

CS - 502

(Automata Theory) (lecture 1)

①

Marks Distribution:-

Final = 70

Quiz = 10

Mid term = 20

Book:-
Computer theory By
David I.A. Coker.

Course Topic:-

- ① introduction
- ② Language
- ③ Recursive definition.
- ④ Regular expression.
- ⑤ Finite Automata Theory
- ⑥ Transition Graph
- ⑦ Levenshtein distance.
- ⑧ FA with OLP
- ⑨ CFG
- ⑩ Push down Automata

① INTRODUCTION:-

- How to understand
Computer Theory?

Computer Theory
course
practical engine
course
- We deal with those
machines that do not
exist currently that
can also be demand
off

- Concept of
probability.
optimization.

- Compiler Construction:-

lexical Analyzers
↓
syntax Analyzer
↓
semantic Analyzer

code generator
→ code optimization

Chapter 2: LANGUAGE

A

*- Lexical Analyzer:

To Generate a Token.

Σ : int a ;

Token set :-

int → keyword

a → identifier

; → semicolon.

- Syntax / Syntactic Analysis.

Σ : letter (letter / digit)

Set of strings over some input alphabets.

Examples:

sign of input alphabets $\leq (a, b)$ than separator

a , b , aa , ab , bb , abbb ...

*- printf ("welcome");

(1) P(2) & (3) i (4) n (5) t (6) f (7) D

state
→ (1, P(2)) & (3) : (4) o (5) t (6) f (7) D
all ≠ accept ;

*- Alphabet (Σ): A finite set of symbols.

*- word / string:

A finite sequence of alphabetic symbols.

Language:

Σ : int a = 4.8 ;

Set of strings over some input alphabets.

Semantic Errors:

Type checking errors.

*- printf ("welcome");

sign of input alphabets $\leq (a, b)$ than separator

a , b , aa , ab , bb , abbb ...
OR

infinite

*⁴) Languages which form a Capital letter.

*⁵) In English braces the separator (,) are not use.

Example:-

From a language over

$\Sigma = \{a, b\}$ that have a length 2.

L = {aa ab ba bb} \rightarrow Finite

* - Function:-

*-B) Recursive:- / Reverse :-

reverse (ab) = ba

reverse (10) = 01

reverse (aa) = aa

↓

reverse (101) = 101

reverse (aba) = aba

{palindrom}

Q: Form a language of palindrom of length 3. $\Sigma = \{0, 1\}$

$\Lambda = \{1000 \text{ } 111 \text{ } 101 \text{ } 010\}$

① Length:-

length (a) = 1

length (aa) = 2

length (aba) = 3

length ((aa)(aa)) = 9

length (Λ) = 0

② Null string:-

Null string (e or Λ).

String Concatenation :-

TERMS FOR PART OF A

The concatenation of two strings is formed by writing all

characters of one string to the
End of another.

Example:-

if $x = \text{data}$. $y = \text{base}$

α
 β
 γ
 δ = database
= basedata

۲۷

*) Additive Identity :

Identity :-

Multiplicative Identity

= (1)

Identity elements over

Conclusion:

examples:-

PREFIX OF S :-

STRING

removing zero or more trailing symbols from a string.

? tailing \rightarrow (at the end)

* - man is the prefix of mankind
*- data is the prefix of database.

*-) SUFFIX OF S :-

It is obtained by deleting zero or more leading symbols from a string.

Examples:

* - kind is suffix of mankind
- base is the suffix of database

5

OPERATION ON LANGUAGE

- *-) SUBSTRING OF S:-
It is obtained by deleting a prefix and / or a suffix from string S.

Example:-

- *-) nki is the substring of mankind.
*-) k is the suffix of mankind.

- *-) SUB SEQUENCE OF S:-

formed by deleting zero or more not necessarily contiguous symbols from S.

Example:-

- *-) maid is the subsequence of mankind.

- *-) CONCATENATION OF L and M.

LM = {st1sel and tem} \cap
ML = {st1sem and tel}

- *-) Order important.

Example:-

$$xy \neq ya$$

- *-) KLEEN CLOSURE/STAR OF L.

$L^* = \{ \cup_{i=0}^{\infty} L^i \}$ (length - infinite)
null accept.

- *-) POSITIVE CLOSURE OF L:

$L^+ = \{ \cup_{i=1}^{\infty} L^i \}$ (length infinite)
not null (a)

which are ab bb bcb bac bac

*) L^* - Recursively Repeated sets.

Self infinite with accept null (A)

*) L^+ - Recursively Repeated To Self infinite with not accept null (A)

*) $L^* = L^+ \cup A$

Q. $L^* = \{ A \mid A \in \Sigma \}$ set of all possible letters including A.

Q. $M^+ = \{ \text{strings of digits excluding } A \}$

QUESTIONS :-

Q. $L = \{ A \mid A \in \Sigma \}$
 $M = \{ 0, 1, 2, \dots, 9 \}$

Q. $L_{\text{LUM}} = \{ \text{set of letter and digit} \}$

Q. $L_M = \{ \text{set of strings start from length 2} \}$ of length 3.

Q. $L_M = \{ \text{set of strings start from a letter and followed by a digit} \}$

Example:-

ABC0123

* - $S^2 = \{ aa, ab, ba, bb \}$.

Q. $ML = \{ \text{set of strings start from a digit and followed by a letter} \}$

* - $S^3 = \{ aaa, aab, aba, baa, bbb \}$.

Q. $ML = \{ \text{set of strings start from a digit and followed by a letter} \}$

$$(a + b)^*$$

$$(aa + ab + ba + bb)^*$$

(aaa + aab + aba + abb) * (aaaaa + aaabb + aabaa + abaaa)

Q: Consider the language S^*
where $S = \{aa, ab, ba, bb\}$.
How many words does the
language have of length 4? of
length 5? if length 6?

* - S^4

baab ?

* - S^5

bbbbb bbbba babbba
aabbb aaaaab baaaa
aabaaa ?

* - S^6

bbbaaa bbbbbb bbbbaa
bbabbb aabbba baaabb
baabaa ?

Q: Consider the language S^* . where
 $S = \{a, ab, ba\}$ is the string
(abbba) a word in this language?
Write out all the words
in this language with seven or
fewer letters.

Q: Consider the language S^* .

whose $S = \{ab, ba\}$.

Write out all the words in

S^* that have seven or fewer
letters. Can any words in this
language contain the substring
aaa or bbb? If length 6?

* - the word (abbba) in this

language don't repeat.

* - $S = \{a, ab, ba, aab, aba,
aab, ba, a, aaa, aaaa, aabaa,
baab, baaa, abaaa, abbaa, abbaa,\}
baabaa ?$

* - can not any word in this word set
language contain the substring
aaa or bbb because the given
input alphabets dont match
aaa or bbb.

* - S^* = $\{a, ab, ba, aab, aba,
aab, ba, a, aaa, aaaa, aabaa,
baab, baaa, abaaa, abbaa, abbaa,\}$

aababba abbaab baabaa
babaaab baabba abbaab ?

Q: Consider the language L^* .
 whose $S = \{aa, aba, baa\}$ show
 that the words $aaaba$,

$baaabaa$ and $baaaabaaaa$

are all in this language have
 an odd total no. of a's?

*- these is no odd no. of a's in this language because

the given alphabets are
 even no. of a's.

k - $(aabaa)$ Yes.

t - $(baababaaa)$ Yes

r - $(baabaa)(ababaa)(aa)$ Yes.

Example:

Factorial.

RECURSIVE DEFINITIONS:-

① we declare basic object in
 the set.

② we construct some rule for
 constructing more objects of the
 set with the help of ①

③ nothing else belongs to the set.

*) Recursive function means:

Repetet by themselves.

① Recursive definition for set EVEN.
 solution

① \varnothing is in set EVEN.
 ② If x is in EVEN, then $x+2$ is

also EVEN.

③ Only those are in EVEN, which
 helped to ① and ②.

9

Show that (12) is an even number.

- ① 2 is in Even. By Rule 1
- ② $2+2=4$ is in Even By Rule 2
- ③ $4+2=6$ is in Even By Rule 2
- ④ $6+2=8$ is in Even By Rule 2
- ⑤ $8+2=10$ is in Even By Rule 2
- ⑥ $10+2=12$ is in Even By Rule 2

* Any no is to be given. The steps .

so

$x^{*} \in x^*$

example:-

$$\begin{aligned} \text{No. } &= 12 \\ &\frac{12}{2} = 6 \\ \text{No of steps} &= 6 \end{aligned}$$

$$\begin{aligned} \text{① } x &\in x^* \text{ Q} && \text{By Rule 1} \\ \text{② } x(x) &= xx \in x^* \text{ Q} && \text{By Rule 2} \\ \text{③ } xx(x) &= xxxx \in x^* \text{ Q} && \text{By Rule 2} \\ \text{④ } xxxx(x) &= xxxxx \in x^* \text{ Q} && \text{By Rule 2} \\ \vdots & && \\ \text{⑩ } & && \end{aligned}$$

remainder

if $x^* = 0$, then x is in Even.

② Recursive Definition for x^* .

$\{x \in x^* \mid$

$x \in x\}$

Solution.

① x is in x^*

② if Q is in x^* , then x^*Q

is in x^*

Nothing else are in x^* .

Better Even Recursive Defn:-

① if x and y are in Even then xy is also a Even.

② if x is in Even, then $2x$ is also Even.

③ Recursive Definition of x^* .

solution.

① x is in x^*

② if Q is in x^* , then x^*Q

is in x^*

③ Nothing else are in x^* .

