

# TOC IMPORTANT QUESTIONS

## UNIT I

## AUTOMATA FUNDAMENTALS

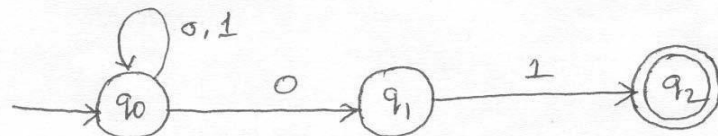
**Introduction to formal proof – Additional forms of Proof – Inductive Proofs –Finite Automata – Deterministic Finite Automata – Non-deterministic Finite Automata – Finite Automata with Epsilon Transitions**

### PART – A

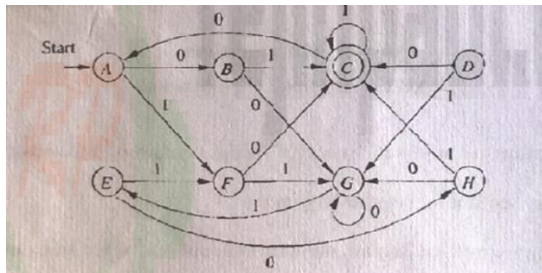
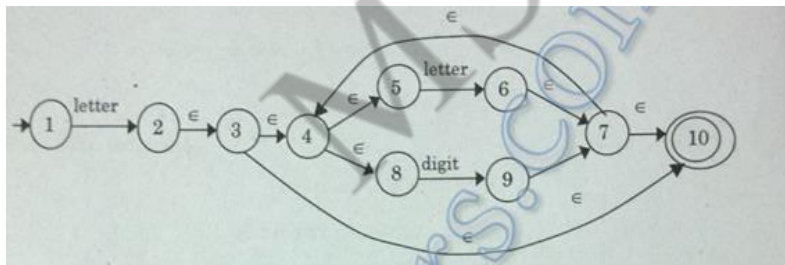
Q.No	Questions	BT Level	Competence
1.	Differentiate between DFA and NFA.	BTL-2	Understand
2.	Define DFA	BTL-1	Remember
3.	Define inductive proof.	BTL-1	Remember
4.	Identify NFA- $\epsilon$ to represent $a^*b c$	BTL-1	Remember
5.	Consider the String $X=110$ and $y=0110$ find i) $XY$ ii) $X^2$ iii) $YX$ iv) $Y^2$	BTL-4	Analyze
6.	Describe the following language over the input set $A=\{a,b\}$ $L=\{a^n b^n \mid n \geq 1\}$	BTL-4	Analyze
7.	Describe what is non-deterministic finite automata and the applications of automata theory.	BTL-1	Remember
8.	Illustrate the induction principle.?	BTL-3	Apply
9.	What is proof by contradiction ?	BTL-1	Remember
10.	Describe an identifier with a transition diagram (automata).	BTL-2	Understand
11.	Define $\epsilon$ -NFA	BTL-1	Remember
12.	Summarize minimization of DFA	BTL-5	Evaluate
13.	Give the non-deterministic automata to accept strings containing the substring 0101	BTL-2	Understand
14.	Illustrate if $L$ be a set accepted by an NFA then there exists a DFA that accepts $L$ .	BTL-3	Apply
15.	Define the term epsilon transition.	BTL-2	Understand
16.	Summarize the extended transition function for a $\epsilon$ -NFA	BTL-5	Evaluate

17.	Create a FA which accepts the only input 101 over the input set $Z=\{0,1\}$	BTL-6	Create
18.	Describe a Finite automata and give its types.	BTL-4	Analyze
19.	Illustrate deductive proof.	BTL-3	Apply
20.	Create a FA which checks whether the given binary number is even.	BTL-6	Create

### PART – B

1.	<p>(i) Explain if L is accepted by an NFA with <math>\epsilon</math>-transition then show that L is accepted by an NFA without <math>\epsilon</math>-transition. (6)</p> <p>(ii) Construct a DFA equivalent to the NFA. <math>M=(\{p,q,r\},\{0,1\},\delta,p,\{q,s\})</math> Where <math>\delta</math> is defined in the following table.(7)</p> <table><tr><td></td><td>0</td><td>1</td></tr><tr><td>p</td><td>{q,s}</td><td>{q}</td></tr><tr><td>q</td><td>{r}</td><td>{q,r}</td></tr><tr><td>r</td><td>{s}</td><td>{p}</td></tr><tr><td>s</td><td>-</td><td>{p}</td></tr></table>		0	1	p	{q,s}	{q}	q	{r}	{q,r}	r	{s}	{p}	s	-	{p}	BTL-5	Evaluate
	0	1																
p	{q,s}	{q}																
q	{r}	{q,r}																
r	{s}	{p}																
s	-	{p}																
2.	<p>Prove for every <math>n \geq 1</math> by mathematical induction <math>\sum (i) = \{n(n+1)/2\}</math>. (13)</p>	BTL-3	Apply															
3.	<p>Let L be a set accepted by a NFA then show that there exists a DFA that accepts L.(13)</p>	BTL-1	Remember															
4.	<p>Give the NFA that accepts all strings that end in 01. Give its transition table and the extended transition function for the input string 00101. Also construct a DFA for the above NFA using subset construction method.(13)</p>	BTL-2	Understand															
5.	<p>Construct DFA equivalent to the NFA given below: (13)</p> 	BTL-2	Understand															

