CS 205 Sections 07 and 08 Homework 5 – Accepted for grading 4/28

- 1. Create a finite automaton whose inputs are strings containing the letters *a*, *b* and *c*. You automaton should recongize any string that contains at least one *a* and at least one *b* but no *c*'s. Clearly label the states and transitions. Indicate the starting state and any final states.
- 2. An arcade game consists of three raised cylinders, labeled *A*, *B* and *C* respectively. The object of the game is to push down the cylinders in the proper sequence. A cylinder that is pushed down out of sequence will stay down, but the other two cylinders will pop up. When a cylinder is pushed down in its proper position in the sequence, all previous cylinders in the sequence will also stay down. The proper sequence is *BCA*. Design a finite automaton that models this arcade game.

Hint. Use the states to represent which cylinders are down. There is only one final state.

- 3. Let *A* be a nonempty set such that $A^2 = A$.
 - (a) Prove that $A^+ = A$.
 - (b) Prove that λ ∈ A.
 Hint. Consider the cases |A| = 1 and |A| > 1. For the second case, consider a non-null string in A of minimal length.
 - (c) Prove that $A^* = A$.
- 4. An infix expression is written in the form *exp op exp*, where *exp* is any expression and *op* is a binary operator. For this problem, assume that the expressions are either integers or one-letter variables. Also, assume that operators are one of the four standard arithmetic operators: {+,-,*,/}. Write a regular expression that matches input expressions with these restrictions.
- 5. Let *L* be a language over some vocabulary *V*. The *complement* of *L* is denoted by \overline{L} and consists of all the strings in *V*^{*} that are not in *L*. Prove that if *L* is a regular language, then \overline{L} is also a regular language.

Hint. Use the fact that a language is a regular if and only if it is accepted by a finite state machine. Think about what the final and nonfinal states do in a finite state machine that accepts L.