Recursive Definition for Polynomial

(2)

$$\text{Product } 5x^3 - 2x + 9$$

- (1) The variable x is in polynomial and any number is in polynomial.
- (2) if P and Q are in polynomial then $P+Q$, PQ , (P) are also in polynomial.
- (3) Nothing else are in polynomial.

prove : $3x^2 + 8x - 4$

Solution

- (1) 3 is in polynomial By Rule 1
- (2) x is in polynomial By Rule 1
- (3) $(3)(x) = 3x$ is in polynomial By Rule 2
- (4) $(x)(3x) = 3x^2$ is in polynomial By Rule 2
- (5) 8 is in polynomial By Rule 1
- (6) $(3x^2) + (8x) = 3x^2 + 8x$ is in polynomial By Rule 2
- (7) -4 is in polynomial By Rule 1
- (8) $3x^2 + 8x + (-4) = 3x^2 + 8x - 4$ is in poly By Rule 1

- (1) 5 is in polynomial By Rule 1
- (2) x is in polynomial By Rule 1
- (3) $(5x) = 5x$ is in polynomial By Rule 2
- (4) $(x)(5x) = 5x^2$ is in polynomial By Rule 2
- (5) -2 is in polynomial By Rule 1
- (6) $(5x)(-2) = -25x$ is in polynomial By Rule 2
- (7) $5x^2 + (-25x) = 5x^2 - 25x$ is in polynomial By Rule 2
- (8) 9 is in polynomial By Rule 1
- (9) $5x^2 - 25x + 9$ is in polynomial By Rule 2

11 Chapter (4):

R_{REGULAR EXPRESSION:} (RE)

It is a notation used to describe the regular language.

examples:-

$$RE = (a+b)^*$$

Q write the RE for all possible strings of a^n and b^m including a string of a^i 's and b^j 's excluding a

① $\{a \text{ aa } aaa \text{ aaaa} \dots\}$ $RE = a^+$

② $\{A \text{ x } ax \text{ axx } aax \text{ axxx} \dots\}$ $RE = x^*$

③ $\{aa \text{ aba } abba \text{ abba} \dots\}$ $RE = ab^*$

④ $\{ab \text{ abab } ababab \dots\}$ $RE = (ab)^*$

⑤ $\{a \text{ b } b \text{ a}\}$ $RE = a + b$
 \downarrow
 $(a+b)^*$

Q11b:

(Test)

7

Q1(a): Write the RE for the language $L = \{a(a,b)^*, b(a^*)^*\}$ models?

(b) Write the RE for the following:

(i) The lang of all strings ending with 1^0 and dont contain 00. $\Sigma = \{0,1\}$.

(ii) The set of all strings in which there at least 2 occurrences of b between any two occurrences of a. $\Sigma = \{a,b\}$.

(c) Differentiate between practice eng causes v/s computer theory

Answer:-

Q1(a): $b^* + (b^* a b^* a b^* a b^*)^*$

(b) (i) - $(1+01)^* 1$

(ii) - $[a(bab)^* a (bab)^* a]^*$

(iii) \rightarrow theory.

How can consecutive 'a' so,

$b^* + (b^* a a a b^*)^*$.

Q2(a) (i) 0 is T

(ii) If a is T, then $2a+2$ is also in T.

(iii) Nothing else is in T.

(iv) 0 or (v):

(vi) If a abb ab aba abba ba baab bab;

(vii) $(a+ab+b)^*$.

(b) Differentiate between syntax Analyzer v/s lexical Analyzer.

Lecture(4):

13

Q116 :-

REGULAR EXPRESSIONS

- (5) Write the RE for the language of all words that have exactly three P's in total. E.g. P, PP.

① { a a b aa ab bb aaa aab bbb ... }

$$RE = \gamma^* P \gamma^* P \gamma^* P \gamma^*$$

$$RE = a^* b^*$$

infinite

in case consecutive 'P's

② { a c ab cb abb, cbb, abbb, cbbb, ... }

known,

$$RE = \gamma^* P P P \gamma^*$$

$$RE = (a+c)b^*$$

③ { aaa aab aba abb ba a bab }

RE = b + bb + bbb + OR.

$$RE = (a+b)(a+b)(a+b)$$

$$RE = b + bb + bbbb^*$$

④ write the RE for the language of all words that have at least two a's. E.g. a, b, aa.

Showing of 0's and 1's whose length symbol from the right end is 1. E.g. 0, 1.

$$RE = (a+b)^* a (a+b)^* a (a+b)^*$$

then consecutive 'aa'

so, $(a+b)^* a a (a+b)^*$, $(a+b)^* 1 (a+b)^*$, $(a+b)^* 1 (a+b)^*$.

$$RE = (0+1)^* 1 (0+1)^* (0+1) (0+1) (0+1) (0+1)$$

$(0+1)^* 1 (0+1)^*$

25

- ⑧ write the RE for the set of strings with even no of a's followed by odd no of b's.
i.e. for language
 $L = \{a^{2n} b^{2m+1} ; n \geq 0, m \geq 0\}$

$$RE = (aa)^* (bb)^* b$$

- ⑨ write the RE for the language
 $L = \{wew^* ; w \text{ has no pair of consecutive } 0's\}$ (excess).

$$RE = (1+01)^* (0+1)$$

- ⑩ write the RE for the language
 $L = \{a^n b^m ; n \geq 4, m \leq 3\}$.

$$RE = aaaa^* (1+b+bb+bbb)$$

- ⑪ write the RE for the language
 $L = \{a^n b^m ; (n+m) \text{ is even}\}$
 $L = \{a^n b^m ; * = 1\}$

$$RE = [a(ba)^*]^*$$

$$RE = (1+01)^* (0+1)$$

- ⑫ write the RE for the language
 $L = \{wew^* ; w \in (a,b)^*\}$

$$RE = [(a+b)(a+b)(a+b)]^*$$

$$RE = a b b b + (a+b)^*$$

- ⑬ write RE for the language
 $L = \{abs^n w ; n \geq 3, w \in (a,b)^*\}$

$$RE = a b b b b^* (a+b)^*$$

(5)

(15) The machine accepts all strings over $\Sigma = \{0, 1\}$ which end with 0.

but starts with 0 or ends with 0.

$$RE = (0+1)^* 0 \quad 0^*$$

$$(0+1)^* 0$$

$$RE = a(a+b)^* b$$

(16) All strings with any combination of a's and ends with single b.

$$RE = a^* b$$

(17) All strings that start with (a) followed by any number of b's including a

$$RE = a(a+b)^* a + b(a+b)^* b.$$

(18) All strings starts with any number of a's followed by any number of b's.

$$RE = a^* b^*$$

(19) Any combination of a's and b's but a must be followed by b.

$$RE = (ab+ba)^*$$

$$RE = a^* b^*.$$

(23) Language of all strings over $\Sigma = \{a, b\}$ whose abba is substring.

$$RE = (a+b)^*abb(a+b)^*$$

(24) length of every string is odd over $\Sigma = \{a, b\}$.

$$RE = (a+b)[(a+b)(a+b)]^*$$

(25) length of every string is even over $\Sigma = \{a, b\}$.

$$RE = [(a+b)(a+b)]^*$$

(1) The language of all strings containing at least two 0's.

(2) The language of all strings containing at most two 0's.

(3) The language of all strings ending with 1 and don't contain 00.

$$(0+1)^*0(0+1)^*0(0+1)^*$$

(26) Second symbol (b) and second symbol (a) and length then 3.

$$RE = (a+b)b(a+b)^*a(a+b)$$

$$(2) 1^* + 1^*01^* + 1^*01^*01^*$$

$$(3) (1+01)^*1 + (01)^*$$

(Chapter 5)

17

FINITE AUTOMATA:

Finite (No of states are finite)
Automaton (Automation - Automatic)

- ① FA is a deterministic machine which have finite no of states and this next state will be determined by the last.
- ② FA is a mathematical model with discrete inputs and outputs.
- ③ FA is a generalized transition diagram through which a RE can be compiled.
- ④ FA consists of three things.
 - ① Finite no of states. One is marked as initial and at least one is marked as final.
 - ② Transition depends upon Σ .
 - ③ Transition must be unique.

NOTE:-

① Initial state (mark) also w/ no. Jg. or Final state (mark) also say Zeyada w/ saklay hair.

Language Define by FA:

Set of Rules:

- ① On state 'x' if ΣP 'a' occurs

- ② On state 'x' if ΣP 'b' occurs

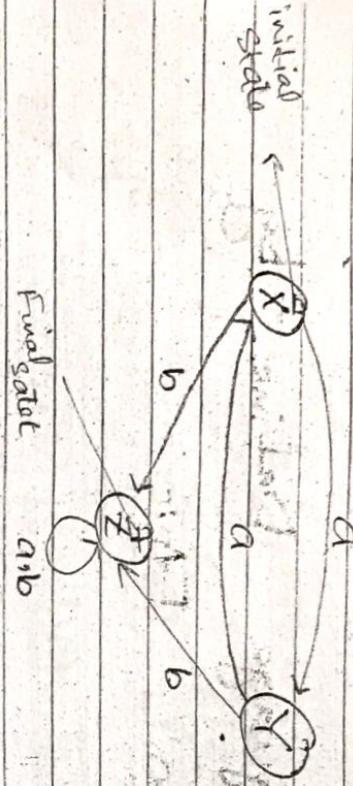
- ③ On state 'y' if ΣP 'a' occurs

- ④ On state 'y' if ΣP 'b' occurs

- ⑤ On state 'z' only input occurs
- ⑥ remain on same state

X - initial \Rightarrow final.

