

# **Automata, Games & Verification**

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## Deterministic Büchi Automata

**Theorem 1.** *The  $\omega$ -language  $(a + b)^* b^\omega$  is not recognizable by a deterministic Büchi automaton.*

**Definition 1. [Substrings]** *Let  $\alpha \in \Sigma^*$ . For two integers  $n \leq m$  we define*

$$\alpha(n, m) = \alpha(n)\alpha(n + 1) \dots \alpha(m).$$

**Definition 2. [Limit]** *For  $W \subseteq \Sigma^*$ :*

$$\vec{W} = \{ \alpha \in \Sigma^\omega \mid \text{there exist infinitely many } n \in \omega \text{ s.t. } \alpha(0, n) \in W \}.$$

**Theorem 2.** *An  $\omega$ -language  $L \subseteq \Sigma^\omega$  is recognizable by a deterministic Büchi automaton iff there is a regular language  $W \subseteq \Sigma^*$  s.t.  $L = \vec{W}$ .*

**Theorem 3.** For any deterministic Büchi automaton  $\mathcal{A}$ , there exists a Büchi automaton  $\mathcal{A}'$  such that  $\mathcal{L}(\mathcal{A}') = \Sigma^\omega \setminus \mathcal{L}(\mathcal{A})$ .

*Proof:* We construct  $\mathcal{A}'$  as follows:

- $S' = (S \times \{0\}) \cup ((S \setminus F) \times \{1\})$ .
- $I' = I \times \{0\}$ .
- $T' = \{((s, 0), \sigma, (s', 0)) \mid (s, \sigma, s') \in T\}$   
 $\cup \{((s, 0), \sigma, (s', 1)) \mid (s, \sigma, s') \in T, s' \in S - F\}$   
 $\cup \{((s, 1), \sigma, (s, 1)) \mid (s, \sigma, s') \in T, s' \in S - F\}$ .
- $F' = (S - F) \times \{1\}$ .

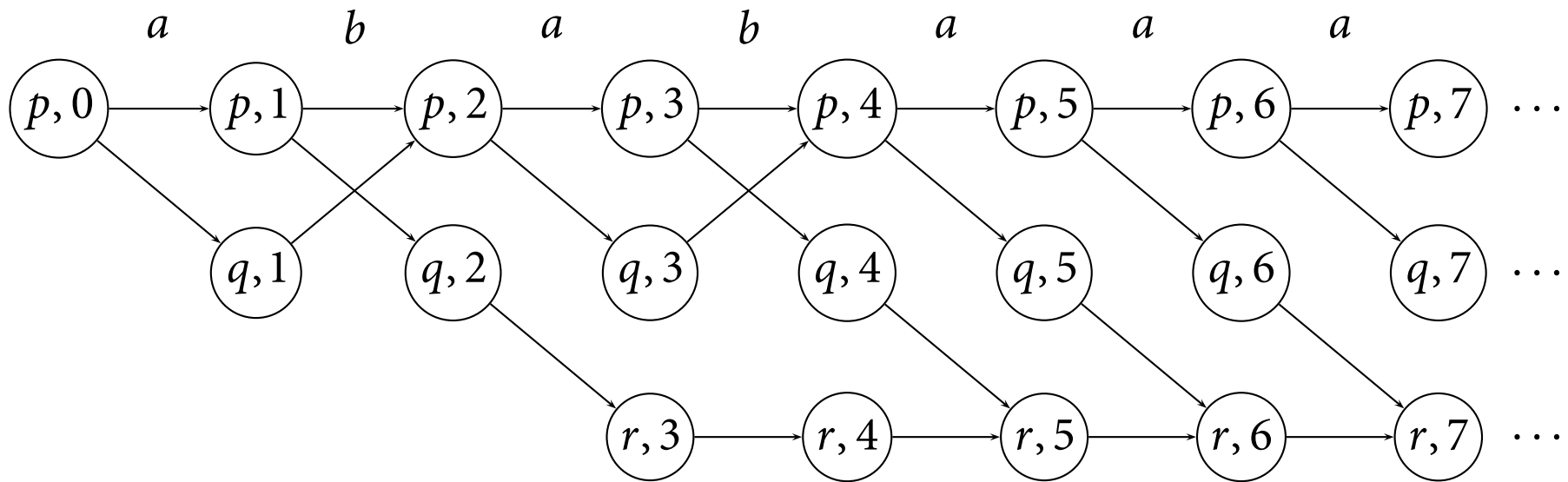
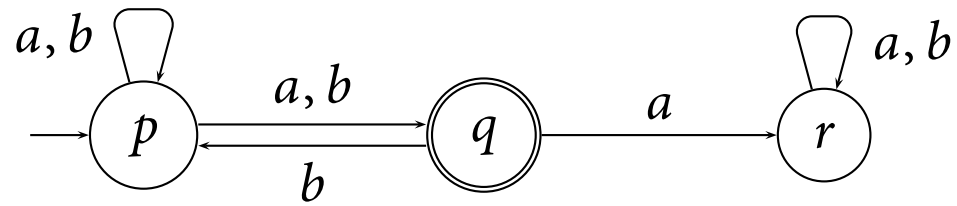
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## Complementation of Nondeterministic Büchi Automata

