

UNIT 0-1

INTRODUCTION:-

Computation in theoretical way but we do practical but in all practical is made by some theory means concept means implementation is done by concept

Now, This is a subject that tell what computer works, and solve problems (konse prob. solve ho skte) and any problems that never be solve, chahke kitna powerful comp. ho.
- By me

Theory of computation or concept about computation for a machine i.e., behaviour of computation, type of computation, nature of computation, limitation and problem.

L A C { Language, Automata, Grammar }
(machines)

TERMINOLOGY:-

Symbols: $\{a, b, c, \dots, 0, 1, 2, 3, \dots, Z\}$
a-z

- ALPHABET: (Σ) A finite non empty set of symbols.
→ Sigma

Ex:- $\Sigma = (a, b)$ {symbols ka set} = $\{ \}$

only make words that are of (a, b)

- Binary Alphabet: $\Sigma = (0, 1)$
(Σ)

- STRINGS / WORDS (w):-

A finite sequence of number defined on alphabet set

Ex:- $\Sigma = (0, 1)$

$\epsilon, \epsilon, \epsilon = 0, 00, 01, 10, 11$

{finite seq. of symbols}

more
only
conversion
NFA to DFA
min DFA

011

$\Sigma = (a, b)$

Ex:- let $\Sigma = (a, b)$ then on this alphabet we can define number of strings which is the combination of a and b .

like $w_1 = a$, $w_2 = b$, $w_3 = aa$, $w_4 = ab$, $w_5 = bb$
 $w_6 = ba$

:- LENGTH OF STRING (w) :-

Number of positions of symbol in strings.
∴ count from 1?

Ex: $|01101| = 5$
x means is combⁿ longer with 5 bits

Ex: - $\Sigma = (a, b)$
length = 2

so Total no. of strings should be $\{aa, bb, ab, ba, aab, aba, aba, abb, baa, bab, bba, bbb\}$

Alphabet is type of order or i/p that is used to make string

:- LANGUAGE :-

Collection of strings means {set of strings}

Ex: $\Sigma = (a, b)$

$L_1 =$ strings of length 3

so $\{aaa, aab, aba, baa, bba, abb, bab, bba\}$

some $L_2 = 1, 2, \text{ also } 0$

so $\Sigma^0 = \epsilon$ (epsilon)

There are two types of languages

- finite ! means if there there given length=2
 $\{a, b\}$

so the possible outcome is

$\{aa, ab, ba, bb\}$

in case of finite.

} means atleast
2 toh aane
hi chahiye }

- infinite :- means atleast one a.

so
{any $\Rightarrow \{a, aa, aaa, \dots, ab, abob, ba, baba, \dots\}$
so this go ∞

Now we have to find this long strings is a part
of language.

- so we talk about finite we are able to find

ex: $\{abab\}$

in this we able to find we make possible lang.
and store and match it.

- but in infinite we are unable to do that
bec. the lang. is ∞ .

So there comes AUTOMATA and GRAMMAR

is a mathematical model and machine help to
solve this problem. (It is an abstract model)

:- POWER OF SIGMA (Σ) :- (alphabet)

Σ^0 = empty string $| \Sigma | = 0$ kuch nhi toh length 0
= Set of all strings with length "0" $\{\epsilon, \epsilon\}$ 2⁰

Σ^1 = Set of all strings with length "1" $\{a, b\}$

$\vdots$

Σ^n so it is Σ^* (star) set of all string with length ∞

It is also known as Kleene closure (or lang.)

Σ^+ (positive closure) :- all possible strings but zero nhi hona.

$$\rightarrow \Sigma^* = \Sigma^+ \neq \Sigma^0$$

$$\rightarrow \Sigma^* - \epsilon \text{ or } \Sigma^0 = \Sigma^+$$

:- PROPERTIES OF STRING :-
~~GRAMMAR~~ !

- Substring :- A substring is a itself is a string but it is a part of another string.

formal Defⁿ :- if w_1 and w_2 are two strings then w_2 is set to substring of w_1 , iff (if and only if) w_1 contain atleast one occurrence of w_2

$$\text{Ex 1: } w_1 = aabab$$

$$w_2 = baa$$

$$w = (a, b)$$

* In this order matter.

So this w_2 is not part of w_1 . if w_2 bab so this is a part.

Means order matter w_2 is not substring w_1 .

$w_2 = aab$ now it is a part.

for every string there is exist atleast two Substring
- epsilon (ϵ) and second the string itself.

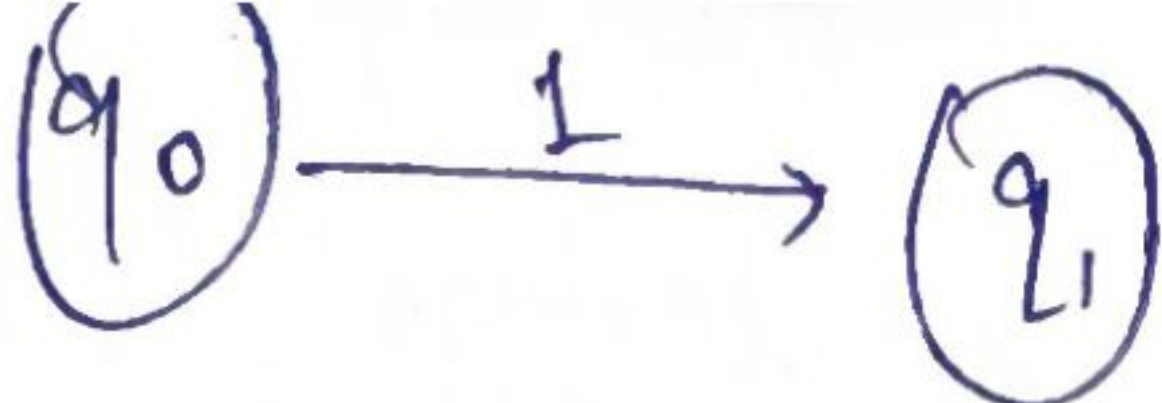
- TRANSPOSE OR REVERSE OF STRING :-

$$Z = (a, b)$$

$$w = aab$$

if is represented by w^R or w^t

if we write a string from right to left is called reverse of the strings.



not go to other other

it is deterministic

but in NFA ek i/p kai multiple state



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3. Report (Answer to be submitted in written form only)

- How does the process of creating a Paper Prototype contribute to the overall design and development cycle of a digital product?
- Discuss the specific steps involved in creating a Paper Prototype, the benefits it offers in terms of usability testing and iterative design refinement, and how feedback gathered from Paper Prototypes can inform subsequent design iterations.

$$\Sigma = (a, b)$$

$$w = aab$$

$$\text{reverse of } w^R \text{ or } w^t = baa (w)$$

$$\text{is } w = w^R \text{ (not necessary)}$$

$$\text{ex :- } aba = aba$$

inside bracket not necessary but out.

PALINDROME STRING :-

$$\Sigma = (a, b)$$

$$w = aba \text{ (palindrome)}$$

A string w is said to be a palindrome iff. $w = w^R$

$$\text{Ex :- } \Sigma = (a, b)$$

$$\text{palindrome} = (\epsilon, a, b, aa, aaa, bbb, bab, aba)$$

OPERATIONS ON STRINGS :-

- CONCATINATION :-** can be defined two or more strings if w_1 and w_2 are two strings then concatenation w_1 with w_2 produce a new string w such that w_2 always follows w_1 .

$$\Sigma = (a, b)$$

$$w_1 = aa$$

$$w_2 = bb$$

$$w = w_1 \cdot w_2 \text{ (concat. oper)}$$

$$= aabb$$

if there is not given so assume a^*b^*
 if q_1 has 1 i/p it goes to next state

DETERMINISTIC FINITE AUTOMATA (DFA)

formal Definition: A finite automata is formally represented by five (5) tuples.

$$M = (Q, \Sigma, \delta, q_0, F)$$

$\hookrightarrow$ no. of states, input $\hookrightarrow$ taking one from then goes to another state $\hookrightarrow$ final state

$\rightarrow Q =$ non empty finite set of states. (set of all finite states)
 $\rightarrow \Sigma =$ a finite input alphabet
 $\Sigma = 0, 1$ (all transition means how much states are taken to go from one state to final state)

$\rightarrow \delta(\text{delta}) =$ Transition function.
 $\delta = Q \times \Sigma \rightarrow Q$ (from one state to another state)
 $q_0 \rightarrow q_1 \rightarrow$
 $\rightarrow q_0 =$ initial state and " $q_0 \in Q$ " (start state) belongs

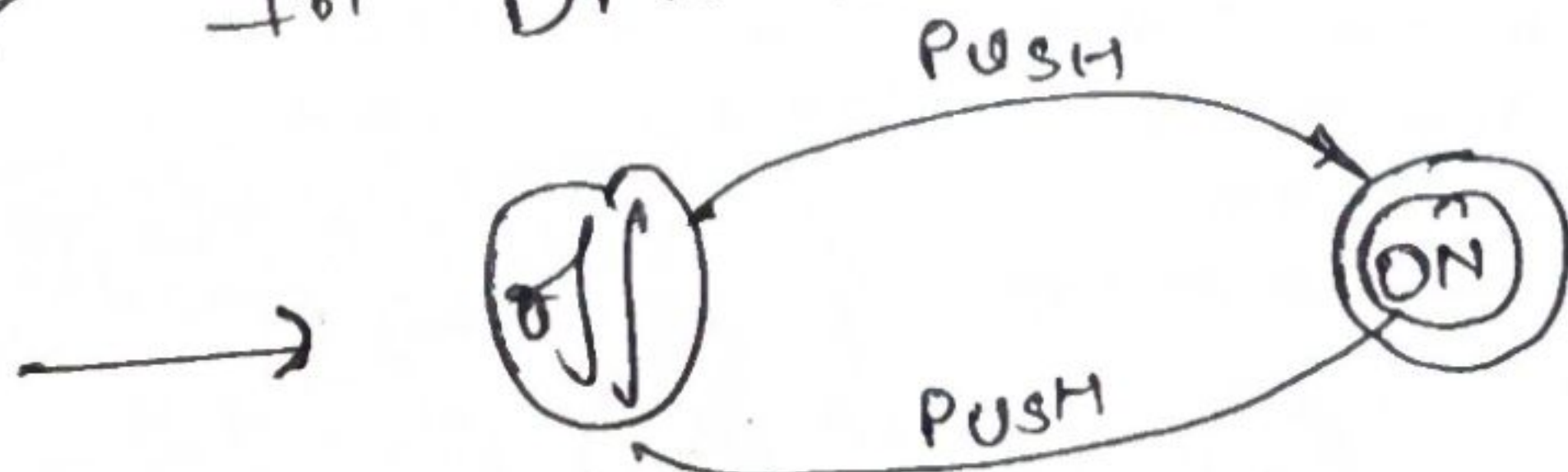
$\rightarrow F =$ The set of final/accepting state
 $\hookrightarrow$ final state. $F \subset Q$ (subset)
 (There are only one final state but sometimes there are set of final state)

Deterministic means if there is a one state with a alphabet like one going in another state it is going continuously. but in this there is at least one state so it is deterministic.

Ex: of design states

$\rightarrow$ (initial state), (Final state)

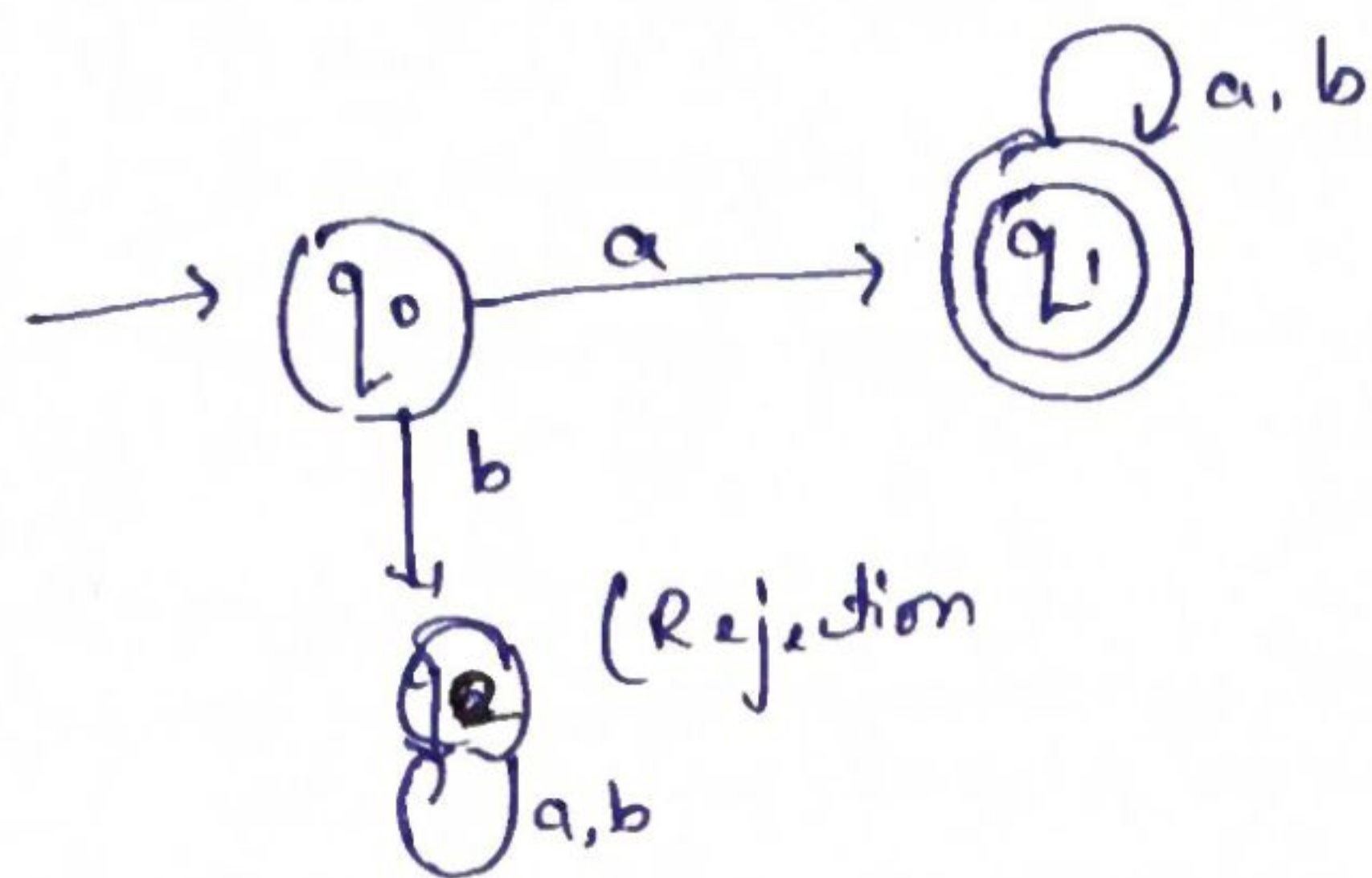
In DFA in each state there is two I/P.



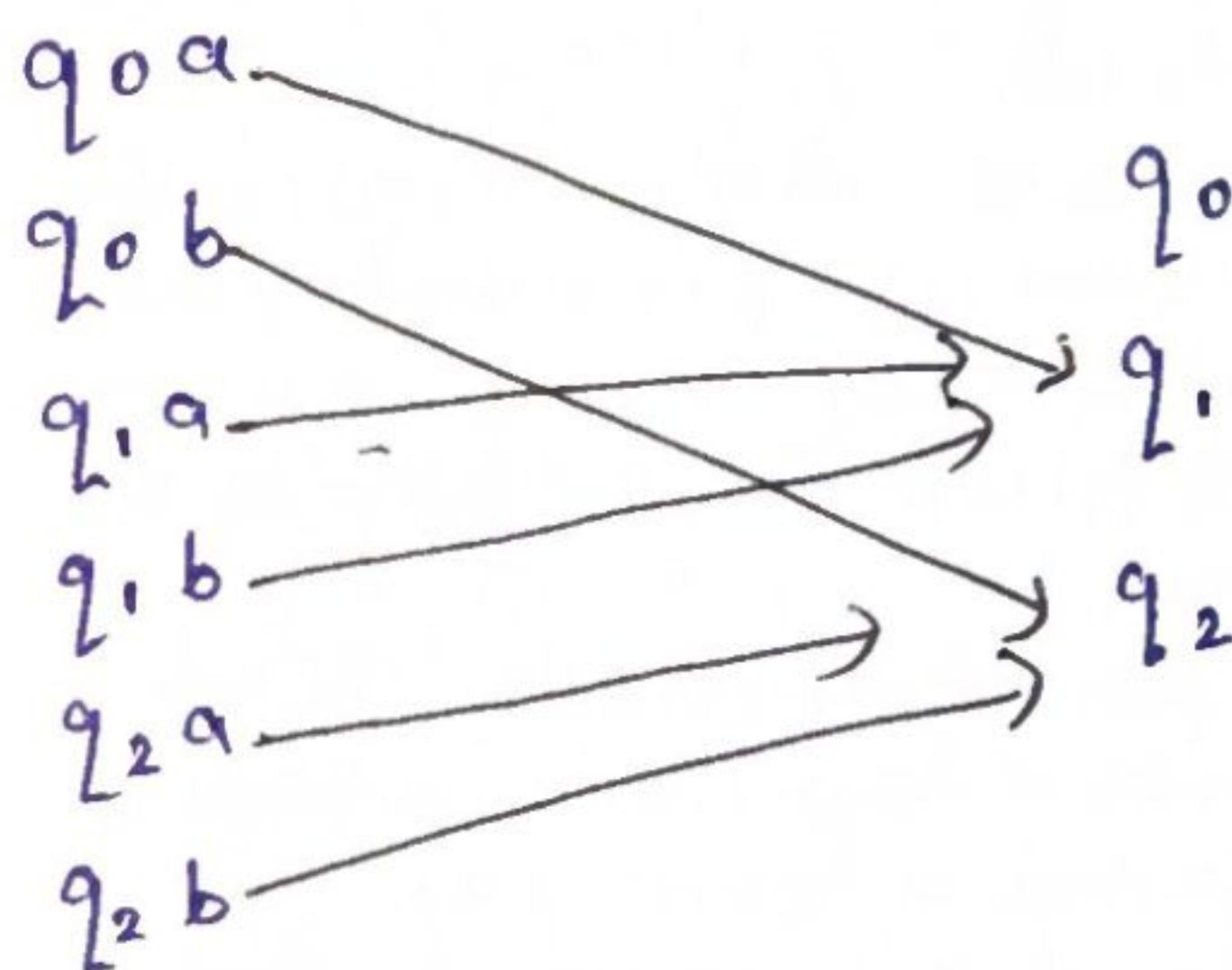
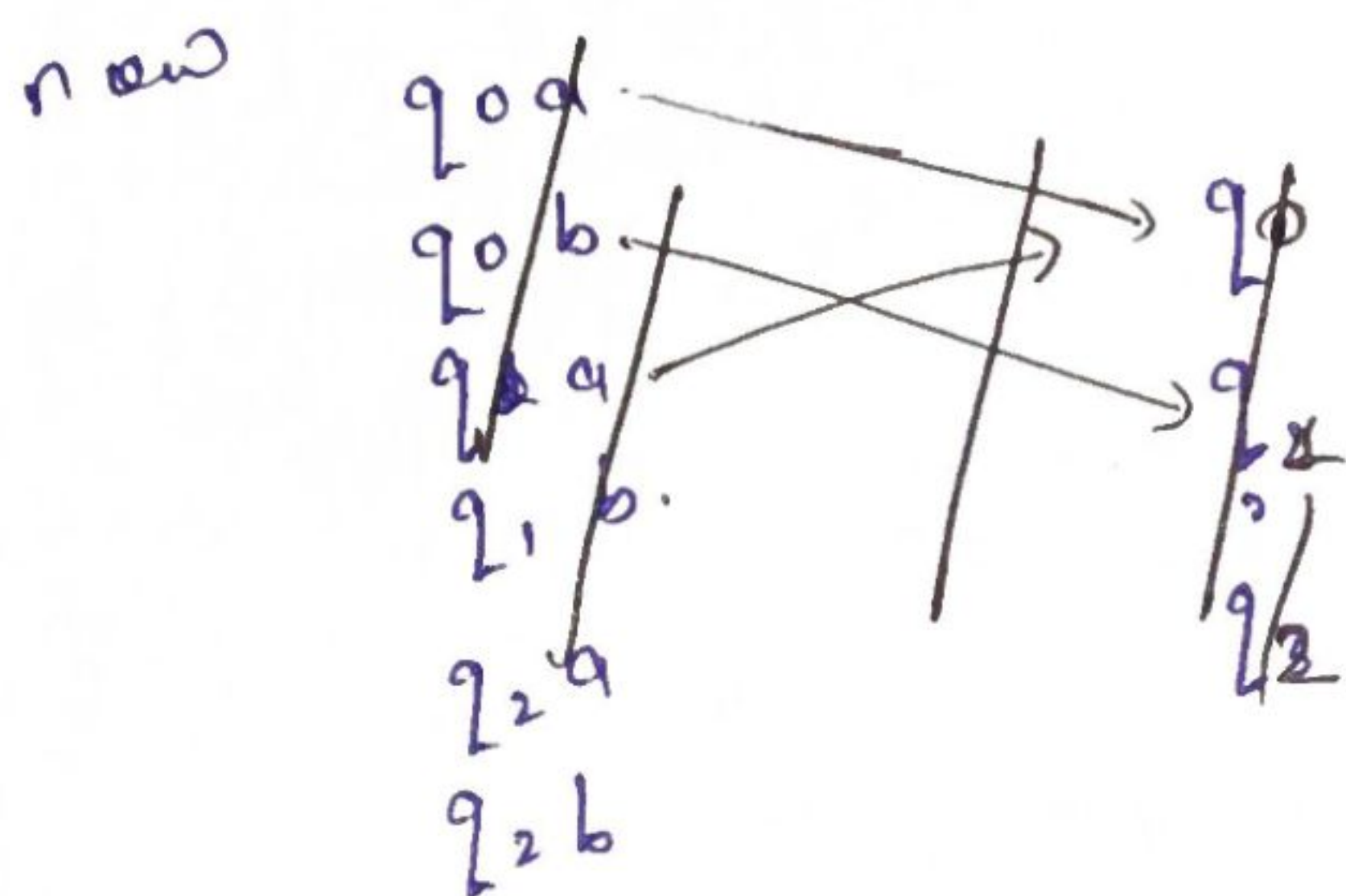
$Q = (q_0, q_1)$ $\therefore$ string.
 (can be push, pop)

Ex 1. if strings starts with a
 so possible lang
 $\{a, aa, aaa, ab, \dots\}$
 and $\Sigma = (a, b)$

This is transition (δ)

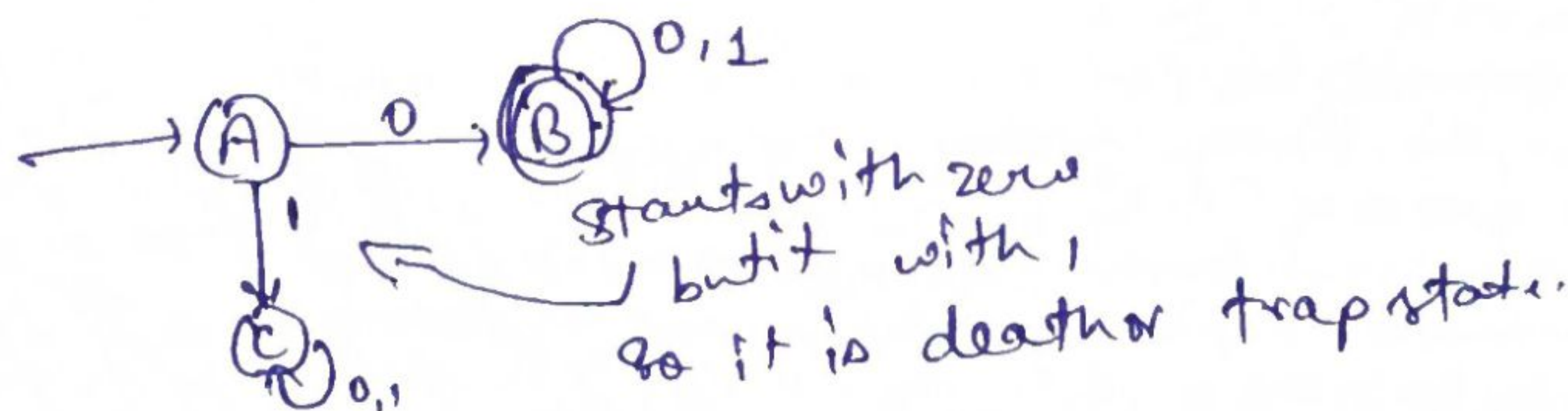


new
 $\delta = Q \times \Sigma \rightarrow Q$
 $q_0 \times (a,b) \quad q_0 a \quad q_0 b$
 $q_1 \times (a,b) \quad q_1 a \quad q_1 b$
 $q_2 \times (a,b) \quad q_2 a \quad q_2 b$



CONSTRUCT DFA which accept lang. of all strings.

