

Automata, Games, and Verification

Please send a mail to `agv15@react.uni-saarland.de` if you can't make it to the discussion session.

1. Tree Automata (presented by Group 09)

- a) Give a Büchi tree automaton for the language:

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

- b) Give a co-Büchi tree automaton for the language:

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

- c) Give a Muller tree automaton for the language:

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

2. Deterministic Tree Automata (presented by Group 06)

Compare the expressive power of deterministic and non-deterministic parity tree automata. We call a parity tree automaton $\mathcal{A} = (\Sigma, Q, q_0, T, \text{PARITY}(c))$ deterministic if for every $q \in Q$ and $\sigma \in \Sigma$, there exists at most one pair $(q_1, q_2) \in Q^2$ such that $(q, \sigma, q_1, q_2) \in T$.

3. Parity Tree Automata (presented by Group 12)

Show that parity tree automata are closed under intersection, i.e., for two parity tree automata \mathcal{A}_1 and \mathcal{A}_2 , show that there exists a parity tree automaton \mathcal{A} such that $\mathcal{L}(\mathcal{A}) = \mathcal{L}(\mathcal{A}_1) \cap \mathcal{L}(\mathcal{A}_2)$.

4. From Muller to Parity Tree Automata (presented by Group 03)

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

5. Büchi vs. Parity Tree Automata (Challenge)

Compare the expressive power of Büchi tree automata and parity tree automata.