

Hw6

1) In a Boolean algebra, every element  $x$  has

Suppose  $x$  and  $y$  are two inverse elements of  $x$  such that

Identity law given

$$x+x=1 \text{ and } x \cdot x=0$$

$$\text{and } xy=1 \text{ and } x \cdot y=0$$

To prove  $x=y$

$$\text{consider } y = y \cdot 1$$

$$= y \cdot (x+x)$$

$$= y \cdot x + y \cdot x$$

$$= 0 + y \cdot x$$

$$= y \cdot x$$

$$= y \cdot x + 0$$

$$= y \cdot x + x \cdot x$$

$$= x \cdot y + x \cdot x$$

$$= x \cdot (y+x)$$

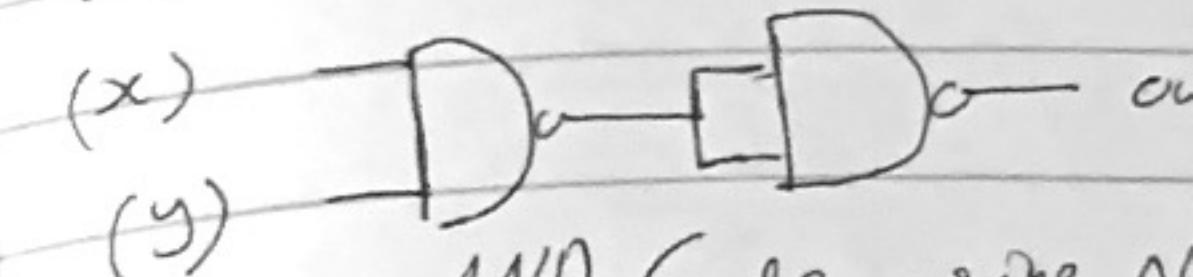
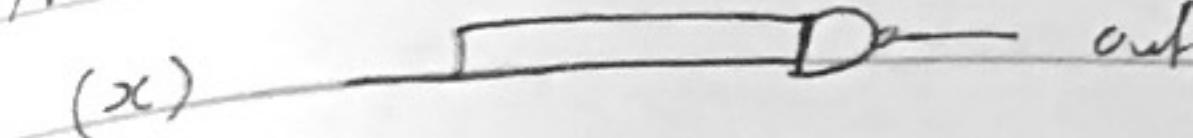
$$= x \cdot 1$$

$$= x$$

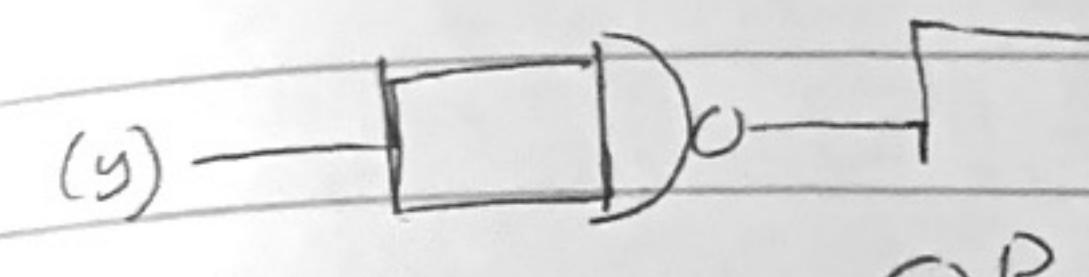
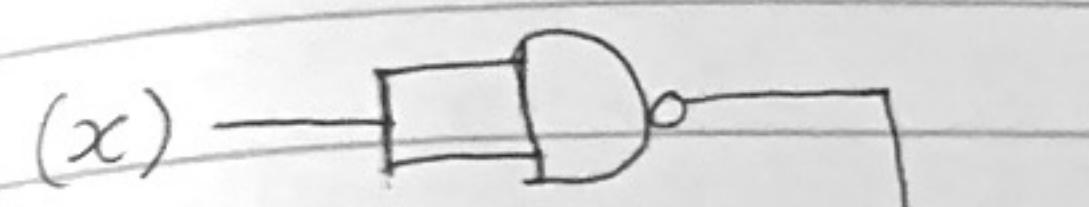
$$\Rightarrow y=x$$

Inverse element is unique.

2) Not Gate Using NAND Gate



NAND Gate using



OR

$$3) \frac{\bar{w}\bar{x}\bar{y}\bar{z}}{2} + \frac{\bar{w}\bar{x}\bar{y}z}{3} + \frac{\bar{w}x\bar{y}\bar{z}}{4} +$$

