{PS 7}	ohn Schneidernan & Jessica Moel
"I please my boss I T	OCHOELGEMEN & JESSICE (108)
"I piege my honor that I have	obided by Stevens Honor System"
Problem 1	
L= {aibmcidm: i, K=0}	
High-Level Description:	
	in represent one as SI and the
Other SZ)	
Push as onto SI	
When the first b is read:	
Change State	
Push b onto Sz	
Loop: for every b read, push b onto \$2	
When the first C:s read:	
Change State	
POP S1	
LOOP: for every c read, Po	p 51
When SI is empty	
Change State	' L
Pop S2	
Loop: for every & read, pop 52	
Enter accept State when S2 is empty	

Problem 2 Show Lmun = 80, P(7, C): () >03 Stack 1 = S1 Stack 2 = S2 High-Level Description 1) Push a's onto 31 2) when the first b is seen. Charge State PUJL 6 ONEO SZ 3) Loop: for every b Seen, push b onto 52 W) when the first C is seen. Change State POP a off SI Change State Pop b off 52 1100 11 5) Loop: for every C Seen pop 6 from S2 It SI is empty, return to step 4 else it so is empty, hit accept state else reject State E 2 = Push / pop Stack ? E, = PUSH/pop Stack 1

Problem 3 Prove that the intersection of CFL and a regular language is always convext free Let L = the context free language & Lz = regular must exist a PDA +6 to accept L3 = intersection of the two languages The accepting automata for 13 must have aspects Of both the PDA P and DFAD. Since "adding" these two together would result in an automota similar to that of a PDA (this machine would still have a Stack to cely on the resulting language is contextfree. Is may now necessarily be require, as the automata as a PDA and not a staict DFA, but is indeed a CFL.

Problem 4 Prove that the language AlB = Ew: wx EA, XEBJ where A is a CFL and B is a regular CFL. Similar to the explanation in #3, the automata that describes A/B must have both properties Of the PDA that describes CPL A and regular language B. Let this Cutomata be a PDA P. Since a PDA exists for this language that must mean it is a context-tree language Problem 5 When taking an input into a queue, we push ecch read Symbol onto it one by one. Also put a & ax Ino start of the queve (pushed last) to signify makine with a queue, we pop the end of the queue and push the new Symbol back to the front it the rule says to when the bis reached, we know the saring is done, so the process is over. Queves can be used to simulate turning machines easily. \$ aabbc => x \$ aabb => x xxx