Assignment No. 2

(1) Explain the Concept of DFA along with it transition tables representation transition diagr.

DFA - (Deterministic Finite Autometa) Any DFA is tuple of five factors so formally DFA is defined as -

> M=(Q, E, 9., 8, F) where, &= Transition, function a = set of all states = IIP of alphabete go = Initial set = set of final state

6: 0× € -> 0

MOF63 of all input character exactly once. Sample DFA for demonstration.

with respect to this machine, we can define the following elements.

Q = {A,B,C} 90 = {A}

 $\Sigma = \{a,b\} \qquad F = \{B\}$

To define delta (8) at each state, we can have following entries.

6(A,b)=c 9(c,d) = C

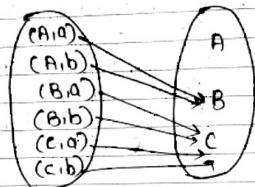
S = (G : S) S = (D : B)



Transition of character 'a' at state A machine goes to state B.

Above entries can be simulated by defining the transition function of detail at machine level as follows.

{A,B,C} > {Q,D}



the 2 ways.

1: Transition graph - It is a state transition diagram traced according to symantic of the language.

The fig (a) illustrates the transition graph of concerned DFA.

2 Transition table - It is simply a matrix of finite no. of rows of columns all the IIP characters placed on columns whereas all the states form the rows of the table.

Following diagram illustrate the transition table of DFA.

Date _____

	Transition	tab	e	
		1		
		a	b _	1. 1.7
	A	В	0	
	6*	В	В	
	C	. C	C	
	→: initial state * + final state . In the above DFA each state shows transition of each IJP character exactly once That is, state A shows the transition of			
1				
	character a & b exactly once.			
	character of b exactly once. 114, state B also shows transition of			
	character a \$ b exactly once in the			
	form of loop.			
	114, state c also shows the transition			
	of character a & b exactbely once			
-	of character a & b exact bely once in the form of loop.			
-	i Above machine is perfectly a DFA.			
				1
ष, 2)	Explain the process of string acceptance			
-	4 languag	6 0	cceb	tonce,
\rightarrow	Let w is any string over E* Curiversal			
-	language), if we start the processing of w for initial State 90 of DFA upon processing			
-	for initial State 90 of DFA upon processing			
	the string completed it machine rechese			
	at final state or accepting state then			
	at final state or accepting state then a censered string or is accepted by			
-	that DIA.			
-	expressed do acceptance can be			
-				
-	1 1	- 6	(90,	ω) = P€F



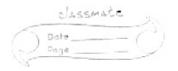
For example, consider the IIP string AB when, we start processing of ABA the state A from initial & state ABA the state A will process 1st will reach to next state B. Now, it is the responsibility of state B to process remaining part of the IIP. According to state B will process b! from the IIP string it will move on the loop & remains in the same state.

How, Again state 'B' will process the last character 'a' from the IIP string in same manner i.e. and time it will move on the loop & processes character 'o', input string is completely over & machine reaches at final state B. There fore, the string 'abo' has been accepted consider, Another string bab, upon processing b from initial state A machine reaches next state C. Now, it is response bility of state c to process remaining part of the input.

the state c will process character of by moving on the loop & remains in the same state.

character b' in the same manners & remains in state c itself.

so, upon processesing entire string machine reaches at state c which is actually non-final. Infact it is a dead



state.

Hence the string bab its rejected by the machine.

Language acceptance by DFA -

If L is any formal language then if all the strings of the language accepted by the DFA M then only language L is accepted by DFA M.

