

# Automata, Games & Verification

Summary #4

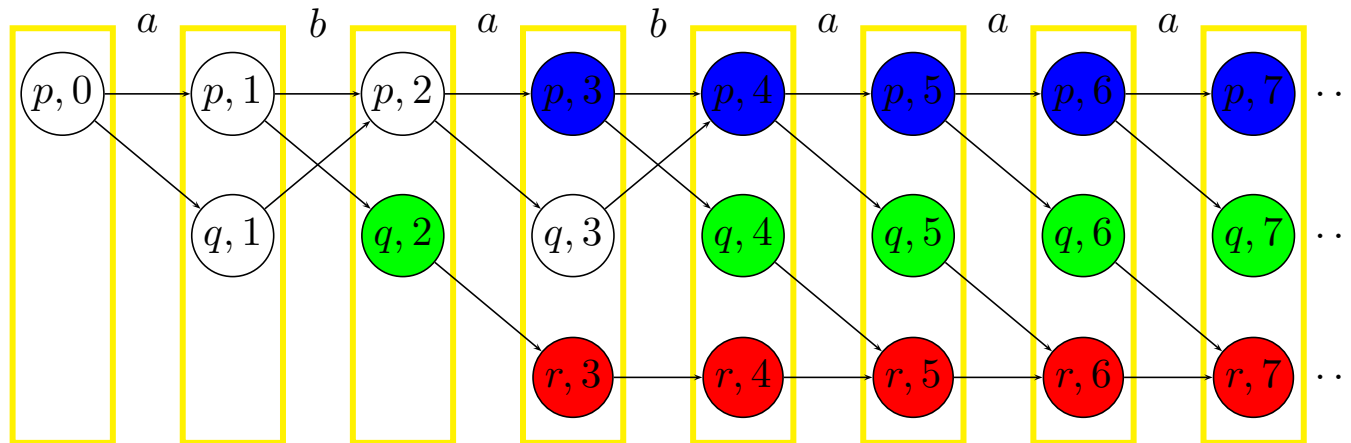
Today at 2:15pm in SR 016:

**Seminar “Games, Synthesis, and Robotics”**

*Hierarchical Synthesis of Hybrid Controllers  
from Temporal Logic Specifications*

# Complementation

**Theorem 1.** For each Büchi automaton  $\mathcal{A}$  there exists a Büchi automaton  $\mathcal{A}'$  such that  $\mathcal{L}(\mathcal{A}') = \Sigma^\omega \setminus \mathcal{L}(\mathcal{A})$ .



## Muller Automata

**Definition 1.** A *(nondeterministic) Muller automaton*  $\mathcal{A}$  over alphabet  $\Sigma$  is a tuple  $(S, I, T, F)$ :

- $S, I, T$  : defined as before
- $F \subseteq 2^S$  : set of *accepting subsets*, called the *table*.

**Definition 2.** A run  $r$  of a Muller automaton is *accepting* iff  $In(r) \in F$

**Theorem 2.** *For every (deterministic) Büchi automaton  $\mathcal{A}$ , there is a (deterministic) Muller automaton  $\mathcal{A}'$ , such that  $\mathcal{L}(\mathcal{A}) = \mathcal{L}(\mathcal{A}')$ .*

**Theorem 3.** *For every nondeterministic Muller automaton  $\mathcal{A}$  there is a nondeterministic Büchi automaton  $\mathcal{A}'$  such that  $\mathcal{L}(\mathcal{A}) = \mathcal{L}(\mathcal{A}')$ .*