

**DatZ 1037 – Practical Assignment 3**  
**Autumn 2019**  
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modified: November 17, 2019  
prepared: November 15, 2019

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- Due date is **Monday, December 09, 2019**
  - Please send your program including the source code by e-mail to ‘abuzer@lu.lv’
  - **Demo session** is during the class on Tuesday, December 10, 2019.
  - Your submission is considered as **incomplete** if you do not make a demo of your program.
  - You can work as a group of two people.
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**Task:** Write a computer program that takes

- the description of a binary nondeterministic finite automaton and
- a list of binary strings,

and then

- outputs the decision of the automaton on each input.

**Details:**

1) You can use *C++* or *Javascript with HTML*.

If you use *C++*, then the input of your program are received from a text file or console (copy-paste from the text file).

If you use *Javascript with HTML*, then the input of your program are received from the text boxes on the HTML file (copy-paste from the text file).

The output of your program can be written on a text file or written on the screen (console or visual environment).

2) The input alphabet is fixed as  $\Sigma = \{a, b\}$ .

3) The description of an automaton will be in the following format:

$$m\#A\#T0\#T1\#T2,$$

where

- $m$  is the number of states and it is always assumed that the states are labelled as  $s_1, s_2, \dots, s_m$  and  $s_1$  is the starting state;
- $A$  is the list of the accepting state(s), e.g.,  $s_3$  or  $s_5, s_7, s_{13}$ ;
- $T_0$  is the list of transitions rules without reading any symbol ( $\epsilon$ -transitions),  $T_1$  is the list of transitions rules when reading symbol  $a$ , and  $T_2$  is the list of transitions rules when reading symbol  $b$ :
  - There might be no transition rule, one transition rule, or several transition rules separated by comma.
  - Each transition rule can be either of the form

$$s_3 \rightarrow s_5$$

when there is a single transition or

$$s_3 \rightarrow s_5; s_7; s_8$$

when there are more than one transition.

4.a) Example 1: The description of an automaton recognizing the language

$$L_1 = \{w \mid \text{the length of } w \text{ is a multiple of 3 or 4}\}$$

is given below:

$$8 \# s_2, s_5 \# s_1 \rightarrow s_2; s_5 \# s_2 \rightarrow s_3, s_3 \rightarrow s_4, s_4 \rightarrow s_2, s_5 \rightarrow s_6, s_6 \rightarrow s_7, s_7 \rightarrow s_8, s_8 \rightarrow s_5 \# s_2 \rightarrow s_3, s_3 \rightarrow s_4, s_4 \rightarrow s_2, s_5 \rightarrow s_6, s_6 \rightarrow s_7, s_7 \rightarrow s_8, s_8 \rightarrow s_5$$

If the inputs are as follow:

a  
ab  
bbb  
baaa  
ababa  
aaaaab  
bbaabbb

then, the outputs should be as follows:

a REJECTED  
ab REJECTED  
bbb ACCEPTED  
baaa ACCEPTED  
ababa REJECTED  
aaaaab ACCEPTED  
bbaabbb REJECTED

4.b) Example 2: The description of an automaton recognizing the language

$$L_2 = \{w \mid \text{the second symbol of } w \text{ from the end is } b\}$$

is given below:

$$3\#s3\#\#s1\rightarrow s1,s2\rightarrow s3,s3\rightarrow s1\#s1\rightarrow s2,s2\rightarrow s2;s3,s3\rightarrow s2$$

If the inputs are as follow:

a  
b  
ab  
ba  
aab  
abab  
abaaba  
ababab  
baaabba  
abbbbbbaa

then, the outputs should be as follows:

a REJECTED  
b REJECTED  
ab REJECTED  
ba ACCEPTED  
aab REJECTED  
abab REJECTED  
abaaba ACCEPTED  
ababab REJECTED  
baaabba ACCEPTED  
abbbbbbaa REJECTED

4.c) Example 3: The description of an automaton recognizing the language

$$L_3 = \{w \mid \text{the third symbol of } w \text{ from the end is } b\}$$

is given below:

$$4\#s4\#\#s1\rightarrow s1,s2\rightarrow s3,s3\rightarrow s4,s4\rightarrow s1\#s1\rightarrow s2,s2\rightarrow s2;s3,s3\rightarrow s2;s4,s4\rightarrow s2$$

If the inputs are as follow:

abb  
baa  
abab

aabb  
aaabaa  
bbbaaa  
abababb  
aaaaabaa  
bbbbbaab  
baabaabaa  
baabaaaabb  
aaaaaaaaba  
bbbbbbbabaa

then, the outputs should be as follows:

abb REJECTED  
baa ACCEPTED  
abab ACCEPTED  
aabb REJECTED  
aaabaa ACCEPTED  
bbbaaa REJECTED  
abababb REJECTED  
aaaaabaa ACCEPTED  
bbbbbaab REJECTED  
baabaabaa ACCEPTED  
baabaaaabb REJECTED  
aaaaaaaaba REJECTED  
bbbbbbbabaa ACCEPTED