$$+ \frac{\bar{w}x\bar{y}z}{5} + \frac{\bar{w}xy\bar{z}}{6}$$

here  $F(w, x, y, z) = \Sigma_m(1, 3,$

$$F = \bar{x}_2 + \bar{x}_1$$

~~elements at  
Identity law given~~

$$1 = x + x$$

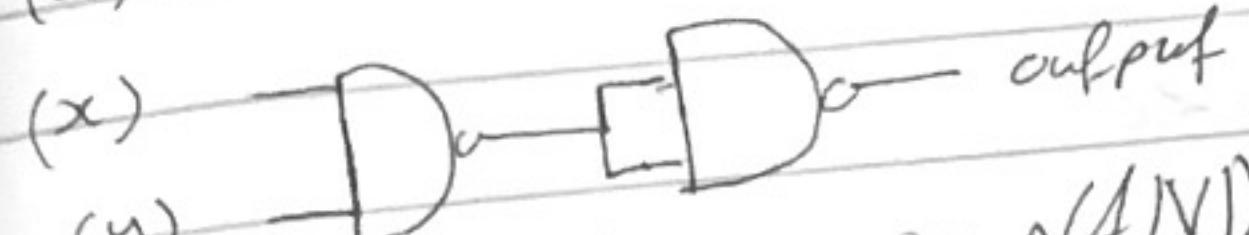
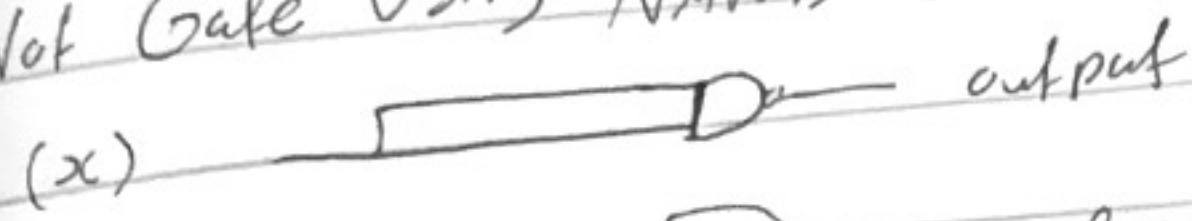
Distributive law given  $y \cdot x = 0$

Identity law given  $x \cdot x = x$

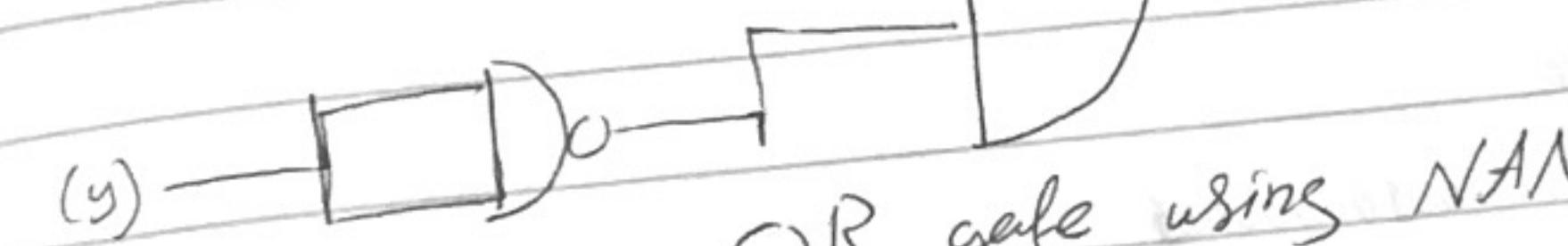
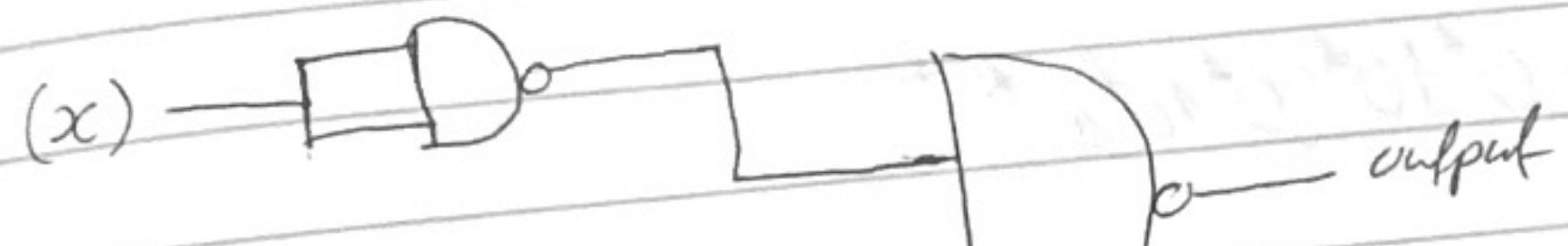
Commutative law

Distributive law  
given,  $x + y = 1$

2) Not Gate Using NAND Gate



AN<sup>I</sup> Gate using NAND gate



OR gate using NAND gate

$$3) \frac{\bar{w}\bar{x}\bar{y}\bar{z}}{1} + \frac{\bar{w}\bar{x}\bar{y}z}{3} + \frac{w\bar{x}\bar{y}z}{4} + \frac{\bar{w}xy\bar{z}}{6} + \frac{\bar{w}xyz}{12} + \frac{wx\bar{y}z}{14} + \frac{wx\bar{y}\bar{z}}{14}$$
$$+ \frac{w\bar{x}yz}{9} + \frac{w\bar{x}y\bar{z}}{12}$$

$$\text{here } F(w, x, y, z) = \Sigma_m(1, 3, 4, 6, 9, 11, 12, 14)$$

$$F: \bar{x}_2 \bar{x}_1$$

element is unique.