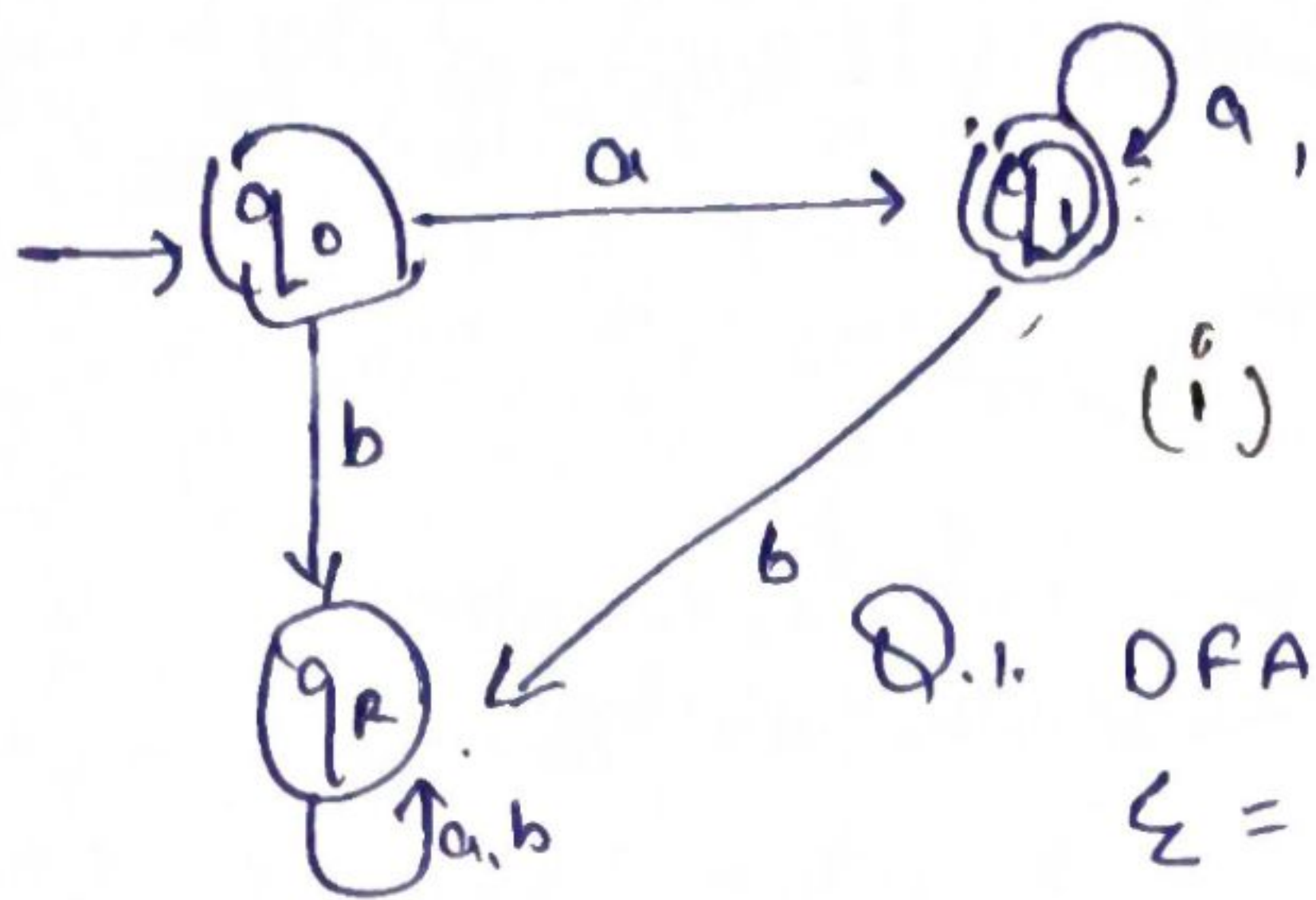
L ! Set of all strings starts with '0'
 $= \{0, 00, 01, 000, 010, 011, 0011, \dots\}$



(i) Containing 'a'

$\Sigma = a, b$

$L = \{a, aa, aaa, aba, baa, \dots\}$



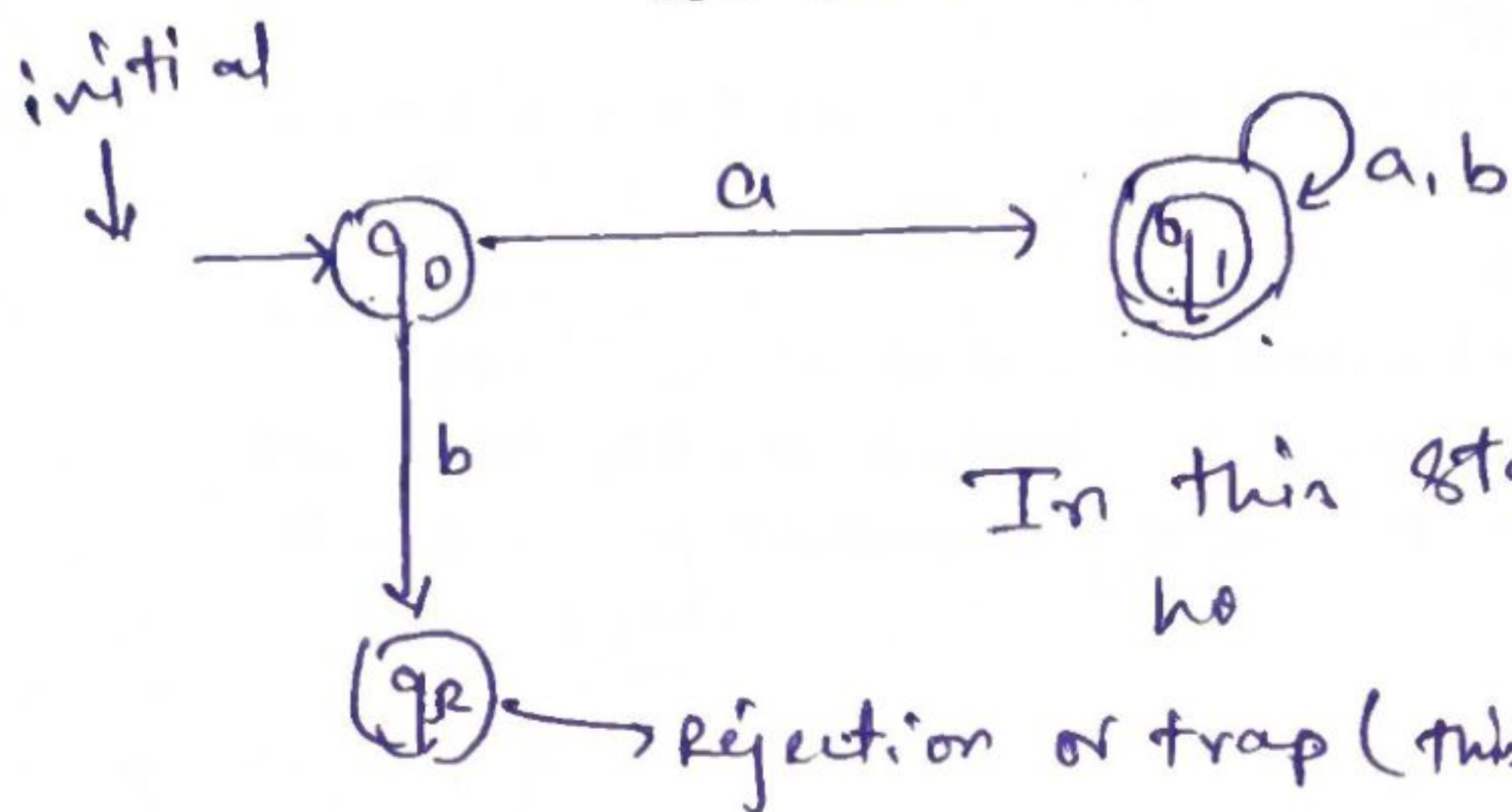
(i) Strings starts with pattern:

Q.1. DFA which starts with over the i/p alphabet

$\Sigma = \{a, b\}$ (starts with a)

$L = \{a, ab, abb, aab, \dots\}$

we take minimal string so $a \rightarrow$ ~~one~~ $n+1=2$ str.



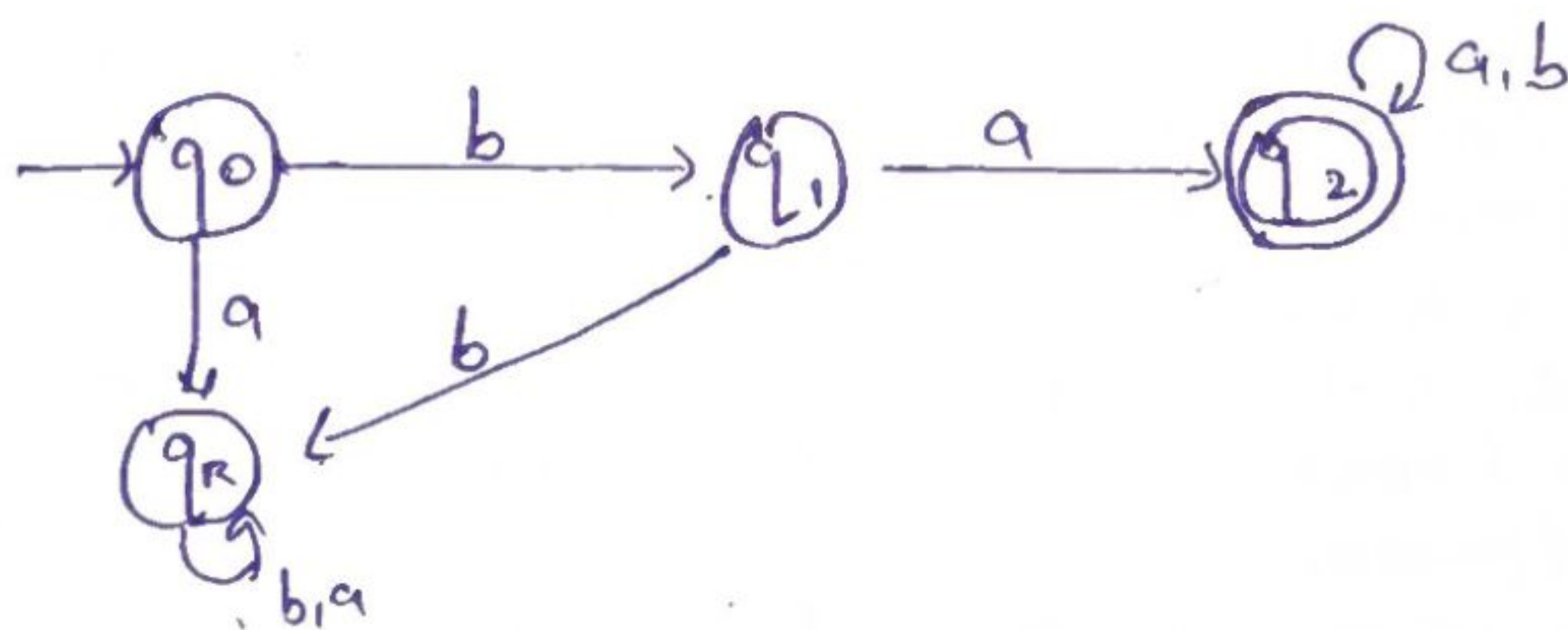
In this start matter ending keisi bli ho

Rejection or trap (this not count).

Q.2

DFA which starts with ba

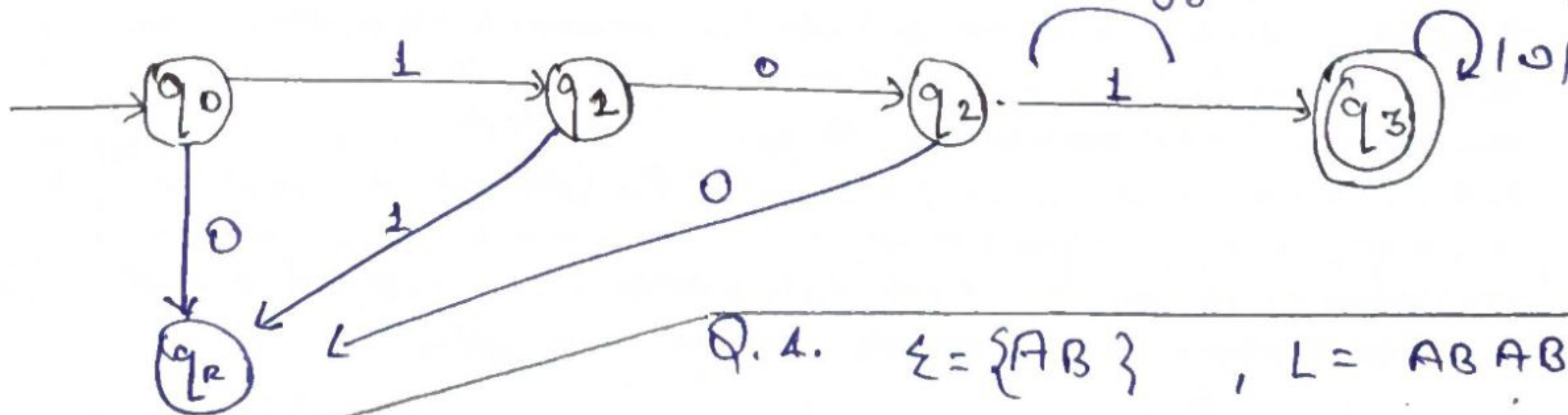
$\Sigma = \{a, b\}$, $L = \{ba, baa, bab, baab, \dots\}$
 $n+1 = 2+1 = 3$



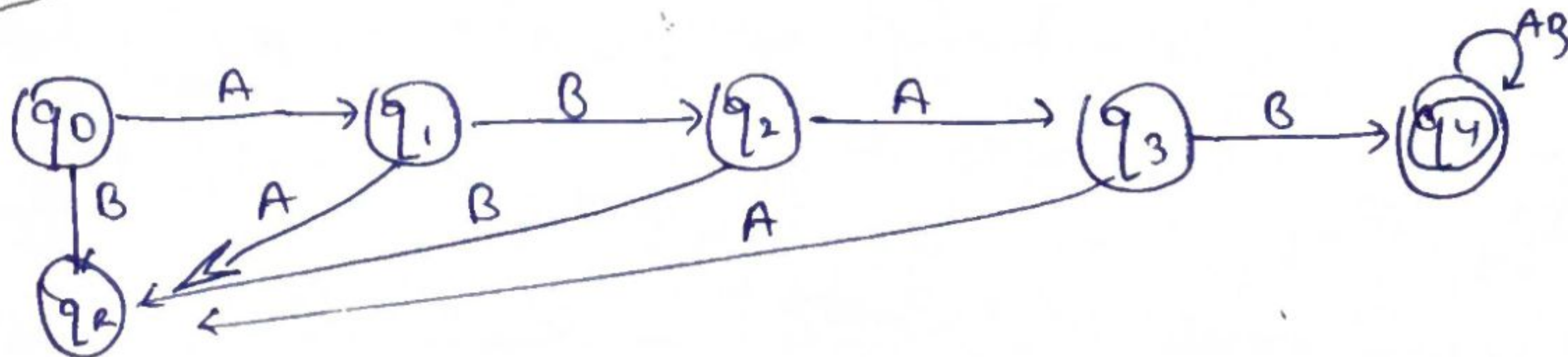
Q.3. DFA which starts 101

$\Sigma = \{0, 1\}$, $L = \{101, 1010, 1011, 10100, \dots\}$

1 gye toh zero chahiye.

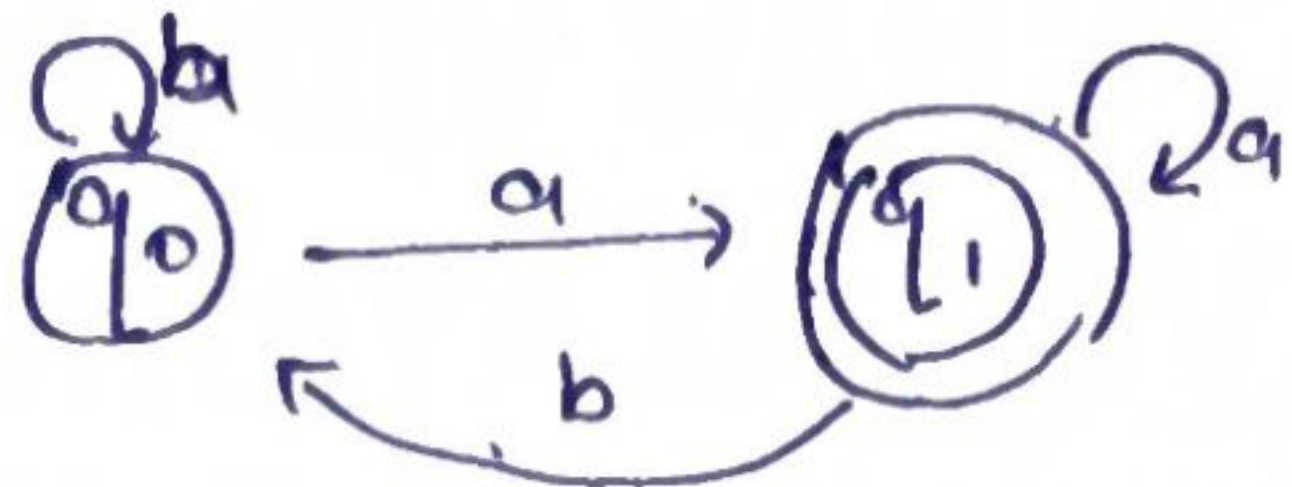


Q.4. $\Sigma = \{A, B\}$, $L = ABAB$

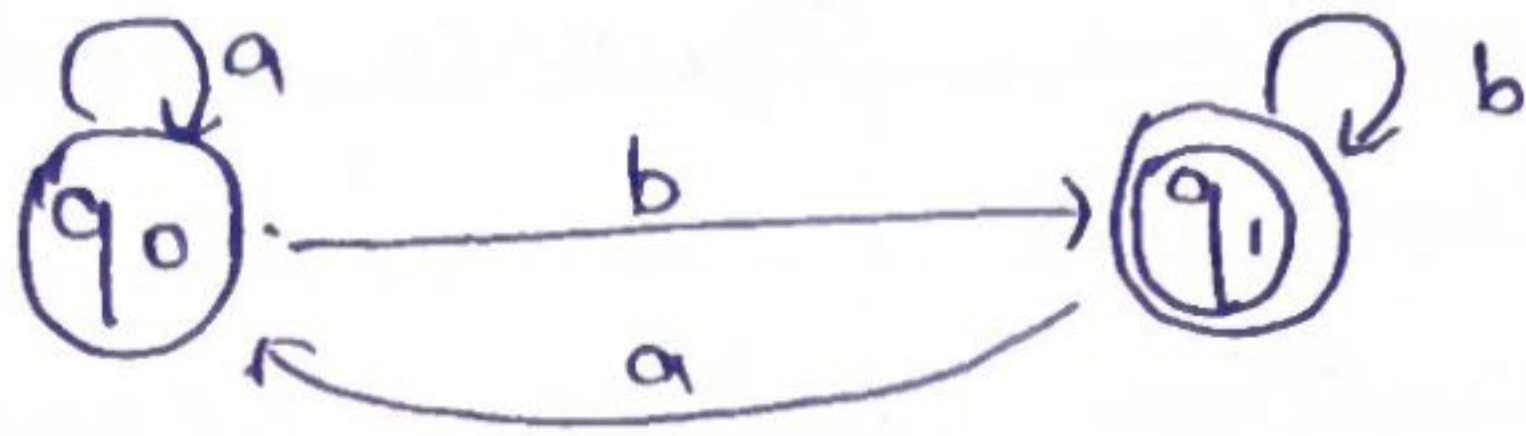


(ii) String ends with pattern (mean start not matter and matter)

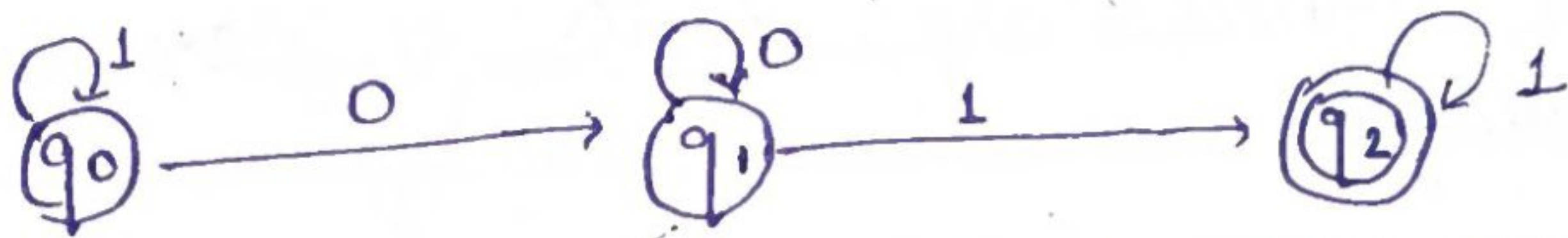
Q.1. end with a, $\Sigma = \{a, b\}$, $L = \{a, aa, ba, aaa, aab, \dots\}$



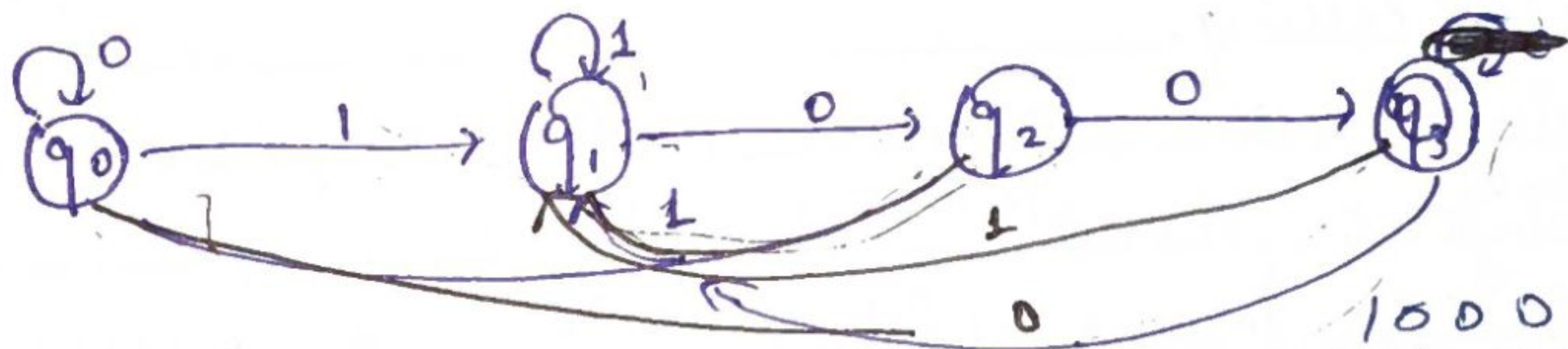
Q.2. end with b, $\Sigma = \{a, b\}$, $L = \{b, ab, aab, abab, \dots\}$



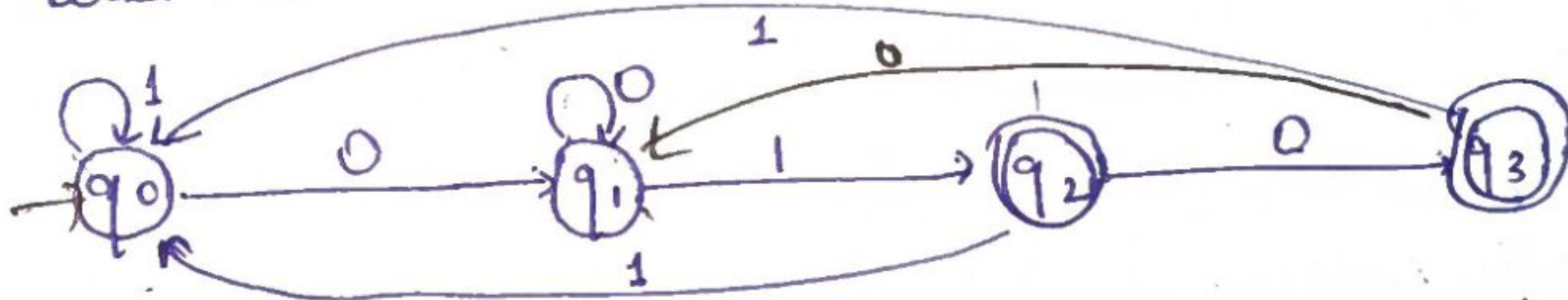
Q.3. ends with 01, $\Sigma = \{0, 1\}$, $L = \{01, 001, 101, 0101, \dots\}$



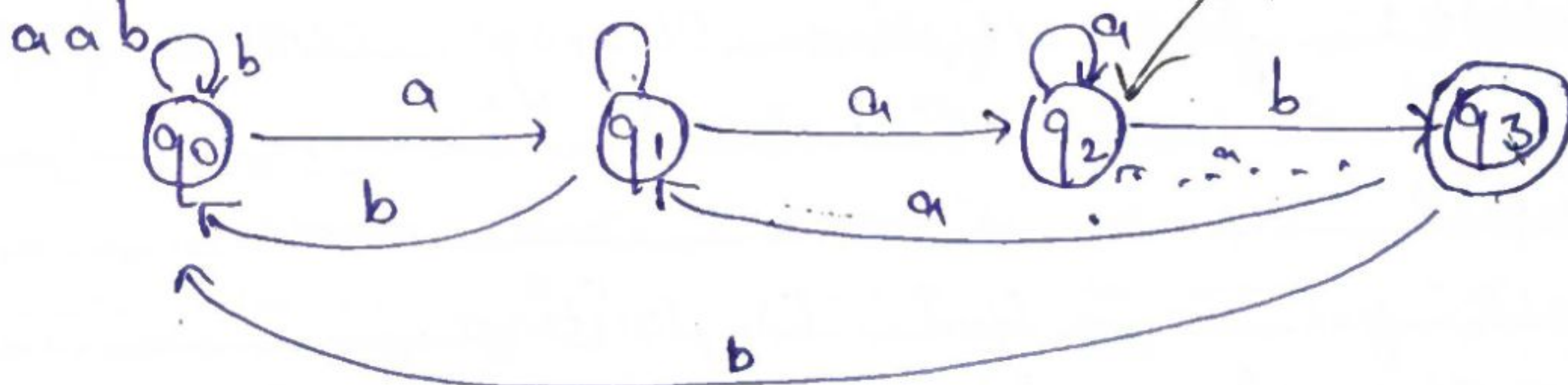
Q.4. end with 100, $\Sigma = \{0, 1\}$, $L = \{100, 0100, 10100, \dots\}$



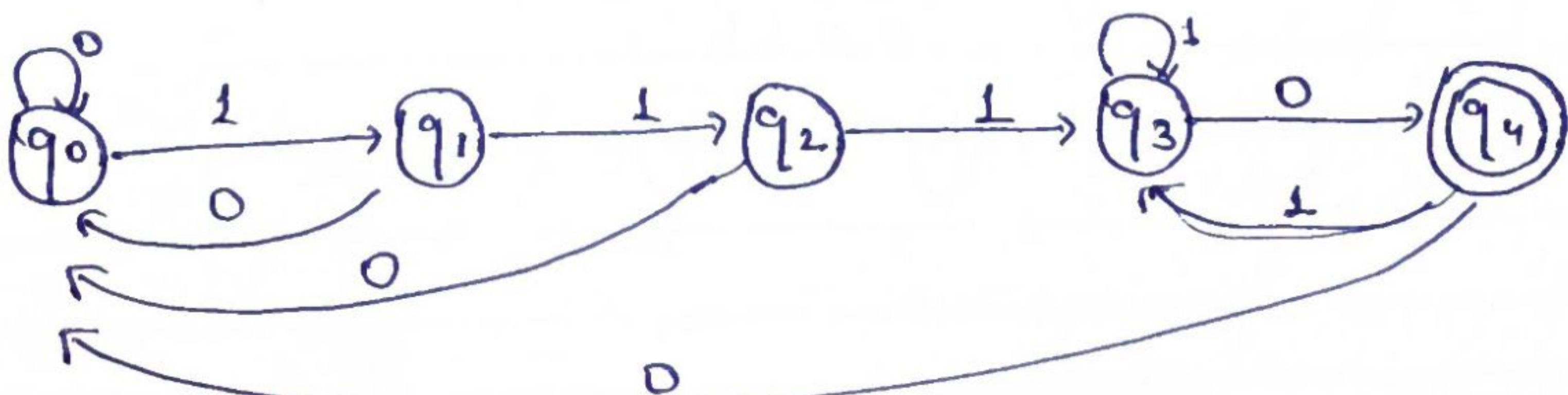
Q.5. end with 010, $\Sigma = \{0, 1\}$, $L = \{010, 1010, 01010, \dots\}$



Q.6. aab, $\Sigma = \{a, b\}$, $L = \{aab, baab, abab, \dots\}$



Q.7. 1110, $\Sigma = \{0, 1\}$, $L = \{1110, 01110, 11110, \dots\}$

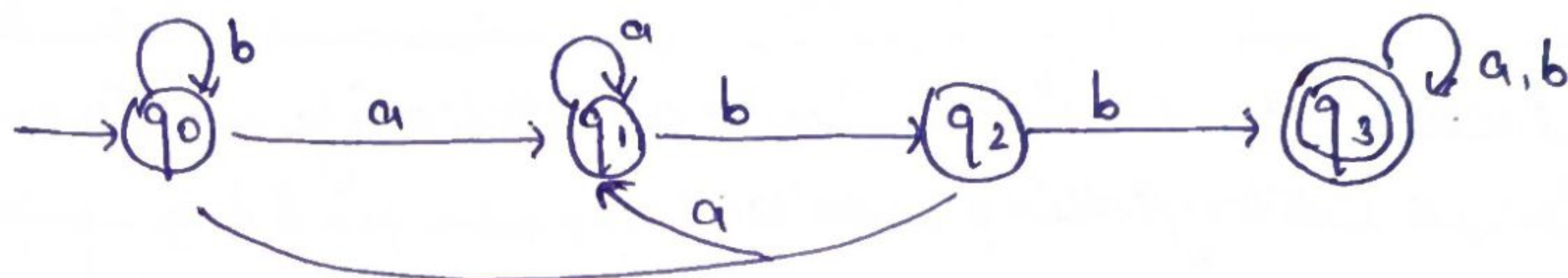


Q (iii) Sub String Pattern (not start and end matter).

