

pushdown automata on infinite trees and omega-kleene ... - pushdown automata on infinite trees and omega-kleene closure of context-free tree sets a. saoudi l' universit6 paris vii l.i.t.p. 2, place de jussieu 75221 paris introduction the theory of automata has many applications such as in compiling, parallel processing, switching theory, and logic. **automata on infinite words - tata institute of ...** - theory of omega automata topics: buchi automata: deterministic and nondeterministic omega regular expressions, monadic logic muller automata rabin and streett automata safra's tree theorem (optional) omega tree automata and rabin's tree theorem (optional) trento 2005 p. 6/31 **efficient algorithms for handling nondeterministic automata** - efficient algorithms for handling nondeterministic automata tomáš svoboda faculty of information technology, brno university of technology bořetichova 2, cz-612 66 brno, czech republic vojnar@fittbr finite (word, tree, or omega) automata play an important role in different areas **lecture notes on regular languages and finite automata** - n lecture notes on regular languages and finite automata for part ia of the computer science tripos prof. andrew m. pitts cambridge university computer laboratory **recognizable infinite tree sets and their complexity** - for this, we define some natural complexity measures of recognizable infinite tree sets, where the measure of a set is defined in terms of tree automata which accept it. here, we consider the following measures: the minimal number of states, the minimal number of transitions, the minimal **theoretical computer science iv. weighted tree automata ...** - iv. weighted tree automata and tree transducers in [29], we used simulation to characterize equivalence of weighted tree automata. in [34], we gave a summary on several important results for weighted tree automata and weighted tree transducers. in [35], we characterized the syntactic \mathcal{L} -algebras of recognizable tree series and showed that ... **model checking lecture 2 - courses.washington** - a finite-branching infinite tree has an infinite path $(k, q) \models m$ iff ... omega automata . specification omega automata syntax as for finite automata, in addition an acceptance condition: buchi: $\exists s . \text{language } l(m) \text{ of specification omega-automaton ...}$ **the complexity of partial-observation stochastic parity ...** - the complexity of partial-observation stochastic parity games with finite-memory strategies — krishnendu chatterjee laurent doyen § sumit nain; moshe y. vardi; ist austria; cnrs, lsv, ens cachan; rice university, usa abstract we consider two-player partial-observation stochastic games on infinite-state graphs where player 1 has **languages recognizable by quantum finite automata p. 1** - automata p. 90 finite automata and unions of regular patterns with bounded constant segments p. 104 inside vaucanson p. 116 deterministic recognition of trees accepted by a linear pushdown tree automaton p. 129 shorter regular expressions from finite-state automata p. 141 wind in the willows - generating music by means of tree transducers p. 153 **monadic partition logics and finite automata - core** - monadic partition logics and finite automata enshao shen a,*, qijia tian b ... btichi established the well-known relationship between the recognizability by finite automata over finite or omega words and the definability in monadic second-order ... $\exists y \exists x \exists y t$ is a local description of tree induction over full binary tree $\{0, 1\}^*$, e ... **the bridge between regular cost functions and omega ...** - the bridge between regular cost functions and omega-regular languages thomas colcombet and nathanaël fijalkow icalp july 15 2016 regular languages over words of length n a way to transfer results and constructions a quantitative extension of regular languages **logic, automata and games - sciencesconf** - j. duparc (&) logic, automata and games lyon, 23-27 january 2017 22 / 97 finite two-player games with perfect information[13] for certain class of games, the fact that games are determined is a

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