**Definition 3.** Let  $\mathcal{A} = (S, I, T, F)$  be a nondeterministic Büchi automaton. The *run DAG* of  $\mathcal{A}$  on a word  $\alpha \in \Sigma^\omega$  is the directed acyclic graph  $G = (V, E)$  where

- $V = \bigcup_{l \geq 0} (S_l \times \{l\})$  where  $S_0 = I$  and  $S_{l+1} = \bigcup_{s \in S_l, (s, \alpha(l), s') \in T} \{s'\}$
- $E = \{(\langle s, l \rangle, \langle s', l + 1 \rangle) \mid l \geq 0, (s, \alpha(l), s') \in T\}$

A path in a run DAG is accepting iff it visits  $F$  infinitely often.  
The automaton accepts  $\alpha$  if some path is accepting.



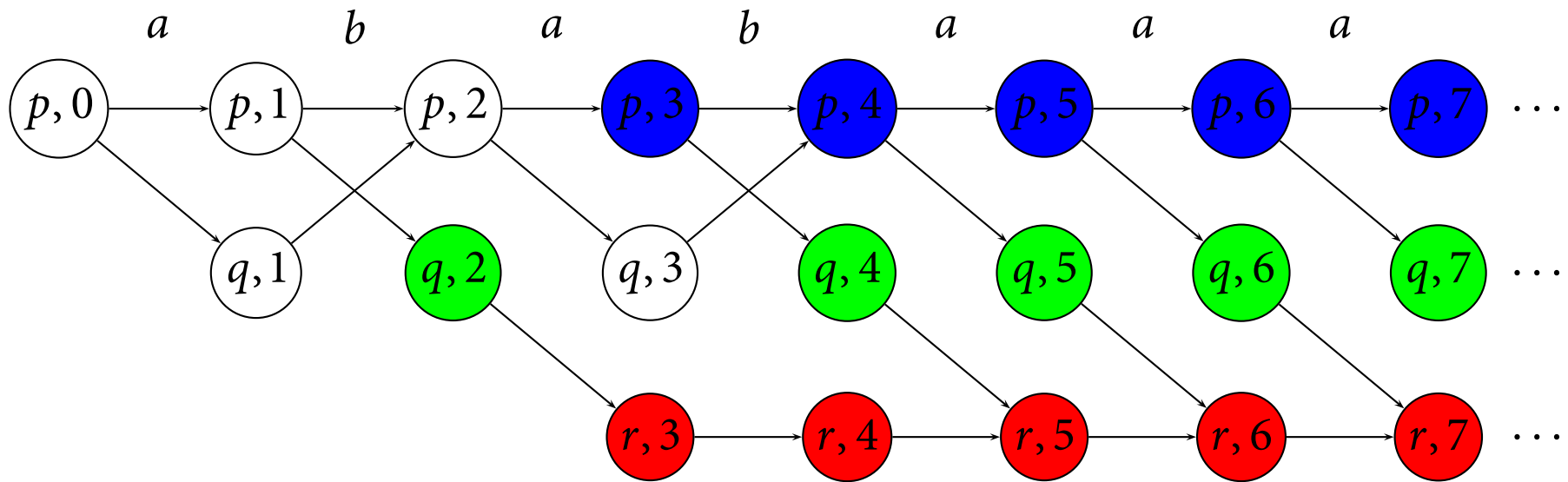
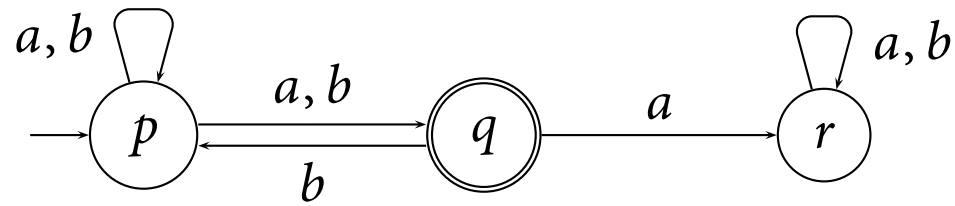
**Definition 4.** A *ranking* for  $G$  is a function  $f : V \rightarrow \{0, \dots, 2 \cdot |S|\}$  such that