GRAPH:-



Final state
a,b

Initial state

a

start

	a	b
X	Y	Z
Y	X	Z
Z		Z

input

states

Formal Definition of

an FA :-

FA is a set of five tuples.

$$(Q, \Sigma, \delta, q^0, F)$$

a

start

b

final

- (+) $Q \rightarrow$ set of finite states
- (+) $\Sigma \rightarrow$ set of 2/P alphabet
- (+) $q^0 \rightarrow$ initial state
- (+) $F \rightarrow$ set of final state
- (+) $\delta \rightarrow$ transition mapping function.

TRANSITION TABLE:-

④

Lecture (c)

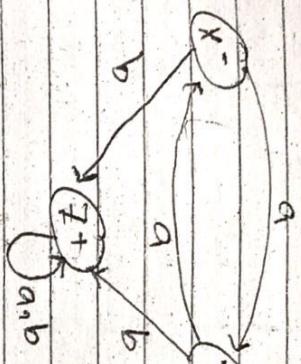
19

Slide
#16

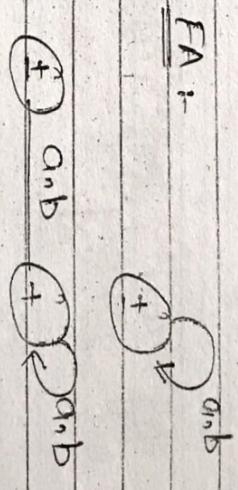
Whole.

i.e
 $L(x, a) := Y \cup (Q - a \rightarrow Q)$

According to the Graph:-

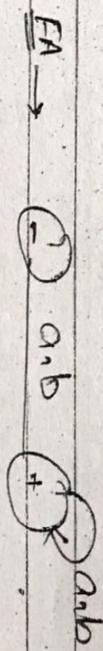


$$RE = (a+b)^*$$



OR

Same above question & asked
excluding λ .



$$Q = \{X, Y, Z\} : A = \Sigma$$

$$\Sigma = \{a, b\}$$

$$Q^0 = X$$

$$F = \{Z\}$$

$$g(x, a) = Y$$

$$g(x, b) = Z$$

$$g(y, a) = X$$

$$g(y, b) = Z$$

$$g(z, a) = Z$$

$$g(z, b) = Z$$

$$g(z, a) = Z$$

$$g(z, b) = Z$$

$$RE = (a+b)^* a.$$

Q2: Write the RE and draw an FA
for the language of all strings
of a 's and b 's that must end
on ' a '. $\Sigma = \{a, b\}$.

No

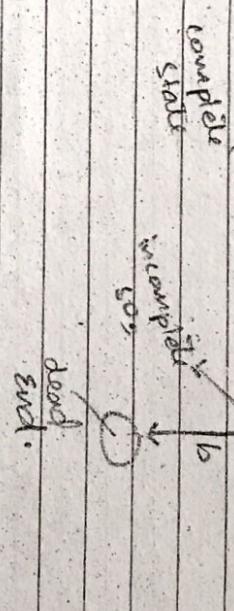
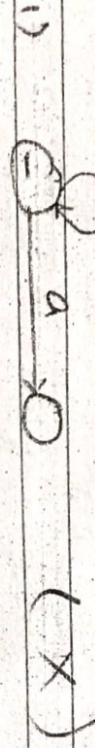
FA \rightarrow



* - \$b\$ also no ja to 3rd alpha
dead end main chla jai ja.
i.e
 $L = \{a, b\}^*$

NOTE:

* - aik state say two same name
consume nahi ho sakta:
i.e



Q3: Write RE and draw an FA
for the language of all strings
of a's and b's that have
both the no of a's and b's
are even include L:

strings:
RE:-
aaa

* - aik state say given no of
strings pass hungry agar aik
chhi miss huma ko FA (incomplete)
ho ja.
i.e $S = \{a, b\}^*$

1) $S^a b^- b$ (✓)

2) $S^b^- b^- b$ (X)

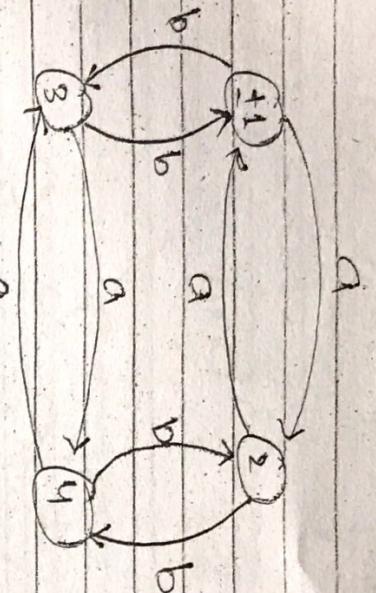
abba
aabba
ababb
ababb

$$S = \left[a^* + b^* + (ab + ba)^* (aabb)^* (babba)^* (aabba)^* (bbab)^* \right]$$

bb
bbba
OR

$$(aabbb)^* + (aabbb)^* (babba)(aabba)^* (babba)^* (aabba)^*$$

EA :-



Q: we have to prove that string
Abbaaba is our acceptable string
in previous EA.

Solution:

$$\begin{aligned} S(1, ab) &= S(S(1, a), b) = S(2, b) = 4 \\ S(1, aba) &= S(S(1, ab), a) = S(4, a) = 3 \\ S(1, abaa) &= S(S(1, aba), a) = S(3, a) = 4 \\ S(1, abcabb) &= S(S(1, abaa), b) = S(4, b) = 2 \\ S(1, abacaba) &= S(S(1, abcabb), a) = S(2, a) = 1 \end{aligned}$$

So, the string starting initial state
and end with final state go
is proved.

NOTE:-

* - prove string w/o question
main given string initial state
say start ho kar final state ma
challan ho ji.

* - Agree final say pehlay hi kahan
no jai to ub pura nahi.
khabri jai ji.

* - Answer start easily next string
key 1st say (2) alphabet select
khabri say.

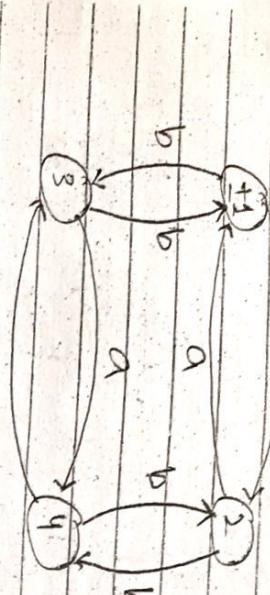
i.e. given string: abacaba

$$\begin{aligned} S(1, ab) &= S(S(1, a), b) = S(2, b) = 4 \\ S(1, aba) &= S(S(1, ab), a) = S(4, a) = 3 \\ S(1, abaa) &= S(S(1, aba), a) = S(3, a) = 4 \\ S(1, abcabb) &= S(S(1, abaa), b) = S(4, b) = 2 \\ S(1, abacaba) &= S(S(1, abcabb), a) = S(2, a) = 1 \end{aligned}$$

Q: one day age 10 state (2) was
the string starting initial state
and end with final state go
say so.

Q5: we have to show whether
baabba is an acceptable string
or not the given FA.

a



solution:

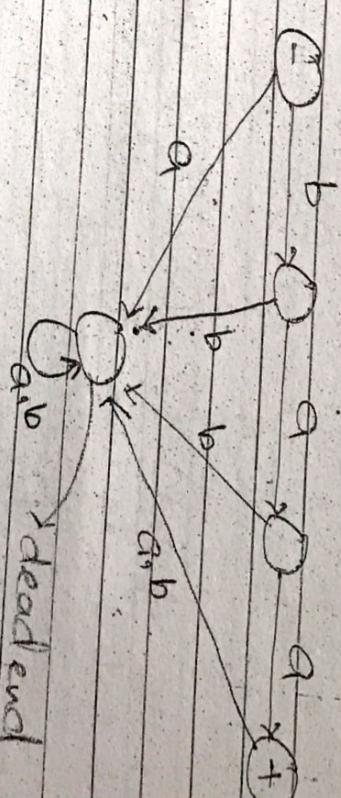
$$\begin{aligned} g(1, ba) &= g(g(1, b), a) = g(3, a) = 4 \\ g(1, baa) &= g(g(1, ba), a) = g(4, a) = 3 \\ g(1, baab) &= g(g(1, baab), b) = g(3, b) = 1 \\ g(1, baabb) &= g(g(1, baabb), b) = g(1, b) = 3 \\ g(1, baabba) &= g(g(1, baabba), b) = g(3, a) = 4 \end{aligned}$$

This string not end with the final state so it is not accepted.

