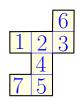
Consider the following "maze":



A robot starts at position 1 – where at every point in time it is allowed to move only to adjacent cells. The input is a sequence of commands V (move vertically) or H (move horizontally), where the robot is required to move if it gets such a command. If it is in location 2, and it gets a V command then it must move down to location 4. However, if it gets command H while being in location 2 then it can move either to location 1 or 3, as it chooses.

An input is *invalid*, if the robot get stuck during the execution of this sequence of commands, for any sequence of choices it makes. For example, starting at position 1, the input HVH is invalid. (The robot was so badly designed, that if it gets stuck, it explodes and no longer exists.)

- Starting at position 1, consider the (command) input HVV. Which location might the robot be in? (Same for HVVV and HVVVH.)
- 1.B.
- Draw an NFA that accepts all valid inputs. The robot solves to maze if it arrives (at any point in time) to position 7. Bray an NFA that accepts 1.C. all inputs that are solutions to the maze.
- (Extra not for discussion section.) Write a regular expression which is all inputs that are valid 1.D. solutions to the mattps://tutorcs.com (See here for notes of how to solve such a question.)
- Let $L = \{w \in \{a,b\}^* \mid \mathbf{V} \neq \mathbf{S} \text{ in some position } t \neq \mathbf{S} \text{ appears in position } i+2\}$.
 - **2.A.** Create an NFA N for L with at most four states.
 - 2.B. Using the "power-set" construction, create a DFA M from N. Rather than writing down the sixteen states and trying to fill in the transitions, build the states as needed, because you won't end up with unreachable or otherwise superfluous states.
 - Now directly design a DFA M' for L with only five states, and explain the relationship between M2.C. and M'.