

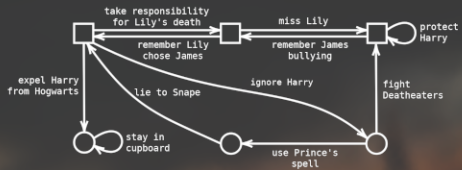
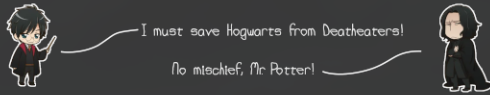
# Graph Games

## AND THE ASSUMPTIONS ON ENVIRONMENT

MPI-SWS PRESENTS A CMMRS POSTER

STARRING ASHWANI ANAND AND SATYA PRAKASH NAYAK

WITH KAUSHIK MALLIK AND ANNE-KATHRIN SCHMUCK



-Two player games are used to model many important problems of computer science and cyber physical systems.

-Harry has a winning objective, and needs to find a strategy to win from a given vertex. Requires assumption that Snape is adversarial.

-Finding a strategy for parity objective takes quasipolynomial time.

-Harry might not be able to satisfy the objective, if Snape acts adversarially.

-Snape might be a good person, and might even help Harry.

Sometimes I miss Lily, and feel guilty for her death. I will take care of Harry.



Question: How can Snape help Harry satisfy his objective? What can Harry assume about Snape's behavior?

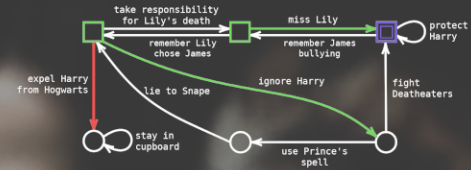
-Harry must not expect too much from Snape!

-Harry needs SIM assumptions on Snape:

- > sufficient enough for him to be able to satisfy the objective,
- > implementable by Snape,
- > maximally permissive, allowing all non-adversarial behaviors.

### Büchi objective

-Visit the marked vertices infinitely often.

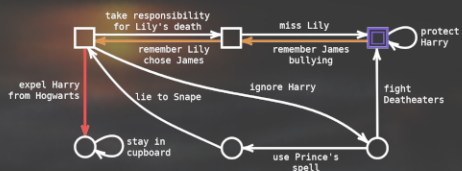


-We compute the following SIM assumption:

- > safety assumption: never take the red edge,
- > group liveness assumption: if green vertices are visited infinitely often, then take green edges infinitely often.

### coBüchi objective

-Eventually stay in the marked vertices.

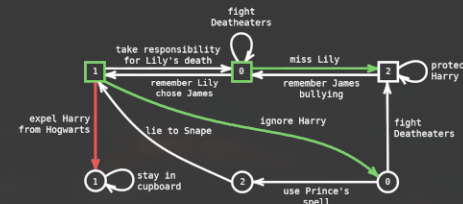


-We compute the following SIM assumption:

- > safety assumption: never take the red edge,
- > coliveness assumption: eventually stop taking the orange edges.

### Parity objective

-Maximum of label seen infinitely often is even.



-We compute the following SIM assumption:

- > safety assumption: never take the red edge,
- > conditional group liveness assumption: if label 1 is visited infinitely often, and green vertices are visited infinitely often, then infinitely often take green edges.

### Experiments

Name	#vertices	#edges	#colors	SIMsA	GIST
lilydemo10	108	162	4	0.009	0.167 *
anba decomposed tburst4	1061	1618	4	0.112	685.687
anba decomposed lock 3	1558	2336	3	0.074	2999.650
lilydemo17	3102	5334	7	0.220	Timeout
tel2bae07	4368	6657	4	0.399	2085.74 *
anba decomposed arbiter	36,824	67,018	4	203.104	Timeout
anba decomposed encode 14	1,245,061	1,869,002	3	2560.110	Timeout

### Conclusions

- Our algorithm runs in polynomial time, and works much better than the previous works, in practice.
- Our algorithm always succeeds in computing SIM assumptions, while previous ones fail to even compute sufficient assumptions.
- Our algorithm is the first to compute maximally permissive assumptions.