6.	<p>(i) Compose that a language L is accepted by some <math>\epsilon</math>-NFA if and only if L is accepted by some DFA. (6)</p> <p>(ii) Consider the following <math>\epsilon</math>-NFA. Compute the <math>\epsilon</math>-closure of each state and find its equivalent DFA. (7)</p> <table><tr><td></td><td><math>\epsilon</math></td><td>a</td><td>b</td><td>C</td></tr><tr><td><math>\rightarrow p</math></td><td><math>\phi</math></td><td>{p}</td><td>{q}</td><td>{r}</td></tr><tr><td>q</td><td>{p}</td><td>{q}</td><td>{r}</td><td><math>\phi</math></td></tr><tr><td>*r</td><td>{q}</td><td>{r}</td><td><math>\phi</math></td><td>{p}</td></tr></table>		$\epsilon$	a	b	C	$\rightarrow p$	$\phi$	{p}	{q}	{r}	q	{p}	{q}	{r}	$\phi$	*r	{q}	{r}	$\phi$	{p}	BTL-6	Create
	$\epsilon$	a	b	C																			
$\rightarrow p$	$\phi$	{p}	{q}	{r}																			
q	{p}	{q}	{r}	$\phi$																			
*r	{q}	{r}	$\phi$	{p}																			
7.	<p>i)Classify how a language L is accepted by some DFA if L is accepted by some NFA(7)</p> <p>(ii)Convert the following NFA to its equivalent DFA.(6)</p> <table><tr><td></td><td>0</td><td>1</td></tr><tr><td>p</td><td>{p,q}</td><td>{p}</td></tr><tr><td>q</td><td>{r}</td><td>{r}</td></tr><tr><td>r</td><td>{s}</td><td><math>\phi</math></td></tr><tr><td>*s</td><td>{s}</td><td>{s}</td></tr></table>		0	1	p	{p,q}	{p}	q	{r}	{r}	r	{s}	$\phi$	*s	{s}	{s}	BTL-3	Apply					
	0	1																					
p	{p,q}	{p}																					
q	{r}	{r}																					
r	{s}	$\phi$																					
*s	{s}	{s}																					
8.	<p>i)Construct the DFA to recognize odd number of 1's and even number 0's (7)</p> <p>ii) Construct the DFA over {a,b} which produces not more than 3 a's (6)</p>	BTL-1	Remember																				
9.	<p>(i) Point out the steps in conversion of NFA to DFA and for the following convert NFA to a DFA(7)</p> <table><tr><td><math>\delta</math></td><td>a</td><td>b</td></tr><tr><td>p</td><td>{p}</td><td>{p,q}</td></tr><tr><td>q</td><td>{r}</td><td>{r}</td></tr><tr><td>r</td><td><math>\phi</math></td><td><math>\phi</math></td></tr></table> <p>(ii) Infer the following to a regular expression(6)</p> <pre>graph LR     p((p)) -- 0 --&gt; p     p -- 1 --&gt; q((q))     q -- 1 --&gt; p     q -- "0,1" --&gt; q     r((r)) -- 1 --&gt; q     style p fill:none,stroke:none     style q fill:none,stroke:none     style r fill:none,stroke:none</pre>	$\delta$	a	b	p	{p}	{p,q}	q	{r}	{r}	r	$\phi$	$\phi$	BTL-4	Analyze								
$\delta$	a	b																					
p	{p}	{p,q}																					
q	{r}	{r}																					
r	$\phi$	$\phi$																					

10.	<p>Identify and explain the algorithm for minimization of DFA.Using the above algorithm minimize the followingDFA.(13)</p> 	BTL-1	Remember																				
11.	<p>Tabulate the difference between the NFA and DFA .Convert the following <math>\epsilon</math>-NFA to DFA.(13)</p> <table border="1" data-bbox="389 712 823 940"><tr><th>states</th><th><math>\epsilon</math></th><th>a</th><th>b</th><th>c</th></tr><tr><td>P</td><td><math>\Phi</math></td><td>{p}</td><td>{q}</td><td>{r}</td></tr><tr><td>Q</td><td>{p}</td><td>{q}</td><td>{r}</td><td><math>\Phi</math></td></tr><tr><td>*r</td><td>{q}</td><td>{r}</td><td><math>\phi</math></td><td>{p}</td></tr></table>	states	$\epsilon$	a	b	c	P	$\Phi$	{p}	{q}	{r}	Q	{p}	{q}	{r}	$\Phi$	*r	{q}	{r}	$\phi$	{p}	BTL-1	Remember
states	$\epsilon$	a	b	c																			
P	$\Phi$	{p}	{q}	{r}																			
Q	{p}	{q}	{r}	$\Phi$																			
*r	{q}	{r}	$\phi$	{p}																			
12.	<p>(i).Describe the extended transition function for NFA ,DFA and – <math>\epsilon</math>-NFA (6)</p> <p>(ii) Consider the following <math>\epsilon</math>-NFA for an identifier Consider the <math>\epsilon</math>-closure of each state and give it's equivalent DFA.(7)</p> 	BTL-2	Understand																				
13.	<p>(i)Given <math>\Sigma = \{a,b\}</math> Analyze and construct a DFA which recognizethe language <math>L=\{b^m a b^n: m,n&gt;0\}</math> (13)</p>	BTL-4	Analyze																				
14.	<p>(i) Analyze and Prove that if <math>n</math> is a positive integer such that <math>n \bmod 4</math> is 2 or 3 then <math>n</math> is not a perfect square.(6)</p> <p>(ii) Construct a DFA that accept the string <math>\{0,1\}^*</math> that always ends with 00 (7)</p>	BTL-4	Analyze																				

