



Independent University, Bangladesh

School of Engineering, Technology and Sciences

Department of Computer Science & Engineering

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CSC501, CSC301, CSE437, CEN437: Finite Automata and Computability

Assignment – 02

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Answer to the que : 1

To Prob Definition: let "P" be a program of length n. Then a snapshot or instantaneous description of a program "P" is a pair (i, σ) where $1 \leq i \leq n+1$. If " σ " is a state of "P". Let (i, σ) be a nonterminal snapshot of program "P" then its successor (j, τ) will depend on the i th instruction of "P". So, the computation of "P" beginning beginning with the snapshot $(1, \sigma)$, where σ consists of the equation $X=3, Y=0, Z=0$.

Snapshot (i, σ)	Instruction	Successor (j, τ)
1. $(X=3, Y=0, Z=0)$	[A] If $X \neq 0$ GOTO B	2. $(X=3, Y=0, Z=0)$
3. $(X=3, Y=0, Z=0)$	[B] $X \leftarrow X - 1$	4. $(X=2, Y=0, Z=0)$
4. $(X=2, Y=0, Z=0)$	$Y \leftarrow Y + 1$	5. $(X=2, Y=1, Z=0)$
5. $(X=2, Y=1, Z=0)$	$Z \leftarrow Z + 1$	6. $(X=2, Y=1, Z=1)$
6. $(X=2, Y=1, Z=1)$	GOTO A	1. $(X=2, Y=1, Z=1)$
1. $(X=2, Y=1, Z=1)$	[A] If $X \neq 0$ GOTO B	3. $(X=2, Y=1, Z=1)$
3. $(X=2, Y=1, Z=1)$	[B] $X \leftarrow X - 1$	4. $(X=1, Y=1, Z=1)$
4. $(X=1, Y=1, Z=1)$	$Y \leftarrow Y + 1$	5. $(X=1, Y=2, Z=1)$
5. $(X=1, Y=2, Z=1)$	$Z \leftarrow Z + 1$	6. $(X=1, Y=2, Z=2)$
6. $(X=1, Y=2, Z=2)$	GOTO A	1. $(X=1, Y=2, Z=2)$

Snapshot (i, G)	Instruction	Successor (j, τ)
1. ($x=1, Y=2, Z=2$)	[A] if $x \neq 0$ GOTO B	3. ($x=1, Y=2, Z=2$)
3. ($x=1, Y=2, Z=2$)	[B] $x \leftarrow x-1$	4. ($x=0, Y=2, Z=2$)
4. ($x=0, Y=2, Z=2$)	$Y \leftarrow Y+1$	5. ($x=0, Y=3, Z=2$)
5. ($x=0, Y=3, Z=2$)	$Z \leftarrow Z+1$	6. ($x=0, Y=3, Z=3$)
6. ($x=0, Y=3, Z=3$)	GOTO A	1. ($x=0, Y=3, Z=3$)
1. ($x=0, Y=3, Z=3$)	[A] if $x \neq 0$ GOTO B	2. ($x=0, Y=3, Z=3$)
2. ($x=0, Y=3, Z=3$)	GOTO C	7. ($x=0, Y=3, Z=3$)
7. ($x=0, Y=3, Z=3$)	[C] if $Z \neq 0$ GOTO D	9. ($x=0, Y=3, Z=3$)
9. ($x=0, Y=3, Z=3$)	[D] $Z \leftarrow Z-1$	10. ($x=0, Y=3, Z=3$)
10. ($x=0, Y=3, Z=2$)	$X \leftarrow X+1$	11. ($x=1, Y=3, Z=2$)
11. ($x=1, Y=3, Z=2$)	GOTO C	7. ($x=1, Y=3, Z=2$)

Snapshot (i, b)	Instruction	Successor (j, c)
7. ($x=1, Y=3, Z=2$)	[C] $\text{if } Z \neq 0 \text{ GOTO D}$	8. ($x=1, Y=3, Z=2$)
8. ($x=1, Y=3, Z=2$)	[D] $Z \leftarrow Z - 1$	10. ($x=1, Y=3, Z=1$)
10. ($x=1, Y=3, Z=1$)	$X \leftarrow X + 1$	11. ($x=2, Y=3, Z=1$)
11. ($x=2, Y=3, Z=1$)	GOTO C	7. ($x=2, Y=3, Z=1$)
7. ($x=2, Y=3, Z=1$)	[C] $\text{if } Z \neq 0 \text{ GOTO D}$	9. ($x=2, Y=3, Z=1$)
9. ($x=2, Y=3, Z=1$)	[D] $Z \leftarrow Z - 1$	10. ($x=2, Y=3, Z=0$)
10. ($x=2, Y=3, Z=0$)	$X \leftarrow X + 1$	11. ($x=3, Y=3, Z=0$)
11. ($x=3, Y=3, Z=0$)	GOTO C	7. ($x=3, Y=3, Z=0$)
7. ($x=3, Y=3, Z=0$)	[C] $\text{if } Z \neq 0 \text{ GOTO D}$	8. ($x=3, Y=3, Z=0$)
8. ($x=3, Y=3, Z=0$)	GOTO E	12. ($x=3, Y=3, Z=0$) This is terminal snapshot

