

NAME: SOLUTION

GRADE: Total =	/ 30	(/ 5; / 8; / 7; / 10)
1.	/ 30	(/ 5; / 10; / 10; / 10)
2.	/ 30	(/ 10; / 10; / 10)
3.	/ 30	(/ 10; / 10; / 5; / 5)
4.	/ 10	(/ 5; / 5)

Rules: This exam is to be done individually. Class notes and books of any kind are not allowed.
You must write legibly and in a structured manner: unreadable answers will be graded 0; messy / hard-to-follow answers will be penalized by up to 75%.

Cell phones should be turned off, no headsets allowed. Turn in your exam by 10:20am sharp: no exam will be accepted past this time.

1 General Knowledge [30 points]

1.1 What is a language? [5 points] - Answer in one sentence max.

It language is a set (of strings / sequences of characters or general inputs).

1.2 Consider the language L described by its regular expression: $(ab^+Ua^*b).ab$, where $\Sigma = \{a, b\}$. For each of the following strings, answer whether or not they are members of L . [8 points]

ababab	☒ YES	☐ NO
abb	☒ YES	☐ NO
ab	☒ YES	☐ NO
aaaab	☒ YES	☐ NO

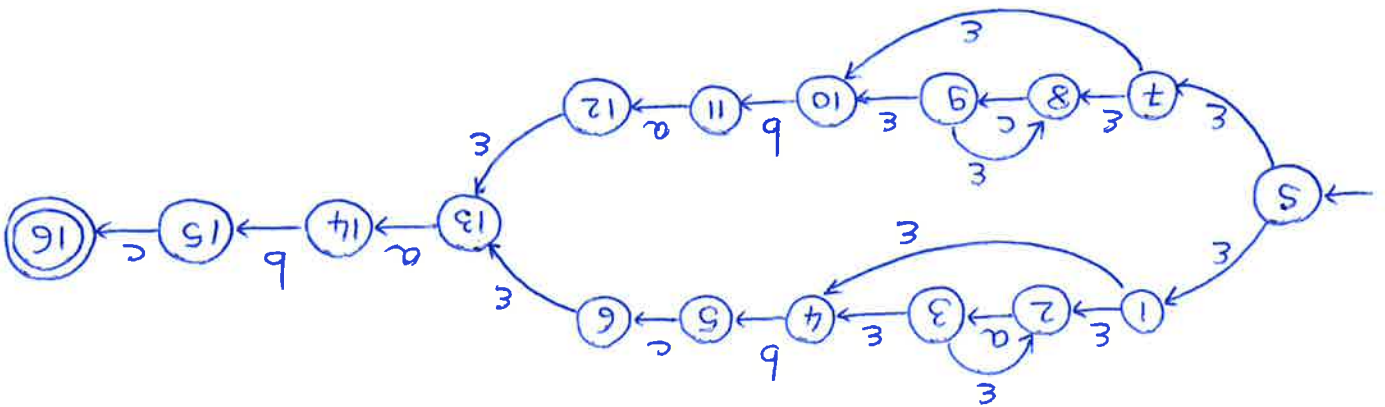
1.3 Please circle the appropriate answer. [7 points]

- There are Regular Languages that are not Context-Free languages: ☒ TRUE ☐ FALSE
- There exists a CF Grammar for every Regular Language: ☒ TRUE ☐ FALSE
- PDAs recognize regular languages: ☒ TRUE ☐ FALSE
- Turing Machines recognize Context-Free languages: ☒ TRUE ☐ FALSE

