

Discrete Event Systems

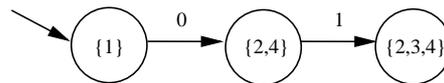
Exercise 3: Sample Solution¹

1 Regular Languages and Finite Automaton

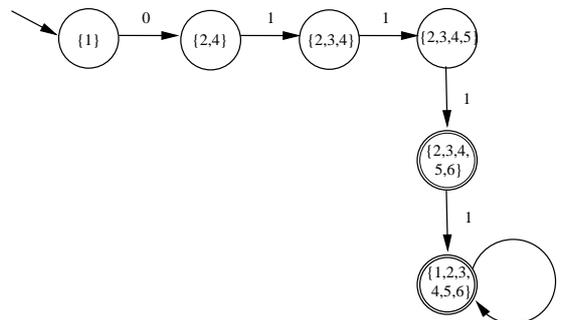
- (i) We could use the systematic transformation scheme presented in the lecture (slide 1/75). Considering the large number of states, however, this will easily lead to an explosion of states in the derandomized automaton.

Hence, we build the deterministic finite automaton in a step-wise manner, only creating those states that are actually required:

Initially, the automaton requires a 0. Subsequently, only a 1 is accepted. Including the various ϵ transitions, this 1 can lead to three different states, namely states 2, 3, and 4.

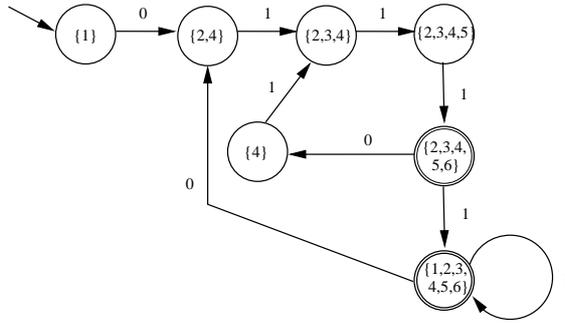


In any of the states 2, 3, and 4, only a 1 is accepted. Assume that the automaton is currently in state 2, this 1 can lead to states $\{2, 3, 4\}$ when including all ϵ transitions. When in state 3, the 1 leads to states $\{3, 5\}$ and finally, when being in state 4, the reachable states given a 1 are $\{2, 3, 4\}$. Hence, a 1 leads from state $\{2, 3, 4\}$ to state $\{2, 3, 4, 5\}$. Repeating the same process for state $\{2, 3, 4, 5\}$, we can see that, again, only a 1 is accepted, which leads to state $\{2, 3, 4, 5, 6\}$. Because the state 6 in the original NFA was an accepting state, $\{2, 3, 4, 5, 6\}$ is also accepting in the DFA. From state $\{2, 3, 4, 5, 6\}$, an additional 1 will lead to another accepting state $\{1, 2, 3, 4, 5, 6\}$. And from this state, any subsequent 1 returns to state $\{1, 2, 3, 4, 5, 6\}$ as well.

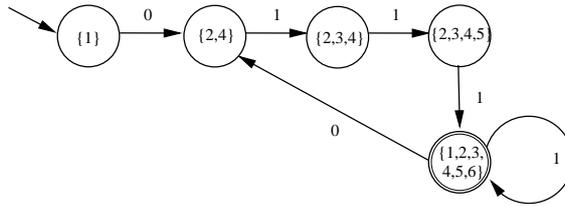


What happens if a 0 occurs in the input. This is feasible only when the deterministic state includes either state 1 or state 6. In state $\{2, 3, 4, 5, 6\}$, a 0 necessarily leads to state $\{4\}$, whereas in state $\{1, 2, 3, 4, 5, 6\}$ a 0 leads to state $\{2, 4\}$. In both of these states, the only acceptable input symbol is a 1 and leads to the state $\{2, 3, 4\}$. Hence, the deterministic finite automaton looks like this:

¹Note that in the exam, we do not expect the answers to be as detailed and verbose as in this solution.



It can easily be seen, however, that the states $\{4\}$, $\{2, 4\}$ and $\{2, 3, 4, 5, 6\}$, $\{1, 2, 3, 4, 5, 6\}$ can be merged and hence, the automaton can be reduced to the one shown in the next Figure.



- (ii) By studying the above automaton, it can be seen that the following regular language is accepted:

$$01111^*(01111^*)^*.$$

2 Non-Regular Languages

- (i) Language L_1 can be shown to be non-regular using the pumping lemma.

