CS375 WK5

Jason N Mansfield August 18, 2011

Figure 1: Q01: $L_1 = (a+b)^*a$

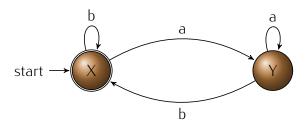
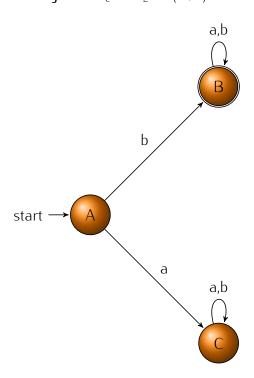


Figure 2: Q01: $L_2 = b(a+b)^*$



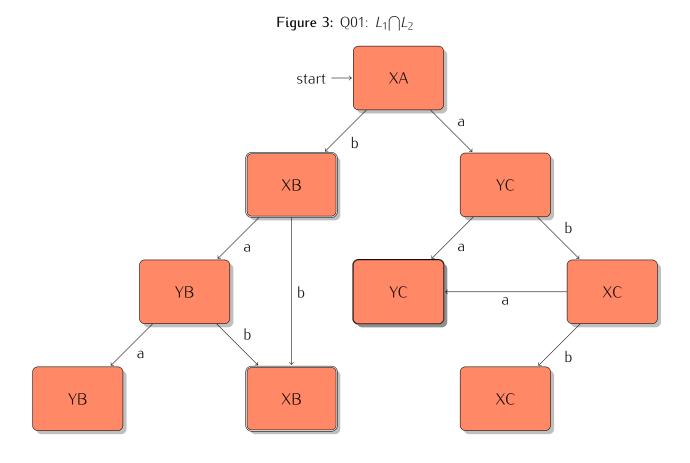


Figure 4: Q01: $L_3 = b(b+aa^*b)^*$

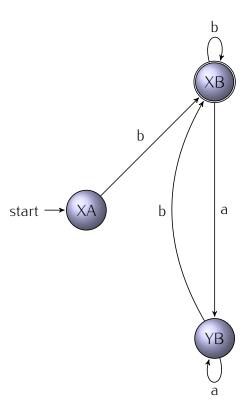


Figure 5: Q02: $L_1 = (a+b)b(a+b)^*$

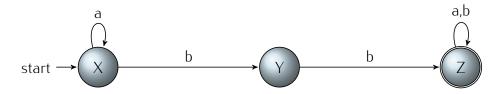


Figure 6: Q02: $L_2 = b(a+b)^*$

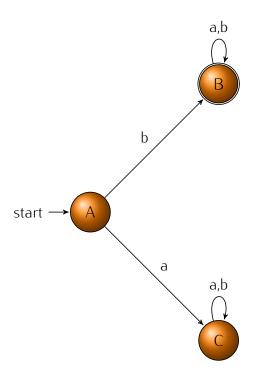


Figure 8: Q02: $L_3 = ab(a+b)^*$

ZC

CRASH

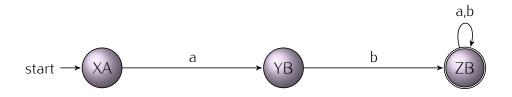


Figure 9: Q03: $L_1 = (b+ab)^*(a+\Lambda)$

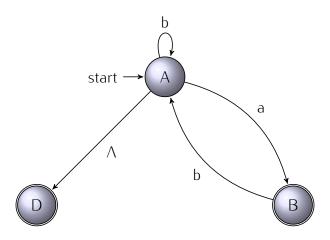


Figure 10: Q03: $L_2 = (a+b)^*aa(a+b)^*$

