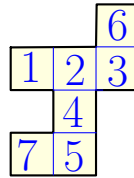


1 Consider the following “maze”:



A robot starts at position 1 – where at every point in time it is allowed to move only to adjacent cells. The input is a sequence of commands V (move vertically) or H (move horizontally), where the robot is required to move if it gets such a command. If it is in location 2, and it gets a V command then it must move down to location 4. However, if it gets command H while being in location 2 then it can move either to location 1 or 3, as it chooses.

An input is *invalid*, if the robot get stuck during the execution of this sequence of commands, for any sequence of choices it makes. For example, starting at position 1, the input $HVVH$ is invalid. (The robot was so badly designed, that if it gets stuck, it explodes and no longer exists.)

- 1.A. Starting at position 1, consider the (command) input HVV . Which location might the robot be in? (Same for $HVVV$ and $HVVVH$.)
- 1.B. Draw an NFA that accepts all valid inputs.
- 1.C. The robot *solves* the maze if it arrives (at any point in time) to position 7. Draw an NFA that accepts all inputs that are solutions to the maze.
- 1.D. (Extra - not for discussion section.) Write a regular expression which is all inputs that are valid solutions to the maze. (See here for notes of how to solve such a question.)

2 Let $L = \{w \in \{a, b\}^* \mid a \text{ appears in some position } i \text{ of } w, \text{ and a } b \text{ appears in position } i + 2\}$.

- 2.A. Create an NFA N for L with at most four states.
- 2.B. Using the “power-set” construction, create a DFA M from N . Rather than writing down the sixteen states and trying to fill in the transitions, build the states as needed, because you won’t end up with unreachable or otherwise superfluous states.
- 2.C. Now directly design a DFA M' for L with only five states, and explain the relationship between M and M' .

3 Let L be an arbitrary regular language. Prove that the language $reverse(L) := \{w^R \mid w \in L\}$ is regular. *Hint:* Consider a DFA M that accepts L and construct a NFA that accepts $reverse(L)$.

4 Let L be an arbitrary regular language. Prove that the language $insert1(L) := \{x1y \mid xy \in L\}$ is regular. Intuitively, $insert1(L)$ is the set of all strings that can be obtained from strings in L by inserting exactly one 1. For example, if $L = \{\varepsilon, OOK!\}$, then $insert1(L) = \{1, 1OOK!, O1OK!, OO1K!, OOK1!, OOK1!\}$.

Work on these later:

5 Prove that the language $delete1(L) := \{xy \mid x1y \in L\}$ is regular.

Intuitively, $delete1(L)$ is the set of all strings that can be obtained from strings in L by deleting exactly one 1. For example, if $L = \{101101, 00, \varepsilon\}$, then $delete1(L) = \{01101, 10101, 10110\}$.

6 Consider the following recursively defined function on strings:

$$stutter(w) := \begin{cases} \varepsilon & \text{if } w = \varepsilon \\ aa \bullet stutter(x) & \text{if } w = ax \text{ for some symbol } a \text{ and some string } x \end{cases}$$

Intuitively, $stutter(w)$ doubles every symbol in w . For example:

- $stutter(PRESTO) = PPRREESSTTOO$
- $stutter(HOCUS \diamond POCUS) = HHOCCUUSS \diamond PPOCCUUSS$

Let L be an arbitrary regular language.

1. Prove that the language $stutter^{-1}(L) := \{w \mid stutter(w) \in L\}$ is regular.
2. Prove that the language $stutter(L) := \{stutter(w) \mid w \in L\}$ is regular.

7 Consider the following recursively defined function on strings:

$$evens(w) := \begin{cases} \varepsilon & \text{if } w = \varepsilon \\ \varepsilon & \text{if } w = a \text{ for some symbol } a \\ b \cdot evens(x) & \text{if } w = abx \text{ for some symbols } a \text{ and } b \text{ and some string } x \end{cases}$$

Intuitively, $evens(w)$ skips over every other symbol in w . For example:

- $evens(EXPELLIARMUS) = XELAMS$
- $evens(AVADA \diamond KEDAVRA) = VD \diamond EAR$.

Once again, let L be an arbitrary regular language.

1. Prove that the language $evens^{-1}(L) := \{w \mid evens(w) \in L\}$ is regular.
2. Prove that the language $evens(L) := \{evens(w) \mid w \in L\}$ is regular.