- for all  $\langle s, l \rangle \in V$ , if  $f(\langle s, l \rangle)$  is odd then  $s \notin F$ ;
- for all  $(\langle s, l \rangle, \langle s', l' \rangle) \in E$ ,  $f(\langle s', l' \rangle) \leq f(\langle s, l \rangle)$ .

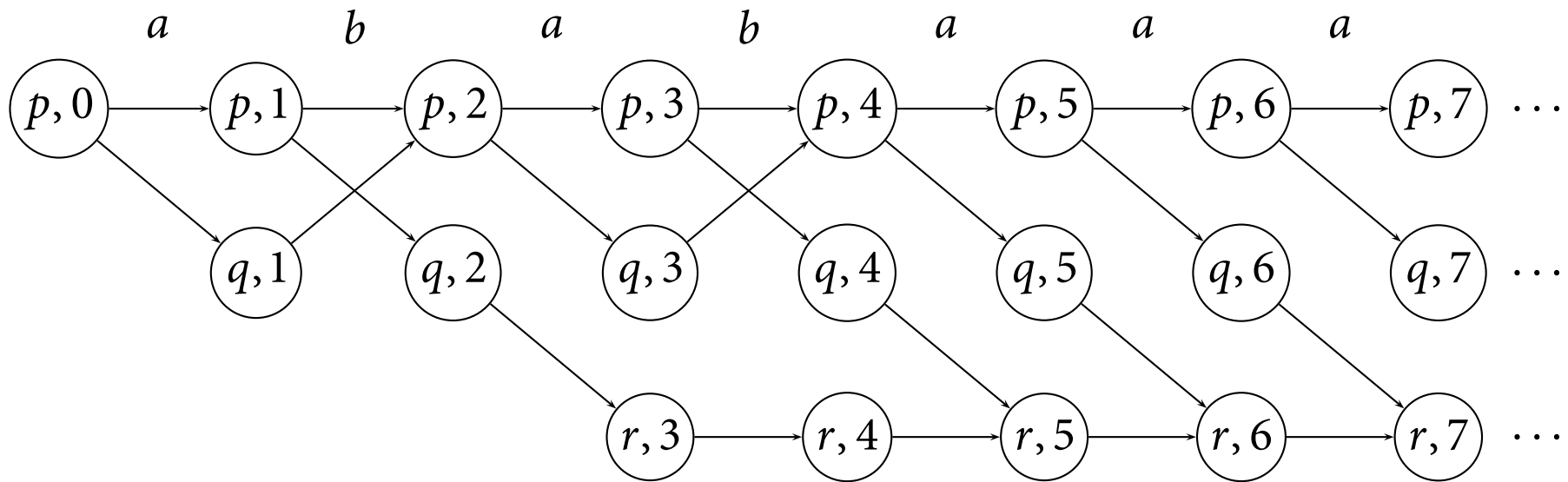
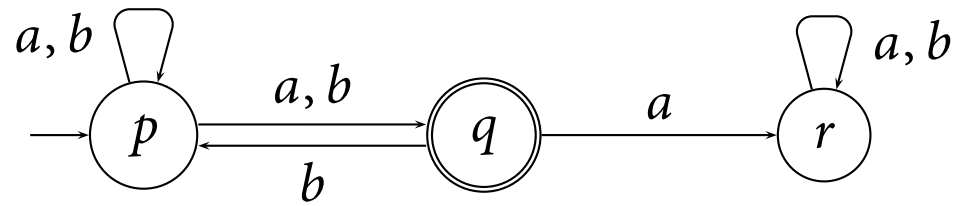
A ranking is *odd* iff for all paths  $\langle s_0, l_0 \rangle, \langle s_1, l_1 \rangle, \langle s_2, l_2 \rangle, \dots$  in  $G$ , there is a  $i \geq 0$  such that  $f(\langle s_i, l_i \rangle)$  is odd and, for all  $j \geq 0$ ,  $f(\langle s_{i+j}, l_{i+j} \rangle) = f(\langle s_i, l_i \rangle)$ .