PART – C

1.	<p>(i) <b>Draw</b> and Explain the transition diagram for recognizing the setof all operators in c Language.(8)</p> <p>(ii) <b>Evaluate</b> a DFA from the given NFA(7) M=({qo,q1},{a,b},δ,q0,{q1} with the state table diagram for δ givenbelow:</p> <table><tr><td>δ</td><td>A</td><td>b</td></tr><tr><td>qo</td><td>{qo,q1}</td><td>q1</td></tr><tr><td>q1</td><td>Φ</td><td>{qo,q1}</td></tr></table>	δ	A	b	qo	{qo,q1}	q1	q1	Φ	{qo,q1}	BTL-5	Evaluation											
δ	A	b																					
qo	{qo,q1}	q1																					
q1	Φ	{qo,q1}																					
2.	<p>Construct the following ε-NFA to DFA.(15)</p> <table><tr><td>states</td><td>ε</td><td>a</td><td>B</td><td>c</td></tr><tr><td>p</td><td>Φ</td><td>{p}</td><td>{q}</td><td>{r}</td></tr><tr><td>q</td><td>{p}</td><td>{q}</td><td>{r}</td><td>{p,q}</td></tr><tr><td>*r</td><td>{q}</td><td>{r}</td><td>Φ</td><td>Φ</td></tr></table>	states	ε	a	B	c	p	Φ	{p}	{q}	{r}	q	{p}	{q}	{r}	{p,q}	*r	{q}	{r}	Φ	Φ	BTL-6	Create
states	ε	a	B	c																			
p	Φ	{p}	{q}	{r}																			
q	{p}	{q}	{r}	{p,q}																			
*r	{q}	{r}	Φ	Φ																			
3.	<p><b>Infer</b> the DFA which is accepting the following language over the alphabet{0,1}.The set of all the strings beginning with a1 that when interrupted as a binary integer , is multiple of 5, For example strings 101,1010 and 1111 are in the language 0,100 and 111 are not.(15)</p>	BTL-4	Analyze																				
4.	<p><b>Rewrite</b> the basic approach to convert from NFA to regularexpression. Illustrate with an example(15)</p>	BTL-6	Create																				

## UNIT II REGULAR EXPRESSION AND LANGUAGES

**Regular Expressions – FA and Regular Expressions – Proving Languages not to be regular – Closure Properties of Regular Languages – Equivalence and Minimization of Automata.**

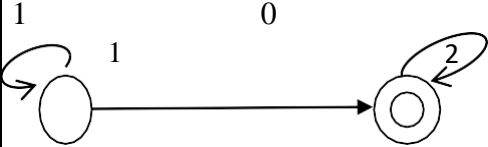
### PART – A

Q.No	Questions	BT Level	Competence
1.	List the operators of Regular Expressions	BTL-1	Remember
2.	Differentiate between regular expression and regular	BTL-1	Remember
3.	Tabulate the regular expression for the following $L_1 = \text{set of strings 0 and 1 ending in 00}$	BTL-4	Analyze
4.	What are the closure properties of regular languages?	BTL-2	Understand
5.	Explain a finite automaton for the regular expression $0^*1^*$ .	BTL-1	Remember
6.	Illustrate a regular expression for the set of all the strings	BTL-1	Remember

7.	Illustrate a regular expression for the set of all the strings have odd number of 1's R.E= $1(0+1)^*$	BTL-3	Apply
8.	Compose the difference between the + closure and * closure	BTL-4	Analyze
9.	Illustrate a regular expression for the set of all strings of 0's	BTL-2	Understand
10.	What is the Closure property of regular set S.?	BTL-2	Understand
11.		BTL-2	Understand
12.	Find out the language generated by the regular expression $(0+1)^*$ .	BTL-5	Evaluate
13.	Name the four closure properties of RE.	BTL-1	Remember
14.	Is it true the language accepted by any NFA is different from the regular language? Justify your answer.	BTL-4	Analyze
15.	Show the complement of a regular language is also regular.	BTL-3	Apply
16.	Construct a DFA for the regular expression $aa^*bb^*$ .	BTL-3	Apply
17.	State the precedence of RE operator.	BTL-5	Evaluate
18.	Construct RE for the language over the set $z=\{a,b\}$ in which total number of a's are divisible by 3.	BTL-6	Create
19.	Define RE.	BTL-1	Remember
20.	Create RE to describe an identifier and positive integer.	BTL-6	Create

