

Automata, Games, and Verification

Please check out the new group chart

1. Language Emptiness (Group G02, discussion session 12:00 with Felix Klein)

An automaton is called *empty* if its language is empty.

Describe a method to test language emptiness for

- nondeterministic Büchi automata $\mathcal{B} = (S, I, T, F)$,
- nondeterministic Rabin automata $\mathcal{R} = (S, I, T, \{(N_j, R_j) \mid j \in J\})$, and
- nondeterministic Muller automata $\mathcal{M} = (S, I, T, \mathcal{F})$.

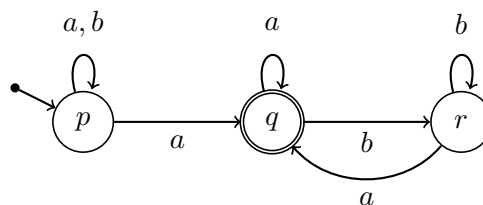
2. Universal Automata (Group G08, discussion session 12:00 with Hazem Torfah)

A *universal* Büchi automaton $\mathcal{A} = (S, I, T, F)$ is defined as a nondeterministic Büchi automaton, with the exception that a universal automaton accepts a word $\alpha \in \Sigma^\omega$ iff *all* runs r of \mathcal{A} on α are accepting.

Compare the expressive power of deterministic, nondeterministic, and universal Büchi automata.

3. McNaughton's Theorem (Group G01, discussion session 12:20 with Hazem Torfah)

Consider the following semi-deterministic Büchi automaton over $\Sigma = \{a, b\}$:



Construct an equivalent Muller automaton using the construction from Lemma 2 in Section 7 of the lecture (McNaughton's Theorem).

4. Deterministic Parity Automata (challenge question)

Show that deterministic parity automata are closed under

- negation,
- union, and
- intersection.