1.4 What does it mean for a given set, say S , to be closed under a given binary operation, say $\bowtie$? [10 points]

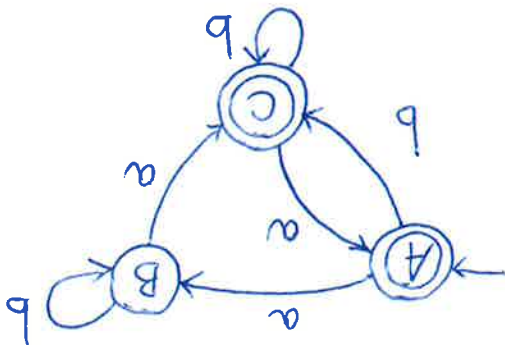
It means that for every two elements in S , say a_1 and a_2 , their combination using the $\bowtie$ operator, say $a_1 \bowtie a_2$, is also part of S .

$$\overline{S} = \{a_1, a_2 \in S, a_1 \bowtie a_2 \in S\}$$



- 2 Regular Languages [30 points]
- 2.1 Build an NFA – from smaller NFAs as shown in class – for the following language: $L = (a^*bc \cup c^*ba).abc$. [10 points]

2.2 Identify – using the procedure presented in class – the language recognized by the following automaton. [10 points]



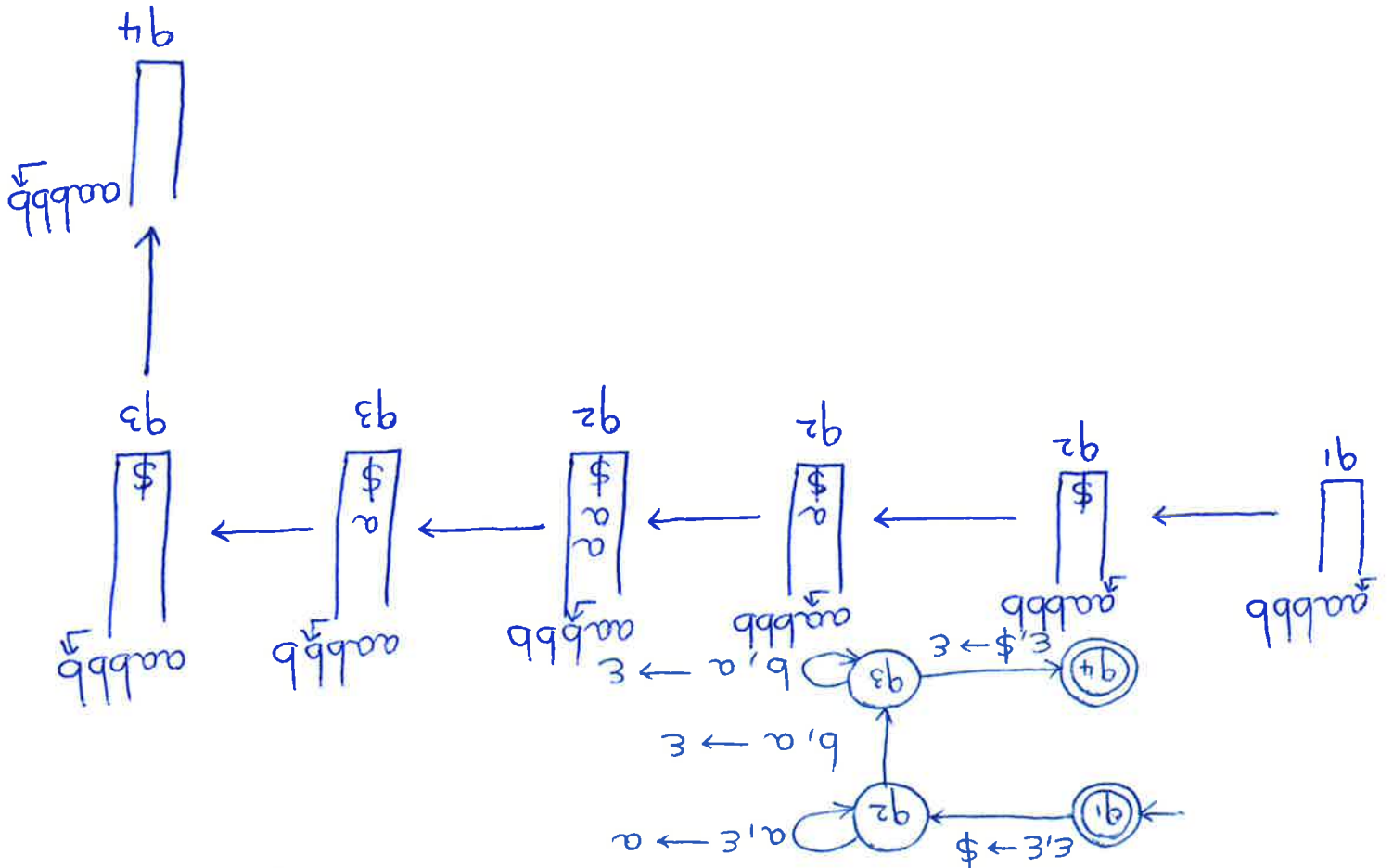
$$\begin{cases} A = \varepsilon + aB + bC \\ B = bB + aC \\ C = \varepsilon + aA + bC \end{cases}$$

