

The Hebrew University of Jerusalem Syllabus

Automata Infinite Objects - 67663

Last update 05-11-2018

HU Credits: 2

<u>Degree/Cycle:</u> 2nd degree (Master)

Responsible Department: Computer Sciences

Academic year: 0

Semester: 2nd Semester

<u>Teaching Languages:</u> English and Hebrew

Campus: E. Safra

<u>Course/Module Coordinator:</u> Orna Kupferman

Coordinator Email: orna@cs.huji.ac.il

Coordinator Office Hours: Thu 9-10

Teaching Staff:

Prof Orna Kupferman

Course/Module description:

Automata on infinite words, expressive power, different acceptance conditions, decision problems, applications in logic and reasoning about systems, automata on infinite trees, a game-theoretic approach to tree automata, alternating automata, algorithms and applications.

Course/Module aims:

The students will learn about automata on infinite objects, realize the challenges that the transition to the model of infinite objects involve and will learn ways to cope with it.

<u>Learning outcomes - On successful completion of this module, students should be able to:</u>

Use automata on infinite objects for modelling on-going behaviors.

Attendance requirements(%):

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Teaching arrangement and method of instruction: הרצאה ותרגילים

Course/Module Content:

Automata on infinite words, expressive power, different acceptance conditions, decision problems, applications in logic and reasoning about systems, automaota on infinite trees, a game-theoretic approach to tree automata, alternating automata, algorithms and applications.

Required Reading:

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Additional Reading Material:

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<u>Course/Module evaluation:</u> End of year written/oral examination 70 % Presentation 0 % Participation in Tutorials 0 % Project work 0 % Assignments 30 % Reports 0 % Research project 0 % Quizzes 0 % Other 0 %

Additional information:

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