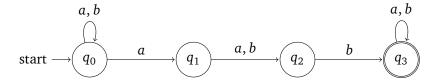
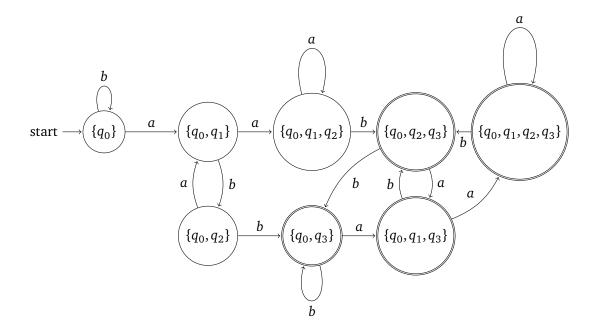
- 1. Let $L = \{w \in \{a, b\}^* \mid \text{an } a \text{ appears in some position } i \text{ of } w, \text{ and a } b \text{ appears in position } i+2\}.$
 - (a) Create an NFA N for L with at most four states.

Solution: The following NFA N accepts the language. The machine starts at state q_0 . On seeing the symbol a, the NFA has the choice of either staying at q_0 or to check if it is followed, 2 positions later, with a b.



(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.

Solution: Using the "power-set" construction, we obtain the following DFA *M*.



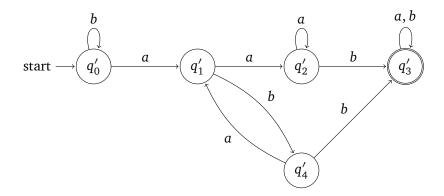
(c) Now directly design a DFA M' for L with only five states, and explain the relationship between M and M'.

Solution: The DFA M' is as follows. M' remembers the last two symbols seen so far.

- q'_0 is the start state. M'
- q'_1 corresponds to having seen ba as the last two symbols (or just a if this is the first symbol).
- q_2' corresponds to having seen aa as the last two symbols.

1

- q_3' is the accepting state.
- q_4' corresponds to having seen ab as the last two symbols.



Note that if we contract all the accepting to states in M (from part (b)) to one state, then we obtain M'.

For the rest of the problems assume that L is an arbitrary regular language.

2. 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).

Solution: Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L. We construct an NFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts reverse(L) as follows.

$$Q':=Q\cup\{t\}\quad \text{(here t is a new state not in Q)}$$

$$s':=t$$

$$A':=\{s\}$$

$$\delta'(t,\epsilon)=A$$

$$\forall q\in Q, a\in\Sigma \quad \delta'(q,a)=\{q'\in Q\mid \delta(q',a)=q\}$$

M' is obtained from M by reversing all the directions of the edges, adding a new state t that becomes the new start state that is connected via ϵ edges to all the original accepting states. There is a single accepting state in M' which is the start state of M. To see that M' accepts reverse(L) you need to see that any accepting walk of M' corresponds to an an accepting walk of M.

Another way to show that reverse(L) is regular is via regular expressions. For any regular expression r you can construct a regular expression r' such that L(r') = reverse(L) using the inductive definition of regular languages. We ignore the base cases as exercise and consuder the inductive cases.

- If r_1 and r_2 are regular expressions and r'_1 and r'_2 are regular expressions for the reverse languages then the reverse for $r_1 + r_2$ is $r'_1 + r'_2$.
- For r_1r_2 we have $r_2'r_1'$.
- For $(r_1)^*$ we have $(r_1')^*$.

3. Prove that the language insert $1(L) := \{x | x | x y \in L\}$ is regular.

Intuitively, *insert*1(L) is the set of all strings that can be obtained from strings in L by inserting exactly one 1. For example, if $L = \{\varepsilon, 00K!\}$, then *insert*1(L) = $\{1, 100K!, 010K!, 001K!, 001K!,$

Solution: Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L. We construct an NFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts *insert* $\mathbf{1}(L)$ as follows:

$$Q' := Q \times \{before, after\}$$

$$s' := (s, before)$$

$$A' := \{(q, after) \mid q \in A\}$$

$$\delta'((q, before), a) = \begin{cases} \{(\delta(q, a), before), (q, after)\} & \text{if } a = \mathbf{1} \\ \{(\delta(q, a), before)\} & \text{otherwise} \end{cases}$$

$$\delta'((q, after), a) = \{(\delta(q, a), after)\}$$

M' nondeterministically chooses a f 1 in the input string to ignore, and simulates M running on the rest of the input string.

- The state (q, before) means (the simulation of) M is in state q and M' has not yet skipped over a 1.
- The state (q, after) means (the simulation of) M is in state q and M' has already skipped over a 1.

4. Prove that the language $delete_1(L) := \{xy \mid x \mid y \in L\}$ 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 $L = \{101101, 00, \epsilon\}$, then $delete1(L) = \{01101, 10101, 10110\}$.

Solution: Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L. We construct an NFA $M' = (\Sigma, Q', s', A', \delta')$ with ε -transitions that accepts $delete_1(L)$ as follows:

$$Q' := Q \times \{before, after\}$$

$$s' := (s, before)$$

$$A' := \{(q, after) \mid q \in A\}$$

$$\delta'((q, before), \varepsilon) = \{(\delta(q, \mathbf{1}), after)\}$$

$$\delta'((q, after), \varepsilon) = \emptyset$$

$$\delta'((q, before), a) = \{(\delta(q, a), before)\}$$

$$\delta'((q, after), a) = \{(\delta(q, a), after)\}$$

M' simulates M, but inserts a single **1** into M's input string at a nondeterministically chosen location.