FA:

$$RE = baa$$

FA :



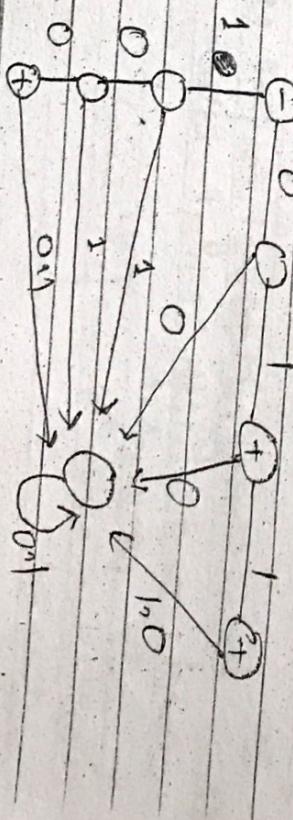
Q7: Construct an FA for the lang
that only certain baa.
solution:

$$\Sigma = \{0, 1\}$$

accept (01, 011, 100)

$$RE = (01 + 011 + 100)$$

FA:

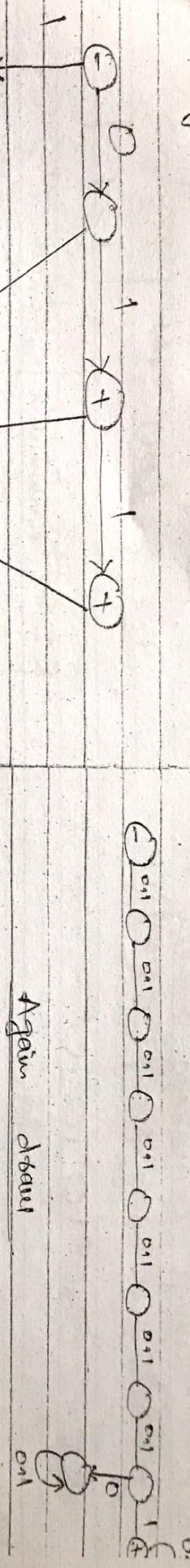


Q6: Construct an FA for the lang
that only certain baa.

solution:

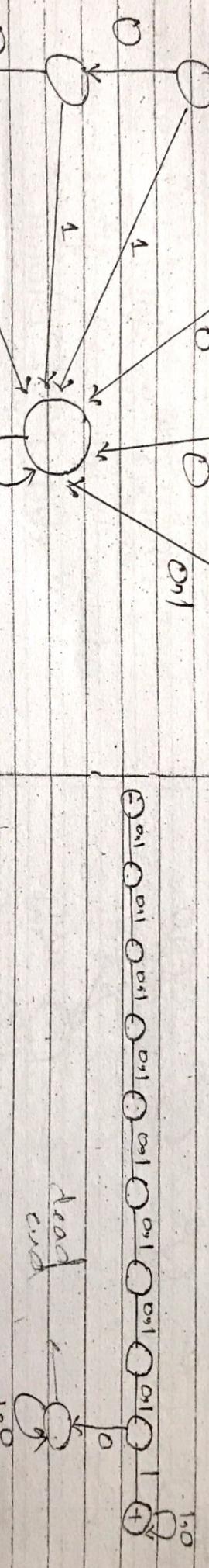
again draw FA.

FA:



Again draw

on



dead
end

Q: Construct an FA for the language of strings of 0's and 1's in which the tenth symbol from the right end is '1'.
 $\Sigma = \{0, 1\}$.

$$R \rightarrow (0+1)^* 1 (0+1)^9 \text{ QR}$$

$$\text{cond}((0+1)(0+1)(0+1)(0+1)(0+1)(0+1)(0+1)(0+1))$$

211 rolls:- NOTE:

(EA → DFA)

Lecture (7)

Q: Design an FA which except self
of strings containing exactly
Four 1's in every string. $\Sigma = \{0, 1\}$

Design a DFA for the language

$$RE = 0.10^*10^*10^*10^*$$

EA:

100° - 100° - 100° - 100° - 100°

(101) 1200 ± 0.000

٢٠٢

11

Q2) Design a DFA for the language.

$\text{we}(0,1)$ second symbol of w is 0
and fourth symbol of w is 1

$$RE = (0+1)0(0+1)1(0+1)^*$$

FA :-

```

graph LR
    O1((O)) --> O2((O))
    O2 --> O3((O))
    O3 --> O4((O))
    O4 --> O5((O))
    O5 --> O6((O))
    O6 --> O7((O))
    O7 --> O8((O))
    O8 --> O9((O))
    O9 --> O10((O))
  
```

丁
八

RE = (01)^t(11)^t

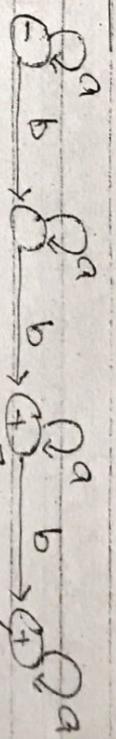
100

Scanned with CamScanner

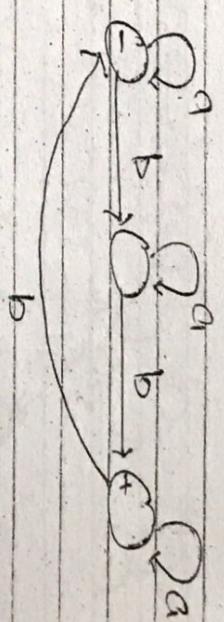
(Q4) Design a DFA for the language.

$$L = \left\{ w \in (a+b)^* \mid n_b(w) \bmod 3 > 1 \right\}$$

↓ remainder



OR



* (a or b) ki aisi string jis main
num of 'b's ko agar 3
say divide kahan to us ka
remainder (mod) 1 say bta ho.

- ① $\times 0 \text{ mod } 3 = 0$
- ② $\times 1 \text{ mod } 3 = 1$
- ③ $\checkmark 2 \text{ mod } 3 = 2$
- ④ $\times 3 \text{ mod } 3 = 0$
- ⑤ $\times 4 \text{ mod } 3 = 1$
- ⑥ $\checkmark 5 \text{ mod } 3 = 2$

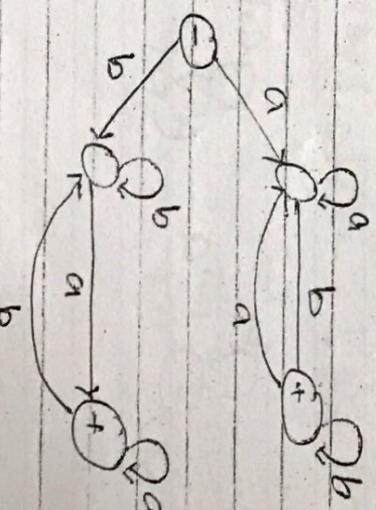
minimum no of 'b's 2, 5, ...

- ① $\frac{a}{3\sqrt{5}}$
- ② $\frac{3}{3\sqrt{5}}$
- ③ $\frac{3\sqrt{5}}{3}$
- ④ $\frac{3\sqrt{5}}{3}$
- ⑤ $\frac{3\sqrt{5}}{3}$
- ⑥ $\frac{3\sqrt{5}}{3}$

FA :-

Q5) Design an FA which accept the strings that have different first and last letters $S = \{a, b\}$.

$$RE = a(a+b)^*b + b(a+b)^*a.$$



Q6: Design DFA for the language Q8) Design FA for the language.

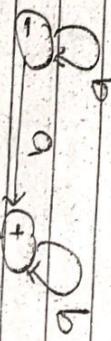
$$L = \{ w : n_a = 1, w \in (a,b)^* \}$$

$$L = \{ w : n_a \leq 3, w \in (a,b)^* \}$$

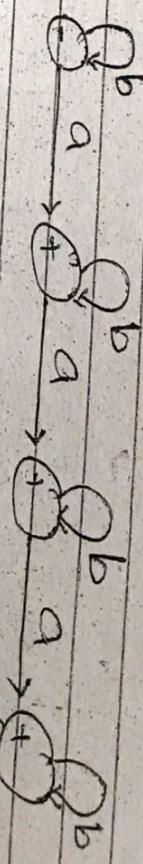
$$RE = 1(0)^* \text{ or } a(b)^*$$

$$RE = (a + aa + aaa)$$

FA:-



\rightarrow dead end
and



\rightarrow dead end.

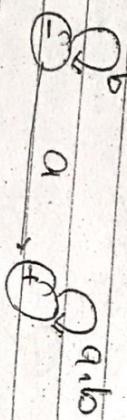
Q7) Design FA for the lang.