#### PART – B

1.	Demonstrate how the set $L = \{ab^n/n \geq 1\}$ is not aregular.(13)	BTL5	Evaluate
2.	Express that the regular languages are closed under:(13) (a)union (b)intersection(c)Kleene Closure(d)Complement(e)Difference	BTL-1	Remember
3.	Examine whether the language $L=(0^n1^n   n \geq 1)$ is regular or not? Justify your answer (13)	BTL-2	Understand
4.	(i) Describe a Regular Expression. Write a Regular Expression for the set of strings that consists of alternating 0's and 1's.(6)  (ii) Construct Finite Automata equivalent to the regular expression $(ab+a)^*$ (7).	BTL1	Remember
5.	(i) Describe the closure properties of regular languages.(6)  (ii) Describe NFA with epsilon for the RE $=(a/b)^*ab$ and convert it into DFA and further find the minimized DFA.(7)	BTL1	Remember

6.	Demonstrate how the set $L = \{a^n b^n / n \geq 0\}$ is not aregular.(13)	BTL -3	Appl y
7.	Verify the whether $L = \{a^n b^n / n \geq 1\}$ regular (13)	BTL -3	Apply
8.	i) Prove The reverse of a regular language is regular (6) ii) A homomorphism of regular language is regular (7)	BTL -4	Analyze
9.	Discuss on regular expressions (13)	BTL -2	Understand
10	Construct NDFA for given RE using Thomson rule. (13) i) $a.(a+b)^* ab$ ii) $(a.b)^*$ iii) $(a+b)$	BTL -6	Create
11	Explain the DFA Minimization algorithm with an example.(13)	BTL -1	Remember
12	Demonstrate how the set $L = \{a^n b^m / m, n \geq 1\}$ is not aregular.(13)	BTL 2	Understand
13	i) Prove the $L_1$ and $L_2$ are two languages then $L_1 - L_2$ is regular (7) ii) Prove the $L_1$ and $L_2$ are two languages then $L_1 \cdot L_2$ is regular (6)	BTL 4	Analyze
14	i) Prove the $L_1$ and $L_2$ are two languages then $L_1 \cup L_2$ is regular (7) ii) Prove the $L_1$ and $L_2$ are two languages then $L_1 \cap L_2$ is regular (6)	BTL -4	Analyze
PART-C			
	<p>(i) Deduce into regular expression that denotes the language accepted by following DFA.(7)</p>  <p>(ii) Evaluate the equalities for the following RE and prove for the same (8)</p> <ol style="list-style-type: none"> <li><math>b+ab^* + aa^*b+aa^*ab^*</math></li> <li><math>a^*(b+ab^*)</math>.</li> <li><math>a(a+b)^*+aa(a+b)^*+aaa(a+b)^*</math></li> </ol>	BTL -5	Evaluate

### UNIT III CONTEXT FREE GRAMMAR AND LANGUAGES

**CFG – Parse Trees – Ambiguity in Grammars and Languages – Definition of the Pushdown Automata – Languages of a Pushdown Automata – Equivalence of Pushdown Automata and CFG, Deterministic Pushdown Automata.**

#### PART – A

Q.No	Questions	BT Level	Competence
1.	Express the ways of languages accepted by PDA and define them?	BTL 2	Understand
2.	Summarize PDA .Convert the following CFG to PDAS $aAA, A \rightarrow aS bS a$ .	BTL 2	Understand
3.	Define ambiguous grammar and CFG	BTL 1	Remember
4.	Define parse tree and derivation.	BTL 1	Remember
5.	Examine the context free Grammar representing the set of Palindrome over $(0+1)^*$	BTL 2	Understand
6.	Compare Deterministic and Non deterministic PDA. Is it true that non deterministic PDA is more powerful than that of deterministic PDA? Justify your answer.	BTL 2	Understand
7.	When is PDA said to be deterministic?	BTL 1	Remember
8.	Examine the string aaabbabbbba for the Grammar G with $S \rightarrow aB bA$ $A \rightarrow a aS bAA$ $B \rightarrow b bS aBB$	BTL 5	Evaluate
9.	Examine whether a pushdown automata has a memory?	BTL 1	Remember
10.	Design equivalence of PDA and CFG.	BTL 6	Create
11.	Point out the languages generated by a PDA using final state of the PDA and empty stack of that PDA	BTL 4	Analyze
12.	Illustrate the rule for construction of CFG from given PDA	BTL 3	Apply
13.	Give a CFG for the language of palindrome string over $\{a,b\}$ . Write the CFG for the language $L = \{a^n b^n   n \geq 1\}$ .	BTL 5	Evaluate
14.	What is Instantaneous Descriptions ( ID )	BTL 1	Remember
15.	Show that $L = \{a^{p/p} \text{ is prime} \}$ is not context free.	BTL 3	Apply



