

Automata, Games, and Verification

1. Concurrent processes & verification (tutorial A: group G01, tutorial B: group G02)

Consider the following set of concurrent processes, communicating using the shared variables t_0 and t_1 :

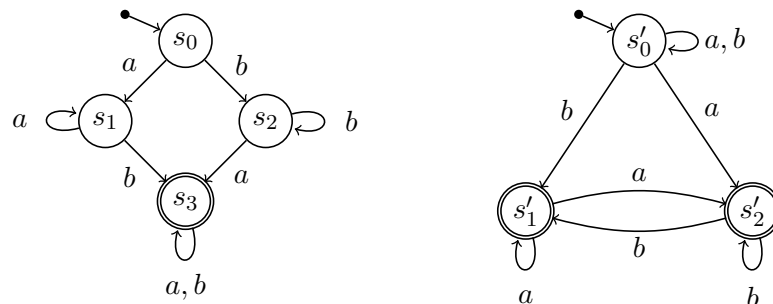
local t_0, t_1 : boolean where initially $t_0 = 0, t_1 = 0$

$$P_0 :: \left[\begin{array}{l} \text{loop forever do} \\ \quad \left[\begin{array}{l} 001 : \text{stuff;} \\ 010 : t_0 := 1; \\ 011 : \text{await } t_0 = 1 \wedge t_1 = 1; \\ 100 : \text{synchronized stuff;} \\ 101 : t_0 := 0; \\ 110 : \text{await } t_0 = 0 \wedge t_1 = 0; \end{array} \right] \end{array} \right] \parallel P_1 :: \left[\begin{array}{l} \text{loop forever do} \\ \quad \left[\begin{array}{l} 001 : \text{stuff;} \\ 010 : t_1 := 1; \\ 011 : \text{await } t_0 = 1 \wedge t_1 = 1; \\ 100 : \text{synchronized stuff;} \\ 101 : t_1 := 0; \\ 110 : \text{await } t_0 = 0 \wedge t_1 = 0; \end{array} \right] \end{array} \right]$$

- How many state bits do you need to represent the states of this system?
- Reason informally why whenever process P_0 is in location 100, process P_1 can only be in one of the locations 011,100, 101 or 110.

2. Büchi automata (tutorial A: group G03, tutorial B: group G04)

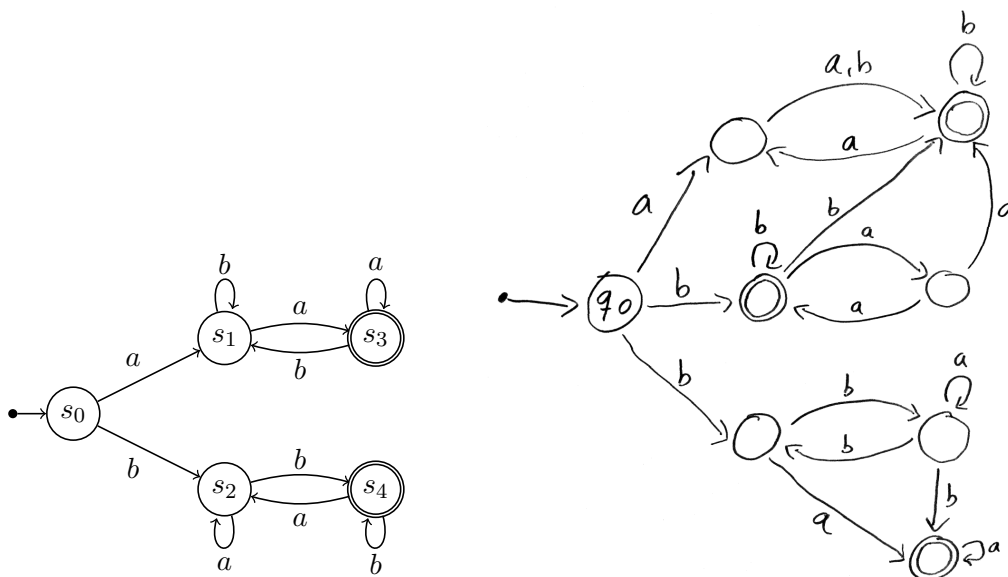
Consider the following nondeterministic Büchi automata over $\Sigma = \{a, b\}$:



- Which of the automata are deterministic? Which are complete?
- For each of the automata, check if the following words are accepted. If yes, write down an accepting run.
 - aab^ω
 - a^ω
 - $(ab)^\omega$
- Do the two automata have the same language? Justify your answer informally.

3. **Büchi automata and non-accepting words** (tutorial A: group G05, tutorial B: group G06)

For each of the following automata, find out whether there exist words that are not accepted by them.



In case of a positive answer (there is a non-accepted word), state the word and reason informally why it is not accepted. In case of a negative answer, reason informally why there is no word that is not accepted.

4. **Büchi automata** (tutorial A: group G07, tutorial B: group G08)

Build complete Büchi automata for each of the following ω -languages with alphabet $\Sigma = \{a, b\}$:

- a) $L_1 = \{\alpha \in \Sigma^\omega \mid \text{each occurrence of } a \text{ in } \alpha \text{ is followed immediately by a } b\}$
- b) $L_2 = \{\alpha \in \Sigma^\omega \mid \text{the letter } a \text{ occurs infinitely often in } \alpha\}$
- c) $L_3 = \{\alpha \in \Sigma^\omega \mid \text{the letter } b \text{ occurs finitely often in } \alpha\}$
- d) $L_4 = L_1 \cap L_2$
- e) $L_5 = L_2 \cup L_3$
- f) $L_6 = L_1 \cap L_2 \cap L_3$

5. **Selection on Büchi automata (Challenge)**

Given a Büchi recognizable language L_{pick} over alphabet $\{1, 2\}$ and two Büchi recognizable languages L_1, L_2 over alphabet Σ , show that the following language L_{choose} (over the alphabet Σ) is also Büchi recognizable:

$$L_{choose} = \{\delta_0 \delta_1 \delta_2 \dots \in \Sigma^\omega \mid \text{there exists } \sigma_0^1 \sigma_1^1 \sigma_2^1 \dots \in L_1, \sigma_0^2 \sigma_1^2 \sigma_2^2 \dots \in L_2, \gamma_0 \gamma_1 \gamma_2 \dots \in L_{pick} \text{ such that for all } i \in \mathbb{N}_0, \delta_i = \sigma_i^{\gamma_i}\}$$