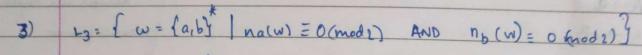
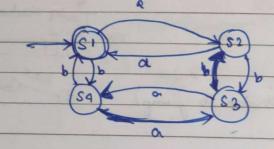


4 states, each for possible parity (add even) combination of 2 alphabets

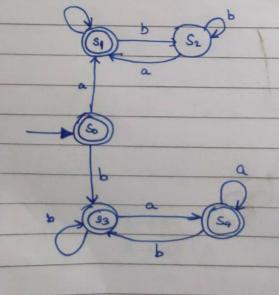




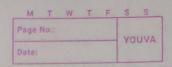
Same as before only the accepting

4)
$$L_4 = \left(\omega = \{a,b\}^{\frac{1}{2}} \mid n_{ab}(\omega) = n_{ba}(\omega)\right)$$
 ("ab" and ba" occur same number of times

(substrings "ab" and "ba" occur the same no of times



"ab" to show up and vice versa, also considering empty strings.



CFGI 15= { w & fab3 + 1 na (w) > nb(w) } 5 > Sb | 65 | 6 | a 5 b | 65 a 1 E salalas, CHA s. -> asiblbsia Lo = f ubabul u, w e faib3*; lul=hol3 S bA I BB S -> a Sa | b Sb | a Sb | b Sa | bab

Respire number of alphabits same at both ends of S; bab at 3) Lg = { a'b'c" | i,j,k >,0; i=2k } # of a's = 2x # of c's always followed by 6* - aa Sca | A 1 Gramman for 6ty A -> EI bA La= { a b c 1 i, j, k > 0 ; i + 2 j = 3 k } add Be Se se a se e a se a se co po > anaSc | andbAcc | ab Ac IE for starting as and corresponding -> bbbAccl & smiddle bs and corresponding is

HW-1

Unastricted Gramman

3.1 Lio = { a | n >0}

S -> BXaE | a Beginning as B, and as E and multiplier as x
going from Bto E

BX → BXX Increasing X's

Xa - aax Doubling no. of a's as X parms through

XE -> E Removing X if reached E

Baa - aBa B pames through string

BaE -> a Removing B and E if no X remains and B is near E

3.2 Lu = { a b j | i > 1 i j > 0 ; j = 0 (modi) }

S -> BXAE IA Beginning as B, end as E with A as aa* and X as

A -> Aa la grammar for aa*

B -> BX | E Increasing number of X's (multiplicative factor) at the beginning

Xa -> axy

Ya -> ay Y's propering through till E or b

YE. → b. if X at end , change it to b and vanish E

Yb -> bb If y sub, men only b's are after This change Y tob If x were b, then only b's are after this, change X to b L12 = { aibick | i,j, k 70; i < j < 2 k } distrit figure out completely. Written till what I could find S -> PQR P -> PalA & generate a's Aa - aAT Ta → aT } gurrate b's TO - OF AQ -> Bb 3.4) L6 = { ww | w = {ab3* } S -> PR P -> PaA | PbB |R Transfer was to Aa -> aA a waw or bubu BAB -> bA Ba - aB Bb -> bB AR - Ra BA - Ab Ra -> aR 4 end the generation Rb -> bR RR -> E