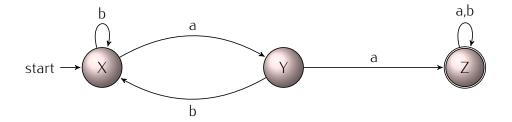


Figure 11: Q02: $L_1 \cap L_2$

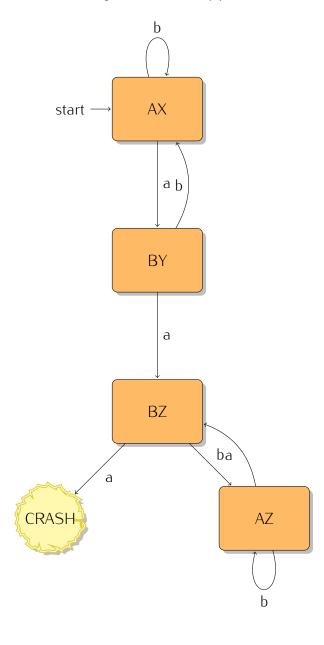


Figure 12: Q03: $L_3 = (b+ab)^*aa(bb^*a)^*$

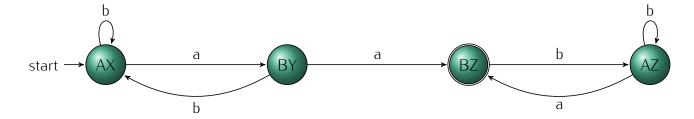


Figure 13: Q04: $L_1 = (aa+ab+ba+bb)^*$

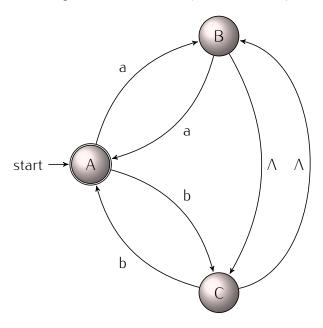


Figure 14: Q04: $L_2 = b(a+b)^*$

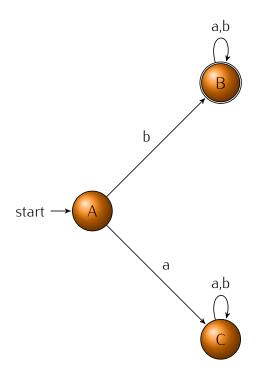
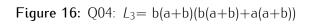


Figure 15: Q04: $L_1 \cap L_2$ AA start b ВС СВ a+b a+b b а AC AB b a+bа CC ВВ a+b



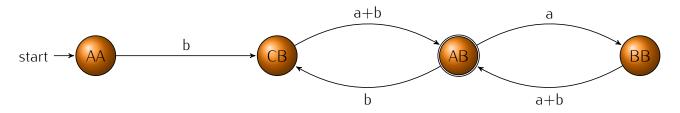


Figure 17: Q05: $L_1 = (aaa + bbb)^*$

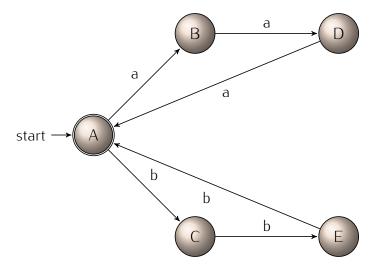


Figure 18: Q05: $L_2 = a(a+b)^*$

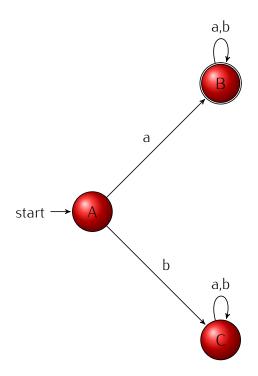
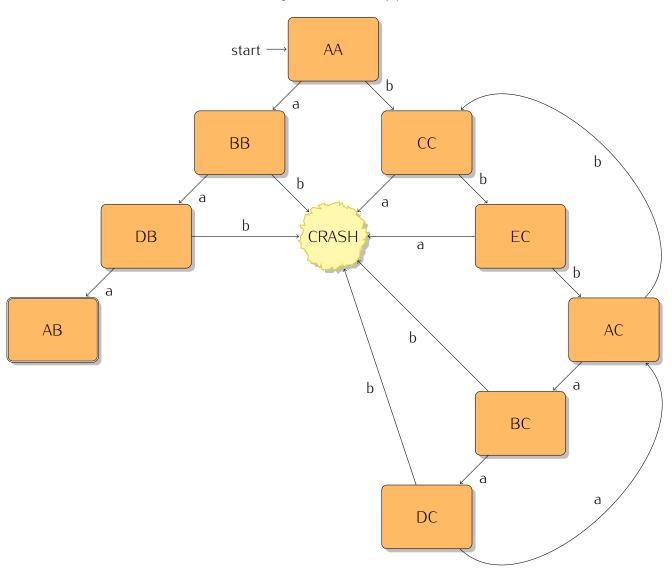