16.	Infer the CFG for the set of strings that contains equal number of a's and b's over $\Sigma = \{a,b\}$	BTL 4	Analyze
17.	Point out the various types of grammar with example	BTL 1	Remember
18.	Illustrate the rightmost derivation $(a+b)^*c$ for using the grammar and also state whether a given grammar is ambiguous one or not. $E \rightarrow E+E/E * E/(E)/id$	BTL 3	Apply
19.	Point out the additional features a PDA has when compared with NFA.	BTL 4	Analyze
20.	Convince your answer of a context free grammar for the given expression $(a+b) (a+b+0+1)^*$	BTL 6	Create
<b>PART – B</b>			
1.	(i) Discuss about PDA and CFL. Prove the equivalence of PDA and CFL. (6) (ii) If L is Context free language then prove that there exists PDA M such that $L=N(M)$ . (7)	BTL 2	Understand
2.	(i) Describe the different types of acceptance of a PDA. Are they equivalent in sense of language acceptance? Justify your answer. (7) (ii) Design a PDA to accept $\{0^n 1^n   n > 1\}$ . Draw the transition diagram for the PDA and identify the instantaneous description (ID) of the PDA which accepts the string '0011'. (6)	BTL 1	Remember
3.	(i) Identify that deterministic PDA is less powerful than non deterministic PDA. (7) (ii) Construct a PDA accepting $\{a^n b^m a^n / m, n \geq 1\}$ by empty stack. Also tell the corresponding context-free grammar accepting the same set. (6)	BTL 1	Remember
4.	(i) Describe and draw the parse tree for the string $1+2*3$ . Given the grammar $G=(V, \Sigma, R, E)$ where $V=\{E, D, 1, 2, 3, 4, 5, 6, 7, 9, 0, +, -, *, /, (, )\}$ $\Sigma = \{1, 2, 3, 4, 5, 6, 7, 8, 9, 0, +, -, *, /, (, )\}$ where R contains the following rules : $E \rightarrow D (E) E+E E-E E/E$ $D \rightarrow 0 1 2 \dots 9$ (6) (ii) Let $\vec{G}=(V, T, P, S)$ be a Context Free Grammar then prove that if the recursive inference procedure call tells us that terminal string W is in the language of variable A, then there is a parse tree with a root A and yield w. (7)	BTL 6	Create

5.	<p>(i) Define Non Deterministic Push Down Automata. Is it true that DPDA and NDPDA are equivalent in the sense of language acceptance is concern? Justify Your answer. (5)</p> <p>(ii) Convert PDA to CFG. PDA is given by <math>P = (\{p, q\}, \{0, 1\}, \{X, Y\}, \delta, q, Z)</math>, <math>\delta</math> is defined by <math>\delta(p, 1, z) = \{(p, XZ)\}</math>, <math>\delta(p, \epsilon, Z) = \{(p, \epsilon)\}</math>, <math>\delta(p, 1, X) = \{(p, XX)\}</math>, <math>\delta(q, 1, X) = \{(q, \epsilon)\}</math>, <math>\delta(p, 0, X) = \{(q, X0)\}</math>, <math>\delta(q, 0, Z) = \{(p, Z)\}</math> (8)</p>	BTL 1	Remember
6.	<p>(i) Define PDA. Give an Example for a language accepted by PDA by empty stack. (7)</p> <p>(ii) Convert the grammar <math>S \rightarrow 0S1 \mid A</math>  <math>A \rightarrow 1A0 \mid S \mid \epsilon</math> into PDA that accepts the same language by the empty stack. Check whether 0101 belongs to <math>N(M)</math>. (6)</p>	BTL 2	Understand
7.	<p>(i) Analyze the theorem: If L is Context free language then prove that there exists PDA M such that <math>L = N(M)</math>. (7)</p> <p>(ii) Prove that if there is PDA that accepts by the final state then there exists an equivalent PDA that accepts by Null State. (6)</p>	BTL 4	Analyze
8.	<p>Solve the following grammar  <math>S \rightarrow aAa \mid bBb \mid B</math>  <math>C \rightarrow S \mid \epsilon</math> for the string abaaba.          Give          i) Left most derivation (3) ii) Right most derivation (3)          iii) Derivation Tree (3)          iv) For the string abaabbba, find the right most derivation. (4)</p>	BTL 5	Evaluate
9.	<p>(i) Examine Construct the grammar for the following PDAM. <math>M = (\{q_0, q_1\}, \{0, 1\}, \{X, z_0\}, \delta, q_0, Z_0, \Phi)</math> and where <math>\delta</math> is given by <math>\delta(q_0, 0, z_0) = \{(q_0, XZ_0)\}</math>, <math>\delta(q_0, 0, X) = \{(q_0, XX)\}</math>, <math>\delta(q_0, 1, X) = \{(q_1, \epsilon)\}</math>, <math>\delta(q_1, 1, X) = \{(q_1, \epsilon)\}</math>, <math>\delta(q_1, \epsilon, X) = \{(q_1, \epsilon)\}</math>, <math>\delta(q_1, \epsilon, Z_0) = \{(q_1, \epsilon)\}</math>. (6)</p> <p>(ii) Prove that if L is <math>N(M_1)</math> for some PDA <math>M_1</math> then L is <math>N(M_2)</math> for some PDA <math>M_2</math>. (6)</p>	BTL 3	Apply
10.	<p>Construct a PDA that recognizes and analyzes the language <math>\{a^i b^j c^k \mid i, j, k &gt; 0 \text{ and } i=j \text{ or } i=k\}</math>. Explain about PDA acceptance          i) From empty Stack to final state. (6)          ii) From Final state to Empty Stack. (7)</p>	BTL 4	Analyze

