Theory of automata and Formal languages

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Problem 1

Exercise 1 asks us to find a while program that diverges with the smallest possible codification. This is my contribution:

```
Diverge=(0,s)
s:
    while X1 ≠ 1 do
        X1 := 0;
    od
```

This program has the following codification:

```
octave:10> CODE2N("while X1!=1 do X1:=0 od")
ans = 14
```

Problem 2

Problem 2 asks us to code in octave a program which prints all vectors belonging to \mathbb{N}^* . As there are infinite vectors I tried doing a program with an infinite loop that would print in screen all the vectors one by one, this program would of course be neverending. However I don't think octave allows this as when I tried no output was shown on-screen until I interrupted the program. So instead I created a program that outputs the first n vectors.

Here is an example of it's execution:

```
octave:20> printvector(20)
1:
  ()
  (0)
2:
   (0
       0)
3:
   (1)
4:
  (0
5:
       0
          0)
б:
   (1 \ 0)
  (2)
   (0
              0)
8:
       0
           0
   (1 0
9:
         0)
10: (0
       1)
11: (3)
                  0)
12:
    (0
        0
            0
               0
   (1 0
               0)
13:
            0
14: (0 0
            1)
15:
    (2 0)
16: (4)
    (0
                      0)
17:
                  0
            0
               0
        0
    (1
18:
        0
            0
               0
                  0)
               1)
19:
    (0
        0
            0
            0)
20:
    (0
        1
```

Problem 3

Problem 3 asks us to do the same as problem 2 but in this case the output should be all possible while programs instead of vectors. Therefore:

Here is an example of it's execution:

```
octave:21> printwhile(20)
|1: ((0, X1≔9))
2: ((1, X1≔9))
3: ((0, X1≔9; X1≔9))
4: ((2, X1≔9))
5: ((1, X1≔9; X1≔9))
6: ((0, X1∺X1))
7: ((3, X1≔9))
8: ((2, X1≔9; X1≔9))
|9: ((1, X1≒X1))
10: ((0, X1≔9; X1≔9; X1≔9))
|11: ((4, X1≔9))
12: ((3, X1≔9; X1≔9))
13: ((2, X1∺X1))
14: ((1, X1≔9; X1≔9; X1≔9))
|15: ((0, X1≔X1; X1≔9))
16: ((5, X1≔9))
17: ((4, X1≔9; X1≔9))
18: ((3, X1∺X1))
19: ((2, X1≔9; X1≔9; X1≔9))
20: ((1, X1:¥1; X1:♥))
```