ITCERS



(Date) \_\_\_\_\_ entered into a Civil  
At the time of our marriage or C  
THEY ARE / ARE NOT attending R  
Spouse's or Civil Union Partner's S

$$\begin{aligned}
 4) V-WX-Y-Z &= 00100_2 = 4 \\
 V-WXY-Z &= 00110_2 = 6 \\
 VWX-YZ &= 01101_2 = 13 \\
 V-WX-Y-Z &= 10100_2 = 20 \\
 V-WXY-Z &= 10110_2 = 22 \\
 VWX-YZ &= 11101_2 = 29
 \end{aligned}$$

$$5) R.E = 0^* 10^* (0^* 10^* 10^*)^*$$

Let's take

1000000001000000

1100010111001000000 and all such strings that contain odd number of 1's in the string.

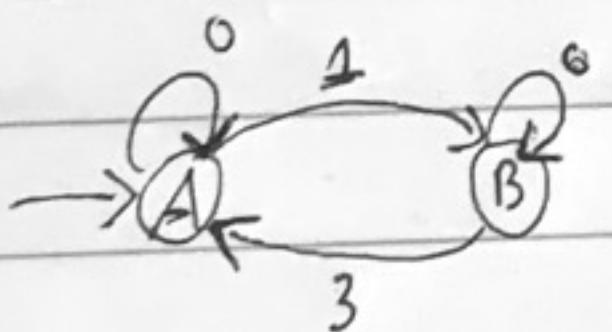
Regular Expression for all length  $a$ 's defined over  $\{a, b\}$

