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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 Büchi tree automaton A and the $\{a, b, c\}$ -labeled input tree given below. How does the marked level in the corresponding run tree look like?



2. Consider the parity tree automaton below, where we denote a transition (q, σ, q_1, q_2) by an outgoing edge that splits up to the two target states. Further, the edge relation is symmetric, i.e., if $(q, \sigma, q_1, q_2) \in T$ then also $(q, \sigma, q_2, q_1) \in T$ for all $q, q_1, q_2 \in Q$ and $\sigma \in \Sigma$. Which of the following input trees t_i for $0 \le i \le 5$ are accepted by the automaton?



- $\Box t_0 \in \{t \in T_{\{a,b\}} \mid \text{every branch of } t \text{ has only finitely many } b's\}$
- $\Box t_1 \in \{t \in T_{\{a,b\}} \mid \text{every branch of } t \text{ has only finitely many } a's\}$
- \Box $t_2 \in \{t \in T_{\{a,b\}} | \text{ every branch of } t \text{ has only } b$'s}
- \Box $t_3 \in \{t \in T_{\{a,b\}} \mid \text{every branch of } t \text{ has only } a's\}$
- \Box $t_4 \in \{t \in T_{\{a,b\}} | \text{ every branch of } t \text{ has infinitely many } a's \}$
- $\Box t_5 \in \{t \in T_{\{a,b\}} \mid \text{every branch of } t \text{ has infinitely many } b\text{'s}\}$
- 3. Let \mathcal{A} be some arbitrary nondeterministic parity tree automaton. Which of the following statements is true? There exists a deterministic parity tree automaton \mathcal{A}' such that
 - $\Box \ \mathcal{L}(\mathcal{A}') \supseteq \mathcal{L}(\mathcal{A})$
 - $\Box \ \mathcal{L}(\mathcal{A}') \supseteq \mathcal{L}(\mathcal{A}) \land (\mathcal{L}(\mathcal{A}') \neq \emptyset \Rightarrow \mathcal{L}(\mathcal{A}) \neq \emptyset)$
 - $\Box \ \mathcal{L}(\mathcal{A}') \subseteq \mathcal{L}(\mathcal{A})$
 - $\Box \ \mathcal{L}(\mathcal{A}') \subseteq \mathcal{L}(\mathcal{A}) \land (\mathcal{L}(\mathcal{A}) \neq \emptyset \Rightarrow \mathcal{L}(\mathcal{A}') \neq \emptyset)$