

SUCCINCT PROGRESS MEASURES
AND
SOLVING PARITY GAMES
IN QUASI-POLYNOMIAL TIME

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RELEVANT RECENT PAPERS

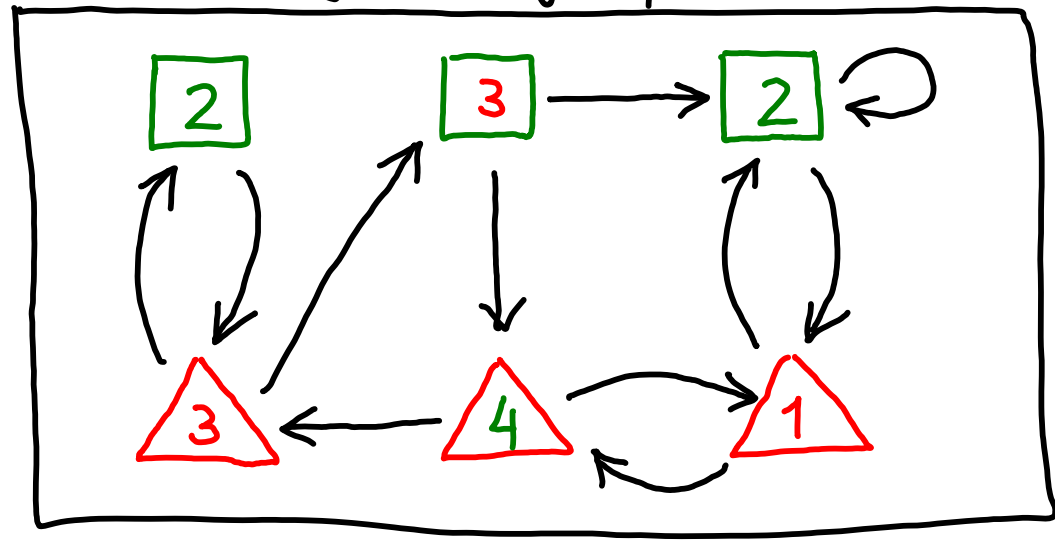
- Calude, Jain, Khoussainov, Li, Stephan STOC 2017
Solving parity games in quasipolynomial time 
Best Paper Award

- J., Lazić LICS 2017
Succinct progress measures for solving parity games
- Gimbert, Ibsen-Jensen arXiv 1702
A short proof of correctness of the quasi-polynomial time algorithm for parity games
- Fearnley, Jain, Schewe, Stephan, Wojtozak SPIN 2017
An ordered approach to solving parity games in quasipolynomial time and quasilinear space

PARITY GAMES

$$n = |V|$$
$$m = |E|$$

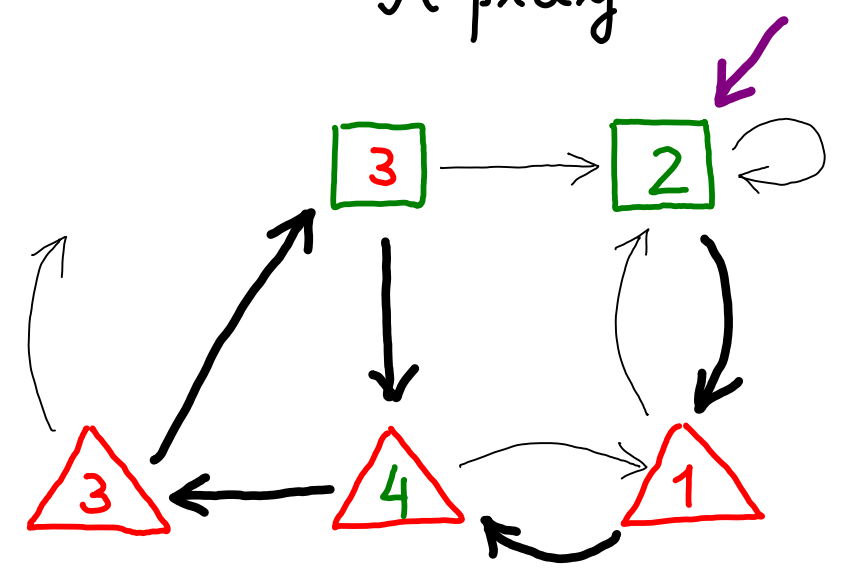
A game graph



$$G = (V = V_{\text{Even}} \cup V_{\text{Odd}}, E, \pi)$$

$$\pi : V \rightarrow \{1, 2, 3, 4, 5, \dots, d\}$$

A play



POSITIONAL DETERMINACY

Thm [EJ'91, Mos'91]

