

## Infinite Games

Deadline: July 18th, 2016

### Exercise 13.1 - Emptiness Game

(4 Points)

Complete the proof of Theorem 5.2 in the lecture notes. To this end, show that if  $q_I \in W_0(\mathcal{G}(\mathcal{A}))$ , then  $\mathcal{L}(\mathcal{A}) \neq \emptyset$ .

### Exercise 13.2 - Emptiness Game, Example

(2 + 1 + 1 Points)

Consider the parity tree automaton  $\mathcal{A} = (\{q_0, q_1, q_2, q_3, q_4\}, \{a, b\}, q_0, \Delta, \Omega)$  where  $\Delta$  and  $\Omega$  are defined by  $\Omega(q_3) = 1$ ,  $\Omega(q_0) = \Omega(q_4) = 2$ ,  $\Omega(q_1) = \Omega(q_2) = 3$ , and

$$\Delta = \left\{ \begin{array}{cccccc} \begin{array}{c} q_0, a \\ \swarrow \quad \searrow \\ q_0 \quad q_1 \end{array}, & \begin{array}{c} q_0, b \\ \swarrow \quad \searrow \\ q_0 \quad q_3 \end{array}, & \begin{array}{c} q_1, a \\ \swarrow \quad \searrow \\ q_3 \quad q_0 \end{array}, & \begin{array}{c} q_1, b \\ \swarrow \quad \searrow \\ q_0 \quad q_2 \end{array}, & \begin{array}{c} q_2, a \\ \swarrow \quad \searrow \\ q_0 \quad q_3 \end{array}, & \begin{array}{c} q_2, b \\ \swarrow \quad \searrow \\ q_0 \quad q_1 \end{array}, \\ \\ \begin{array}{c} q_2, b \\ \swarrow \quad \searrow \\ q_0 \quad q_4 \end{array}, & \begin{array}{c} q_3, a \\ \swarrow \quad \searrow \\ q_0 \quad q_3 \end{array}, & \begin{array}{c} q_3, b \\ \swarrow \quad \searrow \\ q_0 \quad q_3 \end{array}, & \begin{array}{c} q_4, a \\ \swarrow \quad \searrow \\ q_0 \quad q_1 \end{array}, & \begin{array}{c} q_4, b \\ \swarrow \quad \searrow \\ q_3 \quad q_0 \end{array} & \end{array} \right\}.$$

- Construct the emptiness game  $\mathcal{G}(\mathcal{A})$  and determine the winner from  $(\varepsilon, q_0)$ .
- Give a tree  $t \in \mathcal{L}(\mathcal{A})$  as function  $t: \mathbb{B}^* \rightarrow \{a, b\}$ .
- Give a precise description of  $\mathcal{L}(\mathcal{A})$  using natural language.

### Exercise 13.3 - Regular Trees

(2 + 2 Points)

A tree  $t: \mathbb{B}^* \rightarrow \Sigma$  is regular if it has finitely many different sub-trees, i.e., if the set  $\{t_w \mid w \in \mathbb{B}^*\}$  is finite.

Let  $\mathcal{W} = (Q, \mathbb{B}, q_I, \delta, \lambda)$  be a deterministic finite word automaton (DFA) where we have replaced the set of accepting states by a labeling  $\lambda: Q \rightarrow \Sigma$ . We denote the unique state in which the run of  $\mathcal{W}$  on  $w \in \mathbb{B}^*$  is ending by  $\delta^*(w)$ . The automaton generates the tree  $t_{\mathcal{W}}: \mathbb{B}^* \rightarrow \Sigma$  defined by  $t_{\mathcal{W}}(w) = \lambda(\delta^*(w))$  for all  $w \in \mathbb{B}^*$ .

- Show that a tree is regular if and only if it is generated by some DFA.
- Show that every non-empty tree language recognized by a parity tree automaton contains a regular tree.

### Exercise 13.4 - Deterministic Parity Tree Automata

(2 + 2 Points)

A parity tree automaton  $(Q, \Sigma, q_I, \Delta, \Omega)$  is deterministic, if for every state  $q$  and every letter  $a$  there is exactly one pair  $(q_0, q_1)$  of states such that  $(q, a, q_0, a_1) \in \Delta$ . Thus, a deterministic automaton has a unique run on every tree.

Let  $L$  be the language of trees over that alphabet  $\{a, b\}$  that contain at least one  $a$ .

- Show that there is a parity tree automaton that recognizes  $L$ .
- Show that there is no deterministic parity tree automaton that recognizes  $L$ .