$$L = \{ w : n_a \geq 1, w \in (a,b)^* \}$$

$$RE = a(a+b)^*$$

$$RE = a(bbbb)(a+b)^*(bbbb)$$

FA:-

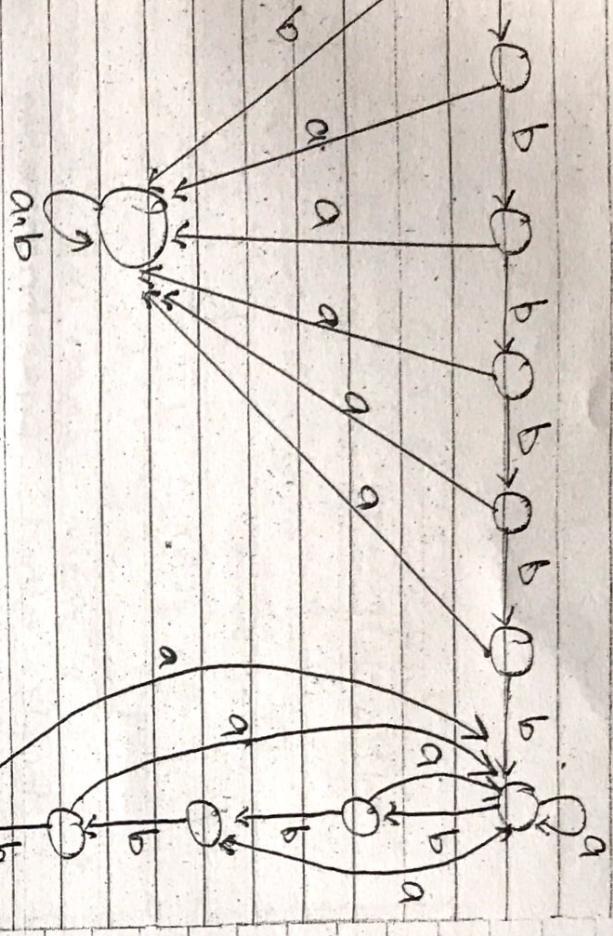


FA → next page

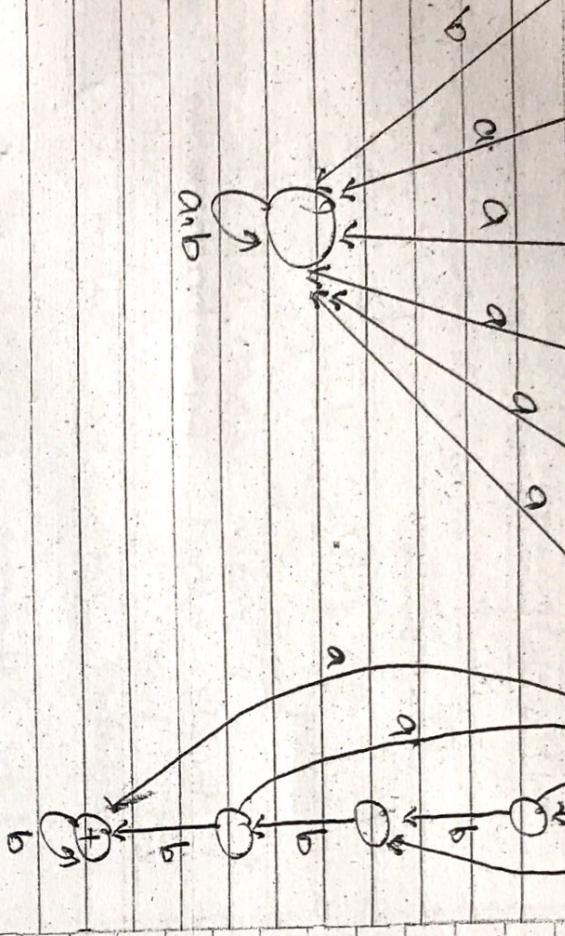
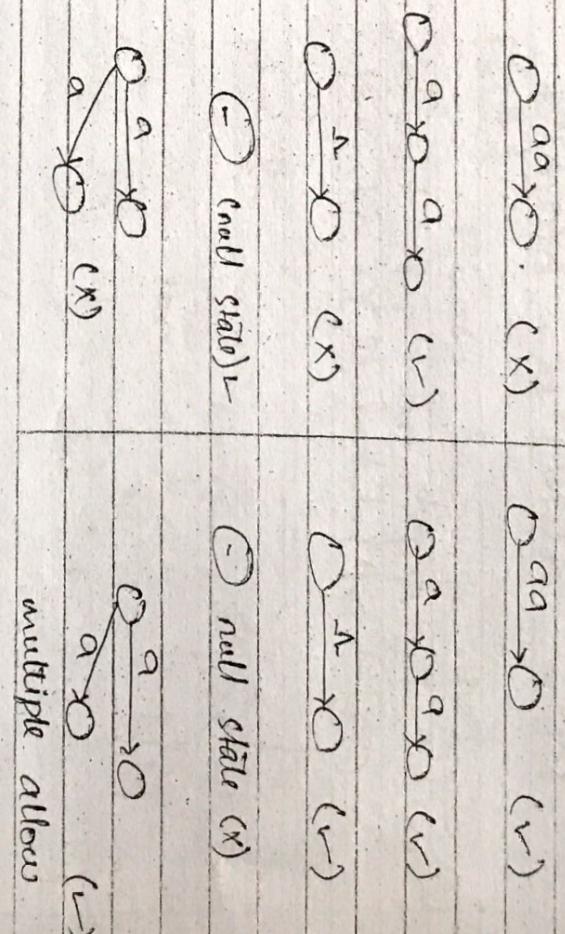
Lecture (8)

Transition Graph: (TG)

In EA



In TG



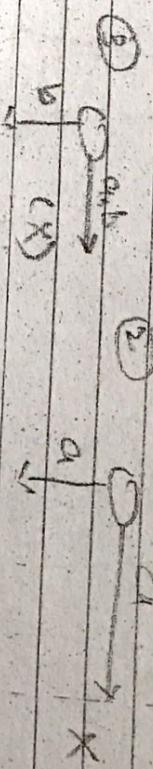
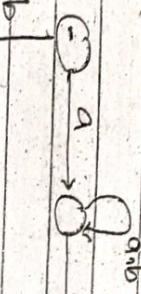
* \rightarrow Haa EA TG Ho Saki hai
But Haa TG EA Nahi ho
saki.

$FA \rightarrow TG$ (\hookrightarrow)
 $TG \rightarrow FA$ (\hookleftarrow).

Q: Construct a TG for the language of those strings which have different first and last letter. $\Sigma = \{a, b\}$.

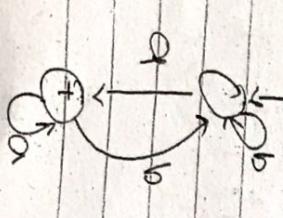
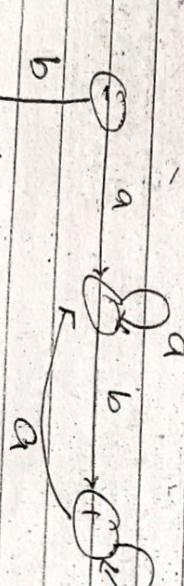
$$RE = a(a+b)^*b + b(a+b)^*a$$

TG :-



* → EA main zeroi tha leay hej
double word Bas ho sabta hai
her transition main aib jisa
alphabet Bas bo sakta hai

EA :-



Q: Construct TG for the language
that have three or more
b's and a occurs in even
clumps. $\Sigma = \{a, b\}$.

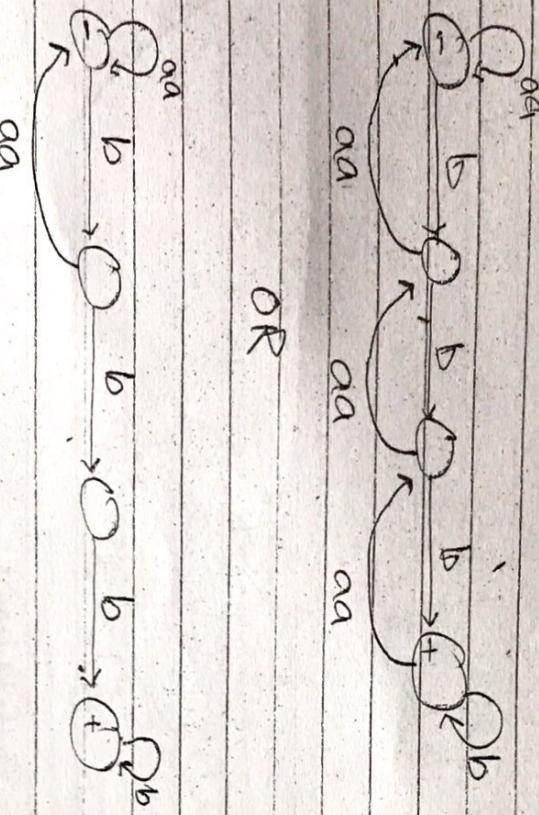
$$RE = b^* (aa)^* b (aa)^* b (aa)^* b (aa)^* b^*$$

$RE \rightarrow FA \rightarrow TG$ (Relationship)

Kleene's Theorem:

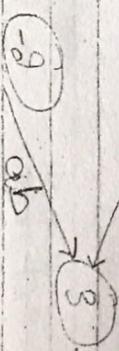
Part 1: Every language that can be
defined by an FA that can
also be defined by TG.

Part 2: Since every FA is also a
TG so therefore any language that
can be defined by an FA that
can also be defined by a TG.

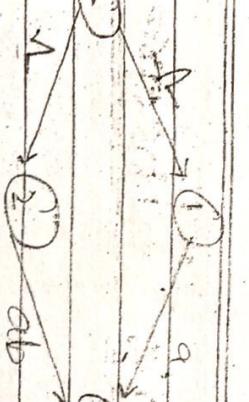


Part 3: Every language that can be
defined by a TG that can
also be defined by a RE.

(1) Two initial states



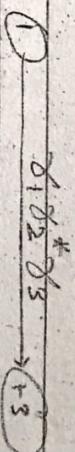
our initial
State



(3)

Using By pass operation:-

Skip δ_2 :



(1)

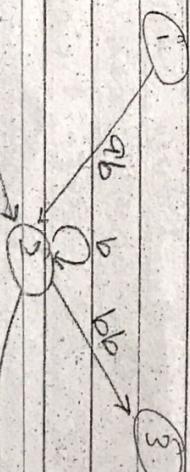
Two loops

Q: we have to eliminate state
 δ_2 loop.

② by using By pass operation.

