

FLAC Assignment 7

Exercise 1 Give a Turing machine with at most 12 states that doubles a number in unary representation. You will lose points if you use extra states. It should be clear your solution is correct; give explanation if necessary.

Exercise 2 (a) Convert the following CFG into Chomsky Normal Form. Write down your steps.

$$\begin{aligned} S &\rightarrow aAa \mid bBb \mid \epsilon \\ A &\rightarrow C \mid a \\ B &\rightarrow C \mid b \\ C &\rightarrow CDA \mid \epsilon \\ D &\rightarrow A \mid B \mid ab \end{aligned}$$

(b) Use Younger's Algorithm to decide whether "ababa" is in the language. Write down the steps.

Exercise 3 We already know $\{a^n b^n c^n \mid n \geq 0\}$ is not a context free language. Give a Turing machine that decides this language.

Exercise 4 We know following grammar is ambiguous. Please give some string in the language and show such that it has two different parse trees.

Here, `<stmt>` is the start symbol and terminals are: `else`, `basic_stmt`, `for_clause`, `if`, `boolexpr`, `then`, `blk`, `compound`.

$$\begin{aligned} \langle \text{stmt} \rangle &\rightarrow \langle \text{uncond_stmt} \rangle \mid \langle \text{cond_stmt} \rangle \\ \langle \text{uncond_stmt} \rangle &\rightarrow \text{basic_stmt} \mid \langle \text{for_stmt} \rangle \mid \text{blk} \mid \text{compound} \\ \langle \text{for_stmt} \rangle &\rightarrow \text{for_clause} \langle \text{stmt} \rangle \\ \langle \text{cond_stmt} \rangle &\rightarrow \langle \text{if_stmt} \rangle \mid \langle \text{if_stmt} \rangle \text{ else } \langle \text{stmt} \rangle \\ \langle \text{if_stmt} \rangle &\rightarrow \langle \text{if_clause} \rangle \langle \text{uncond_stmt} \rangle \\ \langle \text{if_clause} \rangle &\rightarrow \text{if boolexpr then} \end{aligned}$$

Exercise 5 In class we introduced a type of Turing Machine whose tape is two-way infinite, which means the machine can keep moving left or right indefinitely. Also the action that the machine can take is one of $\{L, R, N\}$.

In the book, the definition is slightly different. The tape of the Turing Machine is one-way infinite, which means there is a leftmost square of the tape and the machine cannot move left when at that position. In addition, the action the machine can take is one of $\{L, R\}$.

Your task is to prove that a Turing Machine of the type defined in the textbook can simulate a Turing Machine of the type defined in class.

Exercise 6 (Bonus) Prove that any context-free language over alphabet size 1, for example $\Sigma = \{1\}$, is also regular language.