There is a partition $W_{\text{Even}} \cup W_{\text{Odd}} = V$

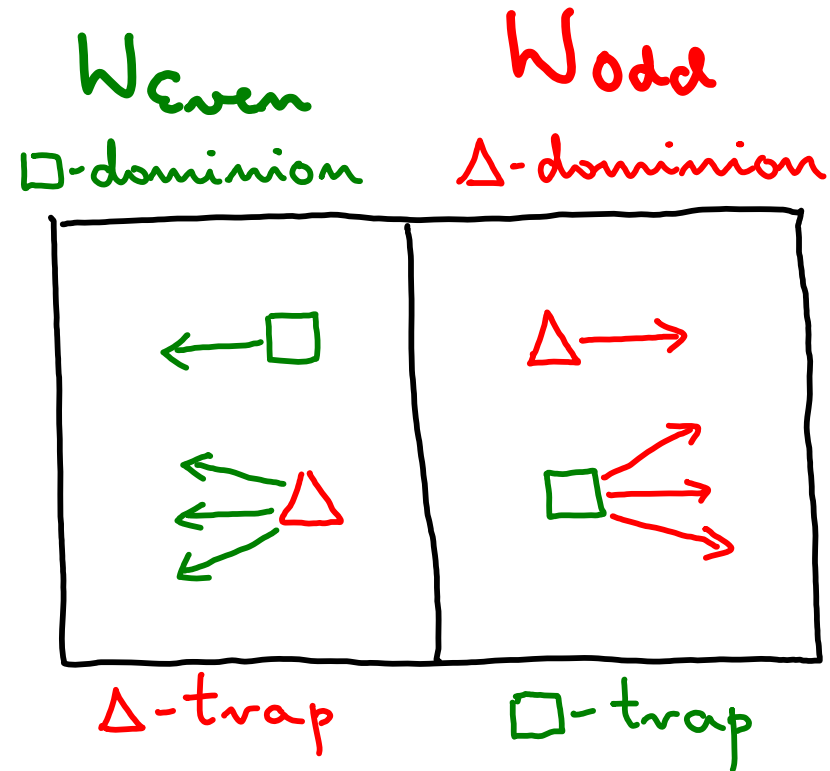
and positional strategies

$$\sigma : V_{\text{Even}} \rightarrow V$$

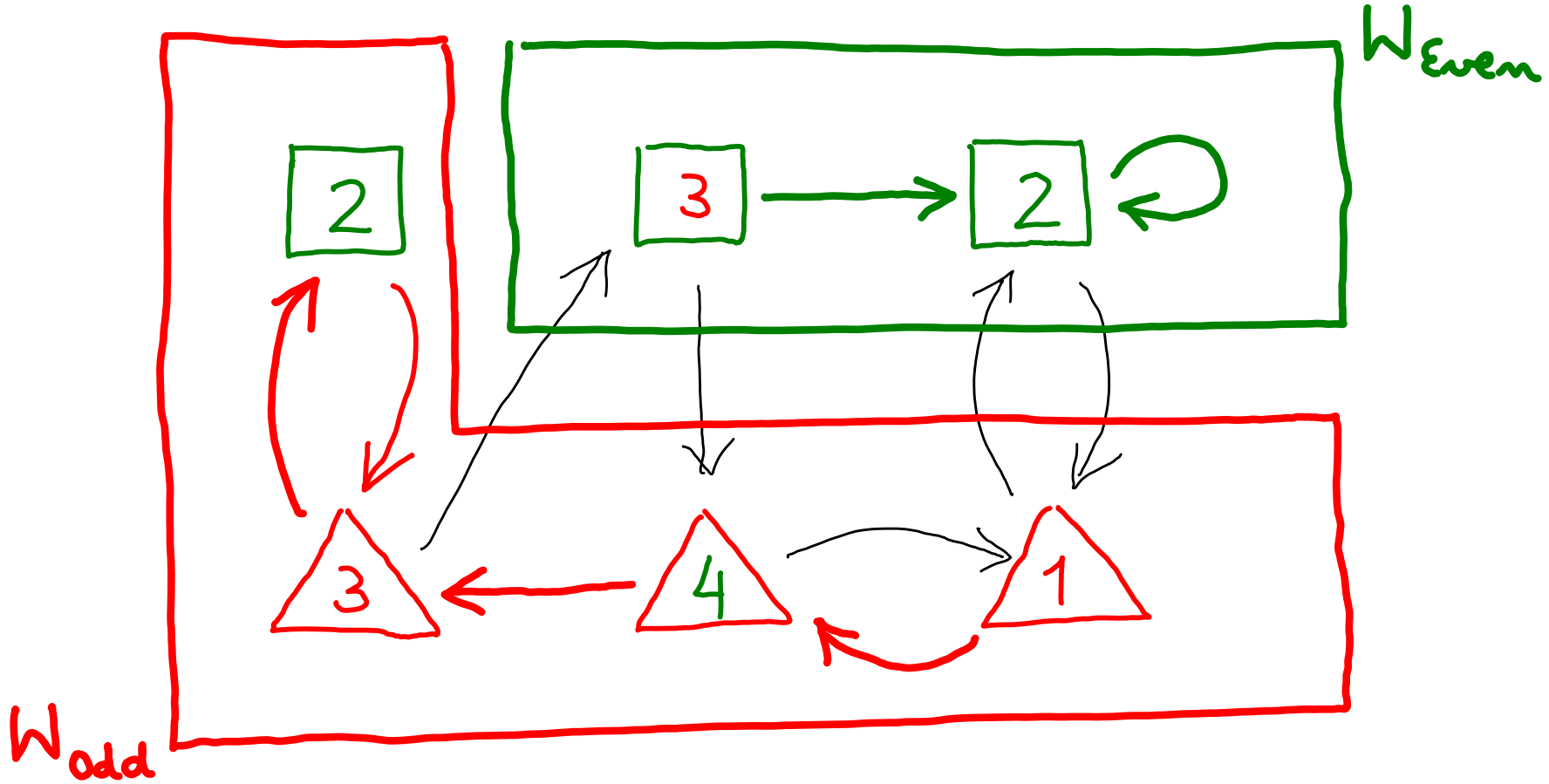
$$\tau : V_{\text{Odd}} \rightarrow V$$

such that:

- σ is a \square -dominion strategy on W_{Even}
- τ is a Δ -dominion strategy on W_{Odd}



POSITIONAL DETERMINACY



Corollary Deciding the winner in parity games is in $NP \cap co-NP$

APPLICATIONS OF PARITY GAMES

- Automata theory
 - complementation
 - emptiness
 - translations
 - Logic
 - satisfiability
 - fixpoint logics
 - Verification
 - model checking
 - fair (bi)simulation
 - program analysis
and repair
 - Synthesis
 - Databases and XML
- pushdown graphs
 - hierarchical structures
 - higher-order recursion
schemes
 - universal coalgebra
 - stochastic systems
 - timed systems
 - hybrid systems

IMPACT OF PARITY GAMES

Solving Parity Games on the Playstation 3

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ABSTRACT

Parity games are a type of game in which two players 'play' on a directed graph. Solving parity games is equivalent to model checking for μ -calculus. Thus, parity game solvers can be used for model checking. This requires a lot of computational power. Many-core CPUs generally have much more computational power than other CPUs. The Playstation 3 contains an advanced, modern many-core CPU, the IBM Cell Broadband Engine Architecture (CBEA). It is a low-cost option to investigate developing efficient algorithms for many-core CPUs. However, developing efficient algorithms for The Cell remains largely uncharted territory. The Small Progress Measures par-