(2)

$\delta_1 + \delta_2$



(1)

ab

b

ab

3



(1)

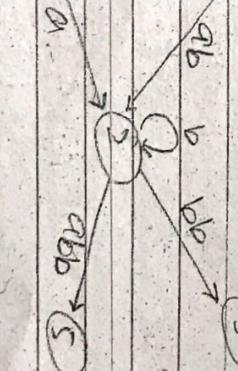
a

ab

b

ab

3



(1)

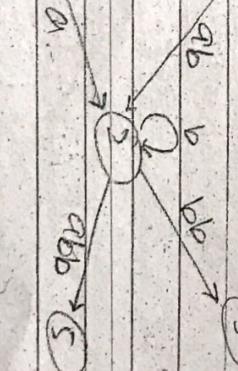
a

ab

b

ab

3



(1)

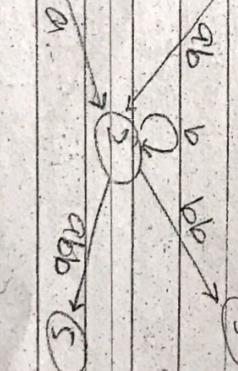
a

ab

b

ab

3



(1)

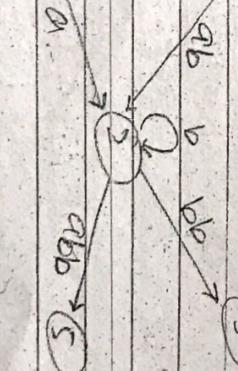
a

ab

b

ab

3



(1)

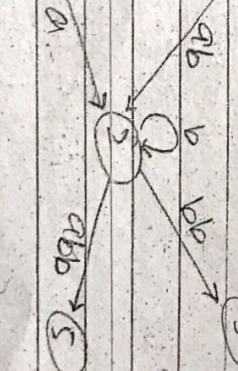
a

ab

b

ab

3



(1)

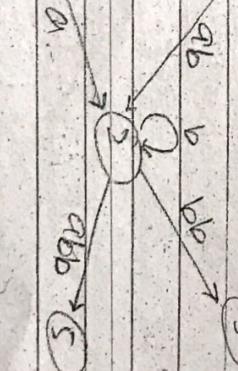
a

ab

b

ab

3



(1)

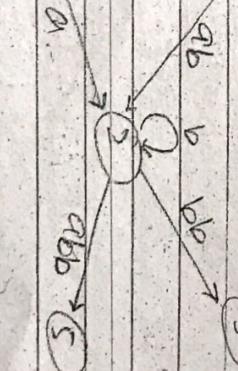
a

ab

b

ab

3



(1)

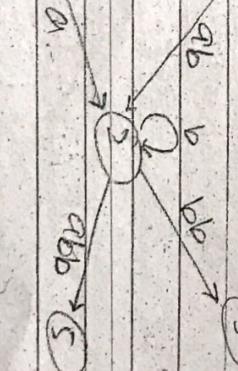
a

ab

b

ab

3



(1)

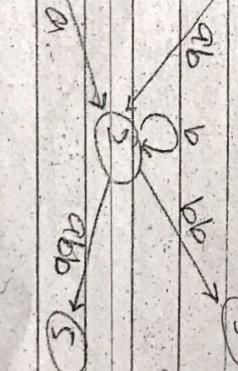
a

ab

b

ab

3



(1)

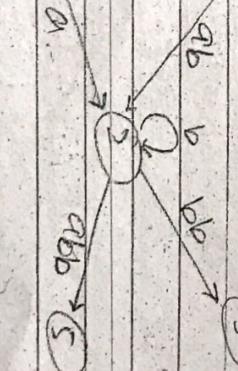
a

ab

b

ab

3



(1)

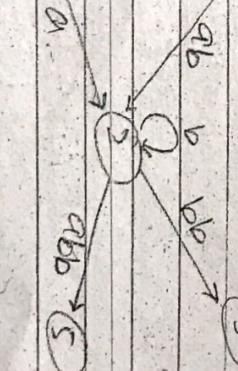
a

ab

b

ab

3



(1)

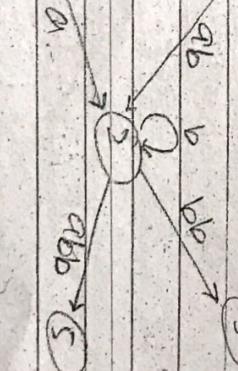
a

ab

b

ab

3



(1)

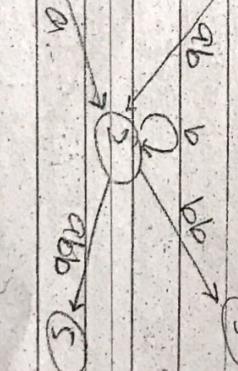
a

ab

b

ab

3



(1)

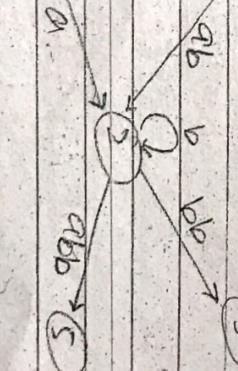
a

ab

b

ab

3



(1)

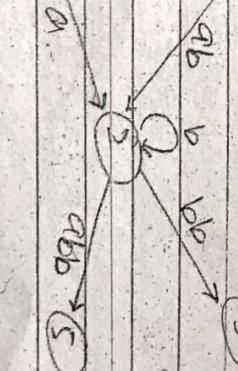
a

ab

b

ab

3



(1)

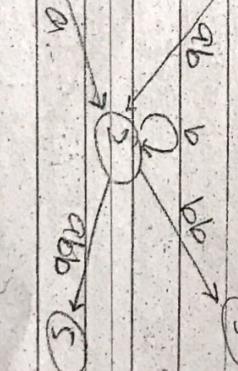
a

ab

b

ab

3



(1)

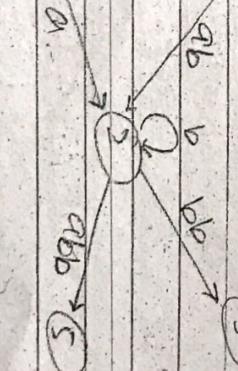
a

ab

b

ab

3



(1)

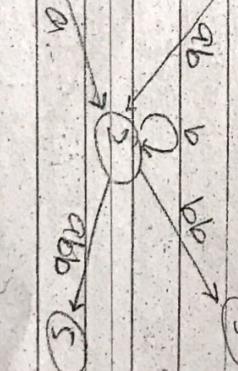
a

ab

b

ab

3



(1)

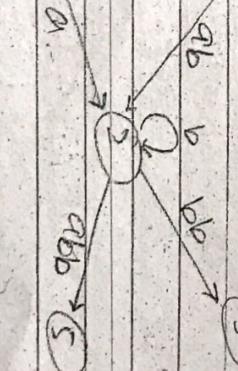
a

ab

b

ab

3



(1)

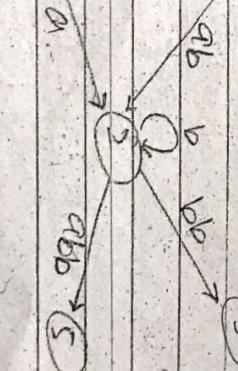
a

ab

b

ab

3



(1)

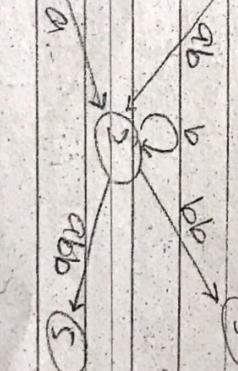
a

ab

b

ab

3



(1)

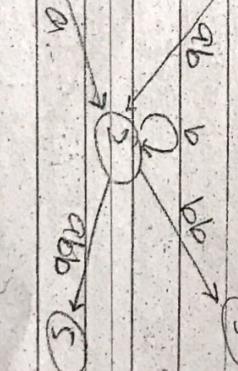
a

ab

b

ab

3



(1)

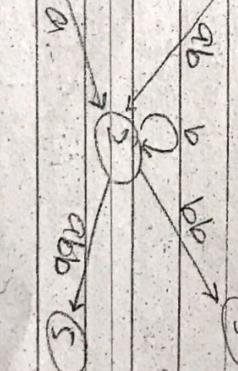
a

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b

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3



(1)

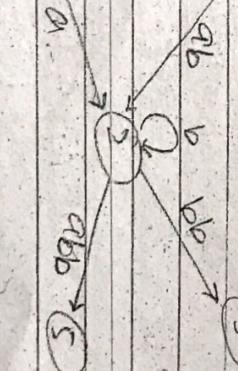
a

ab

b

ab

3



(1)

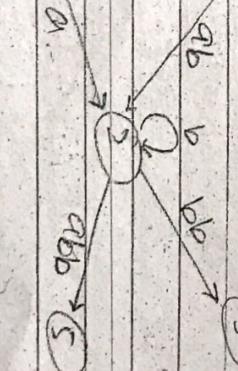
a

ab

b

ab

3



(1)

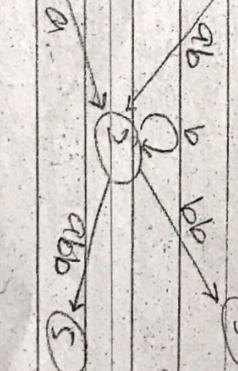
a

ab

b

ab

3



(1)

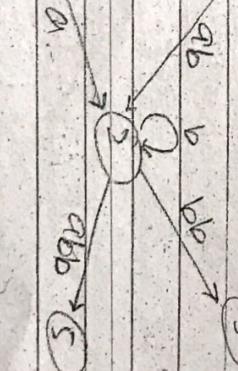
a

ab

b

ab

3



(1)

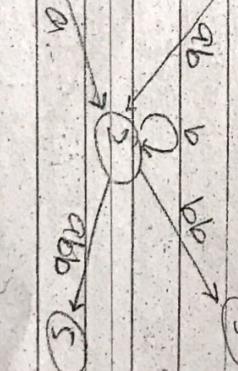
a

ab

b

ab

3



(1)

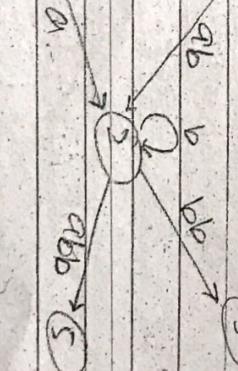
a

ab

b

ab

3



(1)

