Assignment #4

Gustavo Estrela de Matos CSCE 433: Formal Languages and Automata

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Question 1.

Question 2.

Question 3.

- (a) $G = (V, \Sigma, R, S)$ where:
 - $V = \{S\}$
 - $\Sigma = \{a, b\}$

Note that $\epsilon \in L_1$, therefore our first rule is $S \to \epsilon$. To build other strings we have to add 1's into the end and twice this number of 0's at the beggining of the string, then the second rule is $S \to 00S1$.

- $R = \{S \rightarrow \epsilon, S \rightarrow 00S1\}$
- (b) $G = (V, \Sigma, R, S)$ where:
 - $\bullet \ V = \{S\}$
 - $\Sigma = \{a, b\}$

Note that $\epsilon \in L_1$, therefore our first rule is $S \to \epsilon$. To build other strings of this language we have to guarantee that $m \ge n$ and keep m and n both odd or even. Which means that:

- $1 S \rightarrow aSb$; whenever adding an a you have to add a new b to keep $m \geq n$ and m n even.
- $2 S \rightarrow Sbb$; whenever adding a b we need to add two of them to keep m-n even.

Therefore the rules for this language are:

- $R = \{S \to \epsilon, S \to Sbb, S \to aSb\}$
- (c) $G = (V, \Sigma, R, S)$ where:
 - $V = \{S, S_1, R_1, T_1, S_2, R_2, T_2\}$
 - $\Sigma = \{a, b, c, d\}$

Note that the equation m+n=p+q means that for every a or b added we need to add a new c or d. To do that we are going to build the string from the outside to inside adding for every a or b a new d or a new c. You should also note that it's hard have the pair of rules "for every a add a new a" and "for every a add a new a" because they intersect each other; to deal with this we are going to create rules for two different situations: a0 and a1 and a2 and a3 and a4.

In the case where $m \geq q$ we are looking for the language $L_1 = \{a^m b^n c^p d^q \mid m + n = p + q, m \geq q\}$ generate the strings with the following rules:

- $1 S_1 \rightarrow aS_1d|R_1$
- $2 R_1 \rightarrow aR_1c|T_1$
- $3 T_1 \rightarrow bT_1c|\epsilon$

We do not need a rule that adds a new d when adding a b because we assumed that $m \geq q$ therefore every d of a string would already have been added by rule 1.

In the case where $m \leq q$ we are looking for the language $L_2 = \{a^m b^n c^p d^q \mid m+n=p+q, m \leq q\}$ generate the strings with the following rules:

- $4 S_2 \rightarrow aS_2d|R_2$
- $5 R_2 \rightarrow bR_2 d|T_2$
- $6 T_2 \rightarrow bT_2c|\epsilon$

Simmilarly we do not need a rule that adds a new c when adding a a because we assumed that $m \leq q$ therefore every a of a string would already have been added by rule 4. Now the last rule we need is the one that makes the union of L_1 and L_2 :

$$7 S \rightarrow S_1 | S_2$$

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$$R = \{S \to S_1 | S_2, S_1 \to aS_1 d | R_1, R_1 \to aR_1 c | T_1, T_1 \to bT_1 c | \epsilon, S_2 \to aS_2 d | R_2, R_2 \to bR_2 d | T_2, T_2 \to bT_2 c | \epsilon \}$$

Question 4.