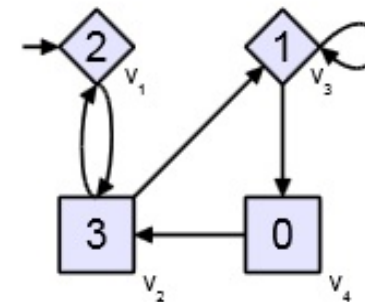


Figure 1. Parity Game

plementation for the Cell Broadband Engine Architecture, based on the x86 version [6]. This implementation was not

WIDER IMPACT OF PARITY GAMES

- Structural graph theory for directed graphs
- Time complexity of Howard's policy iteration
- Time complexity of (randomized) simplex pivoting rules
- Computational complexity of search problems
- Computational complexity of path-following algorithms

COMPLEXITY OF DIVIDE-AND-CONQUER ALGORITHMS

- Plain vanilla [McN'93, Zie'98]: $n^{d+O(1)}$

$$T(n, d) \leq n \cdot T(n, d-1) + O(nm)$$

- Dominion preprocessing by brute force [JPZ'06'08]: $n^{O(\sqrt{n})}$

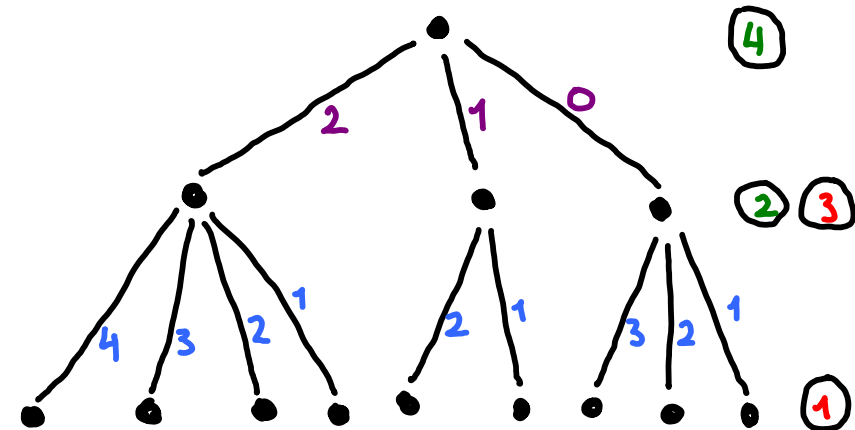
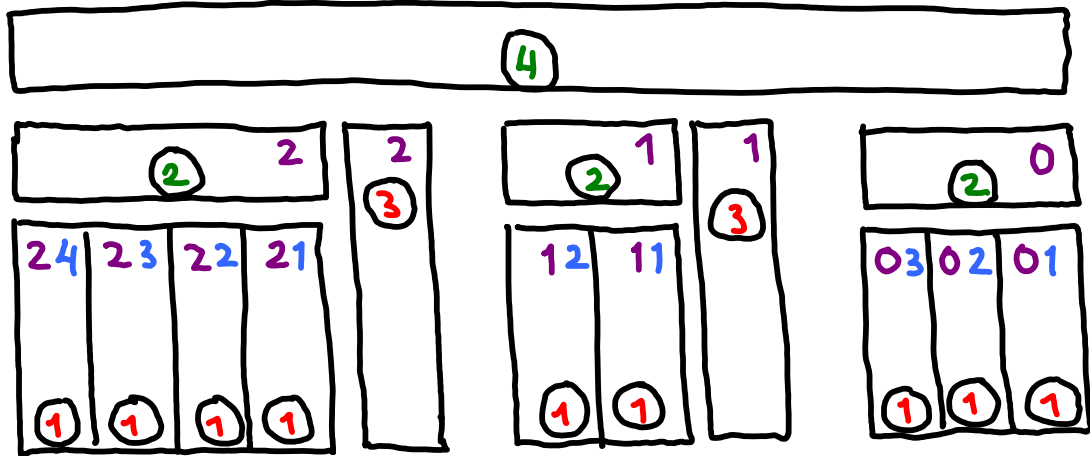
$$T(n) \leq T(n-1) + T(n-\sqrt{n}) + n^{O(\sqrt{n})}$$