$$RE \Rightarrow b + a(a + b^*a)^*$$

Valid strings: a, b, aab, aaabb, abaa and many more similar strings

6) All Binary String containing an odd number of 1's

$$L = \{a, 01, 10, 111, 1011, 1101\}$$

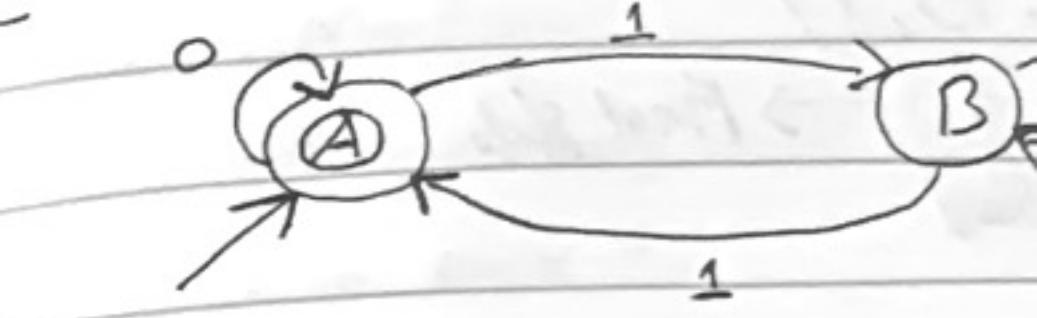


$$RE:$$

$$0^* 10^* (0^* 10^* 10^*)^*$$

7) DFA: all binary strings divisible by 3

$$L = \{0, 11, 110, 1001, 1100\}$$

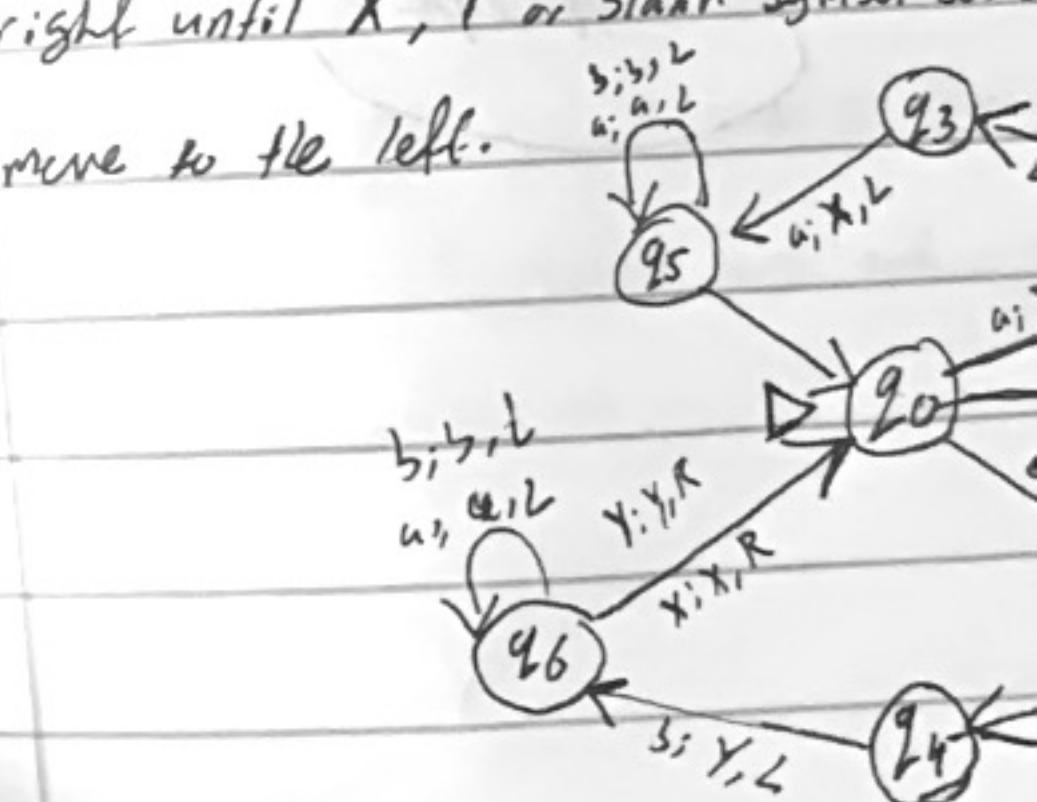


7)  $S = 1m \Rightarrow SS^* \Rightarrow Sg + S^* \Rightarrow a$   
 $S = rm \Rightarrow Sg^* \Rightarrow Sa^* \Rightarrow SS +$

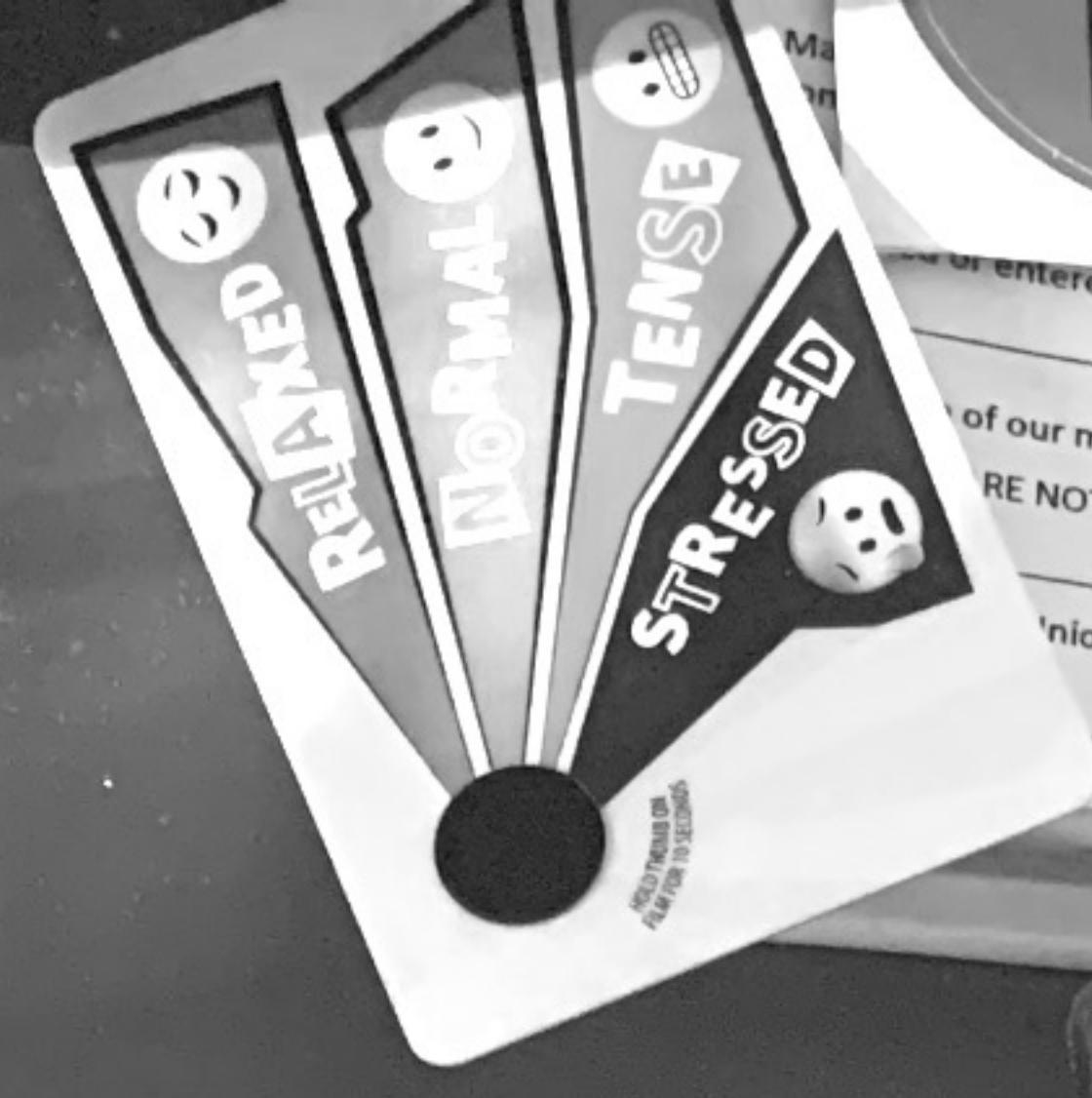
If is Unambiguous

The set of all postfix expressions multiplication.

8) The given function for which we have to  
where  $w \in \{a, b\}^*$  and  $w^R$  is the reverse  
Turing machine is Handle symbol 'q':  
Whenever the input symbol will be  
In it first symbol 'q' will be converted  
and we will go to state  $q_1$ . Now,  
right until X, Y or blank symbol come  
move to the left.