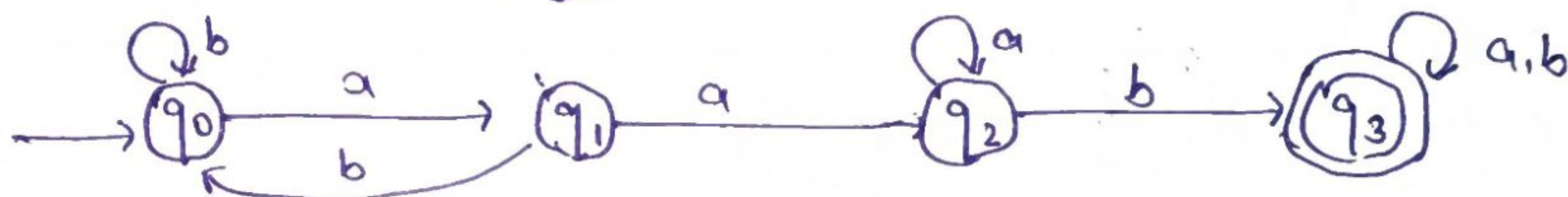
Q.1. Design DFA with consist of substring [bba] over the i/p $\Sigma = \{a, b\}$
 $\Sigma = \{a, b\}$, $L = \{bba, abba, bbab, abab, \dots\}$



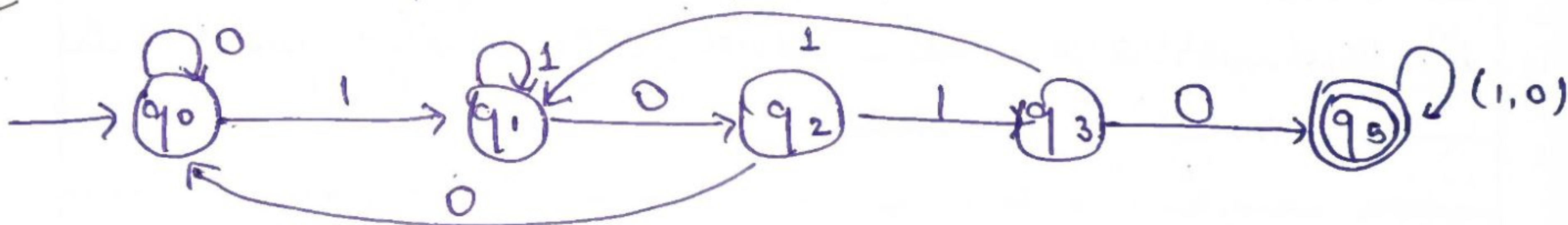
Q.2. $\Sigma = \{a, b\}$, $L = \{abb, aabb, babb, abba, \dots\}$



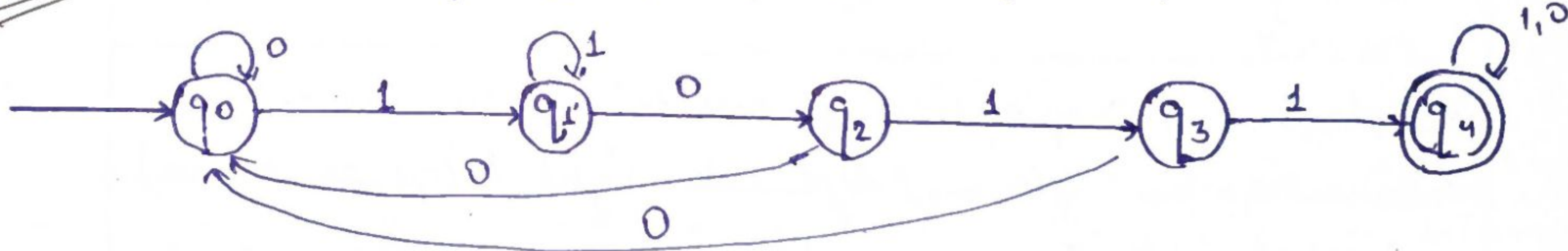
Q.3. $\Sigma = \{a, b\}$, $L = \{aab, baab, aaba, \dots\}$



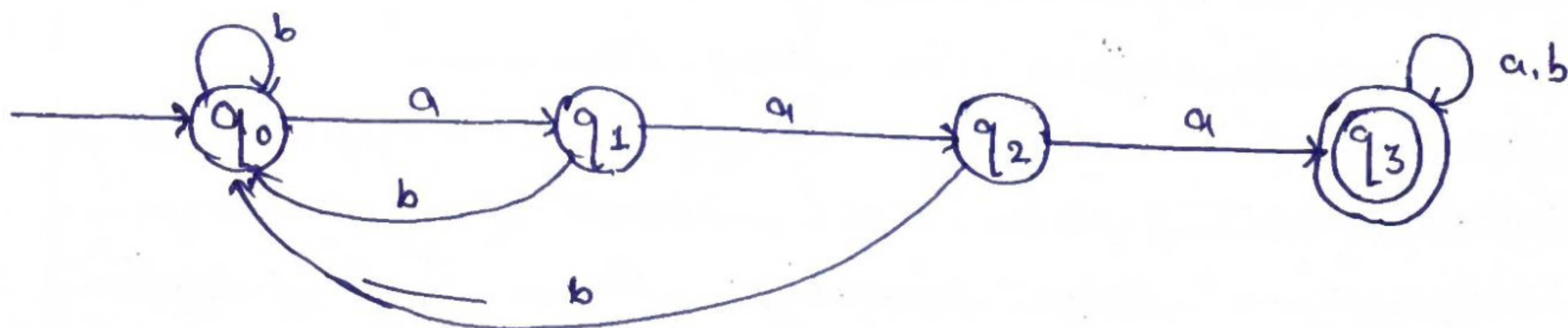
Q.4. 1010, $\Sigma = \{0, 1\}$, $L = \{1010, 01010, 11010, \dots\}$



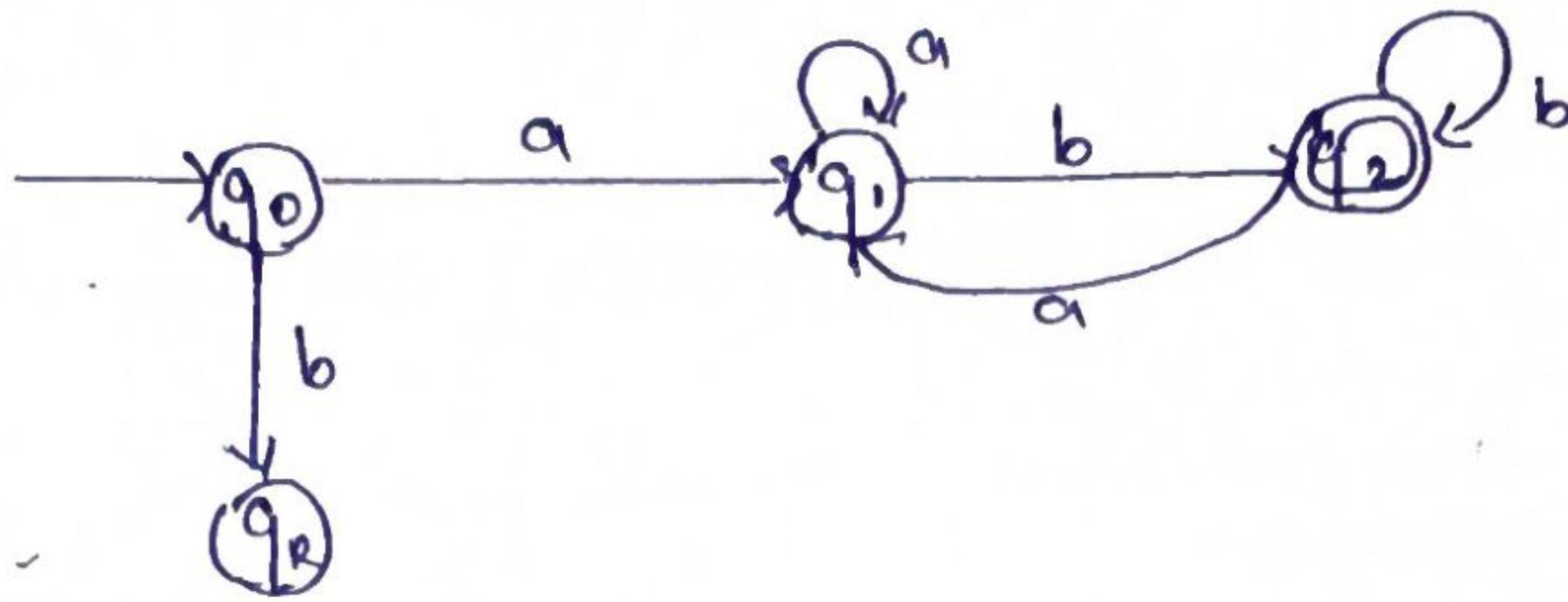
Q.5. 1011, $\Sigma = \{0, 1\}$, $L = \{1011, \dots\}$



Q.6. aaaa, $\Sigma = \{a, b\}$, $L = \{aaaa, aaab, baaab, \dots\}$

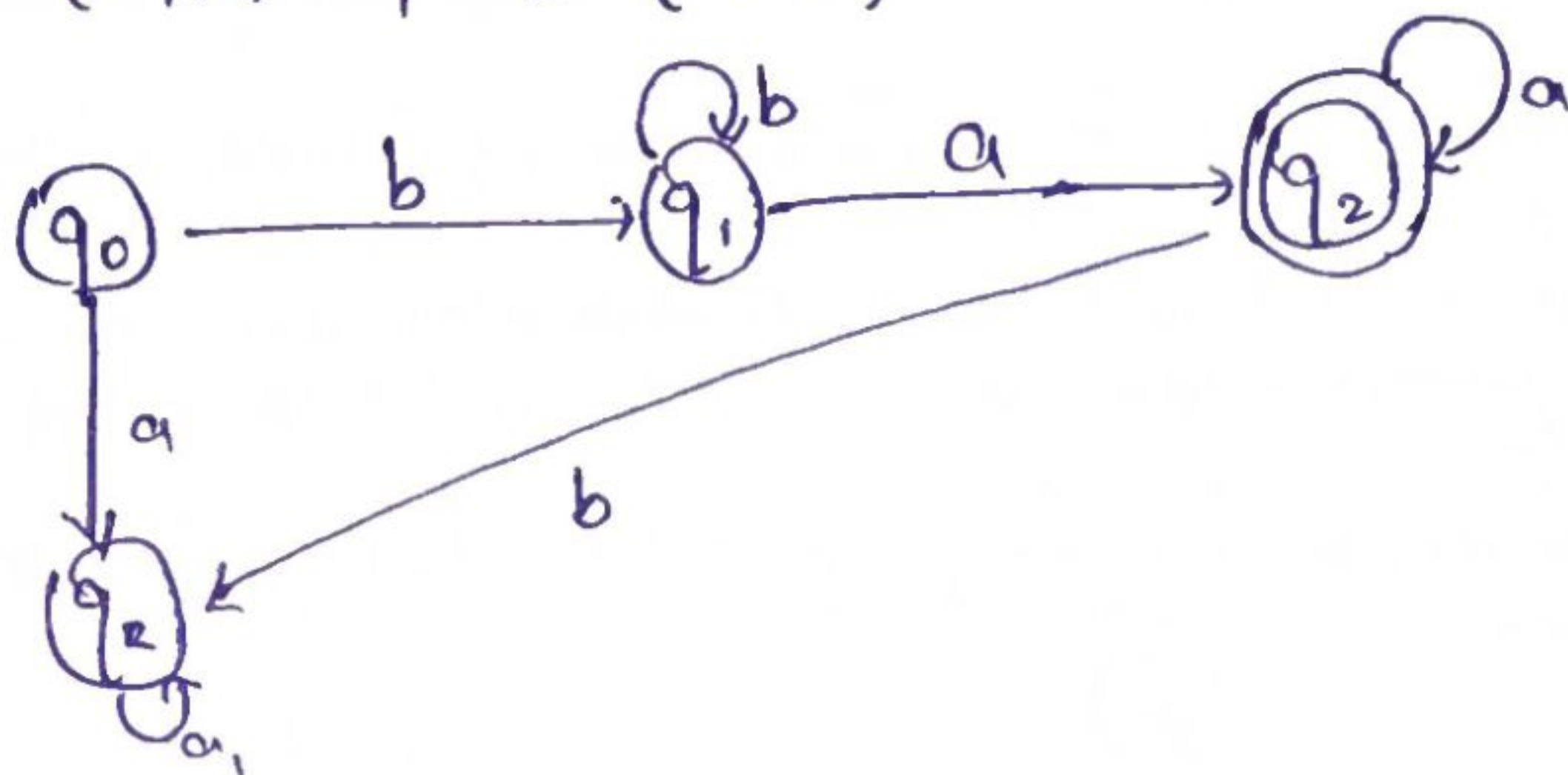


Q.7 String start with a and end with b
 $\Sigma = \{a, b\}$, $L = \{ab, aab, abb, abbb, abab, \dots\}$



Q.8. aa , $\Sigma = \{a, b\}$

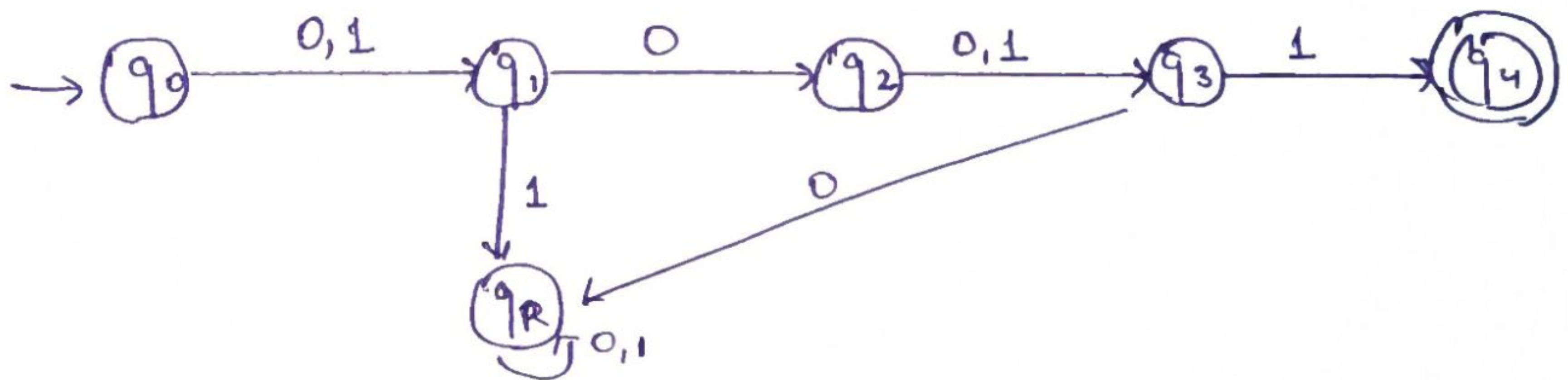
Q.9. Not start a and not end with b.
 $\Sigma = \{a, b\}$, $L = \{ba, bba, baba, baab, \dots\}$



Sujal

Q.10. DFA 2nd and 4th fin - 0-1

$\Sigma = \{0, 1\}$, $L = \{1011, 0001, 0011, 1001, \dots\}$



BH = # Divisibility Pattern Logic { in this always initial is final state }

So Design a finite automata accepting all strings over decimal i/p
 8th number system which is .

AB = - Divisible by 2, 3, 4, 5. num system binary hai. isliye

Q. Divisible by 2 Binary alphabet

$\Sigma = \{0, 1\}$

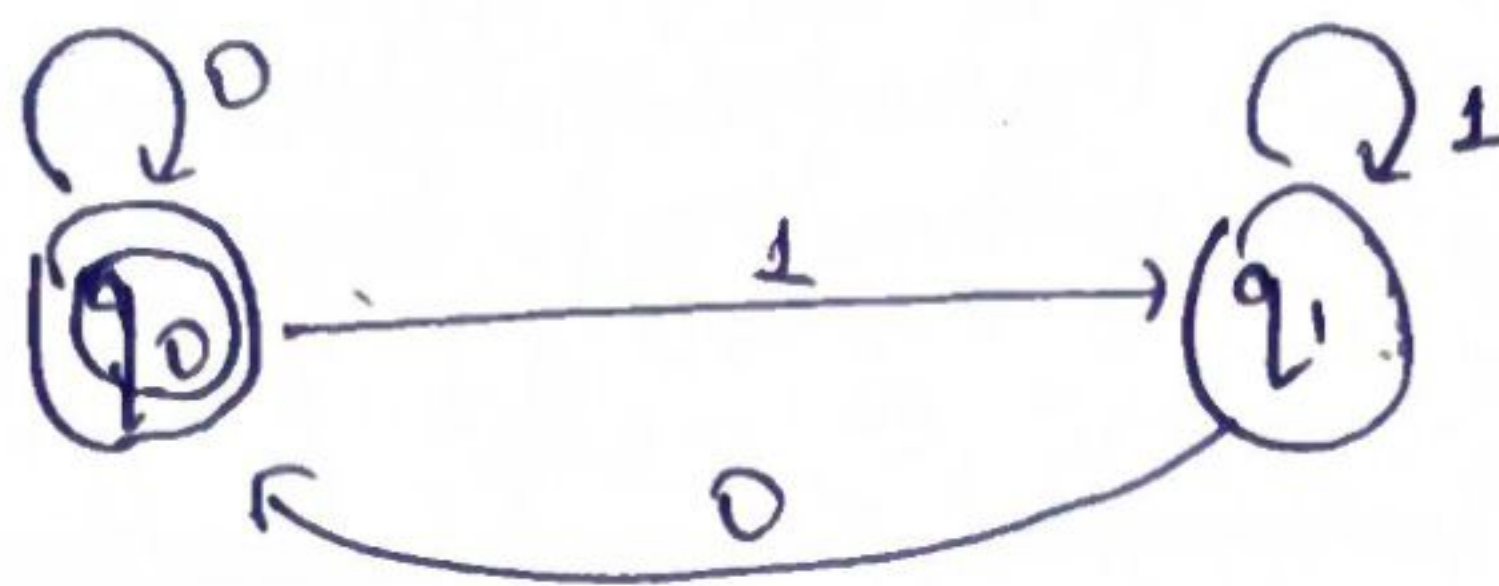
Divisible by 2 = $\{0, 11\}$ $\{0 \div 2 \rightarrow 0, 10 \div 2 \rightarrow 1\}$

CE
 *

Transition Table

	0	1
q_0	q_0	q_1
q_1	q_0	q_1

$L = 0, 10, 100, 1000, \dots$



q_0 is final state

beg zero is divisible by all.

Q → q_0, q_1 $q \rightarrow q_0$
 $\Sigma \rightarrow 0, 1$ $f \rightarrow q_0$
 $\delta \rightarrow q_0 \rightarrow q_1$

Q.2.

Divisible by 3

Binary $\Sigma = \{0, 1\}$

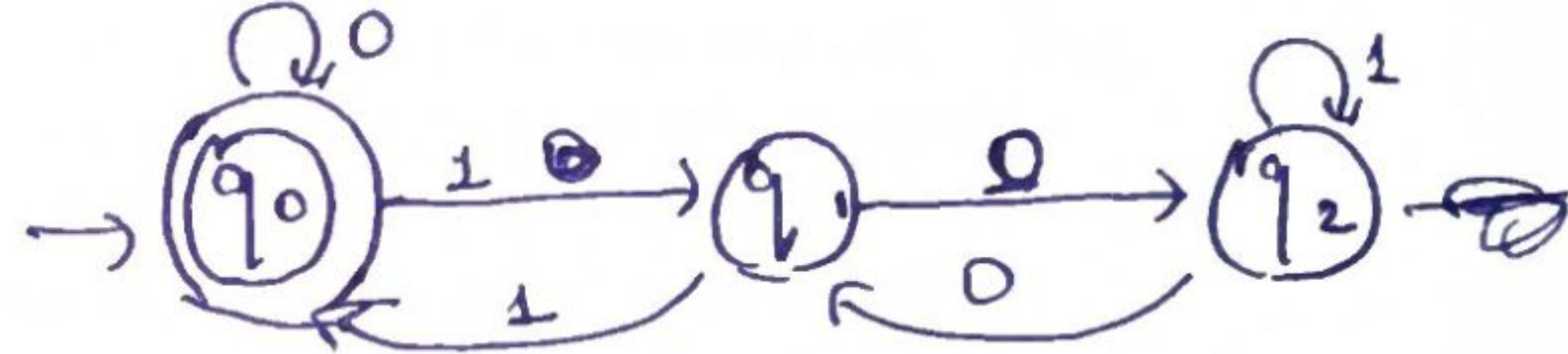
Divisible by 3 = $\{0, 1, 2\}$

$L = 0, 11, \dots$ q_0, q_1, q_2

0	0	0	0
0	0	1	1
0	1	0	2
1	1		3

Transition Table

	0	1
q_0	q_0	q_1
q_1	q_2	q_0
q_2	q_1	q_2



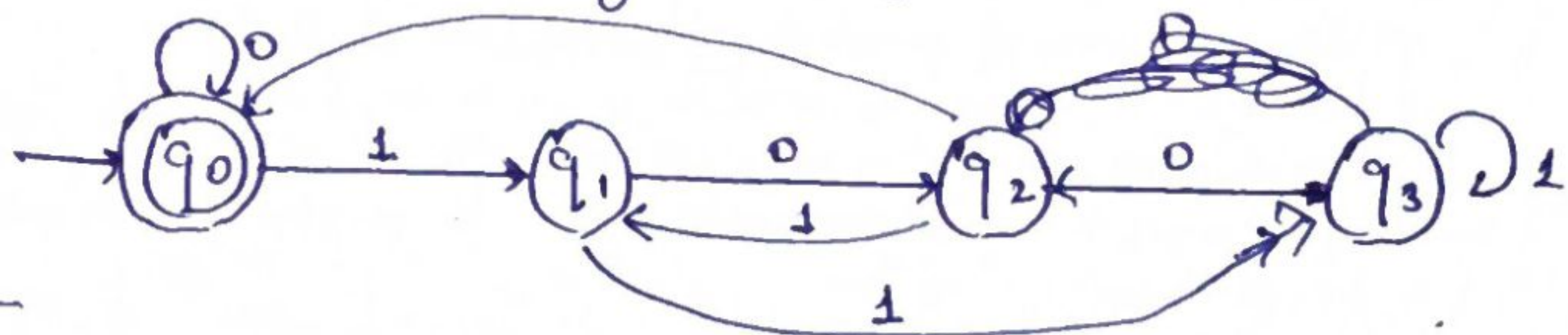
Q → q_0, q_1, q_2
 $\Sigma \rightarrow 0, 1$
 $\delta \rightarrow q_0, q \rightarrow q_0, f = q_0$

Q.3.

Divisible by 4

$L = \{0, 100, 1000, 1100, \dots\}$

Binary $\Sigma = \{0, 1\}$, Divisible by 4 = $\{0, 1, 2, 3\}$ q_0, q_1, q_2, q_3



Verify

$w = 100$

$q_0 \xrightarrow{1} q_1 \xrightarrow{0} q_2 \xrightarrow{0} q_0$

Transition Table

	0	1
q_0	q_0	q_1
q_1	q_2	q_3
q_2	q_0	q_1
q_3	q_2	q_3

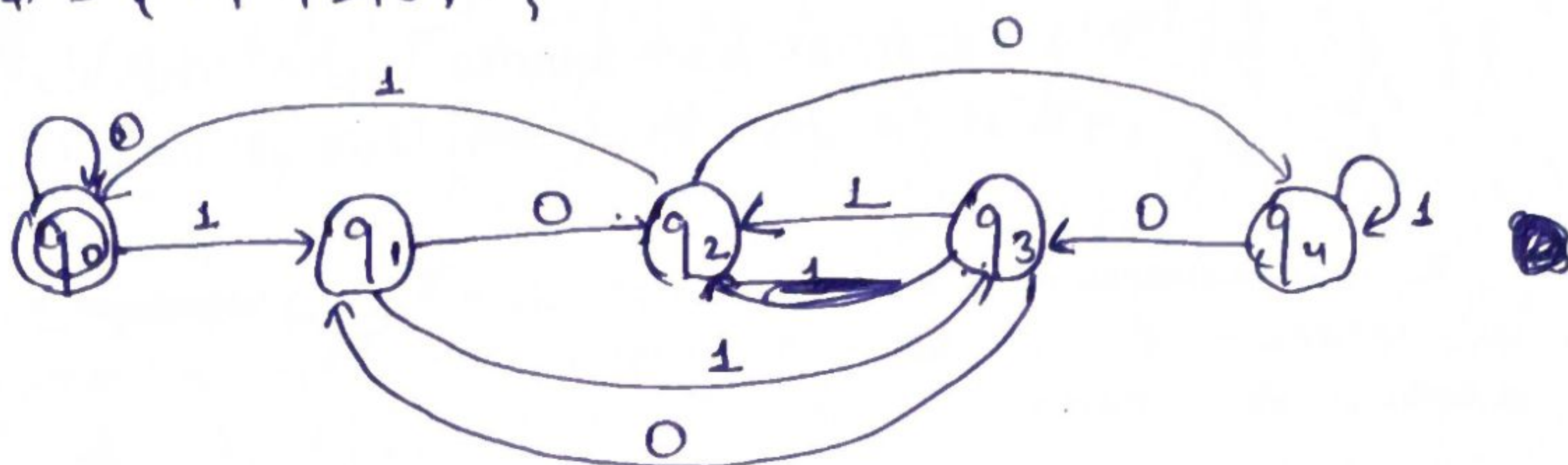
Q. Divisible by 5 :-

Binary $\Sigma = \{0, 1\}$

Divisible by 4 = $\{0, 1, 2, 3, 4\}$

$L = \{0, 0101, 1010, 1111, 10100, \dots\}$

Q	0	1
q ₀	q ₀	q ₁
q ₁	q ₂	q ₃
q ₂	q ₄	q ₀
q ₃	q ₁	q ₂
q ₄	q ₃	q ₄
q ₅	q ₄	q ₅



This is not nam method p/3 anybody

MOORE MACHINE :- Defined with 6 tuples.

Moore machine is like DFA but with O/p.
DFA - only checks if string is accepted or not. (it only checks validity)
but in moore ^{each} state pe ek O/p hota hai. means jab bhi ko machine kisi state par pohanchti toh O/p deti hai

Defined as:

$$M = (Q, q_0, \Sigma, \Delta, \delta, \lambda)$$

$Q \rightarrow$ State

$q_0 \rightarrow$ initial state

$\Sigma \rightarrow$ i/p alph symbol

$\Delta \rightarrow$ O/p (a, b) symbol

$\delta \rightarrow$ Transition fⁿ ($f = Q \times \Sigma \rightarrow Q$)

$\lambda \rightarrow$ O/p fⁿ

$$(Q \rightarrow \Delta)$$

$$q_0 \rightarrow a$$

$$q_1 \rightarrow b$$

$$q_2 \rightarrow b$$

Transition TABLE

00110 5
aaabaa 6

Current State	Next State		O/p
	0	1	
q ₀	q ₀	q ₁	a
q ₁	q ₂	q ₀	b
q ₂	q ₀	q ₁	b

* Output depends only on current state, not input.
O/p timing $\rightarrow$ after state change (means state change krne kai

Real world use: Elevator control, vending machine (O/p after full i/p)

MEALY MACHINE :-

This machine (FSM) finite state machine, that give i/p with o/p and o/p depends on current state + i/p symbol.

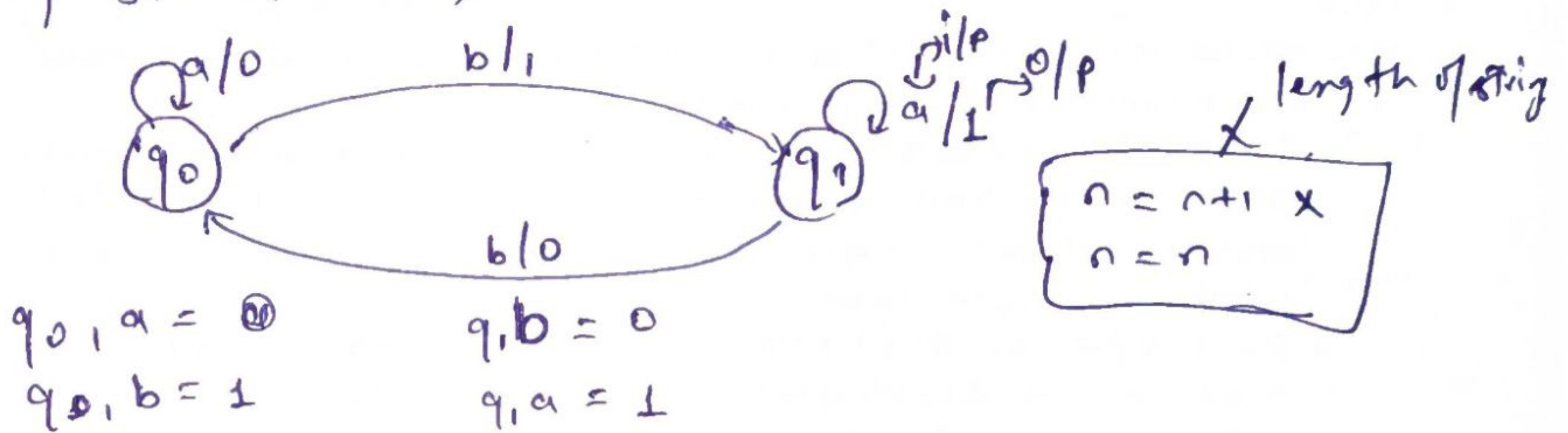
As compare to moore it is fast and reactive

$M = (Q, \Sigma, \delta, \Delta, \lambda, q_0)$ all same to moore

but $\Delta = Q \times \Sigma \rightarrow \Delta$

means depends on current state + i/p symbol

O/p is generated during transition ele dum fast not after reaching state (moore).



