CSE-217: Theory of Computation REGULAR LANGUAGES

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Design is a creative process!



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Put yourself in the place of the machine you are trying to design.



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Put yourself in the place of the machine you are trying to design.

Figure out what you need to remember about the string.



- 1 Suppose that the alphabet is {0,1} and that the language consists of all strings with an odd number of 1s.
- 2 You want to construct a finite automaton E_1 to recognize this language.



Example - 1 Sipser, 1.1, p-42



FIGURE 1.18 The two states q_{even} and q_{odd}



Example - 1 Sipser, 1.1, p-42



FIGURE 1.19 Transitions telling how the possibilities rearrange



Example - 1 Sipser, 1.1, p-43



FIGURE **1.20** Adding the start and accept states



- 1 Design a finite automaton E_2 to recognize the regular language of all strings that contain the string 001 as a substring.
- 2 For example, 0010, 1001, 001, and 11111110011111 are all in the language, but 11 and 0000 are not.



Example - 2 Sipser, 1.1, p-44







1 Let us formally specify a DFA that accepts all and only the strings of 0's and 1's that have the sequence 01 somewhere in the string.





Figure 2.4: The transition diagram for the DFA accepting all strings with a substring 01



- We can write this language L as: {w | w is of the form x01y for some strings x and y consisting of 0's and 1's only.}
- Another equivalent description, using parameters x and y to the left of the vertical bar, is: {x01y | x and y are any strings of 0's and 1's}





1 Design a DFA to accept the language L = {w | w has both an even number of 0's and an even number of 1's}



Example - 4 Ullman, 2.1, Fig-2.6



Figure 2.6: Transition diagram for the DFA of Example 2.4



Example - 4 Ullman, 2.1, Fig-2.6





Example - 5 Lewis and Papadimitriou, Example 2.1.2

Example 5

1 Design a deterministic finite automaton M that accepts the language $L(M) = \{ w \in \{a,b\}^* : w \text{ does not contain three consecutive b's} \}$







Figure 2-3



Example - 6 Lewis and Papadimitriou, Example 2.1.2

Example 6

1 Design a DFA that accepts binary numbers that are divisible by three.



Example - 6 Ullman, 2.1, Fig-2.6





1 Draw a DFA for the language accepting strings starting with 'ab' over input alphabets $\Sigma = \{a, b\}$



Example - 7 Ullman, 2.1, Fig-2.6



DFA



1 Construct a DFA that accepts a language L over input alphabets $\Sigma = \{a, b\}$ such that L is the set of all strings starting with 'aa' or 'bb'.







1 Design FA with $\Sigma = \{0, 1\}$ accepts the set of all strings with three consecutive 0's.







1 Design a FA with $\Sigma = \{0, 1\}$ accepts the strings with an even number of 0's followed by single 1.







1 Design a DFA over $w \in \{a,b\}^*$ such that number of a = 2 and there is no restriction over length of b.







 Design a DFA over w ∈ {a,b}* such that number of a is less or equals to 2 and there is no restriction over length of b.







 Design a DFA over w ∈ {a,b}* such that number of a is greater or equals to 2 and there is no restriction over length of b.







1 Design a DFA over $w \in \{a,b\}^*$ in which set of all strings can be accepted which start with a.







1 Design a DFA over $w \in \{a,b\}^*$ in which every 'a' should followed by 'bb'







1 Design a DFA such that: $L = \{a^n b^m \mid n,m \ge 1\}$ Given: Input alphabet, $\Sigma = \{a, b\}$ Language L = {ab, aab, aaab, abbb, aabb, abbbb, ...}







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