

# Automata Theory - Scrimmage III (Solutions)

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## 1 Problems

- Minimize the states in the DFA depicted in the following diagram.

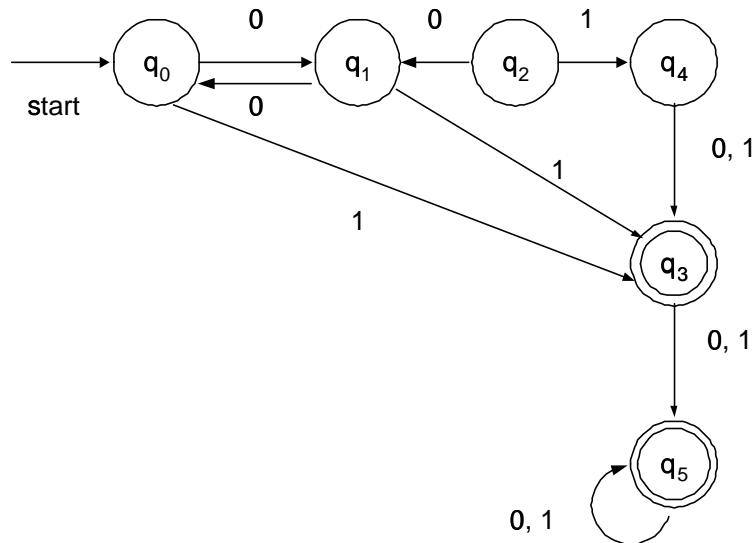


Figure 1: DFA

**Solution:** □

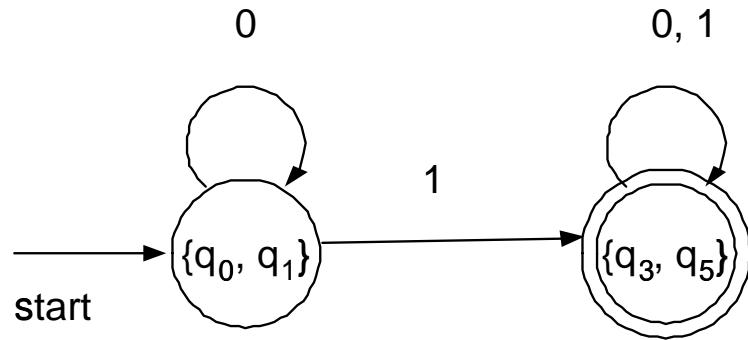


Figure 2: DFA

2. Convert the following regular expression to an NFA  $a + b^n$  where  $n \geq 1$ .

**Solution:** □

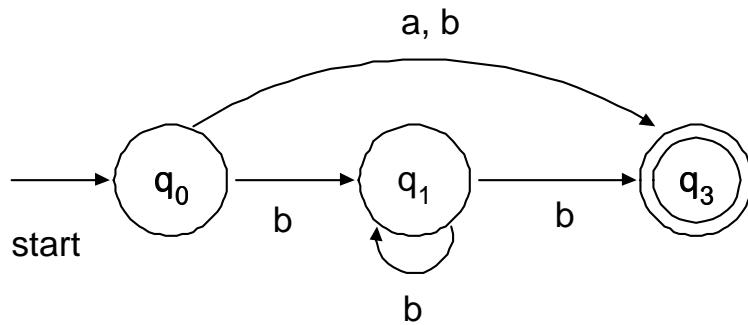


Figure 3: NFA

3. Convert the following  $\epsilon$ -NFA into an equivalent DFA.

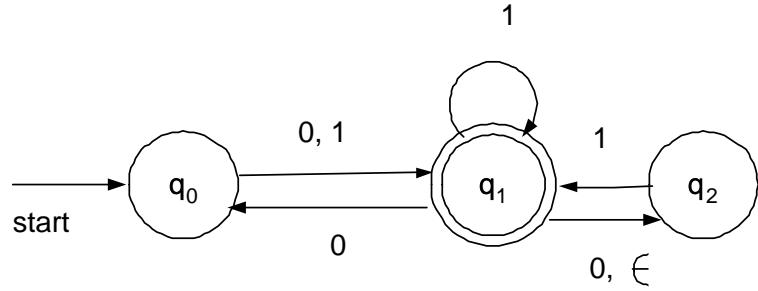


Figure 4:  $\epsilon$ -NFA

**Solution:**  $\square$

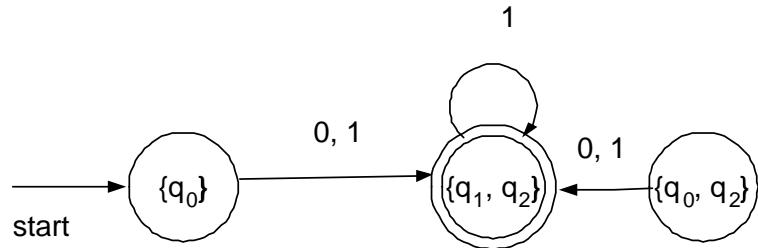


Figure 5: DFA

4. Give a grammar for the following language  $L = \{a^n b^m \mid n + m \text{ is even}\}$ .

**Solution:**

$$S \rightarrow aaS \mid A$$

$$A \rightarrow bbA \mid \epsilon \quad \square$$

5. Give a PDA that accepts the following language  $L = \{a^n b^n \mid n \geq 0\}$ .

**Solution:**  $P = \langle Q, \Sigma, \Gamma, \delta, q_0, Z_0, F \rangle$ , where

- $Q = \{q_0, q_1, q_2\}$ ,
- $\Sigma = \{a, b\}$ ,
- $\Gamma = \{1, Z_0\}$ ,
- $F = \{q_0\}$ , and
- $\delta =$

$$\begin{aligned} \delta(q_0, a, Z_0) &= \{(q_1, 1Z_0)\} \\ \delta(q_1, a, 1) &= \{(q_1, 11)\} \\ \delta(q_1, b, 1) &= \{(q_2, \epsilon)\} \\ \delta(q_2, b, 1) &= \{(q_2, \epsilon)\} \\ \delta(q_2, \epsilon, Z_0) &= \{(q_0, \epsilon)\} \end{aligned}$$

$\square$

6. Design a Turing Machine that accepts the language defined by the regular expression  $a(a + b)^*$ . Assume that  $\Sigma = \{a, b\}$ .

**Solution:**  $M = \langle Q, \Sigma, \Gamma, \delta, q_0, B, F \rangle$ , where

- $Q = \{q_0, q_1, q_2\}$ ,
- $\Sigma = \{a, b\}$ ,
- $\Gamma = \{a, b, B\}$ ,
- $B$  is the blank symbol,
- $F = \{q_2\}$ , and
- $\delta$  =

$$\begin{aligned}\delta(q_0, a) &= (q_1, a, R) \\ \delta(q_1, a) &= (q_1, a, R) \\ \delta(q_1, b) &= (q_1, b, R) \\ \delta(q_1, B) &= (q_2, B, R)\end{aligned}$$

□