In that case, we call L has regular language

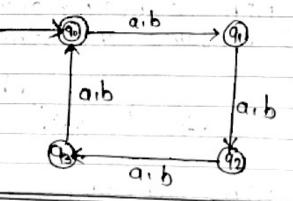
formally, we can be expressed as

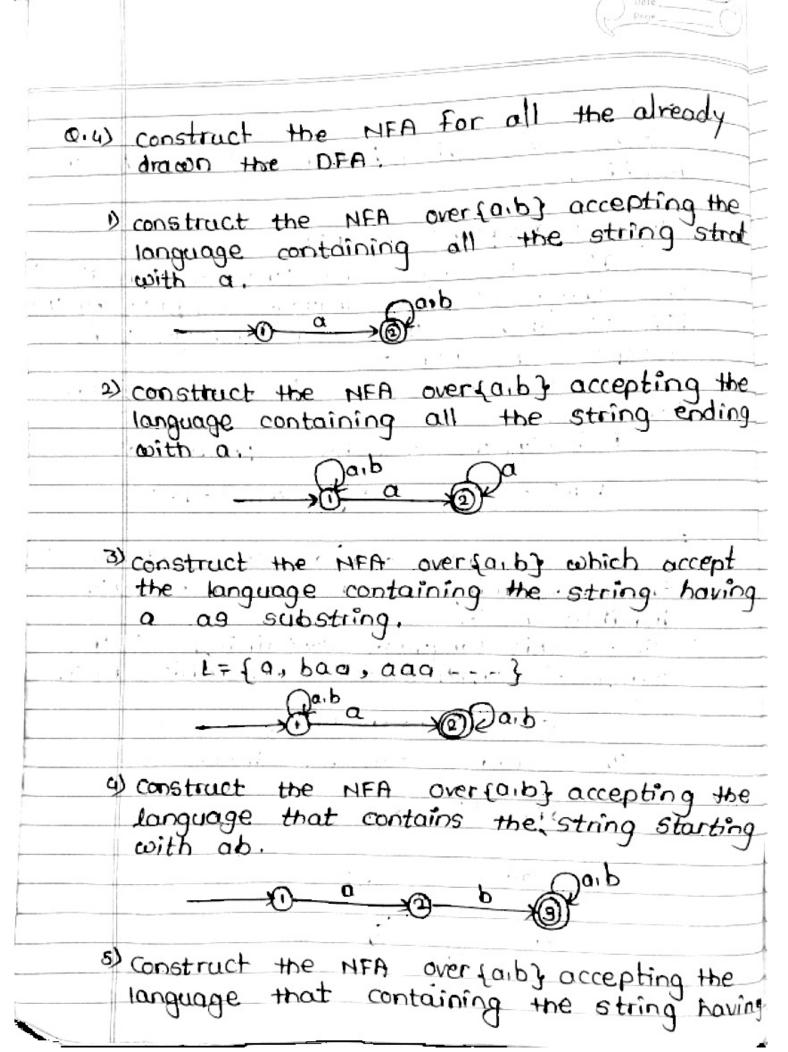
3) construct the DFA over (a,b) to accept the string containing all the string exactly divisible by 4.