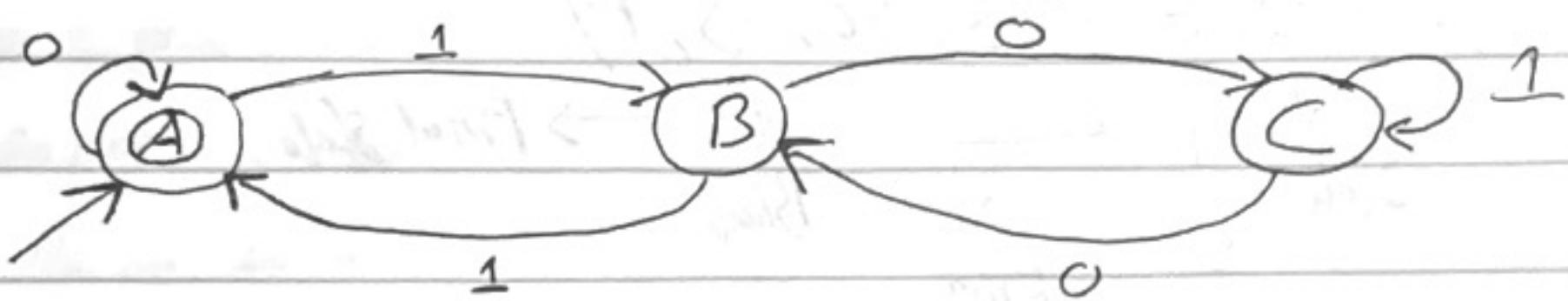


ERS.



6) DFA: all binary strings divisible by 3

$$L = \{0, 11, 110, 1001, 1100, \dots\}$$



$$f) S = l_m \Rightarrow SS^* \Rightarrow gg + S^* \Rightarrow aaS + S^* \Rightarrow aa + S^* \Rightarrow aa + a^*$$

If is Unambiguous

The set of all postfix expressions consist of addition and multiplication.

