## Alternating Finite Automata on $\Omega$ Words

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Logic Automata Games

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### Alternating finite automata

- $\rightarrow$  An alternating finite automaton (abbreviated afa) is a sextuple  $M=(Q,f,\Sigma,\Delta,q_0,\mathscr{F})$ , where:
- $\rightarrow$  Q is a finite set of states and f is a mapping  $f:Q\rightarrow \{$  and, or  $\}$ . If f(q)= and (resp. or), q is called a universal state (resp. existential state).
- $\rightarrow$   $\Sigma$  is a finite alphabet.
- $ightarrow \Delta(q,a) = \{p \mid (\dot{q},a,p) \text{ is in } \Delta\} \text{ is not empty for any } q \text{ in } Q$  and any  $a \text{ in } \Sigma$ .
- $\rightarrow$   $q_0$  is initial state.
- $\to \mathscr{F}$  is a family of subsets of Q. For F in  $\mathscr{F}, F$  is called a final set and elements in F are called final states. If  $\mathscr{F}$  consists of a single final set, then we say that M is simple.

## Computation Tree

 $x = x_1 x_2 x_3 \dots$  be in  $\Sigma^w$ , where  $x_n$  is in  $\Sigma$  for  $n \ge 1$ . A computation tree T(M,x) of M on x is an infinite labelled tree satisfying the following conditions:

- $\rightarrow$  The nodes are labelled with the elements in Q. In particular, the root of T(M,x) is labelled with  $q_1$ .
- $\rightarrow$  For each  $n \ge 1$ , the edges between level n and level n+1 are labelled with  $x_n$ .
- $\rightarrow$  If node v in level n is labelled with a universal state q, then v has a child labelled with p for each p in  $\Delta(q, x_n)$ .
- $\rightarrow$  If node v in level n is labelled with an existential state q, then v has exactly one child labelled with p for some p in  $\Delta(q, x_n)$ .

#### Run

An infinite path  $\alpha$  in T(M,x) beginning at the root is called a run in T(M,x). For a run  $\alpha$ , we define

- $\rightarrow I(\alpha) = \{q \mid \text{ state } q \text{ occurs in } \alpha \text{ infinitely many times } \},$
- $\rightarrow O(\alpha) = \{q \mid \text{ state } q \text{ occurs in } \alpha\}.$

# Accepting Conditions

- $\rightarrow C_1: I(\alpha) \cap F \neq \emptyset$
- $\rightarrow C_2: I(\alpha) \subseteq F$
- $\rightarrow C_3: O(\alpha) \cap F \neq \emptyset$
- $\rightarrow$   $C_4: O(\alpha) \subseteq F$

### Automata Classes

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For i = 1, ..., 4, we define
1 \mathcal{A}_i = \{L_i(M) \mid M \text{ is an } afa,
2 \mathcal{A}_i^s = \{L_i(M) \mid M \text{ is a simple } afa\},
3 \mathcal{N}_i = \{L_i(M) \mid M \text{ is an } nfa\},
4 \mathcal{N}_i^s = \{L_i(M) \mid M \text{ is a simple } nfa\},
5 \mathcal{D}_i = \{L_i(M) \mid M \text{ is a } dfa\},
6 \mathcal{D}_i^s = \{L_i(M) \mid M \text{ is a simple } dfa\}.
```

### Automata Classes

	$C_1$	$C_2$	<i>C</i> <sub>3</sub>	C <sub>4</sub>
$\mathscr{D}_{i}$	$G_{\delta}^{R}$	$F_{\sigma}^{R}$	$G^R$	F <sup>R</sup>
$\mathscr{N}_i$	Ř	$F_{\sigma}^{R}$	$G^R$	$F^R$
$\mathscr{A}_{i}$	R	Ŕ	$G^R$	$F^R$