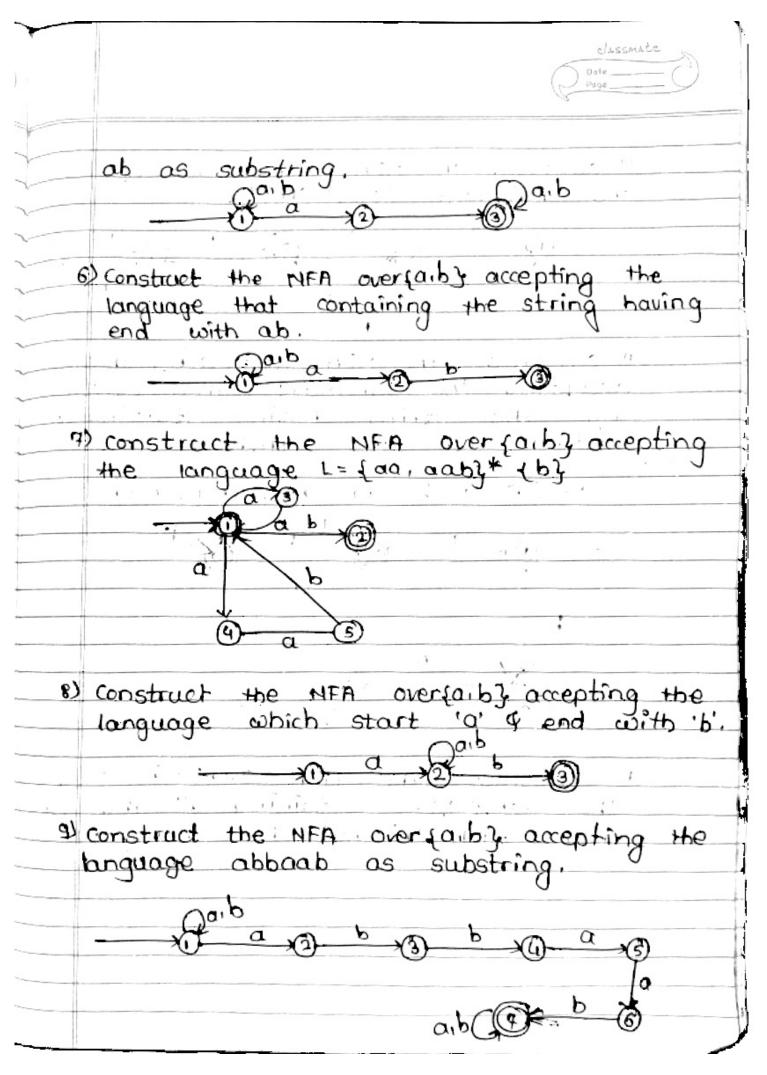
since, this language containing all the string of length exactly divisibility by 4.

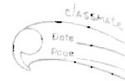
L= { E; áaaa, aaab, bbbb ---- 3

The machine can be drawn as,

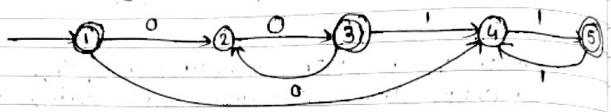






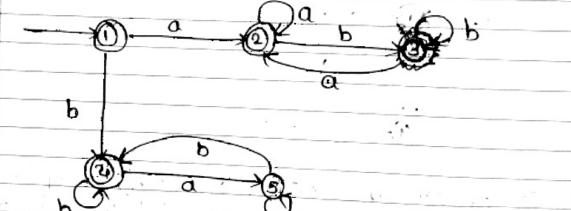


the language coop* CID*.



is construct the NFA over (a,b) that accepting the language that containing the string having starting & ending with same symbol.

L= (€, a, b, aa, bb, aba, bab ---.



12) construct the NFA oversab accepting the language containing all the string ending with 'b' but not ending ao.

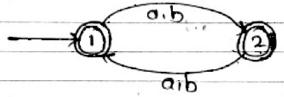


13) construct the NFA over (aib) to accept the language L= { abb n, m > 0}



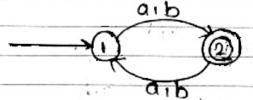
O construct. NFA containing language of string even length.

L= {aa, bb, e, aabb, aaab, baba --- }



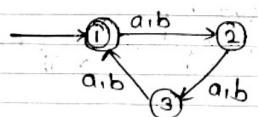
3 construct NFA overlaby of all odd length string.