Transit

Current State	Next state.			
	I/p A		I/p B	
	State	O/p	State	O/p
q_0	q_0	0	q_1	1
q_1	q_1	0	q_0	0

- faster response, fewer states needed compared to moore.

- Ideal for real time systems like network protocols.

Ex:- moore press button $\rightarrow$ machine change state $\rightarrow$ then give O/p

mealy same $\rightarrow$ machine instant react give O/p

Difference between moore and mealy :-

MOORE (if moore is o/p inside state) MACHINE

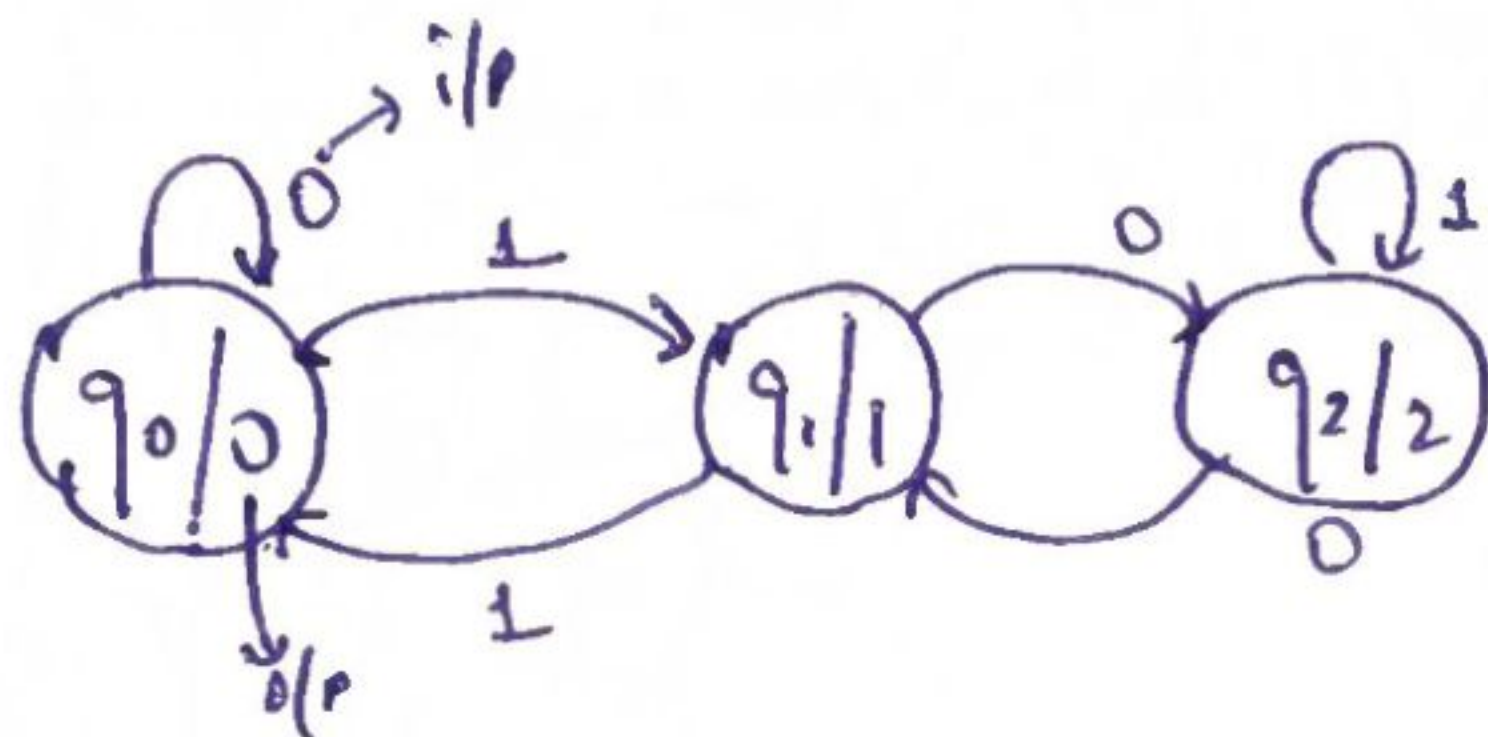
- Output only depends on present state, not i/p.

- I/p string length 'n'

- O/p string 'n+1'

ex: 1101
in moore o/p inside

$\lambda: Q \rightarrow \Delta$



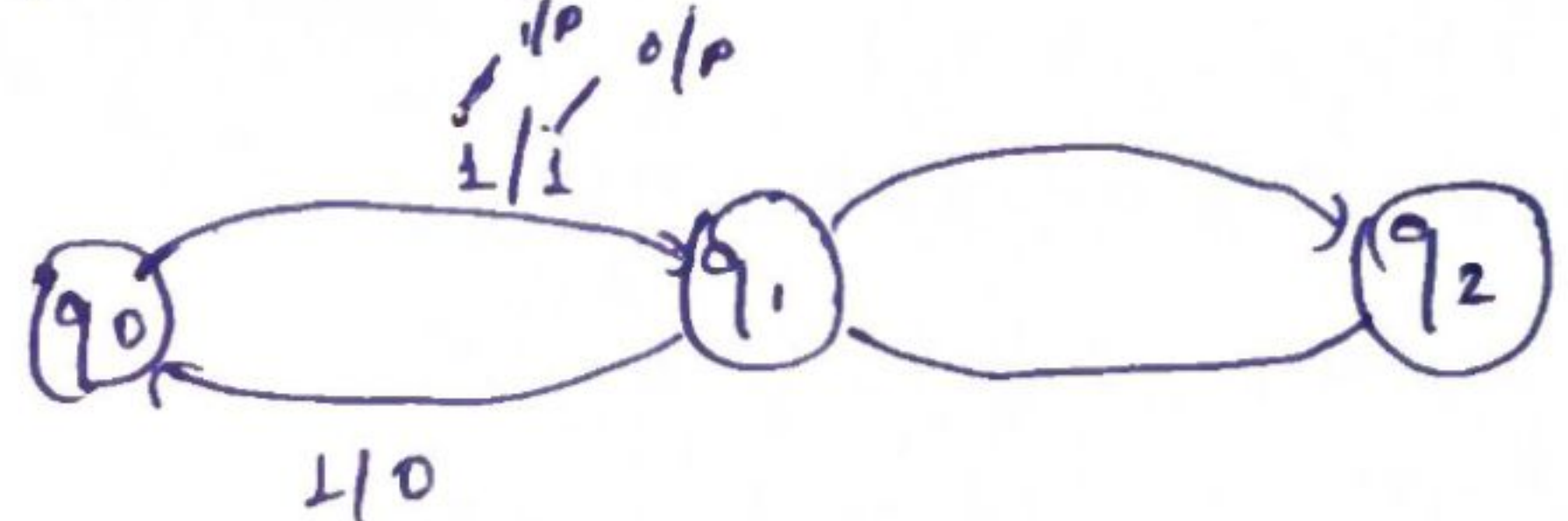
- O/p is synchronous with clock.

MEALY (if mealy is o/p outside the state) MACHINE

Output only depends on present state and present input.

I/p string of length 'n' → O/p length is also 'n'

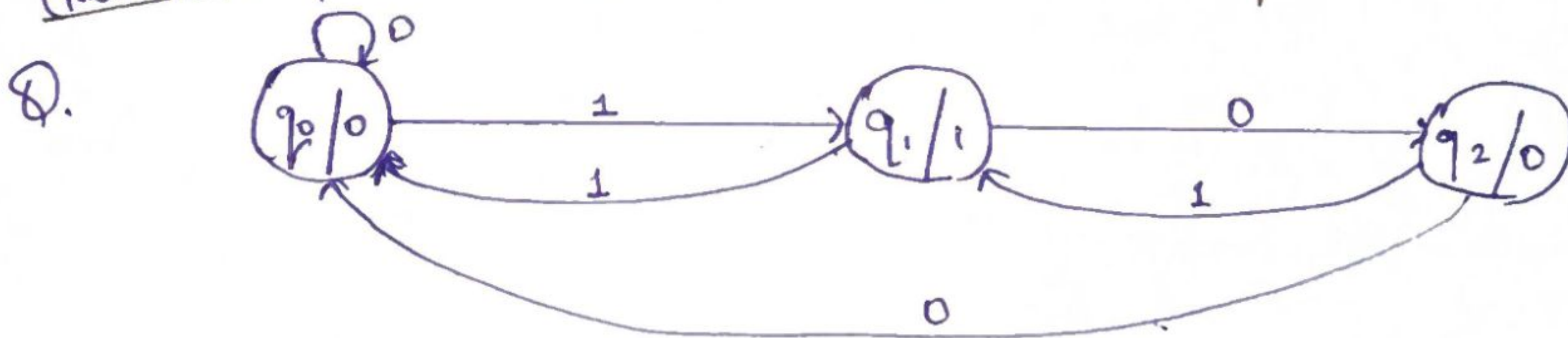
$\lambda: Q \times \Sigma \rightarrow \Delta$



Mealy o/p is asynchronous.

MOORE TO MEALY CONVERSION:-

Moore and



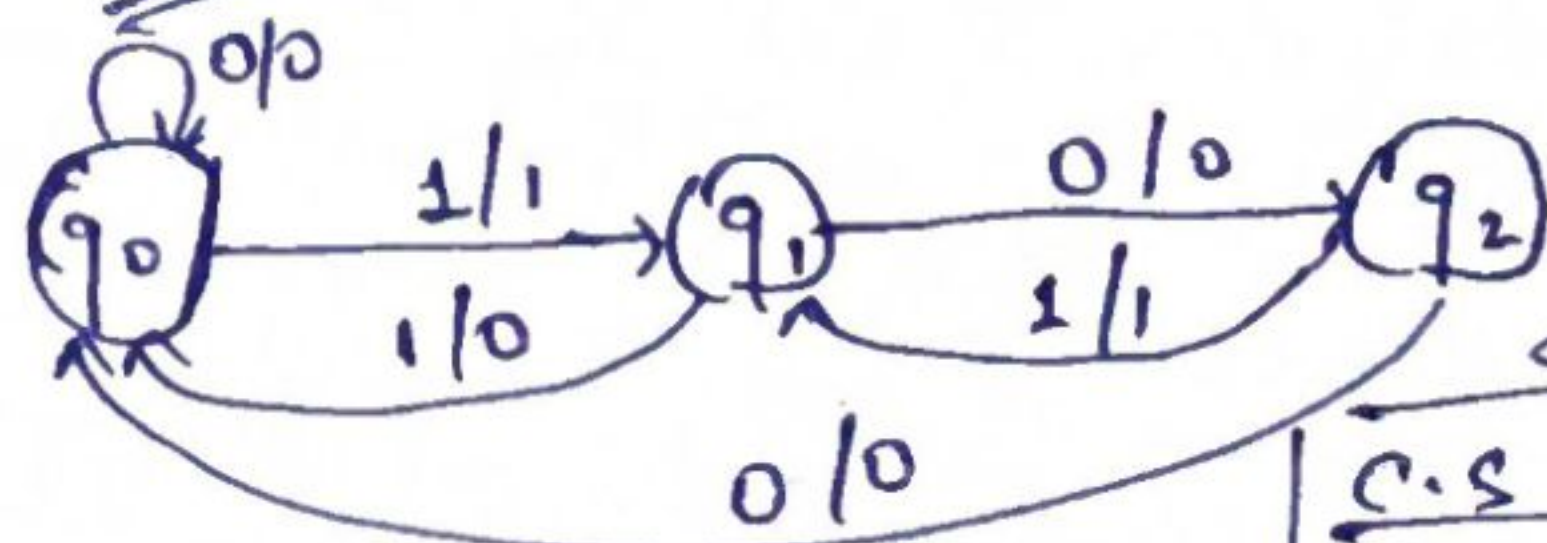
Now hum jante ki moore main o/p inside the state rehta hai but mealy main outside the state rehta hai toh kuch nhi krna bs o/p zero hai q1 kaa 1 toh 0/0, 1/1 jidhar arrow woh wala o/p.

new q0 kaa

Transition of moore.

C.S.	Next State		O/p
	0	1	
q0	q0	q1	0
q1	q2	q0	1
q2	q0	q1	0

New conversion



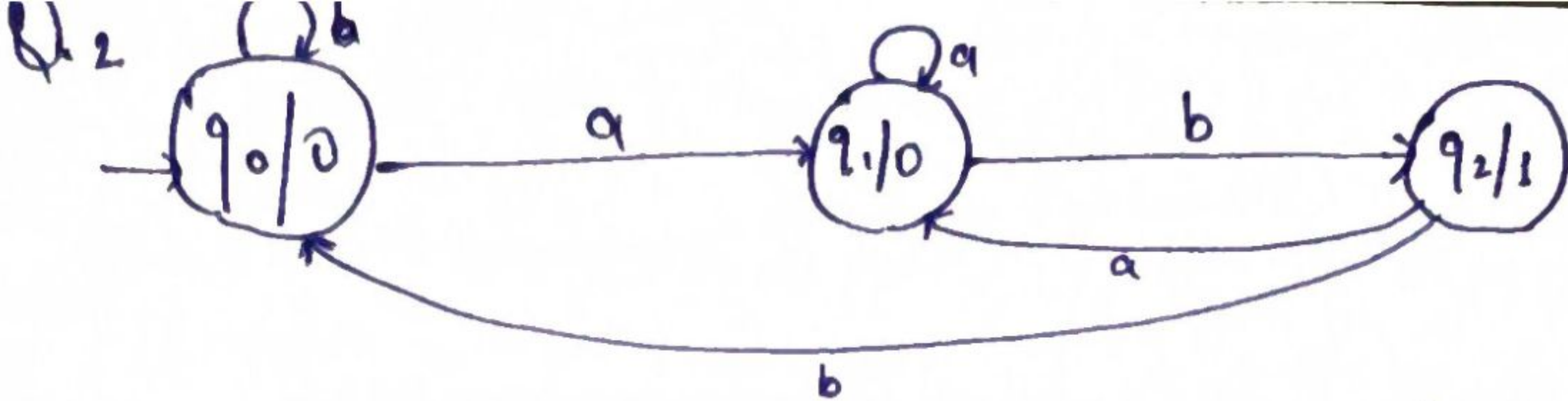
Jis direction main jaa rha uska o/p

jiski o/p hai 0

as we talk about

Transit Table same as moore.

C.S.	Next State	
	0	1
q0	q0/0	q1/1
q1	q2/0	q0/0
q2	q0/0	q1/1

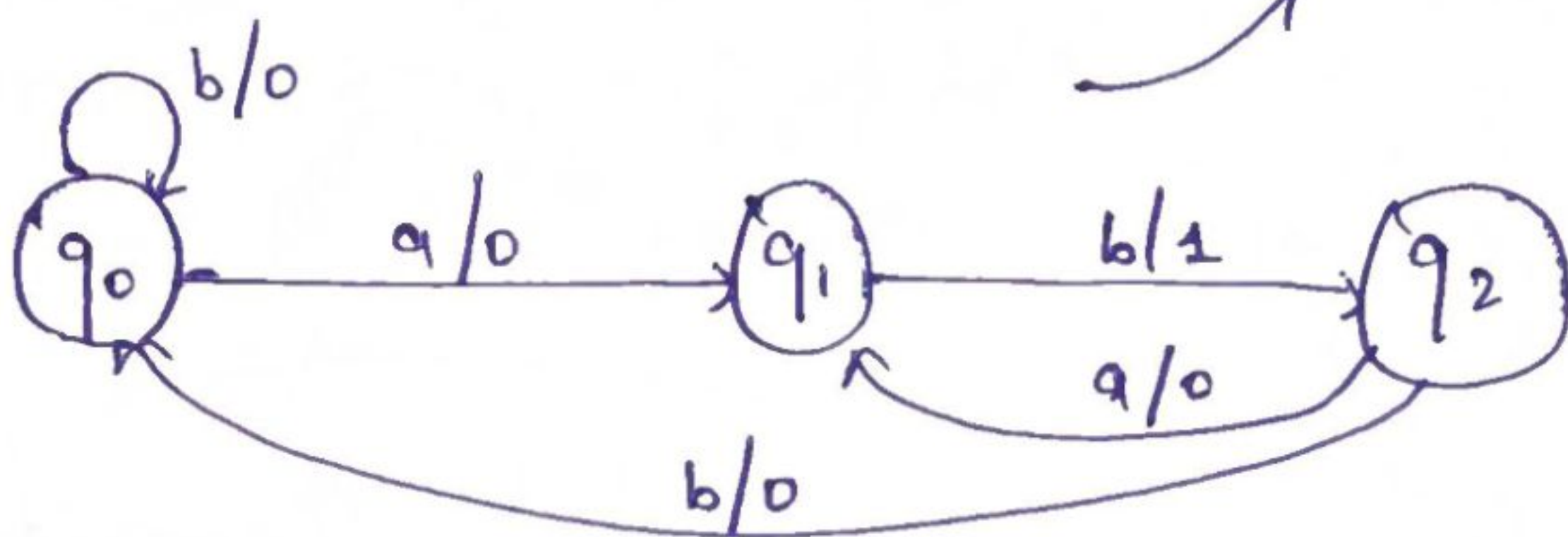


Moore Transi

Current State	Next State		O/p
	a	b	
q ₀	q ₀	q ₁	0
q ₁	q ₂	q ₁	0
q ₂	q ₀	q ₁	1

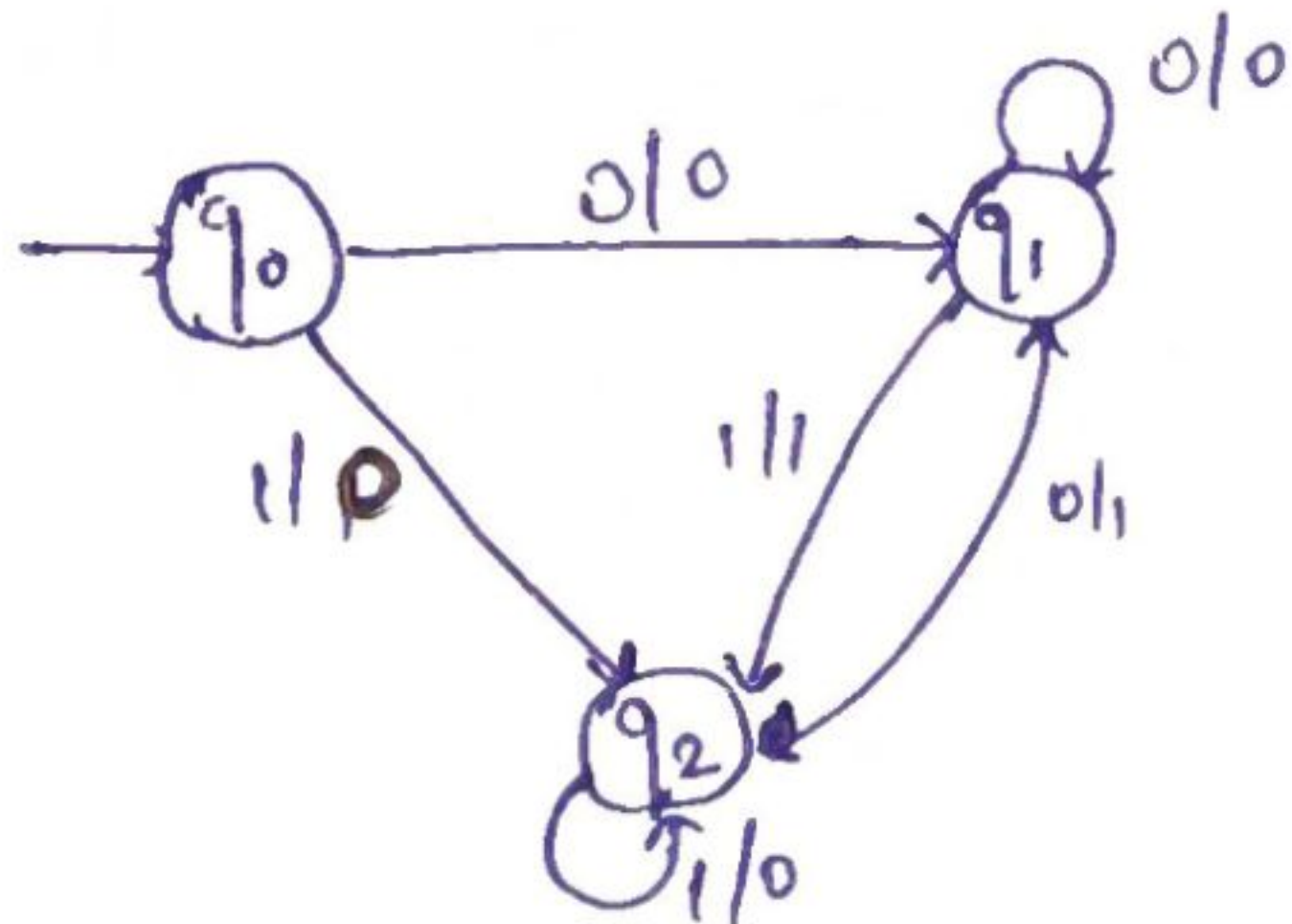
Mealy transition (same moore)

Current State	Next State	
	b	a
q ₀	q ₀ /0	q ₁ /0
q ₁	q ₂ /1	q ₁ /0
q ₂	q ₀ /0	q ₁ /0



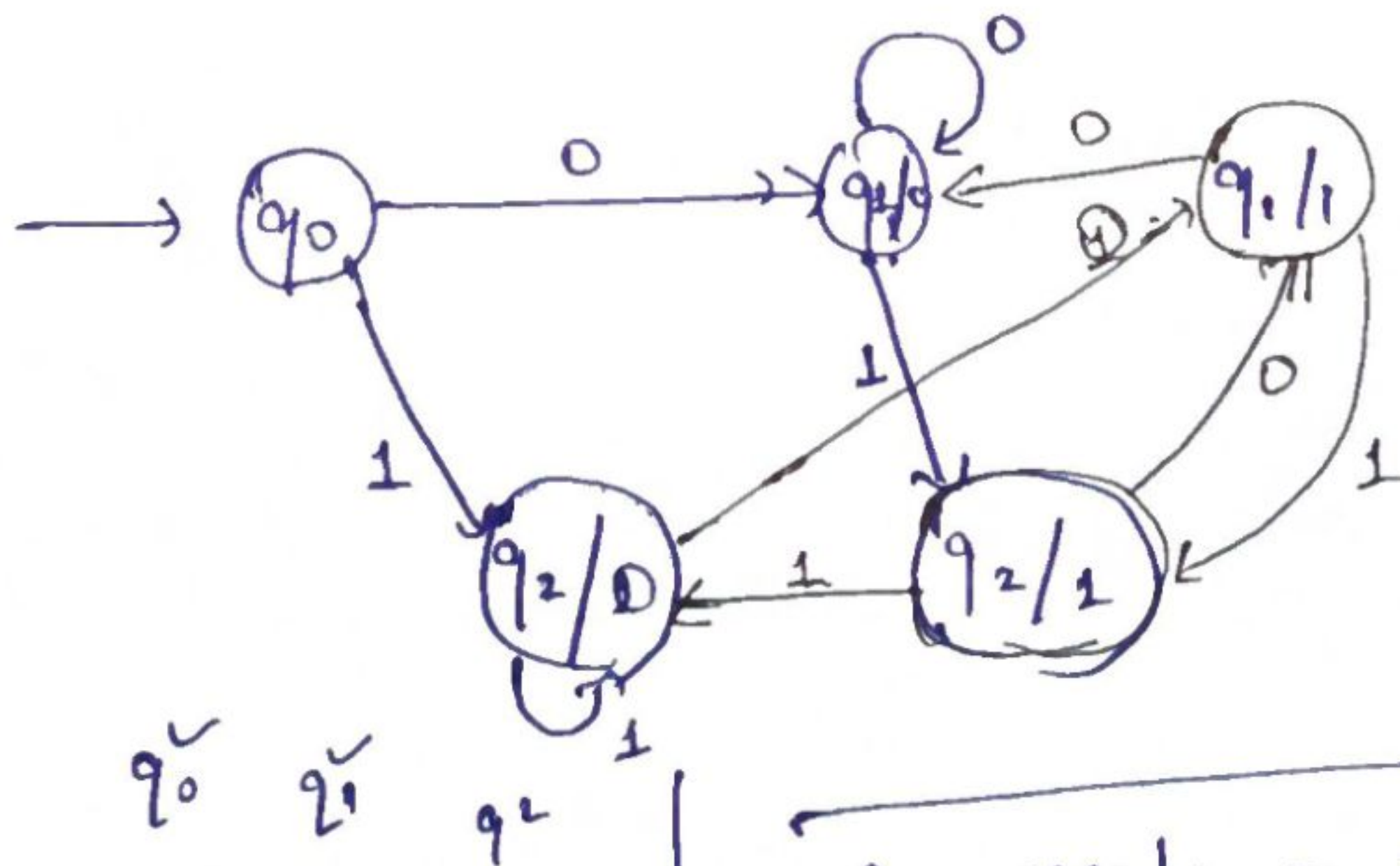
easy.

MEALY TO MOORE CONVERSION:



- initialize q₀ again initialize
- Now this in we have to see which side arrow go.
- q₀ have 0 and 1, i/p goes to q₁ and q₂
- we make and write o/p inside next to
- then q₀ done now, q₁
- q₁ has o/p(0) and 0 inside the state also same so it's done easily if not match make new state.

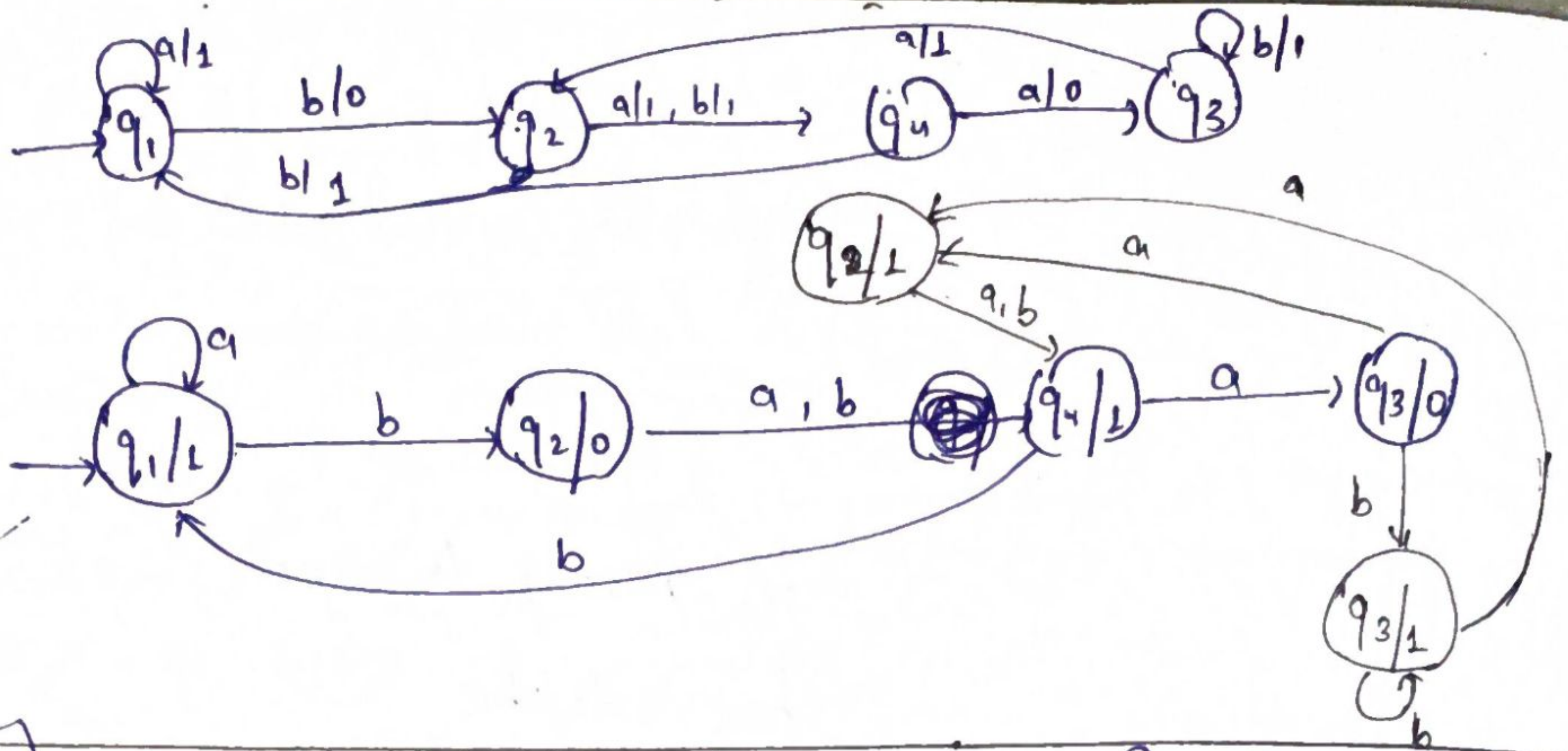
now q₁ 1 i/p goes to q₂ but no matter



In this we make dummy state.

