

Automata, Games, and Verification

1. **LTL-to-Alternating-Büchi** (tutorial A: group G09, tutorial B: group G12)

Give an alternating Büchi automaton \mathcal{A} and a nondeterministic Büchi automaton \mathcal{A}' such that

$$\mathcal{L}(\mathcal{A}) = \mathcal{L}(\mathcal{A}') = \text{models}((Fp) \mathcal{W} (Gq)).$$

Use the construction from the lecture to obtain \mathcal{A} .

2. **Complete Alternating Büchi Automata** (tutorial A: group G11, tutorial B: group G02)

An alternating automaton is called *complete* iff neither *true* nor *false* are in the mapping of δ (run trees of complete alternating automata have only infinite branches and every input word has a run tree).

Prove or give a counter-example to the following statement:

Every language that is recognized by an alternating Büchi automaton is recognized by a complete alternating Büchi automaton.

3. **Alternating vs. Deterministic Automata** (challenge problem)

Consider the following family of languages L_n :

$$L_n = \{v_1 \# u v_2 \$ u \beta \mid \begin{array}{l} v_1 \in \{0, 1, \#\}^* \\ v_2 \in \{0, 1, \#\}^* \\ u \in \{0, 1\}^n \\ \beta \in \{0, 1, \#, \$\}^\omega \end{array}\}.$$

- Construct a family \mathcal{A}_n of alternating Büchi automata with $\mathcal{L}(\mathcal{A}_n) = L_n$ such that each automaton \mathcal{A}_n has only $O(n)$ states.
- Show that any deterministic Muller automaton that recognizes L_n has at least 2^{2^n} states.