11.	Examine and construct a CFG $G$ which accepts $N(M)$ , where $M = (\{q_0, q_1\}, \{a, b\}, \{z_0, z\}, \delta, q_0, z_0, \Phi)$ and where $\delta$ is given by $\delta(q_0, b, z_0) = \{(q_0, zz_0)\}$ $\delta(q_0, \epsilon, z_0) = \{(q_0, \epsilon)\}$ $\delta(q_0, b, z) = \{(q_0, zz)\}$ $\delta(q_0, a, z) = \{(q_1, z)\}$ $\delta(q_1, b, z) = \{(q_1, \epsilon)\}$ $\delta(q_1, a, z_0) = \{(q_0, z_0)\}$ Show that $a^n b^n c^n$ is not context free language i.e show that the set of strings of $a$ 's and $b$ 's and $c$ 's with an equal number of each is not context free (13)	BTL-1	Remember
12.	(i) Describe the PDA that accept the given CFG $(7) S \rightarrow xaax$ $X \rightarrow ax/bx/\epsilon$ (ii) Express a PDA for the language $a^n b^m a^{n+m}$ (6)	BTL-2	Understand
13.	(i) Illustrate a PDA for the language $\{WCWR/W \in \{0,1\}^*\}$ . (7) (ii) Illustrate a CFG for the constructed PDA. (6)	BTL-3	Apply
14.	(i) Identify CFG for the language $L = \{0^i 1^j 0^k \mid j > i+k\}$ (7) (ii) Define derivation tree. Explain its uses with an example. (6)	BTL-4	Analyze
<b>PART – C</b>			
1.	(i) Design and Explain a PDA to accept each of the following language $\{a^i b^j c^k \mid i=j \text{ or } j=k\}$ (7) (ii) The set of all string with twice as many 0's and 1's. (8)	BTL-5	Evaluation
2.	(i) Let $P$ be a PDA with empty stack language $L = N(P)$ and suppose that $\epsilon$ is not in $L$ . Design how you would modify $P$ so that it accepts $L \cup \{\epsilon\}$ by empty stack. (8). (ii) Design a DPDA for even length palindrome. (7)	BTL-6	Create
3.	(i) Convert the following CFG to PDA and analyze the answer $(a+b)$ and $a++$ . (8) $I \rightarrow a b Ia Ib I0 I1$ $E \rightarrow I E+E E^*E $ $(E)$ (ii) Convert the following CFG to PDA by empty stack. (7) $S \rightarrow 0S1/A$ ; $A \rightarrow 1A0/S/\epsilon$ Infer whether 0101 belongs to $N(M)$ .	BTL-4	Analyze
4.	(i) If $L$ is a CFL then prove that there exists PDA $M$ , such that $L = N(M)$ , language accepted by empty stack. (7) (ii) Construct a PDA empty store, $L = \{a^m b^n \mid n < m\}$ . (8)	BTL-6	Create

UNIT IV PROPERTIES OF CONTEXT FREE LANGUAGES			
Normal Forms for CFG – Pumping Lemma for CFL – Closure Properties of CFL – Turing Machines – Programming Techniques for TM.			
PART – A			
Q.No	Questions	BT Level	Competence
1.	Conclude the procedure for converting CNF to GNF with an example	BTL 2	Understand
2.	Illustrate the Basic Turing Machine model and explain in one move. What are the actions take place in TM?	BTL 3	Apply
3.	Define the two normal forms of CFG	BTL 1	Remember
4.	Point out the hierarchy summarized in the Chomsky hierarchy..	BTL 4	Analyze
5.	Define the pumping Lemma for CFLs	BTL1	Remember
6.	Define Turing Machine.	BTL1	Remember
7.	Discuss the applications of Turing machine.	BTL 2	Understand
8.	Define Chomskian hierarchy of language.	BTL 1	Remember
9.	What is the class of language for which the TM has both accepting and rejecting configuration? Can this be called a Context free Language? Discuss.	BTL 2	Understand
10.	Show the following grammar into an equivalent one with no unit productions and no useless symbols $S \rightarrow ABA$ $A \rightarrow aAA aBC bB$ $B \rightarrow A bB Cb$ $C \rightarrow CC cC$	BTL 3	Apply
11.	Explain the special features of TM? Define universal TM. Define Instantaneous description of TM	BTL 5	Evaluate
12.	Define GNF.	BTL 1	Remember
13.	Prepare the difference between finite automata and Turing machine.	BTL 6	Create
14.	List the three ways to simplify a context free grammar. What are the properties of the CFL generated by a CFG?	BTL 5	Evaluate
15.	Draw a transition diagram for a Turing machine to identify $n \bmod 2$ .	BTL 1	Remember
16.	Express the techniques for TM construction.	BTL 2	Understand
17.	Develop the short notes on two-way infinite tape TM.	BTL 6	Create
18.	Differentiate TM and PDA.	BTL 4	Analyze
19.	Point out the role of checking off symbols in a Turing Machine	BTL 4	Analyze
20.	Illustrate Halting Problem.	BTL 3	Apply

