

Advanced Automata Theory (Summer 2017) Problem Set #6 (Due 12.07.2017)

Recall: For a play $\rho = v_0v_1 \dots$, we defined

$$Occ(\rho) = \{v \in V \mid v = v_i \text{ for some } i \in \mathbb{N}\}$$

to be the set of vertices occurring in ρ .

Problem 1. Let φ, ψ be LTL formulas. We define the *release operator* R as follows:

“ $\varphi R \psi$ holds if and only if ψ holds until and including the first point of time where φ holds” (φ “releases” ψ).

More formally, we define

$$\begin{aligned} \alpha, i \models \varphi R \psi &\Leftrightarrow \alpha, j \models \psi \text{ for all } j \geq i, \text{ or} \\ &\exists k \geq i: \alpha, k \models \varphi \text{ and } \forall i \leq j \leq k: \alpha, j \models \psi \end{aligned}$$

Show the following equivalence: $\varphi R \psi \equiv \neg(\neg\varphi U \neg\psi)$.

Problem 2. Given is a family $(\varphi_k)_{k \in \mathbb{N}}$ of LTL formulas that are defined as

$$\varphi_k := G(p \leftrightarrow X^k p) \text{ where } X^k p := \underbrace{X \dots X}_k p.$$

Prove that every Büchi automaton \mathcal{A} with $L(\mathcal{A}) = L(\varphi_k)$ has at least 2^k states.

Problem 3. Let $\mathbb{B} = \{0, 1\}$.

(a) Give an S1S formula $\varphi_1(X_1, X_2)$ for the language

$$L_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix}^* \begin{bmatrix} 0 \\ 1 \end{bmatrix}^\omega \subseteq (\mathbb{B}^2)^\omega.$$

(b) Give an S1S formula $\varphi_2(X_1)$ for the language

$$L_2 = \{\alpha \in \mathbb{B}^\omega \mid \text{the number of zeros occurring in } \alpha \text{ is finite and even}\}.$$

(c) Give an LTL formula φ_3 for the language L_1 from Part (a).

Explain the ideas underlying your formulas.

Problem 4. We call a relation $R \subseteq \mathbb{N} \times \mathbb{N}$ *S1S-definable* if there exists an S1S-formula $\varphi(x, y)$ such that

$$(m, n) \in R \Leftrightarrow \varphi[x/m, y/n] \text{ is satisfied}$$

(i.e. the formula $\varphi(x, y)$ evaluates to **true** when the variables x and y are substituted with the values m and n).

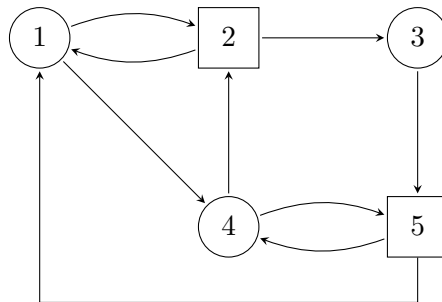
Show that the relation $Double = \{(m, n) \mid n = 2 \cdot m\} \subseteq \mathbb{N} \times \mathbb{N}$ is not S1S-definable.

Hint: Assume that Double is S1S-definable and, based on this assumption, provide a formula φ with

$$L(\varphi) = \left\{ \left[\begin{array}{c} 0 \\ 0 \end{array} \right]^n \left[\begin{array}{c} 0 \\ 1 \end{array} \right]^n \left[\begin{array}{c} 1 \\ 1 \end{array} \right]^\omega \mid n \geq 1 \right\}.$$

Then, use a pumping argument to show that $L(\varphi)$ cannot be accepted by a Büchi automaton.

Problem 5. Consider the following game graph.



- Compute the winning regions W_0 and W_1 for the winning condition $|Occ(\rho)| \leq 3$ and give corresponding winning strategies.
- Compute the winning regions W_0 and W_1 for the winning condition $\{2, 5\} \subseteq Inf(\rho)$ and give corresponding winning strategies.
- Prove that Player 0 does not have a positional winning strategy in the game of Part (b).

Problem 6. A *generalized reachability game* is a tuple $\mathcal{G} = (G, F_1, \dots, F_n)$ consisting of a game graph $G = (V_0, V_1, E)$ and n sets $F_i \subseteq V$. The winning condition of a generalized reachability game is defined by

$$\rho \in \text{Win} \Leftrightarrow \text{Occ}(\rho) \cap F_i \neq \emptyset \text{ for each } i \in \{1, \dots, n\}.$$

Show that generalized reachability games can be reduced to reachability games. To this end, provide a reachability game \mathcal{G}' (i.e., find a suitable memory structure S , an update function $\delta: S \times V \rightarrow S$, and an appropriate set $F \subseteq S \times V$) and show that Player 0 wins a play ρ in \mathcal{G} if and only if Player 0 wins the extended play ρ' in \mathcal{G}' .

Problem 7. Construct a deterministic parity automaton over $\Sigma = \{a, b\}$ for the language

“ a occurs infinitely often $\Leftrightarrow b$ occurs finitely often”.

Problem 8. Consider the Muller automaton depicted below with $\mathcal{F} = \{\{0\}, \{1, 2\}, \{0, 1, 2, 3\}\}$. Give the sequence of LARs as well as their color for the input word $\alpha = ababaabab^\omega$.

