

Automata Theory and Applications: Games, Learning and Structures (20 Sep 2021–24 Sep 2021)

Name and Affiliation	Title
George Barmpalias Chinese Academy of Sciences, China	Equivalences between learning of data and probability distributions, and their applications (Video)
Dmitry Berdinsky Mahidol University, Thailand	FA-presentations of Cayley graphs of groups (Video) (Slides)
Volker Diekert FMI, Universität Stuttgart, Germany	Regular matching problems for infinite trees (Video) (Slides)
Murray Elder University of Technology Sydney, Australia	Deciding plainness in NP (Video) (Slides)
Nathanaël Fijalkow LaBRI, CNRS, France	Using probabilistic context-free grammars for program synthesis (Video) (Slides)
Ekaterina Fokina Technical University of Vienna, Austria	Learning structures (Video)
Erich Grädel RWTH Aachen University, Germany	Automatic Structures: History and Perspectives (Video)
Marcin Jurdziński University of Warwick, UK	Universal trees for parity games and automata (Video) (Slides)
Bjørn Kjos-Hanssen University of Hawaii at Mānoa, Hawaii	Automatic complexity (Video) (Slides)
Karoliina Lehtinen CNRS, Aix-Marseille Université, France	Good-for-games vs history-determinism in quantitative automata (Video)
Luca San Mauro Sapienza University of Rome, Italy	Learning families of algebraic structures with the help of Borel equivalence relations (Video) (Slides)

Name and Affiliation	Title
André Nies The University of Auckland, New Zealand	The search for FA presentable groups (Video) (Slides)
Pierre Ohlmann IRIF, France	How to solve energy games by hand (Video)
Ammar Fathin Sabili National University of Singapore, Singapore	A computation model with automatic functions and relations on strings as a primitive operation (Video) (Slides)
Karen Seidel Hasso Plattner Institute, Germany	Modelling binary classification with computability theory (Video) (Slides)
Jeffrey Shallit University of Waterloo, Canada	<i>Ng Kok Beng Public Lecture Series</i> Adventures in Automata with a Theorem-Prover (Video)
Tom van Dijk Univeristy of Twente, Netherlands	Recursive attractor-decomposition for parity games (Video)