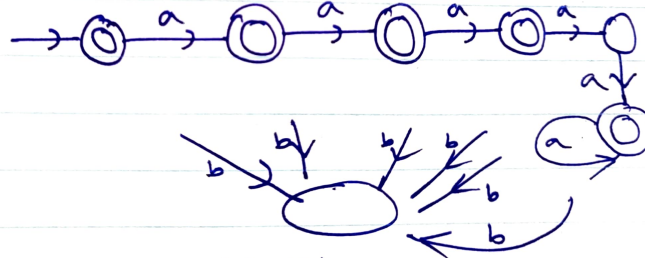
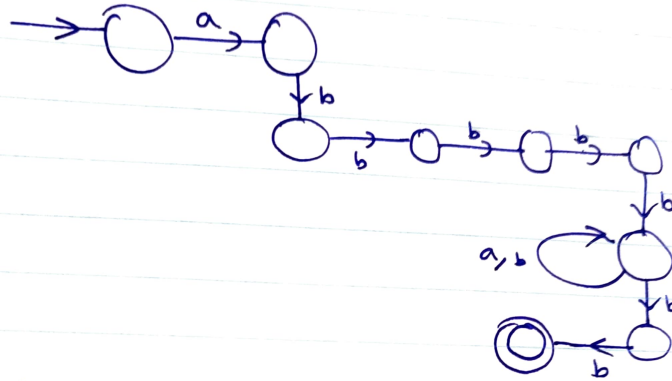


IIT Kharagpur, CSE Dept., Spring'23

Answer all questions. In case of reasonable doubt, make practical assumptions.
Marks will be deducted for sketchy proofs and claims without proper reasoning.

Time = 1 hour

$$(a) \ L = \{ab^5wb^2 \mid w \in \{a, b\}^*\}. \quad [2.5]$$
$$(b) \quad L = \{a^n \mid n \geq 0, n \neq 4\}. \quad [2.5]$$
$$17 = 2$$


add this
dead state if you want
a complete DFA,
though we did not ask
for it.

2. Let L be a regular language on some alphabet Σ and let $\Sigma_1 \subset \Sigma$ be some smaller alphabet. Prove that $L_1 = L \cap \Sigma_1^*$ is also regular. [5]

Solution: Note that Σ_1^* is a regular language over the alphabet Σ_1 . Since, $\Sigma_1 \subset \Sigma$, Σ_1^* is also

a regular language over the alphabet Σ . This can be argued as follows. There exists a FA for Σ_1^* which has one initial=accept state and a self loop with all symbols $\in \Sigma_1$. Add a dead state to this automaton such that for all symbols $\in \Sigma \setminus \Sigma_1$, the FA transitions to it from the initial state. This is now an FA for Σ_1^* , but defined over the alphabet Σ . Since regular languages are closed over concatenation, $L_1 = L \cap \Sigma_1^*$ is also regular over the alphabet Σ .

3. For each of the following languages, construct a regular expression that generates it:

(a) the set of binary strings that have both 00 and 11 as substrings; [2.5]

Solution: $(1+0)^*((11(1+0)^*00)+(00(1+0)^*11))(1+0)^*$ is the language of strings containing 11 and 00.

(b) the set of strings over the alphabet $\{x, y, z\}$ in which each y is immediately followed by x ; [2.5]

Solution: $(x + yx + z)^*$

4. For languages A and B , let the perfect shuffle of A and B be the language

$$\{w \mid w = a_1b_1 \cdots a_kb_k, \text{ where } a_1 \cdots a_k \in A \text{ and } b_1 \cdots b_k \in B, \text{ each } a_i, b_i \in \Sigma\}$$

Show that the class of regular languages is closed under perfect shuffle.

[5]

Answer: Let $D_A = (Q_A, \Sigma, \delta_A, q_A, F_A)$ and $D_B = (Q_B, \Sigma, \delta_B, q_B, F_B)$ be two DFAs that recognize A and B , respectively. Here, we shall construct a DFA $D = (Q, \Sigma, \delta, q, F)$ that recognizes the perfect shuffle of A and B .

The key idea is to design D to alternately switch from running D_A and running D_B after each character is read. Therefore, at any time, D needs to keep track of (i) the current states of D_A and D_B and (ii) whether the next character of the input string should be matched in D_A or in D_B . Then, when a character is read, depending on which DFA should match the character, D makes a move in the corresponding DFA accordingly. After the whole string is processed, if both DFAs are in the accept states, the input string is accepted; otherwise, the input string is rejected.

Formally, the DFA D can be defined as follows:

(a) $Q = Q_A \times Q_B \times \{A, B\}$, which keeps track of all possible current states of D_A and D_B , and which DFA to match.

(b) $q = (q_A, q_B, A)$, which states that D starts with D_A in q_A , D_B in q_B , and the next character read should be in D_A .

(c) $F = F_A \times F_B \times \{A\}$, which states that D accepts the string if both D_A and D_B are in accept states, and the next character read should be in D_A (i.e., last character was read in D_B).

(d) δ is as follows:

i. $\delta((x, y, A), a) = (\delta_A(x, a), y, B)$, which states that if current state of D_A is x , the current state of D_B is y , and the next character read is in D_A , then when a is read as the next character, we should change the current state of A to $\delta_A(x, a)$, while the current state of B is not changed, and the next character read will be in D_B .

ii. Similarly, $\delta((x, y, B), b) = (x, \delta_B(y, b), A)$.