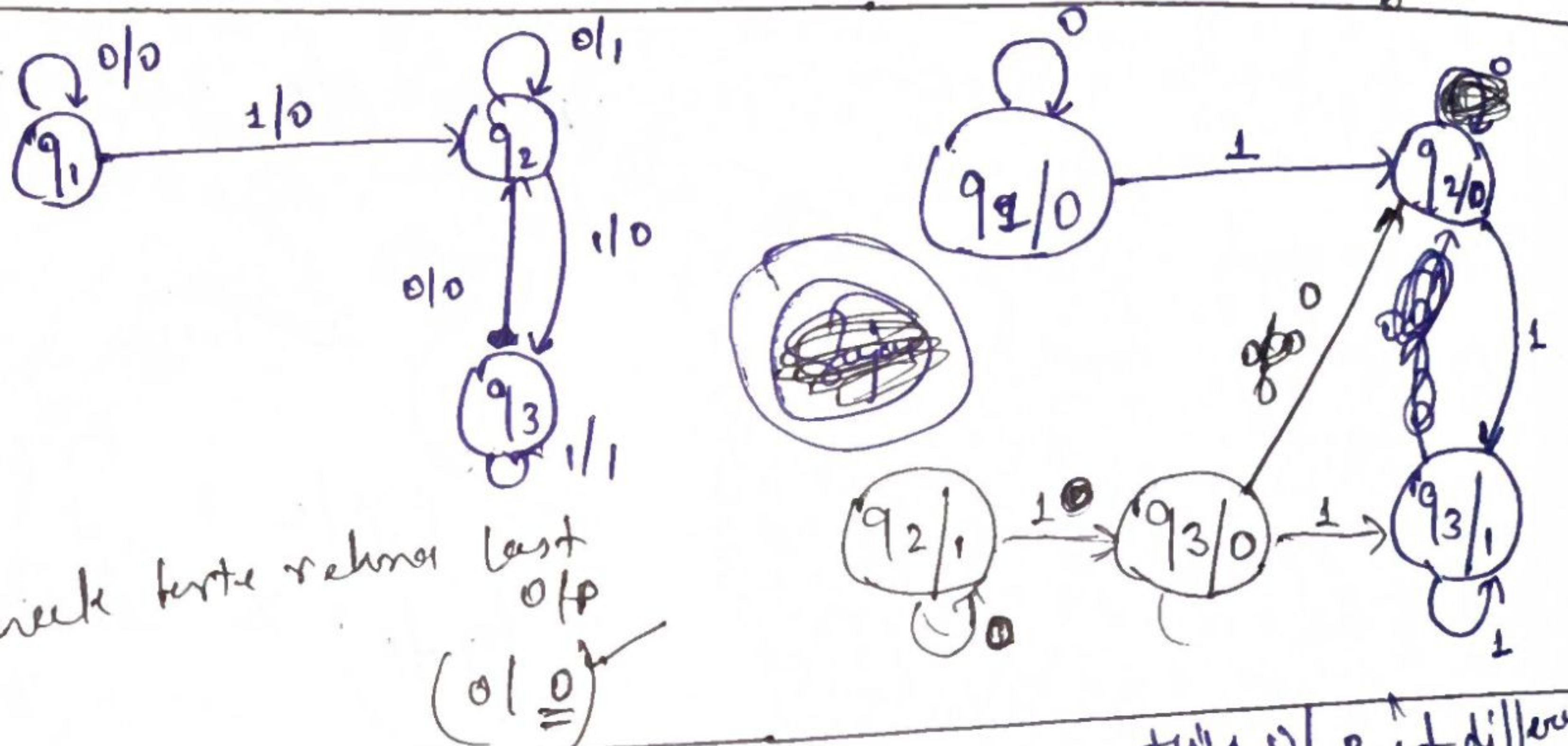
now mealy → ~~moore~~ mstate, n o/p
current o/p
m x n =
3 x 2 = 6 state

Q.2



SS

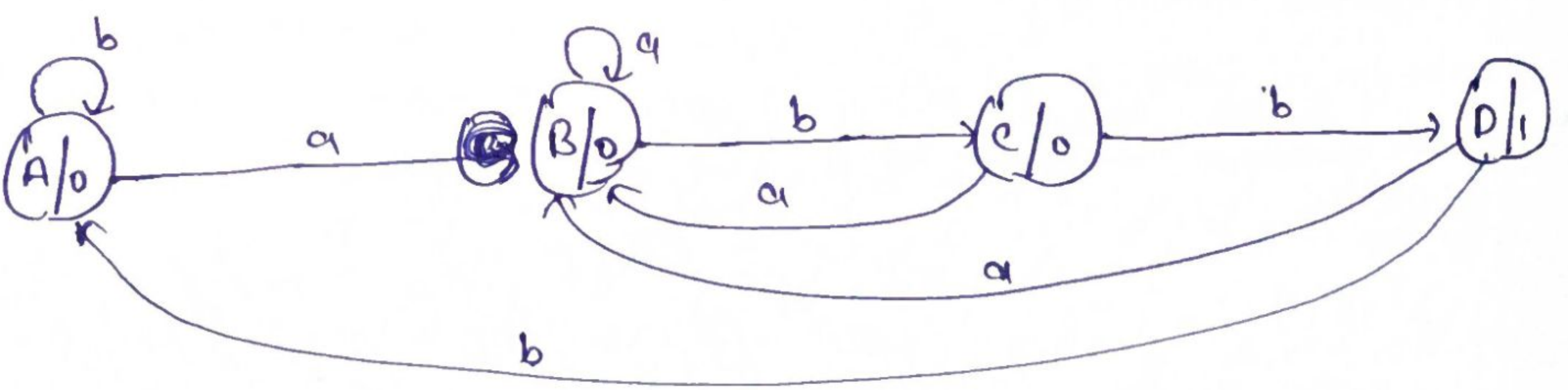
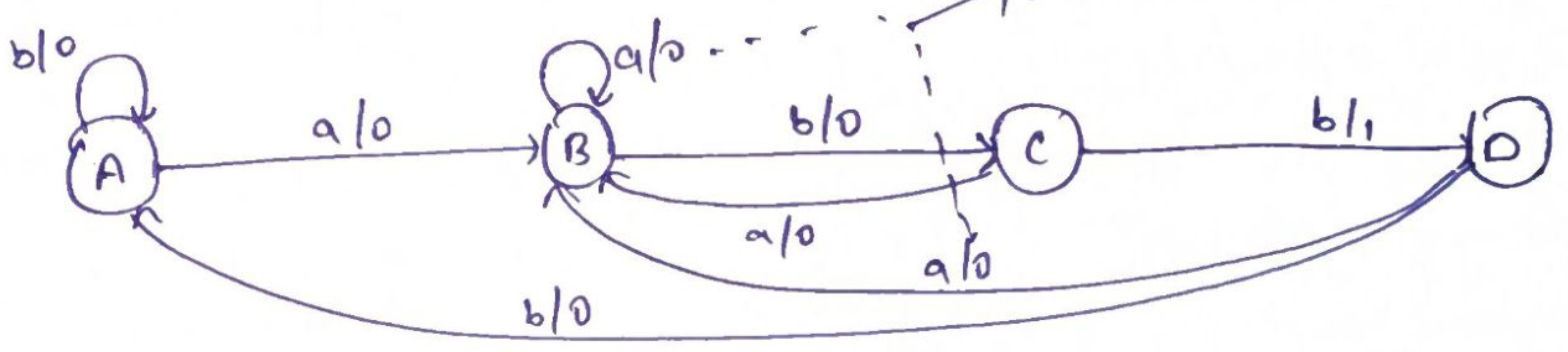
Q.3.



check karte rehna last o/p
 $(0/0)$

match karta hai 0/p if different

Q.4



Q.4
 AE =
 AG =
 BH =
 CE =

NON DETERMINISTIC FINITE AUTOMATA :- (choices of move)

same tuples $\{NOFA(Q, \Sigma, q_0, F, \delta)\}$

as we know DFA is deterministic means i/p is 0

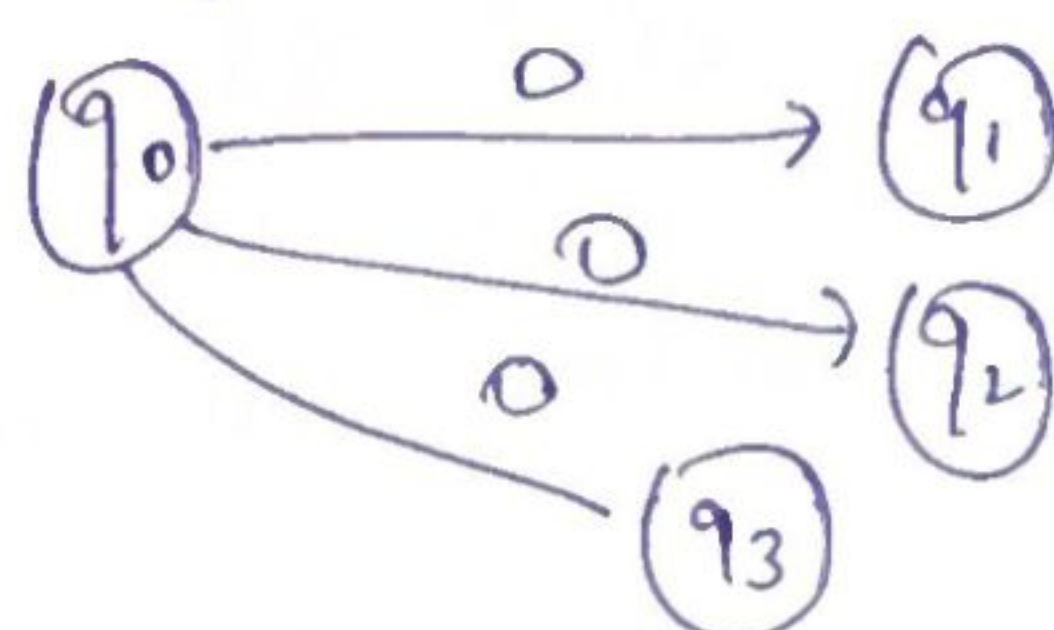
so $(q_0) \xrightarrow{0} (q_1)$ not 0 has their ^{single choice} own state.

state not same.

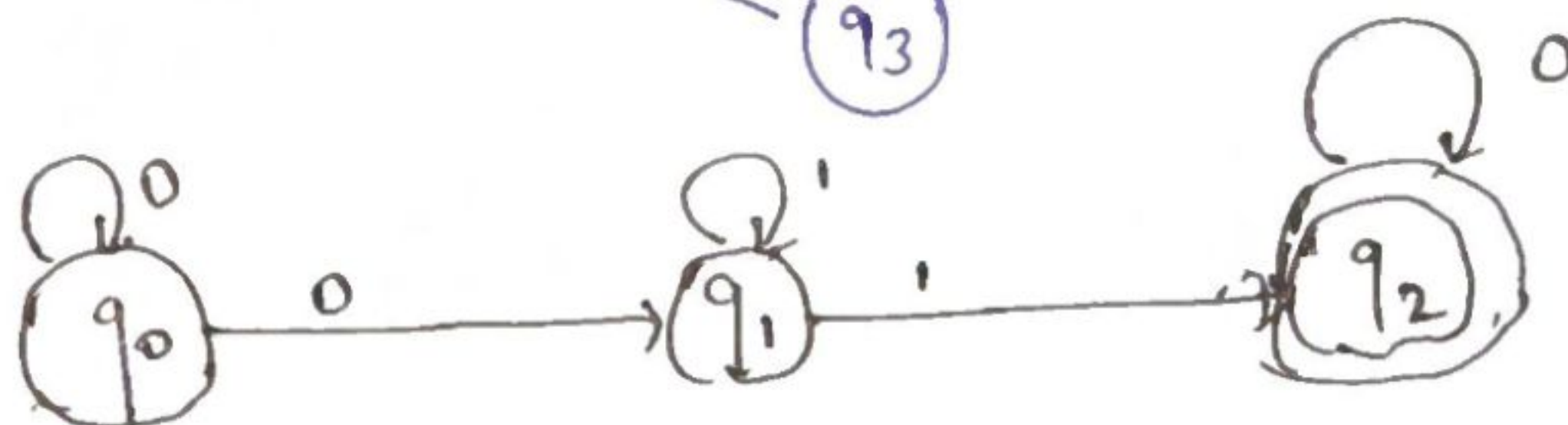
But in NFA has multiple choices means

ek i/p kair diff. states

your choice where to go



Ex:



AE =

AG =

CH =

Now

BF =

BH =

So

Sty

AB =

"

CE

X

DFA

NFA

Allowed

ghaa mention krni
ki jhanyhat nhi krni.

- Dead configuration is not allowed

means

$(q_0) \xrightarrow{0} (q_1)$ { hr state main
2 i/p hona chahiye but hum
DFA main define krna pdta
hai mention krna pdta hai
 Σ input main

- Multiple choice not available



are available (ek hi
state main same
i/p)

- ϵ -move not allowed
(null transition)
 $(q) \xrightarrow{\epsilon} q_2$

allowed (without i/p)
 $(q_1) \xrightarrow{\epsilon} (q_2)$

Digital computer are deterministic

not

design difficult to understand

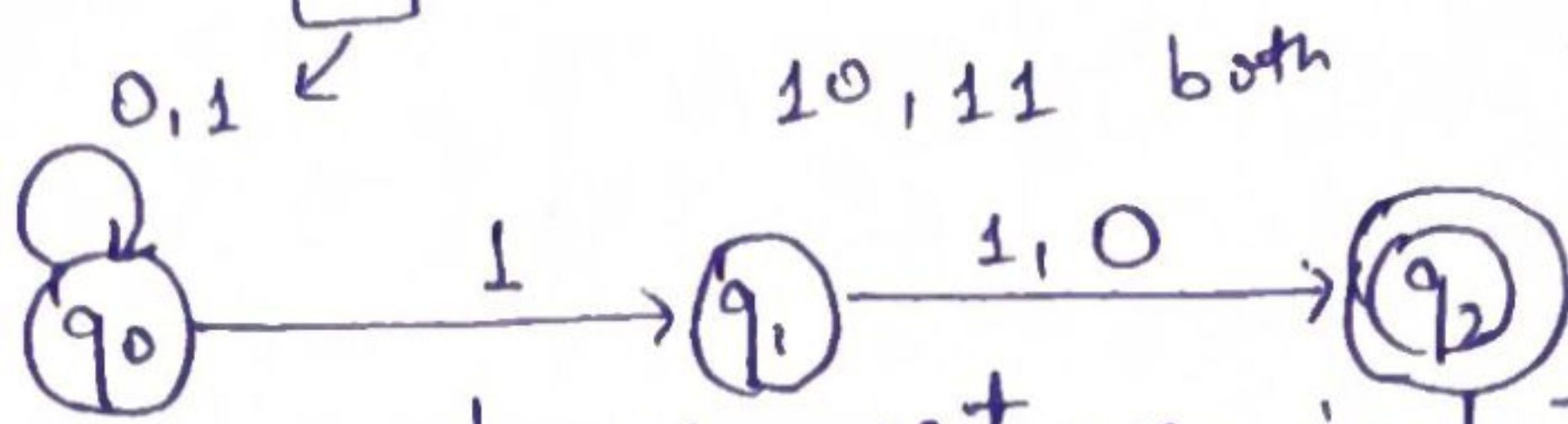
easy

NFA designing :-

Q. NFA all all binary strings in which 2nd last bit 1.

$$\Sigma = 0, 1$$

$L = \{ 10, 11, 110, 111, \dots \}$ mean starting sein furkahi patta.

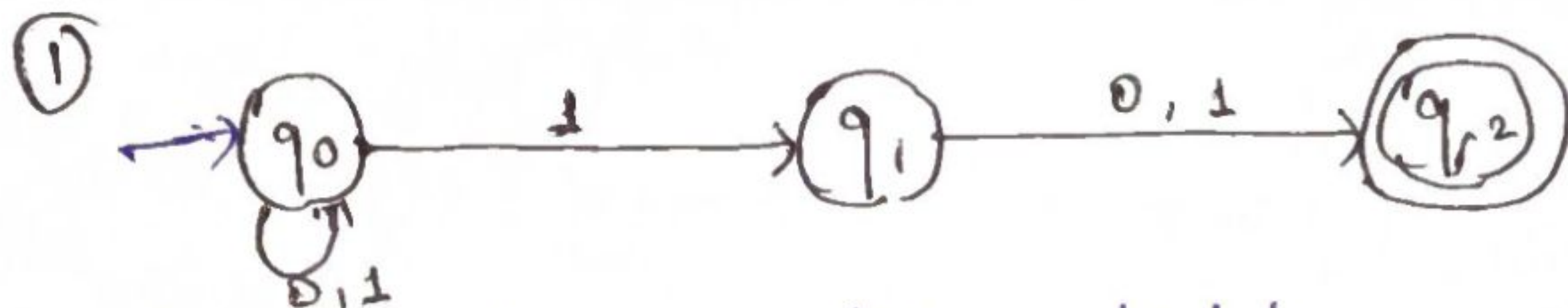


we have not required to complete last state and/p beco we know it is ^{allowed} dead configuration nhi kro for bhi chla hain.

CONVERSION OF NFA to DFA

$$\Sigma = 0, 1$$

same as previous.



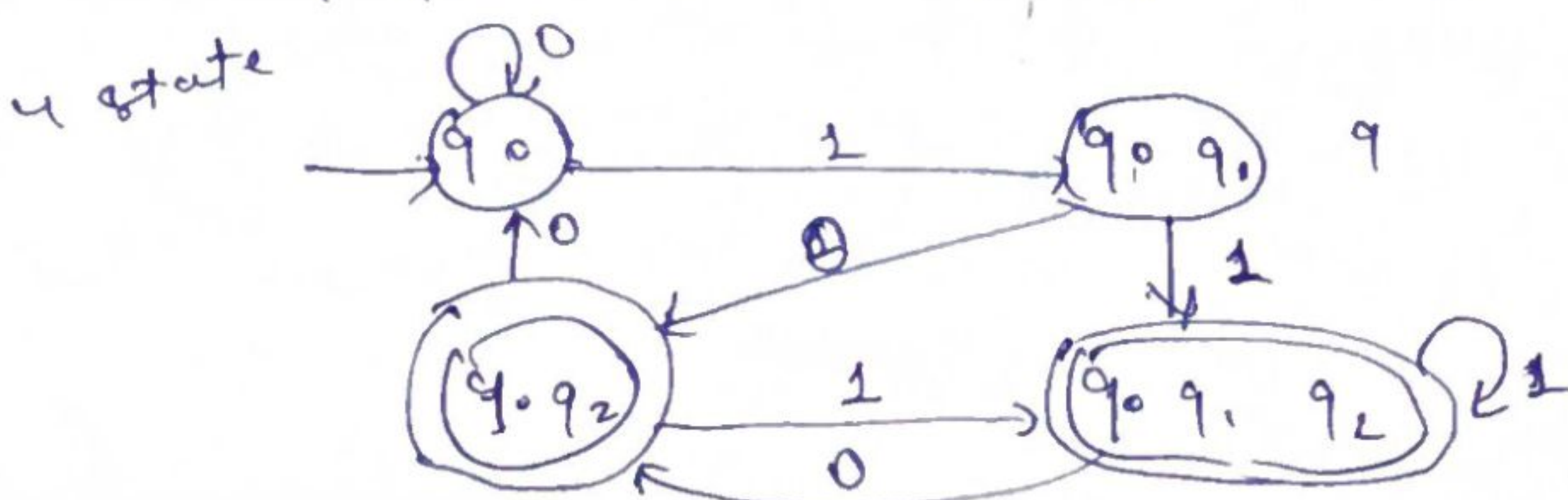
first make transition table.

δ	0	1
q_0	q_0	q_0, q_1
q_1	q_2	q_2
Final q_2	-	-

now transition of DFA

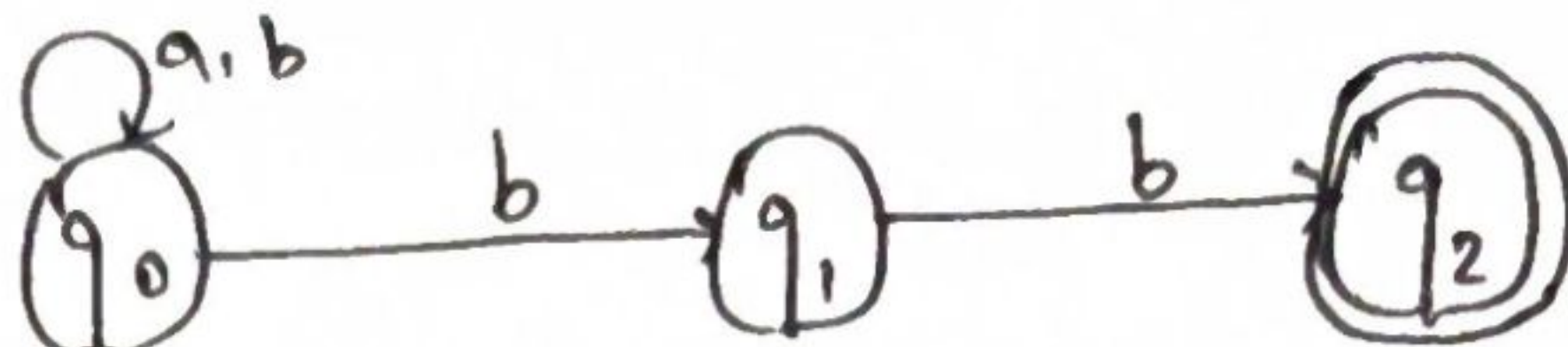
δ	0	1
$\rightarrow q_0$	q_0	$q_0 q_1, q_2$
$q_0 q_1$	$q_0 q_2$	$q_0 q_1 q_2$
$q_0 q_2$	q_0	$q_0 q_1 q_2$
$q_0 q_1 q_2$	$q_0 q_2$	$q_0 q_1 q_2$

in this DFA trans first write same as first row of nfa then expand $q_0 q_2$ now after $q_0 q_2$ expand now check if repetition or not of expand jaise q_0 kaa kiya then $q_0 q_1$ baad $q_0 q_2$ same q_0 phir aaya toh ussai nhi kro 4 state



two final because q_2 is final in NFA

②



NFA

DFA

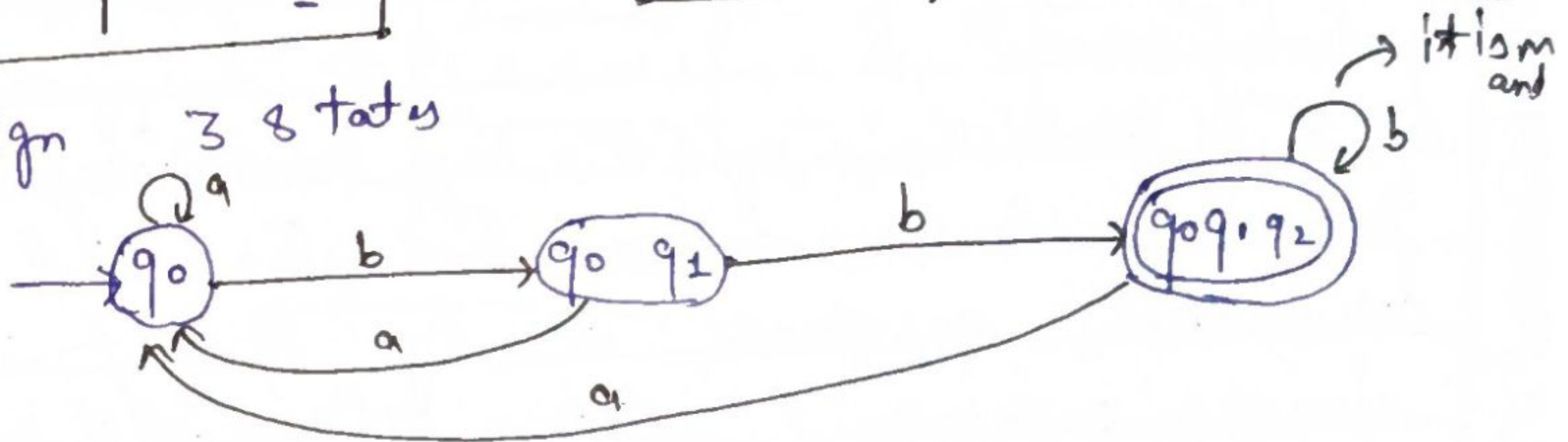
	a	b
→ q ₀	q ₀	q ₀ , q ₁
q ₁	-	q ₂
q ₂	-	-

	a	b
→ q ₀	q ₀	q ₀ q ₁
q ₀ q ₁	q ₀	q ₀ q ₁ q ₂
q ₀ q ₁ q ₂	q ₀	q ₀ q ₁ q ₂

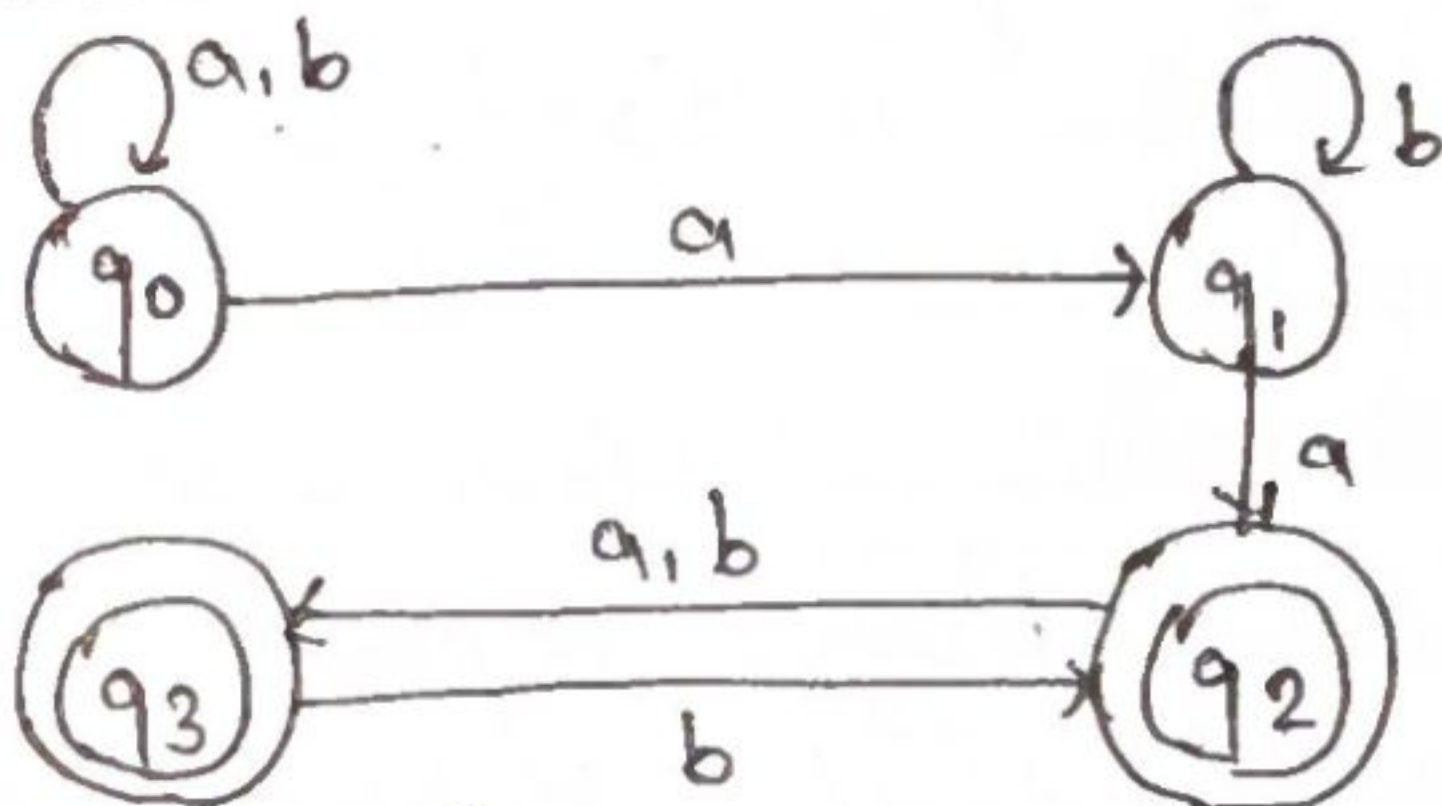
check krunq repeat hua kiya.