Figure 19: Q05: $L_1 \cap L_2$



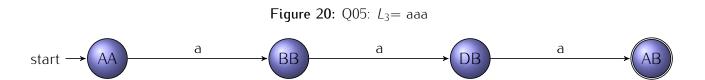


Figure 21: Q06: *FA*₁

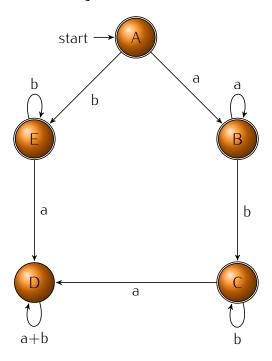


Figure 22: Q06: *FA*₂

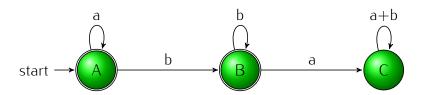
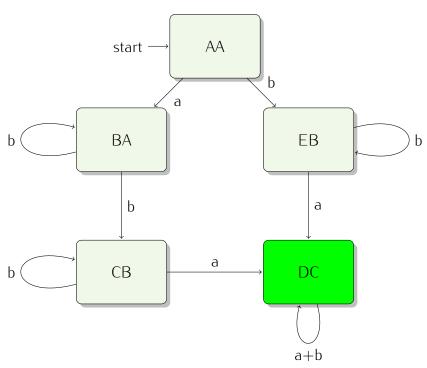


Figure 23: Q06: $L_1 \cap L_2$



Acceptable by $L_1 \cap L_2$: End States on Both (AA, BA, CB,EB) Non-End state on both (DC)

Figure 24: Q07: *FA*₁

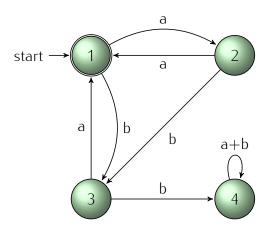
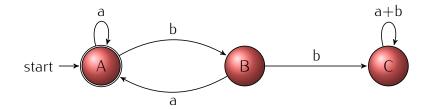


Figure 25: Q07: *FA*₂



Acceptable by $L_1 \cap L_2$: End State on Both (1A) Non-End states on both (3B, 4C)

Figure 26: Q07

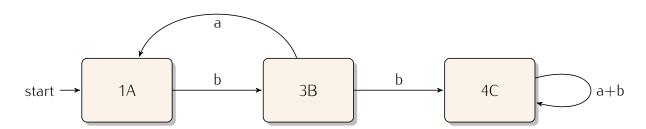


Figure 27: Q08: *FA*₁

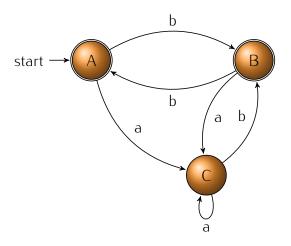


Figure 28: Q08: *FA*₂

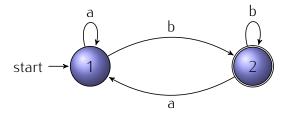
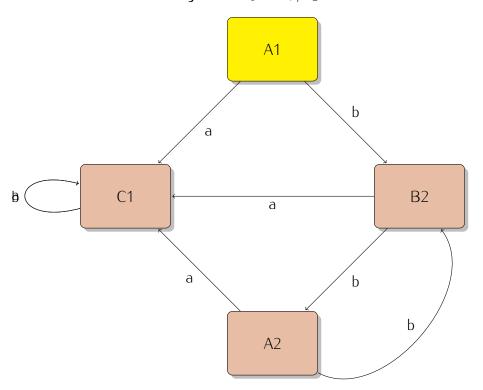


