

- 1** Let L be an arbitrary regular language. Prove that the language $\text{reverse}(L) := \{w^R \mid w \in L\}$ is regular.
Hint: Consider a DFA M that accepts L and construct a NFA that accepts $\text{reverse}(L)$.

Solution:

Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L . We construct an NFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts $\text{reverse}(L)$ as follows.

$$\begin{aligned} Q' &:= Q \cup \{t\} \quad (\text{here } t \text{ is a new state not in } Q) \\ s' &:= t \\ A' &:= \{s\} \\ \delta'(t, \epsilon) &= A \\ \forall q \in Q, a \in \Sigma \quad \delta'(q, a) &= \{q' \in Q \mid \delta(q', a) = q\} \end{aligned}$$

M' is obtained from M by reversing all the directions of the edges, adding a new state t that becomes the new start state that is connected via ϵ edges to all the original accepting states. There is a single accepting state in M' which is the start state of M . To see that M' accepts $\text{reverse}(L)$ you need to see that any accepting walk of M' corresponds to an accepting walk of M .

Another way to show that $\text{reverse}(L)$ is regular is via regular expressions. For any regular expression r you can construct a regular expression r' such that $L(r') = \text{reverse}(L)$ using the inductive definition of regular languages. We ignore the base cases as exercise and consider the inductive cases.

- If r_1 and r_2 are regular expressions and r'_1 and r'_2 are regular expressions for the reverse languages then the reverse for $r_1 + r_2$ is $r'_1 + r'_2$.
- For $r_1 r_2$ we have $r'_2 r'_1$.
- For $(r_1)^*$ we have $(r'_1)^*$.

- 2** Let L be an arbitrary regular language. Prove that the language $\text{insert1}(L) := \{x1y \mid xy \in L\}$ is regular. Intuitively, $\text{insert1}(L)$ is the set of all strings that can be obtained from strings in L by inserting exactly one 1. For example, if $L = \{\epsilon, OOK!\}$, then $\text{insert1}(L) = \{1, 1OOK!, O1OK!, OO1K!, OOK1!, OOK!1\}$.

Solution:

Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L . We construct an NFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts $\text{insert1}(L)$ as follows:

$$\begin{aligned} Q' &:= Q \times \{\text{before}, \text{after}\} \\ s' &:= (s, \text{before}) \\ A' &:= \{(q, \text{after}) \mid q \in A\} \end{aligned}$$

$$\delta'((q, \text{before}), a) = \begin{cases} \{(\delta(q, a), \text{before}), (q, \text{after})\} & \text{if } a = 1 \\ \{(\delta(q, a), \text{before})\} & \text{otherwise} \end{cases}$$

$$\delta'((q, \text{after}), a) = \{(\delta(q, a), \text{after})\}$$

M' nondeterministically chooses a 1 in the input string to ignore, and simulates M running on the rest of the input string.

- The state (q, before) means (the simulation of) M is in state q and M' has not yet skipped over a 1.
 - The state (q, after) means (the simulation of) M is in state q and M' has already skipped over a 1.
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Solutions for extra problems

- 3** Let L be an arbitrary regular language. Prove that the language $\text{delete1}(L) := \{xy \mid x1y \in L\}$ is regular. Intuitively, $\text{delete1}(L)$ is the set of all strings that can be obtained from strings in L by deleting exactly one 1. For example, if $L = \{101101, 00, \varepsilon\}$, then $\text{delete1}(L) = \{01101, 10101, 10110\}$.

Solution:

Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L . We construct an NFA $M' = (\Sigma, Q', s', A', \delta')$ with ε -transitions that accepts $\text{delete1}(L)$ as follows:

$$\begin{aligned} Q' &:= Q \times \{\text{before}, \text{after}\} \\ s' &:= (s, \text{before}) \\ A' &:= \{(q, \text{after}) \mid q \in A\} \\ \delta'((q, \text{before}), \varepsilon) &= \{(\delta(q, 1), \text{after})\} \\ \delta'((q, \text{after}), \varepsilon) &= \emptyset \\ \delta'((q, \text{before}), a) &= \{(\delta(q, a), \text{before})\} \\ \delta'((q, \text{after}), a) &= \{(\delta(q, a), \text{after})\} \end{aligned}$$

M' simulates M , but inserts a single 1 into M 's input string at a nondeterministically chosen location.

- The state (q, before) means (the simulation of) M is in state q and M' has not yet inserted a 1.
 - The state (q, after) means (the simulation of) M is in state q and M' has already inserted a 1.
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- 4** Consider the following recursively defined function on strings:

$$stutter(w) := \begin{cases} \varepsilon & \text{if } w = \varepsilon \\ aa \bullet stutter(x) & \text{if } w = ax \text{ for some symbol } a \text{ and some string } x \end{cases}$$

Intuitively, $stutter(w)$ doubles every symbol in w . For example:

- $stutter(PRESTO) = PPRREESSTTOO$
- $stutter(HOCUS\bulletPOCUS) = HHOOCCUUSS\bullet\bulletPPPOOCCUUSS$

Let L be an arbitrary regular language.

- 4.A.** Prove that the language $stutter^{-1}(L) := \{w \mid stutter(w) \in L\}$ is regular.

Solution:

Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L .

We construct an DFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts $stutter^{-1}(L)$ as follows:

$$\begin{aligned} Q' &= Q \\ s' &= s \\ A' &= A \\ \delta'(q, a) &= \delta(\delta(q, a), a) \end{aligned}$$

M' reads its input string w and simulates M running on $stutter(w)$. Each time M' reads a symbol, the simulation of M reads two copies of that symbol.

