

Foundations of C.S. Spring, 2021 PRINT NAME:

SIGN:

1. (3 pts) Suppose that the output of the CYK algorithm is given below.

What are all the various S rules which G could have which justified placing S on top?

\$ Each rules which could be used corresponds to a parenthesation:

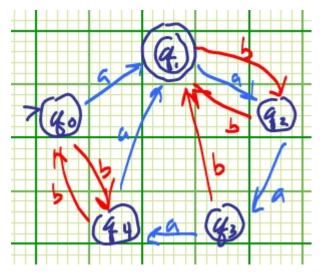
 $(a)(bcde): S \to JB$

 $(ab)(cde): S \to FE$

 $(abc)(de): S \to CI$

 $(abcd)(e): S \to AN$

2. (3 pts) Consider the following diagram of a Deterministic Finite Automaton.



Give 2 strings of length 4 in L(M).

Write the transition function of L in tabular form.

• First super-easy: abab and bbba. For tabular form, just be careful:

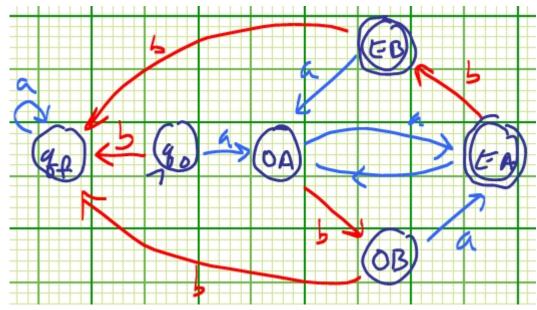
	a	b
q_0	q_1	q_4
q_1	q_2	q_2
q_2	q_3	q_1
q_3	q_4	q_1
q_4	q_1	q_0

3. (4 pts) Design a deterministic finite automaton for the language of all strings on $\{a,b\}$ which have an even number of a's, start with an a, and in which the substring bb does not occur.

You may give your machine in tabular form, or as a diagram, either using incomplete determinism or not.

Make sure that you indicate your design principles.

- ♣ There are lots of different approaches. These are the states I considered, and the method is very much like what we did for regular grammars:
 - Q_0 Start State
 - EA Even number of a's so far, and ends in a.
 - EB Even number of a's so far, and ends in b.
 - OA Odd number of a's so far, and ends in b.
 - OB Odd number of a's so far, and ends in b.
 - Q_f failure state.



missing loop, sorry