

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. Consider the game arena of Example 1.2 of the lecture notes. Does there exist a strategy for the system player that infinitely often visits 01?
 Yes No
2. Does the program TURN, presented in the lecture notes, satisfy the mutual exclusion property?
 Yes No
3. Which of the following logics are logics over trees?
 LTL CTL S2S CTL* S1S
4. Which of the following logics are logics over words?
 LTL CTL S2S CTL* S1S
5. Consider Example 1.2 of the lecture notes. Does every arbiter implementation, which guarantees the mutual exclusion property, ensure that every process can access its critical section?
 Yes No