- The state (q, before) means (the simulation of) M is in state q and M' has not yet inserted a 1.
- The state (q, after) means (the simulation of) M is in state q and M' has already inserted a 1.

5. Consider the following recursively defined function on strings:

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

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

- stutter(PRESTO) = PPRREESSTT00
- stutter(HOCUS

 POCUS) = HHOOCCUUSS

 PPOOCCUUSS

Let L be an arbitrary regular language.

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

Solution: Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L.

We construct an DFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts $stutter^{-1}(L)$ as follows:

$$Q' = Q$$

$$s' = s$$

$$A' = A$$

$$\delta'(q, a) = \delta(\delta(q, a), a)$$

M' reads its input string w and simulates M running on stutter(w). Each time M' reads a symbol, the simulation of M reads two copies of that symbol.

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

Solution: Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L.

We construct an DFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts stutter(L) as follows:

$$Q' = Q \times (\{\bullet\} \cup \Sigma) \cup \{fail\} \quad \text{for some } \bullet \notin \Sigma$$

$$s' = (s, \bullet)$$

$$A' = \{(q, \bullet) \mid q \in A\}$$

$$\delta'((q, \bullet), a) = (q, a)$$

$$\delta'((q, a), b) = \begin{cases} (\delta(q, a), \bullet) & \text{if } a = b \\ fail & \text{if } a \neq b \end{cases}$$

$$\delta'(fail, a) = fail$$

M' reads the input string stutter(w) and simulates M running on input w.

- State (q, \bullet) means M' has just read an even symbol in stutter(w), so M should ignore the next symbol (if any).
- For any symbol $a \in \Sigma$, state (q, a) means M' has just read an odd symbol in stutter(w), and that symbol was a. If the next symbol is an a, then M should transition normally; otherwise, the simulation should fail.
- The state *fail* means M' has read two successive symbols that should have been equal but were not; the input string is not stutter(w) for any string w.

Solution (via regular expressions): Let R be an arbitrary regular *expression*. We recursively construct a regular expression stutter(R) as follows:

$$stutter(R) := \begin{cases} \varnothing & \text{if } R = \varnothing \\ stutter(w) & \text{if } R = w \text{ for some string } w \in \Sigma^* \\ stutter(A) + stutter(B) & \text{if } R = A + B \text{ for some regular expressions } A \text{ and } B \\ stutter(A) stutter(B) & \text{if } R = AB \text{ for some regular expressions } A \text{ and } B \\ (stutter(A))^* & \text{if } R = A^* \text{ for some regular expression } A \end{cases}$$

To prove that L(stutter(R)) = stutter(L(R)), we need the following identities for arbitrary *languages A* and *B*:

- $stutter(A \cup B) = stutter(A) \cup stutter(B)$
- $stutter(A \bullet B) = stutter(A) \bullet stutter(B)$
- $stutter(A^*) = stutter(A)^*$

These identities can all be proved by inductive definition-chasing, after which the claim L(stutter(R)) = stutter(L(R)) follows by induction. We leave the details of the induction proofs as an exercise for a future semester an exam the reader.

Equivalently, we can directly transform R into stutter(R) by replacing every explicit string $w \in \Sigma^*$ inside R with stutter(w) (with additional parentheses if necessary). For example:

$$stutter((1+\varepsilon)(01)^*(0+\varepsilon)+0^*) = (11+\varepsilon)(0011)^*(00+\varepsilon)+(00)^*$$

Although this may look simpler, actually *proving* that it works requires the same induction arguments.

6. 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 | KEDAVRA) = VD | EAR.

Once again, let L be an arbitrary regular language.

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

Solution: Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L. We construct an DFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts *evens*⁻¹(L) as follows:

$$Q' = Q \times \{0, 1\}$$

$$s' = (s, 0)$$

$$A' = A \times \{0, 1\}$$

$$\delta'((q, 0), a) = (q, 1)$$

$$\delta'((q, 1), a) = (\delta(q, a), 0)$$

M' reads its input string w and simulates M running on evens(w).

- State (q, 0) means M' has just read an even symbol in w, so M should ignore the next symbol (if any).
- State (q, 1) means M' has just read an odd symbol in w, so M should read the next symbol (if any).

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

Solution: Let $M = (\Sigma, Q, s, A, \delta)$ be a DFA that accepts L. We construct an NFA $M' = (\Sigma, Q', s', A', \delta')$ that accepts *evens*(L) as follows:

$$Q' = Q$$

$$s' = s$$

$$A' = A \cup \{ q \in Q \mid \delta(q, a) \cap A \neq \emptyset \text{ for some } a \in \Sigma \}$$

$$\delta'(q, a) = \bigcup_{b \in \Sigma} \{ \delta(\delta(q, b), a) \}$$

M' reads the input string evens(w) and simulates M running on string w, while nondeterministically guessing the missing symbols in w.

- When M' reads the symbol a from evens(w), it guesses a symbol $b \in \Sigma$ and simulates M reading ba from w.
- When M' finishes evens(w), it guesses whether w has even or odd length, and in the odd case, it guesses the last character of w.