PART – B			
1.	Express the following grammar G into Greibach NormalForm(GNF) (13) $S \rightarrow XA BB$ $B \rightarrow b SB$ $X \rightarrow bA \rightarrow a$	BTL 1	Remember
2.	Use the CFL pumping lemma to show how each of these languages not to be context-free $\{a^i b^j c^k \mid i < j < k\}$ (13)	BTL 2	Understand
3.	(i) Discuss a TM to accept the language $LE = \{1^n 2^n 3^n \mid n \geq 1\}$ (6) (ii) Construct a Turing machine that estimate unary multiplication (Say $111 \times 11 = 11111$ ) (7)	BTL 2	Understand
4.	(i) Illustrate the Turing machine for computing $f(m, n) = m - n$ (proper subtraction). (7) (ii) Demonstrate a Turing Machine to compute $f(m+n) = m+n, m, n \geq 0$ and simulate their action on the input 0100. (6)	BTL 3	Apply
5.	(i) Examine the role of checking off symbols in a Turing Machine. (6) (ii) Describe a Turing Machine M to implement the function “multiplication” using the subroutine copy (7)	BTL 1	Remember
6.	(i) Demonstrate the implications of halting problem. (7) (ii) Show that if a language is accepted by a multi-tape Turing machine, it is accepted by a single-tape TM. (6)	BTL 3	Apply
7.	(i) Summarize in detail about multi-head and multi-tape TM with an example. (7) (ii) Construct a Turing Machine to accept palindromes in an alphabet set $\Sigma = \{a, b\}$ . Trace the strings “abab” and “baab”. (6)	BTL 5	Evaluate
8.	(i) Explain the TM as computer of integer function with an example. (7) (ii) Design a TM to implement the function $f(x) = x + 1$ . (6)	BTL 4	Analyze
9.	(i) Design a TM to accept the set of all strings $\{0, 1\}^*$ with 010 as substring. (7) (ii) Write short notes on Two-way infinite tape TM. (6)	BTL 6	Create
10.	(i) Describe computing a partial function with a TM. (6) (ii) Design a TM to accept the language $LE = \{a^n b^n c^n \mid n > 1\}$ . (7)	BTL 1	Remember
11.	(i) Define Turing machine for computing $f(m, n) = m * n, n \in \mathbb{N}$ . (7) (ii) Write notes on Partial solvability. (6)	BTL -1	Remember
12.	(i) Construct a TM to reverse the given string $\{abb\}$ . (6) (ii) Explain Multi-tape and Multi-head Turing machine with suitable example. (7)	BTL 2	Understand

13.	(i) <b>Analyze</b> and Construct a TM to compute a function $f(w) = W^R$ where $W \in \{a,b\}^*$ . (7) (ii) <b>Construct</b> Turing machine (TM) that replace all occurrence of 111 by 101 from sequence of 0's and 1's. (6)	BTL 4	Analyze
14.	(i) <b>Infer</b> the Chomsky grammar classification with necessary example. (6) (ii) <b>Explain</b> a TM with no more than three states that accepts the language. $a(a+b)^*$ . Assume $\Sigma = \{a,b\}$ . (7)	BTL 4	Analyze
<b>PART – C</b>			
1.	(i) <b>Compose</b> the limitation of automata for Type 3, Type 2, type 0 languages. (7) (ii) Consider two-tape Turing Machine (TM) and determine whether the TM always writes a nonblank symbol on its second tape during the computation on any input string 'w'. <b>Formulate</b> this problem as a language and show it is undecidable. (8)	BTL-6	Create
2.	i) Define pumping lemma for CFL. Show that $L = \{a^i b^j c^k, i < j < k\}$ is not context free and <b>Judge</b> your answer. (6) ii) Construct a TM to move an input string over the alphabet $A = \{a\}$ to the right one cell. <b>Consider</b> that the tape head starts somewhere on a blank cell to the left of the input string to the right one cell, leaving all the remaining cell blank. (9)	BTL-5	Evaluate
3.	(i) Design and <b>explain</b> a TM to compute $f(m,n) = m * n$ , for all $m, n \in \mathbb{N}$ . (6) (ii) <b>Explain</b> how a multi track in a TM can be used for testing given positive integer is a prime or not. (9).	BTL-4	Analyze
4.	(i) <b>Prepare</b> a subroutine to move a TM head from its current position to the right, skipping over all 0's until reaching a 1 or a blank. If the current position does not hold 0, then the TM should halt. You may assume that there are no tape symbol other than 0, 1 and B(blank). Then, use this subroutine to design to TM that accepts all strings of 0's and 1's that do not have two 1's in a row. (8) (ii) <b>Write</b> short notes on checking off symbols. (7)	BTL-6	Create

**UNIT V  
UNDECIDABILITY**

**Non Recursive Enumerable (RE) Language – Undecidable Problem with RE – Undecidable Problems about TM –Post's Correspondence Problem, The Class P and NP**

