

Infinite Automata, Logics and Games

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March 21, 2017

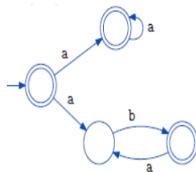
ω -Automata

Nondeterministic Tree Automata

A nondeterministic finite automaton (*NFA*) is a 5-tuple, $(Q, \Sigma, \Delta, q_0, F)$, consisting of

- ▶ a finite set of states Q ,
- ▶ a finite set of input symbols Σ ,
- ▶ a transition function $\Delta : Q \times \Sigma \rightarrow P(Q)$,
- ▶ an initial state $q_0 \in Q$,
- ▶ a set of states F distinguished as accepting (or final) states $F \subseteq Q$.

NFA for $a^* + (ab)^*$:



REG is the class of languages recognised by a finite automaton.

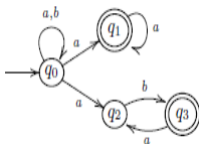
An ω -automaton is a quintuple $(Q, \Sigma, \delta, q_I, Acc)$, where

- ▶ Q is a finite set of states,
- ▶ Σ is a finite alphabet,
- ▶ $\delta : Q \times \Sigma \rightarrow P(Q)$ is the state transition function,
- ▶ $q_I \in Q$ is the initial state,
- ▶ Acc is the acceptance component.

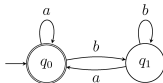
In a deterministic ω -automaton, a transition function $\delta : Q \times \Sigma \rightarrow Q$ is used.

Let $A = (Q, \Sigma, \delta, q_I, Acc)$ be an ω -automaton. A run of A on an ω -word $\alpha = a_1 a_2 \dots \in \Sigma^\omega$ is an infinite state sequence $\rho = \rho(0)\rho(1)\rho(2)\dots \in Q^\omega$, such that the following conditions hold:

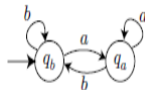
1. $\rho(0) = q_I$
2. $\rho(i) \in \delta(\rho(i-1), a_i)$ for $i \geq 1$ if A is nondeterministic,
 $\rho(i) = \delta(\rho(i-1), a_i)$ for $i \geq 1$ if A is deterministic.



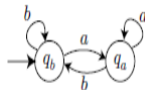
Büchi automaton for $(a + b)^* a^\omega + (a + b)^* (ab)^\omega$ with $F = \{q_1, q_3\}$



Rabin automaton for $(a + b)^* a^\omega$ with $Acc = \{(\{q_1\}, \{q_0\})\}$



Muller automaton for $(a + b)^* a^\omega + (a + b)^* b^\omega$ with $\mathcal{F} = \{\{q_a\}, \{q_b\}\}$



Streett automaton with $Acc = \{(\{q_b\}, \{q_a\})\}$.
 Each word in the accepted language contains infinitely many a 's only if it contains infinitely many b 's (or equivalently they have finitely many a 's or infinitely many b 's).