Answer to the question no: 2

Prob Definition: let "P" be a program and let r_1, r_2, \dots, r_m be m given numbers. The state ~~def.~~ of "P" is defined to consist of equations.

$x_1 = r_1, x_2 = r_2, \dots, x_m = r_m, Y = 0$ together with the equation $V = 0$ for each variable V in P other than x_1, x_2, \dots, x_m, Y .

~~Q~~ Solution:

[A] If $x \neq 0$ GOTO M

GOTO E

[M] $x \leftarrow x - 1$

GOTO N

[N] $z \leftarrow 4$

[K] $z \leftarrow z - 1$

$Y \leftarrow Y + 1$

If $z \neq 0$ GOTO K

GOTO A

Answer to the question no: 3

Prob definition:

Euclidean GCD

Input : Two positive integers a, b

Output : $d = \gcd(a, b)$, and integers u, v such that $a \cdot u + b \cdot v = d$

The following is program P that computes $\gcd(x_1, x_2)$ using the Euclidean Algorithm.

$y \leftarrow x_1$

$z_6 \leftarrow x_2$

gf $x_1 \neq 0$ GOTO A

$y \leftarrow x_2$

GOTO E

[A] If $x_2 \neq 0$ GOTO B

$y \leftarrow x_2$

GOTO E

[B] $\text{gf } Z_6 \neq 0 \text{ GOTO C}$
GOTO E

~~Engangenzort~~

[C] $Z_1 \leftarrow Y$
 $Y \leftarrow Z_6$
 $Z_3 \leftarrow 0$
 $Z_4 \leftarrow Z_1$
 $Z_4 \leftarrow Z_4 - Z_6$
 $Z_5 \leftarrow 0$

[D₁] $\text{gf } Z_4 \neq 0 \text{ GOTO D}_2$
GOTO D₃

[D₂] $Z_4 \leftarrow Z_4 - Z_6$
 $Z_3 \leftarrow Z_3 + 1$
GOTO D₁

[D₃] $Z_4 \leftarrow Z_3$
GOTO D₅

[D₄] $\text{gf } Z_4 \neq 0 \text{ GOTO D}_6$

[D₅] $Z_5 \leftarrow Z_5 + Z_6$
 $Z_4 \leftarrow Z_4 - 1$
GOTO D₄

[D6] $Z_6 \leftarrow Z_1 - Z_5$
GOTO B

[Note: The instructions 13 to 28 in the above program compute the remainder when Z_1 is divided by 26]

Answer to the que: 4

(a) Prob definition: Here the function $\langle n, y \rangle$

$$= 2^n (2y+1) \pm 1$$

We have to find the Godel number of the sequence [2, 0, 5, 6, 0, 0, 2, 3] and [3, 0, 4, 2]

(a) The Godel number of the sequence

[2, 0, 5, 6, 0, 0, 2, 3] is:

$$[2, 0, 5, 6, 0, 0, 2, 3] = 2^2 \cdot 3^0 \cdot 5^5 \cdot 7^6 \cdot 11^0 \cdot 13^0 \cdot 17^2 \cdot 19^3$$

$$= 2.915123099 \times 10^{15}$$

(b) The Godel Number of the sequence

[3, 0, 4, 2] is:

$$[3, 0, 4, 2] = 2^3 \cdot 3^0 \cdot 5^4 \cdot 7^2 = 245000$$

Conclusion:

1. P beginning with the snapshot $(1, 6)$ where δ consists of the equation $x = 3, y \leq 0, z \leq 0$. Then we find all the snapshots (i, b) and successors (j, c)
2. We are using a programming language in P (without using Macros) that computes the function $f(x) = 4x$
3. $\text{gcd}(x_1, x_2)$ is the greatest common division of x_1, x_2 . We are using a programming language in P that computes gcd .
4. We are using function $\langle x, y \rangle = 2^x (2y + 1) - 1$ then to find the Gödel number of the sequence.