L= {a, b, aab, bab, baa -- - }- }

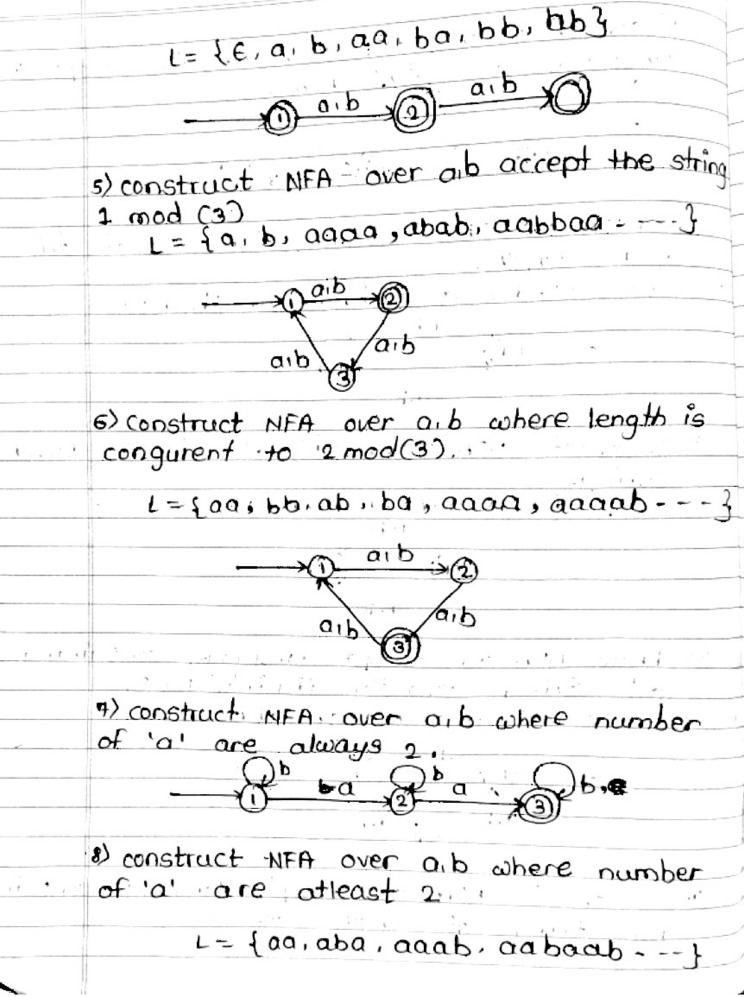


3 Draw NFA to accept language containing all string exactly divisible by 3.

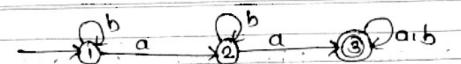
L= { E, aba, baaabaabb ---- }



9 construct NFA to accept language containing of length atmost 2.





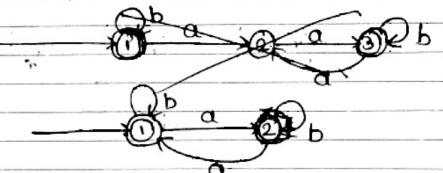


Sconstruct NFA over laib? to accept all the string containing atmost two number of a.

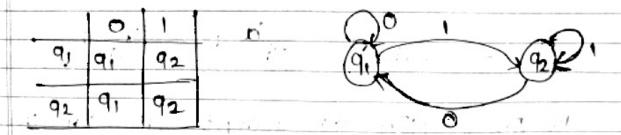
L= {E, b, aa, a, ab, ba, bb, abab --- }



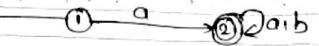
containing all the strings having even of no. of 'a'.



11) construct: NFA over (0:17) which when interrupted as binary number gets exactly divisible by 2:



12) construct NFA over a b which start a





* 13) construct NFA over (a,b) accept langue.

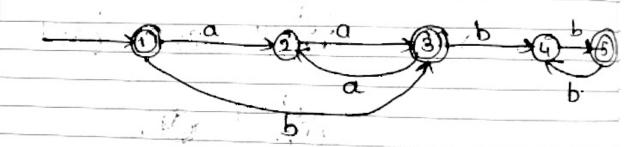
age L= {anbm | n,m >0)

L= LE, ab, aabb, aaabbb----



the language Laaz* (bb)*

L= { 6, aa, bb, aabb, bbbb---}



the language L= {am bn } m>1 , n>1

L={ ab, aab, aabb.--}



16) Draw NFA to accept the language

L={ E, a, b, c, ab, bc, ac, abc, aak

