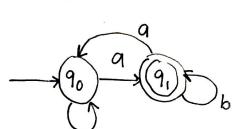
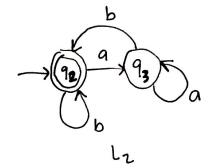
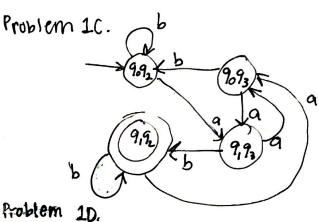
Problem 1A.

Li={W:W has an odd#ofas3 Lz={w:w base ends w/a b}

Problem 1B.



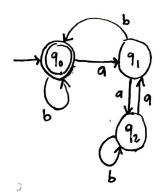




	A	8
1092	9193	9092
9092	9,93	9092
9,92	9093	992
9,93	9093	9,92
		\

Constance Xu

| pledge my honor that I home abided by the stevens Honor system.



I can marge the two states will changing the language because they are trying to accomplish the same things.

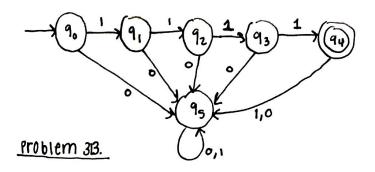
If you have I a, you still need a b. If you have 2 a's, the machine should NOT accept until you have 3 as, then you'll need a b

## Problem 2

Start WI an NFA X for A. Create this NFA as follows: If you reverse all the arrows for X (if they were going one direction, have them go the opposite way) and the start state of X should be the accept state for X removed. In this NFA, create a new start state, go and add & transitions to each state of X reversed that correspond to the accept states of X. Hake accept by doing so, We can show that for any string w in I, there is a state game, path from the start state to the accept state... if and only if there is a path from go to Paccept in M!

## Problem 3A.

4= { 1111}



no, you cannot.

You cannot reduce the # of states because every state is completely necessary. By removing one, you completely change the language that the machine reads. Let a path from the start state to the accept state be at length k(k≥3).

where U.F. & PRALN is equal to N-ones. Let then be k amount of states where N = k-2. A the -2 comes from the accept state and the initial state. We need one state for a invalid input. This is state is also butchy nuclessary and cannot be taken out. If it were taken out, due to the pidgeon hale principle, they must be redirected to the other states, allowing for invalid strings to be validated.

Hence, you cannot take out any states.