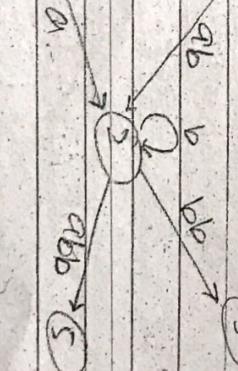
a

ab

b

ab

3



(1)

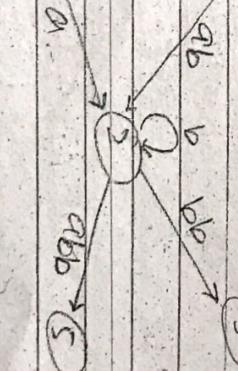
a

ab

b

ab

3



(1)

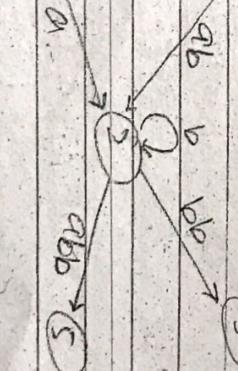
a

ab

b

ab

3



(1)

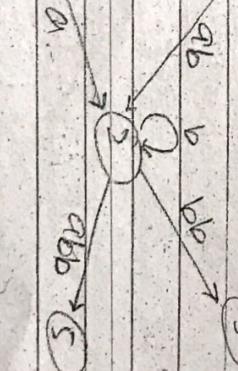
a

ab

b

ab

3



(1)

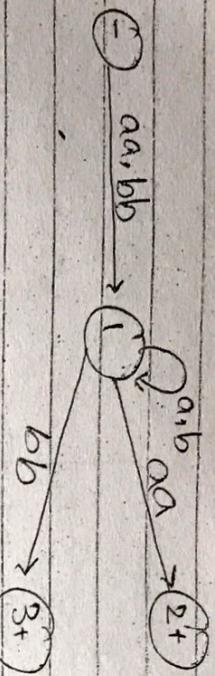
a

ab

b

Q. Two Following graph convert

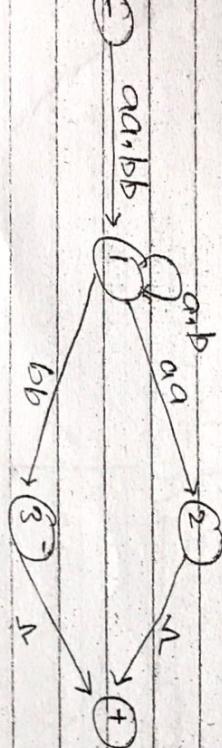
To RE:-



Solution:-

Step No 1:-

Introduce a unique final state.



Step No 4:- Eliminate state ③



Step No 5:-

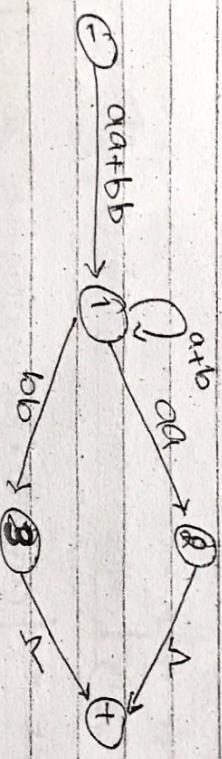
Combining the edges.

Step No 2:- Replace the edges with RE.



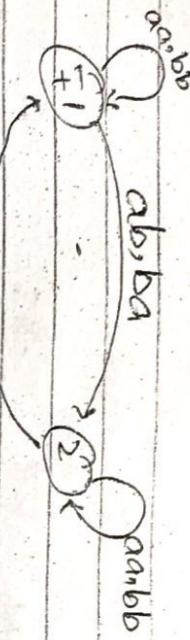
Step No 6:-

Eliminate state ④



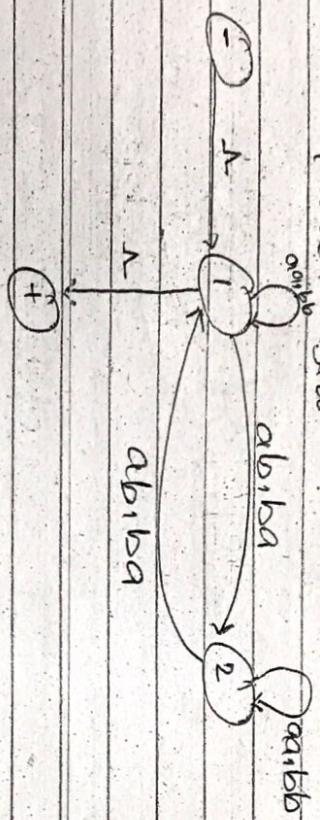
$$RE = (aa+bb)(a+b)^*(aa+bb)$$

Q: Convert into RE.



Solution:-

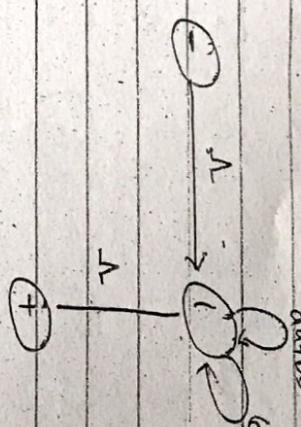
STEP NO 1:- Separate the initial and final state:



STEP NO 4:-

Combining the edges.

$$(aa+bb)+(ab+ba)(aa+bb)^*(ab+ba)$$

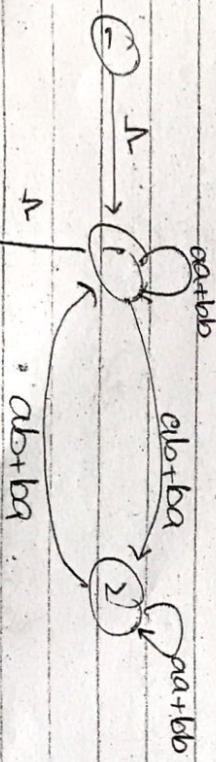


STEP NO 5:-

Replace the edges with RE

STEP NO 5:-

Eliminate state 1



$$RE = [(aa+bb)^*(ab+ba)(aa+bb)^*(ab+ba)]^*$$

STEP NO 3:-

Eliminate state 2

$$(ab+ba)(aa+bb)^*(ab+ba)$$

ab,ba

Lecture (a)

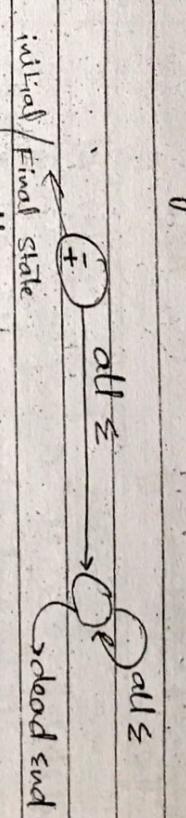
Part #3:-

Every language that can be defined by a RE that can also be defined by an FA:

Rule - 1:

Null $\rightarrow (\Lambda)$ is a RE.

Any letter is the RE



If γ_1 and γ_2 then,

Rule - 2:

$\gamma_1 + \gamma_2$ (Add)

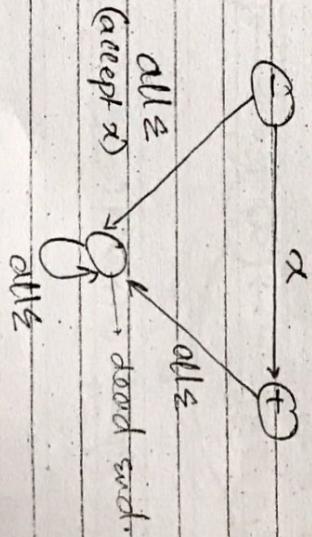
There is an FA which only accepts α .

Rule - 3:

$\gamma_1\gamma_2$ (concatenation)

Rule - 4:

γ_1^* (accept null).



The above Rule-2, Rule-3 and Rule-4 the γ_1 and γ_2 also a RE that can accept FA.

Explanation:-

Part #3 (Rule - 1):

These is an FA which accepts only (Λ) .

Past #3 (Rule - 2) ($\delta_1 + \delta_2$)

Let the states for FA₃ are
 Z_1, Z_2, \dots .

If there is an FA called FA₁, which accept the language defined by RE δ_1 , there is an FA called FA₂ which accept the language defined by RE δ_2 ,

Now,

there is an FA called FA₃ which will accepts the language defined by RE $(\delta_1 + \delta_2)$.