**PART – A**

Q.No	Questions	BT Level	Competence
1.	Distinguish between PCP and MPCP? What are the concepts used in UTMs?	BTL 2	Understand
2.	List out the features of universal turing machine.	BTL 1	Remember
3.	When a recursively enumerable language is said to be recursive? Discuss on it.	BTL 2	Understand
4.	Compare and contrast recursive and recursively enumerable Languages	BTL 4	Analyze
5.	State when a problem is said to be decidable and give an example of an undecidable problem.	BTL 1	Remember
6.	Define NP hard and NP completeness problem.	BTL 1	Remember
7.	Define a universal language $L_u$ ?	BTL 1	Remember
8.	Is it true that the language accepted by a non-deterministic Turing Machine is different from recursively enumerable language? Judge your answer.	BTL 5	Evaluate
9.	Formulate the two properties of recursively enumerable sets which are undecidable	BTL 6	Create
10.	When a problem is said to be decidable? Give an example of undecidable problem. Analyze it.	BTL 4	Analyze
11.	What is (a) recursively enumerable languages (b) recursive sets? Generalize your answer.	BTL 6	Create
12.	Define the classes of P and NP.	BTL 1	Remember
13.	Is it true that complement of a recursive language is recursive? Discuss your answer	BTL 2	Understand
14.	Describe an example of an undecidable problem	BTL 1	Remember
15.	Point out the properties of recursive and recursive enumerable language.	BTL 4	Analyze
16.	Illustrate on Primitive Recursive Function.	BTL 3	Apply
17.	Show the Properties of Recursive Languages	BTL 3	Apply
18.	Explain about tractable problem.	BTL 5	Evaluate
19.	Describe post correspondence problem.	BTL 2	Understand
20.	Illustrate about Time and space complexity of TM.	BTL 3	Apply

**PART - B**

1.	(i)Describe about the tractable and intractable problems.(7)(ii)Identify that “MPCP reduce to PCP”.(6)	BTL 1	Remember															
2.	(i) Describe about Recursive and Recursive Enumerablelanguages with example. (7) (ii) State and describe RICE theorem.(6)	BTL 1	Remember															
3.	(i) Summarize diagonalization language. (6) (ii) Discuss the significance of universal turing machine and also construct a turing machine to add two numbers and encodeit .(7)	BTL 2	Understand															
4.	Discuss post correspondence problem Let $\Sigma=\{0,1\}$ .Let A andB be the lists of three strings each ,defined as <table border="1"><thead><tr><th></th><th>List A</th><th>List B</th></tr></thead><tbody><tr><td>I</td><td>wi</td><td>xi</td></tr><tr><td>1</td><td>1</td><td>111</td></tr><tr><td>2</td><td>10111</td><td>10</td></tr><tr><td>3</td><td>10</td><td>0</td></tr></tbody></table> (i) Does the PCP have a solution?(7) (ii) Prove that the universal language is recursivelyenumerable.(6)		List A	List B	I	wi	xi	1	1	111	2	10111	10	3	10	0	BTL 2	Understand
	List A	List B																
I	wi	xi																
1	1	111																
2	10111	10																
3	10	0																
5.	(i)Explain computable functions with suitable example.(6)(ii)Explain in detail notes on Unsolvble Problems.(7)	BTL 4	Apply															
6.	(i) Describe in detail notes on universal Turing machines withexample.(7) (ii) Collect and write the short notes on NP-completeproblems.(6)	BTL 1	Remember															
7.	(i) Show that the diagonalization language ( $L_d$ ) is not arecursively enumerable.(7) (ii) Illustrate about unsolvability.(6)	BTL 3	Apply															
8.	(i)Compare the difference between recursive and recursively enumerable languages.(7) (ii)Explain about PCP.(6)	BTL 5	Evaluate															
9.	(i) Explain about Universal Turing machine and show that theuniversal language ( $L_u$ ) is recursively enumerable but not recursive. Generalize your answer(8) (ii) Design and explain how to measure and classifycomplexity.(5)	BTL 6	Create															
10.	(i) Explain about the recursively Enumerable Language withexample.(6) (ii) Point out that the following problem is undecidable.Given two CFGs G1 and G2 is $L(G1) \cap L(G2) = \emptyset$ .(7)	BTL 4	Analyze															
11.	(i) Show that the characteristic function of the set of all evennumber is recursive .(7) (ii) Illustrate in detail notes on primitive recursive functionswith examples.(6)	BTL-3	Apply															



12.	(i) Point out the Measuring and Classifying Complexity.(7) (ii) Does PCP with two lists $x=(b, b \ ab^3, ba)$ and $y=(b^3, ba, a)$ have a solution. Analyze your answer.(6)	BTL4	Analyze
13.	(i) Discuss in detail about Time and Space Computing of a Turing Machine(6) (ii) Express two languages which are not recursively enumerable.(7)	BTL-2	Understand
14.	(i) Describe in detail Polynomial Time reduction and NP-completeness.(7) (ii) List out the short notes on NP-Hard Problems.(6)	BTL1	Remember
<b>PART-C</b>			
1.	Consider and find the languages obtained from the following operations: (i) Union of two recursive languages.(5) (ii) Union of two recursively enumerable languages.(5) (iii) $L$ if $L$ and complement of $L$ are recursively enumerable.(5)	BTL5	Evaluate
2.	Prove that the universal language is recursively enumerable but not recursive. Generalize your answer.(15)	BTL-6	Create
3.	(i) Plan and explain on decidable and un-decidable problems with an example(7) (ii) Design and prove that for two recursive languages $L_1$ and $L_2$ their union and intersection is recursive.(8)	BTL-6	Create
4.	(i) Compare and write about tractable and untractable problems with an example.(10) (ii) Explain the language $L_u$ and show that $L_u$ is RE language.(5)	BTL-4	Analyze