Informatics 2A 2018–19. Tutorial Sheet 1 - SOLUTIONS

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1. Three subsets of $\{p, q, r\}$ suffice:



The best way to produce this is to start with the DFA start state $\{p\}$, and then explore the result of applying *a* and *b* transitions to states so far constructed, until no new DFA states (i.e. subsets of $\{p, q, r\}$) arise.

- 2. The NFAs given here are the 'simplest possible' however, many other choices of regular expressions would be equally reasonable.
 - (a) NFA:



Regular Expression: $(a + \epsilon)(ba)^*(b + \epsilon)$

(b) NFA:



Regular Expression: $(a+b)^*(aa+bb)(a+b)^*$

(c) NFA:



Regular Expression: $(a + b)^*abba(a + b)^*$

(d) NFA:



Regular Expresssion: $\mathcal{Z}(\epsilon + a(\mathcal{Z}b\mathcal{Z}a)^*)\mathcal{Z}$, where $\mathcal{Z} = (b+c)^*$ (e)



(f)



or

(g)

[Note that ϵ is the only string accepted.]

3. The minimized DFA is:



Please obtain this using the algorithm presented in Lecture 5. I have suggested inserting the separating strings discovered by the algorithm into the chart, rather than just ticks. In this case, the resulting chart will look like this:



Notice that the ϵ entries get added in 'Round 0' of the algorithm, the *b* entries in Round 1, and the *ab* entry in Round 2, when we detect a pair which goes under *a* to a pair that already has a *b* entry.

As an aside, the minimal DFA can also be obtained in an *ad hoc* way by observing the following.

- States q5 and q6 may be collapsed, since **any** string takes us from either of these to an accepting state.
- States q_{2,q_3} and q_4 may all be collapsed, since the strings that takes us from these to an accepting state are those matching $a^*b(a+b)^*$.
- Any other pair of states are differentiated by their behaviour on at least one of the strings: a, ϵ, b, ab .

4. (a) Different: 01 is in
$$\mathcal{L}((0+1)^*)$$

but not $\mathcal{L}(0^*+1^*)$.

(b) The same: by the third identity with a = 1, b = 20,

$$(120)^{*1} = 1(201)^{*}$$

where $0(120)^*12 = 01(201)^*2$

- (c) Different: 0 is in $\mathcal{L}((0^*1^*)^*)$ but not $\mathcal{L}((0^*1)^*)$.
- (d) The same: $(01+0)^*0$
 - $= (0(1 + \epsilon))^*0 \text{ by second identity and '}a\epsilon = a'.$ = 0((1 + \epsilon))^* by third identity. = 0(10 + 0)^* by first identity and '\epsilon = a'.
 - $= 0(10+0)^*$ by first identity and ' $\epsilon a = a$ '.

5. (a) The required language is X_p , where

$$X_p = aX_p + bX_q \tag{1}$$

$$X_q = (a+b)X_q + \epsilon \tag{2}$$

Solving these:

$$\begin{array}{lll} X_q &=& (a+b)^* & \mbox{from (2) by Arden's rule} \\ X_p &=& a X_p + b(a+b)^* & \mbox{substituting in (1)} \\ X_p &=& a^* b(a+b)^* & \mbox{by Arden's rule.} \end{array}$$

(b) The required language is X_p , where

$$X_p = bX_p + aX_q + \epsilon \tag{3}$$

$$X_q = bX_p + aX_r \tag{4}$$

$$X_r = (a+b)X_q \tag{5}$$

Solving these:

$$\begin{aligned} X_q &= bX_p + a(a+b)X_q & \text{substituting (3) in (2)} \\ X_q &= (a(a+b))^*bX_p & \text{by Arden's rule} \\ X_p &= bX_p + a(a(a+b))^*bX_p + \epsilon & \text{substituting in (1)} \\ &= (b+a(a(a+b))^*b)X_p + \epsilon & \text{by distributivity law} \\ &= (b+a(a(a+b))^*b)^* & \text{by Arden's rule.} \end{aligned}$$

6. (a) The DFA has 21 states in all (I won't draw it here). There are 16 states corresponding to all possible scorelines x/y where $x, y \in \{0, 15, 30, 40\}$. (Except that the state for 40/40 is known as Deuce.) The start state is 0/0. The transitions between the above states are as expected, e.g. from 15/30 there is an *f*-transition to 30/30 and an *m*-transition to 15/40.

There is also state 'Advantage Federer' with an f-transition from Deuce and an m-transition to Deuce. There is a state 'Game Federer' with f-transitions from the states 40/0, 40/15, 40/30 and Advantage Federer. Similarly on Murray's side, except that 'Game Murray' is designated as an accepting state.

Finally, there should also be a 'garbage state' which we enter (and stay in) if input symbols continue after a game has been completed.

- (b) This DFA is not minimal. The main thing to note is that the states 40/30 and Advantage Federer can be identified: from either of these states, f would take us to Game Federer and m would take us to Deuce. Likewise, 30/40 and Advantage Murray can be identified. Less interestingly, we can identify Game Federer with the garbage state (but this is just a consequence of our biased decision only to accept wins by Murray).
- (c) Yes, an entire tennis match can indeed be modelled using a DFA. One can build such a DFA in a hierarchical way. First, we can model a set as a sequence of games (say F for Game Federer, M for Game Murray), and build a DFA over $\{F, M\}$ to process complete sets. We

then refine this by replacing each state along with its F and M transitions by (essentially) a complete copy of the DFA constructed in (a), or by a suitably adapted version of this if a tiebreak is required. This gives a DFA that processes complete sets at the level of individual points. Repeating the process, we now build a DFA that models a complete match at the level of sets, and then insert lots of copies of the DFA for a single set to obtain a DFA for a complete match at the level of points.