

**ISLAMIC UNIVERSITY OF TECHNOLOGY (IUT)**  
**ORGANISATION OF ISLAMIC COOPERATION (OIC)**  
**Department of Computer Science and Engineering (CSE)**

**MID SEMESTER EXAMINATION**  
**DURATION: 1 HOUR 30 MINUTES**

**WINTER SEMESTER, 2022-2023**  
**FULL MARKS: 75**

**CSE 4309: Theory of Computing**

**Programmable calculators are not allowed. Do not write anything on the question paper.**

Answer **all 3 (three)** questions. Figures in the right margin indicate full marks of questions whereas corresponding CO and PO are written within parentheses.

1. a) State the differences between a DFA and an NFA. 3  
(CO1)  
(PO1)
- b) Design a DFA for the language accepting strings ending in either '01' or '10' over input alphabet,  $\Sigma = \{0, 1\}$ . 6  
(CO2)  
(PO3)
- c) Design an NFA to recognize '0101', '101' and '011' over input alphabet,  $\Sigma = \{0, 1\}$ . 6  
(CO2)  
(PO3)
- d) The classic game Pac-Man requires the player to navigate through a maze, eating pellets, and avoiding the ghosts who chase him through the maze. Occasionally, Pac-Man can turn the tables on his pursuers by eating a power pellet, which temporarily grants him the power to eat the ghosts. When this occurs, the ghosts' behavior changes and instead of chasing Pac-Man, they try to avoid him. The ghosts in Pac-Man have four behaviors: randomly wander the maze, chase Pac-Man when he is within line of sight, flee Pac-Man after Pac-Man has consumed a power pellet, and return to the central base to regenerate. 10  
(CO2)  
(PO2)  
 Draw the state diagram of a Finite Automata that emulates the behavior of the ghosts in Pac-Man. Show the states that the ghosts might be in at any given moment and also what inputs they take to make a transition from one state to another state.

2. a) Give the formal definition of a Finite Automata. Explain  $\delta$  for DFA, NFA, and  $\epsilon$ -NFA. 3  
(CO1)  
(PO1)

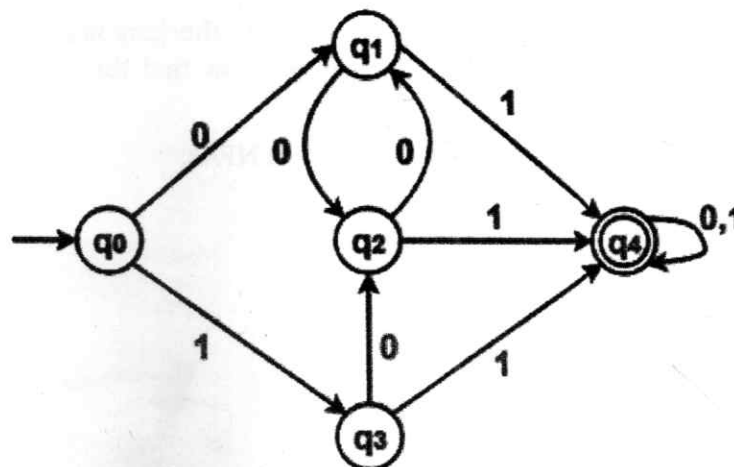


Figure 1: DFA State Diagram for Question 2.b)

- b) Consider the DFA shown in Figure 1 and minimize it using Equivalence Theorem. 7  
(CO3)  
(PO2)

- c) A vending machine is an automated machine that provides items such as snacks, beverages, lottery tickets to consumers after money, a credit card, or a specially designed card inserted into the machine. Consider a very simple vending machine which provides a pen at a cost of 10 Bangladeshi Taka (BDT) each. The machine takes 2tk, 5tk, and 10tk only and does not return changes even if you pay more than the price of a pen. It accepts payment only if you pay at least or more than the rate for a pen, otherwise it rejects the payment. There is a reset button in the machine that someone can press anytime to start a new purchase. Now for this vending machine, design a state diagram of DFA. 8  
(CO2)  
(PO3)
- d) Compute the  $\epsilon$ -closure of each state and convert the  $\epsilon$ -NFA shown in Table 1 to an equivalent DFA. 7  
(CO5)  
(PO1)

**Table 1:** Transition table for Question 2.d)

	$\epsilon$	$a$	$b$	$c$
$\rightarrow p$	$\emptyset$	$\{p\}$	$\{q\}$	$\{r\}$
$q$	$\{p\}$	$\{q\}$	$\{r\}$	$\emptyset$
$*r$	$\{q\}$	$\{r\}$	$\emptyset$	$\{p\}$

3. a) What is the order of precedence followed by the operators of the regular expression? Using Pumping lemma of regular languages, show that language  $L = \{a^n b^n \mid n \geq 0\}$  is not regular. 2 + 5  
(CO1)  
(PO1)
- b) Convert the following NFA shown in Table 2 to an equivalent DFA and informally describe the language it accepts. 6  
(CO5)  
(PO1)

**Table 2:** Transition table for Question 3.b)

	0	1
$\rightarrow p$	$\{p, q\}$	$\{p\}$
$q$	$\{r, s\}$	$\{t\}$
$r$	$\{p, r\}$	$\{t\}$
$*s$	$\emptyset$	$\emptyset$
$*t$	$\emptyset$	$\emptyset$

- c) You are given an NFA,  $N1 = (Q1, \Sigma, \delta1, q1, F1)$  that accepts the language A, and an NFA,  $N2 = (Q2, \Sigma, \delta2, q2, F2)$  that accepts the language B. Show that there exists an NFA, N that recognizes the language  $A \cdot B$ . 6  
(CO1)  
(PO1)
- d) Convert the following Regular Expressions to equivalent NFAs: 3 + 3  
(CO5)  
(PO1)
- $(0 \cup 10)^* 010 (0 \cup 1)^*$
  - $a(abb)^* \cup b$