

[5926/119]

T.E. (Information Technology)
THEORY OF COMPUTATION
(2019 Pattern) (Semester - I) (314441)

Time : 2½ Hours]

[Max. Marks : 70]

Instructions to the candidates:

- 1) Solve Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8.
- 2) Neat diagrams must be drawn wherever necessary.
- 3) Figures to the right indicate full marks.
- 4) Assume suitable data, if necessary.

Q1) a) What is a Regular Grammar? Explain types of regular grammar. [5]

b) Simplify the following CFG.

$$S \rightarrow ABA$$

$$A \rightarrow aA \mid \epsilon$$

$$B \rightarrow bB \mid \epsilon$$

$S \rightarrow ABA \mid BA \mid B \mid A \mid \epsilon$

$A \rightarrow aA \mid a$

$B \rightarrow bB \mid b$

Type 0 \Rightarrow Regular

c) What is ambiguous grammar? Show that the following grammar is ambiguous and find the equivalent unambiguous grammar. [7]

$$E \rightarrow E + E \mid E * E \mid (E) \mid 1$$

$$1 \rightarrow a \mid b$$

OR

Q2) a) Write CFG for the language $L = \{a^i b^j c^k \mid i = j + k \text{ \& } j, k \geq 1\}$. [6]

b) Check whether the given language is CFL or not $L = \{a^n b^h c^n \mid n \geq 0\}$. [6]

c) Convert the following RLG to FA. [6]

$$S \rightarrow 0A \mid 1B \mid 0 \mid 1$$

$$A \rightarrow 0S \mid 1B \mid 1$$

$$B \rightarrow 0A \mid 1S$$

$S \rightarrow AS$

$A \rightarrow as$

$B \rightarrow$

$S \rightarrow asbc$

aaabccc

Q3) a) Define Post machine. [3]

b) Design a PDA for accepting language $L = \{ w c w^R \mid w \in (a, b)^* \}$. [6]

c) Define Push down Automata. Explain different types of PDA. Explain any two applications of PDA. [8]

OR

Q4) a) Design a Pushdown Automata for the following language [7]

$$L = \{ a^n c b^n \mid n \geq 1 \}$$

b) Convert the grammar [6]

$$S \rightarrow \epsilon S i \mid A$$

$$A \rightarrow i A 0 \mid S \mid \epsilon$$

to PDA that accepts the same language by empty stack.

c) Compare Finite Automata and Pushdown Automata. [4]

Q5) a) Write a note on Universal Turing Machine. [5]

b) Explain post correspondence problem with a suitable example. [6]

c) Construct a Turing machine to find 2's complement of a binary number. [7]

OR

Q6) a) Design a Turing Machine to increment value of binary number by one. [8]

b) Write short notes on [6]

i) Unsolvability problems

ii) Applications of Turing Machine

c) What are recursive and recursively enumerable languages? [4]

Q7) a) What is a Traveling Salesman Problem? Justify that it is a NP-class problem. [8]

b) Write short notes on [9]

- i) A Simple Un-decidable problem
- ii) Measuring Complexity

OR

Q8) a) Explain Cook's theorem in detail. [8]

b) Explain in detail the Node-Cover Problem. [9]

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