- 4.B.** Prove that the language $stutter(L) := \{stutter(w) \mid w \in L\}$ is regular.

Solution:

Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L .

We construct an DFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts $stutter(L)$ as follows:

$$\begin{aligned} Q' &= Q \times (\{\bullet\} \cup \Sigma) \cup \{fail\} \quad \text{for some } \bullet \notin \Sigma \\ s' &= (s, \bullet) \\ A' &= \{(q, \bullet) \mid q \in A\} \\ \delta'((q, \bullet), a) &= (q, a) \\ \delta'((q, a), b) &= \begin{cases} (\delta(q, a), \bullet) & \text{if } a = b \\ fail & \text{if } a \neq b \end{cases} \\ \delta'(fail, a) &= fail \end{aligned}$$

M' reads the input string $stutter(w)$ and simulates M running on input w .

- State (q, \bullet) means M' has just read an even symbol in $stutter(w)$, so M should ignore the next symbol (if any).
- For any symbol $a \in \Sigma$, state (q, a) means M' has just read an odd symbol in $stutter(w)$, and that symbol was a . If the next symbol is an a , then M should transition normally; otherwise, the simulation should fail.
- The state $fail$ means M' has read two successive symbols that should have been equal but were not; the input string is not $stutter(w)$ for any string w .

Solution:

Let R be an arbitrary regular *expression*. We recursively construct a regular expression $\text{stutter}(R)$ as follows:

$$\text{stutter}(R) := \begin{cases} \emptyset & \text{if } R = \emptyset \\ \text{stutter}(w) & \text{if } R = w \text{ for some string } w \in \Sigma^* \\ \text{stutter}(A) + \text{stutter}(B) & \text{if } R = A + B \text{ for some regular expressions } A \text{ and } B \\ \text{stutter}(A) \text{stutter}(B) & \text{if } R = AB \text{ for some regular expressions } A \text{ and } B \\ (\text{stutter}(A))^* & \text{if } R = A^* \text{ for some regular expression } A \end{cases}$$

To prove that $L(\text{stutter}(R)) = \text{stutter}(L(R))$, we need the following identities for arbitrary *languages* A and B :

- $\text{stutter}(A \cup B) = \text{stutter}(A) \cup \text{stutter}(B)$
- $\text{stutter}(A \bullet B) = \text{stutter}(A) \bullet \text{stutter}(B)$
- $\text{stutter}(A^*) = \text{stutter}(A)^*$

These identities can all be proved by inductive definition-chasing, after which the claim $L(\text{stutter}(R)) = \text{stutter}(L(R))$ follows by induction. We leave the details of the induction proofs as an exercise for a ~~future semester~~ ~~an exam~~ the reader.

Equivalently, we can directly transform R into $\text{stutter}(R)$ by replacing every explicit string $w \in \Sigma^*$ inside R with $\text{stutter}(w)$ (with additional parentheses if necessary). For example:

$$\text{stutter}((1 + \varepsilon)(01)^*(0 + \varepsilon) + 0^*) = (11 + \varepsilon)(0011)^*(00 + \varepsilon) + (00)^*$$

Although this may look simpler, actually *proving* that it works requires the same induction arguments.

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Consider the following recursively defined function on strings:

$$\text{evens}(w) := \begin{cases} \varepsilon & \text{if } w = \varepsilon \\ \varepsilon & \text{if } w = a \text{ for some symbol } a \\ b \cdot \text{evens}(x) & \text{if } w = abx \text{ for some symbols } a \text{ and } b \text{ and some string } x \end{cases}$$

Intuitively, $\text{evens}(w)$ skips over every other symbol in w . For example:

- $\text{evens}(\text{EXPPELLIARMUS}) = \text{XELAMS}$
- $\text{evens}(\text{AVADA}\square\text{KEDAVRA}) = \text{VD}\square\text{EAR}$.

Once again, let L be an arbitrary regular language.

5.A. Prove that the language $\text{evens}^{-1}(L) := \{w \mid \text{evens}(w) \in L\}$ is regular.

Solution:

Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L . We construct an DFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts $\text{evens}^{-1}(L)$ as follows:

$$\begin{aligned}Q' &= Q \times \{0, 1\} \\s' &= (s, 0) \\A' &= A \times \{0, 1\} \\\delta'((q, 0), a) &= (q, 1) \\\delta'((q, 1), a) &= (\delta(q, a), 0)\end{aligned}$$

M' reads its input string w and simulates M running on $\text{evens}(w)$.

- State $(q, 0)$ means M' has just read an even symbol in w , so M should ignore the next symbol (if any).
- State $(q, 1)$ means M' has just read an odd symbol in w , so M should read the next symbol (if any).

5.B. Prove that the language $\text{evens}(L) := \{\text{evens}(w) \mid w \in L\}$ is regular.

Solution:

Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L . We construct an NFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts $\text{evens}(L)$ as follows:

$$\begin{aligned}Q' &= Q \\s' &= s \\A' &= A \cup \{q \in Q \mid \delta(q, a) \cap A \neq \emptyset \text{ for some } a \in \Sigma\} \\\delta'(q, a) &= \bigcup_{b \in \Sigma} \{\delta(\delta(q, b), a)\}\end{aligned}$$

M' reads the input string $\text{evens}(w)$ and simulates M running on string w , while nondeterministically guessing the missing symbols in w .

- When M' reads the symbol a from $\text{evens}(w)$, it guesses a symbol $b \in \Sigma$ and simulates M reading ba from w .
- When M' finishes $\text{evens}(w)$, it guesses whether w has even or odd length, and in the odd case, it guesses the last character of w .