Q.4

New Design 3 states



③

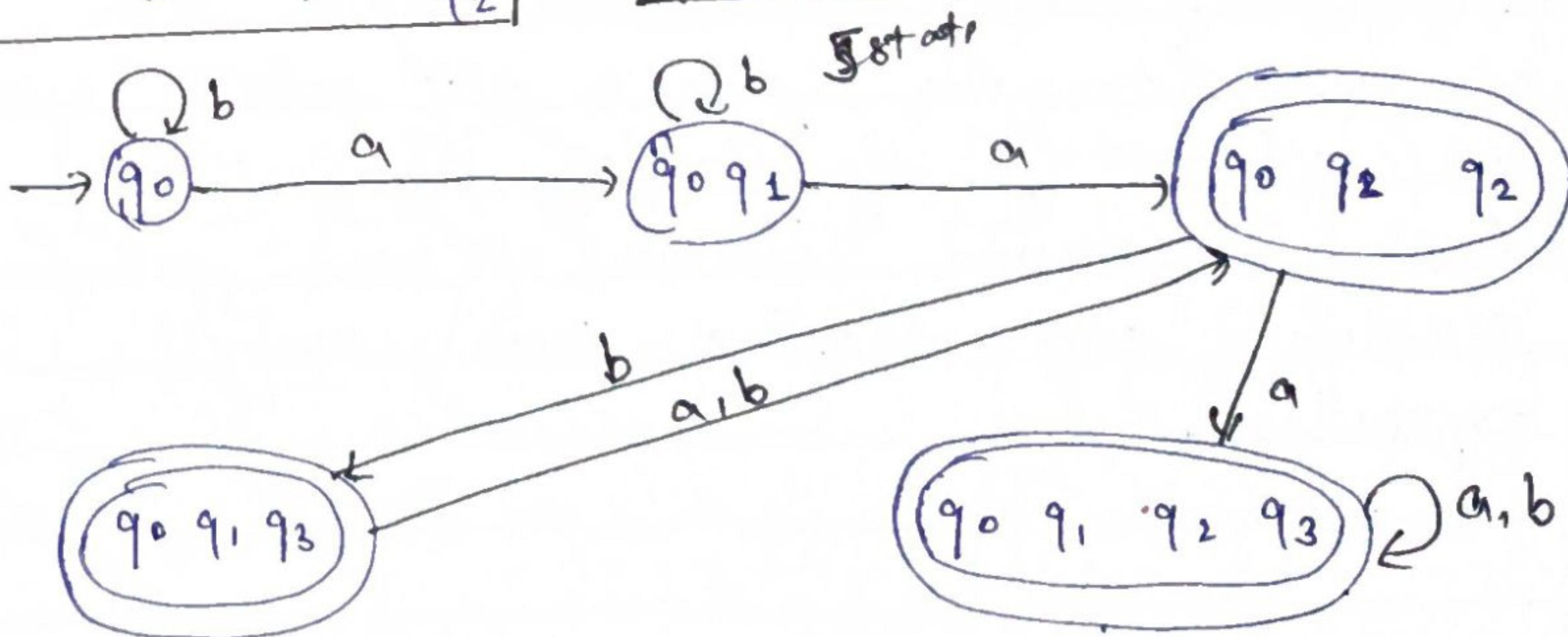


NFA

DFA

	a	b
→ q ₀	q ₀ , q ₁	q ₀
q ₁	q ₂	q ₁
q ₂	q ₃	q ₃
q ₃	-	q ₂

	a	b
→ q ₀	q ₀ q ₁	q ₀
q ₀ q ₁	q ₀ q ₁ q ₂	q ₀ q ₁
q ₀ q ₁ q ₂	q ₀ q ₁ q ₂ q ₃	q ₀ q ₁ q ₃
q ₀ q ₁ q ₃	q ₀ q ₁ q ₂	q ₀ q ₁ q ₂
q ₀ q ₁ q ₂ q ₃	q ₀ q ₁ q ₂ q ₃	q ₀ q ₁ q ₂ q ₃



AE =

AG =

CH =

New

BF =

BH =

so

sty

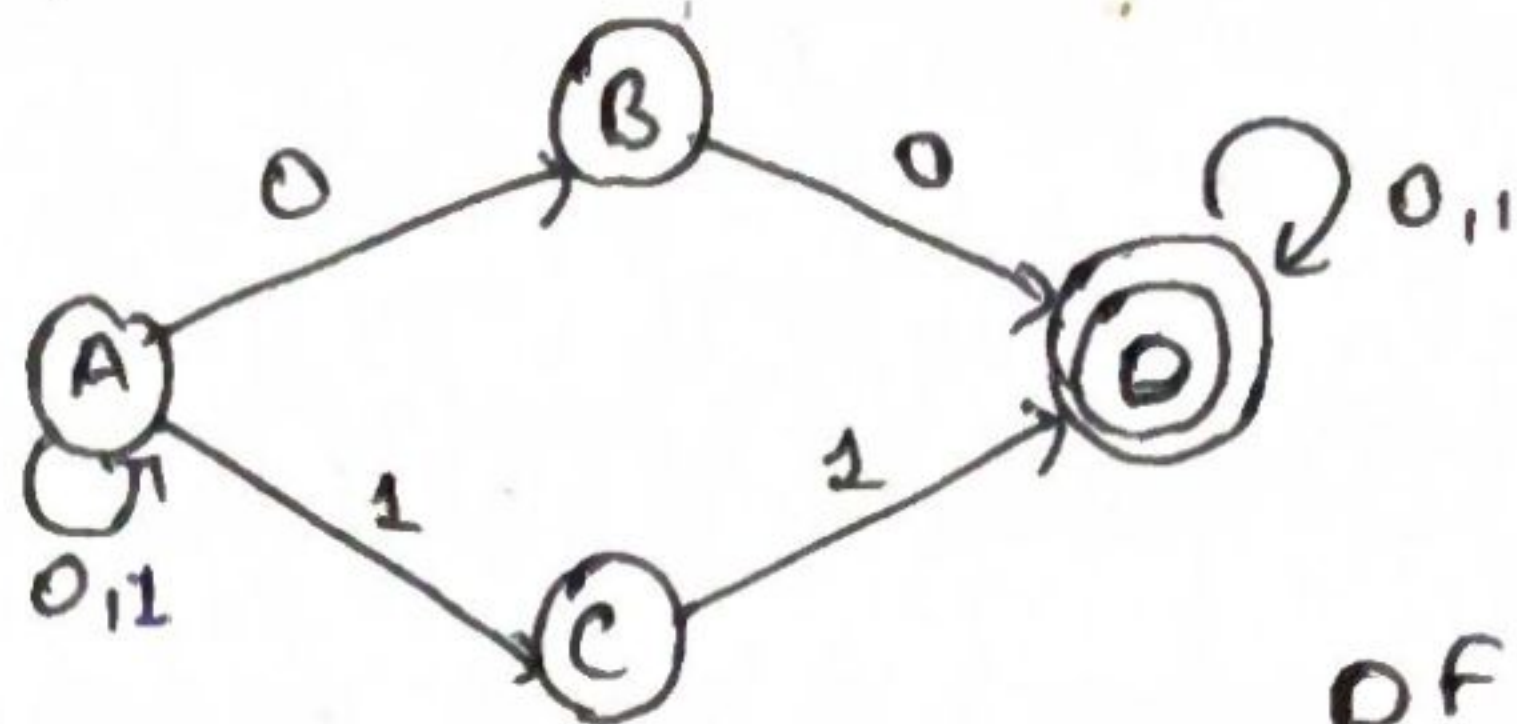
AB =

✓

CE

*

Q.4



no comma

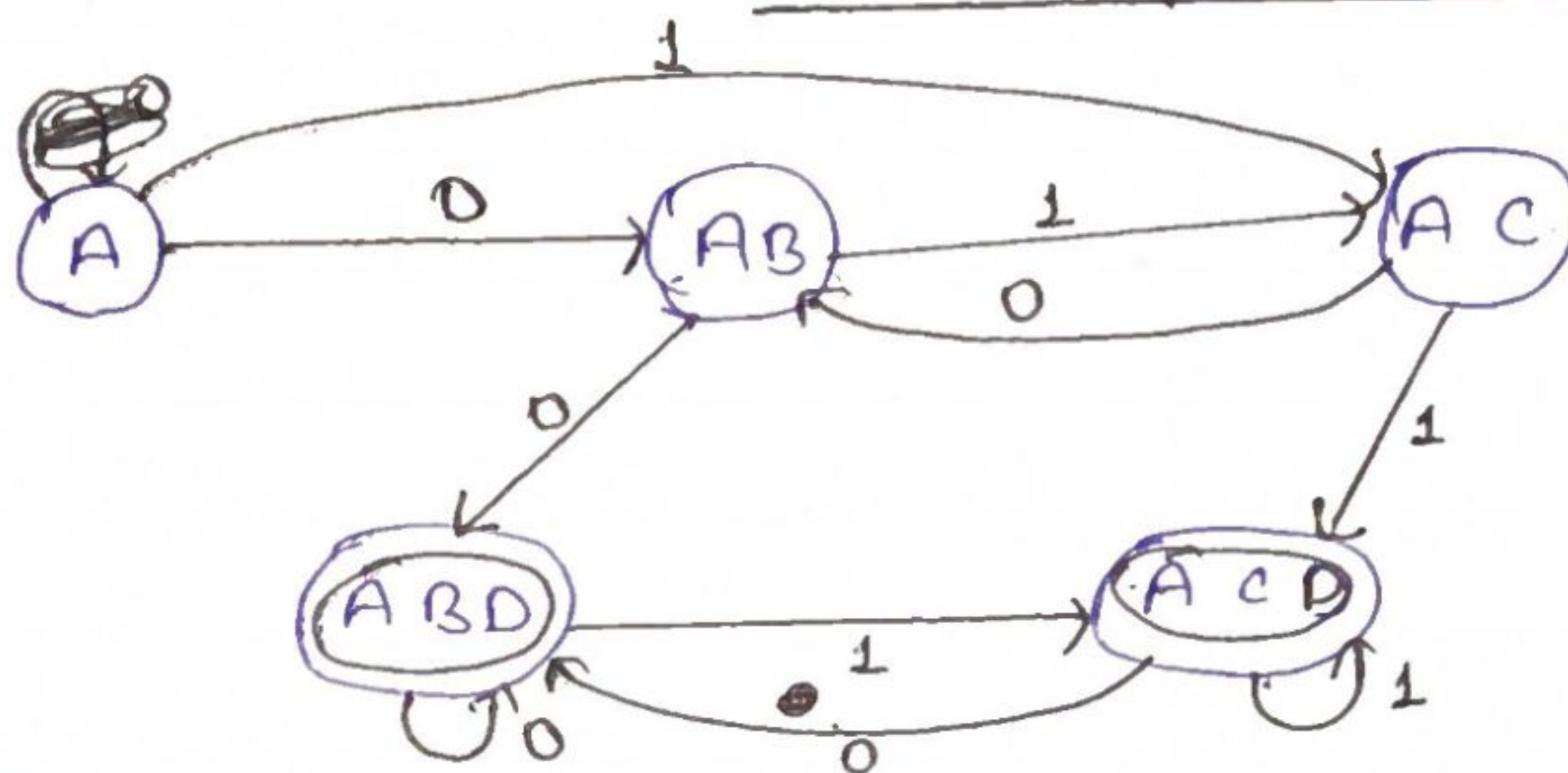
NFA

DFA

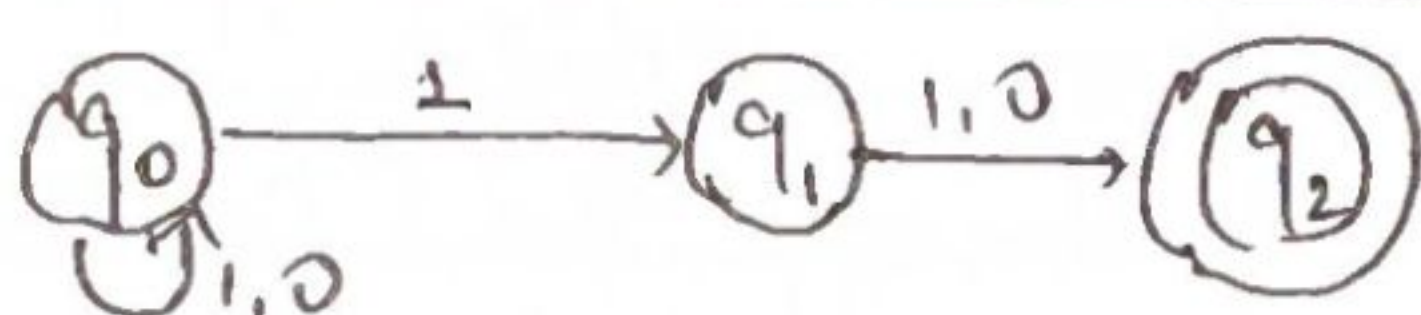
δ	0	1
$\rightarrow A$	A, B	A, C
B	D	-
C	-	D
D	D	D

δ	0	1
1 $\rightarrow A$	[A, B]	[A, C]
2 [A, B]	[A, B, D]	[A, C]
3 [A, C]	[A, B]	[A, C, D]
4 [A, B, D]	[A, B, D]	[A, C, D]
5 [A, C, D]	[A, B, D]	[A, C, D]

5 starts



Q.5

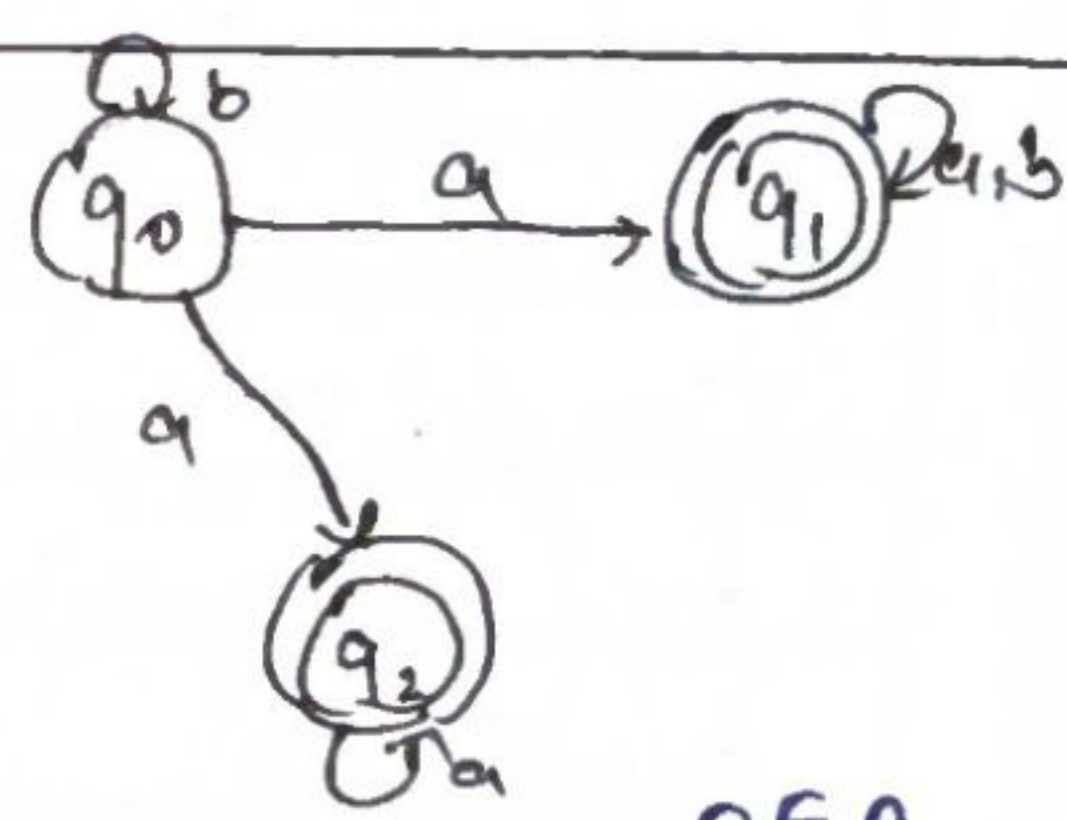


NFA

DFA

δ	0	1
$\rightarrow q_0$	q_0, q_2	q_1
q_1	q_2	-
q_2	-	-

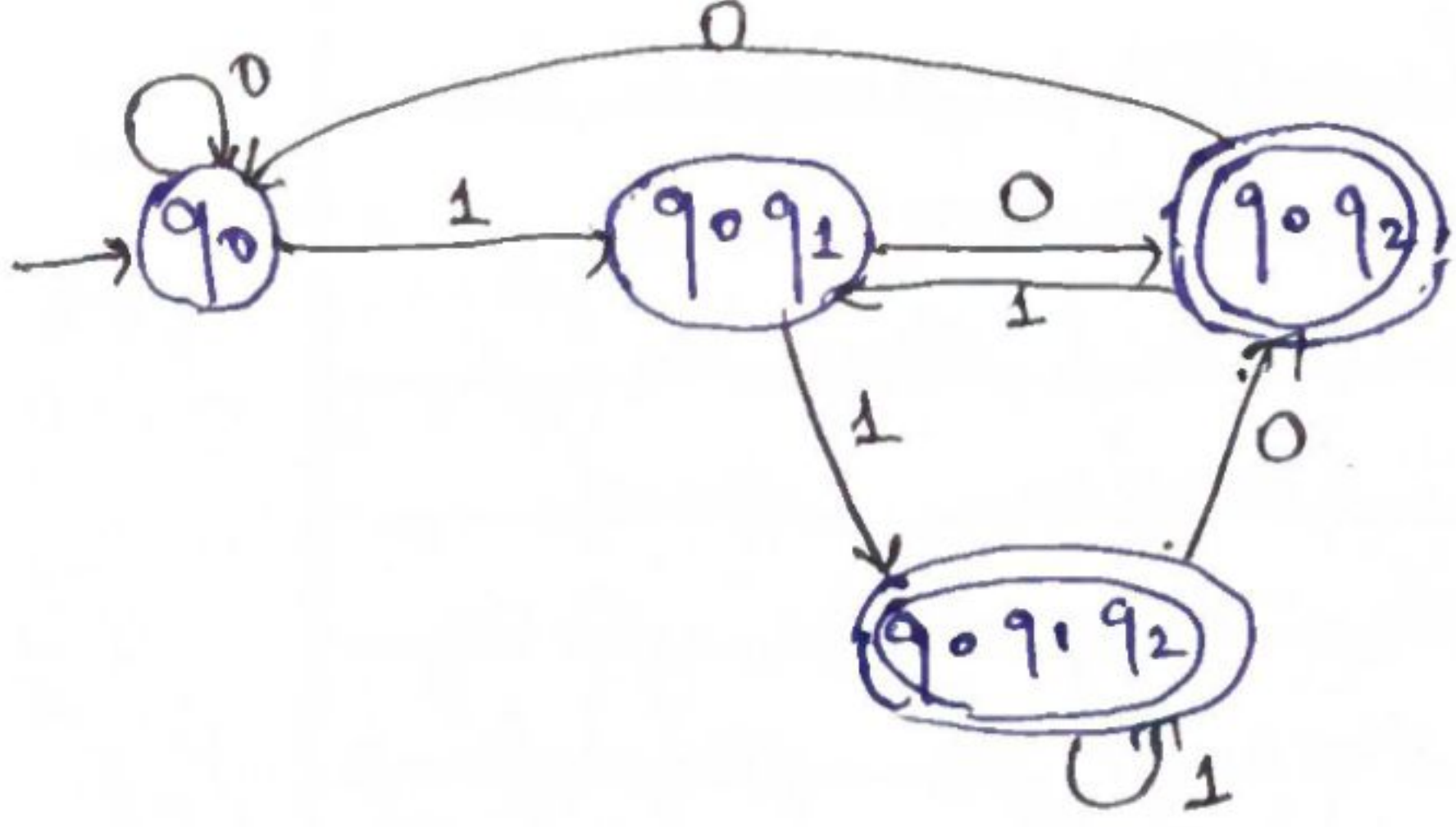
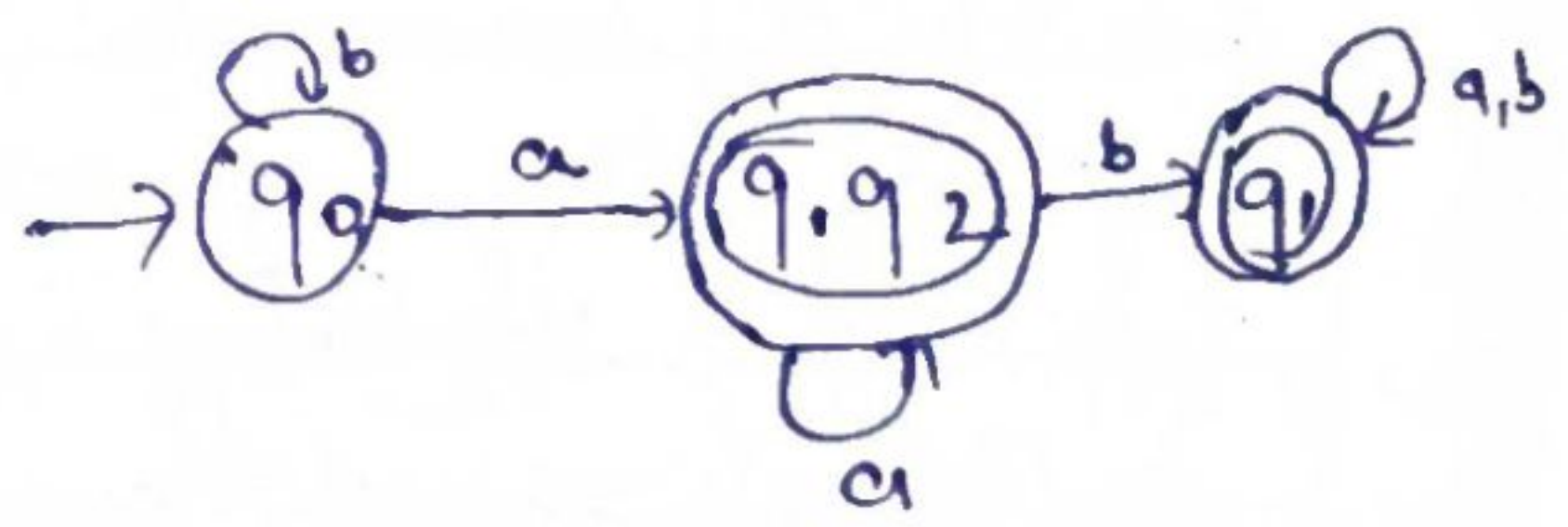
Q.6



NFA

DFA

δ	a	b
$\rightarrow q_0$	q_1, q_2	q_0
q_1	q_1	q_1, q_2
q_2	q_2	-



CE
*

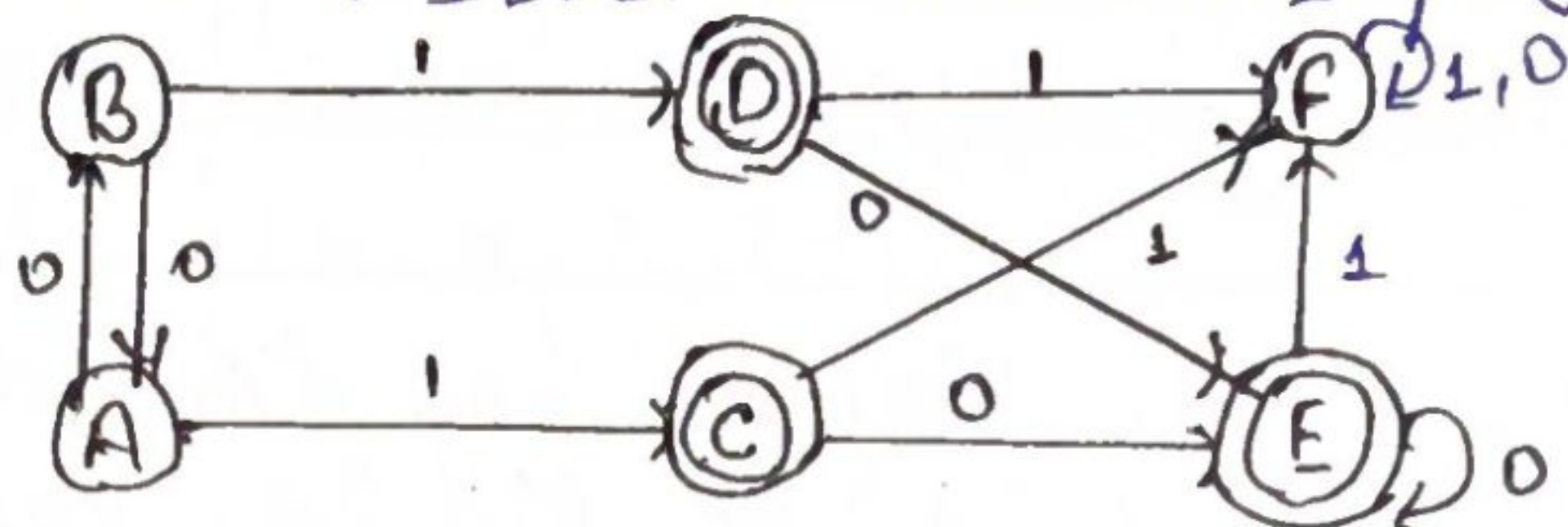
MINIMIZATION OF DFA :- (means agar 5 ki jagah 3 state mein kam hai)

There are two method of minimization of DFA :-

- Partition method
- Table filling method
- My Hill Nerdie Theorem

(i) TABLE FILLING METHOD / My Hill Nerdie theorem :-

Q.



final state

:- D, C, E

Step (i) If Automata given to find final state or not there given or given final

Step (ii) Make a table from automata (start with first state last state)

	A				
B	✓	B			
C	✓	✓	C		
D	✓	✓		D	
E	✓	✓			E
F	✓		✓	✓	✓

in this table with final state of final (CEX)

from automata mark in table where final state comes C, D, E

Step (iv) write unmarked pairs.
AB, CD, CE, DE, AF, BF

Step (v) Now make iteration of unpair

AB = $\delta(A, 0) = B$
 $\delta(B, 0) = A$] (AB) done
 $\delta(A, 1) = C$
 $\delta(B, 1) = D$] (CD)

CD = $\delta(C, 0) = E$] (E, E)
 $\delta(D, 0) = E$
 $\delta(C, 1) = F$] (F, F)
 $\delta(D, 1) = F$] unmarked

CE = $\delta(C, 0) = E$] (E, E)
 $\delta(E, 0) = E$
 $\delta(C, 1) = F$] (F, F)
 $\delta(E, 1) = F$] unmarked

DE = $\delta(D, 0) = E$] (E, E)
 $\delta(E, 0) = E$
 $\delta(D, 1) = F$] (F, F)
 $\delta(E, 1) = F$] unmarked

AF = $\delta(A, 0) = B$
 $\delta(F, 0) = F$
 $\delta(A, 1) = C$
 $\delta(F, 1) = F$] (B, F) and (F, F) done