**Lemma 1.**

*If there exists an odd ranking for  $G$ , then  $\mathcal{A}$  does not accept  $\alpha$ .*

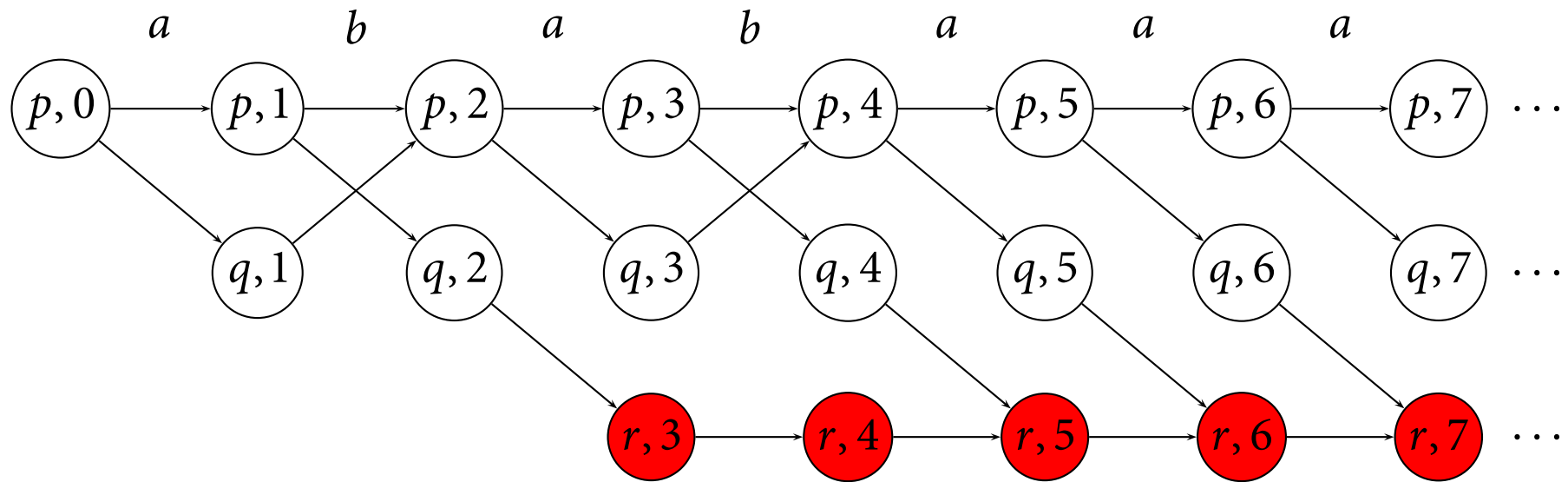
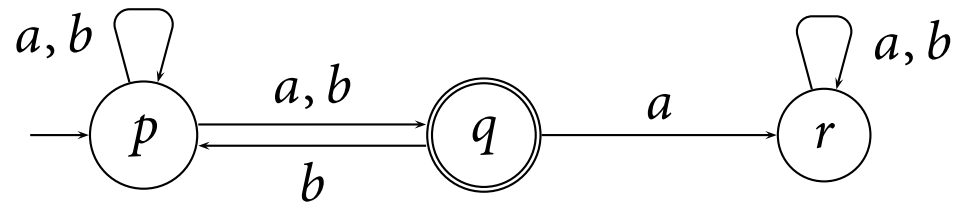


