
CS 361– Homework 8
Total possible points: 45

1. (15 points) Create a decider TM_1 for the following language
 $END_{DFA} = \{ \langle D, s \rangle \mid D \text{ is a DFA and accepts at least one string that ends on symbol } s \}$

```

On input string  $\langle D, s \rangle$ 
 $TM_1$  checks whether  $\langle D, s \rangle$  is a valid encoding of a DFA and string  $s$ 
If invalid then
     $TM_1$  rejects  $\langle D, s \rangle$ 
Else if DFA's alphabet does not contain symbol  $s$ 
     $TM_1$  rejects  $\langle D, s \rangle$ 
Else
     $TM_1$  marks the state which can be reachable to  $D$ 
    If the marked state is the final state
        If  $D$  accepts symbol  $s$ 
             $TM_1$  accepts  $\langle D, s \rangle$ 
        Else
             $TM_1$  rejects  $\langle D, s \rangle$ 
        End if
    End if
End if

```

2. (15 points) Create a decider TM_2 for the following language
 $3SIZE_{DFA} = \{ \langle D \rangle \mid D \text{ is a DFA and } |L(D)| = 3 \}$
 Recall that $L(D)$ denotes the language of the machine D .

```

On input string  $\langle D, s \rangle$ 
 $TM_2$  checks whether  $\langle D, s \rangle$  is a valid encoding of a DFA and string  $s$ 
If invalid then
     $TM_2$  rejects  $\langle D, s \rangle$ 
Else
     $TM_2$  simulates  $D$  on string  $s$ 
    Integer  $i$  is set to 0
    If  $D$  accepts string  $s$  then
         $TM_2$  accepts  $\langle D, s \rangle$ 
        Increment value of integer  $i$  by 1
    End if
End if

If integer  $i$  is equal to 3

```

```
    TM2 accepts <D>
Else if i is not equal to 3
    TM2 accepts <D>
End if
```

3. (15 points) Create a decider TM_3 for the following language
 $3StepsTM = \{ \langle T \rangle \mid T \text{ is a TM and rejects the empty string within 3 steps, i.e., transitions} \}$

```
On input string <T>
TM3 checks whether <T> is a valid encoding of TM and string s
If invalid then
    TM3 rejects <T>
Else if T
    For all i in {1, 2, 3}
        TM3 simulates T on string s
    End for
    TM3 rejects <T>
End if
```