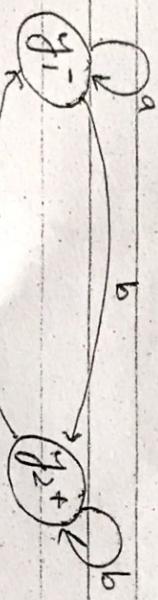
Example:-

new state	a	b
$Z_1^- \equiv (x_1, y_1)$	$Z_2 \equiv (x_2, y_1)$	$Z_3 \equiv (x_1, y_2)$
$Z_2^+ \equiv (x_2, y_1)$	$Z_4 \equiv (x_3, y_1)$	$Z_3 \equiv (x_1, y_2)$
$Z_3^+ \equiv (x_3, y_1)$	$Z_5 \equiv (x_2, y_2)$	$Z_3 \equiv (x_1, y_2)$
$Z_4^+ \equiv (x_3, y_1)$	$Z_4 \equiv (x_3, y_1)$	$Z_5 \equiv (x_2, y_2)$
$Z_5^+ \equiv (x_3, y_2)$	$Z_4 \equiv (x_3, y_1)$	$Z_5 \equiv (x_3, y_2)$

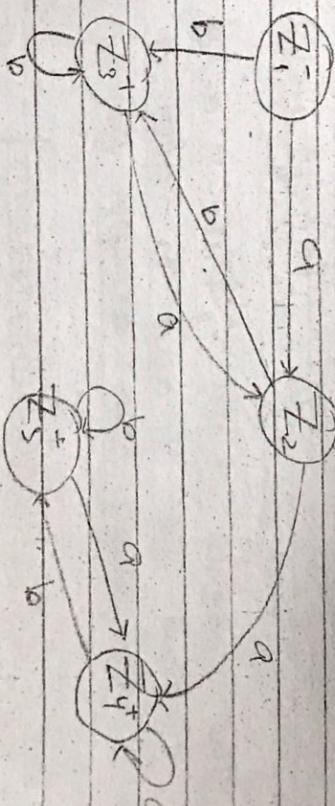
Resultant FA₃ :- (FA₁ + FA₂)

$$R_E = (a+b)^* a (a+b)^* a (a+b)^*$$

FA₁:

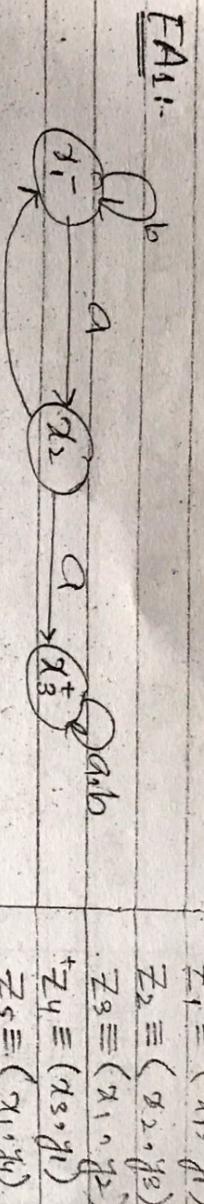


$$R_E = (a+b)^* b$$

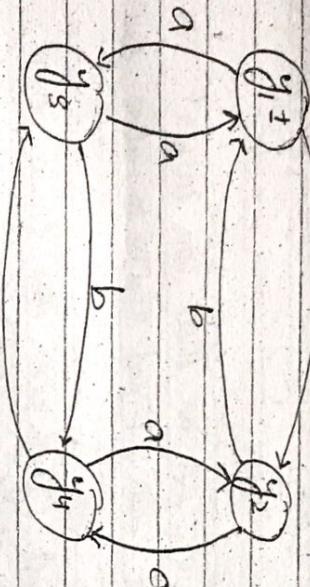


$$R_E = (a+b)^* b$$

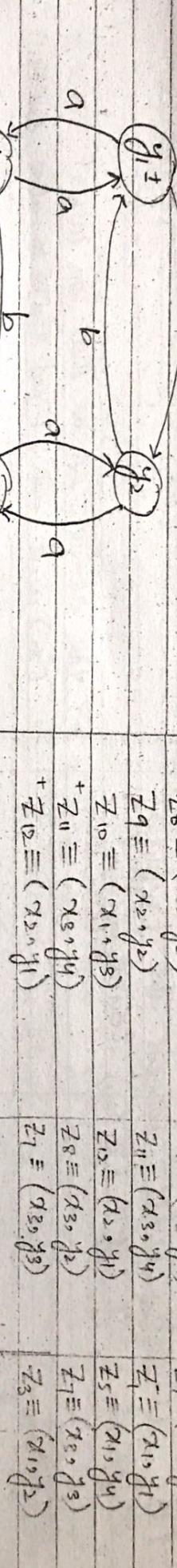
Example(2)



FA₂:



Resultant FA₁ - (FA₁ + FA₂)



Solution:-

For initial state:- FA₁ or FA₂ or FA₁ + FA₂
i.e. initial state pick certain yy.

For final state:-

FA₁ or Final or FA₂ or
Final point j is new state main
wrong wo Final State ho ji.

inputs

a

b

$$Z_1 \equiv (x_1, y_1) \\ Z_2 \equiv (x_2, y_2) \\ Z_3 \equiv (x_3, y_3) \\ Z_4 \equiv (x_4, y_4)$$

$$Z_5 \equiv (x_5, y_5) \\ Z_6 \equiv (x_6, y_6) \\ Z_7 \equiv (x_7, y_7) \\ Z_8 \equiv (x_8, y_8)$$

$$Z_9 \equiv (x_9, y_9) \\ Z_{10} \equiv (x_{10}, y_{10}) \\ Z_{11} \equiv (x_{11}, y_{11}) \\ Z_{12} \equiv (x_{12}, y_{12})$$

new state

$$Z_1 \equiv (x_1, y_2) \\ Z_2 \equiv (x_2, y_1) \\ Z_3 \equiv (x_3, y_4) \\ Z_4 \equiv (x_4, y_3) \\ Z_5 \equiv (x_5, y_1) \\ Z_6 \equiv (x_6, y_2) \\ Z_7 \equiv (x_7, y_3) \\ Z_8 \equiv (x_8, y_4) \\ Z_9 \equiv (x_9, y_1) \\ Z_{10} \equiv (x_{10}, y_2) \\ Z_{11} \equiv (x_{11}, y_3) \\ Z_{12} \equiv (x_{12}, y_4)$$

Part #3 (Rule-3)

Solution

Let us conciliate the two FA's FA₁ and FA₂ and we get FA₃.

If there is an FA caused FA₁, which so,

accept the language defined by RE

8. Those is an EA cause EA

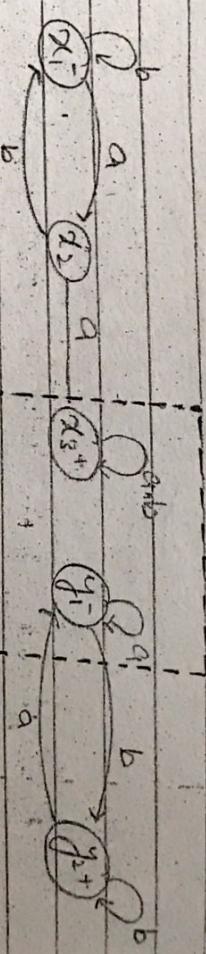
64 RE 832 Nov.

These is an FA called

FAs which will accept the language

defined by KE (8.82) concentration.

Example:



* The above FA is that the initial state is one (x_1) and the final state is also one (y_1).

∴ P_3^+ and P_1^+ are the same point when we swapped P_{21}^+ so, we write this.

$$(n_{\mathrm{e}} \epsilon_k) = L$$

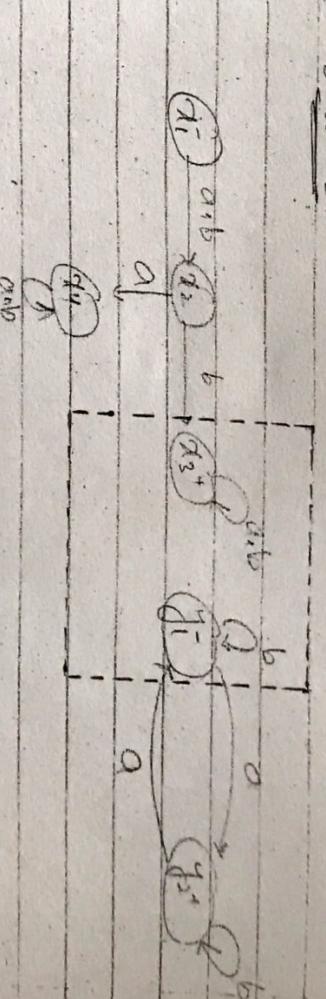
we reached point \textcircled{D} , we made this

$$Z = (y_1, x_3)$$

$$(x_1 y_1) \equiv (y_1 x_1) = z$$

10

new state	a	b
$Z_1 \equiv x_1$	$Z_1 \equiv x_1$	
$Z_2 \equiv x_2$	$Z_2 \equiv x_2$	
$Z_3 \equiv (x_3, y_1)$	$Z_3 \equiv (x_3, y_1)$	
$Z_4 \equiv (x_3, y_2)$	$Z_4 \equiv (x_3, y_2)$	
	$Z_3 \equiv (x_3, y_1)$	
	$Z_4 \equiv (x_3, y_2)$	

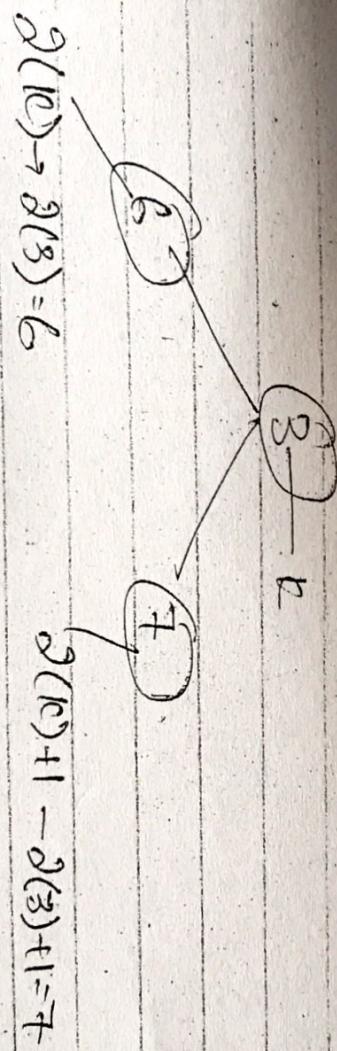


10

G - K

$$\partial k \rightarrow \partial(6) = 12$$

$$\partial k + 1 - \partial(6) + 1 = 13$$



$$\partial(10) \rightarrow \partial(3) = 6$$

$$\partial(k) + 1 - \partial(3) + 1 = 7$$