rank 1 --- rank 2 --- rank 3 --- rank 4

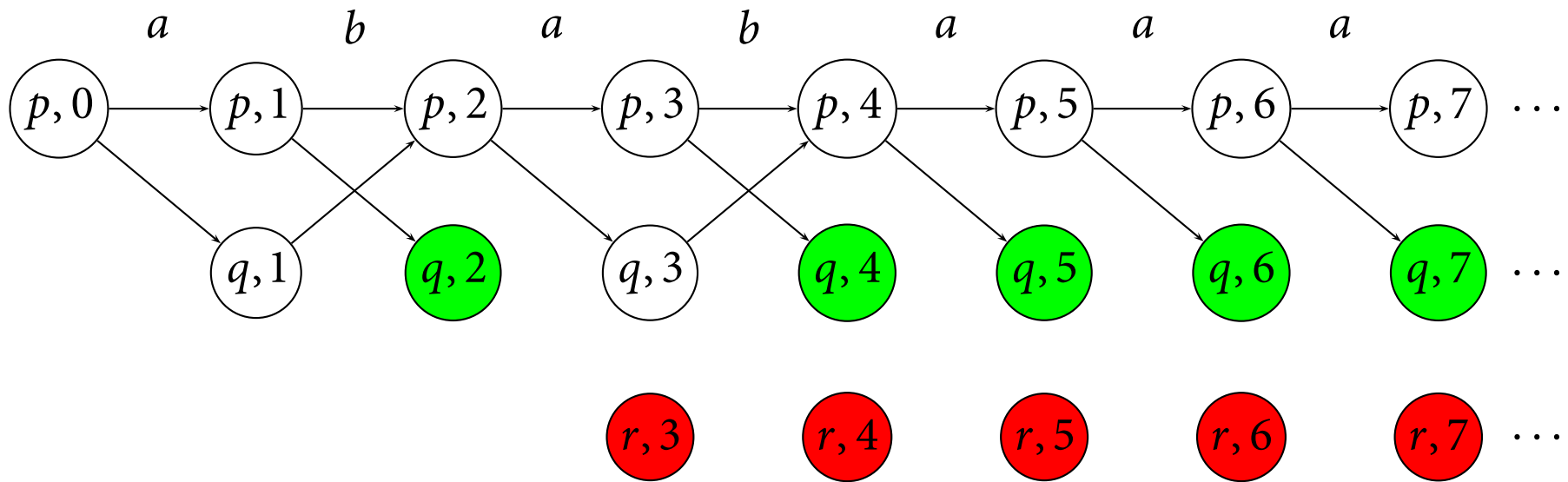
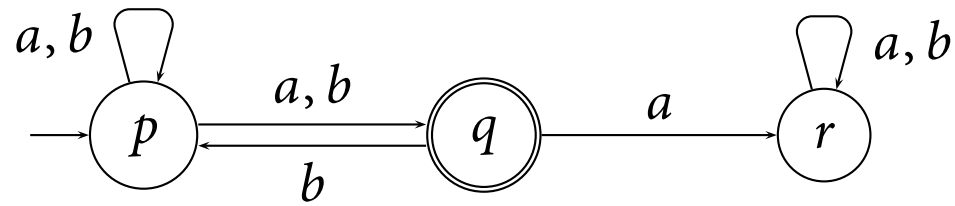