such strings that contain

defend over  $\{a, s\}$

and may one sign his

member of 1's

$$= \{0, 01, 10, 111, 1011, 1101\}$$

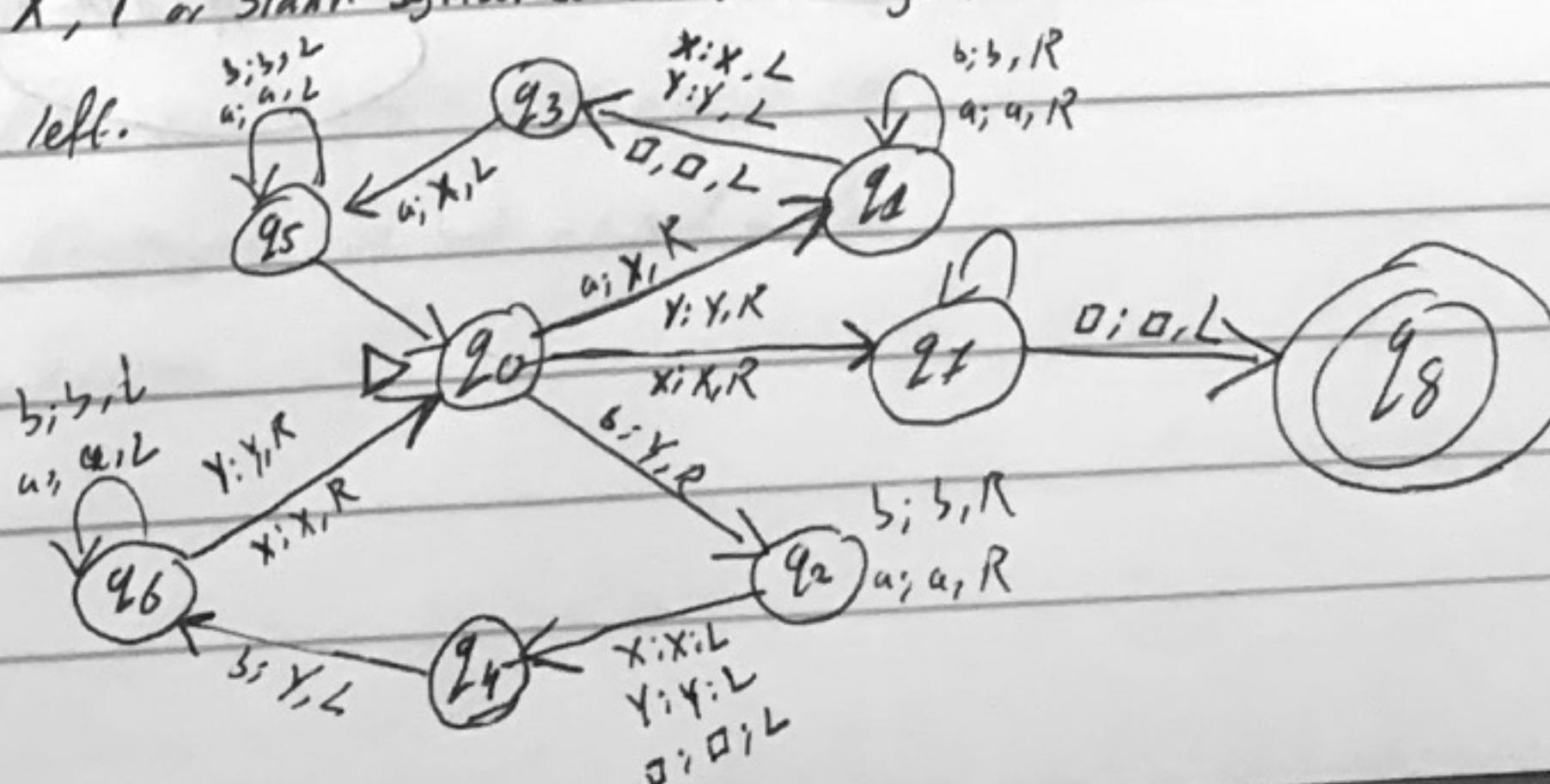
$$0^* 10^* (0^* 10^* 10^*)^*$$

8) The given function for which we have to design the turing machine if  $f(w) = ww^R$ ,  
 where  $w \in \{a, b\}^*$  and  $w^R$  is the reverse of  $w$ . Steps to design the required  
 Turing machine is Handle symbol 'a':  
 When a '1' symbol will be 'a' states  $\{q_0, q_1, q_3, q_5\}$  will handle it.

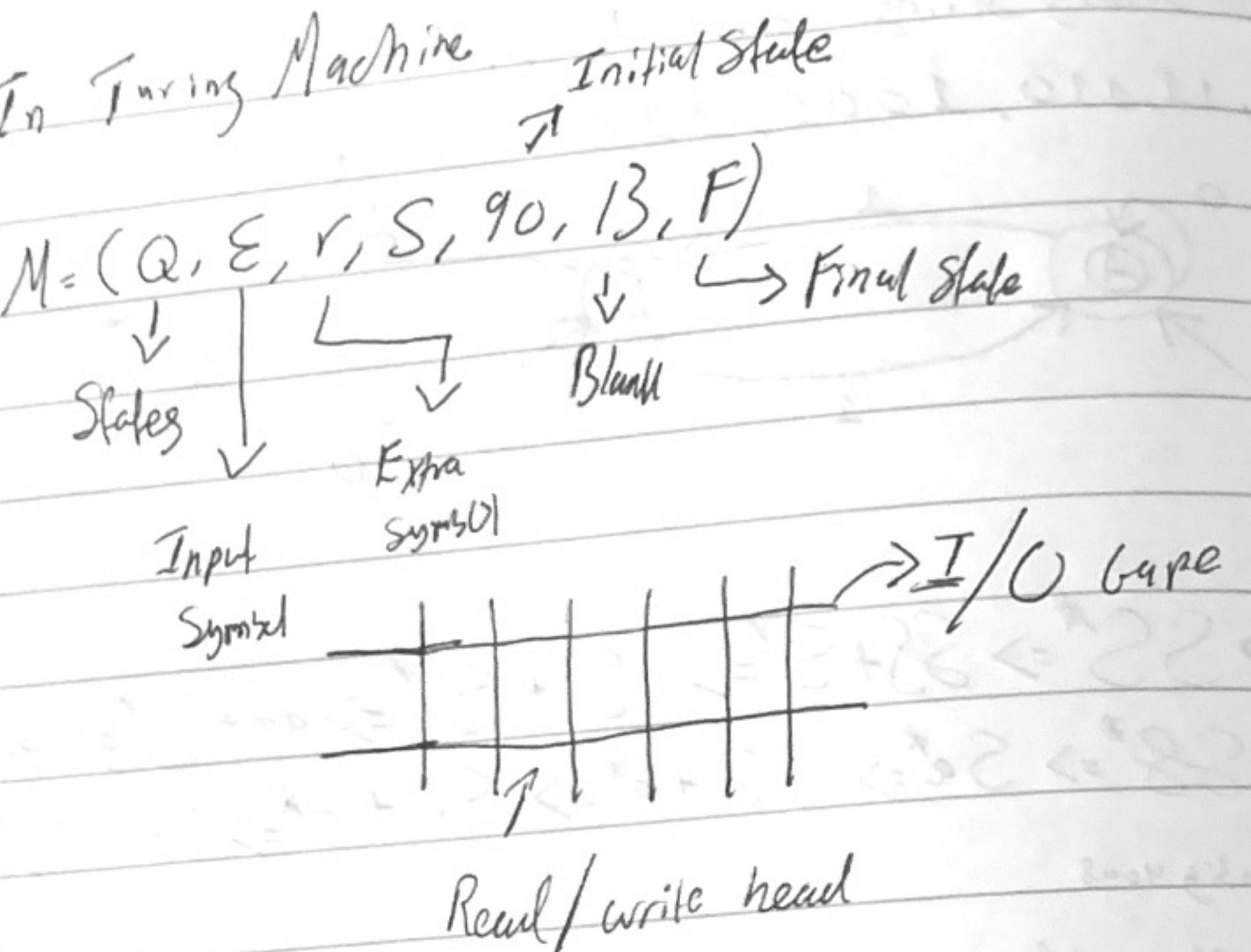
Turing machine is made of:

Whenever the input symbol will be '4' States  $\{q_0, q_1, q_3, q_5\}$  will handle it.