Figure 29: Q08: $L_1 \neq L_2$



Not acceptable by $L_1 \cap L_2$: C1 Acceptable by $L_1 \cap L_2$: A2, B2 Acceptable by L_1 only: A1, B1 Acceptable by L_2 only: C2

Due to A1: $L_1 \neq L_2$

Figure 30: Q09: *FA*₁

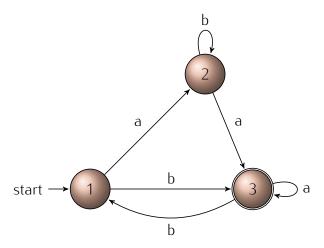
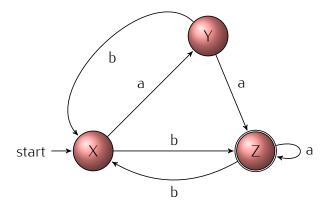
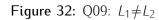
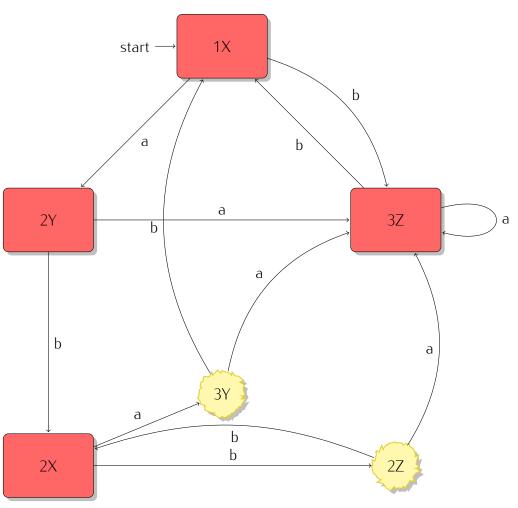


Figure 31: Q09: *FA*₂







Not acceptable by $L_1 \cap L_2$: 1X,1Y,2X,2Y

Acceptable by $L_1 \cap L_2$: 3Z Acceptable by L_1 only: 3X, 3Y Acceptable by L_2 only: 1Z, 2Z Due to 3Y and 2Z: $L_1 \neq L_2$

