

## Automata, Games, and Verification

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### 1. Regular Trees (Group G01, discussion session 12:00 with Felix Klein)

Given a tree  $t$  and word  $u \in \{0, 1\}^*$ , let  $t^u$  be the tree defined by  $t^u(v) = t(uv)$  for all  $v \in \{0, 1\}^*$ . A tree is called *regular* if the set  $\{t^u \mid u \in \{0, 1\}^*\}$  is finite.

Prove or give a counterexample for the following statements:

- Every run of a tree automaton is regular.
- Every run of a deterministic tree automaton is regular.
- Every run of a tree automaton on the  $\{1\}$ -tree is regular.
- Every run of a deterministic tree automaton on the  $\{1\}$ -tree is regular.

### 2. S2S (Group G06, discussion session 12:00 with Hazem Torfah)

- Give an S2S formula for the language

$$L_1 = \{v \in T_{2\{a,b\}} \mid \text{there is a branch in } v \text{ with infinitely many } a\}$$

- Give S2S formula for the language

$$L_2 = \{v \in T_{2\{a,b,c\}} \mid \text{each branch in } v \text{ has at least one } a \\ \text{and the entire tree has at most one } b\}$$

- Give an S2S formula for the language

$$L_3 = \{v \in T_{2\{a,b\}} \mid \text{each branch in } v \text{ has only finitely many } a\}$$

### 3. Muller tree automata and S2S (Group G13, discussion session 12:20 with Felix Klein)

- Construct a Muller tree automaton  $\mathcal{A}$  over  $\Sigma = \mathbb{B}^2$ , such that  $t \in \mathcal{L}(\mathcal{A})$  iff  $\sigma_1 \models x = y1$ , where  $\sigma_1(x) = q$  iff  $x \in t(q)$  and  $\sigma_1(y) = q$  iff  $y \in t(q)$ .
- Construct a Muller tree automaton  $\mathcal{A}$  over  $\Sigma = \mathbb{B}^2$ , such that  $t \in \mathcal{L}(\mathcal{A})$  iff  $\sigma_1, \sigma_2 \models y \in X$ , where  $\sigma_1(y) = q$  iff  $y \in t(q)$ , and  $\sigma_2(X) = \{q \in \mathbb{B}^* \mid X \in t(q)\}$ .