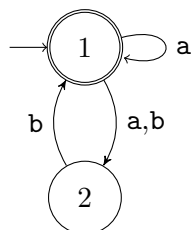
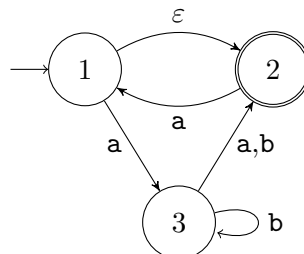


1 Converting NFAs to DFAs (★)

Use the generic construction to convert the following two nondeterministic automata to equivalent deterministic finite automata.



(1)



(2)

2 Constructing & converting NFAs from regular expressions (★)

1. Give an NFA recognizing the language $(01 \cup 001 \cup 010)^*$.
2. Convert this NFA to an equivalent DFA. Give only the portion of the DFA that is reachable from the start state.

3 Binary addition and regular languages (★★)

Let

$$\Sigma_3 = \left\{ \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}, \dots, \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} \right\}.$$

Σ_3 contains all size 3 columns of 0s and 1s. A string of symbols in Σ_3 gives three rows of 0s and 1s. Consider each row to be a binary number and let

$$B = \{w \in \Sigma_3^* \mid \text{the bottom row of } w \text{ is the sum of the top two rows}\}.$$

For example,

$$\begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} \in B, \quad \text{but} \quad \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} \notin B.$$

Show that B is regular. (Hint: Working with $B^{\mathcal{R}}$ is easier. You may assume the result claimed in Problem 4 of Problem Sheet 2, i.e., if a language L is regular, then its ‘reverse’ language $L^{\mathcal{R}}$ is regular.)

4 Binary multiplication and regular languages (***)

Let

$$\Sigma_2 = \left\{ \begin{bmatrix} 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \end{bmatrix}, \begin{bmatrix} 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 1 \\ 1 \end{bmatrix} \right\}.$$

Here, Σ_2 contains all columns of 0s and 1s of height two. A string of symbols in Σ_2 gives two rows of 0s and 1s. Consider each row to be a binary number and let

$$C = \{w \in \Sigma_2^* \mid \text{the bottom row of } w \text{ is three times the top row}\}.$$

For example, $\begin{bmatrix} 0 \\ 0 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \end{bmatrix} \in C$, but $\begin{bmatrix} 0 \\ 1 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} \notin C$. Show that C is regular. (You may assume the result claimed in Problem 4 of Problem Sheet 2.)

5 Regular expressions (*)

For each of the following languages, give two strings that are members and two strings that are *not* members—a total of four strings for each part. Assume the alphabet $\Sigma = \{a, b\}$ in all parts.

1. a^*b^*
2. $a(ba)^*b$
3. $a^* \cup b^*$
4. $(aaa)^*$
5. $\Sigma^*a\Sigma^*b\Sigma^*a\Sigma^*$
6. $aba \cup bab$
7. $(\varepsilon \cup a)b$
8. $(a \cup ba \cup bb)\Sigma^*$