BF = $\delta(B, 0) = A$] (A, F) done
 $\delta(F, 0) = F$
 $\delta(B, 1) = D$] (D, F) done
 $\delta(F, 1) = F$

so in first iteration four unmarked: why C, D
 - AB, CD, CE, DE

Condⁿ in both pair any one should be final and another not final so marked ★

2nd Iteration

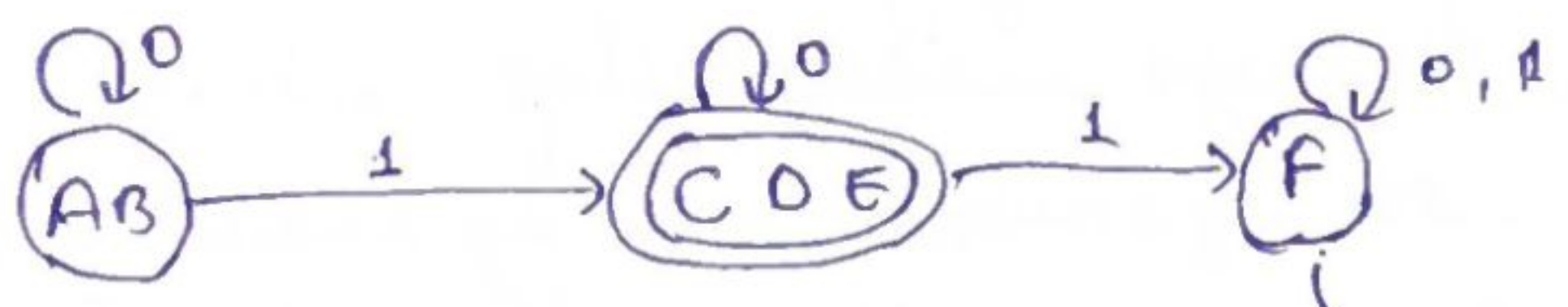
AB = $\{ (A, 0) = B \} (B, A)$ unmarked
 $\{ (B, 0) = A \}$
 $\{ (A, 1) = C \} (C, D)$
 $\{ (B, 1) = D \}$

CD = $\{ (C, 0) = E \} (E, E)$ unmarked
 $\{ (D, 0) = E \}$
 $\{ (C, 1) = F \} (E, F)$
 $\{ (D, 1) = F \}$

EC = $\{ (E, 0) = E \}$ unmarked
 $\{ (C, 0) = E \}$
 $\{ (E, 1) = E \}$
 $\{ (C, 1) = F \}$

ED = also unmarked

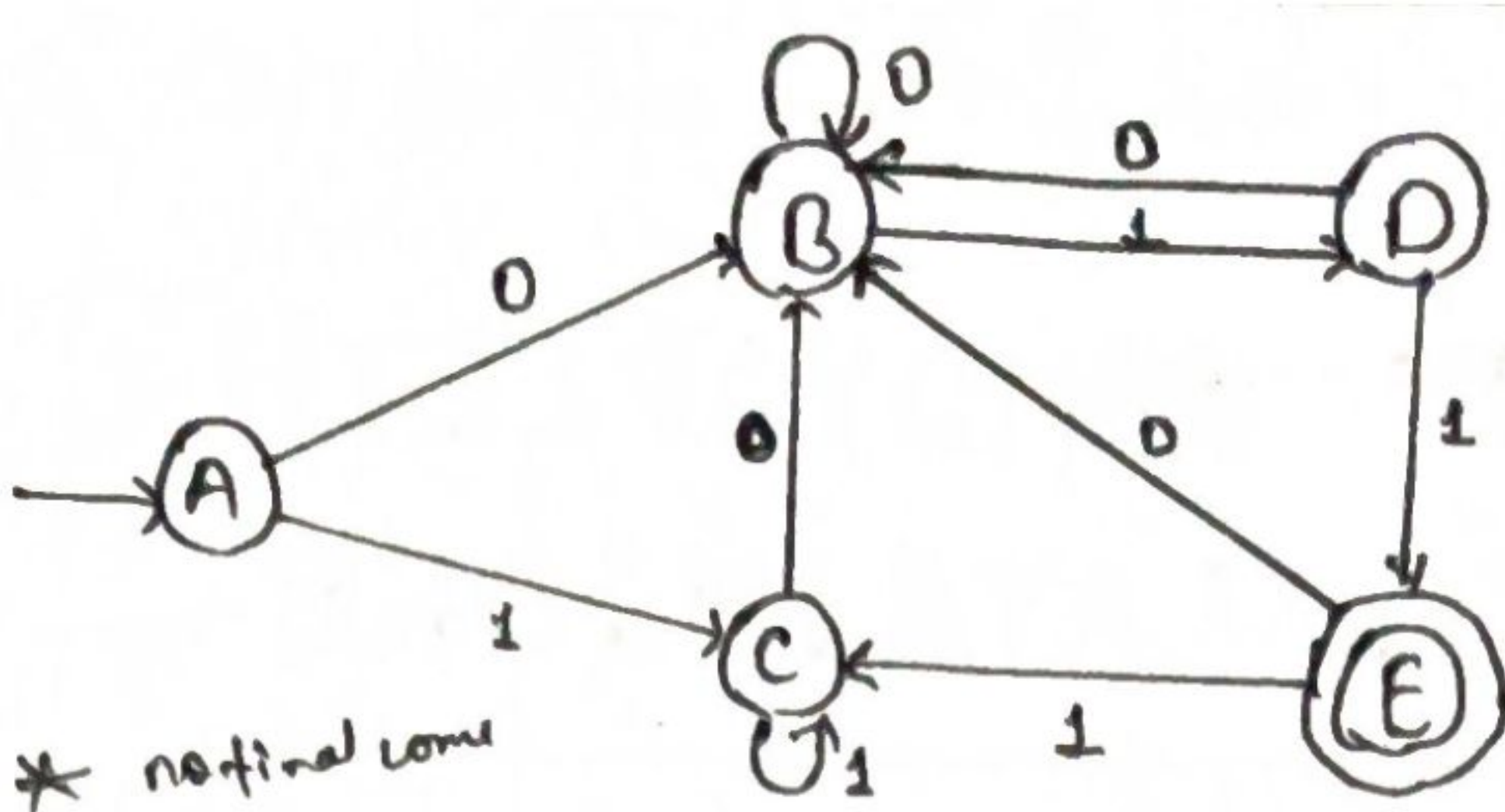
Now same pairs come so stop
 New write unmarked (AB, CD, CE, DE) find common there is missing F (to 6 state this is laggi minimization)
 common (AB, CDE)



why it take Question

P.2. Minimize the following DFA using table filling method

CE
 *



* not final come

where E

Unmarked pairs :- AB, AC, BC, AD, BD, CD

Now 1st iteration -

for $n=1 \rightarrow$

A				
B	✓			
C		✓		
D	✓	✓	✓	
E	✓	✓	✓	✓

1st Iteration

Now unmarked are -

AB, AC, BC

2nd iteration

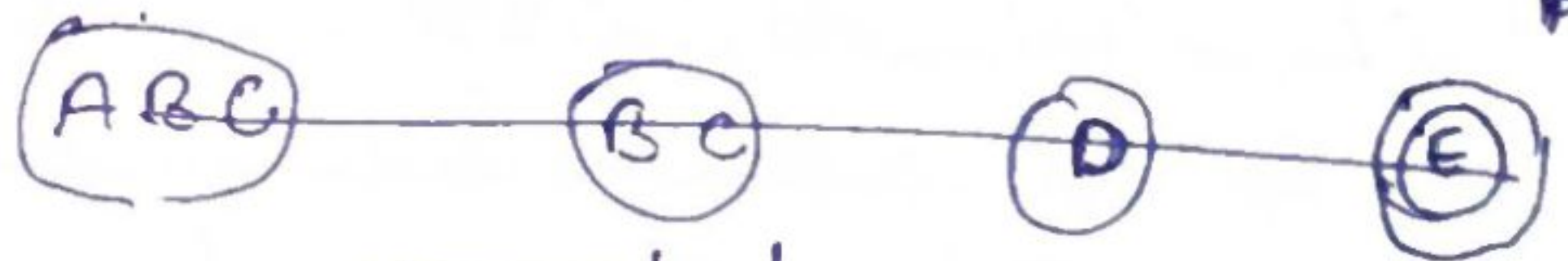
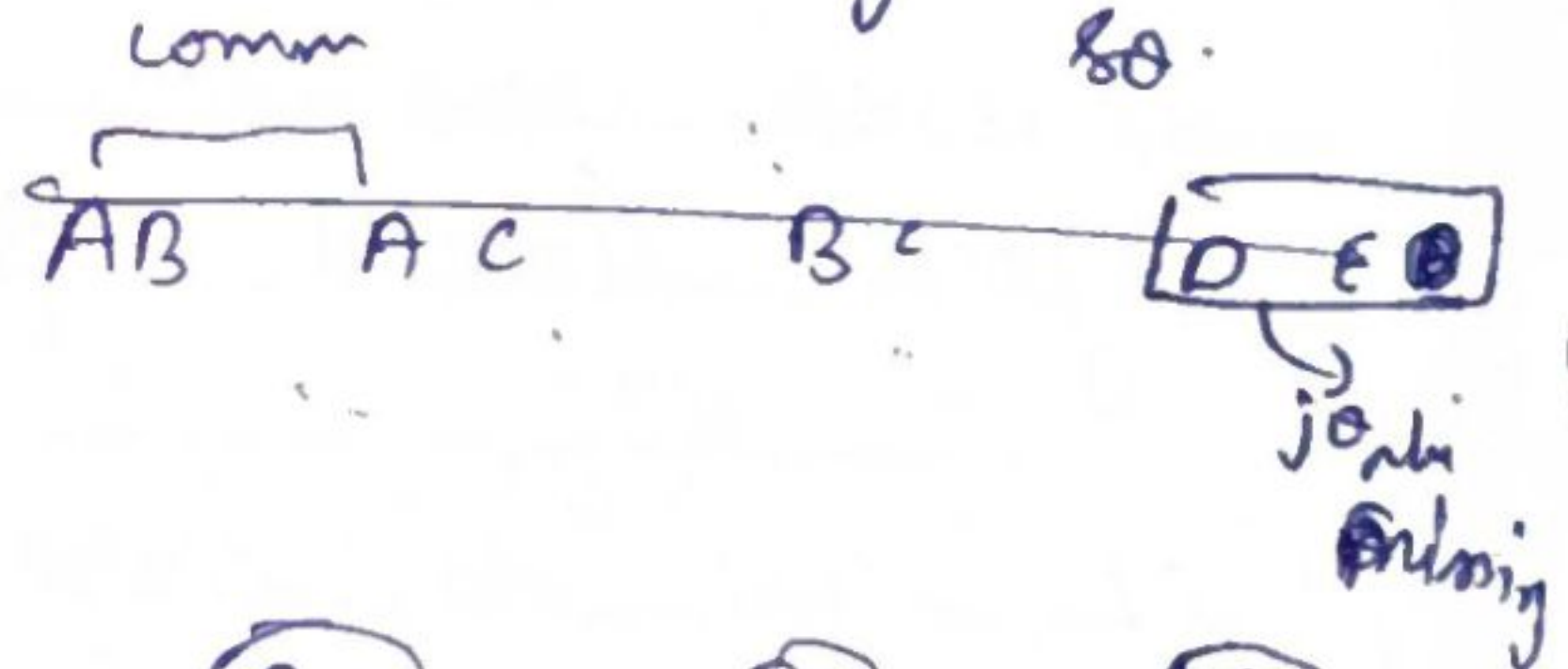
now again check 1st iteration missing

AB = (B, B) * (C, D) * CP found

AC = (B, B) = (C, C) *

BC = (B, B) * (D, C) * CO found

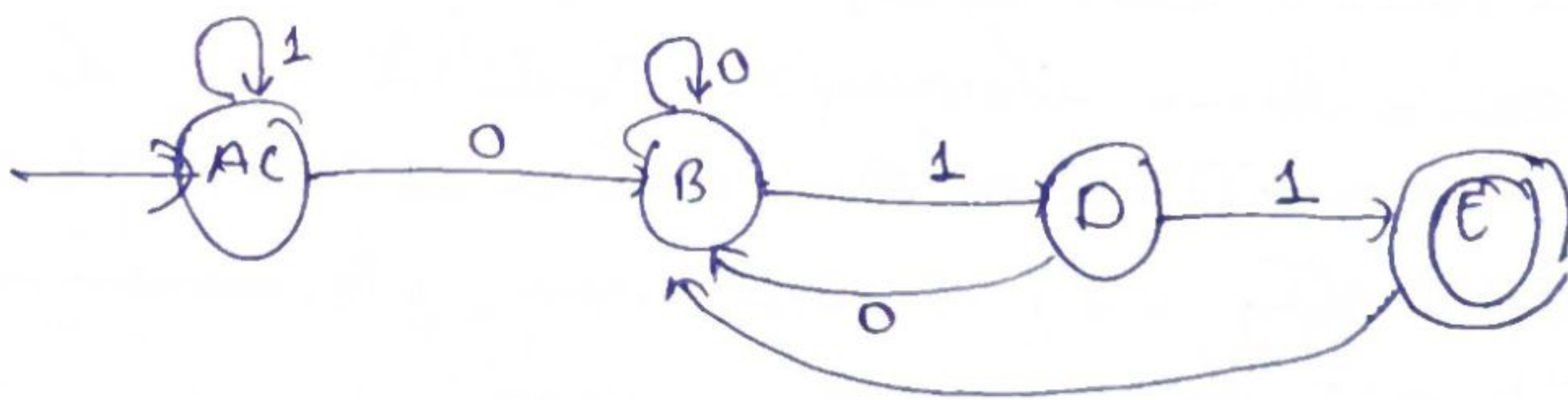
so it again comes so.



No so unpair is

AC now missing from check. states is.

AC $\rightarrow$ B D E



3 state come on to 4 state

Q.4
*
AB = { (A, 0) = B } (B, B)
{ (B, 0) = B }
{ (A, 1) = C } (C, D) not final so come unmark
{ (B, 1) = D }

AC = { (A, 0) = B }
* { (C, 0) = B } unmark
{ (A, 1) = C }
{ (C, 1) = C }

BC = { (B, 0) = B }
* { (C, 0) = B }
{ (B, 1) = D }
{ (C, 1) = C }

AD = { (A, 0) = B } (B, B)
✓ { (D, 0) = B }
{ (A, 1) = C } (C, E)
{ (D, 1) = E }

BD = { (B, 0) = B }
✓ { (D, 0) = B }
{ (B, 1) = D }
{ (D, 1) = E }

CD = { (C, 0) = B } ignore
{ (D, 0) = B } ✓
{ (C, 1) = C }
{ (D, 1) = E } final

Now
BF =
BH =

so
Step

AB =
✓

CE
*

Q.3. Obtain the distinguishable table for the automaton and then minimize state of DFA.

	δ	a	b
C*	A	B	F
final	B	C	C
	C	A	C
	D	C	C
	E	H	DF
	F	C	C
	G	C	E
	H	C	C

	A					
B	✓	B				
C	✓	✓	C			
D	✓	✓	✓	D		
E	✓	✓	✓	✓	E	
F	✓	✓	✓	✓	✓	F
G	✓	✓	✓	✓	✓	✓
H	✓	✓	✓	✓	✓	✓

Now unmarked -

✓ marked

* unmarked

Two pairs
one final
and
non final
✓ marked

AB, AD, BD, AE, BE, ED, AF, BF, DF, EF, AG, BG, DG, EG, FG.

AH, ~~AB, AD, BD~~, BH, DH, EH, FH, GH

1st iteration

$$AB = \delta(A, a) = B \quad (B, a) = C$$

$$(A, b) = F \quad (B, b) = C$$

$$AD = \delta(A, a) = B \quad (B, a) = C$$

$$(D, a) = C \quad (A, b) = F \quad (D, b) = C$$

$$BD = \delta(B, a) = C \quad (D, a) = C$$

$$(B, b) = C \quad (D, b) = C$$

$$AE = \delta(A, a) = B \quad (E, a) = H$$

$$(A, b) = F \quad (E, b) = H$$

$$BE = \delta(B, a) = C \quad (E, a) = H$$

$$(B, b) = C \quad (E, b) = H$$

$$ED = \delta(E, a) = H \quad (D, a) = C$$

$$(E, b) = H \quad (D, b) = C$$

$$AF = \delta(A, a) = B \quad (F, a) = C$$

$$(A, b) = F \quad (F, b) = C$$

$$BF = \delta(B, a) = C \quad (F, a) = C$$

$$(B, b) = C \quad (F, b) = C$$

$$DF = \delta(D, a) = C \quad (F, a) = C$$

$$(D, b) = C \quad (F, b) = C$$

$$EF = \delta(E, a) = H \quad (F, a) = C$$

$$(E, b) = H \quad (F, b) = C$$

$$AG = \delta(A, a) = B \quad (G, a) = C$$

$$(A, b) = F \quad (G, b) = E$$

$$BG = \delta(B, a) = C \quad (G, a) = C$$

$$(B, b) = C \quad (G, b) = E$$

$$DG = \delta(D, a) = C \quad (G, a) = C$$

$$(D, b) = C \quad (G, b) = E$$

$$EG = \delta(E, a) = H \quad (G, a) = C$$

$$(E, b) = H \quad (G, b) = E$$

$$FG = \delta(F, a) = C \quad (G, a) = C$$

$$(F, b) = C \quad (G, b) = E$$

~~So unmarked (*) $\rightarrow$ {BD, AE, BF, DF, EG}~~

$$AH = \delta(A, a) = B \quad (H, a) = C$$

$$(A, b) = F \quad (H, b) = C$$

$$BH = \delta(B, a) = C \quad (H, a) = C$$

$$(B, b) = C \quad (H, b) = C$$

$$DH = \delta(D, a) = C \quad (H, a) = C$$

$$(D, b) = C \quad (H, b) = C$$

$$EH = \delta(E, a) = H \quad (H, a) = C$$

$$(E, b) = H \quad (H, b) = C$$

$$FH = \delta(F, a) = C \quad (H, a) = C$$

$$(F, b) = C \quad (H, b) = C$$

C*

*

so unmarked = { ~~AE~~, ~~DE~~, ~~DF~~, ~~AG~~, ~~EG~~, ~~BH~~, ~~CH~~, ~~EH~~ }

2nd iteration

$$BD = f(B, a) = G$$

$$* \quad \begin{aligned} &\cancel{(D, a) = C} \\ &\cancel{(B, b) = E} \\ &\quad (D, b) = G \end{aligned}$$

$$AE = f(A, a) = B$$

$$\begin{aligned} &(E, a) = H \\ &* \quad (A, b) = F \\ &\quad (E, b) = G \end{aligned}$$

{ FH marked in first iterat }

← This all again
come so
stop

so unmarked = {

$$DF = f(D, a) = C$$

$$* \quad \begin{aligned} &\quad (F, a) = C \\ &\quad (D, b) = G \\ &\quad (F, b) = G \end{aligned}$$

$$AG = f(A, a) = B$$

$$\begin{aligned} &\quad a, a = G \\ &\quad A, b = F \\ &\quad a, b = E \end{aligned}$$

{ ~~B~~ marked }

$$EG = f(E, a) = H$$

$$\begin{aligned} &\quad f(A, a) = B \\ &\quad f(E, b) = H \\ &\quad f(A, b) = E \end{aligned}$$

{ HE marked }

$$BH = f(B, a) = G \quad (G, G)$$

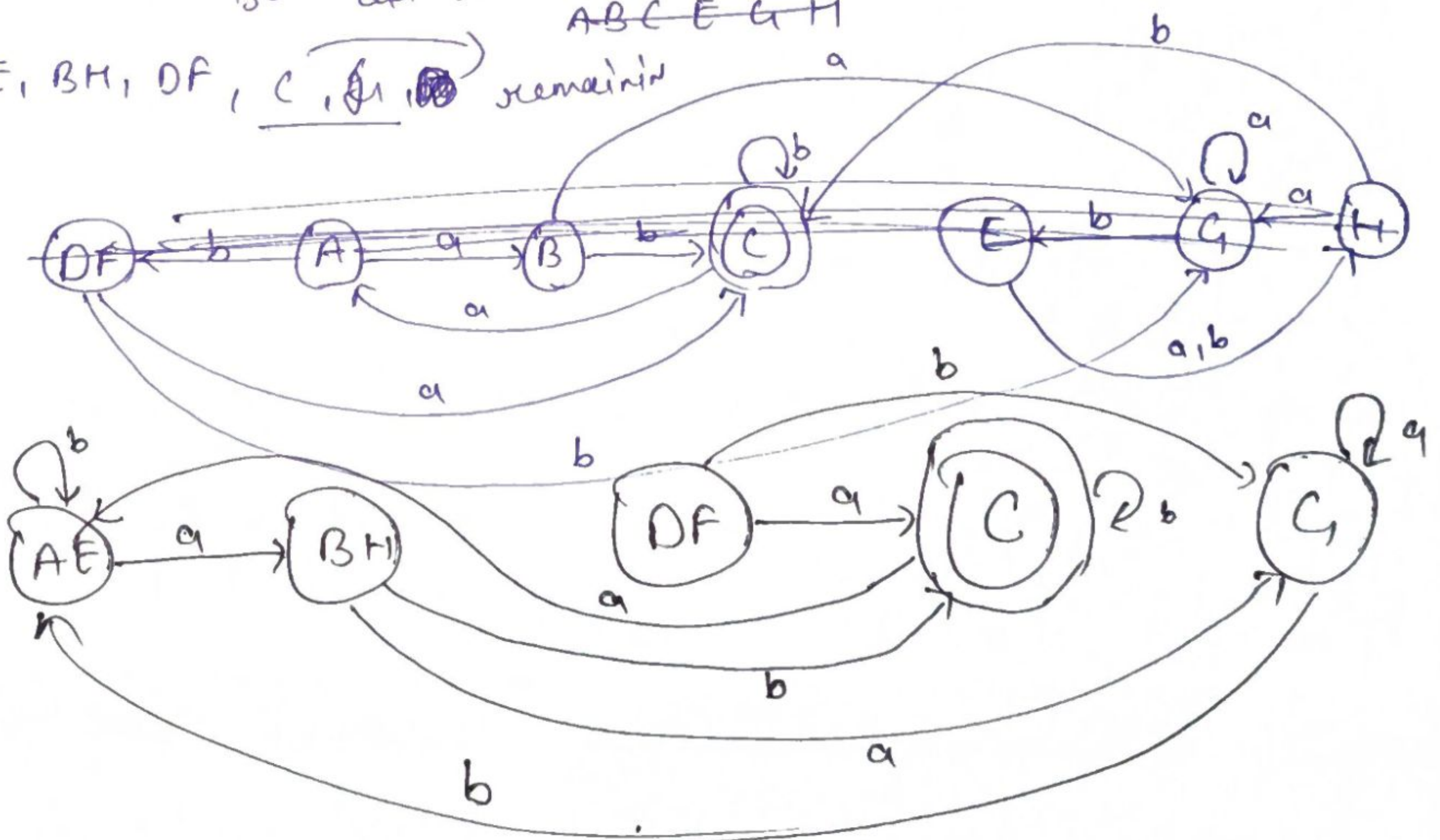
$$\begin{aligned} &\quad f(H, a) = G \\ &\quad * \quad f(B, b) = E \quad (E, C) \\ &\quad f(H, b) = C \end{aligned}$$

{ C marked }

Now in 2nd iteration unmarked is DF, BH, ~~DE~~

so all other →

AE, BH, DF, C, G, H remain





Date-		Day-		Time-	
Meal	Type of food thrown	Category	How much thrown (gram or litre or count)	Why not eaten	
		A. Cooked			
		B. Uncooked			
		C. Inedible			
		D. Beverage			

Step (i) we mark final pairs acc. to table that is:
D. Now write unmarked.

AB, AC, BC, BE, CE, AF, BF, CF, EF
AG, BG, CG, EG, FG, AH, BH, CH, FH
FH, GH

Step (ii) 1st iteration check all.

AB = $\begin{pmatrix} A & 0 = B \\ B & 0 = A \\ A & 1 = A \\ B & 1 = C \end{pmatrix}$, AC = $\begin{pmatrix} B \\ D \\ A \\ B \end{pmatrix}$, BC = $\begin{pmatrix} A \\ D \\ C \\ B \end{pmatrix}$

AE = $\begin{pmatrix} B \\ D \\ A \\ F \end{pmatrix}$, BE = $\begin{pmatrix} A \\ D \\ C \\ F \end{pmatrix}$, CE = $\begin{pmatrix} D \\ D \\ B \\ F \end{pmatrix}$, AF = $\begin{pmatrix} B \\ G \\ A \\ E \end{pmatrix}$, BF = $\begin{pmatrix} A \\ G \\ C \\ E \end{pmatrix}$, CF = $\begin{pmatrix} D \\ G \\ B \\ E \end{pmatrix}$, EF = $\begin{pmatrix} D \\ G \\ F \\ E \end{pmatrix}$

AG = $\begin{pmatrix} B \\ F \\ A \\ G \end{pmatrix}$, BG = $\begin{pmatrix} A \\ F \\ G \\ G \end{pmatrix}$, CG = $\begin{pmatrix} D \\ F \\ B \\ G \end{pmatrix}$, EG = $\begin{pmatrix} D \\ F \\ F \\ G \end{pmatrix}$, FG = $\begin{pmatrix} G \\ F \\ E \\ G \end{pmatrix}$, AH = $\begin{pmatrix} B \\ G \\ A \\ D \end{pmatrix}$, BH = $\begin{pmatrix} A \\ G \\ C \\ D \end{pmatrix}$

Dinner
CH = $\begin{pmatrix} D \\ G \\ B \\ D \end{pmatrix}$, EH = $\begin{pmatrix} D \\ G \\ F \\ D \end{pmatrix}$, FH = $\begin{pmatrix} G \\ G \\ E \\ D \end{pmatrix}$, GH = $\begin{pmatrix} F \\ G \\ G \\ D \end{pmatrix}$

Now check $\rightarrow$ AB = $\times$, AC = $\checkmark$, BC = $\checkmark$, AE = $\checkmark$, BE = $\checkmark$, CE = $\times$, AF = $\times$
BF = $\times$, CF = $\checkmark$, EF = $\checkmark$, AG = $\times$, BG = $\times$, CG = $\checkmark$, EG = $\checkmark$, FG = $\times$, AH = $\times$
BH = $\checkmark$, CH = $\checkmark$, EH = $\checkmark$, FH = $\checkmark$, GH = $\checkmark$. [1st iteration mark ($\checkmark$)]

So unmarked $\rightarrow$ AB, CE, BF, AF, AG, BG, FG

Step (iii) 2nd iteration

AB = $\begin{pmatrix} B \\ A \\ A \end{pmatrix}$ marked in first
AF = $\begin{pmatrix} B \\ G \\ A \\ E \end{pmatrix}$ marked in 1st

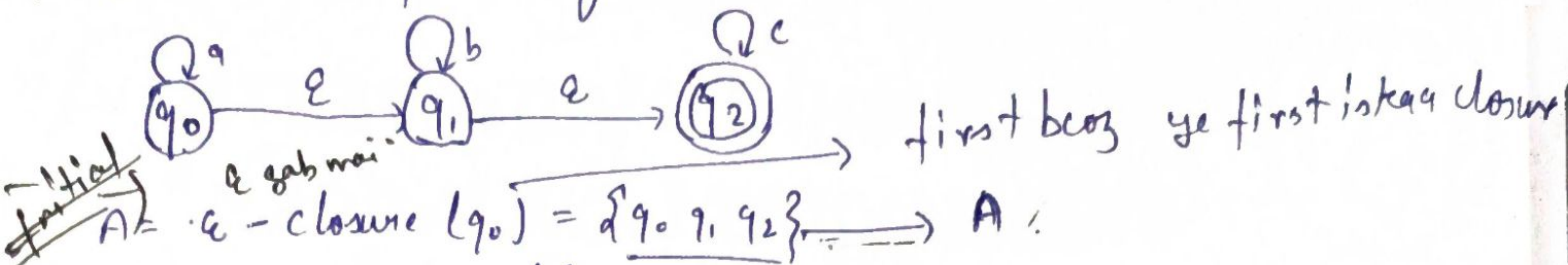
BF = $\begin{pmatrix} A \\ G \\ C \\ E \end{pmatrix}$ unmarked in 1st
 $\times$ C] not intoble