- Dominion preprocessing by progress measure lifting [Sch'07'17]:

$$T(n, d) \leq \sqrt[3]{n} \cdot T(n, d-1) + n^{\frac{d}{3} + O(1)}$$

$$n^{\frac{d}{3} + O(1)}$$

THE PARITY KEYBOARD DECOMPOSITION



	p is odd	p is even
at least one out edge		
all out edges		

A PROGRESS MEASURE

$$\mu: V \rightarrow \mathbb{N}^{d/2}$$

- Edge (v, u) is progressive if
 - $\mu(v)|_{\pi(v)} \geq_{lex} \mu(u)|_{\pi(v)}$ and $\pi(v)$ is even
 - $\mu(v)|_{\pi(v)} >_{lex} \mu(u)|_{\pi(v)}$ and $\pi(v)$ is odd
- Vertex v is progressive if
 - $v \in V_{\text{Even}}$ and at least one outedge is progressive
 - $v \in V_{\text{Odd}}$ and all outedges are progressive

μ is a progress measure if all vertices are progressive

THE SMALL PROGRESS MEASURE THEOREM

Thm TFAE

(1) There is a parity keyboard decomposition of V

(2) There is a small progress measure

$$\mu: V \rightarrow \boxed{\{0, 1, 2, \dots, n\}^{d/2}} \quad \sqsupset_{n, d/2}$$

(3) There is a positional \square -dominion strategy on V

THE LIFTING ALGORITHM

1. Let $\mu(v) := (0, 0, \dots, 0) \in \mathbb{J}_{n, d/2}^T$ for all $v \in V$
2. While there is a vertex v that is not progressive
do let $\mu := \text{Mindift}_v(\mu)$
3. Return
 - (a) the progressive vertices (winning positions)
 - (b) the progressive edges (positional winning strategy)

COMPLEXITY OF THE LIFTING ALGORITHM

- Time: $O\left(\sum_{v \in V} d \cdot \deg(v) \cdot |J_{n, d/2}|\right) = O(dm \cdot |J_{n, d/2}|)$
 $= n^{\frac{d}{2} + o(1)}$

- Space: $O(dn)$

SUCCINCT PROGRESS MEASURE SEARCH SPACE ?

$$\mathcal{L} = [V \rightarrow L_{n,d/2}]$$

Goal: $|L_{n,d/2}| \leq n^{\log d + o(1)}$

SUCCINCT ADAPTIVE MULTI-COUNTERS

$$\mathbb{B} = \{0, 1\}$$

$$L_{n, d/2} = \left\{ (s_{d-1}, s_{d-3}, \dots, s_1) : s_i \in \mathbb{B}^* \text{ and } \sum_{i=1}^{d/2} |s_{2i-1}| \leq \lceil \lg n \rceil \right\}$$

Fact $|L_{n, d/2}| \leq 2^{\lceil \lg n \rceil \cdot (1 + \lceil \lg \frac{d}{2} \rceil)} = n^{\lg d + O(1)}$

AN "ADAPTIVE" ORDER ON \mathbb{B}^*

For all $b \in \mathbb{B}$ and $\bar{s}, \bar{t} \in \mathbb{B}^*$:

- $\emptyset \bar{s} < \bar{\epsilon}$

- $\bar{\epsilon} < \sqcup \bar{s}$

- $b\bar{s} < b\bar{t}$ iff $\bar{s} < \bar{t}$

$$\emptyset < \epsilon < \sqcup$$

where $\bar{\epsilon} \in \mathbb{B}^*$ is the empty string

A PROGRESS MEASURE

succinct

$$\mu : V \rightarrow \mathbb{N}^{d/2}$$

$L_{n,d/2}$

• Edge (v,u) is progressive if

- $\mu(v)|_{\pi(v)} \not\geq_{lex} \mu(u)|_{\pi(v)}$ and $\pi(v)$ is even

- $\mu(v)|_{\pi(v)} \not>_{lex} \mu(u)|_{\pi(v)}$ and $\pi(v)$ is odd

• Vertex v is progressive if

- $v \in V_{Even}$ and at least one outedge is progressive

- $v \in V_{Odd}$ and all outedges are progressive

succinct

μ is a progress measure if all vertices are progressive

THE SUCCINCT PROGRESS MEASURE THEOREM

Thm TFAE

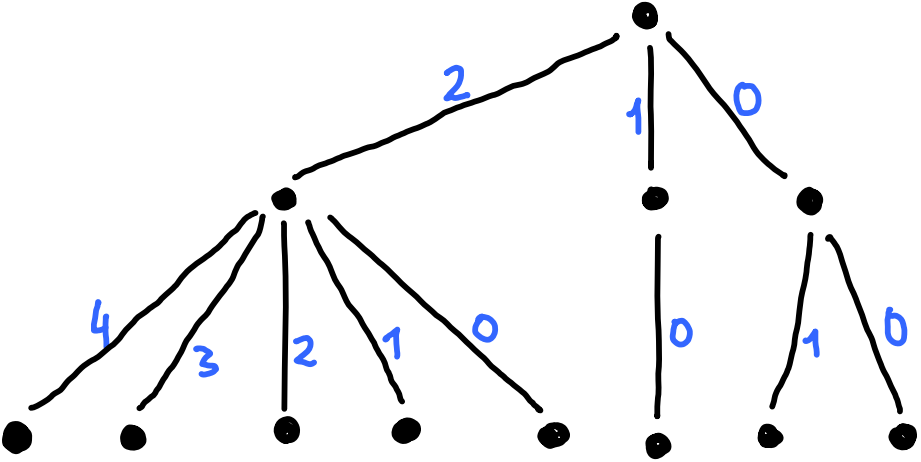
(1) There is a (small) progress measure

$$\mu: V \rightarrow J_{n, d/2}$$

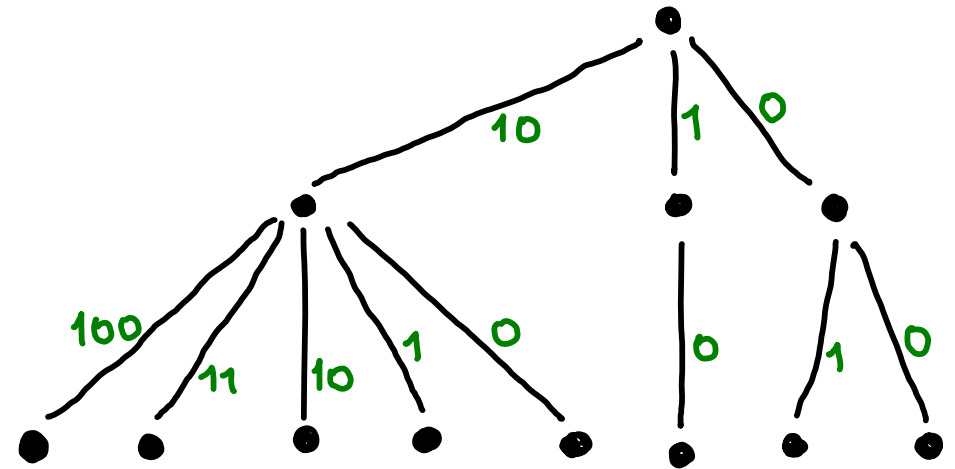
(2) There is a succinct progress measure