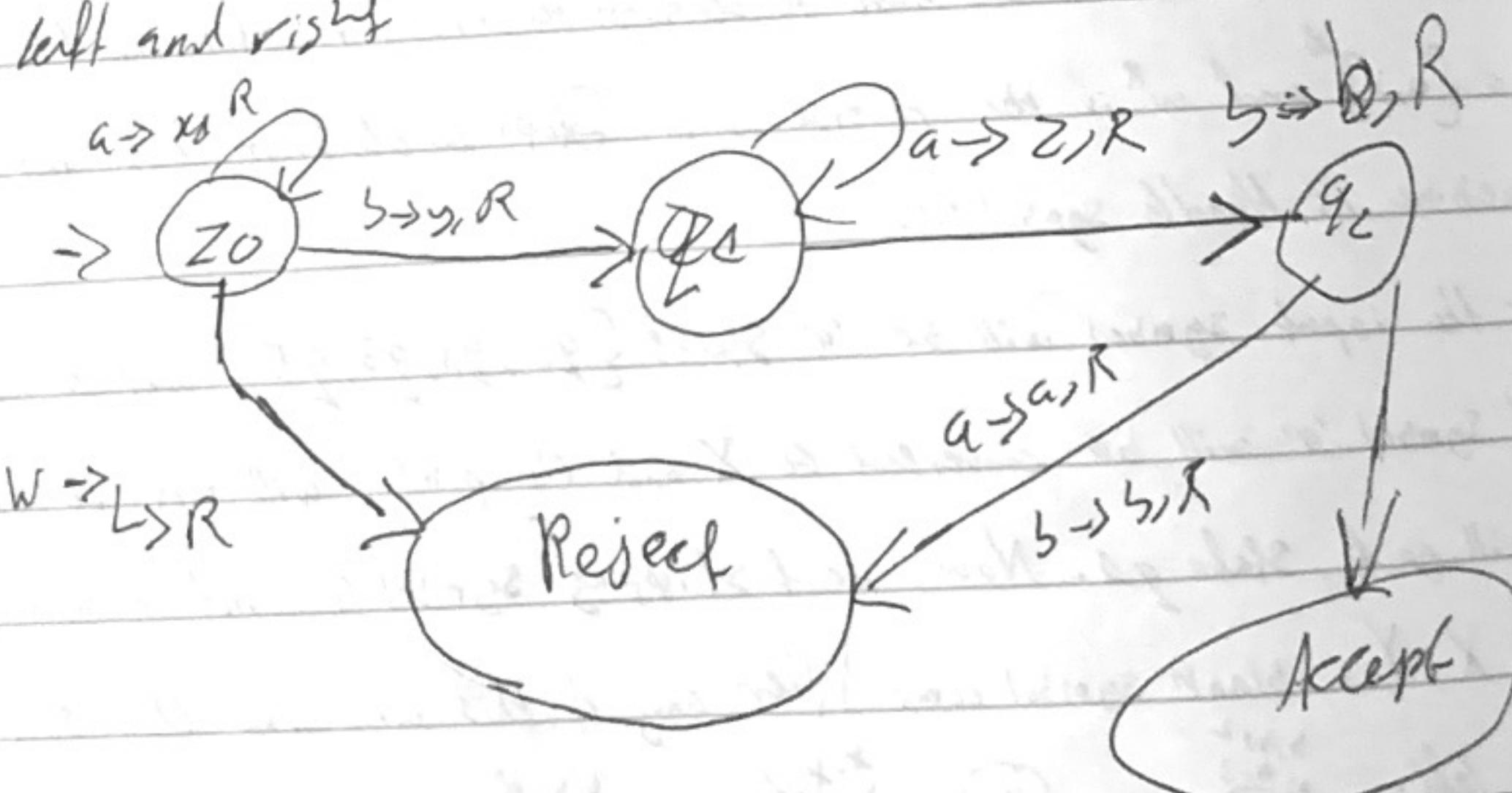
In it first symbol 'q' will be converted to X and the pointer will move to right and we will go to state  $q_1$ . Now, start skipping symbol 'a' and 'b' and move right until X, Y or blank symbol come. When any of this will come then skip it and



9) In Turing Machine



→ Read and write both are possible and read/write head moves in both possible and read/write head moves in both directions left and right



- 10) Prove that Recursive Languages are closed under union
- Let  $M_0 = TM$  for  $L_1, L_2$
  - Let  $M_0$  construction
  - 1) Make 2-tapes and copy input  $W$  on
  - 2) Simulate  $M_1$  on tape 1
  - 3) Simulate  $M_2$  on tape 2
  - 4) If either  $M_1$  or  $M_2$  accepts, then  $M_0$  accepts
  - 5) Otherwise  $M_0$  rejects

Prove that recursive language are closed under intersection

- Let  $M_0 = TM$  for  $L_1, L_2$
- Let  $M_0$  construction
- 1) Make 2-tapes and copy input  $W$  on
- 2) Simulate  $M_1$  on tape 1
- 3) Simulate  $M_2$  on tape 2
- 4) If  $M_1$  and  $M_2$  accepts, then  $M_0$  accepts
- 5) Otherwise  $M_0$  rejects.

