

## Automata, Games, and Verification

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1. **Deterministic tree automata** (Group G08, discussion session 12:00 with Hazem Torfah)

Compare the expressive power of deterministic and non-deterministic parity tree automata. We call a parity tree automaton  $\mathcal{A} = (S, s_0, M, c)$  over the alphabet  $\Sigma$  deterministic if for every  $s \in S$  and  $x \in \Sigma$ , there exists at most one pair  $(s_1, s_2) \in S^2$  such that  $(s, x, s_1, s_2) \in M$ .

2. **Parity tree automata** (Group G03, discussion session 12:00 with Felix Klein)

Give an algorithm which, given two parity tree automata  $\mathcal{A}_1$  and  $\mathcal{A}_2$ , computes a parity tree automaton  $\mathcal{A}$  with  $\mathcal{L}(\mathcal{A}) = \mathcal{L}(\mathcal{A}_1) \cap \mathcal{L}(\mathcal{A}_2)$ .

3. **Cylindrification** (Group G12, discussion session 12:20 with Felix Klein)

Let  $L$  be a language of  $\Sigma_1$ -trees. Let  $\Sigma_2$  be a new alphabet. The  $\Sigma_1$ -*projection* of a  $(\Sigma_1 \times \Sigma_2)$ -tree  $v$  is a  $\Sigma_1$ -tree  $v_1$  such that for every  $n \in \{0, 1\}^*$  there exists a  $\sigma_2 \in \Sigma_2$  such that  $v(n) = (v_1(n), \sigma_2)$ . The *cylinder* of  $L$  is the set of  $(\Sigma_1 \times \Sigma_2)$ -trees whose  $\Sigma_1$ -projections belong to  $L$ .

Show that if  $L$  is recognized by some Muller tree automaton, then the cylinder of  $L$  is recognized by some Muller tree automaton.

4. **From Muller to parity tree automata** (Group G10, discussion session 12:20 with Hazem Torfah)

Show that for every Muller tree automaton  $\mathcal{A}$  there is a parity tree automaton  $\mathcal{B}$  with  $\mathcal{L}(\mathcal{A}) = \mathcal{L}(\mathcal{B})$ .