$$G = G_0 = G_1$$

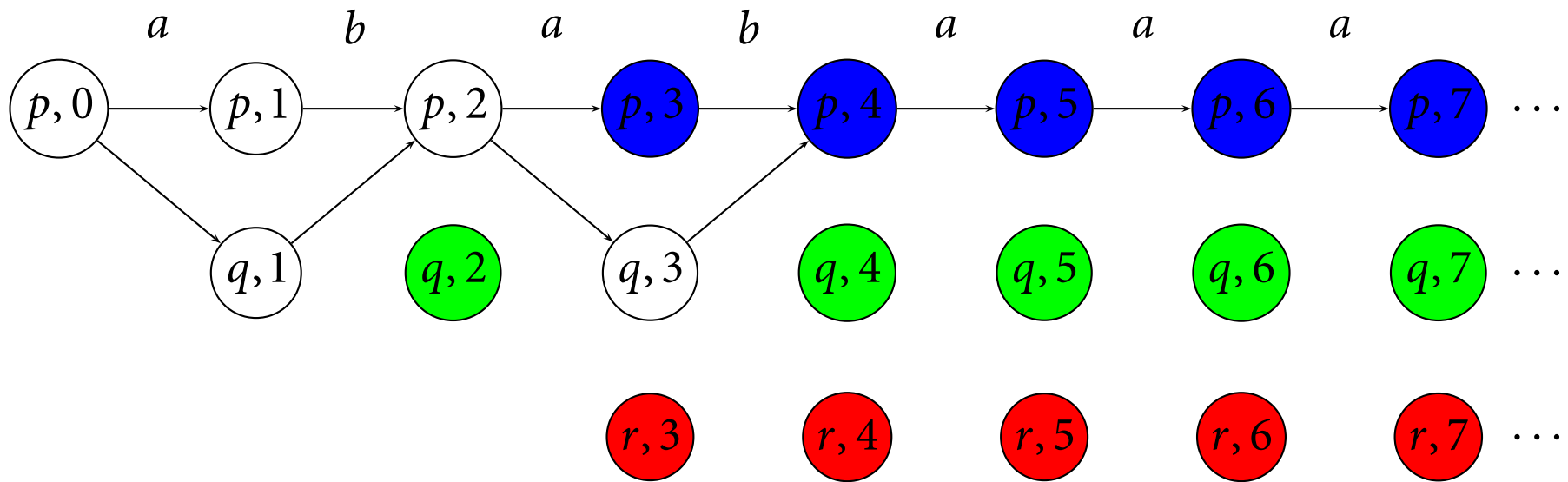
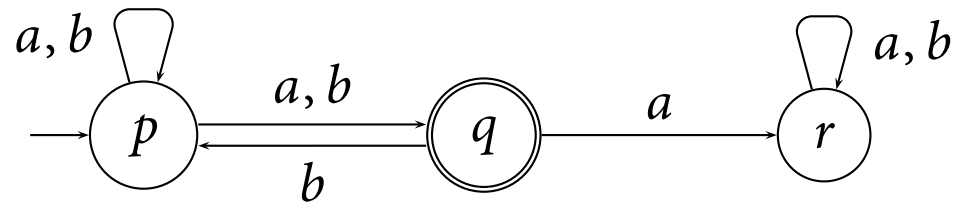




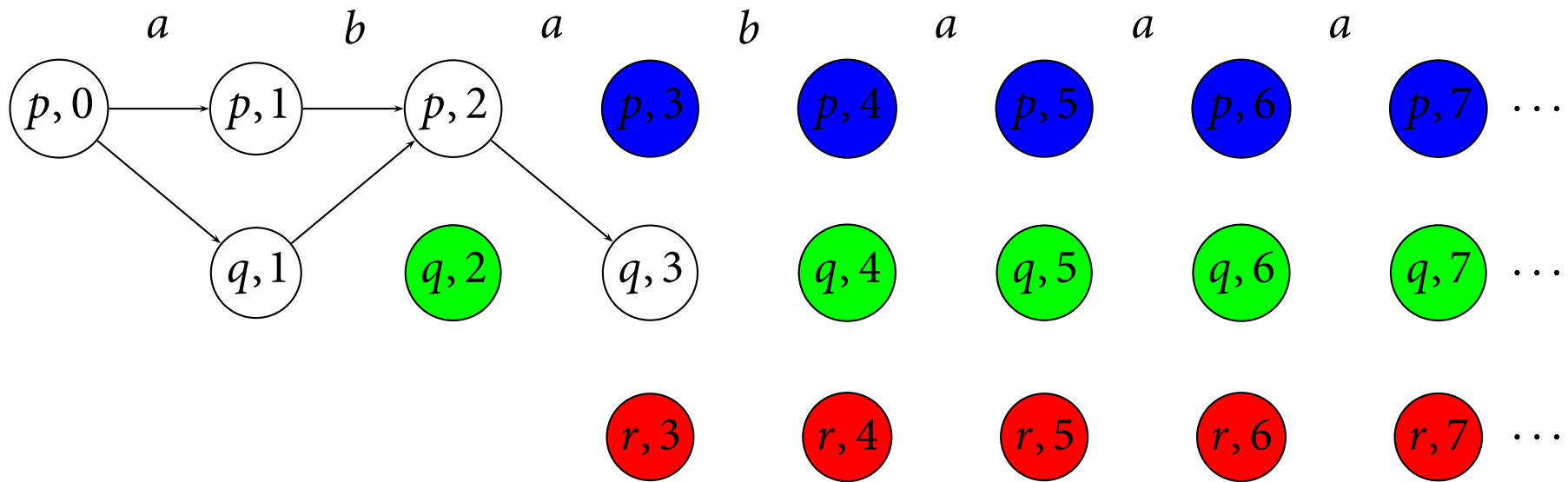
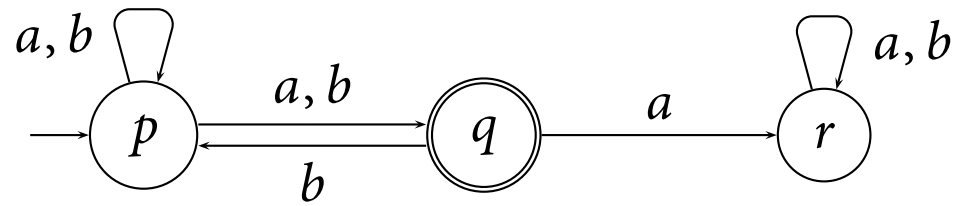
$G_1$



