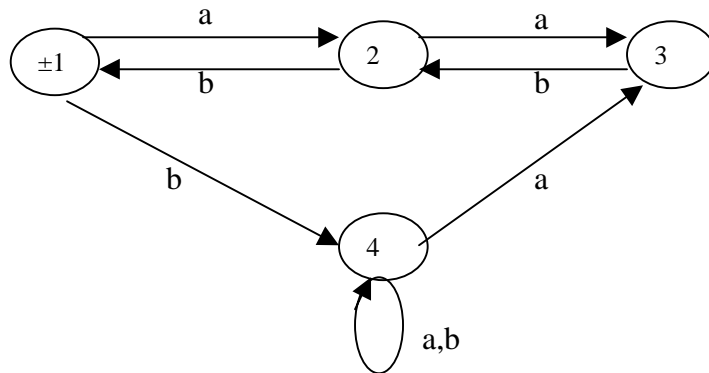


Answer 3 Questions

1. (a) Define the five components of a Deterministic Finite State Automaton [20]
- (b) Let  $M$  be a Deterministic Finite State Automaton,  $w$  be a string of symbols and  $L(M)$  be the language accepted by  $M$ . Under what circumstances is  $w \in L(M)$ ? [20]
- (c) Using Kleene's Theorem, derive a regular expression that defines the same language as that recognised by the following FSA: [30]



- (d) Prove, using the Pumping Lemma and the closure properties of the regular languages, that the language consisting of all strings over the alphabet  $\{a,b\}$  which contain an **equal** number of  $as$  and  $bs$  is **non-regular**. [30]
2. The following questions relate to the language of arithmetic expressions defined by the following context-free grammar:
    - $L \rightarrow L + L$
    - $L \rightarrow L - L$
    - $L \rightarrow (L)$
    - $L \rightarrow T$
    - $T \rightarrow a$
    - $T \rightarrow b$
    - $T \rightarrow \lambda$
 where the terminal symbols are  $=, -, (, )$ ,  $a$ ,  $b$  and  $\lambda$  is the null symbol.
    - (a) Convert the grammar to Chomsky Normal Form. [30]
    - (b) Using the CNF grammar, construct a non-deterministic push-down automaton that recognises  $L$ . [30]
    - (c) State and explain the Pumping Lemma for non-context-free languages, showing how it derives from CNF. [40]

3. (a) Construct a Turing Machine that recognises the language  $\{a^m b^n \mid m > n\}$  using the following algorithm:  
**step 1.** read an 'a';  
**step 2.** run up the tape until the first 'b' is reached, if there is one;  
**step 3.** DELETE that 'b' and the 'a' preceding it;  
(Use, but **do not define**, the DELETE sub-machine that leaves the read head at the character preceding the one deleted.)  
**step 4.** run back down the tape to the first blank cell and repeat from step 1. [30]
- (b) Display a trace of your machine's operation on each of the tapes:  
(i) aaabb [10]  
(ii) aabb [10]
- (c) Give a BRIEF account of  
(i) a coding of Turing Machines, and [20]  
(ii) how that coding might be used to prove the undecidability of the Halting Problem. [30]
4. (a) Define the class of languages  $\mathbf{DTIME}(n^i)$  [20]  
(b) Define the classes of problem  $\mathbf{NP}$ ,  $\mathbf{NP-hard}$ , and  $\mathbf{NP-complete}$  [30]  
(c) (i) Describe the 'Propositional Satisfiability Problem' and discuss its importance in relation to the question of computational tractability. [30]  
(ii) Describe two other problems that are  $\mathbf{NP-complete}$ . [20]