Figure 33: Q10: Blue Paint

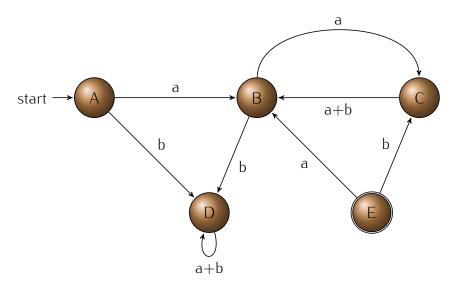


Figure 34: Q10: Step 1

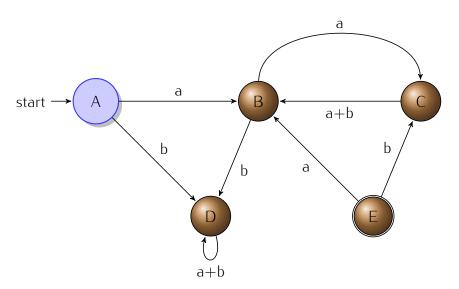


Figure 35: Q10: Step 2

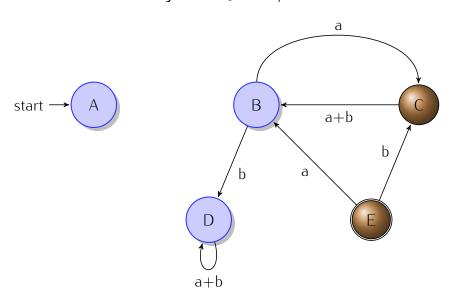


Figure 36: Q10: Step 3

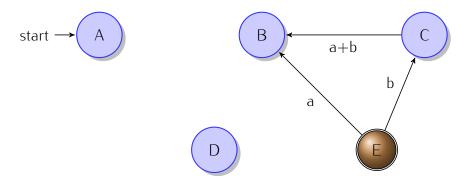
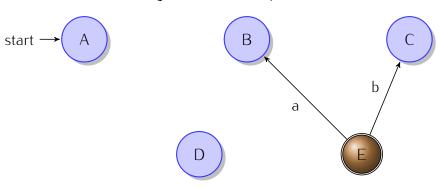


Figure 37: Q10: Step 4



This machine accepts no words due to the fact that node ${\sf E}$ remains unpainted and is the only final state.

Figure 38: Q11: Blue Paint

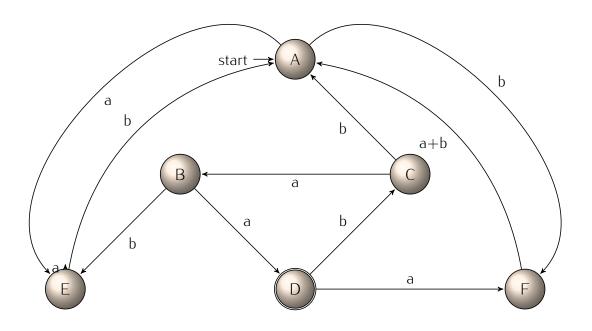


Figure 39: Q11: Step 1

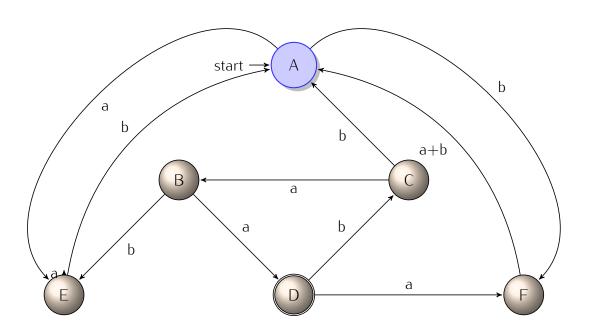


Figure 40: Q11: Step 2

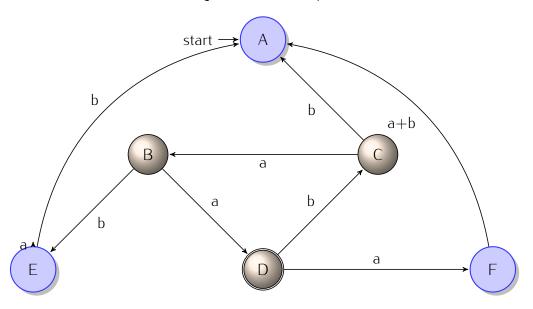
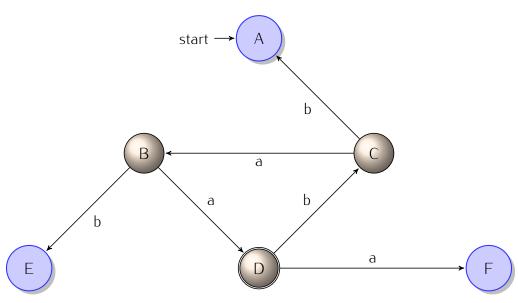


Figure 41: Q11: Step 3



This machine accepts no words due to the fact that node D remains unpainted and is the only final state.