $\sigma(t_1) \leq \sigma(t_2) \iff c(t_1, t_2) \in W_{i,j}$



~> some **unambiguous** languages are **complex**

~> possible insights into **parity games**

~> relations with **stage comparison theorems**