Recursive languages are also closed under

- Concatenation
- Kleen closure (star operator)
- Homomorphism and inverse Homomorphism
- Complementation.

Recursive Languages are not closed under

Initial State

B, F)

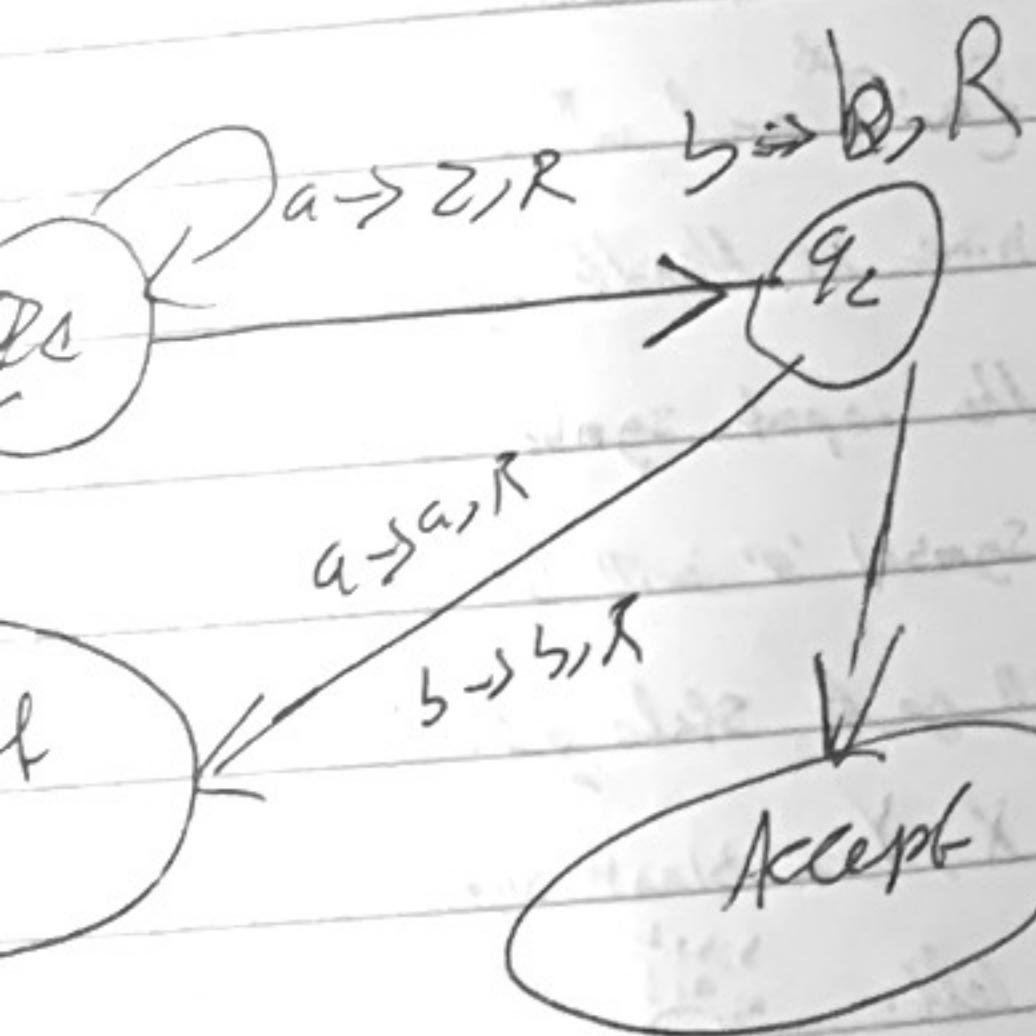
↓ ↳ Final State

blank

→ I/O tape

write head

are possible and real/write head  
real/write head moves in both directions



- 10) Prove that Recursive Languages are closed under Union  
→ Let  $M_1 = TM$  for  $L_1, U_1$

→ Let  $M_2$  construction

- 1) Make 2-tapes and copy input W on both tapes
- 2) Simulate  $M_1$  on tape 1
- 3) Simulate  $M_2$  on tape 2
- 4) If either  $M_1$  or  $M_2$  accepts, then  $M_2$  accepts
- 5) Otherwise  $M_2$  rejects

Prove that recursive languages are closed under intersection

→ Let  $M_1 = TM$  for  $L_1, U_1$

→ Let  $M_2$  construction

- 1) Make 2-tapes and copy input W on both sides
- 2) Simulate  $M_1$  on tape 1
- 3) Simulate  $M_2$  on tape 2
- 4) If  $M_1$  and  $M_2$  accept, then  $M_2$  accepts
- 5) Otherwise  $M_2$  rejects.

Recursive languages are also closed under:

- Concatenation
- Kleen closure (Star operator)
- Homomorphism and inverse homomorphism
- Recursive Languages are not closed under  
◦ Complementation.