CE = $\begin{pmatrix} D \\ 0 \end{pmatrix}$ ignore
 $\times$ B] unmarked in 1st

AG = $\begin{pmatrix} B \\ F \\ A \\ G \end{pmatrix}$ both unmarked in 1st iter

BG = $\begin{pmatrix} A \\ F \\ C \\ G \end{pmatrix}$ comes in 1st

Convert the following NFA to DFA



$$\delta(A, a) = \epsilon\text{-closure}(\delta(q_0, q_1, q_2), a) = \epsilon\text{-closure}(q_0) = A$$

$$\delta(A, b) = \epsilon\text{-closure}(\delta(q_0, q_1, q_2), b) = \epsilon\text{-closure}(q_1) = \{q_1, q_2\} = B$$

$$\delta(A, c) = \epsilon\text{-closure}(\delta(q_0, q_1, q_2), c) = \epsilon\text{-closure}(q_2) = \{q_2\} = C$$

$$A = \{q_0, q_1, q_2\} \quad B = \{q_1, q_2\} \quad C = \{q_2\}$$

$$\delta(B, a) = \epsilon\text{-closure}(\delta(q_1, q_2), a) = \epsilon\text{-closure}(\emptyset) = D \quad q_1 \xrightarrow{a} q_2 \quad q_1, a \text{ lekar } q_2$$

$$\delta(B, b) = \epsilon\text{-closure}(\delta(q_1, q_2), b) = \epsilon\text{-closure}(q_1) = B$$

$$\delta(B, c) = \epsilon\text{-closure}(\delta(q_1, q_2), c) = \epsilon\text{-closure}(q_2) = C$$

$$\delta(D, a) = \delta(D, b) = \delta(D, c) = D$$

$$\delta(C, a) = \epsilon\text{-closure}(\delta(q_2, a)) = \emptyset = D$$

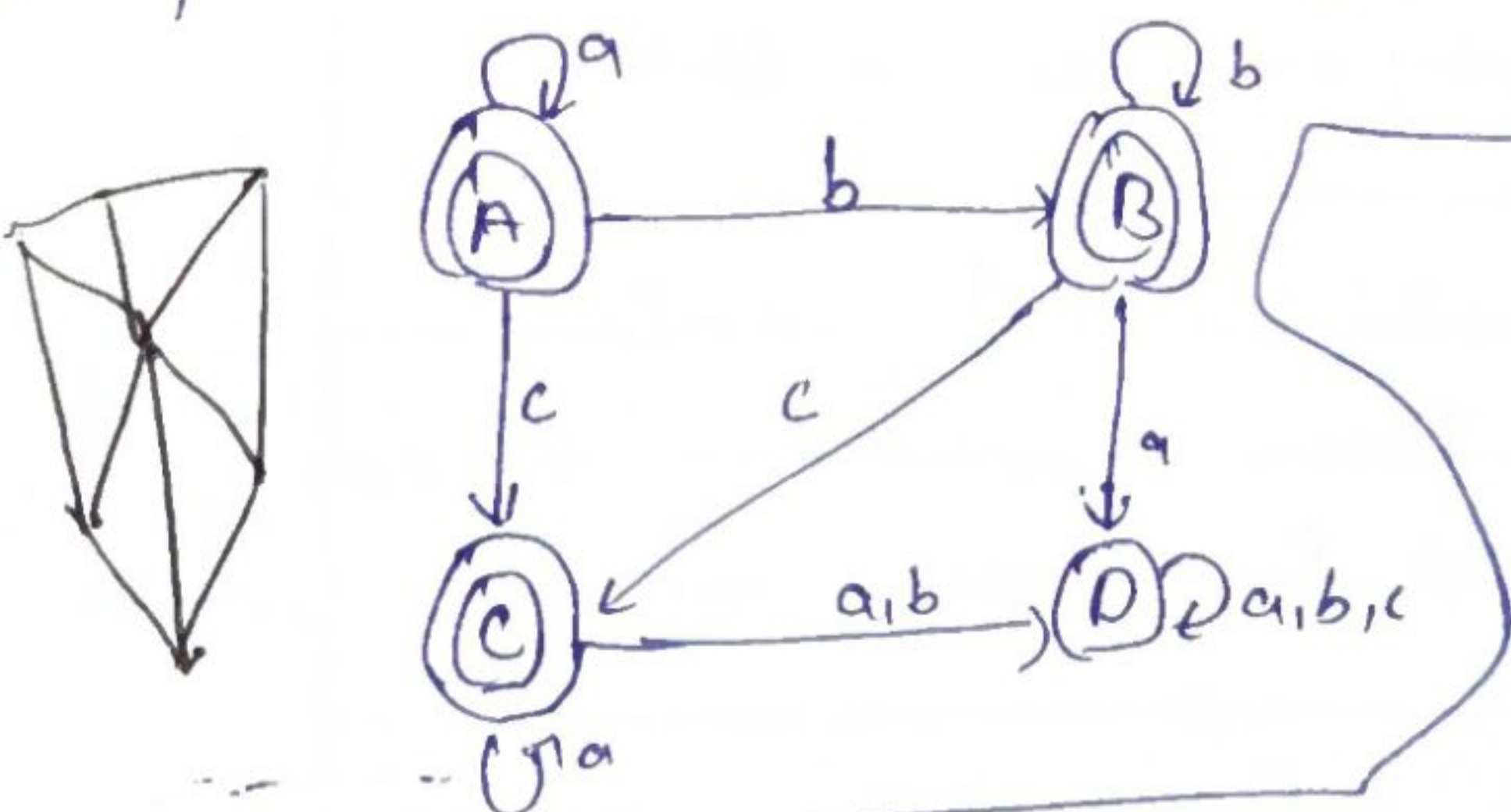
$$\delta(C, b) = \epsilon\text{-closure}(\delta(q_2, b)) = \emptyset = D$$

$$\delta(C, c) = \epsilon\text{-closure}(\delta(q_2, c)) = \epsilon\text{-closure}(q_2) = C$$

Continue
Jub tuk

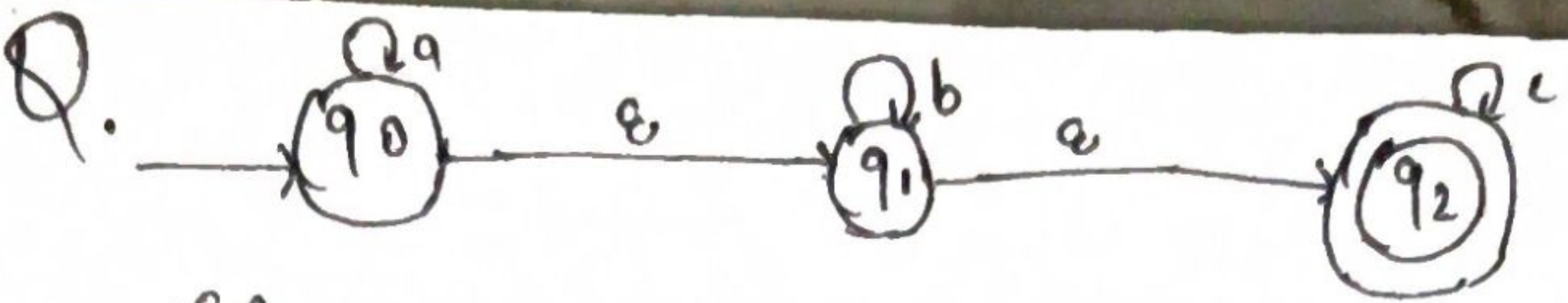
new state
of ~~state~~
nhi mil jata

first initial where to go with ϵ



	a	b	c	ϵ
q_0	q_0, q_1, q_2	x	-	q_0, q_2
q_1	x	q_1, q_2	-	q_1, q_2
q_2	x	x	q_2	x

	a	b	c
q_0, q_1, q_2	q_0, q_1, q_2	q_1, q_2	q_2
q_1, q_2	x	q_1, q_2	q_2
q_0	-	-	q_2



ε-NFA

δ	a	b	c	ε
q ₀	{q ₀ }	∅	∅	{q ₁ }
q ₁	∅	{q ₁ }	∅	{q ₂ }
q ₂	∅	∅	{q ₂ }	∅

$\epsilon\text{-closure}(q_0) = \{q_0, q_1, q_2\}$
 $\epsilon\text{-closure}(q_1) = \{q_1, q_2\}$
 $\epsilon\text{-closure}(q_2) = \{q_2\}$

DFA

δ _D	a	b	c
q ₀ , q ₁ , q ₂ *	q ₀ , q ₁ , q ₂	q ₁ , q ₂	q ₂
q ₁ , q ₂ *	∅	q ₁ , q ₂	q ₂
q ₂ *	∅	∅	q ₂

union

$\delta_D(\{q_0, q_1, q_2\}, a) = \epsilon\text{-closure}(\delta_\epsilon(\{q_0, q_1, q_2\}, a))$
 $= \epsilon\text{-closure}(\delta_\epsilon(q_0, a) \cup \delta_\epsilon(q_1, a) \cup \delta_\epsilon(q_2, a))$
 $= \epsilon\text{-closure}(\{q_0\} \cup \emptyset \cup \emptyset)$
 $= \epsilon\text{-closure}(q_0)$
 $= \{q_0, q_1, q_2\}$

$\delta_D(\{q_0, q_1, q_2\}, b) = \epsilon\text{-closure}(\delta_\epsilon(\{q_0, q_1, q_2\}, b))$
 $= \epsilon\text{-closure}(\delta_\epsilon(q_0, b) \cup \delta_\epsilon(q_1, b) \cup \delta_\epsilon(q_2, b))$
 $= \epsilon\text{-closure}(\emptyset \cup \{q_1\} \cup \emptyset)$
 $= \epsilon\text{-closure}(q_1)$
 $= \{q_1, q_2\}$

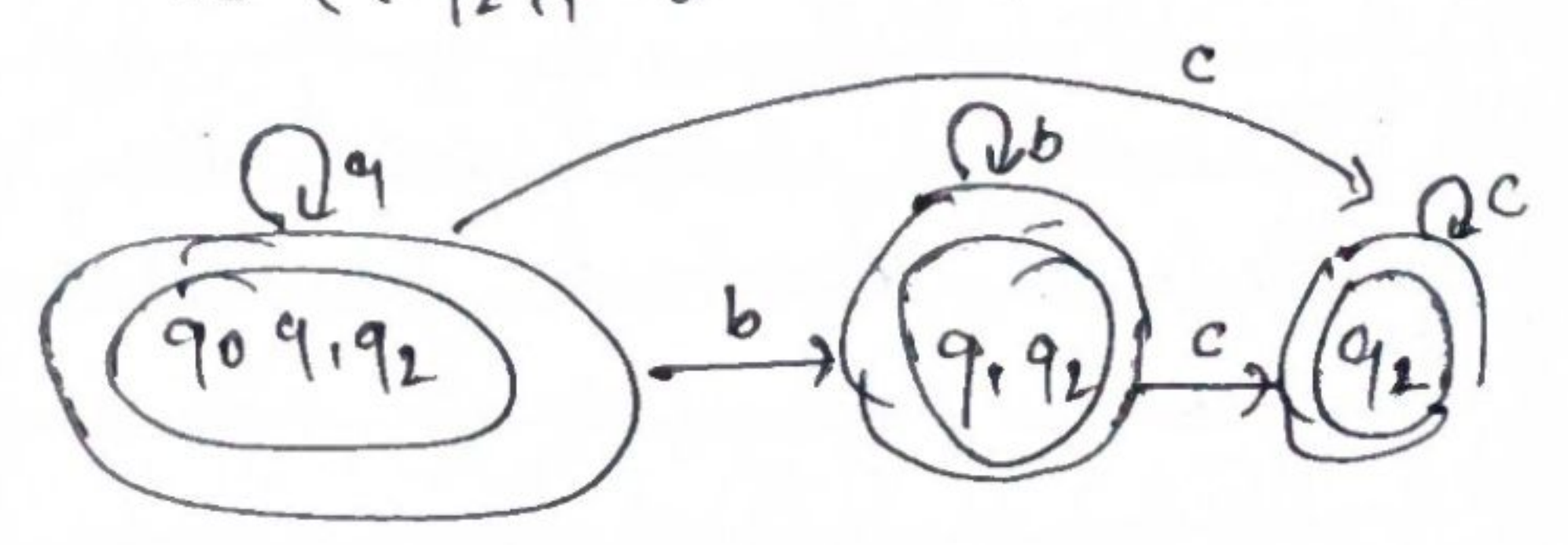
$\delta_D(\{q_0, q_1, q_2\}, \epsilon) =$
 $= \epsilon\text{-closure}(\emptyset \cup \emptyset \cup q_2)$
 $= \epsilon\text{-closure}(q_2)$
 $= \{q_2\}$

Now q₁, q₂

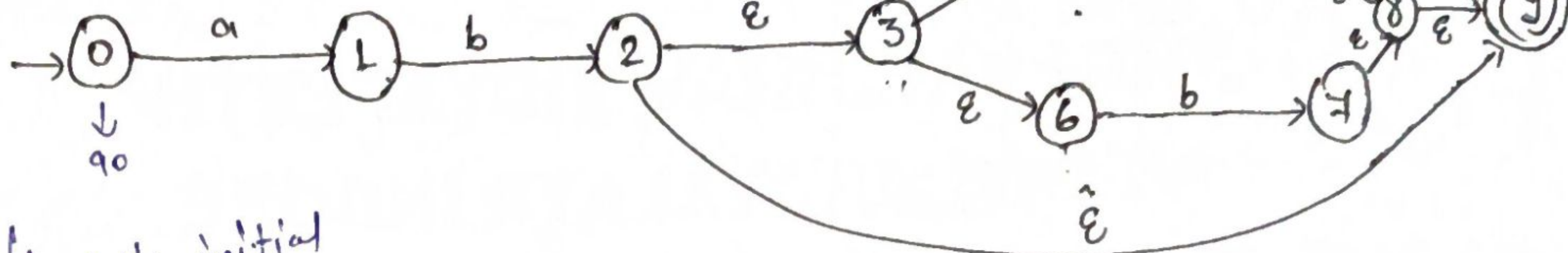
$\delta_D(\{q_1, q_2\}, a) = (\emptyset \cup \emptyset)$
 $= \emptyset$
 $\delta_D(\{q_1, q_2\}, b) = (q_1 \cup \emptyset)$
 $= q_1, q_2$
 $\delta_D(\{q_1, q_2\}, c) = (\emptyset \cup q_2)$
 $= q_2$

New q₂

$\delta_D(\{q_2\}, a) = \emptyset$
 $\delta_D(\{q_2\}, b) = \emptyset$
 $\delta_D(\{q_2\}, c) = q_2$



Q.2



first (i) initial

$$\begin{aligned} q_0 &= \epsilon\text{-clos}(q_0) \\ &= \epsilon\text{-clos}(0) \\ &= \{0\} \rightarrow A \end{aligned}$$

row (a, b)

$$\begin{aligned} \delta(A, a) &= \epsilon\text{-clos}(\delta(0, a)) \\ &= \epsilon\text{-clos}(1) \\ &= \{1\} \rightarrow B \end{aligned}$$

$$\begin{aligned} \delta(A, b) &= \epsilon\text{-clos}(\delta(0, b)) \\ &= \epsilon\text{-clos}(\emptyset) \\ &= \emptyset \end{aligned}$$

$$\begin{aligned} \delta(B, a) &= \epsilon\text{-clos}(\delta(1, a)) \\ &= \epsilon\text{-clos}(\emptyset) \\ &= \emptyset \end{aligned}$$

$$\begin{aligned} \delta(B, b) &= \epsilon\text{-clos}(\delta(1, b)) \\ &= \epsilon\text{-clos}(2) \\ \text{epsil on} &= \{2, 3, 4, 6, 9\} \rightarrow C \end{aligned}$$

$$\begin{aligned} \delta(C, a) &= \epsilon\text{-clos}(\delta(2, 3, 4, 6, 9, a)) \\ &= \epsilon\text{-clos}(\{5, 8, 9, 3, 4, 6\}) \\ &= \epsilon\text{-clos}(\{5\}) \\ \text{new} &= \{5, 8, 9, 3, 4, 6\} \rightarrow D \end{aligned}$$

$$\begin{aligned} \delta(C, b) &= \epsilon\text{-clos}(\delta(2, 3, 4, 6, 9, b)) \\ &= \epsilon\text{-clos}(\{7\}) \\ &= \{7, 8, 9, 3, 4, 6\} \rightarrow E \end{aligned}$$

check and continuously make fresh

	a	b
A	B	-
B	-	C
* C	D	E
* D	D	E
* E	D	E

give final come in this.

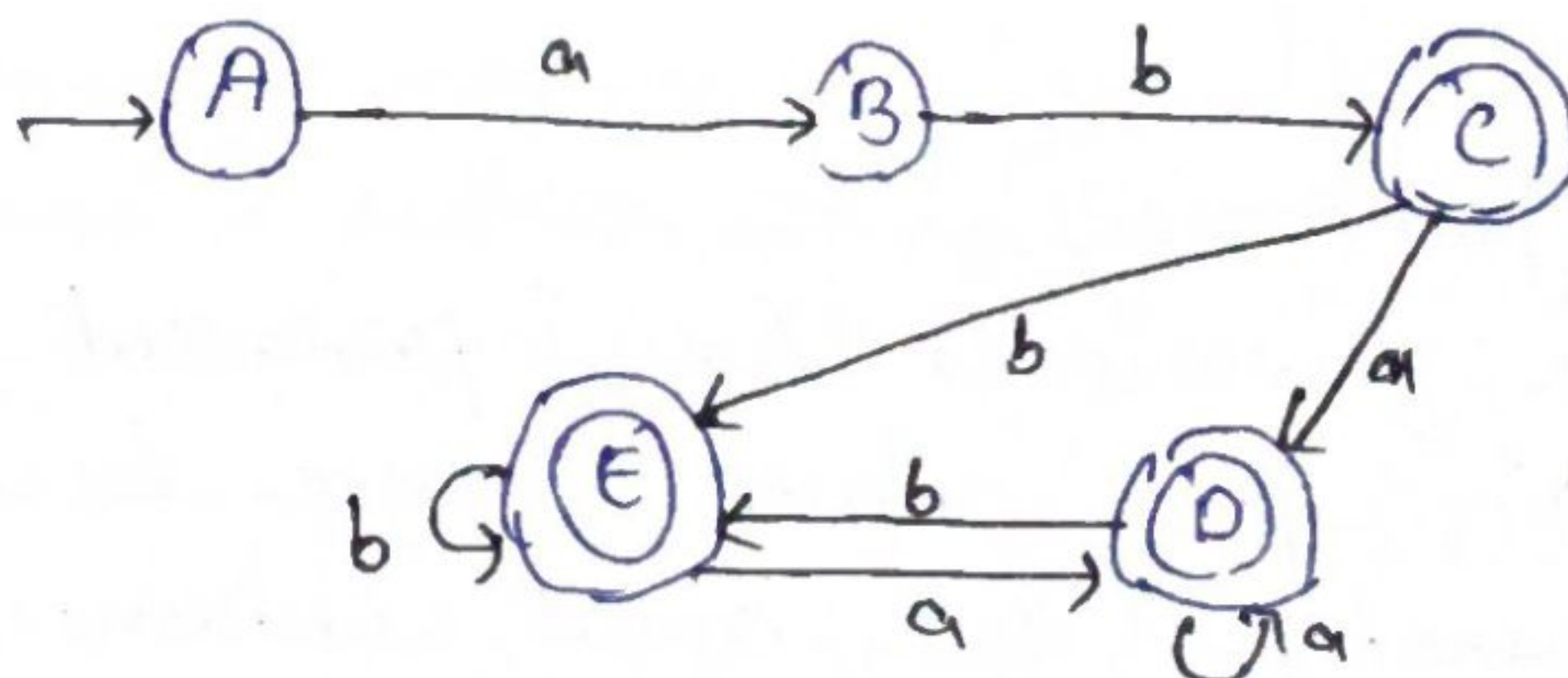
$$\begin{aligned} \delta(D, a) &= \epsilon\text{-clos}(\delta(D, a)) \\ &= \epsilon\text{-clos}(\{5, 8, 9, 3, 4, 6\}, a) \\ &= \epsilon\text{-clos}(\{5\}) \\ &= \{3, 4, 5, 6, 8, 9\} \rightarrow D \end{aligned}$$

$$\begin{aligned} \delta(D, b) &= \epsilon\text{-clos}(\delta(D, b)) \\ &= \epsilon\text{-clos}(\{5, 8, 9, 3, 4, 6\}, b) \\ &= \epsilon\text{-clos}(\{7\}) \\ &= \{7, 8, 9, 3, 4, 6\} \rightarrow E \end{aligned}$$

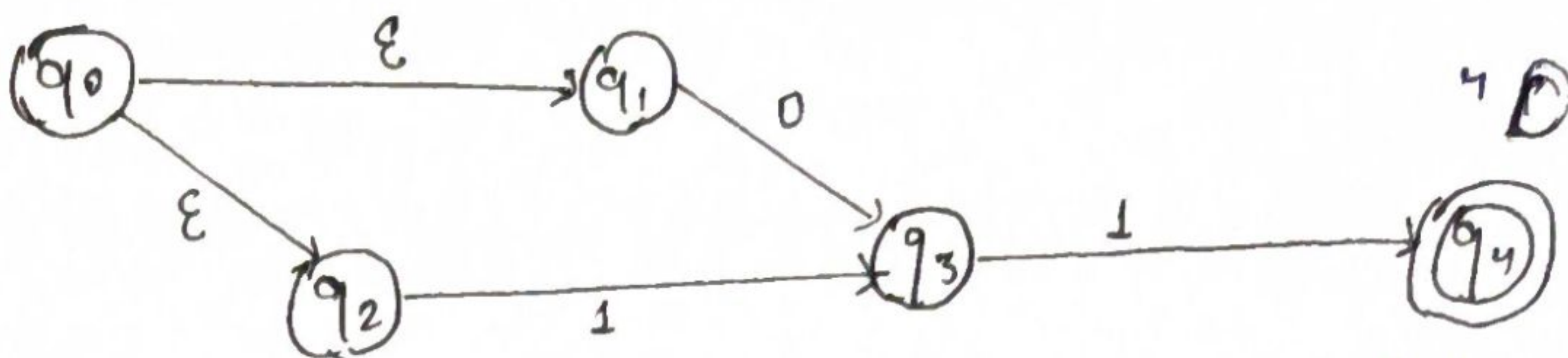
$$\begin{aligned} \delta(E, a) &= \epsilon\text{-clos}(\delta(E, a)) = \epsilon\text{-clos}(\{5, 8, 9, 3, 4, 6\}, a) \\ &= \epsilon\text{-clos}(\{5\}) = \{3, 4, 5, 6, 8, 9\} \rightarrow D \end{aligned}$$

$$\begin{aligned} \delta(E, b) &= \epsilon\text{-clos}(\delta(E, b)) = \epsilon\text{-clos}(\{7, 8, 9, 3, 4, 6\}, b) \\ &= \epsilon\text{-clos}(\{7\}) = \{7, 8, 9, 3, 4, 6\} \rightarrow E \end{aligned}$$

now game repeat stop



Q.3.



for initial

$$A = \epsilon\text{-clos}(q_0) = \{q_0, q_1, q_2\} \longrightarrow A$$

		c	c
		c	c
		0	1
		B	B
*	B	C	D

for A

$$\delta(A, 0) = \epsilon\text{-clos}(\delta(q_0, q_1, q_2), 0) = \epsilon\text{-clos}(q_3) = q_3 \rightarrow B$$

$$\delta(A, 1) = \epsilon\text{-clos}(\delta(q_0, q_1, q_2), 1) = \epsilon\text{-clos}(q_3) = q_3 \rightarrow B$$

for B

$$\delta(B, 0) = \epsilon\text{-clos}(\delta(q_3), 0) = \epsilon\text{-clos}(\emptyset) = \emptyset \Rightarrow C$$

$$\delta(B, 1) = \epsilon\text{-clos}(\delta(q_3), 1) = \epsilon\text{-clos}(q_4) \Rightarrow D$$

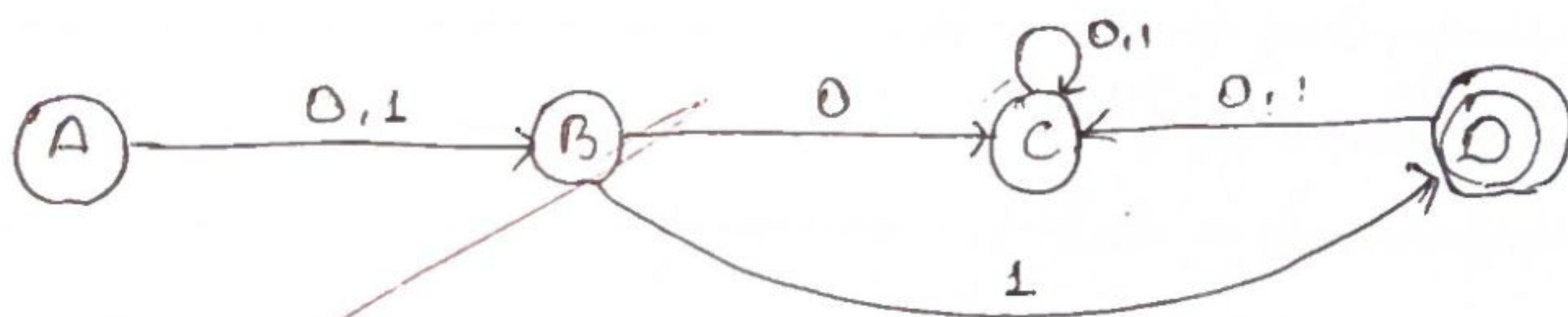
		0	1
		A	

$$\text{for } \delta(c, 0) = \delta(c, 1) = \emptyset$$

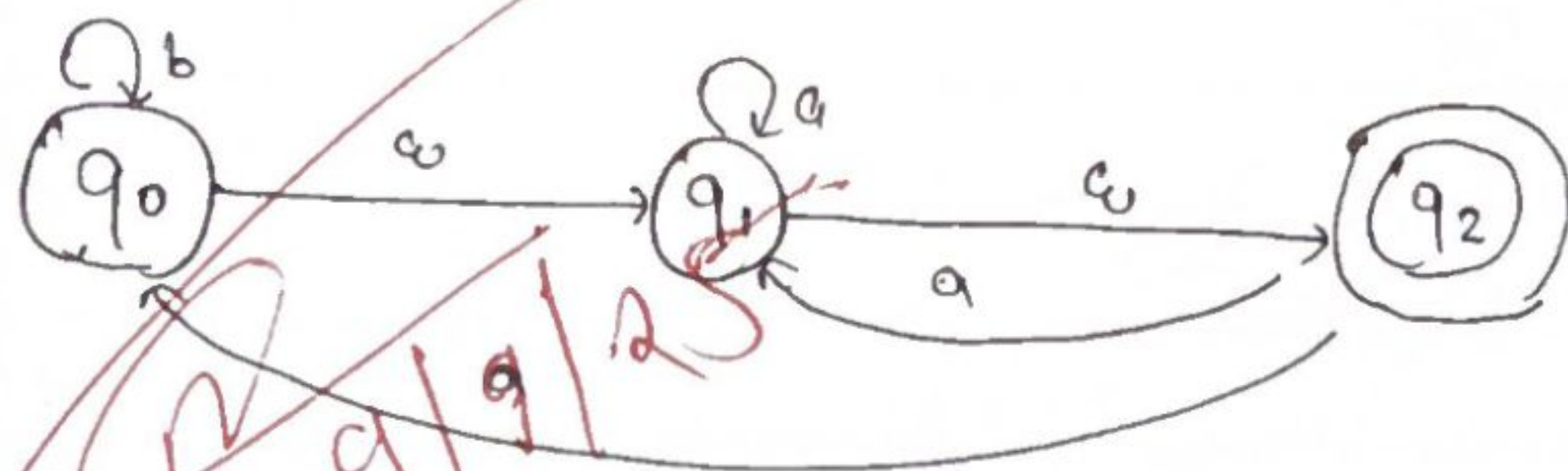
$$\text{for } \delta(D, 0) = \epsilon\text{-clos}(\delta(q_4), 0) = \epsilon\text{-clos}(\emptyset) = \emptyset \Rightarrow C$$

$$\delta(D, 1) = \epsilon\text{-clos}(\delta(q_4), 1) = \epsilon\text{-clos}(\emptyset) = \emptyset \Rightarrow C$$

q4 final.



Q.4.



	a	b
A	B	C
B	B	D

for initial

$$A = \epsilon\text{-clos}(q_0) = \{q_0, q_1, q_2\} = A$$

$$(A, a) = \epsilon\text{-clos}(A, a) = \epsilon\text{-clos}(\{q_0, q_1, q_2\}(a)) = \{q_1, q_2\} = B$$

$$(A, b) = \epsilon\text{-clos}(A, b) = \epsilon\text{-clos}(\{q_0, q_1, q_2\}(b)) = \{q_0\} = C$$

$$(B, a) = \epsilon\text{-clos}(B, a) = \epsilon\text{-clos}(\{q_1, q_2\}(a)) = \{q_1\} = B$$

$$(B, b) = \epsilon\text{-clos}(B, b) = \epsilon\text{-clos}(\{q_1, q_2\}(b)) = \{\emptyset\} = D$$