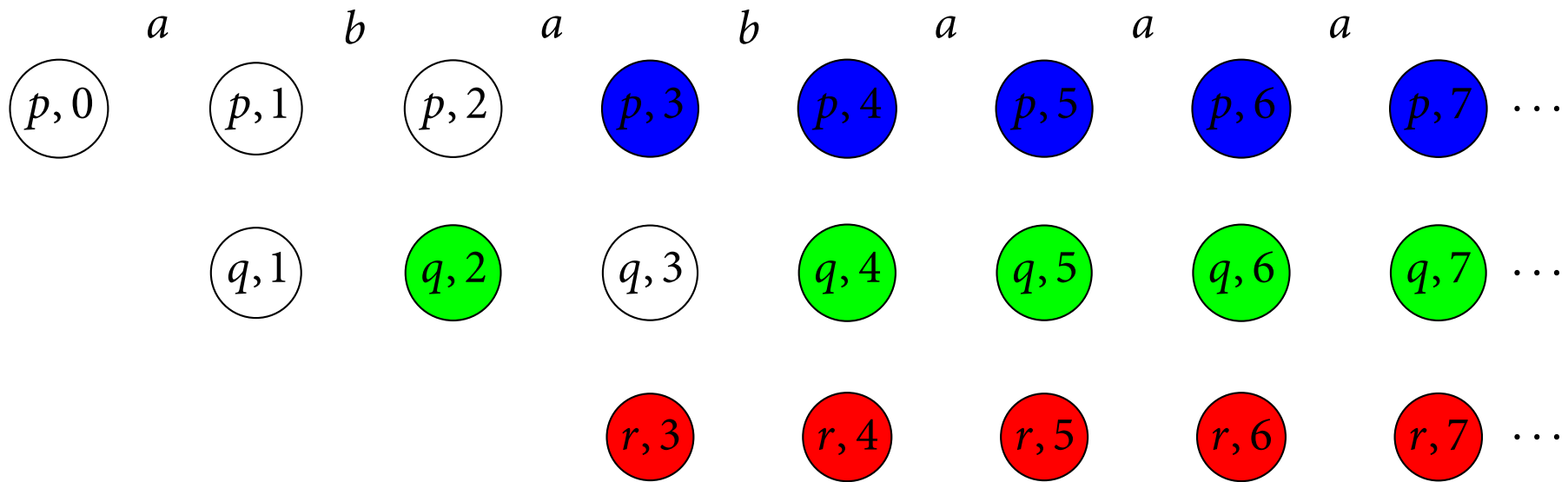
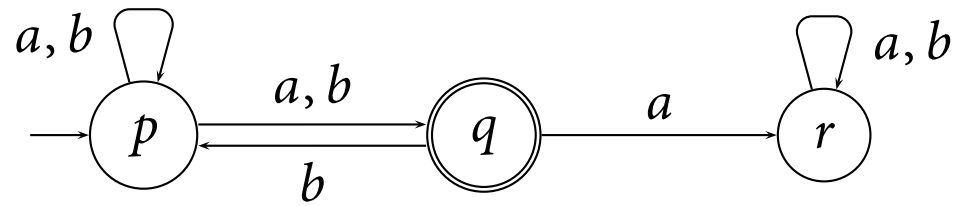
$G_2$



$G_3$



$G_4$



$G_5$