$$\kappa: V \rightarrow L_{n, d/2}$$

ORDERED TREE CODING

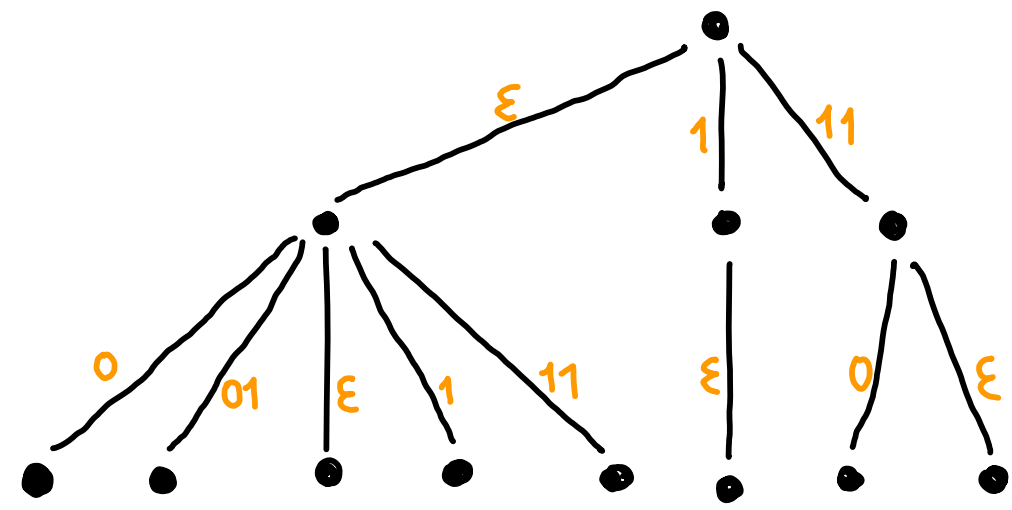


$(\mathbb{N}^2, \leq_{lex})$



$(\mathbb{B}^*)^2, \leq_{lex}$

binary numbers



$(\mathbb{B}^*)^2, \leq_{lex}$

binary strings

^{succinct} THE LIFTING ALGORITHM

1. Let $\mu(v) := \left(\cancel{0, 0, \dots, 0} \in \mathcal{J}_{n, d/2}^T \right)$ for all $v \in V$ $\leftarrow \mathcal{L} \in \mathcal{L}_{n, d/2}$

2. While there is a vertex v that is not progressive

do let $\mu := \text{Mindift}_v(\mu)$

\uparrow Mindift in \mathcal{L}

3. Return

(a) the progressive vertices (winning positions)

(b) the progressive edges (positional winning strategy)

COMPLEXITY OF THE SUCCINCT LIFTING ALGORITHM

• Time: $O\left(\sum_{v \in V} \cancel{d} \cdot \deg(v) \cdot |J_{n, d/2}|\right) = \tilde{O}\left(m \cdot |L_{n, d/2}|\right)$

$\log d \cdot \log n$ (pointing to \cancel{d})

$L_{n, d/2}$ (pointing to $J_{n, d/2}$)

$$= \boxed{n^{\log d + O(1)}}$$

• Space: $O(\cancel{d}n) = \boxed{\tilde{O}(n)}$

$\log d \cdot \log n$ (pointing to \cancel{d})

THE SIZE OF $L_{n, d/2}$

- $|L_{n, d/2}| \leq 2^{\lceil \lg n \rceil} \cdot \binom{\lceil \lg n \rceil + \frac{d}{2}}{\frac{d}{2}}$

- $|L_{n, d/2}| = \begin{cases} O(n \cdot \lg^{d/2} n) & \text{if } d = O(1) \\ O(n^{1+o(1)}) & \text{if } d = o(\log n) \\ \tilde{O}\left(n^{\lg(\delta+1) + \lg(e_\delta) + 1}\right) & \text{if } d = 2\lceil \delta \cdot \lg n \rceil \\ O\left(d \cdot n^{\lg\left(\frac{d}{\lg n}\right) + 1.45}\right) & \text{if } d = \omega(\log n) \end{cases}$

where $e_\delta = \left(1 + \frac{1}{\delta}\right)^\delta$

RUNNING TIMES

d	CJKLS'17	JL'17	G-I-J'17	FJSSW'17
$O(1)$		$O(m \cdot \eta \cdot \lg^{\frac{d}{2}+1} \eta)$		$O(m \cdot \eta \cdot \lg^{d-1} \eta)$
$o(\log \eta)$		$O(m \cdot \eta^{1+o(1)})$		
$2 \lceil \delta \cdot \lg \eta \rceil$		$\tilde{O}(m \cdot \eta^{\lg(\delta+1) + \lg(e_\delta)+1})$		
$\lceil \lg \eta \rceil$	$O(n^5)$	$O(m \cdot \eta^{2.38})$	$O(m \cdot n^{2.55})$	
$\omega(\log \eta)$	$O(n^{\lg^{d+6}})$	$O(d \cdot m \cdot \eta^{\lg(\frac{d}{\lg \eta}) + 1.45})$		
$\Omega(\log^2 \eta)$			$O(d \cdot m \cdot n^{\lg(\frac{d}{\lg n}) + 1.45})$	$O(d \cdot m \cdot \eta^{\lg(\frac{d}{\lg \eta}) + 1.45})$