Assume for contradiction that L_1 is regular and let p be the corresponding pumping length. Choose s to be the string 0110^p1^p . Because s is a member of L_1 and has length more than p , the pumping lemma guarantees that s can be split into three parts, $s = xyz$, where $|xy| \leq p$ and for any $i \geq 0$ the string xy^iz is in L_1 .

In order to obtain the contradiction, we must prove that for *every possible* splitting into three parts $s = xyz$ where $|xy| \leq p$, the string s cannot be pumped. We therefore consider the various cases.

- If y consists of only the initial 0, only the initial 1, or a combination thereof, the string cannot be pumped without violating either the constraints $a = 1$ or $b = 2$.
 - Assume that y consists of only 0's from the second block. In this case, the string yyz has more 0's than 1's and hence $c \neq d$.
 - If y is of the form 10^* , the string $xyyz$ cannot be in L_1 anymore, either.
- (ii) With the adapted language L_2 , the proof of non-regularity is much more tricky! Specifically, non-regularity of L_2 cannot be proven using the pumping lemma, because any string in L_2 can actually be pumped! Consider for instance a string s of the form 0110^p1^p . In this case, we can split s into the three parts $x = 0$, $y = 11$, $z = 0^p1^p$, which is in accordance with the rules of the pumping lemma. It can be seen, however, that any string xy^iz is also in L_2 ! That is, the language L_2 *can* be pumped and yet, it is not regular as shown below.

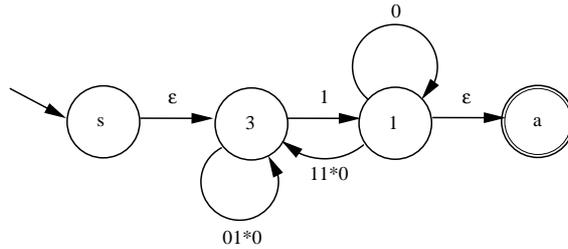
Assume for contradiction that there exists a finite automaton A which accepts the language L_2 . Every string that starts with the input-sequence 0110 is only accepted if the remainder of the string has the form $0^{c-1}d^c$ for some integer $c > 0$. Let s_1 be the state reached after the input 0110. Given the automaton A , we can construct a regular automaton A' that is equivalent to A with the only difference that its initial state is s_1 . By the definition of A ,

this adapted finite automaton A' accepts all strings of the form $0^{c-1}d^c$. However, as shown on slide 1/95 of the script, the language $0^{c-1}d^c$ is not regular. Hence, A' and thus A cannot be finite automata. Because there exists a finite automaton for every regular language, it follows that L_2 cannot be regular.

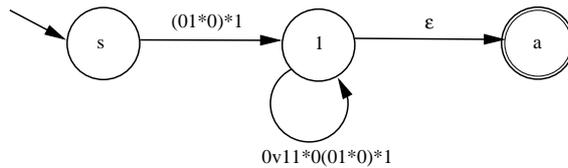
Language L_2 shows that while every regular language can be pumped according to the pumping lemma, there are also non-regular languages that can be pumped.

3 Adapting a Finite Automaton

- (i) The regular expression can be obtained from the finite automaton using the transformation presented in the script on slide 1/85. After ripping out state 2, the corresponding GNFA looks like this:



After also removing state 3, the GNFA looks as follows.



Finally, eliminating the last state 1 yields the final solution, which is

$$(01^*0)^*1(0 \cup 11^*0(01^*0)^*1)^*.$$

- (ii) The best way to solve this problem is to ask, which strings are actually not in $\Phi(L)$. The string 1, for instance must be in $\Phi(L)$, because the string 10 is in L . Moreover, the string 11 is in $\Phi(L)$, because 1101 is in L . Also, 10, 01, and 00 are in $\Phi(L)$ because of the strings 1000, 0101, and 0010, respectively. More generally, it can be seen from every state in the automaton and for all $k \geq 2$, there is a sequence of k symbols that lead to the accepting state. Hence, all strings of length at least 2 are in $\Phi(L)$. Also, as seen before, the string 1 is in $\Phi(L)$. The only string that is not in $\Phi(L)$ is therefore 0, because there is no string of length 2 starting with 0 that leads to an accepting state.

With this, constructing the resulting DFA is now easy.

