## Automata, Games, and Verification

## 1. Alternating tree automata - part one

Describe alternating parity tree automata for the following tree languages:

- a)  $L_1 = \{(T,\tau) \mid T \subseteq \{0,\ldots,3\}^*, \tau : T \to 2^{\{a,b,c\}}, \text{ whenever for a tree node } t \text{ in } (T,\tau) \text{ we have } c \in \tau(t), \text{ then } (1) \text{ there exists a branch in the tree on which } a \text{ is contained infinitely often in the label of the nodes and the branch contains } t, \text{ and } (2) \text{ there exists a branch in the tree on which } b \text{ is contained only finitely often in the label of the nodes and the branch contains } t\}.$
- b)  $L_2 = \{(T, \tau) \mid T \subseteq \{0, \dots, 1\}^*, \tau : T \to \{a, b, c\}$ , for every node t in the tree and  $x \in \{a, b, c\}$ , if there is some  $t' \in \{0, 1\}^*$  with  $t1t' \in T$  and  $\tau(t1t') = x$ , then there also exists some  $t'' \in \{0, 1\}^*$  with  $t0t'' \in T$  and  $\tau(t0t'') = x\}$

## 2. Alternating tree automata - part two

Let a deterministic parity word automaton  $\mathcal{A} = (S, I, T, c)$  over some alphabet  $\Sigma$  be given, and let  $k = |\Sigma|$ . Take for granted that all words in the language of  $\mathcal{A}$  start with the letter  $a \in \Sigma$ . Construct an alternating parity tree automaton over  $\Sigma$ -labeled trees that accepts precisely the trees over the set of directions  $\mathcal{D} = \{0, \ldots, k - 1\}$  for which the set of its infinite branches represents (by their label sequences) precisely the set of words accepted by  $\mathcal{A}$ .

More formally, we search for an alternating tree automaton  $\mathcal{A}'$  over the set of directions  $\mathcal{D} = \{0, \ldots, k-1\}$  such that  $\mathcal{A}'$  accepts precisely the  $\Sigma$ -labeled  $\mathcal{D}$ -trees  $(T, \tau)$  for which  $\{\tau(\epsilon)\tau(t_0)\tau(t_0t_1)\tau(t_0t_1t_2)\ldots | t_0t_1t_2\ldots \in \mathcal{D}^{\omega} \land \forall i \in \mathbb{N} : t_0t_1\ldots t_i \in T\}$  is the set of words accepted by  $\mathcal{A}$ .

Provide a procedure to construct such an automaton  $\mathcal{A}'$  from  $\mathcal{A}$ . Is it possible that  $\mathcal{A}'$  has an empty language even though  $\mathcal{A}$  does not?

## 3. CTL<sup>+</sup>

Consider the following fragment, called  $CTL^+$ , of  $CTL^*$ , which extends CTL by allowing Boolean operators in path formulas:

• State formulas f:

 $f ::= AP \mid \neg f \mid f \lor g \mid A\varphi \mid E\varphi$ 

• Path formulas  $\varphi$ :

 $\varphi ::= \ \neg \varphi \mid \varphi \lor \psi \mid Gf \mid Ff \mid f \, Ug \mid Xf$ 

(Note: CTL\* extends CTL<sup>+</sup> by allowing to use state formulas f as one more alternative in the definition of path formulas  $\varphi$ .)

- a) Provide, if they exist, equivalent CTL and LTL formulas for the CTL<sup>+</sup> formulas  $A(F a \land G b)$  and  $A(X a \land \neg(a U (G b)))$ .
- b) Compare the expressive power of CTL<sup>+</sup> with the expressive power of CTL and LTL.