$$\begin{aligned} C &= b^*(\varepsilon + aA) \\ B &= bB + ab^*(\varepsilon + aA) = b^*ab^*(\varepsilon + aA) \\ A &= \varepsilon + ab^*ab^*(\varepsilon + aA) + bb^*(\varepsilon + aA) \\ &= \varepsilon + (ab^*)^2a + b^+ + ((ab^*)^2a + b^+a)A \\ &= ((ab^*)^2a + b^+a)^* \cdot (\varepsilon + (ab^*)^2a + b^+) \end{aligned}$$

2.3 Explain mostly in plain English (possibly with the help of some diagrams if you would like) why regular languages are "pumpable". [10 points]

see material posted on piazza.

3 Context-Free Languages [30 points]

3.1 Trace the execution of the following PDA on string *aabb*. [10 points]

3.3 Is the set of Context-Free Languages closed under concatenation? Justify your answer. [5 points]

Any two languages L_1 and L_2 that are context free have CFGs to represent / recognize them. Let's say that:

$S_1 \rightarrow \dots$

is the CFG for L_1 , and:

$S_2 \rightarrow \dots$

is the CFG for L_2 .

is also a CFG and it recognizes $L_1 \cdot L_2$.

Therefore $L_1 \cdot L_2$ is a CFL.

CFLs are closed under concatenation.

3.4 Is the set of Context-Free Languages closed under intersection? Justify your answer. [5 points]

Let us look at the following two languages:

$$L_1 = \{a^n b^n c^k \mid n \geq 0, k \geq 0\}$$

$$L_2 = \{a^k b^n c^n \mid n \geq 0, k \geq 0\}$$

L_1 and L_2 are context-free languages.

$$L_1 \cap L_2 = \{a^n b^n c^n \mid n \geq 0\}$$

$L_1 \cap L_2$ is not a CFL (here you can either use the pumping lemma for CFLs to disprove that $L_1 \cap L_2$ is a CFL, or just say that it is not a CFL because, informally, we see that there are three quantities to balance and this is beyond the expressiveness of CFLs).

Since there exist two CFLs whose intersection is not a CFL, we conclude that the set of context-free languages is not closed under intersection.

4 Turing Machines [10 points]

4.1 Give the formal definition of a Turing Machine. [5 points]

A TM is fully described by the following

seven components:

• Q = set of states• q_0 = start state• q_{accept} = accept state• q_{reject} = reject state• Σ = alphabet of input($\cup \emptyset \Sigma$)• Γ = alphabet of tape ($\cup \Gamma$ and $\Sigma \subset \Gamma$)

4.2 List 3 differences between a Turing Machine and finite state machines we saw earlier this semester. [5 points]

• TM can move left or right on input (and tape)

• TM allow to overwrite the input

• TM have specific accept and reject states -

• a potential outcome of a TM execution

is looping.