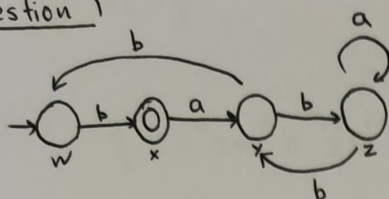


Assignment 11

Question 1



1. Valid characters:

1. "b"

2. "babbbbb"

3. "baba"b b b b

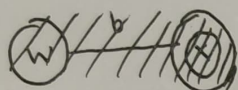
4. "babbb"

write for $n \geq 1$

Alphabet accepted:

$\{a, b\}$

2.



$w \rightarrow bx$

$x \rightarrow ay \mid \lambda$

$y \rightarrow bz \mid bw$

$z \rightarrow by \mid az$

?

xyB

xAB

yAB

3.

data Alphabet = a | b

deriving (show)

type Sequence = [Alphabet]

data State = w | x | y | z

automation :: State -> Sequence -> Bool

automation w (a : xs) = False → this line not required

automation w (b : xs) = automation x xs

automation x [] = True

automation x (a : xs) = automation y xs

automation y (b : xs) = automation w xs

automation y (p : xs) = automation z xs

automation z (a : xs) = automation z xs

automation z (b : xs) = automation y xs

automation _ _ = False

accept :: Sequence -> Bool

accept sequence = automation w sequence

ex1 = [A] -- False

ex2 = [B,A,B,B,B,B] -- True

ex3 = [B] -- True

ex4 = [] -- False

$$\Sigma = \{a, b, z\}$$

$$L(G) = \{z a^n z a^n b^m z b^m z, n, m \in \mathbb{N}\}$$

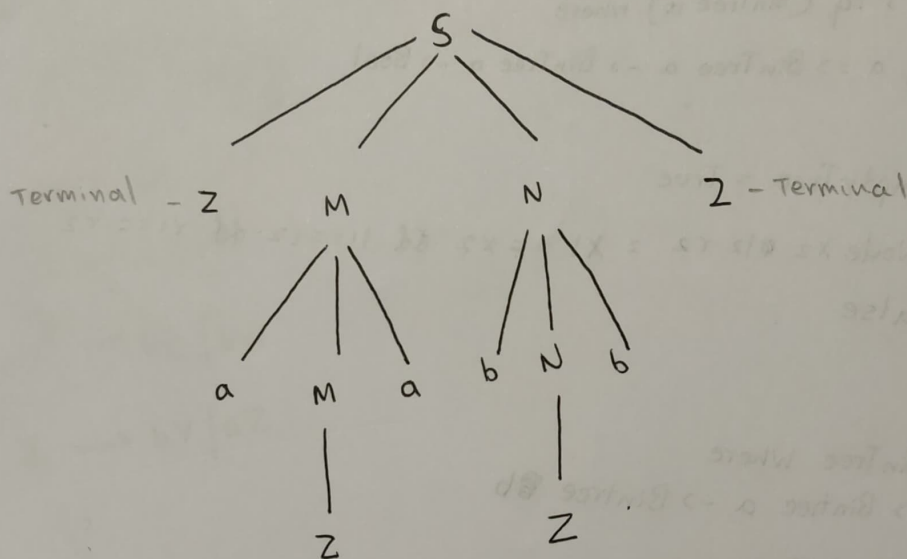
$$S \rightarrow z M N z$$

$$M \rightarrow a M a \mid z$$

$$N \rightarrow b N b \mid z$$

String: $z z b b z b b z$

Parse Tree



Question 3

```
data BinTree a = EmptyTree | Node a (BinTree a) (BinTree a)
```

```
instance (Show a) => Show (BinTree a) where
```

```
-- show :: Show a => BinTree a -> String
```

```
Show EmptyTree = ""
```

```
show (Node x l r) = "(" ++ show x ++ show l ++ show r ++ ")"
```

```
-- Included function
```

```
insertTree :: (Ord a) => a -> BinTree a -> BinTree a
```

```
-- example
```

```
tree :: BinTree Integer
```

```
1. instance (Eq a) => Eq (BinTree a) where
```

```
-- (==) :: Eq a => BinTree a -> BinTree a -> Bool
```

~~EmptyTree~~

```
EmptyTree == EmptyTree = True
```

```
Node x1 l1 r1 == Node x2 l2 r2 = x1 == x2 && l1 == l2 && r1 == r2
```

```
-- == _ = False
```

```
2. instance Functor BinTree where
```

```
-- fmap :: (a -> b) -> BinTree a -> BinTree b
```

```
fmap - EmptyTree = EmptyTree
```

```
fmap f (Node x1 l1 r1) = Node (f x1) (fmap f l1) (fmap f r1)
```